

Gaming Supplies Classification and Gaming Supplier Licence List

Items not appearing on this classification list do not require Liquor and Gaming Authority of Manitoba (LGA) Gaming Integrity approval, but this list is subject to change. Refer to the applicable note to obtain further information.

Regulation Class 4 (a) - Electronic Gaming Devices defined under subsection 77(1) of *The Liquor and Gaming Control Act* (the Act) as being, a lottery ticket terminal; a slot machine, as defined in subsection 198(3) of the *Criminal Code (Canada)*, which for certainty includes a video lottery terminal; an electronic device, if the device is prescribed as an electronic gaming device or is within a class of devices that are prescribed as electronic gaming devices. In respect to the definition "electronic gaming device" in subsection 77(1) of the Act, an electronic device that serves as a patron's interface with live gaming that is conducted and managed by Manitoba Liquor and Lotteries Corporation (MLLC) with its premises or the premises of a gaming operator is prescribed to be an electronic gaming device.

Regulation Class 4 (b) - Gaming Tables being tables used in the operation of provincial gaming.

Regulation Class 4 (c) - 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 (d) - Security and Surveillance Systems being security or surveillance systems used to ensure the gaming integrity in respect of the following premises:

- (i) premises where provincial gaming occurs or is monitored electronically, other than the premises of a siteholder or a lottery ticket retailer,
- (ii) premises where MLLC stores gaming supplies.

Regulation Class 4 (e) - 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.

Regulation Class 4 (f) - Provincial Gaming Equipment being anything that is designed to be used in provincial gaming, including bingo balls, chips and tokens, playing cards, roulette wheels, card shufflers, table layouts, verification systems and electronic components, but does not include supplies, equipment devices and other items that are described in clauses (a) to (e).

Central Operating (Host) Systems (Central Monitoring Systems)						
Gaming Supply Type	Gaming Integrity Approval Required	Classification Gaming (G) Non-Gaming (NG)	Gaming Supplier Licence Required		Notes	Regulation Class
			Supplier	Manufacturer		
Bingo Central Operating System	Yes	G	Yes	Yes	Note 13	4 (f)

Electronic Gaming Machine Central Operating System	Yes	G	Yes	Yes		4 (f)
Keno Central Operating System	Yes	G	Yes	Yes		4 (f)
Lottery Ticket Terminal Central Operating System	No	NG	No	No		
Progression Jackpot Central Operating System	Yes	G	Yes	Yes		4 (f)
Table Games Central Operating System	Yes	G	Yes	Yes		4 (f)
Video Lottery Terminal Central Operating System	Yes	G	Yes	Yes		4 (f)

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

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

Bingo						
Gaming Supply Type	Gaming Integrity Approval Required	Classification Gaming (G) Non-Gaming (NG)	Gaming Supplier Licence Required		Notes	Regulation Class
			Supplier	Manufacturer		
Bingo balls	Yes	G	Yes	No		4 (f)
Bingo desk (electronic including RNG) / bingo desk (manual ball draw including blower)	Yes	G	Yes	Yes		4 (f)
Bingo numbers called display board	No	NG	No	No		
Bingo paper product	Yes	G	Yes	Yes		4 (c)
Daubers	No	NG	No			
Input/output (I/O) card (resides in bingo desk)	No	NG	No	No	Note 12	
Rules of Play, including house rules (includes game program)	Yes	G	No	No	Note 9	
Ballot draw, showdowns and specials, including rules and regulations	Yes	G	No	No	Note 9	

Breakopen and Instant Win Tickets						
Gaming Supply Type	Gaming Integrity Approval Required	Classification Gaming (G) Non-Gaming (NG)	Gaming Supplier Licence Required		Notes	Regulation Class
			Supplier	Manufacturer		
Breakopen ticket/instant win ticket product	Yes	G	Yes	Yes		4 (c)
Delivery of breakopen tickets – urban and rural	No	NG	No	No		



