

# TECHNICAL STANDARDS FOR GAMING DEVICES AND ASSOCIATED EQUIPMENT

## STANDARD 2

### PROPER ACCOUNTING FOR GAMING DEVICES

#### **2.010 Changes to payout percentage.**

1. The theoretical payback percentage of a gaming device must not be capable of being changed without making a hardware or software change in the device except as provided for in Technical Standard 1. For purposes of this standard, the addition of an attendant-paid bonus, a progressive jackpot, or a change in rate of progression of an existing progressive jackpot is not considered to be a change in the theoretical payback of the gaming device.

2. Notwithstanding subsection 1, draw poker type gaming devices may have switch selectable or menu selectable top award values so long as the selectable range does not alter the payback percentage of the device by more than 1 percent with typical field play.

(Adopted: 9/89. Amended: 11/17/05)

**2.020 Accounting of inappropriate coin-ins.** Inappropriate coins-in must be returned to the player by activation of the hopper or credited toward the next play of the gaming device. The gaming device control program must be capable of handling rapidly fed coins so that the occurrences of inappropriate coins-in are minimized.

(Adopted: 9/89)

#### **2.030 Payouts from the hopper.**

1. All coins or tokens paid from the hopper mechanism must be properly accounted for by the gaming device, including those paid as extra coins during a hopper malfunction.

2. Hopper pay limits must be designed to permit compliance by gaming establishments with published IRS Regulations.

(Adopted: 9/89)

#### **2.040 Meters for conventional gaming devices, system supported and system based games.**

1. All gaming devices must be equipped with electronic digital storage meters of at least 10 digits capable of displaying the information listed in this section on demand. Gaming device must also be capable of communicating these meters to an on-line slot system. These meters, listed below, must accumulate the following information in units equal to the denomination of the device or in dollars and cents. Devices configured for multi-denomination play must display the required information in dollars and cents.

(a) Coin In. The machine must have a meter specifically labeled "Coin In" that accumulates the total value of all wagers, whether the wagered amount results from the insertion of coins, tokens, currency, deduction from a credit meter or any other means. This meter shall:

(1) Not include subsequent wagers of intermediate winnings accumulated during game play sequence such as those acquired from "double up" games;

(2) For multi-game and multi-denomination/multi-game gaming devices, provide the coin in information and the theoretical payback percentage, on a per payable basis; and

(3) For gaming devices which are considered slot machines and which contain paytables with a difference in theoretical payback percentage which exceeds 4 percent between wager categories, maintain and display coin in meters and the associated theoretical payback percentage, for each

wager category with a different theoretical payback percentage, and calculate a weighted average theoretical payback percentage for that payable;

(b) Coin Out. The machine must have a meter specifically labeled "Coin Out" that accumulates the total value of all amounts directly paid by the machine as a result of winning wagers or any amount that is paid by the machine which has been accumulated as a function of game play (i.e. bonus eligibility), whether the payout is made from the hopper, to a credit meter or by any other means. This meter will not record amounts awarded as the result of an external bonusing system or a progressive payout;

(c) Coin Drop. The machine must have a meter specifically labeled "Coin Drop" that accumulates the total value of coins or tokens diverted to the drop;

(d) Attendant Paid Jackpots. The machine must have a meter specifically labeled "Attendant Paid Jackpots" that accumulates the total value of credits paid by an attendant resulting from a single winning alignment or combination, the amount of which is not capable of being paid by the machine itself. This does not include progressive amounts or amounts awarded as a result of an external bonusing system. This meter is only to include awards resulting from a specifically identified amount listed in the manufacturer's par sheet;

(e) Attendant Paid Cancelled Credits. The machine must have a meter specifically labeled "Attendant Paid Cancelled Credits" that accumulates the total value paid by an attendant resulting from a player initiated cash-out that exceeds the physical or configured capability of the machine to make the proper payout amount;

(f) Physical Coin In. The machine must have a meter specifically labeled "Physical Coin In" that accumulates the total value of coins or tokens inserted into the machine;

(g) Physical Coin Out. The machine must have a meter specifically labeled "Physical Coin Out" that accumulates the value of all coins or tokens physically paid by the machine;

(h) Bill In. The machine 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 of each denomination;

(i) Voucher In. The machine must have a meter specifically labeled "Voucher In" that accumulates the total value of all slot machine wagering vouchers accepted by the machine;

(j) Voucher Out. The machine must have a meter specifically labeled "Voucher Out" that accumulates the total value of all slot machine wagering vouchers and payout receipts issued by the machine;

