

## 1.0 GROSS GAMING REVENUE - DEFINITIONS

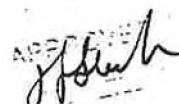
1.01 Gross Gaming Revenue - means the total of all sums, including cheques and other negotiable instruments whether collected or not, received in any period by **Crown** from the conduct or playing of games within the Casino less the total of all sums paid out as winnings during that period in respect of such conduct or playing of games.

**Gross Gaming Revenue is divided into Commission Based Player Revenue and General Gaming Revenue.**

**Commission Based Player Revenue refers to revenue earned from players involved in Junkets and Premium Player Programmes who receive commission based on their level of play.**

**General Revenue refers to all other gaming revenue.**

- 1.02 In calculating the value of prizes paid or awarded during the month, the amount paid out in redemption of gaming chips will be taken into account regardless of when they were purchased or won, but the value of gaming chips purchased or won will not be taken into account unless they were redeemed.
- 1.03 Crown will include as winnings to its patrons any prize paid out to its patrons based on the level of play and in accordance with the rules of the game.
- 1.04 Prizes include specific prizes designed to increase gaming revenue by improving the pay back to players within the parameters of the rules of the game and theoretical hold percentages defined by the Act. Such prizes include:
- a. Progressive jackpots of value (i.e. cars, motor cycles, etc.); and
  - b. Initial progressive jackpots offered.

A handwritten signature in black ink is written over a circular stamp. The stamp contains the word "APPROVED" in a circular arrangement. The signature appears to be "J. Smith".

## **2.2 GAMING MACHINE REVENUE**

**2.2.1** Gross Gaming Revenue will be calculated by the DACOM 6000 Electronic Monitoring System using, but not limited to, the EGM Revenue Report. Revenue shall equal Turnover less Game Wins less Jackpot Startouts less Variable Prize Jackpot Increments less Fixed Prize Jackpot Increments less Bonus Jackpots. The calculation incorporates the following figures, in respect of the period for which Gaming Machine revenue is calculated:

### **2.2.2 Turnover**

The monetary amount wagered via game play over the period.

### **2.2.3 Game Wins**

The monetary amount of credits won, during the period, as outcomes of the base game excluding mystery jackpots, linked progressive jackpots, standalone progressive jackpots and bonus jackpot payments.

### **2.2.4 Jackpot Startouts**

Aggregate base startouts for all jackpots won during the period.

### **2.2.5 Variable Prize Jackpot Increments**

The aggregate contribution, during the period, of gaming machine turnover to all variable prize jackpot pools.

### **2.2.6 Fixed Prize Jackpot Increments**

The aggregate contribution, during the period, of gaming machine turnover to all fixed prize jackpot pools. The contribution has a statistical expectation of being equivalent to the value of prizes won from the pool over time (ie the statistical expectation is that the pool will have, on average, a zero balance).

### **2.2.7 Bonus Jackpots**

The amount of bonus jackpots paid to machines (NB. Bonus jackpots, as defined in the Game Rules, do not include mystery or progressive jackpots).

### **2.2.8 Gaming Machine Data Adjustment**

An adjustment made by the Gaming Machine Department at Crown, as a result of the Gaming Machine Business Analyst being satisfied that the DACOM 6000 information for a gaming machine is incomplete or in error.

The adjustment is to be made on the 'Gaming Machine Data Adjustment' Slip and signed by the Gaming Machine Business Analyst and the computer analyst programmer.