# TECHNICAL STANDARDS FOR GAMING DEVICES

# AND ASSOCIATED EQUIPMENT

**STANDARD 6**
**INTERACTIVE GAMING SYSTEMS AND ASSOCIATED EQUIPMENT**

### 6.010  Definitions

1.  "Artificial player software" is software that allows an authorized player, operator, or interactive gaming service provider to interact with the interactive gaming system to automatically place wagers and make game decisions without human intervention.

2.  "Authentication" is the process of verifying the identity of an individual, computer, software, or other entity.

3.  "Authorized player software" is software downloaded to an authorized player system connected to an interactive gaming system in order to conduct interactive gaming and related activities such as establishing an interactive gaming account.  This does not include commercially available off-the-shelf software such as a web browser.

4.  "Authorized player system" is the collective hardware and software used to execute authorized player software for the purposes of conducting interactive gaming and related activities.  This may include commercially available off-the-shelf software such as a web browser.

5.  "Critical components" are hardware, software or other components required to be present and operational in order for the interactive gaming system to properly operate.

6.  "Game Session" is an interactive exchange of information between an authorized player system and the interactive gaming system that consists of all activities and communications performed by an authorized player and the interactive gaming system for the duration of a game. For the purposes of poker, a "game" is defined as a hand of poker that starts with an ante or blind wager being placed, or cards being dealt to a player, whichever comes first, and ends with payment to the winner(s) of the hand.

7.  "Multi-factor Authentication" is a method of authenticating an individual's identity through the use of different kinds of evidence.  For the purposes of this definition, multi-factor authentication uses at a minimum, two of the three following factors:
   (a)  What the individual knows as a secret, such as a password, PIN, or answers to questions;
   (b)  What the individual uniquely has, such as a physical token, electronic token, or an ID card; and
   (c)  What the individual is, such as biometric data, like fingerprint, face geometry, or voice recognition.

8.  "Player Session" is an interactive exchange of information between an authorized player system and the interactive gaming system that consists of all activities and communications performed by an authorized player and the interactive gaming system between the time the authorized player logs into the interactive gaming system to the time the authorized player logs out or is logged out of the interactive gaming system.

9.  "Strong Authentication" is a method of authenticating an individual's identity through the use of at least two responses to any of the three factors of multi-factor authentication.

10.  "Table Session" is an interactive exchange of information between authorized players and an interactive gaming system that consists of all activities and communications performed by all authorized players at a particular table and the interactive gaming system for the duration of a gaming day or the life of the table, whichever is shorter.  For the purposes of poker, a "Table" is an electronic or virtual poker table that seats one or more authorized players for the purposes of conducting interactive poker games or poker tournaments.

11.  "User-inactivity timeout" is a period of time defined in an interactive gaming system that is used to determine how long an authorized player has been inactive from the interactive gaming system.

### 6.110  Interactive gaming account requirements.

1.  Interactive gaming systems must require an interactive gaming account be established before an individual is designated as an authorized player and can engage in interactive gaming.

2.  Interactive gaming systems must have the capability to require an individual to affirm the following before an interactive gaming account can be established remotely:
   (a)  That the information provided to the operator by the individual to register is accurate;
   (b)  That the individual has reviewed and acknowledged access to the house rules for interactive gaming;

(c) That the individual has been informed and has acknowledged that, as an authorized player, they are prohibited from allowing any other person access to or use of their interactive gaming account;

(d) That the individual has been informed and has acknowledged that, as an authorized player, they are prohibited from engaging in interactive gaming from a state or foreign jurisdiction in which interactive gaming is illegal and that the operator is prohibited from allowing such interactive gaming;

(e) Consents to the monitoring and recording by the operator and the Board of any wagering communications and geographic location information; and

(f) Consents to the jurisdiction of the State of Nevada to resolve any disputes arising out of interactive gaming.

3. Interactive gaming systems that transmit and store information about authorized players must encrypt or otherwise protect all personally identifiable information using a method approved by the chairman.

4. Interactive gaming systems must employ a mechanism to collect the following information prior to the creation of any interactive gaming account:

(a) The identity of the individual;

(b) The individual's date of birth showing that the individual is 21 years of age or older;

(c) The physical address where the individual resides;

(d) The social security number for the individual, if a United States resident;

(e) That the individual had not previously self-excluded with the operator and otherwise remains on the operator's self exclusion list; and

(f) That the individual is not on the list of excluded persons established pursuant to NRS 463.151 and Regulation 28.

Note: Pursuant to Regulation 5A.110(5), the operator shall verify this information within 30 days of the registration of the authorized player and must not allow an authorized player to deposit more than $5,000 in their interactive gaming account or withdraw any funds from their interactive gaming account until such information is verified. If this information cannot be verified in the allotted time, the system must place the account in a suspended mode.

5. Interactive gaming systems must not allow any deposited funds to be available to the authorized player for play until such funds have been reasonably confirmed to be authorized by the source issuing the funds.

6. Interactive gaming systems must contain a mechanism to require strong authentication and multi-factor authentication before funds may be withdrawn from an interactive gaming account. The mechanism must be configurable such that strong authentication may be used to withdraw funds up to a certain dollar limit during a given timeframe and multifactor authentication must be used after that limit has been reached. The request for this information must be made at the time of the withdrawal. If the request for the withdrawal of funds is made in person, strong authentication may be used.

