

3772-9-02 Approval for use in a casino facility.

(A) A casino operator ~~is~~ shall not permitted to install, maintain, use, or operate any ~~of the following~~ electronic gaming equipment unless such equipment is approved in the commission's database or has otherwise been tested against and determined to meet the standards in the appendix to this rule and has been approved by the executive director, in the commission's database of approved items and technologies:

~~(A) Electronic slot machines or any component parts material to casino gaming equipment that accepts wagers activity, including random number generators, all game media, and progressive controllers;~~

~~(B) Mechanical or processes conversions of currency electromechanical devices used with live table games or electronic table games, including items using radio frequency identification technology, shuffling devices, and progressive controllers;~~

~~(C) System to system, game to system, or intra device communication software, or any equivalent thereof, used in the conduct or monitoring of casino gaming activity, including accounting systems, bonusing systems, and player tracking systems, except for systems used solely for marketing purposes;~~

~~(D) Electromechanical devices used to account for casino gaming assets, including kiosks capable of distributing or collecting cashless wagering instruments must be connected to an on-line monitoring system. The on-line monitoring system must record all transactions processed by the electronic gaming equipment and provide acceptable reporting as required by and ticket validation equipment; and~~

~~(B) Any other device, software, hardware, or other technology that the executive director, determines may affect the integrity of casino gaming in this state.~~

(C) Electronic gaming equipment must support a port and protocol, referred to as game authentication terminal (GAT), for gaming equipment verification, unless otherwise approved in writing by the executive director. Electronic gaming equipment must:

(1) Employ a verification mechanism that authenticates all CPSM. The verification mechanism must:

(a) Be accessible by a communication port and the GAT protocol;

(b) Provide on-demand verification of electronic gaming equipment CPSM. This function will not require the electronic gaming equipment power to be cycled;

(c) Generate a unique signature for each CPSM utilizing, at a minimum, secure hashing algorithm-1 (SHA-1) with hash-based message authentication code (HMAC), as defined by the "National Institute of Standards and Technology (NIST), Federal Information Processing Standards Publication 180-4: Secure Hash Standard (March 2012);" and

(d) Provide support for escrowing verification results. Verification results must be preserved and retrievable pending a subsequent verification request or a loss of power; and

(2) Provide means for the use of third-party verification tools.