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Mr. James R. McClain, Esq.
The Law Office of J. Randall McClain
5427 Haussman Place
Westerville, Ohio 43081

Re: Report on the review and analysis of the *NudgeMaster* game, version 4.3.2.10.

Dear Mr. McClain:

By request received September 12, 2006 and subsequent information received through January 24, 2007, **Nick Farley & Associates, Inc.** has conducted a review and examination of the *NudgeMaster version 4.3.2.10* game developed by World Touch Gaming, Inc. and distributed by Skill Tech Gaming. Our review and examination has been undertaken on behalf of the Law Office of J. Randall McClain for the benefit of World Touch Gaming, Inc. and Skill Tech Gaming. This document will be divided into sections representing the various stages of review and analysis conducted.

Section I - General Information Regarding the *NudgeMaster* Game

The *NudgeMaster* game is available in five (5) different game themes. These five game themes are stored on one Compact Flash memory card. The *NudgeMaster* game themes offered are identified as follows:

<i>NudgeMaster Version 4.3.2.10</i>
<i>Triple Joker Multi Win 3 Reels (25¢, 50¢, \$1)</i>
<i>Cold Stash 5 Reels (5¢, 10¢, 25¢, \$1)</i>
<i>Clover Charm 5 Reels (5¢, 10¢, 25¢, \$1)</i>
<i>Splash Blast 3 Reels (25¢, 50¢, \$1)</i>
<i>Golden Sand-Dollar 5 Reels (5¢, 10¢, 25¢, \$1)</i>

A player inserts money into the *NudgeMaster* device through a bill acceptor located on the front of the cabinet adjacent to the video screen. The bill acceptor accepts U.S. notes of varying denominations. Bills inserted are displayed on the video screen as “Cash” available for game play purchase.

The player then selects the desired game to play from the menu of five (5) game theme options. Upon selection of the desired game theme, the video screen displays the selected game, and the previously available “Cash” is displayed as “Credit” reflecting a quantity of “Credits” in the denomination selected.

Once the desired game theme is displayed, the player then selects the denomination of play by simply touching the denomination icon on the video screen. The “Credits” displayed are automatically adjusted to reflect the quantity of “Credits” available for game play in the selected denomination. A player may change their desired denomination at any time prior to engaging in game play.

The player then selects the quantity of credits desired to purchase a single game play. The player may increase or decrease the purchase price of a game play by pressing the appropriate icons on the video screen.

After selecting the desired purchase price, and prior to engaging in game play, the player may touch the “Press Here to View Next Play” icon on the video display to preview the next game to be presented. The “Press Here to View Next Play” will be displayed for approximately 5 seconds before returning to the previous game outcome screen. The player may evaluate the “Press Here to View Next Play” for each possible purchase price prior to committing funds for game play. The “Press Here to View Next Play” feature permits the player an opportunity to decide which game to play next based upon the price to play. Alternatively, the player may exit the selected game, choose another game and purchase price, or cash out any accumulated “Credits”, which may be redeemed for cash.

Game play begins with the player touching the “PLAY” icon on the video screen. The video screen then presents a video representation of spinning reels. Depending upon the game theme selected, either three (3) or five (5) reels will spin. The reels will continue to spin until the player either touches each spinning reel individually, or presses the “Stop All” icon on the video screen. The action of the player stopping the reels has no effect on the symbols displayed to the player.

Upon the stopping of the spinning reels, the player is presented with an option to “Nudge” one reel. Each “Nudge” option also presents one of four (4) symbols embossed in the “Nudge” direction arrow. The four (4) possible symbols embossed on the “Nudge” direction are as follows: X, O, Δ, and □. As mentioned in the on-screen instructions for game play, the X and O symbols will result in a loss of the player’s purchase price; the Δ and □ will result in a winning outcome, and a prize of at least one (1) credit.

The object of the game is for the player to recognize the most rewarding possible game outcome and select the appropriate “Nudge” to obtain the most valuable prize offered. There may be occasions when the “Nudge” options will not result in the alignment of a winning combination on the spinning reels. The player may still attain a winning outcome by selecting the “Nudge” direction arrow associated with a Δ or □ symbol, which will award a prize of one (1) credit.

It should be noted that the initial reel symbols displayed will not present an automatic winning combination. The player must engage in the selection of the reel “Nudge” in order to obtain a winning game outcome.

The player has a finite length of time in the selection of the reel “Nudge”. The length of time allotted to the player is set by the device operator. As tested, the length of time allotted in the selection of the reel “Nudge” was 15 seconds. Failure to participate in the selection of the reel “Nudge” in the allotted time, or making an incorrect selection of the reel “Nudge”, will result in a losing game outcome.

Essentially, the *NudgeMaster* game presents a task whereby the player must select the correct direction to “Nudge” the reel in an effort to obtain the highest value game outcome offered by the device. Symbols on the reels are randomly selected and configured to display a losing outcome in order to provide the player an opportunity to “Nudge” the reel to obtain a winning game outcome. The game outcome is selected by the player, who may peruse many options of game outcomes based upon increasing or decreasing play levels and play lines (where applicable) before committing funds to engage in game play. That is, the player is afforded an opportunity to select the game to be played, knowing the game outcome, in advance of committing funds.

If the player obtains a winning game outcome, a prize will be awarded. All prizes won are displayed as “Win” and added to the “Credit” available for additional game play purchases.

The player may redeem accumulated credits after game play. Redemption of the credits is accomplished by exiting to the main menu, and pressing the “Redeem” icon on the video screen. All accumulated credits will be redeemed as a cash voucher on a printed ticket. The printed ticket may be presented to a redemption counter within the venue for prize or cash payment.

Section II - Game Specific Information

Nick Farley & Associates, Inc. has evaluated the *NudgeMaster* version 4.3.2.10 game. Each of the game themes offers game play in a similar manner: the player is presented with an opportunity to “Nudge” one reel in an effort to attain a winning game outcome.

Triple Joker Multi Win (3 Reels) – 25¢, 50¢, \$1

Triple Joker Multi Win (3 Reels) offers the player a selection of three different denominations to base the purchase price for play upon: 25¢, 50¢, and \$1.00. The player may elect to purchase 2, 3, 4, or 5 credits on one play line. The player may preview the game outcome for each purchase option on the game to be played, before committing funds for game play. Game play begins with the player touching the “PLAY” icon on the video screen. The video screen then presents a video representation of three spinning reels. The reels will continue to spin until the player either touches each spinning reel individually, or presses the “Stop All” icon on the video screen. The action of the player stopping the reels has no effect on the symbols displayed to the player.

Upon the stopping of the spinning reels, the player is presented with an option to “Nudge” any one of the three reels. At least one “Nudge” option will present the player with a Δ or \square symbol, which will result in a winning outcome. As with all *NudgeMaster* games, the object of the game is for the player to recognize the most rewarding possible game outcome and select the appropriate “Nudge” to obtain the most valuable prize offered. There may be occasions when the “Nudge” options will not result in the alignment of a winning combination on the spinning reels. The player may still attain a winning outcome by selecting the “Nudge” direction arrow associated with a Δ or \square symbol, which will award a prize of one (1) credit.

It should be noted that the initial reel symbols displayed will not present an automatic winning combination. The player must engage in the selection of the reel “Nudge” in order to obtain a winning game outcome.

The player has a finite length of time in the selection of the reel “Nudge”. The length of time allotted to the player is set by the device operator. As tested, the length of time allotted in the selection of the reel “Nudge” was 15 seconds. Failure to participate in the selection of the reel “Nudge” in the allotted time, or making an incorrect selection of the reel “Nudge”, will result in a losing game outcome.

The award schedule is available to the player by touching the “Award Table” icon on the video screen. The award schedule pertaining to the *Triple Joker Multi Win* (3 Reels) is listed as follows:

<i>Triple Joker Multi Win (3 Reels)</i>	
All Values Are In Credits for Minimum Purchase	
<i>3 Triple Joker Multi Win</i>	Jackpot
<i>3 Joker</i>	80
<i>3 Seven</i>	40
<i>3 3-Bar</i>	20
<i>3 2-Bar</i>	10
<i>3 1-Bar</i>	4
<i>1 Cherry</i>	2

Cold Stash (5 Reels) – 5¢, 10¢, 25¢, \$1

Cold Stash (5 Reels) offers the player a selection of four different denominations to base the purchase price for play upon: 5¢, 10¢, 25¢, and \$1.00. The player may elect to purchase 2, 3, 4, 5, or 6 credits on 1, 5, 9, 15, or 24 paylines. The player may preview the game outcome for each purchase option on the game to be played, before committing funds for game play. Game play begins with the player touching the “PLAY” icon on the video screen. The video screen then presents a video representation of five spinning reels. The reels will continue to spin until the player either touches each spinning reel individually, or presses the “Stop All” icon on the video screen. The action of the player stopping the reels has no effect on the symbols displayed to the player.

Upon the stopping of the spinning reels, the player is presented with an option to “Nudge” the leftmost of the five reels in either the left or right direction. One “Nudge” option will present the player with a Δ or \square symbol, which will result in a winning outcome. As with all *NudgeMaster* games, the object of the game is for the player to recognize the most rewarding possible game outcome and select the appropriate “Nudge” to obtain the most valuable prize offered. There may be occasions when the “Nudge” options will not result in the alignment of a winning combination on the spinning reels. The player may still attain a winning outcome by selecting the “Nudge” direction arrow associated with a Δ or \square symbol, which will award a prize of one (1) credit.

It should be noted that the initial reel symbols displayed will not present an automatic winning combination. The player must engage in the selection of the reel “Nudge” in order to obtain a winning game outcome.

The player has a finite length of time in the selection of the reel “Nudge”. The length of time allotted to the player is set by the device operator. As tested, the length of time allotted in the selection of the reel “Nudge” was 15 seconds. Failure to participate in the selection of the reel “Nudge” in the allotted time, or making an incorrect selection of the reel “Nudge”, will result in a losing game outcome.

