
GLI-18 Revision History

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Revision History Outline

Date Released: September 6, 2011 Version V2.1, *Final*
Date Released: April 20, 2007 Version V2.0, *Final*
Date Released: June 30, 2006 V1.3 *released for comment*
Date Released: February 27, 2002 V1.2 *Final*
Date Released: January 25, 2002 V1.1 *Draft for Comment*
Date Released: December 7, 2001 V1.0 *Draft for Comment*
Date Created: October 15, 2001

Revision 2.1

Notable Changes

- Removed chapter 2, submission requirements.
- Updated Chapter 3 to reflect as new Chapter 2.

Revision 2.0

Rev 1.3 Final was renamed to **Rev2.0 Final** for document control purpose.

Revision 1.3

- 3.1.3(d) Removed requirement for the event log to contain the players account number or a unique transaction number.
- 3.1.7 Added the ability to allow partial promotional transfers as long as the player is duly warned.
- 3.2.3(d)(i) Removed rule requiring the player's account to lockout after a set number of unsuccessful pin logon attempts.
- 3.2.5 Added rule regarding loss of communication.
- 3.4.1 (b) Clarified that the Liability Report shall include today's starting value.
- 3.6 Software Verification – this section was added to require that each component used in the promotional System, that would affect the integrity of the system, have the ability to be verified by a third party verification tool.

Revision 1.2

- *General grammatical changes were made throughout the document.
- 1.1.1 Removed the '*' from this paragraph which was a typo. Also, removed the entire last paragraph pertaining to PINs since covered in another section.
- 2.4.1(c) Changed the rule to require the manuals to be submitted in either hard or soft copy format instead of both.

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- 3.1.1 Changed to clarify that the rules in this section apply to the 'promotional' gaming device.
 - 3.1.3 Removed the requirement for the gaming device to have logs for the transaction audit trails and added the requirement for the gaming device to have the ability to recall this information. Also, changed the audit trails to promotional transactions to refer to promotional awards instead of monetary. Reworded the exception for games using cashless or bonusing systems to allow for both systems that may be used at one time.
 - 3.1.3(a) Clarified that the 'type of transaction' is only required if utilizing a single 100-even log since if individual logs, the type of transaction would be specific to each log.
 - 3.1.3(d) Clarified that the Players Account or unique identifier is only required to be included in the audit transaction information, if available since some systems may not provide this information for Promotional Systems.
 - 3.1.3 NOTE Removed the section that allowed the audit transactions to be displayed 'at or near' the gaming device because of the change in 3.1.3.
 - 3.1.4(b) Clarified this entire section to indicate the information that is to be included in the Total Promotional In/Out meters.
 - 3.1.7 Clarified that the transaction may be rejected if that transaction would exceed game configured limits since some systems may not process the transaction (due to the limitation).
 - 3.5.1 Clarified that the system may require a personal identification number (PIN) and removed the requirement for the transaction be coupled with a PIN since it could be any method.
 - 3.5.5 Changed the requirement for the account balance so this information is available at any participating gaming device. Also, discretionary account funds (i.e. those funds that have a possible expiration).

Revision 1.1

- *Several changes were made based on the TAM Conference held in Golden, Colorado on November 8 & 9 of 2001, where many regulators attended and supplied their comments.
- 1.1.1 The promotional definition has been changed to indicate the monetary transactions are through a 'players account' to better define. Also, added examples of promotions that may apply to a Promotional System.

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- 3.1.1 Clarified that this section applies to gaming device requirements.
 - 3.1.2 Replaced the word 'had' with 'allows' to better clarify.
 - 3.1.3 Clarified the last 25 transactions 'transmitted' to the host system. In addition, added the ability to have a 100 event log if a gaming device has Cashless or host Promotional features enabled simultaneously with cashless features.
 - 3.1.3(a) Clarified the type of transaction (cashable/non-cashable) must be reported, if applicable.
 - 3.1.3(d) Added 'The player's account number (i.e. source of where funds came from / went to)' to the required log to help assist in evaluating the transaction.
 - 3.1.4(b) Removed entire rule from v1.0 that indicated the accounting meters may be cash and/or credit since this was a statement, not a technical standard. This rule is now (c) of v1.0 (see below).
 - 3.1.4(c) Moved to (b) of this section, also, removed 'the operation of mandatory meters currently used to calculate payout percentage and/or adjusted gross proceed (win) should not be incremented' to alleviate confusion. This section now only lists the specific promotional meters that will be added.
 - 3.1.4(c)(i) This rule is now 3.1.4.(b)(i) - Removed reference to 'dollars and cents and/or credits' because of the above 3.1.4(b) Change - Also, added to sub-sections (cashable and non-cashable).
 - 3.1.4(c)(ii) This is now 3.1.4(b) - Removed reference to 'dollars and cents and/or credits' because of the above 3.1.4(b) change - Also, added to sub-sections (cashable and non-cashable).
 - 3.1.4 ** is now 3.1.4 NOTE - This was removed because of the above change (3.1.4(b)). Added a new note that clarifies restricted and non-restricted credits that are co-mingled on one credit meter.
 - 3.1.5 Removed the section on 'Transaction Report' (moved to 3.3.2).
 - 3.1.6 Changed the Error Conditions section to require the conditions within this section to be monitored.
 - 3.1.6(a) Changed to allow for a PIN or player ID. Also, removed the comment that this is to be displayed on the card reader because it's the only place it could be displayed.
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- 3.1.6(b) Removed the comment that Account Unknown is to be displayed on the card reader since this is the only place.
 - 3.1.6(c) Removed the requirement to display a Communication Failure to the player since the player would never know there was a promotion.
 - 3.1.6 NOTE removed this section. The requirement to lock up the device if a communication failure occurs since we added the 'Full Transfer of all Transactions' section in 3.1.7.
 - 3.1.7 Was Diagnostic Tests on a Promotional Gaming Device which was moved to 3.2.4. 3.1.7 is now the 'Full Transfer of all Transactions' rule.
 - 3.1.9 Changed the references from a 'win' to a 'promotional award'
 - 3.2.4 Added Diagnostic Tests rule here (moved from 3.1.7).
 - 3.3.1(c) Added the ability for the machine audit log to be filtered by Promotional Identification.
 - 3.3.2 Moved Transaction Report here from 3.1.5.
 - 3.5.4 NOTE added a note on the security of the information.
 - 3.5.5 NOTE added a note on the security of the information.