

DRAFT UGANDA STANDARD

First Edition
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Gaming equipment — Bonusing Systems — requirements



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Foreword

Uganda National Bureau of Standards (UNBS) is a parastatal under the Ministry of Trade, Industry and Cooperatives established under Cap 327, of the Laws of Uganda, as amended. UNBS is mandated to coordinate the elaboration of standards and is

- (a) a member of International Organisation for Standardisation (ISO) and
- (b) a contact point for the WHO/FAO Codex Alimentarius Commission on Food Standards, and
- (c) the National Enquiry Point on TBT Agreement of the World Trade Organisation (WTO).

The work of preparing Uganda Standards is carried out through Technical Committees. A Technical Committee is established to deliberate on standards in a given field or area and consists of key stakeholders including government, academia, consumer groups, private sector and other interested parties.

Draft Uganda Standards adopted by the Technical Committee are widely circulated to stakeholders and the general public for comments. The committee reviews the comments before recommending the draft standards for approval and declaration as Uganda Standards by the National Standards Council.

The committee responsible for this document is Technical Committee UNBS/TC 410, *[name of committee]*, Working Group WG 1, Gaming Equipmnt.

This *second/third/...* edition cancels and replaces the *first/second/...* edition (US nnn-n:2022), which has been technically revised.

The purpose of this document is to establish the requirements for the design and operation of gaming equipment to guide testing and certification bodies on the areas for technical compliance for the gaming equipment.

The intent of this document is to ensure that the Bonusing Systems is:-

- a) Secure;
- b) Reliable; and
- c) Auditable.

It is not the intent of this document to:-

- a. Mandate a single solution or method to realise an objective;

- b. Limit technology application to gaming equipment;
- c. Limit creativity and variety of choice;
- d. Preclude research and development into new technologies equipment or innovative ideas.

As far as possible, this document specifies what the minimum technical requirements for Bonusing Systems are instead of how the requirements shall be met; nor try to mandate a particular solution or method as the means to realise the requirements.

The responsible authority is the regulatory authority that supervises and regulates the activities of casinos. Casino operators are required to be licensed by legislation and shall ensure that their gaming equipment deployed on the casino floor comply with requirements of this standard.

This standard is subject to on-going review, and where necessary or deemed appropriate, the responsible authority reserves the right to unilaterally amend or re-issue this document without notice. The **foreword** shall appear in each standard. It shall not contain requirements, figures or tables.

In addition to the appropriate boilerplate text (see above) give the designation and name of the committee that prepared the standard, together with as many of the following as are appropriate:

- an indication of any other international organization that has contributed to the preparation of the standard;
- a statement that the standard cancels and replaces other documents in whole or in part;
- a statement of significant technical changes from the previous edition of the standard;
- the relationship of the standard to other standards or other documents;
- a statement specifying which annexes are normative and which are informative.

Introduction

Bonusing Systems are comprised of gaming devices that are configured to participate in electronically communicated bonus award payments from a host system, and the host system that controls the bonus award issuance parameters. The bonus host system provides designated gaming devices with additional features that entitle players to special Bonus Awards based on events triggered by the gaming device. In other words, bonus awards are a derivative of an existing casino feature whereby game events may result in additional pays to those described on the paytable (artwork or help screens). Facilities now exist to support these awards at a gaming machine utilizing protocol commands for direct credit transfers to the gaming machine as the patron is playing the device. Bonus awards are those based on a gaming machine event or some external trigger, which do not include triggers based upon specific patron account activity. A bonus award is typically won based on several criteria: a variable amount of play occurring on a group of participating gaming machines or achieving a winning combination during a specific time frame. Examples include multiplied jackpots, whereby the host system is able to instruct the gaming machine to multiply all wins within a specified range by a specified value or an nth coin award is won when a percentage of play on participating gaming machines reaches a randomly selected value. The parameters and eligibility are to be determined by each property in accordance with the Minimum Internal Control Procedures (MICPs).