The award schedule is available to the player by touching the “Help” icon on the video screen. The award schedule pertaining to the *Cold Stash* (5 Reels) is listed as follows:

<i>Cold Stash</i> (5 Reels)			
All Values Are In Credits for Minimum Purchase			
<i>5 Penguin</i>	4000	<i>5 Triple Cherry</i>	150
<i>4 Penguin</i>	500	<i>4 Triple Cherry</i>	50
<i>3 Penguin</i>	100	<i>3 Triple Cherry</i>	15
<i>2 Penguin</i>	10	<i>2 Triple Cherry</i>	2
<i>1 Penguin</i>	2	<i>5 Kayak</i>	150
<i>5 Whale Tail</i>	400	<i>4 Kayak</i>	20
<i>4 Whale Tail</i>	100	<i>3 Kayak</i>	10
<i>3 Whale Tail</i>	20	<i>5 Igloo</i>	100
<i>5 Polar Bear</i>	250	<i>4 Igloo</i>	20
<i>4 Polar Bear</i>	100	<i>3 Igloo</i>	10
<i>3 Polar Bear</i>	20	<i>5 Seven</i>	50
<i>2 Polar Bear</i>	5	<i>4 Seven</i>	20
<i>5 Snow Flake</i>	250	<i>3 Seven</i>	5
<i>4 Snow Flake</i>	100	<i>5 Sled</i>	50
<i>3 Snow Flake</i>	20	<i>4 Sled</i>	20
<i>2 Snow Flake</i>	5	<i>3 Sled</i>	5
<i>5 Money Bag</i>	150	<i>5 Bonus</i>	Bonus Round Play
<i>4 Money Bag</i>	50	<i>4 Bonus</i>	Bonus Round Play
<i>3 Money Bag</i>	15	<i>3 Bonus</i>	Bonus Round Play
<i>2 Money Bag</i>	2	<i>5 Gold Coin (Scatter)</i>	200x Total Bet
		<i>4 Gold Coin (Scatter)</i>	25x Total Bet
		<i>3 Gold Coin (Scatter)</i>	10x Total Bet
		<i>2 Gold Coin (Scatter)</i>	2x Total Bet

Clover Charm (5 Reels) – 5¢, 10¢, 25¢, \$1

Clover Charm (5 Reels) offers the player a selection of four different denominations to base the purchase price for play upon: 5¢, 10¢, 25¢, and \$1.00. The player may elect to purchase 2, 3, 4, 5, or 6 credits on 1, 5, 9, 15, or 24 paylines. The player may preview the game outcome for each purchase option on the game to be played, before committing funds for game play. Game play begins with the player touching the “PLAY” icon on the video screen. The video screen then presents a video representation of five spinning reels. The reels will continue to spin until the player either touches each spinning reel individually, or presses the “Stop All” icon on the video screen. The action of the player stopping the reels has no effect on the symbols displayed to the player.

Upon the stopping of the spinning reels, the player is presented with an option to “Nudge” the leftmost of the five reels in either the left or right direction. One “Nudge” option will present the player with a Δ or \square symbol, which will result in a winning outcome. As with all *NudgeMaster* games, the object of the game is for the player to recognize the most rewarding possible game outcome and select the appropriate “Nudge” to obtain the most valuable prize offered. There may be occasions when the “Nudge” options will not result in the alignment of a winning combination on the spinning reels. The player may still attain a winning outcome by selecting the “Nudge” direction arrow associated with a Δ or \square symbol, which will award a prize of one (1) credit.

It should be noted that the initial reel symbols displayed will not present an automatic winning combination. The player must engage in the selection of the reel “Nudge” in order to obtain a winning game outcome.

The player has a finite length of time in the selection of the reel “Nudge”. The length of time allotted to the player is set by the device operator. As tested, the length of time allotted in the selection of the reel “Nudge” was 15 seconds. Failure to participate in the selection of the reel “Nudge” in the allotted time, or making an incorrect selection of the reel “Nudge”, will result in a losing game outcome.

The award schedule is available to the player by touching the “Help” icon on the video screen. The award schedule pertaining to the *Clover Charm (5 Reels)* is listed on the following page:

Clover Charm (5 Reels)			
All Values Are In Credits for Minimum Purchase			
5 Leprechaun	10,000	5 Rabbit	100
4 Leprechaun	1,000	4 Rabbit	25
3 Leprechaun	100	3 Rabbit	10
2 Leprechaun	10	5 Horseshoe	100
1 Leprechaun	2	4 Horseshoe	25
5 Seven	500	3 Horseshoe	10
4 Seven	150	5 Gold Coin	100
3 Seven	25	4 Gold Coin	25
2 Seven	10	3 Gold Coin	10
5 Money Bag	250	5 Bonus	Bonus Round Play
4 Money Bag	100	4 Bonus	Bonus Round Play
3 Money Bag	20	3 Bonus	Bonus Round Play
2 Money Bag	5	5 Clover (Scatter)	Bonus Round Play
5 Star	250	4 Clover (Scatter)	Bonus Round Play
4 Star	100	3 Clover (Scatter)	Bonus Round Play
3 Star	20		
2 Star	5		
5 Elephant	100		
4 Elephant	25		
3 Elephant	10		

Splash Blast (3 Reels) – 25¢, 50¢, \$1

Splash Blast (3 Reels) offers the player a selection of three different denominations to base the purchase price for play upon: 25¢, 50¢, and \$1.00. The player may elect to purchase 2 to 11 credits on one payline. The player may preview the game outcome for each purchase option on the game to be played, before committing funds for game play. Game play begins with the player touching the “PLAY” icon on the video screen. The video screen then presents a video representation of three spinning reels. The reels will continue to spin until the player either touches each spinning reel individually, or presses the “Stop All” icon on the video screen. The action of the player stopping the reels has no effect on the symbols displayed to the player.

Upon the stopping of the spinning reels, the player is presented with an option to “Nudge” any one of the three reels. At least one “Nudge” option will present the player with a Δ or \square symbol, which will result in a winning outcome. As with all *NudgeMaster* games, the object of the game is for the player to recognize the most rewarding possible game outcome and select the appropriate “Nudge” to obtain the most valuable prize offered. There may be occasions when the “Nudge” options will not result in the alignment of a winning combination on the spinning reels. The player may still attain a winning outcome by selecting the “Nudge” direction arrow associated with a Δ or \square symbol, which will award a prize of one (1) credit.

It should be noted that the initial reel symbols displayed will not present an automatic winning combination. The player must engage in the selection of the reel “Nudge” in order to obtain a winning game outcome.

The player has a finite length of time in the selection of the reel “Nudge”. The length of time allotted to the player is set by the device operator. As tested, the length of time allotted in the selection of the reel “Nudge” was 15 seconds. Failure to participate in the selection of the reel “Nudge” in the allotted time, or making an incorrect selection of the reel “Nudge”, will result in a losing game outcome

The award schedule is available to the player by touching the “Award Table” icon on the video screen. The award schedule pertaining to the *Splash Blast* (3 Reels) is listed as follows:

<i>Splash Blast (3 Reels)</i>	
All Values Are In Credits for Minimum Purchase	
<i>3 Splash Blast</i>	1,000
<i>3 Watermelon</i>	100
<i>3 Orange</i>	50
<i>3 Lime</i>	20
<i>3 Lemon</i>	8
<i>3 Strawberry</i>	5
<i>1 Cherry</i>	2

Golden Sand Dollar (5 Reels) – 5¢, 10¢, 25¢, \$1

Golden Sand Dollar (5 Reels) offers the player a selection of four different denominations to base the purchase price for play upon: 5¢, 10¢, 25¢, and \$1.00. The player may elect to purchase 2, 3, 4, 5, or 6 credits on 1, 5, 9, 15, or 24 paylines. The player may preview the game outcome for each purchase option on the game to be played, before committing funds for game play. Game play begins with the player touching the “PLAY” icon on the video screen. The video screen then presents a video representation of five spinning reels. The reels will continue to spin until the player either touches each spinning reel individually, or presses the “Stop All” icon on the video screen. The action of the player stopping the reels has no effect on the symbols displayed to the player.

Upon the stopping of the spinning reels, the player is presented with an option to “Nudge” the leftmost of the five reels in either the left or right direction. One “Nudge” option will present the player with a Δ or \square symbol, which will result in a winning outcome. As with all *NudgeMaster* games, the object of the game is for the player to recognize the most rewarding possible game outcome and select the appropriate “Nudge” to obtain the most valuable prize offered. There may be occasions when the “Nudge” options will not result in the alignment of a winning combination on the spinning reels. The player may still attain a winning outcome by selecting the “Nudge” direction arrow associated with a Δ or \square symbol, which will award a prize of one (1) credit.

It should be noted that the initial reel symbols displayed will not present an automatic winning combination. The player must engage in the selection of the reel “Nudge” in order to obtain a winning game outcome.

The player has a finite length of time in the selection of the reel “Nudge”. The length of time allotted to the player is set by the device operator. As tested, the length of time allotted in the selection of the reel “Nudge” was 15 seconds. Failure to participate in the selection of the reel “Nudge” in the allotted time, or making an incorrect selection of the reel “Nudge”, will result in a losing game outcome.

The award schedule is available to the player by touching the “Help” icon on the video screen. The award schedule pertaining to the *Golden Sand Dollar* (5 Reels) is listed as follows:

Golden Sand Dollar (5 Reels)			
All Values Are In Credits for Minimum Purchase			
5 Mermaid	4000	5 Crab	150
4 Mermaid	500	4 Crab	50
3 Mermaid	100	3 Crab	15
2 Mermaid	10	2 Crab	2
1 Mermaid	2	5 Blowfish	150
5 Dolphin	400	4 Blowfish	20
4 Dolphin	100	3 Blowfish	10
3 Dolphin	20	5 Sea Horse	100
5 Clown Fish	250	4 Sea Horse	20
4 Clown Fish	100	3 Sea Horse	10
3 Clown Fish	20	5 Octopus	50
2 Clown Fish	5	4 Octopus	20
5 Oyster	250	3 Octopus	5
4 Oyster	100	5 Starfish	50
3 Oyster	20	4 Starfish	20
2 Oyster	5	3 Starfish	5
5 Blue Fish	150	5 Jellyfish	Bonus Round Play
4 Blue Fish	50	4 Jellyfish	Bonus Round Play
3 Blue Fish	15	3 Jellyfish	Bonus Round Play
2 Blue Fish	2	5 Sand Dollar (Scatter)	200x Total Bet
		4 Sand Dollar (Scatter)	25x Total Bet
		3 Sand Dollar (Scatter)	10x Total Bet
		2 Sand Dollar (Scatter)	2x Total Bet

Section III - Review of Source Code and Software Identification

World Touch Gaming, Inc. has provided a copy of the software source code for the *NudgeMaster* version 4.3.2.10 to *Nick Farley & Associates, Inc.* The review and evaluation of software source code is essential in establishing game operation and game outcome determination.

Our review of the source code has revealed that the reel symbols displayed to the player are selected by different methodologies based upon the game theme. Specifically, *Cold Stash*, *Clover Charm*, and *Golden Sand-Dollar* select the reel symbols through the use of a Random Number Generator (RNG). The remaining games, *Triple Joker Multi Win* and *Splash Blast*, determine their outcome based upon a randomly selected single number that represents the prize level, and any corresponding prize multiplier, to be awarded. The prize level and multiplier information is translated into the reels to be displayed for the game outcome.

