Ohio VLT
Manufacturer Requirements
Version 1.9
Confidential | External
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1. Introduction

1.1 Purpose

This document provides an explanation of the VLT Manufacturer Requirements for technology providers who will provide VLTs to racetracks in the State of Ohio.

1.2 Intended Audience

This document is intended for the following users:

- Technology providers responsible for providing VLT machines to facility operators in the State of Ohio
- Technology providers responsible for certifying VLTs and systems to Ohio Lottery Commission regulatory requirements
- Video Lottery Sales Agents (VLSA) responsible for the implementation and operation of VLT facilities in the State of Ohio
- Ohio Lottery Commission employees responsible for the implementation and operation of the VLT-CMS
- Intralot staff responsible for the implementation and operation of the VLT-CMS

1.3 Overview

The requirements contained in this document must be met in order for VLTs to be monitored by the Intralot Video Lottery Terminal Central Monitoring System (VLT-CMS). This document contains details regarding required VLT functionality and information that must be provided by each VLT manufacturer in order for VLTs to be monitored by the VLT-CMS.
1.4 List of Relevant Documents

The following list provides reference to information for any external documents.

<table>
<thead>
<tr>
<th>Relevant Document</th>
<th>Document Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>R1</td>
<td>SAS to G2S SMIB Specification</td>
</tr>
<tr>
<td>R2</td>
<td>SAS Protocol Specification</td>
</tr>
</tbody>
</table>

Table 1: References

1.5 Acknowledgement


1.6 Definitions

Below you may find the abbreviations and other definitions used in this document:

<table>
<thead>
<tr>
<th>Abbreviation/Acronym</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CBI</td>
<td>Concatenated Binary Image File</td>
</tr>
<tr>
<td>CRC</td>
<td>Cyclical Redundancy Check</td>
</tr>
<tr>
<td>CTL</td>
<td>Certified Testing Labs</td>
</tr>
<tr>
<td>FTP</td>
<td>File Transfer Protocol</td>
</tr>
<tr>
<td>G2S</td>
<td>Game to System</td>
</tr>
<tr>
<td>OLC</td>
<td>Ohio Lottery Commission</td>
</tr>
<tr>
<td>SAS</td>
<td>Slot Accounting System</td>
</tr>
<tr>
<td>SMIB</td>
<td>Smart Machine Interface Board</td>
</tr>
<tr>
<td>SW</td>
<td>Software</td>
</tr>
<tr>
<td>VLSA</td>
<td>Video Lottery Sales Agent</td>
</tr>
<tr>
<td>VLT</td>
<td>Video Lottery Terminals</td>
</tr>
<tr>
<td>VLT-CMS</td>
<td>Video Lottery Terminal Central Monitoring System</td>
</tr>
</tbody>
</table>

Table 2: Abbreviations and Acronyms
2. Technical Requirements

The following technical requirements must be met in order for VLTs to be successfully monitored by the Intralot VLT-CMS.

2.1 SAS VLT Minimum Requirements

The following minimum requirements must be met in order for SAS VLTs to successfully interoperate with the Intralot VLT-CMS.

- VLT must remain enabled and playable when not connected to the VLT-CMS. When the VLT is not connected to the VLT-CMS the VLT must buffer as many events as possible. Preference is for the VLT to buffer all events when not connected to the VLT-CMS. Once the connection to the VLT-CMS is restored the VLT must communicate all buffered events to the VLT-CMS. If events have been overwritten the VLT must send event 70 (Exception buffer overflow) to the VLT-CMS along with all currently buffered events.

- VLT must support the ability to allow cash out when the VLT is disabled by the VLT-CMS, receives 0x01 Shutdown (lock out play).

- VLT to SMIB wiring harness is required, see SAS to G2S SMIB Specification

- SAS to G2S SMIB must be mounted within a locked area of the VLT cabinet.

- VLT must support configuring the base accounting denomination to $.01 (pennies).

