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TO: ALL LICENSED MANUFACTURERS AND INTERESTED PERSONS

SUBJECT: SYSTEM BASED AND SYSTEM SUPPORTED GAME REMOTE LOGGING REQUIREMENTS

The Technical Standards for system based and system supported games include several logging requirements for certain types of actions conducted on these systems. These logging requirements require that certain information be logged on the server component and remotely on a logging device (remote logger). The following information summarizes the requirements for the remote logger:

Requirements placed on remote logging:

- The remote logger must reside outside the secure area which houses the server and system components of a system based or system supported game and may not be accessible to the individual accessing the secure area. For the purpose of this requirement "outside the secure area" is defined as a separate room or a physically separated area where access is restricted to all individuals that are responsible for controlling access to the server or system components of the system based or system supported game.

- The information must be stored on the remote logger for a minimum of **90** days. The logger must not simply rely on the size of the log for compliance with this requirement.

- Any of the actions that are required to be recorded on the remote logger may not be initiated if the logger is not available to record such action. However, if the remote logger is unavailable it is acceptable to allow logical access to the system based or system supported game for the purposes of troubleshooting. Any logical access to the system must be properly reported to the remote logger once it again becomes available.

- If an action required to be logged has already been initiated and the remote logger is not available to record additional information about the action the on-going action may be completed. No additional action may be initiated if a completed action has not been logged on the remote logger.

  - For example- If the initiation of a game download has been reported to the remote logger and during the download the remote logger becomes unavailable the download may complete (verification and authentication are considered part of the download process). The game may not be made available to the conventional gaming device or client until the verification and authentication information has been reported to the remote logger.

Actions and data required to be logged on the remote logger:

1. **TS1.050(2)(b)-**

   - **Action:** Logical access to the system supported game (logon to network).

   - **Data to be logged:** Time and date of the access and the identification of the accessing individual(s).

   - **Retention:** 90 days.

2. **TS1.050(3)(b)-**

   - **Action:** Logical access to the system based game (logon to network).

   - **Data to be logged:** Time and date of the access and the identification of the accessing individual(s).

   - **Retention:** 90 days.

3. **TS1.066(5)-**

   - **Action:** Remote access to a system supported or system based game. Remote access is defined as access to the system from outside the system network (i.e. manufacturer or operator access from an external network).

- o **Data to be logged:** Time and date of the access, the identification of the accessing individual and a list of programs transferred or changed.

4. **TS1.084(5)-**

   - o **Action:** An individual causes a software component to be added, removed or altered in the server or system portion of the system supported game (installation of new game, system upgrade, etc.).

   - o **Data to be logged:** Time and date of the action, identification of the component affected, the identification of the individual performing the modification, the reason for the modification and any pertinent validation information.

5. **TS1.084(6)-**

   - o **Action:** A change is made to the software, to include control programs, data, graphics or sound information, in a connected conventional gaming device or client through the system (game download, configuration change that results in a change of payback to the player).

   - o **Data to be logged:** Time and date of the action, identification of the component affected, the identification of the individual performing the modification, the reason for the modification and any pertinent validation information.

6. **TS1.086(5)-**

   - o **Action:** An individual causes a software component to be added, removed or altered in the server or system portion of the server based game (installation of new game, system upgrade, etc.).

   - o **Data to be logged:** Time and date of the action, identification of the component affected, the identification of the individual performing the modification, the reason for the modification and any pertinent validation information.

7. **TS1.086(6)-**

   o **Action:** The server or system portion of the system based game causes a change in the software to include control programs, data, graphics or sound information in or made available on the connected conventional gaming device or client.

   o **Data to be logged:** Time and date of the action, identification of the component affected, the identification of the individual performing the modification, the reason for the modification and any pertinent validation information.

   If you have any questions regarding this information please contact Technology Division Lab Manager Jim Barbee at (702) 486-2240.

                                        Sincerely,

                                        Travis Foley, Chief
                                        Technology Division

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c: Mark A. Lipparelli, Board Member
    Records and Research Services