

**CHAPTER 461b. TECHNICAL STANDARDS—  
STATEMENT OF POLICY**

Sec.

- 461b.1. [Reserved].
- 461b.2. Slot machine tower lights and error conditions.
- 461b.3. Gaming vouchers.
- 461b.4. [Reserved].
- 461b.5. [Reserved].

**Source**

The provisions of this Chapter 461a adopted June 30, 2006, effective July 1, 2006, 36 Pa.B. 3442; renumbered as Chapter 461b, effective July 21, 2007, 37 Pa.B. 3381. Immediately preceding text appears at serial pages (322183) to (322193).

**§ 461b.1. [Reserved].**

**Source**

The provisions of this § 461b.1 reserved October 10, 2008, effective October 11, 2008, 38 Pa.B. 5652. Immediately preceding text appears at serial page (333741).

**§ 461b.2. Slot machine tower lights and error conditions.**

(a) Unless otherwise authorized by the Board, each slot machine must have a tower light located on top of the slot machine cabinet. The tower light must be used to identify the slot machine's default denomination and the operational status of the slot machine and any device connected thereto that may affect the operation of the slot machine. The slot machine tower light must be visible to the player of the slot machine and to the surveillance department from all sides of the slot machine cabinet, unless the slot machine cabinet is against a wall or is in another location approved by the Board that results in the partial obstruction of the tower light.

(b) A slot machine tower light must consist of two separate lights, one on top of the other, that function in accordance with this section.

(1) At any point in time, each of the two lights may be in one of five states as follows:

- (i) "Off" means the light is off.
- (ii) "On" means the light is on continually.
- (iii) "Slow flash" means the light is flashing regularly at a 500 millisecond interval.
- (iv) "Medium flash" means the light is flashing regularly at a 250 millisecond interval.
- (v) "Fast flash" means the light is flashing regularly at a 125 millisecond interval.

(2) The top light of the two lights must be white. The color of the bottom light must indicate the default denomination of the slot machine to which it is attached:

- (i) Red means a dime denomination slot machine or any denomination below a dime.
- (ii) Yellow means a quarter denomination slot machine.
- (iii) Orange means a half-dollar denomination slot machine.
- (iv) Blue means \$1 denomination slot machine.
- (v) Pink means a \$2 denomination slot machine.
- (vi) Green means a \$5 denomination slot machine.
- (vii) Purple means a \$10 or higher denomination slot machine.

(3) A slot machine licensee may, with the approval of the Bureau of Gaming Laboratory Operations, utilize an alternative color scheme for the bottom light of the slot machine tower light in paragraph (2). The alternative color scheme may include:

- (i) Assignment of a unique color to identify any single denomination or combination of denominations of slot machines in paragraph (2)(i) provided that the 5¢ denomination or any combination that includes the 5¢ denomination will always be the color red.
- (ii) Assignment of a unique color to identify any single denomination or combination of denominations of slot machines in paragraph (2)(vii) provided that the \$100 denomination or any combination that includes the \$100 denomination will always be the color purple.
- (iii) Assignment of the color yellow to identify all 25¢ and 50¢ denomination slot machines.
- (iv) Assignment of the color blue to identify combinations of all \$1 and \$2 denomination slot machines or all \$1 to \$5 denomination slot machines.

(c) For the purposes of this subsection, there shall be three separate methods by which a slot machine is placed in an unplayable state.

- (1) “Administrative mode” means that a member of the slot operations department has placed the slot machine in an unplayable state to access the set up or recall functions of the slot machine.
- (2) “Disabled mode” means that a member of the slot operations department or the slot machine licensee’s slot monitoring system has placed the slot machine in an unplayable state for any reason other than those included in administrative mode.
- (3) “Tilt mode” means that the slot machine placed itself in an unplayable state due to malfunction or error condition and the slot machine cannot be returned to a playable state without intervention by a member of the slot operations department.

