NEVADA GAMING CONTROL BOARD
ASSOCIATED EQUIPMENT REVIEW CHECKLIST
ON-LINE SLOT METERING SYSTEMS AND
CASHLESS WAGERING SYSTEMS

Auditors' Initials and Date

Manufacturer: _____

Review Date(s): _____

System/Version: _____

Auditor(s): _____

Trial Location Name: _____

_____

Mfr#: _____   GCB Lab#: _____

Trial Location #: _____

Manufacturer's Personnel	Position	Contact Information

Definitions: "OSMS" refers to an On-line Slot Metering System.
"SSG" refers to a System Supported Gaming Device.
"MGS" refers to a Mobile Gaming System.
"SBG" refers to a System Based Gaming Device.
"CWS" refers to a Cashless Wagering System.
"System" refers to both OSMS and CWS.
"EGM" refers to an Electronic Gaming Machine (i.e. Slot Machine).
"SMIB" refers to a Slot Machine Interface Board.
"MG" refers to Multi-Game EGM.

System Functionality and Reporting Requirements
General Report Requirements

		Pass	Fail	N/A	Comments
1.	Do all reports generated by the system contain the following attributes: (a) Page Numbering, indicating the current page and total number of pages? (e.g. Page X of Y) (b) Current Software Version Number? (including the engineering build number) (c) Date/Time period (from and to) of activity covered by the report or, alternatively, an indication of "As Of" if the report includes data from a specific point in time? (d) Date/Time the document was generated? (e) Column and row titles? (f) Title of the report? (g) Grand totals for the activity period covered by the report, and grand totals for the month-to-date, year-to-date, and life-to-date (at least two year comparison) amounts? **Industry Letter on Associated Equipment Reporting Requirements dated February 19, 2010**				
2.	Does the system generate reports for all periods of activity even if the system has no data to present for the date/time period specified? **Industry Letter on Associated Equipment Reporting Requirements dated February 19, 2010**				
3.	If the system has no data to present for one or more periods, do all system generated reports present $0 dollar amounts or, alternatively, an indication of "No Activity" for these periods? **Industry Letter on Associated Equipment Reporting Requirements dated February 19, 2010**				
	Logical Access Controls and Logging				
4.	Describe the method(s) employed to secure the system (i.e. passwords, biometrics, etc.) at all levels (Application, Database, Network, Operating System)? **IT MICS #5**				
5.	Describe the method the system utilizes to force periodic password changes for user accounts. **IT MICS #6(a)**				
6.	Describe how system utilizes password complexity requirements for user accounts with passwords being at least eight characters in length, and by utilizing at least two of the following four requirements: **IT MICS #6(b)**				

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	Pass	Fail	N/A	Comments
(a) Upper Case Letters. (b) Lower Case Letters. (c) Special Characters. (d) Numeric Characters.				
7. Describe the method that the system uses to prevent passwords from being reused (i.e. non-reusable for a period of 18 months or, non-reusable for at least 10 password changes). **IT MICS #6(c)**				
8. How does the system detect and prevent users from gaining access through repeated password attempts resulting in failed login attempts? **IT MICS #6(d)**				
9. If the system includes a currency counter interface, how does the system ensure the interface is adequately secured (i.e through use of passwords, keys, or biometrics)? **SLOTS MICS #40**				
10. How does the system log, at a minimum, the following events: **IT MICS #7** (a) Failed login attempts? (b) Abnormal or unauthorized changes to live data files? (c) Changes to system policies and parameters? (d) Activity of administrative accounts? (e) Changes to date/time on master time server?				
11. Describe the method to review the system logs (i.e. available in one or more reports, or viewable only through the system interface). **IT MICS #7**				
12. Describe and name the report(s) generated by the system for exception type activities (e.g., changes to system parameters, corrections, overrides, voids, etc.) such that these reports include the following, at a minimum: **IT MICS #9** (a) Date/Time of alteration? (b) Identification of user performing the alteration? (c) Data or parameter that was altered? (d) Value of the data or parameter prior to alteration? (e) Value of the data or parameter after alteration?				
13. Does the CWS generate a report of system exceptions/errors to include: **TS 3.160(27)** (a) Date/Time of Exception or Error? (b) Gaming Device Number where Exception or Error Occurred, or Identification of User and Terminal where Exception or Error Occurred? (c) Description of Exception or Error, or Unique Code that Identifies the Exception or Error?				
14. How does the system manage permissions for user accounts (i.e. through use of Group profiles or through Individual profiles) at the application, database, network, or operating system level? **IT MICS #10 & 11**				
15. Describe and name the report(s) that the system produces listing user access that contains the following: **IT MICS #12 (a) – (h)** (a) Employee name. (b) Employee title or position description. (c) User login name. (d) Full list and description of application functions that each group/user account may execute. (e) Date/Time account was created.				

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_____

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Trial Location #:_____

	Pass	Fail	N/A	Comments
(f) Date/Time of last login. (g) Date of last password change. (h) Date and time account was disabled or deactivated. (i) Group membership of user account.				
16. How does the system export the user access listing report to an electronic format that allows it to be reviewed using analytical data tools (i.e. spreadsheet or database)? **IT MICS #32**				
17. Describe and list whether, and how, the system creates Generic, Default, Service/System, or Administrative level accounts upon installation at the operating system layer, application layer, or database layer? **IT MICS #17-21**				
18. Describe how the system logs all administrative account usage, including the following: **IT MICS #23** (a) Date/Time of activity. (b) Login account name. (c) Description of event. (d) Value before change. (e) Value after change.				
19. Describe the method of retention and viewing of such logs. **IT MICS #23**				
20. Describe the method of configuring the system to secure terminals and server consoles after a defined period of inactivity. **IT MICS #43**				
<center>Remote Access</center>				
21. Does the CWS require operator IT personnel to enable remote access? **TS 3.150(17)**				
22. Does the CWS allow remote access by the systems licensed manufacturer and only from that manufacturer's place of business? (State the method used to determine origination of remote access) **TS 3.150(17)**				
23. What method does the system employ to establish and automatically log each remote access session? **IT MICS #50**				
<center>Slot Accounting, Reports, and Forms</center> **Note:** Unless specified otherwise, the term "Voucher" as used in this section includes vouchers generated by slot machines, purchase vouchers generated at cashier stations or kiosks, and promotional vouchers.				
24. Describe how corrections to soft count data are adequately logged, reported, and involve more than one employee, and how such corrections are reported. **SLOTS MICS #51(b)**				
25. If the system includes a currency counter interface, how does the system ensure that the transmission of soft count data is securely transferred (i.e. through direct line or computer storage media import)? **SLOTS MICS #44**				
26. Do jackpot payout forms generated by the system include the following information: **SLOTS MICS #58 (a) – (g)** (a) Date and Time? (b) Slot machine number or socket ID (for SBG)? (c) Dollar amount of payout in both numeric and alpha				

