

out limit as provided in N.J.A.C. 19:45-1.39; provided, however, that the display need not contain the payout limit if a sign which does contain the payout limit is displayed near the slot machine in a manner and location approved by the Commission;

iv. If the slot machine is equipped with a payout-only hopper, a statement either that:

(1) Any prize tokens that are paid out as a jackpot from that hopper cannot be used to activate play at any slot machine; or

(2) Any coins or slot tokens that are paid out from that hopper cannot be used to activate play at that slot machine;

v. If the slot machine is equipped with multiple hoppers and has the win meter permitted by (b)4ii below and N.J.A.C. 19:46-1.26(c)5, a statement, approved by the Commission, that reasonably explains to patrons the information disclosed by the win meter;

vi. If the slot machine offers an alternative jackpot of either cash or merchandise or some other thing of value pursuant to N.J.A.C. 19:45-1.40A(m), or an annuity jackpot with a cash payout option pursuant to N.J.A.C. 19:45-1.40B, in addition to any other requirement imposed by (a)4i through v above, a clear description of the jackpots and options that are available to a winning patron and all essential terms governing the exercise of any option; provided, however, that the display need only contain a brief description of the jackpots offered if a sign containing all of the information specified in this subparagraph is displayed near the slot machine in a manner and location approved by the Commission;

vii. If the slot machine has an approved gaming voucher feature, a description of whether the patron is paid in coin/tokens and/or game vouchers;

viii. If the slot machine is equipped with tokenization pursuant to N.J.A.C. 19:45-1.37C, a conspicuous notice indicating:

(1) The denomination of the slot machine, and the denomination of the token accepted and paid by the machine;

(2) Whether or not the residual slot credit can be cashed out; and

(3) That any residual slot credit not played or cashed out by a patron shall be deemed abandoned;

ix. If the slot machine is multi-denominational pursuant to N.J.A.C. 19:46-1.28A(k), conspicuous notice that jackpots are based upon credits played at the denomination selected; and

x. If the slot machine utilizes non-cashable slot credits or non-cashable electronic transfer credits, signage disclosing all restrictions upon the use of such non-

cashable credits. Such disclosure shall, at a minimum, provide notice that a non-cashable credit:

(1) Cannot be converted into cash by a patron;

(2) Must be wagered or abandoned; and

(3) Is automatically wagered before any cashable slot credits are wagered;

5. A mechanical, electrical, or electronic device that automatically precludes a player from operating the slot machine after a jackpot requiring a manual payout and requires an attendant to reactivate the machine;

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

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.

(b) 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 aggregate 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 the equivalent number of coins or slot tokens that match the denomination of the coin or slot token which that slot machine is designed to accept in order to activate play (the "machine denomination equivalent"), may, in accordance with 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 [cents] lot machine may display 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 (b)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 jackpot meter, to be known as a "payout-only jackpot meter," that counts and displays the aggregate number of coins, slot tokens or prize tokens actually paid out from that hopper only;

4. If the slot machine utilizes slot credits or electronic transfer credits, a mechanical, electrical or electronic device, known as a "credit meter," visible from the front of the machine, that accumulates and displays to the player the denominational units or monetary value of such credits that are available for wagering;

5. A mechanical, electrical or electronic device 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 (b)4i 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 that round from a payout-only hopper into its machine denomination equivalent, and a separate win meter, to be known as a "payout-only win meter," connected to each payout-only hopper that advises the player of the number of coins, slot tokens or prize tokens actually won on that

round from the corresponding hopper only (for example, a win meter on a multiple hopper 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 there is a separate payout-only win meter advising the player that one prize token was paid out);

6. Unless otherwise authorized by the Commission, each slot machine approved to 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 and displays the aggregate number of gaming vouchers dispensed by the machine; and

ii. A "value voucher out meter" that continuously and automatically counts and displays the aggregate value of gaming vouchers dispensed by the machine; and

(c) Unless otherwise authorized by the Commission each slot machine which does not totally and automatically pay the full amount of a jackpot to a patron shall be equipped with a mechanical, electrical or electronic device to be known as a "manual jackpot meter" that continuously and automatically records a pulse(s) for a predetermined number of coins or slot tokens that are to be paid manually.

(d) Unless otherwise authorized by the Commission, each slot machine that accepts currency shall have meters that accomplish the objectives set forth in (b) and (c) above.

