GCB
Curaçao Gaming Control Board

TECHNICAL STANDARDS
GCB-12

FOR PROGRESSIVE GAMING DEVICES IN CASINOS

Release Date: November, 2024

CURAÇAO GAMING CONTROL BOARD

ABOUT THIS STANDARD

The Technical Standards for Progressive Gaming Devices in Casinos are an integral part of the casino license fee requirements for the Curaçao jurisdiction.

This Standard is produced by the Curaçao Gaming Control Board (GCB). It has its basis in Technical Standard GLI-12 of Gaming Laboratories International, LLC, who has produced this for the purpose of providing independent certification to suppliers under this Standard.

Only gaming equipment that complies with this Standard and has been duly certified for the Curaçao jurisdiction by a GCB-approved internationally recognized independent gaming laboratory, shall be allowed access to the Curaçao casinos.

Stakeholders can submit gaming equipment to a GCB-approved internationally recognized independent gaming laboratory for certification in accordance with this Standard.
Upon certification, the independent gaming laboratory will provide a certificate of compliance evidencing the certification to this Standard.

TABLE OF CONTENTS

CHAPTER 1:

1. OVERVIEW - STANDARDS FOR PROGRESSIVE GAMING DEVICES IN CASINOS

1.1 Introduction

1.1.1 Progressives Defined and Sections Applied

A Progressive Gaming Device means, "A gaming device that has an increasing jackpot, based on a function of credits that are bet. This includes games that award progressive jackpots or a 'pool' based on criteria other than obtaining winning symbols on the machine, such as 'Mystery Jackpot.' However, this does not include games that incorporate a bonus feature as part of the game theme, which offers awards that increase as the game is played and, as well, is not configurable". Chapters 1, and 2 of this document shall set forth the technical requirements for the following types of progressives. Chapter 3 only applies to multi-site progressive games.

The following progressive systems are applicable in these standards:

a) Stand-Alone Progressive Gaming Devices. A stand-alone progressive gaming device is a single progressive game that is not a part of a link;

b) Multiple Gaming Device (Linked) Progressives. A 'linked progressive' is one (1) or more gaming device(s) that offer common progressive jackpot(s) which are linked to a progressive controller within a single casino location; and

c) Multi-Site Progressive Gaming Devices. Multi-site progressive gaming devices are interconnected in more than one (1) casino. The purpose of a multi-site progressive system is to offer common progressive jackpot(s) (system jackpot) at all participating locations.

1.1.2 Phases of Certification

The approval of a Progressive Gaming Device may be certified in up to two phases:

a) Initial laboratory testing, where the laboratory will test the integrity of the system in the laboratory setting with the equipment assembled; and

b) On-site certification where the system and configuration set up are tested on the gaming floor prior to implementation.

1.2 Acknowledgment of Other Standards Reviewed

1.2.1 General Statement

These Standards have been developed by reviewing and tailoring Technical Standard GLI-12 of Gaming Laboratories International, LLC (GLI), who has produced this for the purpose of providing independent certification to suppliers under this standard. We acknowledge and thank GLI for making available their document to enhance the quality of our supervisory tools.

1.3 Purpose of Standard

1.3.1 General Statement

The purpose of this technical standard is as follows:

a) To eliminate subjective criteria in analyzing and certifying progressive gaming devices for use in casinos.
b) To only test those criteria which impact the credibility and integrity of gaming from both the revenue collection and game play point of view.
c) To create a standard that will ensure that progressive gaming devices in casinos are fair, secure, and able to be audited and operated correctly.
d) To recognize that non-gaming testing (such as Electrical Testing) should not be incorporated into this standard but left to appropriate test laboratories that specialize in that type of testing. Except where specifically identified in the standard, testing is not directed at health or safety matters. These matters are the responsibility of the manufacturer, purchaser and operator of the equipment.
e) To construct a standard that can be easily changed or modified to allow for new technology.
f) To construct a standard that does not specify any particular technology, method or algorithm. The intent is to allow a wide range of methods to be used to conform to the standards, while at the same time, to encourage new methods to be developed.

