

Exhibit VIII.C.5.a – Designs

Submit as Exhibit VIII.C.5.a. designs for the proposed Gaming Facility as follows:

- Exhibit VIII.C.5.a.1: Site plan for the Project Site, including any off-site ancillary property to be used by Applicant in connection with the Gaming Facility.*
- Exhibit VIII.C.5.a.2: Full build out floor plans by building and floor including front- and back- of-the- house areas with major function/activity/use and approximate square footage thereof denoted. For repetitive activities like a hotel tower, a typical floor plan may be provided where floors are materially similar.*
- Exhibit VIII.C.5.a.3: Building elevations and perspectives (showing heights, relative scale and relationship to adjacent existing or proposed buildings and areas).*
- Exhibit VIII.C.5.a.4: Cross-sections sufficient to illustrate the interrelation of principal building program components (e.g. of a hotel room tower, if any, to circulation areas, the hotel lobby and/or gaming floor).*
- Exhibit VIII.C.5.a.5: Proposed hardscape, landscape and landscape treatments including any off-site improvements required to implement the proposal.*
- Exhibit VIII.C.5.a.6: Exterior lighting design.*
- Exhibit VIII.C.5.a.7: Plans for parking structures, if any. For parking structure floors, a typical floor plan may be provided where floors are materially similar.*
- Exhibit VIII.C.5.a.8: Surface parking and Project Site traffic circulation plan, including denotation of pick-up/drop-off areas for hotel and casino patrons, buses and valet parking and of parking areas for employees, patrons, valet-parked vehicles and buses if separate parking areas are to be provided.*
- Exhibit VIII.C.5.a.9: High-quality, color perspective renderings of the exterior of the proposed Gaming Facility showing general massing and context of the overall building program layout from each of the principal exterior approaches.*
- Exhibit VIII.C.5.a.10: At least one high-quality, color perspective rendering of the exterior of the proposed Gaming Facility at night showing the effect of the proposed exterior lighting design.*
- Exhibit VIII.C.5.a.11: High-quality, color perspective renderings of significant interior spaces providing general orientation and a sense of layout including, for example, the main entrance lobby, gaming floor, convention lobby/ballroom and principal circulation space(s).*
- Exhibit VIII.C.5.a.12: Project Site access plan indicating adjacent properties and buildings, streets, automobile and pedestrian access and site circulation, parking, building footprints, service areas, vegetation, tour bus drop-off facilities and other related infrastructure and access to and egress from all major traffic arterials and freeways identifying those off-site improvements required to implement the proposal.*

Following are our drawings illustrating the design concepts proposed for Capital View Casino & Resort.

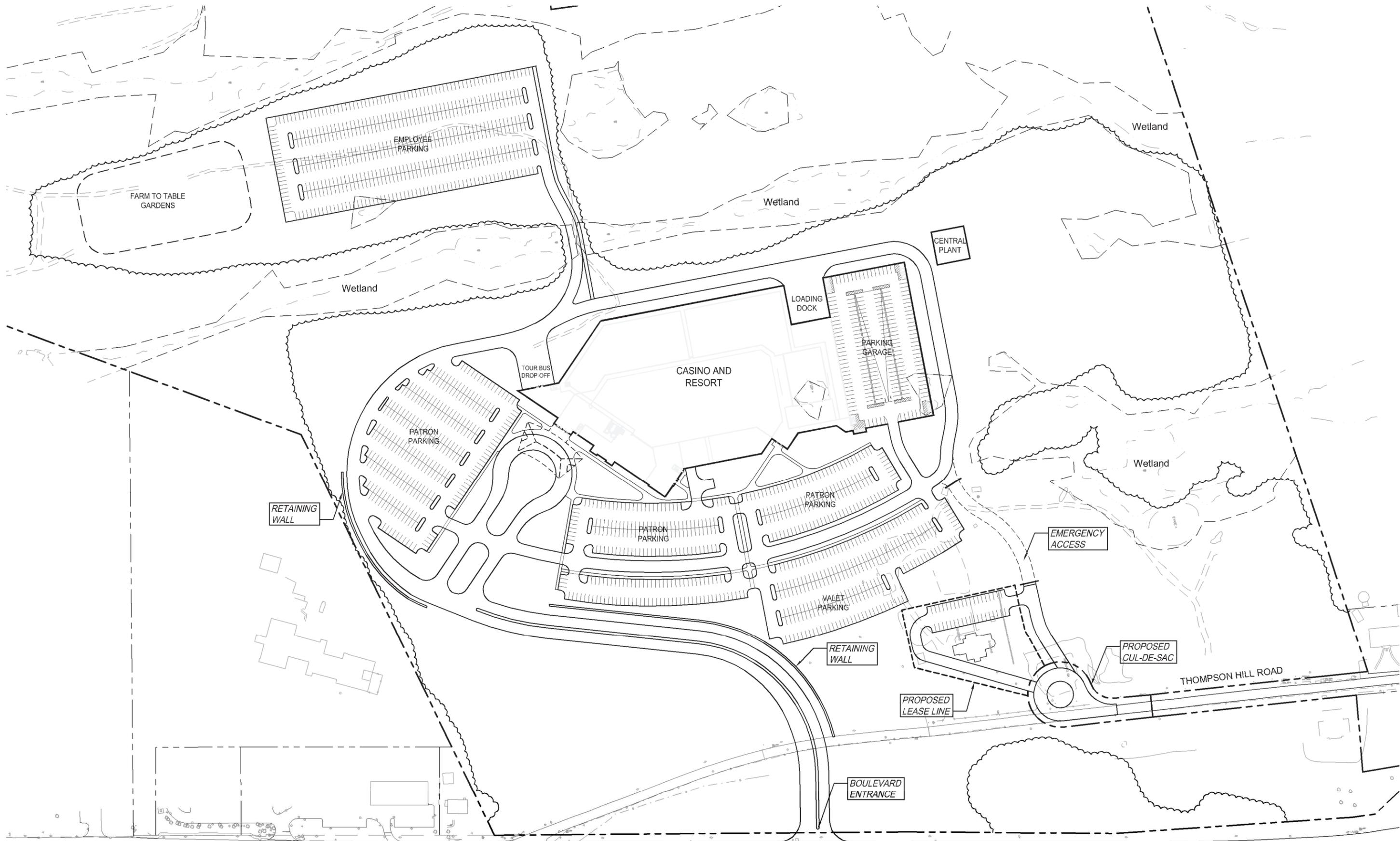


Exhibit VIII.C.5.a.1 – Site Plan

1. Site plan for the Project Site, including any off-site ancillary property to be used by Applicant in connection with the Gaming Facility.

The site design has been developed to take advantage of the multiple opportunities afforded by the attributes of the property and the location. The beginning of the grand entrance sequence to Capital View Casino and Resort starts at an existing, commercial intersection along Route 4 across from the FedEx distribution center. Our richly landscaped entry boulevard climbs along the continuously elevating topography bringing guests to a signature point of arrival, where vistas of both the resort and downtown Albany are spectacular.

The facilities have been located, and the parking and vehicular circulation have been sensitively configured, to minimize impact to the environmental conditions, provide buffers from our neighbors, and safety and convenience for our guests. Visitors have very clear choices for valet services, self-surface parking within short walks to two convenient entrances, or to our 600-car parking garage. Charter buses, though obscured, arrive so guests enter into our grand lobby. Service vehicles and deliveries are centrally located to our internal support functions, but screened from all public view.