1.1 Purpose of Standard

1.1.1 General Statement.

The purpose of this technical standard is as follows:

The purpose of this technical standard is as follows:

- a) To eliminate subjective criteria in analyzing and certifying Bonusing System operation.
- b) To only test those criteria which impact the credibility and integrity of gaming from both the Revenue Collection and game play point of view.
- c) To create a standard that shall insure that Bonusing Systems in Casinos are fair, secure, and able to be audited and operated correctly.
- d) To distinguish between local public policy and laboratory criteria.
- e) To recognize that non-gaming testing (such as Electrical Testing) shall not be incorporated into this standard but left to appropriate test laboratories that specialize in that type of testing. Except where specifically identified in the standard, testing is not directed at health or safety matters. These matters are the responsibility of the manufacturer, purchaser, and operator of the equipment.
- f) To construct a standard that can be easily changed or modified to allow for new technology.
- g) To construct a standard that does not specify any particular technology, method or algorithm. The intent is to allow a wide range of methods to be used to conform to the standards, while at the same time, to encourage new methods to be developed.

1.1.2 No Limitation of Technology.

One shall be cautioned that this document shall not be read in such a way that limits the use of future technology. The document shall not be interpreted that if the technology is not mentioned, then it is not allowed.

Gaming equipment — **Bonusing Systems** — requirements

1 Scope

This DUS on Bonusing System provides for requirements prerequisite to achieve certification. This DUS does not govern Cashless or Promotional System requirements for any other form of electronic transaction.

2 Normative references

There are no normative references in this document.

3 Terms and definitions

There are no terms and definitions

4 Bonusing Gaming Device and System Requirements

4.1 Gaming Device(s) with a Bonusing Feature Requirements

4.1.1 General requirement

The requirements throughout this clause apply to the bonus gaming device. These requirements are in addition to the requirements set forth in the standards for Gaming Devices, and On-Line Monitoring and Control Systems (MCS) and Validation Systems.

4.1.2 Configuring Bonus Transactions on a Gaming Device

Bonusing feature impacts the electronic accounting meters, any Gaming Device that allows Bonusing gaming as a selectable feature shall conform to the Configuration Setting requirements outlined within the standards for Gaming Devices.

4.1.3 Audit Trails for Bonusing

4.1.3.1 Transactions

Bonus Gaming Devices shall have the ability to recall the last twenty-five (25) monetary transactions received from the host system. However, if a gaming device has Cashless or host-Promotional features, or both, enabled simultaneously with bonus features, a single 100-event log would suffice. The following information shall be displayed:

- a) The transaction value; and
- b) The time and date.

4.1.4 Meter Requirements for Bonusing Gaming Devices.

Bonus gaming devices shall incorporate electronic accounting meters that conform to the following electronic metering requirements:

- a) The operation of the mandatory electronic accounting meter, "Coins-Out" as described in the standards for Gaming Devices, shall not reflect Bonus wins, if the host pays those Bonus wins to the game (i.e. not handpaid);
- b) The operation of the mandatory electronic accounting meter, "Equipment Paid External Bonus Payout" as described in the standards for Gaming Devices shall reflect Bonus wins that are paid by the gaming device.
- c) The operation of the mandatory electronic accounting meter, "Attendant Paid External Bonus Payout" as described in the standards for Gaming Devices, shall reflect Bonus wins that are handpaid by the attendant; bonus payouts which are keyed to the credit meter shall not increment this meter; and

Note: If conditions exist wherein a bonus award is transferred to a gaming device, and results in a handpay, then this meter shall increment for the value of the bonus award. Further, where this meter is not supported in the protocol, this requirement may be waived as long as there is a method to audit the Bonus Awards that are Handpaid.

4.1.5 Identifying a Bonusing Device

A patron shall be able to identify each supporting equipment at or near the gaming device, by a means left to the discretion of the Responsible agency (e.g. provide a host message indicating bonusing capability or a specific sticker on gaming equipments to indicate participation).

