

CHAPTER 5

TECHNICAL STANDARDS FOR SLOT GAMES

SECTION 1 TESTING AND APPROVAL OF SLOT GAMES; APPLICATION FOR APPROVAL OF PROTOTYPE SLOT GAMES

- A. No slot game may be purchased, leased or otherwise acquired by the Tribe or the Tribe's agent(s) pursuant to a management contract unless:
1. The slot game is purchased, leased or acquired from a manufacturer or distributor licensed to sell, lease or distribute slot games by the Gaming Commission pursuant to Chapter 2 of these Regulations; and
 2. Prior to acquisition, lease, or purchase, the slot game, or a prototype thereof, has been tested, approved or certified as meeting the requirements and standards of this Chapter. Such testing, approval, or certification must be done by an independent gaming testing laboratory that is licensed by the Commission as competent and qualified to conduct scientific tests and evaluations of slot games and related equipment. In its discretion, the Commission may designate a gaming test laboratory operated by or under contract with the State of Mississippi as an approved laboratory without requiring the laboratory to be licensed by the Commission.
- B. After the slot game has been acquired, leased, or purchased by the Tribe, or its agent(s) pursuant to a management contract, but before it is placed into play, the slot game shall be field tested by an independent gaming test laboratory and/or properly trained and certified Commission personnel.

SECTION 2 TESTING OF SLOT GAMES; REPORT OF TEST RESULTS

- A. If required by the gaming test laboratory, the Tribe shall transport, or require the manufacturer to transport, not more than two (2) working models of the slot game and related equipment to a location designated by the laboratory for testing, examination and analysis. The Tribe shall pay for or require the manufacturer to pay for any and all costs for the transportation, testing, examination, and analysis. The testing, examination and analysis may include the entire dismantling of the slot games and related equipment and some tests may result in damage or destruction to one or more electronic components of the devices. If required by the laboratory, the Tribe must provide, or require the manufacturer to provide, specialized equipment or the services of an independent technical expert to assist with the testing, examination and analysis.

- B. At the conclusion of each test, the laboratory shall provide to the Gaming Commission a report that contains findings, conclusion and a determination that the slot game and related equipment conforms or fails to conform to the technical requirements and standards set forth in this Chapter.

SECTION 3 MODIFICATIONS OF APPROVED SLOT GAMES; CONFORMITY TO TECHNICAL STANDARDS

- A. The manufacturer or distributor shall submit an assembly and installation plan for the Gaming Commission's approval prior to any assembly or installation action. No modification to the assembly or operational functions of any slot game or related equipment may be made after testing and installation unless a gaming test laboratory certifies to the Gaming Commission that the modified slot games conform to the standards of the Tribal-State Compact. All proposed modifications shall be described in a written request made to the gaming test laboratory and the Gaming Commission, which contains information describing the modification, the reason therefore and all documentation required by the laboratory or the Gaming Commission. In emergency situations where modifications are necessary to prevent cheating or malfunction, the laboratory may grant temporary certification of the modifications for up to fifteen (15) days pending compliance with this Section.
- B. Casino management may make usual and common modifications to slot games (such as changing denominations and face plate changes) after initial installation without laboratory testing provided such changes are requested in writing from the Gaming Commission prior to the changes being made and the Gaming Commission tests and/or reviews the machine for compliance with applicable standards prior to its return to an operational mode.
- C. The Gaming Commission shall certify, or require the manufacturer or distributor to certify, in writing, that, upon installation, each slot game placed in the casino:
1. Conforms precisely to the exact specifications of the slot game prototype tested and approved by the gaming test laboratory; and
 2. Operates and plays in accordance with the applicable technical standards set forth in Sections 8 and 10 of this Chapter.

SECTION 4 INFORMATION TO BE PROVIDED

- A. Prior to the installation of any slot game acquired by the Tribe after the effective date of the Tribal-State Compact, the Tribe shall provide to the Gaming Commission, or require that the manufacturer or distributor provide:
1. A listing of all states in which the distributor or manufacturer from whom the slot game was acquired or leased is licensed, the license numbers (if license numbers are issued) and operative dates of the license(s); and
 2. Identification numbers or codes for each slot game placed in the licensed premises.