- SAS 6.01 or higher certified including support for the following:
  - 0x01 Shutdown (lock out play)
  - 0x02 Startup (enable play)
  - 0x09 Enable/disable game
  - 0x0F Send meters $10 through $15
  - 0x1F Send Gaming Machine ID and Information
• 0x21 ROM signature verification
• 0x2F Send selected meters for game n
• 0x51 Send total number of games implemented
• 0x53 Send game n configuration
• 0x55 Send selected game number
• 0x56 Send enabled game numbers
• 0xA0 Send Enabled Features

• Multi-denomination support – A VLT that reports a denomination via the 1F and 53 long polls that is or could be different from some player denomination must always be considered a multi-denomination VLT. If the VLT is intended to be enabled for multi-denomination support the VLT must also support the following:
  • 0xB2
  • 0x56 with multi-denom preamble 0xB0

• VLT must update Total Restricted Amount Played and Total Non-Restricted Amount Played meters prior to or at exactly the same time as updating Total Coin In meter, when applicable.

• VLT must support the SAS meters defined below:
  • 0000 Total Coin In
  • 0003 Total hand paid canceled credits
  • 0005 Games Played
  • 000B Total credits from bill accepted
  • 000E Total cashable ticket out, including debit tickets
  • 000F Total Restricted Ticket In
  • 0010 Total restricted ticket out
0012 Total count of cashable ticket out, including debit tickets
0013 Total count of restricted ticket in
0014 Total count of restricted ticket out
0019 Total Restricted Amount Played
001A Total Non-Restricted Amount Played
001C Total machine paid paytable win, not including progressive or external bonus
001D Total machine paid progressive win
001E Total machine paid external bonus win
001F Total attendant paid paytable win, not including progressive or external bonus
0020 Total attendant paid progressive win
0021 Total Attendant Paid External Bonus
0023 Total Hand paid credits
0029 Total Cashable Ticket In, not including non restricted promotional tickets
002B Total nonrestricted promotional ticket in
002E Electronic cashable transfers to gaming machine, not including non-restricted, debit ticket or external bonus
002F Electronic restricted promotional transfers to gaming machine, not including external bonus
0030 Electronic nonrestricted promotional transfers to gaming machine, not including external bonus
0032 Electronic cashable transfers to host
- VLT must support both events in the event pairs below if one of the events in the pair is supported. For example for every 'Game has started (7E)' the corresponding dual event, Game has ended (7F)’ must also be supported.

<table>
<thead>
<tr>
<th>Event Code</th>
<th>Event Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0033</td>
<td>Electronic restricted promotional transfers to host</td>
</tr>
<tr>
<td>0034</td>
<td>Electronic non-restricted promotional transfers to host</td>
</tr>
<tr>
<td>0035</td>
<td>Total regular cashable ticket in</td>
</tr>
<tr>
<td>0037</td>
<td>Total nonrestricted promotional ticket in</td>
</tr>
<tr>
<td>011</td>
<td>Slot door was opened</td>
</tr>
<tr>
<td>012</td>
<td>Slot door was closed</td>
</tr>
<tr>
<td>013</td>
<td>Drop door was opened</td>
</tr>
<tr>
<td>014</td>
<td>Drop door was closed</td>
</tr>
<tr>
<td>015</td>
<td>Card cage was opened</td>
</tr>
<tr>
<td>016</td>
<td>Card cage was closed</td>
</tr>
<tr>
<td>017</td>
<td>AC power was applied to gaming machine</td>
</tr>
<tr>
<td>018</td>
<td>AC power was lost from gaming machine</td>
</tr>
<tr>
<td>019</td>
<td>Cashbox door was opened</td>
</tr>
<tr>
<td>01A</td>
<td>Cashbox door was closed</td>
</tr>
<tr>
<td>01B</td>
<td>Cashbox was removed</td>
</tr>
<tr>
<td>01C</td>
<td>Cashbox was installed</td>
</tr>
<tr>
<td>01D</td>
<td>Belly door was opened</td>
</tr>
<tr>
<td>01E</td>
<td>Belly door was closed</td>
</tr>
<tr>
<td>051</td>
<td>Handpay is pending</td>
</tr>
<tr>
<td>052</td>
<td>Handpay was reset</td>
</tr>
<tr>
<td>071</td>
<td>Change lamp On</td>
</tr>
<tr>
<td>072</td>
<td>Change lamp Off</td>
</tr>
</tbody>
</table>
o 7E  Game has started
o 7F  Game has ended