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	Pass	Fail	N/A	Comments
formats? (d) Game outcome (for jackpot payouts only)? (e) Signature line for two individuals performing the verification and witnessing of the payout? (f) Unique sequential number? (g) Type of payout?				
27. Do short pay forms generated by the system include the following information: **SLOT MICS #60** (a) Date and Time? (b) Slot machine number? (c) Dollar amount of payout (both alpha and numeric)? (d) Reason for payout?				
28. Do all payout receipts generated by the CWS contain the following attributes: **TS 3.130(1)** (a) Licensee name, city and state? (b) Gaming device number? (c) Date and time of issuance? (d) Alpha and numeric dollar amount? (e) Sequence number? (f) Expiration Period or date when receipt will expire?				
29. For systems using payout receipts, how does the CWS require communication be initiated by a gaming device prior to generating a payout receipt? **TS 3.130(2)**				
30. For systems using payout receipts, how does the CWS validate payout receipts in an on-line, real-time manner? **TS 3.130(3)**				
31. For systems using payout receipts, how does the CWS prevent the authorization of payment for a payout receipt that has been previously paid, voided or that is unissued? **TS 3.130(4)**				
32. For systems using payout receipts, how does the CWS prevent payout receipts from expiring less than 30 days from date of issuance? **TS 3.130(5)**				
33. For systems using payout receipts, does the CWS generates a report of all payout receipts redeemed by cashier station, by shift, and in total? **TS 3.140(8)**				
34. For systems using payout receipts, does the CWS generate a report for all payout receipts issued by the system to include the issuance date, amount, unique sequence number, and identification of gaming device where issued? **TS 3.140(9)**				
35. For systems using payout receipts, does the CWS generate a report of the liability for all unredeemed and outstanding payout receipts by date of issuance and sequence number? **TS 3.140(10)**				
36. For slot machine issued wagering vouchers and coupons, do the vouchers/coupons contain the following attributes: **TS 3.150(9)** (a) Licensee name, city and state? (b) Gaming device number or printer station number? (c) Date and time of issuance? (d) Alpha and numeric dollar amount? (e) Sequence number? (f) Validation number? (g) Second printing of validation number on the leading				

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Trial Location Name: _____   _____

Mfr#: _____   GCB Lab#: _____   Trial Location #: _____

	Pass	Fail	N/A	Comments
edge of the voucher or coupon? (h) Unique identified (i.e. bar code) (i) Transaction type (j) Expiration period or date when voucher or coupon will expire?				
37. For slot machine issued wagering <u>vouchers</u>, how does the CWS prevent an expiration period of no less than 30 days for vouchers generated at a slot machine? **TS 3.150(8)**				
38. If the system provides a method for generating more than a single voucher if communication between the issuing gaming device and the CWS are lost, how does the system validate that the issuing system is the same as the redeeming system for any vouchers generated during an outage? **TS 3.150(11)**				
39. If the system provides a method for generating more than a single voucher if communication between the issuing gaming device and the CWS are lost, does the instrument generated exhibit an authentication code derived by a HASH, or other secure encryption method of at least 128 bits, such that: **TS 3.150(11)** (a) The wagering instrument is uniquely identified? (b) The issuing and redeeming systems are the same? (c) The value of the instrument is the same amount as printed on the instrument?				
40. For cases where a suitable authentication code is not printed on the voucher, does the system print no more than one wagering instrument after the gaming device or gaming device interface component to system communications have been lost? **TS 3.150(11)**				
41. For <u>wagering instruments</u> and debit instruments, how does the CWS provide for on-line, real-time validation of such instruments? **TS 3.150(13)**				
42. How does the CWS prevent the authorization of payment for a <u>wagering instrument</u> that has been previously paid, voided or that is unissued? **TS 3.150(14)**				
43. Does the CWS generate a report of the dollar amounts of all <u>active wagering instruments</u> (vouchers and coupons) created at a specific employee bank, delineated by type (i.e. available for sale, or distribution for promotional purposes), sufficient to identify the instruments that should be included in the station inventory? **SLOT MICS #85**				
44. How does the CWS ensure that the authorization of someone independent of the person creating the wagering instrument (voucher or coupon) is required when the instrument is to be voided? **SLOT MICS #77**				
45. For <u>wagering instruments</u>, does the CWS generate a report of all wagering instruments issued by date and identification of gaming device where issued, by gaming device? **TS 3.160(2)**				
46. For <u>wagering instruments</u>, does the CWS generate a report of all redemptions by date and means of redemption (e.g. gaming device, cashier station, kiosk, etc.)? **TS 3.160(3)**				
47. For <u>wagering instruments</u>, does the CWS generate a report				

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	Pass	Fail	N/A	Comments
of the liability for all unredeemed and outstanding wagering instruments by date issued, and by device or cashier station where issued, and by instrument type (slot machine issued, promotional, or purchase), that includes the instrument unique sequence/validation number, date of expiration, and instrument amount? **TS 3.160(4)**				
48. For <u>wagering instruments</u>, does the CWS generate a report of all instruments expired by date issued, and by identification of means of issuance, that includes unique sequence/validation number, date of issuance, and instrument amount? **TS 3.160(5)**				
49. For <u>wagering instruments</u>, does the CWS generate a report of all instruments voided by date that includes the date issued, instrument unique validation/sequence number, and means of issuance? **TS 3.160(6)**				
50. Does the CWS generate a report of <u>vouchers</u> and <u>coupons</u> counted by the count room, by gaming device and by type of instrument? **TS 3.160(8)**				
51. Does the CWS generate a report of all <u>wagering account</u> transactions including beginning balances, deposits, withdrawals, account adjustments, transfers to and from gaming devices, WAT Win, and ending balances by wagering account and in total? **TS 3.160 (13), SLOT MICS #160**				
52. Does the CWS generate a report of all <u>cashiering activities</u> (e.g. log on, redemptions, wagering account deposits/withdrawals/adjustments, log off, etc.), by cashier and in total? **TS 3.160(26)**				
53. Does the CWS generate a receipt for each patron <u>wagering account</u> deposit/withdrawal/adjustment transaction including the following: **SLOT MICS #158** (a) Unique document number (pre-printed or system generated) appearing on all copies? (b) Patron's Name? (c) Account Number? (d) Patron Signature Line? (e) Date/Time of Transaction? (f) Type of Transaction? (g) Dollar Amount of Transaction? (h) Nature of Deposit or Withdrawal (cash, check, chips), if applicable? (i) Reason for any adjustment, if applicable? (j) Signature space for employee handling the transaction?				
54. For each adjustment made to a <u>wagering account</u>, does the CWS generate a report that includes the following: **TS 3.160(25)** (a) Patron Name? (b) Account Number? (c) Amount of Adjustment? (d) Specific promotion, as applicable? (e) Description/Explanation for Adjustment? (f) Identification of Employee Performing Adjustment? (g) Identification of Employee Authorizing Adjustment?				
55. Does the CWS generate a report of <u>debit instrument</u> (i.e. wagering account) activity and balances, by patron and by gaming device including the date and time of each transfer to or from a gaming device? **TS 3.160(7)**				

