

FEB 02 2017

DIRECTOR'S OFFICE

BEFORE THE DEPARTMENT OF INSPECTIONS AND APPEALS

PETITION BY
BIG DADDY GAMES, LLC
FOR A DECLARATORY ORDER ON
IOWA CODE §§ 99B.52, 99B.53 &
725.9



PETITION FOR
DECLARATORY ORDER

NOW COMES Petitioner, Big Daddy Games, LLC, by and through its undersigned counsel, and pursuant to Iowa Code § 17A.9 and 481 Iowa Administrative Code, Chapter 3, to hereby respectfully submit and request as follows:

I. RELEVANT FACTS

1. Big Daddy Games, LLC (“Petitioner”) is a Wisconsin limited liability company located in Menasha, Wisconsin.
2. Petitioner manufactures and sells electronic game devices in several jurisdictions, including Iowa.
3. Petitioner has designed and developed two new electronic skill game devices entitled “*Big Daddy’s Nudge Skill Plus*” and “*Spooky Nudge Skill Plus*” (“Skill Plus”).
4. Each Skill Plus device is a single machine that offers three different game themes that a player may select to play.
5. Each Skill Plus device includes a touch screen display and tactile buttons that collectively provide a user interface to the device.
6. Each Skill Plus device includes a bill acceptor that receives and accepts U.S. dollar bills of varying denominations. The devices do not accept or dispense coins or tokens, and they do not award cash.

7. On each Skill Plus device, after a game theme is selected, the touch screen display features visual meters indicating a player's credits (indicated as "Credit"); the number of credits assigned by the previous game play (indicated as "Prize"); "Help" and "Reveal" virtual pushbuttons; a puzzle solution table; and credit play level selector virtual pushbuttons, each featuring a plus ("+"), a minus sign ("-"), or a "MAX PLAY" indication.

8. The Skill Plus devices do not award any prize of merchandise.

9. Each Skill Plus device includes a printer configured to print a slip of paper with a number of credits redeemed by a player through at least two stages of selective interaction with the device.

10. The Skill Plus devices do not possess a "knock-off" switch, or any other means to allow the release of free games.

11. The Skill Plus devices do not allow a player to ever "double-up" or "raise" at any time.

12. On each of the Skill Plus devices, there is no meter to record the number of free games awarded.

13. The Skill Plus devices do not allow for the playing of any of the following games: poker, baccarat, chemin de fer, blackjack, pai gow, roulette, craps, or keno.

14. The Skill Plus devices are not designed, and cannot be adapted, to enable a person to increase the chances of winning free games, or portions of the games, or anything else, by paying more than ordinarily required to play the game.

15. In every game theme on each of the Skill Plus devices, the outcome of each game play is primarily determined by the skill and/or knowledge of the player.

16. In each Skill Plus device, player success requires only reasonable skill, but practice playing a Skill Plus devices increases a player's skill.

17. Each type of Skill Plus device has been reviewed by Nick Farley and Associates ("NFA").

18. Based upon NFA's review, NFA plans to issue two reports in the coming days, each related to one of Big Daddy Games' *Spooky Nudge Skill Plus System version 16.0.0.0* and *Big Daddy's Nudge Skill Plus System version 16.0.0.0*.

19. In its analysis, NFA has been requested to indicate whether the outcome of each and every game play of a Skill Plus system is primarily determined by the skill or knowledge of the player. On each play of each game, a player must rearrange a column of images to align a row of matching images on a prize line. Alternatively, a column of images may be rearranged to result in a particular image to be situated on the prize line, in the case of a win-every-spin-programmed device.

20. A copy of each identified NFA report will be submitted with a supplemental petition upon receipt of same from NFA.

II. RELEVANT LAW

Iowa Code § 99B.52 provides:

99B.52 Electrical or mechanical amusement devices.

1. A person may own, possess, and offer for use at any location an electrical or mechanical amusement device, except for an amusement device required to be registered pursuant to section 99B.53. If the provisions of this section and other applicable provisions of this subchapter are complied with, the use of an electrical or mechanical amusement device shall not be deemed gambling. All electrical or mechanical amusement devices shall comply with this section.

2. A prize of merchandise not exceeding fifty dollars in value shall be awarded for use of an electrical or mechanical amusement device. An electrical or mechanical amusement device may be designed or adapted to award a prize of one

or more free games or portions of games without payment of additional consideration by the participant.

3. A prize of cash shall not be awarded for use of an electrical or mechanical amusement device.

4. An amusement device shall not be designed or adapted to cause or to enable a person to cause the release of free games or portions of games when designated as a potential award for use of the device, and shall not contain any meter or other measurement device for recording the number of free games or portions of games which are awarded.

5. An amusement device shall not be designed or adapted to enable a person using the device to increase the chances of winning free games or portions of games by paying more than is ordinarily required to play the game.

6. An award given for the use of an amusement device shall only be redeemed on the premises where the device is located and only for merchandise sold in the normal course of business for the premises.

7. The department may determine any other requirements by rule. Rules adopted pursuant to this section shall be formulated in consultation with affected state agencies and industry and consumer groups.

The relevant portion of Iowa Code § 99B.53 provides:

99B.53 Electrical or mechanical amusement devices — registration required.

1. In addition to the requirements of section 99B.52, an electrical or mechanical amusement device in operation or distributed in this state that awards a prize where the outcome is not primarily determined by skill or knowledge of the operator shall be registered by the department as provided in this section.

Pursuant to Iowa Admin. Code r. 481-104.1, a “prize” is “a ticket(s) or token(s) that is dispensed by an amusement device as an award for use and that is worth up to \$50 in merchandise.”

Iowa Code § 725.9 defines a “gambling device” as:

a device used or adapted or designed to be used for gambling and includes, but is not limited to, roulette wheels, klondike tables, punchboards, faro layouts, keno layouts, numbers tickets, slot machines, pachislo skill-stop machine or any other similar machine or device, push cards, jar tickets and pull-tabs. However, “gambling device” does not include an antique slot machine, or any device regularly manufactured and offered for sale and sold as a toy, except that any use of such a toy or antique slot machine for gambling purposes constitutes unlawful gambling.

A device is not a gambling device under Iowa law if such device complies with Iowa Code § 99B.52. *See, e.g., H & Z Vending v. Iowa Dep't of Inspections & Appeals*, 511 N.W.2d 397 (1994); *see also*, Iowa Code § 99B.52(1).

III. GAMES AND PLAY

The following three game themes are accessible on a Big Daddy's Nudge Skill Plus system:

1. Reef Reels
2. Duck Empire
3. Bier Frau

The following three game themes are accessible on a Spooky Nudge Skill Plus system:

1. Spooky Cash
2. Spooky Spin2 (the final "S" being a Latin minuscule)
3. Spooky 2

A game play on any Skill Plus device begins with a player selecting, through the use of the user interface, first an available game theme and then a credit play level. A player may select a different credit play level at any time prior to initiating a play of a game. All game themes have the same available credit play levels, ranging from 25 credits to 500 credits. The Skill Plus devices permit a player to insert money into a bill acceptor located on the front of the game terminal. The bill acceptor accepts U.S. dollar bills of varying denominations. When bills are inserted into the bill acceptor, credits are allotted for play of the game, where one hundred credits are allotted for every dollar inserted.

However, prior to depositing any money into a Skill Plus device, a player has the ability to view image orientations that will conditionally assign a particular number of credits (one and up) to the player if the player successfully organizes images in respective orientations. This feature is known as a "Reveal" feature, which is activated by the user through the user interface. The Reveal feature will display a randomly selected number of credits to be assigned on the next

play in the particular game theme and at the particular credit play level. A player may change the credit play level and/or game theme and re-execute the Reveal to see what the next credit assignments will be for the respective credit play level and game theme. A credit assignment that may correspond to a row of images provided in the puzzle solution table or a single image. Accordingly, prior to depositing money into a Skill Plus device, a player is completely informed as to the credit assignment that is possible (if images are aligned correctly) as a result of the very next game play with the selected game theme and selected credit play level. If the player does not activate the Reveal feature, then the player will not be informed as to the credit assignment for the next game play, and the player may play the game without knowing the conditional game play outcome in advance. If the Reveal informs the player that fewer credits will be assigned to the player on the next game play than would be required to play at the selected credit play level, and the player then inserts money to play after being so informed, then it is presumed that the player is engaging in game play for subjective entertainment value.

Once a player has a sufficient number of credits to engage in the game, the player can touch the "PLAY" image on the touch screen or press the tactile "PLAY" button on the cabinet's exterior to cause an initial arrangement of images on the screen. The primary game play of all game themes includes nine electronic images arranged in a 3x3 grid. When the "Play" button is pressed, the images are rearranged on the screen and come to a resting position. The player may then elect to rearrange a single column of images on the screen, by shifting the column up or down, thereby changing an image in the row of images displayed along the prize line.

At the end of a game play, after a player has rearranged a column of images, credits will be assigned to the player as a result of the images arranged along the prize line. If the player was successful in arranging images in a particular order, the number of credits assigned is the number

of credits that were or would have been displayed to the player had the player Revealed prior to the game play. After credit assignment, a player may elect to continue to play further game plays and may preview (Reveal) game play credit assignments on each subsequent game play, as described above.

After credits have been assigned, a player may elect to continue play or, alternatively, to exit the game theme. After exiting the game theme, the player may select a different game theme, or may elect to attempt to collect the credits that have been assigned to the player, for printing on a slip of paper. If the player elects to try to collect the assigned credits, a Skill Prize Wheel feature is presented to the player. The Skill Prize Wheel feature is a task that requires a player to stop an image of a spinning wheel on amounts that are displayed on the wheel for an opportunity to redeem their credits. As used herein, “redeem” does not indicate any sort of value. Redeem extends only to the skillful interaction of a player through the Skill Prize Wheel feature and printing of a number of credits on a slip of paper.

Only after a player has successfully navigated a Skill Plus game by solving image alignment puzzles and getting assigned credits is it possible for the player to attempt to receive a slip of paper with a printed number of credits on it.

IV. QUESTIONS PRESENTED AND PROPOSED ANSWERS

Petitioner respectfully requests that the Department answer the following questions and respectfully submits the following proposed answers:

1. Do the Skill Plus devices, per se, “award a prize” as that phrase is used in Iowa Code § 99B.53?

Proposed Answer: No. During use of the Skill Plus devices, a player accumulates, or is assigned, credits. The electronic assignment of credits for each game play is not an award of a prize, as that term is defined by the Rules, but rather is a representation of accumulated points. Assigned credits may be used by a player for additional amusement in continuing to play the game or the player may elect to try skillfully to “collect” credits through use of the Skill Prize Wheel Feature. The Skill Prize Wheel feature requires player hand-eye coordination and timing to redeem such credits as a number printed on a slip of paper. However, the slip of paper, in and of itself is not known to Petitioner to be worth anything, nor do the Skill Plus devices in any way assign any worth or value to the slip of paper, as it is merely an indication of credits assigned to and collected by a player through use of some level of skill.

2. Are the Skill Plus devices required to be registered pursuant to Iowa Code § 99B.53?

Proposed Answer: No. The Skill Plus devices are not required to be registered because (1) the Skill Plus devices do not award a prize (as described above); and/or (2) every outcome for every game play on a Skill Plus device is at least primarily determined by skill or knowledge of the user. See proposed answer to Question 1 for discussion related to no prize being awarded by the Skill Plus devices. Regarding skill, Iowa law requires registration of only electrical or mechanical amusement devices “where the *outcome* is not primarily determined by skill or knowledge of the operator[.]” Iowa Code § 99B.53(1) (emphasis added). Conversely, where the outcome *is* primarily determined by skill or knowledge of the operator, the device is not required to be registered. *See id.* Critically, Iowa law requires that operator skill or knowledge primarily determine only the outcome of a use of an electrical or mechanical amusement device. *Id.* Accordingly, operator skill or knowledge is not required to determine such things as the

geographic location of an amusement device, the cost or number of credits demanded by such device per play, the number or types of prizes, if awarded, the programming of such devices, the game setup presented for play, etc. The Skill Plus devices require that operator skill be utilized on every game play to assign, or prevent assignment of, credits to the player. That is, the number of credits assigned to a player on each and every play of a Skill Plus device is a choice (between at least two options) made by the player during play. Ultimately, after one or more game plays, a player must exercise skill to redeem assigned credits as a printed slip of paper. The Skill Prize Wheel feature requires player hand-eye coordination and timing to redeem such credits.

Furthermore, although skill or knowledge must primarily determine an outcome for certain amusement devices to fall outside of registration requirements, Iowa law does not require any minimum *level* of skill to be employed. That is, the difficulty of any task to be completed using skill or knowledge is not specified in the Code or Rules.

Because every electronic credit assignment through game play (outcome of game play) and every credit redemption on a slip of paper is determined exclusively by operator choice and skill, the outcome of the use of the Skill Plus devices is at least primarily determined by skill or knowledge of the operator.

3. Is it lawful for a person to own, possess, and offer for use at any location a Skill Plus device pursuant to Iowa Code § 99B.52?

Proposed Answer: Yes. As described below, the Skill Plus devices are not required to be registered pursuant to section 99B.53, so the Skill Plus devices are compliant with paragraph 1 of § 99B.52. The Skill Plus devices comply with paragraph 2 of § 99B.52 because they do not award any prize of merchandise. The Skill Plus devices do not award any prize of

cash, thereby complying with paragraph 3 of § 99B.52. The Skill Plus devices comply with paragraph 4 of § 99B.52 because they are not designed or adapted to cause or to enable a person to cause the release of free games or portions of games when designated as a potential award for use of the device, and they do not contain any meter or other measurement device for recording the number of free games or portions of games which are awarded. The Skill Plus devices are not designed or adapted to enable a person using the device to increase the chances of winning free games or portions of games by paying more than is ordinarily required to play the game, so they comply with paragraph 5 of § 99B.52. Finally, the Skill Plus devices do not give awards or dictate any awards to be given for the use of them. The requirements of paragraph 6 of § 99B.52 are met by the Skill Plus devices because the most that is provided by such devices is a slip of paper indicating the player's level of success at skillfully redeeming assigned credits. Skill Plus devices are not involved in any award redemption in exchange for such slip of paper on any premises.

4. Do the Skill Plus devices meet the definition of "Gambling device" under Iowa Code § 725.9?

Proposed Answer: No. The Skill Plus devices comply with Iowa Code § 99B.52 and are therefore not gambling devices.

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PRAYER FOR RELIEF

To preserve Petitioner's property rights under U.S. and Iowa law, Petitioner respectfully requests that the Department:

1. Schedule a meeting between Petitioner, the Department, and any/all relevant parties to discuss the questions presented herein; and

2. Issue an Order declaring that:

a. Petitioner's Skill Plus devices do not, per se, "award a prize" as that phrase is used in Iowa Code § 99B.53 and, therefore, these devices are not required to be registered pursuant to that Section;

b. The outcome of each game play on Petitioner's Skill Plus devices is primarily determined by the skill or knowledge of the operator and, therefore, these devices are not required to be registered pursuant to Iowa Code section 99B.53;

c. Petitioner's Skill Plus devices are electrical and mechanical amusement devices that comply with the provisions set forth in Iowa Code section 99B.52, and it is therefore lawful for a person to own, possess, and offer for use at any location such devices; and

d. Petitioner's Skill Plus devices are not gambling devices under Iowa Code Section 725.9.

Petitioner is not currently a party to another proceeding involving the questions at issue and, to Petitioner's knowledge, these same questions, regarding the Skill Plus devices, have not been decided by, are not pending determination by, and are not under investigation by, any governmental entity.

Petitioner respectfully requests that all communications related to this petition be directed to the undersigned.

Respectfully submitted,

Date: 30 January 2017



SMITH KEANE LLP

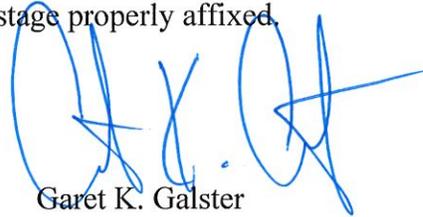
Garet K. Galster (WI Bar 1056772)
Melissa S. Hockersmith (WI Bar 1050361)
1130 James Drive, Suite 104
Hartland, WI 53029
Tel: 262.563.1438
Fax: 262.563.1439
Email: gkg@keaneip.com

Attorneys for Big Daddy Games, LLC

Certification of Mailing

I certify under penalty of perjury and pursuant to the laws of Iowa that, on 30 January 2017, I mailed copies of the foregoing Petition for Declaratory Order by Big Daddy Games addressed to the Director's Office, Department of Inspections and Appeals, Lucas State Office Building, 321 East 12th Street, Des Moines, Iowa 50319-0083, by depositing the same in a United States post office mailbox with correct postage properly affixed.

30 January 2017



Gareth K. Galster

BEFORE THE DEPARTMENT OF INSPECTIONS AND APPEALS

PETITION BY
BIG DADDY GAMES, LLC
FOR A DECLARATORY ORDER ON
IOWA CODE §§ 99B.52, 99B.53 &
725.9



SUPPLEMENT TO
PETITION FOR
DECLARATORY ORDER

NOW COMES Petitioner, Big Daddy Games, LLC, by and through its undersigned counsel, and pursuant to Iowa Code § 17A.9 and 481 Iowa Administrative Code, Chapter 3, to hereby respectfully supplement its petition for declaratory order, filed on 30 January 2017 (the “Jan 30 Petition”) as follows:

I. RELEVANT FACTS

Please add the following relevant facts to the Jan 30 Petition:

21. Based upon NFA’s review, NFA issued the following two reports, submitted herewith and which are incorporated herein by reference:

a. Report on the review and analysis of the *Spooky Nudge Skill Plus System version 16.0.0.0* developed by Big Daddy Games, LLC; and

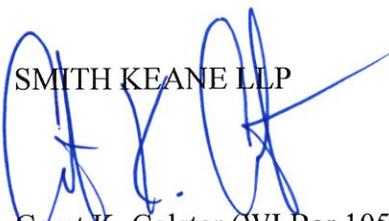
b. Report on the review and analysis of the *Big Daddy’s Nudge Skill Plus System version 16.0.0.0* developed by Big Daddy Games, LLC.

22. In each of the above-named reports, NFA concluded that the outcome of each and every game play of a Skill Plus system is primarily determined by the skill or knowledge of the player. NFA determined that “[e]ach of the game themes . . . requires the patron to . . . align a winning image or combination of images on the prize line before any credits are earned for normal game play.” A ticket with a number of points or credits printed on it may be received

only after a patron interacts with a Skill Prize Wheel feature. As stated by NFA, “[t]he Skill Prize Wheel feature requires the patron to stop a spinning wheel on credit amounts that are displayed on the wheel for an opportunity to redeem their credits” on a printed ticket.

Respectfully submitted,

Date: 1 February 2017



SMITH KEANE LLP

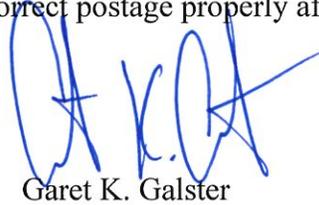
Garet K. Galster (WI Bar 1056772)
Melissa S. Hockersmith (WI Bar 1050361)
1130 James Drive, Suite 104
Hartland, WI 53029
Tel: 262.563.1438
Fax: 262.563.1439
Email: gkg@keaneip.com

Attorneys for Big Daddy Games, LLC

Certification of Mailing

I certify under penalty of perjury and pursuant to the laws of Iowa that, on 1 February 2017, I mailed copies of the foregoing Supplement to Petition for Declaratory Order by Big Daddy Games addressed to the Director's Office, Department of Inspections and Appeals, Lucas State Office Building, 321 East 12th Street, Des Moines, IA 50319-0083, by depositing the same in a United States post office mailbox with correct postage properly affixed.

1 February 2017



Garet K. Galster



Nick Farley & Associates

6401 Davis Industrial Parkway

Suite A

Solon, Ohio 44139

(440) 914-TEST (8378)

www.nfa777.com

February 1, 2017

Mr. Gareth K. Galster
Smith Keane LLP
1130 James Drive, Suite 104
Hartland, Wisconsin 53029

Re: Report on the review and analysis of the *Big Daddy's Nudge Skill Plus System version 16.0.0.0* developed by Big Daddy Games, LLC.

Dear Mr. Galster:

By request of counsel, *Nick Farley & Associates, Inc.* has conducted a review and examination of the *Big Daddy's Nudge Skill Plus System version 16.0.0.0* developed by Big Daddy Games, LLC. Our review and examination has been undertaken on behalf of Mr. Gareth K. Galster of Smith Keane LLP for the benefit of Big Daddy Games, LLC. This document will be divided into sections representing the various stages of review and analysis conducted.

Section I – System Component

The *Big Daddy's Nudge Skill Plus System version 16.0.0.0* reviewed consisted of the following components:

Component Name	Version
<i>Big Daddy's Nudge Multi-Game Platform</i>	16.0.0.0

The *Big Daddy's Nudge Skill Plus System version 16.0.0.0* is comprised of a single, stand-alone, patron terminal that offers a patron multiple themes from which to choose to play a game. These “game themes” are an entertaining way to accumulate credits to attempt to collect through the *Skill Prize Wheel* feature. The *Big Daddy's Nudge Skill Plus System* machine contains a touch screen display that is used to navigate through the various video displays offered.

Nick Farley & Associates
www.nfa777.com

A patron inserts money into the *Big Daddy's Nudge Skill Plus System* machine through a bill acceptor located on the right side of the cabinet. The bill acceptor accepts U.S. notes of varying denominations. As configured, bills inserted are displayed on the video screen as "Credits" available for game play, where one hundred (100) "Credits" are received per one dollar inserted.

Section II - General Information

The *Big Daddy's Nudge Skill Plus System* offers three (3) different game themes. These game themes are identified as follows:

1. *Reef Reels*
2. *Duck Empire*
3. *Bier Frau*

Play begins with the patron selecting an available game theme and one of the credit play levels from which to participate. A patron may change the desired play level at any time prior to engaging in game theme play. The patron can then touch the play icon on the video screen or press a tactile "Start" button on the cabinet's exterior to initiate a game theme. Patrons are free to exit any of the aforementioned game themes prior to engaging in game play. After game play has been initiated within a theme, the patron must complete the one or more plays prior to exiting the game theme.

Each of the game themes offered on the *Big Daddy's Nudge Skill Plus System* contains a "Reveal" feature which provides the patron with the opportunity to preview the very next game play outcome for the current credit play level. The "Reveal" feature available on the *Big Daddy's Nudge Skill Plus System* is covered in more detail in Section III – Reveal Preview Feature. Additionally, each game theme contains a "Nudge" feature which requires the patron to rearrange images in a particular combination on the "Prize Line". The "Nudge" feature available on the *Big Daddy's Nudge Skill Plus System* is covered in more detail in Section IV – Nudge Skill Feature With Always Win Feature.

Each game theme includes a Help feature. Activating the Help feature within a game theme produces a screen which furnishes explanations and provides the game rules for the active game theme. All credits obtained through game play are initially displayed as "Prize" and automatically accumulated on the "Credit" meter, which will then be available for additional game play. In displaying the accumulation of prizes as "Credits", the game themes are only an entertaining way to accumulate and display credits available to redeem through the "Skill Prize Wheel" feature. The "Skill Prize Wheel" feature available on the *Big Daddy's Nudge Skill Plus System* is covered in more detail in Section V – Skill Prize Wheel Feature With Hand Count Feature.

Section III – Reveal Preview Feature

Each of the three (3) game themes offered on the system contains a “Reveal” feature which allows the patron to view the very next game play outcome for the current credit play level by pressing the “Reveal” icon on the video screen at any given time prior to the initiation of a game theme. No payment or purchase is required for the patron to exercise the ability to cause the electronic system to disclose the next game play outcome for the selected game theme and credit play level. The patron can then touch the play icon on the video screen or press the tactile “Start” button on the cabinet’s exterior to initiate a game theme.

Upon selection of the game theme and play level, which will determine how many credits will be expended, the next game play outcome can be displayed by pressing the “Reveal” icon on the screen. The next game play outcome may be displayed upon request by the patron in advance of committing any credits and before each play. The patron can then choose to play for the outcome displayed, change the credit play level, or exit the game theme. A patron is not required to exhaust all of their credits at once or on the same game theme. The game themes that are available on the *Big Daddy's Nudge Skill Plus System* are covered in more detail in Section VI – Game Specific Information.

Section IV – Nudge Skill Feature With Always Win Feature

Each of the three (3) aforementioned game themes contains a “Nudge” feature, which allows the patron to complete a Nudge style skill task which is presented to the patron during each game play. The “Nudge” feature allows the patron to perform a task in order to align a winning symbol combination on the “Prize Line”. To successfully complete the skill task, the patron must rearrange one of nine (9) displayed images to align a winning image configuration. Thus, a patron must (1) recognize which one of the nine (9) images must be rearranged; (2) decide which direction such image must be moved; and (3) physically select or otherwise complete such movement on the touch screen. As configured, each play contains a potential credit result in exchange for the credits used at the current play level. The “Nudge” skill task requires the patron to complete the task before any credits can be added to the Credit meter.

A Patron may elect to not complete the skill task. Once images are arranged during a game play, the Patron may select the “Play” button, rather than rearranging an image, which will skip the skill task. If the patron attempts to skip the skill task during a play that has the potential to increase credits (as the patron would so be informed if the patron used the Reveal feature, discussed above), which corresponds to one of the winning symbol combinations advertised on the screen, the game will produce an audible sound indicating to the patron that a winning combination can be achieved by rearranging images that are currently present on the display. Please note that the audible sound is not produced for the “Win-Every-Spin” feature which is described below. The patron must evaluate the images and rearrange one of them to achieve some number of credits. Even after the audible sound is generated, in the event that the patron elects to skip the skill task by continuing to select the “Play” button, any potential credit increase will be forfeited for that play.

Please Note: Configuration settings exist, via the operator’s menu, which can enable a timer. When the timer is enabled, the patron must complete the Nudge function within a preconfigured time limit. If the Nudge function is not completed within the set time limit, any potential credit increase is forfeited for that play.

