



Playing Guidelines - HHR

1 What is Historical Horse Racing?

Historical Horse Racing (HHR) is a pari-mutuel system of wagering known as Historical Race Wagering (HRW), in which the game uses historical racing data in a centralized database to determine the outcome of a wager. So, instead of using a built-in random number generator (RNG) to determine the game outcomes, a subset of this historical data is retrieved centrally at random for the player to bet upon. The races are presented in such a way that players cannot view horse race data or identifying features until a wager is placed and consumed.

2 How to play Historical Horse Racing?

Players must complete the wagering process to play HHR. This entails a number of steps, all of which are clearly displayed on the HHR terminals themselves. The wagering process is completed as follows:

- Player adds credits by inserting cash or a voucher into the bill acceptor of the HHR terminal.
- Player selects a wagering amount or accepts the default.
- Player can use the same credit on the current game or switch game.
- The HHR terminal will receive the race information on which to bet.
- The player can accept the 'favourite' selection order or change the prediction of the races.
- When the player places the bet, a PLAY message is sent to the central system.
- Once the PLAY message is received by the central system, the final wager and the predicted outcome are stored for auditing.
- The wager outcome is determined by the results of the historical horse races that were chosen for the wager and the resulting prize is sent from the system to the gaming terminal.
- The HHR terminal displays the graphical representation of the finish line of the historical races and the result of the wager in a graphical slot-type manner.
- The HHR terminal now reveals which predictions were guessed and which not.
- It also reveals all info about the races, and the player has an option to see this info or watch a replay of the respective races.
- The player can either press 'HANDICAP NEXT RACE' to load new races or place a new bet with default favourite selections.
- Alternatively, the player can quit, switch game, or restart the process by selecting a wager amount.
- Pressing the 'Cash Out' button will print voucher(s) with the remaining credits. Promotional credits are printed on a separate voucher than actual credits. Each voucher has an expire date and can be used in any HHR terminal within that period

in the same premises it was issued. Alternatively, it can be cashed at a Cash Redemption Terminal or at the counter.

3 How do you start a game?

Initial play requires multiple-button pushes but then requires single button-push for all subsequent plays. The system provides the means for placing wagers on historical racing events using a variety of gaming terminals. The gaming terminal is responsible for providing cash handling functions, entertaining displays and wagering options.

4 What is the cost of a single HHR game?

The stake of a single HHR game starts from a minimum bet of €0.20, while the maximum bet for a single HHR varies depending on the specific game title.

5 What is the overall Return to Player (RTP) for HHR games?

HHR games are configured with an RTP of no less than 92%. The RTP is the overall theoretical proportion of all wagers that HHR games are designed to return on average to players. The RTP percentage does not influence individual outcomes.

6 Can players win jackpots when playing HHR games?

Yes, players can win jackpots when playing HHR games. There are 2 types of jackpots that can be won when playing HHR games. Players can win a stand-alone progressive jackpot which is the jackpot built up only by bets placed on that specific machine. Players can also win local progressive jackpot which is the jackpot built by bets placed on any of the linked gaming terminals. When a jackpot is won, the payout is paid as a lump sum and the size of the jackpot is duly reset.

7 Player Interface:

Whilst accepting the recommended finishing order allows for faster game play, the interface is designed to be familiar and easy to use with drag and drop functionality.

Key elements of the player interface are:

- Race interface button – This button is located on the side of the game screen with the words Race Info or Select Picks depending on the game state. The player only needs to expand the race interface if they want to change the recommended finishing order.
- Help button – The Help (?) button provides quick access to game rules and the mapping of race finishes to payouts and is located on the side of the screen with the Select Picks button. Help is also available in the expanded race display.
- Race Match Summary Graphic – In the collapsed view where the entertaining display is viewed full screen, a small, animated grid shows which positions match for each play. See Figure 1.

In the expanded view, the full set of race results are shown. See Figure 2.

