TITLE 15 GAMBLING AND LIQUOR CONTROL
CHAPTER 1 GAMES AND GAMING GENERAL PROVISIONS
PART 7 GAMING MACHINES, NEW GAMES AND ASSOCIATED EQUIPMENT

15.1.7.7 DEFINITIONS: Unless otherwise defined below, terms used in this rule have the same meanings as set forth in the Gaming Control Act.

A. "Act" means the Gaming Control Act.

B. "Central monitoring system" means the hardware and software at the board's ~~central site~~ designated location used to control, monitor, and retrieve information from, all licensed gaming machines.

C. "Component" means a part of a gaming machine that is necessary for the proper operation and essential function of the gaming machine, including but not limited to a hopper, coin acceptor, microprocessor and related circuitry, programmed erasable programmable read-only memory (EPROM), bill acceptor, progressive system, monitoring system, and meter and any other parts the board determines are components; a component is necessary for the proper operation and essential function of a gaming machine if it affects, directly or indirectly, the gaming machine's operation, game outcome, security, recordkeeping, or communication with the central monitoring system; parts such as light bulbs, buttons, wires, decorative glass, fuses, batteries, handles, springs, brackets, and locks are not components.

D. "Conversion" means a change from one pre-approved configuration to another pre-approved configuration.

E. "Critical memory" means memory that is used to store all data that is critical to the continued operation of the gaming device, including, but not limited to all electronic meters as required including last bill data, power up and door open metering; current credits; gaming device/game configuration data; information pertaining to a minimum of the last ten (10) plays with the random number generators (RNG) outcome (including the current game, if incomplete); and software state (the last normal state, last status or tilt status the gaming device software was in before interruption).

F. "Delayed ticket" means a ticket generated by a ticket-in, ticket-out (TITO) enabled slot machine which contains all information necessary for validation, but for which the TITO system has not yet received the validation information.

G. "Event" means an occurrence of elements or particular combinations of elements that are available on the particular gaming device.

H. "Game outcome" means the final result of the wager.

I. "Gaming device" means associated equipment or a gaming machine and includes a system for processing information that can alter the normal criteria of random selection that affects the operation of a game or determines the outcome of a game.

J. "Gaming media" means any associated equipment that contains software which can only be used in a gaming device, affects game outcome and is programmed by the gaming machine manufacturer. ~~"Gaming media" includes, but is not limited to, electrically erasable programmable read-only memory (EEPROM), erasable programmable read-only memory (EPROM), compact flash, flash random-access memory (flash RAM), compact disc (CD), digital versatile disc (DVD) read-only memory (ROM) or hard drive CD/DVD-ROM or hard drive.~~

K. "Incomplete ticket" means a ticket that contains, at a minimum, the ticket validation number printed across the leading edge of the ticket, but is not of a quality that can be validated and redeemed through the automated functionality of a TITO system.

L. "Machine entry access log" means a written record ~~that is maintained by a gaming operator licensee inside the locked cabinet of a gaming machine~~ that documents the names and activities of persons accessing the interior of the gaming machine and the most recent of which is maintained by a gaming operator licensee inside the locked cabinet of a gaming machine.

M. "Modification" means a change or alteration in an approved gaming machine that affects the manner or mode of play or the percentage paid by the gaming machine, including a change in control or graphics programs.

N. "Multigame" means a gaming device that offers a menu of more than one (1) game to the player.

O. "Multi-station" means a gaming device that incorporates more than one (1) player-terminal.

P. "Online ticket" means a ticket which contains all information necessary for validation, which may be presented for redemption to the TITO system before its expiration.

Q. "Redeemed ticket" means a ticket which has been properly validated and redeemed by the TITO system and is no longer reflected as an active (i.e., unredeemed) ticket in the TITO system database.

R. **"Terminal controller"** means the central hardware and software that monitors and controls one (1) or more gaming machines on the licensed premises.

S. **"Ticket redemption kiosk"** means a device which uses bi-directional communications to the TITO system for redemption of tickets in exchange for cash or tokens. Kiosks are not capable of gaming functionality and may not issue tickets in exchange for cash or tokens.