o 82  Display meters or attendant menu has been entered
o 83  Display meters or attendant menu has been exited

o 84  Self test or operator menu has been entered
o 85  Self test or operator menu has been exited

- VLT events, if applicable:

- Power Resets or power failure:
  ▪ 17  AC power was applied to gaming machine
  ▪ 18  AC power was lost from gaming machine

- RAM corruption of the VLT:
  ▪ 31  CMOS RAM error (data recovered from EEPROM)
  ▪ 32  CMOS RAM error (no data recovered from EEPROM)
  ▪ 33  CMOS RAM error (bad device)
  ▪ 34  EEPROM error (data error)
  ▪ 35  EEPROM error (bad device)
  ▪ 36  EPROM error (checksum – version changed)
  ▪ 37  EPROM error (bad checksum compare)
  ▪ 38  Partitioned EPROM error (checksum – version changed)
  ▪ 39  Partitioned EPROM error (bad checksum compare)
  ▪ 3A  Memory error reset (operator used self test switch)

- Handpay conditions (VLT jackpot, Cancelled credit handpay, Progressive Jackpot):
  ▪ 51  Handpay is pending
  ▪ 52  Handpay was reset

- Door Openings (any door that accesses a critical area of the VLT)
  ▪ 11  Slot door was opened
  ▪ 12  Slot door was closed
  ▪ 13  Drop door was opened
  ▪ 14  Drop door was closed
  ▪ 15  Card cage was opened
  ▪ 16  Card cage was closed
  ▪ 19  Cashbox door was opened
  ▪ 1A  Cashbox door was closed
  ▪ 1D  Belly door was opened
  ▪ 1E  Belly door was closed

- Bill Validator errors:
  ▪ 1B  Cashbox was removed
  ▪ 1C  Cashbox was installed
- 27  Cashbox full detected
- 28  Bill jam
- 29  Bill acceptor hardware failure
- 2A  Reverse bill detected
- 2B  Bill rejected
- 2C  Counterfeit bill detected
  - 3B  Low backup batter detected
- VLT Low RAM Battery:
- Reel Spin Errors:
  - 40  Reel Tilt (Which reel is not specified)
  - 41  Reel 1 tilt
  - 42  Reel 2 tilt
  - 43  Reel 3 tilt
  - 44  Reel 4 tilt
  - 45  Reel 5 tilt
  - 46  Reel mechanism disconnected
- Printer Errors:
  - 60  Printer communications error
  - 61  Printer paper out error
  - 74  Printer paper low
  - 75  Printer power off
  - 76  Printer power on
  - 77  Replace printer ribbon
  - 78  Printer carriage jammed
- Buffer Overflow:
  - 70  Exception buffer overflow
2.2 VLT Signature Verification

VLT signature verification will be completed using the CRC calculation defined in the SAS Protocol specification. SAS long poll $21 will be used to request the CRC value from the VLTs using an initial seed value defined by the VLT-CMS.

2.2.1 Long Poll $21 Response Time

VLT must respond to long poll $21 request within 7 minutes.

2.2.2 Concatenated Binary Image (CBI)

A CBI must be provided for each unique VLT software configuration to be deployed in Ohio. The VLT software configuration typically consists of operating system software, game software and jurisdiction software. The specific contents of each manufacturers CBI will be based on what each manufacturer supports. If a manufacturer supports multiple methods for defining the contents of the CBI the Ohio Lottery Commission will specify the method to be used for Ohio. The CBI and associated data will be considered a Software Set in the VLT-CMS. The SW Set consists of the CBI and the data specified in section 3 of this document. The data specified in section 3 must be provided for each SW Set.

