

GAMING EQUIPMENT CLASSIFICATION & GAMING SUPPLIER REGISTRATION LIST

Items not appearing on the Classification list do not require Manitoba Gaming Control Commission (MGCC) Technical Integrity approval but may be subject to change.

Regulation Class 4.1 - Video Lottery Terminal
Regulation Class 4.2 (a) - Electronic Gaming Machine , being an automatic or electronic machine, including a slot machine, that allows a person, on payment of consideration, to engage the machine for the chance of realizing a reward, but does not include a video lottery terminal.
Regulation Class 4.2 (b) - Lottery Ticket Terminal , being a device that issues a card or slip of paper that serves as a token or evidence of the chance to win in a lottery scheme.
Regulation Class 4.2 (c) - Gaming Table , being a table on which provincial gaming is conducted.
Regulation Class 4.3 - Gaming Paper and Products , being bingo cards, bingo paper, breakopen tickets and instant win tickets used in a lottery scheme, but not including raffle tickets.
Regulation Class 4.4 - Security and Surveillance Systems , being security or surveillance systems used to ensure the integrity, the ability to audit and the security of a lottery scheme on or in the following premises: (a) premises where provincial gaming occurs or is monitored electronically, but not including the premises of a siteholder or a lottery retailer; (b) premises where the Corporation stores gaming supplies.
Regulation Class 4.5 - Gaming Equipment , being anything that is designed to be used in provincial gaming, including, without limitation to; bingo balls, chips and tokens, playing cards, roulette wheels, card shufflers, table game layouts, verification systems and electronic components, but does not include items within another class of gaming supplies.
Regulation Class 4.6 - Ticket Sales and Verification Devices , being any wireless, hand-held or stationary ticket sales or verification device, plus associated hardware, software and systems operated by a licence holder in the conduct and management of a lottery scheme.

Gaming Product/Equipment	Technical Integrity Approval Required	Classification Gaming (G) Non-Gaming (NG)	Gaming Supplier Registration Required	Notes	Regulation Class
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Central Operating (Host) Systems					
Bingo Central Operating System	Yes	G	Yes		4.5
Electronic Gaming Machine Central Operating System	Yes	G	Yes		4.5
Keno Central Operating System	Yes	G	Yes		4.5
Lottery Ticket Terminal Central Operating System				Note 11	
Progressive Jackpot Central Operating System	Yes	G	Yes		4.5
Table Games Central Operating System	Yes	G	Yes		4.5
Video Lottery Terminal Central Operating System	Yes	G	Yes		4.5

All proprietary central operating systems require Technical Integrity approval if the system:

1. operates & controls the lottery scheme;
2. keeps track of gaming activity; or
3. accounts/audits for financial information and performance.

Bingo					
Bingo Balls	Yes	G	Yes		4.5
Bingo Desk (Electronic)	Yes	G	Yes		4.5
Bingo Numbers Called Display Board	Yes	G	Yes		4.5
Bingo Paper	Yes	G	Yes		4.3
Daubers	No	NG	No		
Input/Output (I/O) Card (resides in bingo desk)	No	NG	No	Note 12	
Machine Blower/RNG	Yes	G	Yes		4.5
Rules of Play, including House Rules	Yes	G	No	Note 9	
Ballot Draws, Showdowns and Specials	Yes	G	No	Note 9	

