

**BMM COMPLIANCE TEST REPORT****Report Issue Date:**[Insert date, ex: 1<sup>st</sup> January, 2015]

Report date

**Jurisdiction Issued To:**

[Insert appropriate jurisdiction]

Jurisdiction

**Issued By:**

BMM Testlabs

Person responsible for  
Compliance ReportTravis Foley, Executive Vice President, Operations  
815 Pilot Road, Suite G Las Vegas, NV 89119  
(702) 407 2420, [www.bmm.com](http://www.bmm.com)**Compliance Tested By:**BMM Testlabs  
815 Pilot Road, Suite G  
Las Vegas, NV 89119BMM location where  
testing was performed**Manufacturer:**

[Manufacturer Name]

[Address 1]

[Address 2]

Manufacturer's name  
and address**Compliance Review for:**

[ Product Type:]

[Common Name and Version, if applicable]

[Product ID]

[Version, if applicable]

Products under review

**Reference Numbers:****BMM:**

[Project Code]

BMM internal tracking code

Manufacturer's internal tracking  
code (if applicable)**Client: (Only if applicable)**

[Insert any client reference characters here, if applicable]

**Report Number:**

[Report Number]

BMM proprietary report number

**CONDITIONS OF CERTIFICATION:**

Condition

This section explains any special conditions of the certification, when applicable. For example, if the game requires any special configurations, they would be listed here. Otherwise, this section is not used. **This is an important section to read.**

**BMM COMPLIANCE TEST REPORT**

**Section 1** is a table of regulations against which the equipment is tested. All jurisdictions have a custom listing available for this table.

**1. STANDARDS TESTED TO/RESULT**

Technical Standard(s) used for Compliance Evaluation:	Test Result	
	Pass	Fail
Insert appropriate jurisdictions, refer to O:\PSD Group\Certifications\Jurisdictional Tables	<input checked="" type="checkbox"/>	<input type="checkbox"/>

**Section 2** is a more detailed description of the product being verified. These lines are basic characteristics of the game, usually found in the documentation provided by the manufacturer. In some cases these characteristics are taken from the game's help screen.

**2. GAMING SYSTEM COMPLIANCE DETAILS****2.1. Gaming System Characteristics:**

[Briefly describe the specific duties of EACH system component ... ]

[Example Only]

[WebPOS v4.00.0100.01:]

The WebPOS v4.00.0100.01 is a Point of Sale (POS) program located on the cashier's station. The characteristics of the program are given below:

- List of characteristics of the POS in Bullet Form
- 
- 

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Section 2.2 specifically shows all relevant file signatures and math information.

**2.2. Gaming System File Details:**

The following table details the relevant information for the game [Game Name and Version] that has been certified as compliant to the aforementioned jurisdictional Technical Standard[s]:

This table lists the applicable Kobetron and signatures for EPROM based games.

Product ID	Product Version	Product Type	EPROM Type and Capacity	Board Position	Kobetron GI-3000 4-Digit	Kobetron GI-3000 8-Digit
[Product ID]	[Product Version]	[System, Game, etc]	[Make and model] [4Mb, 8Mb, etc...]	[Board Position]	[4 digit value]	[8 digit value]
[Product ID]	[Product Version]	[System, Game, etc]	[Make and model] [4Mb, 8Mb, etc...]	[Board Position]	[4 digit value]	[8 digit value]

This table identifies where to find the critical game files on the game itself along with the associated SHA-1 signature.

Product ID	Product Version	Product Type	Filename	Signature	Signature Type
[Product ID]	[Product Version]	[Product Type]	[Filename.exe or Folder]	[Signature]	[SHA-1 / MD5 etc.]
Location: [c:\filepath\filename]					
Validation Program Used: [Validation Program Used]					

**Note:** Refer to Section 3.5 for verification tools used.

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**2.3. Random Number Generation (RNG) Details:**

*[Remove this section and renumber if RNG has been approved for compliance with Class II technical standards]*

The evaluation of the RNG used in [RNG Name and Version] consisted of two main sections; the source code review and statistical tests to verify compliance with all applicable requirements outlined in §547.14. The following table details the relevant information used in the RNG analysis:

RNG File	SHA-1 Signature and Path	Validation Program Used
[File Name such as Random.dll, etc.]	[signature]	[Validation Program Used]

**Note:** Refer to Section 2.7 for verification tools used.

When the compliance review is for a re-submission, **Section 2.4** describes in layman's terms the changes made from the previous version to the current version. When the compliance review is for a new submission, this section does not exist.

