

APPROVED BY
Decree No. N-39
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(Amendments: SGCC decisions)
2002-12-13 No.N-73 (gazette, 2002,125-5710)
2003-08-01 No.N-112 (gazette, 2003,79-3635)
2003-11-14 No.N-223 (gazette, 2003,110-4928)
2004-03-05 No.N-84 (gazette, 2004,38-1269)
2004-12-17 No.N-349 (gazette, 2004,184-6835)
2005-04-08 No.N-58 (gazette, 2005, 48-1621)
2006-11-17 No.N-240 (gazette, 2006, 125-4788)
2008-09-26 No.N-257 (gazette, 2008, 113-4335))

REQUIREMENTS FOR GAMING DEVICES AND GAMING TABLES

I. GENERAL PROVISIONS

1. Requirements for gaming devices and gaming tables (hereinafter “the Requirements”) shall establish general and technical requirements for gaming devices and for gaming tables to be operated in the Republic of Lithuania. Following requirements are not applicable for card and dice tables used for the training. The definitions used in the Requirements shall comply with the definitions used in the Gambling Law of the Republic of Lithuania.
2. Other definitions used in these Requirements:
 - 2.1. Hardware means the physical components of a gaming machine: the internal and external devices and mechanisms, the means of communication of them, equipment components.
 - 2.2. Hopper means a device for the collection of tokens (coins) used for play with an automatically payout mechanism of tokens (coins) activated by pressing the tokens (coins) payout button.
 - 2.3. Drop Box means a container in a locked portion of the gaming machine or in its cabinet used to collect the tokens (coins) excess, which are not used to make payouts.
 - 2.4. Drop Tray means the tray at the front of the gaming machine, into which the gaming machine deposits tokens (coins) for collection by the player.
 - 2.5. Token comparator means a device which determines the validity of a token (coin) inserted into a gaming machine.
 - 2.6. Read-Only Memory (ROM) means non-erasable semiconductor, magnetic, optical etc memory for storage of non-modifiable data and instructions. ROM devices may include electronic storage devices, which cannot be altered through use of circuitry or programming of the gaming device itself. Additionally the ability to ‘re-write’, update or ‘flash’ the device, while installed in the gaming device, is physically disabled.
 - 2.7. Writable nonvolatile memory means memory for the data that is used for long-term storage without an additional power source.

- 2.8. Random Access Memory (RAM) means fast direct access semiconductor erasable and directly erasable memory of the main processor or another device for fast recording and reading of the data.
- 2.9. Random Number Generator (RNG) means software generating a random sequence of numbers according to a specific law of distribution.
- 2.10. Software means the programmes or data used to control the gaming machine.
- 2.11. Tilt means the condition of the gaming machine occurring because of the error condition of the hardware or software, or attempted cheating and it disallows further play until the error is resolved.
- 2.12. Cyclic Redundancy Check (CRC) means automatic control of the data unit with the help of the cyclic redundancy code to avoid errors. This method is applied to check data recorded into memory.
- 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.
- 2.14. Credit means a conditional unit of the game price which a player gets upon the start of the game.
- 2.15. Stake means a deposit amount for the participation in the game paid before beginning of each game including winnings not returned to the player from the gaming machine.
- 2.16. Random selection means the act whereby the result of the game not depends on previous result of the game.
- 2.17. Random result of the game means a result of a random selection process.
- 2.18. Statistical test means a test used to check the randomness of the sequences of numbers including the sequences of numbers of random number generator.
- 2.19. Payback Percentage means the percentage of won monetary units measured against the monetary units played during certain number of games, no less than number of all possible combinations of symbols involved in the game (lifetime of the game).
- 2.20. Data Transfer Protocol means the collection (set) of rules and agreements determining the method of the exchanging of information between the gaming machine systems.
- 2.21. Equiponderating – feature of disc to keep balance after having stopped it at any position.
- 2.22. Radial stroke – difference of maximum and minimum range of disc' surface from the pivot.
- 2.23. Axial (pin) stroke – difference of maximum and minimum range of disc plane from plane perpendicular to pivot.
3. Only new gaming devices acquired directly from the manufacturer or its authorized representative, made less than three years before the acquirement and never operated previously according to direct purpose as well as for educational purposes shall be permitted for operation in the Republic of Lithuania.

4. The gaming devices must be manufactured by a properly-licensed (certified) manufacturer. The types of gaming devices must be approved and entered in the Lithuania gaming devices register lawfully.
5. Each gaming device must have a certificate, issued by accredited agencies (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 authorized by the Government of the Republic of Lithuania.
6. Gaming devices shall be equipped with the compliance plate of the manufacturer bearing the manufacturer's name, name of the model, serial number, production date and other data specified in State and/or device standards.
7. Each certified gaming device and card or dice table must be marked with special identity and tax mark in accordance with the procedure established by the Control Commission. The mark shall be clearly visible and protected from possible damage.
8. Records used in gaming devices and gaming tables shall be in compliance with the requirements established by the State Language Law.
9. All of the gaming devices and gaming tables must be the property of the company operating gaming ore may be acquired under lease with an option to buy (leasing).
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.