The *Cold Stash*, *Clover Charm*, and *Golden Sand-Dollar* game themes randomly select the symbols to be displayed to the player and then re-position one symbol to ensure that no winning combinations will be presented before the player selects a reel to “Nudge”.

The reel symbols displayed on the *Triple Joker Multi Win* and *Splash Blast* game themes are selected in a different manner than those displayed in the other games. *Triple Joker Multi Win* and *Splash Blast* randomly select a single number that represents the prize level, and any corresponding prize multiplier, to be awarded. The prize level and multiplier information is translated into the reels to be displayed for the game outcome. The reels are configured in such a way to ensure that no winning combinations will be presented before the player selects a reel to “Nudge”.

The *NudgeMaster* device utilizes a CPU board that houses a Compact Flash card for game program storage. Operation of the *NudgeMaster* skill-based game is controlled by software stored on one USB memory device and one 256MB Compact Flash card housed on the main Central Processing Unit (CPU) board. The USB memory device is used to validate the authenticity of the software housed on the 256MB Compact Flash. The software housed on the 256MB Compact Flash controls the game processes, including elements that affect game integrity and game outcome determination. The 256MB Compact Flash housing the *NudgeMaster* version 4.3.2.10 software is identified as follows:

Identification	Board Location	Memory Size
NM-Ohio 4.3.2.10	Compact Flash Socket	256MB Compact Flash

The files housed on the 256MB Compact Flash pertaining to game operation, integrity and game outcome determination, have been listed in the attached *Appendix*. In addition to the file names, a **FileCheck** signature has been included for each of the files for verification purposes.

The **FileCheck** program calculates a CRC32 value. This value is a unique “signature” for the files examined. The **FileCheck** CRC32 values listed in the *Appendix* will be obtained provided the files contained on the 256MB Compact Flash 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.*

Section IV - Features and Options

The *NudgeMaster* device offers several operator-selectable options and features. The options and features offered to the device operator are included in the "Configuration" menu. There are several submenus in the "Configuration" menu. *Nick Farley & Associates, Inc.* has reviewed the operator-selectable configuration settings in the "Configuration" menu, and has noted that there are no available options in these "Configuration" menus that would alter the operation of the *NudgeMaster* game from its intended use as a skill based amusement game.

Section V - Skill vs. Chance Findings and Conclusion

Based upon the review and analysis of the *NudgeMaster* version 4.3.2.10 game submitted by the Law Office of J. Randall McClain for the benefit of World Touch Gaming, Inc. and Skill Tech Gaming, it is evident that the game outcome is based upon the player's skill and acumen in recognizing a winning combination and selecting the appropriate "Nudge" direction to attain the highest value winning combination as a game play result. The player must work quickly, as game play is dependent upon a time limitation. Based upon our evaluation of game play, a winning outcome is attainable for every game played.

In the Ohio Revised Code, under Title XXIX - Chapter 2915 Gambling - § 2915.01 Definitions, there is an exclusion for a skill-based amusement machine from the definition of a "Scheme of Chance" (Section 2915.01(C)). It goes on to define a skill-based amusement machine as follows (Section 2915.01(AAA)):

(AAA)

- (1) "Skill-based amusement machine" means a skill-based amusement device, such as a mechanical, electronic, video, or digital device, or machine, whether or not the skill-based amusement machine requires payment for use through a coin or bill validator or other payment of consideration or value to participate in the machine's offering or to activate the machine, provided that all of the following apply:
 - (a) The machine involves a task, game, play, contest, competition, or tournament in which the player actively participates in the task, game, play, contest, competition, or tournament.
 - (b) The outcome of an individual's play and participation is not determined largely or wholly by chance.
 - (c) The outcome of play during a game is not controlled by a person not actively participating in the game.
- (2) All of the following apply to any machine that is operated as described in division (AAA)(1) of this section:
 - (a) As used in this section, "task," "game," and "play" mean one event from the initial activation of the machine until the results of play are determined without payment of additional consideration. An individual utilizing a machine that involves a single task, game, play, contest, competition, or tournament may be awarded prizes based on the results of play.
 - (b) Advance play for a single task, game, play, contest, competition, or tournament participation may be purchased. The cost of the contest, competition, or

tournament participation may be greater than a single non-contest, competition, or tournament play.

- (c) *To the extent that the machine is used in a contest, competition, or tournament, that contest, competition, or tournament has a defined starting and ending date and is open to participants in competition for scoring and ranking results toward the awarding of prizes that are stated prior to the start of the contest, competition, or tournament.*

Based upon our review and evaluation of the *NudgeMaster* version 4.3.2.10 game, we believe that the games offered constitute a “Skill-based amusement machine” as defined in the Ohio Revised Code under Title XXIX - Chapter 2915 Gambling - § 2915.01 Definitions, section (AAA). Specifically, players engaged in the play of games offered by *NudgeMaster* version 4.3.2.10 will engage in a “task”, whereby the player must actively participate in the task to attain a successful game outcome. The outcome of game play is ***not*** determined largely or wholly by chance. Nor is the outcome of game play controlled by a person not actively engaged in game play. Player’s that engage in game play and attain a successful outcome are awarded a prize, which is based entirely upon the results of play.

A recent opinion letter issued by former Attorney General Jim Petro regarding the use of a “governor” feature where the outcome of play is controlled by a person not actively participating in the game, concluded that “If an amusement machine employs a “governor” feature that controls the value of the cash prizes that may be awarded to players throughout the play of the game boards available on a game cartridge and that guarantees that the owner or operator of the machine a minimum rate of return on all moneys wagered by the players of the game boards on that cartridge, and if the machine has other features that control the number of points a player may earn and thus the cash prize a player may win on each game board played, the outcome of play during the game is controlled by one or more persons not actively participating in the game for purposes of R.C. 2915.01(AAA)(1)(c), and the amusement machine is not a “skill-based amusement machine” for purposes of R.C. chapter 2915.”

With regard to former Attorney General Petro’s opinion, it should be noted that the outcome of the *NudgeMaster* game play is not determined by a person not actively participating in the game. In fact, the player may preview game results prior to committing funds for game play, thus having the opportunity to select the best possible prize for a successful game outcome. Further, only the player can select the direction to nudge the reel, and every game play offers a winning solution which will award a prize of at least one credit. The *NudgeMaster* does not employ any type of “governing” feature and does not guarantee any specific profit to the operator.

It is hereby expressed that ***Nick Farley & Associates, Inc.*** has reviewed the submitted game themes through the engagement of game play, 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. However, we realize that not all information may have been disclosed or provided for our

review. If any parties dispute our findings, and may present evidence or information contrary to our findings, we would welcome the addition of this information for our consideration. 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 Office of J. Randall McClain for the benefit of World Touch Gaming, Inc. and Skill Tech Gaming. Distribution of this document is limited exclusively to **Nick Farley & Associates, Inc.**, the Law Office of J. Randall McClain, World Touch Gaming, Inc. and Skill Tech Gaming. Unauthorized copy or distribution is prohibited.

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

Sincerely,



Nick Farley
President

File: MCLN-OH-STGI-06-01-EW

APPENDIX

NudgeMaster
Software Signature Information

FileCheck Signatures
NudgeMaster Version 4.3.2.10

January 30, 2007

The files pertaining to game operation, integrity and game outcome determination are housed on a 256MB Compact Flash. **Nick Farley & Associates, Inc.** utilized the **FileCheck CRC-32** program to obtain software “signatures” for the files contained on the 256MB Compact Flash. Below, is the list of files pertaining to game operation, integrity and game outcome determination that are housed on a 256MB Compact Flash:

FileCheck: f:\ 01/26/2007 14:54
Label = VolSer = 1A4D19D9

Date	Time	Attrib	Bytes	CRC-32	Filename
f:					
07/27/2005	09:41:10	A-----	6,675,172	2EC72447	APEX-BINARY-1.0.1.3.DBG.bin
01/22/2007	15:47:00	A-----	846	1A04C440	ApexCE-Arcom.ini
01/22/2007	15:47:08	A-----	1,017	2E0B852B	ApexCE.ini
01/19/2007	01:56:24	-D-----			Bin
03/23/2004	14:45:54	A-----	4	ADF6ABBD	BOOTARG.DAT
07/20/2003	12:52:38	-----	65,536	2437C847	BOOTLOAD.BIN
01/19/2007	01:56:36	-D-----			Resources
01/25/2007	00:54:38	-D-----			vars
09/07/2004	09:54:42	A-----	308,278	9EB1FF96	VIALOGO.BMP
01/25/2007	00:54:32	A--S--	178,654	3238F96A	wcereg
			7,229,507	1680E447	7 files

f:\Bin					
01/22/2007	15:45:08	A-----	6,533,632	A4B82EA5	ApexCE-4.3.2.10.exe
01/27/2005	09:58:20	A-----	17,920	C646B364	ApexSC.dll
01/18/2007	22:05:56	A-----	279,040	3D0C2492	Core.dll
01/18/2007	22:06:08	A-----	74,752	16F00A01	Emms.dll
01/18/2007	22:06:06	A-----	67,072	0DCBF28E	SAS.dll
01/18/2007	22:06:00	A-----	86,528	7CA854D0	Vars.dll
			7,058,944	203B2D43	6 files

f:\Resources					
01/19/2007	02:00:46	-D-----			Apex Graphics
01/19/2007	02:00:30	-D-----			Clover Cash
01/19/2007	01:59:34	-D-----			Cold Cash
01/19/2007	01:59:32	-D-----			Common
01/19/2007	01:59:30	-D-----			Fireworks
01/19/2007	01:59:30	-D-----			Game Help
01/19/2007	01:59:20	-D-----			Golden Sand Dollar
01/19/2007	01:59:18	-D-----			Misc
01/19/2007	01:58:48	-D-----			PayTable
01/19/2007	01:58:42	-D-----			Quantum Leap
01/19/2007	01:58:40	-D-----			QuantumLeapBlack
01/19/2007	01:58:38	-D-----			ScreenSaver
01/19/2007	01:58:36	-D-----			Scripts
01/19/2007	01:56:56	-D-----			SharedSounds
01/19/2007	01:56:44	-D-----			Splash Cash
01/19/2007	01:56:36	-D-----			TripleJokerMulti
			00000000		0 files

