

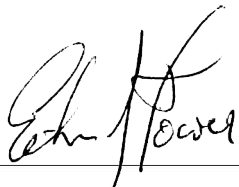
# Certificate of Compliance

*Awarded to:*

**Intralot S.A.**

**For iGEM, Site Controller v15.0.0.9A**

The above product was GSA Certified on September 19, 2013, found compliant with GSA standard G2S Message Protocol v1.1 as detailed in the attached Certificate Record.



ETHAN TOWER - GSA Certification Authority

**Certificate Number: GSACT20130919001**

GAMING STANDARDS



A S S O C I A T I O N



## GSA Product Certification Record

|                            |  |
|----------------------------|--|
| <b>Manufacturer</b>        | Intralot   |
| <b>Product Name</b>        | iGEM, Site Controller v15.0.0.9A   |
| <b>Product MPI</b>         | iGEM, Site Controller v15.0.0.9A   |
| <b>Certification Basis</b> | <input checked="" type="checkbox"/> Conformance Testing <input type="checkbox"/> Self-Determination  |
| <b>Testing Laboratory</b>  | Gaming Laboratories International, LLC   |
| <b>Testing Completed</b>   | 9/18/2013  |
| <b>Testing Environment</b> | <p>The Intralot Gaming Enhancement Management (iGEM) System consists of several parts. The following additional components were required during testing.</p> <ul style="list-style-type: none"> <li>• Back Office System v3.0.1.0.8;</li> <li>• Slot Machine Transaction Server v3.7;</li> <li>• VLT Front End Processor;</li> </ul> |
| <b>GSA Standard</b>        | G2S Message Protocol v1.1  |
| <b>Product Status</b>      | <input checked="" type="checkbox"/> Certified <input type="checkbox"/> Not Certified   |
| <b>Effective Date</b>      | 9/19/2013  |
| <b>Verified Faults</b>     | None   |

The product identified above has been certified as compliant with the GSA Standard listed above to the extent indicated for each functional group listed below. Some functional groups may be fully compliant. Other functional groups may not be fully compliant and may contain defects or restrictions. Any such defects or restrictions are listed with those functional groups. Some functional groups may not have been tested at all. For the most current information on this product certification, go to the GSA Certified Product Registry on the GSA web site and search for this record using the product MPI shown above.

| Functional Group   | Compliant | Not Compliant | Not Tested |
|--|-----------|---------------|------------|
| <b>g2sMessage Class</b>  |           |               |            |
| g2sMessage Class<br>Restriction: The Intralot SC requires the hostId to be configured to a value of "1". If other hosts exist on the network they will be required to support a hostId other than "1". |           | X             |            |
| <b>communications Class</b>  |           |               |            |
| Core Communications Functionality<br>setCommsState   | X         |               |            |

| <b>Functional Group</b>   | <b>Compliant</b> | <b>Not Compliant</b> | <b>Not Tested</b> |
|---|------------------|----------------------|-------------------|
| Core Communications Functionality<br>getDescriptor<br><br>NOTE: The Intralot SC requires the following G2S classes to be supported by an EGM (communication, cabinet, meters, eventHandler, and optionConfig).    | X                |                      |                   |
| Core Communications Functionality<br>setKeepAlive   | X                |                      |                   |
| Core Communications Functionality<br>EGM-Initiated Communications   | X                |                      |                   |
| <b>cabinet Class</b>  |                  |                      |                   |
| Core Cabinet Functionality<br>setCabinetState   | X                |                      |                   |
| Core Cabinet Functionality<br>getCabinetStatus  | X                |                      |                   |
| Core Cabinet Functionality<br>getCabinetProfile   | X                |                      |                   |
| Core Cabinet Functionality<br>setDateTime   | X                |                      |                   |
| <b>eventHandler Class</b>   |                  |                      |                   |
| Core Event Reporting Functionality<br>setEventHandlerState  | X                |                      |                   |
| Core Event Reporting Functionality<br>getEventHandlerProfile  | X                |                      |                   |
| Core Event Reporting Functionality<br>getSupportedEvents  | X                |                      |                   |
| Core Event Reporting Functionality<br>setEventSub   | X                |                      |                   |
| Core Event Reporting Functionality<br>clearEventSub<br><br>Restriction: This command is not supported. The Intralot SC subscribes to all events for a given class and does not need to clear event subscriptions. |                  | X                    |                   |
| Core Event Reporting Functionality<br>EGM-Initiated Events  | X                |                      |                   |
| <b>meter Class</b>  |                  |                      |                   |
| Core Meter Reporting Functionality<br>getMeterInfo  | X                |                      |                   |
| Core Meter Reporting Functionality<br>setMeterSub   | X                |                      |                   |
| Core Meter Reporting Functionality<br>EGM-Initiated Meters  | X                |                      |                   |
| <b>gamePlay Class</b>   |                  |                      |                   |