- Race depictions – Depictions of all races are displayed to the player during the result display. The race depictions display the final few seconds of the race including the winning racer crossing the finish line. See figure 3.

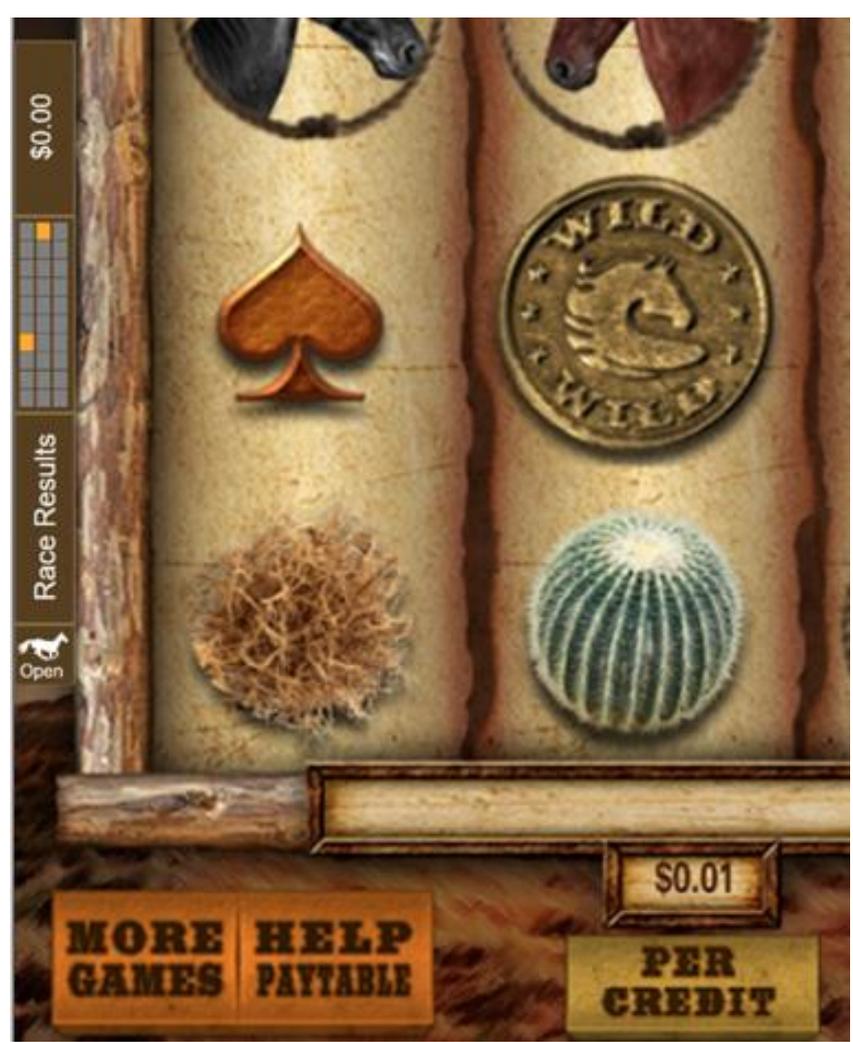


Figure 1: Collapsed grid shows positions for each play

WIN UP TO

The Results are in!
You bet \$12.00 and have 5 correct picks.

Race 1	Race 2	Race 3
4 ^x	1 ^x	9 [✓]
8 ^x	4 ^x	5 ^x
5 ^x	6 ^x	8 ^x
6 ^x	10 ^x	3 ^x
2 ^x	2 ^x	2 ^x
10 ^x	9 ^x	4 [✓]
1 ^x	8 [✓]	1 [✓]
7 ^x	3 ^x	6 ^x
9 ^x	5 ^x	7 ^x
3 ^x	7 ^x	10 [✓]