ROUTE 4

Exhibit VIII.C.5.a.2 – Full Build Out Floor Plans

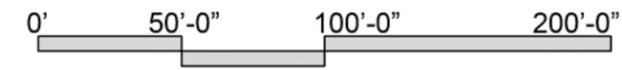
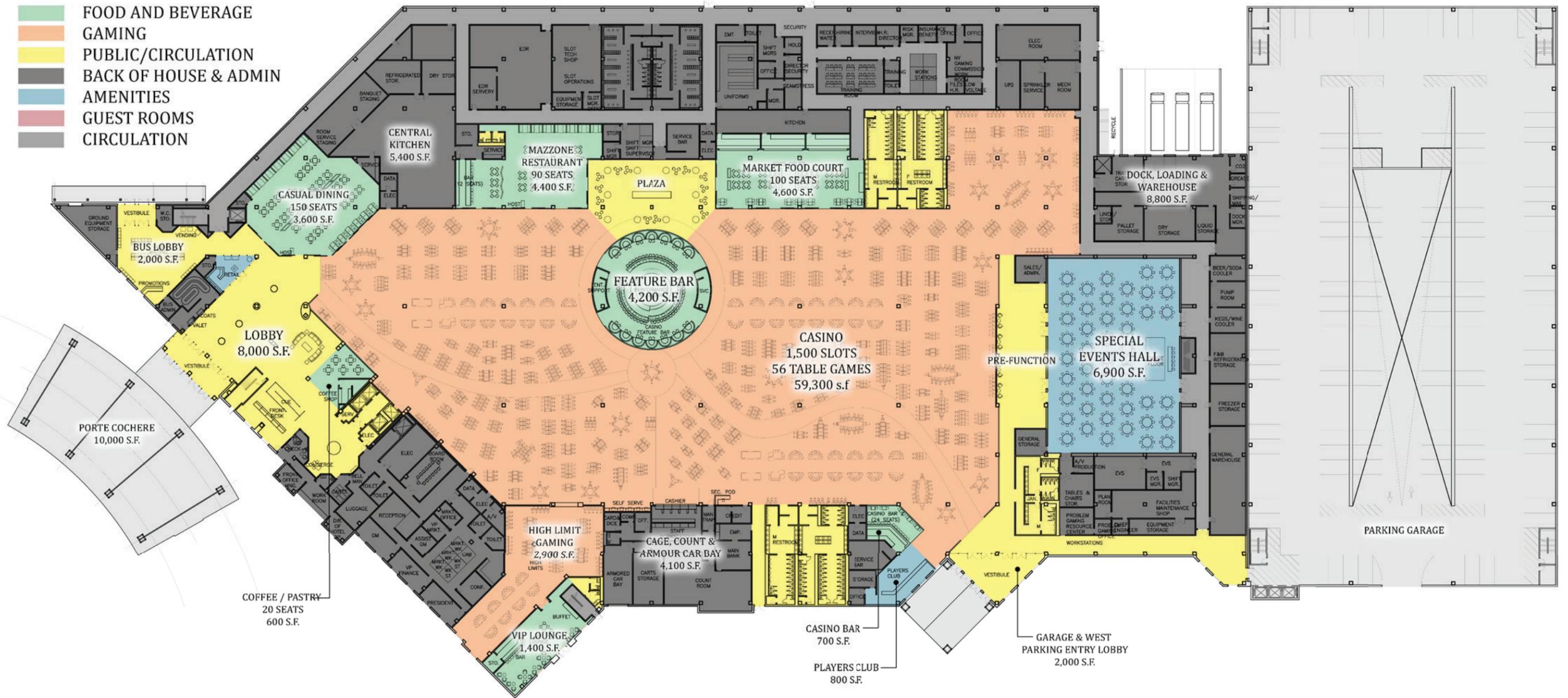
2. Full build out floor plans by building and floor including front and back of the house areas with major functions/activity/use and approximate square footage thereof denoted. For repetitive activities like a hotel tower, a typical floor plan may be provided where floors are materially similar.

The building floor plans are configured to provide a variety of exciting experiences for our guests, and efficient, effective operations for our Team members. The porte-cochere creates an exciting sense of arrival for visitors and hotel guests. Our grand entry and reception lobby is our “community square”, bringing all visitors together in a common atmosphere from which they see directly into the vibrant gaming floor, restaurants, and more discreetly, into the hotel reception.

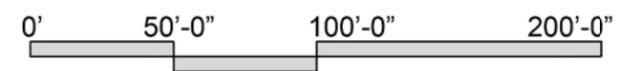
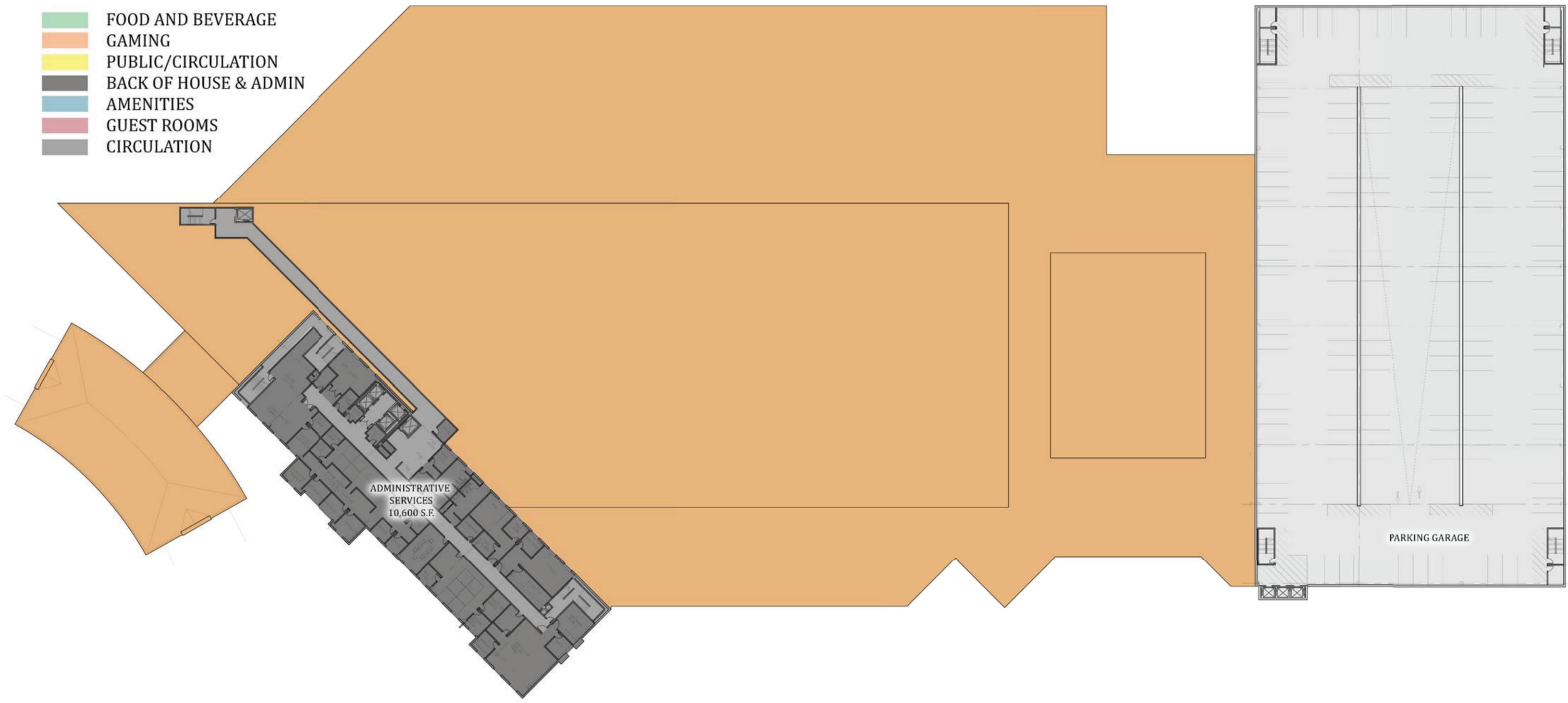
Another entry has been provided at the south end of the casino for self-park guests and garage users. This offers immediate access to our Special Events Hall, where minors may enter without access to gaming areas. The center of the gaming floor features a high-energy bar and lounge with provisions for live or video entertainment. The parameter of the casino is activated by a variety of restaurants, the market-inspired food court, High-Limit gaming, rewards booth and the Special Events Hall pre-function area. The back-of-house spaces are located around the parameter of the facility – easily accessed by team members, but completely obscured and secured from the public. The hotel, spa and administrative spaces are positioned atop the main gaming and entertainment level, commanding spectacular views of the region in all directions, culminating in the Capital View Lounge at the very top of our building and our experience.