In addition to the “Nudge” feature, the *Big Daddy's Nudge Skill Plus System* can be configured with a “Win-Every-Spin” feature which allows the patron the opportunity to receive a credit increase for every play initiated at the selected credit play level. The “Win-Every-Spin” feature allows the patron to receive some credits in the event that the patron is unsure of the outcome of a play, or if a play has an outcome that would not otherwise increase credits. The “Win-Every-Spin” feature will randomly place a coin symbol in one (1) of the displayed images. The coin that appears may vary in appearance. Depending on the coin symbol that is displayed, the patron will be awarded a different credit increase when the “Win-Every-Spin” option is selected. The patron must elect to choose the “Win-Every-Spin” option to receive the credits associated with the coin displayed. The various coins that may be displayed and their associated credits have been listed below:

Win-Every-Spin Coin (Color)	Win-Every-Spin Credits
Copper	1
Silver	2
Gold	5
Blue	25

Section V – Skill Prize Wheel Feature With Hand Count Feature

As configured, the *Big Daddy's Nudge Skill Plus System* contains a “Skill Prize Wheel” feature. All credits obtained through game play are initially displayed as “Prize” and automatically accumulated on the “Credit” meter, which will then be available for additional game play. Although the screen displays the accumulation of prizes as “Credits”, the patron, in fact, has not won an actual prize (i.e. the patron has not received a ticket or token). The game themes are only an entertaining way to accumulate and display credits available to redeem through the Skill Prize Wheel feature. The Skill Prize Wheel feature is a task which requires the patron to stop an image of a spinning wheel on amounts that are displayed on the wheel for an opportunity to redeem their credits. The system contains configuration settings via the operator’s menu, which can limit the maximum amount of credits that can be redeemed for each spin of the Skill Prize Wheel.

As configured, each amount available per spin on the wheel does not exceed a display of ten (\$10.00) dollars. For each \$10.00, or fraction thereof, of credits the patron had received during game play, the patron receives one spin on the wheel in a Skill Prize Wheel session. For instance, if the patron elects to try to redeem credits displayed as \$23.00, the patron would receive three (3) spins. On the first and second spin, the maximum redeemable credits would be \$10.00 and on the third spin, the maximum redeemable credits would be \$3.00. As another example, if the patron elects to try to redeem credits displayed as \$60.00, the patron

would receive five (5) spins in a first Skill Prize Wheel session, and one (1) spin in a second Skill Prize Wheel session. The Skill Prize Wheel feature is triggered any time the patron attempts to redeem the accumulated available credits from the *Big Daddy's Nudge Skill Plus System*. The Skill Prize Wheel feature displays the Credits remaining, which is the total amount of remaining Credits that can possibly be assigned to the patron during the current Skill Prize Wheel session; number of spins remaining in the current Skill Prize Wheel session; the amount of credits redeemed per spin; and the total credits redeemed from the Skill Prize Wheel. The total amount of credits that can possibly be won equates to the lowest of \$50.00 and the total amount of credits that were available to the patron for game play purchase, up to the highest whole number of the patron's credit amount. The Skill Prize Wheel allows the patron to redeem credits in increments of one hundred (100) (displayed as whole dollar amounts). Any remaining credits will remain on the patron's credit meter.

After one or more game plays, the patron may elect to redeem their credits, and a Skill Prize Wheel session will be initiated. The patron must press the Skill Prize Wheel image via the touch screen display to initiate the spin. The Skill Prize Wheel image will appear to begin to spin and display different credit values that can be redeemed. The patron must select a portion of the Skill Prize Wheel image on the touch screen display to stop the wheel on a displayed amount. When the wheel is stopped by the patron, the wheel will immediately stop on the amount that was selected by the patron. If the patron selects the wheel in between redemption amounts that are displayed on the wheel, the wheel will continue to spin and stop on the very next credit amount. The credit amount that is displayed when the wheel stops is the credit amount assigned to the patron for the current spin. The patron has the opportunity to redeem the full amount of accumulated credits if the patron stops the Skill Prize Wheel on the maximum credit amount for each spin. Each spin during a Skill Prize Wheel session allows the patron to try to redeem up to \$10.00 of the credits remaining. If the patron stops the wheel on a credit amount that is not the maximum credit amount or stops the wheel on zero (0) for that spin, then that amount of credits is assigned to the patron, and remaining credits available for redemption on that spin of the Skill Prize Wheel will be forfeited.

In addition, to the "Prize Skill Wheel" feature, the system can be configured with a "Hand Count" feature. As configured and reviewed, the *Big Daddy's Nudge Skill Plus System* had the Hand Count feature enabled. Within each of the available game themes offered on the system and on the main game selection screen, a Hand Count meter is displayed. The Hand Count increases by one (1) for each play initiated on the system. The value of each Hand Count is determined by configurable settings located within the operator's menu. As configured, each Hand Count value was set to fifty dollars (\$50.00). Thus, the Hand Count increases in fifty dollar (\$50.00) increments for every play initiated.

When attempting to redeem credits on the *Big Daddy's Nudge Skill Plus System* via the Skill Prize Wheel, the patron will only be granted the opportunity to redeem credits less than or equal to the Hand Count amount. For example, if a patron has accrued one hundred dollars (\$100.00) worth of credits on the system, and the patron has engaged in two game plays, thus increasing the Hand Count to two (2), the patron will be entitled to redeem up to one hundred (\$100.00) credits, which is the full amount of the patron's credits.

The Skill Prize Wheel feature is engaged by pressing a tactile “TICKET” button on the exterior of the machine or by selecting the “Collect” onscreen icon. All accumulated “Credits” that are successfully won through the Skill Prize Wheel feature will be printed on a ticket. The printed ticket may be presented to the local venue operator for redemption, if the venue operator so chooses, or archived by the patron.

Please Note: The *Big Daddy's Nudge Skill Plus System* machine reviewed did not contain a printer at the time of test. Thus, print functions during credit redemption could not be verified.

Section VI - Game Specific Information

Nick Farley & Associates, Inc. has evaluated each of the three (3) game themes offered by the *Big Daddy's Nudge Skill Plus System version 16.0.0.0*. Each of the three game themes affords a patron an opportunity to select options that determine how many “Credits” will be expended per play.

Game Themes

The three (3) game themes available on the *Big Daddy's Nudge Skill Plus System*, are described below:

Reef Reels - 3 Reel - Nudge

The *Reef Reels* game theme is a nudge-style game based primarily on Under the Sea themed images (Fish, Anchor, Diver, etc). The *Reef Reels* game theme displays nine play images in a 3x3 grid, with the middle horizontal line of images being designated as the “Prize Line”. Credit Play levels are available in twenty-five (25) credit increments ranging from \$.25 - \$5.00.

The *Reef Reels* game theme contains a bonus game. To enter the bonus game, three (3) bonus images must be successfully aligned on the prize line. The bonus game first presents the patron with the “Select a Shell” bonus. The Select a Shell bonus game requires the patron to select from multiple “Shells” which, upon selection, will display either a Free Spin amount, Multiplier amount, or extra credits, which will be added to the patron’s credit meter. The patron must continue to select from the available shells until the patron reveals an empty shell. At the conclusion of the Select a Shell portion of the bonus game, the number of Free Spins and the amount of Multipliers will be totaled. Additionally, any extra credits revealed during the Select a Shell bonus will be automatically added to the patron’s credit meter.

After the Select a Shell bonus, the Free Spin portion of the bonus game will begin. The Free Spin bonus will begin and play automatically. All credits assigned during the Free Spin bonus will be multiplied by a Multiplier amount. The amount of Free Spins that will be initiated and the Multiplier amount used to multiply credits, depend upon the number of Free Spins and the Multiplier(s) revealed during the Select a Shell bonus. Please note that the

Free Spins issued are just entertaining ways to reveal the total value of credits pre-determined and displayed via the “Reveal” feature. Patron interaction with the Free Spin bonus feature has no effect on the outcome.

Duck Empire - 3 Reel - Nudge

The *Duck Empire* game theme is a nudge-style game based primarily on Duck and Hunting themed images. The *Duck Empire* game theme displays nine play images in a 3x3 grid, with the middle horizontal line of images being designated as the “Prize Line”. Credit Play levels are available in twenty-five (25) credit increments ranging from \$.25 - \$5.00.

The *Duck Empire* game theme contains a bonus game. To enter the bonus game, three (3) bonus images must be successfully aligned on the prize line. The bonus game first presents the patron with the “Duck Hunt Feature”. The Duck Hunt Feature bonus game requires the patron to “Shoot” flying duck images that move across the screen which, upon selection, will display a Free Spin amount, Multiplier amount, or extra credits which will be added to the patron’s credit meter. The patron must continue to select the moving duck images until the bonus game ends. At the conclusion of the Duck Hunt Feature portion of the bonus game, the total amount of Free Spins and the total amount of Multipliers will be totaled. Additionally, any extra credits revealed during the Duck Hunt Feature will be automatically added to the patron’s credit meter.

After the Duck Hunt feature, the Free Spin portion of the bonus game will begin. The Free Spin bonus will begin and play automatically. All credits obtained during the Free Spin bonus will be multiplied by a Multiplier amount. The number of Free Spins that will be initiated and the Multiplier amount used to multiply the credits, depend upon the number of Free Spins and the Multiplier(s) revealed during the Duck Hunt Feature. Please note that the Free Spins issued are just entertaining ways to reveal the total credits that were pre-determined and displayed via the “Reveal” feature, if used by the patron. Patron interaction with the Free Spin bonus features have no effect on the outcome.

Bier Frau - 3 Reel - Nudge

The *Bier Frau* game theme is a nudge-style game based primarily on Oktoberfest themed symbols. The *Bier Frau* game theme displays nine play images in a 3x3 grid, with the middle horizontal line of images being designated as the “Prize Line”. Credit Play levels are available in twenty-five (25) credit increments ranging from \$.25 - \$5.00.

The *Bier Frau* game theme contains a bonus game. To enter the bonus game, three (3) bonus images must be successfully aligned on the single active prize line. The bonus game first presents the patron with the “Pick a Barrel” bonus, which presents the patron with six (6) rows of “Barrels”. The patron is tasked with selecting a single barrel from each row, with occasional selection of multiple barrels in a single row. The patron continues to select barrels until the patron reveals the symbol which will end the barrel selection process. The patron may reveal Free Spin amounts, Multiplier amounts, or extra credits which will be added to

the patron's credit meter. At the conclusion of the Pick a Barrel portion of the bonus game, the total number of Free Spins and the total amount of Multipliers will be totaled. Additionally, any extra credits revealed during the Pick a Barrel bonus will be automatically added to the patron's credit meter.

After the Pick a Barrel bonus, the Free Spin portion of the bonus game will begin. The Free Spin bonus will begin and play automatically. All credits obtained during the Free Spin bonus will be multiplied by a Multiplier amount. The number of Free Spins that will be initiated and the Multiplier amount used to multiply the credits, depend upon the number of Free Spins and the Multiplier(s) revealed during the Pick a Barrel bonus. During the Free Spin bonus phase of the Bonus game, the patron may receive additional Free Spins. Please note that the Free Spins issued are just entertaining ways to reveal the total credits that were pre-determined and displayed via the "Reveal" feature if used by the patron. Patron interaction with the Free Spin bonus features have no effect on the outcome.

Progressive Prizes

Additionally, if so configured, all game themes are eligible for four levels of progressive credit values. The four levels of Progressives available on the system include the Mini, Minor, Major and Big Daddy progressives. The progressive credit values will increase as patrons continue to play the game themes. The progressive credits will continue to increase until a preconfigured trigger amount (or threshold) has been reached. When the trigger amount has been reached for a progressive credit, a jackpot sequence is triggered. The jackpot sequence displays a screen where a wheel is spun, which will display the progressive credit level that will be awarded. After the progressive credit level has been selected, the patron will receive the credits associated with the progressive credit level. The credit level that is selected on the prize wheel is based on the progressive value that reached the preconfigured trigger amount.

Please Note: Unlike the normal advertised game play outcomes, which require that the patron to complete the "Nudge" feature in order to align a winning symbol combination on the "Prize Line", the jackpot sequence does not require the patron to complete a "Nudge" feature before the progressive credits are assigned.

Section VII - Features and Options

The *Big Daddy's Nudge Skill Plus System* offers several operator-selectable options and features. The options and features offered to the terminal operator are included in the Operator's Menu. The operator's menu can be accessed only by authorized personnel. There are several submenus in the Operator's Menu. The features and options available to the device operator are listed in the attached *Appendix B*.

Section VIII - Review of Source Code

Big Daddy Games, LLC has provided *Nick Farley & Associates, Inc.* with the software source code associated with the *Big Daddy's Nudge Skill Plus System*. The review and evaluation of software source code is essential in establishing system operation and game play outcome determination.

Our review of the source code has revealed that game play outcomes that are displayed by the game themes are randomly selected by the *Big Daddy's Nudge Skill Plus System* and displayed to the patron. The system is designed to require the patron to perform a “Nudge” skill task before a credits can be obtained.

Additionally, the system has been designed to provide the player with a method to view the very next game play outcome at the current credit play level. At any given time the patron may preview the next game play outcome at the current credit play level. No payment or purchase is required for the patron to exercise the ability to cause the electronic system to disclose the next game play outcome for the selected game theme and credit play level. Once selected, the game theme will display the next game play outcome onscreen and the patron can then choose to play or exit the game. After a game has been played, the *Big Daddy's Nudge Skill Plus System* randomly selects the next prize outcome which then becomes available for the patron to view using the “Reveal” feature.

The *Big Daddy's Nudge Skill Plus System* is also designed to provide a Skill Prize Wheel feature. As indicated above, the Skill Prize Wheel feature is initiated upon the patron choosing to redeem their accumulated credits. The Skill Prize feature requires the patron to utilize hand/eye coordination to stop a spinning wheel at a particular position to redeem their accumulated credits.

Section IX - System Software Information and Identification

The software associated with operating the *Big Daddy's Nudge Skill Plus System* is housed on the storage media of the *Big Daddy's Nudge Skill Plus System*. The software housed on the storage media controls the game processes, including elements that affect game play outcome integrity and game play outcome determination. The files pertaining to system operation, integrity and/or game outcome determination have been listed in the attached Appendix A. In addition to the file names, a **FileCheck** signature has been included for each of the files for verification purposes.

The **FileCheck** v1.01 program has been utilized to calculate a 32-bit cyclic redundancy check value (CRC32) by applying a mathematical formula to the contents of each file. This value is a unique “signature” for the non-volatile files examined (each distinct file in each directory in these instances). The previously mentioned **FileCheck** CRC32 values will be obtained provided the files contained on the directories remain the same as tested. Should these files

be altered in any way, the **FileCheck** CRC32 values will change. A copy of the **FileCheck** CRC32 program may be obtained by contacting *Nick Farley & Associates, Inc.*

Please note: Please contact *Nick Farley & Associates, Inc.* and/ or Big Daddy Games, LLC for instructions on how to obtain signatures for software that operates the *Big Daddy's Nudge Skill Plus System v16.0.0.0*.

Section X - Findings and Conclusion

The following questions were posed to us by legal counsel for Big Daddy Games, LLC. Answers to these questions are based upon our review and analysis of the *Big Daddy's Nudge Skill Plus System*:

1. *Does the device award a prize?*

No. The *Big Daddy's Nudge Skill Plus System* contains game themes which issue credits upon completion of the required skill task. The credit amounts issued to the patron from the game themes are based on the advertised credits that are displayed to the patron within each of the available game themes. In order to obtain any credits, the patron must successfully align a winning symbol combination on the single prize line. Each game theme also contains bonus games which issue Free Spins. Free Spins that are issued to the patron will play automatically. Upon completion of the bonus game, all credits issued during game play will accumulate on the patron's credit meter, which are then available for redemption via the Skill Prize Wheel. The credits are only assigned to be printed to a ticket after the player successfully completes the Skill Prize Wheel.

As previously stated within this report, all credits obtained through any one or more game play(s) are initially displayed as "Prize" and automatically accumulated on the "Credit" meter, which are then available for additional game play. Although the screen displays the accumulation of prizes as "Credits", the patron, in fact, has not won an actual prize (i.e., the patron has not received a ticket or token). The game themes are only an entertaining way to accumulate and display credits available to redeem through the Skill Prize Wheel feature.

The Skill Prize Wheel feature is engaged by pressing the tactile "TICKET" button on the exterior of the machine or by selecting the "Collect" onscreen icon. All accumulated "Credits" that are successfully assigned through the Skill Prize Wheel feature will be issued on a printed ticket. The printed ticket may be presented to the local venue operator for redemption, if the venue operator so chooses, or archived by the patron.

2. *Does the system award merchandise prizes?*

No, the *Big Daddy's Nudge Skill Plus System* does not award any merchandise prizes.

3. *If the system issues "Free Games", please answer the following questions:*

a. *Are free games awarded without payment of additional consideration by the participant?*

Yes, Free Spins issued through the bonus games are issued without payment of additional consideration. Please note that the Free Spins issued are just entertaining ways to reveal the total credits that were pre-determined and displayed via the "Reveal" feature. Patron interactions with the Free Spin bonus features have no effect on the outcome issued from the Free Spin bonus feature.

b. *Can a person cause the release of free games?*

No, Free Spins issued through the bonus game cannot be released. When Free Spins are issued via the bonus game, the Free Spins play automatically.

c. *Does the device contain any meter or other measurement device for recording the number of free games which are awarded?*

No, the *Big Daddy's Nudge Skill Plus System* does not contain any meters or other measurement devices used for recording the number of Free Spins that are awarded.

d. *Does the device increase the chances of winning free games by allowing a user to pay more than is ordinarily required to play the game?*

No, the chances of winning Free Spins does not increase by allowing a patron to expend more credits than what is ordinarily required to play the game. The Free Spins are awarded via the bonus game, which is initiated by the patron aligning the bonus game symbol combination on the prize line. The Free Spins that are awarded through the bonus game are a part of the original game that was initially started. Expending more credits to play a game will simply increase the patron's play level, which avails the patron to higher credit values for arranging images that are aligned on the prize line.

4. *Does the system award "Free Portions of Games"?*

No, the system does not award *Free Portions of Games*.

5. *Does the system award Tickets?*

No, the system does not award any tickets. However, as previously stated, all credits obtained through game play are initially displayed as “Prize” and automatically accumulated on the “Credit” meter, which will then be available for additional game play. Although the screen displays the accumulation of prizes as “Credits”, the patron, in fact, has not won an actual prize (i.e., the patron has not received a ticket or token). The game themes are only an entertaining way to accumulate and display credits available to win as a prize and redeem through the Skill Prize Wheel feature.

The Skill Prize Wheel feature is engaged by pressing the “TICKET” button on the exterior of the machine or by selecting the “Collect” onscreen icon. All accumulated “Credits” that are successfully won through the Skill Prize Wheel feature will be issued on a printed ticket. The printed ticket may be presented to the local venue operator for redemption.

To the extent that a ticket, including a printed credit level, constitutes an awarded ticket, the printed tickets are not capable of being used to play any device or game, they are not capable of being used to purchase a game, and they are not accepted by the game machine to release a game or credits.

6. *Does the system award tokens?*

No, the system was not designed to award tokens and thus, does not contain any method to award tokens.

7. *Is the device electrical?*

Yes, the *Big Daddy's Nudge Skill Plus System* is electrical. The *Big Daddy's Nudge Skill Plus System* must be connected to an electrical power source in order to operate. The game themes offered on the system are electronically displayed via a touch screen monitored installed within an electronic table top cabinet. Patrons may also interact with the games via two tactile buttons located on the exterior of the cabinet or by interacting with the touch screen monitor.

8. *Is the device mechanical?*

The device is not mechanical in that the games are not displayed using any mechanical parts such as mechanical reels. Thus, the *Big Daddy's Nudge Skill Plus System* is an electronic system and does not use mechanical parts in the play of the game. However, the device contains mechanical parts such as a bill acceptor and printer. Additionally, patrons may also interact with the games via two tactile buttons located on the exterior of the cabinet.

9. *Does the device increase the chances of winning a game or other prize by allowing a user to pay more than is ordinarily required to play the game?*

No, the *Big Daddy's Nudge Skill Plus System* does not increase the chances of winning a game or other prize by allowing a user to pay more than is ordinarily required to play the game. The system does not provide a means for a patron to pay more than what is ordinarily required to play a game theme using the available credit play levels. The patron can only play a game by using the play levels that are available through the game theme. However, the patron may expend more credits by electing to increase the credit play level of the game. Expending more credits to play a game will simply increase the patron's play level, which avails the patron to higher credit values for winning symbol combinations that are aligned on the prize line.

10. *Is the outcome (i.e., an award of a prize or credits) of each and every use of the device primarily determined by skill or knowledge of the user?*

Yes. The outcome of each normal game play is determined by the "Nudge" function. Each of the game themes on the *Big Daddy's Nudge Skill Plus System* requires the patron to perform the Nudge function to align a winning image or combination of images on the prize line before any credits are earned for normal game play. However, in addition to the normal game play outcomes, the jackpot sequence of the Progressive feature does not require the patron to complete a "Nudge" feature before the progressive credits are assigned. Regardless, all accumulated "Credits" are issued as determined by the "Skill Prize Wheel" feature.

All credits obtained through game play are initially displayed as "Prize" and automatically accumulated on the "Credit" meter, which is then be available for additional game play. Although the screen displays the accumulation of credits as "Prizes", the patron, in fact, has not won an actual prize (i.e. the patron has not received a ticket or token). The game themes are only an entertaining way to accumulate and display credits available to redeem through the Skill Prize Wheel feature. The Skill Prize Wheel feature requires the patron to stop a spinning wheel on credit amounts that are displayed on the wheel for an opportunity to redeem their credits.

The Skill Prize Wheel feature is engaged by pressing the tactile "TICKET" button on the exterior of the machine or by selecting the "Collect" onscreen icon. All accumulated "Credits" that are successfully assigned through the Skill Prize Wheel feature will be issued on a printed ticket. The printed ticket may be presented to the local venue operator for redemption if the venue operator so chooses, or archived by the patron.

11. *Does the device accept any consideration to play a game other than in the form of tokens, currency, or coins?*

No, the *Big Daddy's Nudge Skill Plus System* only contains a means to accept currency via the installed bill acceptor. The system is not capable of accepting tokens or coins, or any consideration other than in the form of currency.

12. *Does a user of the device have the ability to see the potential outcome of a play of a game before committing to a play of the game?*

Yes. The system contains a "Reveal" feature which allows the patron to view the very next game play outcome at the current credit play level by pressing the "Reveal" icon on the video screen at any given time prior to the initiation of a game play. No payment or purchase is required for the patron to exercise the ability to cause the electronic system to disclose the next game play outcome for the selected game theme and credit play level. The next game play outcome will be displayed in advance of committing any credits. The patron can then choose to either play for the outcome displayed or exit the game theme.

13. *Does a user of the device have the ability to see the potential outcome of a play of the game before inserting money to play the game?*

Yes. The "Reveal" feature offered on the *Big Daddy's Nudge Skill Plus System* allows the patron to view the very next game play outcome by pressing the "Reveal" icon on the video screen prior to inserting money into the machine. No payment or purchase is required for the patron to exercise the ability to cause the electronic system to disclose the next game play outcome for the selected game theme and credit play level.

14. *Is the user informed as to the number of credits that must be played by the user to achieve the potential outcome?*

Yes. The outcome that is revealed using the "Reveal" feature of each of the available game themes, is the very next game play outcome for the current credit play level selected by the patron. In order for the patron to preview the outcome of other credit play levels, the patron must select the desired credit play level before selecting the "Reveal" button. The current credit play level that is selected is displayed to the patron at all times.

15. *Is the user informed as to how to achieve the outcome? If yes, explain how the patron is informed on how to achieve the outcome.*

Yes, the patron can be informed as to how to achieve the outcome. Each of the available game themes includes a Help feature. Activating the Help feature within a

game theme produces a screen which furnishes explanations and provides the game rules for the active game theme. Additionally, prior to a game play, the Reveal feature provides the game play outcome that the patron may commit to memory to aid the patron in aligning images on the Prize Line.

16. Does the device allow for the playing of any of the following games: poker, baccarat, chemin de fer, blackjack, pai gow, roulette, craps, or keno?

No, the *Big Daddy's Nudge Skill Plus System* does not allow for the playing of games other than the game themes that have been described and listed within Section VI - Game Specific Information.

Section XI – Terms and Conditions

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

This document has been prepared by *Nick Farley & Associates, Inc.* for the law firm of Smith Keane LLP for the benefit of Big Daddy Games, LLC. Distribution of this document is limited exclusively to *Nick Farley & Associates, Inc.*, the law firm of Smith Keane LLP, and Big Daddy Games, LLC. This report shall not be reproduced, except in full, without the written approval of *Nick Farley & Associates, Inc.* Only authorized copies of this report received from *Nick Farley & Associates, Inc.* are considered to be authentic. Upon request by an authorized party, *Nick Farley & Associates, Inc.* will send this report via email as directed. *Nick Farley & Associates, Inc.* takes precautionary measures to secure the PDF document, but *Nick Farley & Associates, Inc.* does not send the email via any encrypted methodology.

Given that there are no specific state regulatory specifications available for systems of this nature; this document is NOT intended to express any opinion as to whether this system is authorized under any specific state law. However, we would like to note that this system is designed to require the patron to perform a “Nudge” skill task before a credits can be assigned. The system has also been designed to provide the player with a method to view the very next game play outcome. At any given time the patron may preview the next game play outcome. No payment or purchase is required for the patron to exercise the ability to cause the electronic system to disclose the next game play outcome for the selected game theme and

credit play level. In addition, the system can be configured with the Skill Prize Wheel feature which will be initiated upon the patron choosing to redeem their accumulated credits. The Skill Prize feature requires the patron to stop a spinning wheel on credit amounts that are displayed on the wheel for an opportunity to redeem their accumulated credits.