II. SPECIAL REQUIREMENTS FOR THE GAMING MACHINES

11. Gaming machine games:
 - 11.1. a game by gaming machine of category A is played by putting tokens into the gaming machine and the winnings is paid out through the gaming machine in tokens. The result of the game and the amount of the winnings are determined by the gaming machine.
 - 11.2. a game by gaming machine of category B is played by putting metal coins and (or) tokens into a gaming machine and the winnings is paid in money or tokens. The result of the game and amount of the winnings are determined by the gaming machine.
12. The gaming machine must clearly display the result of each play, which can't be changed. All winning combinations, their respective payouts, the player's current credits, which have been accumulated from winning and credit value of the entered tokens (coins) must be clearly displayed on display of the gaming machine; there must be possible for the player to collect the winning and/or the credit remainder after each game.
- 12¹. In case the hopper of gaming machine does not stow sufficient amount or denomination of tokens (metal coins) to pay out total winning and/or the credit remainder, the function of hopper refill and/or function of paying out total winning and/or the credit remainder through the gaming machine using a special key off function (hand pay) must be implemented in the machine. Pay out of winning and/or of the credit remainder through the gaming machine using special key off function (hand pay) must be recorded by the gaming machine and credit units fixed by the gaming machine are covered by paying of the amount at the cash register according to the legal acts.

13. Microprocessor, read-only memory, writable nonvolatile memory and random access memory devices shall be clearly marked, consecutively numbered and installed in a sealed logic box inside of the machine along with the switches that can alter the Payback Percentage.
14. The programs which alter game result shall be stored in read-only memory. All read-only memory of the gaming machine shall be clearly marked with sufficient information to identify the software version and revision level of the information stored in the devices.
15. The software of the gaming machine can't alter by itself the prize tables or any other function of the device, which are involved in the calculation of the Payback Percentage.
16. The gaming machine shall be compatible to on-line data monitoring system.
17. The gaming machine must be capable of detecting the following conditions:
 - 17.1. tokens-in (coin-in) jam;
 - 17.2. tokens-out (coin-out) jam;
 - 17.3. hopper empty or broken;
 - 17.4. reel error;
 - 17.5. any door of the gaming machine open;
 - 17.6. low battery;
 - 17.7. programme error;
 - 17.8. random access memory error.
18. In case of any malfunction the gaming machine must void all plays and pays for the game. It must be clearly displayed on the gaming machine.
19. Initial entry to the interior of the gaming machine must be possible from the door only; all devices and joints of the gaming machine shall be suitably finished to prevent the illegal access on purpose to manipulate the electronics or mechanism of the gaming machine.
20. The gaming machine must be equipped with a system of tower lights and/or sound (audio alarm) to notify the following:
 - 20.1. the gaming machine door open;
 - 20.2. hopper empty;
 - 20.3. activation of customer service call button;
 - 20.4. accumulative fund won;
 - 20.5. token (coin) metered and accepted.
21. Gaming machine Category A must be able to recall following data regarding at least of two last games played::
 - 21.1. the type of game played;
 - 21.2. the prize table;
 - 21.3. card values, symbols and positions of them;
 - 21.4. credits of the start of game;
 - 21.5. credits played;
 - 21.6. full game replay;
 - 21.7. credits won on last play, if any
 - 21.8. credits added to credit display after last game;
 - 21.9. total number of credits collected or cancelled after last game;
 - 21.10. metering information;
 - 21.11. the amount of the accumulative fund and whether won or not.

22. If in the gaming machine is fitted with the Drop Box such compartment where it is installed shall not house any electronic or mechanical component relevant to the gaming machine itself, other than a device designed to measure the number of tokens (coins).
23. There must be a Hopper in the gaming machine the capacity of which shall be at least 300 units of tokens or coins.
24. The gaming machine Token Comparator must be protected from exposure to any electromagnetic energy or other outer effect.
25. The reject tokens (coins) chute shall be protected against wires or other objects that may be used to possible illegal gain to the gaming machine and so manipulate the operation of the devices and mechanisms of the gaming machine.
26. Token (Coin) chutes and diverters shall be constructed to ensure that tokens (coins) would be deposited without spilling in other devices of the gaming machine.
27. In the event of malfunction tokens (coins) inserted into the gaming machine must be returned to the Drop Tray.
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;
 - 28.2. Duration of one playing of the gaming machine category A must be at least one second.
 - 28.3. Duration of one playing of the gaming machine category B must be at least three seconds.
 - 28.4. The highest staked sum by playing the gaming machine category B LTL 1 and the winning of one game shall not be more than 200 times higher than the staked sum.
29. The memory contents of the Read-Only Memory (ROM) must be verified using the method of Cyclical Redundancy Check (CRC).
30. The gaming machine shall monitor the Read-Only Memory (ROM) programs using the CRC checksum performed on power-up. If the checksum fails then the gaming machine shall “lockout” and provide an alarm condition similar to a door open alarm and provide a suitable error message on the electronic display.
31. All erasure windows of the Read-Only Memory shall be secured (covered) from the illegal influence.
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.
33. The gaming machine shall be equipped with the Random Number Generator (RNG) having no less than 95 % precision upon checking it by statistical test.
34. The random selection process shall be impervious to influences from outside the gaming machine including electro-static interference and radio frequency interference. Appropriate Data Transfer Protocols must be used in order to protect the random selection process from influence by associated equipment, which is conducting data communications with the gaming machine. Such Data Transfer Protocols must also ensure that erroneous data or signals do not otherwise affect proper functioning of the gaming machine.

