BASIS AND PURPOSE FOR RULE 12

The purpose of Rule 12 is to establish a procedure for the testing and approval by the Commission of gaming devices and equipment, to establish requirements for the gaming devices and equipment to be used in limited gaming in Colorado, and to establish procedures for the storage of gaming devices and equipment in compliance with section 12-47.1-302 (2), C.R.S. The statutory basis for Rule 12 is found in sections 12-47.1-201, C.R.S., 12-47.1-203, C.R.S., 12-47.1-302, C.R.S., and 12-47.1-806, C.R.S.

RULE 12 GAMING DEVICES AND EQUIPMENT

47.1-1201 Device and equipment approval.

(1) No slot machine, note acceptor, token acceptor, coin acceptor, hopper, ticketing (TITO) system, progressive controller, gaming system, table game with electronic or electromechanical components, mechanical or electronic shuffling device, chips, tokens, or other gaming equipment may be used for limited gaming purposes by any licensee without prior written approval of the Division. The approval must describe with particularity the equipment or device approved. (amend. perm. 03/30/02, amend. perm. 01/30/04) *Amended 11/30/14*

(2) Each individual slot machine component part and table game must be inspected for proper settings/optioning/rule text (as applicable) by the offering retailer or operator before it is used for limited gaming. This shall include inspection of all required documentation on Division approved forms for proper completion. Each licensed manufacturer, distributor, associated equipment supplier, operator or retailer must ensure that all component parts, media storage devices and slot machines shipped and offered for play in the State's limited gaming areas are approved for use in the State of Colorado. (amend. perm. 03/30/02) *Amended 2/14/14, Amended 11/30/14*

(3) No licensed manufacturer, distributor, associated equipment supplier, operator, or retailer shall sell, offer for sale, offer for play, or use for any other gaming purpose any slot machine or component part that the licensee knows, or reasonably should know, will malfunction in any manner that affects game play or the accuracy of the required meters. Licensed manufacturers and distributors and licensed associated equipment suppliers shall notify the Division in writing within seven days of the discovery of a malfunction that affects game play or the accuracy of the required meters in a model of slot machine, component part, or game program submitted and approved for use in Colorado. (47.1-1201(1) added perm. 10/30/99) *Amended 2/14/14*

47. 1-1202 Gaming device and gaming system testing.

(1)

(a) All slot machines, and such other devices and equipment as the Director may determine, shall be tested and certified by a testing laboratory contracted with the State prior to use in limited gaming. The cost of such testing shall be paid for by those licensees requesting approval of the devices or equipment. *Eff 03/02/2007, Amended 11/30/14*

(b) Licensed manufacturers and distributors and licensed associated equipment suppliers shall make available upon request to the Division of Gaming any slot machine, media storage device or other gaming equipment for the Division to temporarily possess and use for review, training and/or investigative purposes. The Division's request shall be made in accordance with Division procedures and shall be approved by the Division. *Eff 03/02/2007, Amended 2/14/14, Amended 11/30/14*

(2)

(a) No gaming system that affects the reporting of adjusted gross proceeds or of statistical data required to be generated and maintained by a licensee pursuant to regulations or Internal Control Minimum Procedures, no gaming system for monitoring slot machines or other games, nor any other associated hardware or software may be used to support gaming operations by any licensee without prior written approval of the Division. Gaming systems that affect the reporting of adjusted gross proceeds or of statistical data required to be generated and maintained by a licensee must ensure data integrity, accuracy, availability and security. *Eff 03/02/2007, Amended 11/30/14*

(b) No subsequent modifications or upgrades to any gaming system that affect the reporting of adjusted gross proceeds or of statistical data required to be generated and maintained by a licensee pursuant to regulations or Internal Control Minimum Procedures may be relied upon to support gaming operations by any licensee without prior written approval of the Division. *Eff 03/02/2007, Amended 11/30/14*

(c) Approval for systems described in paragraphs (a) and (b) of this subsection (2) shall occur in two phases: *Eff 03/02/2007*

(i) Phase I shall be initial approval before a licensee can implement any gaming system or its modification or upgrade to ensure compliance with all limited gaming regulations and Internal Control Minimum Procedures. Phase I initial system approval shall require that the underlying system specific hardware and software be tested and approved by the Division, or its authorized agents. Persons requesting phase I approval shall pay for all related testing costs directly to the approved testing organization. *Eff 03/02/2007, Amended 11/30/14*

(ii) Phase II shall be on-site testing conducted in accordance with procedures relating to gaming systems as provided for in the Internal Control Minimum Procedures. Phase II must occur before the licensee may rely solely on the system or its modification or upgrade. *Eff 03/02/2007, Amended 11/30/14*

(3) Gaming system output that affects the reporting of adjusted gross proceeds or of statistical data required to be generated and maintained by a licensee pursuant to limited gaming regulations shall be subject to phase II testing. *Eff 03/02/2007, Amended 11/30/14*

(4) For good cause shown, the Division may waive any of the requirements imposed by this regulation. *Eff 03/02/2007*

(5) All devices, including slot machines, equipment and gaming systems required to be tested under this section shall be tested to the standards established by this Rule 12 at the time the device is tested. Amendments to this Rule 12 shall not be retroactively applied to any device tested and approved before the effective date of the amendment unless the device is required to be retested at the independent laboratory after the effective date as the result of any modification, alteration or upgrade. A retest shall be performed to the new standards unless the manufacturer or associated equipment supplier can demonstrate to the Division that the new standards would hinder the design of the device or would otherwise pose a hardship due to capacity limitations in the device's originally approved platform. *Eff 03/02/2007, Amended 2/14/14, Amended 11/30/14*

(6) All data stored on the gaming system must utilize secure methods as approved by the Division for storage and authorized access management. No unrecoverable data shall be removed from these databases without prior authorization from the Division. An unalterable audit trail must be maintained by the system that documents all activity in the gaming system. *Effective 11/30/14*

47.1-1203 Appeal of test results.

Any person requesting approval of equipment or devices, which request is denied by the Director, may appeal such denial in writing to the Commission within 10 days of receipt of notice of denial. The appeal shall be considered an adjudicatory proceeding and shall be scheduled for hearing by the Commission. *Amended 11/30/14*

47.1-1204 Blackjack table – physical characteristics.

(47.1-1204 repealed and readopted as 47.1-803, with amendments, perm. 12/30/98)

47.1-1205 Cards – receipt and storage.

When decks of cards are received for use in a licensed establishment, they must be inventoried and stored in a locked cabinet. The cabinet must be located in a secure location. The location must be approved by the Division. A secondary storage area must be located in a secure area approved by the Division. (amended perm. 03/30/03) *Amended 11/30/14*

As necessary, the licensee or the licensee's agent must open the cabinet and remove the appropriate number of decks of cards, distribute the decks to the dealer at each table, and place the extra decks in a card reserve.

The card reserve must be a locked compartment approved by the Division. *Amended 11/30/14*

47.1-1206 Cards – inspection and removal from use.

(1) Prior to their use at a table, decks must be inspected by the dealer. The dealer must check the front and back of each card to ensure that it is not flawed, scratched, or marked in any way. If, after checking the cards, the dealer finds that certain cards are damaged or improper, a substitute deck must be brought from the card reserve. The damaged or improper cards must be placed in a sealed envelope or container, identified by table number, date, and time, and signed or initialed by the dealer and a pit supervisor.

(2) Cards damaged during the course of play must be replaced. The damaged cards must be placed in a sealed envelope or container, identified by table number, date, and time, and must be signed or initialed by the dealer and a pit supervisor. (amended perm. 09/30/03)

(3) The licensee must remove cards at any time if there is any indication of tampering, flaws, scratches, marks, or other defects that might affect the integrity or fairness of the game or at the request of an authorized representative of the Division or Commission. The damaged cards must be placed in a sealed envelope or container identified by table number, date and time, and must be signed or initialed by the dealer and a pit supervisor. (amended perm. 09/30/03)

(4) A label must be attached to an envelope or container which identifies the date and time and which must be signed or initialed by a pit supervisor.

(5) Where a licensee has no reason to believe that damaged or flawed cards in a sealed envelope or container were so damaged or flawed as a result of an unlawful act, motive, or scheme, the licensee may dispose of such cards after 30 days in any manner designed to prevent their future use in limited gaming. (amended perm. 09/30/03)

47.1-1207 Cards, envelopes, and containers to Division.

All envelopes and containers containing cards which indicate purposeful tampering must be turned over to the Division who may inspect them for tampering, marks, alterations, missing or additional cards, or anything that might indicate unfair play. *Amended 11/30/14*

47.1-1208 Duties of a licensee. *Amended 11/30/14*

Any representative of the Division may request that a licensee remove all or designated cards from play or storage for the purpose of inspection. Any representative of the Division may conduct the inspection or may request an employee of the licensee to conduct the inspection. If an employee of the licensee will conduct the inspection, the employee must follow the procedures required by the Division.

Cards that are inspected and found to be without any indication of tampering, marks, alteration, or anything that might indicate unfair play, and decks of cards that are found to be without missing or additional cards, may be returned to the retail licensee to be immediately destroyed or canceled.

47.1-1209 Destruction of cards.

Destruction of cards removed from play must be by shredding or by other means approved by the Director or the Director's designee. Cancellation of logo cards must be by drilling a circular hole of at least one fourth inch in diameter through the center of each card in the deck or by other means approved by the Director or the Director's designee. *Amended 11/30/14*

47.1-1210 Dealing shoes.

(47.1-1210 repealed and readopted as 47.1-805, with amendments, perm. 12/30/98)

47.1-1211 Poker table.

Poker tables to be used in a licensed establishment must have an identifying number, assigned by the retail licensee, on the top surface of the table or a table accessory. This table number must be visible to surveillance personnel and must be able to be captured on surveillance video of table activity. (amended perm. 03/30/03) *Amended 11/30/14*

47.1-1212 Approval of chips and tokens – procedures. [Eff. 04/30/2009]

A licensee may not issue chips or tokens or sell or redeem chips or tokens unless the specifications of the chips or tokens have been approved in writing by the Division. A licensee may not issue chips or tokens or sell or redeem chips or tokens that are modifications of chips or tokens previously approved by the Division unless the modifications have been approved by the Division.

Prior to any artwork submissions, the following must be on file with the Division:

A verification upon oath or notarized affirmation, executed by the chief operating officer of the chip or token manufacturer, or a person with equivalent responsibilities, that such manufacturer has a written system of internal controls, approved by the Division, which describes in detail the current administrative, accounting and security procedures which are utilized in the manufacture, storage and shipment of the chips, tokens and related material. The written system must include at a minimum, a detailed, narrative description of the procedures and controls implemented to ensure the integrity and security of the manufacturing process, from design through shipment, including but not limited to those procedures and controls designed specifically to:

(a) Provide for the secure storage or destruction of all pre-production prototypes, samples, production rejects and other nonsalable product;

(b) Provide security over the finished art work, hubs, plates, dies, molds, stamps and other related items which are used in the manufacturing process;

(c) Prevent the unauthorized removal of product from the production facility through the utilization of security devices such as metal detectors, and surveillance cameras;

(d) Restrict access to raw materials, work-in-process, and finished goods inventories to authorized personnel;

(e) Provide for the documentation of approval of production runs;

(f) Establish and maintain a perpetual inventory system which adequately documents the flow of materials through the manufacturing process;

(g) Provide for the reconciliation of the raw material used to the finished product on a job-by-job basis. Significant variances are to be documented, investigated by management personnel, and immediately reported to the Division and to the licensee who authorized the manufacturer to produce the chips or tokens;

(h) Provide for quarterly physical inventory counts to be performed by individual(s) independent of the manufacturing process which are reconciled to the perpetual inventory records. Significant variances are to be documented, investigated by management personnel, and immediately reported to the Division;

(i) Establish a framework which provides for the security and accountability of products and materials sent to or received from subcontractors or satellite production facilities;

(j) Document controls over the shipment of finished product; and

(k) Provide such other or additional information as the Division may require.

The Division may, in writing, approve variations from the specific requirements of this regulation if in the opinion of the Division the alternative controls and procedures meet the objectives of this regulation.

If anything in (a) through (k) above changes, the chip or token manufacturer must notify the Division of Gaming, in writing, of the changes within 30 days.

Requests for approval of chips, tokens, and modifications to previously approved chips or tokens must include the following in addition to other items of information that the Division may require:

(1) Exact color drawings of each side and the edge of the proposed chip, and/or exact black and white drawings of each side and the edge of the proposed token, drawn to actual size and drawn in scale to 2½ times larger than actual size showing the measurements of the proposed chip or token in each dimension;

(2) Written specifications for the proposed chips or tokens;

(3) The name and address of the manufacturer; and

(4) The licensee's intended use for the proposed chips or tokens.

If the Division in its discretion is satisfied that the proposed chips or tokens conform with the requirements of this chapter, the Division will provide the licensee with written approval of the artwork. The licensee must submit one sample of the proposed chip or token in final manufactured form to the Division. Sample chips must be notched. If the Division is satisfied that the sample conforms with the requirements of this

chapter and with the information submitted with the application, the Division will approve the proposed chip or token and notify the licensee in writing. The Division will return the approved sample chip or token to the licensee.

A license applicant awaiting approval of its operator and/or retail gaming license may not accept transfer and accountability of approved chips or tokens from the chip or token manufacturer until the applicant's operator and/or retail gaming license has been approved by the Colorado Limited Gaming Control Commission. (amended perm. 03/30/04, amended perm. 03/02/06)

47.1-1213 Specifications for chips and tokens. [Eff. 04/30/2009]

(1) Chips and tokens must be designed, manufactured, and constructed in compliance with all applicable statutes, rules, and policies of the United States, the State of Colorado, and other states to prevent counterfeiting of the chips or tokens. Chips and tokens must not resemble any current or past coinage or currency of the United States or any other nations.

