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

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.

The following sections must be completed by the Manufacturer. We require complete detailed answers. Yes/no answers will not be accepted.	*WSGC Reviewer*
I. Table Games Progressive System Equipment Requirements	
A. Linked Tables:	
1. Progressive prize(s) offered by the system may be connected to progressive prizes on different card games within the same licensed location if certain requirements are met (WAC 230-15-685). Describe the following: • progressive prizes offered by your system; • whether your system will be connected to another manufacturer's equipment; • how you assign prizes to a game theme.	
B. Jackpot Award:	
1. Describe your process for awarding prizes. Include all steps both manual and system related.	
2. The system must indicate to players when a prize has been won. Provide detail about how your system notifies players and logs prizes that have been won.	
3. Provide detail on how the system resets and displays a new prize amount after a jackpot prize has been won.	
C. Displays:	
1. Provide detail on how your progressive display ensures accurate and clear representation of the actual jackpot amount.	
2. Describe the hardware used to display prize values to patrons.	

3. Provide detail how your system displays actual current values and how often it updates to reflect changes to the prize amount.	
II. System Components	
A. Identify and describe all the system components. Include a detailed system topology and describe how all system components perform their assigned tasks accurately.	
B. Table Components:	

1. Provide detail on how your system accomplishes the following:
   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.	

C. Servers:	

1. Provide detail on how your system accomplishes the following:
   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.	

D. Meters and Accounting:	

1. Provide detail on how your server accounts for data:
    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.
 	
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:	

1. Provide detail on the access control:
    a. Describe what access controls are in place for the network, databases 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, 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. Do your servers and software retain a history of successful and failed login attempts? If so, where are they stored and for how long? :	

IV. Software Requirements	
A. Non Volatile Memory:	
1. Provide detail on how the system's non volatile memory storage is maintained. Describe the process that enables errors to be identified and corrected.	
B. Program Requirements:	
1. Software programs must be stored in media which prevents unauthorized access or alteration. Describe how your system meets this requirement.	

2. PINs or passwords, if used, must be protected and inaccessible. Describe how your system meets this requirement.	
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.	
C. Independent Program Verification:	
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 are approved.	
D. Communications:	
1. Table games progressive systems must operate as a dedicated and standalone networked system. Describe how your system meets this requirement.	
E. Error Condition, Interruption and Resumption:	
1. Provide detail for how the system handles error conditions and protects critical data if the system malfunctions. For example, power loss or network failure while the system is in operation.	
V. WSGC only: Notes and additional testing parameters if needed.	