

Gaming Machine Analysis spreadsheet ("Automated GMA")

Important notice:

This form can be used by venues and/or societies to help them meet obligations under the Gambling Act (Class 4) Game Rules 2006 to complete Gaming Machine Analyses at regular intervals and under certain specified conditions. It is an alternative to the standard form "Gaming Machine Analysis", which is referred to in the Rules and provided on the Department of Internal Affairs' website in .pdf format. Reasonable care has been taken in its preparation but the Department does not accept any liability in regards to the accuracy of the form.

Instructions for use:

Open up the .xls document

- Light grey shaded areas are for the entry of applicable details, including actual monetary values.
- Light green shaded areas are for the entry of meter data.
- Cells that contain "0", "0.00", or "\$0.00" have underlying formulae and will update when data is entered into the "target" cells.

Top panel

- The Meter Increment Unit **must** be correct for the gaming machine in question. You **must** use the exact format shown in the highlighted box - do not add "c" for cents, dollar signs (\$) or anything else. ("1.00" will probably be a common denominator for all QCOM-enabled machines, which record meter activity in (dollars and) cents. Just type in "1").
- Read the notes in the light yellow panel immediately beneath this section.

Meter readings table

- Columns have been numbered to correspond with the QCOM meter (hexadecimal) identification numbers shown on the EMS Daily Gaming Machine Meter Totals Snapshot reports.
- The form does not require the entry of all meters shown on EMS reports.
- If you make a mistake entering any data **do not** on any account use the "delete" key. To make any corrections use the "backspace" key or highlight and over-type.
- When you enter opening and closing meter readings, the differences will appear in the Meter Increase rows.
- Note that under QCOM conventions, Cancel Credits **do not** increment the Cents out (Money/Cash out) soft meter as they do when the National Standard "Master Meters" are used. Also note that (Download) Jackpot Wins (Cashcade-type systems) do not increment Total Wins meters. Instead they are recorded on the EGM's designated jackpot wins meter and also increment the QCOM Cashless Credit In, and consequently Cents In meters.
-

Analysis section

- Hopper count - base data may be in dollar value or number of coins. If necessary, this needs to be converted to the same units as the meter increment unit (generally "1").
- Calculated hopper movement - produces its result automatically on the basis of metered differences - just make sure you have the correct data in the Coins in and Coins out fields. (In the

past some operators have used Cash (Cents) in and out instead, and indeed one type of machine (early IGT tokenised) did not have a Coins in soft meter at all. For this section to work properly, you must have entries in the Coins in and Coins out columns. If you only have Cash in, and the machine does not have a bank-note acceptor, simply transfer the Cash in figures to Coins in. Under present QCOM conventions and functionality, Cents out will be the same as Coins out.

- Meter reconciliation - similarly, you must have entries in the appropriate meter fields for this to work.
- Cash reconciliation - you need to establish the actual cash clearance (notes and coin) value from your Cash Clearance Details reports(s), convert it to meter increment units if necessary, and enter it in box (I) of this panel.

Cash methods steps one and two

- “total cash cleared” (I) will automatically appear as a dollar value, as will the “actual hopper movement” (C).
- “total cancelled credits paid” (M), any short pays (N) or hopper refills (O) must be entered on the basis of the actual cash figures recorded on the Cancelled Credit, Short Pays and Refills report(s).
- The yellow boxes in this panel highlight any variances between the actual and calculated hopper movement (C) - (F), and also the metered vs. “cash method” of gaming machine profit calculation (K) - (Q).

When finished, print out. You can also “SAVE AS....” (whatever you want to call it, in whichever directory you want to keep it). A new document will be needed for each gaming machine and period.

If you have any questions or experience any difficulties using this spreadsheet, please contact Senior Inspector Technical David Chatwin.

Telephone: (03) 353 8308

Email: david.chatwin@dia.govt.nz