In addition to other specifications that the Division may approve, the following must appear on the chip or token unless stated otherwise elsewhere in this Rule: *Amended 11/30/14*

(a) The name of the issuing establishment must be inscribed on both sides of a chip or metal token;

(b) The name of the city in which the establishment is located must be inscribed on one side of the chip or metal token, with the exception of roulette chips;

(c) The value of the chip or token must be inscribed on both sides of a chip or metal token;

(d) A chip must be designed so that the denomination of the chip shall be distinguished from that of other chips when viewed on surveillance monitors. *Amended 11/30/14*

(2) The following provisions shall apply only to tournament chips:

(a) The design of the tournament chip shall be distinctively different than the design of the chips and tokens approved for non-tournament limited gaming use at the licensee's gaming establishment.

(b) No tournament chip may display a word or symbol representing a monetary denomination. *Amended 11/30/14*

(c) Each side of each tournament chip must conspicuously display the inscription, "no cash value."

(d) The chip may, but need not, display a number, which represents the number of points or units of credit that the chip represents. If such a number is used, it must appear on both sides of the chip.

(e) Tournament chips may not be used, and licensees shall not permit their use, in transactions other than the tournaments or promotions sponsored by the licensee.

(3) If an approved table game requires the use of special chips or tokens, such chips and tokens shall have these specifications:

(a) The name of the retail licensee offering the game must be inscribed or printed on both sides of the chip or token.

(b) The name of the game, or a logo representing the game, must be inscribed or printed on both sides of the chip or token.

(c) The chip or token may, but need not, display a number which represents the value of the chip. If such a number is used, it must appear on both sides of the chip.

(d) During field trial testing of a proposed variation table game, and for not longer than the first 30 days that a retail licensee offers play of an approved table game, game chips and tokens may be used without the inscriptions required by (3)(a) and (b), above. *Amended 11/30/14*

(e) Chips and tokens designed and approved for play of specific games may not be used, and licensees shall not permit their use, in play of any game other than the designated game.

(4) The following provisions shall apply only to nonvalue roulette chips:

(a) The design of nonvalue roulette chips shall be distinctively different than the design of the chips and tokens approved for any other limited gaming use at the licensee's gaming establishment.

(b) No roulette chip may display a word or symbol representing a monetary denomination.

(c) Each nonvalue chip utilized by a licensee shall be issued solely for the purpose of gaming at roulette. The nonvalue chip(s) at each roulette table shall include:

(i) The name of the issuing establishment inscribed on both sides of the chip;

(ii) A design, insert or symbol, on both sides, differentiating it from the nonvalue chips being used at every other roulette table in the establishment; and

(iii) The word "roulette" imprinted on both sides.

(d) Nonvalue roulette chips issued at a roulette table shall only be used for gaming at that table in the licensee's gaming establishment and shall not be used for gaming at any other table in the licensee's gaming establishment.

(e) No person at a roulette table shall be issued or permitted to game with nonvalue chips that are identical in color and design to value or nonvalue chips being used by another person at the same table.

(f) Nonvalue chips shall only be presented for redemption at the table from which they were issued and shall not be redeemed or exchanged at any other location in the licensee's gaming establishment. When so presented, the dealer at such table shall exchange them for an equivalent amount of value chips which may then be used by the patron in other gaming or redeemed as any other value chips.

(5) The following provisions shall apply only to non-cashable chips: *Effective 9/14/2012*

(a) The design of non-cashable chips shall be distinctively different than the design of the chips and tokens approved for any other limited gaming use at the licensee's gaming establishment. Non-cashable chips may be any size, shape, or color. Once a licensee adopts a size and/or shape, it must not deviate from that size and/or shape unless approval is received from the Division. *Amended 11/30/14*

(b) Non-cashable chips shall display a word or symbol representing value.

(c) Non-cashable chips are not redeemable for cash, must be wagered, and must be played until a win/loss decision. The non-cashable chips shall include:

(i) The name of the issuing establishment inscribed on both sides of the chip;

(ii) A design, insert or symbol, on both sides, differentiating it from any other chips; and

(iii) The word non-cashable imprinted on both sides of the chip.

(d) Immediately following the win/loss decision, the non-cashable chip must be dropped in the table's drop box.

(e) All winning wagers made with non-cashable chips must be paid with cashable chips; no winning wager may be paid with a non-cashable chip.

(f) Non-cashable chips issued shall only be used for gaming at tables as stated in the house rules.

(g) Non-cashable chips represent a wager and will be paid according to the value on the chip and the odds of the table game type.

(h) Non-cashable chips will not be maintained in table trays as part of the inventory.

(i) Non-cashable chips cannot be accepted for a tip wager or as a tip.

(j) Non-cashable chips may not be used to buy in at any table game being used for tournament play which requires the use of nonvalue tournament chips.

(k) Non-cashable chips may not be used to buy in or make any wager at any player banked poker game.

(6) The following provisions shall apply only to promotional chips: *Effective 11/30/14*

(a) The design of promotional chips shall be distinctively different than the design of the chips and tokens approved for any other limited gaming use at the licensee's gaming establishment.

(b) Promotional chips may be any size or shape.

(c) No promotional chips shall display a word or symbol representing value.

(d) Promotional chips are not to be used in live play.

(e) Promotional chips are not redeemable for cash.

47.1-1214 Specifications for the shape and size of chips. ***Amended 9/14/2012***

Chips must be disk-shaped, must be .130 inch thick, and must have a diameter of between 1.53 and 1.57 inches, unless stated otherwise elsewhere in this Rule. *Amended 11/30/14*

47.1-1214.5 Chip design definition. *Effective 11/30/14*

"Design" means the chip colors, logos, artwork, lettering, and monetary symbols that comprise the appearance of the chip. "Design" does not include size specifications.

47.1-1215 Colors of chips.

Denominations of chips must be denoted by the following colors on each side:

(1) The 25-cent chip must be predominantly yellow;

(2) The 50-cent chip must be predominantly blue;

(3) The one dollar chip must be predominantly white;

(3.1) The two-dollar chip must be predominantly beige;

(3.5) The two dollar and fifty cent chip must be predominantly pink;

(3.6) The three-dollar chip must be predominantly brown;

(4) The five dollar chip must be predominantly red;

(4.5) The ten dollar chip must be predominantly gray;

(5) The twenty five dollar chip must be predominantly green;

(5.5) The one hundred dollar chip must be predominantly black;

(5.6) The five hundred dollar chip must be predominantly purple; and

(5.7) The one thousand dollar chip must be predominantly orange.

(6) Tournament chips may be of any color.

(6.1) Non-cashable chips may be of any color. *Effective 11/30/14*

(6.2) Promotional chips may be of any color. *Effective 11/30/14*

(7) Chips designed for play of specific games may be of any color, or in the colors required by the rules of the game. (47.1-1215(6) amended, (7) added perm 05/30/01); (4.5) added perm 08/30/02)

47.1-1216 Specifications for tokens.

(1) One-dollar metal tokens must be disk-shaped and must measure from 1.459 through 1.474 inches in diameter, from .095 through .115 inch thick. *Eff 03/02/2007*

(2) Two dollar metal tokens must be disk-shaped and must measure from 1.292 inches through 1.392 inches in diameter, from .092 inches through .104 inches thick. *Eff 03/02/2007*

(3) Five dollar metal tokens must be disk-shaped and must measure from 1.740 inches through 1.760 inches in diameter, from .115 inches through .135 inches thick. *Eff 03/02/2007*

(4) Ten dollar metal tokens must be disk-shaped and must measure from 1.700 inches through 1.760 inches in diameter, from .096 inches through .104 inches thick.

(5) Twenty-five dollar metal tokens must be disk-shaped and must measure from 1.650 inches through 1.710 inches in diameter, from .096 inches through .104 inches thick.

(6) Metal tokens must not be manufactured from material possessing sufficient magnetic properties to allow it to be accepted by a coin mechanism other than that of a slot machine. Metal tokens may not be manufactured from a three-layered material consisting of a copper-nickel alloy clad on both sides of a pure copper core nor from a copper-based material unless the total of zinc, nickel, aluminum, magnesium, and other alloying materials is at least 20 percent of the token's weight.

47.1-1217 Other devices.

Other devices with which gaming is conducted must be designed, manufactured, approved, used, discontinued, destroyed, or otherwise disposed of in accordance with the provisions of this chapter, except that other devices must be of a shape, size, design, or other specifications approved or required by the Director.

47.1-1218 Ownership identification on gaming devices.

If the retail licensee is not responsible for the repairs, malfunctions, payment of winnings, or disputes regarding payments for a slot machine, the retailer must affix in a prominent place to each slot machine exposed for play, pursuant to the operator's license or an agreement, a sign or label that identifies the person or persons responsible for repairs or malfunctions of the machine, payments of winnings, and disputes regarding payments.

A licensee may not expose for play a slot machine that fails to display the information required by this Section. (47.1-1218 perm.09/30/97)

47.1-1219 Drop box requirements.

A drop box must be locked to the table with a lock separately keyed from the container itself. Currency exchanged for chips at the table and all other items or documents relating to transactions at the table must be put immediately into the drop box by the dealer. (47.1-1219 perm, 09/30/01 amended perm 03/30/03)

47.1-1220 Persons not to bring their own cards, die (dice), roulette ball, tokens, or chips.

No person may bring onto the licensed premises or unlicensed premises of a retail licensee, or introduce into a game, playing cards, die (dice), roulette ball, tokens, or chips other than those obtained from that retail licensee except as allowed in Regulation 47.1-1303.

47.1-1221 Definitions for slot machines.

The following definitions apply to all slot machine hardware and software requirements: *Eff 03/02/2007*

(1) "Leakage current" means an electrical current which flows when a conductive path is provided between exposed portions of a slot machine and the environmental electrical ground when the slot machine is isolated from the normal AC power ground; *Eff 03/02/2007*

(2) "Inappropriate coin in" means a coin or token which has been accepted by a slot machine after the slot machine has already accepted the maximum number of coins or when the slot machine is in a state which normally rejects additional coins, sometimes caused by mechanical timing limits in coin handling equipment; *Eff 03/02/2007*

(3) "Par sheet" means documentation which depicts the possible outcomes from the play of a slot machine, the probability of occurrence of each, and the contribution of each winning outcome to the payback percentage of a slot machine. The documentation must also list the applicable game and personality program version(s), as well as the paytable identification numbers (as identified in the machine's configuration menus and/or display) of the media operating within the slot machine. *Eff 03/02/2007, Amended 11/30/14*

(4) "Random access memory" or "RAM" means the electronic component used for computer work space and storage of volatile information in a slot machine; *Eff 03/02/2007*

(5) "Randomness" means the unpredictability and absence of pattern in the outcome of an event or sequence of events; *Eff 03/02/2007*

(6) "Random number generator" means a hardware, software, or combination hardware and software device for generating number values that exhibit characteristics of randomness; *Eff 03/02/2007*

(7) "Read only memory" or "ROM" means the electronic component used for storage of nonvolatile information in a slot machine, including programmable ROM and erasable programmable ROM (EPROM); *Eff 03/02/2007*

(8) "Tilt condition" means a programmed error state for a slot machine which occurs when the slot machine detects an internal error, malfunction, or attempted cheating. The machine ceases processing further input, output, or display information other than that indicating the tilt condition itself. *Eff 03/02/2007*

(9) "Ticket Redemption Kiosk" is a device which uses real-time transaction processing to the Ticket In/Ticket out (TITO) module of the gaming system for redemption of tickets or slot coupons in exchange for currency and coin. Kiosks are not capable of gaming functionality and may not issue tickets or slot coupons in exchange for currency and coin. *Amended 11/30/14*

(10) Ticket definitions: *Eff 03/02/2007*

(a) Delayed Ticket: A ticket generated by a TITO-enabled slot machine, which contains all information necessary for validation, but for which the TITO system has not yet received the validation information. *Eff 03/02/2007*

(b) Incomplete Ticket: An incomplete ticket contains, at a minimum, the ticket validation number printed across the leading edge of the ticket, but is not of a quality that can be validated and redeemed through the automated functionality of a TITO system. *Eff 03/02/2007*

(c) Online Ticket: A ticket which contains all information necessary for validation, which may be presented for redemption to the TITO system before its expiration. *Eff 03/02/2007*

(d) Redeemed Ticket: A ticket which has been properly validated and redeemed by the TITO system and is no longer reflected as an active (i.e., unredeemed) ticket in the TITO system database. *Eff 03/02/2007*

(e) Offline Ticket: A ticket generated by a TITO-enabled slot machine, which contains all information necessary for validation, but is not of a quality that can be validated at a slot machine or ticket redemption kiosk. When the system is offline, other system programs allow for the generation and redemption of tickets. *Eff 7/1/13*

(11) TITO System: A gaming system which has a centralized Ticket Validation Component and allows for issuance, validation, and acceptance of tickets at TITO-enabled gaming devices, and the

validation and acceptance of tickets at kiosks or validation units, for gaming operations. *Amended 11/30/14*

(12) Ticket Validation Component: That function of the gaming system whereby this system receives information about a ticket from a floor device and compares the ticket in question to the information in the system's database. This determines the validity of the ticket for redemption. *Eff 03/02/2007, Amended 11/30/14*

(13) Media storage device: A storage media or electronic device that contains critical control program components which include, but are not limited to, EPROMs, compact flash cards, optical disks, hard drives, solid state drives, USB drives, or other media as approved by the Division. *Effective 11/30/14*

47.1-1222 Control program requirements.

