

Australian Capital Territory

# Gaming Machine (Peripheral Equipment) Approval 2015 (No 7)

Notifiable instrument NI2015–589

made under the

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

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**1 Name of instrument**

This instrument is the *Gaming Machine (Peripheral Equipment) Approval 2015 (No 7)*.

**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

29 September 2015

This is Page 1 (of 2 pages) of the Schedule to the *Gaming Machine (Peripheral Equipment) Approval 2015 (No 7)*

Random Link Progressive Jackpot System Software Update	
<b>System Name 1</b>	Multi-Venue Jackpot System – Server (NSW Venue Wide Jackpot System)
<b>Manufacturer</b>	Paltronics Australasia Pty Ltd
<b>Category</b>	Subsidiary Equipment
<b>Specification Number</b>	52.YC002
<b>System Description</b>	999 Jackpot Levels Multi Venue Linked Progressive Jackpot System with CCCE Jackpot Transfer and Dual Port functionality with up to 500 (100 unless communications systems have been tested) Inter-Venue Jackpot Linked Gaming Machines
<b>Technical Standards Submission Standards</b>	NS 10.3 + NSW Appendix (dated 24/4/13) NSW CPTS 2.4; NSW JP TS Rev 1.3
<b>System Version</b>	2.9 71.471
<b>Application Reference Number</b>	52-A0076/S01/S02/S03
<b>System Name 2</b>	Multi Venue Jackpot System – Mystery Jackpot Controller (NSW Venue Wide Jackpot System)
<b>Manufacturer</b>	Paltronics Australasia Pty Ltd
<b>Category</b>	Subsidiary Equipment
<b>Specification Number</b>	52.YC004
<b>System Description</b>	64 Jackpot Levels Mystery Linked Progressive Jackpot System with CCCE Jackpot Transfer and Dual Port functionality with up to 200 Attached Gaming Machines.
<b>Technical Standards Submission Standards</b>	NS 10.3 + NSW Appendix (dated 24/4/13) NSW CPTS 2.4; NSW JP TS Rev 1.3
<b>System Version</b>	02.01.00.34
<b>Application Reference Number</b>	52-A0076/S01/S02/S03
<b>System Name 3</b>	Multi-Venue Jackpot System – Mystery Madness Jackpot Controller (NSW Venue Wide Jackpot System)
<b>Manufacturer</b>	Paltronics Australasia Pty Ltd
<b>Category</b>	Subsidiary Equipment
<b>Specification Number</b>	52.YCM01
<b>System Description</b>	4 Jackpot Level Local Mystery Madness Jackpot Controller with CCCE Jackpot Transfer and Dual Port functionality
<b>Technical Standards Submission Standards</b>	NS 10.3 + NSW Appendix (dated 24/4/13) NSW CPTS 2.4; NSW JP TS Rev 1.3
<b>System Version</b>	02.01.00.35
<b>Application Reference Number</b>	52-A0076/S01/S02/S03
<b>Specific Approval Conditions</b>	
<ol style="list-style-type: none"> <li>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</li> <li>2. The MVJS logic cages' lock key(s) must be under the control of the venue manager.</li> </ol>	

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.