Breakopen ticket vending machine (BOVM)/ instant win ticket vending machine (IWVM)	Yes	G	Yes	Yes		4 (a)
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Slot Machine and Electronic Bingo Terminal/Handset						
Gaming Supply Type	Gaming Integrity Approval Required	Classification Gaming (G) Non-Gaming (NG)	Gaming Supplier Licence Required		Notes	Regulation Class
			Supplier	Manufacturer		
Slot machine - entire unit/model	Yes	G	Yes	Yes		4 (a)
Base/cabinet (slot machine/terminal)	No	NG	No	No		
Bill and coin acceptor, hardware and firmware	Yes	G	Yes	No		4 (f)
Birth/key/set/security/diagnostic firmware	Yes	G	Yes	No	Note 2	4 (f)
Data control unit (DCU)	Yes	G	Yes	No		4 (f)
Firmware security seals	No	NG	No	No	Note 3	
Game set firmware (main/personality/base/graphics/sound/etc.)	Yes	G	Yes	No	Note 2	4 (f)
Glass (belly and top)					Note 1	
Handset, hardware and firmware (hand-held bingo - entire model)	Yes	G	Yes	Yes	Note 2	4 (a)
Hopper, hardware and firmware	Yes	G	Yes	No		4 (f)
IC chip (generic)	No	NG	No	No		
Interface board, hardware and firmware	Yes	G	Yes	No		4 (f)
Input/output (I/O) card, hardware and firmware	Yes	G	Yes	No	Note 12	4 (f)
Monitor (includes cathode ray tube (CRT) and display drive circuitry)	Yes	G	Yes	No	Note 14	4 (f)
Replacement CRT or liquid crystal display (LCD)	Yes	G	Yes	No	Note 14	4 (f)
Mother board (backplane)	Yes	G	Yes	No		4 (f)
Point of sale hardware and firmware (electronicbingo)					Note 7	
Printed ticket paper	No	NG	No	No		
Printer, hardware	No	G	Yes	No		
Printer, firmware	Yes	G	Yes	No		4 (f)
Processor/logic board, hardware and firmware	Yes	G	Yes	No		4 (f)
RAM clear	Yes	G	Yes	No	Note 2	4 (f)
Reel control unit, hardware and firmware	Yes	G	Yes	No		4 (f)
Reel strip	Yes	G	Yes	No		4 (f)
Top box (specific to game)	No	G	No	No	Note 1	



Touchscreen, including all of its components (overlay, control board and firmware)	Yes	G	Yes	No	Note 14	4 (f)
Tournaments, including rules and regulations	Yes	G	No	No	Note 9	
Transmitter/receiver/ transceiver (hand-held bingo)	Yes	G	Yes	No		4 (f)

EGD and Table Games – Progressive Jackpot and Community Bonusing Systems - Electronic Gaming Equipment						
Gaming Supply Type	Gaming Integrity Approval Required	Classification Gaming (G) Non-Gaming (NG)	Gaming Supplier Licence Required		Notes	Regulation Class
			Supplier	Manufacturer		
Bonus/progressive server - entire unit/model	Yes	G	Yes	Yes	Note 13	4 (f)
Bonus jackpot sign/display, hardware and firmware					Note 1	4 (f)
Bonus box	Yes	G	Yes	No		4 (f)
Coin spot/slot or personal bet manager, hardware and firmware	Yes	G	Yes	No		4 (f)
Data collection unit (DCU), hardware and firmware	Yes	G	Yes	No		4 (f)
Dealer keypad hardware and firmware	Yes	G	Yes	No		4 (f)
Display logic board and firmware	Yes	G	Yes	No		4 (f)
Game manager operating system (Linux or Windows based applications)	No	NG	No	No		
Game manager firmware	Yes	G	Yes	No		4 (f)
Progressive controller, hardware and firmware	Yes	G	Yes	No		4 (f)
Progressive jackpot closure rules and regulations	Yes	G	No	No	Note 9	
Progressive jackpot signage (increments electronically), hardware and firmware	Yes	G	Yes	No	Note 1	4 (f)
Replacement glass for progressive jackpot sign					Note 1	
Replacement plasma (in display sign)	No	NG	No		Note 4	
Touchscreen, including all of its components (overlay, control board and firmware)	Yes	G	Yes	No	Note 14	4 (f)



Keno						
Gaming Supply Type	Gaming Integrity Approval Required	Classification Gaming (G) Non-Gaming (NG)	Gaming Supplier Licence Required		Notes	Regulation Class
			Supplier	Manufacturer		
Keno station	Yes	G	Yes	Yes		4 (a)
Display board	Yes	G	Yes	No		4 (f)
Game firmware	Yes	G	Yes	No	Note 2	4 (f)
Mark sense reader	Yes	G	Yes	No		4 (f)
Mark sense tickets	No	NG	No	No		
Printer, hardware	No	G	Yes	No		
Printer, firmware	Yes	G	Yes	No		4 (f)
Random number generator (RNG)	Yes	G	Yes	No		4 (f)

Lottery Ticket Terminal						
Gaming Supply Type	Gaming Integrity Approval Required	Classification Gaming (G) Non-Gaming (NG)	Gaming Supplier Licence Required		Notes	Regulation Class
			Supplier	Manufacturer		
Terminal including display unit, validator and verifier (hardware and firmware)	Yes	G	Yes	Yes		4 (a)