(1) A slot machine must complete a comprehensive check of the control program during a power cycle of the gaming device for possible corruption caused by failure of the program storage media. Test methodology must detect 99.99 percent of all possible failures. *Eff 03/02/2007, Amended 11/30/14*

(2) The program residing in the slot machine must be contained in a media storage device which is not alterable through any use of the circuitry or programming of the slot machine itself. Hard disk, CD ROM, and other media storage devices in lieu of EPROMs may be acceptable; however, the media storage device must be approved by the Division. Non-volatile memory chips (e.g., a flash EPROM) may be used for the note acceptor, ticket printer, sound and graphic programs if the procedure used to send information to the flash EPROM is secure from unauthorized tampering and the procedure has been approved by the Division. Flash EPROMs must not contain any information related to the security, operation, or metering of the game except as directly related to the operation of the note acceptor, ticket printer, sound and graphics routines. *Eff 03/02/2007, Amended 11/30/14*

(3) The control program must check for corruption of random access memory locations used for crucial slot machine functions, including information relating to the play and final outcome of the last ten games played, random number generator outcome, and any error states. These memory areas must be checked for corruption following game initiation but prior to the display of the game outcome to the player. Detection of corruption is a game malfunction and must result in a tilt condition which identifies the error and causes the slot machine to cease further functions. *Eff 03/02/2007*

(4) All slot machines must have the capacity to display a complete play history for the last ten games. Retention of play history for additional prior games is encouraged. The display must indicate the game outcome (or a representative equivalent), intermediate play steps (such as a hold and draw sequence or a double-down sequence), credits available, bets placed, credits or coins paid, and credits cashed out. Slot machines offering games with a variable number of intermediate play steps per game may satisfy this requirement by providing the capability to display the last 50 play steps. Slot machines interfaced to any bonusing event or system must display a complete transaction history for the most recent transaction and the previous thirty-four transactions prior to the most recent transaction that incremented any of the meters. Last game recall must also be time and date stamped, to allow for determination of credit meter incrementation (i.e., coins, notes, tickets, slot coupons, or won credits). If a game incorporates take-or-risk bonus play, then last game recall must recall all award values presented or offered, and the ordering and outcome of the risk events.

(5) The gaming system or TITO-enabled slot machines must maintain an audit log(s) that records, at a minimum, the total of the last 25 ticket-in and slot coupon-in transactions. Upon redemption of a ticket or slot coupon, the log(s) shall properly update with the redemption information, including

the date and time of redemption, amount, and at least the last four digits of the validation number. *Amended 11/30/14*

(6) The gaming system or TITO-enabled slot machines must maintain an audit log that records, at a minimum, the last 25 ticket-out transactions. Upon ticket issuance, the log shall properly update with the ticket issued information, including the date and time of issuance, amount of ticket, and at least the last four digits of the ticket validation number. *Amended 11/30/14*

(7) Slot machines equipped with note acceptors must maintain an audit log that records, at a minimum, the last five notes accepted. Upon note acceptance, the log shall properly update with the note information, including the date and time of acceptance, and the note value. This log must not be cleared upon removal of the stacker. *Eff 03/02/2007, Amended 11/30/14*

(8) The slot machine must clearly display all game program and version identification numbers on demand, including peripheral devices such as the note acceptor and the ticket printer installed in the game. The game program and version identification numbers displayed must agree with the contracted test laboratory's certification reports. *Effective 11/30/14*

47.1-1223 Meters.

(1) A slot machine must have electronic (soft) meters with all meters being visible without opening the machine. These meters must have at least ten digits and they must accumulate in electronic digital storage and provide the means for on-demand display of the stored information. *Eff 03/02/2007*

(2) All slot machines must have the following soft meters. These meters are displayed in dollars and cents.

(a) Coin in. The machine must have a meter specifically labeled "Coin In" that accumulates for all wagers made no matter the form in which the wager was made. The Coin In meter must accumulate the total value of all wagers (coins, tokens, currency, tickets, or any other means of placing a wager). This meter shall:

(i) For multi-game and multi-denomination/multi-game machines, provide the information necessary, on a per paytable basis, to calculate a weighted average theoretical payback percentage; and

(ii) For machines which contain paytables with a difference in theoretical payback percentage which exceeds four percent between wager categories, maintain and display coin in meters and the associated theoretical payback percentage, for each wager category with a different theoretical payback percentage, and calculate a weighted average theoretical payback percentage for that paytable. Machines that may include an element of skill are exempt from this requirement. *Amended 11/30/14*

(b) Coin Out. The machine must have a meter specifically labeled "Coin Out" that accumulates the total value of all amounts directly paid by the machine as a result of winning wagers, whether the payout is made from the hopper, to a credit meter, or by any other means. This meter will not record amounts awarded as the result of any external bonusing system or a progressive payout. *Eff 11/30/2007*

(c) Machine Paid Progressive Payout. The machine must have a meter specifically labeled "Machine Paid Progressive Payout" that accumulates the total value of credits paid as a result of progressive awards paid directly by the machine. This meter does not include awards paid as a result of an external bonusing system.

(d) Coin Drop. The machine must have a meter specifically labeled “Coin Drop” that accumulates the total value of coins or tokens diverted to the drop. For games that do not have the ability to support coins or tokens, this meter is not required. *Amended 11/30/14*

(e) Bill In. The machine must have a meter specifically labeled “Bill In” that accumulates the total value of currency accepted. Additionally, the machine must have a specific meter for each denomination of currency accepted that records the number of bills accepted of each denomination.

(f) Attendant Paid Jackpots. The machine must have a meter specifically labeled “Attendant Paid Jackpots” that accumulates the total value of credits paid by an attendant resulting from a single winning alignment or combination, the amount of which is not capable of being paid by the machine itself. This does not include attendant paid progressive amounts or amounts awarded as a result of an external bonusing system. This meter only includes awards resulting from a specifically identified amount listed in the manufacturer’s par sheet.

(g) Attendant Paid Progressive Payout. The machine must have a meter specifically labeled “Attendant Paid Progressive Payout” that accumulates the total value of credits paid by an attendant as a result of progressive awards that are not capable of being paid by the machine itself.

(h) Attendant Paid Cancelled Credits. The machine must have a meter specifically labeled “Attendant Paid Cancelled Credits” that accumulates the total value paid by an attendant resulting from a player initiated cash-out that exceeds the physical or configured capability of the machine to make the proper payout amount.

(i) Voucher Out. The machine must have a meter specifically labeled “Voucher Out” that accumulates the total value of all tickets issued by the machine. Voucher Out is interchangeable with Ticket Out. *Amended 11/30/14*

(j) Voucher In. The machine must have a meter specifically labeled “Voucher In” that accumulates the total value of all tickets, including slot coupons, accepted by the machine. Voucher In is interchangeable with Ticket In. *Eff 1/30/2007, Amended 11/30/14*

(k) Wagering Account Transfer In (WAT In). The machine must have a meter specifically labeled “WAT In” that accumulates the total value of cashable credits electronically transferred to the machine from a wagering account by means of an external connection between the machine and a cashless wagering system. *Eff 11/30/2007*

(l) Wagering Account Transfer Out (WAT Out). The machine must have a meter specifically labeled “WAT Out” that accumulates the total value of cashable credits electronically transferred from the machine to a wagering account by means of an external connection between the machine and a cashless wagering system. *Eff 11/30/2007*

(m) Cashable Electronic Promotion In (CEP In). The slot machine must have a meter specifically labeled “Cashable Electronic Promotion In” that accumulates the total value of cashable credits electronically transferred to the slot machine by means of an external connection between the slot machine and an electronic promotional credit system. *Eff 1/30/2007, Rev eff 1/14/2012*

(n) Cashable Electronic Promotion Out (CEP Out). The slot machine must have a meter specifically labeled “Cashable Electronic Promotion Out” that accumulates the total value of cashable credits electronically transferred from the slot machine by means of an external connection between the slot machine and an electronic promotional credit system. *Eff 11/30/2007, Rev 1/14/2012*

(o) Machine Paid External Bonus Payout. The machine must have a meter specifically labeled “Machine Paid External Bonus Payout” that accumulates the total value of additional amounts awarded as a result of an external bonusing system and paid by the slot machine. *Eff 11/30/2007, Rev 1/14/2012*

(p) Attendant Paid External Bonus Payout. The machine must have a meter specifically labeled “Attendant Paid External Bonus Payout” that accumulates the total value of amounts awarded as a result of an external bonusing system paid by an attendant. *Eff 11/30/2007, Rev 1/14/2012*

(q) Non-Cashable Electronic Promotion In (NCEP In). The slot machine must have a meter specifically labeled “Non-Cashable Electronic Promotion In” that accumulates the total value of non-cashable credits electronically transferred to the slot machine by means of an external connection between the slot machine and an electronic promotional credit system. *Eff 1/14/2012*

(r) Non-Cashable Electronic Promotion Out (NCEP Out). The slot machine must have a meter specifically labeled “Non-Cashable Electronic Promotion Out” that accumulates the total value of non-cashable credits electronically transferred from the slot machine by means of an external connection between the slot machine and an electronic promotional credit system. *Eff 1/14/2012*

(s) Such other meters as may be required by the Director. *Eff 1/30/2007, Rev 1/14/2012*

(3) For slot machines that are unable to display the specific meter labels required by CLGR 47.1-1223(2), and the individual meters meet the functional definitions set forth in CLGR 47.1-1223(2), a legend must be used to indicate the information each meter accumulates. Such legend must be located within the slot machine. Multiple functionalities may not increment to a single meter. *Eff 03/02/2007, Amended 11/30/14*

(4) A slot machine must be equipped with electronic meters that record the number of times the cabinet door is opened. No slot machine may have a mechanism that causes the electronic meters to clear automatically when an error occurs. A slot machine’s meters must be maintained at all times, regardless of whether the machine is being supplied with power. Electronic meter readings must be recorded before and after the electronic meter is cleared. Licensees must maintain adequate records when any electronic meters are cleared. *Eff 03/02/2007, Amended 11/30/14*

(5) Electronic meters must have an accuracy rate of 99.99 percent or better. *Eff 03/02/2007*

(6) A slot machine must have an electronically stored digital meter of at least eight digits for the number of games played since “power on”, the number of games played since “door closure”, and the number of games since “game initialization (ram clear)”. The slot machine must provide the means for on-demand display of the stored information. *Eff 03/02/2007, Amended 11/30/14*

(7) Slot machines must have electronic meters that are visible to the player capable of displaying the following information relating to the current play or monetary transaction: *Eff 03/02/2007*

(a) The number of coins or credits wagered; *Eff 03/02/2007*

(b) The number of coins or credits won; *Eff 03/02/2007*

(c) The number of coins paid by the hopper; *Eff 03/02/2007*

(d) The number of credits available for wagering (credit meter), if applicable. *Eff 03/02/2007*

47.1-1224 Randomness events.

Events in slot machines are occurrences of elements or particular combinations of elements that are available on the particular slot machine. A random event has a given set of possible outcomes, each with a given probability of occurrence. The set of these probabilities is called the distribution. Two events are independent if the outcome of one has no influence over the outcome of the other. The outcome of one event cannot affect the distribution of another event if the two events are independent. The random number generator in a slot machine must produce game plays that are random and independent, so that a complete future game outcome cannot be predicted from a previous game's outcome. Slot machine games may use information from the outcome of a previous game in the next game provided that information cannot be used to predict the entire final outcome of the next game. The paytable must explain how the information from the previous game is used in the next game. Random number generators must continue to run in the background whether or not games are being played on the slot machine. *Eff 03/02/2007*

47.1-1225 Basic slot machine specifications.

(1) In addition to the specifications in sections 47.1-1226 through 47.1-1240 inclusive, slot machines must: *Eff 03/02/2007*

(a) Be controlled by one or more microprocessors; *Eff 03/02/2007*

(b) Be compatible to online data monitoring and electronic meter acquisitions; *Eff 03/02/2007, Amended 11/30/14*

(c) Have a separate internal enclosure for the circuit board located behind the main front door; and *Eff 03/02/2007*

(d) Continue a game with no data loss after a power failure. *Eff 03/02/2007*

(2) RAM clears must be performed only in accordance with manufacturers' specifications. *Eff 03/02/2007*

47.1-1226 Safety requirements.

Electrical and mechanical parts and design principles must not subject a player to physical hazards. Spilling a conductive liquid on the slot machine must not create a safety hazard or alter the slot machine's performance. The power supply used in a slot machine must be designed to make minimum leakage of current in the event of an intentional or inadvertent disconnection of the AC power ground. The power supply must be appropriately fused or protected by circuit breakers.

47.1-1227 Backup battery.

A battery backup device must be installed that is capable of maintaining the accuracy of required information for 180 days after power is discontinued for the slot machine. The backup device must be kept within the logic board compartment. (47.1-1227 perm 09/30/97)

47.1-1228 ON and OFF switch.

An on and off switch that controls the electrical current used to operate the slot machine and its associated equipment must be located in an accessible place within the interior of the slot machine.

47.1-1229 Coin and note acceptors.