T. **"TITO system"** means a ticket-int~~/~~-ticket-out system which has a centralized TITO validation component and allows for issuance, validation, and acceptance of online tickets at TITO-enabled gaming devices or kiosks, for gaming operations.

U. **"TITO validation component"** means that function of the TITO system whereby the TITO system receives information about a ticket which is presented for validation, compares the questioned ticket information to its database of known ticket information, and determines the validity of the questioned ticket. The TITO validation component is a bi-directional, centralized function within the TITO system which serves to validate the tickets for redemption.

V. **"State"** means the state of New Mexico.

[11/30/1998; 15.1.7.7 NMAC - Rn, 15 NMAC 1.7.7, 3/31/2000; A, 1/31/2002; A, 5/15/2007; A, 12/15/2010; A, 10/15/2015]

15.1.7.8 EVALUATION OF NEW GAMING MACHINES AND MODIFICATIONS TO PREVIOUSLY-APPROVED GAMING MACHINES:

A. All gaming machines operated in the state shall meet the specifications set forth in this section and shall conform to the exact specifications of the prototype tested and approved by the board or a board approved independent gaming test laboratory.

B. No electronic or mechanical gaming machine shall be used prior to licensure by the board. Once the board has approved a new gaming machine or a modification to a pre-approved gaming machine, a gaming operator licensee shall file an application to obtain a gaming machine license or a notice of modification to pre-approved gaming machine before offering the machine for play.

C. Except as otherwise determined by the board, the following shall not be used for gaming by any gaming operator licensee without the prior written approval of the board~~.~~: bill acceptors, coin or token acceptors, progressive controllers, progressive displays, or associated equipment as ~~set forth in this rule~~ determined by the board.

D. Any license or approval issued by the board shall specifically describe the gaming machine or gaming device approved.

E. All of the following must be tested before licensure or approval for use:

(1) a gaming machine;

(2) other devices or equipment as the board deems necessary to ensure compliance with the act and this rule; and

(3) any modification to the gaming machines and equipment described in this section.

F. The board has the authority to take, authorize, or require any of the following actions with respect to testing a gaming machine or modification to an existing gaming machine:

(1) employ the services of an outside independent gaming test laboratory to conduct the testing;

(2) bill a licensee who requests licensure or approval of a gaming machine or equipment through any billing mechanism the board deems appropriate for all costs of testing;

(3) if not already in the laboratory's possession, require transportation of one (1) working model of a new gaming machine to an independent gaming laboratory designated by the board or to some other location for review and inspection; with each gaming machine submitted for approval, the applicant must submit two (2) copies of prints, schematics, block diagrams, circuit analyses, technical and operation manuals, program source codes, and any other information requested by the board; the gaming laboratory may disassemble the model and may destroy electronic components to fully evaluate the gaming machine;

(4) require that the applicant provide specialized equipment or the services of an independent technical expert to evaluate the gaming machine;

(5) require the manufacturer seeking approval of the gaming machine to pay all costs of transportation, review, inspection and testing; [and]

(6) if requested by the board, require transportation of one (1) working model of a new gaming machine, and any associated equipment to the board for communications testing.

G. Any applicant whose application is denied by the board under this rule may request a hearing before the board to appeal the denial.

[11/30/1998; 15.1.7.8 NMAC - Rn, 15 NMAC 1.7.8, 3/31/2000; A, 5/15/2007; A, 10/15/2015]

15.1.7.9 SECURITY AND AUDIT SPECIFICATIONS:

A. A gaming machine shall meet all of the following security and audit specifications:

(1) be controlled by a microprocessor;

(2) be connected and communicating to an approved central monitoring system and conform exactly to the protocol and internal control procedures employed by the central monitoring system provider and the board;

(3) have an internal enclosure for the logic board that is locked or sealed, or both, before game play;

(4) be capable of continuing a game without loss of data after a power failure;

(5) have game data recall for the current game and, at a minimum, the previous four games;

(6) have a random selection process that satisfies the 99% confidence level using any of the following tests: standard chi-squared, runs, serial correlation, or other standard mathematical test for randomness as approved by the board;

(7) clearly display applicable rules of play and the payout schedule; and

(8) display an accurate representation of each game outcome utilizing rotating reels, video monitors, or other type of display mechanism that accurately depicts the outcome of the game.

