

## **TITLE 325. OKLAHOMA HORSE RACING COMMISSION**

### **CHAPTER 85. GAMING MACHINE SPECIFICATIONS AND USE AND OPERATION REQUIREMENTS**

#### **SUBCHAPTER 15. USE AND OPERATION REQUIREMENTS APPLICABLE TO ELECTRONIC AMUSEMENT GAMES, ELECTRONIC BONANZA-STYLE BINGO GAMES AND ELECTRONIC INSTANT BINGO GAMES**

##### **325:85-15-0. Applicability**

The Use and Operation Requirements set forth in this Subchapter ~~17~~ shall apply only to Electronic Amusement Games, Electronic Bonanza-Style Bingo Games and Electronic Instant Bingo Games. The Use and Operation Requirements set forth in this Subchapter ~~17~~ shall not apply to Compact Electronic Games or Non-Compact Electronic Games.

##### **325:85-15-61. Progressive controllers**

A Progressive Controller is all of the hardware and software that controls all communications among the devices that calculates the values of the progressives and displays the information within a progressive Player Terminal link (if applicable, progressive Player Terminal(s) may be internally controlled) and the associated progressive meter. This equipment includes, but is not limited to, PC-based computers, wiring, and collection nodes, etc. The method by which system jackpot parameter values are modified or entered shall be secure. Progressive Controllers shall:

- (1) During the 'Normal Mode' of progressive Player Terminals, the Progressive Controller shall continuously monitor each device on the link for credits bet and shall multiply the same by the rate of progression and denomination in order to determine the correct amounts to apply to the progressive jackpot. This shall be at ~~least~~ least 99.99% accurate.
- (2) The Progressive Controller or other approved progressive system Component shall keep the following information in non-volatile memory, which shall be displayed on demand:
  - (A) The number of progressive jackpots won on each progressive level if the progressive display has more than one winning amount;
  - (B) The cumulative amounts paid on each progressive level if the progressive display has more than one winning amount;
  - (C) The maximum amount of the progressive payout for each level displayed;
  - (D) The minimum amount of the progressive payout for each level displayed;
  - (E) The rate of progression for each level displayed.
- (3) If the following events occur, the game that is using the progressive is to be disabled, and an error shall be displayed on the progressive meter, other approved progressive system Component or Player Terminal:
  - (A) During a communication failure;
  - (B) When there have been multiple communication errors;
  - (C) When a controller checksum or signature has failure;
  - (D) When a controller's RAM or PSD (Program Storage Device) mismatch or failure occurs;
  - (E) When the jackpot configuration is lost or is not set;

(4) The Progressive Controller shall have a secure means of transferring a progressive jackpot and/or prizes to another on-site Progressive Controller or other approved on-site progressive system Component. Transferring of progressive jackpots ~~must~~ shall meet the Commission's internal control procedures.

(5) There shall be a secure, two-way communication protocol between the main game processor board and progressive. In addition, the progressive system shall be able to:

(A) Send to the electronic Player Terminal the amount that was won for metering purposes; and

(B) Constantly update the progressive display as play on the link is continued.

(6) Each Progressive Controller used with a progressive Player Terminals shall be housed on-site in a secure environment allowing only authorized accessibility. Access to the controller ~~must~~ shall conform to the Commission's internal control procedures.

## **SUBCHAPTER 20. USE AND OPERATION REQUIREMENTS APPLICABLE TO COMPACT ELECTRONIC GAMES AND NON-COMPACT ELECTRONIC GAMES**

### **325:85-20-1. Applicability**

The Use and Operation Requirements set forth in this Subchapter ~~19~~ shall apply only to Compact Electronic Games and Non-Compact Electronic Games. The Use and Operation Requirements set forth in this Subchapter ~~19~~ shall not apply to Electronic Amusement Games, Electronic Bonanza-Style Bingo Games and Electronic Instant Bingo Games.

