

APPROVED BY
Resolution No.N-40
of State Gaming Control Commission
on April 11, 2003
(Amendments: SGCC decisions)
2006-06-09 No.N-128)

CLARIFICATION OF THE REQUIREMENTS FOR GAMING DEVICES AND GAMING TABLES

I. CLARIFICATION OF INDIVIDUAL CLAUSES

Clause 2.13

2.13. Game of the gaming machine means one completed operation cycle of a gaming machine the beginning whereof is switching of the machine to play (pressing of the button) and the end is the submission of the result of game.

This clause means that the automatic start of game play resulting from the insertion of a token (coin) (i.e. after the insertion of the third token (coin) in a *three token (coin) max bet* situation) is not permitted.

Also the play button shall not enable the player to turn on the machine to auto-play.

Clause 3

3. Only new gaming devices and gaming tables acquired directly from the manufacturer or its authorized representative and never operated previously according to direct purpose as well as for educational purposes shall be permitted for operation in the Republic of Lithuania. The gaming machines must be manufactured by a properly-licensed (certified) manufacturer. The types of gaming devices must be approved and entered in the register lawfully.

The manufacturer of gaming devices shall provide the accredited organization (laboratory) with the license (certificate) number and date of issue from at least one of the licences (certificates) granted to the manufacturer by a certain regulatory institution.

If the manufacturer is not licensed it must be indicated in the Inspection & Type Certification Report of gaming devices.

Clause 5

5. Each gaming device must have a certificate, issued by accredited organization (laboratories) which attests that the gaming device conform to the requirements of Gaming Law and the Control Commission. Certificates issued by institutions accredited in foreign states may be recognised on a decision of an institution authorised by the Government of the Republic of Lithuania.

The certificate is a document to verify that the gaming device conforms to requirements established by legal acts.

The manufacturer (its authorized representative) following the sale of gaming device (machine) submits the list of equipment in that machine to the accredited organization (laboratory).

The accredited organization (laboratory) fills in the form of the certificate and a copy is to be sent to the State Gaming Control Commission and to the manufacturer (its authorized representative).

This form will be referenced by the persons responsible for the inspection and sealing of a gaming device (machine) on the floor of the licensed premises prior to the gaming machine being made available for play by the public or when it is on.

Clause 8

8. Records used in gaming devices and gaming tables shall be in compliance with the requirements established by the State Language Law.

Non-symbolic information of gaming devices and gaming tables should be in national language. If gaming devices or gaming tables are not able to show the non-symbolic information in national language, there should be a possibility granted to players to familiarize with the rules of the game, notes on the gaming machines, function keys and the gaming fields in national language in the gaming establishment.

Clause 10

10. Technical characteristics of all gaming devices shall be in compliance with these Requirements and the requirements set forth in the document establishing the characteristics of a device, as submitted by the manufacturer.

The submitting organization must provide the accredited organization (laboratory) with the appropriate documents and technical documentation, prepared by manufacturer for review.

Clause 16

16. The gaming machine shall be compatible to on-line data monitoring system.

The on-line data monitoring system protocols and its level must be noted in the Inspection & Type Certification Report.

Clause 21.6

21.6 full game replay;

If features are part of the game sequence, only the last feature element is required to be re-played.

Clause 21.10

21.10 metering information;

This clause includes the requirements in the clauses 21.4, 21.5, 21.7, 21.8, 21.9.

Clause 28

28. The gaming algorithm program of the gaming machine shall ensure following limitation:

28.1. Payback Percentage must be:

28.1.1. For gaming machine category A – no less than 90% and no more than 100% of the total stakes;

28.1.2. For gaming machine category B – no less than 80% and no more than 100% of the total stakes.

There can be installed a hardware or software in a gaming machine which allows the possibility to change limits of Payback Percentage in bigger range than set forth in the clauses

28.1.1 and 28.1.2. However in all cases it is allowed to change limits of the Payback Percentage, installed in the gaming machine, only by opening of the sealed box inside the gaming machine. The limits of Payback Percentage and procedures of changing of it must be indicated in the Inspection & Type Certification Report. If the hardware or software of the gaming machine allows changing of these limits without opening of the sealed box, the gaming machine with such installed equipment does not conform to the requirements set forth in legal acts.

After testing of gaming device and sealing it the value of the Payback Percentage shall be entered in certificate of gaming devices.

Clause 32

32. The gaming machine must be protected from the possibility of illegal altering of the program, there must be no provision for a “RAM reset” operation to zero meters, stop incrementation of electro-mechanical meters, etc.

When the RAM clear procedure is applicable, it is to be described in the Inspection & Type Certification Report. The RAM clear process shall only be available from within the sealed logic box environment.

II. CLARIFICATION OF USE OF A *BANK METER* FACILITY IN CATEGORY B GAMING MACHINE

The clarification sets out the ways that must be used in the category B gaming machine while organizing additional games and their metering.

To meter the bank of additional games a *Bank Meter* must be used.

Bank meter is used to accept credits from the *Win Meter* that have resulted from a successful game activity.

Where there is used more than one *Bank Meter* in a game implementation the limits below shall apply to the credit sum of all the bank meters.