7. Interactive gaming systems must employ a mechanism that will place an interactive gaming account in a "suspended" mode. This mode shall be activated when an operator has evidence that indicates illegal activity, a negative account balance, or a violation of the terms of service has taken place on an authorized player's interactive gaming account. Interactive gaming accounts in a "suspended" mode must do the following:

(a) Prevent the authorized player holding the account from engaging in interactive gaming;

(b) Prevent the authorized player from depositing or withdrawing funds from their interactive gaming account;

(c) Prevent the authorized player from making changes to their interactive gaming account;

(d) Prevent the removal of the interactive gaming account from the interactive gaming system;

(e) Prominently display to the authorized player that the account is in a "suspended" mode, the restrictions placed on the account, and any further course of action needed to remove the "suspended" mode; and

(f) Notify the authorized player through electronic mail, mail, or other method that the account is in a "suspended" mode, the restrictions placed on the account, and any further course of action needed to remove the "suspended" mode.

8. Interactive gaming systems must employ a mechanism that will place an interactive gaming account in a "pending investigation" mode. This mode shall be activated when an authorized player has filed a formal complaint or dispute with the operator of the interactive gaming system. Interactive gaming accounts in a "pending investigation" mode must do the following:

(a) Prevent the removal of the interactive gaming account from the interactive gaming system;

(b) Prominently display to the authorized player that the account is in a "pending investigation" mode, the restrictions placed on the account and any further course of action that will be taken to resolve the complaint or dispute; and

(c) Notify the authorized player through electronic mail, mail or other method that the account is in a "pending investigation mode", the restrictions placed on the account, and any further course of action that will be taken to resolve the complaint or dispute.

9. Interactive gaming systems must employ a mechanism to protect inactive interactive gaming accounts that contain funds from unauthorized changes or removal.

10. Withdrawals from an interactive gaming account to an account with a financial institution must be in the name of the authorized player or made payable to the authorized player and forwarded to the authorized player's address. The name and address on the interactive gaming account and financial institution account must match.

11. Interactive gaming systems must be able to provide an account statement to authorized players both periodically and on demand. The account statement must include detailed information about their account activity for a defined time period. Information to be provided must include at a minimum, the following:

(a) Deposits to the interactive gaming account;
(b) Withdrawals from the interactive gaming account;
(c) Money wagered in total during each table session;
(d) Money won in each table session;
(e) Promotional or bonus credits issued to the interactive gaming account;
(f) Promotional or bonus credits wagered in each game session;
(g) Manual adjustments or modifications to the interactive gaming account; and
(h) Any other information that the chairman may require.

12. Interactive gaming systems must not allow the transfer of funds or credits between authorized players.

13. Interactive gaming systems must employ a mechanism to reasonably detect and prevent the usage of multiple interactive gaming accounts for a single authorized player for the purposes of gaining an unfair advantage in a poker game or tournament.

14. Interactive gaming systems must employ a mechanism that allows authorized players to set limits on their interactive gaming account. This mechanism must require that the authorized player acknowledge how the limit works, the amount of the limit, and whether or not the limit may take effect in the middle of a game session, player session, or tournament play. The mechanism must require that the authorized player wait at least 24 hours after a change to a limit is made before allowing any changes that would increase a limit. At a minimum, the following limits must be available to the authorized player:

(a) "Wager limit" that specifies the maximum amount that can be wagered within a given timeframe;
(b) "Loss limit" that specifies the maximum amount of money that can be lost within a given timeframe;
(c) "Time available for play limit" that specifies the amount of time an authorized player can play within a given timeframe or session which must require player acknowledgement during game play to extend a game session or tournament play;
(d) "Deposit Limit" that specifies the amount of money an authorized player can deposit into their interactive gaming account within a given timeframe; and
(e) "Buy-in limit" that specifies the maximum amount of money that can be brought to a table or tournament within a given timeframe.

15. Interactive gaming systems must employ a mechanism to allow authorized players to self-exclude their interactive gaming account from conducting any gaming activities. The mechanism must be able to do the following:

(a) Immediately restrict all gaming activity and clearly indicate to the authorized player when the exclusion will take effect;
(b) Provide the authorized player with information regarding the terms of the self-exclusion;
(c) Remove the authorized player from all mailing and marketing lists within a reasonable timeframe; and
(d) Require multi-factor authentication upon any request to remove a self-exclusion.

16. Interactive gaming systems must employ a mechanism that can detect and prevent any player initiated wagering or withdrawal activity that would result in a negative balance of an interactive gaming account. The mechanism must also detect whether an interactive gaming account balance is negative and place the account in a suspended mode if the account balance is negative.

### 6.120 Player and Game session requirements.

1. Prior to establishing a player session, the interactive gaming system must be able to authenticate the authorized player requesting to establish a session using an electronic identifier such as a digital certificate or an account description and password. If the interactive gaming system is unable to reasonably authenticate the authorized player after three consecutive

attempts, the interactive gaming system must use strong or multi-factor authentication upon the next request to authenticate the authorized player. Upon establishing a new player session, the interactive gaming system must notify the authorized player of the last time their account was logged in.

