

CHAPTER 69E

GAMING EQUIPMENT

Authority

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Chapter Historical Note

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SUBCHAPTER 1. GENERAL PROVISIONS

13:69E-1.1 Gaming chips (general rules)

(a) No gaming chip shall be utilized by a casino licensee in a casino or casino simulcasting facility until:

1. The design specifications of the proposed gaming chip, prior to the manufacture of the gaming chip, are submitted to and approved by the Division, which submission shall include a detailed schematic depicting the actual size and, as appropriate, location of the following:

- i. Each "face" of a chip, which is the flat surface across which the diameter of the chip can be measured including any indentations or impressions;

- ii. The "edge" which is the surface of a chip across which its thickness can be measured in a perpendicular line from one face to the other; and

- iii. Any colors, words, designs, graphics or security measures contained on the gaming chip;

2. A sample stack of 20 gaming chips, manufactured in accordance with its approved design specifications, is submitted to and approved by the Division; and

3. The Division has confirmed that the identification requirements of this subchapter are visible using the casino licensee's closed circuit television system.

(b) Each gaming chip issued by a casino licensee shall be designed and manufactured with sufficient graphics or other security measures including, at a minimum, those features specifically required to appear on the face or edge of a gaming chip pursuant to this section so as to prevent, to the greatest extent possible, the counterfeiting of the gaming chip.

(c) No casino licensee shall use or redeem in its casino or casino simulcasting facility any gaming chip that it knows, or reasonably should know, is materially different from the approved sample or no longer conforms to the requirements of subchapter.

(d) No casino licensee or other person licensed by the Division shall manufacture for, sell to, distribute to or use in any casino outside of Atlantic City, any gaming chips having the same edge spot and design specifications as those approved for use in Atlantic City casinos and casino simulcasting facilities.

(e) A casino licensee may issue souvenir non-gaming chips that are prohibited from use in gaming or simulcast wagering in any casino or casino simulcast facility. The physical characteristics of such chips shall be sufficiently distinguishable from approved design specifications of any gaming chip issued by any casino licensee so as to reasonably ensure that they will not be confused with authorized gaming chips. At a minimum, such chips shall:

1. Be unique in terms of size or color;
2. Have no edge designs unique to gaming chips; and
3. Bear the name of the casino licensee issuing them and language on both faces stating that they have no redeemable value.

(f) A casino licensee shall remove a set of gaming chips in use from active play whenever it has reason to believe the casino or casino simulcasting facility has accepted counterfeit chips or whenever any other impropriety or defect in the utilization of that set of chips makes removal of the chips in active use necessary or whenever the Division so directs. An approved back-up set of value chips or non-value chips shall be placed into active play whenever an active set is removed.

(g) Whenever chips in active use are removed from play, the casino licensee shall immediately notify the Division and the reason for removal.

(h) Each set of gaming chips approved by the Division for use by a casino licensee shall receive a unique and permanent alphabetical designation. This designation shall be assigned by the casino licensee during the design schematic approval process and shall be used for all inventory procedures required by N.J.A.C. 13:69E-1.2. If a casino licensee elects to commingle gaming chips pursuant to N.J.A.C. 13:69E-1.3(k), in addition to the assigned alphabetical designation for that set of chips, each different sample within the set shall also be assigned an accompanying unique numeric designation.

Amended by R.2015 d.125, effective August 3, 2015.

See: 46 N.J.R. 1552(a), 47 N.J.R. 1954(a).

In the introductory paragraph of (e), substituted "souvenir" for "promotional".

tampering, marks, alterations, missing or additional tiles or anything that might indicate unfair play.

1. The casino licensee shall cause to be inspected all sets of tiles used during the gaming day.

2. The procedures for inspecting all sets of tiles shall at least include the following:

- i. The sorting of tiles by pairs;
- ii. The visual inspection of the sides and back of each tile for tampering, markings or alterations; and
- iii. The inspection of the sides and back of each tile with an ultra-violet light.

3. The individual performing the inspection required by (7)1 and 2 above shall complete a work order form which shall detail the procedures performed and list the tables from which the tiles were removed and the results of the inspection. The individual shall sign the form upon completion of the inspection procedures.