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

Sincerely,



Nick Farley
President

NF/sc
NA_BIDAGA_3487-01_EW
Attachments

APPENDIX A

Big Daddy Games, LLC
Big Daddy's Nudge Skill Plus System version 16.0.0.0
Software Signature Information

FileCheck Signatures for Big Daddy Games, LLC
Big Daddy's Nudge Skill Plus System version 16.0.0.0

February 1, 2017

Big Daddy's Nudge Skill Plus System

The following is a list of the files located on *Big Daddy's Nudge Skill Plus System version 16.0.0.0*. The files that affect the integrity and/or operation of the *Big Daddy's Nudge Skill Plus System* are displayed below with a **FileCheck** CRC-32 signature that is to be used for software verification. *Nick Farley & Associates, Inc.* utilized the **FileCheck** CRC-32 program to obtain software "signatures" for the files associated with this software. Files and directories that have been determined to be either dynamic (change from location to location or during system operation) or non-critical (do not impact the integrity / operation of the system) have had their CRC-32 signatures struck through. For verification purposes, the signatures of these struck through files and directories should not be compared to those contained within this report:

FileCheck: C:\Game 12/20/2016

Date	Time	Attrib	Bytes	CRC-32	Filename
C:\Game					
12/20/2016	15:54:08	A-----		7 2FEC56FD	AC.bdg
12/20/2016	15:52:34	-D----			BDG
11/30/2009	12:30:58	A-----	16,384	DCD3838E	BDG_Dog.exe
07/11/2010	03:41:24	A-----	247	496F3F9F	BDG_Dog.ini
12/20/2016	15:52:38	A-----	176	28562201	BDG_Dog.log
07/31/2007	07:00:00	A---H-	1,754	35B7232A	CHOICE.COM
05/03/2007	09:18:12	A-----	49,152	B5C9B27E	EloPubIf.dll
02/10/2015	08:44:30	A-----	143	A041B533	gamest.bat
09/05/2013	10:53:40	A-----	174,080	26048589	gmsrvc.exe
04/23/2014	04:38:30	-D----			Graphics
08/03/2004	18:56:44	A-----	413,696	CF40E5C3	msvcp60.dll
12/20/2016	16:09:04	-D----			Nudge
12/30/2007	17:15:00	A-----	321,536	F13B044E	SDL.dll
07/20/2007	17:42:00	A-----	312,320	8A15B1D7	SDL_mixer.dll
11/09/2016	14:47:24	-D----			Services
08/27/2015	11:37:46	A-----	555	E9A609A8	shell.config
02/12/2015	12:40:02	A-----	67,072	F9C64432	shell.exe
12/20/2016	15:52:34	-D----			ShrdMem
04/17/2012	12:35:08	A-----	544,256	77AED88C	sqlapi.dll
04/17/2012	12:35:08	A-----	958,976	261D92EE	sqlapid.dll
12/20/2016	15:52:34	A-----	0	00000000	stderr.txt
12/20/2016	15:52:34	A-----	0	00000000	stdout.txt
			2,860,354	DD2C2900	17 files
C:\Game\BDG					
12/20/2016	15:52:24	A-----	12	7BAE9CDB	barking.bdg
11/09/2016	14:46:04	-D----			CardService
09/05/2013	11:03:40	A-----	15,872	6E54A169	Client_Con.exe
06/20/2010	16:20:34	A-----	46	DE0D76B3	con_config.bdg
09/03/2013	14:08:26	A-----	202	86D8EB69	debuga
03/14/2009	17:10:58	A-----	201	4999F0E8	machG2.txt
03/14/2009	17:10:58	A-----	10	BD217EA7	machine.txt
08/29/2013	14:09:38	A-----	19,968	2B3259F4	MemMapLib.dll
08/29/2013	14:08:10	A-----	8,704	9EA8B2D3	StructEnumLib.dll
			45,023	51D629DF	8 files
C:\Game\BDG\CardService					
11/05/2014	14:01:50	A-----	25,600	88A10931	CardService.exe
09/22/2014	12:32:02	A-----	140	ADE518F0	CardService.ini

FileCheck Signatures for Big Daddy Games, LLC
Big Daddy's Nudge Skill Plus System version 16.0.0.0

February 1, 2017

```
08/13/2014 13:04:20 A-----      1,554 E9908C78 progressive.crt
-----
27,294 C5BEDFA1 3 files
```

```
C:\Game\Graphics
12/17/2014 14:51:30 A-----  1,440,056 5CBD6F43 Shell_Back.bmp
12/17/2014 14:52:58 A-----  1,440,056 94D3DBCC Shell_Cntrl.bmp
12/18/2014 13:06:20 A-----    84,056 69517591 Shell_Info_blank.bmp
12/18/2014 13:24:48 A-----    84,056 D945B790 Shell_Info_R1.bmp
12/18/2014 13:23:58 A-----    84,056 2B88F503 Shell_Info_R2.bmp
12/18/2014 13:07:18 A-----  209,580 A002869D Shell_Info_R3.bmp
12/18/2014 13:16:24 A-----    84,056 7B8276D1 Shell_Info_S1.bmp
12/18/2014 13:17:24 A-----    84,056 686DEE1D Shell_Info_S2.bmp
12/18/2014 13:13:14 A-----    84,056 CC277670 Shell_Info_S3.bmp
12/18/2014 13:29:48 A-----    84,056 28462B36 Shell_Info_S4.bmp
01/23/2015 16:05:12 A-----    84,056 4EDEE8C0 Shell_Info_S5.bmp
12/18/2014 13:08:58 A-----    84,056 09C0A28F Shell_Info_S6.bmp
12/18/2014 13:10:58 A-----    84,056 754C87BA Shell_Info_S7.bmp
12/18/2014 13:21:02 A-----    84,056 4CEEDBFF Shell_Info_S8.bmp
12/18/2014 13:18:08 A-----    84,056 E00B2125 Shell_Info_StartGm.bmp
01/15/2015 14:56:02 A-----    67,256 60600EB8 Shell_Title.bmp
12/18/2014 13:22:04 A-----    67,256 EDA95FF3 Shell_Title_blank.bmp
-----
4,232,876 FOED7B71 17 files
```

```
C:\Game\Nudge
11/10/2015 10:51:18 A-----    24,576 8D61D2E8 BDG_RNG.dll
12/20/2016 16:08:54 A-----    9,224 51C52A09 chance.fsp
12/20/2016 16:09:02 A-----   26,352 B9A2112A collect.fsp
10/27/2016 11:49:10 -D-----          fDuckHuntImages
06/24/2016 11:40:20 -D-----          fDuckHuntsounds
10/27/2016 11:49:10 -D-----          featureimages
10/27/2016 11:50:56 -D-----          featuresounds
08/20/2015 12:02:14 A-----    9,728 0CF9289B FixCorrupt.exe
11/10/2015 10:40:40 A-----   538,624 4CD38C1E hasp_windows_91931.dll
06/24/2016 11:40:42 -D-----          images
06/24/2016 11:40:50 -D-----          images01
06/24/2016 11:41:16 -D-----          images04
06/24/2016 11:41:26 -D-----          images07
12/20/2016 16:09:02 A-----   16,968 FC60C125 jackpot.fsp
12/20/2016 15:54:10 A-----    7,680 8D018B0B jpl0.bdg
10/27/2016 11:50:06 -D-----          jpot
12/20/2016 16:09:14 A-----    480 E065556E jpot.bdg
06/24/2016 11:41:48 -D-----          loader
12/20/2016 15:54:10 A-----    160 E629F0FB machine.fsp
12/20/2016 16:09:02 A-----    3,808 572D3E21 medieval.fsp
12/20/2016 16:09:02 A-----    7,080 994327AB menu.fsp
11/10/2016 11:30:10 A-----  3,399,680 BCBC4097 nudge.exe
12/20/2016 15:54:12 A-----    3 FF41B912 prinsys.fsp
12/20/2016 16:09:02 A-----    100 DEE94ECB rndjackpot.fsp
11/10/2015 10:48:28 A-----   321,536 F13B044E SDL.dll
11/10/2015 10:48:30 A-----   312,320 8A15B1D7 SDL_mixer.dll
10/27/2016 11:49:10 -D-----          skillPrizeWheelImages
10/27/2016 11:47:06 -D-----          skillPrizeWheelSounds
06/24/2016 11:41:50 -D-----          sounds
06/24/2016 11:41:50 -D-----          sounds01
06/24/2016 11:41:52 -D-----          sounds04
10/27/2016 11:49:34 -D-----          sounds07
10/27/2016 11:49:10 -D-----          spinimages
10/27/2016 11:49:22 -D-----          spinsounds
```

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```

11/10/2015 10:50:36 A----- 544,256 77AED88C sqlapi.dll
11/10/2015 10:50:58 A----- 958,976 261D92EE sqlapid.dll
12/20/2016 16:09:04 A----- 10,287 5B45AAEB stderr.txt
07/27/2016 10:39:10 A----- 140,288 BCDE3377 TicketPrinting.dll
06/24/2016 11:39:40 -D-----          trac
12/20/2016 16:09:02 A----- 3,808 4CC2F9E9 western.fsp
12/20/2016 16:09:02 A----- 3,816 22F94079 winter.fsp
-----
6,339,750 B86B50B0 22 files

```

C:\Game\Nudge\fduckHuntImages

```

06/29/2016 09:19:08 A----- 3,145,784 49C7E68D background.bmp
06/29/2016 09:19:08 A----- 3,145,784 6E4D322B featureresult.bmp
06/29/2016 09:19:08 A----- 3,145,784 28B146EE foreground.bmp
06/29/2016 09:19:08 A----- 786,488 51E300AF numbers.bmp
06/29/2016 09:19:08 A----- 3,145,784 603CC52D theRules.bmp
06/29/2016 09:19:08 A----- 3,145,784 E8171706 youWin.bmp
-----
16,515,408 6C6E1DCC 6 files

```

C:\Game\Nudge\fduckHuntsounds

```

06/29/2016 09:19:10 A----- 5,821,568 BF2D6706 background.wav
06/29/2016 09:19:10 A----- 72,112 F68D1C6A brownhit.wav
06/29/2016 09:19:10 A----- 278,244 ED00DC3C fly.wav
06/29/2016 09:19:10 A----- 67,572 0210BA96 greyhit.wav
06/29/2016 09:19:10 A----- 89,068 8C0EED43 gunshot.wav
06/29/2016 09:19:10 A----- 114,204 4871D6FB miss.wav
-----
6,442,768 2A961F57 6 files

```

C:\Game\Nudge\featureimages

```

06/29/2016 09:19:38 A----- 786,488 1D244B21 00.bmp
06/29/2016 09:19:38 A----- 786,488 DF077E1F 01.bmp
06/29/2016 09:19:38 A----- 3,145,784 5A8F68E5 02.bmp
06/29/2016 09:19:38 A----- 3,145,784 D00C5EA8 03.bmp
06/29/2016 09:19:38 A----- 3,145,784 775C26AF 04.bmp
06/29/2016 09:19:38 A----- 3,145,784 9C6C75FA 05.bmp
06/29/2016 09:19:38 A----- 3,145,784 2ABC23FF 06.bmp
06/29/2016 09:19:38 A----- 3,145,784 F7495777 07.bmp
06/29/2016 09:19:38 A----- 3,145,784 77CE2059 08.bmp
06/29/2016 09:19:38 A----- 3,145,784 71A0D380 09.bmp
06/29/2016 09:19:38 A----- 3,145,784 1895490E 10.bmp
06/29/2016 09:19:38 A----- 3,145,784 D8ABFA86 11.bmp
06/29/2016 09:19:38 A----- 3,145,784 F53BA691 12.bmp
06/29/2016 09:19:38 A----- 3,145,784 7976E66A 13.bmp
06/29/2016 09:19:40 A----- 3,145,784 2A4D731B 14.bmp
06/29/2016 09:19:40 A----- 3,145,784 7EE2262A 15.bmp
06/29/2016 09:19:40 A----- 3,145,784 FBD8143B 16.bmp
06/29/2016 09:19:40 A----- 3,145,784 0F417A53 17.bmp
06/29/2016 09:19:42 A----- 3,145,784 200E05D7 18.bmp
06/29/2016 09:19:42 A----- 3,145,784 C81719DC 19.bmp
06/29/2016 09:19:42 A----- 3,145,784 F37DBFD0 20.bmp
06/29/2016 09:19:42 A----- 3,145,784 8D325ECC 21.bmp
06/29/2016 09:19:42 A----- 3,145,784 EEAO9899 22.bmp
06/29/2016 09:19:42 A----- 3,145,784 5F8B3D83 23.bmp
06/29/2016 09:19:42 A----- 3,145,784 95EAF7E7 24.bmp
06/29/2016 09:19:42 A----- 3,145,784 26D93FE4 25.bmp
06/29/2016 09:19:44 A----- 3,145,784 C9DAE094 26.bmp
-----
80,217,576 6EE93E89 27 files

```

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```
C:\Game\Nudge\featuresounds
10/24/2016 14:05:36 A----- 72,220 E0130CE9 Sound01.wav
06/29/2016 09:19:56 A----- 4,525,154 6DBDC27C Sound02.wav
06/29/2016 09:19:56 A----- 125,574 80B8AF18 Sound03.wav
06/29/2016 09:19:56 A----- 61,806 E65841DF Sound04.wav
06/29/2016 09:19:56 A----- 88,244 0158C6C4 Sound05.wav
06/29/2016 09:19:56 A----- 190,500 5D17130C Sound06.wav
06/29/2016 09:19:56 A----- 44,144 ADA7D6B5 Sound07.wav
06/29/2016 09:19:56 A----- 108,780 5B744484 Sound08.wav
06/29/2016 09:19:56 A----- 108,790 730FFF4B Sound09.wav
06/29/2016 09:19:56 A----- 109,730 792D6A15 Sound10.wav
06/29/2016 09:19:56 A----- 110,670 3788BD4D Sound11.wav
06/29/2016 09:19:56 A----- 111,610 D9A2157E Sound12.wav
06/29/2016 09:19:56 A----- 65,861 F99E04B0 Sound13.wav
06/29/2016 09:19:56 A----- 364,972 39893F69 Sound14.wav
06/29/2016 09:19:56 A----- 271,446 ACA3B8E3 Sound15.wav
06/29/2016 09:19:56 A----- 126,336 D6F7EA45 Sound16.wav
06/29/2016 09:19:56 A----- 128,206 31E379D2 Sound17.wav
06/29/2016 09:19:56 A----- 190,500 5D17130C Sound27.wav
-----
6,804,543 BB3F7E84 18 files
```

```
C:\Game\Nudge\images
10/27/2016 11:50:48 -D----- en
-----
00000000 0 files
```

```
C:\Game\Nudge\images\en
06/29/2016 09:20:16 A----- 786,488 1D244B21 00.bmp
06/29/2016 09:20:16 A----- 786,488 DF077E1F 01.bmp
06/29/2016 09:20:16 A----- 3,145,784 ED5885CB 02.bmp
06/29/2016 09:20:18 A----- 786,488 47536584 03.bmp
06/29/2016 09:20:18 A----- 786,488 22E9E97E 04.bmp
06/29/2016 09:20:18 A----- 786,488 A03ADAB5 05.bmp
06/29/2016 09:20:18 A----- 786,486 0E705D2D 06.bmp
06/29/2016 09:20:18 A----- 3,145,784 0A3E90B3 07.bmp
07/28/2016 08:58:32 A----- 3,145,784 A29F23F0 08.bmp
06/29/2016 09:20:18 A----- 786,488 1295ECBC 09.bmp
06/29/2016 09:20:18 A----- 3,145,784 DDCES738 10.bmp
06/29/2016 09:20:18 A----- 3,145,784 135B8FD0 100.bmp
06/29/2016 09:20:18 A----- 3,145,784 0B15A6E6 101.bmp
06/29/2016 09:20:18 A----- 3,145,784 1C967841 11.bmp
06/29/2016 09:20:18 A----- 3,145,784 93873A5D 12.bmp
06/29/2016 09:20:18 A----- 3,145,784 77C09175 13.bmp
06/29/2016 09:20:18 A----- 786,488 0033ED98 14.bmp
06/29/2016 09:20:18 A----- 3,145,784 E80070E6 15.bmp
06/29/2016 09:20:18 A----- 786,488 8D61A3DB 16.bmp
06/29/2016 09:20:18 A----- 786,488 0C5743A9 17.bmp
06/29/2016 09:20:18 A----- 786,488 7611508D 18.bmp
06/29/2016 09:20:18 A----- 786,488 3566CC27 19.bmp
06/29/2016 09:20:18 A----- 786,488 C45FFF36 20.bmp
06/29/2016 09:20:18 A----- 786,488 F2F76606 21.bmp
06/29/2016 09:20:20 A----- 3,145,784 B5E867FF 22.bmp
06/29/2016 09:20:20 A----- 3,145,784 0781B052 23.bmp
06/29/2016 09:20:20 A----- 3,145,784 80781650 24.bmp
06/29/2016 09:20:20 A----- 3,145,784 6E5616BD 25.bmp
06/29/2016 09:20:20 A----- 3,145,784 77A5B626 26.bmp
05/16/2016 14:39:58 A----- 3,145,784 5EF63067 27.2.bmp
08/10/2016 10:06:04 A----- 3,145,784 3AC9994F 27.3.bmp
```

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```
08/10/2016 10:06:04 A----- 3,145,784 FDF52121 27.bmp
04/27/2016 09:16:14 A----- 3,145,784 BBA21E72 27_2.bmp
07/28/2016 12:31:44 A----- 3,145,784 FDF52121 28.bmp
```

```
-----
73,926,510 44C75E1A 34 files
```

C:\Game\Nudge\images01

```
10/27/2016 11:49:10 -D----- en
```

```
-----
00000000 0 files
```

C:\Game\Nudge\images01\en

```
06/29/2016 09:20:52 A----- 196,664 C38D9504 00.bmp
06/29/2016 09:20:52 A----- 196,664 B854874D 01.bmp
06/29/2016 09:20:52 A----- 3,145,784 FF23EAC1 02.bmp
06/29/2016 09:20:52 A----- 196,664 1440EBC4 03.bmp
06/29/2016 09:20:52 A----- 196,664 8CD0DEDA 04.bmp
06/29/2016 09:20:52 A----- 3,145,784 4307AEBF 05.bmp
06/29/2016 09:20:52 A----- 3,145,784 05FE3D62 06.bmp
06/29/2016 09:20:52 A----- 786,486 218E461F 07.bmp
06/29/2016 09:20:52 A----- 786,488 79DA36E7 08.bmp
06/29/2016 09:20:52 A----- 786,488 BC4A8C1B 09.bmp
10/19/2016 15:16:06 A----- 786,488 769AF3FD 10.bmp
06/29/2016 09:20:52 A----- 196,664 74C79FD2 11.bmp
06/29/2016 09:20:52 A----- 3,145,784 494618F6 12.bmp
06/29/2016 09:20:52 A----- 196,664 23AEC8D6 13.bmp
06/29/2016 09:20:52 A----- 196,664 97C11CDD 14.bmp
06/29/2016 09:20:52 A----- 196,664 A48ABF2E 15.bmp
06/29/2016 09:20:52 A----- 196,664 B9FBD8AD 16.bmp
06/29/2016 09:20:52 A----- 196,664 0E28CC45 17.bmp
06/29/2016 09:20:52 A----- 3,145,784 B580A86B 18.bmp
06/29/2016 09:20:52 A----- 196,664 7EC02E47 19.bmp
06/29/2016 09:20:52 A----- 3,145,784 6905CB8E 20.bmp
06/29/2016 09:20:52 A----- 196,664 66F01E1C 21.bmp
06/29/2016 09:20:52 A----- 3,145,784 AD256D8A 22.bmp
06/29/2016 09:20:52 A----- 196,664 A0510428 23.bmp
06/29/2016 09:20:52 A----- 3,145,784 AFF73BE1 24.bmp
06/29/2016 09:20:52 A----- 196,664 45CCB560 25.bmp
06/29/2016 09:20:52 A----- 3,145,784 0B174E94 26.bmp
06/29/2016 09:20:52 A----- 196,664 1CC7AB80 27.bmp
06/29/2016 09:20:52 A----- 3,145,784 8FF6043A 28.bmp
06/29/2016 09:20:52 A----- 196,664 ED51B549 29.bmp
06/29/2016 09:20:52 A----- 3,145,784 BCC39D13 30.bmp
06/29/2016 09:20:52 A----- 196,664 1EF308E2 31.bmp
05/04/2016 14:52:20 A----- 3,145,784 1DC397CF 32.2.bmp
06/29/2016 09:20:52 A----- 3,145,784 11CD6B3A 32.bmp
06/29/2016 09:20:52 A----- 196,664 67685769 33.bmp
05/04/2016 14:51:58 A----- 3,145,784 B0372E09 34.2.bmp
06/29/2016 09:20:52 A----- 3,145,784 A8CB42E2 34.bmp
06/29/2016 09:20:52 A----- 3,145,784 55516F15 35.bmp
06/29/2016 09:20:52 A----- 786,486 664DACB1 36.bmp
05/04/2016 14:52:52 A----- 3,145,784 1DC397CF 37.2.bmp
06/29/2016 09:20:52 A----- 3,145,784 08FB46BF 37.bmp
05/04/2016 14:54:40 A----- 3,145,784 E6AD1FB0 38.2.bmp
06/29/2016 09:20:52 A----- 3,145,784 5D31436C 38.bmp
05/04/2016 14:55:20 A----- 3,145,784 1DC397CF 39.2.bmp
06/29/2016 09:20:52 A----- 3,145,784 43417090 39.bmp
05/04/2016 14:55:48 A----- 3,145,784 A03D6F43 40.2.bmp
06/29/2016 09:20:52 A----- 3,145,784 AA88FAA5 40.bmp
06/29/2016 09:20:52 A----- 3,145,784 467264AC 41.bmp
```

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06/29/2016 09:20:52 A----- 3,145,784 073182D3 42.bmp
06/29/2016 09:20:52 A----- 3,145,784 A030F100 43.bmp
06/29/2016 09:20:52 A----- 3,145,784 1D70201D 44.bmp
05/04/2016 14:56:16 A----- 3,145,784 1DC397CF 45.2.bmp
06/29/2016 09:20:52 A----- 3,145,784 ABE28F73 45.bmp
07/20/2016 15:05:42 A----- 3,145,784 419C1982 46 (2).bmp
06/29/2016 09:20:52 A----- 196,664 563FEEA1 46.bmp
06/29/2016 09:20:52 A----- 3,145,784 772C0385 47.bmp
06/29/2016 09:20:52 A----- 3,145,784 4569E07B 48.bmp
06/29/2016 09:20:52 A----- 3,145,784 24420734 49.bmp
05/04/2016 14:56:48 A----- 3,145,784 423CD61E 50.2.bmp
06/29/2016 09:20:52 A----- 3,145,784 21B049D5 50.bmp
06/29/2016 09:20:52 A----- 3,145,784 9D4AB920 51.bmp
06/29/2016 09:20:52 A----- 3,145,784 8EFDF313 52.bmp
06/29/2016 09:20:52 A----- 3,145,784 6B597E6E 53.bmp
06/29/2016 09:20:54 A----- 3,145,784 616698D2 54.bmp
06/29/2016 09:20:54 A----- 3,145,784 1A9FD46C 55.bmp
06/29/2016 09:20:54 A----- 3,145,784 B68CAE3D 56.bmp
06/29/2016 09:20:54 A----- 3,145,784 B55DDB31 57.bmp
07/20/2016 15:05:42 A----- 3,145,784 A412AB26 58.bmp
06/29/2016 09:20:54 A----- 786,488 CA8E609E 59.bmp
06/29/2016 09:20:54 A----- 786,488 06B6B605 60.bmp
06/29/2016 09:20:54 A----- 3,145,784 34CA028F 61.bmp
06/29/2016 09:20:54 A----- 3,145,784 818C8C68 62.bmp
06/29/2016 09:20:54 A----- 3,145,784 48E38151 63.bmp
06/29/2016 09:20:54 A----- 3,145,784 D815321E 64.bmp
06/29/2016 09:20:54 A----- 3,145,784 3106F7EB 65.bmp
07/20/2016 15:05:42 A----- 3,145,784 B33FC675 66.bmp

166,531,228 3078AF6B 76 files

C:\Game\Nudge\images04

11/09/2016 14:42:36 -D-----

en

~~00000000 0 files~~

C:\Game\Nudge\images04\en

06/29/2016 09:21:10 A----- 196,664 C38D9504 00.bmp
06/29/2016 09:21:10 A----- 196,664 B854874D 01.bmp
06/29/2016 09:21:10 A----- 3,145,784 0C23685D 02.bmp
06/29/2016 09:21:10 A----- 196,664 1FD960B1 03.bmp
06/29/2016 09:21:10 A----- 196,664 6839D615 04.bmp
06/29/2016 09:21:10 A----- 3,145,784 55516F15 05.bmp
10/19/2016 15:35:54 A----- 786,488 382FDEE2 06.bmp
06/29/2016 09:21:10 A----- 786,488 218E461F 07.bmp
06/29/2016 09:21:10 A----- 786,488 BDC02794 08.bmp
06/29/2016 09:21:10 A----- 786,488 FBA19F42 09.bmp
06/29/2016 09:21:10 A----- 196,664 4E330724 10.bmp
06/29/2016 09:21:10 A----- 196,664 12B19638 11.bmp
06/29/2016 09:21:10 A----- 196,664 333B4091 12.bmp
06/29/2016 09:21:10 A----- 196,664 38F36BE2 13.bmp
06/29/2016 09:21:10 A----- 196,664 333B4091 14.bmp
06/29/2016 09:21:10 A----- 196,664 7306FA11 15.bmp
06/29/2016 09:21:10 A----- 196,664 333B4091 16.bmp
06/29/2016 09:21:10 A----- 196,664 CDD59794 17.bmp
06/29/2016 09:21:10 A----- 196,664 550B4CA6 18.bmp
06/29/2016 09:21:10 A----- 196,664 6674A28D 19.bmp
06/29/2016 09:21:10 A----- 196,664 550B4CA6 20.bmp
06/29/2016 09:21:10 A----- 196,664 C110ED45 21.bmp
06/29/2016 09:21:10 A----- 196,664 550B4CA6 22.bmp

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```

06/29/2016 09:21:10 A----- 196,664 61204B66 23.bmp
06/29/2016 09:21:10 A----- 196,664 550B4CA6 24.bmp
06/29/2016 09:21:10 A----- 196,664 8E85243F 25.bmp
06/29/2016 09:21:10 A----- 196,664 550B4CA6 26.bmp
06/29/2016 09:21:10 A----- 196,664 8496C92E 27.bmp
06/29/2016 09:21:10 A----- 196,664 5C65ECCB 28.bmp
06/29/2016 09:21:10 A----- 196,664 EFDEC010 29.bmp
06/29/2016 09:21:10 A----- 196,664 23D054C6 30.bmp
06/29/2016 09:21:10 A----- 196,664 7947BD16 31.bmp
06/29/2016 09:21:10 A----- 196,664 B5FB1F6A 32.bmp
06/29/2016 09:21:10 A----- 196,664 8DB47D14 33.bmp
06/29/2016 09:21:10 A----- 196,664 FF6A7AFE 34.bmp
06/29/2016 09:21:10 A----- 376 DEAF8407 35.bmp
06/29/2016 09:21:10 A----- 786,486 664DACB1 36.bmp
06/29/2016 09:21:10 A----- 376 DEAF8407 37.bmp
06/29/2016 09:21:10 A----- 376 DEAF8407 38.bmp
06/29/2016 09:21:10 A----- 376 DEAF8407 39.bmp
06/29/2016 09:21:10 A----- 376 DEAF8407 40.bmp
06/29/2016 09:21:10 A----- 3,145,784 065592D4 41.bmp
06/29/2016 09:21:10 A----- 3,145,784 4864F984 42.bmp
06/29/2016 09:21:10 A----- 3,145,784 2301DF1A 43.bmp
06/29/2016 09:21:10 A----- 3,145,784 8F659DB7 44.bmp
06/29/2016 09:21:10 A----- 3,145,784 352B252E 45.bmp
07/20/2016 15:05:52 A----- 3,145,784 B050EE16 46.bmp
06/29/2016 09:21:10 A----- 376 DEAF8407 47.bmp
06/29/2016 09:21:10 A----- 376 DEAF8407 48.bmp
06/29/2016 09:21:10 A----- 376 DEAF8407 49.bmp
06/29/2016 09:21:10 A----- 376 DEAF8407 50.bmp
07/20/2016 15:05:52 A----- 3,145,784 9751A139 51.bmp
06/29/2016 09:21:10 A----- 3,145,784 3E92B4B2 52.bmp
06/29/2016 09:21:10 A----- 3,145,784 CECE0B0F 53.bmp
06/29/2016 09:21:10 A----- 3,145,784 8979A9CC 54.bmp
06/29/2016 09:21:10 A----- 3,145,784 38A68869 55.bmp
06/29/2016 09:21:10 A----- 3,145,782 48D30C57 56.bmp
06/29/2016 09:21:10 A----- 3,145,784 AE09BE6D 57 - Copy.bmp
06/29/2016 09:21:10 A----- 3,145,784 F3846337 57.bmp
06/29/2016 09:21:10 A----- 3,145,784 43C376D9 58.bmp
06/29/2016 09:21:10 A----- 786,488 C8E609E 59.bmp
06/29/2016 09:21:10 A----- 786,488 06B6B605 60.bmp
06/29/2016 09:21:10 A----- 376 DEAF8407 61.bmp
06/29/2016 09:21:10 A----- 3,145,784 4FDE04CF 62.bmp
06/29/2016 09:21:10 A----- 3,145,784 8979DC9B 63.bmp
06/29/2016 09:21:10 A----- 3,145,784 D118781C 64.bmp
06/29/2016 09:21:10 A----- 3,145,784 E783C2EF 65.bmp
06/29/2016 09:21:10 A----- 3,145,784 A318BC00 66.bmp
06/29/2016 09:21:10 A----- 3,145,784 1C893DC3 gr_m.bmp

