bmm testlabs

BMM CERTIFICATION TEST REPORT

Report Issue Date:	30 th December, 2014
Jurisdiction Issued To:	Georgia Lottery Corporation
Issued By:	BMM Testlabs Travis Foley, Executive Vice President, Operations 815 Pilot Road, Suite G, Las Vegas, NV 89119 (702) 407 2420, <u>www.bmm.com</u>
Compliance Tested By:	BMM Testlabs 815 Pilot Road, Suite G Las Vegas, NV 89119
Manufacturer:	Primero Games, LLC 2150 Northmont Pkwy, Suite N, Duluth, GA 30096
Compliance Certification for:	
Game Firmware :	Super Duo Nudge v2.10 Firmware ID: B47280B6
Reference Numbers:	
BMM:	PRIM.1023
Report Number:	PRIM10231GA_Lottery



1. STANDARD TESTED TO/RESULT

Technical Standard used for Compliance Evaluation:		Test Result	
		Fail	
Georgia COAM SAS Requirements v1.6			

2. SCOPE

Primero Games LLC has requested BMM Testlabs to certify the interoperability of the Super Duo Nudge v2.10 Firmware ID: B47280B6 with the Intralot system. This report provides testing results of the ability for this software to accurately communicate and record transmitted data as required by the Intralot system.

The following SAS features were tested to evaluate the correct implementation of the SAS protocol for use with the Intralot system.

- 1. Long Polls
- 2. Meters
- 3. Events

3. COMPLIANCE CERTIFICATION DETAILS

3.1. Game Software Version Details:

The following table details the relevant information for the game the Super Duo Nudge v2.10 that has been certified as compliant to the aforementioned jurisdictional Technical Standard:

Game Name	File Name	SHA-1 Signature via BMM Signature v2.0	CRC16 with Seed value "0000"	CRC16 with Seed value "FFFF"
Super Duo Nudge	RI-PG-SUPER- DUO-NUDGE- SAS-MG_2-10- B47280B6.bin	F53055BFB15AF3F76E5D6A46677 4FFB21EA06697	A431	2020

Note: Refer to Section 3.3 for verification tools used.

3.2. Additional Game Program Notes:

Compatible Motherboards:

The game Super Duo Nudge v2.10 Firmware ID: B47280B6 certified within this report is compatible with the RITA-340 motherboard.

- The RITA-340 motherboard requires a wire to be connected to the Switch 3 (SW3), labeled "Logic Door SW", to enable the logic door sensor.
- Appendix 1 gives the details of the supported game and system Intralot functionality.

3.3. Software Signature Verification Information:

Signature Verification Application:

- (1) 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 5.5.2, 5.5.a, 5.5.c, and 5.5.8; as well as ISO/IEC 17020 sections 9.4, 9.6.b, 9.13.a, and 9.15.
- (2) Where requested, BMM will supply the regulator/operator with BMM's proprietary verification tool "BMM Signatures" for verifying the SHA-1 details above. A user manual will also be supplied.

Signature Verification Procedure:

Using BMM Signatures v2.0

- Install BMM Signatures v2.0 on the computer to be used for software verification and double click on the "BMM Signatures 2.0" icon.
- The BMM Signatures program will open.
- Copy the file to be verified into the computer with BMM Signatures.
- Select the "Files/Folders" tab.
- Select the "browse files" button in BMM Signatures.
- Navigate to the appropriate directory and select the files shown in Section 3.1 of this report.
- Select the "Open" button from the window.
- Click the desired algorithm to use (e.g. SHA1). When the program is completed, the signatures will be displayed in the Output window.
- Verify that the software file signatures obtained match those listed in Section 3.1 of this report.

Using SAS Long Poll command to verify CRC16 signature

- Setup the game for SAS.
- Send long poll command '\$21 = ROM signature verification'.
- Enter two (2) bytes seed "0000" and "FFFF" one at a time.
- Wait until CRC16 signature is generated.
- Verify that the ROM signatures obtained match those listed in Section 3.1 of this report.

4. TERMS AND CONDITIONS

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 it not being possible to verify the effects of all possible configurations and environments that occur in actual gaming venues.

This certification report is for use by the named jurisdiction and only certifies 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 for which this product was tested. It is the responsibility of the manufacturer and operators to ensure that the gaming product certified in this report is maintained and operated correctly without defects and safely within the venue environment.