4. Evidence of tampering, marks, alterations, missing or additional tiles or anything that might indicate unfair play discovered at this time, or at any other time, shall be immediately reported to the security department and the Division. A security department member shall complete a two-part Discrepancy Report, which Report along with the evidence shall be retrieved by an agent of the Division. The original and duplicate Report shall contain at a minimum:

- i. The date and shift of inspection;
- ii. The name of the casino supervisor conducting the inspection. The inspection required by this subsection shall be performed by a casino supervisor other than the one who originally inspected the tiles;
- iii. The pit number, table number, and type of game;
- iv. A description (for example, shaved corners);
- v. The signature of the casino supervisor conducting the inspection;
- vi. The signature of the casino security representative taking custody of the tile; and
- vii. The signature of the agent of the Division inspecting or accepting the tile, who shall retain the original and return the duplicate to security. A receipt shall be issued to the agent of the Division for any tile retained by the Division. The receipt shall be signed by the security representative releasing the tile to the Division and the agent of the Division accepting the tile. The receipt shall be retained with the Security copy of the Discrepancy Report. Any tile not retained by the Division shall be destroyed in accordance with the licensee's destruction procedures.

(m) If after completing the inspection procedures required in (7) above, it is determined that a complete set of 32 tiles removed from a gaming table is free from tampering, markings, or alterations, that set may be returned to the pai gow

storage area for subsequent gaming use in accordance with the casino licensee's internal control procedures. In no event may individual tiles from different sets be used to make a complete set for subsequent gaming use.

(n) The casino licensee shall include in their internal control, procedures for:

1. An inventory system which shall include the recordation of at least the following:

- i. The balance of sets of tiles on hand;
- ii. The sets of tiles removed from storage;
- iii. The sets of tiles returned to storage or received from the manufacturer;
- iv. The date of the transaction; and
- v. The signatures of the individuals involved;

2. A reconciliation on a daily basis of the sets of tiles distributed and the sets of tiles destroyed and cancelled, the sets of tiles returned to the storage area and, if any, the sets of tiles in tile reserve; and

3. A physical inventory of the sets of tiles at least once every three months.

i. This inventory shall be performed by an individual with no incompatible functions and shall be verified to the balance of the sets of tiles on hand as required in (n)1i above.

ii. Any discrepancies shall immediately be reported to the Division.

(o) Other than tiles retained for Division inspection, tiles shall be cancelled or destroyed within 72 hours of collection by the security department. In addition, once tiles retained as evidence by the Division are released to the security department, the tiles shall immediately be destroyed or cancelled.

1. Destruction and cancellation of tiles shall take place in a secure place, the location and physical characteristics of which shall be approved by the Division. The adequacy of the destruction and cancellation process shall be approved by the Division.

2. Destruction of tiles shall be by shredding by the security department or a vendor approved by the Division.

3. Cancellation of tiles shall be by drilling a circular hole of at least one fourth of an inch in diameter through the center of each card in the deck.

13:69E-1.20 Inspection and approval of gaming equipment and related devices and software

(a) No gaming equipment or any related device or software that has been tested and approved by the Division shall be used in a casino facility unless:

1. It is identical in all mechanical, electrical, electronic or other aspects to a prototype thereof that has been reviewed and approved for use by the Division; and

2. All necessary casino service industry enterprise (CSIE) licenses, CSIE license applications, or vendor registrations, as required, have been obtained or filed and all necessary transactional waivers have been issued in accordance with the requirements of N.J.S.A. 5:12-92.

(b) The following equipment shall require an inspection by the Division prior to initial use or following any modification:

1. Slot machines;
2. Multiplayer systems;
3. Electronic table games;
4. Server supported slot systems;
5. Slot machine bonus systems;
6. Progressive equipment;
7. Kiosks;
8. Account based wagering systems;
9. Wireless wagering devices;
10. Slot monitoring systems;
11. Gaming voucher systems;
12. Devices used in conjunction with a slot monitoring system; and
13. Keno systems.

(c) Any evidence that an item of gaming equipment or a related device or software used in a casino facility has been tampered with or altered in any way which would affect the integrity, fairness, or suitability of the item for use in a casino shall be immediately reported to the Division. A member of the casino licensee's casino security department shall be required to ensure that the item is maintained in a secure manner as directed by the Division.