(1) An electronic coin or token acceptor, or a note acceptor, may be installed in a slot machine. Coin, token, and note acceptors must be approved by the Division to indicate that they meet the

requirements of this section. All programmable coin acceptors with multiple programmable channels must be secured in a manner so that only one channel can be programmed unless more than one channel is required to accept different mints of the same type, value, and otherwise identical tokens of the same licensee; multiple channels must not be enabled for any other reason. Coin, token, and note acceptors must be designed to accept designated coin, tokens, tickets, or notes and reject others on the basis of metal composition, size, composite makeup, or equivalent security. *Eff 03/02/2007*

(2) Coin Acceptors. *Eff 03/02/2007*

(a) Licensees must ensure their coin acceptors do not accept and credit other consideration, such as another licensee's tokens. *Eff 03/02/2007*

(b) The coin acceptor, and the slot machine's related parts, must be capable of handling and accurately accounting for all accepted coins. *Eff 03/02/2007*

(3) Note Acceptors. *Eff 03/02/2007*

(a) The gaming device shall not credit the note or ticket received until the note acceptor confirms it has successfully received and stacked the note/ticket. *Eff 03/02/2007, Amended 11/30/14*

(b) The note acceptor and its related parts shall be designed to be secure from unauthorized access, tampering, and note/ticket removal. *Eff 03/02/2007, Amended 11/30/14*

(c) If the note acceptor stacker is full, the gaming device must disable the note acceptor and refuse to accept notes/tickets. The gaming device may generate an error message and hard tilt the note acceptor. *Eff 03/02/2007, Amended 11/30/14*

(d) If a power loss or any door open condition occurs when accepting a note/ticket into the note stacker, and no credits have been vended to the game for this note/ticket, the note/ticket should either be returned to the patron, or the appropriate credits should be vended to the game with the note/ticket being stacked in the note acceptor after the error condition is cleared. *Eff 03/02/2007, Amended 11/30/14*

47.1-1230 Automatic light.

A light must be installed on the top of each slot machine and kiosk that automatically illuminates when the interior of the slot machine or kiosk is accessed. Video bar top slot machines do not need a light, but must display a message on the screen indicating that a door is open. This provision, in whole or in part, may be waived by the Director. (47.1-1230 perm.09/30/97), *Amended 11/30/14*

47.1-1231 Access to interior.

Logic boards, read only memory and random access memory and any other discrete logic that determines the outcome of the device (either directly or indirectly) must be secured in the machine. (47.1-1231 perm.09/30/97) *Amended 11/30/14*

47.1-1232 Hardware switches.

Hardware switches may be installed to control graphic routines, speed of play, sound, or any other feature approved by the Division. (47.1-1232 perm.09/30/97) *Amended 11/30/14*

47.1-1233 Rules of play.

(1) The rules of play for a slot machine game must be displayable on the slot machine face, glass or video screen. Rules of play must have approval of the Division. The Division may reject the rules if they are incomplete, confusing, or misleading. *Amended 11/30/14*

(2) The paytable for a slot machine game program must be displayable prior to making a wager and must include an explanation of any special features and the amount of the awards for all winning combinations. For bonus features, a range of values is acceptable. The slot machine must not allow the paytable or pay out percentage of a slot machine game to be altered, except in a manner approved by the Division. *Amended 11/30/14*

(3) The slot machine game program may be replaced at the discretion of the licensee provided that the replacement game program has been approved for use in Colorado. (47.1-1233 perm.09/30/97)

(4) Multi-station slot machines that initiate games without a required action by the patron must have a countdown clock advising the patron when the game will start. (47.1-1233(4) added perm. 10/30/99)

(5) Slot machine games involving skill that use something other than a deck of cards must display the probabilities of occurrence for all symbols used in the game. (47.1-1233(5) added perm. 10/30/99

(6) Slot machine games may award additional free play, known as “bonus play,” which may include free spins, re-spins, or other games or events with similar or different play as the base game. Bonus play may be player initiated, or automatic. The game must clearly indicate when it is in bonus play, as opposed to normal play mode. *Eff 01/30/2008, Amended 11/30/14*

(a) If bonus play is player initiated, and player selection is time limited, the paytable must explain the time-out parameter. If the player fails to take the required action before the expiration of the required time, the game may initiate the selection. *Eff 01/30/2008*

(b) If bonus play uses a terminator or other element to cause play to terminate, the paytable must define and explain the terminator. *Eff 01/30/2008*

(c) The bonus play may offer the player alternative hidden selections, known as “take or risk” selections. Once the player makes a selection, and its value is revealed to the player, the game may offer the player the opportunity to forego the selection in lieu of another hidden selection, under the following conditions: *Eff 01/30/2008*

(i) The amounts “offered” to the player are not transferred to the player's win meter until the player has either exhausted all available opportunities, or the player has affirmatively chosen to keep the award revealed in lieu of another hidden selection. *Eff 01/30/2008*

(ii) The player cannot risk or lose any base game awards transferred to the win meter. *Eff 01/30/2008*

(iii) The paytable must fully explain the take or risk functionality and expected player behavior. *Eff 01/30/2008*

(iv) The game must explain how many risk attempts the player will receive. *Eff 01/30/2008*

(v) The player must have a means of clearly communicating the player's decision to the game. *Eff 01/30/2008*

(vi) "Double-up" offers are prohibited. *Eff 01/30/2008*

(d) The bonus play may include physical skill based components which affect the return to the player if the following conditions are met: *Eff 11/30/2007*

(i) The difference between the minimum and the maximum pay for all physical skill based outcomes or awards may not exceed a four percent contribution to the overall return to the player of the gaming device. *Eff 11/30/2007, Amended 11/30/14*

(ii) 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. *Eff 11/30/2007*

(7) A player must be able to cash out his/her credits from a game, regardless of the amount. If the game utilizes a residual credit gamble feature, this feature shall have a theoretical return to the player of 100 percent. This requirement does not apply to non-cashable electronic promotional credits downloaded onto a slot machine. *Effective 11/30/14*

47.1-1234 Multi-game and multi-denomination slot machines.

(1) A multi-game slot machine is a single gaming device with more than one displayable and playable game program. A multi-denomination slot machine is a single gaming device with more than one denomination offered for play and allows the patron to choose the denomination to wager. *Eff 03/02/2007*

(2) A multi-game slot machine and a multi-denomination slot machine with separate unique pay schedules must both display the weighted theoretical hold for the slot machines on demand. *Eff 03/02/2007*

(3) A multi-game slot machine must have a last game recall that can display the last ten games, including any bonus occurrences which result in awards, and any other significant events such as tilts, credit cash outs, note acceptor transactions, or jackpots. Last game recall must also be time and date stamped, to allow for determination of credit meter (i.e. coins, notes, electronic, or won credits). *Eff 03/02/2007*

47.1-1235 Power supply filter.

Slot machine power supply filtering must be sufficient to prevent disruption of the slot machine play by power fluctuations. (47.1-1235 perm.09/30/97)

47.1-1236 Error conditions-automatic reset.

Slot machines must be capable of detecting and displaying the following conditions, which must be automatically cleared by the slot machine upon initiation of a new play sequence:

(1) Door open. (47.1-1235 perm.09/30/97)

(2) If a power loss or any door open condition occurs when accepting and escrowing a ticket while awaiting validation confirmation, the ticket should either maintain a valid status in the TITO system and be returned to the patron, or the appropriate automatic payment should be vended with the ticket being stacked in the note acceptor and redeemed through the system after the error condition is cleared. *Amended 1/14/2012*

47.1-1237 Error conditions-cleared by attendant.

Slot machines must be capable of detecting and displaying the following error conditions, which an attendant must clear: *Eff 03/02/2007*

(1) Coin in jam; *Eff 03/02/2007*

(2) Coin out jam; *Eff 03/02/2007*

(3) Hopper empty or timed out; *Eff 03/02/2007*

(4) RAM corruption error; *Eff 03/02/2007*

(5) Program error; *Eff 03/02/2007*

(6) Hopper runaway or extra coin paid out; *Eff 03/02/2007*

(7) Reverse coin in and note-in (coin or note/ticket traveling the wrong way through acceptor); *Eff 03/02/2007, Amended 11/30/14*

(8) Reel spin error that affects the outcome of the game. The specific reel number must be identified in the error code; *Eff 03/02/2007*

(9) Low RAM battery, for batteries external to the RAM itself; *Eff 03/02/2007*

(10) Print failure, if the slot machine has no other means to make a payout. A replacement ticket may be printed once the failure condition has been cleared; *Eff 03/02/2007, Amended 11/30/14*

(11) Printer mechanism paper jam. A paper jam condition must be monitored at all times during the print process; and *Eff 03/02/2007*

(12) Printer mechanism paper out, if the slot machine has no other means to make a payout. *Eff 03/02/2007*

47.1-1238 Hopper mechanism.

Hoppers are mechanical devices which dispense coins or tokens. Hoppers must be designed to detect jams, extra payouts, hopper runaways and hopper empty conditions. The slot machine or kiosk control program must monitor the hopper mechanism for these error conditions on all game states. It must also account for all contents paid from the hopper including erroneous or extra payments arising from a hopper malfunction. If a hopper error occurs while the hopper is engaged in cashing out coins or tokens, it must be able to recover to the state it was in immediately prior to the interruption and valid payment must be vended. Hopper pay and credit limits must be designed to permit compliance by licensees with taxation laws and regulations. (47.1-1238 perm.09/30/97) (47.1-1238 amended perm. 10/30/99), *Amended 11/30/14*

47.1-1239 Communication protocol.

A slot machine which is capable of bidirectional communication with internal or external associated equipment must use a communication protocol which ensures that erroneous data or signals will not adversely affect the operation of the machine.

47.1-1240 Number and value of credits wagered. *Amended 11/30/14*

Redeemable credits and wagers must be accumulated from wins or from coin, token, tickets, or notes. A slot machine may not offer or allow any wagers, which violate the $100 maximum wager restriction for

any wagered game played. Any configuration setting that would allow a wager to exceed the $100 maximum wager and/or that can be altered in any way must be maintained behind a secure means. An attendant key switch may not be used to satisfy this requirement.

A double up feature may reside within the game media, provided it is capable of being disabled via a secure means.

47.1-1241 Software requirements for randomness testing.

A slot machine must have a random number generator. All random number generators must comply with the specifications detailed below. *Eff 03/02/2007*

(1) A reel, card, ball or other event that determines the outcome of the play satisfies at least 99 percent confidence level using the standard chi-squared analysis. Chi-squared analysis is the sum of the squares of the difference between the expected result and the observed result. *Eff 03/02/2007*

(2) A reel, card, ball or other event that determines the outcome of the play satisfies at least 99 percent confidence level using the Median Runs Test or any similar pattern checking statistic. The Median Runs test is a mathematical statistic that determines the existence of recurring patterns within a set of data. *Eff 03/02/2007*

(3) A reel, card, or ball is independently chosen without reference to any other event produced during that play. This test is the correlation test. Each pair of events is considered random if they meet at least the 99 percent confidence level using standard correlation analysis. *Eff 03/02/2007*

(4) A reel, card, ball or other event is independently chosen without reference to the same event in the previous game or games. This test is the serial correlation test. The event is considered random if it meets at least 99 percent confidence level using standard serial correlation analysis. *Eff 03/02/2007*

(5) The random number generator and random selection process must be impervious to influences from outside the slot machine, including, but not limited to, electromagnetic interference, electrostatic interference and radio frequency interference. A slot machine must use appropriate communication protocols to protect the random number generator and random selection process from influence by associated equipment which is conducting data communications with the slot machine. *Eff 03/02/2007*

47.1-1242 Software requirements for percentage payout.

The slot machine must meet the following maximum and minimum theoretical pay out during the expected lifetime of the slot machine:

(1) The slot machine game program must theoretically pay out at least 80 percent and no more than 100 percent of the amount wagered. The theoretical payout percentage is determined using standard methods of probability theory. When applied to games whose outcome is determined in whole or in part by skill, the 100 percent theoretical pay out shall be computed using the optimum play strategy for compliance of the given game tested and the 80 percent theoretical payout will be computed using the lowest manufacturer's expected return for the game program.

(2) The slot machine game program must have a probability of obtaining the maximum advertised single payout better than 1 in 17 million. A multi-link progressive slot machine game program must have a probability of obtaining the maximum advertised payout better than 1 in 50 million.

(3) Whenever a licensee offers a progressive jackpot as a part of the slot machine payout, the amount of the payout may not be included in the theoretical payout percentage for purposes of

satisfying the minimum and maximum pay out requirements specified in this section, unless some or all of the progressive parameters or contribution amounts are guaranteed by the game. In those cases, the minimum values ensured by the game shall be used to determine the theoretical payout percentage. (47.1-1242 perm.09/30/97) *Amended 2/14/14*

47.1-1243 Software requirements for continuation of game after malfunction.

A slot machine must be capable of continuing the current play with all current play features after a slot machine malfunction is cleared.

(1) For multi-station games, each player station must be capable of recording in its event log, any tilt/malfunction that occurred during normal game play. *Effective 11/30/14*

(2) For multi-station roulette games utilizing a mechanical wheel, a visual advisement to the patron must be displayed on each player station as to the status of the wager when a wheel malfunction occurs. *Effective 11/30/14*

47.1-1244 Progressive slot machine games defined.

(1) A progressive slot machine game is a slot machine game with an award that increases based on the placement or result of a wager. A progressive slot machine game can be: *Amended 11/30/14*

(a) A single slot machine game; or *Effective 11/30/14*

(b) Two or more linked slot machine games in a single Colorado licensed retail establishment; or *Effective 11/30/14*

(c) Linked with two or more slot machine games between two or more Colorado licensed retail establishments (Multi-link system, also known as Wide Area Progressive (WAP)). *Effective 11/30/14*

(2) A progressive jackpot on a single slot machine game or on two or more slot machine games within a Colorado licensed retail establishment may be transferred to another progressive slot machine game(s) within the licensed establishment or a different licensed retail establishment in the event of a malfunction or replacement or for some other good reason as approved by the Director or the Director's designee. If a transfer occurs, the progressive jackpot liability transfer must be immediately documented and the liability maintained by the licensee offering the progressive jackpot until the progressive transfer is completed. Once a progressive award has been offered for play, it must be permitted to remain until it is won by a player or transferred to another progressive slot machine game. *Amended 11/30/14*

(3) The progressive slot machine game must be linked to a meter showing the payoff that is visible to all players who are playing the game which may potentially win the progressive amount. This meter is the progressive jackpot meter. *Amended 11/30/14*

Records must be maintained that record the amount shown on a progressive jackpot meter. Supporting documents must be maintained to explain any reduction in the pay off amount from a previous entry. The records and documents must be retained for a period established by the Division. (47.1-1244(3) amended perm. 10/30/99) *Effective 11/30/14*

(4) Linked progressive slot machine games. Each progressive slot machine game on any link must have the same probability of hitting the combination that will award the progressive jackpot. A variance of no greater than .005% from the median odds for all games on a link will be acceptable. *Amended 11/30/14*

(a) (Repealed effective 12/15/14) *Amended 11/30/14*

(Former paragraphs 47.1-1244 (4)(b) through (4)(s) were relocated and renumbered to 47.1-1244 (15)(a) through (15)(r), effective 12/15/2014). *Amended 11/30/14*

(5) Normal mode of progressive slot machine games.

