

(b) A slot machine being temporarily removed from the casino floor shall have an additional seal affixed to it by the Commission in such a manner so as to enable the Commission to determine if the main door of the slot machine was opened while the slot machine was off the casino floor. If, when the slot machine is returned to the casino floor, the additional seal:

1. Is intact, the Commission shall remove the additional seal;
2. Has been broken, the slot machine shall be re-inspected prior to its use for gaming.

(c) A slot machine being transported out of New Jersey or being converted to any other lawful non-gaming use shall have all seals removed from it by the Commission prior to such transportation or conversion.

R.1978 d.160, effective May 17, 1978.

See: 10 N.J.R. 176(c), 10 N.J.R. 266(c).

Amended by R.1990 d.196, effective April 2, 1990.

See: 22 N.J.R. 24(a), 22 N.J.R. 1156(a).

In (a): revised location of State seal on slot machine.

Amended by R.1996 d.533, effective November 18, 1996.

See: 28 N.J.R. 4092(b), 28 N.J.R. 4899(b).

19:46-1.25 (Reserved)

R.1978 d.160, effective May 17, 1978.

See: 10 N.J.R. 176(c), 10 N.J.R. 266(c).

Amended by R.1984 d.564, effective December 17, 1984.

See: 16 N.J.R. 41(a), 16 N.J.R. 3494(b).

(a) added: "or tokens."

Petition for Rulemaking: Slot machine bill changer system.

See: 19 N.J.R. 1110(a).

Amended by R.1988 d.224, effective May 16, 1988.

See: 20 N.J.R. 516(a), 20 N.J.R. 1099(c).

Substantially amended.

Experimental 90-day implementation pursuant to N.J.S.A. 5:12-69(e),

(P.L. 1987 c.354), 5:12-70(f) and 5:12-100(e), effective April 11, 1988

(expires July 10, 1988).

See: 20 N.J.R. 769(a).

Amended by: R.1988 d.387, effective August 15, 1988.

See: 20 N.J.R. 765(a), 20 N.J.R. 769(a), 20 N.J.R. 2090(a).

Added bill changer and slot token containers and slot storage box compartment keys.

Amended by R.1992 d.359, effective September 21, 1992.

See: 24 N.J.R. 1472(b), 24 N.J.R. 3335(b).

Separate lock requirement for slot cash storage box deleted, under specified circumstances.

Repealed by R.1993 d.318, effective July 6, 1993 (operative October 15, 1993).

See: 25 N.J.R. 1503(b), 25 N.J.R. 2908(a).

Section was "Slot machines and bill changers; coin and slot token containers; slot cash storage box compartments; keys".

19:46-1.26 Slot machines and bill changers; identification; signs; meters; other devices

(a) Unless otherwise authorized by the Commission, each slot machine in a casino shall have the following identifying features:

1. A logic board serial number permanently imprinted, impressed, affixed or engraved on each logic board installed in the slot machine;

2. An asset number that is permanently imprinted, impressed, engraved or affixed on the outside cabinet of the machine by the casino licensee. The asset number must be conspicuous and clearly visible to persons involved in removing or replacing the slot drop bucket or slot drop box in the slot machine and through the casino licensee's closed circuit camera coverage system. The size and location of the asset number are subject to prior approval by the Commission;

3. A sign conspicuously located on the front of the machine that automatically illuminates and a bell that automatically rings when a player has won a jackpot not paid automatically and totally by the machine and which advises the player to see an attendant to receive full payment;

4. A mechanical, electrical or electronic device that automatically precludes a player from operating the slot machine after a jackpot requiring a manual payout has been hit and which requires the machine to be reset by an attendant in such circumstances;

5. A display on the front of the slot machine that includes the information required by N.J.A.C. 19:45-1.37(a)4;

6. A slot machine tower light that complies with the requirements of N.J.A.C. 19:45-1.37B;

7. A location number that is affixed to the outside of the machine. The location number must be conspicuous and clearly visible to persons involved in removing or replacing the slot drop bucket or slot drop box in the slot machine and through the casino licensee's closed circuit camera coverage system. The size and location of the location number are subject to prior approval by the Commission;

8. A manufacturer's serial number affixed to the outside of the slot machine cabinet in a location as approved by the Commission; and

9. A labelling system that enables the Division to determine that the reel mechanisms are installed in the machine in the same manner as when the slot machine was inspected and approved.