(k) Electronic Funds Transfer In (EFT In). The machine must have a meter specifically labeled "EFT In" that accumulates the total value of cashable credits electronically transferred from a financial institution to the machine through a cashless wagering system;

(l) Wagering Account Transfer In (WAT In). The machine must have a meter specifically labeled "WAT In" that accumulates the total value of cashable credits electronically transferred to the machine from a wagering account by means of an external connection between the machine and a cashless wagering system;

(m) Wagering Account Transfer Out (WAT Out). The machine must have a meter specifically labeled "WAT Out" that accumulates the total value of cashable credits electronically transferred from the machine to a wagering account by means of an external connection between the machine and a cashless wagering system;

(n) Non-Cashable Electronic Promotion In. The machine must have a meter specifically labeled "Non-Cashable Electronic Promotion In" that accumulates the total value of non-cashable credits electronically transferred to the machine from a promotional account by means of an external connection between the machine and a cashless wagering system;

(o) Cashable Electronic Promotion In. The machine must have a meter specifically labeled "Cashable Electronic Promotion In" that accumulates the total value of cashable credits electronically transferred to the machine from a promotional account by means of an external connection between the machine and a cashless wagering system;

(p) Cashable Promotion Credits Wagered. The machine must have a meter specifically labeled "Cashable Promotion Credits Wagered" that accumulates the total value of promotional cashable credits which are wagered. This includes credits that are transferred to the machine electronically or through the acceptance of a wagering instrument;

(q) Non-Cashable Electronic Promotion Out. The machine must have a meter specifically labeled "Non-Cashable Electronic Promotion Out" that accumulates the total value of non-cashable credits electronically transferred from the machine to a promotional account by means of an external connection between the machine and a cashless wagering system;

(r) Cashable Electronic Promotion Out. The machine must have a meter specifically labeled "Cashable Electronic Promotion Out" that accumulates the total value of cashable credits electronically transferred from the machine to a promotional account by means of an external connection between the machine and a cashless wagering system;

(s) Coupon Promotion In. The machine must have a meter specifically labeled "Coupon Promotion In" that accumulates the total value of all slot machine coupons accepted by the machine;

(t) Coupon Promotion Out. The machine must have a meter specifically labeled "Coupon Promotion Out" that accumulates the total value of all slot machine coupons issued by the machine;

(u) Machine Paid External Bonus Payout. The machine must have a meter specifically labeled "Machine Paid External Bonus Payout" that accumulates the total value of additional amounts awarded as a result of an external bonusing system and paid by the slot machine;

(v) Attendant Paid External Bonus Payout. The machine must have a meter specifically labeled "Attendant Paid External Bonus Payout" that accumulates the total value of amounts awarded as a result of an external bonusing system paid by an attendant;

(w) Attendant Paid Progressive Payout. The machine must have a meter specifically labeled "Attendant Paid Progressive Payout" that accumulates the total value of credits paid by an attendant as a result of progressive awards that are not capable of being paid by the machine itself;

(x) Machine Paid Progressive Payout. The machine must have a meter specifically labeled "Machine Paid Progressive Payout" that accumulates the total value of credits paid as a result of progressive awards paid directly by the machine. This meter does not include awards paid as a result of an external bonusing system; and

(y) In-Session Feature Out. A gaming device that makes use of an in-session feature must have a meter specifically labeled "In-Session Feature Out" that accumulates all credits deducted from the credit meter paid as consideration for an in-session feature.

(z) Such other meters as may be required by the chairman.

Note: A gaming device that allows for additions to or deductions from the credit meter that would not otherwise be metered under the requirements of sections a-z must maintain meters sufficient to properly reconcile all additions to or deductions from the credit meter. Examples include, without limitation, fees paid to enter a contest or tournament; awards from a contest or tournament; and the use of wagering credits on wagering opportunities that would not otherwise be considered coin in for the gaming device.

2. Gaming devices that are unable to comply with the full requirements of Technical Standard 2.040(1) shall:

(a) For gaming devices that are unable to display the specific meter labels required, use a legend to indicate what information a specific meter accumulates.

(b) For gaming devices that are unable to incorporate meters (i) through (w) due to undue hardship on the gaming device manufacturer, not be required to incorporate such meters if this requirement is waived by the chairman.

3. All gaming devices must be equipped with a device, mechanism or method which retains the value of all the required meters in 2.040(1) in the event of power loss to the device.