(e) Unless otherwise authorized by the Commission, each slot machine that has a bill changer shall also be equipped with mechanical, electrical or electronic devices as follows:

1. A "cash box" meter that continuously and automatically records the total value of all currency accepted by the bill changer or, as an alternative, a connection to a computer system approved by the Commission that determines the total value of all currency accepted by the bill changer from data supplied from the bill meters required by (e)2 below;

2. A number of "bill meters," that continuously, automatically and separately count, for each denomination of currency accepted by the bill changer, the actual number of bills accepted by the bill changer;

3. If the bill changer can accept coupons but does not contain the coupon meters identified in N.J.A.C. 19:45-1.46B:

i. A "numerical coupon meter" that continuously, automatically and separately counts the total number of all coupons accepted by the bill changer; and

ii. A "value coupon meter" that continuously, automatically and separately counts the total value of all coupons accepted by the bill changer; and

4. If the bill changer can accept gaming vouchers:

i. A "numerical voucher in meter" that continuously, automatically and separately counts the total number of all gaming vouchers accepted by the bill changer; and

ii. A "value voucher in meter" that continuously, automatically, and separately counts the total value of all gaming vouchers accepted by the bill changer.

(f) Each casino licensee that operates a slot machine with a bill changer that is controlled by a software program which may be modified without replacing any physical element of the bill changer (for example, by downloading software to the storage medium on which the bill changer control program is stored) shall submit for review and approval internal controls which shall address, at a minimum, the following:

1. The method for detecting authorized and unauthorized software changes;

2. The creation of a daily report from its slot monitoring system which immediately documents the software change;

3. Procedures for the control and installation of the software by the slot department;

4. The creation of a slot software control log by the slot department evidencing all authorized changes to the bill changer software; and

5. The review and comparison of the report and log required in (f)2 and 4 above by either the surveillance, security, casino accounting or management information systems department for any deviations and investigation.

(g) All meters described in this section and in N.J.A.C. 19:46-1.26 shall be placed in a position so that the numbers thereon can be read and recorded without opening the slot machine.

(h) Each casino licensee shall set each of its slot machine games to have a theoretical payout percentage that complies with N.J.A.C. 19:46-1.28A and shall maintain a record of each slot machine game setting and the theoretical payout percentage for each slot machine game. No cash or gaming voucher issued to a slot machine patron shall result in a deduction from gross revenue unless the patron's entitlement to the payment is determined by the approved program that controls the slot machine and the payment is recorded on the jackpot meter, numerical and value voucher out meters, or manual jackpot meter required by (b)3, (b)5 and (c) above, the progressive jackpot meter required by N.J.A.C. 19:45-1.39(b)2 or in accordance with procedures authorized by N.J.A.C. 19:45-1.40A and 1.40B.

(i) Each slot machine in a casino shall have such test connections as may be specified by the Division and approved by the Commission for the on-site inspection, examination, and testing of such machine.

(j) Each slot machine in a casino shall have 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.

(k) If the probability of hitting a proposed jackpot is greater than 34 million to one, the jackpot shall not be approved by the Commission unless it is offered on a linked progressive slot machine; provided, however, that this subsection shall not apply to a jackpot with a probability that may exceed 34 million to one during the game cycle due solely to the intervening occurrence of free play awards between the activation of a play and the award of the jackpot.

Amended by R.1987 d.302, effective July 20, 1987.
See: 18 N.J.R. 2005(a), 19 N.J.R. 1321(a).

(a)4 and (f) substantially amended.

Petition for Rulemaking: Slot machine bill changer machine.
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 (e) bill changers attached to slot machines.

Correction: At (b)2., the word "slot" added before "tokens" and "gaming" deleted. N.J.A.C. reference corrected.

See: 21 N.J.R. 933(a).

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

See: 23 N.J.R. March 18, 1991.

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; revised (a)1 to specify placement of manufacturer's serial number.

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

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

Allowed casinos to establish time limits of not less than 30 days for the offering of progressive and merchandise jackpot.

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

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

Deleted requirement at existing (e)2 regarding the "cash box meter". Recodified existing (e)3 as new (e)2.

Amended by R.1993 d.319, 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.1995 d.624, effective December 4, 1995.

See: 27 N.J.R. 1789(a), 27 N.J.R. 4915(a).

Amended by R.1996 d.122, effective March 4, 1996.

See: 27 N.J.R. 1775(a), 28 N.J.R. 1399(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.1996 d.474, effective October 7, 1996.