2. An interactive gaming system must be able to terminate a game or player session under the following conditions and notify the player of the termination:
   (a) An authorized player voluntarily terminates the session;
   (b) An authorized player fails any authentication during a game or player session;
   (c) A user-inactivity timeout is reached;
   (d) The interactive gaming system is unable to verify the connection status of an authorized player after a reasonable number of attempts;
   (e) A limit of the interactive gaming account has been reached; or
   (f) Manual termination by the operator.

3. An interactive gaming system must be able to record and maintain the following information about each player session:
   (a) Unique player session ID;
   (b) Unique player ID;
   (c) Session start time, end time, and physical location of authorized player system at the time of session start;
   (d) Relevant authorized player system information, if available (e.g. IP address, geographic region, browser version, operating system, authorized player system type, client version, etc);
   (e) Total amount wagered during session (available by transaction);
   (f) Total amount won during session (available by transaction);
   (g) Total bonuses or promotional credits received during session (available by transaction);
   (h) Total bonuses or promotional credits wagered during session (available by transaction);
   (i) Funds deposited to the authorized player's account during session (available by transaction);
   (j) Funds withdrawn from the authorized player's account during session (available by transaction);
   (k) Time of last successful transaction with the authorized player system;
   (l) Reason for session termination;
   (m) Interactive gaming account balance at the start of the session;
   (n) Interactive gaming account balance at the end of the session;
   (o) Current active session; and
   (p) Any additional information that the chairman may require.

4. An interactive gaming system must be able to record and maintain the following information about each game session:
   (a) Unique game session ID;
   (b) Unique authorized player IDs for all participating end users;
   (c) Game start and game end time;
   (d) Table balance of each authorized player at start and end of game;
   (e) Wagers made by each authorized player during the game;
   (f) Promotional or bonus credits awarded during the game;
   (g) Promotional or bonus credits wagered during the game;
   (h) Decisions made by each authorized player during the game;
   (i) Individual contributions made to pot by each authorized player;
   (j) Current game status;
   (k) Game outcome, including the outcomes of any intermediate play steps or side wagers;
   (l) Winning player(s);
   (m) Total amount won;
   (n) Table identifier;
   (o) Game identifier;
   (p) Pay table and rules applied; and
   (q) Rake collected, broken out by authorized player (if applicable).

5. An interactive gaming system must be able to record and maintain the following information about each table session:
   (a) Date of activity
   (b) Unique table session ID;
   (c) Date and time table session started;
   (d) Date and time for each table session transaction;
   (e) Type of table session transaction;
   (f) Amount of table session transaction
   (g) Contribution amount to jackpot pool or progressive, if applicable;

(h)  Compensation amount collected by the operator of interactive gaming as gross revenue pursuant to Regulation 5A.170;
(i)  Compensation amount collected by authorized player and state or foreign jurisdiction, if applicable for taxation purposes;
(j)  Amount of jackpot win, if applicable;
(k)  Other amounts collected by operator of interactive gaming;
(l)  Description of other amounts collected;
(m)  Amounts refunded;
(n)  Description of amounts refunded;
(o)  Date and time table session ended; and
(p)  Total amount by transaction type.
6.  Interactive gaming systems must display on demand the following information to the authorized player as it pertains to a game session in progress:
(a)  The name of the game being played;
(b)  Instructions and rules of play, including all pays, bet limits and blind/ante amounts; and
(c)  Options selected by the player.
7.  Interactive gaming systems must continuously display the following information to the authorized player as it pertains to a game session in progress:
(a)  The unique game session ID number;
(b)  Credits/funds available for wagering;
(c)  Total amount at stake;
(d)  The denomination of the game; and
(e)  The amount won by the authorized player;
8.  Interactive gaming systems must employ a mechanism to verify the connection status of any authorized player system both periodically and on demand.  If an authorized player system is not able to verify its connection status with the interactive gaming system within 30 minutes of the verification request, the interactive gaming system must terminate the session of that authorized player system.
9.  Interactive gaming systems must employ a mechanism that allows an authorized player to indicate they are away from the authorized player system.  This mechanism must:
(a)  Automatically skip the authorized player's turn during any table session which takes place while the authorized player is away from the authorized player system;
(b)  Automatically fold or forfeit their wagers if an authorized player indicates they are away from the authorized player system during a game session in progress;
(c)  Allow the authorized player to indicate they are no longer away from the authorized player system;
(d)  Reauthenticate the authorized player prior to allowing wagering activity to commence;
(e)  Terminate the player session after a predetermined time frame;
(f)  Prevent authorized players from purposely skipping blind or other wagering commitments that would result in a violation of the operator's terms of service; and
(g)  Display information to the authorized player regarding sections (a-f) upon initiation of this mechanism.
10.  Interactive gaming systems must employ a mechanism that detects user-inactivity as well as a user-inactivity timeout to track the duration of inactivity.  This mechanism must:
(a)  Place the authorized player in an "away" state if the authorized player has been determined to be inactive for a specified period of time.
(b)  Allow the authorized player to perform some type of interaction with the interactive gaming system to indicate they are no longer inactive;
(c)  Clearly indicate to the authorized player the amount of time they are considered inactive as well as the action that will automatically be performed if the user-inactivity timeout period is reached.

