

MISSOURI GAMING COMMISSION
COMMISSION RESOLUTION NO. 15-011
REGARDING LICENSURE OF
LANDRY HOLDINGS, LLC dba CASINO TECH

February 25, 2015

WHEREAS, Landry Holdings, LLC dba Casino Tech ("the Company"), a limited liability company, has applied to the Missouri Gaming Commission (the "Commission") for a Supplier's license under Sections 313.800, RSMo., et seq., as amended from time to time, and 11 CSR 45, et seq., as amended from time to time (collectively, the "Riverboat Gambling Act and Regulations") to manufacture, sell or lease gaming equipment, gaming supplies, or both to Class B licensees in Missouri;

NOW, THEREFORE, BE IT RESOLVED, that the Commission hereby finds the Company suitable to hold a Supplier's license and hereby grants such license to the Company for a two year term beginning February 25, 2015 to manufacture, sell or lease gaming equipment, gaming supplies, or both to Class B licensees in Missouri; and

RESOLVED, that the license granted to the Company as provided herein shall be subject to full and complete compliance with the Riverboat Gambling Act and Regulations, and subject to any and all conditions set forth or that may be set forth in the Riverboat Gambling Act and Regulations or by the Commission, from time to time; and

RESOLVED, that the license granted to the Company as provided herein shall be subject to the Company obtaining all required governmental permits and approvals for operation of its business as proposed; and

RESOLVED, that the license granted to the Company as provided herein shall be subject to any penalty or to suspension or revocation based on any subsequent investigative findings by the Commission with regard to the Company or any of the individuals associated with the Company; and

RESOLVED, that pursuant to 11 CSR 45-1.030, the resolutions set forth herein do not indicate or suggest that the Commission has considered or passed in any way on the marketability of securities of the Company or any affiliate company or any other matter except the matters set forth herein.