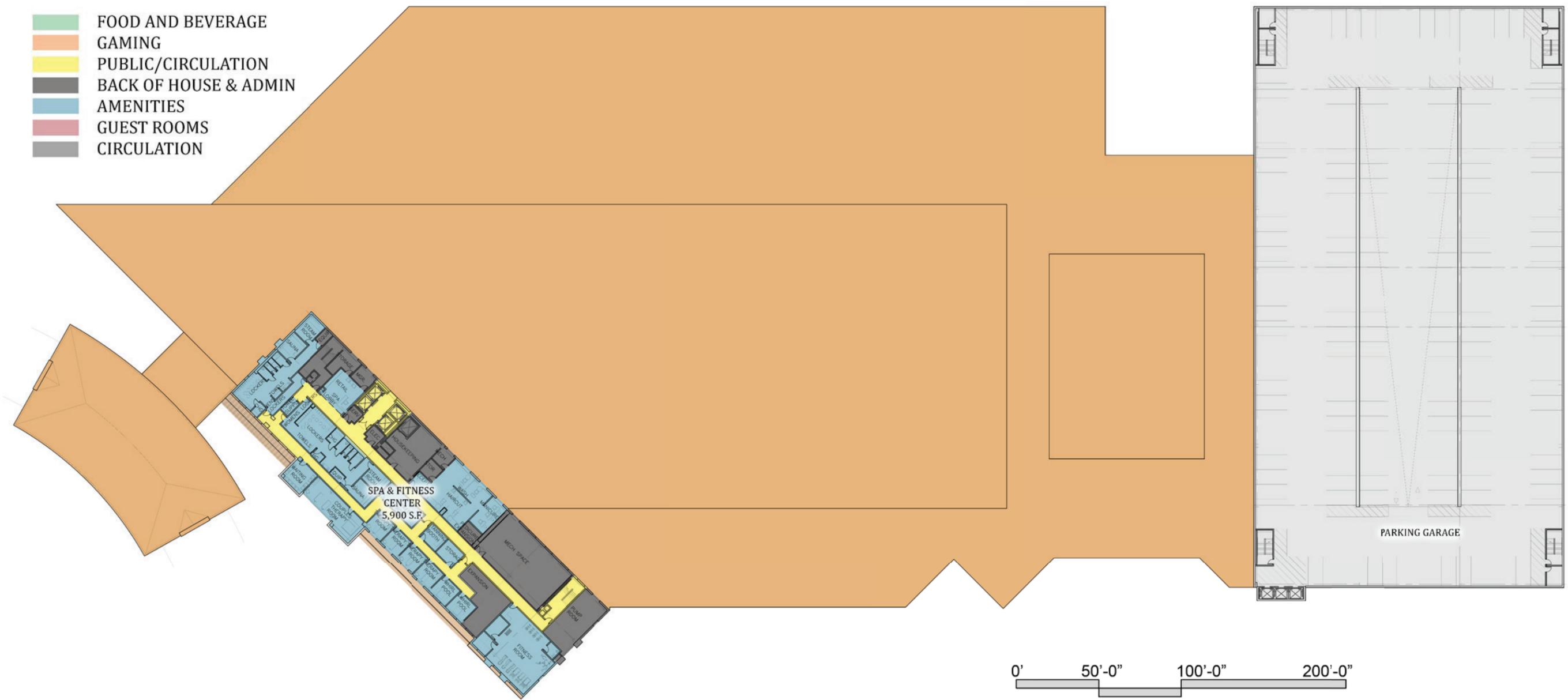


- FOOD AND BEVERAGE
- GAMING
- PUBLIC/CIRCULATION
- BACK OF HOUSE & ADMIN
- AMENITIES
- GUEST ROOMS
- CIRCULATION

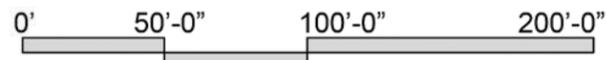
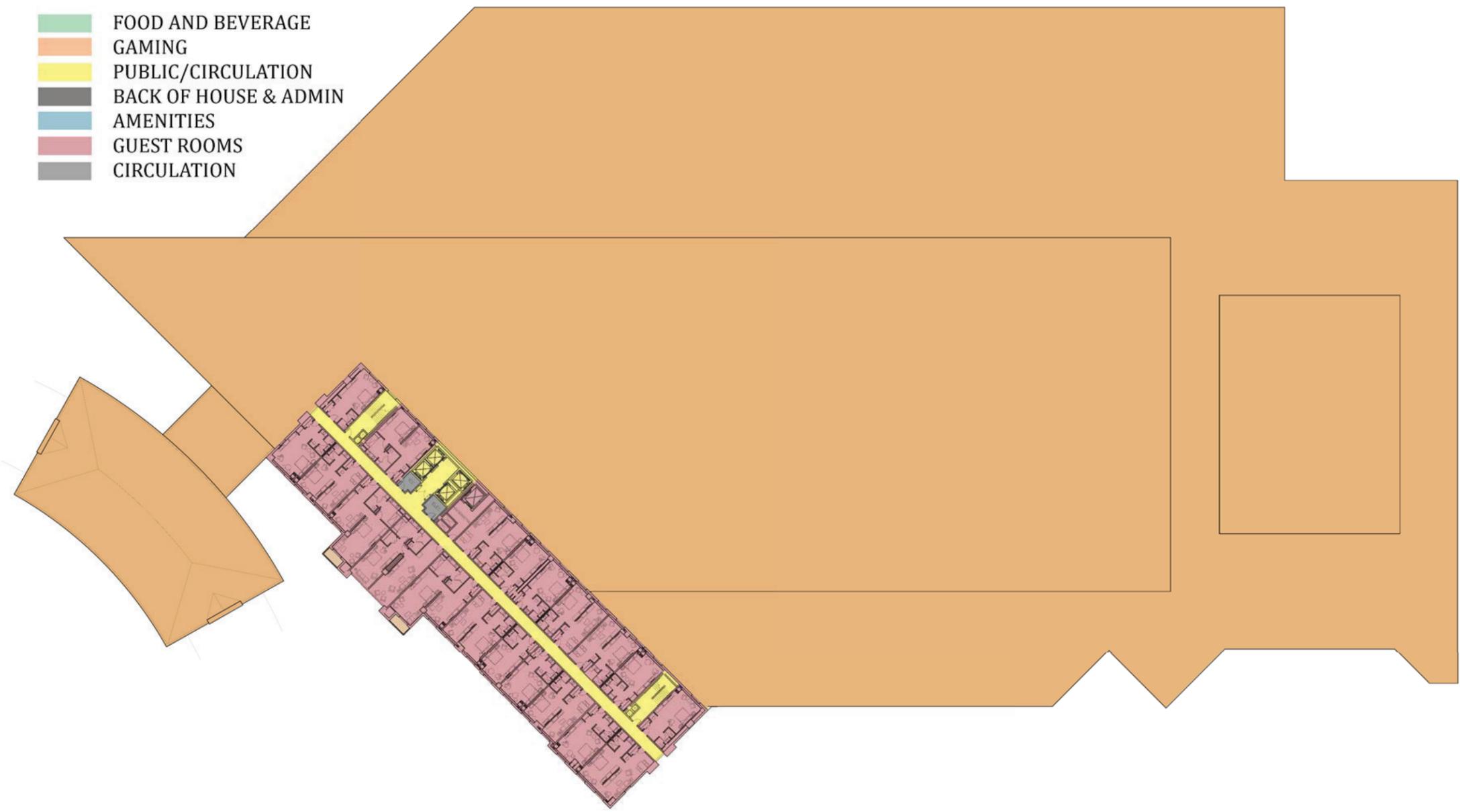