(b) Unless otherwise authorized by the Commission, each bill changer shall have the following identifying features:

1. An asset number that is permanently imprinted, affixed or impressed on the outside cabinet of the bill changer or the slot machine to which it is attached. The asset number must be conspicuous and clearly visible to persons involved in removing or replacing the slot cash storage box in the bill changer, clearly visible through the casino licensee's closed circuit camera coverage system and must correspond to the asset number affixed to the slot machine in accordance with (a) above. The size and location of the asset number are subject to prior approval by the Commission;

2. A display on the front of the bill changer that clearly indicates the denomination of the currency or coupon inserted therein;

3. A display on the front of the bill changer that clearly indicates the amount of coins or slot tokens dispensed by the slot machine all-purpose hopper after currency, a gaming voucher or a coupon has been inserted and accepted; and

4. A display on the front of the bill changer that indicates a malfunction or which informs the patron that the bill changer is out of service.

(c) Unless otherwise authorized by the Commission, each slot machine in a casino shall be equipped with the following:

1. A mechanical, electrical or electronic device, to be known as an "in-meter," that continuously and automatically counts the number of coins or slot tokens placed by patrons into the machine for the purpose of activating play;

2. A mechanical, electrical or electronic device, to be known as a "drop-meter," that continuously and automatically counts the number of coins or slot tokens that are dropped into the machine's slot drop bucket or slot drop box;

3. For each hopper in a slot machine, a separate mechanical, electrical or electronic device, to be known as a "jackpot meter," that continuously and automatically counts, for that hopper only, the number of coins, prize tokens or slot tokens that are automatically paid by the machine from the corresponding hopper and that displays the aggregate number so counted; provided, however, that:

i. In lieu of the jackpot meter for a payout-only hopper displaying the number of coins, slot tokens or prize tokens paid out from that hopper, each casino licensee that uses a slot machine which is capable of converting the number of coins, slot tokens or prize tokens paid out from a payout-only hopper into its machine denomination equivalent, may, in accordance with its internal controls approved by the Commission, set the jackpot meter connected to each payout-only hopper in that slot machine to continuously and automatically count and display the aggregate number of coins, slot tokens or prize tokens paid out from that hopper by its machine denomination equivalent (for example, the jackpot meter on a 25¢ slot machine may record the payout of one \$3.00 prize token as the payout of "12" quarters); and

ii. Each slot machine with multiple hoppers may have a single jackpot meter to count and display the aggregate number of coins, slot tokens or prize tokens paid out from that machine's hoppers provided that:

(1) Each hopper is connected to that meter;

(2) The jackpot meter counts and displays, in accordance with (c)3i above, the aggregate number of coins, slot tokens or prize tokens paid out from a payout-only hopper by its machine denomination equivalent; and

(3) Each payout-only hopper has a separate payout-only jackpot meter;

4. A mechanical, electrical or electronic device, to be known as a "manual jackpot meter," that continuously and automatically records the number of coins or slot tokens to be paid manually;

5. A mechanical, electrical or electronic device, to be known as a "win meter," visible from the front of the machine, that, upon a player hitting a jackpot, advises the player of the number of coins, prize tokens or slot tokens for that round that have been paid to the player by the machine from the corresponding hopper; provided, however, that multiple win meters, as provided in (c)5i or ii below after approval of the casino licensee's internal controls therefor, shall be used on each multiple hopper slot machine whenever one or more jackpots that are hit on the same round of play at that machine entitle the winning player to automatically receive coins, slot tokens or prize tokens from both hoppers and each hopper contains a different denomination of coins, slot tokens or prize tokens, as follows:

i. A separate win meter for each hopper that, for the round in which a jackpot is hit, advises the winning player of the actual number of coins, slot tokens or prize tokens won from that hopper only; or

ii. A win meter to which each hopper is connected that advises the winning player of the aggregate number of coins, slot tokens or prize tokens won on that round from both hoppers after first converting the aggregate number of any coins, slot tokens or prize tokens won on that round from a payout-only hopper into its machine denomination equivalent, and a separate payout-only win meter connected to each payout-only hopper (for example, a win meter on a 25 cent slot machine may, pursuant to this paragraph, record the payout, on the same round of play, of one \$3.00 prize token and two quarters as the payout of "14" quarters, provided that there is a separate payout-only win meter advising the patron that one prize token was paid out);

6. An on/off switch located in an accessible place in the interior of the slot machine which will control the current utilized in the operation of the slot machine; and

7. Unless otherwise authorized by the Commission, each slot machine that can dispense gaming vouchers shall also be equipped with mechanical, electrical or electronic devices as follows:

i. A “numerical voucher out meter” that continuously and automatically counts the number of gaming vouchers dispensed by the machine and that displays the aggregate number so counted; and

ii. A “value voucher out meter” that continuously and automatically counts the value of gaming vouchers dispensed by the machine and that displays the aggregate value so counted.

(d) Unless otherwise authorized by the Commission, each slot machine that has an attached bill changer shall also be equipped with the mechanical, electrical or electronic devices that are required by N.J.A.C. 19:45-1.37(e).

(e) In addition to the above requirements, each slot machine in a casino shall have such devices, equipment, features and capabilities as may be required by the Commission for that particular model of slot machine after the prototype model is tested and examined by the Division.