See: 28 N.J.R. 3244(a), 28 N.J.R. 4516(a).

Amended by R.1998 d.20, effective January 5, 1998.

See: 29 N.J.R. 326(a), 30 N.J.R. 120(a).

In (a)4iii, added new N.J.A.C. reference; amended (g); and inserted (j).

Amended by 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).

Inserted a new (f); and recodified former (f) through (j) as (g) through (k).

Amended by R.2000 d.334, effective August 21, 2000.

See: 31 N.J.R. 2525(a), 32 N.J.R. 3075(a).

Rewrote (a)4iii, (h) and (k).

Amended by R.2000 d.336, effective August 21, 2000.

See: 31 N.J.R. 2527(a), 32 N.J.R. 3077(a).

Rewrote (a)4 and (h).

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.

Petition for Rulemaking.

See: 33 N.J.R. 3379(b), 33 N.J.R. 3775(b).

Amended by R.2001 d.451, effective December 3, 2001.

See: 33 N.J.R. 772(a), 33 N.J.R. 4151(b).

Rewrote (h) and (k).

Amended by R.2001 d.284, effective September 3, 2002 (operative October 18, 2002).

See: 33 N.J.R. 3879(a), 34 N.J.R. 3130(a).

In (a)4, inserted "(a time limit shall not be permitted for a progressive annuity jackpot)" following "N.J.A.C. 19:45-1.40A", in ii; rewrote iii.

Amended by R.2002 d.4, effective January 6, 2003.

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

In (a), added 4vii; in (b), added 5; in (e), added 4; rewrote (h).

Amended by R.2003 d.161, effective April 21, 2003.

See: 35 N.J.R. 88(a), 35 N.J.R. 1689(b).

In (a)4, added viii.

Amended by R.2003 d.462, effective December 1, 2003.

See: 35 N.J.R. 2792(a), 35 N.J.R. 5435(a).

In (a)4, added ix.

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

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

Amended by R.2005 d.267, effective August 15, 2005.

See: 36 N.J.R. 4431(a), 37 N.J.R. 3069(a).

Rewrote (a) and (b).

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.

Failure to state claim against casinos for breach of contract for removal of progressive slot machines before jackpots were won. *Decker v. Bally's Grand Hotel Casino*, 280 N.J.Super. 217, 655 A.2d 73 (A.D.1994).

19:45-1.37A Electronic transfer credit systems

(a) A casino licensee may operate an electronic transfer credit system which permits a patron to convert cash complimentaries accumulated by the patron pursuant to 19:45-1.9(f) or received by the patron pursuant to N.J.A.C. 19:45-1.9(g) through (i) or distributed to the public pursuant to N.J.A.C. 19:45-1.46 into electronic credits and to have those credits transferred directly to a slot machine.

1. A casino licensee may, in its discretion and upon fair notice to the public, convert cash complimentaries that are issued as part of a mass marketing program governed by N.J.A.C. 19:45-1.9(h) or a complimentary distribution program governed by N.J.A.C. 19:45-1.46 into "temporary electronic credits" that shall expire no later than 48 hours after their issuance if they are not transferred to a slot machine.

2. A casino licensee may, in its discretion and upon fair notice to the public, issue electronic transfer credits that are cashable or non-cashable. An electronic transfer credit is cashable if it can be converted into cash by the patron. An electronic transfer credit is non-cashable if it cannot be converted into cash by the patron but can only be used to activate play at a slot machine.

i. No winning slot machine wager, including a winning wager made with a non-cashable electronic transfer credit, shall be paid with non-cashable electronic transfer credits.

ii. If a slot machine has both cashable and non-cashable electronic transfer credits available for play, all non-cashable electronic transfer credits shall automatically be wagered before any cashable electronic transfer credits are wagered.