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	Pass	Fail	N/A	Comments
56. How does the CWS <u>prevent</u> direct wagering at a gaming device or electronic funds transfer through use of a credit card? **TS 3.150(1)**				
57. If the CWS offers the ability to perform an <u>electronic funds transfer</u>, how does the system provide for a configurable daily limit not to exceed $1,000 per day per debit instrument? **TS 3.150(2)**				
58. How does the CWS record and report all <u>electronic funds transfers</u>? **TS 3.150(12)**				
59. What form of encryption is used for all data transmitted to and from a gaming device? **TS 3.150(3)**				
60. How does the system ensure that a secure method is used for patrons to access wagering and promotional accounts? **TS 3.150(4)**				
61. How does the CWS assign a unique identifier to all patron initiated transactions that includes the gaming device designation of at least 8 digits? **TS 3.150(5)**				
62. Describe the method of communicating and displaying a message notifying a patron at the EGM when a player initiated transaction with a wagering account or an electronic funds transfer is being processed. **TS 3.150(10)**				
63. Describe the method employed by the system to adjust the <u>theoretical hold percentage</u> appearing on the Slot Analysis Report to a calculated Weighted Average Theoretical Hold Percentage from the prior year for all Multi-Game/Multi-Denom machines, and all machines with more than a 4% spread between hold percentages in each wager category. **SLOT MICS #106(c)**				
64. Specify the method the system employs to electronically record machine/socket meters at the time a drop box is removed (coin or slot), and on demand? **TS 3.110, TS 3.120, SLOT MICS #129** (a) Coin In (b) Coin Out (c) Coin Drop (d) Attendant Paid Jackpots (e) Attendant Paid Cancelled Credits (f) Physical Coin In (g) Physical Coin Out (h) Bill In (i) Voucher Out (for metering of payout receipts) (j) Machine Paid External Bonus Payout (k) Attendant Paid External Bonus Payout (l) Attendant Paid Progressive Payout (m) Machine Paid Progressive Payout				
65. Specify the method the system employs to electronically record machine/socket meters at the time a drop box is removed (coin or slot), and on demand? **TS 3.150 (6) & (7), SLOT MICS #129** (a) Voucher In (b) Voucher Out (c) Electronic Funds Transfer In (EFT In) (d) Wagering Account Transfer In (WAT In) (e) Wagering Account Transfer Out (WAT Out) (f) Cashable Electronic Promotion In (CEP In)				

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_____

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	Pass	Fail	N/A	Comments
(g) Cashable Electronic Promotion Out (CEP Out) (h) Non-Cashable Electronic Promotion In (NCEP In) (i) Non-Cashable Electronic Promotion Out (NCEP Out) (j) Coupon Promotion In (k) Coupon Promotion Out				
66. Specify the method the system employs to electronically record machine/socket meters at the end of the licensee's configured 24 hour accounting period. **SLOT MICS #130** (a) Attendant Paid Jackpots (b) Attendant Paid Cancelled Credits (c) Attendant Paid External Bonus Payout (d) Attendant Paid Progressive Payout (e) Physical Coin In (f) Physical Coin Out (g) Cashable Electronic Promotion In (CEP In) (h) Cashable Electronic Promotion Out (CEP Out) (i) Non-Cashable Electronic Promotion In (NCEP In) (j) Non-Cashable Electronic Promotion Out (NCEP Out) (k) Machine Paid External Bonus Payout (l) Machine Paid Progressive Payout (m) Wagering Account Transfer In (WAT In) (n) Wagering Account Transfer Out (WAT Out) (o) Electronic Funds Transfer In (EFT In) (p) Voucher Out (q) Coin Drop				
67. How does the system record and maintain paytable level Coin In meters, and the weighted average theoretical payback percentage from each multi-game/multi-denom slot machine, and each slot machine featuring paytables with more than a 4% spread in payback percentages between wager categories? **TS 3.110 Note 2 & 3**				
68. How are the paytable level Coin In meters, and weighted average theoretical payback percentage recorded by the OSMS at the end of the gaming day, at time of drop, and on demand? **TS 3.120, Slot MICS #130**				
69. Does the system produce a <u>Slot Analysis Report</u> containing, at a minimum, the following by Slot Machine or Socket ID (in the case of SSG or SBG): **TS 3.140(2), SLOT MICS #116, TS 3.160(24)** (a) Denomination (or an indication that machine/socket is a multi-denomination)? (b) Slot Machine/Socket ID number and game type (e.g. MG for multigame, or SBG for system based game)? (c) Coin In? (d) Metered or Actual Drop (system configurable)? (e) Actual jackpot payout slips issued? (f) Actual fill slips issued? (g) Win? (h) Theoretical hold percentage? (i) Actual hold percentage? (j) Percentage variance between theoretical hold and actual hold percentages? (k) Projected dollar variance based on the percentage variance (calculated as Coin In * % Variance)?				
70. Does the <u>Slot Analysis Report</u> contain the following additional information by denomination or type (e.g. MG, SBG, etc.), and in total for all Machines/Socket ID's? **TS 3.140(2)(b), SLOT MICS #116(b)** (a) Floor par (calculated as the sum of all theo hold percentages for all slot machines/socket ID's within a				

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Trial Location Name:_____

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Mfr#:_____   GCB Lab#:_____   Trial Location #:_____

	Pass	Fail	N/A	Comments
denomination and weighted by coin in contribution)? (b) Combined actual hold percentage (calculated as all win divided by all coin in)? (c) Percentage variance between floor par and combined actual hold percentage? (d) Projected dollar variance (calculated as Total Coin In * % Variance)?				
71. Does the Metered or Actual Drop on the Slot Analysis Report include total amount of money, tokens, and wagering vouchers contained in the drop box, and any electronic money transfers made to an EGM through the use of a CWS? **Reg. 1.095**				
72. Describe the method provided by the system to reconcile the total of the Metered versus the Actual Drop by machine / socket ID to the amounts used to calculate the drop (i.e. bills, coin, vouchers, WAT In, EFT In, CEP In, etc.), whether counted by the count room or metered directly from the EGM? [State the report title(s)] **TS 3.140(3), Reg. 1.095**				
73. Do the electronic money transfers included in the Metered or Actual Drop on the Slot Analysis Report also include transfers of patron's cashable credits, whether issued by the licensee (CEP IN) or deposited by the patron (WAT IN)? **Reg. 1.095, Reg. 1.103**				
74. Does the system track and report CEP In amounts that were wagered by a patron after being transferred to an EGM from the patron's wagering account? [State the method and report title(s)] **GCB Letter "Legislative Action Affecting Casino Promotional Items" dated January 29, 1998**				
75. Describe how the system records and reports the amount of CEP IN credits actually wagered by the patron at the EGM. **GCB Letter "Legislative Action Affecting Casino Promotional Items" dated January 29, 1998**				
76. How are electronic funds transferred from financial institutions to an EGM through the CWS reflected on the Slot Analysis Report? **Reg. 1.095, Reg. 1.103**				
77. Describe how the system ensures that all payouts to a patron as a result of a legitimate slot machine wager are reflected in the "Jackpot Payouts" section on the Slot Analysis Report? **Reg. 1.140** **Note:** Payouts include money, tokens, payout receipts, wagering vouchers, and electronic money transfers (CEP Out and WAT Out), promotional and/or bonus payouts.				
78. How does system calculate the "Taxable Win" (i.e. "Drop" less "Fills" less "Jackpot Payouts") reflected on the Slot Analysis Report? **Reg. 6.110(2)**				
Calculation of Statistical Win				
NOTE: *Statistical Win* represents all slot machine wager and payout amounts related to the machine's paytable, regardless of whether they are taxable. Payouts resulting from "External Bonusing Systems" or "Promotional Awards" should not be included in *Statistical Win* unless they are included as part of the manufacturer paytable payout percentage.				