R.1978 d.160, effective May 17, 1978.

See: 10 N.J.R. 176(c), 10 N.J.R. 266(c).

Amended by R.1981 d.388, effective November 2, 1981.

See: 13 N.J.R. 534(b), 13 N.J.R. 780(c).

(b)6 added.

Amended by R.1984 d.564, effective December 17, 1984.

See: 16 N.J.R. 41(a), 16 N.J.R. 3494(b).

Added the text “or tokens”.

Petition for Rulemaking: Slot machine bill changer system.

See: 19 N.J.R. 1110(a).

Amended by R.1987 d.302, effective July 20, 1987.

See: 18 N.J.R. 2005(a), 19 N.J.R. 1321(a).

Added text to (a)5 and (e).

Amended by R.1988 d.224, effective May 16, 1988.

See: 20 N.J.R. 516(a), 20 N.J.R. 1099(c).

Substantially amended.

Experimental 90-day implementation pursuant to N.J.S.A. 5:12-69(e), (P.L. 1987 c.354), 5:12-70(f) and 5:12-100(e), effective April 11, 1988 (expires July 10, 1988).

See: 20 N.J.R. 769(a).

Amended by R.1988 d.387, effective August 15, 1988.

See: 20 N.J.R. 765(a), 20 N.J.R. 769(a), 20 N.J.R. 2090(a).

Added bill changers.

Notice of Receipt of Petition for Rulemaking in (a).

See: 23 N.J.R. 624(a).

Amended by R.1991 d.230, effective May 6, 1991.

See: 22 N.J.R. 3325(a), 23 N.J.R. 1461(a).

Added new (a)7-8; revised (a)2 to read “asset” number.

Amended by R.1992 d.58, effective February 3, 1992.

See: 23 N.J.R. 1306(a), 24 N.J.R. 487(a).

Deleted (a)5, i and ii; replaced with cross reference.

Amended by R.1992 d.210, effective May 18, 1992.

See: 24 N.J.R. 58(a), 24 N.J.R. 1906(a).

Deleted existing (d)2 requirement for the “cashbox meter.” Recodified existing (d)3 as new (d)2.

Amended by R.1992 d.475, effective December 7, 1992.

See: 24 N.J.R. 3253(a), 24 N.J.R. 4418(a).

In (b)1: Added text specifying asset number requirements.

Amended by R.1993 d.318, effective July 6, 1993 (operative October 15, 1993).

See: 25 N.J.R. 1503(b), 25 N.J.R. 2908(a).

Amended by R.1994 d.69, effective February 7, 1994.

See: 25 N.J.R. 4471(a), 26 N.J.R. 829(a).

Amended by R.1994 d.504, effective October 3, 1994.

See: 26 N.J.R. 2872(a), 26 N.J.R. 3253(a), 26 N.J.R. 4089(a).

Amended by R.1996 d.350, effective August 5, 1996.

See: 28 N.J.R. 2348(a), 28 N.J.R. 3816(a).

Amended by R.1996 d.358 effective August 5, 1996.

See: 28 N.J.R. 1946(a), 28 N.J.R. 3822(a).

Amended by R.2000 d.405, effective October 2, 2000.

See: 32 N.J.R. 1154(a), 32 N.J.R. 3582(a).

Rewrote (a)6.

Amended by R.2003 d.4, effective January 6, 2003.

See: 34 N.J.R. 2012(a), 35 N.J.R. 259(a).

In (b)3, added “, gaming voucher”; in (c), added 7.

Amended by R.2005 d.12, effective January 3, 2005.

See: 36 N.J.R. 4105(a), 37 N.J.R. 100(a).

Case Notes

No implied private cause of action for inadequate or defective signage of slot machine. *Marcangelo v. Boardwalk Regency Corp.*, D.N.J.1994, 847 F.Supp. 1222, on subsequent appeal 47 F.3d 88.

19:46-1.26A Bill changers with electrically erasable/programmable storage media

(a) All program code for bill changers with electrically erasable/programmable storage media shall:

1. Be capable of detecting 99.99 percent of all possible failures or changes in the bill changer program;

2. Utilize a Cyclic Redundancy Check, or other method reviewed by the Division and approved by the Commission, which:

i. Yields, at a minimum, an eight digit hex number; and

ii. Is displayed by the slot machine upon demand by calculating independently the Cyclic Redundancy Check code using a random number entered manually at the slot machine;

3. Be stored in an electrically erasable programmable read-only memory (“EEPROM”) that is soldered onto the mother board or attached in some other manner deemed acceptable by the Division;

4. Provide verification from the slot machine that the bill changer code has not been altered, which verification shall occur, at a minimum, whenever power is restored to the slot machine, during all door closures and at other times related to the operation of the game; and

5. Be capable of detecting a change in the bill changer code, and in such event shall:

i. Cause the slot machine to enter a tilt mode which requires a manual act to clear; and

ii. Send a specific signal to the casino licensee’s slot monitoring system to indicate such change.