(d) Each of the following combinations of light states must be displayed by a slot machine tower light to indicate the corresponding slot machine operating condition:

(1) White light off with colored light:

(i) Off means that the slot machine is idle and the slot machine door is closed.

(ii) Medium flash means the slot machine is idle and the slot machine door is open.

(iii) Fast flash means the slot machine is idle and the drop compartment door is open.

(2) White light on with colored light:

(i) Off means a patron is requesting change and the slot machine door is closed.

(ii) On means that the slot machine is in disabled mode.

(iii) Medium flash means either:

(A) A patron is requesting change and the slot machine door is open.

(B) The slot machine is in disabled mode and the slot machine door is open.

(iv) Fast flash means the slot machine is in disabled mode and the drop compartment door is open.

(3) White light slow flash with colored light:

(i) Off means that the slot machine is in tilt mode and the slot machine door is closed.

(ii) Slow flash means either:

(A) The slot machine is displaying a hand-paid jackpot combination and the slot machine door is closed.

(B) The slot machine is displaying a hand-paid jackpot combination while in tilt mode and the slot machine door is closed.

(iii) Medium flash means either:

(A) The slot machine is displaying a hand-paid jackpot combination and the slot machine door is open.

(B) The slot machine is in tilt mode and the slot machine door is open.

(iv) Fast flash means the slot machine is in tilt mode and the drop compartment door is open.

(4) White light fast flash with colored light:

(i) Off means the slot machine is in administrative mode and the slot machine door is closed.

(ii) Medium flash means the slot machine is in administrative mode and the slot machine door is open.

(iii) Fast flash means the slot machine is in administrative mode and the drop compartment door is open.

(e) Any combination of light states capable of display by a slot machine tower light that is not assigned a particular slot machine operating condition by

subsection (d) may be used by the slot machine licensee for its own internal signals. However, the slot machine licensee shall be required to conform the light states displayed by its slot machine tower lights to any amendments or modifications in the Board's approved technical standards.

(f) A slot machine must detect, display by means of a tower light or other device and the slot machine must communicate to a slot monitoring system the error conditions in paragraphs (1)—(3) in both idle state and during game play. These error conditions may be automatically cleared by the slot machine upon completion of a new play sequence.

- (1) Power reset.
- (2) Door open.
- (3) Door just closed.

(g) A slot machine must detect, display by means of tower light or other device and the slot machine must communicate to a slot monitoring system the error conditions in paragraphs (1)—(8) in both idle state and during game play. These error conditions must disable the slot machine and prevent game play and may only be cleared by a slot attendant.

- (1) Low RAM battery.
- (2) Printer failure.
- (3) Printer mechanism paper jam. A paper jam condition must be monitored at all times during the print process.
- (4) Presentation error.
- (5) Program error or defective program storage media.
- (6) Reel spin error of any type. The specific reel number must be identified. If a tilt occurs while the reels are spinning, the slot machine must spin the reels at a slow speed.
- (7) Removal of control program storage media.
- (8) Uncorrectable RAM error, either RAM defective or corrupted.

(h) A slot machine must detect, display by means of tower light or other device and the slot machine must communicate to a slot monitoring system the error conditions in paragraphs (1) and (2) in both idle state and during game play. These error conditions need not disable the slot machine and game play may continue if an alternative method is available to complete the transaction or the condition does not prohibit the transaction from being completed. These error conditions may only be cleared by a slot attendant.

- (1) Printer mechanism paper level is low.
- (2) Printer mechanism out of paper.

(i) A description of the slot machine error code corresponding to each error condition must be affixed inside each slot machine unless the displayed slot machine error code is self-explanatory.

(j) The Board may waive one or more of the technical standards applicable to tower lights and error conditions adopted by the Board upon a determination

that the nonconforming communication methodology nonetheless meets the operational integrity requirements of the act, this part and technical standards adopted by the Board.

**Source**

The provisions of this § 461b.2 amended January 21, 2009, effective January 21, 2009, 39 Pa.B. 685. Immediately preceding text appears at serial pages (338655) to (338656).