SECTION 5 HARDWARE REQUIREMENTS FOR SLOT GAMES

A. Slot games operated by the licensee must meet the following specifications:

1. **NO PHYSICAL HAZARD.** Electrical and mechanical parts and design principles may not subject a player to any physical hazards.
2. **SURGE PROTECTIONS.** A surge protector must be installed for all power which is fed to the device.
3. **BATTERY BACK-UP.** A battery back-up, or an equivalent, for the electronic meters must be capable of maintaining accurate readings for one hundred eighty (180) days after power is discontinued from the device for all information regarding:
 - a. current and total tallies of amounts wagered and paid out;
 - b. records of access to the logic board compartment;
 - c. records of access to the cash and coin compartment; and
 - d. such other data as may be required by written regulation of the Gaming Commission.

The back-up device shall be located within the locked logic board compartment and shall not be accessible to the manufacturer or distributor after the initial installation of the equipment.

4. **POWER SWITCH.** A power switch must be located in an accessible place within the interior of the game which controls the electrical current used in the operation of the game.
5. **RESISTANCE TO ELECTROMAGNETIC INTERFERENCE.** The slot game, including the coin drop and other such component parts, must not be adversely affected by static discharge, radio frequency interference or other electromagnetic interference.
6. **APPROVED ACCEPTORS.** At least one electronic or mechanical coin, bill, or other form of credit acceptor must be installed in or on each slot game of chance. Prior to operation, all models of coin, bill or other form of credit acceptors installed must be tested and approved in writing by a gaming test laboratory as provided in Section 1 of this Chapter.
7. **SECURE CABINETS.** The internal space of the slot game shall not be readily accessible when the door is closed and locked.

8. SECURE ELECTRONIC COMPONENTS. Logic boards will be identified with serial numbers and a log will be maintained by the Licensee that accounts for all logic board locations.
9. SECURE CASH COMPARTMENT. The coins and currency shall be secured in compartments with a different key or combination than that used for the main cabinet door.
10. NO HARDWARE MODIFICATION OF PAY TABLES OR PAYOUT. No hardware switches (DIP switches) may be installed which alter the pay tables or payout percentages for the game.
11. IDENTIFICATION PLATES REQUIRED. Each slot game shall have an unremovable identification plate on the exterior of the cabinet which contains the following information:
 - a. Manufacturer;
 - b. Serial number;
 - c. Model number; and
 - d. At its discretion, a license stamp and number may be issued by the Gaming Commission certifying compliance with the technical standards set forth in this Compact.
12. RULES OF PLAY AND POSSIBLE WINNINGS DISPLAYED. The rules of play for each game must be prominently displayed on the game screen or the cabinet face. The Gaming Commission shall not permit the display of any rules of play which are incomplete, confusing, or misleading. Each game must display the coins or credits wagered and the credits awarded for the occurrence of each possible winning combination based on the amount wagered. All information required by this subsection must be kept under glass or other transparent substance and at no time shall stickers or other such materials be placed on the machine face which obscure the rules of play or the operational features of the game.
13. OPERATIONS AS PART OF A TELECOMMUNICATIONS NETWORK. The hardware requirements specified in this section above shall not be construed to prevent the operation of the slot game as part of a local or tele-communications area network with an aggregate prize or prizes. A slot game capable of bi-directional communication with external associated equipment must utilize communication protocol which insures that erroneous data or signals will not adversely affect the operation of the device.