```

83,565,458 6595D4BA 69 files

C:\Game\Nudge\images07
10/27/2016 11:50:14 -D----R

en

00000000 0 files

C:\Game\Nudge\images07\en

```

06/29/2016 09:21:36 A----- 196,664 C38D9504 00.bmp
06/29/2016 09:21:36 A----- 196,664 B854874D 01.bmp
06/29/2016 09:21:36 A----- 3,145,784 A787A4C7 02.bmp
06/29/2016 09:21:36 A----- 3,145,784 DE5AAE2D 02t.bmp
06/29/2016 09:21:36 A----- 3,145,784 AB09FE1F 02tt.bmp

```

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06/29/2016	09:21:36	A-----	196,664	F99FA9DB	03.bmp
06/29/2016	09:21:36	A-----	196,664	FF0F89A2	04.bmp
06/29/2016	09:21:36	A-----	3,145,784	1B59A422	05.bmp
06/29/2016	09:21:36	A-----	3,145,784	E1DFC4E7	06.bmp
06/29/2016	09:21:36	A-----	786,486	218E461F	07.bmp
06/29/2016	09:21:36	A-----	786,488	490585E8	08.bmp
06/29/2016	09:21:36	A-----	786,488	AA5DCA62	09.bmp
10/20/2016	08:04:56	A-----	786,488	2CF70C9E	10.bmp
06/29/2016	09:21:36	A-----	196,664	6819948A	11.bmp
06/29/2016	09:21:36	A-----	196,664	94909C1E	12.bmp
06/29/2016	09:21:36	A-----	196,664	D13724B5	13.bmp
06/29/2016	09:21:36	A-----	196,664	94909C1E	14.bmp
06/29/2016	09:21:36	A-----	196,664	19C24E7A	15.bmp
06/29/2016	09:21:36	A-----	196,664	65DC74A8	16.bmp
06/29/2016	09:21:36	A-----	196,664	6E8A3A6D	17.bmp
06/29/2016	09:21:36	A-----	196,664	FF0F89A2	18.bmp
06/29/2016	09:21:36	A-----	196,664	65799D92	19.bmp
06/29/2016	09:21:36	A-----	196,664	FF0F89A2	20.bmp
06/29/2016	09:21:36	A-----	196,664	109E2EC2	21.bmp
06/29/2016	09:21:36	A-----	196,664	FF0F89A2	22.bmp
06/29/2016	09:21:36	A-----	196,664	D76EB0C9	23.bmp
06/29/2016	09:21:36	A-----	196,664	FF0F89A2	24.bmp
06/29/2016	09:21:36	A-----	196,664	4A1B0A6F	25.bmp
06/29/2016	09:21:36	A-----	196,664	FF0F89A2	26.bmp
06/29/2016	09:21:36	A-----	196,664	4189F7F5	27.bmp
06/29/2016	09:21:36	A-----	196,664	FF0F89A2	28.bmp
06/29/2016	09:21:36	A-----	196,664	DF9ECF71	29.bmp
06/29/2016	09:21:36	A-----	196,664	FF0F89A2	30.bmp
06/29/2016	09:21:36	A-----	196,664	0DBD8087	31.bmp
06/29/2016	09:21:36	A-----	196,664	FF0F89A2	32.bmp
06/29/2016	09:21:36	A-----	196,664	ABF294F6	33.bmp
06/29/2016	09:21:36	A-----	196,664	FF0F89A2	34.bmp
06/29/2016	09:21:36	A-----	3,145,784	55516F15	35.bmp
06/29/2016	09:21:36	A-----	786,486	664DACB1	36.bmp
06/29/2016	09:21:36	A-----	3,145,784	1F24CF82	37.bmp
06/29/2016	09:21:36	A-----	196,664	1567C65E	38.bmp
06/29/2016	09:21:36	A-----	3,145,784	64EA3FE4	39.bmp
06/29/2016	09:21:36	A-----	3,145,784	182EDD1E	40.bmp
06/29/2016	09:21:36	A-----	3,145,784	6807EDE3	41.bmp
06/29/2016	09:21:36	A-----	3,145,784	5418E9F1	42.bmp
07/20/2016	15:06:18	A-----	3,145,784	9751A139	43.bmp
07/20/2016	15:06:18	A-----	3,145,784	36A8A44B	44.bmp
06/29/2016	09:21:38	A-----	196,664	D061B71B	45.bmp
06/29/2016	09:21:38	A-----	3,145,784	0AB92476	46.bmp
06/29/2016	09:21:38	A-----	3,145,784	AD311B5C	47.bmp
06/29/2016	09:21:38	A-----	3,145,784	71F2FF9D	48.bmp
06/29/2016	09:21:38	A-----	196,664	1567C65E	49.bmp
06/29/2016	09:21:38	A-----	196,664	FF0F89A2	50.bmp
06/29/2016	09:21:38	A-----	3,145,784	9ADC872C	51.bmp
06/29/2016	09:21:38	A-----	3,145,784	CEFE1FEC	52.bmp
06/29/2016	09:21:38	A-----	3,145,784	69F036E1	53.bmp
06/29/2016	09:21:38	A-----	3,145,784	CED800D0	54.bmp
06/29/2016	09:21:38	A-----	3,145,784	556B7FC8	55.bmp
06/29/2016	09:21:38	A-----	3,145,782	9D143AB7	56.bmp
06/29/2016	09:21:38	A-----	3,145,784	FAB7812F	57.bmp
06/29/2016	09:21:38	A-----	3,145,784	46D0EE7B	57o.bmp
06/29/2016	09:21:38	A-----	3,145,784	1591DCC5	58.bmp
06/29/2016	09:21:38	A-----	3,145,784	0AEC2DD2	58o.bmp
06/29/2016	09:21:38	A-----	786,488	CA8E609E	59.bmp
06/29/2016	09:21:38	A-----	786,488	06B6B605	60.bmp

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```
06/29/2016 09:21:38 A----- 3,145,784 8F730878 61.bmp
06/29/2016 09:21:38 A----- 3,145,784 F1BAA978 62.bmp
-----
99,880,610 E4EB9684 67 files
```

```
C:\Game\Nudge\jpot
06/29/2016 09:21:44 A----- 786,488 1D244B21 00.bmp
06/29/2016 09:21:44 A----- 786,488 DF077E1F 01.bmp
06/29/2016 09:21:44 A----- 3,145,784 27D1D40F 02.bmp
-----
4,718,760 D9E0A4D3 3 files
```

```
C:\Game\Nudge\loader
06/29/2016 09:21:44 A----- 3,145,784 4463DA3A 00.bmp
06/29/2016 09:21:44 A----- 3,145,784 C563BEB8 01.bmp
-----
6,291,568 CC8A4F26 2 files
```

```
C:\Game\Nudge\skillPrizeWheelImages
10/21/2016 12:21:56 A----- 3,145,784 0A3F2A98 EndDisplay.bmp
10/21/2016 12:22:44 A----- 3,145,784 A1F13B68 EndDisplayA.bmp
10/21/2016 09:42:06 A----- 3,145,784 8C500862 maxPrize.bmp
10/21/2016 09:42:54 A----- 3,145,784 6269BB0E maxPrizeA.bmp
10/21/2016 09:49:22 A----- 3,145,784 F8C2116A spinNumbers.bmp
10/21/2016 09:49:44 A----- 3,145,784 45AF8B92 spinNumbersA.bmp
10/21/2016 10:02:28 A----- 3,145,784 00A73790 SpinsSkillback.bmp
10/21/2016 11:22:50 A----- 3,145,784 E379AC3E SpinsSkillbackA.bmp
10/21/2016 09:11:34 A----- 3,145,784 A910E445 SpinsSkillTop.bmp
10/21/2016 09:12:02 A----- 3,145,784 DC8D60E7 SpinsSkillTopA.bmp
10/21/2016 10:12:12 A----- 3,145,784 12DFC35B title1.bmp
10/21/2016 10:12:36 A----- 3,145,784 DED18DE8 title1A.bmp
-----
37,749,408 F79E0875 12 files
```

```
C:\Game\Nudge\skillPrizeWheelSounds
10/18/2016 13:03:30 A----- 6,359,156 A718EBEC background.wav
10/18/2016 13:03:30 A----- 25,688 D6AE327A click.wav
10/18/2016 13:03:30 A----- 901,452 A49F9181 congrats.wav
10/18/2016 13:03:30 A----- 33,776 091788AD maxPrized.wav
10/18/2016 13:03:30 A----- 10,716 E5B9F4FB maxPrized2.wav
10/18/2016 13:03:30 A----- 24,872 8048A294 tickup.wav
-----
7,355,660 4262E148 6 files
```

```
C:\Game\Nudge\sounds
06/29/2016 09:21:46 A----- 19,572 E7FB953E Sound01.wav
06/29/2016 09:21:46 A----- 40,140 45BFCFB7 Sound02.wav
06/29/2016 09:21:46 A----- 76,448 CA797A4F Sound03.wav
06/29/2016 09:21:46 A----- 74,628 3851FDC3 Sound04.wav
06/29/2016 09:21:46 A----- 11,220,526 538965BB Sound05.wav
06/29/2016 09:21:46 A----- 4,567,084 14E8BB60 Sound06.wav
06/29/2016 09:21:46 A----- 708,816 6F35023A Sound07.wav
06/29/2016 09:21:46 A----- 6,621,740 9129E709 Sound08.wav
06/29/2016 09:21:46 A----- 1,405,648 DE1DA153 Sound09.wav
06/29/2016 09:21:46 A----- 21,324 438149E6 Sound18.wav
-----
24,755,926 A43CSBCA 10 files
```

```
C:\Game\Nudge\sounds01
06/29/2016 09:21:48 A----- 31,828 99F5B177 Sound01.wav
```

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```

06/29/2016 09:21:48 A----- 95,662 B3C54CE7 Sound02.wav
06/29/2016 09:21:48 A----- 128,222 FE3B8569 Sound03.wav
06/29/2016 09:21:48 A----- 89,350 D5FE3F4F Sound04.wav
06/29/2016 09:21:48 A----- 27,252 DDB5744A Sound05.wav
06/29/2016 09:21:48 A----- 100,296 5556BADA Sound06.wav
06/29/2016 09:21:48 A----- 48,500 69289502 Sound07.wav
06/29/2016 09:21:48 A----- 48,500 FFDD0E0D Sound08.wav
06/29/2016 09:21:48 A----- 5,232,946 7E0B751F Sound09.wav
06/29/2016 09:21:48 A----- 154,830 4630EE6B Sound10.wav
06/29/2016 09:21:48 A----- 4,245,224 690961F5 Sound11.wav
06/29/2016 09:21:48 A----- 342,790 332CD29E Sound12.wav
06/29/2016 09:21:48 A----- 4,054 300C9F0E Sound13.wav
06/29/2016 09:21:48 A----- 286,318 CDFAEAA1 Sound14.wav
06/29/2016 09:21:48 A----- 559,184 D04F636F Sound15.wav
06/29/2016 09:21:48 A----- 440,058 89206000 Sound16.wav
06/29/2016 09:21:48 A----- 285,590 98B3F228 Sound17.wav
06/29/2016 09:21:48 A----- 379,264 2BCB0690 Sound18.wav
06/29/2016 09:21:48 A----- 269,786 F7B2CC86 Sound19.wav
06/29/2016 09:21:48 A----- 243,402 E0F782B7 Sound20.wav
06/29/2016 09:21:48 A----- 395,860 09B44C53 Sound21.wav
06/29/2016 09:21:48 A----- 336,490 5DA0DF3E Sound22.wav
06/29/2016 09:21:48 A----- 336,366 CCEFA3F0 Sound23.wav
06/29/2016 09:21:48 A----- 513,602 9859610F Sound24.wav
06/29/2016 09:21:48 A----- 399,666 8ABE2790 Sound25.wav
06/29/2016 09:21:48 A----- 29,444 35729583 Sound26.wav
06/29/2016 09:21:48 A----- 66,094 CA74E0C2 Sound27.wav
06/29/2016 09:21:48 A----- 65,997 F1B1CAA8 Sound28.wav
06/29/2016 09:21:48 A----- 88,244 C6DB58D7 Sound29.wav
06/29/2016 09:21:48 A----- 90,909 2FDDD1CD Sound30.wav
06/29/2016 09:21:48 A----- 193,270 85A1EE35 Sound34.wav
06/29/2016 09:21:48 A----- 169,122 ED34A14C Sound35.wav
06/29/2016 09:21:48 A----- 169,122 7212F72F Sound36.wav
06/29/2016 09:21:48 A----- 186,590 F0DD7185 Sound37.wav
06/29/2016 09:21:48 A----- 169,122 7212F72F Sound38.wav
06/29/2016 09:21:48 A----- 193,270 85A1EE35 Sound39.wav
06/29/2016 09:21:48 A----- 169,122 ED34A14C Sound40.wav
06/29/2016 09:21:48 A----- 36,908 10C82B1D Sound41.wav
06/29/2016 09:21:48 A----- 35,324 FB388CB7 Sound42.wav
06/29/2016 09:21:48 A----- 44,144 E97D66E9 Sound43.wav
06/29/2016 09:21:48 A----- 44,144 ADA7D6B5 Sound44.wav
06/29/2016 09:21:48 A----- 28,322 37584BA3 Sound45.wav
06/29/2016 09:21:48 A----- 29,474 ADC0B8B2 Sound46.wav
06/29/2016 09:21:48 A----- 23,714 F8A020E2 Sound47.wav
06/29/2016 09:21:48 A----- 28,322 743328ED Sound48.wav
06/29/2016 09:21:48 A----- 23,686 2E62A86B Sound49.wav
06/29/2016 09:21:48 A----- 169,122 ED34A14C Sound50.wav

```

17,048,406 707FDAAD 47 files

```

C:\Game\Nudge\sounds04
06/29/2016 09:21:52 A----- 5,216,428 F5BF3281 Sound01.wav
06/29/2016 09:21:52 A----- 615,212 2B277632 Sound02.wav
06/29/2016 09:21:52 A----- 150,152 66262890 Sound03.wav
06/29/2016 09:21:52 A----- 76,448 CA797A4F Sound04.wav
06/29/2016 09:21:52 A----- 893,996 DBDF77EF Sound05.wav
06/29/2016 09:21:52 A----- 723,804 09338B4F Sound06.wav
06/29/2016 09:21:52 A----- 576,004 154E7F6A Sound07.wav
06/29/2016 09:21:52 A----- 829,484 A4EB14AF Sound08.wav
06/29/2016 09:21:52 A----- 1,375,708 0F8F0DA9 Sound09.wav
06/29/2016 09:21:52 A----- 168,036 4A899E55 Sound10.wav

```

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```

06/29/2016 09:21:52 A-----      479,276 13568E56 Sound11.wav
06/29/2016 09:21:52 A-----      306,520 3C427DA2 Sound12.wav
06/29/2016 09:21:52 A-----         62,700 D632C026 Sound13.wav
06/29/2016 09:21:52 A-----    6,974,194 DCC82A4E Sound14.wav
06/29/2016 09:21:52 A-----      559,184 D04F636F Sound15.wav
06/29/2016 09:21:52 A-----       75,400 D7B736D4 Sound16.wav
06/29/2016 09:21:52 A-----      186,482 C44F808A Sound17.wav
06/29/2016 09:21:52 A-----      118,040 402E69CE Sound18.wav
06/29/2016 09:21:52 A-----       19,572 E7FB953E Sound19.wav
06/29/2016 09:21:52 A-----    1,542,652 D8F31787 Sound20.wav
06/29/2016 09:21:52 A-----    8,841,660 9067B46C Sound21.wav
06/29/2016 09:21:52 A-----       98,860 A3C99945 Sound22.wav
06/29/2016 09:21:52 A-----      297,000 8FEEFB1F Sound23.wav
06/29/2016 09:21:52 A-----      185,516 4CF80AFB Sound24.wav

```

30,372,328 5DE0101B 24 files

C:\Game\Nudge\sounds07

```

06/29/2016 09:21:54 A-----      36,936 E3813AD8 Sound01.wav
06/29/2016 09:21:54 A-----    2,679,152 DF697D1C Sound02.wav
06/29/2016 09:21:54 A-----         62,618 5F173C9C Sound03.wav
06/29/2016 09:21:54 A-----      149,900 03EC28F6 Sound04.wav
06/29/2016 09:21:54 A-----      168,452 CF439EE4 Sound05.wav
06/29/2016 09:21:54 A-----      173,670 3EE093B4 Sound06.wav
06/29/2016 09:21:54 A-----       19,572 E7FB953E Sound07.wav
06/29/2016 09:21:54 A-----      553,442 FC4BB435 Sound08.wav
06/29/2016 09:21:54 A-----       19,572 E7FB953E Sound09.wav
06/29/2016 09:21:54 A-----      155,792 E011EA4A Sound10.wav
06/29/2016 09:21:54 A-----      594,896 A4A408B9 Sound11.wav
06/29/2016 09:21:54 A-----      390,682 7E2ED9A0 Sound12.wav
06/29/2016 09:21:54 A-----      115,340 8D3A3786 Sound13.wav
06/29/2016 09:21:54 A-----      633,918 84761406 Sound14.wav
06/29/2016 09:21:54 A-----      559,184 D04F636F Sound15.wav
06/29/2016 09:21:54 A-----      748,128 74FD56E0 Sound16.wav
06/29/2016 09:21:54 A-----      404,328 3CA09D55 Sound17.wav
06/29/2016 09:21:54 A-----       88,244 71C8A144 Sound18.wav
06/29/2016 09:21:54 A-----      193,170 28A3D4B6 Sound19.wav
06/29/2016 09:21:54 A-----      421,684 7E75DAE8 Sound20.wav
06/29/2016 09:21:54 A-----       65,861 F99E04B8 Sound21.wav
06/29/2016 09:21:54 A-----      390,682 20FA7F72 Sound22.wav
06/29/2016 09:21:54 A-----      286,538 856FF92E Sound23.wav
06/29/2016 09:21:54 A-----      367,418 7624C0C9 Sound24.wav
06/29/2016 09:21:54 A-----      389,070 B8AC0884 Sound25.wav
06/29/2016 09:21:54 A-----      389,788 C78D983F Sound26.wav
06/29/2016 09:21:54 A-----      226,492 D47D4669 Sound27.wav
06/29/2016 09:21:54 A-----      190,500 5D17130C Sound28.wav
06/29/2016 09:21:54 A-----      256,140 42036103 Sound29.wav
06/29/2016 09:21:54 A-----       63,904 470AB1A4 Sound30.wav

```

10,795,073 7D7345F5 30 files

C:\Game\Nudge\spinimages

```

06/29/2016 09:21:56 A-----      786,488 1D244B21 000.bmp
06/29/2016 09:21:56 A-----      786,488 DF077E1F 001.bmp
06/29/2016 09:21:56 A-----      786,488 08FB15C0 002.bmp
06/29/2016 09:21:56 A-----      786,488 C4D7543B 003.bmp
06/29/2016 09:21:56 A-----    3,145,784 64BD8451 004.bmp
06/29/2016 09:21:56 A-----      786,488 B69691A1 005.bmp
06/29/2016 09:21:56 A-----      786,488 0CFEAF05 006.bmp
06/29/2016 09:21:56 A-----    3,145,784 B71935F2 007.bmp

```

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```
06/29/2016 09:21:56 A----- 3,145,784 F7054036 008.bmp
06/29/2016 09:21:56 A----- 3,145,784 4622C01E 009.bmp
06/29/2016 09:21:56 A----- 3,145,784 C7F95592 010.bmp
06/29/2016 09:21:56 A----- 3,145,784 AA253F8C 011.bmp
06/29/2016 09:21:56 A----- 786,488 72710690 012.bmp
06/29/2016 09:21:56 A----- 3,145,784 0D146743 013.bmp
-----
27,525,904 5365DD1F 14 files
```

```
C:\Game\Nudge\spinsounds
06/29/2016 09:21:56 A----- 2,205,044 0C07706E Sound01.wav
06/29/2016 09:21:56 A----- 19,572 E7FB953E Sound02.wav
06/29/2016 09:21:56 A----- 301,516 992CD0A5 Sound03.wav
06/29/2016 09:21:56 A----- 559,184 D04F636F Sound04.wav
06/29/2016 09:21:56 A----- 19,572 E7FB953E Sound05.wav
06/29/2016 09:21:56 A----- 544,550 E12F83F0 Sound06.wav
06/29/2016 09:21:56 A----- 458 B819BC9D Sound07.wav
06/29/2016 09:21:56 A----- 649,954 C59D7B21 Sound08.wav
06/29/2016 09:21:56 A----- 256,166 04B111B2 Sound09.wav
-----
4,556,016 7D62B945 9 files
```

```
C:\Game\Nudge\trac
06/06/2016 10:16:58 A----- 516,536,320 DFDE8618 bier.avi
06/06/2016 09:47:30 A----- 237,314,048 5DC90E82 duck.avi
06/06/2016 09:41:26 A----- 375,714,816 E7A496E4 reef.avi
-----
1,129,565,184 44DC89C3 3 files
```

```
C:\Game\Services
08/06/2015 10:33:12 A----- 61,440 982BBB19 FTChipID.dll
08/06/2015 10:33:14 A----- 202,048 B1800813 ftd2xx.dll
11/09/2016 14:49:28 -D----- namer
11/09/2016 14:47:24 -D----- NBVSrcv
08/06/2015 10:33:14 A----- 460,799 E830ED01 top32.dll
08/06/2015 15:02:54 A----- 150,848 3824BB05 TopIO32Srcv.exe
-----
875,135 14A7958E 4 files
```

```
C:\Game\Services\namer
02/21/2015 10:11:48 A----- 8,704 20D6AF93 CodeClass.dll
02/21/2015 11:58:20 A----- 35,453 E6A6C73B help.rtf
02/23/2015 10:36:24 A----- 40,960 BA805E1D Namer.exe
-----
85,117 1733EF23 3 files
```