2.2.3 CBI Creation

The CBI must be created by an independent test lab that is a licensed technology provider by the Ohio Lottery Commission.

2.3 Interoperability Certification

VLTs must be certified by an independent test lab that is a licensed technology provider by the Ohio Lottery Commission. VLTs must be certified to be interoperable with the Intralot VLT-CMS.
3. Licensing Requirements

All information specified in section 3 must be verified by an independent test lab that is a licensed technology provider by the Ohio Lottery Commission. Data and import files must be provided to the independent test lab for verification.

In order for VLTs to be licensed in the VLT-CMS the information contained in the following sections must be provided.

### 3.1 New VLT Model Requirements

The following information must be provided for each VLT to be defined in the VLT-CSM.

**New VLT Model**

*Note: Each VLT model record will start on a new line. See example on page 19.*

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Description</th>
<th>Format</th>
<th>Validation</th>
<th>Comments</th>
<th>Example Data</th>
</tr>
</thead>
<tbody>
<tr>
<td>Manufacturer Name</td>
<td>Manufacturer Name</td>
<td>String</td>
<td>Maximum 32 Characters</td>
<td></td>
<td>Intralot</td>
</tr>
<tr>
<td>Manufacturer GSA ID</td>
<td>GSA Manufacturer ID</td>
<td>String</td>
<td>3 characters</td>
<td>Manufacturer GSA ID, if manufacturer does not have a GSA ID the ID will be Intralot assigned</td>
<td>ITL</td>
</tr>
</tbody>
</table>
### 3.1.1 Software Set Import File

An import file must be provided for VLT models. The import file must be provided as a comma delimited file (CSV file format). The name of the file will be ‘Manufacturer GSA ID’ _VLTmodels and the import file will have a `.csv` file extension. Example: ITL_VLTmodels.csv

Example file contents based on the example data column in the table above:

```
Intralot,ITL,microLOT,microLOTx2Plus
Intralot,ITL,Photon,Photon1600XP
```
### 3.2 Software Set Requirements

The following information must be provided for each software set that will be defined in the VLT-CSM.

