One2Six Shuffler

Machine & Site Information Table		
Date: May 30, 2012	Site: TC Lab	Tester(s): Larry, Kevin
Start: ---	End: ---	Serial #: OTS-2623
Asset #: ---	Location #: ---	Date of Manufacturer: 12/07
Shuffler Type: One2Six Shuffler		Reason for Test: Evaluation / New Install
		Time Estimate:

Firmware / Hardware Information Table				
Hardware / Firmware	Location	Model / Version	Kobetron Signature	GLI Approval Date
Shuffler Model #	---	Model # one2six	---	PA-123-SHU-08-02
Shuffler Software	Position 1	1.4.0	5P83	MO-122-SHU-10-01
Shuffler Software	Position 2	1.4.0	FPF2	MO-122-SHU-10-01
Shuffler Software	Position 3	1.4.0	7818	MO-122-SHU-10-01
Shuffler Software	Position 4	1.4.0	4235	MO-122-SHU-10-01

Technical Compliance Specialist: *Larry Brushon*

Objectives:
To perform the following test cases on the shuffler:
- Card Shuffle Test
- Shuffling an incomplete deck size – 1 card missing
- Shuffling an incomplete deck size – 5 cards missing
- Shuffling an oversized deck size – 1 extra card
- Inventory Test – All cards
- Inventory Test – 1 Card Missing
- Inventory Test – 5 Cards Missing
- Inventory Test – Too Many Cards
- Interrupted shuffle test
- Card Inspection

Test Prerequisites:
- Kobetron
- Chip extraction tool
- Antistatic wrist strap
- 4 decks of new cards

Test Steps:
Fill out the responses to test steps as Yes or No
If any response is not exactly as described in the test script, document exact system response in the table located on the last page of the test script.

1. **Badge Information**

    1.1. Verify that a badge containing the following information is located on the One2Six shuffler.

Manufacturer's Name	Yes ✓ No o	
Model number	Yes ✓ No o	Record in Firmware / Hardware Information Table
Serial number	Yes ✓ No o	Record in Machine & Site Information Table
Date of manufacture	Yes ✓ No o	Record in Machine & Site Information Table
Canadian Approved Electrical Certification ___CSA___	Yes ✓ No o	

Note: The CSA mark may appear without indicators, with combined 'C / US' or 'NRTL / C' indicators to show approved certification in Canada. The ETL mark must include the indicators 'C' or 'C / US' to show approved certification in Canada. Refer to the Manitoba Labour/Mechanical and Engineering Branch 'Electrical Certification Marks Accepted in Manitoba' document M&E009.
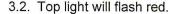
Record any discrepancies:

_____

2. **Setup Menu**

   2.1. Press 'Menu' in the startup screen.

   2.2. Scroll to 'Counter' and press 'OK'.

   2.3. Zero the 'DAILY' meter (Change 'clear?' to 'YES' and press 'OK').

   2.4. Press 'OK' to exit 'Counter'.

   2.5. Scroll to 'Game' and press 'OK'.

   2.6. Select '4 DECKS BJ' and press 'OK'. 'confirmed!' will be displayed.

   2.7. Scroll to 'Setup' and press 'OK'.

   2.8. Select 'DATE/TIME'. Set the date and time.

   2.9. Select 'LANGUAGE'. Set to 'ENGLISH'.

   2.10. Select 'DISPL. CONTRAST'. Adjust if needed.

   2.11. Select 'TEACH CR' and press 'OK' and 'confirmed' will be displayed.

   2.12. The following message will be displayed: 'load one sorted deck'

   2.13. Insert one deck of cards face up.

   2.14. The following message will be displayed: 'processing....'

   2.15. Remove the cards one at a time from the front shoe.

3. **Card Shuffle Test**

   3.1. Remove the cover and turn on the shuffler. Leave the cover off.

   3.2. Top light will flash red.   Yes ☑ No ☐

   3.3. Press 'Menu' and scroll to 'Without Cover' and press 'OK'.

   3.4. Top light will flash orange.   Yes ☑ No ☐

   3.5. Insert 4 decks of cards (208 cards) into the feeder.

   3.6. As soon as the required number of cards has been pulled in, cards are loaded to the front shoe and the one2six is ready for game play.