**Cross References**

This section cited in 58 Pa. Code § 461a.7 (relating to slot machine minimum design standards).

**§ 461b.3. Gaming vouchers.**

(a) A gaming voucher may not expire. The value of gaming vouchers that have not been redeemed within 3 years of the date of issuance or other period as specified under the Disposition of Abandoned and Unclaimed Property Act (72 P.S. §§ 1301.1—1301.29) shall be forwarded to the State Treasurer along with a report containing the information required under subsection (b)(1)—(4).

(b) Each gaming voucher must be designed and manufactured with sufficient graphics or other security measures, to permit, to the greatest extent possible, the proper verification of the voucher. Notwithstanding the forgoing, each gaming voucher must contain the following information:

(1) The name or trade name of the slot machine licensee, and if the slot machine licensee is affiliated with a casino licensee in any other jurisdiction with an identical or similar name or trade name, the name of the Pennsylvania location must be evident on the voucher.

(2) The date and time of issuance.

(3) The value of the voucher, in both numbers and words.

(4) A unique serial number, which is automatically generated by the system in accordance with this part and technical standards adopted by the Board.

(5) The asset number of the slot machine dispensing the voucher.

(6) At least one anticounterfeiting measure, which appears on one or both sides of the voucher.

(7) The locations where the voucher may be redeemed and any restriction regarding redemption.

(8) A bar code or magnetic strip which enables the system to identify the numeric information in paragraphs (1)—(5) when the voucher is subsequently presented for redemption.

(c) A gaming voucher system may not be configured to issue a gaming voucher exceeding \$10,000 unless approved by the Board's Executive Director.

(d) Any system of internal controls over the issuance and redemption of gaming vouchers must provide for the following:

(1) Upon the presentation of a gaming voucher for redemption, the slot cashier or slot machine shall use the gaming voucher system to verify the validity of the serial number and value of the voucher, and if valid, the system must immediately cancel the voucher electronically and permit the redemption of the voucher for the value printed thereon. Prior to the redemption of a gam-

ing voucher, the complete serial number of the unredeemed gaming voucher must only be available to the system.

(2) The slot machine licensee shall maintain a record of all transactions in the gaming voucher system for at least 210 days from the date of the transaction.

(3) Notwithstanding paragraph (2), the slot machine licensee shall maintain an unredeemed gaming voucher record containing the information required in subsection (b)(1)—(5), for gaming vouchers that have been issued but not redeemed. The record shall be stored in the system for a period of time approved by the Board, which must be at least 3 years from the date of issuance of the gaming voucher, provided that:

(i) Any unredeemed gaming voucher record removed from the system after 3 years in accordance with subsection (a) shall be stored and controlled in a manner approved by the Board.

(ii) Any unredeemed gaming voucher record removed from the system is subject to the standard record retention provisions of this part.

(e) Each gaming voucher system must perform the following functions to control logical access to the system:

(1) Generate daily monitoring logs of user access, security incidents and unusual transactions, and immediately notify the information technology department of critical security incidents and unusual transactions.

(2) Be capable of assigning rights and privileges to each user, including:

(i) The secure administration of a unique system account for each user to provide an adequate segregation of duties.

(ii) Adequate password parameters such as lockout, minimum length and expiration interval.

(3) Use appropriate access permissions to restrict unauthorized users from viewing, changing or deleting critical files and directories.

(4) Utilize encryption for files and directories containing critical or sensitive data, which must include the unredeemed gaming voucher record. Notwithstanding the foregoing, in lieu of utilizing encryption for files and directories containing critical or sensitive data, the slot machine licensee shall design and implement internal controls to restrict users from viewing the contents of such files and directories, which internal controls shall provide for the following:

(i) The effective segregation of duties and responsibilities with regard to the system in the information technology department.

(ii) The automatic monitoring and recording by the system of access by any person to the files and directories.