B. The gaming machine shall display an external registration tag ~~with the license number issued by the board~~. The registration tag shall be placed on the approved gaming device at the licensed premises in a location that is clearly visible for inspection by an agent of the board.

[11/30/1998; 15.1.7.9 NMAC - Rn, 15 NMAC 1.7.9, 3/31/2000; A, 5/15/2007]

15.1.7.10 CONTROL PROGRAM SPECIFICATIONS:

A. Except as otherwise authorized by the board all gaming devices which have control programs residing in storage media that is not alterable through any use of the circuitry or programming of the gaming device itself shall employ a mechanism to verify executable program code and data which may affect payouts or game outcome.

B. The mechanism used shall detect 99.99 percent of all possible media failures and shall reside in and execute from storage media that is not alterable through any use of the circuitry or programming of the gaming device.

C. All gaming devices that have control programs residing in storage media that are alterable through any use of the circuitry or programming of the gaming device itself shall:

(1) employ a mechanism approved by the board which verifies that all control program components, including data and graphic information, are authentic copies of the approved components; the board may require tests to verify that components used by licensees are approved components; the verification mechanism shall prevent the execution of any control program component if any component is determined to be invalid; any program component of the verification mechanism shall reside in and execute from storage media that is not alterable through any use of the circuitry or programming of the gaming device;

(2) employ a mechanism which tests unused or unallocated areas of any alterable memory for unintended programs or data and tests the structure of the storage media for integrity; the mechanism shall prevent further play of the gaming device if unexpected data or structural inconsistencies are found;

(3) provide a mechanism for keeping a record, anytime a control program component is added, removed, or altered; the record shall contain the date and time of the action, identification of the component affected, the reason for the modification and any pertinent validation information;

(4) provide a mechanism for extracting the validation information for all control program components on demand via a communication port; a separate mechanism shall be provided that tests the integrity of the validation information delivered via the communication port.

D. Any gaming device executing control programs from electrically erasable or other volatile memory shall employ a mechanism which verifies on a continuous basis, that all control program components residing therein, including fixed data and graphic information are authentic copies of the approved components. Additionally, control program components, excluding graphics and sound components, shall be fully verified at the time of loading into the electrically erasable or other volatile memory and upon any significant event, including but

not limited to door closings, game resets, and power up. The mechanism shall prevent further play of the gaming device if an invalid component is detected.

E. Unless otherwise approved any gaming device that allows the adding, removing, or alteration of any control program components through a data communication facility shall employ a mechanism for preventing any change from taking place that would interrupt a game in progress. Any device, technique or network which may be used to accomplish the adding, removing, or alteration of any control program components may be considered a gaming device that shall receive separate approval.

F. Gaming devices with control programs or other security programs residing in conventional read only memory (ROM) devices such as EPROM's or fusible-link PROM's shall have the unused portions of the memory device that contains the program set to zero.

G. Gaming device control programs shall check for any corruption of random access memory locations used for crucial gaming device functions including, but not limited to, information pertaining to the play and final outcome of the most recent game, at minimum ~~four~~ ten games prior to the most recent game, random number generator outcome, credits available for play, and any error states. These memory areas shall be checked for corruption following game initiation but prior to display of the game outcome to the player. Detection of any corruption that cannot be corrected shall be deemed to be a game malfunction and shall result in a tilt condition.

H. All gaming devices shall have the capacity to display a complete play history for the most recent game played and ~~four~~ ten games prior to the most recent game. Retention of play history for additional prior games is encouraged. The display shall indicate the game outcome (or a representative equivalent), intermediate play steps (such as a hold and draw sequence or a double-down sequence), credits available, bets placed, credits or coins paid, and credits cashed out. Gaming devices offering games with a variable number of intermediate play steps per game may satisfy this requirement by providing the capability to display the last 50 play steps. The board may waive this standard for a particular device or modification if the hardware platform on which the device is based was originally approved prior to the adoption of this standard as modified and the manufacturer can demonstrate to the board's satisfaction that the imposition of the full standard would hinder the design of the device or would otherwise pose a hardship due to capacity limitations in the approved platform

I. The control program shall provide the means for on-demand display of the electronic meters utilizing a key switch on the exterior of the gaming device.