1.3.2　　No Limitation of Technology

This document does not intend to limit the use of future technology. If the technology is not specifically mentioned, it does not mean it is not allowed, but rather that it will first be analyzed.

1.3.3　　Scope of Standard

This standard will only govern requirements for progressive gaming devices in casinos necessary to achieve certification for the purpose of properly displaying selected balls or numbers, properly verifying and awarding player winnings, and properly accounting for and reporting all financial and game history data as needed to properly audit the system.

1.4　Other Documents That May Apply

These standards cover the actual requirements for various types of progressive gaming devices in casinos. The following other standards may apply:

a) GCB-11: Technical Standards for Gaming Devices in Casinos;
b) GCB-13: Standards for On-Line Monitoring and Control Systems (MCS) and Validation Systems in Casinos;
c) GCB-16: Technical Standards for Cashless Systems in Casinos (coming soon);
d) GCB-17: Technical Standards for Bonusing Systems in Casinos (coming soon);
e) GCB-18: Technical Standards for Promotional Systems in Casinos (coming soon);
f) GCB-20: Technical Standards for Kiosks (coming soon);
g) GCB-21: Technical Standards for Client-Server Systems (coming soon);
h) GCB-24: Technical Standard for Electronic Table Game System (coming soon);
i) GCB-25: Technical Standard for Dealer Controlled Electronic Table Games (coming soon);
j) GCB-29: Technical Standards for Card Shufflers and Dealer Shoes (coming soon).
k) Regulations, applicable for the Curaçao jurisdiction; and
l) Minimum Internal Control Standards, applicable for the Curaçao jurisdiction.

NOTE: Any progressive system shall not affect, supersede, replace or in any way alter the other language provisions of Curaçao Technical Standards for Gaming Devices in Casinos, governing casino licensees and the conduct of gaming.

CHAPTER 2:

2. PROGRESSIVE COMPONENT REQUIREMENTS

2.1   Introduction

This chapter shall govern the requirements for all progressive components submitted for review.

2.2   Progressive Component Definitions

The following definitions are used throughout these standards.

a.	Base amount	:	the initial amount of a progressive jackpot before it increases;
b.	Incremental amount	:	the difference between the amount of a progressive payoff schedule and its base amount.
c.	Incremental percentage	:	the percentage of each progressive bet or wager that is added to the progressive jackpot.
d.	Link progressives	:	the progressive controller is part of the game software (internal link).
e.	Multi-site progressive gaming devices	:	progressive gaming devices that are interconnected in more than one casino.
f.	Non-progressive jackpot	:	a jackpot that pays out a fixed amount and of which the outcome is predetermined.
g	Polling cycle	:	the process where the progressive controller waits for a linked gaming device to check for its readiness or state.
h.	Progressive controller	:	hardware and software that controls communications among the devices, that calculate the values of the progressive jackpots and displays the information within a progressive gaming device link and on the associated progressive meter.
i.	Progressive jackpot	:	a type of jackpot that grows each time a player makes

j.	Progressive meter	:	a bet or wager. a mechanical, electrical, or electronic device, including the video display, that shows the payoff which increments at a set rate of progression as credits are wagered, as determined in the Regulations for Progressive Jackpots.

2.3 Hardware and Player Safety

2.3.1 General statement

Electrical and mechanical parts and design principals of the electronic associated progressive hardware must not subject a player to any physical hazards. The test laboratory shall not make any finding with regard to safety and EMC testing as that is the responsibility of the manufacturer of the devices or those that purchase the devices. Such safety and EMC testing may be required under separate statute, regulation, law or Act and should be researched, accordingly, by those parties who manufacture or purchase said hardware. The test laboratory shall not test for, be liable for, nor make a finding relating to these matters.