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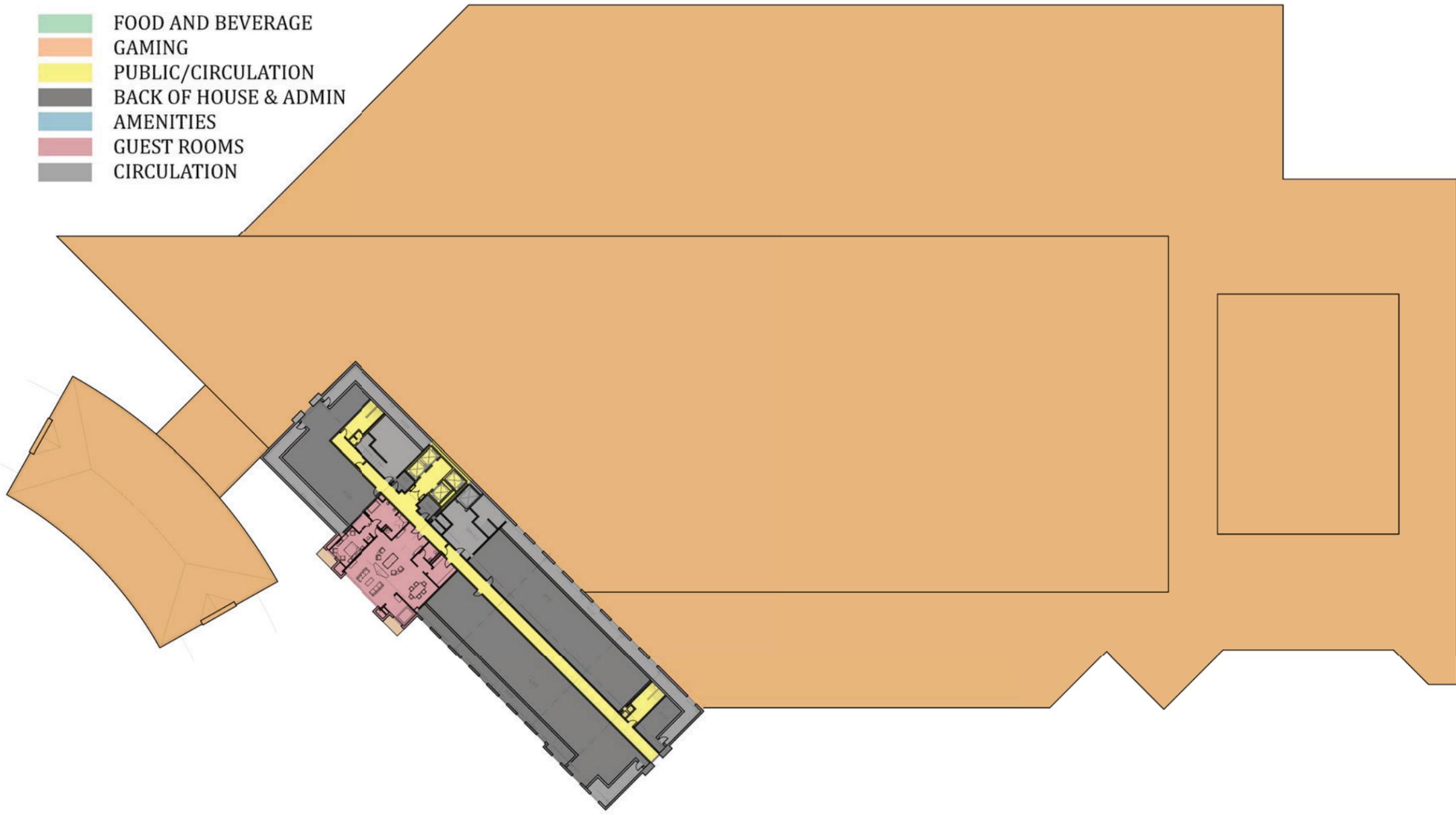




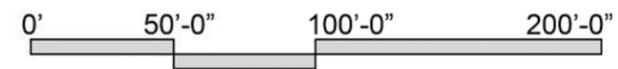
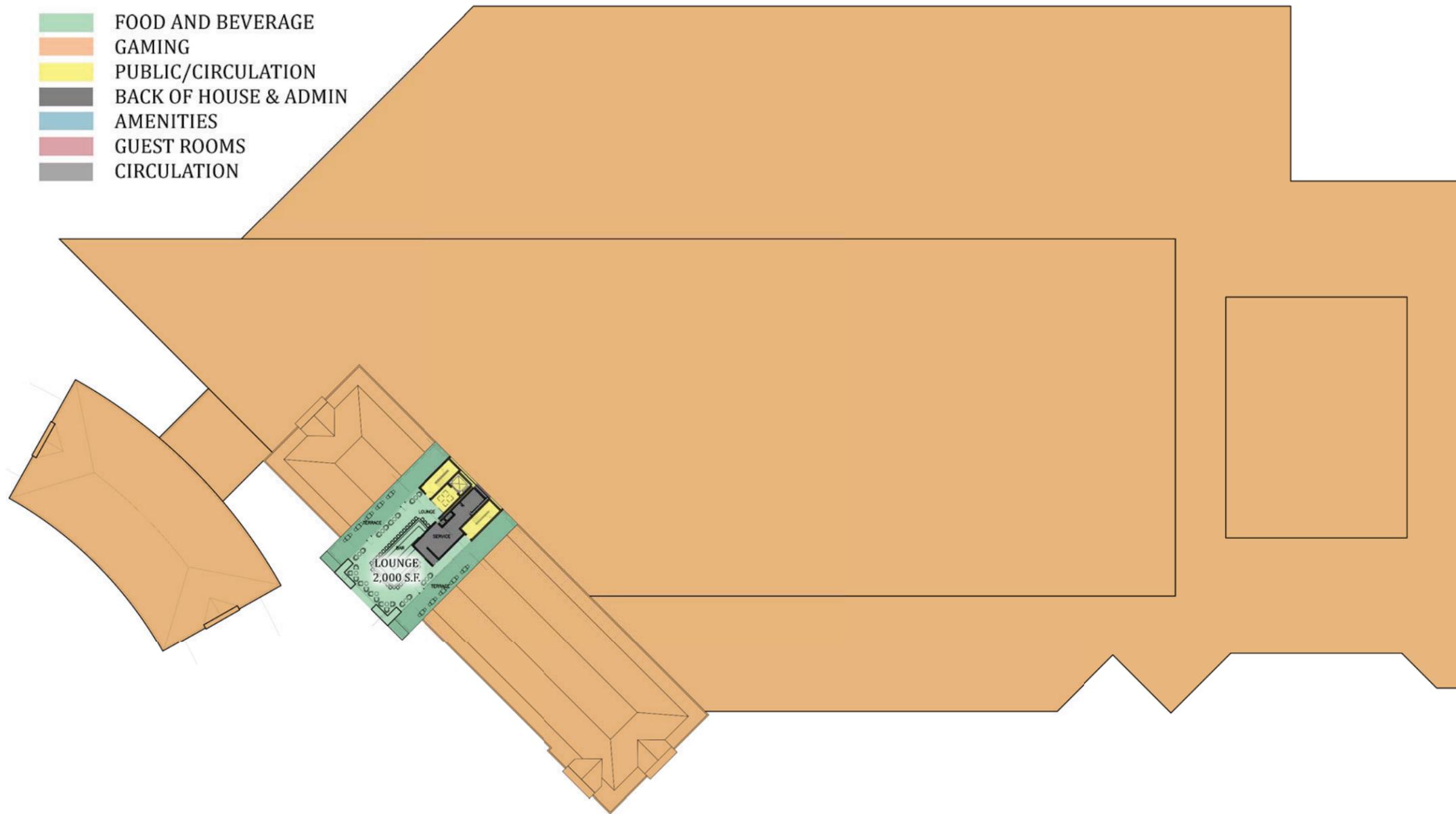
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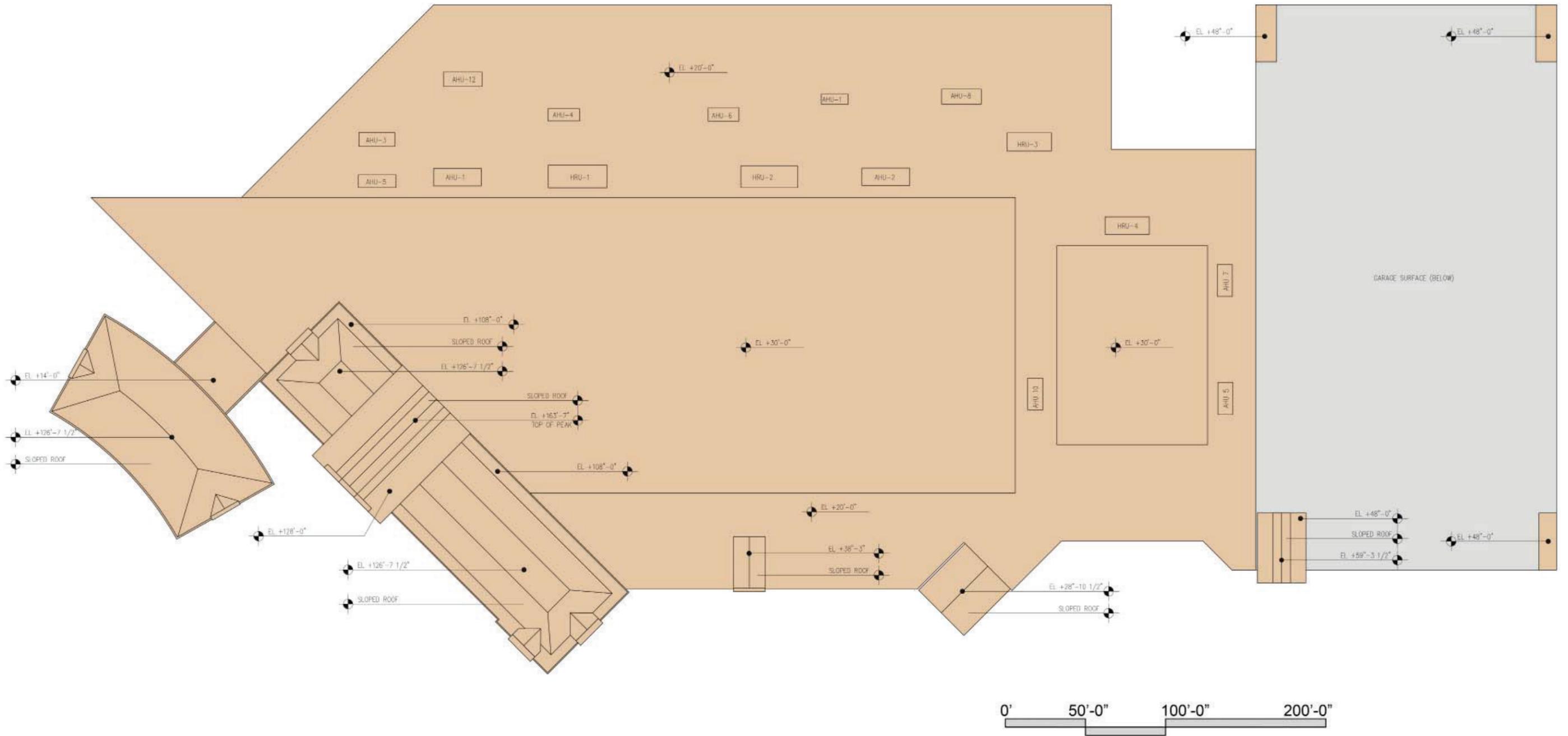