This report shall not be reproduced, except in full, without the written approval of BMM. Upon request by an authorized party, BMM will send this recommendation for certification report via email as directed. BMM takes the precautionary measures to secure the "PDF" document but BMM does not send the email via any encrypted methodology if requested by an authorized party.

Please feel free to contact BMM Testlabs if you have any questions in regards to this certification report.

Yours sincerely,

Travis Foloy

Travis Foley Executive Vice President, Operations BMM Testlabs

T/ eo, as G/ ng

Appendix 1

Functions of Intralot Supported by the Software

Georgia COAM SAS Requirement	Supported	Pass	Fail
COAM can be configured to remain enabled and playable when not connected to the CMS	~	~	
COAM sends exception 70 as required by the SAS protocol	~	~	
COAM allows cash out while disabled by the CMS	✓	✓	
Long Poll \$21 Response Time is under seven (7) minutes	✓	✓	
COAM can be configured with a machine address within the range of 1- 127	~	✓	
COAM can be configured with the base accounting denomination of \$0.01	~	\checkmark	
COAM Supported Long Polls			
0x01 Shutdown (lock out play)	✓	~	
0x02 Startup (enable play)	✓	✓	
0x0E Disable real time event reporting	✓	\checkmark	
0x0F Send meters \$10 through \$15	✓	~	
0x19 Send meters \$11 through \$15	✓	✓	
0x1F Send Gaming Machine ID and Information	✓	✓	
0x21 ROM signature verification	✓	✓	
0x2F Send selected meters for game n	✓	✓	
0x51 Send total number of games implemented	✓	✓	
0x53 Send game n configuration	✓	✓	
0x54 Send SAS version ID and gaming machine serial number	✓	✓	
0x55 Send selected game number	✓	✓	
0x56 Send enabled game numbers	✓	✓	
0xA0 Send Enabled Features	✓	✓	
COAM Supported Meters			
0000 Total Coin In	✓	\checkmark	
0001 Total Coin Out	✓	\checkmark	
0002 Total Jackpot credits	✓	\checkmark	
0003 Total hand paid cancelled credits	✓	\checkmark	
0004 Total cancelled credits	✓	\checkmark	
0005 Games Played	✓	\checkmark	
0006 Games Won	✓	\checkmark	

bmm testlabs

BMM CERTIFICATION TEST REPORT

Georgia COAM SAS Requirement	Supported	Pass	Fail
0007 Games Lost	✓	\checkmark	
000B Total credits from bill accepted	\checkmark	\checkmark	
000C Current credits	✓	\checkmark	
0016 Total ticket out	✓	\checkmark	
001C Total machine paid paytable win, not including progressive or external bonus	~	\checkmark	
001D Total machine paid progressive win	\checkmark	\checkmark	
001E Total machine paid external bonus win	\checkmark	\checkmark	
001F Total attendant paid paytable win, not including progressive or external bonus	~	~	
0020 Total attendant paid progressive win	✓	\checkmark	
0021 Total Attendant Paid External Bonus	✓	\checkmark	
0022 Total won credits	✓	\checkmark	
0023 Total Hand paid credits	✓	\checkmark	
0024 Total drop	\checkmark	\checkmark	
0040-0057 Total number of X bills accepted	\checkmark	\checkmark	
COAM Supported Event Reporting			
Power Resets or power failure:			
17 AC power was applied to gaming machine	\checkmark	\checkmark	
18 AC power was lost from gaming machine	\checkmark	\checkmark	
Handpay conditions (COAM jackpot, Cancelled credit handpay, P	ogressive Ja	ckpot):	
51 Handpay is pending	\checkmark	\checkmark	
52 Handpay was reset	\checkmark	\checkmark	
Door Openings (any door that accesses a critical area of the CC	DAM)		
15 Card cage was opened	\checkmark	~	
16 Card cage was closed	\checkmark	\checkmark	
98 Power off card cage access	\checkmark	\checkmark	
Operator Menu			
3C Operator changed options	✓	\checkmark	
COAM Low RAM Battery:			
3B Low backup battery detected	✓	\checkmark	
Buffer Overflow:			
70 Exception buffer overflow	\checkmark	✓	

bmm testlabs

BMM CERTIFICATION TEST REPORT

Georgia COAM SAS Requirement	Supported	Pass	Fail
Meter Reset:			
7A Gaming machine soft meter reset	✓	✓	
Events – Applicable			
All SAS events supported based on hardware configuration of the COAM	\checkmark	\checkmark	