(a) During the normal mode of progressive slot machine games, the progressive controller must continuously monitor each game on the link for all wagers and must multiply these wagers by the rate of progression in order to determine the correct amounts to apply to the progressive jackpot. The progressive display must be updated on a real time basis as play on the link occurs. *Amended 11/30/14*

(b) A multi game slot machine offering any progressive games for play must apply all of the wagers during each and every game which can win a certain progressive award to that progressive award. The multi game slot machine must not apply any wagers during any game that cannot win a certain progressive award to that progressive award. All progressive awards that can be won by a game must be displayed by the slot machine any time the game is displayed on the slot machine. *Amended 11/30/14*

(c) The current total progressive jackpot must be clearly visible to each player when in the normal playing position. *Effective 11/30/14*

(6) Requirements for progressive controller. Each progressive controller linking one or more progressive slot machine game must be housed in a double-keyed compartment or secured in a manner approved by the Division. The licensee offering the progressive must establish key control procedures that ensure no one person has access to the controller's configuration data. There must be a progressive entry authorization log within each controller and the log must be completed by any person gaining entrance to the controller. This log must be entered on a form provided by the Division. *Amended 11/30/14*

(7) Multiple linkage of progressive slot machine games. If more than one progressive slot machine game is linked to the progressive controller, the progressive controller must automatically reset to the minimum amount after an award and continue normal play. The progressive jackpot meter must display the following information: *Amended 11/30/14*

(a) The identity of the machine that caused the progressive jackpot meter to activate; *Amended 11/30/14*

(b) The winning progressive jackpot amount; and *Amended 11/30/14*

(c) The new normal mode amount that is displayed to the other players on the link. *Amended 11/30/14*

(8) Alternating displays. If this rule prescribes multiple items of information to be displayed on a slot machine, it is sufficient to have the information displayed in an alternating fashion.

(9) Progressive jackpot meter information. A progressive jackpot meter or progressive controller must keep the following information in nonvolatile memory which must be available upon demand: *Amended 11/30/14*

(a) The maximum amount of the progressive payout for each meter displayed;

(b) The minimum amount or reset amount of the progressive payout for each meter displayed; and

(c) The rate of progression for each meter.

(10) If a progressive slot machine game has been offered for play, the progressive jackpot amount for that game cannot be changed to a lower amount until after the progressive jackpot has been won. When a progressive jackpot has been won, the amount must be changed prior to any subsequent play. *Amended 11/30/14*

(11) Limits on jackpot of progressive slot machine games. A licensee may impose a limit on the jackpot of a progressive slot machine game if the limit imposed is greater than the current progressive jackpot displayed on the slot machine game at the time the limit is imposed. The licensee must inform the public with a prominently posted notice of progressive slot machine games with the limits.

(12) Discontinuance of progressive slot machine games.

No licensee may discontinue a progressive slot machine game until all of the advertised progressive amounts or prizes or both have been awarded, or the advertised progressive amount, minus the normal non-progressive award for the combination that would have awarded the progressive amount, is moved to another progressive link within the licensed establishment or this amount is disbursed in another method approved by the Division, such as an additional payout.

(paragraph 47.1-1244 (12)(b) was relocated and renumbered to 47.1-1244 (15)(s), effective 12/15/2014) *Amended 11/30/14*

(13) Cash requirements. Unless the Commission has approved the payment of prizes by annuity and except for the cash requirements for multi-link systems as defined in Section 16, a licensee who offers a progressive slot machine game for play must maintain a minimum cash reserve as prescribed in the Internal Control Minimum Procedures established by the Division to ensure the licensee has cash available to pay all progressive liabilities. Manufacturers who enter into an agreement to place non multi-link progressive awards in casinos must maintain funds in a bank or other financial institution in Colorado, which is chartered by the State of Colorado or any other state or the United States Government, equal to the amount of these awards. *Amended 11/30/14, Amended 3/30/16*

(14) Requirements apply to single machine games found within a single Colorado licensed retail establishment. The requirements of this rule are intended to apply equally to one progressive slot machine game linked to a progressive controller as well as several progressive slot machine games linked to one progressive controller. The Division may grant waivers in order that both single slot machine games and multiple slot machine games linked to a progressive controller may meet the requirements of this rule.(47.1-1244 perm. 5/30/93)(47.1-1244 perm. 9/30/97) *Amended 11/30/14*

(15) Multi-link systems are the collection of hardware, software, and associated equipment used to link and monitor progressive slot machine games across telecommunication lines between two or more Colorado licensed retail establishments. In addition to the above requirements for linked progressive slot machine games, multi-link systems must comply with the following: *Effective 11/30/14*

(a) The method of communication over the multi-link system must consist of either dedicated online communication lines (direct connect) or dial-tone lines which may be subject to certain restrictions imposed by the Division or the Commission. *Amended 11/30/14*

(b) All communication packets between each location and the multi-link central monitoring system must be encrypted, and encryption keys must be alterable upon demand. *Amended 11/30/14*

(c) All multi-link systems must be online with a minimum one-way communication time to or from the linked progressive slot machine games of no more than 15 seconds. *Amended 11/30/14*

(d) All meter reading data must be obtained in real-time in an online, automated fashion. When requested to do so, the system must return meter readings on all devices attached to the system within ten minutes (or within a time frame determined and approved by the Division, where the person operating the multi-link system provides the Division supporting data, indicating that total meter acquisition is taking longer than ten minutes) of the meter acquisition request. This limitation shall not apply to the length of time it takes the central monitoring system to calculate and print reports, but rather only to the time it takes to gather data used for such process. Manual reading of meter values may not be substituted for these requirements. *Amended 11/30/14*

There is no restriction as to the acceptable method of obtaining meter reading values; provided, such methods must consist of either pulses leading from the slot machine computer board or associated wiring, or the use of serial interface to the gaming device's RAM or other non-volatile memory.

(e) The multi-link system must have the ability to monitor entry into the main access door of the machine as well as into the logic area of the machine and report it to the central monitoring system within one polling cycle. *Amended 11/30/14*

(f) The current total progressive jackpot must be clearly visible to each player when in the normal playing position. Because the polling cycle may cause a delay, the jackpot meter need not precisely show the actual monies in the progressive pool at each instance. In addition, nothing shall prohibit the use of odometer or other "paced" updating of progressive displays. In the case of the use of "paced" updating displays, the progressive jackpot meter must display the winning value within 30 seconds of the jackpot being recognized by the central system, if the remote site is communicating to the central monitoring system. *Amended 11/30/14*

If a jackpot is recognized in the middle of a system-wide poll cycle, the overhead display may contain a value less than the aggregated jackpot amount calculated by the central monitoring system. The coin in values from the remaining portion of the poll cycle will be received by the central monitoring system but not the local site, in which case the jackpot amount paid will always be the higher of the two reporting amounts. *Amended 11/30/14*

(g) A retail licensee utilizing a multi-link system must suspend play on the multi-link at its licensed premise if a communication failure in the system cannot be corrected within 24 hours. *Amended 11/30/14*

(h) Jackpot verification procedures must include the following:

When a jackpot is won, the vendor of, or person operating or controlling, the multi-link system must have the opportunity to inspect the machine, media storage device, the error events received by the central monitoring system, and any other data which could reasonably be used to ascertain the validity of the jackpot. *Amended 11/30/14*

The central monitoring system must produce reports that clearly demonstrate the method of arriving at the payoff amount. This must include the coin in contributed at the beginning of the polling cycle immediately following the previous jackpot and include all coin in contributed up to, and including, the polling cycle, which includes the jackpot signal. Coin in contributed to the system after the jackpot occurs in real-time, but during the same polling cycle are deemed to have been contributed to the progressive amount prior to the jackpot. Coin in contributed to the system subsequent to the jackpot message being

received are deemed to have been contributed to the progressive amount of the next jackpot. *Amended 11/30/14*

The jackpot may be paid in installments as long as each machine clearly displays the fact that the jackpot will be paid in installments. In addition, the number of installments and time between installments must be clearly displayed on the face of the machine in a nonmisleading manner.

Two jackpots that occur in the same polling cycle are deemed to have occurred simultaneously; therefore, each "winner" will receive the full amount shown on the progressive jackpot meter. *Amended 11/30/14*

(i) Approval by the Commission of any multi-link system will occur in two phases: 1) initial approval; and 2) on-site testing.

The approval of any multi-link system must include a Phase I system approval whereby the underlying gaming devices and any associated device or system including all hardware and software must be tested and approved by the Division or its authorized agents. *Amended 11/30/14*

Phase II approval must include field inspection at the central monitoring system site and multiple Colorado licensed retail establishments to ensure compliance with these rules. Operation of the system will be authorized only after the Commission is satisfied that the system meets both the Phase I and Phase II testing requirements, as well as any other requirements that the Commission may impose to assure the integrity, security, and legal operation of the multi-link system. *Amended 11/30/14*

(j) Any multi-link system vendor, or person authorized to control or operate a multi-link system, must supply reports to the Division which support and verify the economic activity on the system. *Amended 11/30/14*

Any multi-link system vendor, or person authorized to control or operate a multi-link system, must supply, as requested, reports and information to the Division indicating the amount of, and basis for, the current jackpot amount (the amount currently in play). Such reports may include an "aggregate report" and a "detail report". The "aggregate report" may show only the balancing of the system with regard to system-wide totals. The "detail report" must be in such form as to indicate for each machine, summarized by location, the coin in and coin out totals as such terms are commonly understood in the industry. These reports must be provided to the Division on a monthly basis. *Amended 11/30/14*

In addition, upon the invoicing of any retail licensee participating in a multi-link system, each such licensee must be given a printout for each machine installed in a retail license establishment, showing the coin in contributed by each machine to the jackpot for the period for which an invoice is remitted, and any other information required by the Division or Commission to confirm the validity of the licensee's contributions to the jackpot amount. *Amended 11/30/14*

(k) The central monitoring system site must be equipped with an uninterruptible power supply and the central monitoring system must be capable of online data redundancy should hard disk peripherals fail during operation. *Amended 11/30/14*

(l) The person authorized to control or operate a multi-link system, must hold a valid operator or manufacturer distributor license issued by the Commission and must obtain approval from the Commission as to the methods of funding the progressive prize pool

and calculating and receiving payments from participating retail licensees for operating and managing the multi-link system. *Amended 11/30/14*

(m) In calculating adjusted gross proceeds, a retail licensee may deduct its pro-rata contribution to any progressive jackpots awarded during the month. This amount must be listed on the detailed accounting records provided by the person authorized to control or operate the multi-link system. A retail licensee's contribution is based on the coin in from that retail licensee's machines on the multi-link system, compared to the total amount of coin in on the whole system for the time period(s) between jackpot(s) awarded.

(n) In the event a retail licensee ceases operations and a progressive jackpot is awarded subsequent to the last day of the final month of operation, the retail licensee may not file an amended tax return or make claim for a gaming tax refund based on its contributions to that particular progressive prize pool.

(o) The central monitoring system for the multi-link must be in a secure location approved by the Division. If the licensee operating the central monitoring system proposes to locate the system outside the state of Colorado, the licensee shall reimburse the Division or its agents for reasonable costs to travel to the site (i) to inspect its configuration and operation prior to authorizing its operation, and (ii) to otherwise inspect the system location in connection with investigations concerning failures of the system or its operation or for such other purposes as the Division deems appropriate. The central monitoring system memory device must be approved for use in the State of Colorado. The licensee operating the central monitoring system must also provide sufficient internal controls to address the security of the equipment. (amended perm. 03/30/03)

(p) The person authorized to operate or control a multi-link system must maintain a copy of all lease and contractual agreements with retail licensees and supply a copy to the Division upon request. (amended perm. 03/02/01)

(q) The multi-link system prize fund (the amount of money contributed by the participating retail licensees) must be audited, in accordance with generally accepted auditing standards, on the multi-link system operator's year-end basis, by an independent accountant licensed by the Colorado Board of Accountancy. Two copies of this report must be submitted to the Division within 90 days after the end of the multi-link system operator's business year-end.

