

Title 13: Gaming

Part 8: TECHNICAL STANDARDS FOR GAMING DEVICES AND ON-LINE SLOT SYSTEMS

Part 8 Chapter 1 DEFINITIONS.

Rule 1.1 General Terms

- (a) "Alterable Media" is any form of storage device that allows the modification of the programs or data on the device during the normal operation of the gaming device. This does not include devices typically considered to be alterable but through either software or hardware means approved by the Executive Director, have been rendered unalterable.
- (b) "Cashable credits" means the monetary units displayed on a credit meter that are redeemable for cash.
- (c) "Complete Voucher": A complete voucher contains all of the required information and is of a quality that can be redeemed through the use of a barcode reader.
- (d) "Conventional ROM Device" is a device incapable of being altered while installed in a gaming device and may contain executable programs or data that are directly addressed by a processor.
- (e) "Credit meter" means a slot machine indicator that displays the number of denominational credits or monetary value available to a patron for wagering.
- (f) "Debit instrument" means a card, code or other device with which a person may initiate an electronic funds transfer or a wagering account transfer. The term includes, without limitation, a Prepaid Access Instrument.
- (g) "Duplicate Voucher": A duplicate voucher is any reprinted complete or incomplete voucher.
- (h) "Electronic funds transfer" means a transfer of funds from an independent financial institution to a gaming device through a cashless wagering system.
- (i) "Executive Director" means the Executive Director of the Mississippi Gaming Commission and includes any duly authorized agent of the Executive Director.
- (j) "Inappropriate coin-in" is a legal coin or token of the correct denomination which has been accepted by a gaming device after the device has already accepted its maximum number of coins or when the device is in a state which normally rejects additional coins.
- (k) "Incomplete Voucher": An incomplete voucher contains, at a minimum, the voucher validation number printed across the printed leading edge, but is not of a quality that can be redeemed through the use of a barcode reader.
- (l) "Leakage Current" is any electrical current which flows when a conductive path is provided between exposed portions of a gaming device and the environmental electrical ground when the gaming device is isolated from the normal AC power ground.
- (m) "Non-cashable credits" means the monetary units displayed on a credit meter that have no cash redemption value.
- (n) "On-line slot system" means, as used in these standards, an on-line slot metering system, a cashless wagering system, or both.
- (o) "Prepaid Access Instrument" means a card, code, electronic serial number, mobile identification number, personal identification number or similar device that allows patron access

to funds that have been paid in advance and can be retrieved or transferred at some point in the future through such a device. A Prepaid Access Instrument must be distributed by a licensed gaming operator or its affiliates and only Prepaid Access Instruments distributed by the licensee or its affiliates may be used to fund a wagering account at that licensee's location or the location of its affiliates. The Prepaid Access Instrument may only be used in conjunction with an approved wagering account and may not be funded by payroll direct deposit.

(p) "Promotional account" means an electronic ledger used in a cashless wagering system to record transactions involving a patron or patrons that are not otherwise recorded in a wagering account.

(q) "Print Failure": A print failure is a condition following the failed attempt to print a complete or incomplete voucher.

(r) "Presentation Error": A presentation error is a condition where a complete or incomplete voucher has been printed, however, the voucher is not presented to the patron for removal.

(s) "Random Access Memory" (RAM) is the electronic component used for computer workspace and storage of volatile information in a gaming device. The term does not include memory which is used exclusively for bit-mapped video displays.

(t) "Random Number Generator" is a hardware, software, or combination hardware and software device for generating number values that exhibit characteristics of randomness.

(u) "Read Only Memory" (ROM) is the electronic component used for storage of non-volatile information in a gaming device. The term includes Programmable ROM and Erasable Programmable ROM.

(v) "Replacement Voucher": A replacement voucher is any voucher that is printed following a failed attempt to print a complete or incomplete voucher.

(w) "Slot machine coupon" means a printed wagering instrument that has a fixed dollar wagering value that can only be used to acquire non-cashable credits.

(x) "Slot machine payout receipt" means an instrument that is redeemable for cash and is either issued by a gaming device or as a result of a communication from a gaming device to associated equipment that cannot be accepted by gaming devices for wagering purposes.

(y) "Slot machine wagering voucher" means a printed wagering instrument that has a fixed dollar wagering value that can only be used to acquire an equivalent value of cashable credits or cash.

(z) "Tilt condition" is a programmed error state for a gaming device. A tilt condition has occurred when the device detects an internal error, malfunction, or attempted cheating, and it disallows further play until the error is resolved.

(aa) "Wagering account" means an electronic ledger for a cashless wagering system patron deposit account wherein only the following types of transactions are recorded:

1. Deposits and withdrawals of cash or cash equivalents at a designated area of accountability;
2. Deposits initiated with a debit instrument;
3. Wagering account transfers to and from gaming devices;
4. Wagering account adjustments; and
5. Other transactions approved by the Executive Director.
 - i. "Wagering account transfer" means a transfer of funds between a cashless wagering system wagering account and a gaming device.
 - ii. "Wagering instrument" means, as used in these standards, a representative of value, other than a chip or token, that is issued by a licensee and approved by the

Commission for use in a cashless wagering system and includes slot machine coupons and slot machine wagering vouchers.

(Adopted: 09/15/2004.)

Source: Miss. Code Ann. § 75-76-51