(b) All aspects of an electronic transfer credit system, including all hardware and software utilized therein, shall be subject to review and approval by the Commission prior to the implementation of the system by the casino licensee. The internal control procedures submitted by the casino licensee shall address the integrity, security and control of its electronic transfer credit system and shall, without limitation, include:

1. An overview of the system design;
2. Computer access restrictions including, at a minimum, copies of all menus;
3. Hardware and software controls;
4. Magnetic tape controls;
5. Override policies and restrictions;
6. Copies of all reports generated related to the use of electronic transfer credits and, if applicable, temporary anonymous accounts or temporary electronic credits;
7. Backup and recovery procedures and failure analysis;
8. The duties and responsibilities of the MIS, internal audit, slot and casino accounting departments with regard to the electronic transfer credit system;
9. Patron access controls;
10. Procedures for handling customer disputes;
11. Network security;
12. Audit programs;
13. The manner in which cash complimentaries in the form of electronic credits shall be issued, and how the recipients of those credits shall be identified;
14. If applicable, the manner in which temporary anonymous accounts shall be established and terminated or converted to permanent accounts, how electronic credits shall be issued and credited to such accounts, and how transfers of electronic credits from such accounts shall be recorded and reconciled with the complimentary distribution program from which they were issued; and
15. If applicable, the manner in which temporary electronic credits shall be issued, how temporary electronic credits shall be activated, transferred, converted or terminated, and how transfers and conversions of electronic credits from such accounts shall be recorded and reconciled with the complimentary distribution program from which they were issued.

(c) Each transfer of electronic credits to a slot machine authorized by this section shall be initiated by a patron using a patron access control approved by the Commission. All patron access controls shall require the use of a unique access code for each patron, which access code shall be selected by and only available to the patron. Notwithstanding the foregoing, an access control for the transfer of electronic credits issued pursuant to a mass marketing program governed by N.J.A.C. 19:45-1.9(h) or a complimentary distribution program governed by 19:45-1.46 shall not require a unique access code provided that the electronic credits are:

1. Temporary electronic credits issued pursuant to (a) above; or
2. Transferred from a temporary anonymous account established pursuant to (e) below.

(d) An electronic transfer credit system shall:

1. Prohibit the transfer of more than \$1,000 in electronic transfer credits to a slot machine in a single transaction; and
2. Notify the casino licensee of any frequent withdrawals of electronic transfer credits from a slot machine, as well as the dollar amounts of such withdrawals, within a prescribed period of time. The parameters for frequency and amount of the transfers, as well as the prescribed period of time and the manner of notice, shall be approved by the commission.

(e) A record of each transfer of electronic credits to a slot machine authorized by this section shall be maintained by the casino licensee in an individual account established for each patron, which account shall be identified by, at a minimum, an identification number assigned to the patron who initiated the transaction and shall include, at a minimum, the date, time and amount of the transfer, as well as the asset number of the slot machine to which the transfer occurred. The identification number assigned to each patron for the purposes of this subsection shall be different from the unique access code selected by that patron as part of a patron access control. Notwithstanding the foregoing, a casino licensee may, in its discretion, establish a "temporary anonymous account" for any patron who is converting cash complimentarys issued as part of a mass marketing program governed by N.J.A.C. 19:45-1.9(h) or a complimentary distribution program governed by N.J.A.C. 19:45-1.46. A temporary anonymous account shall expire no later than 48 hours after its activation; provided, however, that a temporary anonymous account which has not expired may be converted into a permanent account, if a permanent record is created that identifies the original temporary account status and its activity, the date and time the temporary account was converted into a permanent account, the name of the patron on the permanent account, and any other information required by the Commission.

(f) In addition to the requirements of N.J.A.C. 19:45-1.37(b), each slot machine which can be activated through the

use of an electronic transfer credit shall be equipped with an "electronic transfer credit meter" that continuously and automatically increments in an amount equal to the value of any cash complimentarys which are converted into electronic credits and transferred to that slot machine by a patron. The electronic transfer credit system shall store this information in machine-readable form and such stored data shall not be susceptible to unauthorized alteration or deletion by any person. On a daily basis, a member of the casino accounting department shall generate a report of the amounts withdrawn from patron accounts and attach a copy of such report to the Slot Win Report in accordance with (h) below.

(g) No slot machine may be connected to, or disconnected from, an electronic transfer credit system without the prior written approval of the Commission.

(h) Each casino licensee shall develop a report or reports which shall be used by a casino accounting department employee to audit the system on a daily basis. Once the audit has been completed, the casino accounting department employee shall sign the report(s) and record the appropriate figures from the report(s) on the Slot Win Report. The report(s) shall be attached to the Slot Win Report for that gaming day. The report(s) required by this subsection and all related audit procedures shall be approved by the Commission.