J. Either the TITO system or TITO-enabled gaming devices shall maintain an audit log that records, at a minimum, the last 25 ticket-in transactions. Upon ticket redemption, the log shall properly update with the ticket redemption information, including the date and time of redemption, amount of ticket, and at least the last four digits of the ticket validation number.

K. Either the TITO system or TITO-enabled gaming devices shall maintain an audit log that records, at a minimum, the last 25 ticket out transactions. Upon ticket issuance, the log shall properly update with the ticket issued information, including the date and time of issuance, amount of ticket, and at least the last four digits of the ticket validation number.

[11/30/1998; 15.1.7.10 NMAC - Rn, 15 NMAC 1.7.10, 3/31/2000; A, 12/15/2010]

15.1.7.11 GENERAL TICKETING STANDARDS:

A. Racetrack licensees may offer ticketing systems whereby TITO-enabled slot machines accept and issue tickets in exchange for cash, tokens, free play credits, or tickets using TITO systems.

B. TITO-enabled slot machines shall be capable of issuing and accepting only the ~~casino's~~ racetrack licensee's tickets. The board must approve the design of all tickets.

C. All tickets shall have the following minimum characteristics:

(1) a primary validation number, which must be printed on the leading edge of the ticket;

(2) a secondary validation number, identical to the primary validation number, which shall be printed on the body of the ticket;

(3) ~~a t~~ at least one unique identifier, such as a barcode;

(4) property name;

(5) date and time the ticket was generated;

(6) dollar value of the ticket printed both numerically and in text;

(7) a statement that the ticket will expire 180 days after issuance; and

(8) sequence number of the ticket printed by the slot machine.

D. ~~Validation.~~ TITO systems shall provide for on-line, real-time validation of online tickets. Prior to issuing or authorizing issuance of consideration (whether cash, tokens, credits, or another ticket) in exchange for a

ticket, the TITO system shall validate the ticket from the TITO validation component. ~~Casinos~~ Racetrack licensees shall have at least one TITO validation component which may be located in a cashier cage.

E. If a ticket has a value that is not evenly divisible by the wagering denomination, when inserted into a TITO-enabled slot machine, the machine shall ~~either~~:

(1) return the ticket to the patron;

(2) accept the ticket and allow for insertion of additional wagering consideration if the ticket value is less than the wagering denomination; or

(3) accept the ticket and either display the indivisible portion of the ticket on a credit meter or issue another ticket for that indivisible portion.

F. A TITO-enabled slot machine shall be capable of generating two types of tickets: on-line tickets and delayed tickets.

(1) On-line tickets: If a TITO-enabled slot machine is properly communicating with the TITO system, the machine will be able to generate an on-line ticket. When a patron requests the issuance of a ticket in this situation, the machine will generate a ticket that utilizes the validation information generated by the TITO system or the machine, and communicate to the TITO system that it has successfully completed the transaction.

(2) Delayed tickets: If a TITO-enabled slot machine loses communication with a TITO system before validation information is successfully communicated to the TITO system for the last ticket out transaction, then all subsequent cash out attempts must result in the gaming machine issuing payment to the player via another available means such as, but not limited to, a hopper pay or a hand pay. The gaming machine shall be capable of storing delayed ticket data until such time that it has been successfully communicated to the TITO system.

(a) TITO systems may include a function whereby, prior to the restoration of communications, delayed ticket information may be manually input into the TITO system at a cashier station or other secure location.

(b) When communications are restored, delayed ticket information provided by the machine to the TITO system must be reconciled to the delayed tickets that were manually redeemed.

G. Tickets expire 180 days after issuance which is explicitly stated on each ticket. Upon expiration, the ticket is no longer valid for gaming purposes. TITO systems must recognize expired tickets as invalid and unredeemable.

H. The reporting requirements for ticketing transactions are defined in the minimum internal control ~~procedures~~ standards established by the board.

I. Ticket redemption kiosks shall perform to the same security standards as TITO-enabled slot machines, and shall include logs as required throughout this rule.

J. Kiosks shall also have a **total in** meter which accumulates the total value of all tickets accepted by the device, and a **total out** meter which accumulates the total value of payments issued by the device.