14. SECURITY TAPE FOR EPROMS. Upon installation, the Gaming Commission shall affix or cause to be affixed to the EPROM of each computer chip driven game of chance a strip of security tape, capable of evidencing the removal of the EPROM if the EPROM is removed from the circuit board. The security tape shall be secured and available only to the authorized personnel of the Gaming Commission. The Gaming Commission shall maintain accurate and complete records of the identification number of each EPROM installed in each computer chip driven game.
15. COMMUNICATION WITH CENTRAL COMPUTER SYSTEM. Each slot game must have equipment that enables the device to communicate with a central computer system accessible to the Gaming Commission, using an industry standard protocol data format approved by the Gaming Commission.
16. CURRENT GAME CONTINUANCE AFTER MALFUNCTION. Each slot game must be capable of continuing the current game with all current game features after a malfunction is cleared. This rule does not apply if a device is rendered totally inoperable. The current wager and all credits appearing on the screen prior to the malfunction shall be returned to the patron.
17. LOCKED, SEPARATE DROP BUCKET COMPARTMENT. Each slot game that accepts or pays out coins or tokens must have attached a locked compartment separate from any other compartment of the device for housing a drop bucket.
18. DETECTION AND DISPLAY OF ERROR CONDITIONS. Each slot game must be capable of detecting and displaying the following error conditions which an attendant may clear: token-in jam; token-out jam; hopper empty or time out; program error; hopper runaway or extra token paid out; reverse token-in; reel error; and door open.
19. COMMUNICATION PROTOCOL. Each slot game must use a communication protocol which ensures that erroneous data or signals will not adversely affect the operation of the device.
20. CONTINUED PLAY LOCKOUT AFTER MANUAL PAY JACKPOT. Each slot game must have a mechanical, electrical or electronic device that automatically precludes a player from operating the device after a jackpot requiring a manual payout and requires an attendant to reactivate the device.

SECTION 6 COMPUTER MONITORING REQUIREMENTS OF GAMING DEVICES; RETENTION OF RECORDS

- A. A licensee must have a computer connected to all gaming devices to record and monitor the activities of such devices. No gaming devices shall be operated unless it is on-line and communicating to a computer monitoring system approved by the Gaming Commission. Such computer monitoring system shall provide on-line, real-time monitoring and data acquisition capability in the format and media approved by the Gaming Commission.

- B. All records required by this regulation must be maintained for five (5) years.

SECTION 7 SOFTWARE REQUIREMENTS FOR VIDEO GAMES

A. Video games must meet the following specifications:

1. Software Requirements for Randomness Testing

Each video game must have a true random number generator which will determine the occurrence of a specific symbol or a specific number to be displayed on the video screen where such symbol, card or number is wholly or partially determinative of the outcome of a game. A selected process will be considered random if it meets all five of the following tests:

- a. Chi-Square Analysis:
Each symbol, card, stop position or number position which is wholly or partially determinative of the outcome of a game, satisfies the ninety-nine percent (99%) confidence limit using the standard chi-square analysis.
- b. Run Test:
Each symbol, card, stop position or number does not make a significant statistic produce detectable patterns of game elements or occurrences. Each symbol, card, stop position or number will be regarded as random if it meets the ninety-nine percent (99%) confidence level with regard to the “runs test” or any generally accepted pattern testing statistic.
- c. Correlation Analysis:
Each symbol, card, stop position or number is independently chosen without regard for any other symbol, card or number drawn within that game play. Each pair of symbol, card or number positions is considered random if it meets the ninety-nine percent (99%) confidence level using standard correlation analysis.
- d. Serial Correlation Analysis:
Each symbol, card, stop position or number is independently chosen without reference to the symbol, card, stop position or number in the previous game. Each symbol, card, stop position or number position is considered random if it meets the ninety-nine percent (99%) confidence level using standard serial correlation analysis.
- e. Live Game Correlation:
For video games that are representative of live gambling games, the mathematical probability of a symbol, word or number appearing in a game outcome must be equal to the mathematical probability of that symbol, card or number occurring in the live game.

2. Software Requirements for Percentage Payout

Each video game must meet the following maximum and minimum theoretical percentage payout during the expected lifetime of the game:

- a. Games Not Affected by Player Skill:
Video games of chance with game outcomes not affected by player skill shall pay out a minimum of eighty percent (80%) and not more than ninety-nine percent (99%) of the amount waged, including replays. For the video game of keno and other similar games, the theoretical payout percentage requirement applies to each number of spots marked, but in no instance less than seventy-five percent (75%) for each wager.
- b. Video Games of Skill and Video Hybrid Games:
Video games of skill and video hybrid games, such as draw poker and blackjack, shall pay out a minimum of eighty-three percent (83%) and no more than ninety-nine percent (99%) of the amount wagered including replays. This standard is met when using the method of play which will provide the greatest return to the player.

3. Minimum Probability Standard for Maximum Payout

The Commission will establish, by order of the Commission, the allowable odds relative to the probability of obtaining the maximum payout.