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C:\Game\Services\NBVSrcv
03/13/2015 12:23:28 A----- 41 E4B7AD08 BVConfig.ini
03/17/2015 10:02:40 A----- 12,800 6C41DA3F BVService.exe
03/17/2015 10:02:40 A----- 13,312 A873C15C BVWrapper.dll
03/17/2015 10:02:38 A----- 16,384 613E052F BV_APEX.dll
03/17/2015 10:02:38 A----- 33,280 23757A7A BV_Bellis.dll
03/17/2015 10:02:38 A----- 9,216 EDAFF563 BV_DataLayer.dll
01/31/2015 19:23:44 A----- 9,216 6036951E BV_Diagnostics.dll
03/17/2015 10:02:40 A----- 16,384 55AD179A BV_ICT.dll
03/17/2015 10:02:40 A----- 14,336 CF16CE7E BV_MEI.dll
03/17/2015 10:02:40 A----- 18,432 58EA90DA BV_Pulse.dll
01/31/2015 14:28:06 A----- 4,608 C8E6E831 IniClass.dll
02/28/2015 11:48:20 A----- 26,112 149B2089 INIConfigurator.exe
01/31/2015 19:27:56 A----- 11,600 50F47453 INIConfigurator.vshost.exe
```

FileCheck Signatures for Big Daddy Games, LLC
Big Daddy's Nudge Skill Plus System version 16.0.0.0

February 1, 2017

```
03/17/2010 21:39:16 A-----      490 266BB9C6 INIConfigurator.vshost.exe.manifest
12/18/2014 13:41:14 A-----      4,608 297ED772 IniLibrary.dll
01/29/2015 13:12:02 A-----     13,824 83071175 ITLib.dll
01/31/2015 14:28:04 A-----     17,920 7491C3D6 JCM.dll
01/31/2015 14:28:04 A-----     17,920 A5B59F95 memmapage.dll
03/17/2015 10:02:40 A-----     12,288 8B347885 Meters.dll
03/17/2015 10:04:34 A-----         78 12021647 Meters.ini
12/10/2014 13:20:38 A-----     95,232 A6399F15 MPOST.dll
11/09/2016 14:47:24 -D-----
```

348,081 BB6D8A0B 21 files

C:\Game\Services\NBVSRvc\NBVSRvc

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03/06/2015 11:19:38 A-----     12,800 AF4D39D4 BVService.exe
02/28/2015 11:48:20 A-----     13,312 64739061 BVWrapper.dll
02/28/2015 11:48:18 A-----     16,384 47C341ED BV_APEX.dll
02/28/2015 11:48:20 A-----     33,280 DE351919 BV_Bellis.dll
02/28/2015 11:48:18 A-----      9,216 2310608D BV_DataLayer.dll
01/31/2015 19:23:44 A-----      9,216 6036951E BV_Diagnostics.dll
02/28/2015 11:48:20 A-----     16,384 651653CD BV_ICT.dll
01/31/2015 17:49:02 A-----     12,800 19D147C8 BV_MEI.dll
02/28/2015 11:48:20 A-----     18,432 90208336 BV_Pulse.dll
01/31/2015 14:28:06 A-----      4,608 C8E6E831 IniClass.dll
02/28/2015 11:48:20 A-----     26,112 149B2089 INIConfigurator.exe
12/18/2014 13:41:14 A-----      4,608 297ED772 IniLibrary.dll
01/29/2015 13:12:02 A-----     13,824 83071175 ITLib.dll
01/31/2015 14:28:04 A-----     17,920 7491C3D6 JCM.dll
01/31/2015 14:28:04 A-----     17,920 A5B59F95 memmapage.dll
02/28/2015 11:48:20 A-----     12,288 08A85B61 Meters.dll
12/10/2014 13:20:38 A-----     95,232 A6399F15 MPOST.dll
```

334,336 7A5BC60A 17 files

C:\Game\ShrdMem

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12/20/2016 15:52:34 A-----      3,585 99FF7152 Shared_Mem.log
12/11/2014 12:49:32 A-----      1,021 761C5D31 ShrdMem.cfg
02/01/2013 08:26:10 A-----    114,688 4BF40A67 ShrdMem.exe
03/06/2015 09:43:28 A-----       305 B6D41361 ShrdMemPri.cfg
02/27/2015 09:49:40 A-----         40 8776AF87 ShrdMemProc.cfg
```

~~119,629 E0C72DCB 5 files~~

APPENDIX B

Big Daddy Games, LLC
Big Daddy's Nudge Skill Plus System version 16.0.0.0
Operators Menu Information

Features and Options for Big Daddy Games, LLC
Big Daddy's Nudge Skill Plus System version 16.0.0.0

February 1, 2017

The *Big Daddy's Nudge Skill Plus System version 16.0.0.0* offers several operator-selectable options and features. The options and features offered to the device operator are included in the Operators Menu. There are several submenus in the Operators Menu. The features and options available to the device operator are listed as follows:

SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
Options Page 1		
	Reel Speed	Allows the operator to set the reel speed.
	Reel Stop Mode	Allows the operator to set the reel stop mode to either Normal or Manual. Normal Reel Stop Mode allows the patron to stop all reels by simply touching the screen after a play is initiated. Manual Reel Stop Mode allows the patron to stop each reel individually.
	Machine Denomination	The Machine Denomination is displayed within the menu. However, the machine denomination cannot be changed and is at \$0.25 by default.
	Printer System (Network)	The operator may enable or disable a system network.
	Printer	The operator may enable or disable the machine printer.
	Volume	Provides the operator with a Master volume control setting, which allows the volume for the machine to be adjusted.
Options Page 2		
	Credits/Dollar	Allows the operator to set whether patron's funds will be displayed in Credits or Dollars.
	Max Bet	Allows the operator to select the Maximum play level available for the game themes.
	Game Jackpot On/Off Min. Bet for Game Jackpot	Allows for the Game Jackpot for each game to be enabled or disabled. Additionally, this setting can configure the Minimum play level to be eligible to win the Game Jackpot.

Features and Options for Big Daddy Games, LLC
Big Daddy's Nudge Skill Plus System version 16.0.0.0

February 1, 2017

SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
	Random Jackpot On/Off Min. Bet for Random Jackpot	Allows for the System Progressive Random Jackpots to be enabled or disabled. Additionally, this setting can configure the Minimum play level to be eligible to win the Random Jackpot.
	Progressive	Allows for the Progressives to be enabled or disabled.
Options Page 3		
	Random Jackpot Level	Allows the operator to select the Progressive Random Jackpot ranges that can be configured.
	BDG Game PrinSys On/Off	Allows the system to communicate with a BDG PrinSys Printer System.
	Bypass Knockoff	Allows the system to enable/disable the knock off button that would normally be located on the back of the cabinet. If turned on, the Knockoff button will be bypassed and not require the Knockoff button to be pressed during redemption (Cashout). If turned off, the Knockoff button will need to be engaged to complete redemption. When the Bypass Knockoff option is disabled, a yellow dialog box is displayed containing the amount that will be redeemed. The Knockoff button must then be pressed to complete the redemption.
	Tamper Mode	This option allows the operator to enable or disable a tamper security system.
	PayOut Cents/Dollars	Allows the operator to configure to have the payout in whole dollar amounts or in dollars and cents.
	Clear Cents	Allows the operator to chose whether to keep cents or clear remaining cents when the game goes into the attract mode.

Features and Options for Big Daddy Games, LLC
Big Daddy's Nudge Skill Plus System version 16.0.0.0

February 1, 2017

SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
Options Page 4		
	Reef Reels	This section provides configurable settings, which allows the operator to set the payout percentage for Reef Reels. The payout percentage is determined by a random number generator and hit frequencies for the various possible outcomes. The game can be set to one of ten different options ranging from 1 – 10, with 1 being the easiest (Most liberal payout percentage) to 10 being the hardest (Least liberal payout percentage)
	Duck Empire	This section provides configurable settings, which allows the operator to set the payout percentage for Duck Empire. The payout percentage is determined by a random number generator and hit frequencies for the various possible outcomes. The game can be set to one of ten different options ranging from 1 – 10, with 1 being the easiest (Most liberal payout percentage) to 10 being the hardest (Least liberal payout percentage)
	Bier Frau	This section provides configurable settings, which allows the operator to set the payout percentage for Beer Frau. The payout percentage is determined by a random number generator and hit frequencies for the various possible outcomes. The game can be set to one of ten different options ranging from 1 – 10, with 1 being the easiest (Most liberal payout percentage) to 10 being the hardest (Least liberal payout percentage)
	Must Nudge On FreeSpins	This option allows the operator to enable or disable the Nudge function requirement for Free Spins.
Options Page 5		
	Hand Count	Allows the operator to enable or disable the Hand Count feature. This setting also allows for the Hand Count value to be configured.

Features and Options for Big Daddy Games, LLC
Big Daddy's Nudge Skill Plus System version 16.0.0.0

February 1, 2017

SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
	Maximum CashOut	Allows for the operator to enable or disable a Maximum Cashout limit. This setting also allows for the operator to set the Maximum Cashout amount.
	Doors	Allows the operator to enable or disable Door shutters over the reels in place of spinning reels.
	Minimum CashOut	Allows the operator to enable or disable a Minimum CashOut requirement. This setting also allows for the Minimum CashOut amount to be set.
	CashOut Increments	Allows the operator to set the minimum amount of credits required before the patron can select the "Collect" button to access the "Skill Prize Wheel" feature.
Options Page 6		
	Printer Port	Provides the operator with settings to configure the port that the printer will use.
	Printer Type	Provides the operator with the settings to configure the type of printer that will be used on the system.
	Prize Wheel	Provides the operator with settings to enable or disable the "Skill Prize Wheel" feature. This setting also allows for the operator to configure the maximum credit amount that maybe redeemed through the "Skill Prize Wheel".
	Score Box	Allows the operator to enable or disable a Score Box that appears within each of the game themes and on the game selection screen, which displays the patron's total credits and any prizes won during game play. This setting also allows for the score box to display in credits or points.
	Always A Win	Allows the operator to enable or disable the "Win Every Spin" feature.

Features and Options for Big Daddy Games, LLC
Big Daddy's Nudge Skill Plus System version 16.0.0.0

February 1, 2017

SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
	Nudge Time	Provides the operator with options to enable or disable a Nudge timer. This setting also allows the operator to set the amount of time that will be granted on the timer to complete the Nudge function.
	Can Collect Credits	Allows the operator to enable or disable whether Credits can be collected when the "Score Box" setting is enabled.
	Can Play Score Credits	Allows the operator to enable or disable whether Credits earned (Score), when the "Score Box" option is enabled, can be used to continue game play.
Configuration		The Configuration options are not located within the normal operator's menu. This can only be access by entering a series of key strokes or by pressing specific button configuration on the machine.
	Bill Validator	The Bill Validator menu provides the operator with various options to configure the Bill Validator that will be used on the system.
	Port	This option located within the Bill Validator menu allows the operator to select the port that the Bill validator will use.
	Type	This option located within the Bill Validator menu allows the operator to select the Bill Validator type that will be used.
	Serial BV is	This option located within the Bill Validator menu allows the operator to enable or disable whether the BV will be enabled or disabled.
Jackpot Settings		The Jackpot settings can only be accessed by entering a password from the Operator's menu.
	Mini Jackpot	This option allows authorized personnel

***Features and Options for Big Daddy Games, LLC
Big Daddy's Nudge Skill Plus System version 16.0.0.0***

February 1, 2017

SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
		with the ability to manually set the Mini Jackpot value.
	Minor Jackpot	This option allows authorized personnel with the ability to manually set the Minor Jackpot value.
	Major Jackpot	This option allows authorized personnel with the ability to manually set the Major Jackpot value.
	Big Daddy Jackpot	This option allows authorized personnel with the ability to manually set the Big Daddy Jackpot value.
	Reset Master Values	Allows the operator to reset the Master jackpot values.



Nick Farley & Associates

6401 Davis Industrial Parkway

Suite A

Solon, Ohio 44139

(440) 914-TEST (8378)

www.nfa777.com

February 1, 2017

Mr. Gareth K. Galster
Smith Keane LLP
1130 James Drive, Suite 104
Hartland, Wisconsin 53029

Re: Report on the review and analysis of the *Spooky Nudge Skill Plus System version 16.0.0.0* developed by Big Daddy Games, LLC.

Dear Mr. Galster:

By request of counsel, *Nick Farley & Associates, Inc.* has conducted a review and examination of the *Spooky Nudge Skill Plus System version 16.0.0.0* developed by Big Daddy Games, LLC. Our review and examination has been undertaken on behalf of Mr. Gareth K. Galster of Smith Keane LLP for the benefit of Big Daddy Games, LLC. This document will be divided into sections representing the various stages of review and analysis conducted.

Section I – System Component

The *Spooky Nudge Skill Plus System version 16.0.0.0* reviewed consisted of the following components:

Component Name	Version
<i>Spooky Nudge Multi-Game Platform</i>	16.0.0.0

The *Spooky Nudge Skill Plus System version 16.0.0.0* is comprised of a single, stand-alone, patron terminal that offers a patron multiple themes from which to choose to play a game. These “game themes” are an entertaining way to accumulate credits to attempt to collect through the *Skill Prize Wheel* feature. The *Spooky Nudge Skill Plus System* machine contains a touch screen display that is used to navigate through the various video displays offered.

A patron inserts money into the *Spooky Nudge Skill Plus System* machine through a bill acceptor located on the right side of the cabinet. The bill acceptor accepts U.S. notes of varying denominations. As configured, bills inserted are displayed on the video screen as “Credits” available for game play, where one hundred (100) “Credits” are received per one dollar inserted.

Nick Farley & Associates
www.nfa777.com

Section II - General Information

The *Spooky Nudge Skill Plus System* offers three (3) different game themes. These game themes are identified as follows:

1. *Spooky Cash*
2. *Spooky SpinZ*
3. *Spooky 2*

Play begins with the patron selecting an available game theme and one of the credit play levels from which to participate. A patron may change the desired play level at any time prior to engaging in game theme play. The patron can then touch the play icon on the video screen or press a tactile “Start” button on the cabinet’s exterior to initiate a game theme. Patrons are free to exit any of the aforementioned game themes prior to engaging in game play. After game play has been initiated within a theme, the patron must complete the one or more plays prior to exiting the game theme.

Each of the game themes offered on the *Spooky Nudge Skill Plus System* contains a “Reveal” feature which provides the patron with the opportunity to preview the very next game play outcome for the current credit play level. The “Reveal” feature available on the *Spooky Nudge Skill Plus System* is covered in more detail in Section III – Reveal Preview Feature. Additionally, each game theme contains a “Nudge” feature which requires the patron to rearrange images in a particular combination on the “Prize Line”. The “Nudge” feature available on the *Spooky Nudge Skill Plus System* is covered in more detail in Section IV – Nudge Skill Feature With Always Win Feature.

Each game theme includes a Help feature. Activating the Help feature within a game theme produces a screen which furnishes explanations and provides the game rules for the active game theme. All credits obtained through game play are initially displayed as “Prize” and automatically accumulated on the “Credit” meter, which will then be available for additional game play. In displaying the accumulation of prizes as “Credits”, the game themes are only an entertaining way to accumulate and display credits available to redeem through the “Skill Prize Wheel” feature. The “Skill Prize Wheel” feature available on the *Spooky Nudge Skill Plus System* is covered in more detail in Section V – Skill Prize Wheel Feature With Hand Count Feature.

Section III – Reveal Preview Feature

Each of the three (3) game themes offered on the system contains a “Reveal” feature which allows the patron to view the very next game play outcome for the current credit play level by pressing the “Reveal” icon on the video screen at any given time prior to the initiation of a game theme. No payment or purchase is required for the patron to exercise the ability to cause the electronic system to disclose the next game play outcome for the selected game theme and credit play level. The patron can then touch the play icon on the video screen or press the tactile “Start” button on the cabinet’s exterior to initiate a game theme.

Upon selection of the game theme and play level, which will determine how many credits will be expended, the next game play outcome can be displayed by pressing the “Reveal” icon on the screen. The next game play outcome may be displayed upon request by the patron in advance of committing any credits and before each play. The patron can then choose to play for the outcome displayed, change the credit play level, or exit the game theme. A patron is not required to exhaust all of their credits at once or on the same game theme. The game themes that are available on the *Spooky Nudge Skill Plus System* are covered in more detail in Section VI – Game Specific Information.

Section IV – Nudge Skill Feature With Always Win Feature

Each of the three (3) aforementioned game themes contains a “Nudge” feature, which allows the patron to complete a Nudge style skill task which is presented to the patron during each game play. The “Nudge” feature allows the patron to perform a task in order to align a winning symbol combination on the “Prize Line”. To successfully complete the skill task, the patron must rearrange one of nine (9) displayed images to align a winning image configuration. Thus, a patron must (1) recognize which one of the nine (9) images must be rearranged; (2) decide which direction such image must be moved; and (3) physically select or otherwise complete such movement on the touch screen. As configured, each play contains a potential credit result in exchange for the credits used at the current play level. The “Nudge” skill task requires the patron to complete the task before any credits can be added to the Credit meter.

A Patron may elect to not complete the skill task. Once images are arranged during a game play, the Patron may select the “Play” button, rather than rearranging an image, which will skip the skill task. If the patron attempts to skip the skill task during a play that has the potential to increase credits (as the patron would so be informed if the patron used the Reveal feature, discussed above), which corresponds to one of the winning symbol combinations advertised on the screen, the game will produce an audible sound indicating to the patron that a winning combination can be achieved by rearranging images that are currently present on the display. Please note that the audible sound is not produced for the “Win-Every-Spin” feature which is described below. The patron must evaluate the images and rearrange one of them to achieve some number of credits. Even after the audible sound is generated, in the event that the patron elects to skip the skill task by continuing to select the “Play” button, any potential credit increase will be forfeited for that play.

Please Note: Configuration settings exist, via the operator’s menu, which can enable a timer. When the timer is enabled, the patron must complete the Nudge function within a preconfigured time limit. If the Nudge function is not completed within the set time limit, any potential credit increase is forfeited for that play.

In addition to the “Nudge” feature, the *Spooky Nudge Skill Plus System* can be configured with a “Win-Every-Spin” feature which allows the patron the opportunity to receive a credit increase for every play initiated at the selected credit play level. The “Win-Every-Spin” feature allows the patron to receive some credits in the event that the patron is unsure of the

outcome of a play, or if a play has an outcome that would not otherwise increase credits. The “Win-Every-Spin” feature will randomly place a coin symbol in one (1) of the displayed images. The coin that appears may vary in appearance. Depending on the coin symbol that is displayed, the patron will be awarded a different credit increase when the “Win-Every-Spin” option is selected. The patron must elect to choose the “Win-Every-Spin” option to receive the credits associated with the coin displayed. The various coins that may be displayed and their associated credits have been listed below:

Win-Every-Spin Coin (Color)	Win-Every-Spin Credits
Copper	1
Silver	2
Gold	5
Blue	25

Section V – Skill Prize Wheel Feature With Hand Count Feature

As configured, the *Spooky Nudge Skill Plus System* contains a “Skill Prize Wheel” feature. All credits obtained through game play are initially displayed as “Prize” and automatically accumulated on the “Credit” meter, which will then be available for additional game play. Although the screen displays the accumulation of prizes as “Credits”, the patron, in fact, has not won an actual prize (i.e. the patron has not received a ticket or token). The game themes are only an entertaining way to accumulate and display credits available to redeem through the Skill Prize Wheel feature. The Skill Prize Wheel feature is a task which requires the patron to stop an image of a spinning wheel on amounts that are displayed on the wheel for an opportunity to redeem their credits. The system contains configuration settings via the operator’s menu, which can limit the maximum amount of credits that can be redeemed for each spin of the Skill Prize Wheel.

As configured, each amount available per spin on the wheel, does not exceed a display of ten (\$10.00) dollars. For each \$10.00, or fraction thereof, of credits the patron had received during game play, the patron receives one spin on the wheel in a Skill Prize Wheel session. For instance, if the patron elects to try to redeem credits displayed as \$23.00, the patron would receive three (3) spins. On the first and second spin, the maximum redeemable credits would be \$10.00 and on the third spin, the maximum redeemable credits would be \$3.00. As another example, if the patron elects to try to redeem credits displayed as \$60.00, the patron would receive five (5) spins in a first Skill Prize Wheel session, and one (1) spin in a second Skill Prize Wheel session. The Skill Prize Wheel feature is triggered any time the patron attempts to redeem the accumulated available credits from the *Spooky Nudge Skill Plus System*. The Skill Prize Wheel feature displays the Credits remaining, which is the total amount of remaining Credits that can possibly be assigned to the patron during the current Skill Prize Wheel session; number of spins remaining in the current Skill Prize Wheel session; the amount of credits redeemed per spin; and the total credits redeemed from the Skill Prize Wheel. The total amount of credits that can possibly be won equates to the lowest of \$50.00 and the total amount of credits that were available to the patron for game play purchase, up to the highest whole number of the patron’s credit amount. The Skill Prize

Wheel allows the patron to redeem credits in increments of one hundred (100) (displayed as whole dollar amounts). Any remaining credits will remain on the patron's credit meter.

After one or more game plays, the patron may elect to redeem their credits, and a Skill Prize Wheel session will be initiated. The patron must press the Skill Prize Wheel image via the touch screen display to initiate the spin. The Skill Prize Wheel image will appear to begin to spin and display different credit values that can be redeemed. The patron must select a portion of the Skill Prize Wheel image on the touch screen display to stop the wheel on a displayed amount. When the wheel is stopped by the patron, the wheel will immediately stop on the amount that was selected by the patron. If the patron selects the wheel in between redemption amounts that are displayed on the wheel, the wheel will continue to spin and stop on the very next credit amount. The credit amount that is displayed when the wheel stops is the credit amount assigned to the patron for the current spin. The patron has the opportunity to redeem the full amount of accumulated credits if the patron stops the Skill Prize Wheel on the maximum credit amount for each spin. Each spin during a Skill Prize Wheel session allows the patron to try to redeem up to \$10.00 of the credits remaining. If the patron stops the wheel on a credit amount that is not the maximum credit amount or stops the wheel on zero (0) for that spin, then that amount of credits is assigned to the patron, and remaining credits available for redemption on that spin of the Skill Prize Wheel will be forfeited.

In addition, to the "Prize Skill Wheel" feature, the system can be configured with a "Hand Count" feature. As configured and reviewed, the *Spooky Nudge Skill Plus System* had the Hand Count feature enabled. Within each of the available game themes offered on the system and on the main game selection screen, a Hand Count meter is displayed. The Hand Count increases by one (1) for each play initiated on the system. The value of each Hand Count is determined by configurable settings located within the operator's menu. As configured, each Hand Count value was set to fifty dollars (\$50.00). Thus, the Hand Count increases in fifty dollar (\$50.00) increments for every play initiated.

When attempting to redeem credits at a *Spooky Nudge Skill Plus System* via the Skill Prize Wheel, the patron will only be granted the opportunity to redeem credits less than or equal to the Hand Count amount. For example, if a patron has accrued one hundred dollars (\$100.00) worth of credits on the system, and the patron has engaged in two game plays, thus increasing the Hand Count to two (2), the patron will be entitled to redeem up to one hundred (\$100.00) credits, which is the full amount of the patron's credits.

The Skill Prize Wheel feature is engaged by pressing a tactile "TICKET" button on the exterior of the machine or by selecting the "Collect" onscreen icon. All accumulated "Credits" that are successfully won through the Skill Prize Wheel feature will be printed on a ticket. The printed ticket may be presented to the local venue operator for redemption, if the venue operator so chooses, or archived by the patron.

Please Note: The *Spooky Nudge Skill Plus System* machine reviewed did not contain a printer at the time of test. Thus, print functions during credit redemption could not be verified.

Section VI - Game Specific Information

Nick Farley & Associates, Inc. has evaluated each of the three (3) game themes offered by the *Spooky Nudge Skill Plus System version 16.0.0.0*. Each of the three game themes affords a patron an opportunity to select options that determine how many “Credits” will be expended per play.

Game Themes

The three (3) game themes available on the *Spooky Nudge Skill Plus System*, are described below:

Spooky Cash - 3 Reel - Nudge

The *Spooky Cash* game theme is a nudge-style game based primarily on Classic Monster-themed images (such as, Vampire, Werewolf, Mummy, etc). The *Spooky Cash* game theme displays nine play images in a 3x3 grid, with the middle horizontal line of images being designated as the “Prize Line.” Credit Play levels are available in twenty-five (25) credit increments ranging from \$.25 - \$5.00.

The *Spooky Cash* game theme contains a bonus game. To enter the bonus game, three (3) bonus images must be successfully aligned on the prize line. The bonus game first presents the patron with the “Choose Window” bonus. The Choose Window bonus game requires the patron to select from multiple “Windows” which, upon selection, will display either a Free Spin amount or a Multiplier amount. The patron must continue to select from the available windows until the patron reveals an empty window. At the conclusion of the Choose Window portion of the bonus game, the number of Free Spins and the amount of Multipliers will be totaled.

After the Choose Window bonus, the Free Spin portion of the bonus game will begin. The Free Spin bonus will begin and play automatically. All credits assigned during the Free Spin bonus will be multiplied by a Multiplier amount. The amount of Free Spins that will be initiated and the Multiplier amount used to multiply credits, depend upon the number of Free Spins and the Multiplier(s) revealed during the Choose Window bonus. Please note that the Free Spins issued are just entertaining ways to reveal the total value of credits pre-determined and displayed via the “Reveal” feature. Patron interaction with the Free Spin bonus feature has no effect on the outcome.

Spooky SpinZ - 3 Reel - Nudge

The *Spooky SpinZ* game theme is a nudge-style game based primarily on Halloween-themed images. The *Spooky SpinZ* game theme displays nine play images in a 3x3 grid, with the middle horizontal line of images being designated as the “Prize Line.” Credit Play levels are available in twenty-five (25) credit increments ranging from \$.25 - \$5.00.

The *Spooky SpinZ* game theme contains a bonus game. To enter the bonus game, three (3) bonus images must be successfully aligned on the prize line. The bonus game first presents

the patron with the option to select one (1) of five (5) “Frankenstein” images and one (1) of five (5) “Witch” images. The selected Frankenstein image will reveal the number of Free Games that will be awarded to the patron. The selected Witch image will reveal the Free Game Multiplier amount. After the images have been selected, the Free Spin portion of the bonus game will begin. The Free Spin bonus will begin and play automatically.

All credits obtained during the Free Spin bonus will be multiplied by the Multiplier amount. The number of Free Spins that will be initiated and the Multiplier amount used to multiply credits, depend on the number of Free Spins and the Multiplier revealed during the Frankenstein and Witch image selection phase of the bonus game. Please note that the Free Spins issued are just entertaining ways to reveal the total credits that were pre-determined and displayed via the “Reveal” feature. Patron interaction with the Free Spin bonus feature has no effect on the outcome.

Spooky 2 - 3 Reel - Nudge

The *Spooky 2* game theme is a nudge-style game based primarily on Halloween-themed symbols. The *Spooky 2* game theme displays nine play images in a 3x3 grid, with the middle horizontal line of images being designated as the “Prize Line.” Credit Play levels are available in twenty-five (25) credit increments ranging from \$.25 - \$5.00.

The *Spooky 2* game theme contains a bonus game. To enter the bonus game, three (3) bonus images must be successfully aligned on the single active prize line. The bonus game first presents the patron with the “Pick a Tombstone” bonus, which presents the patron with six (6) rows of tombstone images. The patron is tasked with selecting a single tombstone from each row. The patron continues to select tombstones until the patron reveals the symbol which will end the tombstone selection process. The patron may reveal Free Spin amounts, Multiplier amounts, or extra credits which will be added to the patron’s credit meter. At the conclusion of the Pick a Tombstone portion of the bonus game, the total number of Free Spins and the total amount of Multipliers will be totaled. Additionally, any extra credits revealed during the Pick a Tombstone bonus will be automatically added to the patron’s credit meter.

After the Pick a Tombstone bonus, the Free Spin portion of the bonus game will begin. The Free Spin bonus will begin and play automatically. All credits obtained during the Free Spin bonus will be multiplied by a Multiplier amount. The amount of Free Spins that will be initiated and the Multiplier amount used to multiply credits, depend on the number of Free Spins and the Multiplier(s) revealed during the Pick a Tombstone bonus. During the Free Spin bonus phase of the Bonus game, the patron may receive additional Free Spins. Please note that the Free Spins issued are just entertaining ways to reveal the total value of credits that were pre-determined and displayed via the “Reveal” feature. Patron interaction with the Free Spin bonus feature has no effect on the outcome.

Progressive Prizes

Additionally, if so configured, all game themes are eligible for four levels of progressive credit values. The four levels of Progressives available on the system include the Mini, Minor, Major and Big Daddy progressives. The progressive credit values will increase as patrons continue to play the game themes. The progressive credits will continue to increase until a preconfigured trigger amount (or threshold) has been reached. When the trigger amount has been reached for a progressive credit, a jackpot sequence is triggered. The jackpot sequence displays a screen where a wheel is spun, which will display the progressive credit level that will be awarded. After the progressive credit level has been selected, the patron will receive the credits associated with the progressive credit level. The credit level that is selected on the prize wheel is based on the progressive value that reached the preconfigured trigger amount.

Please Note: Unlike the normal advertised game play outcomes, which require that the patron to complete the “Nudge” feature in order to align a winning symbol combination on the “Prize Line”, the jackpot sequence does not require the patron to complete a “Nudge” feature before the progressive credits are assigned.

Section VII - Features and Options

The *Spooky Nudge Skill Plus System* offers several operator-selectable options and features. The options and features offered to the terminal operator are included in the Operator’s Menu. The operator’s menu can be accessed only by authorized personnel. There are several submenus in the Operator’s Menu. The features and options available to the device operator are listed in the attached *Appendix B*.

Section VIII - Review of Source Code

Big Daddy Games, LLC has provided *Nick Farley & Associates, Inc.* with the software source code associated with the *Spooky Nudge Skill Plus System*. The review and evaluation of software source code is essential in establishing system operation and game play outcome determination.

Our review of the source code has revealed that game play outcomes that are displayed by the game themes are randomly selected by the *Spooky Nudge Skill Plus System* and displayed to the patron. The system is designed to require the patron to perform a “Nudge” skill task before a credits can be obtained.

Additionally, the system has been designed to provide the player with a method to view the very next game play outcome at the current credit play level. At any given time the patron may preview the next game play outcome at the current credit play level. No payment or purchase is required for the patron to exercise the ability to cause the electronic system to disclose the next game play outcome for the selected game theme and credit play level. Once

selected, the game theme will display the next game play outcome onscreen and the patron can then choose to play or exit the game. After a game has been played, the *Spooky Nudge Skill Plus System* randomly selects the next outcome which then becomes available for the patron to view using the “Reveal” feature.

The *Spooky Nudge Skill Plus System* is also designed to provide a Skill Prize Wheel feature. As indicated above, the Skill Prize Wheel feature is initiated upon the patron choosing to redeem their accumulated credits. The Skill Prize feature requires the patron to utilize hand/eye coordination to stop a spinning wheel at a particular position to redeem their accumulated credits.

Section IX - System Software Information and Identification

The software associated with operating the *Spooky Nudge Skill Plus System* is housed on the storage media of the *Spooky Nudge Skill Plus System*. The software housed on the storage media controls the game processes, including elements that affect game play outcome integrity and game play outcome determination. The files pertaining to system operation, integrity and/or game outcome determination have been listed in the attached Appendix A. In addition to the file names, a **FileCheck** signature has been included for each of the files for verification purposes.

The **FileCheck** v1.01 program has been utilized to calculate a 32-bit cyclic redundancy check value (CRC32) by applying a mathematical formula to the contents of each file. This value is a unique “signature” for the non-volatile files examined (each distinct file in each directory in these instances). The previously mentioned **FileCheck** CRC32 values will be obtained provided the files contained on the directories remain the same as tested. Should these files be altered in any way, the **FileCheck** CRC32 values will change. A copy of the **FileCheck** CRC32 program may be obtained by contacting *Nick Farley & Associates, Inc.*

Please note: Please contact *Nick Farley & Associates, Inc.* and/ or Big Daddy Games, LLC for instructions on how to obtain signatures for software that operates the *Spooky Nudge Skill Plus System v16.0.0.0*.

Section X - Findings and Conclusion

The following questions were posed to us by legal counsel for Big Daddy Games, LLC. Answers to these questions are based upon our review and analysis of the *Spooky Nudge Skill Plus System*:

1. *Does the device award a prize?*

No. The *Spooky Nudge Skill Plus System* contains game themes which issue credits upon completion of the required skill task. The credit amounts issued to the patron from the game themes are based on the advertised credits that are displayed to the

patron within each of the available game themes. In order to obtain any credits, the patron must successfully align a winning symbol combination on the single prize line. Each game theme also contains bonus games which issue Free Spins. Free Spins that are issued to the patron will play automatically. Upon completion of the bonus game, all credits issued during game play will accumulate on the patron's credit meter, which are then available for redemption via the Skill Prize Wheel. The credits are only assigned to be printed to a ticket after the player successfully completes the Skill Prize Wheel.

As previously stated within this report, all credits obtained through any one or more game play(s) are initially displayed as "Prize" and automatically accumulated on the "Credit" meter, which are then available for additional game play. Although the screen displays the accumulation of prizes as "Credits", the patron, in fact, has not won an actual prize (i.e., the patron has not received a ticket or token). The game themes are only an entertaining way to accumulate and display credits available to redeem through the Skill Prize Wheel feature.

The Skill Prize Wheel feature is engaged by pressing the tactile "TICKET" button on the exterior of the machine or by selecting the "Collect" onscreen icon. All accumulated "Credits" that are successfully assigned through the Skill Prize Wheel feature will be issued on a printed ticket. The printed ticket may be presented to the local venue operator for redemption, if the venue operator so chooses, or archived by the patron.

2. *Does the system award merchandise prizes?*

No, the *Spooky Nudge Skill Plus System* does not award any merchandise prizes.

3. *If the system issues "Free Games", please answer the following questions:*

a. *Are free games awarded without payment of additional consideration by the participant?*

Yes, Free Spins issued through the bonus games are issued without payment of additional consideration. Please note that the Free Spins issued are just entertaining ways to reveal the total credits that were pre-determined and displayed via the "Reveal" feature. Patron interactions with the Free Spin bonus features have no effect on the outcome issued from the Free Spin bonus feature.

b. *Can a person cause the release of free games?*

No, Free Spins issued through the bonus game cannot be released. When Free Spins are issued via the bonus game, the Free Spins play automatically.

c. *Does the device contain any meter or other measurement device for recording the number of free games which are awarded?*

No, the *Spooky Nudge Skill Plus System* does not contain any meters or other measurement devices used for recording the number of Free Spins that are awarded.

- d. *Does the device increase the chances of winning free games by allowing a user to pay more than is ordinarily required to play the game?*

No, the chances of winning Free Spins does not increase by allowing a patron to expend more credits than what is ordinarily required to play the game. The Free Spins are awarded via the bonus game, which is initiated by the patron aligning the bonus game symbol combination on the prize line. The Free Spins that are awarded through the bonus game are a part of the original game that was initially started. Expending more credits to play a game will simply increase the patron's play level, which avails the patron to higher credit values for arranging images that are aligned on the prize line.

4. *Does the system award "Free Portions of Games"?*

No, the system does not award *Free Portions of Games*.

5. *Does the system award Tickets?*

No, the system does not award any tickets. However, as previously stated, all credits obtained through game play are initially displayed as "Prize" and automatically accumulated on the "Credit" meter, which will then be available for additional game play. Although the screen displays the accumulation of prizes as "Credits", the patron, in fact, has not won an actual prize (i.e., the patron has not received a ticket or token). The game themes are only an entertaining way to accumulate and display credits available to win as a prize and redeem through the Skill Prize Wheel feature.

The Skill Prize Wheel feature is engaged by pressing the "TICKET" button on the exterior of the machine or by selecting the "Collect" onscreen icon. All accumulated "Credits" that are successfully won through the Skill Prize Wheel feature will be issued on a printed ticket. The printed ticket may be presented to the local venue operator for redemption.

To the extent that a ticket, including a printed credit level, constitutes an awarded ticket, the printed tickets are not capable of being used to play any device or game, they are not capable of being used to purchase a game, and they are not accepted by the game machine to release a game or credits.

6. *Does the system award tokens?*

No, the system was not designed to award tokens and thus, does not contain any method to award tokens.

7. *Is the device electrical?*

Yes, the *Spooky Nudge Skill Plus System* is electrical. The *Spooky Nudge Skill Plus System* must be connected to an electrical power source in order to operate. The game themes offered on the system are electronically displayed via a touch screen monitored installed within an electronic table top cabinet. Patrons may also interact with the games via two tactile buttons located on the exterior of the cabinet or by interacting with the touch screen monitor.

8. *Is the device mechanical?*

The device is not mechanical in that the games are not displayed using any mechanical parts such as mechanical reels. Thus, the *Spooky Nudge Skill Plus System* is an electronic system and does not use mechanical parts in the play of the game. However, the device contains mechanical parts such as a bill acceptor and printer. Additionally, patrons may also interact with the games via two tactile buttons located on the exterior of the cabinet.

9. *Does the device increase the chances of winning a game or other prize by allowing a user to pay more than is ordinarily required to play the game?*

No, the *Spooky Nudge Skill Plus System* does not increase the chances of winning a game or other prize by allowing a user to pay more than is ordinarily required to play the game. The system does not provide a means for a patron to pay more than what is ordinarily required to play a game theme using the available credit play levels. The patron can only play a game by using the play levels that are available through the game theme. However, the patron may expend more credits by electing to increase the credit play level of the game. Expending more credits to play a game will simply increase the patron's play level, which avails the patron to higher credit values for winning symbol combinations that are aligned on the prize line.

10. *Is the outcome (i.e., an award of a prize or credits) of each and every use of the device primarily determined by skill or knowledge of the user?*

Yes. The outcome of each normal game play is determined by the "Nudge" function. Each of the game themes on the *Spooky Nudge Skill Plus System* requires the patron to perform the Nudge function to align a winning image or combination of images on the prize line before any credits are earned for normal game play. However, in addition to the normal game play outcomes, the jackpot sequence of the Progressive feature does not require the patron to complete a "Nudge" feature before the progressive credits are assigned. Regardless, all accumulated "Credits" are issued as determined by the "Skill Prize Wheel" feature.

All credits obtained through game play are initially displayed as “Prize” and automatically accumulated on the “Credit” meter, which is then available for additional game play. Although the screen displays the accumulation of credits as “Prizes”, the patron, in fact, has not won an actual prize (i.e. the patron has not received a ticket or token). The game themes are only an entertaining way to accumulate and display credits available to redeem through the Skill Prize Wheel feature. The Skill Prize Wheel feature requires the patron to stop a spinning wheel on credit amounts that are displayed on the wheel for an opportunity to redeem their credits.

The Skill Prize Wheel feature is engaged by pressing the tactile “TICKET” button on the exterior of the machine or by selecting the “Collect” onscreen icon. All accumulated “Credits” that are successfully assigned through the Skill Prize Wheel feature will be issued on a printed ticket. The printed ticket may be presented to the local venue operator for redemption if the venue operator so chooses, or archived by the patron.

11. Does the device accept any consideration to play a game other than in the form of tokens, currency, or coins?

No, the *Spooky Nudge Skill Plus System* only contains a means to accept currency via the installed bill acceptor. The system is not capable of accepting tokens or coins, or any consideration other than in the form of currency.

12. Does a user of the device have the ability to see the potential outcome of a play of a game before committing to a play of the game?

Yes. The system contains a “Reveal” feature which allows the patron to view the very next game play outcome at the current credit play level by pressing the “Reveal” icon on the video screen at any given time prior to the initiation of a game play. No payment or purchase is required for the patron to exercise the ability to cause the electronic system to disclose the next game play outcome for the selected game theme and credit play level. The next game play outcome will be displayed in advance of committing any credits. The patron can then choose to either play for the outcome displayed or exit the game theme.

13. Does a user of the device have the ability to see the potential outcome of a play of the game before inserting money to play the game?

Yes. The “Reveal” feature offered on the *Spooky Nudge Skill Plus System* allows the patron to view the very next game play outcome by pressing the “Reveal” icon on the video screen prior to inserting money into the machine. No payment or purchase is required for the patron to exercise the ability to cause the electronic system to disclose the next game play outcome for the selected game theme and credit play level.

14. *Is the user informed as to the number of credits that must be played by the user to achieve the potential outcome?*

Yes. The outcome that is revealed using the “Reveal” feature of each of the available game themes, is the very next game play outcome for the current credit play level selected by the patron. In order for the patron to preview the outcome of other credit play levels, the patron must select the desired credit play level before selecting the “Reveal” button. The current credit play level that is selected is displayed to the patron at all times.

15. *Is the user informed as to how to achieve the outcome? If yes, explain how the patron is informed on how to achieve the outcome.*

Yes, the patron can be informed as to how to achieve the outcome. Each of the available game themes includes a Help feature. Activating the Help feature within a game theme produces a screen which furnishes explanations and provides the game rules for the active game theme. Additionally, prior to a game play, the Reveal feature provides the game play outcome that the patron may commit to memory to aid the patron in aligning images on the Prize Line.

16. *Does the device allow for the playing of any of the following games: poker, baccarat, chemin de fer, blackjack, pai gow, roulette, craps, or keno?*

No, the *Spooky Nudge Skill Plus System* does not allow for the playing of games other than the game themes that have been described and listed within Section VI - Game Specific Information.

Section XI – Terms and Conditions

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

This document has been prepared by *Nick Farley & Associates, Inc.* for the law firm of Smith Keane LLP for the benefit of Big Daddy Games, LLC. Distribution of this document is limited exclusively to *Nick Farley & Associates, Inc.*, the law firm of Smith Keane LLP, and Big Daddy Games, LLC. This report shall not be reproduced, except in full, without the written approval of *Nick Farley & Associates, Inc.* Only authorized copies of this report

received from *Nick Farley & Associates, Inc.* are considered to be authentic. Upon request by an authorized party, *Nick Farley & Associates, Inc.* will send this report via email as directed. *Nick Farley & Associates, Inc.* takes precautionary measures to secure the PDF document, but *Nick Farley & Associates, Inc.* does not send the email via any encrypted methodology.

Given that there are no specific state regulatory specifications available for systems of this nature; this document is NOT intended to express any opinion as to whether this system is authorized under any specific state law. However, we would like to note that this system is designed to require the patron to perform a “Nudge” skill task before credits can be assigned. The system has also been designed to provide the player with a method to view the very next game play outcome. At any given time the patron may preview the next game play outcome. No payment or purchase is required for the patron to exercise the ability to cause the electronic system to disclose the next game play outcome for the selected game theme and credit play level. In addition, the system can be configured with the Skill Prize Wheel feature which will be initiated upon the patron choosing to redeem their accumulated credits. The Skill Prize feature requires the patron to stop a spinning wheel on credit amounts that are displayed on the wheel for an opportunity to redeem their accumulated credits.

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

Sincerely,



Nick Farley
President

NF/sc
NA_BIDAGA_3488-01_EW
Attachments

APPENDIX A

Big Daddy Games, LLC
Spooky Nudge Skill Plus System version 16.0.0.0
Software Signature Information

FileCheck Signatures for Big Daddy Games, LLC
Spooky Nudge Skill Plus System version 16.0.0.0

February 1, 2017

Spooky Nudge Skill Plus System

The following is a list of the files located on *Spooky Nudge Skill Plus System version 16.0.0.0*. The files that affect the integrity and/or operation of the *Spooky Nudge Skill Plus System* are displayed below with a **FileCheck** CRC-32 signature that is to be used for software verification. **Nick Farley & Associates, Inc.** utilized the **FileCheck** CRC-32 program to obtain software “signatures” for the files associated with this software. Files and directories that have been determined to be either dynamic (change from location to location or during system operation) or non-critical (do not impact the integrity / operation of the system) have had their CRC-32 signatures struck through. For verification purposes, the signatures of these struck through files and directories should not be compared to those contained within this report:

FileCheck: C:\Game 12/13/2016

Date	Time	Attrib	Bytes	CRC-32	Filename
C:\Game					
12/13/2016	17:02:30	A-----		7 2FEC56FD	AC.bdg
11/16/2016	09:41:02	-D----			BDG
11/30/2009	12:30:58	A-----	16,384	DCD3838E	BDG_Dog.exe
07/11/2010	03:41:24	A-----	247	496F3F9F	BDG_Dog.ini
12/13/2016	17:01:00	A-----	176	A1029478	BDG_Dog.log
07/31/2007	07:00:00	A---H-	1,754	35B7232A	CHOICE.COM
05/03/2007	09:18:12	A-----	49,152	B5C9B27E	EloPubIf.dll
02/10/2015	08:44:30	A-----	143	A041B533	gamest.bat
09/05/2013	10:53:40	A-----	174,080	26048589	gmsrvc.exe
04/23/2014	04:38:30	-D----			Graphics
08/03/2004	18:56:44	A-----	413,696	CF40E5C3	msvcp60.dll
12/13/2016	17:09:34	-D----			Nudge
12/30/2007	17:15:00	A-----	321,536	F13B044E	SDL.dll
07/20/2007	17:42:00	A-----	312,320	8A15B1D7	SDL_mixer.dll
11/16/2016	09:28:58	-D----			Services
08/27/2015	11:37:46	A-----	555	E9A609A8	shell.config
02/12/2015	12:40:02	A-----	67,072	F9C64432	shell.exe
11/16/2016	09:28:52	-D----			ShrdMem
04/17/2012	12:35:08	A-----	544,256	77AED88C	sqlapi.dll
04/17/2012	12:35:08	A-----	958,976	261D92EE	sqlapid.dll
12/13/2016	17:00:56	A-----	0	00000000	stderr.txt
12/13/2016	17:00:56	A-----	0	00000000	stdout.txt

2,860,354				743AEFAB	17 files

C:\Game\BDG					
12/13/2016	17:00:56	A-----	12	7BAE0CDB	barking.bdg
11/16/2016	09:42:58	-D----			CardService
09/05/2013	11:03:40	A-----	15,872	6E54A169	Client_Con.exe
06/20/2010	16:20:34	A-----	46	DE0D76B3	con_config.bdg
09/03/2013	14:08:26	A-----	202	86D8EB69	debuga
03/14/2009	17:10:58	A-----	201	4998F0E8	machG2.txt
03/14/2009	17:10:58	A-----	18	BD21AEA7	machine.txt
08/29/2013	14:09:38	A-----	19,968	2B3259F4	MemMapLib.dll
08/29/2013	14:08:10	A-----	8,704	9EA8B2D3	StructEnumLib.dll

45,023				51D629DF	8 files

FileCheck Signatures for Big Daddy Games, LLC
Spooky Nudge Skill Plus System version 16.0.0.0

February 1, 2017

