

TIER I

VGM Service Checklist

SERVICE

Step 1

VGM must be disconnected from SMIB for any service play.

Step 2

Perform Master Reset at the end of service.

Step 3

Verify all VGM data is correct (VGMID, Serial Numbers) then enable SAS.

Step 4

Reconnect SMIB and verify that it is configured to properly communicate with the Tier I Host.

Step 5

Confirm VGM appears on the Host and is communicating properly. **Century systems may not have a monitor in establishment.*



For a complete list of instructions, download "Tier I Systems Operations Manual" here:

<https://media.dojmt.gov/wp-content/uploads/Tier-1-Operations-Manual.pdf>



Contact the Gambling Control Division at (406) 444-1971, visit <https://dojmt.gov/gaming/> or email gcd@mt.gov.

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TIER I

Submissions Checklist

WITHDRAWING

Step 1

Disconnect SMIB and remove from Tier I Host.

Step 2

Print audit ticket.

Step 3

Remove the machine from the Tier I Host.

Step 4

Apply for withdrawal on TAP after removing a machine from the Tier I Host. *The report time on the Letter of Withdrawal must be timed after the Tier I removal time.

Audit tickets **do not reflect report times.*

LICENSING

Step 1

License the VGM on TAP.

Step 2

Enable SAS, verify all VGM data is correct (VGMID, Serial Numbers).

Step 3

Connect SMIB and verify that it is configured to properly communicate with the Tier I Host.

Step 4

Confirm if vendor or location owned and confirm Account ID is correct.

Step 5

Configure VGM on Tier I Host with GOA/MDR.

Step 6

Activate Tier I only after time of licensing.



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