4. Software Requirements for Continuation of Game After Malfunction:

Each video game must be capable of continuing the current game with all current game features after a game malfunction is cleared automatically or by an attendant.

5. Software Requirements for Play Transaction Records:

Each game shall maintain electronic accounting meters. Such meters shall be maintained at all times, whether or not the game is being supplied with external power. The following information must be recorded and stored on meters capable of maintaining totals no less than eight digits in length:

- a. Total number of coins inserted (the meter must count the total number of coins, or the equivalent value of a bill acceptor is used, which are inserted by players);
- b. Number of credits wagered;
- c. Number of credits won; and

- d. Credits paid out by printed ticket voucher or cash paid by the device.

The following information must be recorded and stored on meters capable of maintaining totals no less than six digits in length:

- a. Number of times the logic area was accessed;
- b. Number of coins or credits wagered in the current game;
- c. Number of coins or credits wagered in the last complete, valid game;
and
- d. Number of cumulative credits representing credits won and money inserted by a player but not collected, commonly referred to as the credit meter.

6. No Automatic Clearing of Account Meters:

No video game of chance shall have a mechanism or program which will cause the electronic accounting meters to automatically clear. The electronic accounting meters may be cleared only after written records of the readings before and after the clearing process are taken by the Commission which shall also record the reason the meter was cleared.

SECTION 8 REQUIREMENTS FOR REEL GAMES OF CHANCE

- A. Reel games of chance must meet the following specifications:
1. In accordance with Section 1 of this Chapter, no slot game (reels or video) of chance will be purchased, leased or otherwise acquired by the Tribe without prior certification of the slot game of chance by the Gaming Commission.
 2. A minimum payout of eighty percent (80%) based on the program cycle and award payout schedule is required.
 3. Each machine will be equipped with the following:
 - a. A mechanical, electrical or electronic device known as an “in meter,” that accumulates the total value of all wagers, whether the wagered amount results from the insertion of coins, bills, currency, or other form of credit deduction from a credit meter, or any other means.
 - b. A mechanical, electrical or electronic device known as a “drop meter,” that continuously and automatically counts the number of coins or slot tokens dropped into the machine’s drop buckets.
 - c. A mechanical, electrical or electronic device known as a “payout meter” that continuously and automatically counts the number of coins, slot tokens, currency, or credits automatically paid by the machine.
 - d. A mechanical, electrical or electronic device known as a “manual jackpot meter,” that continuously and automatically records a pulse(s) for a predetermined number of coins, slot tokens, currency, or credits to be paid manually.
 - e. A mechanical electrical or electronic device known as a “win meter,” visible from the front of the machine that advises the player on the number of coins, slot tokens, currency or credits that were paid by the machine upon hitting a winning combination.

SECTION 9 REQUIREMENTS FOR GAMES OF SKILL AND HYBRID GAMES

- A. Once a game is initiated by a player on a gaming device, the rules of play for that game, including the probability and award of a game outcome, cannot be changed. In the event the rules of play for the game, including probability and award of a game outcome, change between games during a gaming session, notice of the change must be prominently displayed to the player.
- B. All possible outcomes must be available upon the initiation of each play of a game upon which a player commits a wager on a gaming device.
- C. Gaming devices that offer games of skill or hybrid games must indicate prominently on the device that the outcome of the game is affected by player skill.
- D. The rules of play for a game of skill or hybrid game must describe or display information adequate for a reasonable person to understand the method of game play prior to the player committing a wager.
- E. A gaming device that incorporates skill and makes use of player interaction technology must monitor the player interaction technology for proper operation before the initiation of each game. Upon detection of improper operation, the gaming device must enter into a malfunction mode that causes game play to pause, otherwise known as a “tilt” condition.
- F. Operators of an inter-casino linked system of games of skill or hybrid games must ensure the progressive payout schedules are accurately described for players and comply with the payout structure outlined in this Chapter.