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	Pass	Fail	N/A	Comments
There are two alternate methods that may be used to calculate *Statistical Win*. The "Taxable Win" can be adjusted for bonus and promotional amounts to calculate the *Statistical Win* (Method #1). The metered "Ins" and "Outs" can be netted to calculate the *Statistical Win* (Method #2). If using Method #2, mark Method #1 questions as N/A.				
Method #1 – Adjust "Taxable Win" for bonus and promotion payouts:				
79. Does the Slot Analysis Report reflect the calculation of "Statistical Win" by adjusting "Taxable Win" by adding back all "enhanced" payouts (e.g. payouts resulting from promotional/external bonus systems, unless reflected in paytable par percentage) previously deducted as part of "Jackpot Payouts"? **SLOT MICS #116 Note 1, SLOT MICS #122** **NOTE:** *External Bonus Payout* amounts are either awarded to the credit meter or paid by an attendant as a result an External Bonusing System. *Promotional Payout Amounts* are amounts awarded to patrons as a result of licensee promotions or conversion of points. Such payouts must be added back to "Taxable Win," if unrelated to the paytable par percentage, since these payouts were deducted as "Jackpot Payouts." These payouts are deductible and may reduce overall "Taxable Win" but must be added back if they are unrelated to the paytable par percentage to arrive at true slot machine performance.				
80. Does the system provide detail transaction reports by machine/socket ID, and in total that support any adjustments to "Taxable Win" to calculate "Statistical Win"? **SLOT MICS #116 Note 1, SLOT MICS #122**				
Method #2 – Net meter "In" amounts against meter "Out" amounts:				
81. Does the system calculate "Statistical Win" on the Slot Analysis Report as the difference between total metered "Ins" and "Outs" as follows: *"In Amounts"*: • Coin Drop • Bill In • Voucher In • EFT In • WAT In • Non-Cashable Electronic Promotion In • Cashable Electronic Promotion In • Coupon Promotion In *"Out Amounts"*: • Attendant Paid Jackpots • Attendant Paid Cancelled Credits • Voucher Out • EFT Out • WAT Out • Non-Cashable Electronic Promotion Out • Electronic Promotion Out • Coupon Promotion Out • Attendant Paid Progressive Payout • Machine Paid Progressive Payout				

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Trial Location Name:_____ _____

Mfr#: _____ GCB Lab#: _____ Trial Location #:_____

	Pass	Fail	N/A	Comments
82. Does the system provide a detailed report or set of reports that show the calculation of "Statistical Win" by machine/socket ID, and in total? [State the report title(s)] **SLOT MICS #116 Note 1, SLOT MICS #122**				
Additional Questions on Statistical Win/Hold Percentages				
83. Does the "Statistical Win" used to calculate the Actual Hold percentage represent all drop and payout activity (i.e. all wagering activity) occurring through the gaming device regardless of whether the activity was subject to gross gaming revenue taxation? **SLOT MICS #116 Note 1**				
84. How does the system ensure that all activity recorded on the Coin In meter for each slot machine/socket ID includes all cashable and non-cashable credits wagered? **SLOT MICS #116 Note 1**				
85. How is the Actual Hold percentage, as reflected on the Slot Analysis Report, calculated by the system? **SLOT MICS #116 Note 1**				
86. How does the system ensure that slot machines that either do not or cannot communicate with the TS3 OSMS on the floor are reflected in the Slot Analysis Report? **SLOT MICS #116 Note 4**				
87. How does the system separate multi-game/multi-denom machines and SBG devices on the Slot Analysis Report from other machines on the floor? **SLOT MICS #116 Note 5**				
88. How does the system ensure that gaming devices located in a gaming salon are reflected on a separate Slot Analysis Report generated by the system? **SLOT MICS #117**				
89. How does the system ensure that the theoretical hold percentages used to calculate the weighted average theoretical hold percentage for each machine/socket ID: **SLOT MICS #118 & 119** (a) Fall within performance standards set by the gaming device's manufacturer? (b) Exclude promotional payouts or bonus payouts that are not included in the manufacturer's paytable? (c) Not include any other fees, such as those paid to operators of ILS machines?				
90. How does the OSMS record and retain final coin in and paytable theoretical payback percentage meters when a paytable is removed on an SBG or an SSG device? **SLOT MICS #120**				
91. How does the system ensure that final meters are recorded by the OSMS prior to any event (i.e. maintenance, software changes, or retirement, etc.) occurring on the SBG server or on the EGM where meter information could be lost following the event? **SLOT MICS #121**				
92. Does the OSMS produce a report or set of reports that provide the following variance information by slot machine/socket ID and in total: **TS 3.140(3) – (6), TS 3.140(11), SLOT MICS #134(a) – (p), TS 3.160(9) – (11), 3.160(14) – (23)** (a) Total Meter Attendant Paid Jackpots, Cancelled Credits, Progressive Payouts, and External Bonus Payouts vs.				