Gaming Product/Equipment	Technical Integrity Approval Required	Classification Gaming (G) Non-Gaming (NG)	Gaming Supplier Registration Required	Notes	Regulation Class
Breakopen Tickets					
Breakopen Tickets	Yes	G	Yes		4.3
Delivery of Breakopen Tickets - Urban & Rural	No	NG	No		
Breakopen Ticket Vending Machine (BOVM)	Yes	G	Yes		4.2(a)
Electronic Gaming Machine (Slot Machine & Electronic Bingo Terminal/Handset)					
Electronic Gaming Machine - Entire Unit/Model	Yes	G	Yes		4.2 (a)
Base/Cabinet (Slot Machine/Terminal)	No	NG	No		
Bill and Coin Acceptors, Hardware and Firmware	Yes	G	Yes		4.5
Birth/Key/Set/Security/Diagnostic Firmware	Yes	G	Yes	Note 2	4.5
Data Control Unit (DCU)	Yes	G	Yes		4.5
Firmware Security Seals	No	NG	No	Note 3	
Game Set Firmware (Main/Personality/Base/Graphics/Sound/etc.)	Yes	G	Yes	Note 2	4.5
Glass (Belly and Top)				Note 1	
Handset, Hardware and Firmware (Hand-Held Bingo)	Yes	G	Yes	Note 2	4.5
Hoppers	Yes	G	Yes		4.5
IC Chips (Generic)	No	NG	No		
Interface Board	Yes	G	Yes		4.5
Input/Output (I/O) Card	No	NG	No	Note 12	
Monitor (includes CRT and display drive circuitry)	Yes	G	No		4.5
Replacement CRT (Cathode Ray Tube) or LCD (Liquid Crystal Display)	No	NG	No	Note 4	
Mother Board (Back Plane)	Yes	G	Yes		4.5
Point of Sale Hardware and Firmware (Electronic Bingo)				Note 7	
Printed Ticket Paper	No	NG	No		
Printer, Hardware and Firmware	Yes	G	Yes		4.5
Processor/Logic Board	Yes	G	Yes		4.5
RAM Clear	Yes	G	Yes	Note 2	4.5
Reel Strips	Yes	G	Yes		4.5
Top Box (Slot Machine)	Yes	G	Yes		4.5
Touchscreen, including all of its components (overlay, control board and firmware)	Yes	G	Yes		4.5
Transmitter/Receiver/Transceiver (Hand-Held Bingo)	Yes	G	Yes		4.5
Value Tokens	Yes	G	Yes		4.5
Electronic Gaming Machine - Progressive Jackpot Systems - Electronic Gaming Equipment					
Progressive Jackpot System	Yes	G	Yes		4.5
Display Logic Board	Yes	G	Yes		4.5
Display Logic Firmware	Yes	G	Yes		4.5
Data Collection Unit (DCU), Hardware and Firmware	Yes	G	Yes		4.5
Jackpot Controller, Hardware and Firmware	Yes	G	Yes		4.5
Replacement Glass for Progressive Jackpot Sign				Note 1	
Replacement Plasma (in display sign)	No	NG	No	Note 4	

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Keno					
Keno Station	Yes	G	Yes		4.2 (a)
Display Board	Yes	G	Yes		4.5
Game Firmware	Yes	G	Yes	Note 2	4.5
Mark Sense Reader	Yes	G	Yes		4.5
Mark Sense Tickets	No	NG	No		
Printer, Hardware and Firmware	Yes	G	Yes		4.5
Random Number Generator (RNG)	Yes	G	Yes		4.5

Lottery Ticket Terminal					
Terminal including Display Unit, Validator and Verifier (hardware and firmware)				Note 11	4.2 (b)

Server Based/Multi-Player Gaming Equipment					
All Server Hardware and Firmware	Yes	G	Yes		4.5
Player Station/Terminal, Hardware and Firmware	Yes	G	Yes		4.2 (a)
Point of Sale Hardware and Firmware				Note 7	

Any other items requiring approval to be determined by MGCC, upon MLC evaluation or application for approval.

Table Games					
Anti-fatigue Mats	No	NG	No		
Ashtrays	No	NG	No		
Baccarat Displays	No	NG	No	Note 1 & 10	
Balancing Caliper (Dice)	No	NG	No	Note 6	
Buttons/Lammers/Markers (all table games)	No	NG	No	Note 8	
Card Reader (Electronic)	Yes	G	Yes		4.5
Card Reader (Non-Electronic)	No	NG	No		
Card Shoe	Yes	G	Yes		4.5
Card Shoe Chain	No	NG	No		
Card Shuffler	Yes	G	Yes		4.5
Card Shuffler Stands	No	NG	No	Note 8	
Chairs (for gaming table)	No	NG	No		
Chip Bank Cover (Craps) or Garage (Roulette)	Yes	G	Yes		4.5
Chip Sorter (Roulette)	No	NG	No	Note 10	
Chip Tray (Bank/Cage)	No	NG	No		
Chip Tray (Dealer)	Yes	G	Yes		4.5
Chip Tray (Player)	No	NG	No		
Chip Value Indicator Rack (Roulette)	No	NG	No	Note 8	
Compass (Roulette)	No	NG	No	Note 6	
Cut Cards (coloured)	No	NG	No	Note 8	
Dealer Button (Pai Gow)	No	NG	No	Note 8	
Dealer's Apron	No	NG	No		
Dial Depth Gauge (Roulette Wheel)	No	NG	No	Note 6	
Dice (Set of 3 - Pai Gow Poker)	Yes	G	Yes		4.5
Dice (Set of 5 - Craps)	Yes	G	Yes		4.5
Dice Bowl/Boat (Craps)	No	NG	No	Note 8	
Dice Cup/Chung (Pai Gow)	Yes	G	Yes		4.5
Dice Stick (wooden - Craps)	No	NG	No		
Digital Micrometer	No	NG	No	Note 6	
Discard Rack	Yes	G	Yes		4.5
Drink Rail (on gaming table)	No	NG	No	Note 8	
Drink/Cup Holder (on gaming table)	No	NG	No	Note 8	