FileCheck Signatures
NudgeMaster Version 4.3.2.10

January 30, 2007

f:\Resources\Apex Graphics

04/02/2004	16:39:52	A-----R	6,621	0DC18064	11AvantOnOff.png
02/27/2004	16:32:12	A-----R	6,533	25BCA5A5	11OnOff.png
03/17/2004	15:33:12	A-----R	7,326	ADB2934E	12AvantOnOff.png
02/27/2004	16:32:12	A-----R	7,665	1A74AD07	12OnOff.png
08/08/2002	07:34:40	A-----	11,325	3A3EFD52	arial21bold.png
12/09/2003	10:53:48	A-----R	162,460	E76AD67D	BOOKOSBI.TTF
07/08/2004	11:24:52	A-----R	4,408	3D6FA0E6	COLORKEY FONTS.png
11/08/2006	15:39:50	A-----R	70,999	E6B9FE6F	DenominationMenu.png
10/07/2002	12:58:00	A-----	11,508	D82EFC6D	FONTKEYPAD.png
10/07/2002	12:58:00	A-----	37,297	473D6C40	FONTKEYPADCAPTION.png
10/07/2002	12:58:00	A-----	18,486	3D4079D9	FONTKEYPADDARKGREEN.png
10/07/2002	12:58:00	A-----	18,461	70619A53	FONTKEYPADLIGHTGREEN.png
10/07/2002	12:58:18	A-----	36,035	49F50629	FONTKEYPADORANGE.png
10/07/2002	12:58:24	A-----	37,230	C62EE674	FONTKEYPADYELLOW.png
10/14/2002	12:17:52	A-----	81,568	49D20E60	FONTMESSBOXWHT.png
07/08/2004	11:24:54	A-----R	127,849	9982EA2E	FONTS PINK.png
12/29/2004	15:58:00	A-----R	42,864	CF0FACE0	FONTS WHITE (small).png
07/08/2004	11:24:54	A-----R	36,869	1291C4B6	FONTS WHITE.png
11/11/2003	15:55:36	A-----	2,327	E213D223	FONT_8X9_BOTTOMSCR.png
08/08/2002	14:14:36	A-----	3,966	7859ECF8	FRANKLIN10.png
08/08/2002	13:30:32	A-----	4,322	74026433	FRANKLIN12R.png
11/08/2004	16:52:00	A-----R	11,040	F1833F2B	HandCount.png
08/08/2002	10:48:20	A-----	5,874	2203F929	HUMANIST14B2.png
08/09/2002	10:38:02	A-----	7,164	989E783D	HUMANIST16B2.png
08/08/2002	08:50:02	A-----	11,494	2B53911F	HUMANIST21B.png
08/08/2002	08:50:02	A-----	10,789	66A29915	HUMANIST21R.png
08/08/2002	08:50:02	A-----	17,232	E6AD684B	HUMANIST28B.png
04/30/2004	13:03:20	A-----	153,258	6391834F	KEYPAD.png
10/14/2002	10:07:38	A-----	71,222	0CD18D25	MESSBOX2.png
12/08/2003	15:14:40	A-----	668,074	CBDD1F96	OPERATORMENU.png

1,692,266 4DF98A84 30 files

f:\Resources\Clover Cash

01/19/2007	02:00:40	-D-----			Animations
09/16/2004	14:27:56	A-----	1,856,875	B16DC9B6	BONUS CLOVER CASH DISPOSITION.png
06/01/2006	17:09:56	A-----R	10,294	FA8DE42E	CLC_NextPlay_Back.png
10/24/2006	16:24:44	A-----R	9,688	150CACAC	CLC_NextPlay_Back_Result.png
06/01/2006	17:06:42	A-----R	5,122	43ADCCF5	CLC_NextPlay_Font.png
09/03/2004	10:28:00	A-----	273	EF796450	Clover.reel
01/15/2007	09:46:34	A-----R	45,307	326E46DB	CloverCash.gcd
08/23/2004	11:09:00	A-----	392,549	3635C005	CloverHelp.png
09/17/2004	16:10:28	A-----	197,939	80E37D4D	CloverTopScreen.png
03/24/2004	13:05:00	A-----	124	4E281969	Default.Lines
08/23/2004	10:43:02	A-----R	29,193	23A739BC	FONTS BONUS 00.png
08/23/2004	10:43:06	A-----R	32,466	B14B9BB6	FONTS WHITE 00.png
08/23/2004	10:43:06	A-----R	106,643	B13B6E86	FONTS YELLOW 00.png
01/15/2007	09:46:36	A-----R	737,574	BE53F8A8	GAME CLOVER CASH DIPOSITION_NM_OH.png
04/01/2004	14:23:12	A-----	33,331	BFEEEEAE	MP CLOVER CASH ICONS.png
01/15/2007	09:46:36	A-----R	261,012	BD948890	Preview CloverCash_NM_OH.png

3,718,390 0C4897A5 15 files

FileCheck Signatures
NudgeMaster Version 4.3.2.10

January 30, 2007

f:\Resources\Clover Cash\Animations

08/11/2004	14:53:36	A-----	52,694	855A7492	A01	BONUS.png
08/11/2004	14:53:36	A-----	630,208	28F8D6CF	A02	CLOVER.png
08/11/2004	14:53:36	A-----	128,002	8984CB4E	A03	POT.png
08/11/2004	14:53:36	A-----	110,725	7B9193E7	A04	MEN.png
08/11/2004	14:53:36	A-----	103,371	1B0918AB	A05	STAR.png
08/11/2004	14:53:36	A-----	61,677	2DF831CF	A06	SEVEN.png
08/11/2004	14:53:36	A-----	93,746	B5A5FDC1	A08	ELEPHANT.png
08/11/2004	14:53:36	A-----	67,029	2217440D	A09	BAG.png
08/11/2004	14:53:36	A-----	47,705	C1D6DA8B	A10	FER A CHEVAL.png
08/11/2004	14:53:36	A-----	103,313	8C6C9F48	A11	RIBBET.png
08/11/2004	14:53:36	A-----	135,918	1272C648	A12	PENNY.png

1,534,388 44001388 11 files

f:\Resources\Cold Cash

01/19/2007	02:00:02	-D----				Bonus
07/19/2006	10:14:26	A----R	28,698	BF22B987	CLD_BG_BOTTOM.png	
07/12/2006	14:03:56	A----R	6,417	190D4F61	CLD_BG_DENOM.png	
07/19/2006	10:28:48	A----R	47,818	C461BE61	CLD_BG_LEFT.png	
07/19/2006	10:28:44	A----R	46,771	83D78BC4	CLD_BG_RIGHT.png	
07/12/2006	14:03:56	A----R	9,395	2147B9A2	CLD_BG_STATIC.png	
07/19/2006	10:27:34	A----R	50,072	9E4F9059	CLD_BG_TOP.png	
07/18/2006	17:14:08	A----R	12,363	7022946F	CLD_BTN_CENTER.png	
07/19/2006	12:20:00	A----R	29,798	B4E9F26C	CLD_BTN_LEFT.png	
07/19/2006	12:20:00	A----R	29,716	31CB9878	CLD_BTN_RIGHT.png	
07/12/2006	14:03:56	A----R	13,678	43F61541	CLD_DENOM.png	
07/12/2006	14:03:56	A----R	78,642	A8C4FF33	CLD_FREESPIN.png	
07/18/2006	17:14:08	A----R	20,308	94535DE9	CLD_Help_Att.png	
07/18/2006	17:14:08	A----R	12,191	B019D1A5	CLD_Help_Back.png	
07/18/2006	17:14:08	A----R	343,372	262C607D	CLD_Help_BG.png	
07/18/2006	17:14:08	A----R	4,748	378BEA18	CLD_Help_Bonus.png	
07/18/2006	17:14:08	A----R	483	7CE04D86	CLD_Help_Dash.png	
07/18/2006	17:14:08	A----R	13,468	223FC5BC	CLD_Help_Exit.png	
07/18/2006	17:14:08	A----R	131,623	25FC38E1	CLD_Help_Lines.png	
07/18/2006	17:14:08	A----R	11,554	ECAFA699	CLD_Help_Next.png	
07/18/2006	17:14:08	A----R	9,260	3ED74CD7	CLD_Help_NF.png	
07/18/2006	17:14:08	A----R	444	9522295D	CLD_Help_Oval.png	
07/18/2006	17:14:08	A----R	64,867	F6DF0AD4	CLD_Help_Symbols.png	
07/18/2006	17:14:08	A----R	1,487	3828DB87	CLD_Help_X.png	
07/27/2006	11:55:10	A----R	3,292	110A8636	CLD_LCD_FONT.png	
07/12/2006	14:03:56	A----R	1,749	BEDC1B00	CLD_LCD_WINDOWS_A.png	
07/12/2006	14:03:56	A----R	3,385	8D3F5522	CLD_LCD_WINDOWS_B.png	
07/12/2006	13:59:50	A----R	36,169	77588332	CLD_LINE_BUBBLES.png	
07/12/2006	14:03:56	A----R	2,141	670ED0DD	CLD_LINE_ENDS.png	
07/12/2006	14:03:56	A----R	685	3A37933C	CLD_LINE_SLICES.png	
07/18/2006	17:14:08	A----R	6,500	F0C32601	CLD_NF_Blue.png	
07/18/2006	17:14:08	A----R	7,332	988BC93A	CLD_NF_Orange.png	
07/27/2006	11:10:28	A----R	12,077	ABF41A6C	CLD_NP_BG.png	
07/27/2006	11:10:28	A----R	6,369	9F8D032D	CLD_NP_BG_FONT.png	
10/24/2006	16:24:38	A----R	10,092	9FAAD47B	CLD_NP_BG_RESULT.png	
07/12/2006	14:03:56	A----R	13,903	5D9063A7	CLD_NUDGE_LEFT.png	
07/12/2006	14:03:56	A----R	14,826	659D895F	CLD_NUDGE_RIGHT.png	
07/27/2006	12:37:46	A----R	53,379	3E8401A7	CLD_PANEL_BACKGROUND.png	
01/15/2007	09:46:40	A----R	12,095	C7C8F7F4	CLD_PANEL_LABELS_NM_OH.png	
01/15/2007	09:46:40	A----R	106,735	7E8B8673	CLD_PANEL_NM_OH.png	

Page AP-3

Appendix

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FileCheck Signatures
NudgeMaster Version 4.3.2.10