(i) On at least a monthly basis, each casino licensee using an electronic transfer credit system shall, provide on paper or make available electronically a statement to each patron who has participated in the system that month. A paper statement shall be provided if requested by the patron. The statement shall include, at a minimum, the patron's beginning monthly balance, credits earned pursuant to N.J.A.C. 19:45-1.9(f), credits transferred to a slot machine pursuant to this section and the patron's monthly ending balance. In addition, if requested by a patron, the casino licensee shall provide a detailed account of all electronic transfer credit transactions initiated by that patron. Notwithstanding the foregoing, a monthly statement shall not be required for transfers of temporary electronic credits or transfers of electronic credits from a temporary anonymous account.

(j) No adjustment to the amount of any electronic transfer credit shall be made by a casino licensee without the approval of the Commission.

(k) Any slot machine that utilizes non-cashable electronic transfer credits as well as all written promotional materials and application forms relating to such credits shall disclose all restrictions upon the use of non-cashable electronic transfer credits. Such disclosure shall, at a minimum, provide notice that a non-cashable electronic transfer credit:

1. Cannot be converted into cash by a patron;
2. Must be wagered or abandoned; and

3. Is automatically wagered before any cashable electronic transfer credits are wagered.

New Rule, R.1996 d.486, effective October 21, 1996.

See: 27 N.J.R. 4992(a), 28 N.J.R. 4601(a).

Amended by R.1997 d.248, effective June 16, 1997.

See: 29 N.J.R. 541(a), 29 N.J.R. 2674(c).

In (a), amended N.J.A.C. reference; and added (b)13.

Amended by R.2005 d.216, effective July 5, 2005.

See: 36 N.J.R. 3242(a), 37 N.J.R. 2561(a).

In (b), substituted "provide for" for "address" and "address the following" for "include" in the second sentence of the introductory paragraph, substituted "Computer" for "System" in 2 and "Patron access" for "Access" in 9; in (c), inserted references to "Patron" preceding "access" throughout; in (e), inserted "amount of the transfer, as well as" preceding "the asset number" and inserted "a patron" preceding "access control".

Amended by R.2005 d.267, effective August 15, 2005.

See: 36 N.J.R. 4431(a), 37 N.J.R. 3069(a).

Rewrote (a) through (e) and (i); added (k).

19:45-1.37B Slot machine tower light

(a) Each slot machine shall be connected to a slot machine tower light located on top of the slot machine cabinet. The slot machine tower light shall be used to identify the slot machine's denomination and the operational status of the slot machine and any device connected thereto that may affect the operation of the slot machine. The slot machine tower light shall be visible to the surveillance department closed circuit camera system from all sides of the slot machine cabinet, unless the slot machine cabinet is against a wall or is in another location approved by the Commission that results in the partial obstruction of the light.

(b) A slot machine tower light shall be approved by the Division and Commission pursuant to N.J.A.C. 19:46-1.20 and 1.28 and shall consist of two separate lights, one on top of the other, that function in accordance with the requirements of this section.

1. At any given point in time, each of the two lights may be in one of five states as follows:

- i. "Off" means the light is off;
- ii. "On" means the light is on continually;
- iii. "Slow flash" means the light is flashing regularly at a 500 millisecond interval;
- iv. "Medium flash" means the light is flashing regularly at a 250 millisecond interval; and
- v. "Fast flash" means the light is flashing regularly at a 125 millisecond interval.

2. The top light of the two lights shall always be white. The color of the bottom light shall indicate the denomination of the slot machine to which it is attached, provided, however, if the slot machine is multi-denominational, the color of the bottom light shall indicate the lowest denomination:

- i. Gray means a penny machine;

ii. Red means a two-cent, three-cent, four-cent or nickel machine;

iii. Green means a dime machine;

iv. Yellow means a quarter machine;

v. Orange means a half-dollar machine;

vi. Blue means a dollar machine;

vii. Pink means a two-dollar machine; and

viii. Purple means a five dollar or higher denomination machine.

(c) For the purposes of this section, there shall be three separate methods by which a slot machine may be placed in an unplayable state.

1. "Administrative mode" means that a member of the department that is responsible for the operation of slot machines and bill changers has placed the slot machine in an unplayable state in order to access the set up or recall functions of a slot machine game.

2. "Disabled mode" means that a member of the department that is responsible for the operation of slot machines and bill changers or a computer controlled by that department has placed the slot machine in an unplayable state for any reason other than those included in administrative mode.

3. "Tilt mode" means that the slot machine placed itself in an unplayable state due to some type of malfunction or exception condition and the machine cannot be returned to a playable state without intervention by a member of the department that is responsible for the operation of slot machines and bill changers.

