

Gaming machine testing strategy supplement 1: system integration

December 2008

1 Introduction

- 1.1** This document sets out a revision to section 8 of the *Gaming Machine Testing Strategy for Categories A & B1, B2, B3 & B4, C & D, Server Networked and Downloadable, Cashless Payment, Linked Progressives and Wireless Networks*
- 1.2** The Commission is concerned that game fairness may be adversely affected where a gaming system is comprised of modular components (cabinet, RNG, game content) from various manufacturers which are not sufficiently tested in combination, albeit that each may have been tested in isolation.
- 1.3** In the gaming machine testing strategy published in August 2007 the Commission indicated that it was still considering what arrangements would be appropriate for such system integration. The Commission has been discussing this issue with the industry during the course of the year, including at the test house and manufacturers forum in late May. As a result of these discussions the Commission is content for system integration to be tested in any of three ways, as set out below. These methodologies will give the industry flexibility in how they test system integration, utilising methods already in use, whilst at the same time giving the Commission assurance that adequate system integration testing has taken place.

2 Change to text

- 2.1** The text at section 8 of *Gaming Machine Testing Strategy for Categories A & B1, B2, B3 & B4, C & D, Server Networked and Downloadable, Cashless Payment, Linked Progressives and Wireless Networks* should be changed to:

8 System integration testing

- 8.1** System integration describes the situation where primary elements of a gaming machine such as the cabinet, random number generator, operating system or game content are used in different combinations, by manufacturers, suppliers or operators. Examples of this arrangement are video terminals (category B2 gaming machines) such as those operated in licensed betting premises (formerly referred to as fixed odds betting terminals) whereby multiple game content supplied by various vendors is offered.
- 8.2** The Commission intends to take a flexible approach to integration testing and therefore the following approaches are permitted.

Internal testing

- 8.3** Internal testing is where the platform provider supplies sufficient software interface details to the game vendor with respect to system integration and the software vendor ensures compliance of their game software via the Commission's testing requirements as normal. It should be clear in the appropriate contractual arrangements between the game vendor, terminal provider and any other interested party who is responsible for system integration testing.
- 8.4** To be permitted to carry out their own testing of gambling products the licensee(s) must follow good practice in the development and testing cycle for gaming machines (as set out at section 10 of the testing strategy). Any internal testing carried out must be documented for the purpose of any later audit by the Commission.

External testing

- 8.5** This option requires each cabinet and game combination to be tested via an external test house. This allows both fairness and integration testing to be carried out simultaneously.

Partial system integration testing carried out by an external testing house

- 8.6** Under this option each cabinet type undergoes system integration testing against a manufacturer's game software using an external testing laboratory (in particular the interface between the hardware and the game software). Provided that there are no modifications to the interface between the hardware and the game software then there would be no further system integration testing required for any subsequent new title. Game software is still required to undergo fairness testing as set out in the Commission's testing strategy.
- 8.7** To be permitted to carry out their own testing of gambling products the licensee must follow good practice in the development and testing cycle for gaming machines (as set out at section 10 of the testing strategy). Any internal testing carried out must be documented for the purpose of any later audit by the Commission.

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