Gaming Product/Equipment	Technical Integrity Approval Required	Classification Gaming (G) Non-Gaming (NG)	Gaming Supplier Registration Required	Notes	Regulation Class
Table Games					
Drop Box	Yes	G	No	Note 5	
DTR Speed Rack (within Craps Bank)	No	NG	No	Note 8	
Gaming Chips Designated for Training	No	NG	No	Note 3	
Gaming Table	No	G	Yes		4.2 (c)
Harrigan Plate (used in Baccarat Shoe)	Yes	G	Yes		4.5
Height Adjusting Spanner (Roulette Wheel)	No	NG	No	Note 6	
Level	No	NG	No	Note 6	
Magnet	No	NG	No	Note 6	
Money Plunger/Paddle	No	NG	No	Note 8	
Monogram Cancellor (Dice)	No	NG	No	Note 6	
Murray Rack (For Transport of Chips)	No	NG	No		
Murray Rack Carrier	No	NG	No		
Paddle for Card Distribution (Baccarat)	No	NG	No	Note 8	
Pai Gow Tiles (set of 32)	Yes	G	Yes		4.5
Pit Stands	No	NG	No		
Playing Cards	Yes	G	Yes		4.5
Playing Cards (designated for training)	No	NG	No	Note 3	
Poker Room Management System	No	NG	No	Note 1 & 10	
Promotional Chips	No	NG	No	Note 3	
Roulette Balls	Yes	G	Yes		4.5
Roulette Chips	Yes	G	Yes		4.5
Roulette Winning Number Display (Tree and Reader)	No	NG	No	Note 1 & 10	
Roulette Doll/Marker	No	NG	No	Note 8	
Roulette Score Cards	No	NG	No		
Roulette Wheel	Yes	G	Yes		4.5
Roulette Wheel Head Cover (Clear Plexiglass or Cloth)	No	NG	No	Note 8	
Roulette Wheel Shields (Clear Plexiglass)	No	NG	No	Note 8	
Rules of Play, including House Rules	Yes	G	No	Note 9	
Steel Set Square	No	NG	No	Note 6	
Table Brushes	No	NG	No		
Gaming Table Bumper/Rails	No	NG	No	Note 8	
Table Game Layouts	Yes	G	Yes		4.5
Table Game Layouts/Samples Designated for Training	No	NG	No	Note 3	
Table Game Signage				Note 1	
Table Betting Limit Signs				Note 1	
Three-Anvil Micrometer (Roulette Balls and Wheel)	No	NG	No	Note 6	
Tip/Toke Box	No	NG	No		
Tournament Chips	Yes	G	Yes		4.5
Tournament Rules & Regulations	Yes	G	No	Note 9	
Tournament Timing Device	No	NG	No		
Value Chips	Yes	G	Yes		4.5

Gaming Product/Equipment	Technical Integrity Approval Required	Classification Gaming (G) Non-Gaming (NG)	Gaming Supplier Registration Required	Notes	Regulation Class
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Table Games - Progressive Jackpot & Bonus Systems - Electronic Gaming Equipment					
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Bonus Computer Operating System	Yes	G	Yes		4.5
Bonus Jackpot Sign/Display				Note 1	
Game Manager Operating System (Linux or Windows based applications)	No	NG	No		
Game Manager Firmware	Yes	G	Yes		4.5
Progressive Controller Hardware and Firmware	Yes	G	Yes		4.5
Aquarius Controller Hardware and Firmware	Yes	G	Yes		4.5
Coin Spot or Slot Hardware and Firmware	Yes	G	Yes		4.5
Progressive Jackpot Signage (increments electronically)	Yes	G	Yes	Note 1	4.5
Touchscreen, including all of its components (overlay, control board and firmware)	Yes	G	Yes		4.5
Dealer Keypad Hardware and Firmware	Yes	G	Yes		4.5