2.4 Environmental Effects on Progressive Integrity

2.4.1 Progressive Integrity Standard

The laboratory will perform certain tests to determine whether or not outside influences affect game fairness to the player or create cheating opportunities. During the course of testing, the test laboratory:

a) inspects for marks or symbols indicating that a device has undergone product safety compliance testing;
b) performs, where possible, a cursory review of submissions and information contained therein related to Electromagnetic Interference (EMI), Radio Frequency Interference (RFI), Magnetic Interference, Liquid Spills, Power Fluctuations and Environmental Conditions.
c) performs Electrostatic Discharge testing, intended to simulate techniques observed in the field being used to attempt to disrupt the integrity of progressive gaming devices.

Compliance to any such regulations related to the aforementioned testing is the sole responsibility of the device manufacturer.

A progressive system shall be able to withstand the following tests, resuming their function without operator intervention:

a) Electro-Static Interference. Protection against static discharges requires that the progressive components be earthed in such a way that static discharge energy shall not permanently damage, or permanently inhibit the normal operation of the electronics or other components within the progressive system. Progressive system components may exhibit temporary disruption when subjected to a significant electro-static discharge greater than human body discharge, but they shall exhibit a capacity to recover and complete any interrupted function without loss or corruption of any control or critical data information associated with the progressive system. The tests will be conducted with a severity level of a maximum of 27KV air discharge.

2.5 Progressive Meter/Display Requirements

2.5.1 General Statement

One or more progressive gaming device(s) shall be linked, directly or indirectly, to a Progressive Meter. For games that contain a progressive feature such as 'Mystery Jackpot', the payoff does not have to be displayed to the player however, information must be available to the player describing the feature.

2.5.2 Progressive Displays

The progressive meter shall be visible to all players who are playing a device and may potentially win the progressive amount if the progressive jackpot combination appears, except for 'mystery jackpots.' A player shall know that he is playing a progressive game and not have to play the max bet amount to find out. The above are parameters that are verified on-site prior to implementation. The following rules apply to all progressive meter displays:

a) The progressive meter shall display the current total of the progressive jackpot in the monetary value or credits. The monetary value may vary for Multi-Site Progressive Displays. Because the polling cycle may cause a delay, the jackpot meter need not precisely show the actual monies in the progressive pool at each instance (refer to section 2.5.3, Types of Updating Displays). This rule does not apply to 'Mystery Jackpots.'

NOTE: Any device that has a feature that doubles, or triples, etc. any win, shall have a sign that states the progressive award will not be doubled or tripled if won during the feature, if this is the intention.

2.5.3   Types of Updating Displays

The use of odometer and other "paced" updating displays are allowed. The progressive meter shall display the winning value within 30 seconds of the jackpot being recognized by the central system. In the case of the use of paced updating displays, the system jackpot meter shall display the winning value after the jackpot broadcast is received from the central system.

2.5.4   Progressive Display Digital Limitations

The Progressive Jackpot must be set in accordance with the digital limitations of the sign.

2.5.5   Alternate Displays

If this rule prescribes multiple items of information to be displayed on a gaming device or progressive meter, it is sufficient to have the information displayed in an alternate fashion.

2.6   Progressive Controller Requirements

2.6.1   General Statement

Any progressive system shall meet the game standards set forth in this document and the Curaçao Technical Standards for Gaming Devices in Casinos. The requirements of this section are intended to apply equally to one progressive gaming device linked to a progressive controller or is internally controlled, as well as several progressive gaming devices linked to one progressive controller within one casino or multiple casinos.

2.6.2 Progressive controller description

Progressive controller means hardware and software that controls communications among the devices that calculate the values of the progressive jackpot and displays the information within a progressive gaming device link and on the associated progressive meter.

The controller shall calculate the values of the progressives and display the information within a progressive gaming device link and the associated progressive meter (if applicable, progressive controllers may be internally controlled by the game's control program). A progressive controller may consist of more than one discrete component and includes but is not limited to PC-based computers, wiring, interface boards and collection nodes, etc.

