



EXHIBIT VIII.C.5.a.

DESIGNS AND LAYOUT

Designs

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

- 1. a site plan for the Project Site, including any off-site ancillary property to be used by Applicant in connection with the Gaming Facility.**
- 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.**
- 3. building elevations and perspectives (showing heights, relative scale and relationship to adjacent existing or proposed buildings and areas).**
- 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).**
- 5. proposed hardscape, landscape and landscape treatments including any off-site improvements required to implement the proposal.**
- 6. exterior lighting design.**
- 7. plans for parking structures, if any. For parking structure floors, a typical floor plan may be provided where floors are materially similar.**

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.**
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.**
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.**
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).**
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.**

Please do not provide any physical models.

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

Developed over several years, the master plan for Adelaar envisions a variety of destinations, product types, amenities and experiences. The site plan is comprised of several distinct centers of activity, each rooted in its particular site and setting. Clustered development will protect valuable open space and preserve the Catskills character while creating centers of activity that will attract visitors from the New York Metropolitan area and beyond.

These development areas include the Gaming Facility organized around the Resort Core, as illustrated in Figure 1, with Montreign Resort Casino, the Indoor Waterpark Lodge, Entertainment Village and the 18-hole Monster Golf Course serving as the focal points. Future non-gaming facility elements are planned to complement the Gaming Facility program within the development framework for Adelaar.

Figure 1.



By organizing the development in clustered areas of the overall plan, impacts on infrastructure are minimized and open space is preserved. The key element to the development framework is Kiamasha Creek around which the open space is organized, affording incredible views within Adelaar of Montreign, the waterpark and the Entertainment Village.

The renovation of the Monster Golf Course will feature the natural landscape surrounding Kiamasha Creek and the rolling terrain, providing a premier golf experience while also assisting drainage. Celebrated golf course designer Rees Jones, “The Open Doctor,” is developing plans to renovate the fabled 18-hole Monster. Guests, visitors and residents will be able to re-trace the steps of a half-century of golf, located just steps away from Montreign and the Entertainment Village, for hours of challenging, resort-style play on newly constructed tees, fairways and greens.

Attachment VIII.C.5.a.-1 illustrates the Concept Master Plan, which serves as the site plan for Adelaar, the Project Site. The Montreign Resort Casino sits on a parcel of land within the Gaming Facility at Adelaar, and it rests within the entertainment core designated on the Concept Master Plan.

Within walking distance of Montreign is a pedestrian-friendly Entertainment Village that extends the gaming entertainment experience to an open air atmosphere. The 200,000 square foot Entertainment Village will become the social hub of the non-casino program and will be a gathering place for family and friends. The site plan for Montreign, and its relationship to the Entertainment Village, is illustrated in Attachment VIII.C.5.a.-2, and a site plan for the Entertainment Village is illustrated in Attachment VIII.C.5.a.-3, pp. 1-2.

Alongside Montreign and the Entertainment Village, the area's natural beauty will be the backdrop for the development of the 150 acre Indoor Waterpark Lodge. The 400,000 square foot Indoor Waterpark Lodge will rest in the landscape at the eastern edge of Adelaar where magnificent views of the Catskills will celebrate indoor and outdoor-oriented adventure while offering four seasons of family fun. The site plan for the Indoor Waterpark Lodge is illustrated in Attachment VIII.C.5.a.-3, p. 3.

The Resort Core is sited to take advantage of the views of the redesigned Monster Golf Course and western Catskills' vistas. The Monster Golf Course will have new clubhouse facilities, as illustrated on the detailed site plan (Attachment VIII.C.5.a.-3, p. 4-5), and will provide guest support services for the players, pro shop, and dining options, and will be available for occasional events and entertainment options, such as banquets and weddings.