**2.4. Modifications:**

[Game name and Version] is [MODIFYING, OBSOLETING, REVOKING] the previously certified [Game name and Version], BMM Report number [insert relevant report number]. The modifications are as follows:

[Insert modifications list from manufacturer here - written in layman's terms]

- [xxx]
- [xxx]
- [xxx]
- [xxx]

**Section 2.5** lists compatible hardware and software, appendices, and any additional notes relevant to the compliance review .

**2.5. Additional [Gaming System and Version] Program Notes:**

- **Compatible Components:** [Compatible Product Type and Product ID].  
The [Common Name and Version] detailed within this report is compatible with [Compatible Product Type and Product ID].
- **Compatible Main Program:** [Compatible Main Program Name and Product ID] or higher [if applicable].  
The gaming system detailed within this report is anticipated to be compatible with any subsequent released versions of [Main Program Name].
- **Compatible BIOS:** [BIOS Program Name and Version] [Only if controlled] or higher [if applicable].

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The gaming system detailed within this report is anticipated to be compatible with any subsequent released versions of [BIOS Program Name].

- [List any other limitations for hardware/ software]
- Appendix 1 gives the details of the supported game and main functionality.
- Appendix 2 gives the details of the supported game and system SAS functionality.
- Appendix [4] gives the details of the Random Number Generator (RNG) information for this Gaming System.
- Field Testing Location [If testing was performed away fr

**Section 2.6** displays the applicable signature verification tools and procedures used for this certification.

### 2.6. Software Signature Verification Information:

#### Signature Verification Application:

- (1) The Kobetron (4 or 8 digit) value given is calculated using the “Kobetron (GI 3000 v7.5) with adaptor “([Insert Adaptor Type])” devices and applications. The device was calculated, verified, and calibrated in accordance with ISO/IEC 17025 sections 6.4.1, 6.4.8, 6.4.13 (a), and 6.4.13 (c); as well as ISO/IEC 17020 sections 6.2.4, 6.2.6, 6.2.13 (a), and 6.2.15.
- (2) The SHA-1 signatures were calculated and verified using the BMM Signatures proprietary verification tool, which has been calibrated in accordance with ISO/IEC 17025 sections 6.4.1, 6.4.8, 6.4.13 (a), and 6.4.13 (c); as well as ISO/IEC 17020 sections 6.2.4, 6.2.6, 6.2.13 (a), and 6.2.15.
- (3) Where requested, BMM will supply the regulator/operator with BMM’s proprietary verification tool “BMM Signatures” for verifying the SHA-1 and MD5 details above. A user manual will also be supplied.
- (4) Signature verification procedures may require administrator rights access.
- (5) [Other]

#### Signature Verification Procedure:

- [Insert step by step procedure for verifying signatures]
- [xxx]
- [xxx]

**[Due to the numerous versions of BMM Signatures currently deployed, the procedure steps MUST include the following statement.]**

- Ensure that the correct BMM Signatures version is selected in the Version drop down menu.

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## 3. GAMING SYSTEM COMPONENT COMPLIANCE DETAILS

### 3.1 Gaming System Component Characteristics:

**Section 3.1** is a more detailed description of the product being verified. These lines are basic characteristics of the game, usually found in the documentation provided by the manufacturer. In some cases these characteristics are taken from the game's help screen.