```

C:\Game\BDG\CardService
11/05/2014 14:01:50 A----- 25,600 88A10931 CardService.exe
09/22/2014 12:32:02 A----- 140 ADE518F0 CardService.ini
08/13/2014 13:04:20 A----- 1,554 E9908C78 progressive.crt
-----
27,294 C5BEDFA1 3 files

C:\Game\Graphics
12/17/2014 14:51:30 A----- 1,440,056 5CBD6F43 Shell_Back.bmp
12/17/2014 14:52:58 A----- 1,440,056 94D3DBCC Shell_Cntrl.bmp
12/18/2014 13:06:20 A----- 84,056 69517591 Shell_Info_blank.bmp
12/18/2014 13:24:48 A----- 84,056 D945B790 Shell_Info_R1.bmp
12/18/2014 13:23:58 A----- 84,056 2B88F503 Shell_Info_R2.bmp
12/18/2014 13:07:18 A----- 209,580 A002869D Shell_Info_R3.bmp
12/18/2014 13:16:24 A----- 84,056 7B8276D1 Shell_Info_S1.bmp
12/18/2014 13:17:24 A----- 84,056 686DEE1D Shell_Info_S2.bmp
12/18/2014 13:13:14 A----- 84,056 CC277670 Shell_Info_S3.bmp
12/18/2014 13:29:48 A----- 84,056 28462B36 Shell_Info_S4.bmp
01/23/2015 16:05:12 A----- 84,056 4EDEE8C0 Shell_Info_S5.bmp
12/18/2014 13:08:58 A----- 84,056 09C0A28F Shell_Info_S6.bmp
12/18/2014 13:10:58 A----- 84,056 754C87BA Shell_Info_S7.bmp
12/18/2014 13:21:02 A----- 84,056 4CEDEBFF Shell_Info_S8.bmp
12/18/2014 13:18:08 A----- 84,056 E00B2125 Shell_Info_StartGm.bmp
01/15/2015 14:56:02 A----- 67,256 60600EB8 Shell_Title.bmp
12/18/2014 13:22:04 A----- 67,256 EDA95FF3 Shell_Title_blank.bmp
-----
4,232,876 FOED7B71 17 files

C:\Game\Nudge
11/11/2016 12:51:16 A----- 24,576 8D61D2E8 BDG_RNG.dll
12/13/2016 17:03:56 A----- 9,224 6E583137 chance.fsp
12/13/2016 17:10:06 A----- 26,352 80E83D3B collect.fsp
11/16/2016 08:36:48 -D----- featureimages
11/16/2016 08:37:02 -D----- featuresounds
08/20/2015 12:02:14 A----- 9,728 0CF9289B FixCorrupt.exe
11/11/2016 12:51:22 A----- 538,624 4CD38C1E hasp_windows_91931.dll
11/14/2016 15:59:40 -D----- images
11/14/2016 15:59:42 -D----- images01
11/14/2016 15:59:46 -D----- images04
11/14/2016 15:59:50 -D----- images07
12/13/2016 17:10:06 A----- 16,968 7CA60C83 jackpot.fsp
12/13/2016 17:02:34 ----- 7,680 0C2ADCFF jp10.bdg
11/16/2016 08:38:06 -D----- jp10
12/13/2016 17:03:56 ----- 408 6327287D jp10.bdg
11/14/2016 15:59:54 -D----- loader
12/13/2016 17:02:34 ----- 160 B572C0E3 machine.fsp
12/13/2016 17:10:06 A----- 3,808 71ED8F74 medieval.fsp
12/13/2016 17:10:06 A----- 7,080 D61EA964 menu.fsp
11/16/2016 09:11:48 A----- 3,189,760 8708D9A3 nudge.exe
12/13/2016 17:02:36 A----- 3 FF41D912 prinsys.fsp
12/13/2016 17:10:06 A----- 100 DEE94ECD rndjackpot.fsp
11/11/2016 12:51:16 A----- 321,536 F13B044E SDL.dll
11/11/2016 12:51:16 A----- 312,320 8A15B1D7 SDL_mixer.dll
11/16/2016 08:36:48 -D----- skillPrizeWheelImages
11/14/2016 15:59:58 -D----- skillPrizeWheelSounds
11/14/2016 15:59:58 -D----- sounds
11/14/2016 15:59:58 -D----- sounds01
11/14/2016 15:59:58 -D----- sounds04
11/16/2016 08:37:14 -D----- sounds07
11/16/2016 08:36:48 -D----- spinimages

```

FileCheck Signatures for Big Daddy Games, LLC
Spooky Nudge Skill Plus System version 16.0.0.0

February 1, 2017

```

11/16/2016 08:38:44 -D----- spinsounds
11/11/2016 12:51:38 A----- 544,256 77AED88C sqlapi.dll
11/11/2016 12:51:38 A----- 958,976 261D92EE sqlapid.dll
12/13/2016 17:10:08 A----- 9,710 81131970 stderr.txt
11/11/2016 12:48:44 A----- 140,288 BCDE3377 TicketPrinting.dll
11/14/2016 15:59:18 -D----- trac
12/13/2016 17:10:06 A----- 3,808 0E3CE0A3 western.fop
12/13/2016 17:10:06 A----- 3,816 E6C8E30D winter.fop
-----
6,129,181 6B2B9D05 22 files

```