(r) Mixed maximum bet progressive link. If all gaming devices connected to a multi-link system do not offer the same maximum bet value, all such gaming devices must equalize the expected value of winning the progressive jackpot by setting the odds of winning the progressive jackpot in proportion to the amount wagered on each device, or by requiring the same wager value on each device to win the progressive jackpot. A variance of no greater than .005% from the median odds for all games on a link will be acceptable. The method of equalizing the expected value of winning the progressive jackpot shall be conspicuously displayed on each device connected to the system. (amended perm. 03/30/03) *Amended 11/30/14*

(s) The vendor operating the multi-link system must submit a written plan for discontinuance and receive approval from the Division prior to discontinuing any multi-link system. The plan must include the projected discontinuance date, detailed accounting of the multi-link system fund including any outstanding expenses and fees due the vendor for operating the system, in accordance with the vendor's written agreement with retail licensees, the distribution of the fund balance, and the final reporting requirements of the system. The final distribution amount is transferred to another multi-link system operated by the vendor or disbursed in a manner approved by the Division. The final distribution amount is the fund balance less the cost of paying the current jackpot less any outstanding

expenses and fees due the vendor for operating the multi-link system. (amended perm. 03/02/01) *Amended 11/30/14*

(16) Cash requirements for multi-link systems: *Effective 11/30/14*

(a) Definitions:

(i) "Discount rate" means the current prime rate as published in the *Wall Street Journal.*

(ii) "Periodic payments" means progressive jackpot awards paid in a series of annual payments.

(iii) "Present value" means the current value of a future payment or series of payments, discounted using the discount rate.

(b) The person authorized to operate a multi-link system must maintain funds in a bank, or other financial institution in Colorado, which is chartered by the State of Colorado or any other state or the United States Government, equal to: *Amended 3/30/16*

(i) The first payment of a progressive jackpot award(s) paid in periodic payments, plus

(ii) The present value of the aggregate remaining balance of the periodic payments owed on all jackpots won by patrons on the multi-link system(s). with commission approval, persons authorized to operate a multi-link system can purchase U.S. Government backed fixed-income instruments (i.e., "treasury strips") or U.S. Agency Securities to fund the jackpots paid over multiple years.

These amounts must be maintained for each multi-link progressive jackpot.

(c) For progressive jackpot awards that are paid in a single payment, the person authorized to operate a multi-link system must maintain funds in a bank, or other financial institution in Colorado, which is chartered by the State of Colorado or any other state or the United States Government, equal to: *Amended 3/30/16*

(i) The current progressive liability as reflected on the progressive jackpot meter(s), plus

(ii) The present value of one additional multi-link progressive jackpot reset amount.

These amounts must be maintained for each multi-link progressive jackpot.

(d) On a quarterly basis, the person authorized to operate a Colorado multi-link system must provide to the division a report detailing the required funds.

47.1-1244.5 Increasing probability and progressive bonus slot machine games.

(Repealed effective 12/15/2014) *Amended 11/30/14*

47.1-1245 Slot machine tournaments.

Slot machine tournaments may be conducted by operator and retail licensees upon licensed premises meeting the security and surveillance requirements of the rules and regulations and of the Internal Control Minimum Procedures. A tournament must conclude no later than the 31st day following the first day of

tournament play. A tournament may be conducted by only one licensee; two or more licensees may not jointly conduct a single tournament. *Eff 03/02/2007*

47.1-1246 Tournament machines required.

All tournament play must be on machines into which has been installed a tournament board, one or more tournament media storage devices, or other tournament electronics which have been inspected and approved in accordance with the regulations, and for which the tournament feature has been enabled. All machines used in a single tournament shall utilize the same electronics and machine settings. During the time slot machines are enabled for tournament play, only tournament credits may be wagered and paid out. Tournament credits have no cash value. *Amended 11/30/14*

47.1-1247 Qualification of players.

At the licensee's discretion, the licensee may establish qualification or selection criteria to limit the eligibility of players. Such criteria, if used, should be reasonably related to limited gaming.

47.1-1248 Entry fee.

The tournament entry fee for each player may not exceed ten thousand dollars for the entire tournament, regardless of the number of qualification or play-off rounds played. The tournament must be structured so that the minimum number of machine plays available to each player, without the accumulation of any winning credits, is equal to not less than the entry fee divided by one hundred. (amend. perm. 03/30/02) *Amended 11/30/14*

47.1-1249 Calculation of adjusted gross proceeds of tournament play.

For purposes of slot machine tournament play only, the adjusted gross proceeds for the tournament shall be the total amount received by the licensee for all entry fees less the total amount paid to the winner(s) as prizes. The value of merchandise awarded as prizes shall be the actual cost of purchase paid by the licensee. Licensees awarding prizes of merchandise shall retain purchase invoices showing the cost of such merchandise. If the value of all prizes exceeds the amount received in tournament entry fees, the licensee may not declare a loss against adjusted gross proceeds.

47.1-1250 Cash receipts and prize awards – accounting.

Cash received for tournament entry fees must be kept separate and apart from all other cash received by the licensee until such time as it is counted. Cash and merchandise paid out to winners as prize money shall be accounted for on forms specified by the Division.

47.1-1251 Rules of play – slot machine tournaments.

The rules for the conduct of each tournament shall be reduced to writing and a copy must be posted and/or available to all tournament players. An information copy of the rules must also be provided to the local office of the Division of Gaming at least five days in advance of the scheduled start of the tournament. *Amended 11/30/14*

47.1-1252 Conduct of tournament.

The following rules shall apply to all slot machine tournament play and must be included in the printed rules for each tournament:

(1) All players shall begin the tournament with an equal amount of points, credits, or playing time.

(2) A player's initial machine assignment shall be drawn randomly by means of either an electronic or manual selection process. If there is to be any re-assignment of machines during subsequent rounds of play, the new machine assignments for remaining players shall also be drawn randomly by means of either an electronic or manual selection process.

(3) For tournament play utilizing credits or points, players are eliminated from the tournament when they lose all of their credits.

(4) Play will continue until either (a) the end of the final round as is defined in the tournament rules, or (b) until only one player has not been eliminated. The winner(s) shall be decided by the total accumulation of points for the duration of the tournament. *Amended 11/30/14*

(5) Each player shall be permitted to play only one machine and the player shall make all decisions without advice from any other person. Any communication, during play, between a player and a spectator is prohibited. No player may play other than the player's own machine.

47.1-1253 House rules for tournament play.

House rules for the tournament, which must also be included in the printed rules, shall include at a minimum:

(1) The amount of the entry fee and either (a) the starting number of machine credits, or (b) the period of time allowed for play;

(2) How the final round of play is to be determined and the tournament concluded;

(3) How many prizes are to be awarded, and the exact description of each prize; and

(4) Any additional house rules governing play of the tournament. (47.1-1245 through 47.1-1253 perm. 10/30/93)

47.1-1254 Progressive table games defined.

(1) A progressive table game is a table which is equipped with a progressive game controller which increases the progressive jackpot liability as wagers are made by patrons to specifically win the progressive jackpot liability.

(2) A progressive jackpot may be transferred to another progressive table game within a Colorado licensed retail establishment or a different licensed retail establishment in the event of the progressive table game malfunction or replacement or for some other good reason as approved by the Director or the Director's designee. When the maximum jackpot limit is reached, it must be permitted to remain until it is won by a player or transferred to another progressive table game. *Amended 11/30/14*

(3) Records must be maintained that record the amount shown on a progressive jackpot meter. Supporting documents must be maintained to explain any reduction in the pay off amount from a previous entry. The records and documents must be retained for a period established by the Division. (47.1-1254(3) amended perm. 10/30/99) *Amended 11/30/14*

(3.5) The progressive table game must be linked to a display showing the payoff which is visible to all players who are playing at the table which may potentially win the progressive amount. This display is the progressive meter. *Amended 11/30/14*

(4) Each table on the link must have the same probability of hitting the combination that will award the progressive jackpot, and all tables on any link must be located on the licensed premises of one or more retail establishments.

(5) During the normal mode of progressive table games, the progressive controller must continuously monitor each table on the link for inserted coins, or coins, chips or tokens placed on the table sensors, and must multiply the accepted coins, chips or tokens by the rate progression in order to determine the correct amounts to apply to the progressive jackpot. The progressive display must be constantly updated as play on the link is continued. *Amended 11/30/14*

(6) Each progressive controller linking one or more progressive tables must be housed in a dual keyed compartment or secured in a manner approved by the Division. The licensee offering the progressive must establish key control procedures that ensure no one person may have access to a controller's configuration data. There must be a progressive entry authorization log within each controller and the log must be completed by any person gaining entrance to the controller. The log must be entered on a form provided by the Division. If the progressive controller is integrated with a personal computer software system, logical access over the personal computer software components must be designed to prevent unauthorized access to the software. *Amended 11/30/14*

(7) If a progressive jackpot is recorded on a progressive table which is linked to the progressive controller and more than one table is linked to the controller, the progressive controller must identify the table that caused the progressive meter to activate and it must display the winning progressive amount.

(8) If more than one progressive table game is linked to the progressive controller, the progressive controller must be reset to the minimum amount before normal play continues. The progressive meter shall display the following information:

(a) The identity of the table that caused the progressive meter to be activated;

(b) The winning progressive amount; and

(c) The new normal mode amount that is used by the other players on the link.

(9) If this rule prescribes multiple items of information to be displayed on a progressive meter sign, it is sufficient to have the information displayed in an alternating fashion.

(10) A progressive meter or progressive controller must keep the following information in nonvolatile memory which shall be displayed upon demand:

(a) The number of progressive jackpots won on each progressive meter if the progressive display has more than one winning amount;

(b) The cumulative amounts paid on each progressive meter if the progressive display has more than one winning amount;

(c) The maximum amount of the progressive payout for each meter displayed;

(d) The minimum amount or reset amount of the progressive payout for each meter displayed; and

(e) The rate of progression for each meter.

(11) In addition to the metering requirements in 47.1-1255, each progressive table game must have a separate software meter that counts the number of times each progressive meter is activated.

(12) Each progressive table's controller must have a separate key and key switch to reset the progressive meter or meters or another reset mechanism that has the approval of the Director or the Director's designee. *Amended 11/30/14*

(13) A licensee may impose a limit on the jackpot of a progressive table game if the limit imposed is greater than the possible maximum jackpot payout on the progressive table game at the time the limit is imposed. The licensee must inform the public with a prominently posted notice of progressive table games with the limits.

(14) If a licensee wishes to discontinue offering a progressive table game jackpot, the licensee may petition the Director or the Director's designee for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director or the Director's designee for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award. *Amended 11/30/14*

(15) Unless the Commission has approved the payment of prizes by annuity, a licensee who has a progressive table(s) game must maintain a minimum cash reserve as prescribed in the Internal Control Minimum Procedures established by the Division to ensure the licensee has cash available to pay the total of all progressive table game jackpots that may be won at the location. *Amended 11/30/14*

(16) The requirements of this rule are intended to apply equally to one progressive table game linked to a progressive controller as well as several progressive table games linked to one progressive controller. The Director or the Director’s designee may grant waivers in order that both single progressive table games and multiple progressive table games linked to a progressive controller may meet the requirements of this rule. (47.1-1254 added, perm. 11/30/96) *Amended 11/30/14*

47.1-1255 Progressive table game meter requirements.

Progressive table games must be equipped with an electro-mechanical meter that records all coins-in transactions at the table. The meter must have at least six digits. A progressive table games meter must be maintained at all times. In the event an electro-mechanical meter malfunctions, meter readings must be recorded before and after the electro-mechanical meter is replaced. Electro-mechanical meters must have an accuracy rate of 99 percent or better. (47.1-1255 added, perm. 11/30/96)

47.1-1256 Slot machine awards.

A person lawfully playing a slot machine is the only person who can receive the award from a slot machine. A licensee must not give the award to another person to claim. If more than one person is playing a slot machine, including two persons playing a machine together, the award must be given to the person who made a valid wager on the game and completed a valid game play that resulted in the award. An award abandoned in the tray or on the credit meter of a slot machine becomes null and void and the property of the casino unless the person who lawfully won the award makes a claim for the award. (47.1-1256 perm. 9/30/97; *amended perm. 4/30/11*) *Amended 11/30/14*

47.1-1257 Definition of component parts.

(1) A component part of a slot machine is a part (including equipment, system, or device) which performs an essential function in the operation of the slot machine. Essential function includes, but is not limited to, the acceptance of wagers; the payout of awards; the determination of the outcome of the game; the capture, transmission, or storage of electronic game information; and

security. Some examples of component parts are: hoppers, coin acceptors, microprocessors and related circuitry, programmed media storage devices, note acceptors, ticket printers, and any other parts the Division determines are component parts. *Eff 04/30/2007, Amended 11/30/14*

(1.5) Associated equipment is a device, piece of equipment or system used remotely or directly in connection with gaming or any game. This term includes a device, piece of equipment, or system used to monitor, collect, or report gaming transactions data or to calculate adjusted gross proceeds and gaming taxes. Some examples of associated equipment include progressive systems, slot monitoring systems, gaming systems, and any other parts the Division determines are associated equipment. *Effective 11/30/14, (47.1-1257 (1.5) amended temp 5/26/16, amended perm 8/14/16)*

(2) A component part does not include those parts which, if removed, do not impair the essential function of a slot machine, such as light bulbs, lamps, buttons, switches, speakers, wires, cabinets, decorative glass, batteries, fuses, screws, bolts, nuts, brackets, hinges, locks, springs, handles, paytable glass, video display units, stepper motors, reel strips, and power supplies. *Eff 04/30/2007*

(3) All slot machine component parts and associated equipment must be kept secured. *Eff 04/30/2007, Amended 11/30/14*

47.1-1258 Manufacturers and distributors of component parts.

(1) Manufacturers and distributors of the component parts of a slot machine must obtain a Colorado manufacturer/distributor license, as required by the Limited Gaming Act of 1991, before selling or distributing slot machine components in Colorado. This rule does not require a manufacturer or distributor who supplies component parts to a licensed manufacturer or distributor of slot machines to obtain a license, provided those parts are installed by a licensed manufacturer or distributor. All component parts used in slot machines in Colorado must be approved by the Division. (47.1-1258 perm. 9/30/97)

(2) Suppliers of associated equipment must obtain a Colorado associated equipment supplier license as required by the Limited Gaming Act of 1991. *Effective 11/30/14*

47.1-1259 Incidental repairs.