2.6.3 Setting the Jackpot Amounts

The method by which system jackpot parameter values are modified or entered is to be secure. All progressive gaming devices or any approved progressive system component shall display, upon request, the following information for each progressive prize offered (if applicable):

a) CURRENT VALUE: current prize amount;
b) OVERFLOW: amount exceeding limit; **IS NOT ALLOWED**
c) HITS: number of times this progressive was won;
d) WINS: total value of wins for this progressive or a history of the last 25 progressive hits;
e) BASE: starting value;
f) LIMIT: jackpot limit value;
g) INCREMENT: percentage increment rate;
h) RESET VALUE: the amount the progressive resets to after the progressive is won; and
i) The participating gaming devices.

NOTE: Any change to the jackpot amount must conform to the Regulations and MICS for Progressive Gaming Devices in Casinos.

2.6.4 Progressive Controller Program Interruption

After a program interruption (e.g. power down), the software shall be able to recover to the state it was in immediately prior to the interruption occurring.

2.6.5   Internal Link Progressive Controller

For link progressives, all games on the link shall conform to the following criteria:

a) Require a secure method for configuring each game on the link.
b) Changes to progressive settings may not be made, unless it involves a secure method.
c) Each game on the link shall be uniquely identified.
d) Only one (1) game on the link shall function as the master progressive controller.
e) If the game configured as the master controller becomes inoperative, all games on the link must tilt.
f) If any game on the link loses communication with the master controller, that game must tilt.
g) The progressive link shall be capable of displaying all progressive parameters (i.e. contribution, reset amount, levels, etc.).

2.6.6   Progressive Resumption

On program resumption, the following procedures shall be performed as a minimum requirement:

a) Any communications to an external device shall not begin until the program resumption routine, including self-tests, is completed successfully;
b) Progressive System control programs shall test themselves for possible corruption due to failure of the program storage media. The authentication may use the checksum; however, it is preferred that the Cyclic Redundancy Check (CRC) calculations are used as a minimum (at least 16 bit). Other test methodologies shall be acceptable if at a comparable level of integrity; and
c) The integrity of all critical memory shall be checked.

2.6.7   Communications for Signaling of a Jackpot

There shall be a secure, two-way communication protocol between the main game processor board and progressive. In addition, the progressive system shall be able to:

a)   Send to the electronic gaming device the amount that was won for metering purposes; and
b)   Constantly update the progressive display as play on the link is continued.

2.6.8　　　Monitoring of Credits Bet

During the 'Normal Mode' of progressive gaming devices, the progressive controller shall continuously monitor each device on the link for credits bet and shall multiply the same by the rate of progression and denomination in order to determine the correct amounts to apply to the progressive jackpot. This shall be 99.99% accurate.

2.6.9　　　Access to the Progressive Controller

Each progressive controller used with a gaming device shall be housed in a secure environment allowing only authorized accessibility. Access to the controller must conform to the Regulations and MICS for Progressive Jackpots.

2.6.10　　　Progressive Controller Required Meters

The progressive controller or other approved progressive system component shall keep the following information in non-volatile memory, which shall be displayed on demand. Additionally, meters shall be 99.99% accurate:

a)　　The number of progressive jackpots won on each progressive level if the progressive display has more than one (1) winning amount;

b)　　The cumulative amounts paid on each progressive level if the progressive display has more than one (1) winning amount;

c)　　The maximum amount of the progressive payout for each level displayed;

d)　　The minimum amount of the progressive payout for each level displayed; and

e)　　The rate of progression for each level displayed.

2.6.11　Controller and Display Functions During Progressive Jackpot Win

When a progressive jackpot is recorded on an electronic gaming device, which is attached to the progressive controller, the progressive controller shall allow for the following to occur on the device and/or progressive display:

a)　　Display of the winning amount;

b)　　Display of the electronic gaming device identification that caused the progressive meter to activate if more than one (1) electronic gaming device is attached to the controller;

c)　　The progressive controller shall automatically reset to the reset amount and continue normal play; and

d)   The new progressive values that are current on the link.