SECTION 10 TOKENS; MACHINE ENTRY AUTHORIZATION LOG (M.E.A.L) CARDS; TRIBAL LICENSING; NON-COMPLYING SLOT GAMES

- A. Only Gaming Commission approved tokens, coins, tickets or other forms of credit will be used.
- B. Once a slot machine is placed on the casino floor a log will be maintained by the licensee that includes the following minimum instructions:
 - 1. Machine number identification;
 - 2. The name of the person (employee) that entered the machine;
 - 3. The reason for entry;
 - 4. The time of entry; and
 - 5. The date of entry.

This log, if manual, will remain inside the slot machine until it is completely filled with entries. At this point a new log will be placed inside the machine and the completed log will be placed on file. If computerized, the record will be filed in the appropriate computer storage tape or device.

In addition, if computerized, the M.E.A.L. system must have a backup system recording the required information in case of primary disk failure. Any computerized M.E.A.L. must be approved in writing by the Gaming Commission before the manual M.E.A.L. system can be discontinued. The discontinuance of the manual system by the Gaming Commission must also be in writing.

- C. The Gaming Commission shall only issue licenses to manufacturers of slot gaming equipment with valid licenses from the states of Mississippi, New Jersey, Nevada or South Dakota. In the event that the states of New Jersey, Nevada or South Dakota suspend, revoke, or refuse to renew a license of a manufacturer or distributor similarly licensed by the Gaming Commission, the Gaming Commission shall accept the state's determination and shall require the suspension, revocation, or non-renewal of the license issued by the Gaming Commission.
- D. All slot games operated in violation of Section 6A of this Chapter shall be deemed to be non-complying slot games and are hereby prohibited.

SECTION 11 PROGRESSIVE SLOT MACHINES

- A. As used in this section:
1. “Progressive jackpot” means a slot machine payoff that increases automatically over time or as the machine or another linked machine is played.
 2. “Base amount” means the amount of the progressive jackpot initially offered before it increases.
 3. “Incremental amount” means the difference between the amount of a progressive jackpot and its base amount.
- B. A meter that shows the amount of the progressive jackpot must be conspicuously displayed at or near the machines to which the jackpot applies. At least once a day the licensee shall record the amount shown on each progressive jackpot meter at the licensed premises except for those jackpots that can be paid directly from the machines that are not required to be hand paid. Explanations for meter reading decreases must be maintained with the progressive meter reading sheets, and where the payment of a jackpot is the explanation for a decrease the licensee shall record the jackpot payout form number on the sheet or have the number reasonably available. The licensee shall record the base amount of each progressive jackpot the licensee offers.
- C. A licensee may limit a progressive jackpot to an amount that is equal to or greater than the amount of the jackpot when the limit is imposed. The licensee shall post a conspicuous notice of the limit at or near the machine or machines to which the limit applies.
- D. A licensee shall not reduce the amount displayed on a progressive jackpot meter or otherwise reduce or eliminate a progressive jackpot unless:
1. A player wins the jackpot;
 2. The licensee adjusts the progressive jackpot meter to correct a malfunction or to prevent the display of an amount greater than a limit pursuant to subsection C and the licensee documents the adjustment and reasons for it;
 3. The licensee’s gaming operation at the licensed premises ceases for any reason other than a temporary closure where the same licensee resumes gaming operations at the same establishment within a month;
 4. The licensee distributes the incremental amount to another progressive jackpot at the licensee’s establishment and;

- a. The licensee documents the distribution;
 - b. Any machine offering the jackpot to which the licensee distributes the incremental amount does not require that more money be played on a single play to win the jackpot than the machine from which the incremental amount is distributed;
 - c. Any machine offering the jackpot to which the incremental amount is distributed complies with the minimum theoretical payout requirement established by the Tribal-State Compact Part B;
 - d. The distribution is completed within thirty (30) days after the progressive jackpot is removed from play or within such longer period as the Gaming Commission may for good cause approve; or
 - e. The Gaming Commission for good cause approves a reduction, elimination, distribution, or procedure not otherwise described in this subsection, which approval is confirmed in writing.
- E. The operation of progressive slot machines as part of a network of separate gaming facilities licensed by the Gaming Commission with an aggregate prize or prizes is allowed, subject to conditions imposed by the Gaming Commission.
- F. Licensees shall preserve the records required by this section for at least five (5) years after they are made unless the Gaming Commission approves otherwise in writing.