GameID: ce86d908-6c93-fc91-f20e-830c6c00050d

Figure 2: The full set of race results

Location: FINGER LAKES
Date: April 30, 2010
Race Number: 5
ID: 175726

Location: MOUNTAINEER CASINO RACETRACK & RESORT
Date: December 16, 2008
Race Number: 7
ID: 173454

Location: HOOSIER PARK
Date: October 30, 2004
Race Number: 12
ID: 155951

Max Wager Payout: \$16,824.00

KLONDIKE 1896

Figure 3: The race depictions display

7.1 Viewing Race Statistics:

In advance of play, the player may choose to view additional information about the race by selecting the Win Stats button below the pre-race recommended finishing order. Players may view:

- Post Position Win Stats – The historical win percentage of horses based on their post position as it relates to the track, surface, and distance of the selected race.
- Jockey Win Stats – The historical win percentage of each jockey/driver involved in the race at the race's specified distance and surface.
- Trainer Win Stats – The historical win percentage of each trainer involved in the race at the race's specified distance and surface.

Note: Different statistics may be used depending on the race type and jurisdiction.



Figure 4: Win Statistics Display

7.2 Replaying the race

After the race, the player may choose to view the complete race finish by selecting the Replay button on the race results screen. The race replay allows the player to pause and study all racers as they cross the finish line. See Figure 5.



Figure 5: Race Replay

7.3 Viewing Post-Race chart:

The player may also elect to view the post-race chart by selecting the Chart button on the race results screen. The post-race chart is similar in format and detail to race charts that are available after live racing events. See Figure 6.

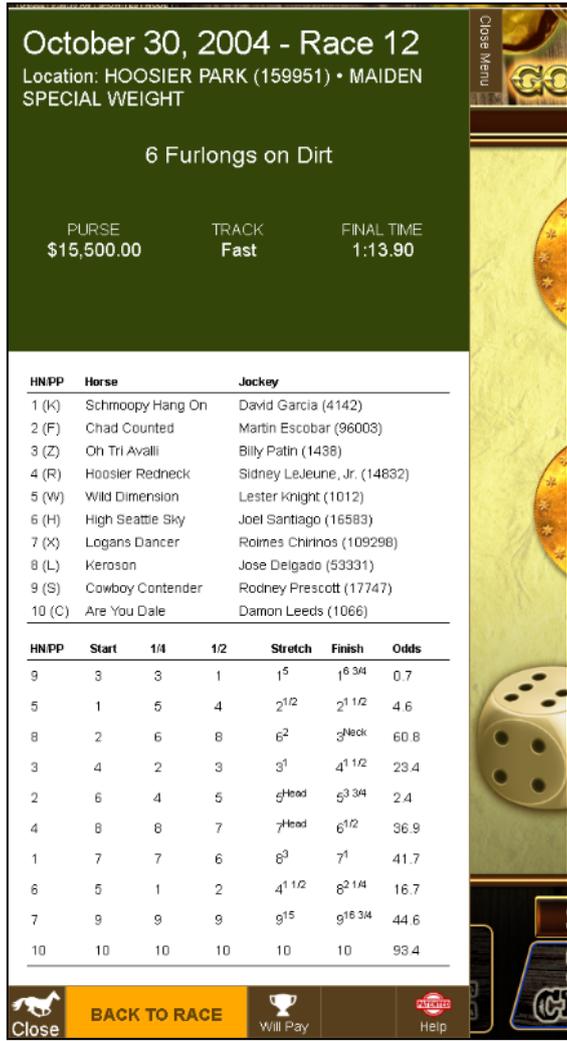


Figure 6: Post-Race chart

7.4 Help Screen:

The purpose of the Help Screen (Figure 7 and Figure 8) is to educate the player on how to play the game and how the racing wagers relate to the entertaining non-racing game display.