(d) Each of the following combinations of light states shall be displayed by a slot machine tower light to indicate the slot machine operating condition that is described therewith:

1. White light off with colored light:

- i. Off means that the slot machine is idle and the slot machine door is closed;
- ii. Medium flash means the slot machine is idle and the slot machine door is open; and
- iii. Fast flash means the slot machine is idle and the drop compartment door is open;

2. White light on with colored light:

- i. Off means a patron is requesting change and the slot machine door is closed;
- ii. On means that the slot machine is in disabled mode;
- iii. Medium flash means either:

(1) A patron is requesting change and the slot machine door is open; or

(2) The slot machine is in disabled mode and the slot machine door is open; and

iv. Fast flash means the slot machine is in disabled mode and the drop compartment door is open;

3. White light slow flash with colored light:

i. Off means that the slot machine is in tilt mode and the slot machine door is closed;

ii. Slow flash means either:

(1) The slot machine is displaying a hand-paid jackpot and the slot machine door is closed; or

(2) The slot machine is displaying a hand-paid jackpot while in tilt mode and the slot machine door is closed;

iii. Medium flash means either:

(1) The slot machine is displaying a hand-paid jackpot and the slot machine door is open; or

(2) The slot machine is in tilt mode and the slot machine door is open; and

iv. Fast flash means the slot machine is in tilt mode and the drop compartment door is open; and

4. White light fast flash with colored light:

i. Off means the slot machine is in administrative mode and the slot machine door is closed;

ii. Medium flash means the slot machine is in administrative mode and the slot machine door is open; and

iii. Fast flash means the slot machine is in administrative mode and the drop compartment door is open.

(e) Any combination of light states capable of display by a slot machine tower light that is not assigned a particular slot machine operating condition by (d) above may be used by the casino licensee for its own internal signals if such signals are identified in the casino licensee's approved internal control submission; provided, however, that the casino licensee shall be required to conform the light states displayed by its slot machine tower lights with any future modifications to (d) above.

(f) The provisions of this section shall apply to all slot machines submitted for Commission approval after April 2, 2001. Any slot machines approved prior to April 2, 2001 and which do not conform to the above specifications shall either be modified to comply with this section or shall be removed

from the casino floor in accordance with the provisions of N.J.A.C. 19:46-1.21.

New Rule, R.2000 d.405, effective October 2, 2000.

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

Amended by R.2001 d.78, effective March 5, 2001 (operative September 5, 2001).

See: 32 N.J.R. 4381(b), 33 N.J.R. 842(b).

In (b)2, added new vi, renumbered existing vi as vii.

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

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

Amended by R.2006 d.182, effective May 15, 2006.

See: 37 N.J.R. 4211(a), 38 N.J.R. 2213(a).

Rewrote (b)2.

19:45-1.37C Slot machines; tokenization; residual slot credit

(a) A slot machine equipped with tokenization shall accept only slot tokens with a denomination of \$1.00 or less if the residual slot credit cannot be redeemed.

(b) Any residual slot credit not played or redeemed by a patron shall be deemed abandoned; provided, however, that any such credit shall remain on the slot machine until:

1. Played or redeemed by a patron; or

2. Cancelled by the casino licensee in a manner approved by the Commission.

(c) Any slot machine equipped with tokenization shall bear the notices required by N.J.A.C. 19:45-1.37(a)4viii.

(d) A casino licensee using slot machines equipped with tokenization shall submit and obtain approval of internal controls that set forth the manner in which tokens from different denominations of tokenized machines will be segregated, counted and recorded by denomination of slot machine including, but not limited to, the following requirements:

1. The front and back of slot drop buckets and slot drop boxes for slot machines equipped with tokenization shall be conspicuously marked in a manner approved by the Commission to identify the fact that the slot machine is equipped for tokenization, as well as the denomination of that slot machine; and

2. If a casino licensee offers slot machines which are equipped for tokenization and other slot machines which accept tokens but are not so equipped, the slot drop buckets and slot drop boxes from slot machines equipped with tokenization shall be segregated from all slot drop buckets and slot drop boxes from slot machines which accept tokens of the same denomination but are not so equipped, from the time they are removed from a slot machine until the contents of the slot drop buckets and slot drop boxes are counted in accordance with N.J.A.C. 19:45-1.43.