### 6.130  Interactive gaming system requirements.
1.  All critical components that comprise the interactive gaming system must be operational in order for the interactive gaming system to operate and commence interactive gaming.  The interactive gaming system must be able to detect and record information regarding the failure or non-operation of any component within the interactive gaming system, if possible.
2.  The interactive gaming system must employ a mechanism to authenticate any device, client, user, or any other component requesting access to the interactive gaming system.
3.  The interactive gaming system must employ a mechanism to reasonably detect the physical location of an authorized player attempting to access the interactive gaming system for the purposes of conducting interactive gaming.  If the interactive gaming system detects that the physical location of the authorized player is in an area unsuitable for interactive gaming, the

interactive gaming system must not accept wagers and must disable any interactive gaming activity for that authorized player.

### 6.140  Control program requirements for interactive gaming systems.

1.  Any software or control programs used in the determination of win or loss, or performing other critical functions such as the storage of game session and player session data must reside within the server portion of the interactive gaming system and not within any authorized player software or authorized player system.

2.  All control programs residing on the interactive gaming system must be authenticated prior to execution using a means approved by the chairman.  The mechanism for performing authentication may execute prior to being authenticated itself, but must perform a self verification and must be stored on a device rendered unalterable by a means approved by the chairman.

3.  Interactive gaming systems must be capable of verifying that all control programs contained on the interactive gaming system are authentic copies of approved components of the interactive gaming system automatically, at least once every 24 hours, and on demand using a method approved by the chairman.  Unless otherwise approved by the chairman, the authentication mechanism must employ a hashing algorithm which produces a message digest of at least 128 bits.  The results of the authentication must be retained and be accessible for a period of 90 days. The interactive gaming system must provide a mechanism to visually notify the operator of any control program that fails an authentication.  This mechanism must also require that an administrator of the interactive gaming system confirm any failed authentication with the system within 72 hours.  Failure to confirm a failed authentication must require the interactive gaming system to automatically stop any gaming related functions.

4.  Interactive gaming systems must provide, as a minimum, a two-stage mechanism for verifying all program components on demand via a communication port and protocol approved by the chairman.  Unless otherwise approved by the chairman, this mechanism must employ a hashing algorithm which produces a message digest of at least 128 bits and must be designed to accept a user selected authentication key or seed to be used as part of the mechanism (e.g. HMAC SHA-1).  The first stage of this mechanism must allow for verification of control programs. The second stage must allow for verification of all program components, including graphics and data components.  The interactive gaming system must also provide the same two-stage mechanism for verifying all program components on demand via an operator user interface where the results are displayed on that interface.

5.  Interactive gaming systems must be able to save information pertinent to any game session, player session, table session or interactive gaming account such that all game session, player session, table session, and account information can be recovered in the event of a power loss or other critical failure of the interactive gaming system.  The interactive gaming system must utilize a reasonable mechanism to verify this information for accuracy.

6.  Interactive gaming systems must not alter any component of the system or authorized player system which would interrupt or affect the function or operating parameters of a game in progress on any authorized player system.

### 6.150  Requirements for authorized player software.

1.  Interactive gaming systems must employ a mechanism that ensures the following:

(a)  Authorized player software used in conjunction with an interactive gaming system is authenticated upon initiation of any player session using a method approved by the chairman; and

(b)  Authorized player software attempting to establish a session with the interactive gaming system meets the minimum compatibility requirements to operate with the interactive gaming system.

2.  Authorized player software used in conjunction with the interactive gaming system must be able to detect any incompatibilities or resource limitations with the authorized player system that would prevent proper operation of the authorized player software and prevent any installation or gaming activity.  Authorized players must be notified of any incompatibility and/or resource limitation preventing operation (e.g. browser type, browser version, plug-in version, etc.).

3.  Authorized player software used in conjunction with an interactive gaming system must not perform any alteration to any authorized player systems without explicit notification and consent of the authorized player (e.g. registry changes, firewall rules, firewall ports, etc.).  Additionally, upon the termination of any player session, any changes made to the authorized player system must be restored to their previous settings unless otherwise described and acknowledged by the authorized player.

4.  Authorized player software used in conjunction with the interactive gaming system must not contain any functionality deemed to be malicious in nature by the chairman.  This includes, but is not limited to, user data collection, file extraction/transfers, and malware.

