

WASHINGTON STATE GAMBLING COMMISSION



Table Games Progressive System Submission Checklist

Manufacturer:

Name and type of equipment:

Manufacturer representative name:

Manufacturer representative contact information:

WSGC only:

Submission #:

Date review begins:

Electronic Gambling Lab (EGL) representative:

Estimated hours to complete: 60 hours for new submissions

Objective:

Our objective is to obtain detailed information about the equipment and to provide information about the minimum standards so that security, reliability, and integrity of the equipment are achieved. When manufacturers perform their own analysis of the equipment and provide this information to us, it often results in fewer questions to the manufacturer during testing and may reduce the overall review time. This checklist is a compilation of Washington laws & rules, best practices, and industry standards.

Definitions:

Authentication	Process of determining if a software program is legitimate and approved.
Display	Any electronic representation of progressive amounts, prize values, paytables, or other game information visible to participants in the game.
Error Condition	An internal or external event which results in an unexpected operational behavior or state.
Game Theme	A card game which includes unique characteristics.
Linked Tables	Two or more live gaming tables which share progressive contributions and prizes.
Meter	A non-volatile variable, storing financial and other game play information.
Non Volatile Memory	Computer memory that can retain stored information even when powered off.
Progressive Games	Games where a part of some wagers accrues to a progressively increasing prize which is awarded based on a predefined pattern or combination of cards.
Progressive Meter	A representation of the current value of a progressive prize, viewable by all participants in the game.
Server	Computer component which provides data storage, processing, access control services to other computers on a network.

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<p><i>The following sections must be completed by the Manufacturer. We require complete detailed answers – attach additional sheets, if necessary. Yes/no answers will not be accepted.</i></p>	<p>WSGC Reviewer</p>
<p>I. Table Games Progressive System Equipment Requirements</p>	
<p>A. General Requirements:</p>	
<p>1. Provide detail on how critical components have the ability to allow for independent authentication of the equipment’s program (firmware and/or software). This authentication will provide a means for regulatory personnel to verify that the firmware and/or software operating on the equipment is approved.</p>	
<p>B. Linked Tables:</p>	
<p>1. Progressive prize(s) offered by the system must be associated with a specific game theme. Describe the progressive prizes offered by your system and how you assign prizes to a game theme.</p>	
<p>C. Jackpot Award:</p>	
<p>1. Describe your process for awarding prizes. Include all steps both manual and system related.</p>	
<p>2. The system must indicate to players when a prize has been won. Provide detail how your system notifies players and logs prizes that have been won.</p>	
<p>3. Provide detail on how the system resets and displays a new prize amount after a jackpot prize has been won.</p>	

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<p>D. Displays:</p>	
<p>1. Provide detail on how your progressive display ensures accurate and clear representation of the actual jackpot amount.</p>	
<p>2. Describe on how the displayed prizes accurately reflect their actual current value and how the table display is clearly visible to all players at the table and capable of being clearly viewed by surveillance.</p>	
<p>3. Provide detail how your system displays actual current values and how often it updates to reflect changes of the prize amount.</p>	
<p>II. System Components</p>	
<p>A. Table Components:</p>	
<p>1. Provide detail on how your system accomplishes the following:</p> <ul style="list-style-type: none"> a. Components which track the presence and values of items used in game play at a gaming table, must work accurately at all times. b. Input devices used by players and dealers must accurately communicate commands and selections to the system. c. The table must be configured to prevent players or unauthorized individuals from accessing dealer input components. d. Any information provided by table components to game participants such as progressive values, paytables, or other messages must be consistent with the rules of the game. e. The functions and features of all components which are visible to players must be clearly visible to surveillance. 	

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<p>B. Servers:</p>	
<p>1. Provide detail on how your system accomplishes the following:</p> <ul style="list-style-type: none"> a. Servers must have appropriate access controls in place. b. Servers may not be connected to external systems or the internet. c. Storage of sensitive information such as usernames and passwords must be protected through the use of security measures preventing any person or device from viewing the information. d. Critical data must be protected from deletion or corruption through the use of regular backup, failover, or other data retention tools. e. Software components and settings may not be modified while the system is in play. f. Identify and describe all the system components. Include a detailed system topology and describe how all system components perform their assigned tasks accurately. 	
<p>2. When installed, servers and other system components not visible to players must be in a secure location, inaccessible to players or unauthorized staff, with appropriate access controls in place. Describe how your system components will meet these requirements.</p>	
<p>C. Meters and Accounting:</p>	
<p>1. Provide detail on how your server accounts for data:</p> <ul style="list-style-type: none"> a. What type of reconciliation and audit reports does the system produce? b. Any changes to award amounts must be accurately logged by the system. Describe how your system meets this requirement. c. If prizes are incremented manually, the system must implement measures to ensure only authorized personnel are able to make changes to award amounts. Describe how your system meets this requirement. 	

III. Security	
A. Access Control:	
<ol style="list-style-type: none"> 1. Provide detail on the access control: <ol style="list-style-type: none"> a. Describe what access controls are in place for the network, data bases and other critical components. Include rules for logins, passwords, user groups, and access permissions. b. Describe how the peripheral equipment used with the progressive system, including but not limited to, display monitor and input tools, use secure communication protocols, and are resistant to tampering and unauthorized access. c. Describe how all unused internal and external ports are disabled or sealed to prevent unauthorized access. d. Servers and software which allow logins must retain a history of successful and failed login attempts for at least thirty days. Describe how access logging is implemented in your system. 	
IV. Software Requirements	
A. Non Volatile Memory:	
<ol style="list-style-type: none"> 1. Non Volatile memory storage must be maintained by a methodology that enables errors to be identified and corrected in most circumstances. Describe how your system meets this requirement. 	
B. Program Requirements:	
<ol style="list-style-type: none"> 1. Software programs must be stored in media which prevents unauthorized access or alteration. Describe how your system meets this requirement. 	
<ol style="list-style-type: none"> 2. PINs or passwords, if used, must be protected and inaccessible. Describe how your system meets this requirement. 	

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<p>3. The table games progressive system must include effective measures to ensure only authorized personnel can access restricted or sensitive settings within the software. Describe how your system meets this requirement.</p>	
<p>C. Independent Program Verification:</p>	
<p>1. Any program verification used must have the ability to allow for independent authentication of the progressive system program (firmware and/or software). This authentication will provide a means for regulatory personnel to verify that the firmware and/or software operating on the progressive and bonus system is approved.</p>	
<p>D. Communications:</p>	
<p>2. Table games progressive systems must operate as a dedicated and stand alone networked system. Describe how your system meets this requirement.</p>	
<p>E. Error Condition, Interruption and Resumption:</p>	
<p>1. Provide detail on how your system protects critical data such as progressive value including the contribution amounts and the prize payouts in the case of errors or system interruption.</p>	
<p>2. Provide detail on how the system handles an error conditions if the system malfunctions. For example, power loss or network failure while the system is in operation.</p>	
<p>V. WSGC only: Notes and additional testing parameters if needed.</p>	