2.6.12   Base Progressive Jackpot Amount

The initial amount of a progressive jackpot shall begin at or above an award for that particular gaming device that makes the entire meter payout greater than the minimum percentage requirement. See also "Percentage Requirements" in Technical Standards for Gaming Devices in Casinos.

2.6.13   Progressive Controller Error Conditions

When a controller error occurs, it is preferred that it alternates the displays, or equivalent, between the current amount and an appropriate error message that is visible to all players, or can alert the casino to the error condition. If the following events occur, the progressive controller must convey the appropriate signal to disable the games using the progressive, and an error shall be displayed on the progressive meter, other approved progressive system component or gaming device:

a) During a „communication failure" between the game and the controller or anywhere within the progressive controller system: (see also Communication Failure, section 3.2.8)
b) When there have been multiple communication errors;
c) When a controller checksum or signature has failure;
d) When a controller"s RAM or PSD (program storage device) mismatch or failure occurs;
e) When the jackpot configuration is lost or is not set;
f) If there has been an unreasonable amount of credits bet (an unreasonable amount of credits bet is defined by the progressive set up which is based on the number of bets and number of machine(s)); or
g) If the game meters are validated against the controller's meters (via communications between the game board and controller) and they do not reconcile.

2.6.14   Transferring of Progressive Jackpot

The progressive controller shall have a secure means of transferring a progressive jackpot and/or prizes to another progressive controller or other approved progressive system

component. Transferring of progressive jackpots must meet the Regulations and MICS for Progressive Jackpots.

2.6.15   Jackpot Limits

The progressive controller may have the ability to be configured with a limit on the jackpot of a progressive gaming device, if the limit imposed is greater than the jackpot payout on the gaming device at the time the limit is imposed.

2.6.16   Time Limits

The progressive controller may have the ability to set time limits that limit the time the progressive is available. **THE USE OF TIME LIMIT IS NOT ALLOWED.**

2.7   Progressive Jackpots

2.7.1   General Statement

A Progressive Jackpot is an award for a winning or non-winning (e.g. mystery jackpot) play of the game, as defined in Progressives Defined and Sections Applied, section 1.1.1, of this document. A bonus game (non-progressive jackpot) where certain circumstances are required to be satisfied, prior to awarding a fixed bonus prize, is not a progressive gaming device and is not subject to these standards.

2.7.2   Swapping Progressive Levels

For progressives offering multiple levels of awards, the player must always be paid the higher progressive amount, if a particular combination is won that should trigger the higher paying award. This may occur when a winning combination may be evaluated as more than one of the available paytable combinations (i.e., a Flush is a form of a Straight Flush and a Straight Flush is a form of a Royal Flush). Therefore, there may be situations where the progressive levels shall be swapped to ensure the player is being awarded the highest possible progressive value based on all combinations the outcome may be defined as.

2.7.3   Gaming Device Requirements when any Progressive is Awarded

When a progressive prize has been awarded, the gaming device or other approved progressive component shall perform the following:

a)   An appropriate message shall be displayed;

b)   Unless the prize is transferred to the player's credit meter, the software and game shall lock-up until the award has been paid by the attendant; and

c)   All progressive related meters must be updated (see also Technical Standards for Gaming Devices in Casinos, section 5.4.1 Electronic Accounting Meters).

NOTE: A light or alarm shall alert the player upon winning a mystery jackpot, to prevent a player from abandoning an unclaimed award.

2.7.4   Progressive Gaming Device Metering Requirements

The electronic gaming device is required to update its electronic meters to reflect the winning progressive jackpot amount consistent with these procedures and the electronic accounting meter requirements in section four of Technical Standards for Gaming Devices in Casinos. Progressive wins may be added to the credit meter if either:

a)   The credit meter is maintained in monetary value or credits;

b)   The progressive meter is incremented to whole credit amounts; or

c)   The prize, in monetary value, is converted to credits on transfer to the player's credit meter in a manner that does not mislead the player. The conversion from monetary value to credits must always round up.