**6.160 Information systems and network security requirements.**
   1. Communications between any interactive gaming system components, authorized player systems and authorized player software which takes place over public networks must be encrypted by a means approved by the chairman. Personally identifiable information, game session, player session, and table session information must always be encrypted or protected over any network.
   2. Player session, game session, table session, transaction, and other pertinent information communicated to any part of an interactive gaming system, including information communicated to an authorized player must utilize protocols that reasonably protect against outside influences such as network latency, packet loss, or corruption of data.
   3. The interactive gaming system must be equipped with a mechanism to synchronize the time and date between all components that comprise the interactive gaming system as well as display this time to the authorized player during a player session. The default time must be set by the interactive gaming system.
   4. The interactive gaming system must be equipped with a mechanism to back up any data required to be stored on the interactive gaming system.
   5. Interactive gaming systems must employ a mechanism to reasonably protect the gaming network and systems from all malicious attacks. This includes, but is not limited to the use of virus protection, spyware/malware protection, and firewalls.
   6. Interactive gaming systems must be constructed and/or configured such that a failure of any critical component will not result in cessation of operation of the interactive gaming system.
   7. Interactive gaming systems must be configured such that a failure of any single part or piece of equipment will not result in the loss of any required logged information including game history, account information, or any financial transactions.

**6.170 Logging requirements for interactive gaming systems.**
   1. Interactive gaming systems must be able to log the following information for inclusion in any report that may be generated by the system and must be able to retain and display this information for a period of at least 90 days:
   (a) Wins in excess of the predefined operator limit;
   (b) Deposits, transfers, withdrawals, and adjustments to player accounts;
   (c) Information changes to an interactive gaming account including removal of an account;
   (d) Changes made to any game or system parameter including operating system parameters;
   (e) Changes made to any bonus or jackpot parameter;
   (f) Manual changes made to any database or live data file including voided transactions;
   (g) Player exclusions (including reason for exclusion, requests to remove or change exclusions, and removal of exclusions);
   (h) External events such as progressive or bonus wins, wagering account transfers, or other promotional transactions;
   (i) Irrecoverable loss of customer-data (if possible);
   (j) Significant periods of unavailability of the interactive gaming system or any critical component of the interactive gaming system;
   (k) Failed attempts of any automatic software authentication;
   (l) Failed login attempts of authorized players or operators;
   (m) All game and player session information required to be maintained of Technical Standard 6.120; and
   (n) Any other event that involves the use of administrative access.
   2. Information logged on an interactive gaming system shall include at a minimum:
   (a) Date and time of the event;
   (b) Identification and user ID of user performing the action;
   (c) Identification and user ID of any supervisory personnel approving any action requiring administrative access.
   (d) Description of the event or action taken;
   (e) Reason for any administrative access required; and
   (f) Initial and ending values of any data altered as a part of the event or action performed.
   3. Interactive gaming systems must employ a mechanism capable of maintaining a separate copy all of the information required to be logged in this section on a separate and independent logging device capable of being administered independently of the interactive gaming system. If the interactive gaming system can be configured such that any logged data is rendered unalterable by a method approved by the chairman, a separate logging device is not required.

**6.180 Administrative functions.**

1. Interactive gaming systems must employ a mechanism available to administrators to disable the following on demand:
   (a) Gaming transactions, including but not limited to games in progress;
   (b) Individual game themes (Note: disabling of any particular game theme on the interactive gaming system must apply to all players and must not impact a game in progress);
   (c) Player sessions; and
   (d) Account functions, including but not limited to account creation, deposits, and withdrawals.
2. Interactive gaming systems must be capable of performing the following administrative activities as it relates to incomplete games or tournaments:
   (a) Maintain a record of any game or tournament that fails to complete along with the reason why the game or tournament failed to complete if the reason is known. This record should include all information necessary to continue a partially complete game or tournament and should be retained indefinitely or until the game or tournament is resolved or voided;
   (b) Resume an incomplete game or tournament if all information and authorized players are available and acknowledge the game is to be resumed; and
   (c) Return all wagers or any awards previously agreed upon to players in the event an incomplete game or tournament cannot be finished.
3. Interactive gaming systems must contain a mechanism that allows the operator to make adjustments to an authorized player's interactive gaming account. The mechanism must be able to do the following:
   (a) Require adjustments that exceed a configurable monetary limit or bonus/promotional limit receive supervisory review and approval; and
   (b) Notify the authorized player of the adjustments performed on their account through electronic mail or other method approved by the chairman.
4. Interactive gaming systems must employ a mechanism to allow authorized personnel to request past game session information for any game sessions that an authorized player played within the last 90 days. This mechanism must also allow authorized players to request past game session information on demand for any game sessions that the authorized player played within the last 30 days. All displayed game session information shall contain at a minimum:
   (a) All wagers made by the authorized player during the game session;
   (b) All cards received by the authorized player during the game session;
   (c) All community cards in play during the game session;
   (d) All decisions and intermediate play steps made by all participating authorized players during the game session;
   (e) The final result of the game including the winner(s); and
   (f) The total amount won by the winner(s).
5. Any action in this standard requiring administrative access must be logged and maintained on the interactive gaming system for a period of 90 days. The log must contain at a minimum, the user or users performing the action, the date and time of the action, and the reason for the action.

