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June 16, 2005   Carson City
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TO: **ALL LICENSED MANUFACTURERS AND INTERESTED PERSONS**

SUBJECT: **SYSTEM GAMING – DRAFT TECHNICAL STANDARDS REV. 3**

          The attached version of the "Technical Standards for System Gaming" incorporates changes suggested by the gaming device manufacturing industry. These changes were solicited after the release of draft version 2 of these standards dated October 8, 2004. All of the information received by the industry was read and evaluated as part of the drafting process. Some of the suggestions were incorporated into the draft and some were not. The listing below identifies the areas of change from the October 8, 2004 draft to the current one.

          Changes to the October 8, 2004 draft:

1.010 The definitions of system based and system supported games were renumbered to account for recent changes in the Technical Standards.

1.010(25) The definition of a system supported game was revised to require that the system supported game be installed on a single casino floor.

1.010(26) The definition of a system based game was revised to provide more clarity. Additionally, the definition was further revised to require that a system based game was installed on a single casino floor.

 1.050 Physical Security. Clarification. For client stations or conventional gaming devices used in a system supported or system based game and containing control programs, the physical security of these devices must be of the quality of a conventional standalone gaming device. This will preclude the use of standard PC cabinet locks and cabinets. Additionally, no ports, such as logic ports, serial or printer ports, power supplies or plugs, or interconnecting cables of any kind may be accessible to a patron.

1.062(1) Changes made to require a secure communication structure instead of encryption between a server and a client of a system supported or system based gaming device. It should be understood that this secure communication structure or the "secure link" listed in the Standard will require both the server and the client(s) ends of the communication to be identified as "authorized" to conduct the communication. As the server is secure, the software is checked on the server and checked immediately upon receipt by the client or conventional gaming device, encryption may not be necessary. What the Standard is intended to require is that the link between the server and the client is secure and identified as is currently done using SSL, IPSec or other similar secure connection methods.   Using this method, client or conventional gaming device nodes on a casino network that change, are removed or are inadvertently left open as a result of a change on a casino floor may not receive game downloads as they will not be able to properly establish the required communication link.

1.066 This technical standard has been added to address the requirements necessary for remote software downloads to a system based or system supported gaming device. This is a new technical standard for this draft.

1.080(4)(b) This change is specifically intended to address software downloaded to a conventional gaming device or client station that contains control programs. The change requires that downloaded software be stored in a non-volatile storage medium that can be verified on the casino floor in the same manner that is currently being used for conventional gaming devices.

1.084(4) This standard requires that the system portion of a system supported game require two passwords be entered to gain "system administrator" level access. It is understood that the manufacturer of a system supported game is not responsible for the management of the dual password system. The management of the passwords and the overall security of the system is the responsibility of the licensee who installs such a system.

1.084(5) This standard requires that a secondary logging device reside in a location separate from the secure room that houses the system based gaming device. The physical separation is specifically required as it helps ensure the separation of responsibilities for the logging of the server supported game program changes.

1.084(6) The requirement for recording a log of downloaded software on the client station has been relaxed. The requirement now requires a fixed number of the last 100 downloads. It has been pointed out that a more complete log of the download history for each game will be contained on the secure download server and the secondary logging server which allows for the reduced requirement for an extensive log on the gaming device.

1.084(12) The requirement to provide game recall has been relaxed to drop the requirement to maintain game recall through a software download. Language has been appended to this standard that requires game recall only for games still installed on conventional gaming device or client portion of the system supported gaming device.

1.086(5) The requirement to retain system software modification information for 180 days has been reduced to 90 days.

1.086(6) The requirement to retain client software modification information for 180 days has been reduced to 90 days.

1.086(9) The requirement to provide game recall has been relaxed to drop the requirement to maintain game recall through a software download. Language has been appended to this standard that requires game recall only for games still installed on server portion of the system based gaming device.

1.086(10) The requirements for transaction history with a cashless wagering system have been further defined for system based gaming devices. The requirements for the client stations have been made more clear and a transaction history requirement for the overall system based gaming device has been added.

1.088 The Universal Download Server concept has been removed in its entirety.

1.130 This standard specifies the requirements for downloading or removing software from a conventional gaming device or client station of a system supported gaming device. It is important to note that this standard does not address changing the active software available to the patron. This is a new standard for this draft.

1.135 This standard specifies the requirements for downloading or removing software from a conventional gaming device or client station of a system based gaming device. It is important to note that this standard does not address changing the active software available to the patron. This is a new standard for this draft.

1.140 This standard specifies the requirements for changing the software available for play. This is a new standard for this draft.

2.010(1) This standard was changed to allow changes to slot machine payback percentages provided the change is made in compliance with Technical Standard 1.

2.040 The title of this standard was change to reflect that it applies to system supported and system based gaming devices.

2.045(1) This standard was changed to clarify the meter requirements for client stations on system based gaming devices. The change makes it clear that the meters must be able to be displayed on the client stations but do not have to be stored on the client stations.

2.045(2) This standard was changed to provide more information regarding meter storage for the server portion of a system based gaming device. The change makes it clear that the system based gaming device must store, display and send to a slot accounting system all the meters required for compliance with technical standard 2.040 for each client station as well as for the overall system based gaming device.

Sincerely,

Dennis K. Neilander
Chairman

DKN/MM:je

Attachment

c: Bobby Siller, Board Member
    Mark Clayton, Board Member
    Records & Research Division