

TECHNICAL STANDARDS FOR GAMING DEVICES AND ASSOCIATED EQUIPMENT

STANDARD 5 CASHLESS WAGERING KIOSK

5.010 Device Integrity.

1. All kiosks exposed to patrons must exhibit total immunity to human body electrostatic discharges on all patron-exposed areas. For purposes of this standard, a human body discharge is considered to be an electrical potential of not greater than 20,000 volts DC discharged through a network with a series resistance of 150 to 1500 ohms shunted by a capacitance of 100 to 150 picofarads. The device must withstand this discharge repeated at one-second intervals. The power source for this human body equivalent is a high-impedance source such that, in effect, the energy available for a given discharge is limited to that contained in the shunt capacitor.

2. Kiosks may exhibit temporary disruption when subjected to electrostatic discharges of 20,000 to 27,000 volts DC through a network with a series resistance of 150 to 1500 ohms shunted by a capacitance of 100 to 150 picofarads, but must exhibit a capacity to recover and complete an interrupted transaction without loss or corruption of any stored or displayed information and without component failure.

3. Kiosks involved must include a means to protect against transaction failure and data loss due to AC power loss.

4. Kiosks must resist forced illegal entry and must retain evidence of any entry until properly cleared or until a new play is initiated. A kiosk must have a protective cover over the circuit boards that contain programs and circuitry used in the system communication and control of the kiosk, including any electrically alterable program storage media. The cover must be designed to permit installation of a security locking mechanism by the manufacturer or end user of the kiosk.

5. Kiosks must comply with Technical Standards 1.030(1), 1.040, and 1.045 when applicable.

(Adopted: 7/26/07. Effective: 11/1/07)

5.020 Error Conditions.

1. All kiosks must detect and display the following conditions. These conditions may be automatically cleared by the kiosk when the condition no longer exists and upon completion of a new transaction.

- (a) Power reset.
- (b) Door open.
- (c) Door just closed.
- (d) System communication loss. Non-system transactions may continue while system communication is down.
- (e) Voucher Printer Paper Low.

2. All kiosks must detect and display the following error conditions that prohibit new transactions and may only be cleared by an attendant:

- (a) Failed to make payment.
- (b) Bill validator failure.
- (c) Printer failure (Out of paper, jam, etc.)

(Adopted: 7/26/07. Effective: 11/1/07)

5.030 Address requirements. Each kiosk connected to a cashless wagering system must be uniquely identified by the cashless wagering system. This includes kiosks that are connected to the cashless wagering system through a gateway or kiosk server.

(Adopted: 7/26/07. Effective: 11/1/07)

5.040 System clock. Each kiosk must maintain an internal clock that accurately reflects the current time and date and must be capable of synchronizing its real time clock to that of the cashless wagering system at least once in a 24-hour period.

(Adopted: 7/26/07. Effective: 11/1/07)

5.050 Meters. All kiosks must be equipped with electronic digital storage meters of at least ten digits that can be displayed upon demand and that accumulate the following information in dollars and cents when applicable:

- (a) Physical Coin In. The kiosk must have a meter specifically labeled "Physical Coin In" that accumulates the value of all coins accepted by the kiosk;
- (b) Physical Coin Out. The kiosk must have a meter specifically labeled "Physical Coin Out" that accumulates the value of all coins paid by the kiosk;
- (c) Voucher In. The kiosk must have a meter specifically labeled "Voucher In" that accumulates the total value of all slot machine wagering vouchers accepted by the kiosk;
- (d) Voucher Out. The kiosk must have a meter specifically labeled "Voucher Out" that accumulates the total value of all slot machine wagering vouchers issued by the kiosk;
- (e) Bill In. The kiosk must have a meter specifically labeled "Bill In" that accumulates the total value of currency accepted. Additionally, the machine must have a specific meter for each denomination of currency accepted that records the number of bills accepted by the kiosk;
- (f) Bill Out. The kiosk must have a meter specifically labeled "Bill Out" that accumulates the total value of currency dispensed. Additionally, the machine must have a specific meter for each denomination of currency dispensed that records the number of bills dispensed by the kiosk;
- (g) Wagering Account Transfer In. The kiosk must have a meter specifically labeled "WAT In" that accumulates the total value of cashable credits electronically transferred to the kiosk from a wagering account by means of an external connection between the kiosk and a cashless wagering system;
- (h) Wagering Account Transfer Out. The kiosk must have a meter specifically labeled "WAT Out" that accumulates the total value of cashable credits electronically transferred from the kiosk to a wagering account by means of an external connection between the kiosk and a cashless wagering system;
- (i) Handpay. The kiosk must have a meter specifically labeled "Handpay" that accumulates the total value of payments made by an attendant when the kiosk is incapable of making the proper payment;
- (i) Such other meters required by the Board.
(Adopted: 7/26/07. Effective: 11/1/07)

5.060 Transaction history. All kiosks must have the capacity to display a complete transaction history for the most recent transaction and the previous thirty-four transactions prior to the most recent transaction. History must include disposition of transaction, date and time of transaction, and the amount of transaction. This history must be maintained for each of the following types of transactions:

- (a) Voucher Redemption;
 - (b) Voucher Validation;
 - (c) Wagering Account Transactions.
- (Adopted: 7/26/07. Effective: 11/1/07)

5.070 Accounting requirements. Kiosk or kiosk-associated equipment must be capable of producing the following reports upon demand and for a specific date and time range. All reports must contain a document title, version number of the current kiosk/system software, date and time period of activity, and the date and time the document was generated:

- (a) Wagering Instrument Transaction Report. At a minimum the report must include the disposition (paid, partial pay, unpaid etc.), the validation number, the date and time of redemption, and the amount of wagering instruments accepted by the kiosk;
 - (b) Fill Report. At a minimum the report must include all coin and currency placed into the kiosk by denomination;
 - (c) Cash Out Report. At a minimum this report must report all coin and currency dispensed as a result of wagering instrument redemptions, bill breaking, ATM transactions and any other cash out transactions. Information must be reported by transaction type;
 - (d) Drop Report. At a minimum the report must include all wagering instruments, coin and currency removed from the machine by denomination and by container type;
 - (e) Exception Report. At a minimum this report must include transaction anomalies, unpaid or partial paid wagering instruments, payout failures, etc.
- (Adopted: 7/26/07. Effective: 11/1/07)

5.080 Communication security. Each kiosk interfaced with a cashless wagering system shall employ a secure communication method between the redemption kiosk and system.
(Adopted: 7/26/07. Effective: 11/1/07)

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