   3.7. Top light will flash orange.   Yes ☑ No ☐

   3.8. Did the shuffler operate correctly?   Yes ☑ No ☐

   3.9. Record any discrepancies:

   _____

   3.10. Power off and remove all the cards.

4. **Shuffling an incomplete deck size – 1 card missing**

   4.1. Turn on the shuffler. Press 'Menu' and scroll to 'Without Cover'. Press 'OK'.

   4.2. Insert 207 cards into the feeder.

   4.3. No cards should be delivered to the front shoe.

   4.4. Were any cards delivered to front shoe?   Yes o   No o

   4.5. Verify the display shows "Cards Missing: 01" and orange light flashing.   Yes o   No o

   4.6. Load the missing card.

   4.7. Missing cards will be pulled in and cards will be delivered to the front shoe.   Yes o   No o

   4.8. Top light should be flashing orange and the one2six is ready for game play.   Yes o   No o

   4.9. Record any discrepancies:

        _____

        _____

   4.10. Power off and remove all the cards.

5. **Shuffling an incomplete deck size – 5 cards missing**

   5.1. Turn on the shuffler. Press 'Menu' and scroll to 'Without Cover'. Press 'OK'.

   5.2. Insert 203 cards into the feeder.

   5.3. No cards should be delivered to the front shoe.

   5.4. Were any cards delivered to the front shoe?   Yes o   No o

   5.5. Verify the display shows "Cards Missing: 05".   Yes o   No o

   5.6. Load the missing cards.

   5.7. Missing cards will be pulled in and cards will be delivered to the front shoe.   Yes o   No o

   5.8. Top light should be flashing orange and the one2six is ready for game play.   Yes o   No o

   5.9. Remove all cards from the shuffler.

   5.10. Record any discrepancies:

        _____

        _____

   5.11. Power off and remove all the cards.

6. **Shuffling an oversized deck size – 1 extra card**

   6.1. Turn on the shuffler. Press 'Menu' and scroll to 'Without Cover'. Press 'OK'.

   6.2. Insert 209 cards into the feeder.

   6.3. The top light should flash red and the display will show "Too Many Cards! / remove all cards from feeder".

   6.4. Was the red light flashing and the message is displayed.   Yes o   No o

   6.5. Verify that the shuffler aborts the shuffle.   Yes o   No o

   6.6. Remove extra card from the feeder.

   6.7. Display reads: 'To Many Cards! / Press Front Key'.

   6.8. Press one of the front keys to discard the cards to the front shoe.

   6.9. Display reads: 'Too Many Card! Remove Cards'

   6.10. Remove all cards from the wheel.

   6.11. Record any discrepancies:

        _____

        _____

7. **Inventory Test – All Cards**

   7.1. Insert 208 cards into the feeder.

   7.2. Once shuffler is ready for game play, enter the menu and choose "INVENTORY". Press "OK".

   7.3. Top light flashing orange and the display shows "remove cards from front shoe / insert all cards".

   7.4. Remove cards from front shoe only.

   7.5. Display reads: 'Insert all cards'. Insert cards removed from the shoe.

   7.6. As soon as all cards are drawn and entirely loaded back into the machine, the one2six displays the result.

   7.7. A green flashing light indicates the correct amount of cards.   **Yes** o   **No** o

   7.8. Display reads: "INVENTORY OK, Press Front Key'.   **Yes** o   **No** o

   7.9. Press one of the two front keys in order to continue the game.

   7.10. Cards delivered to front shoe, orange light flashes, and shuffler ready for game play. **Yes** o   **No** o

   7.11. Record any discrepancies:

     _____

     _____

8. **Inventory Test – 1 Card Missing**

   8.1. Enter the menu and choose "INVENTORY". Press "OK".

   8.2. Top light flashing orange and the display shows "remove cards from front shoe / insert all cards".

   8.3. Remove cards from the front shoe only. Load all but one of the cards.

   8.4. As soon as all cards are drawn and entirely loaded back into the machine, the one2six displays the result.