January 30, 2007

07/18/2006	17:14:08	A----R	1,707	AE4167CD	CLD_Paytable_Bonus.png
07/18/2006	17:14:08	A----R	270	1AA7A008	CLD_Paytable_Dash.png
07/18/2006	17:14:08	A----R	4,234	E632B5F1	CLD_Paytable_Jackpot.png
07/18/2006	17:14:08	A----R	762	026852FA	CLD_Paytable_Light.png
01/16/2007	16:01:44	A----R	197,893	3B22E88F	CLD_PayTable_Static.png
07/18/2006	17:14:08	A----R	47,082	3734CD54	CLD_PayTable_Symbols.png
07/18/2006	17:14:08	A----R	691	9D701010	CLD_PayTable_X.png
07/19/2006	10:17:48	A----R	8,608	D1FBEB52	CLD_PLAYSPEED_STATIC.png
07/12/2006	13:59:50	A----R	6,814	E09F7CDC	CLD_PS_MINUS.png
07/12/2006	13:59:50	A----R	5,716	F0F5C399	CLD_PS_OFF.png
07/12/2006	13:59:50	A----R	5,895	0BA5B32D	CLD_PS_ON.png
07/12/2006	13:59:50	A----R	6,958	8897E7BA	CLD_PS_PLUS.png
07/19/2006	10:17:34	A----R	41,865	8BA01FF3	CLD_REEL_DIV.png
07/12/2006	13:59:50	A----R	50,031	A392120D	CLD_Symbol_Bear.png
07/12/2006	13:59:50	A----R	34,884	7C97603F	CLD_Symbol_Bonus.png
07/17/2006	17:06:56	A----R	134,042	1F7B07E4	CLD_Symbol_Cherry.png
07/17/2006	17:06:56	A----R	177,293	F2130B26	CLD_Symbol_Coin.png
07/12/2006	13:59:50	A----R	60,097	783CC056	CLD_Symbol_Igloo.png
07/12/2006	13:59:50	A----R	42,465	6125A1A4	CLD_Symbol_Kayak.png
07/12/2006	13:59:50	A----R	70,735	B6874F58	CLD_Symbol_MoneyBag.png
07/17/2006	17:06:56	A----R	88,507	CDA322EA	CLD_Symbol_Penguin.png
07/17/2006	17:06:56	A----R	193,183	27BD5668	CLD_Symbol_Penguin_Wild.png
07/19/2006	12:20:00	A----R	34,025	E08F8753	CLD_Symbol_Seven.png
07/12/2006	13:59:50	A----R	64,548	443F54A8	CLD_Symbol_Sled.png
07/17/2006	17:06:56	A----R	215,940	F165DCDD	CLD_Symbol_Snowflake.png
07/12/2006	13:59:50	A----R	63,446	55F02FDB	CLD_Symbol_Whale.png
07/19/2006	10:14:12	A----R	8,910	F73DA636	CLD_LABEL_TOUCH_TO_CHANGE.png
01/15/2007	09:46:42	A----R	52,489	5BC36820	ColdCash.gcd
09/05/2006	18:42:36	A--SHR	2,466	B3144E92	vssver2.scc

2,879,458 693AD963 68 files

f:\Resources\Cold Cash\Bonus

08/01/2006	14:05:02	A----R	53,612	B4E36BD5	CLD_Bonus_Bear.png
08/01/2006	14:46:14	A----R	1,941	CA5C161B	CLD_Bonus_BearHole.png
08/16/2006	16:42:34	A----R	320,472	1B0D5DC4	CLD_Bonus_BG.png
08/01/2006	14:14:06	A----R	16,274	482898E7	CLD_Bonus_Dog.png
08/16/2006	16:19:14	A----R	1,087	77DF565A	CLD_Bonus_DogHole.png
08/07/2006	11:42:26	A----R	37,112	D4F0EE8A	CLD_Bonus_Eskimo.png
08/01/2006	14:45:28	A----R	2,510	78CC2737	CLD_Bonus_EskimoHole.png
08/07/2006	12:47:54	A----R	17,674	2D548C9D	CLD_Bonus_FontLarge.png
08/07/2006	12:47:54	A----R	9,046	B965B1AB	CLD_Bonus_FontSmall.png
08/07/2006	11:42:26	A----R	1,787	19823D76	CLD_Bonus_MachineTemp.png
08/14/2006	15:30:14	A----R	1,014,798	C28088D9	CLD_Bonus_MCollect.png
08/14/2006	15:30:14	A----R	719,274	C705A14B	CLD_Bonus_MDrop.png
08/15/2006	15:33:50	A----R	269,426	637E5641	CLD_Bonus_MDropKeyed.png
08/01/2006	11:00:06	A----R	16,026	15A3243D	CLD_Bonus_MFunnel.png
08/14/2006	15:30:14	A----R	1,131,164	7B90C02D	CLD_Bonus_MJunk.png
08/15/2006	15:33:50	A----R	440,660	EECEF6DC	CLD_Bonus_MJunkKeyed.png
08/15/2006	15:33:50	A----R	70,957	84CA4335	CLD_Bonus_MSpinL1.png
08/15/2006	15:33:50	A----R	15,140	E1710CE6	CLD_Bonus_MSpinL2.png
08/15/2006	15:33:50	A----R	448,703	609B98B6	CLD_Bonus_MSpinL3.png
08/07/2006	11:42:26	A----R	44,242	394D8A20	CLD_Bonus_Penguin.png
08/01/2006	14:45:40	A----R	1,367	D80C3792	CLD_Bonus_PenguinHole.png
08/01/2006	14:40:14	A----R	16,533	7C2256CD	CLD_Bonus_PenguinReflection.png
08/07/2006	11:42:26	A----R	4,465	30E16435	CLD_Bonus_Thermometer.png

Page AP-4

Appendix

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FileCheck Signatures
NudgeMaster Version 4.3.2.10

January 30, 2007

08/01/2006	14:10:56	A----R	55,010	3FB8F0A0	CLD_Bonus_Walrus.png
08/01/2006	14:46:26	A----R	1,290	54F93FC0	CLD_Bonus_WalrusHole.png
08/14/2006	15:30:14	A----R	7,034	36848D21	CLD_Boot.png
08/14/2006	15:30:14	A----R	6,050	4B87D76F	CLD_Can.png
08/14/2006	15:30:14	A----R	5,351	A9A473E2	CLD_Coin.png
08/14/2006	15:30:14	A----R	9,343	A95C62F6	CLD_Crown.png
08/14/2006	15:30:14	A----R	5,967	BB57AA69	CLD_Diamond.png
08/14/2006	15:30:14	A----R	4,956	ADB711FA	CLD_Emerald.png
08/14/2006	15:30:14	A----R	5,377	E2DDB6A4	CLD_Fish.png
08/14/2006	15:30:14	A----R	4,294	2A3B2B50	CLD_GoldBar.png
08/14/2006	15:30:14	A----R	7,462	8ED37F1E	CLD_GoldCherry.png
08/07/2006	11:42:26	A----R	6,230	BFA41958	CLD_Money.png
08/14/2006	15:30:14	A----R	5,277	0AC01F92	CLD_PearlNecklace.png
08/14/2006	15:30:14	A----R	3,815	AE8EBF00	CLD_Ring.png
08/14/2006	15:30:14	A----R	4,620	11BAC6D3	CLD_Ruby.png
08/14/2006	15:30:14	A----R	4,468	D91D6930	CLD_Sapphire.png
01/16/2007	17:29:44	A-----	3,075	312448E3	CLD_Snowflakes.png
08/14/2006	15:30:14	A----R	8,660	302268A2	CLD_TreasureChest.png
08/14/2006	15:30:14	A----R	8,715	B8E99178	CLD_Trophy.png
08/14/2006	15:30:14	A----R	4,746	4F6DB36F	CLD_YellowGem.png
08/16/2006	16:22:52	A----R	28,706	6836DDC1	ColdCashBonus.gcd
01/19/2007	02:00:24	-D----			Sounds
09/05/2006	18:42:40	A--SHR	1,762	2E2E97DA	vssver2.scc

			4,846,478	FFD37F2C	45 files

f:\Resources\Cold Cash\Bonus\Sounds

11/28/2006	16:13:52	A-----	396,728	BE8F7798	cc_bonus_conclusion.ape
11/28/2006	16:13:54	A-----	1,086,228	2113E7D8	cc_bonus_entry.ape
11/28/2006	16:13:54	A-----	238,360	A87232DA	cc_fishing_loop.ape
11/28/2006	16:13:56	A-----	73,332	D3B21EA5	cc_machine_eject.ape
11/28/2006	16:13:56	A-----	231,518	1BDA616E	cc_machine_overload.ape
11/28/2006	16:13:56	A-----	283,228	72983889	cc_machine_prize.ape
11/28/2006	16:13:58	A-----	301,172	93E96263	cc_machine_trash.ape
11/28/2006	16:13:58	A-----	87,204	25FC6A15	cc_splash.ape
11/28/2006	16:13:58	A-----	79,220	A83242CE	cc_splash_02.ape
11/28/2006	16:14:00	A-----	51,064	1C1E02C6	cc_thermometer.ape
11/28/2006	16:08:18	A-----	559	2D7C4E05	ColdCashBonusSounds.amp
11/28/2006	16:14:00	A-----	20,600	98E7EED5	Prize Count.ape
11/28/2006	16:14:00	A-----	86,716	D5154FED	Prize Final.ape

			2,935,929	EEEE3575	13 files

f:\Resources\Common

05/31/2006	15:38:12	A-----	6,919	FDC28B02	060531_SC_NextPlayBG_A.png
06/01/2006	12:44:58	A-----	3,902	DEB2699A	060531_SC_NextPlayFontset_A.png
05/31/2006	16:30:12	A-----	4,249	BC485F5F	060531_TJMW_NextPlayBG_A.png
06/01/2006	12:42:06	A-----	4,015	7C913650	060531_TJMW_NextPlayFontset.png
06/05/2006	09:34:00	A----R	20,836	65097BC2	060605_NudgeIcons_Help_B.png
07/19/2005	19:14:54	A-----	160	911030FD	Blank.pcx
01/15/2007	09:46:48	A----R	5,381	C0A751A7	Common.gcd
06/02/2006	12:47:24	A-----	9,228	25853854	NudgeIcons.png
10/24/2006	16:23:48	A----R	10,050	D69841B5	SC_NP_BG_RESULT.png
10/24/2006	16:23:48	A----R	6,626	EB35FBB9	TJM_NP_BG_RESULT.png

