

Australian Capital Territory

Gaming Machine (Peripheral Equipment) Approval 2016 (No 11)

Notifiable instrument NI2016–495

made under the

Gaming Machine Act 2004, section 69 (Approval of gaming machines and peripheral equipment)

1 Name of instrument

This instrument is the *Gaming Machine (Peripheral Equipment) Approval 2016 (No 11)*.

2 Commencement

This instrument commences the day after the date of notification.

3 Approval

I approve the peripheral equipment described in the attached Schedule to this instrument.

Lesley Maloney

Delegate

ACT Gambling and Racing Commission

26 August 2016

This is Page 1 (of 1 page) of the Schedule to the *Gaming Machine (Peripheral Equipment) Approval 2016 (No 11)*

For further information please contact the approved supplier.

Paltronics Australasia Pty Ltd	
Subject: Venue Wide Jackpot System Software Update and New Settings for Mystery Progressive	
System Name 1	Venue Wide Jackpot System - Server
Specification Number	52.YC002
System Name 2	Venue Wide Jackpot System – Local Controller
Specification Number	52.YC004
System Name 3	VWJS Mystery Maddness – Slave Controller
Specification Number	52.YCM01
Application Reference Number	52-A0084/S01
<u>Specific Approval Conditions</u>	
<ol style="list-style-type: none"> 1. The logic cage(s) housing the logic boards and other sensitive components of the MVJS (the MVJS Server and each attached local jackpot controller) must be closed and key-locked at all times, except during system maintenance or upgrade of the MVJS 2. The MVJS logic cages’ lock key(s) must be under the control of the venue manager. 3. The MVJS must be configured to use a different session encryption key every 24 hours or more frequently. The session encryption key is the “password” used by the MVJS to encrypt all its communications between the MVJS Server, Local Jackpot Controllers and Config/Console Workstations 4. The ability to perform any server administration, system configuration, software modification and/or control the servers’ operation remotely must be disabled at all times, except during system maintenance or upgrade of the MVJS. 5. Dedicated communication line (physical or logical) must be used for all communications between the MVJS Server, Local Jackpot Controllers and Config/Console Workstations. 6. ‘Rolled-up turnover’ is not approved for use in ACT and must be disabled at all times. 7. ‘Offline play’ is not approved for use in ACT and must be disabled at all times. The parameters “Maximum Offline Play Time” and “Maximum Offline Turnover” must be set to zero for each operating jackpot level. 8. The supplier must limit the number of inter-venue gaming machines operating with an MVJS to 100 unless the testing outlined in the OLGR Application Testing Report is carried out prior to increasing the number of inter-venue gaming machines. Please note that licencees cannot increase the number of gaming machines operated with an MVJS unless they have sought an amendment to their Multi User Permit. 	

Aristocrat Technologies Australia Pty Ltd	
Subject: Updated Bank Note Acceptor Firmware	
Device Name	Bank Note Acceptor
Application Reference Number	01-A1639/S01

Aristocrat Technologies Australia Pty Ltd	
Subject: Alternate Gaming Machine Hardware	
Device Name	COM Express Carrier Assembly
Application Reference Number	01-A1630/S01