2.8   Progressive Awards Paid Over Time

*NOTE: **This is not allowed.***

2.9   Progressive Percentage Requirements and Odds

2.9.1 General statement

The rules within this section shall not supersede the Percentage and Odds rules outlined in the Technical Standards for Gaming Devices in Casinos.

2.9.2 Linked Gaming Device Odds

Each device on the link shall have the same probability of winning the progressive, adjusted for the denomination played. For instance, the probability shall remain the same for multiple denomination games based, on the monetary value of the wager (e.g.1. A two (2) coin $1 game has the probability of one (1) in 10,000 and a two (2) coin, $2 game on the same link has the probability one (1) in 5,000.)

2.10 Independent Control Program Verification

The controller software and any associated critical software used within the progressive system shall have the ability to allow for an independent integrity check of the device's software from an outside source and is required for all control programs that may affect the integrity of the game. This must be accomplished by being authenticated by a third-party device, which may be embedded within the game software (see NOTE below), by having an interface port for a third-party device to authenticate the media, or by allowing for removal of the media such that it can be verified externally. This integrity check will provide a means for field verification of the software to identify and validate the program. The test laboratory, prior to device approval, shall approve the integrity check method.

NOTE: If the authentication program is continued within the control program, the manufacturer must receive written approval from the test laboratory prior to submission.

CHAPTER 3:

3. MULTIPLE SITE PROGRESSIVE REQUIREMENTS

3.1 Introduction

3.1.1 General Statement

In addition to Chapters 1, and 2 of this document, this section shall set forth the technical requirements for "Multi-Site Progressive Gaming Devices". The purpose of a Multi-site progressive system is to offer a common progressive jackpot (system jackpot) at all participating locations.

3.1.2 Phases of Approval

The approval of a "Multi-Site" system shall be certified in two phases:

a) Initial laboratory testing, where the laboratory will test the integrity of the gaming device(s) in conjunction with a progressive system in the laboratory setting with the equipment assembled; and

b) On-site certification where the progressive communications and set up are tested on the casino floor prior to implementation.

3.2 Multi-Site Central Computer Requirements

3.2.1 General Statement

Any casino licensee shall be prepared to participate and submit a Multi-site progressive slot system for approval a system of accounting and internal controls to the GCB, specifying the manner in which participating casino licensees will satisfy the requirements of the GCB-11 Gaming Devices in Casinos concerning the operation of gaming devices.

3.2.2 Location of Central Monitoring System

The office containing the central computer shall be equipped with a surveillance system that must meet the Internal Control procedures.

3.2.3   Method of Communication for Multi-Site Gaming Devices

The method of communication should be a non-shared, dedicated line or equivalent. Dial-tone systems may be used as long as devices at the local site can't be disabled from another outside line or manipulated by any other means. When the method of communication is a shared line, appropriate encryption and security must be in place to avoid data corruption.

3.2.4   Data Collection Requirement

Multi-site progressive systems shall ensure that security information and the amounts wagered information is communicated, at least once every 60 seconds for terrestrial lines (dedicated phone lines), and a reasonable amount of time for radio frequency communication, from each participating device to the central computer system.

3.2.5   Multi-Site Encryption Method

All multi-site progressive systems shall utilize an encryption method that has been approved by the test laboratory. Such encryption method shall include the use of different encryption "keys" or "seeds" so that encryption can be changed in a real-time fashion.

3.2.6   Multi-Site Monitoring and Other On-Line System Requirements

The on-line provision is able to monitor the meter readings and error events of each device regardless of any outside monitoring system. Therefore, the on-line security system requirement when gaming devices are in play is not altered in any way.

3.2.7   Central Monitoring System Power Supply

The central computer site shall be equipped with un interruptible power supply (UPS) that will allow the central computer to conduct an orderly shutdown if the power is lost. Should the system utilize hard disk peripherals, the central computer shall be capable of on line data redundancy.