<table>
<thead>
<tr>
<th>SW Set Data</th>
<th>Name</th>
<th>Description</th>
<th>Format</th>
<th>Validation</th>
<th>Comments</th>
<th>Example Data</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Action</td>
<td>New</td>
<td>String</td>
<td>Must be ‘New’</td>
<td>New – new software sets sent to Intralot</td>
<td>New</td>
</tr>
<tr>
<td>Manufacturer GSA ID</td>
<td>GSA Manufacturer ID</td>
<td>String</td>
<td></td>
<td>3 characters - manufacturer GSA ID, if manufacturer does not have a GSA ID the ID will be Intralot assigned</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Logical Version Number</td>
<td>Software set version number</td>
<td>Numeric</td>
<td></td>
<td>Maximum 6 digits</td>
<td></td>
<td>ITL</td>
</tr>
<tr>
<td>Replacement/Revocation Period</td>
<td>Unused</td>
<td>Numeric</td>
<td></td>
<td>Maximum 3 digits</td>
<td>Unused, no value should be defined</td>
<td>1</td>
</tr>
<tr>
<td>SW set alias</td>
<td>Unique identifier for each software set per manufacturer, assigned by the software manufacturer for this software set</td>
<td>String</td>
<td>Maximum 30 alphanumeric (no spaces)</td>
<td>SW set alias is the unique key</td>
<td>LottoMagic</td>
<td></td>
</tr>
<tr>
<td>Software Description</td>
<td>Description of SW set. If single game, it would be the game description. If multigame, it would be an overall description of the games included in the SW set.</td>
<td>String</td>
<td>Maximum 64 characters</td>
<td></td>
<td>LottoMagic</td>
<td></td>
</tr>
<tr>
<td><strong>Filename</strong></td>
<td><strong>Description</strong></td>
<td><strong>Type</strong></td>
<td><strong>Restrictions</strong></td>
<td><strong>Example</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>--------------</td>
<td>-----------------</td>
<td>----------</td>
<td>-----------------</td>
<td>-------------</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Test Seed 1</td>
<td>seed for testing signature calculation</td>
<td>String</td>
<td>4 characters (0000-FFFF)</td>
<td>Randomly selected seed by the manufacturer</td>
<td>1234</td>
<td></td>
</tr>
<tr>
<td>Test Seed 2</td>
<td>seed for testing signature calculation</td>
<td>String</td>
<td>4 characters (0000-FFFF)</td>
<td>Randomly selected seed by the manufacturer, cannot be the same as Test Seed 1</td>
<td>3421</td>
<td></td>
</tr>
<tr>
<td>Test Signature 1</td>
<td>test signature for seed 1</td>
<td>String</td>
<td>4 characters (0000-FFFF)</td>
<td>As returned from LP 21 using seed 1</td>
<td>0C65</td>
<td></td>
</tr>
<tr>
<td>Test Signature 2</td>
<td>test signature for seed 2</td>
<td>String</td>
<td>4 characters (0000-FFFF)</td>
<td>As returned from LP 21 using seed 2</td>
<td>19E5</td>
<td></td>
</tr>
<tr>
<td>Number of Games</td>
<td>'1' for single game, 'N' for N-game multigame. The number of games included in the SW set.</td>
<td>Numeric</td>
<td>Maximum 4 digits</td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Game Theme Unique ID</td>
<td>The unique ID provided by Ohio Lottery. Multiple unique IDs are separated by #</td>
<td>Alphanumeric</td>
<td>Maximum 1024 digits</td>
<td>ITL050819_005#ITL050819_006</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Game Information**

Note: Each game information record will start on a new line. See example on page 24.
<table>
<thead>
<tr>
<th>Manufacturer GSA ID</th>
<th>GSA Manufacturer ID</th>
<th>String</th>
<th>3 characters - manufacturer GSA ID, if manufacturer does not have a GSA ID the ID will be Intralot assigned</th>
<th>ITL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Alias</td>
<td>Unique game identifier assigned by the manufacturer. Must be unique across all game themes per manufacturer.</td>
<td>Alphanumeric</td>
<td>Minimum 8 characters, maximum 18 characters, alphanumeric, no spaces and no underscores</td>
<td>TEST014-000009-001</td>
</tr>
<tr>
<td>Game Description</td>
<td>Game description - if single game, it would be the same as the overall SW set Software Description</td>
<td>String</td>
<td>Maximum 64 characters</td>
<td>LottoMagic</td>
</tr>
<tr>
<td>SAS Game ID</td>
<td>SAS Game ID</td>
<td>String</td>
<td>2 characters</td>
<td>EX</td>
</tr>
<tr>
<td>Number of Paytables</td>
<td>The number of implemented paytables for this game theme</td>
<td>Numeric</td>
<td>Maximum 4 digits</td>
<td>6</td>
</tr>
</tbody>
</table>

**Paytable Information**
(repeated <Number of Paytables> times)

Note: Each paytable record will start on a new line. See example on page 23.

