

Bill Changers With Electrically Erasable/Programmable Storage Media
Gaming Equipment

Proposed Amendments: N.J.A.C. 19:46-1.26A

Authority: N.J.S.A. 5:12-23, 45, 69, 70, 99, and 100

Calendar Reference: See Summary below for explanation of exception to
calendar requirement.

Submit written comments by October 16, 2009 to:

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Casino Control Commission
Arcade Building
Tennessee Avenue and the Boardwalk
Atlantic City, NJ 08401

The agency proposal follows:

Summary

The proposed amendments to N.J.A.C. 19:46-1.26A are being published as a result of a rulemaking petition filed by the Division of Gaming Enforcement (Division). The proposed amendments address the requirements that apply to software used in bill changers with electrically erasable/programmable storage media. Specifically, the proposed amendments would change the requirements of N.J.A.C. 19:46-1.26A(a)2i and ii and (a)3 through (a)5.

Currently, N.J.A.C. 19:46-1.26A(a)2i requires bill changers using electrically erasable/programmable storage media to utilize a Cyclic Redundancy Check or other approved method which yields an eight digit hex number. The rule further requires that the slot machine be capable of visually displaying that check using a random seed input entered manually at the slot machine. The proposed amendment would require that a four digit hex number be used and that the Cyclic Redundancy Check or other approved method be included in the bill changer software, including any upgrade.

Under the current provisions of 19:46-1.26A(a)3, all program code for bill changers utilizing electrically erasable/programmable storage media shall be stored in read-only memory (EEPROM) that is soldered onto the mother board or attached in some other manner deemed acceptable by the Division. This requirement would be deleted by the proposed amendments because the current EPROM methodology is slower and more costly than the proposed alternative. The proposed amendments would require that the program code for bill changers governed by the rules be subject to testing utilizing two seed inputs provided by the manufacturer. The failure of either seed input to yield the predicted result, either at installation or anytime thereafter, would require that the bill changer be placed in a hard tilt state and the problem examined to determine the reason for the unexpected result. According to the petitioner, the proposed amendments to this subsection would allow for new anti-counterfeiting measures to be implemented in a more efficient and expeditious manner than is possible under the existing regulatory requirements, without any loss of security.

The proposed amendment to N.J.A.C. 19:46-1.26A(a)4 would eliminate the current requirement that the slot machine verify that the bill changer code has not been altered whenever power is restored to the machine, during all door closures and at other times related to the operation of the game. Under the proposal, the bill changer itself would verify that the code contained therein has not been altered and such verification would occur, at a minimum, whenever power is restored to the slot machine and after any software download to the bill changer.

Finally, under the current provisions of N.J.A.C. 19:46-1.26A(a)5ii, a bill changer must be capable of detecting a change in the bill changer code and, if such a change is detected, the slot machine must enter a tilt mode. This, in turn, requires a manual act to clear the tilt state and sends a signal to the casino licensee's slot monitoring system indicating that a change was made. Under the proposed amendments, if the bill

changer detects an unauthorized change in the bill changer code, a communication failure signal would be sent by the slot machine to the casino licensee's slot monitoring system.

This notice of proposal is not required to be referenced in a rulemaking calendar since a public comment period of 60 days is being provided. See N.J.A.C. 1:30-3.3(a)5.

Full text of the proposal follows (additions indicated in boldface **thus**; deletions indicated in brackets [thus]):

19:46-1.26A Bill changers with electrically erasable/programmable storage media

(a) All program code for bill changers with electrically erasable/programmable storage media shall:

1. (No change.)
2. Utilize a Cyclic Redundancy Check, or other method reviewed by the Division and approved by the Commission, which **shall**:
 - i. [Yields] **Yield**, at a minimum, [an eight] **a four** digit hex number; and
 - ii. [Is displayed by the slot machine upon demand by calculating independently the Cyclic Redundancy Check code using a random seed input entered manually at the slot machine] **Be included in the bill changer software, including any upgrade;**
3. Be [stored in an electrically erasable programmable read-only memory ("EEPROM") that is soldered onto the mother board or attached in some other manner deemed acceptable by the Division] **subject to testing utilizing at least two seed inputs provided by the manufacturer, the results of which testing shall:**
 - i. **Be read on a portable computer or other device approved by the Commission; and**

ii. Require the bill changer to be placed in a hard tilt state when either seed fails to yield the predicted result, regardless whether such failure occurs at installation or at anytime thereafter;

4. Provide verification [from the slot machine] that the bill changer code has not been altered, which verification shall occur[, at a minimum, whenever]:

i. In a manner tested by the Division and approved by the Commission; and

ii. At a minimum, whenever power is restored to the slot machine[, during all door closures and at other times related to the operation of the game] **and after any software download to the bill changer; and**

5. Be capable of detecting a change in the bill changer code[,] and [in] **upon the occurrence of** such event [shall]:

i. (No change.)

ii. [Send a specific] **Result in a** signal **from the bill changer such as “communication failure” being sent by the slot machine** to the casino licensee’s slot monitoring system to indicate such change.