3.2.8   Communication Failure

A gaming device shall immediately disable itself and suspend play if communication is lost to the local collection unit hub. The gaming device may resume play only when communication to the local hub is restored. If the communication is lost between the local hub and the

central computer, the gaming device may continue to play provided the progressive information from all games connected to the local hub is buffered. Once the local hub's buffer is full, the hub must disable games that are connected to it. Upon re-establishing communication with the central computer, the hub must accurately relay all buffered progressive information to the central system and the system wide totals are to be updated.

NOTE: If the communication is lost for more than 24 hours, the site must be shut down.

3.2.9   Central Monitoring System Required Reports

Any Multi-Site progressive system shall supply, as requested, the following reports:

a) PROGRESSIVE SUMMARY: A report indicating the amount of, and basis for, the current jackpot amount (the amount currently in play);

b) AGGREGATE REPORT: A report indicating the balancing of the system with regard to system wide totals;

c) PAYOFF REPORT: A report that will clearly demonstrate the method of arriving at the payoff amount. This will include the credits contributed beginning at the polling cycle, immediately following the previous jackpot and will include all credits contributed up to and including the polling cycle which includes the jackpot signal;

d) EXCEPTION REPORT: A report indicating exceptional occurrences (e.g. front door opening of gaming devices attached to the system, attachment and detachment of gaming devices to the system, errors, disturbances etc.);

e) ACCESS REPORT: A report that indicates who accessed the system and when.

NOTE: Credits contributed to the system after the jackpot occurs in real-time, but during the same polling cycle, shall be deemed to have been contributed to the progressive amount prior to the jackpot. Credits contributed to the system subsequent to the jackpot message being received, as well as credits contributed to the system before the jackpot message is received by the system, but registered after the jackpot message is received at the system, will be deemed to have been contributed to the progressive amount of the next jackpot, if applicable.

3.2.10   Multi-Site System Meter Readings

All meter reading data shall be obtained in real time in an on-line, automated fashion. When requested to do so, the system shall return meter readings on all gaming devices attached to

the system. The meter readings shall be identical to the meter information retained in the gaming device(s) accounting meters. Manual reading of meter values may not be substituted for these requirements.

The meter, in either credit or monetary value, required is as follows:

a)   Credits Bet shall be defined as all amounts wagered.

NOTE: The purpose of the above credits bet meter reading is to verify and compare the progressive amount(s) in conjunction with the rate of progression.

3.2.11   Multi-Site System Door Monitoring

The multi-site progressive system shall have the ability to monitor entry into the front door of the gaming device and report it to the central system IMMEDIATELY as an exception.

3.2.12   Jackpot Win During Polling Cycle

If a jackpot is recognized in the middle of a system-wide polling cycle, the overhead display may contain a value less than the aggregated jackpot amount calculated by the central system. The credit values from the remaining portion of the polling cycle will be received by the central system but not the local site, in which case the jackpot amount paid will always be the higher of the two reporting amounts.

3.3   Multi-Site Progressive Procedures

3.3.1   General Statement.

Procedures shall be developed, implemented and documented for the following. These reports shall adequately document the procedures, be generated and retained:

a) Reconciliation of meters and jackpot payouts;

b) Collection drop of gaming device funds;

c) Jackpot verification and payment procedures that include a GCB Agent be present for independent prize verification and payment.

d) System maintenance;

e) System accuracy;

f) System security;

g) System failures including:

    i.   The local hub;

    ii.   The central site;

    iii.   Failures in communications; and

    iv.   Backup and recovery.

3.4 Multi-Site Jackpots

3.4.1 Multiple Jackpots During the Same Polling Cycle.

When multiple jackpots occur, where there is no definitive way of knowing which jackpot occurred first, they will be deemed to have occurred simultaneously; and therefore, the GCB shall adopt procedures for payment of such jackpot occurrences. In addition, if there is a communication failure as described in Communication Failure, section 3.2.8, a winning player wagering at a non-updated site may also be eligible to a jackpot amount.