Auditors' Initials and Date

Manufacturer:_____

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_____

Mfr#:_____   GCB Lab#:_____

Trial Location #:_____

	Pass	Fail	N/A	Comments
Total Actual Attendant Paid Jackpots, Cancelled Credits, Progressive Payouts, and External Bonus Payouts?				
(b) Meter Fills vs. Actual Fills?				
(c) Meter Machine Paid and Attendant Paid External Bonus Payouts vs. External Bonusing System Machine Paid and Attendant Paid External Bonus Payouts?				
(d) Meter Wagering Account Transfer (WAT) In vs. CWS Wagering Account Transfer (WAT) In?				
(e) Meter Wagering Account Transfer (WAT) Out vs. CWS Wagering Account Transfer (WAT) Out?				
(f) Meter Electronic Funds Transfer (EFT) In vs. CWS Electronic Funds Transfer (EFT) In?				
(g) Meter Cashable Electronic Promotion (CEP) In vs. CWS Cashable Electronic Promotion (CEP) In?				
(h) Meter Cashable Electronic Promotion (CEP) Out vs. CWS Cashable Electronic Promotion (CEP) Out?				
(i) Meter Non-Cashable Electronic Promotion (NCEP) In vs. CWS Non-Cashable Electronic Promotion (NCEP) In?				
(j) Meter Non-Cashable Electronic Promotion (NCEP) Out vs. CWS Non-Cashable Electronic Promotion (NCEP) Out?				
(k) Meter Coupon Promotion Out vs. CWS Coupon Promotion Out forms issued?				
(l) Meter Voucher Out vs. CWS Voucher and Payout Receipt forms issued?				
(m) For only slot machines dropped, Meter Drop vs. Actual Drop for each drop type (e.g. coin, bills, etc.)?				
(n) For slot machines dropped, CWS Wagering Instruments accepted vs. Wagering Instruments counted in the count room (e.g. vouchers, coupons, etc.)?				
(o) For slot machines dropped, Meter Voucher In vs. CWS Voucher In forms accepted?				
(p) For slot machines dropped, Meter Coupon Promotion In vs. CWS Coupon Promotion In forms accepted?				
93. Does the system provide reporting by machine/socket ID, and in total for all machines, such that amounts recorded by the system for the gaming day are compared with those metered at the EGM for the following: **TS 3.140(3) – (6), TS 3.140(11), SLOT MICS #134(a) – (p), TS 3.160(9) – (11), 3.160(14) – (23)** (a) Meter Voucher In vs. System Voucher In? (b) Meter Coupon Promotion In vs. System Coupon Promotion In?				
<u>Computerized Player Tracking Systems Featuring Player Promotional Accounts</u>				
94. Does the system feature player tracking or player promotional accounts? If No, then mark this entire section "N/A."				
95. How does the system record any manual adjustments to player accounts? **TS 3.160(25)**				
96. Does the system generate a report detailing any adjustments to patron promotional accounts including the following: [State the report title] **TS 3.160(25)** (a) Patron Name (b) Account Number (c) Specific Promotion, as applicable? (d) Amount of Adjustment? (e) Explanation for Adjustment? (f) Identification of User Performing Adjustment?				

Auditors' Initials and Date

Manufacturer: _____

Review Date(s): _____

System/Version: _____

Auditor(s): _____

Trial Location Name: _____

_____

Mfr#: _____   GCB Lab#: _____

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	Pass	Fail	N/A	Comments
(g) Identification of User Authorizing Adjustment?				
97. Does the system generate a report detailing all promotional account activity and balances by promotion and by patron? [State the report title] **TS 3.160(12)**				
98. How does the system prevent employees who redeem points for patrons from accessing inactive or closed accounts without supervisory authorization? **SLOT MICS #167**				
99. Does the system generate a report of patron promotional accounts showing any changes to the account status (active vs. inactive) by patron that includes the patron name, account number, ID of user altering status of account, date/time of status change, Unique ID of user authorizing the change in account status, account status prior to change, and current account status? [State the report title] **IT MICS #9, SLOT MICS #167**				
100. How does the system record and report the issuance of promotional wagering credits to patrons, regardless of whether such credits are a result of slot play? [State the report title(s)] **SLOT MICS #166**				
101. How does the system record and report any and all changes to system or promotional parameters? **IT MICS #7(d), IT MICS #23, SLOT MICS #170**				
102. Does the system generate reports that are available for each gaming day including the following: [State the report titles] **TS 3.160(12)** (a) Summary reconciliation of beginning and ending balances for promotional accounts by patron for each promotion type? (b) Transaction detail for all increases to patron promotional account balances (including awards, conversions, adjustments, etc.) by patron and by machine for each promotion type? (c) Transaction detail for all decreases to patron promotional account balances (including usage, expiration, adjustments, etc.) by patron and by machine for each promotion type?				
103. How does the system provide reporting sufficient to reconcile usage of promotional credits with the appropriate meter activity from the OSMS for each promotional type and each machine number/socket ID? [State the Report Title(s) and method of reconciliation] **TS 3.160(12), TS 3.160(14) – (17), TS 3.160(21) – (22)**				
System Based Gaming				
1. Is this a Cashless Wagering System for a System Based Gaming Device? If No, then mark this entire section "N/A."				
2. What is the name of the report provided by the system that includes for each WAT In or WAT Out transaction, the Wagering Account Number, Socket ID, and Date/Time of transfer? **TS 3.161(1)(b)**				
3. What is the name of the report produced by the system for revenue that includes the total amount of WAT In, WAT Out, and WAT Win by Socket ID, and in grand total? **TS**				

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Manufacturer:_____

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_____

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3.161(1)(c)

	Pass	Fail	N/A	Comments
4. What is the name of the report produced by the system that includes for each WAT In transaction and each WAT Out transaction by wagering account number and in grand total? **TS 3.161(1)(d)**				
5. What is the name of the report produced by the system that includes for each WAT In and WAT Out transaction by Socket ID, Total WAT In and WAT Out by Socket ID, and grand totals? **TS 3.161(1)(e)**				
6. What is the name of the report produced by the system that includes the number of Socket ID's available to operate mobile communications devices, and the identification of each physical device assigned to a Socket ID? **TS 3.161(2)**				
7. What is the name of the report, or set of reports, produced by the system for all exceptions that includes the Date/Time of the exception, Socket ID where exception occurred, and a description of the exception or unique code identifying the exception? **TS 3.161(3)**				
System Components and Configurations				
1. Specify the operating system name and version for all servers on which the system is being installed.				
2. Specify the components being submitted for approval with the system including name, version, and server name/location where component is installed.				
3. If the system utilizes back-end database(s), specify the database name, version, and server name/location housing the database(s) (i.e. FoxPro, Db2, MS SQL, Oracle, Pervasive, SQL Anywhere, etc.)				
4. Specify the IP addresses for each server housing system components and data. (Include a topology diagram and network mapping diagram with the submission)				
5. List all user accounts and associated account passwords that are configured on the system submitted for approval. (This includes accounts at the operating system, database, network, and application layers)				
6. List the report generation software and version, if applicable (i.e. Crystal Reports, Microsoft SQL Reporting Services, etc.)				
<u>Testing Objectives</u>				
• Ensure that appropriate meters increment on the EGM based on the type of transaction. • Ensure that the OSMS system properly records and reports all meter information from the EGM devices connected on demand, end of day, and at drop time. • Ensure that the CWS system properly records and reports all WAT IN/OUT activity, CEP IN/OUT activity, NCEP IN/OUT activity, and all voucher/coupon activity accurately and completely.				