```

C:\Game\Nudge\featureimages
11/11/2016 12:51:16 A----- 786,488 1D244B21 00.bmp
11/11/2016 12:51:16 A----- 786,488 DF077E1F 01.bmp
11/11/2016 12:51:16 A----- 3,145,784 9B3F2E07 02.bmp
11/11/2016 12:51:16 A----- 3,145,784 1DAB4850 03.bmp
11/11/2016 12:51:16 A----- 3,145,784 A495D529 04.bmp
11/11/2016 12:51:16 A----- 3,145,784 8B376F91 05.bmp
11/11/2016 12:51:16 A----- 3,145,784 5FAAA340 06.bmp
11/11/2016 12:51:16 A----- 3,145,784 83C5EA42 07.bmp
11/11/2016 12:51:16 A----- 3,145,784 E4AAC9C2 08.bmp
11/11/2016 12:51:16 A----- 3,145,784 C3FE20DE 09.bmp
11/11/2016 12:51:16 A----- 3,145,784 AD981E4D 10.bmp
11/11/2016 12:51:16 A----- 3,145,784 343F545B 11.bmp
11/11/2016 12:51:16 A----- 3,145,784 C20BC3C8 12.bmp
11/11/2016 12:51:16 A----- 3,145,784 A31F75FF 13.bmp
11/11/2016 12:51:16 A----- 3,145,784 2A4D731B 14.bmp
11/11/2016 12:51:16 A----- 3,145,784 7EE2262A 15.bmp
11/11/2016 12:51:16 A----- 3,145,784 FBD8143B 16.bmp
11/11/2016 12:51:16 A----- 3,145,784 EC5F4B69 17.bmp
11/11/2016 12:51:16 A----- 3,145,784 50B61F23 18.bmp
11/11/2016 12:51:16 A----- 3,145,784 43EDEFB9 19.bmp
11/11/2016 12:51:16 A----- 3,145,784 B4D0D617 20.bmp
11/11/2016 12:51:16 A----- 3,145,784 139FF84B 21.bmp
11/11/2016 12:51:16 A----- 3,145,784 7AFB99CF 22.bmp
11/11/2016 12:51:16 A----- 3,145,784 90C56F78 23.bmp
11/11/2016 12:51:16 A----- 3,145,784 9FB8B570 24.bmp
11/11/2016 12:51:16 A----- 3,145,784 15184C84 25.bmp
11/11/2016 12:51:16 A----- 3,145,784 59DFC1BB 26.bmp
-----
80,217,576 27553A35 27 files

```

```

C:\Game\Nudge\featuresounds
11/11/2016 12:51:16 A----- 35,577 430F40E7 Sound01.wav
11/11/2016 12:51:16 A----- 996,185 86377526 Sound02.wav
11/11/2016 12:51:16 A----- 28,359 67436D00 Sound03.wav
11/11/2016 12:51:16 A----- 22,094 73E1D80B Sound04.wav
11/11/2016 12:51:16 A----- 88,244 0158C6C4 Sound05.wav
11/11/2016 12:51:16 A----- 190,500 5D17130C Sound06.wav
11/11/2016 12:51:16 A----- 44,144 ADA7D6B5 Sound07.wav
11/11/2016 12:51:16 A----- 35,577 5EC17D9F Sound08.wav
11/11/2016 12:51:16 A----- 35,577 720C8588 Sound09.wav
11/11/2016 12:51:16 A----- 30,547 BA3A4FF2 Sound10.wav
11/11/2016 12:51:16 A----- 36,132 2D14F97B Sound11.wav
11/11/2016 12:51:16 A----- 32,922 2D7C0E78 Sound12.wav
11/11/2016 12:51:16 A----- 65,861 F99E04B8 Sound13.wav
11/11/2016 12:51:16 A----- 74,023 7ECCF8EB Sound14.wav
11/11/2016 12:51:16 A----- 56,119 C5E1ECD0 Sound15.wav
11/11/2016 12:51:16 A----- 24,850 1BE9A5F0 Sound16.wav
11/11/2016 12:51:16 A----- 24,850 1BE9A5F0 Sound17.wav

```

FileCheck Signatures for Big Daddy Games, LLC
Spooky Nudge Skill Plus System version 16.0.0.0

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```
11/11/2016 12:51:16 A-----          190,500 5D17130C Sound27.wav
-----
                2,012,061 FFB2F08C 18 files
```

C:\Game\Nudge\images

```
11/16/2016 08:36:48 -D-----          en
-----
                00000000 0 files
```

C:\Game\Nudge\images\en

```
11/11/2016 12:48:44 A-----          786,488 1D244B21 00.bmp
11/11/2016 12:48:44 A-----          786,488 DF077E1F 01.bmp
11/11/2016 12:48:44 A-----          3,145,784 08DE78D7 02.bmp
11/11/2016 12:48:44 A-----          786,488 F640BAC4 03.bmp
11/11/2016 12:48:44 A-----          786,488 EBAA748E 04.bmp
11/11/2016 12:48:44 A-----          786,488 A03ADAB5 05.bmp
11/11/2016 12:48:44 A-----          786,486 0E705D2D 06.bmp
11/11/2016 12:48:44 A-----          3,145,784 88ABA10D 07.bmp
11/11/2016 12:48:44 A-----          3,145,784 5EEB0B63 08.bmp
11/11/2016 12:48:44 A-----          786,488 1295ECBC 09.bmp
11/11/2016 12:48:44 A-----          3,145,784 DDCE5738 10.bmp
11/11/2016 12:48:44 A-----          3,145,784 135B8FD0 100.bmp
11/11/2016 12:48:44 A-----          3,145,784 0B15A6E6 101.bmp
11/11/2016 12:48:44 A-----          3,145,784 1C967841 11.bmp
11/11/2016 12:48:44 A-----          3,145,784 93873A5D 12.bmp
11/11/2016 12:48:44 A-----          3,145,784 77C09175 13.bmp
11/11/2016 12:48:44 A-----          786,488 0033ED98 14.bmp
11/11/2016 12:48:44 A-----          3,145,784 1B892BEC 15.bmp
11/11/2016 12:48:44 A-----          786,488 C7153768 16.bmp
11/11/2016 12:48:44 A-----          786,488 DD85063D 17.bmp
11/11/2016 12:48:44 A-----          786,488 4CB72537 18.bmp
11/11/2016 12:48:44 A-----          786,488 93E03092 19.bmp
11/11/2016 12:48:44 A-----          786,488 C2E66F0B 20.bmp
11/11/2016 12:48:44 A-----          786,488 4C2B7B1E 21.bmp
11/11/2016 12:48:44 A-----          3,145,784 182EDD1E 22.bmp
11/11/2016 12:48:44 A-----          3,145,784 641B0EEE 23.bmp
11/11/2016 12:48:44 A-----          3,145,784 D5F89024 24.bmp
11/11/2016 12:48:44 A-----          3,145,784 881AFF66 25.bmp
11/11/2016 12:48:44 A-----          3,145,784 77A5B626 26.bmp
11/11/2016 12:48:44 A-----          3,145,784 FDF52121 27.bmp
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                61,343,374 3586B8B1 30 files
```

C:\Game\Nudge\images01

```
11/16/2016 08:36:48 -D-----          en
-----
                00000000 0 files
```

C:\Game\Nudge\images01\en

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11/11/2016 12:51:22 A-----          196,664 C38D9504 00.bmp
11/11/2016 12:51:22 A-----          196,664 B854874D 01.bmp
11/11/2016 12:51:22 A-----          3,145,784 70485A6D 02.bmp
11/11/2016 12:51:22 A-----          196,664 C1D67FD6 03.bmp
11/11/2016 12:51:22 A-----          196,664 8CD0DEDA 04.bmp
11/11/2016 12:51:22 A-----          3,145,784 B9130FD3 05.bmp
11/11/2016 12:51:22 A-----          3,145,784 B12EF038 06.bmp
11/11/2016 12:51:22 A-----          786,486 218E461F 07.bmp
11/11/2016 12:51:22 A-----          786,488 084B6B48 08.bmp
11/11/2016 12:51:22 A-----          786,488 E8F331F7 09.bmp
11/11/2016 14:31:50 A-----          786,488 DFE8E3E7 10.bmp
```

FileCheck Signatures for Big Daddy Games, LLC
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11/11/2016	12:51:22	A-----	196,664	9A8B945F	11.bmp
11/11/2016	12:51:22	A-----	3,145,784	7D9EA6A7	12.bmp
11/11/2016	12:51:22	A-----	196,664	4C5BCB1C	13.bmp
11/11/2016	12:51:22	A-----	196,664	97C11CDD	14.bmp
11/11/2016	12:51:22	A-----	196,664	0C4B65D3	15.bmp
11/11/2016	12:51:22	A-----	196,664	B9FBD8AD	16.bmp
11/11/2016	12:51:22	A-----	196,664	7163CE4D	17.bmp
11/11/2016	12:51:22	A-----	3,145,784	0AC5BC8F	18.bmp
11/11/2016	12:51:22	A-----	196,664	731361C4	19.bmp
11/11/2016	12:51:22	A-----	3,145,784	AC100F84	20.bmp
11/11/2016	12:51:22	A-----	196,664	DB04A69E	21.bmp
11/11/2016	12:51:22	A-----	3,145,784	A6D211AC	22.bmp
11/11/2016	12:51:22	A-----	196,664	3F916164	23.bmp
11/11/2016	12:51:22	A-----	3,145,784	1D70201D	24.bmp
11/11/2016	12:51:22	A-----	196,664	80D8FE82	25.bmp
11/11/2016	12:51:22	A-----	3,145,784	635E7CDD	26.bmp
11/11/2016	12:51:22	A-----	196,664	0D651FC0	27.bmp
11/11/2016	12:51:22	A-----	3,145,784	A8B4019A	28.bmp
11/11/2016	12:51:22	A-----	196,664	23F3F66F	29.bmp
11/11/2016	12:51:22	A-----	3,145,784	58DCCE95	30.bmp
11/11/2016	12:51:22	A-----	196,664	1733259E	31.bmp
11/11/2016	12:51:22	A-----	3,145,784	A3DC75F5	32.bmp
11/11/2016	12:51:22	A-----	196,664	D94B6EEB	33.bmp
11/11/2016	12:51:22	A-----	3,145,784	8D6CCCC7	34.bmp
11/11/2016	12:51:22	A-----	3,145,784	55516F15	35.bmp
11/11/2016	12:51:22	A-----	786,486	664DACB1	36.bmp
11/11/2016	12:51:22	A-----	3,145,784	D28875CB	37.bmp
11/11/2016	12:51:22	A-----	3,145,784	3877DCFF	38.bmp
11/11/2016	12:51:22	A-----	3,145,784	A8664FDA	39.bmp
11/11/2016	12:51:22	A-----	3,145,784	CEE18BE6	40.bmp
11/11/2016	12:51:22	A-----	3,145,784	E526AB3B	41.bmp
11/11/2016	12:51:22	A-----	3,145,784	A4CE19E3	42.bmp
11/11/2016	12:51:22	A-----	3,145,784	6BBA1300	43.bmp
11/11/2016	12:51:22	A-----	3,145,784	1D70201D	44.bmp
11/11/2016	12:51:22	A-----	3,145,784	5AA64DD7	45.bmp
11/11/2016	12:51:22	A-----	3,145,784	2F26DC87	46 (2).bmp
11/11/2016	12:51:22	A-----	196,664	7C0BD421	46.bmp
11/11/2016	12:51:22	A-----	3,145,784	772C0385	47.bmp
11/11/2016	12:51:22	A-----	3,145,784	883D728A	48.bmp
11/11/2016	12:51:22	A-----	3,145,784	6BBA1300	49.bmp
11/11/2016	12:51:22	A-----	3,145,784	29E7AFDA	50.bmp
11/11/2016	12:51:22	A-----	3,145,784	6557AEBA	51.bmp
11/11/2016	12:51:22	A-----	3,145,784	1F01B453	52.bmp
11/11/2016	12:51:22	A-----	3,145,784	80A00BD8	53.bmp
11/11/2016	12:51:22	A-----	3,145,784	7E03D375	54.bmp
11/11/2016	12:51:22	A-----	3,145,784	32E4F763	55.bmp
11/11/2016	12:51:22	A-----	3,145,784	1B5A9B1B	56.bmp
11/11/2016	12:51:22	A-----	3,145,784	BF51BCC2	57.bmp
11/11/2016	12:51:22	A-----	3,145,784	9751A139	58.bmp
11/11/2016	12:51:22	A-----	786,488	CA8E609E	59.bmp
11/11/2016	12:51:22	A-----	786,488	06B6B605	60.bmp
11/11/2016	12:51:22	A-----	3,145,784	75FEAB4D	61.bmp
11/11/2016	12:51:22	A-----	3,145,784	20752105	62.bmp
11/11/2016	12:51:22	A-----	3,145,784	274738DB	63.bmp
11/11/2016	12:51:22	A-----	3,145,784	8BCC2A4B	64.bmp
11/11/2016	12:51:22	A-----	3,145,784	431707BC	65.bmp
11/11/2016	12:51:22	A-----	3,145,784	1D4033BA	66.bmp

141,364,956 1C920718 68 files

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C:\Game\Nudge\images04

11/16/2016 08:37:14 -D-----

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00000000-0 files

C:\Game\Nudge\images04\en

11/11/2016 12:51:26 A-----	196,664	C38D9504	00.bmp
11/11/2016 12:51:26 A-----	196,664	B854874D	01.bmp
11/11/2016 12:51:26 A-----	3,145,784	C5C3A831	02.bmp
11/11/2016 12:51:26 A-----	196,664	C70C9BB7	03.bmp
11/11/2016 12:51:26 A-----	196,664	8CD0DEDA	04.bmp
11/11/2016 12:51:26 A-----	3,145,784	55516F15	05.bmp
11/11/2016 14:34:08 A-----	786,488	ADF8814F	06.bmp
11/11/2016 12:51:26 A-----	786,486	218E461F	07.bmp
11/11/2016 12:51:26 A-----	786,488	084B6B48	08.bmp
11/11/2016 12:51:26 A-----	786,488	E8F331F7	09.bmp
11/11/2016 12:51:26 A-----	196,664	4E330724	10.bmp
11/11/2016 12:51:26 A-----	196,664	39A8480C	11.bmp
11/11/2016 12:51:26 A-----	196,664	8B1B1E85	12.bmp
11/11/2016 12:51:26 A-----	196,664	A511AB66	13.bmp
11/11/2016 12:51:26 A-----	196,664	97C11CDD	14.bmp
11/11/2016 12:51:26 A-----	196,664	3B54C8D1	15.bmp
11/11/2016 12:51:26 A-----	196,664	B9FBD8AD	16.bmp
11/11/2016 12:51:26 A-----	196,664	9B924D7D	17.bmp
11/11/2016 12:51:26 A-----	196,664	DC4242C7	18.bmp
11/11/2016 12:51:26 A-----	196,664	A82F99CC	19.bmp
11/11/2016 12:51:26 A-----	196,664	075D58BE	20.bmp
11/11/2016 12:51:26 A-----	196,664	E7E1D8E7	21.bmp
11/11/2016 12:51:26 A-----	196,664	CC4C6F3F	22.bmp
11/11/2016 12:51:26 A-----	196,664	422DDB27	23.bmp
11/11/2016 12:51:26 A-----	196,664	9E10CFFB	24.bmp
11/11/2016 12:51:26 A-----	196,664	F80D230A	25.bmp
11/11/2016 12:51:26 A-----	196,664	7B2CC948	26.bmp
11/11/2016 12:51:26 A-----	196,664	EBE75AE4	27.bmp
11/11/2016 12:51:26 A-----	196,664	77B1FB8A	28.bmp
11/11/2016 12:51:26 A-----	196,664	6CF9FCA3	29.bmp
11/11/2016 12:51:26 A-----	196,664	F6CFECC4	30.bmp
11/11/2016 12:51:26 A-----	196,664	06C39713	31.bmp
11/11/2016 12:51:26 A-----	196,664	2E951DCC	32.bmp
11/11/2016 12:51:26 A-----	196,664	7E88EE0E	33.bmp
11/11/2016 12:51:26 A-----	196,664	787B8B77	34.bmp
11/11/2016 12:51:26 A-----	376	DEAF8407	35.bmp
11/11/2016 12:51:26 A-----	786,486	664DACB1	36.bmp
11/11/2016 12:51:26 A-----	376	DEAF8407	37.bmp
11/11/2016 12:51:26 A-----	376	DEAF8407	38.bmp
11/11/2016 12:51:26 A-----	376	DEAF8407	39.bmp
11/11/2016 12:51:26 A-----	376	DEAF8407	40.bmp
11/11/2016 12:51:26 A-----	3,145,784	0EFC9605	41.bmp
11/11/2016 12:51:26 A-----	3,145,784	791F1C3A	42.bmp
11/11/2016 12:51:26 A-----	3,145,784	31A338FF	43.bmp
11/11/2016 12:51:26 A-----	3,145,784	8F659DB7	44.bmp
11/11/2016 12:51:26 A-----	3,145,784	352B252E	45.bmp
11/11/2016 12:51:26 A-----	3,145,784	2F26DC87	46.bmp
11/11/2016 12:51:26 A-----	376	DEAF8407	47.bmp
11/11/2016 12:51:26 A-----	376	DEAF8407	48.bmp
11/11/2016 12:51:26 A-----	376	DEAF8407	49.bmp
11/11/2016 12:51:26 A-----	376	DEAF8407	50.bmp
11/11/2016 12:51:26 A-----	3,145,784	9751A139	51.bmp
11/11/2016 12:51:26 A-----	3,145,784	3E92B4B2	52.bmp
11/11/2016 12:51:26 A-----	3,145,784	CECE0B0F	53.bmp

FileCheck Signatures for Big Daddy Games, LLC
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February 1, 2017

```
11/11/2016 12:51:26 A----- 3,145,784 8979A9CC 54.bmp
11/11/2016 12:51:26 A----- 3,145,784 38A68869 55.bmp
11/11/2016 12:51:26 A----- 3,145,782 48D30C57 56.bmp
11/11/2016 12:51:26 A----- 3,145,784 0761825F 57.bmp
11/11/2016 12:51:26 A----- 3,145,784 43C376D9 58.bmp
11/11/2016 12:51:26 A----- 786,488 CA8E609E 59.bmp
11/11/2016 12:51:26 A----- 786,488 06B6B605 60.bmp
11/11/2016 12:51:26 A----- 376 DEAF8407 61.bmp
11/11/2016 12:51:26 A----- 3,145,784 04912190 62.bmp
11/11/2016 12:51:26 A----- 3,145,784 31539D56 63.bmp
11/11/2016 12:51:26 A----- 3,145,784 D118781C 64.bmp
11/11/2016 12:51:26 A----- 3,145,784 1C893DC3 gr_m.bmp
```

74,128,106 D84069F1 66 files

C:\Game\Nudge\images07

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11/16/2016 08:37:02 -D----- en
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00000000 0 files
```

C:\Game\Nudge\images07\en

```
11/11/2016 12:51:28 A----- 196,664 C38D9504 00.bmp
11/11/2016 12:51:28 A----- 196,664 B854874D 01.bmp
11/11/2016 12:51:28 A----- 3,145,784 55FC5D0C 02.bmp
11/11/2016 12:51:28 A----- 3,145,784 DE5AAE2D 02t.bmp
11/11/2016 12:51:28 A----- 3,145,784 AB09FE1F 02tt.bmp
11/11/2016 12:51:28 A----- 196,664 D586D304 03.bmp
11/11/2016 12:51:28 A----- 196,664 FF0F89A2 04.bmp
11/11/2016 12:51:28 A----- 3,145,784 1B59A422 05.bmp
11/11/2016 12:51:28 A----- 3,145,784 E1DFC4E7 06.bmp
11/11/2016 12:51:28 A----- 786,486 218E461F 07.bmp
11/11/2016 12:51:28 A----- 786,488 084B6B48 08.bmp
11/11/2016 12:51:28 A----- 786,488 14BF22B9 09.bmp
11/11/2016 14:43:58 A----- 786,488 DFE8E3E7 10.bmp
11/11/2016 12:51:28 A----- 196,664 E8F67B17 11.bmp
11/11/2016 12:51:28 A----- 196,664 94909C1E 12.bmp
11/11/2016 12:51:28 A----- 196,664 5FAC6D30 13.bmp
11/11/2016 12:51:28 A----- 196,664 94909C1E 14.bmp
11/11/2016 12:51:28 A----- 196,664 7C6B2D90 15.bmp
11/11/2016 12:51:30 A----- 196,664 65DC74A8 16.bmp
11/11/2016 12:51:30 A----- 196,664 1E73844A 17.bmp
11/11/2016 12:51:30 A----- 196,664 FF0F89A2 18.bmp
11/11/2016 12:51:30 A----- 196,664 391B1D0F 19.bmp
11/11/2016 12:51:30 A----- 196,664 FF0F89A2 20.bmp
11/11/2016 12:51:30 A----- 196,664 FE94BF00 21.bmp
11/11/2016 12:51:30 A----- 196,664 FF0F89A2 22.bmp
11/11/2016 12:51:30 A----- 196,664 92138FA2 23.bmp
11/11/2016 12:51:30 A----- 196,664 FF0F89A2 24.bmp
11/11/2016 12:51:30 A----- 196,664 FF792860 25.bmp
11/11/2016 12:51:30 A----- 196,664 FF0F89A2 26.bmp
11/11/2016 12:51:30 A----- 196,664 095F67A7 27.bmp
11/11/2016 12:51:30 A----- 196,664 FF0F89A2 28.bmp
11/11/2016 12:51:30 A----- 196,664 33DEB4CA 29.bmp
11/11/2016 12:51:30 A----- 196,664 FF0F89A2 30.bmp
11/11/2016 12:51:30 A----- 196,664 F603EC4E 31.bmp
11/11/2016 12:51:30 A----- 196,664 FF0F89A2 32.bmp
11/11/2016 12:51:30 A----- 196,664 5DB652B6 33.bmp
11/11/2016 12:51:30 A----- 196,664 FF0F89A2 34.bmp
11/11/2016 12:51:30 A----- 3,145,784 55516F15 35.bmp
11/11/2016 12:51:30 A----- 786,486 664DACB1 36.bmp
```

FileCheck Signatures for Big Daddy Games, LLC
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```
11/11/2016 12:51:30 A----- 3,145,784 4F6DAF68 37.bmp
11/11/2016 12:51:30 A----- 196,664 D37D24F3 38.bmp
11/11/2016 12:51:30 A----- 3,145,784 3AAD1DCF 39.bmp
11/11/2016 12:51:30 A----- 3,145,784 182EDD1E 40.bmp
11/11/2016 12:51:30 A----- 3,145,784 E2B99143 41.bmp
11/11/2016 12:51:30 A----- 3,145,784 A870DBFC 42.bmp
11/11/2016 12:51:30 A----- 3,145,784 9751A139 43.bmp
11/11/2016 12:51:30 A----- 3,145,784 DFC00CE7 44.bmp
11/11/2016 12:51:30 A----- 196,664 CEA27F86 45.bmp
11/11/2016 12:51:30 A----- 3,145,784 0AB92476 46.bmp
11/11/2016 12:51:30 A----- 3,145,784 AD311B5C 47.bmp
11/11/2016 12:51:30 A----- 3,145,784 71F2FF9D 48.bmp
11/11/2016 12:51:30 A----- 196,664 D37D24F3 49.bmp
11/11/2016 12:51:30 A----- 196,664 FF0F89A2 50.bmp
11/11/2016 12:51:30 A----- 3,145,784 9C940564 51.bmp
11/11/2016 12:51:30 A----- 3,145,784 CE52C909 52.bmp
11/11/2016 12:51:30 A----- 3,145,784 0A025376 53.bmp
11/11/2016 12:51:30 A----- 3,145,784 7BA4B702 54.bmp
11/11/2016 12:51:30 A----- 3,145,784 BB8CF64F 55.bmp
11/11/2016 12:51:30 A----- 3,145,782 9D143AB7 56.bmp
11/11/2016 12:51:30 A----- 3,145,784 9FBD5CF2 57.bmp
11/11/2016 12:51:30 A----- 3,145,784 46D0EE7B 57o.bmp
11/11/2016 12:51:30 A----- 3,145,784 1591DCC5 58.bmp
11/11/2016 12:51:30 A----- 3,145,784 0AEC2DD2 58o.bmp
11/11/2016 12:51:30 A----- 786,488 CA8E609E 59.bmp
11/11/2016 12:51:30 A----- 786,488 06B6B605 60.bmp
11/11/2016 12:51:30 A----- 3,145,784 8F730878 61.bmp
11/11/2016 12:51:30 A----- 3,145,784 F1BAA978 62.bmp
-----
99,880,610 5E8F4443 67 files
```

C:\Game\Nudge\jpot

```
11/11/2016 12:51:32 A----- 786,488 1D244B21 00.bmp
11/11/2016 12:51:32 A----- 786,488 DF077E1F 01.bmp
11/11/2016 12:51:32 A----- 3,145,784 27D1D40F 02.bmp
-----
4,718,760 D9E0A4D3 3 files
```

C:\Game\Nudge\loader

```
11/11/2016 12:51:32 A----- 3,145,784 4463DA3A 00.bmp
11/11/2016 12:51:32 A----- 3,145,784 C563BEB8 01.bmp
-----
6,291,568 CC8A4F26 2 files
```

C:\Game\Nudge\skillPrizeWheelImages