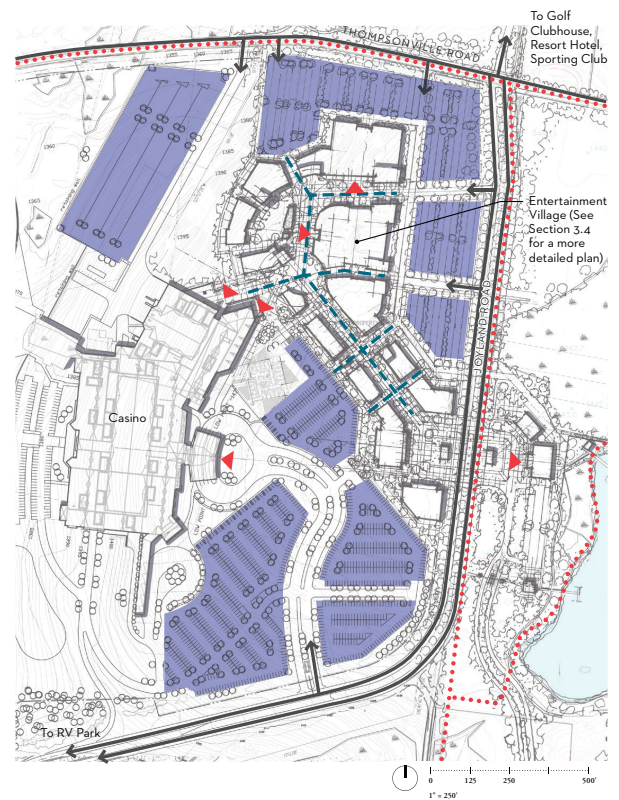
Montreign does not anticipate using any off-site ancillary property in connection with the Gaming Facility.

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.

The Project Site contains several buildings which are in various stages of design in the planning process. Montreign's construction documents are approximately 70% complete. The master site plan has been permitted through SEQRA and the Montreign parcel has been permitted through site plan review in Sullivan County. As a result of its advanced status, there are volumes of design and construction documentation available for review. For the purposes of this Exhibit, we have attached as Attachment VIII.C.5.a.-4 full and partial floor plans of Montreign, illustrating the key project and program components. We have also provided three (3) hard copies of progress construction documents for Montreign, separately bound and labeled as "Montreign Construction Documents," as well as electronic copies of the Montreign Construction Documents.

Page 1 of Attachment VIII.C.5.a.-4 illustrates the ground floor of Montreign, defining the casino floor and front-and back-of-the-house areas with major function, activity and use, and approximate square footage. Page 3 of Attachment VIII.C.5.a.-4 illustrates a typical floor plan which is repeated on twelve (12) floors of the hotel.

Attachment VIII.C.5.a.-5 shows a building Program Summary for Montreign outlining all major uses and floor areas, which corresponds to the aforementioned floor plans. The Program Summary is more clearly defined in the Montreign Construction Documents.



The facilities proposed for the balance of the Gaming Facility are in planning and design. Within walking distance of Montreign will be a pedestrian-friendly Entertainment Village that extends the gaming facility experience to a more open air environment. The 200,000 square foot Entertainment Village will become the social hub of the non-casino program and will be a gathering place for family and friends. The Entertainment Village site plan is illustrated on page 2 of Attachment VIII.C.5.a.-3.

Alongside Montreign and the Entertainment Village, the area's natural beauty will be the backdrop for the development of the new 150 acre Indoor Waterpark Lodge. The 400,000 square foot Indoor Waterpark Lodge will rest in the landscape at the eastern edge of Adelaar where magnificent views of the Catskills will celebrate indoor and outdoor-oriented adventure while offering four seasons of family fun. Page 3 of Attachment VIII.C.5.a.-3 illustrates the Indoor Waterpark Lodge site plan.

The renovated 18-hole Monster Golf Course will feature a new clubhouse with the potential for a bar, a clubhouse dining and event space, convenience locker rooms and a lounge area. The Golf Academy and instructional space will further augment the golf and resort experience.

The Monster Golf Course and clubhouse may be used in the off-season for winter activities. The golf course will provide an opportunity for sleigh rides, cross-country skiing and snowshoeing, and the clubhouse will serve as a nordic center and central location for other cold weather amenities and activities. Pages 4 and 5 of Attachment VIII.C.5.a.-3 illustrate a partial site plan of the course and clubhouse. The overall Monster Golf Course location is clearly delineated on the Concept Master Plan in Attachment VIII.C.5.a.-1.