			71,366	D6128BBD	10 files

FileCheck Signatures
NudgeMaster Version 4.3.2.10

January 30, 2007

f:\Resources\Fireworks

05/02/2003 06:55:00	A-----	1,309	5889B67C	A.png
05/02/2003 06:55:00	A-----	1,425	CEB51CD0	C.png
05/02/2003 06:58:00	A-----	492	84BAC11B	EP.png
05/02/2003 06:54:00	A-----	1,027	2AFEC03B	J.png
05/02/2003 06:55:00	A-----	1,482	C0F0C8AB	K.png
05/02/2003 06:55:00	A-----	1,522	54366A3E	O.png
05/02/2003 06:55:00	A-----	1,269	63978FF3	P.png
05/02/2003 06:56:00	A-----	953	0E53D17C	T.png

		9,479	79A57848	8 files

f:\Resources\Game Help

02/28/2004 11:53:12	A-----	15,007	C45008D5	HelpButtons.png

		15,007	737FB715	1 files

f:\Resources\Golden Sand Dollar

03/24/2004 13:05:00	A-----	124	4E281969	Default.Lines
01/16/2007 15:54:00	A----R	44,750	D1E43762	GoldenSandDollar.gcd
06/01/2006 17:06:54	A----R	9,876	4D65EEB2	GSD_NextPlay_Back.png
10/24/2006 16:24:52	A----R	11,166	521E2887	GSD_NextPlay_Back_Result.png
06/01/2006 17:06:30	A----R	5,260	9E779224	GSD_NextPlay_Font.png
01/19/2004 19:33:08	A-----	35,525	4542BF3C	MP GOLDEN SAND-DOLLAR ICONS.png
01/15/2007 09:46:50	A----R	269,840	6358D9F0	Preview SandDollar_NM_OH.png
04/15/2004 09:13:38	A-----	233	DF99A4AE	SandDollar.reel
07/08/2004 11:24:52	A----R	1,325,026	C8866381	SandDollarBonusFreezes.png
07/08/2004 11:24:54	A----R	921,448	280282EF	SandDollarHelp.png
01/12/2007 09:27:02	A----R	271,189	E2875DEB	SandDollarTopScreen_SS.png
01/15/2007 09:46:50	A----R	1,818,054	3DF1B39B	SANDOLLAR 00_NM_OH.png

		4,712,491	732ED2EC	12 files

f:\Resources\Misc

10/25/2006 16:49:48	A-----	656	5CD73CF9	LegalStatements.txt
10/25/2006 16:57:20	A-----	2,039	E2833A6B	PrinterStatements.txt

		2,695	7169F558	2 files

f:\Resources\PayTable

01/19/2007 01:58:48	-D----			3x5 Reels

		00000000		0 files

f:\Resources\PayTable\3x5 Reels

01/19/2007 01:59:00	-D----			Clover Cash
01/19/2007 01:58:48	-D----			Golden Sand Dollar

		00000000		0 files

f:\Resources\PayTable\3x5 Reels\Clover Cash

09/24/2004 09:56:00	A-----	517	C9CA3A1A	CC885.rate
09/24/2004 09:56:00	A-----	517	6C4DC357	CC902.rate
09/03/2004 12:50:30	A-----	517	E88AA92C	CC920.rate
10/01/2004 08:18:42	A-----	785,091	107CD619	CLC_885_1.qol
10/11/2004 12:18:14	A-----	739,633	137908E1	CLC_885_15.qol
10/11/2004 13:13:30	A-----	758,203	21D6E44C	CLC_885_24.qol

FileCheck Signatures
NudgeMaster Version 4.3.2.10

January 30, 2007

10/01/2004	15:08:38	A-----	781,518	50636E75	CLC_885_5.qol
10/11/2004	11:26:02	A-----	741,053	FF448FA6	CLC_885_9.qol
10/01/2004	08:15:38	A-----	789,691	E83E1A62	CLC_902_1.qol
09/24/2004	16:37:00	A-----	745,273	B5A8A0FF	CLC_902_15.qol
09/24/2004	17:50:10	A-----	761,603	8695E558	CLC_902_24.qol
09/24/2004	13:30:54	A-----	778,203	BF4E1155	CLC_902_5.qol
09/24/2004	15:14:06	A-----	747,008	3CB265AC	CLC_902_9.qol
09/04/2004	14:38:16	A-----	794,038	433E48E8	CLC_920_1.qol
09/04/2004	12:09:12	A-----	742,548	90D14965	CLC_920_15.qol
09/03/2004	14:55:42	A-----	764,003	5AF49B5E	CLC_920_24.qol
09/04/2004	12:35:16	A-----	779,278	3D5D09D0	CLC_920_5.qol
09/04/2004	12:28:46	A-----	765,003	E1E020B1	CLC_920_9.qol
11/03/2004	20:40:48	A-----	1,395	B390900A	PT_NM_CLC_01_9680.PAY
11/03/2004	20:40:52	A-----	1,394	BF961088	PT_NM_CLC_02_9490.pay
11/12/2004	15:16:16	A-----	1,394	C64646DD	PT_NM_CLC_03_9310.pay

11,477,880 9031553B 21 files

f:\Resources\PayTable\3x5 Reels\Golden Sand Dollar

07/02/2004	12:39:36	A-----	794,083	A71C0808	GSD_931_1.qol
07/02/2004	13:54:16	A-----	774,898	A6CB5378	GSD_931_15.qol
07/02/2004	14:12:10	A-----	735,723	78309FA4	GSD_931_24.qol
07/02/2004	12:57:46	A-----	765,608	3BA8B12B	GSD_931_5.qol
07/02/2004	13:27:06	A-----	769,473	23D2FE0C	GSD_931_9.qol
07/06/2004	10:08:12	A-----	791,873	7CEF4F53	GSD_952R_1.qol
07/07/2004	19:48:16	A-----	761,718	FDAF48DB	GSD_952R_15.qol
07/06/2004	13:55:52	A-----	757,343	56AC79CB	GSD_952R_24.qol
07/06/2004	10:26:16	A-----	762,513	09A6769E	GSD_952R_5.qol
07/06/2004	12:19:44	A-----	770,463	3E7184D4	GSD_952R_9.qol
11/03/2004	20:41:04	A-----	1,387	12457566	PT_NM_GSD_01_9503.PAY
11/03/2004	20:41:08	A-----	1,406	A1040283	PT_NM_GSD_02_9283.PAY
07/02/2004	12:16:00	A-----	550	4391655F	SD931.rate
07/02/2004	12:16:00	A-----	550	C6AE12B3	SD952r.rate

7,687,588 BD68CBAB 14 files

f:\Resources\Quantum Leap

01/12/2004	15:01:42	A-----	616,051	08DB8459	BankGothicFreezes.png
01/12/2004	15:01:42	A-----	8,113	63489C2A	LCD_FONT_2Freezes.png
01/12/2004	15:01:42	A-----	11,590	E0E89227	LCDFONT1Freezes.png
12/22/2004	11:49:46	A-----	2,056,122	BFEAFDEB	QUANTUM LEAP.png
01/15/2007	09:47:00	A----R	297,603	9114B561	QuantumLeapHelp_NM_ST.png

2,989,479 7466DBF7 5 files

f:\Resources\QuantumLeapBlack

08/07/2006	12:48:04	A----R	54,095	2ED4BEA7	CLD_Icon_NM.png
12/29/2004	15:10:14	A----R	54,933	AEE62A79	IconCLC-NM.png
12/29/2004	15:10:14	A----R	59,662	B4CD2511	IconGSD-NM.png
12/29/2004	15:10:14	A----R	58,112	FE608FCA	IconSC-NM.png
12/29/2004	15:10:14	A----R	60,999	413BE523	IconTJM-NM.png
12/20/2004	14:16:36	A-----	11,524	B17D7FE0	LCDFONT1Freezes.png
10/13/2006	13:33:30	A----R	1,121	5EC19AD2	QLB_PrintVoucher.png
01/15/2007	09:47:02	A----R	1,397	B609299B	QuantumLeapBlack.gcd
01/15/2007	09:47:02	A----R	150,874	8126EA13	QuantumLeapBlack_NM_OH.png

452,717 2E7F460B 9 files

FileCheck Signatures
NudgeMaster Version 4.3.2.10

January 30, 2007

```
f:\Resources\ScreenSaver
08/14/2003 10:45:18 A----- 741,977 6237BB27 ScreenSaverGraphics.png
-----
741,977 9F5D181B 1 files
```

```
f:\Resources\Scripts
11/08/2006 20:28:14 A----- 287 3BA27C77 Common.cbs
11/08/2006 20:30:46 A----- 624 DEAC636D Hardware.cbs
04/07/2006 15:31:54 A----- 963 80E2B023 Hardware_Arcom.cbs
04/07/2006 15:31:50 A----- 957 AD3056AB Hardware_MII.cbs
07/18/2006 16:16:50 A----- 1,720 8141A839 IntegrityCheck.cbs
11/09/2004 16:51:56 A----- 3,548 42D67771 PayTableList.cbs
02/26/2004 11:35:50 A----- 1,999 683AAC74 SystemInit.bak
11/28/2006 16:59:26 A----- 2,176 D18DA14B SystemInit_NM.cbs
11/27/2006 18:38:24 A----- 943 639D5704 SystemInit_PT.cbs
11/27/2006 18:38:14 A----- 2,541 D23D6C24 SystemInit_QS.cbs
-----
15,758 D723270D 10 files
```

```
f:\Resources\SharedSounds
01/16/2007 13:21:24 A----R 112,136 269A9AD1 200+win.ape
01/16/2007 13:21:24 A----R 169,884 0942F1B5 3XWINNER.ape
01/16/2007 13:21:24 A----R 112,068 38979AFD 9XWIN.ape
01/16/2007 13:21:24 A----R 211,668 100CBE8A 9XWIN2.ape
01/19/2007 01:58:34 -D---- Advertise
01/16/2007 13:21:24 A----R 47,064 AAF96C75 Apex_Bill_In.ape
01/16/2007 13:21:24 A----R 193,256 F3B0974B Apex_Cashout_3.ape
01/16/2007 13:21:24 A----R 8,560 92F1BB50 Apex_Clear_Option.ape
01/16/2007 13:21:24 A----R 52,112 661030FE Apex_Default_Hit.ape
01/16/2007 13:21:24 A----R 3,764 8A5E61A0 Apex_Default_Keypad.ape
01/16/2007 13:21:24 A----R 77,860 E6A023CB Apex_Default_Wipe_Card.ape
01/16/2007 13:21:24 A----R 99,828 FD0B83AB Apex_Exit_Game.ape
01/16/2007 13:21:24 A----R 9,048 EC60908E Apex_Set_Option.ape
01/16/2007 13:21:24 A----R 1,568 D68063E8 Apex_Single_Toggle.ape
01/16/2007 13:21:24 A----R 28,960 008DD5E5 Arrowdown.ape
01/16/2007 13:21:24 A----R 46,204 B7113AAB Arrowup.ape
01/16/2007 13:21:24 A----R 23,936 8481C974 B1LOW.ape
01/16/2007 13:21:24 A----R 17,856 6EEFAA29 B2LOW.ape
01/16/2007 13:21:24 A----R 19,456 14B37F50 B3LOW.ape
01/16/2007 13:21:24 A----R 21,988 F20F6753 B4LOW.ape
01/16/2007 13:21:24 A----R 21,604 78D669A7 B5LOW.ape
01/16/2007 13:21:26 A----R 19,980 283AF047 B6LOW.ape
01/16/2007 13:21:26 A----R 21,652 86D09608 B7LOW.ape
01/16/2007 13:21:26 A----R 313,748 A318E732 backgroundgarbagebonus.ape
01/16/2007 13:21:26 A----R 13,934 ED2A4AD9 BClick.ape
01/16/2007 13:21:26 A----R 96,604 1ECC6D87 bdrop1.ape
01/16/2007 13:21:26 A----R 292,912 B92E6663 bdrop2.ape
01/16/2007 13:21:26 A----R 147,844 D54C1CD7 Bell_Sound_1.ape
01/16/2007 13:21:26 A----R 55,376 DC4F57EC BETDOWN.ape
01/16/2007 13:21:26 A----R 76,144 18E983A5 BETUP.ape
01/16/2007 13:21:26 A----R 39,504 484D36AB Blow.ape
01/16/2007 13:21:26 A----R 20,084 364C55EB bonusCollect.ape
01/16/2007 13:21:26 A----R 48,112 79BC78C1 bonusconclusion.ape
01/16/2007 13:21:26 A----R 350,540 2DF2207F BonusStart.ape
01/16/2007 13:21:26 A----R 147,880 EEB76573 BONUSWIN.ape
```