13:69E-1.21 Expiration of slot machine control program approvals and resubmission

(a) The approval of any slot machine control program issued by the Division shall expire, unless earlier revoked by the Division, on the second day of January in the year following the 12th anniversary of its latest approval. For the purposes of this section, any modification to a slot machine control program approved by the Division shall not affect the expiration date of the latest approval unless the Division specifically finds that the modifications were so substantial as to constitute the approval of a new slot machine control program.

(b) A casino licensee shall deactivate any slot machine control program in its casino upon expiration of its latest

approval unless and until the slot machine control program has been resubmitted, tested and approved in accordance with the provisions of this section.

(c) An approved slot machine control program may be resubmitted for testing and approval at any time. A previously approved slot machine control program shall be subject to all relevant requirements in effect as of the date of resubmission.

(d) Each casino licensee shall develop internal controls to ensure that no slot machine control program shall remain in use in its casino if the latest approval of that slot machine control program has expired pursuant to (a) above.

13:69E-1.22 Possession of slot machines

(a) Except as otherwise provided in this section and N.J.S.A. 2C:37-7, no person shall possess within this State any slot machine or similar device which may be used for gambling activity.

(b) The following persons and any employee or agent acting on their behalf may, subject to any terms and conditions imposed by the Division, possess slot machines in this State for the purposes provided in this section provided that the machines are kept only in such locations as may be specifically approved in writing by the Division and that any machines located outside of a licensed casino room not be used for gambling activity:

1. An applicant for or holder of:

i. A casino license, for the purpose of maintaining for use or actually using such machines in the operation of a licensed casino;

ii. A gaming school license, for the purpose of teaching slot machine design, operation, repair or servicing; or

iii. A gaming related casino service industry license, for the purpose of manufacturing, distributing, testing, repairing or servicing slot machines;

2. A manufacturer or distributor of slot machines for the purpose of exhibition or demonstration;

3. A common carrier, for the purpose of transporting such slot machines;

4. An employee or agent of the Division or Commission, for the purpose of fulfilling official duties or responsibilities; or

5. Any other person the Division may approve after finding that possession of slot machines by such person in this State is necessary and appropriate to fulfill the goals and objectives of the Act.

(c) Each person, company, or school which possesses slot machines in New Jersey shall maintain and file with the Division a comprehensive monthly list of slot machines in its

(r) The button panel must operate correctly in conjunction with the submitted pay table program. For example, the button panel must match the game play in regards to the number of lines being played and number of credits being wagered.

(s) No device connected to a slot machine shall be capable of modifying the approved source code of a slot machine game.

(t) Slot machines may contain a game with an extended play feature where the player is collecting something either towards triggering a bonus, or for an additional payout in the bonus. If the collected items are required to enter the bonus, then the entire bonus cannot be more than 33 percent of the theoretical RTP.

(u) When a slot machine offers a bonus feature that is not dependent on the number of patron credits available, the slot machine shall alert the patron of his continued eligibility regardless of whether the patron has credits remaining on the slot machine.

(v) Slot machines with an auto pick feature shall:

1. Disclose to the patron that the slot machine game is designed with an auto pick feature;
2. Disclose the rules regarding the auto pick feature; and
3. When the theoretical RTP is based upon optimal play, select the choice which provides the highest theoretical RTP; or when the theoretical RTP is not based upon optimal play, perform the selection in an unbiased manner.

(w) Each slot machine shall include conspicuous language which states that a malfunction voids all plays.

(x) All free game and re-spin awards must display the remaining number of games left following each free game or re-spin.

(y) Slot machines with a transfer to credit meter feature for jackpots shall:

1. Increment the coin out meter, or other meter as approved by the Division, by the amount of the transfer; and
2. Be connected to a slot monitoring system that:
 - i. Precludes the duplicate processing of a lock up transferred to the credit meter of an electronic gaming device or generates an alert to the surveillance department upon the occurrence of the processing of a duplicate payment; and
 - ii. Generates a daily report of all Transfer to Credit Meter transactions.

Amended by R.2015 d.125, effective August 3, 2015.

See: 46 N.J.R. 1552(a), 47 N.J.R. 1954(a).

Added (y).