The **MONSTER** *Golf Club*



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

Attachment VIII.C.5.a.-6 illustrates building elevations, showing building heights and scale, of Montreign Resort Casino, and Attachment VIII.C.5.a.-7 also shows 3D modeled and rendered perspectives for Montreign, indicating heights and relative scale. Attachment VIII.C.5.a.-7 also shows elevations and partial sections of the Entertainment Village and Indoor Waterpark Lodge, indicating the relationship between buildings of various uses in the Adelaar development. Further, Attachment VIII.C.5.a.-8 shows relative scale and perspectives of the Montreign Resort Casino.

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 Montreign Resort Casino building will likely be the tallest structure on the Project Site at over 280 feet. Attachment VIII.C.5.a.-9, Attachment VIII.C.5.a.-6 and page 1 of Attachment VIII.C.5.a.-4 depict cross-sections and floor plans illustrating the interrelation of Montreign’s principal building program components including the casino floor, hotel and hotel lobby, parking garage and the M Centre.

The Entertainment Village presents a thoughtful retail and commercial pattern that will recognize the varied requirements of gaming guests, the community members, destination tourists and groups arriving to the site. The Indoor Waterpark Lodge embraces its unique setting with Montreign Resort Casino and the Entertainment Village, and the tranquility of the Catskills’ rolling terrain. The outdoor recreation offered by the Indoor Waterpark Lodge takes advantage of its site at the top of the former Concord ski hill which will once again be enlivened by guests of all ages trying their hand at a tubing run or toboggan hill. Attachment VIII.C.5.a.-7 generally illustrates the proposed building sections and perspectives of the Indoor Waterpark Lodge, and partial building sections, elevations and perspectives of the Entertainment Village.

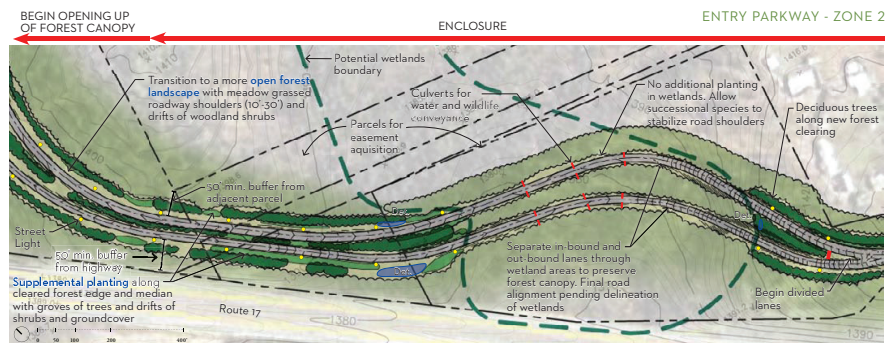
Proposed hardscape, landscape and landscape treatments including any off-site improvements required to implement the proposal.

The landscape design for Montreign follows the standards developed for Adelaar, with a particular focus on screening the larger surface parking areas necessary for this portion of the property, and accentuating the entry drive with a growing focus of color and scale to the plantings envisioned for the areas closest to building entries. The plantings are reflective of the activity in the immediate site area, with taller and more visual plantings at parking areas, and more colorful and personal scaled plantings at walkways, pathways and entries. These focal points will be supplemented by irrigation, make use of sustainable water practices where practical and support the perennial plant types utilized.

Plantings are installed in formal settings where applicable, such as along the entry drive, and are informal or natural in other areas of the property. This format allows plants to re-establish the natural setting of the property as growth takes hold over time. Attachment VIII.C.5.a.-10 illustrates the proposed hardscape, landscape and landscape treatments for Montreign.