50/50 Raffle Ticket Sales and Verification Devices					
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Device and any associated hardware, software and system	No	G	Yes	Note 13	4.6
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Ticket Redemption Terminal (Self-Redemption Kiosk)					
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Bill Acceptor, Hardware and Firmware	Yes	G	Yes		4.5
Cash (Bill) Cassettes - Electronic	Yes	G	Yes		4.5
Cash (Bill) Cassettes - Non-electronic	No	NG	No		
Monitor (includes CRT and display drive circuitry)	Yes	G	No		4.5
Replacement CRT (Cathode Ray Tube) or LCD (Liquid Crystal Display)	No	NG	No	Note 4	
Printer, Hardware and Firmware	Yes	G	Yes		4.5
Program Firmware	Yes	G	Yes	Note 2	4.5
Touchscreen, including all of its components (overlay, control board and firmware)	Yes	G	Yes		4.5

Video Lottery Terminal (VLT)					
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Video Lottery Terminal (VLT) - Entire Unit/Model	Yes	G	Yes		4.1
Base/Cabinet (VLT)	No	NG	No		
Bill and Coin Acceptor, Hardware and Firmware	Yes	G	Yes		4.5
Birth/Key/Set/Security/Diagnostic Firmware	Yes	G	Yes	Note 2	4.5
Fibre Optic Cable	No	NG	No		
Game Set Firmware (Main/Personality/Base/Graphics/Sound, etc.)	Yes	G	Yes	Note 2	4.5
Glass (Belly and Top)				Note 1	
Monitor (includes CRT and display drive circuitry)	Yes	G	No		4.5
Replacement CRT (Cathode Ray Tube), LCD (Liquid Crystal Display), Plasma Display	No	NG	No	Note 4	
Mother Board (Back Plane)	Yes	G	Yes		4.5
Printer, Hardware and Firmware	Yes	G	Yes		4.5
Printer (external), Hardware and Firmware	No	NG	No		
Processor/Logic Board	Yes	G	Yes		4.5
Touchscreen, including all of its components (overlay, control board and firmware)	Yes	G	Yes		4.5
VSC (Video Site Controller) Paper (VLT)	No	NG	No		
VSC (Video Site Controller) Terminal (VLT)	Yes	G	Yes		4.5

Miscellaneous					
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Carts	No	NG	No		
Count Room Equipment	No	NG	No		
Displays (Marketing/Promotion)	No	NG	No	Note 1	
Locks/Cam Locks	No	NG	No		
Secondary Schemes (Ballot Draws, Showdowns, Specials and Tournaments)	Yes	G	No	Note 9	

Miscellaneous Repair/Replacement Parts

Miscellaneous repair/replacement parts for all gaming and non-gaming equipment, including but not limited to; lamps, light bulbs, switches, capacitors, harnesses, fuses, wire, screws, springs, external printers (hardware and firmware), printer ribbon cables, replacement print mechanisms, electronic components, etc., are all considered to be non-gaming items not requiring Technical Integrity Approval nor do they need to be purchased from a registered gaming supplier.

Repairs/Warranty Work

The MGCC recognizes four different classifications as they relate to repairs for gaming and non-gaming equipment:

- 1(a). In-house** – Repairs performed by casino staff to either gaming or non-gaming equipment. The MGCC has no comment in this regard other than in those specific areas where MGCC limitations are in place, e.g., repairs to trace wires on processor boards.
- 1(b). Out-side Repairs** - All repairs must be completed by a certified gaming technician (manufacturer certified).
- 2. Repairs to Gaming Equipment** – All repairs to gaming equipment, including warranty work, not carried out by MLC staff, must be conducted by a registered gaming supplier.
- 3. Repairs to Non-Gaming Equipment** – There is no registration requirement for any company performing repairs to non-gaming equipment.