FileCheck Signatures
NudgeMaster Version 4.3.2.10

January 30, 2007

01/16/2007	13:21:26	A----R	13,472	18B89CB6	Bounce.ape
01/16/2007	13:21:26	A----R	196,552	349AA9DD	BrassHit Intro.ape
01/16/2007	13:21:26	A----R	1,360	70DBA5A7	Button23.ape
01/16/2007	13:21:26	A----R	39,444	9A0DDF73	Button3.ape
01/16/2007	13:21:26	A----R	14,252	BE70D926	BW1SPACE.ape
01/16/2007	13:21:26	A----R	415,192	0796FAE1	callattendant3.ape
01/16/2007	13:21:26	A----R	70,488	CF6BE001	cancelbutton.ape
01/16/2007	13:21:26	A----R	16,228	DA65495A	CardDeal Continued.ape
01/16/2007	13:21:26	A----R	78,776	B6209AFF	carddrop1.ape
01/16/2007	13:21:26	A----R	33,588	98E0EB26	Cardfill11.ape
01/16/2007	13:21:26	A----R	9,748	9CC85D0C	CARDFLIP.ape
01/16/2007	13:21:26	A----R	12,432	BB6304DF	CardOff.ape
01/16/2007	13:21:26	A----R	10,328	B298DEA5	cardoffscrn1.ape
01/16/2007	13:21:26	A----R	101,584	484D6688	CARDON1X.ape
01/16/2007	13:21:26	A----R	48,672	B10C2C94	cardonall.ape
01/16/2007	13:21:26	A----R	10,022	D2B6EE6C	cardonscrn1.ape
01/16/2007	13:21:26	A----R	42,240	50CE1FD7	cardopen1.ape
01/16/2007	13:21:26	A----R	291,232	E4D68A59	cardopen2.ape
01/16/2007	13:21:26	A----R	21,764	199D4EF7	cardopen3.ape
01/16/2007	13:21:26	A----R	14,820	152C0BDF	cash in BA.ape
01/16/2007	13:21:26	A----R	79,740	2A8EC665	CashChing.ape
01/16/2007	13:21:26	A----R	179,648	F5CE79E5	Cashout3.ape
01/16/2007	13:21:26	A----R	38,468	D64C2A7A	cc_bonus_symbol.ape
01/16/2007	13:21:26	A----R	465,436	B90681A3	cc_game_theme.ape
01/16/2007	13:21:26	A----R	28,486	B216F210	cc_reel_lock.ape
01/16/2007	13:21:26	A----R	537,978	9870EC95	cc_reel_spin_01.ape
01/16/2007	13:21:26	A----R	540,682	2D1D19CA	cc_reel_spin_02.ape
01/16/2007	13:21:26	A----R	529,978	1E20A1E1	cc_reel_spin_03.ape
01/16/2007	13:21:26	A----R	527,978	0D7C8C52	cc_reel_spin_04.ape
01/16/2007	13:21:26	A----R	39,896	6FAAD906	cc_scatter_symbol.ape
01/16/2007	13:21:26	A----R	378,968	FB330F49	cc_scatter_win.ape
01/16/2007	13:21:26	A----R	512,228	54409B14	cc_win_hi.ape
01/16/2007	13:21:28	A----R	295,312	684BBF3A	cc_win_low.ape
01/16/2007	13:21:26	A----R	25,644	2318AD61	cd1.ape
01/16/2007	13:21:28	A----R	370,920	B4768A2C	cd2.ape
01/16/2007	13:21:28	A----R	5,960	F009F5A6	CDeal.ape
01/16/2007	13:21:28	A----R	304	4DFB4EEB	Clover Bonus Sounds.amp
01/16/2007	13:21:28	A----R	1,217	55FA12DA	Clover Sounds.amp
01/16/2007	13:21:28	A----R	167,974	7903B033	CloverCash_DoubleWin.ape
01/16/2007	13:21:28	A----R	578,788	E351A615	CloverCash_FreeSpin_v2.ape
01/16/2007	13:21:28	A----R	455,532	2EA7160A	CloverCash_Intro.ape
01/16/2007	13:21:28	A----R	73,508	E905F055	CloverCash_Line.ape
01/16/2007	13:21:28	A----R	163,208	49E0215E	CloverCash_LowWin.ape
01/16/2007	13:21:28	A----R	596,840	C6D7BF37	CloverCash_Reel1_v2.ape
01/16/2007	13:21:28	A----R	578,916	625E250C	CloverCash_Reel2_v2.ape
01/16/2007	13:21:28	A----R	589,148	E9131FE0	CloverCash_Reel3_v2.ape
01/16/2007	13:21:28	A----R	626,072	9365BE52	CloverCash_Reel4_v2.ape
01/16/2007	13:21:28	A----R	36,024	4623BA39	CloverCash_ReelStop.ape
01/16/2007	13:21:28	A----R	22,428	0FD94543	Coin Flip Credit.ape
01/16/2007	13:21:28	A----R	43,860	9B92CA07	Coin Flip Start.ape
01/16/2007	13:21:28	A----R	962	65F69A4F	ColdCashSounds.amp
01/16/2007	13:21:28	A----R	68,768	433843E3	Credit Brass.ape
01/16/2007	13:21:28	A----R	30,602	5F547521	Credit Up Final.ape
01/16/2007	13:21:28	A----R	69,204	D25705A9	Credit Up.ape
01/16/2007	13:21:28	A----R	11,780	F81797EF	creditup1.ape
01/16/2007	13:21:28	A----R	31,036	57CE4B46	dbutton1.ape

FileCheck Signatures
NudgeMaster Version 4.3.2.10

January 30, 2007

01/16/2007	13:21:28	A----R	6,596	4DCDDA7F	DEFAULT.ape
01/16/2007	13:21:28	A----R	101,536	42827D7B	DenomChange.ape
01/16/2007	13:21:28	A----R	6,924	91F02B1C	DownBtn.ape
01/16/2007	13:21:28	A----R	9,180	11F59703	Endball1.ape
01/16/2007	13:21:28	A----R	9,852	6BDFA8A5	ENDBALL2.ape
01/16/2007	13:21:28	A----R	13,832	5343772D	ENDBALL3.ape
01/16/2007	13:21:28	A----R	11,536	7CF6B7FB	ENDBALL4.ape
01/16/2007	13:21:28	A----R	11,056	4A6FBD29	ENDBALL5.ape
01/16/2007	13:21:28	A----R	12,436	742E1E7A	ENDBALL6.ape
01/16/2007	13:21:28	A----R	12,712	E0257D06	ENDBALL7.ape
01/16/2007	13:21:28	A----R	84,988	41ABE430	Enter Cards.ape
01/16/2007	13:21:28	A----R	82	BD7B8486	ErrorModuleSounds.amp
01/16/2007	13:21:28	A----R	33,348	63E5431D	Exit Balls.ape
01/16/2007	13:21:28	A----R	10,012	E554A81D	Exit Cards.ape
01/16/2007	13:21:28	A----R	83,608	63CA8A7E	Explosion.ape
01/16/2007	13:21:28	A----R	18,228	5705FAAC	fastcredit.ape
01/16/2007	13:21:28	A----R	35,236	A9DFE7D5	FireEffect.ape
01/16/2007	13:21:28	A----R	227,892	A2B3E7BB	FLOATING.ape
01/16/2007	13:21:28	A----R	540,800	96C5B738	FunMusic.ape
01/16/2007	13:21:28	A----R	11,248	531FBC62	Gamebutton.ape
01/16/2007	13:21:28	A----R	41,404	193E37AF	garbageCrate.ape
01/16/2007	13:21:28	A----R	55,616	02572351	HELPEXIT.ape
01/16/2007	13:21:28	A----R	101,108	E506BD8D	helpscreenup.ape
01/16/2007	13:21:28	A----R	177,588	56A97589	Jellyfishbubblerelease.ape
01/16/2007	13:21:28	A----R	72,868	46C7B064	Joker 1.ape
01/16/2007	13:21:28	A----R	61,568	EBF5C640	Joker 2.ape
01/16/2007	13:21:28	A----R	68,968	68F1BAC3	Joker 3.ape
01/16/2007	13:21:28	A----R	117,008	8B30ED34	JPfireworks.ape
01/16/2007	13:21:28	A----R	65,852	4859F680	JPtillGRNKEY.ape
01/16/2007	13:21:28	A----R	39,808	62CBD6DD	keno ball drop.ape
01/16/2007	13:21:28	A----R	23,772	F21E1D04	keypadbutton.ape
01/16/2007	13:21:28	A----R	105,104	43CB6819	KEYPADUP.ape
01/16/2007	13:21:28	A----R	246,600	8BBD8815	lastbnswheelsspace.ape
01/16/2007	13:21:28	A----R	13,752	BFF4C584	Light Card Deal.ape
01/16/2007	13:21:28	A----R	95,112	3FD1254A	lowerlevelwin.ape
01/16/2007	13:21:28	A----R	20,500	2656E0C6	messagebox.ape
01/16/2007	13:21:28	A----R	220,076	CD9D6BF0	multiballmatch.ape
01/16/2007	13:21:28	A----R	169,792	1A76FDDD	multiplierdisplay1.ape
01/16/2007	13:21:28	A----R	2,344	91608BF0	numberpick.ape
01/16/2007	13:21:28	A----R	13,564	5D1333FB	numberpick2.ape
01/16/2007	13:21:28	A----R	14,896	4980383D	OKbutton.ape
01/16/2007	13:21:28	A----R	68,404	9604119B	OMF3.ape
01/16/2007	13:21:28	A----R	299	50089F3E	OperatorMenuSounds.amp
01/16/2007	13:21:28	A----R	47,224	046FB273	Paytable Open.ape
01/16/2007	13:21:28	A----R	31,420	D37C83BC	pickmatch1.ape
01/16/2007	13:21:28	A----R	10,508	435664A2	play button.ape
01/16/2007	13:21:28	A----R	85,892	E3E00C90	play&autoplaybutton.ape
01/16/2007	13:21:28	A----R	4,376	D98A8D1B	Pop.ape
01/16/2007	13:21:28	A----R	105,788	4175EA78	powerballmatch1.ape
01/16/2007	13:21:28	A----R	40,512	DA8B0E6B	pwrballout.ape
01/16/2007	13:21:28	A----R	161	B70DC1ED	QSSounds.amp
01/16/2007	13:21:28	A----R	214	E614440E	QuantumLeapBlackSounds.amp
01/16/2007	13:21:28	A----R	146	8E18B7D9	QuantumLeapSounds.amp
01/16/2007	13:21:28	A----R	12,390	404DE50D	QuickPick Land.ape
01/16/2007	13:21:28	A----R	3,048	240F1D44	QuickPick Move.ape
01/16/2007	13:21:28	A----R	178,808	1D1A6BD1	quickpickall.ape