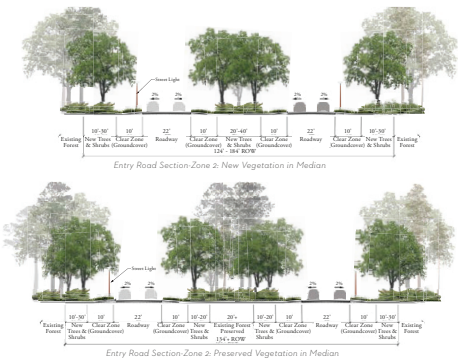
The landscape vision for Adelaar is to build upon the natural beauty of the site and to create a distinctive Catskills landscape experience and recreational opportunity for visitors. To ensure this vision is developed, a Landscape Master Plan (“LMP”) has been prepared for Adelaar, which is attached as Attachment VIII.C.5.a.-11.

As noted on pages 19-25 of the LMP, the Resort Entry Road is designed as a divided boulevard



ZONE 2 - ROADWAY CHARACTERISTICS

Item	Description	Plant Species
Character	Zone of decompression, sense of enclosure with a quiet woodland feel	
Curb	No curb	
Drainage	Surface flow into vegetated swales, rain gardens and detention basins	
Lighting	Project street light pole and fixture, 20' pole ht. No lights in wetland areas.	
Roadway Edge	Woodland groundcovers	Hyacinthoides non-scripta, Dryopteris intermedia, Dryopteris campyloptera, Osmunda cinnamomea, Taxella cordifolia
Shrub Layer	Drifts of ornamental shrubs for visual variety and screening.	Aesculus parviflora, Clethra alnifolia, Kalmia latifolia, Pieris japonica
Tree Layer	Revegetate along forest edge to conceal bare forest trunks.	Acer rubrum, Amelanchier laevis, Betula nigra, Fagus grandifolia, Nyssa sylvatica



with two lanes each way. The alignment follows the existing topography and responds to existing trees and rock outcrops. The Resort Entry Road transitions from a quiet woodland feel that allows for the guest to feel a sense of enclosure and decompression, to a more open landscape that offers views of the lake. As the guest arrives at Montreign, the landscape shifts to a more formally planted boulevard with an earthen berm to screen parking. The final site plan approval for Gaming Facility infrastructure, including the Resort Entry Road and its associated landscape design, was granted on July 10, 2013 by the Town of Thompson, with a minor amendment approved on June 11, 2014. Attachment VIII.C.5.a.-1 is copy of the Adelaar Master Plan, which indicates off-site improvements required to implement the proposal.

Exterior lighting design.

The exterior lighting design for Montreign was developed to accentuate the branded design elements in the architectural forms of the hotel tower and the porte cochere at the main entry, without overwhelming the natural beauty of the Catskills. Lighting technology allows the design to shape and sculpt light around the architectural features with a gentle surface wash of the tower façade. The same lighting technology allows the design to highlight architectural entry features such as canopies and columns with precision of shape and color to allow maximum theming flexibility for an upscale guest experience.

Attachment VIII.C.5.a.-12 depicts progress drawings for Montreign’s site lighting and shows the exterior lighting program proposed. Attachment VIII.C.5.a.-19, described below, also shows exterior renderings illustrating the building exterior at night, and shows a rendition of the proposed exterior building lighting.

Parking lot lighting will be designed to a minimum footcandle average of three (3) footcandles utilizing LED pole and bollard type luminaires. Special illumination levels for security camera systems will be considered if required for safety and based on evaluation in field conditions.



Resort Core Light Installation Options

RESORT CORE (CONT'D)

Light Installations

Light installations in the Resort Core should be:

- Vibrant
- Seasonal
- Artistic
- Flexible
- Changing

Pedestrian Street Lighting

Pedestrian street lighting in the Resort Core should have:

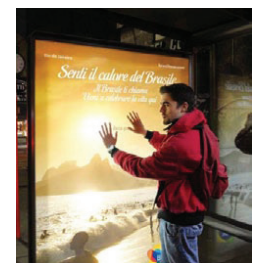
- Simple Profiles
- Contemporary Luminaires
- Wood pole, metal bases



Aubrillam Dome or comparable



LED Parking Display



Interactive LCD Displays

Lighting will play a significant role in defining the atmosphere of Adelaar, going beyond the functional illumination of streets and squares to become engaging sculptural installations. These installations should be inviting to visitors and residents, young and old, whether spending a lively evening at Montreign or going out to dinner as a family.

