



JIM GIBBONS
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GAMING CONTROL BOARD

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TO: ALL LICENSED MANUFACTURERS AND INTERESTED PERSONS

SUBJECT: PHYSICAL "SKILL" BASED GAMING TECHNICAL STANDARDS

The Gaming Control Board's current policy on physical skill based gaming prohibits the implementation of game features that provide a patron with greater physical dexterity an advantage over those who may be less capable. The Technology Division is proposing the following Technical Standard that will allow for the introduction of physical skill game features under certain conditions.

Definitions:

Physical Skill Based Gaming: Any game or gaming related activity where an individual's physical coordination, agility, or nimbleness, or lack there of, impacts game outcome or the amount of an award.

Bonus or Extended Game Feature: Any gaming device play that acts as a secondary feature which is initiated by the base game or through a random selection process separate from the base game random selection process. Bonus or extended game features never have a negative impact to the return to the player.

1.090 Bonus or Extended Game Features.

1. All gaming devices which offer a bonus game or extended feature which requires player selection or interaction are prohibited from automatically making selections or initiating games or features unless the gaming device meets the requirements of (1) or (2) and explains the mechanism for auto-initiation or selection on the device glass or video display.

- a. 4- The patron is presented with a choice and specifically acknowledges his intent to have the gaming device auto-initiate the bonus or extended play feature by means of a button press or other physical/machine interaction.
- b. 2- The bonus or extended feature provides only one choice to the patron, i.e., press button to spin wheel. In this case, the device may auto-initiate the bonus or extended feature after a time out period of at least two minutes.

2. Gaming device bonus games or extended features may include physical skill based components which affect the return to the player if the following conditions are met:

- a. **The difference between the minimum and the maximum pay for all physical skill based outcomes or awards may not exceed a 4% contribution to the overall return to player of the gaming device.**
- b. **Information explaining the physical skill based functionality must be prominently displayed on the award glass or video display. This information should include that there is a physical skill based advantage.**

For clarification, this proposed technical standard limits the implementation of skill based gaming in bonus games or extended features.

All interested parties are encouraged to provide written comments. All comments should be submitted within 30 days of the date of this letter. Please contact Technology Division Chief Joe Bertolone at (775) 684-7702 or Lab Manager Travis Foley at (702) 486-2048 if you have any questions regarding this issue.

Sincerely,

Mark A. Clayton
Board Member

MAC/TF:je

c: Dennis K. Neilander, Chairman
Randall E. Sayre, Board Member
Gregory Gale, Chief, Audit Division
Joe Bertolone, Chief, Technology Division
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