[Common Game Name and Version] is an Electronic Real Time Bingo game. The characteristics of the game are given below:

[Refer to help screen or game documents provided by manufacturer. Enter detailed characteristics here written in layman's terms]

- This game is an entertaining display for results obtained in a Bingo Game.  
[Describe minimum number of player requirement]
- e.g. This game requires a minimum of two (2) players to initiate play which must be configured by the operator from the server. The game does not initiate until the required number of players are participating.  
[Describe bingo card details]
- e.g. The system is designed to preclude duplicate bingo cards from being used in the same game.
- e.g. A bingo card is provided by the game with spaces arranged in five (5) columns and five (5) rows, with numbers assigned to each space. Bingo card selections can be changed prior to game initiation by touching the bingo card. If a new bingo card is not selected, a new card is automatically generated upon initiating game play with the Play button. There is no free spot on the bingo card.  
[Describe bingo ball draw details]
- e.g. The bingo numbers are randomly drawn by an electronic random number generator located on the server. The RNG outcome represents the ball draw for the game. All the numbers are drawn randomly and displayed respectively one by one. The first twenty drawn ball numbers are displayed in white and the balance in yellow.  
[Describe how to win interim prizes and obtain gaming ending patterns]
- e.g. For a win to occur the bingo card patterns have to completely match the predetermined bingo winning pattern(s). When a winning match occurs, the numbers on the card are highlighted by flashing the matching numbers. All Interim prize patterns must be hit by using the first twenty (20) bingo ball numbers out of a maximum of seventy five (75) bingo ball numbers. Once a player achieves a game ending pattern, the remaining ball draws stop. The ball draws end once a game ending pattern is achieved and for this reason the game will often draw and display a different number of balls.  
[Describe game play, game initiation and sleep]
- e.g. Each predetermined bingo pattern has its own payout amounts. The winning patterns and corresponding win amounts are available to the patron prior to commencement of each game.
- e.g. A player must daub (second touch) to claim a winning bingo pattern unless the mechanical Play button is continuously held down. To get the opportunity or chance to be declared a winner, each player must participate in the games by pressing the mechanical 'Play' button or touching the 'daub/claim' icon on the game screen. If a player does not daub when their bingo card has a winning pattern, the player will lose that win (interim prize).

**OR**

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Games may be configured to require one-touch, two-touch, or three-touch for the purposes of daubing and/or claiming a prize. To get the opportunity or chance to be declared a winner, each player must participate in the games by pressing the 'Play' button. In two-touch or three-touch mode, if a player does not claim when their bingo card has a winning pattern, the player will forfeit that win.

[Describe the second touch detail]

- e.g. The game does not require a second touch if the outcome is not a win.

[Describe how a player can win a game and achieve the top award. Place top award pattern(s) if necessary]

- e.g. All players participating on a ball draw have the potential to obtain a winning bingo pattern and claim the prize since the bingo cards will not be the same between any two (2) Electronic Player Interfaces (EPIs).

[Describe any functional or operational issues that may be concerned by the operator or regulator, or game terminal configuration settings that may impact the game play. Refer to the next two bullet points as example]

- e.g. The game allows the player to hold the mechanical Play button (not the touch screen play button) to obtain continuous play using the same bet level and not requiring daubing. No daubing is required for a loss or win when continuously holding the mechanical PLAY button on the panel (not the touch screen).
- e.g. Config Menu / Games Config / Daub/Claim Option
  - "Daub/Claim Option" under "Game Config" menu must be set to "Daub/Claim Enable" during the initial setup.

The following details the visual aid of the bingo game [Common Game Name and Version]:

- [Common Game Name and Version] is a [Game type, ex. 5 reel, 20 line...; 52 card deck video poker... etc.] game.
- [Refer to help screen or game documents provided by manufacturer. Enter detailed characteristics of a lotto/bingo game here, written in layman's terms]
- [xxx]
- [xxx]
- [xxx]

This section simply states whether or not a progressive feature is supported and if so, provided the details of the feature.

#### PROGRESSIVE FEATURE:

[For this section: give detailed information of the progressive to include the following:

- Common Name and Version
- Internal, external, link, and/or wide-area progressive system
- Number of bet levels supported
- Explain whether the levels supported are configurable, not configurable, and if they are optional or mandatory.
- Specific progressive reset values.
- Configurable progressive contribution amount or the thresholds for the progressive contributions.

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For example:

Sample Game v1.0.1 uses an internal progressive system and supports up to four (4) progressive levels (Level 1- Mini, Level 2-Maxi, Level 3-Major, and Level 4- Mighty). The levels are optional after a RAM clear on setup. Settings for each level are configurable. Progressive Levels 1 through 4 can be configured using a contribution percentage from 0.01% through 100.00%.