Exhibit VIII.C.5.a.3 – Building Elevations and Perspectives

3. Building elevations and perspectives (showing heights, relative scale and relationship to adjacent existing or proposed buildings and areas).

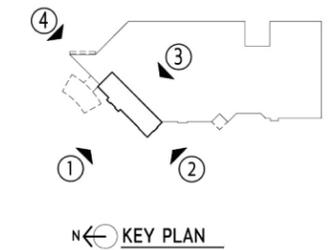
Consistent with and reinforcing our connection with the Dutch traditional forms indigenous to the region, the exterior character of the resort complex is directly inspired by recognizable images associated with the Dutch style of architecture and planning. The unique and distinctive characteristics of the period have influenced the massing, proportion, and detail of the building as well as the landscaping.



① TOWER WEST ELEVATION



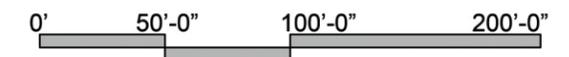
② TOWER SOUTH ELEVATION



③ TOWER EAST ELEVATION

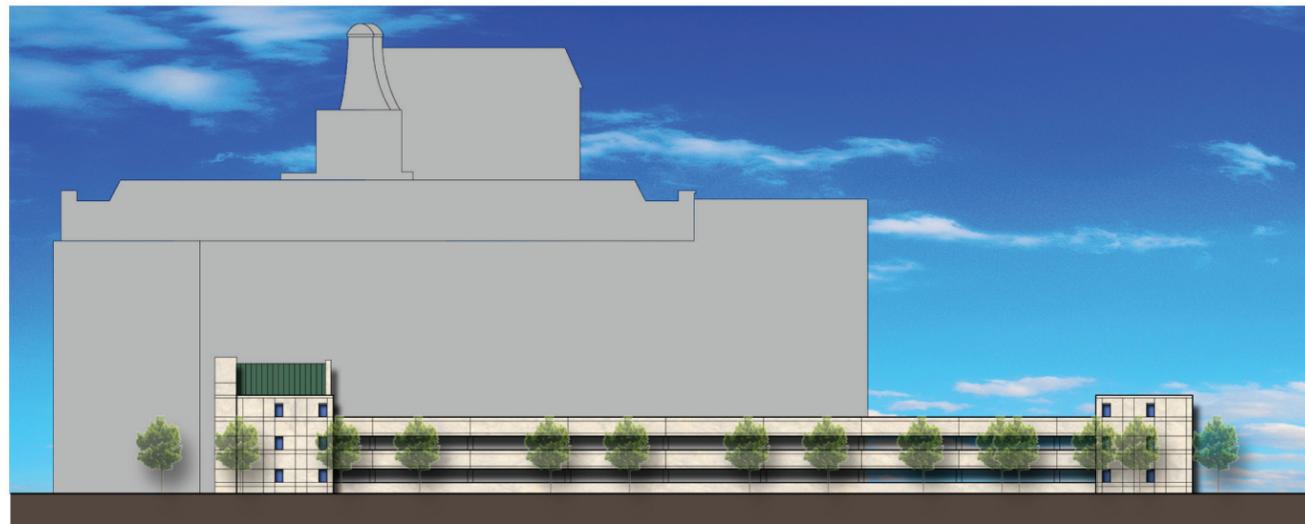


④ TOWER NORTH ELEVATION

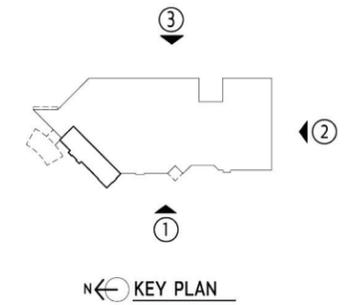




① SOUTH ELEVATION



② EAST ELEVATION



③ NORTH ELEVATION

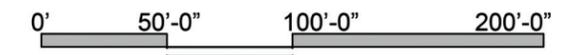


Exhibit VIII.C.5.a.4 – Cross-Sections

4. Cross-sections sufficient to illustrate the interrelation of principal building program components (e.g. of a hotel room tower, if any, to circulation areas, the hotel lobby and/or gaming floor).

The cross-sections of Capital View Casino & Resort have been meaningfully developed to take advantage of the attributes of the site, and at the same time remain sensitive to the surrounding community. The hotel is layered in response to the views afforded, both to and from the facility. The roof structure of the main entertainment spaces allow for tall ceilings and spaces, while the roof heights along the west side of the casino have been reduced to create a more intimate scale to the public. The garage has been lowered below the elevation of the casino floor, and limited to just two elevated decks to minimize visibility or potential disturbance to the community.