<p>| Game Alias          | Unique game identifier assigned by the manufacturer. Same as the Game Alias in the Game Information above. | Alphanumeric | Minimum 8 characters, maximum 18 characters, alphanumeric, no spaces and no underscores | TEST014-000009-001 |</p>
<table>
<thead>
<tr>
<th><strong>SAS Slot Number</strong></th>
<th>The SAS slot of this game (Game Number N)</th>
<th>Numeric</th>
<th>Maximum 4 digits</th>
<th><strong>SAS Game Number</strong></th>
<th>1</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SAS Paytable ID</strong></td>
<td>The SAS Paytable ID as returned by LP 53 for Game N</td>
<td>String</td>
<td>6 characters (positions) required, if Paytable ID is less than 6 characters insert the necessary spaces to equate to 6 positions</td>
<td><strong>SAS Paytable ID as returned by LP 53 for Game N</strong></td>
<td>ITL028</td>
</tr>
<tr>
<td><strong>Base Percentage RTP</strong></td>
<td>Base Percentage as returned by LP 53 for Game N (RTP – Return to Player percentage)</td>
<td>Numeric</td>
<td>4 digits, no decimal</td>
<td><strong>Base Percentage as returned by LP 53 for Game N</strong></td>
<td>9253</td>
</tr>
<tr>
<td><strong>Theme Name</strong></td>
<td>Theme description</td>
<td>String</td>
<td>Maximum 32 characters</td>
<td><strong>Theme Name</strong></td>
<td>LottoMagic</td>
</tr>
</tbody>
</table>
3.2.1 Software Set Import File

An import file must be provided for each Software Set. The import file must be provided as a comma delimited file (CSV file format). The name of the file will be 'Manufacturer GSA ID'_SW set alias and the import file will have a '.csv' file extension. Example: ITL_LottoMagic.csv

Single game example file contents based on the example data column in the table above:

```
New,ITL,1,,LottoMagic,LottoMagic,LottoMagic.bin,1234,3412,0C65,19E5,1,
ITL050819_005#ITL050819_006
ITL,TEST014-000009-001,LottoMagic,EX,6
TEST014-000009-001,1,ITL028,9253,
TEST014-000009-001,2,ITL028,9352,
TEST014-000009-001,3,ITL028,9455,
TEST014-000009-001,4,ITL028,9552,
TEST014-000009-001,5,ITL028,9651,
TEST014-000009-001,6,ITL028,9753,
```
Multi-game example file contents:

```
New,ITL,1,,LottoCat,LottoMagicCatInTheHat,LottoCat.bin,1234,3412,0C65,19E5,2,ITL05081
9_005#ITL050819_006
ITL,TEST014-00009-001,LottoMagic,EX,6
ITL,TEST014-004AX6-001,CatInTheHat,EX,9
TEST014-00009-001,1,ITL028,9253,LottoMagic
TEST014-00009-001,2,ITL028,9352,LottoMagic
TEST014-00009-001,3,ITL028,9455,LottoMagic
TEST014-00009-001,4,ITL028,9552,LottoMagic
TEST014-00009-001,5,ITL028,9651,LottoMagic
TEST014-00009-001,6,ITL028,9753,LottoMagic
TEST014-004AX6-001,7,ITL032,8500,CatInTheHat
TEST014-004AX6-001,8,ITL033,8501,CatInTheHat
TEST014-004AX6-001,9,ITL033,8750,CatInTheHat
TEST014-004AX6-001,10,ITL033,8850,CatInTheHat
TEST014-004AX6-001,11,ITL033,8990,CatInTheHat
TEST014-004AX6-001,12,ITL033,9191,CatInTheHat
TEST014-004AX6-001,13,ITL033,9350,CatInTheHat
TEST014-004AX6-001,14,ITL033,9491,CatInTheHat
TEST014-004AX6-001,15,ITL033,9600,CatInTheHat
```
3.3 **Game Theme Data Requirements**

Manufacturers that support dynamic paytable game number (SAS Slot ID) assignment based on the software packages installed on the VLT must provide a tool. The tool must allow selection of the software packages (game themes) that will be installed on the VLT, the tool must sort the paytables in the correct order based on the software packages selected and the tool must create the necessary import file. The tool must be verified by an independent test lab that is a licensed technology provider by the Ohio Lottery Commission.

The following data must be provided by the tool.