Server Based/Multi-Player Gaming Equipment						
Gaming Supply Type	Gaming Integrity Approval Required	Classification Gaming (G) Non-Gaming (NG)	Gaming Supplier Licence Required		Notes	Regulation Class
			Supplier	Manufacturer		
Server hardware	No	NG	No	No		
Gaming firmware (residing on server)	Yes	G	Yes	No		4 (f)
Player station/terminal, hardware and firmware	Yes	G	Yes	Yes		4 (a)
Point of sale hardware and firmware					Note 7	

Table Game						
Gaming Supply Type	Gaming Integrity Approval Required	Classification Gaming (G) Non-Gaming (NG)	Gaming Supplier Licence Required		Notes	Regulation Class
			Supplier	Manufacturer		
Anti-fatigue mats	No	NG	No	No		

Ashtrays	No	NG	No	No		
Baccarat display	No	NG	No	No	Note 1/10	
Balancing caliper (dice)	No	NG	No	No	Note 6	
Ballot draws, showdowns and tournaments, including rules and regulations	Yes	G	No	No	Note 9	
Buttons/lammers/markerts (all table games)	No	NG	No	No	Note 8	
Card reader (electronic)	Yes	G	Yes	No		4 (f)
Card reader (non-electronic)	No	NG	No	No		
Card shoe	Yes	G	Yes	No		4 (f)
Card shoe chain/storage drawer	No	NG	No	No		
Card shuffler (including RNG)	Yes	G	Yes	Yes		4 (f)
Card shuffler stands	No	NG	No	No	Note 8	
Chairs (for gaming table)	No	NG	No	No		
Chip bank cover (craps) or garage (roulette)	Yes	G	Yes	No	Note 10	4 (f)
Chip sorter (roulette)	No	NG	No	No	Note 10	
Chip tray (bank/cage)	No	NG	No	No		
Chip tray (dealer)	Yes	G	Yes	No		4 (f)
Chip tray (player)	No	NG	No	No		
Chip value indicator rack (roulette)	No	NG	No	No	Note 8	
Compass (roulette)	No	NG	No	No	Note 6	
Cut cards (coloured)	No	NG	No	No	Note 8	
Dealer button (pai gow)	No	NG	No	No	Note 8	
Dealer's apron	No	NG	No	No		
Dial depth gauge (roulette wheel)	No	NG	No	No	Note 6	
Dice (set of 3 - pai gow poker)	Yes	G	Yes	No		4 (f)
Dice (set of 5 - craps)	Yes	G	Yes	Yes		4 (f)
Dice bowl/boat (craps)	No	NG	No	No	Note 8	
Dice cup/chung (pai gow)	Yes	G	Yes	No		4 (f)
Dice stick (wooden - craps)	No	NG	No	No		
Digital micrometer	No	NG	No	No	Note 6	
Discard rack	Yes	G	Yes	No		4 (f)
Drink rail (on gaming table)	No	NG	No	No	Note 8	
Drink/cup holder (on gaming table)	No	NG	No	No	Note 8	
Drop box	Yes	G	No	No	Note 5	
DTR speed rack (within craps bank)	No	NG	No	No	Note 8	
Gaming chips designated for training	No	NG	No	No	Note 3	
Gaming table	No	G	Yes	No		4 (b)
Gaming table bumper/rails	No	NG	No	No	Note 8	
Harrigan plate (used in baccarat shoe)	Yes	G	Yes	No		4 (f)
Height adjusting spanner (for roulette wheel)	No	NG	No	No	Note 6	
Level	No	NG	No	No	Note 6	
Magnet	No	NG	No	No	Note 6	
Money plunger/paddle	No	NG	No	No	Note 8	

