

BMM COMPLIANCE TEST REPORT**Report Issue Date:**[Insert date, ex: 1st 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**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 Certification for:****Game:**

[Game name and version]

Machine (if applicable):

[Machine name and version, if applicable]

System (if applicable):

[System name and version, if applicable]

Products under review

Reference Numbers:**BMM:**

[Project Code]

BMM internal tracking code

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

When describing game characteristics, the first sentence always starts off by explaining how many reels and lines the mechanical/video game has, when applicable.

2. SOFTWARE CHARACTERISTICS

[Game name and version] is a [Game type, ex. 5 reel, 20 line...; 52 card deck video poker... etc.] 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]
- [xxx]
- [xxx]
- [xxx]

PROGRESSIVE FEATURE:

[Enter either "[1, 2, 3, etc...]" Progressive Level Supported." or "Not Supported" here]

This section simply states whether or not a progressive feature is supported.

BMM proprietary
report number

[Report Number]

Report Date

2 of 10

[Date]

BMM COMPLINACE TEST REPORT

3. COMPLIANCE CERTIFICATION DETAILS

Section 3 specifically shows all relevant file signatures and math information.

3.1. [Game][Main]Software Version 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.

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

File Name	Version	SHA-1 Signature and Path	Validation Program Used
filename.exe	Version	[sha1 signature]	[BMM SHA-1 v5.0] [EagleCheck v2.1]
Location: c:\filepath\filename			
filename.dll	version	[sha1 signature]	[BMM SHA-1 v5.0] [EagleCheck v2.1]
Location: c:\filepath\filename			

Note: Refer to Section 3.5 for verification tools used.

BMM COMPLINACE TEST REPORT

3.2. Additional Game Details:

Game Math Details:

Game Details for [Game Name and Version] - Base Game Only:

This table lists the variation(s), RTP %, game cycle, volatility index and number of games to reach an RPT % the base game only.

Variation	RTP (%)	Cycle	Volatility Index		Number of games to reach an RTP of [insert minimum]	
			90% Confidence	95% Confidence	90% Confidence	95% Confidence
[variation]	[pay percentage]	[cycle]	[v.i. @ 90%]	[v.i. @ 95%]	[@ 90%]	[@ 95%]

This table lists the variation(s), top award, the odds of hitting that award and a description of how the top award is won for the base game only.

Top Award Details for [Game Name and Version] - Base Game Or

Variation	Top Award	Top Award Odds	Top Award Description
[variation]	[xxx,xxx] Credits	1 in [xxx]	[provide a description of how the top award is won]

This table lists the variation(s), top award, the odds of hitting that award and a description of how the top award is won including both the base game and feature components.

Top Award Details for [Game Name and Version] - including Base and Feature Components:

Variation	Top Award	Top Award Odds	Top Award Description
[variation]	[xxx,xxx] Credits	1 in [xxx]	[provide a description of how the top award is won]

BMM COMPLINACE T

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

Game Denominations:

Variation	Denominations
[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:

Max Lines	Max Bet Per Line	Max Bet
[Max Lines]	[Max Bet Per Line]	[Max Total Bet]

When the certification is for a re-submission, **Section 3.3** describes in layman's terms the changes made from the previous version to the current version. When the certification is for a new submission, this section does not exist.

3.3. 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 3.4 lists compatible hardware and software, appendices, and any additional notes relevant to the certification.

3.4. Additional [Game][Main] Program Notes:

- **Compatible [Platform][Cabinet]:** [Platform, Cabinet]
The [game][main] verified within this report is compatible with the [Mention platform, cabinet Name]
- **Compatible Main Program:** [Main Program Name and Version] or higher.
The game verified within this report is anticipated to be compatible with any subsequent released versions of [Main Program Name].
- **Compatible BIOS:** [BIOS Program Name & Version] [If controlled] or higher [if applicable] [Only for Main].

BMM COMPLINACE TEST REPORT

The main verified 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. (Only for Main)
- Field Testing Location: [If testing was performed away from BMM offices].
- [Other]

3.5. Software Signature Verification Information:

Signature Verification Application:

Section 3.5 displays the applicable signature verification tools and procedures used for this certification.

- (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]

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.

BMM COMPLINACE TEST REPORT

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,

BMM COMPLINACE TEST REPORT

Appendix 1**Game and Main Functionality**

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

	Functionality	Supported
Payout Methods	Printer (Ticket Out)	?
	Hopper (Coin/Token)	?
Credit Input Methods	Bill Validator (Tickets In)	?
	Bill Validator (Bills In)	?
	Coin (or Token) Comparators	?
Features	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)	?
Progressive	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.

BMM COMPLINACE TEST REPORT

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.