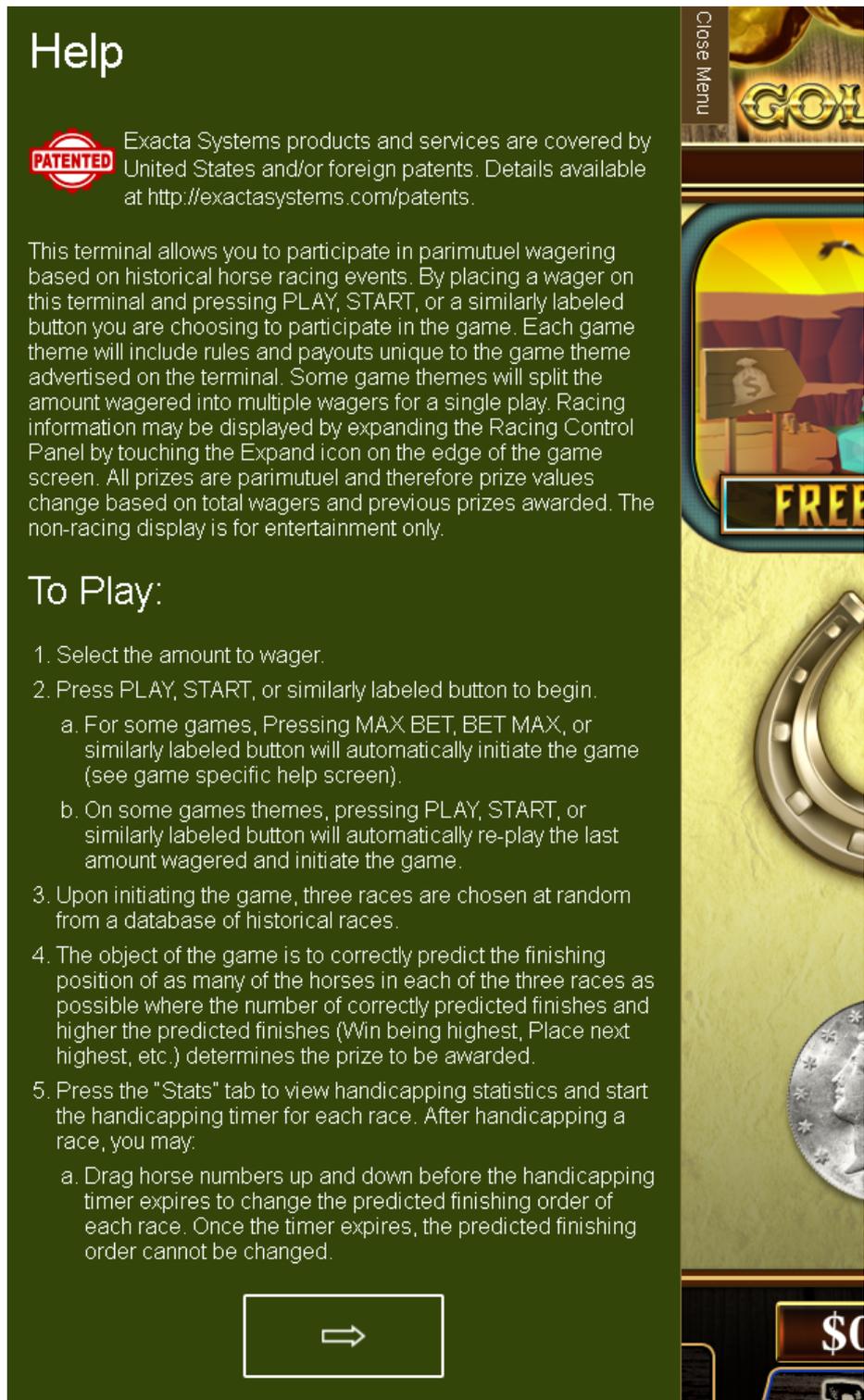


Figure 7: Help Screen – page 1

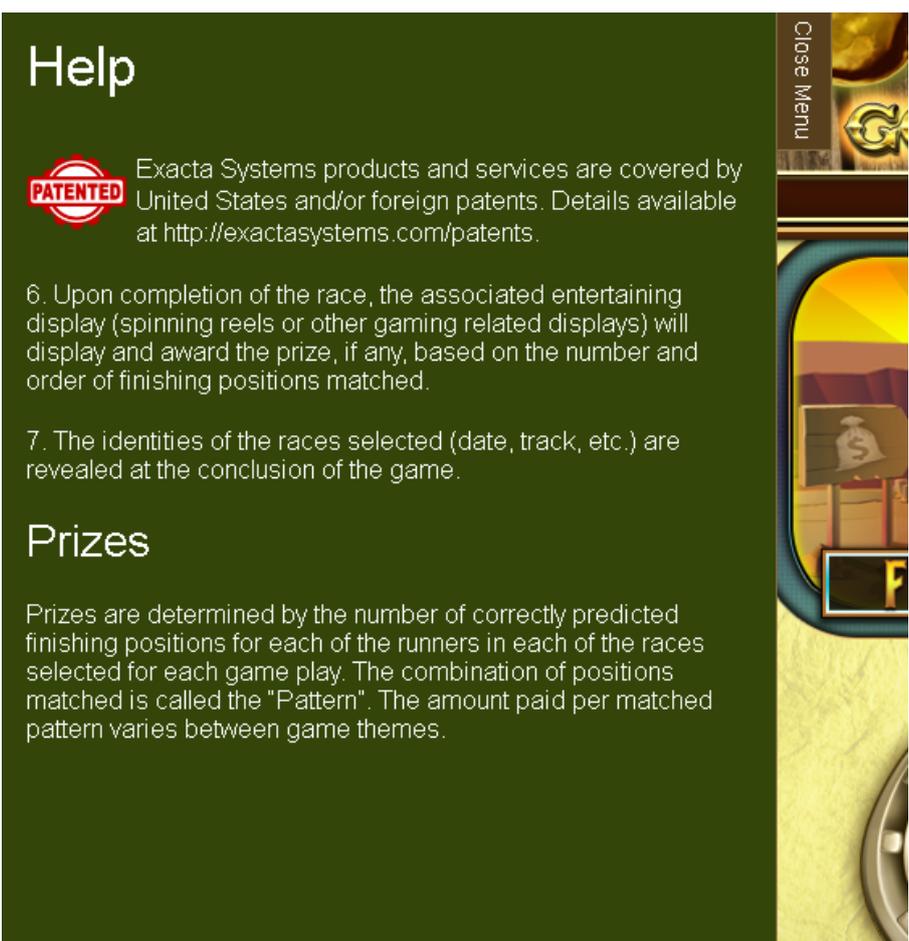


Figure 8: Help Screen – page 2

7.5 Will pay screen:

The Will Pay Screen provides players with a mechanism for understanding the relationship between the race outcome and the specific prize value won for a specific game title. Win combinations are based on the pattern achieved by the player correctly predicting a combination of winning runners in one or more of the races used for each game. Using the Will Pay screen, the player can configure any pattern combination by checking or unchecking spots to reveal the game specific prize for that pattern.

As a rule, bigger prizes are achieved by patterns with top left spots checked and more spots checked.