Exhibit VIII.C.5.a.5 – Proposed Hardscape

5. Proposed hardscape, landscape and landscape treatments including any off-site improvements required to implement the proposal.

Consistent with drawing our inspirations from traditional Dutch environments, formal and informal gardens define the character of our site. We have created a sophisticated composition of planted areas and walkways that recall the rich florals, colors, textures and sculptural plantings that so richly have been a hallmark of the Netherlands and its influence throughout the world.

Additionally, at their request of the neighbors, we are providing a cul-de-sac at the northern end of Thompson Hill Road, eliminating through traffic to or from our property.



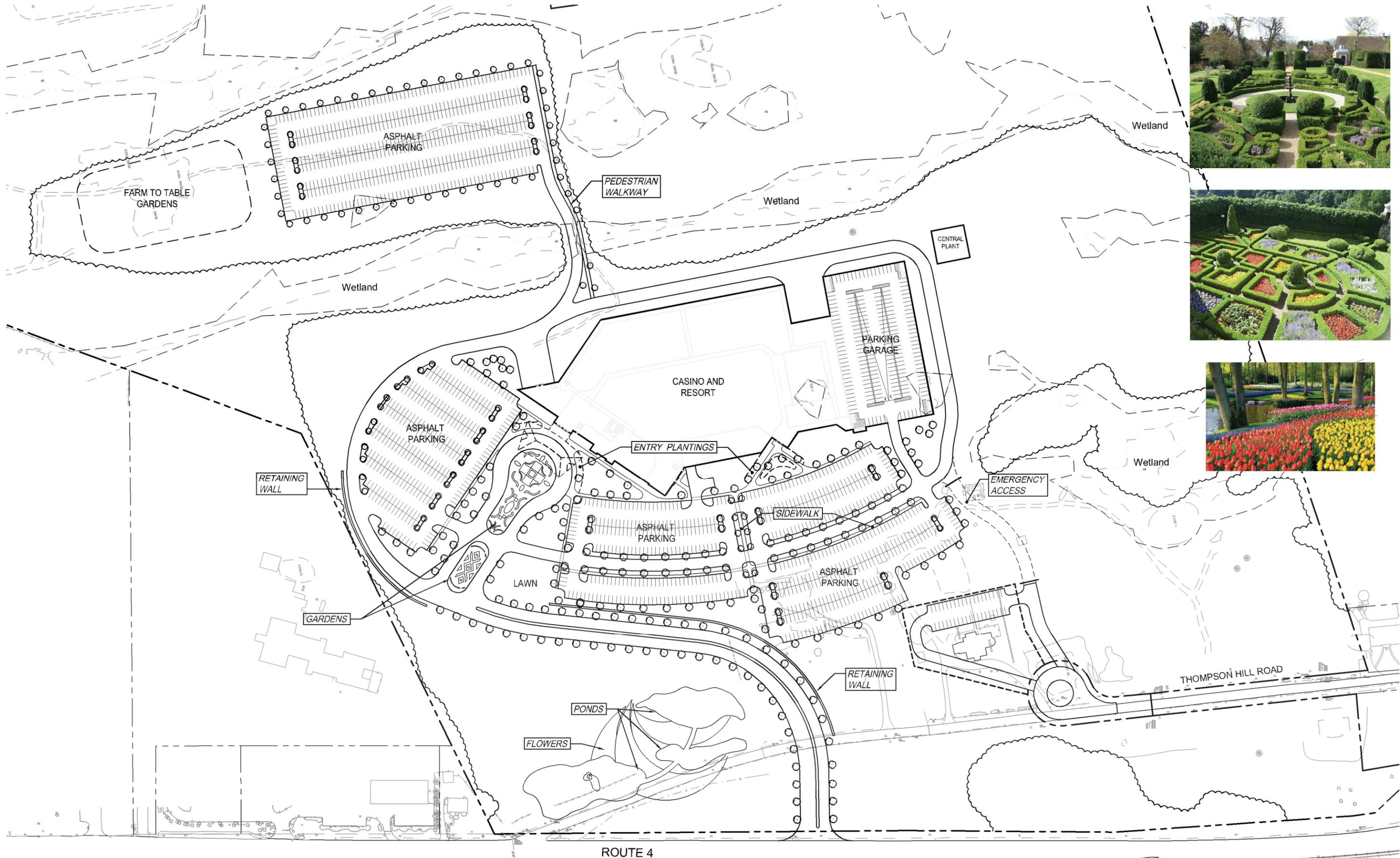


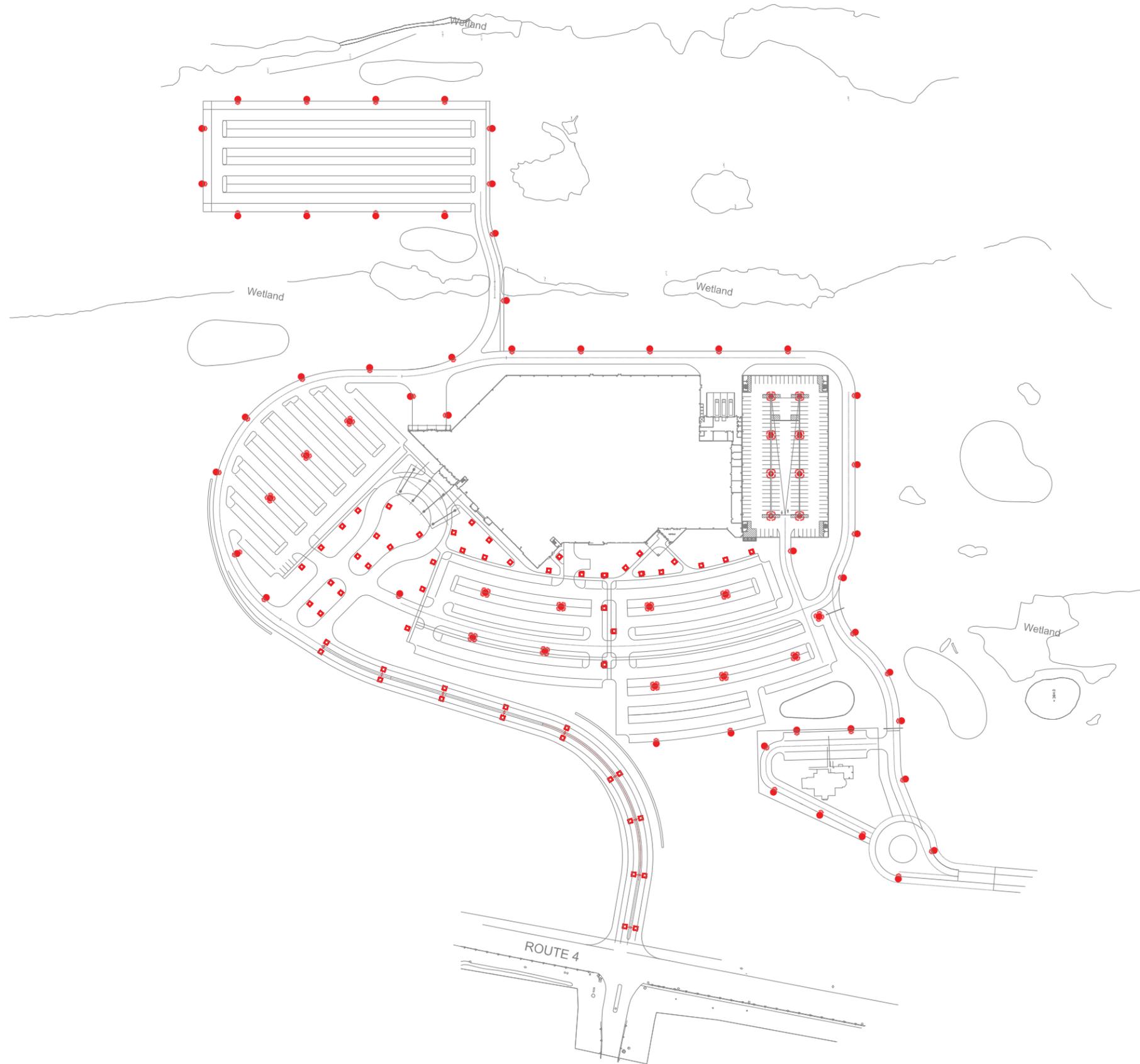
Exhibit VIII.C.5.a.6 – Exterior Lighting Design