4. Gaming devices must have electronically stored meters of at least 8 digits that record the number of games played:

(a) Since power reset;

(b) Since door close; and

(c) Since game initialization (RAM clear).

The gaming device must provide the means for on-demand display of the stored information.

5. Unless a tilt condition or other malfunction exists, gaming devices must have meters in units equal to the denomination of the current game selection, in dollars and cents or in other units approved by the chairman, continuously displaying to a player the following information as it pertains to the current play or monetary transaction:

- (a) The coins or credits wagered;
- (b) The coins or credits won, if applicable;
- (c) The coins paid by the hopper for a credit cash-out or a direct pay from a winning outcome; and
- (d) The credits available for wagering, if applicable.

6. Electronically stored meter information required by this section must be preserved for a minimum of 72 hours after a power loss to the gaming device.

7. Electronically stored meter information required by this technical standard must be available for display on the gaming device.

(Adopted: 9/89. Amended: 11/20/97; 5/03; 1/1/05; 8/8/11; 2/15/16)

#### **2.045 Meters for system based games.**

1. Client stations must be able to display meters complying with the requirements of Regulation 2.040 that correspond to the play associated with the particular client station available, on demand, at each client station.

2. System portions of system based games must store, must be able to display and must be able to send to a slot accounting system, meter information that complies with the requirements of Regulation 2.040 that are associated with the play of each individual client station as well as for the system based game in its entirety.

(Adopted: 11/17/05)

**2.047 Documentation requirements.** Documentation generated by a system based game or system portion of a system supported game shall be available for a user specified period. The system shall be designed so that documentation includes, at a minimum:

- 1. For each document:
  - (a) Document title;
  - (b) Version number of the current system software;
  - (c) Date or time period of activity;
  - (d) Date and time the document was generated; and
  - (e) Column and row titles (if applicable).

Note: All required reports must be generated by the system, even if the period specified contains no data to be presented. The report generated should indicate all required information and contain an indication of "No Activity" or similar message if no data appears for the period specified.

(Adopted: 8/8/11. Amended: 2/15/16)

#### **2.048 Documentation required of a system based game.**

1. Documentation generated for a system based game shall be available on a day, month, year-to-date basis and for at least a previous two-year cumulative basis. The system shall be designed so that documentation may be created daily or on demand.

2. If mobile communications devices are used, the system based game shall be designed to display and create documentation on demand which includes the maximum number of socket IDs available to operate mobile communications devices during the period being reported.

(Adopted: 8/8/11)

**2.049 Documentation required of a system supported game.**

The system portion of a system supported game must provide, at a minimum, the following reports:

1. The system shall provide, on demand, a list of all conventional gaming device software, payable, and denomination changes (Additions, Deletions, Status Changes, etc.) occurring during the reporting period, by machine number. The report must also include the date and time of each change, and the ID of the user performing the change.

2. The system shall provide a list of all conventional gaming device software available in the system library, including software description, date/time software was added to the library, date/time the theme was last downloaded to a gaming device, identification of the manufacturer, and ID of user who loaded the theme into the system library for the period being reported.

(Adopted: 8/8/11)

**2.050 Credit play requirements.**

1. Cashable credits may be accumulated from wins, approved currency acceptors, electronic funds transfers, wagering account transfers, or any other transfers of cashable credits. Cashable credits may be accumulated directly from coin or token acceptance if the gaming device uses a coin/token acceptor that accepts or rejects on the basis of the metallic composition of the coins being used.

2. Wagering credits available for play must be wagered in the following order:

- (a) Non-cashable credits;
- (b) Cashable credits given away by a licensee; and
- (c) All other credits.

(Adopted: 9/89. Amended: 11/20/97; 5/03; 7/26/07. Effective: 2/1/04)

**2.060 Award cards.** Award cards must be clearly identified and must be displayed at all times the device is available for play or be readily available for display on the device on demand by the player. Award cards must accurately state the award that will be paid through any combination of dispensed coin, credit awards, printed tickets, attendant pays, or electronic funds transfer when the player obtains a specific win. The award card must clearly indicate whether awards are designated in denominational units, dollars and cents, or some other unit. All award cards present on a gaming device must reflect any change in award value which may occur in the course of play.

(Adopted: 9/89. Amended: 11/20/97)

**2.070 Jackpot Odds.** If the odds of hitting any advertised jackpot that is offered by a gaming device exceeds 100 million to one, the odds of the advertised jackpot must be prominently displayed on the award glass or video display.

(Adopted: 12/04. Effective: 1/1/05)

**End – Technical Standard 2**