

**Emergency Rule**  
LSA Document #11-551(E)

DIGEST

Temporarily adds rules for server-supported and server-hosted electronic gaming devices at Indiana casinos. Statutory authority: [IC 4-33-4-2](#); [IC 4-33-4-3](#); [IC 4-35-4-2](#); [IC 4-35-4-3](#). Effective September 14, 2011.

**SECTION 1. (a) The following definitions apply throughout this document, unless the context clearly indicates otherwise:**

**(1) "Control program" means the software that operates the player terminal's functions, including, but not limited to, the following:**

- (A) Pay table.**
- (B) Game program.**
- (C) Game logic.**
- (D) Random number generator.**
- (E) Denominations.**
- (F) User interface elements for the game.**

A control program may run independently on the player terminal, or it may require information generated by the server to function. A control program may exist on a server or on a player terminal, or both.

**(2) "Data library" means the electronic repository of all approved data files that may be downloaded to player terminals or utilized to facilitate game play on a SSEGS or SHEGS, including:**

- (A) control programs;**
- (B) firmware;**
- (C) peripheral firmware;**
- (D) configuration data; and**
- (E) any other software that may be downloaded to a player terminal.**

**(3) "Electronic multiplayer table system" means a combination of:**

- (A) one (1) or more servers; and**
- (B) multiple player terminals;**

that function collectively for the purpose of electronically simulating multiplayer table game operations either without a live host, or with a live host whose duties are limited to the functions described in [68 IAC 1-1-82](#).

**(4) "Host-assisted electronic multiplayer table system" means a combination of:**

- (A) one (1) or more servers; and**
- (B) multiple player terminals;**

that function collectively for the purpose of electronically simulating multiplayer table game operations with the assistance of a dealer or live host whose duties are not limited to the functions described in [68 IAC 1-1-82](#).

**(5) "Player terminal" means the device that a patron utilizes to interact with a game on any SHEGS, SSEGS, electronic multiplayer table system, or host-assisted electronic multiplayer table system. The term includes, but may not be limited to, a device on which or from which a player does one (1) or more of the following:**

- (A) Places a wager.**
- (B) Views graphics from the game.**
- (C) Hears audio from the game.**
- (D) Provides input to the game.**
- (E) Receives notification of the outcome of a game.**

**(6) "Server" means the host computer that is the primary source of the system controls and information for player terminals.**

**(7) "Server-hosted electronic gaming system" or "SHEGS" means a combination of one (1) or more servers and one (1) or more player terminals that:**

- (A) is linked by a computer network;**
- (B) does not electronically simulate multiplayer table game operations;**
- (C) does not contain player terminals that are capable of player functionality if they are disconnected from the system; and**
- (D) determines the outcome of the game at the time of patron play by a random number generator that resides on the server or servers.**

(8) "Server-supported electronic gaming system" or "SSEGS" means a combination of one (1) or more servers and one (1) or more player terminals that:

(A) is linked by a computer network that facilitates the transfer of the control program from the server or servers to the player terminals;

(B) does not electronically simulate multiplayer table game operations;

(C) allows each player terminal to be capable of complete player functionality if disconnected from the system; and

(D) determines the outcome of the game at the time of patron play by a random number generator that resides in the player terminal.

(b) A casino licensee may utilize a SSEGS or SHEGS for gaming that:

(1) has been tested and approved by the commission under [68 IAC 2-6-2](#) through [68 IAC 2-6-4](#); and

(2) complies with [68 IAC 2-6-5](#), [68 IAC 2-6\(a\)](#) [sic], [68 IAC 2-6\(b\)](#) [sic], [68 IAC 2-6-7](#) through [68 IAC 2-6-14](#), [68 IAC 2-6-16](#) through [69 IAC 2-6-19](#) [sic], [69 IAC 2-6-21](#) [sic] through [69 IAC 2-6-43](#) [sic], [68 IAC 2-6-46](#), and any other applicable standards adopted by the commission.

