

Australian Capital Territory

Gaming Machine (Peripheral Equipment) Approval 2016 (No 20)

Notifiable instrument NI2016–690

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 20)*.

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

8 December 2016

Random Link Progressive Jackpot System Software Update	
System Name 1	Multi-Venue Jackpot System – Server (NSW Venue Wide Jackpot System)
Manufacturer	Paltronics Australasia Pty Ltd
Category	Subsidiary Equipment
Specification Number	52.YC002
System Description	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
System Version	3.1.4.41
Application Reference Number	52-A0088/S01/S02/S03
System Name 2	Multi Venue Jackpot System – Mystery and Standard Progressive Jackpot Controller (NSW Venue Wide Jackpot System)
Manufacturer	Paltronics Australasia Pty Ltd
Category	Subsidiary Equipment
Specification Number	52.YC004
System Description	64 Jackpot Levels Mystery Linked Progressive Jackpot System with CCCE Jackpot Transfer and Dual Port functionality with up to 200 Attached Gaming Machines.
System Version	02.01.00.62
Application Reference Number	52-A0088/S01/S02/S03
System Name 3	Multi-Venue Jackpot System – Mystery Madness Jackpot Controller (NSW Venue Wide Jackpot System)
Manufacturer	Paltronics Australasia Pty Ltd
Category	Subsidiary Equipment
Specification Number	52.YCM01
System Description	4 Jackpot Level Local Mystery Madness Jackpot Controller with CCCE Jackpot Transfer and Dual Port functionality
System Version	02.01.00.64
Application Reference Number	52-A0088/S01/S02/S03
Specific Approval Conditions	
<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. 	

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5. 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.
6. 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.
7. Dedicated communication line (physical or logical) must be used for all communications between the MVJS Server, Local Jackpot Controllers and Config/Console Workstations.
8. ‘Rolled-up turnover’ is not approved for use in ACT and must be disabled at all times.
9. ‘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.
10. 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.