As in other resort environments, the lighting is equally designed in harmony with the landscape design. Successful lighting design can be used both to evoke landscape textures and patterns, as well as to illuminate the qualities of the landscape itself. Pages 60 to 65 of the LMP, attached as Attachment VIII.C.5.a.-11, provide additional information regarding site and facility lighting.

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

Pages 5 to 9 of Attachment VIII.C.5.a.-4 illustrate the floor plans for Montreign's parking structure, which is located directly below Montreign's gaming floor, and built into the side of the sloping site on which Montreign is located. The parking garage houses 1,565 vehicles in fully covered parking. There is both ADA accessible parking and accessible van parking as required by State Codes, and direct access to Montreign's main lobby by elevator. The parking garage has almost 50% of its exterior open, but the garage utilizes supplemental mechanical ventilation to control fresh air and exhaust as required. While the parking garage is the only parking structure currently planned, additional surface parking will be available on the Project Site as noted below.

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.

Attachment VIII.C.5.a.-13 depicts the Project Site, and illustrates a general circulation plan of Adelaar. Illustrations of roadway standards and design guidelines are also outlined in the LMP, attached as Attachment VIII.C.5.a.-11. The existing roadways located throughout the Project Site will be improved to accommodate increased traffic volumes and to create an appropriate gateway into the proposed development. The primary entry will be the Resort Entry Road, proposed to be a four lane divided roadway. All roadways are proposed to incorporate landscaping, as well as pedestrian and multi-use path components to improve circulation and the aesthetic environment within Adelaar.

Parking areas within Adelaar are proposed to be designed to follow standards developed during the Comprehensive Development Plan ("CDP") process and will follow the LMP. The CDP is attached as Attachment VIII.C.3.a.-3 to Exhibit VIII.C.3.a. Examples of these guidelines are illustrated in Attachment VIII.C.5.a.-14, which shows various diagrams illustrating the Parking Design Standards.

Montreign's parking areas have also been designed to follow the parking lot standards developed as part of the CDP and LMP for Adelaar, as will the balance of the Gaming Facility and other aspects of development at Adelaar. Parking lot design standards are required to protect the landscape character, provide adequate shade and screening of unsightly views, reduce heat island effect and improve opportunities for storm water retention on site. These standards have been developed and are outlined in Section IV of the CDP and Chapter 2 of the LMP, and they are described in more detail in Attachment VIII.C.5.a.-11.

Finally, Attachment VIII.C.5.a.-15 illustrates Montreign's site and traffic circulation plans, denoting locations of pick-up and drop-off areas for hotel and casino patrons, buses and valet parking and parking areas for employees, patrons, valet-parked vehicles and buses.

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.

Attachment VIII.C.5.a.-16 depicts Montreign’s perspective renderings, illustrating general massing and context of the overall building program as viewed from each of the principal exterior approaches in daylight.

Further, Attachment VIII.C.5.a.-7 depicts conceptual renderings of the exterior of the Entertainment Village and Indoor Waterpark Lodge. The balance of the commercial developments at Adelaar will follow guidelines developed during the approval process for the CDP, and as such, were integrated into the Commercial Development Guidelines (“CDG”) for Adelaar, which are attached as Attachment VIII.C.5.b.-1 to Exhibit VIII.C.5.b. The Guidelines describe recommended standards for architecture, site and landscaping, roadways and circulation, and set up a design review and approval process for the development. Together with the LMP, Adelaar has outlined standards and guidelines for the full CDP which allow for flexibility and also structure to the development, which protects both the local environment and the values inherent in the careful redevelopment of the site.

Attachment VIII.C.5.a.-17 illustrates the perspective renderings of the balance of the Gaming Facility’s exterior design concepts, illustrating general massing and context of the resort views from principal exterior approaches to these buildings in daylight. These represent the character of design defined by the CDG, and are subject to change as final designs develop.

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.