NOTES

Note 1:

There are three main concerns with respect to gaming machine glass, progressive jackpot signage or any other type of glass, signage or display that may impact the integrity of a lottery scheme or the rules of play:

1. Does the glass, display or other signage contain game instructions?

When the glass contains either game instructions that may affect the integrity of the game; a copy of the proposed text, a screen shot and/or progressive tier photo is to be submitted as part of the MGCC Technical Integrity approval application. Glass, in this category, must be purchased from an MGCC Registered Gaming Supplier.

2. Does the glass, display or other signage contain payable/prize amount information?

When the glass contains payable/prize information or affects the integrity of the game; a copy of the proposed text, a screen shot and/or progressive tier photo is to be submitted as part of the MGCC Technical Integrity approval application. Glass, in this category, must be purchased from an MGCC Registered Gaming Supplier.

3. Is the glass, display or signage manufactured from safety material?

If no game instructions or payable information is contained, MGCC Technical Integrity approval is not required. Glass, or other signage, made of safety material is always required and in this instance, can be purchased from a non-gaming supplier.

If an electronic display has the ability to provide game outcome or features that affect the integrity of the game, the operation manual and confirmation of which features will be enabled is required to be submitted for MGCC review. Depending on the features enabled, the classification may change to gaming equipment and therefore require Technical Integrity approval.

Displays advertising a game may not be posted until Technical Integrity approval is granted.

Note 2:

Previously programmed firmware, including firmware on installation CDs, require MGCC Technical Integrity approval and must be purchased from an MGCC Registered Gaming Supplier.

Note 3:

Items in this category are not used for operational gaming purposes and therefore, do not require Technical Integrity approval. Internal control procedures are, however, required to ensure items are monitored, tracked and accounted for. When non-gaming product intended for training or promotional purposes is purchased, the equipment or product must not closely resemble or be capable of being tampered with to resemble approved gaming product or equipment used in a lottery scheme.

Note 4:

Replacement equipment under this note is classified as non-gaming and intended to cover non-registered Suppliers, i.e., Advance Electronics. It does not, however, cover gaming equipment that resides within the electronic gaming device when received from the manufacturer.

NOTES Continued

Note 5:

As long as the style and model of the drop box in use as of November 15, 2006, remains the same, new Technical Integrity approval is not required. If the style or model differs in any way, MGCC must be notified and will determine, at that time, if Technical Integrity approval is required.

Note 6:

Equipment items in this category are instruments used for integrity testing and inspection purposes and do not require Technical Integrity approval. Testing instruments must be maintained for operational performance and kept securely (limiting the possibility of tampering).

Note 7:

Point of Sale Hardware and Firmware requires Technical Integrity Approval if integrated into the central operating system.

Note 8:

Although these equipment items are classified as not requiring Technical Integrity approval, appropriate surveillance coverage must be confirmed if an item is introduced or removed that may affect integrity of the lottery scheme.

Note 9:

Where rules of play of a lottery scheme is to be provided to the player upon request; the rules are classified as requiring Technical Integrity approval. Rules and regulations of secondary schemes (Ballot Draws, Showdowns, Specials and Tournaments) also require Technical Integrity approval.

Table games - When a base game, variant, base game with a side, progressive or bonus wager is leased from a supplier, the rules of play must be reviewed by the gaming operator and verified to ensure they do not contradict the manufacturer's intended game play, prior to applying for MGCC Technical Integrity approval. The manufacturer must also review the gaming operator's Rules of Play to confirm they do not contradict the intended game play. Written declaration must be provided from the manufacturer to acknowledge the rules have been reviewed and do not conflict with intended game play.

Note 10:

Equipment items under this note are classified as non-gaming equipment when the equipment is installed only with its primary function. MLC must submit the proposed installation plans for review to determine if approval is required when this equipment has the functionality to connect to a central operating system (host) and/or has additional functionality.

Note 11:

Classification of gaming equipment currently under review

Note 12:

Equipment under this note are classified as non-gaming equipment with the current functionality/design. If new technology enables this equipment to be configured or reside in a different format, the new method must be provided to MGCC for review to determine if approval is required.

Note 13:

Technical Integrity approval is required under this classification if the system's optional functionality of an electronic random number generator (RNG) is used to determine a winner.