

Isle of Man Gambling Control Commissioners

Casino Gaming Machines Testing requirements.

This paper was initially drafted by Derek Cannon in 2004 in an attempt to stimulate discussion in the GREF Working Group on Technical Issues, with the view to introducing a standardised model for the testing of gaming software across all members of GREF. The paper has not been updated to reflect any changes since the first discussion in the Working Group.

The paper has been discussed and accepted in the 1st meeting of the GREF Working Group on Technical Issues on 27 August 2004 in London, Great Britain, and has been endorsed at the annual meeting of GREF on 12 June 2009 in Tallinn, Estonia.

As an agenda item for the initial GREF technical workshop I would wish to propose that consideration is given to the establishment of a pan GREF casino machine testing requirement.

To those jurisdictions who permit the operation of casino gaming machines within casinos will be aware of the limited number of casino machine manufacturers and that the machines, once operational, do have a longer 'shelf' life than the type of gaming machines that operate out with of a casino. It is however very apparent that the technical requirements on the same machine does vary across the various jurisdictions. My proposal is that these requirements are considered with a view to having a pan GREF testing requirement regime.

While it is readily accepted that the coin mechanisms and hoppers may have to be slightly different for coin handling I question why the core game(s) contained within the software have to be considered and tested separately. I therefore believe that a GREF approval certificate from a GREF approved testing agency is readily achievable.

Hardware safety

It is my understanding that in order to obtain CE approval all hardware would have been tested by that agency and any dangerous or questionable elements would have been rejected. Therefore as a number one requirement for future GREF approval would be the requirement that the machine has such a CE approval.

Software Compliance Testing Certificate of the future

In very simplistic terms a compliance certificate of the future need only contain confirmation of three items;

- 1) the Random number Generator is random,
- 2) the game(s) play and the winning lines are as displayed i.e what you see is what you get and
- 3) if power is lost the data is retained and restored on power up.

If the gaming machine subsequent to the testing and certification is found to be noncompliant, the testing agent, having been approved by GREF, risks losing their GREF approval with resultant loss of business. To achieve this there will have to be greater contact between the various jurisdictions who would operate within this system.