Auditors' Initials and Date

Manufacturer: _____

Review Date(s): _____

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Trial Location Name: _____

_____

Mfr#: _____   GCB Lab#: _____   Trial Location #: _____

	Pass	Fail	N/A	Comments
• Ensure that exception type activities are properly recorded and reported by the system. (IT MICS #9).				
• Ensure that exception type activities require proper independent authorization to complete.				
• Ensure that the system requires appropriate account password security. (IT MICS #6).				
• Ensure that the system tracks and reports appropriate events (IT MICS #7 & 23).				
• Ensure that the system generates the minimum required set of reports for CWS, SBG, OSMS, MGS and Cashless Wagering Kiosks to comply with Slot MICS, IT MICS, and Reg. 14 Technical Standards.				
• Ensure that transaction detail reports foot and trace by machine and in total to summary reports.				
• Ensure that wagering instruments and promotional credits expire according to statutory requirements.				
• For SBG and MGS, ensure that all information is reported and recorded by Socket ID.				
• Ensure that the OSMS system appropriately records and reports any changes affecting paytable configurations for legacy EGM devices, SBG systems, and SSG devices (i.e. new machine number is assigned when required).				
• Ensure that liability amounts for wagering instruments, debit instruments (wagering accounts), payout receipts, and patron promotions are accurately reported with all increases and decreases.				
• Ensure that all enhanced payouts are awarded as configured and accurately reported by the OSMS system.				
• Ensure that loading new paytables from a new library of paytables on a legacy slot machine results in the slot machine being treated as a new machine.				
• Ensure that adjustments to the weighted average theoretical hold percentage are properly reflected in the Slot Analysis Report for the current day, month to date, and year to date.				
• Ensure that enhanced payouts from an external bonusing system are properly reflected in taxable win, but not in statistical win (unless they are included in the manufacturer's paytable par percentage).				
• Ensure that for SSG devices, that the OSMS system records and retains final meter information prior to adding, changing, or removing a paytable.				
• Ensure that slot machine vouchers do not expire in less than 30 days.				
• Ensure that external bonusing systems award credits (cashable and non-cashable) as configured and that awards are properly reflected based on the type of				

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_____

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	Pass	Fail	N/A	Comments
payout.				
• Ensure the system reports all cashiering activities appropriately.				
• Ensure that the system records and reports all wagering account activity accurately and completely.				
• Ensure that all variance reports comparing system to meter amounts are populating from different database tables.				

<div align="center">Setup Activities</div>

1. Create the following user accounts:
    (a) Slot Floorperson
    (b) Slot Booth Cashier
    (c) Slot Supervisor
    (d) Soft Count Clerk
    (e) Soft Count Supervisor
    (f) Players Club Clerk
    (g) Players Club Supervisor
    (h) Accounting Slot Revenue Auditor
    (i) System Administrator
    (j) Cage Cashier
    (k) Cage Cashier Supervisor

2. Configure passwords on the accounts to expire at least once during the test period.

3. For legacy OSMS with a legacy CWS, configure six EGM devices with the following parameters:
    (a) Four 1¢ denomination machines. One to be SAS 5. Three to be SAS6 and one of those to be multi-game (max 3 active sub games).
    (b) One SAS 6 5¢ minimum denomination multi-game machine (max 3 active sub games).
    (c) One of the machines is to have a difference in theoretical hold percentage exceeding 4% spread between the minimum and maximum theoretical hold.
    (d) One of the six machines is to have a coin hopper and drop bucket.

4. If the system features such functionality, configure at least the following promotions:
    (a) Cashable Electronic Promotion that becomes redeemable on one day and expires on another day during the test period.
    (b) Non-Cashable Electronic Promotion that becomes redeemable on one day and expires on another day during the test period.
    (c) At least 50 Promotional Coupons (some tied to patron accounts and some not requiring a patron account) that become redeemable on one day and expire on another day during the test period.
    (d) At least 100 Promotional Vouchers that become redeemable on one day and expire on another day during the test period.
    (e) Wager Match promotion requiring a patron account.

5. If the system features such functionality, configure external bonuses that award CEP and NCEP credits to patron accounts, credits directly to the EGM credit meter, attendant hand-pay, and non-cash prizes. If possible configure one

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	Pass	Fail	N/A	Comments
award to be a non-cash award. Configure the bonuses to require a patron account, and at least one to be Un-carded.				
6. Configure the Soft Drop and Coin Drop periods, and split the machines into two drop zones. Each drop zone will be dropped on alternate days. Coin drop should be configured to occur at least once during the test period.				
7. Configure at least one cashier station to process purchasing and cashing of vouchers and, if applicable, wagering account transactions.				
8. Configure at least one kiosk to process hand pays, and another to process cashing of patron vouchers and patron type transactions (i.e. conversion of points to comps or wagering credits, redemption of points or credits for cash or non-cash items, etc.).				
9. Create at least 10 players club accounts and ensure that the beginning point, comp, CEP, and NCEP credit balances are $0.				
10. Configure player point accumulations to be 1 point awarded for every $1 played.				
11. Set the point cash redemption for player club accounts to be 10¢ per point. Configure point comp redemption for player club accounts to be $1 in per 100 points.				
12. Verify that the times on all components of the system are the same.				
13. Verify that the all machines have been dropped and the day has been closed out properly.				
14. Configure the period for purging unredeemed wagering instruments to two days.				
15. Configure the W-2G Jackpot limit on each of the EGMs such that handpays will result for any jackpot payouts over $5.00.				
Daily Test Transactions				
1. Generate multiple slot generated vouchers. Create a minimum of 20 vouchers of varying amounts from each machine.				
2. Commingle vouchers - set aside some to be voided, some to be redeemed for current day, some to be redeemed at future dates, and some to expire. 3 stacks - Twelve to be used for day 1 testing. Five to be used for Day 2 testing. Three set aside to expire on Day 3.				
3. Insert vouchers from the same machine and from different machines into various machines and ensure the meters appropriately increment.				
4. Play using inserted vouchers and generate at least 10 new vouchers from each machine from the remaining balance on the machine.				
5. Redeem a minimum of 5 vouchers each at a cashier station and at the kiosk.				

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Manufacturer:_____

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Auditor(s):_____

Trial Location Name:_____

_____

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	Pass	Fail	N/A	Comments
6. Create at least 60 promotional wagering instruments (30 vouchers and 30 coupons) that will be used with the system. Ensure some of the promotional instruments are to expire during the test. Five Promo Vouchers and five Promo Coupons should be created with a start date in the future. Verify that the start date is equal to the liability date and not the printed date.				
7. Commingle voucher and coupon promos - set aside some to be voided, some to be redeemed for current day, some to be redeemed at future dates, and some to expire. 3 stacks - Thirty to be used for day 1 testing. Fifteen to be used for Day 2 testing. Fifteen set aside to expire on Day 3. Note: expiration for promos should coincide with 2 day expiration set up in system.				
8. Insert voucher and coupon promos into various machines and ensure the voucher/coupon meters appropriately increment. Generate play using inserted voucher promos and generate at least 10 new vouchers from each machine from the remaining balance on the machine.				
9. Generate play using inserted coupon promos and attempt to cash out. Note system should not generate a new voucher.				
10. Commingle coupon and voucher promos in the system and attempt to cash out. Note: Only the voucher promo should be able to be cashed out.				
11. Attempt to redeem voucher promo and coupon promo at cashier and kiosk stations.				
12. For each cashier, create 30 Purchase Vouchers (15 purchase vouchers >$1,000, 15 purchase vouchers <$1,000). No expiration period is required.				
13. Insert purchase vouchers into various machines and ensure the meters appropriately increment.				
14. Process at least two voids for Purchase Vouchers, Voucher Promos and Coupon Promos at each cashier station. Record each transaction on a manual log for later comparison to ensure the system is properly recording and reporting transaction activity.				
15. Redeem Purchase Vouchers at each cashier station and each kiosk.				
16. Redeem 20 Purchase Voucher at each slot machine. Upload 5 Purchase Vouchers as WAT-In. Record each transaction on a manual log for later comparison to ensure the system is properly recording and reporting transaction activity.				
17. Redeem 15 Voucher Promos at each slot machine. Upload one Voucher Promo as CEP-In. Record each transaction on a manual log for later comparison to ensure the system is properly recording and reporting transaction activity.				
18. Redeem 15 Coupon Promos at each slot machine. Upload 5 Coupon Promos as NCEP-In. Record each transaction on a manual log for later comparison to ensure the system is properly recording and reporting transaction activity.				

