

**MINIMUM ELECTRONIC GAMING EQUIPMENT STANDARDS FOR CASINO
OPERATOR, MANAGEMENT COMPANY OR HOLDING COMPANY LICENSEES
OR APPLICANTS AND GAMING-RELATED VENDOR LICENSEES OR
APPLICANTS**

These standards establish the minimum requirements ~~that must be followed by a casino operator, management company or holding company licensee or applicant and gaming-related vendor licensee or applicant (collectively “licensee or applicant”) with respect to~~for electronic gaming equipment. The commission may require ~~a licensee or applicant to comply with~~ electronic gaming equipment requirements that are more stringent than those set forth by these standards based upon electronic gaming equipment ~~improvements technology developments or as necessary the necessity~~ to ensure the integrity of casino gaming.

Each reference to slot machine payout percentage shall be replaced by not less than eighty-five percent of the theoretical payout percentage as approved by the commission.

The commission does not adopt the introduction, acknowledgment of other standards, or revision history sections of these standards.

Standard One: Gaming Devices in Casinos

~~The licensee or applicant~~Electronic gaming equipment shall comply with GLI standard 11 “Gaming Devices in Casinos,” version ~~2.13.0, dated August 25, 2011~~September 21, 2016, ~~except for the following:~~

(A) ~~Each reference to a payout percentage shall be replaced by not less than eighty-five percent of the theoretical payout percentage as approved by the commission.~~

(B) ~~The commission does not adopt sections 1.1 and 1.2, and any revision history.~~

Standard Two: Progressive Gaming Devices in Casinos

Electronic gaming equipment ~~The licensee or applicant~~ shall comply with GLI standard 12 “Progressive Gaming Devices in Casinos,” version 2.1, dated September 6, 2011, ~~except for the following:~~

(A) ~~Each reference to a payout percentage shall be replaced by not less than eighty-five percent of the theoretical payout percentage as approved by the commission.~~

(B) ~~The commission does not adopt sections 1.1 and 1.2, and any revision history.~~

Standard Three: On-Line Monitoring and Control Systems

Electronic gaming equipment ~~The licensee or applicant~~ shall comply with GLI standard 13 “On-Line Monitoring and Control Systems (MCS) and Validation Systems in Casinos,” version 2.1, dated September 6, 2011, ~~except for the following:~~

~~(C) Each reference to a payout percentage shall be replaced by not less than eighty five percent of the theoretical payout percentage as approved by the commission.~~

~~(D) The commission does not adopt section 1 and any revision history.~~

Standard Four: Cashless Systems in Casinos

Electronic gaming equipment ~~The licensee or applicant~~ shall comply with GLI standard 16 “Cashless Systems in Casinos,” version 2.1, dated September 6, 2011, ~~except for the following: the commission does not adopt section 1.2 and any revision history.~~

Standard Five: Bonusing Systems in Casinos

Electronic gaming equipment ~~The licensee or applicant~~ shall comply with GLI standard 17 “Bonusing Systems in Casinos,” version 1.3, dated September 6, 2011, ~~except for the following: the commission does not adopt section 1.2 and any revision history.~~

Standard Six: Promotional Systems in Casinos

Electronic gaming equipment ~~The licensee or applicant~~ shall comply with GLI standard 18 “Promotional Systems in Casinos,” version 2.1, dated September 6, 2011, ~~except for the following: the commission does not adopt section 1.2 and any revision history.~~

Standard Seven: ~~Redemption~~ Kiosks

~~Electronic gaming equipment The licensee or applicant shall comply with GLI standard 20 “Redemption Kiosks,” version 1.52.0, dated September 6, 2011May 14, 2019, except for the following: the commission does not adopt section 1.1.3 and any revision history.~~

Standard Eight: Client-Server Systems

~~Electronic gaming equipment The licensee or applicant shall comply with GLI standard 21 “Client-Server Systems,” version 2.2, dated September 6, 2011, except for the following: the commission does not adopt sections 1.1 and 1.2, and any revision history.~~

Standard Nine: Electronic Table Game Systems

~~Electronic gaming equipment The licensee or applicant shall comply with GLI standard 24 “Electronic Table Game Systems,” version 1.3, dated September 6, 2011, except for the following:~~

~~(A) — Each reference to a payout percentage shall be replaced by not less than eighty five percent of the theoretical payout percentage as approved by the commission.~~

~~(B) The commission does not adopt section 1.1 and any revision history.~~

Standard Ten: “Dealer Controlled Electronic Table Games”

~~Electronic gaming equipment The licensee or applicant shall comply with GLI standard 25 “Dealer Controlled Electronic Table Games,” version 1.2, dated September 6, 2011, except for the following:~~

~~(A) — Each reference to a payout percentage shall be replaced by not less than eighty five percent of the theoretical payout percentage as approved by the commission.~~

~~(B) The commission does not adopt section 1.1 and any revision history.~~

Standard Eleven: “Wireless Gaming Systems”

~~Electronic gaming equipment The licensee or applicant shall comply with GLI standard 26 “Wireless Gaming Systems,” version 1.12.0, dated January 18, 2007February 24, 2015, except for the following:~~

~~(A) — Each reference to a payout percentage shall be replaced by not less than eighty five percent of the theoretical payout percentage as approved by the commission.~~

~~(B) The commission does not adopt section 1.1 and any revision history.~~

Standard Twelve: “Player User Interface Systems”

~~Electronic gaming equipment The licensee or applicant shall comply with GLI standard 28 “Player~~

User Interface Systems,” version 1.0, dated February 14, 2011, ~~except for the following: the commission does not adopt section 1.1.~~

Standard Thirteen: “Card Shufflers and Dealer Shoes”

Electronic gaming equipment shall comply with GLI standard 29 “Card Shufflers and Dealer Shoes,” version 1.0, dated July 20, 2012.