35. The machine shall conform to the requirements of the Republic of Lithuania regarding electromagnetic compatibility and electrical safety.
36. The machine shall be compatible with the electrical network standards of the Republic of Lithuania, and shall be designed in such a way that prevents operation without an active power source or backup power supply.
37. After closing the gaming machine door, the mechanical reels of the machine controlled by a microprocessor shall automatically return to the position of the outcome registered during the last game.
38. The moving parts and their housing must be designed so that:
- 38.1. there is no obstruction to their free movement;
 - 38.2. there can be no means of illegal manipulation.
39. Mechanical reel positions must clearly line up with pay lines (if applicable) so that there can be no doubt as to the combination displayed. Reels shall have positive reel stops to prevent reel bounce or float.
40. Two non-resettable meter systems must be installed in the gaming machine – electro-mechanical and electronic. Each system shall be equipped with meters that are at least six digits in length which parallel and in ascending order must register data used for following information:
- 40.1. credit units paid-in for the participation in a playing (Total Bet);
 - 40.2. credits won (Total Win);
 - 40.3. credit units paid-for in the cash register (Total Hand Pay) (if this function is accessible);
 - 40.4. credit units of “accumulative fund” won by the gaming machine (if such function is implemented).
41. The electronically meter system must be equipped with the meter registering number of played games (Total Games Played).
42. Meter systems shall be installed so that their readings would be clearly to read.
43. Data of the electronic meter system of the machine shall be stored in writable nonvolatile memory or redundant memory area using non-volatile random access memory (RAM). Software shall regularly test the integrity of this memory.
44. In the event that the machine is disconnected from its power source, data in the electronic meter system shall be maintained.
45. The battery of the data storage device in the electronic meter system shall supply backup power so that the meter shall be capable of maintaining the accuracy of all information required for at least 90 days after the machine is disconnected from its power source. The battery shall be installed within the closed chain board compartment.

III. REQUIREMENTS FOR THE ROULETTE

46. The roulette shall be made from the roulette table and the roulette wheel (spinning wheel). The roulette can have horizontal and vertical wheel.
47. Requirements for the roulette with horizontal wheel:
- 47.1. The roulette wheel shall be made from the sectional cylinder with a moving disc on the vertical pin inside.

47.2. The disc shall be divided into sections separated with spacers of equal dimension. Space between next spacers shall be even. Each section shall be marked with a individual non-interactive number. The disc, the spacers of the sections and the ball of the roulette shall be made of material resistant to the influence of the magnetic field.

47.3. The horizontality of the roulette table, the flatness of the roulette's wheel disk by turning, the equiponderating, extent (dimension) of radial and axial (pin) stroke, form of the roulette's ball and the alignment of the weight in it also the form of the spacers shall ensure the randomness of the outcome of the game, visibility and unambiguous.

48. Requirements for the roulette with vertical wheel (Wheel of Fortune):

48.1. The roulette wheel shall be made from the body and the vertical disc, moving on the horizontal pin.

48.2. The disc shall be divided into sections separated with spacers of equal dimension. Space between next spacers shall be even. Each section shall be marked with a number and/or symbol. The disc of the roulette, the spacers of the sections and the balls and/or labels of the roulette shall be made of material resistant to the influence of the magnetic field.

48.3. The vertical level of the disc, the equiponderating, extent (dimension) of radial and axial (pin) stroke, form and fixing of the label and spacers also the form of the roulette's balls and the alignment of the weight in shall ensure the randomness of the outcome of the game, visibility and unambiguous.

IV. FINAL PROVISIONS

49. A company organizing the games shall be prohibited from producing and assembling from parts the gaming equipment, repairing it, creating new or changing the existing algorithm programs of a game.

50. It shall be prohibited to operate the gaming equipment without certificates not marked by respective special marks.

51. It shall be prohibited to use the gaming equipment for the purposes other than gambling operation, except staff training for the gaming machine operation by the organizer of the training having license for the training issued by the institution authorized by Government.
