

8. If a 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.

(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) If a casino licensee elects to conduct jackpot payouts that are not automatically and totally paid directly by the slot machine by registering them on the credit meter of the slot machine in accordance with the procedure set forth in N.J.A.C. 19:45-1.40(s), the slot machine shall contain a device (jackpot-to-credit-meter switch) that:

1. When activated by a key, increments the credit meter in the exact amount of the jackpot and does not increment the manual jackpot meter; and

2. Is subject to internal controls, as approved by the Commission, to provide:

i. Advance notice to the Commission and Division whenever a casino licensee intends to turn the option to utilize the jackpot-to-credit-meter switch on or off; and

ii. An audit trail of the following information each time the option to utilize the jackpot-to-credit-meter switch is turned on or off:

(1) The name and license number of the employee who performed the action;

(2) The asset number of the slot machine on which the jackpot-to-credit meter switch is installed;

(3) The date and time the action was taken; and

(4) A description of the action that was taken.

(f) 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).

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

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

In (c), deleted "and" following "machine;"; substituted "and" for "." following "counted" in 7ii, and added 8.

Amended by R.2007 d.222, effective July 16, 2007.

See: 39 N.J.R. 359(b), 39 N.J.R. 2655(a).

Added new (e), and recodified former (e) as (f).

#### 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 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 storage media in the gaming equipment or related device pursuant to (a) above, which shall be incapable of being altered while installed in the device, inspected and physically sealed or otherwise secured as a result of a recommendation by the Division and:

- i. Located in a separate read-only storage media, such as an EPROM; or
- ii. Partitioned from all other data in a manner approved by the Commission;

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.

Amended by R.2009 d.201, effective June 15, 2009.

See: 41 N.J.R. 872(b), 41 N.J.R. 2499(a).

In (d), deleted "reside on an EPROM or other read-only storage media and shall" following "above shall"; rewrote the introductory paragraph of (e)1; and added (e)1i and (e)1ii.

**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