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Manufacturer:_____   Review Date(s):_____

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	Pass	Fail	N/A	Comments
19. Commingle voucher and coupons to play at various machines. Ensure play is tracked and promotional points are being acquired at the established rate. $1=1pt				
20. Insert, in each EGM, each denomination of currency, coin, and tokens and ensure the bill-in meters and physical coin-in meters increment properly for each value.				
21. Generate play until 10 jackpots hit (5 jackpots processed at the cashier station and 5 jackpots processed at the kiosk). Generate 5 fill transactions for various amounts for each EGM. Perform 5 cancelled credit transactions. Alternate EGM's across multiple shifts during the day. Record each transaction on a manual log for later comparison to ensure the system is properly recording and reporting transaction activity.				
22. Attempt to void at least one jackpot and one fill transaction by using the user account that initiated the transaction. Note whether the system allows the user to void a transaction created by the same user.				
23. Process at least two voids for jackpots, fills, and cancelled credit transactions using the cage supervisor and a different slot supervisor account.				
24. Process at least two override jackpots and fills. Record each transaction on a manual log for later comparison to ensure the system is properly recording and reporting transaction activity.				
25. For coin machines, play various amounts and track play. Hit 5 jackpots on machines and perform the manual jackpot payout process.				
26. Process a drop for the appropriate drop zone. Include at least one EGM that should be dropped on a different day. Exclude one EGM that should be dropped on the current day. Record the EGMs dropped and the amounts of each drop.				
27. Perform a test of both the weigh scale and weigh scale interface (if applicable). All denominations of coin and tokens weighed by the weigh scale must be tested. Record the results.				
28. Process the coin drop count using the coin count user account. Attempt to correct at least two coin drop amounts and ensure the system requires two coin count team members to enter user names and passwords prior to correcting the error. Record the system result.				
29. Upload the weighted coin drop amounts using the coin count user account and the weigh scale interface. Ensure the interface features proper security – record the method.				
30. Perform a test of both the currency counter and currency counter interface. All denominations of currency and all types of wagering instruments counted by the currency counter must be tested. Record the results.				
31. Process the drop count using the soft count user account. Attempt to correct at least two drop amounts and ensure the				

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Trial Location Name:_____   _____

Mfr#:_____   GCB Lab#:_____   Trial Location #:_____

	Pass	Fail	N/A	Comments
system requires two soft count team members to enter user names and passwords prior to correcting the error. Record the system result.				
32. Upload the counted drop amounts using the soft count user account and the currency counter interface. Ensure the interface features proper security – record the method.				
33. Close and roll the shift, and generate all appropriate reports.				
34. Take ending meter readings both at the machines and via the "on demand" function of the system. Manually calculate meter reading advancement and trace to source reports.				
35. Foot all paytable coin-in amounts and ensure they agree to the total cabinet coin-in amount. Ensure all paytables are properly accounted for on the Multi-Game/Multi Denom Slot Analysis report.				
36. Close the gaming day and generate all appropriate reports. Submit all reports, audited, with this checklist.				
Transactions to Process on Subsequent Days				
37. Process mail pays for at least vouchers for two different patrons. Record the patron name, payment amount, and the user account receiving the payment.				
38. RAM clear machine. Ensure final meter readings are taken once the EGM is offline and a new asset number is created when the game is online again.				
39. Void expired voucher/coupon.				
40. Attempt to redeem an expired voucher/coupon.				
41. Attempt to re-redeem an already redeemed Purchase Voucher, Voucher Promo and Coupon Promo at each cashier station.				
42. Attempt to cash vouchers that have been voided, played, cashed and processed in the count room via all available methods (e.g., slot machine, cashier station, kiosk, etc.).				
43. Make several adjustments to jackpots and hopper fills from accounting. Record each transaction on a manual log for later comparison to ensure the system is properly recording and reporting transaction activity.				
44. Perform hopper adjustments from accounting. Record each transaction on a manual log for later comparison to ensure the system is properly recording and reporting transaction activity.				
45. Key back a jackpot to the credit meter and ensure a jackpot slip is not prepared by the system.				
46. Perform voids on jackpot and hopper fills from accounting. Record each transaction on a manual log for later comparison to ensure the system is properly recording and reporting transaction activity.				
47. Attempt to void jackpot and fill transactions occurring on				

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Manufacturer: _____   Review Date(s): _____

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Trial Location Name: _____   _____

Mfr#: _____   GCB Lab#: _____   Trial Location #: _____

	Pass	Fail	N/A	Comments
previous days.				
48. Insert a voucher in a $.05 machine that is less than the machine denomination.				
49. Attempt to redeem a zero value promo coupon.				
50. Void several vouchers and then try inserting them into the slot machines.				
51. Disconnect a machine and process a jackpot as a handpay. Record the system results.				
52. While a promotion is active, disconnect a game to ensure the game play activity is accounted for once the game is reconnected.				
53. Determine if the system automatically adjusts revenue for the expired vouchers and expired vouchers paid. If done within the system, verify the accuracy of the adjustment.				
54. If the system supports contests/tournaments, set up and conduct at least one and determine that the revenue effect is correct.				
55. Change coin drop and currency/voucher figures in accounting. Record each transaction on a manual log for later comparison to ensure the system is properly recording and reporting transaction activity.				
Testing of Application Controls				
56. Force a password change and ensure the system requires password complexity as required by IT MICS #6.				
57. Disable a user account and record the date and time and user account that was disabled for later comparison to system reports.				
58. Add a new user account, recording the date and time of the addition and administrative account used to create the new user account.				
59. Change the group membership and/or individual profile permissions for one user account.				
60. Test the system to ensure that the terminals secure themselves after a defined period of inactivity. Record the setting and result.				
61. Review system logging to ensure the usage of administrative accounts is accurately reflected.				
62. Attempt three failed login attempts to ensure the system locks the user account to prevent further access attempts.				
63. Review the user access listing to ensure that all events related to modification of user accounts are appropriately reported.				
64. Change the system time. Ensure the change is properly reflected on the system log.				