The math information (RTP, volatility, odds) provided below in section 4.2 and includes a contribution of 0.01% to the progressive payout.]

[Common Name and Version] uses a/n [internal, external, link, and/or wide-area] progressive system and supports up to [1, 2, 3, etc.] progressive levels. The settings for each level are [configurable/not configurable] and is [optional/mandatory].

The math information (RTP, volatility, odds) provided below in section [x.x] and [includes/does not include] [a/an] contribution of [x.xx%] to the progressive.

**Section 3.2** specifically shows all relevant file signatures and math information.

### 3.2 Gaming System Component File Details:

The following table details the relevant information for the [Common Game Name and Version] that has been verified as compliant to the aforementioned Technical Standards:

Product ID	Product Version	Product Type	Filename	Signature	Signature Type
[Product ID]	[Product Version]	[Product Type]	[Filename.exe or Folder]	[Signature]	[SHA-1 / MD5 etc.]
Location: [c:\filepath\filename]					
Validation Program Used: [Validation Program Used]					
[Product ID]	[Product Version]	[Product Type]	[filename.exe]	[Signature]	[SHA-1 / MD5 etc.]
Location: [c:\filepath\filename]					
Validation Program Used: [Validation Program Used]					

**Note:** Refer to Section [3.6] for verification tools used.



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Product ID	Product Version	Product Type	EPROM Type and Capacity	Board Position	Kobetron GI-3000 4-Digit	Kobetron GI-3000 8-Digit
[Product ID]	[Product Version]	[System, Game, etc]	[Make and model] [4Mb, 8Mb, etc...]	[Board Position]	[4 digit value]	[8 digit value]
[Product ID]	[Product Version]	[System, Game, etc]	[Make and model] [4Mb, 8Mb, etc...]	[Board Position]	[4 digit value]	[8 digit value]

**Note:** Refer to Section [3.6] for verification tools used.

These table lists the variation(s), top prizes, odds, progressive details.

### 3.3 Additional Gaming System Component Details:

#### Mathematical Fairness Details:

The following tables detail the fairness standards outlined in §547.5(c):

Top Prize Details for Advertised Non-Progressive Prize:

Variation	Top Prize	Top Prize Odds	Top Prize Description
[variation]	[xxx,xxx] Credits	1 in [xxx]	[Provide a description of how the prize is won] [When possible, use a picture of the Bingo pattern]

Odds for Progressive Prize: [Remove this table if it is not applicable]

Variation	Prize	Odds	Progressive Prize Description
[variation]	[xxx,xxx] Credits	1 in [xxx]	[Provide a description of how the prize is won] [When possible, use a picture of the Bingo pattern]

#### Progressive Capability Details:

[Remove this table and renumber if Progressives are not supported]

Game Component	Progressive Capability	Progressive Levels
[Game Name]	[Yes/No]	[1, 2, 3, etc.]

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This table lists the variation(s) and all denominations available for each variation.

**Denomination and Credit Values:**

Game	Variation	Denominations
[Game Name]	[Variation 01] [If Applicable, else delete column]	[\$0.01, \$0.02, \$0.05, \$0.10, \$0.25, etc.]

This table lists the max number of lines, max bet per line and max total bet.

**Max Bet Details:**

Game	Max Bet
[Game Name]	[Max Total Bet]

**3.4 Modifications:**

[Product ID] is [MODIFYING, OBSOLETING, REVOKING] the previously recommended [Previously Recommended Product ID] (BMM Report number [insert relevant report number]). The modifications are listed below:

[Insert modifications list from manufacturer here - written in layman's terms]

- [xxx]
- [xxx]
- [xxx]

[Remove the sections if not needed]

**Note:** For additional details, please see the client notification letter in BMM Online Approval Technology (BOAT). [Remove this statement if not needed].

