



STATE OF WASHINGTON
GAMBLING COMMISSION

"Protect the Public by Ensuring that Gambling is Legal and Honest"

November 14, 2016

Mr. Kyle Berger
Betson Enterprises West
5660 Knott Avenue
Buena Park, CA 90621

Re: Sonic Blast Ball

Dear Mr. Berger,

Thank you for submitting the Sonic Blast Ball amusement game, distributed by Sega Amusements International and manufactured by Komuse Co., to us for review. We have completed our review.

It is my understanding the game plays as follows:

The player presses a button to time the drop of a ball through obstacles. The player wins the number of tickets displayed in the spot where the ball lands. If the player times the ball to go through the bonus zone hole, a wheel on the game with different prize values posted on it, starts to spin. The player then presses a button to stop the wheel and wins the number of tickets displayed on the section where they stop the wheel. The bonus is awarded if a player successfully stops the wheel on the bonus section.

The Sonic Blast Ball amusement game meets the definition of an amusement game (RCW 9.46.0201) and is approved for use as a Group 5 Hand/Eye Coordination (WAC 230-13-035) amusement game in Washington State.

Please be advised that any modifications to the Sonic Blast Ball amusement game software or associated equipment must be provided to us for additional testing and review. In addition, amusement games operated in Washington must not have settings that allow the operator to control the outcome of the game (auto percentaging). The approval of this equipment may be rescinded at any time if problems are found by the Commission or changes to the Washington Administrative Code (WAC) impact this approval. If you have any questions or concerns, please contact Sonja Dolson at (425) 277-7026.

Sincerely,

Josh Stueckle
Agent in Charge, Regulation Unit