A licensed operator or retailer may perform incidental repairs on its slot machines. All persons actually performing internal service or repairs on slot machines must display a Colorado gaming license. The licensed operator is responsible for ensuring that all service and repairs on its slot machines, including the installation or repairs of component parts and associated equipment such as bill acceptors, ticket printers, gaming systems, or other parts which would significantly alter the current or subsequent operation of the slot machine, are done correctly and are in compliance with Division requirements. (47.1-1259 perm: 9/30/97) *Amended 11/30/14*

47.1-1260 Cheating and compliance.

The Division can take immediate and appropriate action against all slot machines, including component parts and associated equipment, that are found to be susceptible to any cheating methods and/or are out of compliance with Rule 12. The Division can require the manufacturer and the operator of the slot machines to take whatever actions are necessary to ensure that the slot machines are not susceptible to any cheating method and are in compliance with Rule 12. (47.1-1260 perm. 9/30/97) *Amended 11/30/14*

47.1-1261 Specifications for slot coupons.

A slot coupon is an encoded coupon that is only issued by a licensee's gaming system to be redeemed at a slot machine, cage validation unit or kiosk. Slot coupons must:

(1) Be the same dimensions as U.S. currency;

(2) Have an expiration date;

(3) Contain the printed name of the casino;

(4) Be clearly labeled as a slot coupon;

(5) Have a validation number, which must be printed on the leading edge of the ticket; *Amended 1/14/2012*

(6) Have a secondary validation number, identical to the primary validation number, which must be printed on the body of the ticket;

(7) Contain a coupon bar code generated with a unique algorithm;

(8) Contain a description of any restrictions on the redemption of the coupon;

(9) Be generated by a gaming system approved by the Division; *Amended 11/30/14*

(10) Contain the dollar value of the coupon printed both numerically and in text;

(11) Contain a sequence number for all slot coupons printed for each specific promotion or event; and

(12) Be redeemable by being played or cashed out. *Amended 1/14/2012*

47.1-1262 Use of slot coupons.

(1) Slot coupons can be accepted by slot machines, redeemed at the cage validation unit or redeemed at a kiosk as part of a gaming system. *Amended 11/30/14*

(2) The slot machines must have note acceptors in order to accept slot coupons. The note acceptors accepting slot coupons must communicate with the slot machines' microprocessors. The gaming system must validate all slot coupons before redeeming and stacking the slot coupons. Only after redeeming the slot coupons can credits be issued to the slot machine, through the gaming system. The gaming system must maintain a record of each slot coupon accepted, validated and redeemed by the system. Once a slot coupon is accepted, validated and redeemed, that coupon shall not be redeemed again. *Amended 11/30/14*

(3) The status of a slot coupon shall not be changed to unpaid or unredeemed once it has been redeemed, voided or expired. If communication is broken between the gaming system and the slot machine, cage validation unit or kiosk, the slot machine, validation unit or kiosk must reject all slot coupons until communication is restored. *Amended 11/30/14*

(4) Slot coupons redeemed at a slot machine are included as drop in the calculation of adjusted gross proceeds (AGP); however, slot coupons are not a deduction from AGP.

(5) All credits vended to the slot machine from redeemed slot coupons must be capable of either being played or cashed out. Patrons must not be required to play credits.

47.1-1263 Definitions for cashless gaming systems.

Repealed effective March 5, 2007. *Eff 03/05/2007*

47.1-1264 Cashless system standards.

Repealed effective March 5, 2007. *Eff 03/05/2007*

47-1-1265 Electronic transfer of funds.

Repealed effective March 5, 2007. *Eff 03/05/2007*

47.1-1266 Electronic transfers of promotional funds.

Repealed effective March 5, 2007. *Eff 03/05/2007*

47.1-1267 Cashless system bonuses.

Repealed effective March 5, 2007. *Eff 03/05/2007*

47.1-1268 Validity of tickets and slot coupons.

(1) Casinos may offer ticketing systems whereby TITO-enabled slot machines accept tickets and slot coupons and issue tickets in exchange for cash, tokens, credits, or tickets using TITO systems.

(2) A gaming system shall not use, permit the use of, accept, or redeem tickets or slot coupons issued by another licensee. *Amended 11/30/14*

(3) If a slot machine, validation unit in the cage, or kiosk cannot validate the ticket or slot coupon, it must reject the ticket or slot coupon.

(4) The gaming system's validations unit(s) must have the ability to identify invalid tickets and slot coupons and notify the cashier: *Amended 11/30/14*

(a) The validation number cannot be found;

(b) The ticket or slot coupon has already been redeemed; or

(c) The amount on file for the ticket or slot coupon.

47.1-1269 General ticketing standards.

(1) TITO-enabled slot machines must be capable of issuing and accepting only the casino's tickets. The Division must approve the design of all tickets. *Eff 03/02/2007*

(2) All tickets must have the following minimum characteristics: *Eff 03/02/2007*

(a) A primary validation number, which must be printed on the leading edge of the ticket; *Eff 03/02/2007*

(b) A secondary validation number, identical to the primary validation number, which must be printed on the body of the ticket; *Eff 03/02/2007*

(c) At least one unique identifier, such as a barcode; *Eff 03/02/2007*

(d) Casino name; *Eff 03/02/2007*

(e) Slot machine house number; *Eff 03/02/2007*

(f) Date and time the ticket was generated; *Eff 03/02/2007*

(g) Dollar value of the ticket, printed both numerically and in text; *Eff 03/02/2007*

(h) A statement that the ticket will expire 120 days after issuance; *Eff 03/02/2007*

(i) Sequence number of the ticket printed by the slot machine; and *Eff 03/02/2007*

(j) Be the same size or dimensions as United States currency. *Eff 03/02/2007*

(3) The status of a ticket shall not be changed to unpaid or unredeemed once it has been redeemed, voided or expired. *Effective 11/30/14*

47.1-1270 Validation.

TITO systems must provide for online, real-time validation of online tickets. Prior to issuing or authorizing issuance of consideration (whether cash, tokens, credits, or another ticket) in exchange for a ticket, the TITO system must validate the ticket from the ticketing validation component. Casinos shall have at least one ticketing validation component which may be located in a cashier cage. *Amended 11/30/14*

47.1-1271 Use of tickets under circumstances of conflicting wagering denominations.

If a ticket or slot coupon has a value that is not evenly divisible by the wagering denomination, when inserted into a TITO-enabled slot machine, the machine shall either

(1) Return the ticket or slot coupon to the patron;

(2) Accept the ticket or slot coupon and allow for insertion of additional wagering consideration if the ticket value is less than the wagering denomination; or

(3) Accept the ticket or slot coupon and either display the indivisible portion of the ticket or slot coupon on a credit meter or issue another ticket for that indivisible portion.

47.1-1272 Types of tickets.

(1) A TITO-enabled slot machine must be capable of generating online tickets, and may be capable of generating offline or delayed tickets. *Amended 7/1/13, Amended 2/14/14*

(2) Online tickets: If a TITO-enabled slot machine is properly communicating with the ticketing system, the machine will be able to generate an online ticket. When a patron requests the issuance of a ticket in this situation, the machine will generate a ticket that utilizes the validation information generated by the ticketing system or the machine, and communicate to the ticketing system that it has successfully completed the transaction. *Amended 11/30/14*

(3) Offline tickets: If a TITO-enabled slot machine is offline, system components allow for the authentication of tickets produced by the host system during down time, verification that the redeeming system was also the issuing system, and validation of the ticket in the system. *Eff 7/1/13, Amended 11/30/14*

(4) Delayed Tickets: If a TITO-enabled slot machine loses communication with a ticketing system before validation information is successfully communicated to the ticketing system for the last ticket out transaction, all subsequent cashout attempts must result in the gaming machine issuing payment to the player via another available means such as, but not limited to, a hopper pay or a handpay. The gaming machine must be capable of storing delayed ticket data until such time that it has been successfully communicated to the ticketing system. However, the ticketing system may

continue to issue tickets provided printed information on the ticket includes an authentication code derived by a hash or other secure encryption method, verifies the redeeming system was also the issuing system, and validates the amount of the voucher. *Amended 7/1/13, Amended 11/30/14*

(a) Ticketing systems may include a function whereby, prior to the restoration of communications, delayed ticket information may be manually input into the ticketing system at a cashier station or other secure location. *Amended 11/30/14*

(b) When communications are restored, delayed ticket information provided by the machine to the ticketing system must be reconciled to the delayed tickets that were manually honored. *Amended 7/1/13, Amended 11/30/14*

(5) Tickets expire 120 days after issuance which is explicitly stated on each ticket. Upon expiration, the ticket is no longer valid for gaming purposes. Ticketing systems must recognize expired tickets as invalid and unredeemable. *Amended 7/1/13, Amended 11/30/14*

47.1-1273 Ticket printers.

Ticket printers must be mounted inside a secure area of the TITO-enabled slot machine, and must be designed to detect paper jams, paper out, and print failure.

47.1-1274 Ticket reports outlined in the Internal Control Minimum Procedures.

The reporting requirements for ticketing transactions are defined in the Internal Control Minimum Procedures established by the Division. *Eff 03/02/2007*

47.1-1275 Ticket redemption kiosks.

(1) Ticket redemption kiosks must perform to the same security standards as TITO-enabled slot machines, and must include logs as required throughout this rule. *Eff 04/30/2007*

(2) Kiosks must include a means to protect against transaction failure and data loss due to AC power loss. *Eff 04/30/2007*

(3) All kiosks must detect and display the following conditions. These conditions may be automatically cleared by the kiosk when the condition no longer exists and upon completion of a new transaction: *Eff 04/30/2007*

(a) Power reset; *Eff 04/30/2007*

(b) Door open; *Eff 04/30/2007*

(c) Door closed; *Eff 04/30/2007*

(d) System communication loss. Non-system transactions may continue while system communication is down; and *Eff 04/30/2007*

(e) Printer paper low. As kiosks do not issue tickets, printer paper low is specific to the printing of receipts. *Eff 04/30/2007*

(4) All kiosks must detect and display the following error conditions that prohibit new transactions and may only be cleared by an attendant: *Eff 04/30/2007*

(a) Failed to make payment; *Eff 04/30/2007*

(b) Bill validator failure; and *Eff 04/30/2007*

(c) Printer failure (out of paper, jam, etc.). As kiosks do not issue tickets, printer failure is specific to the printing of receipts. *Eff 04/30/2007*

(5) Each kiosk connected to a gaming system must be uniquely identified by that gaming system. This includes kiosks that are connected to the gaming system through a gateway or kiosk server. *Eff 04/30/2007, Amended 11/30/14*

(6) Each kiosk must be capable of synchronizing its real-time clock to that of the gaming system. *Eff 04/30/2007, Amended 11/30/14*

(7) All kiosks must be equipped with electronic digital storage meters of at least ten digits that can be displayed upon demand. The meters accumulate values in dollars and cents from drop to drop. When applicable, the following meters are required (e.g., if the device accepts coin, then Physical Coin In would be required): *Eff 04/30/2007*

(a) Physical Coin In. The kiosk must have a meter specifically labeled “Physical Coin In” that accumulates the value of all coins accepted by the kiosk; *Eff 04/30/2007*

(b) Physical Coin Out. The kiosk must have a meter specifically labeled “Physical Coin Out” that accumulates the value of all coins paid by the kiosk; *Eff 04/30/2007*

(c) Voucher In. The kiosk must have a meter specifically labeled “Voucher In” that accumulates the total value of all slot machine issued tickets accepted by the kiosk. Voucher In and Ticket In are interchangeable; *Eff 04/30/2007 , Amended 11/30/14*

(d) Bill In. The kiosk must have a meter specifically labeled “Bill In” that accumulates the total value of currency accepted. Additionally, the machine must have a specific meter for each denomination of currency accepted that records the number of bills accepted by the kiosk; *Eff 04/30/2007*

(e) Bill Out. The kiosk must have a meter specifically labeled “Bill Out” that accumulates the total value of currency dispensed. Additionally, the machine must have a specific meter for each denomination of currency dispensed that records the number of bills dispensed by the kiosk; and *Eff 04/30/2007*

(f) Such other meters required by the Division. *Eff 04/30/2007*

(g) For kiosks that are unable to display the specific meter labels required, a legend must be used to indicate what information a specific meter accumulates. Such legend must be located within the kiosk. *Effective 11/30/14*

(8) All kiosks must have the capacity to display a complete transaction history for the most recent transaction and the previous thirty-four transactions prior to the most recent transaction for voucher redemption transactions. History must include disposition of transaction, date and time of transaction, and amount of transaction. *Eff 04/30/2007*

(9) Kiosks or kiosk servers must be capable of producing the following reports upon demand: *Eff 04/30/2007*

(a) Voucher Transaction Report. The report must include the disposition (paid, partial pay, unpaid, etc.) of tickets accepted by the kiosk, the validation number, the date and time of redemption, and the amount. This information must be available by reconciliation period (i.e., by day, shift or drop cycle); and *Eff 04/30/2007*

(b) Reconciliation Report. The report must include the current cash balance of the kiosk, the current ticket balance in total by dollar amount and by ticket count of the kiosk, and the reconciliation period date and time. *Eff 04/30/2007*

(10) A kiosk shall not allow for greater than $3,000 in consecutive cash for cash transactions. *Eff 04/30/2007*

(11) A kiosk must resist forced illegal entry and must retain evidence of any entry until properly cleared. A kiosk must have a protective cover over the circuit boards that contain programs and circuitry used in the system communication and control of the kiosk, including any electronically alterable program storage media. The cover must be designed to permit installation of a security locking mechanism by the manufacturer or end user of the kiosk. *Eff 04/30/2007*

(12) Each kiosk interfaced with a gaming system shall employ a secure communication method as approved by the Division. *Eff 04/30/2007, Amended 11/30/14*

(13) A kiosk that has the ability to issue funds from an automated teller machine (ATM) network in accordance with Regulation 47.1-1276 shall ensure that the ATM network does not interface with the gaming system and is capable of generating reports separately identifying and summarizing ATM transactions from ticket redemption transactions and, if applicable, slot coupon redemption and bill breaking transactions. *Eff 04/30/2007, Amended 11/30/14*

47.1-1276 Restriction on ATM or credit card functionality.