Game (also referred to as the *Game Sequence*, particularly when referring to a group or series of game elements or features) is a combination of events, including player interaction with the gaming device, that determine what prize may eventually be awarded or won from an amount or amounts committed by, staked or bet by the player.

Stake must only be made from credits in the *Credit Meter*.

Commitment is to be made only from the *Bank Meter* and is not regarded as a *Stake*.

All token (coin) input must be recorded by the *Credit Meter*.

During the *Game Sequence* the credit sum of *Bank Meter* and of *Win Meter*, must not exceed 200 times the *Stake* used to commence the game and its sum must not exceed the 200 LTL.

One *Game Sequence* consists of a *Base Game* and *Game Features*.

Base Game is the game activity that commences when the *Game Sequence* begins and ends when the first game result is displayed to the player.

Parts/elements/features is the game activity subsequent to and must only be entered into as a result of the *Base Game* and is completed on or before the end of the *Game Sequence* boundary.

These *Parts/elements/features* are considered:

- a) games that trigger a free game feature and any subsequent free games;
- b) metamorphic features;
- c) "second screen" bonus feature(s);
- d) games with player's choice;
- e) games where the rules permit commitment of additional credits;
- f) gamble feature.

The *Game Sequence* commences when the player makes a stake from the player's *Credit Meter* that is not part of any previous game, and presses a "play/start" button.

The *Game Sequence* is considered completed when the player:

- a) cannot continue play activity without staking additional credits from the *Credit Meter*.
- b) has not got any credits in the *Win meter* or in the *Bank meter*;
- c) has no credits at risk;
- d) refuses to continue the game;
- e) is not offered game features;
- f) wins the allowed single maximum amount of winnings;

Capping is the act of preventing the player from receiving a total amount greater than that allowed by regulations for successful results during a *Game Sequence*.

This can be done in one or more of the following ways:

- a) **if it is possible** for the player to commit any amount and play a game element that may let them win an amount that when added to the *Win Meter* or *Bank Meter*, the would-be result in the total win amount exceeding the regulated maximum win amount, the player shall, or the game software may automatically transfer the amount in the *Win Meter* and/or *Bank Meter* to the *Credit Meter* and the player will have an opportunity to play a *Base Game* element, i.e. to play a new *Game Sequence*.
- b) **if it is possible** for the player to commit an amount and play a game element that let them may win an amount that when added to the *Win Meter* and/or *Bank Meter* would result in the total win amount exceeding the regulated maximum win amount, the player may be limited to committing an amount that will not result in the total win exceeding the regulated maximum win amount.

It is prohibited if a successful result of a game element causes the total win of the *Game Sequence* to exceed the maximum win amount set by the regulator, an amount is subtracted from the successful result so that the total win amount is equal to the maximum win amount.

When the player approaches the machine the *Credit, and/or Bank Meters* must be a zero. If they are not, it means that the previous player has left machine with credits remaining on the machine and uncollected.

The *Credit Meter* is loaded with credits from the token (coin) input device.

Where a win results, the winning amount is displayed on the *Win Meter*

If the next *Game Element* **does not** require the commitment of credits won credits may remain on the *Win Meter* and the player may play the free games activity (-ies).

Any wins from the *Game Elements* must be added to the *Win Meter* given the limits set out above and the implementation of a *Capping* process.

When there is no further *Game Elements* available the *Game Sequence* is considered completed and the amount in the *Win Meter* is transferred to the *Credit Meter*.

If the next game element **does** require the commitment of credits the player must have the choice of either transferring the credits to the *Credit Meter* and finishing the *Game Sequence*, or transferring the credits to the *Bank Meter* and continuing with the game elements. The player then shall play the next game elements using credits from the *Bank Meter* with any wins from these game elements being added to the *Bank Meter* given the limits set out above and the implementation of the *Capping*.

When there are no further game elements available the amount in the *Bank Meter* is transferred to the *Credit Meter* and the *Game Sequence* is finished.

If the *Bank Meter* is a zero the *Game Sequence* is completed.

The number of credits committed from the *Bank Meter* is **limited** according to the single maximum amount of winnings (accumulated over the *Game Sequence*) set by the regulations.

When the player has reached the end of the *Game Sequence* he will either be required to transfer the credits from the *Bank meter* to the *Credit Meter* or the game software may do it for him.

All transfers from the money in devices to the *Credit Meter* are added to the appropriate “*In*” meters. Requirements for this meter are optional.

All transfers from the *Credit Meter* must be added to the *Total Bet Meter* when the *Bet* button is pressed.

All transfers from the *Bank Meter* to the *Bet/Stake Meter* must be added to the *Total Bank Bet Meter* when the *Bet* button is pressed. Requirements for this meter are optional.

All transfers from the *Win Meter* to the *Credit Meter* must be added to the *Total Win Meter*.

All transfers from the *Bank Meter* to the *Credit Meter* must be added to the *Total Win Meter*.

All transfers from the *Win Meter* to the *Bank Meter* must be added to the *Total Bank Win Meter*. Requirements for this meter are optional.
