

TECHNICAL STANDARDS FOR GAMING DEVICES AND ASSOCIATED EQUIPMENT

DEFINITIONS

1.010 Definitions. As used in these standards unless the context requires otherwise:

1. "Alterable media" means any form of storage device that allows the modification of the programs or data on the device during the normal operation of the gaming device. This does not include devices typically considered to be alterable but through either software or hardware means approved by the chairman, have been rendered un-alterable.

2. "Cashable credits" means the monetary units displayed on a credit meter that are redeemable for cash.

3. "Cashless Wagering Kiosk" is a device capable of accepting or generating wagering instruments and/or wagering credits or is capable of initiating electronic transfers of money to or from a wagering account or is used to facilitate other forms of cashless wagering functionality.

4. "Chairman" means the chairman of the state gaming control board or his designee.

5. "Complete voucher" means a voucher which contains, at a minimum, a complete validation number and is of a quality that can be redeemed through the use of an automated reader or scanner.

6. "Conventional ROM Device" is a device incapable of being altered while installed in a gaming device and may contain executable programs or data that are directly addressed by a processor.

7. "Credit meter" means a slot machine indicator that displays the number of denominational credits or monetary value available to a patron for wagering.

8. "Dealer Operated Electronic Table Game" means any equipment or mechanical, electromechanical or electronic contrivance, component, system or machine used in conjunction with a live "game" or "gambling game" as defined by NRS 463.0152. Dealer operated electronic table games are considered associated equipment as defined by NRS 463.0136.

9. "Debit instrument" means a card, code or other device with which a person may initiate an electronic funds transfer or a wagering account transfer.

10. "Duplicate voucher" means any reprinted complete or incomplete voucher.

11. "Electronic funds transfer" means a transfer of funds from an independent financial institution to a gaming device through a cashless wagering system.

12. "Electronic Table Game" means any equipment or mechanical, electromechanical or electronic contrivance, component, system or machine used to facilitate, fully automate, or simulate the play of a live "game" or "gambling game" as defined by NRS 463.0152. Electronic table games electronically accept wagers, randomly generate game elements or outcome, evaluate outcome and award payment. Electronic table games are gaming devices as defined by NRS 463.0155.

13. "Electronic Table Game System" means a system comprised of a server or system part and client stations that, together, form a single integrated electronic table game or dealer operated electronic table game. The term also includes a system used to facilitate additional wagering on a table game or a system used to interlink table game wager and activities.

14. "In-Session feature" means an option presented to the player prior to the initiation of a game or within a gaming session that allows a player to select an artistic attribute such as graphics or sound to provide entertainment value to the game for which consideration is paid. An in-session feature does not include options that influence the operation of the game.

15. "Inappropriate coin-in" is a legal coin or token of the correct denomination which has been accepted by a gaming device after the device has already accepted its maximum number of coins or when the device is in a state which normally rejects additional coins.

16. "Incomplete voucher" means a voucher which contains, at a minimum, the voucher validation number printed across the printed leading edge and is manually redeemable, but is not of a quality that can be redeemed through the use of an automated reader or scanner.

17. "Leakage Current" is any electrical current which flows when a conductive path is provided between exposed portions of a gaming device and the environmental electrical ground when the gaming device is isolated from the normal AC power ground.

18. "Non-cashable credits" means the monetary units displayed on a credit meter that have no cash redemption value.

19. "On-line slot system" means, as used in these standards, an on-line slot metering system, a cashless wagering system, or both.

20. "Player interaction technology" means equipment that facilitates a player's physical interaction with a gaming device, allowing the player to direct commands, perform physical actions, or simulate physical activity. Examples include, without limitation, touch screens, keypads, joy sticks, motion sensors, image sensors, image displays, infrared emitters and detectors, and accelerometers.

21. "Print failure" is a condition following the failed attempt to print a complete or incomplete voucher.

22. "Promotional account" means an electronic ledger used in a cashless wagering system to record transactions involving a patron or patrons that are not otherwise recorded in a wagering account.

23. "Random Access Memory" (RAM) is the electronic component used for computer workspace and storage of volatile information in a gaming device. The term does not include memory which is used exclusively for bit-mapped video displays.

24. "Random Number Generator" is a hardware, software, or combination hardware and software device for generating number values that exhibit characteristics of randomness.

25. "Read Only Memory" (ROM) is the electronic component used for storage of non-volatile information in a gaming device. The term includes Programmable ROM and Erasable Programmable ROM.

26. "Replacement voucher" means any voucher that is printed following a failed attempt to print a complete or incomplete voucher.

27. "Slot machine coupon" means a printed wagering instrument that has a fixed dollar wagering value that can only be used to acquire non-cashable credits.

28. "Slot machine payout receipt" means an instrument that is redeemable for cash and is either issued by a gaming device or as a result of a communication from a gaming device to associated equipment that cannot be accepted by gaming devices for wagering purposes.

29. "Slot machine wagering voucher" means a printed wagering instrument that has a fixed dollar wagering value that can only be used to acquire an equivalent value of cashable credits or cash.

30. "Socket ID" as used for a system based game means the unique identification assigned to a client station or mobile communications device for accumulating and recording meter and wagering account transfer data associated with a client station or mobile communications device.

31. "Tilt condition" is a programmed error state for a gaming device. A tilt condition has occurred when the device detects an internal error, malfunction, or attempted cheating, and it disallows further play until the error is resolved.

32. "Wagering account" means an electronic ledger for a cashless wagering system patron deposit account wherein only the following types of transactions are recorded:

- (a) Deposits and withdrawals of cash or cash equivalents at a designated area of accountability;
- (b) Deposits initiated with a debit instrument;
- (c) Wagering account transfers to and from gaming devices;
- (d) Wagering account adjustments; and
- (e) Other transactions approved by the chairman.

33. "Wagering account transfer" means a transfer of funds between a cashless wagering system wagering account and a gaming device.

34. "Wagering instrument" means, as used in these standards, a representative of value, other than a chip or token, that is issued by a licensee and approved by the board for use in a cashless wagering system and includes slot machine coupons and slot machine wagering vouchers, or digital representations thereof.

(Adopted: 9/89. Amended: 11/20/97; 5/03; 1/1/05; 11/17/05; 7/26/07; 12/20/07; 8/8/11; 2/15/16)

End – Definitions