6. Exterior lighting design.

Lighting of the parking lot and circulation drives consist of traditional low profile luminaire forms that effectively light high-traffic areas and intersections, enhance patron safety and provide adequate lighting for surveillance cameras throughout the area. The walkways and planter areas consist of decorative traditional fixtures and center mount decorative poles; these fixtures will create a path of illumination and way-finding to the entry doors. All decorative walkway fixtures maintain a lower fixture height creating an inviting pedestrian feel, and do not interfere with the views of the building's facade architecture. The center drive lane at the grand entry consists of ornately decorated traditional dual arm post top fixtures with planters and banner sign arms that further enhance the arrival experience as the patron enters the property. This illumination at the center drive creates a path of travel leading to the porte-cochere which, brightly lit, welcomes visitors to the property.

The following diagram describes the site lighting concepts. See exterior night renderings, Exhibit VIII.C.5.a.10, for illustration of Exterior Building Lighting Design.





DESIGN NOTES:

1. All fixtures shall be dark sky compliant and comply with LEED light pollution reduction standards. Perimeter fixtures shall include house side shielding optics to minimize the illuminance to below .10 footcandles at the site boundary.
2. All area wattages calculate below required lighting power densities as charted in ASHRAE 90.1-2007. Lighting design shall conform to design guide IESNA G-1-03 for patron safety and security lighting. Full photometric calculations performed in compliance with IES LM-50-13 measurements and procedures. All design conducted in coordination with the IESNA recommended practices RP-33-99 Lighting for Exterior Environments.
3. Parking fixtures are at 30' mounting height. Walkway fixtures are at 15' mounting height. Parking garage fixtures are at 15' mounting height. All pole mounted fixtures shall include concrete base with precast bolt system and aluminum pole. Where fixtures are located in parking areas between parking spaces concrete base shall be exposed 3' above grade all other locations are standard 6" above grade exposure.
4. Design footcandle levels are listed below for each area respectively (all levels are at grade):
 - Customer parking areas: 3 footcandle minimum with 10:1 avg. min. ratio.
 - Employee and valet areas: 1.5 footcandle average with 15:1 avg. min. ratio.
 - Roadway areas: 1.0 footcandle average with 20:1 avg. min. ratio.
 - Parking Garage roof area: 5 footcandle average with 10:1 avg. min. ratio.

SYMBOLS:

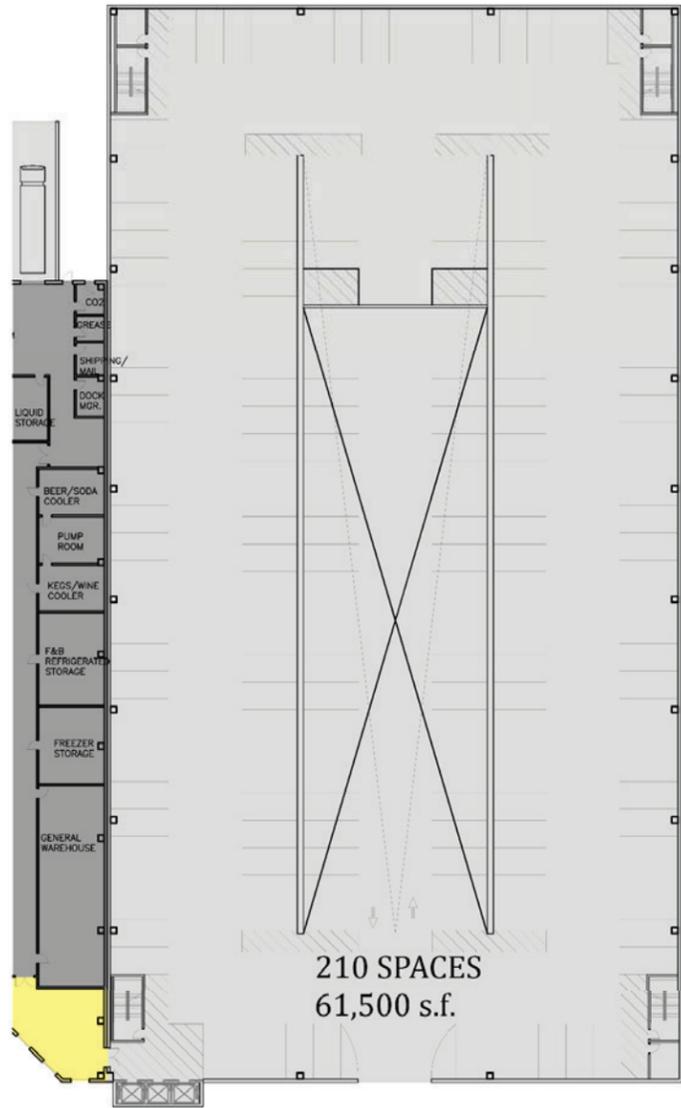
-  PARKING TYPE FIXTURE 4-HEADS, SIDE ARM MOUNTED.
-  PARKING TYPE FIXTURE 2-HEADS, SIDE ARM MOUNTED AT DIRCTION OF ARROW.
-  PARKING TYPE FIXTURE 1-HEAD, SIDE ARM MOUNTED AT DIRCTION OF ARROW.
-  DECORATIVE ROADWAY TYPE FIXTURE 2-HEAD, POLE TOP DECORATIVE SIDE ARM MOUNTED.
-  WALKWAY TYPE FIXTURE 1-HEAD, DECORATIVE POLE TOP MOUNTED.
-  PARKING GARAGE TYPE FIXTURE 4-HEAD, POLE TOP MOUNTED.

Exhibit VIII.C.a.7 – Plans for Parking Structures

7. Plans for parking structures, if any. For parking structure floors, a typical floor plan may be provided where floors are materially similar.

For the convenience of our guests, and to minimize the footprint of our site for environmental considerations, we have created an attached parking structure. Our proposed Parking Structure is comprised of one level at grade, plus two elevated decks, each level accommodating roughly 200 cars, totaling approximately 600 spaces. All stalls are 9' x 18' with 42' drive aisles. Accessible parking spaces in appropriate quantities and locations have been accommodated. Access and egress to and from the garage is direct, simple and easily identifiable.