## **SUBCHAPTER 21 - ACCOUNTING SYSTEM REQUIREMENTS**

### **325:85-21-27. Redemption kiosk error conditions**

(a) The redemption kiosk ~~must~~ shall be capable of detecting and displaying the ~~following~~ error conditions listed below. The error condition ~~must~~ shall illuminate the tower light or sound an audible alarm. This requirement may be substituted for a notification system that alerts casino staff of error conditions. The redemption kiosk shall be able to recover to the state it was in immediately prior to the interruption occurring, including during payment. Error conditions not requiring attendant intervention are ~~A, B, H, I, J, 1, 2, 8, 9, 10, and K 11~~. Error conditions requiring attendant intervention are ~~C, D, E, F, G, 3, 4, 5, 6, 7, and L 12~~.

(1) Power loss or power reset;

(2) System and kiosk not communicating, which non-communication may be detected upon ticket insertion only;

(3) Coin or currency out error;

(4) Coin hopper or cash dispenser empty or timed out. This condition does not require immediate intervention if alternate method of payment is available.

(5) RAM error (critical memory);

(6) Low RAM battery (if battery external to the RAM itself used);

(7) Ticket voucher-in jam;

(8) Door open (all external doors);

(9) Bill acceptor stacker full;

(10) Bill acceptor door open;

(11) Bill stacker door open or bill stacker removed; and

(12) Printer errors (If internal printer is supported).

(b) If the redemption kiosk uses error codes instead of a text explanation of the error conditions, a description of error codes and their meanings ~~must~~ shall be affixed on the inside of the redemption kiosk. If any of the above error conditions occur during the acceptance and/or escrowing of a ticket voucher, the ticket voucher ~~must~~ shall be returned to the patron without a status change on the ticket validation system or, once the error condition is cleared, proceed to pay the patron and have a status of 'Redeemed' on the system.

## **SUBCHAPTER 25. TRANSPORTATION, RECEIPT, INSTALLATION AND DISPOSAL OF GAMING MACHINES**

### **325:85-25-4. Transportation of gaming machines within the state**

(a) Manufacturers and Distributors who are licensed by the Commission and, subject to the limitations set forth in these rules, Racetrack Gaming Operators are authorized to transport Gaming Machines within the State. Gaming Machines shall be transported in a trailer, box truck, or other container which shall be locked and include a numbered shipping seal placed so the Gaming Machines shall not be accessed without breaking the seal.

(b) A licensed Manufacturer or Distributor or Racetrack Gaming Operator shall transmit the following information to the Commission, prior to transport, on forms provided or approved by the Commission:

- (1) the full name, address, and license number of the Person transporting the Gaming Machine from its current location;
- (2) the number of Gaming Machines being transported;
- (3) the full name, address, and license number of the Person to whom the Gaming Machine is being sent and the destination of the Gaming Machine if different from that address;
- (4) the name and address of the carrier and the method of transport;
- (5) the model number, description, and serial number of the Gaming Machine;
- (6) the number of the shipping seal placed on the trailer, box truck, or container used for shipping or transport;
- (7) the date of transport and date of expected delivery; and
- (8) other information as required by the Commission.

(c) All controlled program devices, software, or other system components certified by a Commission licensed Independent Testing Laboratory that require signature verification prior to installation shall be shipped separately from all gaming machines.

(d) All controlled program devices, software, or other system components shipped to a Commission Licensed Gaming Facility shall arrive at least five (5) business days prior to installation addressed to the Commission Gaming Agents for signature verification, unless a written waiver is given by a Commission Gaming Agent due to exigent circumstances. A shipment containing controlled program devices, software, or other system components shall be opened only by a Commission Gaming Agent or an authorized Commission employee.

(e) If Gaming Machines are being transported from one Commission Licensed Gaming Facility to another Commission Licensed Gaming Facility, all controlled program devices, software, or other system components shall be removed from the Gaming Machines and retained by the Commission Gaming Agent. The Commission Gaming Agent, upon receipt of a prepaid shipping label provided by the entity requesting transport, shall package and facilitate the transport.

(f) Non-compliance with the provisions of this section shall result in disciplinary action.