K. Kiosks redeem valid tickets for cash and tokens only; they may not generate and issue tickets.

[11/30/1998; 15.1.7.11 NMAC - Rn & A, 15 NMAC 1.7.11, 3/31/2000; A, 1/31/2002; A, 5/15/2007; 15.1.7.11 NMAC - N, 12/15/2010]

15.1.7.12 ACCOUNTING METER SPECIFICATIONS:

A. A gaming machine shall be equipped with ~~both~~ electronic ~~and electromechanical~~ meters.

~~**B.** A gaming machine's electromechanical meters shall have no less than six digits.~~

~~C.~~B. A gaming machine's electronic meters shall tally totals to eight digits and be capable of rolling over when the maximum value is reached.

~~D.~~C. A gaming machine's control program shall provide the means for on-demand display of the electronic meters utilizing a key switch on the exterior of the machine.

~~**E.** The required electromechanical meters shall comply with the following and shall count and report data on a basis consistent with the meters described Subsection H of 15.1.7.12 NMAC below:~~

~~**(1)** the coin-in meter shall cumulatively count the number of coins or tokens that are wagered by actual coins or tokens that are inserted, or credits bet, or both;~~

~~**(2)** the coin-out meter or amount won meter shall cumulatively count the number of coins, credits, or tokens won as a result of game play including hand-paid jackpots; notwithstanding the foregoing, a manufacturer may choose to incorporate a coin-out meter and hand-pay jackpot meter as separate meters;~~

~~**(3)** the hand-pay jackpot meter shall identify the number of coins, credits, or tokens won as a result of game play resulting in a hand-pay jackpot; and~~

~~(4) the coins-dropped meter shall maintain a cumulative count of the number of coins or tokens diverted into a drop bucket plus the value of the bills inserted that have been inserted into the bill acceptor.~~

~~F. Electromechanical meters shall meet a reasonable level of accuracy, given the available technology, as approved by the board.~~

~~G.~~D. Electronic meters shall have an accuracy rate of 99.99% or better.

~~H.~~E. The required electronic meters shall comply with the following ~~and shall count and report data on a basis consistent with the meters described in Subsection E of 15.1.7.12 NMAC above~~:

(1) the coin-in meter shall cumulatively count the value or number of credits, coins or tokens that are wagered by actual credits, coins or tokens that are inserted, or credits bet, or both;

(2) the coins-out meter or amount won meter shall cumulatively count the value or number of coins, credits, or tokens won as a result of game play, including hand-paid jackpots; notwithstanding the foregoing, a manufacturer may choose to incorporate a coin-out meter and hand-pay jackpot meter as separate meters;

(3) the coins-dropped meter shall maintain a cumulative count of the value or number of coins or tokens diverted into a drop bucket plus the value of the bills that have been inserted into the bill acceptor;

(4) the games played meter shall display the cumulative number of games played;

(5) a cabinet door meter shall display the number of times the front cabinet door was opened and a MEAL log to record each of them; and

(6) the drop door meter shall display the number of times the drop door or the bill acceptor door was opened;

(7) the ticket/voucher-in meter shall cumulatively count the value or number of ~~all wagering vouchers~~ tickets accepted by the machine;

(8) the ticket/voucher-out meter shall cumulatively count the value or number of ~~all wagering vouchers and payout receipts~~ tickets issued by the machine.

~~I.~~F. If a gaming device is equipped with a bill acceptor, then the device shall be equipped with a bill acceptor meter that records the following:

(1) the total number of bills that were accepted;

(2) an accounting of the number of each denomination of bill accepted; and

(3) the total dollar amount of bills accepted.

~~J. A gaming machine shall be designed so that the replacement parts or modules required for normal maintenance do not require replacement of the electromechanical meters.~~

~~K.~~G. A gaming machine shall have meters that continuously display all of the following information relating to current play or monetary transaction:

(1) the number of coins, tokens, or credits wagered in the current game;

(2) the number of coins, tokens, or credits won in the current game, if applicable;

(3) the number of coins or tokens paid by the hopper for a credit cash-out or a ~~direct~~ hand pay from a winning outcome; and

(4) the number of credits available for wagering, if applicable.