Except for a stand-alone ticket redemption kiosk, no device or equipment that has the capability to dispense cash or any other item of value through the functionality of an automated teller machine (ATM) shall be physically attached to, or placed in the same cabinet or other housing unit with any gaming device or equipment. *Eff 04/30/2007, Amended 7/1/13, Amended 11/30/14*

47.1-1277 Ticket and slot coupon irregularity notification.

The Division must be immediately notified of any incident of a ticket or slot coupon being presented for redemption which the validation system indicates has already been redeemed, or evidence that a ticket or slot coupon has been counterfeited, tampered with, or altered in any way which would affect the integrity, fairness, reliability or suitability of the ticket or slot coupon. This would include the system issuance of an invalid ticket or slot coupon.

47.1-1278 Secure database.

(47.1-1278 repealed and readopted as 47.1-1202 (6)) *Effective 11/30/14*

47.1-1279 Wireless applications and the supporting wireless local area network. *Amended 3/30/16*

(1) Wireless handheld validation units may be used with a supporting wireless local area network (WLAN) for activities that impact gaming transactions provided the following security precautions are observed: *Amended 3/30/16*

(a) The wireless local area network must comply with industry standards, defined in the Internal Control Minimum Procedures;

(b) An authentication process must comply with industry standards, defined in the Internal Control Minimum Procedures, to maintain network security;

(c) Licensees will provide an encryption/decryption process which complies with industry standards, defined in the Internal Control Minimum Procedures, to maintain network security;

(d) Each unit and user must be authenticated to the gaming system before transactions can proceed. Users must be authorized and registered in the gaming system to perform transactions; *Amended 11/30/14*

(e) All wireless access points and units must be controlled to prevent unauthorized physical and virtual access;

(f) Each wireless access point must communicate through a firewall. The firewall must reside between the WLAN and the Local Area Network (LAN);

(g) An Intrusion Detection System (IDS) and an Intrusion Protection System (IPS) must be used to identify and prevent attacks from unauthorized users and devices. The IDS/IPS must have a system produced audit trail, and must be provided to the Division upon request;

(h) Each wireless access point and device must be configured so that the settings are different from the default values and must not identify the casino, Service Set Identifier (SSID) or domain name;

(i) The licensee must perform periodic review and testing of the unit and the supporting WLAN as defined in the Internal Control Minimum Procedures;

(j) The licensee will be held responsible for proper use of the unit and the supporting WLAN as defined in the Internal Control Minimum Procedures; and

(k) Wireless handheld transactions cannot occur outside the licensed premises.

(2) Other wireless applications that do not impact gaming transactions, must be reviewed and approved by the division. *Effective 3/30/16*

47.1-1280 Dice – physical characteristics.

Dice shall:

(1) Be formed in the shape of a perfect cube and of a size no smaller than 0.750 of an inch on each side nor any larger than 0.775 of an inch on each side;

(2) Be transparent and made exclusively of cellulose except for the spots, name or trade name of the casino licensee and serial number or letters contained thereon;

(3) Have the surface of each of its sides perfectly flat and the spots contained in each side perfectly flush with the area surrounding them;

(4) Have all edges and corners perfectly square and forming perfect 90 degree angles;

(5) Have the texture and finish of each side exactly identical to the texture and finish of all other sides;

(6) Have its weight equally distributed throughout the cube and no side of the cube heavier or lighter than any other side of the cube;

(7) Have its six sides bearing white circular spots from one to six respectively with the diameter of each spot equal to the diameter of every other spot on the die;

(8) Have spots arranged so that the side containing one spot is directly opposite the side containing six spots, the side containing two spots is directly opposite the side containing five spots and the side containing three spots is directly opposite the side containing four spots; each spot shall be placed on the die by drilling into the surface of the cube and filling the drilled out portion with a compound which is equal in weight to the weight of the cellulose drilled out and which forms a permanent bond with the cellulose cube, and shall extend into the cube exactly the same distance as every other spot extends into the cube to an accuracy tolerance of .0004 of an inch; and

(9) Have imprinted or impressed thereon the name or trade name of the casino licensee in which the die is being used, and a unique serialized number.

47.1-1281 Dice – receipt, storage, inspections, and removal from use.

(1) When dice are received for use in a licensed premises, they must be inventoried and the boxes shall be placed for storage in a primary or secondary storage area located in a secure location approved by the Division. Dice maintained in secondary storage areas shall be transferred to the primary storage area before being distributed to the pits or tables. *Amended 11/30/14*

(2) All primary and secondary storage areas shall have two separate locks. The licensee's security department shall maintain one key and the table games department shall maintain the other key.

(3) As necessary, the licensee shall remove the appropriate number of dice from the primary storage area.

(4) Once removed from the primary storage area, the licensee shall take the dice to the pit and shall secure them in a single locked drawer designated for gaming instruments (i.e., cards, dice, roulette balls, and gaming forms) or distribute them to a boxperson or other pit supervisor.

(a) Prior to use in a game, the manager on duty or pit supervisor shall inspect the dice with a micrometer, balancing caliper, a steel set square and a magnet or any other instrument approved by the Division. A balancing caliper, a steel set square and a magnet, shall be kept in a compartment at each craps table or pit stand and shall be at all times readily available for use by the Division upon request.

(b) Following this inspection, the dice shall be placed in a cup on the table for use in gaming. At all times while the dice are at the table, they shall never be left unattended.

(c) If dice are stored in the pit, they shall be kept in a single locked drawer designated for gaming instruments (i.e., cards, dice, roulette balls, and gaming forms). Access to the locked storage area is limited to the pit supervisor. The pit supervisor shall maintain a current log that reflects the current number and color of dice in the locked storage area. Any discrepancy shall be immediately reported to the Division. *Amended 11/30/14*

(5) The licensee shall remove any dice from use any time there is any indication of tampering, flaws or other defects that might affect the integrity or fairness of the game, or at the request of the Division.

(6) At the end of the gaming day or at such other times as may be necessary, a pit supervisor shall visually inspect each die for evidence of tampering. Any evidence of tampering or suspected tampering must be immediately reported to the Division.

(7) Any die showing evidence of tampering shall be placed in a sealed envelope or container, identified by table number, date, and time, and the envelope must be signed or initialed by the boxperson and pit supervisor.

(8) All extra dice in reserve that are to be destroyed or cancelled shall be placed in a sealed envelope or container, with a label attached to each envelope or container which identifies the date and time and is signed by the pit supervisor.

(9) At least once each gaming day, or at such other times as may be necessary, a licensed security officer shall collect and sign all envelopes or containers of used dice and any dice in reserve that are to be destroyed or cancelled and shall transport them to a designated location approved by the Division for cancellation or destruction. No dice that have been placed in a cup for use in gaming shall remain on a table for more than 24 hours.

47.1-1282 Cancellation and destruction of dice.

All dice removed from a game, except those retained for Division inspection, shall be immediately cancelled to prevent reintroduction of the dice to the game. Cancellation shall occur by use of a cancellation tool, scribe or any other tool to produce a cancellation mark that is permanent and clearly visible on each die. Licensees shall have the option to destroy the cancelled dice by drilling a circular hole of at least three-sixteenths of one inch (3/16") in diameter through the center of each die or by any other method approved by the Director or the Director's designee.

47.1-1283 Electronic promotional credit system definition. *Eff 1/14/2012*

"Electronic promotional credit system" (EPCS) means a system of components, hardware, software and communication technology that securely transmits credits to and from a slot machine in the form of electronic promotional credits. There are two types of promotional credits in the EPCS: *Amended 11/30/14*

(1) Cashable electronic promotional credits are the total value of cashable credits electronically transferred to a slot machine by means of an external connection between the slot machine and the EPCS. These credits must be redeemable for cash by the patron.

(2) Non-cashable electronic promotional credits are the total value of non-cashable credits electronically transferred to or from the slot machine by means of an external connection between the slot machine and the EPCS. These credits are not redeemable for cash.

47.1-1284 Electronic promotional credit system control program requirements. *Eff 1/14/2012, Amended 11/30/14*

Slot machines linked to an EPCS must have the ability to recall the last 25 transactions received from and the last 25 transactions transmitted to the EPCS. The transaction logs must include the transaction value, and time and date. Alternatively, there can be a single 100-event log; the single event log must have the type of transaction (upload/download) including restrictions (cashable/non-cashable), transaction value, time and date.

47.1-1285 Electronic promotional credit system standards. *Eff 1/14/2012*

(1) Communication between slot machines, other devices and EPCS must be secured in a manner approved by the Division. EPCS access controls (individual login and password) must be used to secure all functions. All system users must be granted requisite permission to a function(s) on any EPCS ensuring access controls provide adequate segregation of duties.

(2) The communication process used between gaming devices and the EPCS must be robust and stable enough to secure all transactions such that all events can be identified and logged for subsequent audit and reconciliation.

(3) In addition to all other requirements of this section, the licensee must comply with the following standards:

(a) All winning wagers, including a winning wager made with non-cashable electronic promotional credits, shall be paid with cashable credits;

(b) The cashable and non-cashable status of promotional credits must be maintained. Cashable promotional credits must never be converted to non-cashable promotional credits;

(c) All cashable electronic promotional credits must be paid from the slot machine. Cashable electronic promotional credits cannot be uploaded back to the EPCS;

(d) The EPCS must prompt the patron to enter a unique identifier known as a Personal Identification Number (PIN) prior to downloading electronic promotional credits;

(e) Patrons must access their promotional credits utilizing their magnetic strip card and PIN;

(f) Any disclaimers and rules for the promotional credits must be clearly identified or displayed to the patron;

(g) If any communication errors are present, there must be a message to notify the patron;

(h) The EPCS must prohibit direct wagering at a slot machine through the use of a credit card or debit card;

(i) The EPCS must employ network clock synchronization technology; and

(j) The EPCS must maintain records of each download/upload and adjustment of electronic promotional credits.

47.1-1286 Establishing electronic promotion meters. *Eff 1/14/2012*

To allow the direct electronic transfer of promotional credits to a slot machine, transfers must be recorded using the electronic promotion metering methodology as defined in 47.1-1223.

47.1-1287 Personal identification number (PIN). *Eff 1/14/2012*

EPCS allows patrons to download electronic promotional credits to a slot machine from the EPCS through the use of a unique magnetic strip card at the slot machine. The licensee issues a patron a unique magnetic strip card. The patron establishes his/her PIN.

For security and verification purposes, when establishing a pin, the EPCS must allow the patron to independently and confidentially enter a secure PIN a minimum of two times; the numbers must successfully match each time entered.

EPCS approved for use at the licensee's facility must allow:

(1) No more than three (3) consecutive failed PIN entry attempts prior to disabling access to electronic promotional credits;

(2) The entering of a PIN that is encrypted and masked from any view; and

(3) All patrons to have the ability to change or authorize the change of their PIN which would include resetting the PIN.

47.1-1288 Patron online access. *Eff 1/14/2012*

If online access is provided for patrons, it must be segregated from direct access to the EPCS or gaming system and/or logical restrictions must exist to facilitate secure access. *Amended 11/30/14*

47.1-1289 Communication. *Eff 1/14/2012*

The following types of messages must be displayed to patrons on either the slot machine or a system display attached to the slot machine, to indicate the reason(s) for transaction failure or unintended results:

(1) Invalid PIN – can prompt for re-entry, but must not allow access until the correct PIN is provided. The EPCS must allow no more than three (3) consecutive failed access attempts before the system disables access to the electronic promotional credits;

(2) Communication Failure – must result if the EPCS or any interfaced slot machine loses communication with each other;

(3) Card Unknown/Locked – must display a message indicating the EPCS is unavailable;

(4) Time-out must display a message if after a specified timeframe from the time the patron has successfully input his/her PIN, he/she does not download any electronic promotional credits. In lieu of a message, the display may revert to a previous menu requiring the patron to re-input his/her PIN prior to being able to download electronic promotional credits; and

(5) Slot machines interfaced to an EPCS must, at the slot machine level, display a relevant informational message whenever any patron-initiated transaction occurs. During the transaction, the slot machine must possess bi-directional communication and must “lock” until the transaction is completed and the transfer is confirmed.

47.1-1290 Promotional play without an established membership. *Eff 1/14/2012*

An EPCS may be used by licensees to issue promotional credits to patrons who may not have an established membership ID on the EPCS. In this case, a unique PIN is not required.

47.1-1291 Control system operations. *Eff 1/14/2012*

At a minimum, the licensee must ensure the EPCS performs the following functions:

(1) Validate the identity of the device(s) from which a transmission is received;

(2) Monitor data for complete and accurate transmission;

(3) Detect the presence of corrupt or lost data packets; and

(4) As necessary, reject the transmission.

47.1-1292 Transfer of electronic promotional credits. *Eff 1/14/2012*

All non-cashable credits must be wagered before any cashable credits are committed. If non-cashable and cashable credits are co-mingled on the credit meter of the slot machine, the slot machine must wager the credits from the non-cashable credit balance first.

All cashable credits on a slot machine must be played or paid out at the slot machine.