

WASHINGTON STATE GAMBLING COMMISSION



Group 12 Amusement Game Submission Checklist

Manufacturer:

Name of equipment:

Submitter name (if different):

Contact information:

WSGC only:

Submission #:

Date review begins:

Electronic Gambling Lab (EGL) representative:

WSGC estimates 10 hours to complete testing.

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 and rules, best practices, and industry standards.

RCWs and WACs:

Group 12- Electronic puzzle and pattern solving game standards	See WAC 230-13-067
Amusement game	See RCW 9.46.0201 See Section 230-13

<p><i>The following sections must be completed by the Manufacturer. We require complete detailed answers. Incomplete answers may result in additional testing time.</i></p>	<p>WSGC Reviewer</p>
<p>I. Group 12 Amusement Game Standards</p>	
<p>Describe how your Amusement Game meets the following:</p>	
<p>1. How does the player view the prize that is available before each play of the game without the insertion of money or any other thing of value? (WAC 230-13-067 (1)).</p>	

<p>2. Describe how and where the player can preview the puzzle outcome feature.</p>	
<p>3. Explain how prizes are awarded based upon the player's skill in correctly discerning a pattern and completing that pattern (WAC 230-13-067 (2)).</p>	
<p>4. When a game presents a potential winning pattern, what is the predetermined time period in which the puzzle must be solved? (WAC 230-13-067 (3)).</p>	
<p>5. Is the puzzle solvable within time allowed?</p>	
<p>6. Is the time allowed for solving the puzzle configurable? If so, what are the maximum and minimum times which can be enabled?</p>	
<p>7. Describe the actions a player must perform when attempting to solve a puzzle.</p>	
<p>8. What determines the frequency of potentially winning patterns (RNG, finite set, etc.)?</p>	
<p>9. Are play credits and tokens won tracked separately? (WAC 230-13-005)</p>	
<p>10. Can win points be added to player's ability to continue to play the amusement game?</p>	
<p>11. Are there any dollar values identified with points won or played?</p>	

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12. Describe the game themes and pattern types. Describe how the games are changed on the equipment?	
13. Describe how the points are awarded to the player for redemption. Please provide a picture or example of the redemption ticket.	
14. Can the player redeem credits available for play without playing them in the machine? If yes, how is this accounted for in meters and/or reports?	
15. Describe what methods of payment are accepted by the game for play?	
16. Are points accepted as payment?	
17. Does the machine include options/features which are not allowable under current rule but can be disabled or turned off by the operator?	
18. Are the information screens/rules of play available to patrons accurate and complete?	
19. Does the game include bonus features? Describe how the bonus feature works.	
II. Software and Hardware	
1. Describe the operating system and software used on the Amusement Game, including file structure, database, and proprietary software applications.	
2. Provide detail on how to operate the system. Include any operator and technical manuals.	

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3. Describe what happens if there is a power failure or an error in how the game operates.	
4. How is critical memory protected from data loss/errors?	
5. Does the machine employ hardware redundancy or backup technology to recover from data loss/errors?	
6. For Random Number Generator (RNG) based games, what component(s) provide RNG functionality?	
7. Where is the RNG component(s) located?	
8. Does the RNG meet commonly accepted industry standards for randomness? If so, how?	
9. For non-RNG based games, what components provide different win results? Provide an explanation of how non-RNG games determine different win results.	
10. Identify and describe all hardware components included within the machine.	
11. What peripheral devices are used by the machine during normal gameplay?	
12. What hardware ports are available on the machine?	

<p>13. What types of bill acceptors and cash boxes can be installed in the machine?</p>	
<p>14. Is the machine resistant to errors and failure from electrostatic discharge (ESD)?</p>	
<p>III. Meter requirements/Accounting</p>	
<p>1. Does the game have non-resetting coin in meters in compliance with WAC 230-13-080?</p>	
<p>2. Does the system accurately record the information required by 230-13-170?</p>	
<p>3. Are door open/access events accurately recorded and metered?</p>	
<p>4. How are cash drops performed? Does the system record cash drop activity? Please explain.</p>	
<p>5. How does the machine keep credits available for play separate from points/tickets/tokens won?</p>	
<p>6. Is there a method for the operator to validate ticket/token receipts when presented by customers? Please explain.</p>	
<p>7. Can records and meters be changed or reset? If so, how?</p>	

IV. Security	
1. Describe the physical and logical security measures in place to prevent unauthorized access to and manipulation of the game (hardware, software, cashboxes).	
2. Can the machine be connected to a network?	
3. What additional systems or functions can the machine work with (for example systems such as accounting, progressive, player tracking, floor management)?	
4. If the machine can function as part of a network, provide a network topology showing a typical installation.	
5. Who has physical and logical access to the machine?	
6. Who sets up, configures, troubleshoots, and services the machine at gambling establishments?	
7. Can the machine be administered remotely? If yes, can this be disabled? If so, how?	
8. Can operators manipulate the machine in any way to gain an unfair advantage over players?	
V. Records	
Provide examples of all records generated by your game/system.	
WSGC only: Notes and additional testing parameters if needed.	