(c) Notwithstanding any other provision of this SECTION, [68 IAC 2-6-5](#)(10) does not apply to a SSEGS or SHEGS. The par sheet for each game on a SSEGS or SHEGS must be submitted to the commission before the game is placed into service.

(d) Notwithstanding any other provision of this SECTION, [68 IAC 2-6-6](#)(c) does not apply to a SSEGS or SHEGS. Any conversion must be made in accordance with SECTIONS 3 and 4 of this document.

(e) Notwithstanding any other provision of this SECTION, [68 IAC 2-6-8](#)(d) does not apply to a SSEGS or SHEGS.

(f) Notwithstanding any other provision of this SECTION, [68 IAC 2-6-21](#) does not apply to a SSEGS or SHEGS. Any changes to the rules of play must be made in accordance with SECTIONS 3 and 4 of this document.

SECTION 2. (a) Before a casino licensee may utilize a SSEGS or SHEGS for gaming, the following must occur:

(1) The casino licensee must submit to the commission a copy of internal controls related specifically to the SSEGS or SHEGS.

(2) The commission must approve the internal controls.

(b) This SECTION incorporates by reference in the following manner GLI Standard #21-Standards for Client-Server Systems (Version 2.1, released May 18, 2007, which is available from the commission's office in Indianapolis, Indiana or at <http://www.gaminglabs.com/downloads/GLI%20Standards/updated%20Standards/GLI-21%20v2.1%20Final.pdf> and does not include any later amendments or editions):

(1) A SSEGS or a SHEGS must meet the minimum technical standards for a client-server system as outlined by GLI Standard #21.

(2) A SSEGS must meet the minimum technical specifications for a server-supported game system as outlined in GLI Standard #21.

(3) A SHEGS must meet the minimum technical specifications for a server-based game system as outlined in GLI Standard #21.

(4) In the event of a conflict between GLI Standard #21 and this document or any other standards that the commission specifically adopts, the provisions outlined in this document and any other standards that the commission specifically adopts shall prevail.

(c) Before a casino licensee may utilize a SSEGS or SHEGS for gaming, the licensee must obtain approval from the executive director to undergo a trial period of the desired system for a period of time that the executive director shall specify. During the trial period the casino licensee must do the following:

(1) Submit monthly reports to the executive director concerning the SSEGS or SHEGS. The reports shall contain, at a minimum, the following:

(A) The total coin in and coin out for the system and for each player terminal.

(B) Any hardware or software modifications that the casino licensee or the system supplier performed, including any software or control program uploads from the server to a player terminal of a SSEGS, and any software or control program modifications on the server of a SSEGS or SHEGS.

(C) Any jackpot of ten thousand dollars (\$10,000) or greater.

(D) Any system, software, or hardware errors encountered.

(E) Any variances involving the system.

(2) Report any variances to the commission within forty-eight (48) hours of the variance.

(3) Report any jackpot that is greater than ten thousand dollars (\$10,000) to the commission within twenty-four (24) hours of the jackpot.

The executive director may at any time suspend the trial period for a temporary period of time or prohibit further use of a SSEGS or SHEGS by a casino licensee.

SECTION 3. (a) All SSEGS and SHEGS must utilize a data library.

(b) Additions, deletions, and any other changes to the data library on the server must be approved in advance by the executive director or the executive director's designee.

(c) Data files eligible for inclusion in the data library must be approved in advance in accordance with [68 IAC 2-6-2](#) through [68 IAC 2-6-4](#).

(d) Any changes that are made to the data library, including, but not limited to, the addition, change, or deletion of control programs, must be stored in an unalterable audit log, which shall include the following:

(1) The time and date of the change made to the data library.

(2) The log-in name.

(3) Data files added, changed, or deleted.

SECTION 4. (a) All changes made by a casino licensee that affect game play or control programs on a player terminal must be made in accordance with the procedures following procedures outlined in this SECTION:

(1) For purposes of this SECTION, changes that affect game play or control programs on a player terminal include:

(A) a change in:

(i) payout percentage;

(ii) denomination;

(iii) rules of the game;

(iv) the game theme;

(v) line count configuration;

(B) any change that affects the pay table of a player terminal;

(C) additions and deletions to the player terminal; or

(D) any other change that the commission or the executive director deems to have the potential to materially alter a player's gaming experience.