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Description</th>
<th>Format</th>
<th>Field Validation</th>
<th>Comments</th>
<th>Example Data</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Information (repeated &lt;Number of Games &gt; times)</td>
<td>Note: Each game information record will start on a new line. See example on page 29.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Manufacturer GSA ID</td>
<td>GSA Manufacturer ID</td>
<td>String</td>
<td>3 characters - manufacturer GSA ID, if manufacturer does not have a GSA ID the ID will be Intralot assigned</td>
<td></td>
<td>ITL</td>
</tr>
<tr>
<td>Game Alias</td>
<td>Unique game identifier assigned by the manufacturer. Must be unique across all game themes per manufacturer.</td>
<td>Alphanumeric</td>
<td>Minimum 8 characters, maximum 18 characters, alphanumeric, no</td>
<td></td>
<td>TEST014-000009-001</td>
</tr>
</tbody>
</table>
### Game Description
- **Description**: String
- **Length**: Maximum 64 characters

### SAS Game ID
- **ID**: String
- **Length**: 2 characters

### Number of Games
- **Description**: String
- **Format**: Game ID as returned by LP 53 for game N

### Number of Paytables
- **Description**: String
- **Format**: Value must be the same for each game information record. See example in section 3.3.1

### Paytable Information
- **Format**: (repeated <Number of Paytables> times)
- **Note**: Each paytable record will start on a new line. See example on page 25.

### Game Alias
- **Description**: String
- **Format**: Unique game identifier assigned by the manufacturer. Same as the Game Alias in the Game Information above.

---

**Example Game Information**

<table>
<thead>
<tr>
<th>Paytable Information</th>
<th>Game Alias</th>
</tr>
</thead>
<tbody>
<tr>
<td>TEST014-000009-001</td>
<td></td>
</tr>
<tr>
<td>SAS Slot Number</td>
<td>The SAS slot of this game (Game Number N)</td>
</tr>
<tr>
<td>----------------</td>
<td>------------------------------------------</td>
</tr>
<tr>
<td>SAS Paytable ID</td>
<td>The SAS Paytable ID as returned by LP 53 for Game N</td>
</tr>
<tr>
<td>Base Percentage RTP</td>
<td>Base Percentage as returned by LP 53 for Game N (RTP – Return to Player percentage)</td>
</tr>
<tr>
<td>Theme Name</td>
<td>Theme description</td>
</tr>
</tbody>
</table>
3.3.1 Game Theme Data Import File

The import file must be provided as a comma delimited file (CSV file format). The name of the file will be the ‘Manufacturers GSA ID’ and a description provided by the manufacturer (no more than 32 total characters). The import file name will end with ‘.theme’ and have a ‘.csv’ file extension. Example: ITL_MagicCat.theme.csv

Example file, contents based on the example data column in the table above:

```
ITL,TEST014-000009-001,Magic,EX,2,6
ITL,TEST014-004AX6-001,CatDog,EX,2,10
TEST014-000009-001,1,ITL033,8501,Magic
TEST014-000009-001,2,ITL033,8750,Magic
TEST014-000009-001,3,ITL033,8850,Magic
TEST014-000009-001,4,ITL033,8990,Magic
TEST014-000009-001,5,ITL028,9253,Magic
TEST014-000009-001,6,ITL028,9352,Magic
TEST014-004AX6-001,7,ITL032,9009,Cat
TEST014-004AX6-001,8,ITL032,9009,Dog
TEST014-004AX6-001,9,ITL033,9191,Cat
TEST014-004AX6-001,10,ITL033,9191,Dog
TEST014-004AX6-001,11,ITL033,9350,Cat
TEST014-004AX6-001,12,ITL033,9350,Dog
TEST014-004AX6-001,13,ITL033,9491,Cat
TEST014-004AX6-001,14,ITL033,9491,Dog
TEST014-004AX6-001,15,ITL033,9600,Cat
TEST014-004AX6-001,16,ITL033,9600,Dog
```