Attachment VIII.C.5.a.-18 depicts an aerial perspective rendering of Montreign Resort Casino and the adjacent Entertainment Village at dusk, illustrating the effect of the proposed exterior site lighting design and the general scale of the buildings. Further, Attachment VIII.C.5.a.-19 depicts the exterior of Montreign at night, showing the effect of the proposed exterior lighting design. Night views of the Entertainment Village and Indoor Waterpark Lodge have not yet been developed as these are in a conceptual design and planning phase.

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).

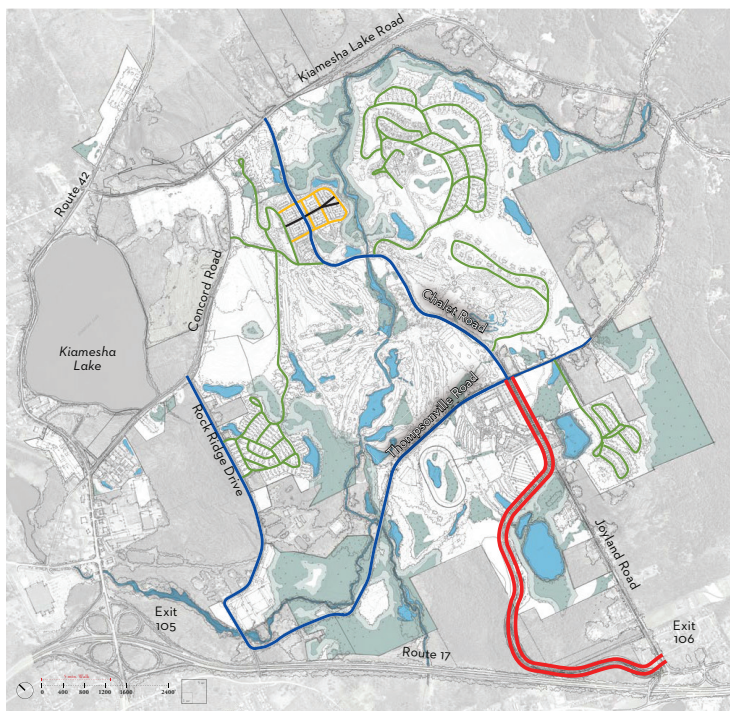
Attachment VIII.C.5.a.-20 depicts renderings of Montreign’s interior perspectives, finishes, interior elevations and significant interior spaces, such as the main entrance lobby, hotel rooms and floors, restaurants and other amenities, which represent a montage of interior sketches, vignettes, elevations and details which help characterize the spaces



proposed for the interior of Montreign and its variety of materials. The interior renderings are at different stages of development as interior designs are being finalized and developed, and renderings of other interior spaces in the Entertainment Village and Indoor Waterpark Lodge are currently in the conceptual design and planning phase.

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.

In addressing ROW, access and circulation improvements on the Project Site, the existing roadways located throughout Adelaar will be improved to accommodate increased traffic volumes and to create an appropriate gateway into the proposed development, and are defined within the approved design standards outlined in the CDP.



A redesigned Interchange 106 will be required to implement the proposal. The redesigned interchange includes a realigned Cimarron Road, installation of signals at the NYS Route 17 westbound and eastbound ramps, signal installation at Joyland Road and Cimarron Road, and converting the County Road 173/Overpass signalized intersection into a single-lane roundabout. Over the last fifteen (15) months, the design of the interchange has been coordinated and planned with input from the NYSDOT and the Sullivan County Department of Public Works.

Roadway design standards are defined in the LMP provided as Attachment VIII.C.5.a.-11. Approved and adopted roadway design standards are located within pages 56-61 of the CDP, attached as Attachment VIII.C.3.a.-3 to Exhibit

VIII.C.3.a. The work included in the redesigned Interchange 106 is further described in Exhibit VIII.C.17.d., and illustrated in Attachment VIII.C.17.d.-1.

Finally, Attachments VIII.C.5.a.-13 and Attachments VIII.C.5.a.-15 illustrate numerous infrastructure and other features of the Project Site access plan, and provide additional context concerning access to and egress from major traffic arterials and freeways.

Physical models.

Montreign has not supplied any physical models with its Application. A video animation of Montreign's three-dimensional computer generated building model and proposed facility is available, and will be presented during Montreign's public presentation.