~~L.~~H. Electronically stored meter information required by this rule shall be preserved after a power loss to the gaming device and must be maintained for a period of not less than 180 days.

~~M.~~I. A gaming machine shall not have a mechanism that causes the required electronic accounting meters to clear automatically when an error occurs.

~~N.~~J. The required electronic accounting meters shall be cleared only if approved by the board.

~~O.~~K. Required meter readings shall be recorded before and after the electronic accounting meter is cleared.

[11/30/1998; 15.1.7.12 NMAC - Rn, 15 NMAC 1.7.12, 3/31/2000; A, 5/15/2007; 15.1.7.12 NMAC - Rn, 15.1.7.11 NMAC & A, 12/15/2010]

15.1.7.21 DISPLAY OF RULES OF PLAY:

A. The rules of play for a gaming machine shall be displayed on the face or screen of the gaming device or capable of display at the player's option through use of an easily-accessible help screen.

B. The rules of play shall be evaluated by the independent testing laboratory designated by the board and shall be approved by the board. The board may reject the rules if the board determines that the rules are incomplete, conflicting, confusing, or misleading.

C. The rules of play shall be kept under glass or other transparent substance.

D. The rules of play shall not be altered without prior approval from the board.

E. ~~Except for posting of odds pursuant to Section 15.1.10.21 NMAC and the~~ The display of the rules of play, stickers or other removable devices shall not be placed on the gaming device face unless their placement is approved by the board.

[11/30/1998; 15.1.7.21 NMAC - Rn, 15 NMAC 1.7.21, 3/31/2000; A, 5/15/2007; 15.1.7.21 NMAC - Rn, 15.1.7.20 NMAC, 12/15/2010]

15.1.7.25 TICKET PRINTER SPECIFICATIONS:

A. A ticket printer shall be capable of producing the following:

(1) date and time;

(2) identification number of the gaming machine;

(3) credits and their values; and

(4) validation number.

B. The ticket printer shall be capable of sensing a paper out condition and completing printing of any unprinted tickets after the paper out fault has been cleared.

C. The machine shall either keep a duplicate copy or print only one (1) copy to the player but have the ability to retain the last ticket-out information to resolve player disputes. In addition, ~~an approved system~~ a system approved by the board shall be used to validate the payout ticket, and the ticket information on the system shall be retained at least as long as the ticket is valid at that location.

D. Ticket printers shall be mounted inside a secure area of the TITO-enabled gaming device.

[11/30/1998; 15.1.7.25 NMAC - Rn, 15 NMAC 1.7.25, 3/31/2000; A, 5/15/2007; 15.1.7.25 NMAC - Rn, 15.1.7.24 NMAC & A, 12/15/2010]

15.1.7.28 REVOCATION OF LICENSE OR APPROVAL:

A. The board may revoke the license or approval of a gaming machine if the board determines, in its discretion, that the gaming machine:

(1) does not perform in the manner described in the application;

(2) is defective or malfunctions ~~frequently~~;

(3) has a detrimental impact on the conduct of the gaming operation; or

(4) adversely affects the computation of taxes due, but not limited to, inaccurate computation, defects, or malfunctions.

B. The board shall notify, in writing, the manufacturer or distributor of the gaming machine of the revocation of the license or approval. The board shall advise the manufacturer or distributor of the date on which use of the gaming machine ~~must~~ shall cease.

C. The board shall notify, in writing, the gaming operator licensees that use the gaming machine of the revocation of the license or approval. The board shall advise the licensees of the date on which use of the gaming machine must cease.

D. A gaming operator licensee or applicant shall cease using, on the date established by the board, the gaming machine for which the license or approval has been revoked. The licensee shall notify the board, in writing, if the licensee believes it cannot cease use of the gaming machine by the established date and shall request an extension of time. The board shall advise the gaming operator licensee or applicant, in writing, whether the requested extension is approved or denied.

[11/30/1998; 15.1.7.28 NMAC - Rn, 15 NMAC 1.7.28, 3/31/2000; A, 5/15/2007; 15.1.7.28 NMAC - Rn, 15.1.7.27 NMAC, 12/15/2010]