### 6.190 Game operation and information requirements.
1. Interactive gaming systems must provide a means to clearly and accurately display all rules, fees, awards, wagering limits, time limits, help screens, and methods of payment for any available game on demand at any time during a player session.
2. Interactive gaming systems must notify the authorized player and require acknowledgement of any change in rules, fees, awards and methods of payment if they change over the course of a player session.
3. Interactive gaming systems must provide information informing authorized players of the minimum authorized player system and network requirements for proper operation of the authorized player software and stable communication with the interactive gaming system. This information must also include any actions that will be taken in the event an authorized player becomes disconnected from the interactive gaming system.
4. Interactive gaming systems must provide information that informs and enables authorized players to report a complaint, possible malfunction, or other problem to the operator of the interactive gaming system and to the State Gaming Control Board.
5. Game rules, fees, award cards, and help screens that are available in multiple languages must all contain the same information and must be consistent across all languages. Players must have the option to display this information in English.
6. Interactive gaming systems must provide a mechanism to prominently display the information required by Regulation 5A.150 upon establishing any player session. This information must be available to authorized players before they begin a game session.
7. Interactive gaming systems that offer games where authorized players play against each other (i.e. Poker) must be able to do the following:

(a)  Provide a mechanism to reasonably detect and prevent player collusion, artificial player software, unfair advantages, and ability to influence the outcome of a game or tournament.  This includes the ability to control multiple interactive gaming accounts simultaneously for the purposes of gaining an advantage in a game or tournament;
(b)  Prevent authorized players from occupying more than one seat at any individual table;
(c)  Provide the operator's policy on using player collusion and artificial player software (bots);
(d)  Provide authorized players with the option to join a table where all authorized players have been selected at random; and
(e)  Inform authorized players of the length of time each player has been seated at a particular table; and
(f)  Clearly indicate to all authorized players at the table whether any players are playing with house money or are celebrity players.
8.  Interactive gaming systems must not employ artificial player software to act as an authorized player.


**6.210  Documentation requirements for interactive gaming systems.**
1.  Documentation generated by an interactive gaming system shall be available on a daily and monthly basis.  The system shall be designed so that documentation may be created daily or on demand and includes, at a minimum for each document:
(a)  Document title;
(b)  Version number of the current system software and document definition;
(c)  Date or time period of activity, or description "as of" a point in time;
(d)  Date and time the document was generated;
(e)  Page numbering, indicating the current page and total number of pages (i.e. Page X of Y);
(f)  Subtotals and grand totals when appropriate;
(g)  Description of any filters applied to the data presented in the document;
(h)  Column and row titles (if applicable); and
(i)  Name of operator.
2.  All required reports must be generated by the system, even if the period specified contains no data to be presented.  The report generated shall indicate all required information and contain an indication of "No Activity" or similar message if no data appears for the period specified.
3.  Interactive gaming systems must provide a mechanism to export the data generated for any report to a format approved by the chairman for the purposes of data analysis and auditing/verification.
4.  Interactive gaming systems must be able to provide the following documentation on demand:
(a)  An "Automated Software Validation Report" that contains at a minimum:
(1)  A list of all components validated during the specified timeframe;
(2)  The results of the validation;
(3)  The data and time of each validation; and
(4)  Any other pertinent validation information (e.g. hash results and seeds used).
(b)  A "User Access Listing Report" that contains at a minimum:
(1)  Employee name and title or position;
(2)  User login name;
(3)  Full list and description of application functions that each group/user account may execute;
(4)  Date and time account created;
(5)  Date and time of last login;
(6)  Date of last password change;
(7)  Date and time account disabled/deactivated; and
(8)  Group membership of user account, if applicable.
(c)  A "Closed/Inactive Interactive Gaming Accounts Report" that contains at a minimum:
(1)  The authorized player's name and interactive gaming account number;
(2)  User ID and name of employee handling the closure of the interactive gaming account, if an employee is involved;
(3)  Date and time the interactive gaming account was opened;
(4)  Last date authorized player logged into the interactive gaming account;
(5)  Number of days since authorized player logged into the interactive gaming account;
(6)  Date and time the interactive gaming account was closed; and
(7)  Balance of the interactive gaming account when closed.
(d)  An "Interactive Gaming Account Transaction Detail Report" by authorized player that contains at a minimum:
(1)  Date of activity;

(2)  Authorized player's name and account number;

(3)  Date and time authorized player session started;

(4)  State or foreign jurisdiction where the authorized player is located while logged into session;

(5)  Unique transaction number;

(6)  Type of game (e.g., Texas hold 'em) and table session number, if transfer to/from table;

(7)  Date and time of each transaction;

(8)  Amount of each transaction;

(9)  Type of each transaction (e.g., deposit, withdrawal, transfer to game, transfer from game, adjustment, etc.);

(10)  Name of authorized player's financial institution and last four digits of account number for deposit and withdrawal transactions, if applicable;

(11)  Method of deposit/withdrawal (e.g., cash, debit or credit card, personal check, cashier's check, wire transfer, money order and transfer to/from casino account);

(12)  User ID and employee name handling the transaction, if assisting authorized player;

(13)  Amount of outstanding account balance before and after each transaction;

(14)  Date and time authorized player session ended;

(15)  Subtotals by transaction type; and

(16)  Ending account balance at the end of the authorized player's session.

Note 1:  The "Interactive Gaming Account Transaction Detail Report" for the prior 180-day period must be available to an authorized player on-line.

Note 2:  The "Interactive Gaming Account Transaction Detail Report" for the prior five year period must be available to an authorized player off-line.