GSA Product Certification Record

| <b>Functional Group</b>   | <b>Compliant</b> | <b>Not Compliant</b> | <b>Not Tested</b> |
|---|------------------|----------------------|-------------------|
| Core Game Play Functionality<br>setGamePlayState                              | X                |                      |                   |
| Core Game Play Functionality<br>getGamePlayStatus                             | X                |                      |                   |
| Core Game Play Functionality<br>getGamePlayProfile                            | X                |                      |                   |
| Core Game Play Functionality<br>setActiveDenoms                               | X                |                      |                   |
| Core Game Play Functionality<br>getGameDenoms                                 | X                |                      |                   |
| <b>optionConfig Class</b>   |                  |                      |                   |
| Core Option Configuration Functionality<br>enterOptionConfigMode              | X                |                      |                   |
| Core Option Configuration Functionality<br>getOptionList                      | X                |                      |                   |
| Core Option Configuration Functionality<br>setOptionChange                    | X                |                      |                   |
| Core Option Configuration Functionality<br>authorizeOptionChange              | X                |                      |                   |
| Core Option Configuration Functionality<br>EGM-Initiated Option Configuration | X                |                      |                   |
| <b>handpay Class</b>  |                  |                      |                   |
| Core Handpay Functionality<br>NOTE: Class present but not tested.             |                  |                      | X                 |
| <b>progressive Class</b>  |                  |                      |                   |
| Core Progressive Functionality<br>NOTE: Class present but not tested.         |                  |                      | X                 |
| <b>idReader Class</b>   |                  |                      |                   |
| Core ID Reader Functionality<br>NOTE: Class present but not tested.           |                  |                      | X                 |
| <b>bonus Class</b>  |                  |                      |                   |
| Core Bonus Functionality<br>NOTE: Class present but not tested.               |                  |                      | X                 |
| <b>player Class</b>   |                  |                      |                   |
| Core Player Tracking Functionality<br>NOTE: Class present but not tested.     |                  |                      | X                 |
| <b>voucher Class</b>  |                  |                      |                   |
| Core Voucher Functionality<br>setVoucherState                                 | X                |                      |                   |

GSA Product Certification Record

| <b>Functional Group</b>   | <b>Compliant</b> | <b>Not Compliant</b> | <b>Not Tested</b> |
|---|------------------|----------------------|-------------------|
| Core Voucher Functionality<br>getVoucherStatus                                | X                |                      |                   |
| Core Voucher Functionality<br>getVoucherProfile                               | X                |                      |                   |
| Issue Voucher Support<br>EGM-Initiated Issue Voucher                          | X                |                      |                   |
| Redeem Voucher Support<br>EGM-Initiated Redeem Voucher                        | X                |                      |                   |
| <b>wat Class</b>  |                  |                      |                   |
| Core Wagering Account Functionality<br>NOTE: Class present but not tested.    |                  |                      | X                 |
| <b>gat Class</b>  |                  |                      |                   |
| Core Game Authentication Functionality<br>NOTE: Class present but not tested. |                  |                      | X                 |