(2) Changes may only be made in the presence of a gaming agent and require split passwords with the gaming agent possessing one (1) half of a password that is changed at least every thirty (30) days, and the casino licensee possessing the other half of the password that is changed at least every thirty (30) days. A system that requires two (2) independent logins, one (1) of which must be assigned to a gaming agent, and each of which must be changed every thirty (30) days, shall meet the intent of this requirement.

(3) Changes may be prescheduled up to seven (7) days in advance only if entry or cancellation of the scheduled change requires the security measures specified in subdivision (2). Records must be kept that describe:

(A) whether a scheduled change was executed; and

(B) the nature and details of the scheduled changes.

(4) Before a change described in subdivision (1) is made, the player terminal that is the subject of the change must have no credits outstanding and must not have been utilized by any patron for four (4) minutes. After those four (4) minutes have elapsed, the player terminal must:

(A) enter an inactive state where patrons cannot utilize the terminal;

(B) display a message for a minimum of one (1) minute indicating that:

(i) changes are being made to the player terminal; and

(ii) play is not currently permitted on the machine.

(5) After an addition described in subdivision (1) is made, before a patron may utilize a player terminal, an enforcement agent must verify the signature or signatures of the control programs using a device or software that is provided by the commission's authorized independent gaming laboratory, unless otherwise specified by the executive director.

(b) Any record of activity between a server and a player terminal that involves:

(1) the downloading of control programs or the adjustment of player terminal settings and configurations;

(2) the activation of previously downloaded control programs or game content; or

(3) any other change that affects game play or control programs on a player terminal;

must be stored in an unalterable audit log, which shall identify with particularity the player terminal or terminals to which the control program was downloaded and, if applicable, the program it replaced and changes to the player terminal settings or configurations.

(c) The electronic gaming device system database must be simultaneously updated when any change that affects game play or control programs on a player terminal is made.

SECTION 5. (a) For purposes of accounting and audit, each player terminal shall count as one (1) unit to be reported on all tax returns submitted to the commission. If multiple denominations were used on one (1) player terminal during a reporting period:

(1) all denominations must be reported in the accounting denomination; and

(2) the accounting denomination must be the lowest denomination.

(b) Both the server or servers and the player terminal or player terminals of the SSEGS or SHEGS shall reside within the physical confines of a single casino gambling operation.

(c) The server and any device or computer that is used to make changes to the server must be stored in a room that is secured and locked.

(d) The server and any device or computer connected to the server must:

(1) be on a private network that is only used for gaming operations;

(2) must not be connected to the Internet; and

(3) must not be connected to any device that is connected to the Internet;

(4) unless the commission has issued written approval of an Internet connection and connection software.

SECTION 6. (a) Each SSEGS or SHEGS must employ a verification mechanism that automatically, on a time interval approved by the commission and on demand, authenticates with a server all critical files including, but not limited to, the following:

(1) Control programs residing on a player terminal connected to the system.

(2) Data libraries residing on a player terminal connected to the system.

(3) Any other file residing on the server or player terminals that, as determined by the commission, may influence the operation and calculation of:

(A) game play;

(B) game display;

(C) game result determination;

(D) game accounting;

(E) revenue; or

(F) security.

(b) A report shall be available that details the verification results for each control program component on both the server and the player terminals.

SECTION 7. (a) The executive director or the commission may approve deviations from the provisions of this document if the executive director or the commission determines that the:

(1) procedure or requirement is impractical or burdensome; and

(2) alternative means of satisfying the procedure or requirement:

(A) fulfill the purpose of the document;

(B) are in the best interest of the public and the gaming industry in Indiana; and

(C) do not violate [IC 4-33](#) or [IC 4-35](#).

(b) If a licensee wishes to request a deviation from the provisions of this document, the licensee must do so in writing.