13:69E-1.28B Slot machine control programs and operating systems

(a) Control programs responsible for fundamental game operations, including executable programs, random number generation, communications protocol, game outcome, game meters, and software verification, shall:

1. Not be in-circuit programmable;
2. Satisfy Division rules regarding alterable media; and
3. Monitor and detect corruption in random access memory (RAM) portions that contains critical game code.

(b) Control programs shall cause the slot machine to enter into a hard tilt and require a RAM clear if the slot machine experiences an unrecoverable RAM failure. If the failure is recoverable, the control program shall perform the following prior to restoration of game play:

1. Verify that the physical RAM is fully operational; and
2. Verify that the repopulated code in RAM is authentic.

(c) Slot machines shall be designed to maintain RAM content in the event of power interruptions and failures for a period of 15 days.

(d) Control programs shall be designed to permit the external validation of critical game content using Game Authentication Terminal (GAT) or other method approved by the Division.

(e) Control programs shall prevent the unused portion of memory from being compromised by setting the memory to either 00 or FF for read only memory (ROM) devices, or utilize another method as approved by the Division.

(f) Control programs shall be designed with logic that prevents the unauthorized transfer of credits from one slot machine to another by swapping logic boards, or utilize physical controls that prevent the unauthorized transfer of credits.

(g) Control programs shall be designed to prevent unauthorized modifications to critical game configurations and settings.

(h) The control program shall prevent game settings from being adjusted while there are credits on the player's credit meter or while a game is in progress.

(i) Control programs shall be capable of storing and recalling the last 10 games inclusive of the last 50 results generated from, but not limited to, bonus rounds, optimal strategy choices and free spin games. The game history must display the game outcome, credits available, wagers placed, as well credits or coins awarded.

(j) Control programs shall employ a method to advise a player when a jackpot not paid automatically and totally by

the machine has been won. The control program shall cause the slot machine to automatically preclude a player from operating the slot machine until the slot machine has subsequently been reset.

(k) Control programs shall be designed to calculate and report all meters required by Division rules.

(l) Control programs shall be designed to:

1. Prevent required meters from being edited or erased unless the media containing the data is cleared using a specific procedure approved by the Division and designed for that purpose;
2. Ensure the meter is reset to zero and restart its cycle once the meter maximum has been reached; and
3. Increment all meters in units equal to the denomination of the device or in dollars and cents.

(m) Control programs shall store and display the following to the patron:

1. The current credit balance;
2. The current bet or wager;
3. Each winning combination and corresponding win amount;
4. The total amount won;
5. The player options selected for the last completed game;
6. The current denomination played; and
7. The current line(s) played.

(n) Control programs shall cause credits that are available for play to be wagered in the following order:

1. Non-cashable credits; and
2. All other credits.

(o) Control programs shall be designed to recognize and report the following game errors to an approved slot monitoring system at a minimum:

1. Low battery condition;
2. Communications interruption;
3. Bill jams;
4. Bill acceptor malfunction;
5. Printer jam or failure;
6. Power restoration; and
7. Printer disconnected.

(p) All control programs shall be designed to recognize and report the following game error codes, at a minimum, to a

slot monitoring system and place the slot machine into an unplayable status or tilt:

1. Game memory malfunction;
2. Program error/authentication mismatch;
3. Hopper errors;
4. Stacker door open;
5. Stacker removed;
6. External doors open such as the main, belly, and drop door;
7. Power outage; and
8. Reel tilt.

(q) Control programs shall be designed to notify the patron and casino licensee of any slot machine tilts via an error message or other method approved by the Division.

(r) Control programs shall prevent a slot machine game from becoming operational once an error or power outage has been detected unless the control program restores the slot machine to the state it was in before the error or power outage occurred.

(s) Each control program shall be capable of generating historical logs that record the occurrence of the following at a minimum:

1. Coin errors;
2. Hopper errors;
3. Bill jams;
4. Stacker door open;
5. Stacker removed;
6. Bill acceptor malfunction;
7. Printer jam failure;
8. Printer disconnected;
9. External doors open (examples: main, belly, drop, etc.);
10. RAM error;
11. Low RAM battery;
12. Program error/authentication mismatch; and
13. Power cycle.

(t) Control programs shall be designed to detect errors associated with secondary devices, such as mechanical top boxes, reels and displays which are used to indicate game outcomes. Those malfunctions must place the gaming equipment in an unplayable state.