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Proposed Development of Protocol Based Third Party System Connection to Class 4 Gaming Machines.

Third party systems are systems that add additional functionality to a gaming machine such as cashless (funds transfer), Linked jackpot system (additional prize), or performance based reporting. This additional functionality requires direct connection to the gaming machine and can directly effect the operation of a gaming machine. Current technology used to connect a third party system to one more gaming machines is a mixture of both protocol and/or wiring harness methodologies.

This technology is dependant on the third party manufacturer and limited in terms of functionality such as independent verification of accounting and integrity other than by manual methods. For example all jackpot systems have a similar method of counting pulses used to operate the gaming machine turnover meter. The counting of turnover pulses cannot be done with certainty and venues are required daily to manually verify the count of turnover pulses by the jackpot system against the gaming machine turnover meter.

Current technology used for third party systems does not fit with the functions of an electronic monitoring system, (the “EMS”), as defined in the Gambling Act 2003, for example to monitor and receive information on the funds used to gamble on gaming machines, faults on gaming machines (if caused by third party operation), and tampering with gaming machines.

Minimum standards have yet to be prescribed for third party systems; however, it is proposed that consideration be given first to the technology used to connect third party systems to gaming machines where these are to be monitored by an EMS. The EMS will use the QCOM protocol to monitor gaming machines under the control of a venue site controller.

The paper attached seeks your feedback on our proposal to use a protocol to separately allow third party systems to communicate to the site controller, to have the site controller transfer messages to specified gaming machines and for the third party system to

determine gaming machine status such as for example turnover meter information by listening in on the secure information sent by the gaming machine to the site controller. Additionally, the third party system will be able to respond to site controller commands for security and configuration event messages to be transferred allowing an EMS to ensure integrity of this equipment.

There are many ways of developing a protocol to achieve some or all of the above functions. There is some need to conserve development time and cost and it is proposed that this can be achieved by using as the basic structure of a third party protocol elements contained within the current QCOM protocol. There may also be an advantage to initially commence with limited functionality that ensures only the transfer of information necessary for the basic functioning of a third party system.

Your comments are invited on this approach as outlined in the attached paper. Additionally I will be meeting with third party suppliers either individually or in groups to discuss this approach over the next few weeks. Written comments are required by close of business Friday July 23.

Attachment: Electronic Monitoring System 3rd Party systems Interface Discussion Document.

Please contact me if you wish to discuss or seek additional clarification. Contact details are:

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Yours sincerely

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