Monogram canceller (dice)	No	NG	No	No	Note 6	
Murray rack (for transport of chips)	No	NG	No	No		
Murray rack carrier	No	NG	No	No		
Paddle for card distribution (baccarat)	No	NG	No	No	Note 8	
Pai gow tiles (set of 32)	Yes	G	Yes	Yes		4 (f)
Pit stands	No	NG	No	No		
Playing cards	Yes	G	Yes	Yes		4 (f)
Playing cards (designated for training)	No	NG	No	No	Note 3	
Poker room management system	No	NG	No	No	Note 1/10	
Promotional chips	No	NG	No	No	Note 3	
Roulette balls	Yes	G	Yes	No		4 (f)
Roulette chips	Yes	G	Yes	Yes		4 (f)
Roulette winning number display (tree and reader)	No	NG	No	No	Note 1/10	
Roulette doll/marker	No	NG	No	No	Note 8	
Roulette score cards	No	NG	No	No		
Roulette wheel	Yes	G	Yes	Yes		4 (f)
Roulette wheel head cover (clear plexiglass or cloth)	No	NG	No	No	Note 8	
Roulette wheel shields (clear plexiglass)	No	NG	No	No	Note 8	
Rules of play, including house rules	Yes	G	No	No	Note 9	
Steel set square	No	NG	No	No	Note 6	
Table brushes	No	NG	No	No		
Table game layouts	Yes	G	Yes	No		4 (f)
Table game layouts/samples designated for training	No	NG	No	No	Note 3	
Table game signage and betting limit signage					Note 1	
Table game yield management system	No	NG	No	No	Note 1/10	
Three-anvil micrometer (testing equipment for roulette balls and wheel)	No	NG	No	No	Note 6	
Tip/token box	No	NG	No	No		
Tournament chips	Yes	G	Yes	Yes		4 (f)
Tournament timing device	No	NG	No	No		
Value chips	Yes	G	Yes	Yes		4 (f)

50/50 Raffle Ticket Sales and Verification Devices						
Gaming Supply Type	Gaming Integrity Approval Required	Classification Gaming (G) Non-Gaming (NG)	Gaming Supplier Licence Required		Notes	Regulation Class
			Supplier	Manufacturer		
Server Hardware (Linux or Windows based applications)	No	G	No	No		



Server firmware	Yes	G	Yes	No		4 (e)
Mobile handheld selling unit hardware	No	NG	Yes	No		4 (e)
Mobile handheld selling unit firmware	Yes	G	Yes	No		4 (e)
Rechargeable li-ion battery	No	NG	No	No		
Four-slot charge-only cradle kit	No	NG	No	No		
Kiosk selling station (includes built-in printer, LCD display with touchscreen)	No	G	Yes	No		4 (e)
Mobile printer	No	G	Yes	No		
Counterfoil printer	No	G	Yes	No		

Ticket Redemption Terminal (Self-Redemption Kiosk)						
Gaming Supply Type	Gaming Integrity Approval Required	Classification Gaming (G) Non-Gaming (NG)	Gaming Supplier Licence Required		Notes	Regulation Class
			Supplier	Manufacturer		
Ticket redemption terminal – entire unit/model	Yes	G	Yes	Yes		4 (a)
Bill acceptor, hardware and firmware	Yes	G	Yes	No	Note 4	4 (f)
Cash (bill) cassette - electronic	Yes	G	Yes	No		4 (f)
Cash (bill) cassette - non-electronic	No	NG	Yes	No		
Monitor (includes cathode ray tube (CRT) and display drive circuitry)	Yes	G	Yes	No	Note 14	4 (f)
Replacement CRT or LCD	Yes	G	Yes	No	Note 14	
Printer, hardware	No	G	Yes	No		
Printer, firmware	Yes	G	Yes	No		4 (f)
Program firmware	Yes	G	Yes	No	Note 2	4 (f)
Touchscreen, including all of its components (overlay, control board and firmware)	Yes	G	Yes	No	Note 14	4 (f)

Video Lottery Terminal (VLT)						
Gaming Supply Type	Gaming Integrity Approval Required	Classification Gaming (G) Non-Gaming (NG)	Gaming Supplier Licence Required		Notes	Regulation Class
			Supplier	Manufacturer		
Video lottery terminal (VLT) - entire unit/model	Yes	G	Yes	Yes		4 (a)
Base/cabinet (VLT)	No	NG	No	No		
Bill and coin acceptor, hardware and firmware	Yes	G	Yes	No		4 (f)



Birth/key/set/security/diagnostic firmware	Yes	G	Yes	No	Note 2	4 (f)
Fibre optic cable	No	NG	No	No		
Game set firmware (main/personality/base/graphics sound, etc.)	Yes	G	Yes	No	Note 2	
Glass (belly and top)					Note 1	
Monitor (includes CRT and display drive circuitry)	Yes	G	Yes	No	Note 14	4 (f)
Replacement CRT, LCD and plasma display	Yes	G	Yes	No	Note 14	4 (f)
Mother board (back plane)	Yes	G	Yes	No		4 (f)
Printer, hardware	No	G	Yes	No		
Printer, firmware	Yes	G	Yes	No		4 (f)
Printer (external), hardware and firmware	No	NG	No	No		
Processor/logic board	Yes	G	Yes	No		4 (f)
Touchscreen, including all of its components (overlay, control board and firmware)	Yes	G	Yes	No	Note 14	4 (f)
Video Site Controller (VSC) paper (VLT)	No	NG	No	No		
VSC terminal (VLT)	Yes	G	Yes	No		4 (f)

