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**GAMING CONTROL BOARD**

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November 10, 2005

**TO: ALL LICENSED MANUFACTURERS AND INTERESTED PERSONS**

**SUBJECT: DRAFT DEFINITION OF CONTROL PROGRAMS FOR GAMING DEVICES**

The Nevada Gaming Control Board has developed a draft definition of "Control Programs" to provide additional clarity and flexibility for gaming device manufacturers. Control programs are software programs or modules responsible for the proper accounting, monetary transfers, security, and fair and proper game operations in gaming devices. These functions are so critical to machine operation that they must be developed by a licensed manufacturer.

To date all slot machine software except that specifically excluded in NRS 463.0155(2)(c) Gaming Device Defined, has been required to be written and submitted by a licensed manufacturer. The draft definition of control programs specifically leaves out sound and graphics programming effectively allowing licensed manufacturers to accept this type of software from outside vendors. The proposed definition is as follows:

**Control Program means any software component deemed important enough to the accounting, transferring of funds, security, and fair and proper operation of a gaming device that it must be developed and written by a licensed manufacturer. This includes:**

- (a) Any software associated with the RNG.**
- (b) All software associated with the evaluation of the RNG result to determine win or loss to include how much is won.**
- (c) All software associated with the communication between a gaming device and a cashless wagering system.**
- (d) Software that translates touch screen inputs into game functions or commands.**

**(e) All software associated with game accounting.**

**(f) All software, except graphical images, associated with game recall. If graphical images designed by non-licensed manufacturers are used in game recall, the game must provide text and/or numeric information relating to the images or the game outcome displayed in the game recall.**

**(g) All software associated with monetary transactions conducted with associated equipment such as currency acceptors, point of sale terminals or other equipment used to place money or wagering credits on a gaming device.**

**(h) All software comprising or associated with the game's software verification function.**

**(i) All software that monitors or generates game tilts or error conditions.**

**(j) The game operating system. This software is a control program if designed by a gaming device manufacturer. If an "off-the shelf" operating system such as Windows or UNIX is used, it is not part of a gaming device but is still a control program in that it must be verified upon start up and as a function of the game's verification procedure.**

**(k) Any additional software components as required by the Chairman.**

The Board is looking for comments and suggestions on this proposed draft definition and will accept input on this draft for 30 days after the date of this letter. It is the Board's intention that, following a suitable discussion and revision period, this definition will be incorporated in the Technical Standards for Gaming Devices and On-line Slot Systems, in section 1.010, using the methods and procedures described in Regulation 14.050. Questions regarding this draft definition should

be referred to Marc McDermott of the Board's Electronic Services Division in Las Vegas at (702) 486-2043. Written comments should be sent to this office and copied to the attention of Marc McDermott, Chief of the Electronic Services Division.

Sincerely,

Dennis K. Neilander  
Chairman

DKN/MM:je

cc: Bobby L. Siller, Board Member  
Mark A. Clayton, Board Member  
Records & Research Services