(f) Each gaming voucher system must perform the following functions to control system operations:

(1) Generate daily monitoring logs and alert messages for system performance, hardware problems and software errors.

- (2) Authenticate the identity of a slot machine or other redemption location from which a transmission of data is received.
- (3) Ensure that all data sent through a transmission is completely and accurately received.
- (4) Detect the presence of corrupt or lost data packets and, as necessary, reject the transmission.
- (5) Utilize an appropriate cryptographic system for critical transmissions of data, such as:
  - (i) Transmissions that include a gaming voucher serial number.
  - (ii) Slot machine meter information.
  - (iii) Other information used in the calculation or verification of gross revenue.
- (g) Each gaming voucher system must perform the following functions to control the integrity of data:
  - (1) Cause a unique serial number to be generated for each gaming voucher which series number must:
    - (i) Be comprised of at least 18 numbers, symbols or characters.
    - (ii) Contain at least three numbers, symbols or characters, randomly generated in a manner approved by the Board, designed to prevent a person from being able to predict the serial number of any other gaming voucher.
    - (iii) Contain at least one number, symbol or character unique to gaming vouchers, to visually differentiate gaming vouchers from coupons.
    - (iv) Be printed in at least two locations on each gaming voucher.
  - (2) Validate the data type and format of all inputs to critical fields and reject any corrupt data.
  - (3) Provide for the automatic and independent recordation of critical data upon gaming voucher generation and redemption including the details required to be printed on a gaming voucher under this part.
  - (4) Provide for verification of the information contained on a gaming voucher presented for redemption and the unredeemed gaming voucher record to a source that separately records and maintains transaction data, such as an automated transaction log, or other compensating procedure as approved by the Board. The procedure must:
    - (i) Independently verify the accuracy of the gaming voucher serial number and value prior to redeeming the gaming voucher.
    - (ii) Not be used to satisfy other requirements of this chapter.
  - (5) Segregate all security critical system programs, files and directories from other programs and files and directories contained in the system.
- (h) Each gaming voucher system must be equipped with the following to address continuity:
  - (1) Data redundancy, such as disk mirroring, which writes a complete and duplicate copy of all data on the primary disk to a secondary disk as it occurs, to permit a complete and prompt recovery of all information in the event of any malfunction.

(2) Environmental protection, such as an uninterruptible power supply, and fireproof and waterproof materials designed to protect critical hardware from a natural disaster.

(3) A backup capability, which enables the slot machine licensee to create periodic backup copies of files and data on a removable storage device, such as magnetic tape, which is separate from the devices required in accordance with paragraph (1).

(i) The Board may waive one or more of the technical standards applicable to gaming vouchers adopted by the Board upon a determination that the gaming voucher system as configured nonetheless meets the operational integrity requirements of the act, this part and technical standards adopted by the Board.

**Source**

The provisions of this § 461b.3 amended January 18, 2008, effective January 19, 2009, 38 Pa.B. 354; corrected August 16, 2013, effective April 5, 2008, 43 Pa.B. 4744; amended November 22, 2019, effective November 23, 2019, 49 Pa.B. 6957. Immediately preceding text appears at serial pages (368201) to (368204).

**Cross References**

This section cited in 58 Pa. Code § 461a.8 (relating to gaming vouchers).

**§ 461b.4. [Reserved].**

**Source**

The provisions of this § 461b.4 reserved November 22, 2019, effective November 23, 2019, 49 Pa.B. 6957. Immediately preceding text appears at serial pages (368204) and (398819) to (398820).

**§ 461b.5. [Reserved].**

**Source**

The provisions of this § 461b.5 reserved November 22, 2019, effective November 23, 2019, 49 Pa.B. 6957. Immediately preceding text appears at serial pages (398820) to (398821).

**Cross References**

This section cited in 58 Pa. Code § 461a.20 (relating to server supported slot systems); and 58 Pa. Code § 1112.12 (relating to remote system access).

[Next page is 463-1.]