**3.5 Additional Program Notes:**

- **Compatible Gaming System:** [Compatible Product Type and ID] or higher [if applicable].  
The [Common Name and Version] detailed in this report is anticipated to be compatible with any subsequent released versions of [Compatible Product Type and ID].
- **Compatible Main Program:** [Compatible Main Program Name & Product ID] or higher [if applicable].  
The gaming system component detailed in this report is anticipated to be compatible with any subsequent released versions of [Main Program Name].
- **Compatible BIOS:** [BIOS Program name and version] [Only if controlled] or higher [if applicable] **[ONLY FOR MAIN]**

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The gaming system component detailed in this report is anticipated to be compatible with any subsequent released versions of [BIOS Program Nam3].

- [List any other limitations for hardware/ software]
- Appendix 1 gives the details of the supported game and main functionality.
- Appendix 2 gives the details of the supported game and system SAS functionality. (Only for Main)
- Appendix 3 gives the details of the Payout Percentage (RTP) information for the Gaming System Component. (Only for Game)
- Field Testing Location [If testing was performed away from BMM offices.]
- [Other]

### 3.6 Software Signature Verification Information:

#### Signature Verification Application:

- (1) The Kobetron (4 or 8 digit) value given is calculated using the “Kobetron (GI 3000 v7.5) with adaptor “([Insert Adaptor Type])” devices and applications. The device was calculated, verified, and calibrated in accordance with ISO/IEC 17025 sections 6.4.1, 6.4.8, 6.4.13 (a), and 6.4.13 (c); as well as ISO/IEC 17020 sections 6.2.4, 6.2.6, 6.2.13 (a), and 6.2.15.
- (2) The SHA-1 signatures were calculated and verified using the BMM Signatures proprietary verification tool, which has been calibrated in accordance with ISO/IEC 17025 sections 6.4.1, 6.4.8, 6.4.13 (a), and 6.4.13 (c); as well as ISO/IEC 17020 sections 6.2.4, 6.2.6, 6.2.13 (a), and 6.2.15.
- (3) Where requested, BMM will supply the regulator/operator with BMM’s proprietary verification tool “BMM Signatures” for verifying the SHA-1 and MD5 details above. A user manual will also be supplied.
- (4) Signature verification procedures may require administrator rights access.
- (5) [Other]

#### Signature Verification Procedure:

[List the Gaming System Component software verification procedure(s), if needed]

- [Insert step by step procedure for verifying signatures]

## BMM COMPLINACE TEST REPORT

### 4. TERMS AND CONDITIONS

**Section 4** describes our standard terms and conditions of certification. This section does not routinely change.

BMM Testlabs (“BMM”) has conducted a level of testing of the gaming product which has historically been adequate for a submission of this type. However, inherent in testing in a laboratory environment are the unavoidable limitations of not being able to verify the effects of all possible configurations and environments that occur in actual gaming venues.

This compliance report is for use by the client for the jurisdiction (“Jurisdiction”) referenced in the report (the “Report”) and only verifies, as of the date stated, the gaming product described in the Report subject to any conditions or limitations set forth therein.

The manufacturer named in the Report is solely responsible for possession of the appropriate license to sell, lease, service, or provide gaming supplies or gaming-related services in the Jurisdiction and for compliance with the ongoing requirements of the Jurisdiction. It is the responsibility of the manufacturer and operators to ensure that the gaming product detailed in this Report is installed, maintained and operated correctly without defects and safely in accordance with requirements of the Jurisdiction.

The Report and testing performed by BMM is proprietary to BMM. This Report is issued solely for the benefit of the client and shall not be reproduced, reprinted, or transmitted in whole or in part to any party not named in the Report without the written approval of BMM, other than by a regulator of the Jurisdiction. No third party may use, rely, or refer to the Report, its contents, or any related documents, without written permission of BMM. If BMM grants consent, BMM will send this Report via email as directed. BMM takes precautionary measures to secure the “PDF” document, but BMM does not send the email via any encrypted methodology.

The undersigned certifies under penalty of perjury that the compliance testing of the gaming product detailed in this Report and any accompanying documents was conducted in accordance with the requirements of the Jurisdiction and that the gaming product meets the requirements of its laws and the regulations adopted thereunder, and all published technical standards, control standards, control procedures, policies, industry notices and similar requirements implemented or issued by the Jurisdiction to the best of BMM’s knowledge and belief.

Notwithstanding the above, any regulator may reprint, reproduce and transmit any document or information to any party that the regulator, in their sole discretion, deems appropriate.