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Manufacturer:_____   Review Date(s):_____

System/Version:_____   Auditor(s):_____

Trial Location Name:_____   _____

Mfr#:_____   GCB Lab#:_____   Trial Location #:_____

Promotions and External Bonusing

	Pass	Fail	N/A	Comments
1. If bonuses are awarded to player accounts record players beginning account balances.				
2. Play on multiple bonus enabled machines at the same time until all types of bonuses have been awarded (machine paid, attendant paid and paid to player account).				
3. Record the amount of the bonus and the machine where the award was paid.				
4. Record player's ending account balances as displayed at the machine.				
5. Disconnect a game while the promotion is running. Ensure when the game is reconnected that all activity is properly accounted for and the bonuses are awarded accordingly.				
6. Trace bonuses awarded by machine and/or player to the appropriate bonus reports.				
7. Determine that the award falls within the parameters set for that bonus. Record results.				
Wagering accounts and/or electronic promotions (cashable and non-cashable)				
8. Insert a player's card in each enabled slot machine, record the player name and machine number.				
9. Record player's beginning account balances as displayed at the machine, e.g., wagering account balances, point balances, promotional balances.				
10. Play at the machine recording all play including wagers and payouts.				
11. Test and record all wagering account transfers to and from the machine. Test and record all other electronic transfers (cashable/non-cashable credits) in and out of the machine. Ensure the meters (WAT IN/OUT, CEP IN/OUT, and NCEP IN/OUT) increment properly after each transfer.				
12. Attempt to cash out non-cashable credits. (No vouchers/coupon should be created).				
13. Test and record redemption of player points for machine credits, cashable or non-cashable, if applicable.				
14. Record player's ending account balances as displayed at the machine, e.g., wagering account balances, point balances, promotional account balances.				
15. Trace the ending player account balances, wagering account activity and promotional account activity to the appropriate system reports.				
16. Test and record all wagering account transfers to and from the machine. Test and record all other electronic transfers (cashable/non-cashable credits) in and out of the machine Pull card in the middle of each transfer. Record results.				

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Trial Location Name:_____   _____

Mfr#:_____   GCB Lab#:_____   Trial Location #:_____

	Pass	Fail	N/A	Comments
17. Test and record all wagering account transfers to and from the machine. Test and record all other electronic transfers (cashable/non-cashable credits) in and out of the machine Disconnect sentinel at the game and then at the system for each type of transfer. Record results.				
18. Download WAT credits to various machines. Play credits. Track play and ensure machines are properly awarding bonus pts.				
19. Download CEP credits to various machines. Play credits. Track play and ensure machines are properly awarding bonus pts.				
20. Download NCEP credits to various machines. Play credits. Track play and ensure machines are properly awarding bonus pts.				
Wagering Account Transactions				
21. Generate all cashier reports and wagering account reports from the CWS at the beginning of each test day.				
22. Initiate at least 10 transfers to and from a gaming area from at least two patron wagering accounts for each day of testing.				
23. Process at least five deposit and five withdrawal transactions in various amounts for at least three patron wagering accounts for each day of testing.				
24. On the second day of testing, process a withdrawal equal to the full balance of at least one patron's account.				
25. One a day other than the first day of testing, create a new patron wagering account with an initial deposit amount.				
26. Make at least two positive and two negative adjustments to different patron wagering accounts on various days of testing.				
27. Change the status of a patron wagering account from active to inactive. Attempt to access the inactive account using the cage cashier account. Record the result.				
28. Generate all CWS reports and cashier activity reports at the end of each test day.				
29. Verify the change in the WAT IN and WAT OUT meters on the CWS match the change in WAT IN and WAT OUT meters on the destination gaming system.				
30. Verify that all cashiering activities are properly reported by the CWS system.				
31. Verify that all adjustments to patron wagering accounts appear on exception reports and that adjustment events identify the date and time of the adjustment, the patron's account name and number, User ID of the employees making and approving the adjustment, and the amount of the adjustment.				
32. Verify that all patron beginning balances are correct and that all transactions increasing and decreasing patron balances				

Auditors' Initials and Date

Manufacturer: _____

Review Date(s): _____

System/Version: _____

Auditor(s): _____

Trial Location Name: _____

_____

Mfr#: _____   GCB Lab#: _____

Trial Location #: _____

	Pass	Fail	N/A	Comments
are properly reported and that ending balances are correct.				
Player Promotional Account Transactions				
33. Generate all player promotion account reports.				
34. Verify the beginning balances of all patron promotional accounts.				
35. Create at least one player club clerk and one player club supervisor account.				
36. Change the status of one patron's promotional account from active to inactive. Attempt to access the inactive patron account using the player club clerk user account. Attempt to access the inactive patron account using the patron's player card. Record the result.				
37. Make several positive and negative adjustments to various patron promotional account points using the player club clerk account over various days of testing. Ensure the system requires the approval of a supervisor prior to posting the adjustments. Record the result.				
38. If the system offers the capability, set points adjusted to a patron's promotional account to expire on one of the subsequent test dates. Record the amount of the adjustment, the expiration date(s), and the patron accounts.				
39. If the system offers the capability, accrue points to at least two patrons' promotional account through ordinary wagering activity on at least two days of testing. Record the amount of points awarded for each patron account used.				
40. If the system is connected to a gaming system, attempt to use/redeem awarded points and adjusted points available in various patron accounts.				
41. Attempt to make changes to the point award structure or other system parameters using the player club clerk account. Ensure the system does not allow the adjustments to be made.				
42. Make changes to the point award structure or other system parameters using the player club supervisor account. Record the parameters and the value before and after the change.				
43. Generate all patron promotional account reports at the end of each day.				
44. Verify that the system reports the changes to the parameters and point structures on exception reports.				
45. Verify the user access listing shows the creation of the two user accounts with the appropriate creation date and time.				
46. Verify the ending liability balances for each patron promotional account reflect the correct changes from adjustments, redemptions, award accruals, and expirations.				
47. Verify that all adjustments are reflected on exception reports and that the adjustment events identify the date and time of				

Auditors' Initials and Date

Manufacturer:_____ Review Date(s):_____

System/Version:_____ Auditor(s):_____

Trial Location Name:_____ _____

Mfr#:_____ GCB Lab#:_____ Trial Location #:_____

	Pass	Fail	N/A	Comments
the adjustment, the patron's account name and number, User ID of the employees making and approving the adjustment, and the amount of the adjustment.				
48. Verify that points expire as configured and are reported in detail for each day of testing.				
49. Verify that the system reports the status change of the patron promotional account from active to inactive.				
Auditing Procedures				
1. Verify that all jackpot and fill slips include appropriate fields and formats and are uniquely numbered on all parts.				
2. Verify the transaction detail reports for jackpots and fills agree to the physical jackpot and fill slips in number of slips, and in amount, for each shift.				
3. Verify that the drop amount reported for each EGM for each shift is accurate on the Slot Analysis Report.				
4. Verify that the accuracy of the calculation of the statistical win and theoretical hold percentage on the Slot Analysis Report and all statistical reports.				
5. Verify that all jackpot and fill slips are uniquely and consecutively numbered and are all accounted for.				
6. Verify that all voided jackpot and fill slips are properly reported on exception reports and are properly authorized.				
7. Verify that all reports for at least one test date are clerically accurate and that all detail reports trace to totals on summary reports by asset number, denomination, by shift, and by gaming day.				
8. Verify that cumulative month to date and year to date amounts for the current day equal the amounts from the previous day plus amounts from the current day.				
9. Verify that the user access listing report contains all elements required by IT MICS #12 and that all user accounts are reported correctly.				