(e)  An "Interactive Gaming Account Balance Summary Report" by authorized player for all authorized players with an account balance that contains at a minimum:

(1)  Date of activity;

(2)  Authorized player's account name and interactive gaming account number;

(3)  Status of account (e.g., active, inactive, closed, suspended, etc.);

(4)  Date account was opened;

(5)  Date registration information provided by authorized player;

(6)  Date registration information verified by operator of interactive gaming;

(7)  Date of last activity;

(8)  Amount of beginning account balance;

(9)  Total amount of deposit transactions;

(10)  Total amount of withdrawal transactions;

(11)  Total amount of account adjustment transactions;

(12)  Total amount of transfers to game;

(13)  Total amount of transfers from game; and

(14)  Amount of ending account balance.

(f)  A "Daily Interactive Gaming Player's Funds Transactions Report" that contains at a minimum:

(1)  Authorized player's name and interactive gaming account number;

(2)  Amount of beginning interactive gaming account balance;

(3)  Unique transaction number;

(4)  Date and time of deposit/withdrawal, or account balance adjustment;

(5)  Amount of deposit/withdrawal or account balance adjustment;

(6)  Nature of deposit/withdrawal (e.g., cash, debit or credit card, personal check, cashier's check, wire transfer, money order and transfer to/from casino account);

(7)  Reason/description of adjustment to account balance, if applicable;

(8)  User ID and name of employee handling the deposit, withdrawal or account balance adjustment transaction, if assisting authorized player;

(9)  User ID and name of supervisor authorizing an adjustment to account balance, if applicable;

(10)  Totals for each type of transaction; and

(11)  Amount of ending balance.

(g)  An "Interactive Gaming Game Play Report" by game type (e.g., Texas hold 'em) with a cumulative month-to-date total that contains at a minimum:

(1)  Date of activity;

(2)  Table session ID;

(3)  Date and time table session started;

(4)  Date and time for each table session transaction;

(5)  Type of table session transaction;

(6)  Amount of table session transaction;

(7)  Contribution amount to jackpot pool or progressive; if applicable;

(8) Compensation amount collected by operator as gross revenue pursuant to Regulation 5A.170;

(9) Compensation amount collected by authorized player and state or foreign jurisdiction, if applicable for taxation purposes;

(10) Amount of jackpot win, if applicable;

(11) Other amounts collected by operator of interactive gaming;

(12) Description of other amounts collected;

(13) Amounts refunded;

(14) Description of amounts refunded;

(15) Date and time table session ended; and

(16) Total amount by transaction type.

(h) An "Interactive Gaming Revenue Report" by type of game (e.g., Texas hold 'em) with a cumulative month-to-date total that contains at a minimum:

(1) Date;

(2) Type of game (e.g., Texas hold 'em);

(3) Total wagered;

(4) Total amount contributed to the progressive pool, if applicable;

(5) Compensation amount collected by operator of interactive gaming pursuant to Regulation 5A.170;

(6) Other amounts collected by operator of interactive gaming;

(7) Description of other amounts collected;

(8) Amounts refunded; and

(9) Description of amounts refunded.

(i) A "Monthly Interactive Gaming Revenue Deposit Report" with a cumulative month-to-date total that contains at a minimum:

(1) Month/Year of activity;

(2) Bank account number;

(3) Date of deposit; and

(4) Amount of gaming day deposit for compensation collected from operation of interactive gaming as gross revenue pursuant to Regulation 5A.170.

(j) A report or set of reports available on demand containing all configuration settings for all system modules and components, game session types, progressive pools, external bonuses, promotional awards, etc.

(k) A "Game Sessions Type Report" that contains at a minimum:

(1) Game session type;

(2) Fee/rake structure (i.e. percentage of pot, amount per seat, time based fee, etc.);

(3) Maximum number of concurrent players for a single session;

(4) Minimum buy-in requirement;

(5) Progressive contribution percentages and participating pools; and

(6) External bonuses participating and promotional funds participating.

(l) A "Game Sessions Detail Report" that contains at a minimum the following:

(1) Game session ID;

(2) Date and time of start of game session;

(3) Game session type;

(4) Authorized player ID's for all participating players and total wagered by each authorized player;

(5) Usage of any promotional amounts by authorized player;

(6) Total amount of all wagers and total amount of pot;

(7) Game outcome, identification of winner, and amount paid to winner;

(8) Amount and detail of amounts retained by the operator;

(9) Identification and amount of contributions to progressive pools;

(10) Award of external bonuses or promotional amounts to any authorized player; and

(11) Date and time player session ended.

(m) A "Daily Game Sessions Summary Report" that contains at a minimum:

(1) Number of game sessions played to conclusion by game session type;

(2) Total wagered by all authorized players by game session type;

(3) Total winnings paid to authorized players by game session type;

(4) Total amount contributed to each participating progressive pool by game session type;

(5) Total of each amount by type retained by the operator as revenue by game session type;

(6) Total of all promotional amounts awarded by award type for each game session type;

(7) Total of all external bonuses awarded by bonus type for each game session type; and

(8) Total of all amounts retained by the operator by type as revenue for all game sessions.