```
11/11/2016 12:41:06 A----- 3,145,784 0A3F2A98 EndDisplay.bmp
11/11/2016 12:41:06 A----- 3,145,784 A1F13B68 EndDisplayA.bmp
11/11/2016 12:41:06 A----- 3,145,784 8C500862 maxPrize.bmp
11/11/2016 12:41:06 A----- 3,145,784 6269BB0E maxPrizeA.bmp
11/11/2016 12:41:06 A----- 3,145,784 F8C2116A spinNumbers.bmp
11/11/2016 12:41:06 A----- 3,145,784 45AF8B92 spinNumbersA.bmp
11/11/2016 12:41:06 A----- 3,145,784 00A73790 SpinSkillback.bmp
11/11/2016 12:41:06 A----- 3,145,784 E379AC3E SpinSkillbackA.bmp
11/11/2016 12:41:06 A----- 3,145,784 A910E445 SpinSkillTop.bmp
11/11/2016 12:41:06 A----- 3,145,784 DC8D60E7 SpinSkillTopA.bmp
11/11/2016 12:41:06 A----- 3,145,784 12DFC35B title1.bmp
11/11/2016 12:41:06 A----- 3,145,784 DED18DE8 title1A.bmp
-----
37,749,408 F79E0875 12 files
```

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C:\Game\Nudge\skillPrizeWheelSounds

11/11/2016	12:41:08	A-----	6,359,156	A718EBEC	background.wav
11/11/2016	12:41:08	A-----	25,688	D6AE327A	click.wav
11/11/2016	12:41:08	A-----	901,452	A49F9181	congrats.wav
11/11/2016	12:41:08	A-----	33,776	091788AD	maxPrized.wav
11/11/2016	12:41:08	A-----	10,716	E5B9F4FB	maxPrized2.wav
11/11/2016	12:41:08	A-----	24,872	8048A294	tickup.wav
			-----	-----	
			7,355,660	4262E148	6 files

C:\Game\Nudge\sounds

11/11/2016	12:51:34	A-----	19,572	E7FB953E	Sound01.wav
11/11/2016	12:51:34	A-----	40,140	45BFCEB7	Sound02.wav
11/11/2016	12:51:34	A-----	76,448	CA797A4F	Sound03.wav
11/11/2016	12:51:34	A-----	74,628	3851FDC3	Sound04.wav
11/11/2016	12:51:34	A-----	11,220,526	538965BB	Sound05.wav
11/11/2016	12:51:34	A-----	4,567,084	14E8BB60	Sound06.wav
11/11/2016	12:51:34	A-----	708,816	6F35023A	Sound07.wav
11/11/2016	12:51:34	A-----	6,621,740	9129E709	Sound08.wav
11/11/2016	12:51:34	A-----	1,405,648	DE1DA153	Sound09.wav
11/11/2016	12:51:34	A-----	21,324	438149E6	Sound18.wav
			-----	-----	
			24,755,926	A43C5BCA	10 files

C:\Game\Nudge\sounds01

11/11/2016	12:51:34	A-----	31,828	99F5B177	Sound01.wav
11/11/2016	12:51:34	A-----	441,044	08EBC9AA	Sound02.wav
11/11/2016	12:51:34	A-----	21,838	EDD4CF56	Sound03.wav
11/11/2016	12:51:34	A-----	48,888	2CE28EFB	Sound04.wav
11/11/2016	12:51:34	A-----	27,252	DDB5744A	Sound05.wav
11/11/2016	12:51:34	A-----	18,580	D5185605	Sound06.wav
11/11/2016	12:51:34	A-----	48,500	69289502	Sound07.wav
11/11/2016	12:51:34	A-----	48,500	FFDD0E0D	Sound08.wav
11/11/2016	12:51:34	A-----	572,090	FA057EF6	Sound09.wav
11/11/2016	12:51:34	A-----	35,782	57650D65	Sound10.wav
11/11/2016	12:51:34	A-----	326,724	2B83D2B2	Sound11.wav
11/11/2016	12:51:34	A-----	85,434	3C1490FB	Sound12.wav
11/11/2016	12:51:34	A-----	69,886	B407447F	Sound13.wav
11/11/2016	12:51:34	A-----	66,578	69B5DC06	Sound14.wav
11/11/2016	12:51:34	A-----	559,184	D04F636F	Sound15.wav
11/11/2016	12:51:34	A-----	89,350	D5FE3F4F	Sound16.wav
11/11/2016	12:51:34	A-----	68,744	61569CF8	Sound17.wav
11/11/2016	12:51:34	A-----	88,626	3BC8C59F	Sound18.wav
11/11/2016	12:51:34	A-----	66,578	0B59E6BE	Sound19.wav
11/11/2016	12:51:34	A-----	44,998	BFF6CC1F	Sound20.wav
11/11/2016	12:51:34	A-----	66,578	3F019CFF	Sound21.wav
11/11/2016	12:51:34	A-----	66,578	CF294848	Sound22.wav
11/11/2016	12:51:34	A-----	91,634	194BA3E0	Sound23.wav
11/11/2016	12:51:34	A-----	66,578	A55B50C6	Sound24.wav
11/11/2016	12:51:34	A-----	66,578	5DC3E8AC	Sound25.wav
11/11/2016	12:51:34	A-----	29,444	35729583	Sound26.wav
11/11/2016	12:51:34	A-----	66,094	CA74E0C2	Sound27.wav
11/11/2016	12:51:34	A-----	65,897	F1B1CAA8	Sound28.wav
11/11/2016	12:51:34	A-----	88,244	C6DB58D7	Sound29.wav
11/11/2016	12:51:34	A-----	90,909	2FDDD1CD	Sound30.wav
11/11/2016	12:51:34	A-----	97,184	1FBBF38A	Sound34.wav
11/11/2016	12:51:34	A-----	88,244	6F22A4E6	Sound35.wav
11/11/2016	12:51:34	A-----	88,244	0158C6C4	Sound36.wav
11/11/2016	12:51:34	A-----	82,350	42659E0B	Sound37.wav
11/11/2016	12:51:34	A-----	88,358	7892A84D	Sound38.wav

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11/11/2016	12:51:34	A-----	88,244	8D038028	Sound39.wav
11/11/2016	12:51:34	A-----	88,244	42991A5C	Sound40.wav
11/11/2016	12:51:34	A-----	36,908	10C82B1D	Sound41.wav
11/11/2016	12:51:34	A-----	35,324	FB388CB7	Sound42.wav
11/11/2016	12:51:34	A-----	44,144	E97D66E9	Sound43.wav
11/11/2016	12:51:34	A-----	44,144	ADA7D6B5	Sound44.wav
11/11/2016	12:51:34	A-----	28,322	37584BA3	Sound45.wav
11/11/2016	12:51:34	A-----	29,474	ADC0B8B2	Sound46.wav
11/11/2016	12:51:34	A-----	23,714	F8A020E2	Sound47.wav
11/11/2016	12:51:34	A-----	28,322	743328ED	Sound48.wav
11/11/2016	12:51:34	A-----	23,686	2E62A86B	Sound49.wav
11/11/2016	12:51:34	A-----	78,024	57157280	Sound50.wav

4,451,868 3FFB8084 47 files

C:\Game\Nudge\sounds04

11/11/2016	12:51:36	A-----	36,936	E3813AD8	Sound01.wav
11/11/2016	12:51:36	A-----	79,912	BB10430F	Sound02.wav
11/11/2016	12:51:36	A-----	40,140	45BFCFB7	Sound03.wav
11/11/2016	12:51:36	A-----	76,448	CA797A4F	Sound04.wav
11/11/2016	12:51:36	A-----	74,628	3851FDC3	Sound05.wav
11/11/2016	12:51:36	A-----	19,572	E7FB953E	Sound06.wav
11/11/2016	12:51:36	A-----	19,572	E7FB953E	Sound07.wav
11/11/2016	12:51:36	A-----	68,872	80A6C8BE	Sound08.wav
11/11/2016	12:51:36	A-----	19,572	E7FB953E	Sound09.wav
11/11/2016	12:51:36	A-----	838,700	97FB2278	Sound10.wav
11/11/2016	12:51:36	A-----	4,567,084	14E8BB60	Sound10o.wav
11/11/2016	12:51:36	A-----	21,474	9A20D650	Sound11.wav
11/11/2016	12:51:36	A-----	38,534	354806A9	Sound12.wav
11/11/2016	12:51:36	A-----	62,700	D632C026	Sound13.wav
11/11/2016	12:51:36	A-----	19,572	E7FB953E	Sound14.wav
11/11/2016	12:51:36	A-----	559,184	D04F636F	Sound15.wav
11/11/2016	12:51:36	A-----	441,044	08EBC9AA	Sound16.wav
11/11/2016	12:51:36	A-----	32,814	ED1BD840	Sound17.wav
11/11/2016	12:51:36	A-----	21,324	E349D0E3	Sound18.wav
11/11/2016	12:51:36	A-----	19,572	E7FB953E	Sound19.wav
11/11/2016	12:51:36	A-----	54,444	6EB54436	Sound20.wav
11/11/2016	12:51:36	A-----	137,054	9FA7FA36	Sound21.wav

7,249,152 115D5AF7 22 files

C:\Game\Nudge\sounds07

11/11/2016	12:51:36	A-----	36,936	E3813AD8	Sound01.wav
11/11/2016	12:51:36	A-----	596,326	2236FF84	Sound02.wav
11/11/2016	12:51:36	A-----	32,871	3A54F556	Sound03.wav
11/11/2016	12:51:36	A-----	32,871	3A54F556	Sound04.wav
11/11/2016	12:51:36	A-----	74,628	3851FDC3	Sound05.wav
11/11/2016	12:51:36	A-----	29,444	6855BCBB	Sound06.wav
11/11/2016	12:51:36	A-----	19,572	E7FB953E	Sound07.wav
11/11/2016	12:51:36	A-----	83,602	3DD93AEE	Sound08.wav
11/11/2016	12:51:36	A-----	19,572	E7FB953E	Sound09.wav
11/11/2016	12:51:36	A-----	155,792	E011EA4A	Sound10.wav
11/11/2016	12:51:36	A-----	83,602	C0C0F0D5	Sound11.wav
11/11/2016	12:51:36	A-----	65,887	D1281018	Sound12.wav
11/11/2016	12:51:36	A-----	32,814	ED1BD840	Sound13.wav
11/11/2016	12:51:36	A-----	83,602	4CE76464	Sound14.wav
11/11/2016	12:51:36	A-----	559,184	D04F636F	Sound15.wav
11/11/2016	12:51:36	A-----	83,602	2CFCEFF0	Sound16.wav
11/11/2016	12:51:36	A-----	67,580	126BBE41	Sound17.wav
11/11/2016	12:51:36	A-----	88,244	71C8A144	Sound18.wav

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```
11/11/2016 12:51:36 A----- 65,887 D1281018 Sound19.wav
11/11/2016 12:51:36 A----- 66,194 BDA61111 Sound20.wav
11/11/2016 12:51:36 A----- 65,861 F99E04B8 Sound21.wav
11/11/2016 12:51:36 A----- 66,155 50795F79 Sound22.wav
11/11/2016 12:51:36 A----- 66,398 922A71F8 Sound23.wav
11/11/2016 12:51:36 A----- 66,094 CA74E0C2 Sound24.wav
11/11/2016 12:51:36 A----- 65,897 F1B1CAA8 Sound25.wav
11/11/2016 12:51:36 A----- 88,244 C6DB58D7 Sound26.wav
11/11/2016 12:51:36 A----- 90,909 2FDDD1CD Sound27.wav
11/11/2016 12:51:36 A----- 190,500 5D17130C Sound28.wav
11/11/2016 12:51:36 A----- 54,444 6EB54436 Sound29.wav
11/11/2016 12:51:36 A----- 15,956 56D6246F Sound30.wav
```

3,048,668 E252E42E 30 files

C:\Game\Nudge\spinimages

```
11/11/2016 12:51:38 A----- 786,488 1D244B21 000.bmp
11/11/2016 12:51:38 A----- 786,488 DF077E1F 001.bmp
11/11/2016 12:51:38 A----- 786,488 08FB15C0 002.bmp
11/11/2016 12:51:38 A----- 786,488 C4D7543B 003.bmp
11/11/2016 12:51:38 A----- 3,145,784 64BD8451 004.bmp
11/11/2016 12:51:38 A----- 786,488 B69691A1 005.bmp
11/11/2016 12:51:38 A----- 786,488 0CFEAF05 006.bmp
11/11/2016 12:51:38 A----- 3,145,784 B71935F2 007.bmp
11/11/2016 12:51:38 A----- 3,145,784 F7054036 008.bmp
11/11/2016 12:51:38 A----- 3,145,784 4622C01E 009.bmp
11/11/2016 12:51:38 A----- 3,145,784 C7F95592 010.bmp
11/11/2016 12:51:38 A----- 3,145,784 AA253F8C 011.bmp
11/11/2016 12:51:38 A----- 786,488 72710690 012.bmp
11/11/2016 12:51:38 A----- 3,145,784 0D146743 013.bmp
```

27,525,904 5365DD1F 14 files

C:\Game\Nudge\spinsounds

```
11/11/2016 12:51:38 A----- 2,205,044 0C07706E Sound01.wav
11/11/2016 12:51:38 A----- 19,572 E7FB953E Sound02.wav
11/11/2016 12:51:38 A----- 301,516 992CD0A5 Sound03.wav
11/11/2016 12:51:38 A----- 559,184 D04F636F Sound04.wav
11/11/2016 12:51:38 A----- 19,572 E7FB953E Sound05.wav
11/11/2016 12:51:38 A----- 544,550 E12F83F0 Sound06.wav
11/11/2016 12:51:38 A----- 458 B819BC9D Sound07.wav
11/11/2016 12:51:38 A----- 649,954 C59D7B21 Sound08.wav
11/11/2016 12:51:38 A----- 256,166 04B111B2 Sound09.wav
```

4,556,016 7D62B945 9 files

C:\Game\Nudge\trac

```
11/11/2016 12:51:06 A----- 1,356,752,896 4AAFBE8F 3652.avi
11/11/2016 12:51:08 A----- 1,349,339,648 49E99F54 s22.avi
11/11/2016 12:51:08 A----- 751,464,448 46B294FC scash2.avi
```

3,457,556,992 3C894F86 3 files

C:\Game\Services

```
08/06/2015 10:33:12 A----- 61,440 982BBB19 FTChipID.dll
08/06/2015 10:33:14 A----- 202,048 B1800813 ftd2xx.dll
11/16/2016 09:42:34 -D----- namer
11/16/2016 09:29:08 -D----- NBVSrvc
08/06/2015 10:33:14 A----- 460,799 E830ED01 top32.dll
```

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```
08/06/2015 15:02:54 A----- 150,848 3824BB05 TopIO32Srvc.exe
-----
875,135 14A7958E 4 files
```

```
C:\Game\Services\namer
02/21/2015 10:11:48 A----- 8,704 20D6AF93 CodeClass.dll
02/21/2015 11:58:20 A----- 35,453 E6A6C73B help.rtf
02/23/2015 10:36:24 A----- 40,960 BA805E1D Namer.exe
-----
85,117 1733EF23 3 files
```

```
C:\Game\Services\NBVSrvc
03/13/2015 12:23:28 A----- 41 E4B7AD08 BVConfig.ini
03/17/2015 10:02:40 A----- 12,800 6C41DA3F BVService.exe
03/17/2015 10:02:40 A----- 13,312 A873C15C BVWrapper.dll
03/17/2015 10:02:38 A----- 16,384 613E052F BV_APEX.dll
03/17/2015 10:02:38 A----- 33,280 23757A7A BV_Bellis.dll
03/17/2015 10:02:38 A----- 9,216 ED AFF563 BV_DataLayer.dll
01/31/2015 19:23:44 A----- 9,216 6036951E BV_Diagnostics.dll
03/17/2015 10:02:40 A----- 16,384 55AD179A BV_ICT.dll
03/17/2015 10:02:40 A----- 14,336 CF16CE7E BV_MEI.dll
03/17/2015 10:02:40 A----- 18,432 58EA90DA BV_Pulse.dll
01/31/2015 14:28:06 A----- 4,608 C8E6E831 IniClass.dll
02/28/2015 11:48:20 A----- 26,112 149B2089 INIConfigurator.exe
01/31/2015 19:27:56 A----- 11,600 50F47453 INIConfigurator.vshost.exe
03/17/2010 21:39:16 A----- 490 266BB9C6 INIConfigurator.vshost.exe.manifest
12/18/2014 13:41:14 A----- 4,608 297ED772 IniLibrary.dll
01/29/2015 13:12:02 A----- 13,824 83071175 ITLLib.dll
01/31/2015 14:28:04 A----- 17,920 7491C3D6 JCM.dll
01/31/2015 14:28:04 A----- 17,920 A5B59F95 memmapage.dll
03/17/2015 10:02:40 A----- 12,288 8B347885 Meters.dll
03/17/2015 10:04:34 A----- 78 12021647 Meters.ini
12/10/2014 13:20:38 A----- 95,232 A6399F15 MPOST.dll
11/16/2016 09:29:20 -D----- NBVSrvc
-----
348,081 BB6D8A0B 21 files
```

```
C:\Game\Services\NBVSrvc\NBVSrvc
03/06/2015 11:19:38 A----- 12,800 AF4D39D4 BVService.exe
02/28/2015 11:48:20 A----- 13,312 64739061 BVWrapper.dll
02/28/2015 11:48:18 A----- 16,384 47C341ED BV_APEX.dll
02/28/2015 11:48:20 A----- 33,280 DE351919 BV_Bellis.dll
02/28/2015 11:48:18 A----- 9,216 2310608D BV_DataLayer.dll
01/31/2015 19:23:44 A----- 9,216 6036951E BV_Diagnostics.dll
02/28/2015 11:48:20 A----- 16,384 651653CD BV_ICT.dll
01/31/2015 17:49:02 A----- 12,800 19D147C8 BV_MEI.dll
02/28/2015 11:48:20 A----- 18,432 90208336 BV_Pulse.dll
01/31/2015 14:28:06 A----- 4,608 C8E6E831 IniClass.dll
02/28/2015 11:48:20 A----- 26,112 149B2089 INIConfigurator.exe
12/18/2014 13:41:14 A----- 4,608 297ED772 IniLibrary.dll
01/29/2015 13:12:02 A----- 13,824 83071175 ITLLib.dll
01/31/2015 14:28:04 A----- 17,920 7491C3D6 JCM.dll
01/31/2015 14:28:04 A----- 17,920 A5B59F95 memmapage.dll
02/28/2015 11:48:20 A----- 12,288 08A85B61 Meters.dll
12/10/2014 13:20:38 A----- 95,232 A6399F15 MPOST.dll
-----
334,336 7A5BC60A 17 files
```

```
C:\Game\ShrdMem
12/13/2016 17:00:56 A----- 3,585 B0F35F66 Shared_Mem.log
```

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```
12/11/2014 12:49:32 A-----      1,021 761C5D31 ShrdMem.cfg
02/01/2013 08:26:10 A-----     114,688 4BF40A67 ShrdMem.exe
03/06/2015 09:43:28 A-----       305 B6D41361 ShrdMemPri.cfg
02/27/2015 09:49:40 A-----        40 8776AF87 ShrdMemProc.cfg
-----
119,639 2F183883 5 files
```

APPENDIX B

Big Daddy Games, LLC
Spooky Nudge Skill Plus System version 16.0.0.0
Operators Menu Information

Features and Options for Big Daddy Games, LLC
Spooky Nudge Skill Plus System version 16.0.0.0

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The *Spooky Nudge Skill Plus System version 16.0.0.0* offers several operator-selectable options and features. The options and features offered to the device operator are included in the Operators Menu. There are several submenus in the Operators Menu. The features and options available to the device operator are listed as follows:

SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
Options Page 1		
	Reel Speed	Allows the operator to set the reel speed.
	Reel Stop Mode	Allows the operator to set the reel stop mode to either Normal or Manual. Normal Reel Stop Mode allows the patron to stop all reels by simply touching the screen after a play is initiated. Manual Reel Stop Mode allows the patron to stop each reel individually.
	Machine Denomination	The Machine Denomination is displayed within the menu. However, the machine denomination cannot be changed and is at \$0.25 by default.
	Printer System (Network)	The operator may enable or disable a system network.
	Printer	The operator may enable or disable the machine printer.
	Volume	Provides the operator with a Master volume control setting, which allows the volume for the machine to be adjusted.
Options Page 2		
	Credits/Dollar	Allows the operator to set whether patron's funds will be displayed in Credits or Dollars.
	Max Bet	This setting allows the operator to select the Maximum play level available for the game themes.
	Game Jackpot On/Off Min. Bet for Game Jackpot	This setting allows for the Game Jackpot for each game to be enabled or disabled. Additionally, this setting can configure the Minimum play level to be eligible to win the Game Jackpot.

Features and Options for Big Daddy Games, LLC
Spooky Nudge Skill Plus System version 16.0.0.0

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SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
	Random Jackpot On/Off Min. Bet for Random Jackpot	This setting allows for the System Progressive Random Jackpots to be enabled or disabled. Additionally, this setting can configure the Minimum play level to be eligible to win the Random Jackpot.
	Progressive	Allows for the Progressives to be enabled or disabled.
Options Page 3		
	Random Jackpot Level	This setting allows the operator to select the Progressive Random Jackpot ranges that can be configured.
	BDG Game PrinSys On/Off	This setting allows the system to communicate with a BDG PrinSys Printer System.
	Bypass Knockoff	This setting allows the system to enable/disable the knock off button that would normally be located on the back of the cabinet. If turned on, the Knockoff button will be bypassed and not require the Knockoff button to be pressed during redemption (Cashout). If turned off, the Knockoff button will need to be engaged to complete redemption. When the Bypass Knockoff option is disabled, a yellow dialog box is displayed containing the amount that will be redeemed. The Knockoff button must then be pressed to complete the redemption.
	Tamper Mode	This option allows the operator to enable or disable a tamper security system.
	PayOut Cents/Dollars	Allows the operator to configure to have the payout in whole dollar amounts or in dollars and cents.
	Clear Cents	This setting allows the operator to chose whether to keep cents or clear remaining cents when the game goes into the attract mode.

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SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
Options Page 4		
	Spooky Cash	This section provides configurable settings, which allows the operator to set the payout percentage for Spooky Cash. The payout percentage is determined by a random number generator and hit frequencies for the various possible outcomes. The game can be set to one of ten different options ranging from 1 – 10, with 1 being the easiest (Most liberal payout percentage) to 10 being the hardest (Least liberal payout percentage)
	Spooky Spins	This section provides configurable settings, which allows the operator to set the payout percentage for Spooky Spins. The payout percentage is determined by a random number generator and hit frequencies for the various possible outcomes. The game can be set to one of ten different options ranging from 1 – 10, with 1 being the easiest (Most liberal payout percentage) to 10 being the hardest (Least liberal payout percentage)
	Spooky 2	This section provides configurable settings, which allows the operator to set the payout percentage for Spooky 2. The payout percentage is determined by a random number generator and hit frequencies for the various possible outcomes. The game can be set to one of ten different options ranging from 1 – 10, with 1 being the easiest (Most liberal payout percentage) to 10 being the hardest (Least liberal payout percentage)
	Must Nudge On FreeSpins	This option allows the operator to enable or disable the Nudge function requirement for Free Spins.
Options Page 5		
	Hand Count	This setting allows the operator to enable or disable the Hand Count feature. This setting also allows for the Hand Count value to be configured.

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SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
	Maximum CashOut	This setting allows for the operator to enable or disable a Maximum Cashout limit. This setting also allows for the operator to set the Maximum Cashout amount.
	Doors	Allows the operator to enable or disable Door shutters over the reels in place of spinning reels.
	Minimum CashOut	Allows the operator to enable or disable a Minimum CashOut requirement. This setting also allows for the Minimum CashOut amount to be set.
	CashOut Increments	Allows the operator to set the minimum amount of credits required before the patron can select the "Collect" button to access the "Skill Prize Wheel" feature.
Options Page 6		
	Printer Port	Provides the operator with settings to configure the port in which the printer will use.
	Printer Type	Provides the operator with the settings to configure the type of printer that will be used on the system.
	Prize Wheel	Provides the operator with settings to enable or disable the "Skill Prize Wheel" feature. This setting also allows for the operator to configure the maximum credit amount that maybe redeemed through the "Skill Prize Wheel".
	Score Box	Allows the operator to enable or disable a Score Box that appears within each of the game themes and on the game selection screen, which displays the patron's total credits and any prizes won during game play. This setting also allows for the score box to display in credits or points.
	Always A Win	Allows the operator to enable or disable the "Win Every Spin" feature.

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SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
	Nudge Time	Provides the operator with options to enable or disable a Nudge timer. This setting also allows the operator to set the amount of time that will be granted on the timer to complete the Nudge function.
	Can Collect Credits	Allows the operator to enable or disable whether Credits can be collected when the "Score Box" setting is enabled.
	Can Play Score Credits	Allows the operator to enable or disable whether Credits earned (Score), when the "Score Box" option is enabled, can be used to continue game play.
Configuration		The Configuration options are not located within the normal operator's menu. This can only be access by entering a series of key strokes or by pressing specific button configuration on the machine.
	Bill Validator	The Bill Validator menu provides the operator with various options to configure the Bill Validator that will be used on the system.
	Port	This option located within the Bill Validator menu allows the operator to select the port that the Bill validator will use.
	Type	This option located within the Bill Validator menu allows the operator to select the Bill Validator type that will be used.
	Serial BV is	This option located within the Bill Validator menu allows the operator to enable or disable whether the BV will be enabled or disabled.
Jackpot Settings		The Jackpot settings can only be accessed by entering a password from the Operator's menu.

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SUBMENU TITLE	OPTIONS & FEATURES	DESCRIPTION
	Mini Jackpot	This option allows authorized personnel with the ability to manually set the Mini Jackpot value.
	Minor Jackpot	This option allows authorized personnel with the ability to manually set the Minor Jackpot value.
	Major Jackpot	This option allows authorized personnel with the ability to manually set the Major Jackpot value.
	Big Daddy Jackpot	This option allows authorized personnel with the ability to manually set the Big Daddy Jackpot value.
	Reset Master Values	Allows the operator to reset the Master jackpot values.
	Spooky Cash Ticked Up	This option allows authorized personnel with the ability to manually increase or decrease the Spooky Cash Jackpot value.
	Spooky Spins Ticked Up	This option allows authorized personnel with the ability to manually increase or decrease the Spooky Spins Jackpot value.
	Spooky 2 Ticked Up	This option allows authorized personnel with the ability to manually increase or decrease the Spooky 2 Jackpot value.