New Rule, R.1999 d.225, effective July 19, 1999 (operative January 15, 2000).

See: 30 N.J.R. 3175(a), 31 N.J.R. 1947(a).

In (a)4, changed N.J.A.C. reference.

19:46-1.26B Gaming equipment and related devices utilizing alterable storage media

(a) “Alterable storage media” shall mean a memory chip or other storage medium, such as an E-EPROM, FLASH chip, CD-ROM or hard disk, which is contained in a slot machine, bill changer or other gaming equipment or related

device subject to approval pursuant to N.J.A.C. 19:46-1.20, but does not include a printer, display or other peripheral device that does not affect the integrity or outcome of the game. Alterable storage media may include media that are:

1. Erasable or reprogrammable without being removed from the gaming equipment or related device, such as an E-EPROM or hard disk; or
2. Removable and replaceable, such as a CD-ROM or a diskette.

(b) Each manufacturer of gaming equipment and related devices pursuant to (a) above that utilizes alterable storage media shall, in accordance with the requirements of N.J.A.C. 19:46-1.20(c) or 1.28(c), identify any data, files, and programs that may be written to alterable storage media and specify, at a minimum, the data type such as game state and meter information, the location to which the data shall be written, and the need for the written data.

(c) Gaming equipment and related devices pursuant to (a) above that utilize alterable storage media shall only write to alterable storage media containing data, files, and programs that are not critical to the basic operation of the game, such as marketing information. Notwithstanding the foregoing, such devices may write to media containing critical data, files, and programs provided that the gaming equipment:

1. Maintains a record, known as an authorization list or digital signature, of all information that is added, deleted, and modified on the media, which satisfies the requirements of (d) below; and
2. Verifies the validity of all data, files, and programs which reside on the media against the authorization list or digital signature by means of an algorithm or other method which satisfies the requirements of (e) below, is approved by the Commission and, if subject to the provisions of N.J.A.C. 19:46-1.28, is recommended by the Division for such approval.

(d) The authorization list or digital signature maintained pursuant to (c)1 above shall reside on an EPROM or other read-only storage media and shall be encrypted using a cryptographic system approved by the Commission and, if subject to the provisions of N.J.A.C. 19:46-1.28, is recommended by the Division for such approval. Notwithstanding the foregoing, an authorization list or digital signature that resides on read-only storage media which the Commission requires to be inspected and physically sealed or otherwise secured as a result of a recommendation by the Division pursuant to N.J.A.C. 19:46-1.28(f) shall not require encryption.

(e) The authentication algorithm or other method utilized pursuant to (c) above shall:

1. Reside in and execute from separate read-only media in the gaming equipment or related device pursuant to (a) above of which may be inspected and physically sealed or otherwise secured as a result of a recommendation by the Division;

2. Except for sound files and other types of computer files that do not affect the integrity or outcome of the game, execute for all computer files each time the gaming equipment or related device pursuant to (a) is powered up, and when files are loaded from the media; and

3. Prevent further play of the gaming equipment or related device pursuant to (a) if unexpected data or structural inconsistencies are detected.

(f) In the event a failed authentication occurs in a slot machine, the slot machine shall:

1. Immediately enter into a tilt mode pursuant to N.J.A.C. 19:45-1.37B(c)3;

2. Automatically generate an alert notification of the tilt to the surveillance department and the slot shift manager, or such manager's supervisor, in a manner approved by the Commission, or, if gaming equipment and related devices are not capable of such alert notification, cause an appropriate tower light state pursuant to N.J.A.C. 19:45-1.37B(d)3, and the recording of the details of the tilt to include, at a minimum, type of tilt, time, date, and slot machine event in a log; and

3. If the slot machine is connected to an approved computerized slot monitoring system, send a specific signal to the casino licensee's slot monitoring system indicating a tilt mode that shall be reviewed in accordance with approved internal controls.

(g) Each casino licensee shall immediately notify the Commission and Division of all failed authentications in a manner approved by the Commission and Division, respectively.

New Rule, R.2002 d.111, effective April 15, 2002.

See: 33 N.J.R. 2059(a), 34 N.J.R. 1542(a).

Amended by R.2003 d.464, effective December 1, 2003.

See: 35 N.J.R. 2796(a), 35 N.J.R. 5437(a).

Rewrote (a) and (f)2.

19:46-1.27 Slot machine areas; density; arrangement; floor plans

(a) Slot machines used in the conduct of gaming shall be located and arranged in such a manner so as to:

1. Promote optimum security for the casino operation;
2. Avoid deception or frequent distraction to players at gaming tables;
3. Maximize the comfort of patrons;
4. Create and maintain a gracious playing environment in the casino; and