Other						
Gaming Supply Type	Gaming Integrity Approval Required	Classification Gaming (G) Non-Gaming (NG)	Gaming Supplier Licence Required		Notes	Regulation Class
			Supplier	Manufacturer		
Carts	No	NG	No	No		
Count room equipment	No	NG	No	No		
Displays (marketing/promotion)	No	NG	No		Note 1	
Locks/cam locks	No	NG	No			
Marketing display systems	No	NG	No	No	Note 10	
Random number generator (electronic) - used in ballot draws	Yes	G	Yes	No		

Supplier and Manufacturer Licensing

Both, the supplier and manufacturer, may be required to be licensed by the LGA. If MLLC or the First Nation casino contracts directly with the manufacturer for service(s), parts, tech support, or direct purchase of the equipment; or if the MLLC purchase order is addressed to the manufacturer, then it is possible that both the supplier and the manufacturer may be required to be licensed. This decision may be determined by LGA Licensing on a case-by-case basis, even if it is not indicated in the Manufacturer column on the list. In some cases, it may be best to contact the LGA Licensing department directly.

Miscellaneous Repair/Replacement Parts

Miscellaneous repair/replacement parts for all 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 Gaming Integrity approval, nor do they need to be purchased from a registered gaming supplier.

This also applies to third-party retailers/vendors of parts for EGDs, as long as the replacement part being purchased is an identical replacement (make and model) to the piece part being replaced. If, however, the part(s) is not 100% identical (similar or replacement parts do not fall into this category), MLLC may not purchase from this supplier unless the supplier became licensed. In this case, these replacement parts may invalidate the safety certification and ATF certification, and the Gaming Integrity approval of the EGD. It is recommended that MLLC purchase parts directly from the manufacturer. It is however, in certain circumstances, understood there may be substantial cost and time savings when purchasing some piece parts from third party vendors.

Repairs/Warranty Work

The LGA recognizes four classifications related to repairs for gaming and non-gaming equipment:

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

Classification 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 LGA Gaming Integrity approval application. Glass, in this category, must be purchased from an LGA Licensed 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 LGA Gaming Integrity approval application. Glass, in this category, must be purchased from an LGA Licensed Gaming Supplier.

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



If no game instructions or payable information is contained, LGA Gaming 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 review. Depending on the features enabled, the classification may change to gaming equipment and therefore require Gaming Integrity approval.

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

Note 2: Previously programmed firmware, including firmware on installation CDs, require LGA Gaming Integrity approval and must be purchased from an LGA Licensed Gaming Supplier.

Note 3: Items in this category are not used for operational gaming purposes and therefore, do not require Gaming 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.

Note 5: As long as the style and model of the drop box in use as of November 15, 2006, remains the same, new Gaming Integrity approval is not required. If the style or model differs in any way, LGA must be notified and will determine, at that time, if Gaming Integrity approval is required.

Note 6: Equipment items in this category are instruments used for integrity testing and inspection purposes and do not require Gaming 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 Gaming Integrity Approval if integrated into the central operating system.

Note 8: Although these equipment items are classified as not requiring Gaming 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 Gaming Integrity approval. Rules and regulations of progressive closures and secondary schemes (Ballot Draws, Showdowns, Specials and Tournaments) also require Gaming Integrity approval. If the secondary scheme is a promotional event; where one of the elements (consideration, chance, or prize) is not met; Gaming integrity approval is not required.

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 LGA Gaming 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 may be required 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 intended primary function. Proposed installation plans must be submitted 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. If, after implementation, any changes to the system's hardware and/or firmware or functionality is made that may affect the integrity of LGA approved or proposed gaming equipment, LGA Gaming Integrity approval is required.

Systems under this note which query the host system's database requires Gaming Integrity approval. If a mirrored/duplicate database is queried, Gaming Integrity approval is not required.

Note 11: Classification of this gaming equipment is currently under review

Note 12: Equipment under this note is classified as gaming equipment when the functionality, design and/or dynamics require ATF approval.

Note 13: Gaming 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.

Note 14: The LGA has determined that this gaming equipment may be sourced from a non-licensed vendor if replacing (for repair) with same make and model as tested in the ATF certification, any variation will require that the part be sourced via a registered vendor and may require ATF re-certification. The LGA may allow monitors with the same specifications but a different make/model on a case by case basis.