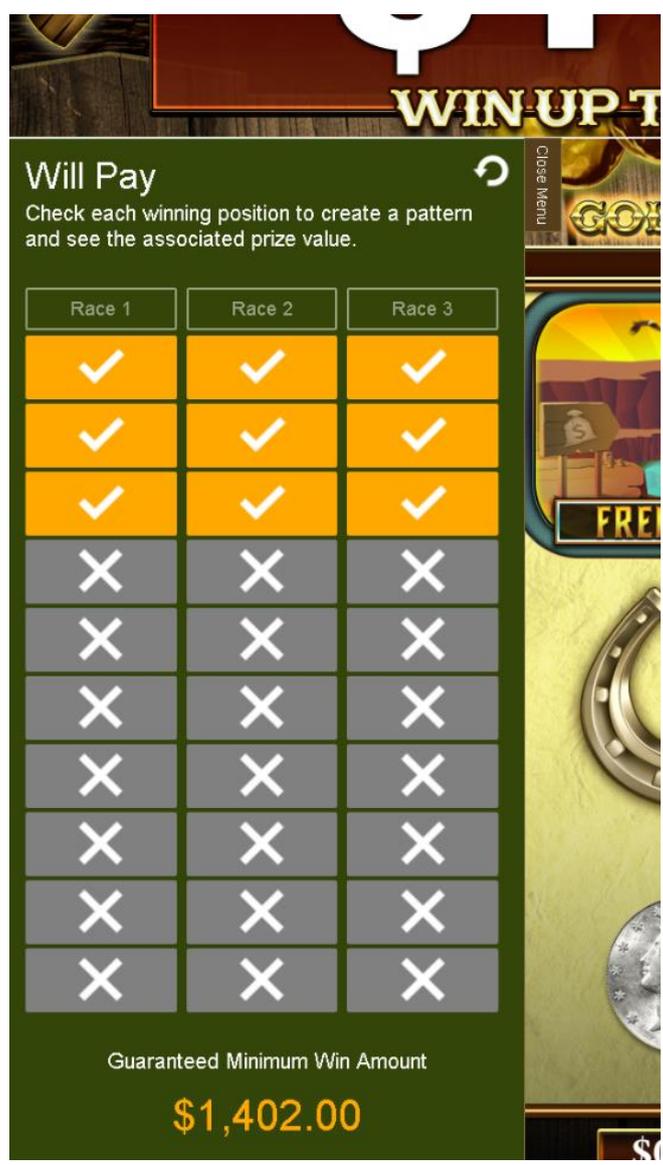


Figure 9: Overlay Style Will Pay Screen

Prizes displayed for each winning pattern vary based on the amount available in the prize pool.

8 Outcome Determination:

For each game, the player is required to order all runners in each of the races randomly selected from the race database. The player can choose to accept a recommended finishing order or change the predicted finishing order. Upon completing the race, the player will win based on the combinations of positions correctly selected for each of the races.

In the following example with three races of 10 runner fields each, the player has correctly predicted the finishers highlighted in green where five finishing positions have been correctly predicted in Race 1, four in race 2, and five in race 3. Prizes are determined not only by the number of matches in each race, but also by their position and the combination of all races together. See Figure 10.

Predicted Finishing Order					Actual Finishing Order			
Finishing Position	Race 1 Runner #	Race 2 Runner #	Race 3 Runner #		Finishing Position	Race 1 Runner #	Race 2 Runner #	Race 3 Runner #
1	6	2	10	➔	1	6	2	10
2	1	3	4		2	1	3	3
3	3	6	8		3	9	6	4
4	7	8	9		4	3	8	9
5	9	1	2		5	7	9	6
6	8	5	6		6	8	10	2
7	10	4	1		7	4	7	1
8	2	7	3		8	2	4	8
9	4	9	5		9	10	5	5
10	5	10	7		10	5	1	7

Figure 10: Result matching

9 Determining the Prize:

The prize awarded is determined based on a combination of how many runners are predicted correctly and the finishing position of those runners, where 1st is more valuable than 10th. The most significant position is the upper left spot (corresponding to the winner of the first race), and the least significant position is the lower right spot (corresponding to the last place finisher of the last race).

	Race 1	Race 2	• • •	Race N
Runner 1				
Runner 2				
Runner 3				
Runner 4				
Runner 5				
Runner 6				
•				
•				
•				
Runner N				

Figure 11: Significant Spots Where Upper Left is Most Valuable

10 Additional information:

Players can obtain additional information on specific HHR games via the game terminals themselves. Players can obtain this information by selecting the Help button.