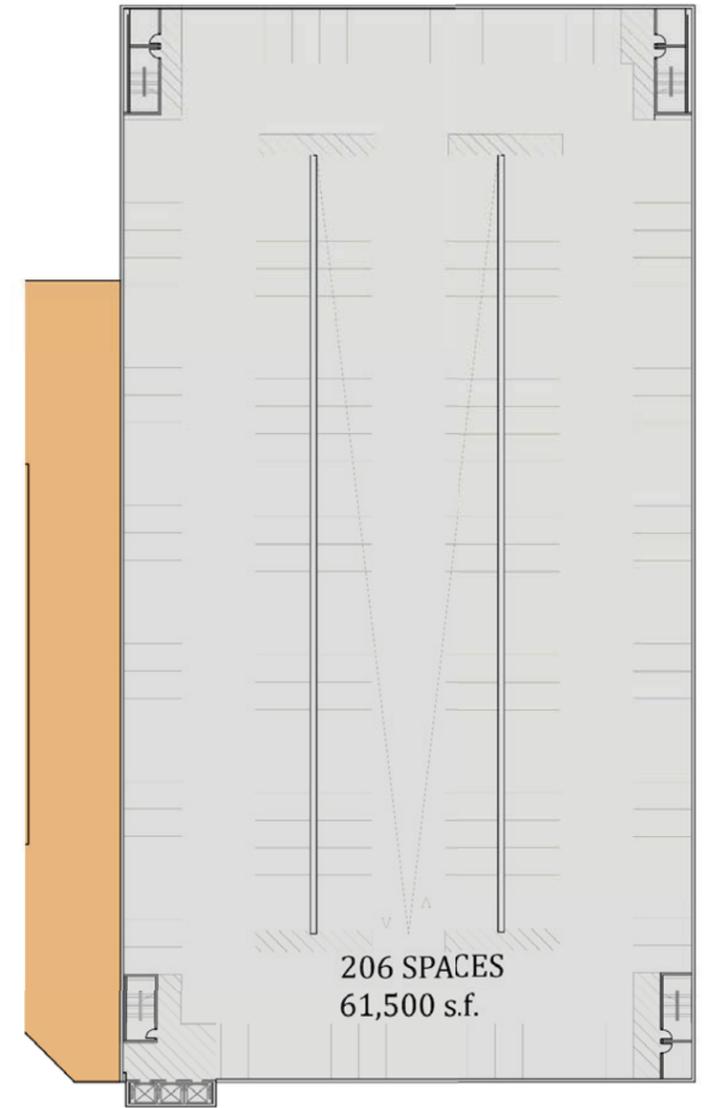




FIRST FLOOR



SECOND FLOOR



THIRD FLOOR

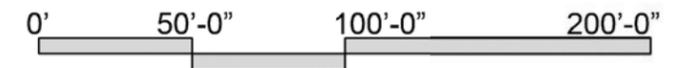


Exhibit VIII.C.5.8 – Site Circulation Plan

8. Surface parking and Project Site traffic circulation plan, including denotation of pick-up/drop-off areas for hotel and casino patrons, buses and valet parking and of parking areas for employees, patrons, valet-parked vehicles and buses if separate parking areas are to be provided.

The surface parking lots have been designed for convenience and safety and to minimize walking distances and slopes from lots to multiple points of entry. Additionally, they have been configured to avoid impact on established wetlands. Employee parking is provided on the east side of our site, again to provide direct access, but remain outside of designated wetland areas.

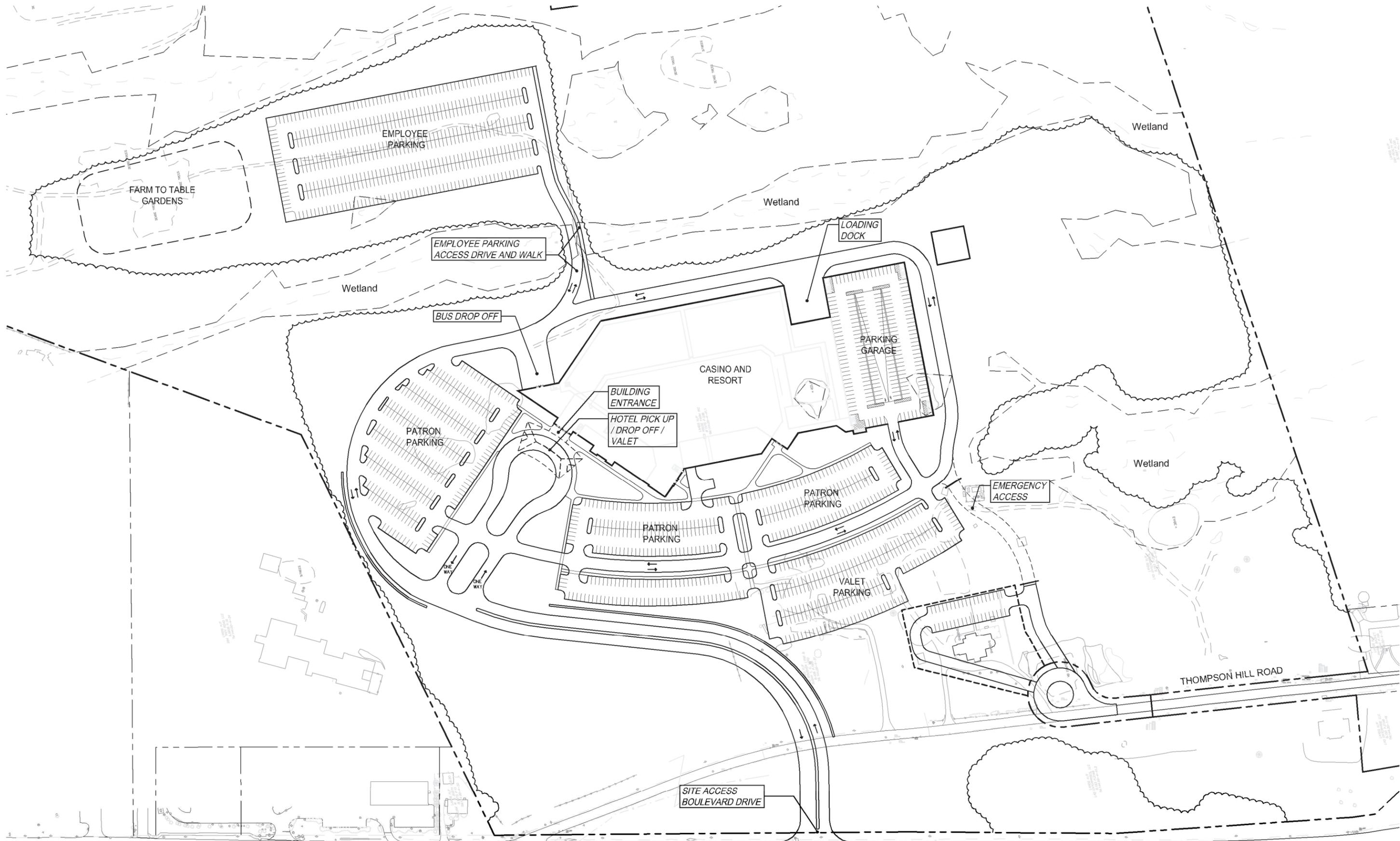


Exhibit VIII.C.a.9 – Exterior Perspective Rendering

9. High-quality, color perspective renderings of the exterior of the proposed Gaming Facility showing general massing and context of the overall building program layout from each of the principal exterior approaches.

We have provided two perspective views of our facility; one from eye level as will be seen as guests approach the site, and one view from above illustrating our resort complex in context.





Exhibit VIII.C.a.10 – Perspective Nighttime Rendering

10. At least one high-quality, color perspective rendering of the exterior of the proposed Gaming Facility at night showing the effect of the proposed exterior lighting design.



Exhibit VIII.C.a.11 – Interior Perspective Rendering

11. High-quality, color perspective renderings of significant interior spaces providing general orientation and a sense of layout including, for example, the main entrance lobby, gaming floor, convention lobby/ballroom and principal circulation space(s).







Exhibit VIII.C.a.12 – Project Site Access Plan

12. Project Site access plan indicating adjacent properties and buildings, streets, automobile and pedestrian access and site circulation, parking, building footprints, service areas, vegetation, tour bus drop-off facilities and other related infrastructure and access to and egress from all major traffic arterials and freeways identifying those off-site improvements required to implement the proposal.

The following site circulation drawing illustrates the main access to our site at the existing lighted intersection along Route 4 at the entry to the FedEx distribution center. Visitors ascend to the complex via a landscaped boulevard that allows clearly defined access to the entries, surface parking lots, and the parking garage. Service vehicles and busses circulate around the rear of the building on a separate service roadway. Employee parking is separately located to the east of the building and accessed via an existing roadway through established wetlands. There is a perimeter road that completely encircles the building allowing for 360-degree emergency vehicle access. An additional emergency-access only route has been provided from the new Thompson Hill Road cul-de-sac.





- ROADWAY IMPROVEMENTS**
- WIDENING FOR ADDITIONAL NORTHBOUND LANE
 - RECONSTRUCTION OF I-90 WESTBOUND ON RAMP
 - ADDITIONAL TURN LANES
 - SITE ENTRANCE