FileCheck Signatures
NudgeMaster Version 4.3.2.10

January 30, 2007

01/16/2007	13:21:28	A----R	74,748	8E08690E	raisebet1.ape
01/16/2007	13:21:28	A----R	40,108	57AA82D9	Redkeybutton.ape
01/16/2007	13:21:28	A----R	107,100	E624FD01	reell1stopwithmulti.ape
01/16/2007	13:21:28	A----R	125,936	DECAC5DC	reel2stopwithmulti.ape
01/16/2007	13:21:28	A----R	164,544	131EAAFA	reel3stopwithmulti.ape
01/16/2007	13:21:28	A----R	9,288	7BBF4405	reellock1.ape
01/16/2007	13:21:28	A----R	310,676	8281FDB3	ReelSpin Tropical 0.ape
01/16/2007	13:21:28	A----R	291,504	AB9D3CD2	ReelSpin Tropical 1.ape
01/16/2007	13:21:28	A----R	265,916	3E77FD7C	ReelSpin Tropical 2.ape
01/16/2007	13:21:28	A----R	232,376	4D4FD6BE	ReelSpin Tropical 3.ape
01/16/2007	13:21:28	A----R	148,640	1588CD64	reelspin04.ape
01/16/2007	13:21:28	A----R	91,076	B312C3B5	reelspin1.ape
01/16/2007	13:21:28	A----R	12,960	E1CFB29E	reelstop.ape
01/16/2007	13:21:28	A----R	152,636	AC889D28	REGWIN1.ape
01/16/2007	13:21:28	A----R	2,692	EAB83BB8	Remove pick.ape
01/16/2007	13:21:28	A----R	6,468	72D304ED	removepick2.ape
01/16/2007	13:21:28	A----R	26,756	97C36267	Robotic1.ape
01/16/2007	13:21:28	A----R	67,584	875E6DFF	Robotic2.ape
01/16/2007	13:21:28	A----R	50,976	39D529C0	SandDollar Hole.ape
01/16/2007	13:21:28	A----R	1,064,416	9FB13C1C	sanddollarbonus.ape
01/16/2007	13:21:28	A----R	963	95A142E7	SandDollarSounds.amp
01/16/2007	13:21:28	A----R	10,060	A35938FF	sanddollereronreell.ape
01/16/2007	13:21:28	A----R	62,348	AEB9C887	SClogoMULTIWIN.ape
01/16/2007	13:21:28	A----R	306	D5CCE4DB	SDB Jellyfish Sounds.amp
01/16/2007	13:21:28	A----R	328	C479E7A2	SDB SandDollar Sounds.amp
01/16/2007	13:21:30	A----R	328	EE3F3978	SDB Trash Sounds.amp
01/16/2007	13:21:30	A----R	13,888	0CDFA025	selection.ape
01/16/2007	13:21:30	A----R	15,208	9CB7F9E7	singleballdrop.ape
01/16/2007	13:21:30	A----R	68,768	433843E3	sound (196).ape
01/16/2007	13:21:30	A----R	76,700	0BB81E6F	sound (24).ape
01/16/2007	13:21:30	A----R	45,776	987DA460	sound (240).ape
01/16/2007	13:21:30	A----R	162,196	85CD7213	sound (35).ape
01/16/2007	13:21:30	A----R	77,888	88974E1E	sound (436).ape
01/16/2007	13:21:30	A----R	51,500	E96262FB	sound (63).ape
01/16/2007	13:21:30	A----R	15,200	B9DDAEBD	SPEED1.ape
01/16/2007	13:21:30	A----R	16,236	93F9AE49	SPEED2.ape
01/16/2007	13:21:30	A----R	1,517	AC090E29	SplashCashSounds.amp
01/16/2007	13:21:30	A----R	44,940	D628881D	Sprinkle.ape
01/16/2007	13:21:30	A----R	26,624	23B7748E	spsymbol.ape
01/16/2007	13:21:30	A----R	36,220	D344C7E7	Stand.ape
01/16/2007	13:21:30	A----R	70,788	4512EF4E	Swish.ape
01/16/2007	13:21:30	A----R	743	41FEB58D	System Sounds.amp
01/16/2007	13:21:30	A----R	295,424	7D986108	toptwotierwinner.ape
01/16/2007	13:21:30	A----R	351,876	E909D586	Track15.ape
01/16/2007	13:21:30	A----R	22,656	EB4808B9	Trash Collect.ape
01/16/2007	13:21:30	A----R	1,262	D3B0D002	TripleJokerSounds2.amp
01/16/2007	13:21:30	A----R	104,012	3D688FB6	UHOH.ape
01/16/2007	13:21:30	A----R	8,216	8D020357	UpBtn.ape
01/16/2007	13:21:30	A----R	36,564	F4D076A5	VAULT1.ape
01/16/2007	13:21:30	A----R	43,260	440DF9AA	VAULT2.ape
01/16/2007	13:21:30	A--SHR	6,729	E587A77A	vssver2.scc
01/16/2007	13:21:30	A----R	200,222	9F7C52AE	Win High.ape
01/16/2007	13:21:30	A----R	58,892	0321410E	Win Jackpot.ape
01/16/2007	13:21:30	A----R	171,884	0798E313	WINCARD1.ape
01/16/2007	13:21:30	A----R	21,560	417038AE	wincredit.ape
01/16/2007	13:21:30	A----R	93,524	39D1FF07	winning play.ape

Page AP-11

Appendix

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FileCheck Signatures
NudgeMaster Version 4.3.2.10

January 30, 2007

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01/16/2007 13:21:30 A----R      154,480 89EE7852 WinningCard.ape
01/16/2007 13:21:30 A----R       15,176 E68626AD wipecard1.ape
01/16/2007 13:21:30 A----R      45,236 28A50627 wipecard2.ape
01/16/2007 13:21:30 A----R     369,916 47A5FA73 WTFX Mix.ape
01/16/2007 13:21:30 A----R      89,952 5E15F6BA Zero.ape
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22,762,179 2E1AA2B9 207 files
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f:\Resources\SharedSounds\Advertise

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01/16/2007 13:21:30 A----R      159,900 55B7122F JPHIT.ape
01/16/2007 13:21:30 A----R      655,744 58988B1C MoneyLoop.ape
01/16/2007 13:21:32 A--SHR        137 8C85287C vssver2.scc
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815,781 D04F1B74 3 files
```

f:\Resources\Splash Cash

```
11/22/2004 11:52:28 A----R      970,224 C8E39C42 Bubble_Animation.png
02/20/2004 15:10:12 A-----       69,169 903DFE16 MESSAGE BOX FONTS.png
02/24/2004 20:11:24 A-----      32,718 5D2D74ED MP SPLASH CASH ICONS.png
08/04/2004 08:25:28 A----R      47,395 D8321C3C NUDGE MASTER 00.png
01/15/2007 09:47:34 A----R     195,418 4C87B55C Preview SplashCash_NM_OH.png
12/20/2006 17:12:32 A-----       476 A4E22AB4 SC.MWT
01/15/2007 10:45:06 A----R     939,125 ADA68F87 SC_QS_PayTable_Pure.png
01/15/2007 09:47:34 A----R     149,835 F15EDA18 spach cash respin.png
12/29/2004 16:25:30 A-----     999,667 4AEF8DF9 SPLASH BLAST 00 MODIF.png
12/30/2004 12:35:30 A----R     108,549 20AD4E46 SPLASH BLAST HELP.png
01/15/2007 09:47:34 A----R   3,172,909 6204979E SPLASH CASH 00 MODIF_NM_OH.png
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6,685,485 DBA563E1 11 files
```

f:\Resources\TripleJokerMulti

```
01/16/2007 16:45:14 A----R      105,999 0C30132F HELP NUDGE MULTI WIN tiple joker.png
03/17/2004 16:12:08 A-----       35,050 49411D50 MP MULTI WIN TRIPLE JOKER ICONS.png
01/15/2007 09:47:36 A----R   1,512,523 B74A9FD6 MULTI WIN TRIPLE JOKER GAME MODIF_NM_OH.png
03/20/2003 11:33:00 A-----       59,317 9D85158A MultiWinFont2027.png
01/15/2007 09:47:36 A----R     107,645 7890C9B7 MWtriplejoker respin.png
01/15/2007 09:47:36 A----R     118,060 A8A08969 Preview TJ Respin_NM_OH.png
12/20/2006 17:01:08 A-----       276 537B4261 TJM.MWT
01/15/2007 10:45:14 A----R     613,035 FF468D61 TJM_QS_PayTable_Pure.png
```

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2,551,905 D15ABF61 8 files
```