

Exceptions Log**MC**

<u>I & Ticket Info</u>	<u>Location</u>	<u>Transaction Des</u>	<u>logid</u>	<u>Date</u>	<u>Time</u>	<u>Notes</u>
1024	STANDALONE	Log In	346	8/1/08	0:24.57	Start Application
1024	STANDALONE	Log In Game Manager	346	8/1/08	0:25.14	Game Manager
1024	STANDALONE	Log In Pay Tables	346	8/1/08	0:25.47	Pay Tables
1024	STANDALONE	Existing Pay Table Modi	346	8/1/08	0:26.05	4BI
1024	STANDALONE	Existing Pay Table Modi	346	8/1/08	0:26.06	4BI
1024	STANDALONE	Existing Pay Table Modi	346	8/1/08	0:26.06	4BI
1024	STANDALONE	Existing Pay Table Modi	346	8/1/08	0:26.06	4BI
1024	STANDALONE	Existing Pay Table Modi	346	8/1/08	0:26.06	4BI
1024	STANDALONE	Existing Pay Table Modi	346	8/1/08	0:26.31	5BI
1024	STANDALONE	Existing Pay Table Modi	346	8/1/08	0:26.31	5BI
1024	STANDALONE	Existing Pay Table Modi	346	8/1/08	0:26.31	5BI
1024	STANDALONE	Existing Pay Table Modi	346	8/1/08	0:26.31	5BI
1024	STANDALONE	Existing Pay Table Modi	346	8/1/08	0:26.32	5BI
1024	STANDALONE	Existing Pay Table Modi	346	8/1/08	0:26.32	5BI
1024	STANDALONE	Existing Pay Table Modi	346	8/1/08	0:26.51	8BI
1024	STANDALONE	Existing Pay Table Modi	346	8/1/08	0:26.51	8BI
1024	STANDALONE	Existing Pay Table Modi	346	8/1/08	0:26.51	8BI
1024	STANDALONE	Existing Pay Table Modi	346	8/1/08	0:26.51	8BI
1024	STANDALONE	Existing Pay Table Modi	346	8/1/08	0:26.51	8BI
1024	STANDALONE	Existing Pay Table Modi	346	8/1/08	0:26.52	8BI
1024	STANDALONE	Existing Pay Table Modi	346	8/1/08	0:26.52	8BI
1024	STANDALONE	Existing Pay Table Modi	346	8/1/08	0:26.52	8BI
1024	STANDALONE	Existing Pay Table Modi	346	8/1/08	0:26.52	8BI
1024	STANDALONE	Log Out	346	8/1/08	0:27.08	
1024	STANDALONE	Log In	411	8/1/08	10:53.32	Start Application
1024	STANDALONE	Log In Game Manager	411	8/1/08	10:53.44	Game Manager
1024	STANDALONE	Enable Wagering	411	8/1/08	10:53.45	Wagering Enabled
1024	STANDALONE	Log In Game Manager	411	8/2/08	0:34.15	Game Manager
1024	STANDALONE	Wagering Disabled	411	8/2/08	0:34.16	Wagering Disabled
1024	STANDALONE	Wagering Disabled	411	8/2/08	0:34.35	Wagering Disabled