

ILGA CIRCULAR: 23 NOVEMBER 2015

Host System must ensure the adherence of \$7,500 Insertion Limit with Ticket In, Anonymous Card, Player Account Based Card or 'Line of Sight' CCCE In Use

Introduction

An ILGA circular of 3 July 2015 advised industry of the ClubsNSW MOU (and the Regulation 2015) related limits, including a new banknote insertion limit as follows:

Banknote Acceptor Limit (**BKNTLIM**) \$7,500: Gaming machines must stop accepting tickets, coins and money transfers when a limit is reached.

Currently TITO and cashless gaming machines are unable to enforce this new limit without the aid of the supporting in-venue systems.

This circular introduces the requirements for in-venue TITO and cashless systems to enforce the \$7,500 limit.

New Technical Standard Systems Requirements

TITO

The Host must instruct the GM to reject the current ticket inserted if the ticket value (when added to the current Credit meter) will cause the Credit meter to exceed BKNTLIM

When detecting a ticket having been inserted, the GM will read the ticket (i.e. the ticket Unique ID), and then send the ticket Unique ID to the host via a 70H command.

When receiving the 70H command from the GM, the host is to check the ticket. Once having validated that the ticket is a valid ticket; but the ticket value exceeds the Ticket In limit of \$5,000; or when added to the current Credit meter will cause the Credit meter to exceed BKNTLIM, the host must transmit a command 71H instructing the GM to reject the ticket. Bit 2 of byte 6 and bit 3 of byte 7 of the transmitted command 71H are set to 1.

(If the ticket value does not exceed the Ticket In limit, and when added to the current Credit meter does not exceed BKNTLIM, the host is to authorise the GM to accept the ticket.)

Once receiving the host's command 71H instructing to reject the ticket, the GM is to echo the received instruction, reject the ticket, display an appropriate on-screen message, and transmit an MDB with:

- bit 5 of byte 14 (Misc Status byte 1) set to 1 indicating the GM is no longer waiting for response from the host for the ticket in request;
- bit 1 of byte 15 (Misc Status byte 2) set to 1 indicating the Ticket In was rejected by the host; and
- 'Total Number of Tickets Rejected' meter is incremented by 1.

The host will repeat the transmission of its command 71H instruction up to a maximum of three times if it did not receive the echo from the GM. The GM will eventually time out and reject the ticket if it did not receive a response to its command 70H.

CASHLESS

The Host must not initiate any CCCE In request associated with the Anonymous card, Player Account based Card or 'Line of Sight CCCE' system if the transfer value (when added to the current Credit meter) will cause the Credit meter to exceed BKNTLIM

As the above use the same set of commands (A1H/A2H for CCCE In transfer 'in credits', and A3H/A4H for CCCE In transfer 'in cents'), only the Anonymous card operation is illustrated below:

When detecting an Anonymous card having been inserted into the card reader, the Player Interface Module (PIM) reads the card identification number, and sends the card identification number to the host.

When receiving the card identification number from the PIM, the host is to check the Anonymous card. Once having validated that the Anonymous card is a valid card; but (when added to the current Credit meter) will cause the Credit meter to exceed BKNTLIM, the host must not initiate any CCCE In request associated with the card; but instruct the PIM to display an appropriate on-screen message.

(If the transfer value (when added to the current Credit meter) does not exceed BKNTLIM, the host is to initiate a CCCE In request to transfer the validated card value to the GM.)

Note: The above-mentioned \$7,500 limit validation by the TITO or cashless systems do not have to take into account of any winnings from the game play that are added to the Credit meter after the ticket or cashless card was inserted.

The above-listed requirements will come into effect on **1 July 2016** for all TITO and cashless Systems applications (except bug fixes); and can be adopted earlier. Systems currently operating in the field are not affected by this circular.

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