BMM DOES NOT MAKE, AND EXPRESSLY DISCLAIMS, ALL OTHER WARRANTIES OF ANY KIND, EXPRESSED OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY WARRANTIES OF NON-INFRINGEMENT, MERCHANTABILITY, SUITABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. THE LIABILITY AND OBLIGATIONS OF BMM HEREUNDER, AND THE REMEDY OF THE RECIPIENT, UNDER OR IN CONNECTION WITH THIS AGREEMENT SHALL BE LIMITED TO, AT BMM’S OPTION, REPLACEMENT OF THE SERVICES PROVIDED OR THE REFUND BY BMM OF ANY MONIES RECEIVED BY IT FOR THE SERVICES PROVIDED. IN NO EVENT SHALL BMM BE RESPONSIBLE TO THE CLIENT OR ANY THIRD PARTY FOR ANY CONSEQUENTIAL, INCIDENTAL, DIRECT, INDIRECT, OR SPECIAL DAMAGES, INCLUDING WITHOUT LIMITATION DAMAGES FOR LOST PROFITS OR REVENUE, BUSINESS INTERRUPTION, OR PUNITIVE DAMAGES, EVEN IF BMM HAD BEEN ADVISED OF THE POTENTIAL FOR SUCH DAMAGES.

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Please feel free to contact BMM if you have any questions with regard to this Report.

Yours sincerely,

Travis Foley  
Executive Vice President, Operations  
BMM Testlabs

T/ [Tester's initials in lowercase]

G/ [GM's initials in lowercase]

v3.4

Yours sincerely,

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**Appendix 1****Game and Main Functionality**

**Appendix 1** displays supported functionality of the game and/or main.

	Functionality	Supported
<b>Payout Methods</b>	Printer (Ticket Out)	?
	Hopper (Coin/Token)	?
<b>Credit Input Methods</b>	Bill Validator (Tickets In)	?
	Bill Validator (Bills In)	?
	Coin (or Token) Comparators	?
<b>Features</b>	Double Up	?
	Multi-denomination Configuration (more than 1 denomination configuration option available)	?
	Multi-denomination Game (more than 1 denomination available to be selected by the player)	?
	Tournament game	?
	Multi-Line Configuration (more than 1 line configuration option is available)	?
	Multi-Line Game (more than 1 line selection option is available to the player)	?
	Multi-Game (more than 1 game configuration available)	?
	Multi-Game (more than 1 game option available to the player)	?
<b>Progressive</b>	Multi-Site	?
	Linked (External)	?
	Mystery (External)	?
	Mystery (Internal)	?
	Standalone (Internal)	?

**Note:** Before any gaming software or equipment is installed for public use, BMM recommends that the regulator and/or operator personnel conduct communication testing with all associated devices to ensure its correct operation within the specific casino environment.

? = This functionality is supported.

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**Appendix 2**

**Appendix 2** describes the supported SAS functions.

**Functions of SAS supported by the Software**

	Description of Function	Supported	Pass	Fail
1	Communications (general polls and long polls)	?	?	?
2	Multi Game	?	?	?
3	Fund Transfers			
	Advanced Fund Transfers	?	?	?
	Advanced Fund Transfers-Bonus Awards	?	?	?
	*Electronic Fund Transfer (ECT-Credits)	?	?	?
	*Electronic Fund Transfer (Dollars/cents)	?	?	?
4	Progressives	?	?	?
5	Tournament	?	?	?
6	Real Time Event Reporting	?	?	?
7	Bonusing (Legacy Bonusing)			
	Direct Bonus Award–Standard	?	?	?
	Multiplied Jackpot Features	?	?	?
8	Jackpot Handpay Reset	?	?	?
9	Validation and Ticket Redemption			
	Standard Validation	?	?	?
	Enhanced Validation	?	?	?
	System Validation	?	?	?
10	Multi-Denomination Extensions	?	?	?
11	Component Authentication (i.e. SHA-1, CRC 32, KOBEI, KOBEII, MD5)	?	?	?
12	SAS Version	[SAS Game Version]		

\* Supports previous SAS versions EFT functionality.

✓ = This functionality is supported.