   8.5. An orange flashing light indicates that there are still cards missing.

   8.6. The display reads: 'Cards Missing: 01'   **Yes** o   **No** o

   8.7. Insert the missing card. Display should show "Inventory OK"   **Yes** o   **No** o

   8.8. A green flashing light indicates the correct amount of cards.

   8.9. Display should read: 'Inventory OK. Press Front Key'.

   8.10. Press one of the two front keys in order to continue the game.

   8.11. Cards delivered to front shoe, orange light flashes, and shuffler ready for game play. **Yes** o   **No** o

   8.12. Record any discrepancies:

     _____

     _____

9. **Inventory Test – 5 Cards Missing**

   9.1. Enter the menu and choose "INVENTORY". Press "OK".

   9.2. Top light flashing orange and the display shows "remove cards from front shoe / insert all cards".

   9.3. Remove cards from the front shoe only. Load all but five of the cards.

   9.4. As soon as all cards are drawn and entirely loaded back into the machine, the one2six displays the result.

   9.5. An orange flashing light indicates that there are still cards missing.

   9.6. The should read: 'Cards Missing: 05, Insert all cards'   **Yes** o   **No** o

   9.7. Insert 3 of the missing cards.

   9.8. Display should read: 'Cards Missing: 02, Insert all cards'   **Yes** o   **No** o

9.9.   Insert the 2 missing cards.

9.10. A green flashing light indicates the correct amount of cards.

9.11. Display should read: 'Inventory OK. Press Front Key'.

9.12. Press one of the two front keys in order to continue the game.

9.13. Cards delivered to front shoe, orange light flashes, and shuffler ready for game play. **Yes** o   **No** o

9.14. Record any discrepancies:

_____

_____

10. **Inventory Test – Too Many Cards**

    10.1.   Enter the menu and choose "INVENTORY". Press "OK".

    10.2.   Top light flashing orange and the display shows "remove cards from front shoe / insert all cards".

    10.3.   Remove cards from the front shoe only. Load all of the cards and one extra.

    10.4.   As soon as all cards are drawn and entirely loaded back into the machine, the one2six displays the result: 'Too Many Cards! Remove all cards.'   **Yes** o   **No** o

    10.5.   A red flashing light indicates that too many cards have been detected.   **Yes** o   **No** o

    10.6.   Remove the extra card from the loader

    10.7.   Display should read: 'Too Many Cards!, Press front key'. Press one of the front keys.

    10.8.   Display should read: 'Too Many Cards!, Remove cards'.   **Yes** o   **No** o

    10.9.   Remove all of the cards.

    10.10. Record any discrepancies:

_____

_____

11. **Interrupted shuffle test**

    11.1.   Insert 208 cards into the feeder.

    11.2.   During the shuffle, power cycle the shuffler.

    11.3.   Verify that the shuffler aborts the shuffle.   **Yes** o   **No** o

    11.4.   Display should read: 'Remove all cards from the feeder'.   **Yes** o   **No** o

    11.5.   Remove all cards from the feeder.

    11.6.   Display should read: 'Remove all cards from the wheel'.   **Yes** o   **No** o

    11.7.   Record any discrepancies:

_____

_____

12. **Card Inspection**

    12.1.   Has the shuffler made any noticeable marks or damage to the cards?   **Yes** o   **No** o

    12.2.   Record any discrepancies:

_____

_____

1. If any of the responses to the test steps are checked NO or if any issues / problems were found, describe the issues below. Include the step and page number. Provide a resolution if possible.

2. If no issues were identified in Step 1, check Pass and provide your signature below.

Name: *Larry Prudes*   Date: *May 31/12*   **PASS** ✓
     FAIL o

If **any** issues were identified in Step 1, notify the Technical Support Manager, Technical Supervisor and Casino Table Games Manager immediately for signoff.