(n) A "Progressive Pool Configuration Report" that contains at a minimum:

(1) Name of progressive pool;

(2)  Date progressive pool placed into play;
(3)  Contribution parameters (amount per day, percentage of pot, etc.) for all primary and secondary pools;
(4)  All participating game session types; and
(5)  Reset amount.
(o)  An "Interactive Gaming Daily Progressive Pool Activity Report" that contains at a minimum:
(1)  Progressive pool name;
(2)  Beginning balance;
(3)  Total wagers by table session;
(4)  Contributions to primary pool;
(5)  Contributions by hidden/secondary pool, as applicable;
(6)  Date and time of payout;
(7)  Winning authorized player(s) name and interactive gaming account number;
(8)  Payout amount(s);
(9)  User ID and name of the employee handling the payment, if applicable;
(10)  Progressive reset amount after payout;
(11)  User ID and name of employee performing an adjustment to the pool amount for other than an authorized player winning the pool amount during a table session;
(12)  Reason/description for employee making an adjustment to the pool amount;
(13)  Date and time of pool amount adjustment, and
(14)  Ending balance.
(p)  An "Interactive Gaming Authorized Player Promotional Account Summary Report" that contains at a minimum:
(1)  Authorized player name and interactive gaming account number;
(2)  Beginning balance for promotion type;
(3)  Total amount of awards by promotion type;
(4)  Total amount used by promotion type;
(5)  Total amount expired by promotion type;
(6)  Total adjustment amount by promotion type; and
(7)  Ending balance by promotion type.
(q)  An "Interactive Gaming Authorized Player Promotional Account Daily Activity Report" that contains at a minimum:
(1)  Authorized player name and interactive gaming account number;
(2)  Date and time of activity;
(3)  Activity type (usage, award, expired, adjusted, etc.);
(4)  Game type (e.g., Texas Hold 'em) and table session ID, if applicable;
(5)  Amount; and
(6)  Subtotals by activity type.
(r)  An "Interactive Gaming Authorized Player Promotional Account Balance Adjustment Report" presented by interactive gaming account that contains at a minimum:
(1)  Authorized player name and interactive gaming account number;
(2)  Date and time of adjustment;
(3)  User ID and name of employee performing the adjustment;
(4)  User ID and name of supervisor authorizing the adjustment;
(5)  Amount of adjustment; and
(6)  Reason/description of adjustment.
(s)  A "Daily Interactive Gaming Account Balance Adjustment Report" presented by authorized player ID that contains at a minimum:
(1)  Authorized player's name and account number;
(2)  Date and time of account balance adjustment;
(3)  Unique transaction number;
(4)  User ID and name of employee handling the account balance adjustment transaction, if applicable;
(5)  User ID and name of supervisor authorizing an adjustment to account balance;
(6)  Amount of account balance adjustment;
(7)  Type of account adjustment; and
(8)  Reason/description of adjustment to account balance;
(t)  An "Interactive Gaming Contest/Tournament Report" that contains at a minimum:
(1)  Date of activity;
(2)  Name of contest/tournament;
(3)  Name of each authorized player participating, amount of entry fee paid, and date paid;
(4)  Total amount of entry fees collected;
(5)  Name of each winning authorized player, amount paid to winner, and date paid;
(6)  Total amount of winnings paid to authorized players; and

(7) Compensation amount collected by the operator of interactive gaming;
(u) An "Exceptions Report" or set of reports, that:
  (1) Contain the following events, at a minimum:
      (i) Failed login attempts;
      (ii) Changes occurring outside normal program execution;
      (iii) Changes to application/system policies or parameters;
      (iv) Audit trail of information changed/modified by administrator accounts;
      (v) Changes to date/time on master time server;
      (vi) Significant periods of unavailability of the interactive gaming system or any critical component of the interactive gaming system (e.g., when a transaction cannot be performed); and
      (vii) Other significant or unusual events.
  (2) Contain the following transactions requiring employee intervention including, but not limited to:
      (i) Adjustments to an authorized player's interactive gaming account balance;
      (ii) Changes made to information recorded in an authorized player's interactive gaming account;
      (iii) Changes made to an authorized player's self exclusion limits;
      (iv) Changes made to game parameters (e.g., game rules, payout schedules, rake percentage, etc.);
      (v) Changes made to payout parameters;
      (vi) Voids, overrides, and corrections;
      (vii) Mandatory deactivation of an authorized player; and
      (viii) Any other activity requiring employee intervention and occurring outside of the normal scope of system operation.
  (3) Contain the following attributes, at a minimum:
      (i) Date and time of the exception event;
      (ii) Unique transaction identifier and description of transaction;
      (iii) Identification of user who performed and/or authorized alteration of transaction;
      (iv) Data or parameter altered;
      (v) Data or parameter value prior to alteration; and
      (vi) Data or parameter value after alteration.

## 6.310 Equipment associated with interactive gaming.

1. Equipment and software used in association with interactive gaming systems must be able to do the following:
  (a) Communicate using a secure protocol and interface approved by the chairman.
  (b) Keep a record of all transactions made with the interactive gaming system
2. Interactive gaming systems must prevent any connected associated equipment from altering or adversely affecting the data or database used for gaming activities.


## End – Technical Standard 6