4.1.6 Notification of a Bonus Award

The method of bonus win notification, at or near the gaming device, can include any combination of host messaging, sounds, or visual indicators as long as deemed acceptable to the Responsible agency. Since bonuses are awarded directly to the gaming device, the gaming device itself shall reflect the amount of the bonus win. Additionally, electronic accounting meters, and logs shall reflect all bonus transactions accordingly, see also clause 4.1.3 and 4.1.4 of this document.

4.1.7 Disclaimers and Feature Expiration

Any disclaimers and their display to the public are also left to the discretion of the Responsible agency, as they shall likely be non-uniform across specific manufacturer implementations. Qualifying parameters and/or frequency of events and any specific information relevant to the award type (e.g. current multiplier value during the bonusing session) shall be displayed.

4.2 Central System Security Requirements

4.2.1 General Statement

The rules within this clause shall be implemented by the host system to allow for securely changing of any of the associated parameters. Additionally, the communication process shall be robust and stable enough to secure each bonus award transaction such that failure event(s) can be identified and logged for subsequent audit and reconciliation.

4.2.2 Communication Failure

Messages shall be either displayed to the patron or be available under a diagnostic function, either at the game or system level, which would indicate the reason for any bonus transaction failure due to a Communication Failure.

Note: In this circumstance, the bonusing system shall recognize failure of bonus win payment to be paid to the gaming device, and notify appropriate casino personnel so manual procedures can be implemented to ensure proper payment.

4.2.3 Modification of Critical Parameters

All changes to factors that may impact bonus redemption frequency or amount shall be logged indicating:

- a) who made the change;
- b) the altered parameter;
- c) the time and date of change;
- d) the parameter value before and after the change; and
- e) the reason for the parameter adjustment.

Note: Since bonus issuance may result in player fairness issues, the Responsible agency shall determine the controls governing changes to critical parameters.

4.2.4 Prevention of Unauthorized Transactions

The following minimal controls shall be implemented by the host system to ensure that games are prevented from responding to commands for crediting outside of properly authorized Bonus transactions (hacking):

- a) The network hubs are secured (either in a locked/monitored room or area) and no access is allowed on any node without valid login and password;
- b) The number of stations where critical Bonusing applications or associated databases could be accessed is limited; and
- c) The users who have the requisite permission levels/login to adjust critical parameters are limited.

4.2.5 Diagnostic Tests on a Bonusing Gaming Device.

Controls are placed on any diagnostic functionality available at the device/system such that all activity would reflect a specific individual(s) tasked to perform these diagnostics whereby all bonusing diagnostic activity that effect the gaming equipment associated meters may be audited by the responsible agency.

4.3 Central System Audit Trails

4.3.1 General Statement.

The central system shall have the ability to produce logs for all complete bonus transactions to include the same information required on gaming equipment audit logs. In addition, these logs shall be capable of being filtered by:

- a) Equipment number;
- b) Time/Date; and
- c) Type.

4.4 Financial Reports

4.4.1 General Statement.

The system shall have the ability to produce the following reports:

- a) Bonus Summary and Detail Reports. These reports shall include transaction information indicating the gaming equipment number, amount, date/time and type of bonus;
- b) Bonus Meter Reconciliation Summary and Detail Reports. These reports shall provide reconciliation of each participating gaming equipment bonus meter(s) against host system's bonus activity; and
- c) Auditing Report. This report shall provide modification details whenever critical parameters are modified.

NOTE: There shall be a report or method that would allow the comparison of the theoretical hold percentage of the bonusing gaming device to the actual hold of the device.

4.5 Central System Random Number Generator

4.5.1 General Statement

Bonus systems that utilize an electro-mechanical system based Random Number Generator (RNG) shall comply with the requirements outlined within the 'Mechanical Based RNG Games' Requirements of the standards for Gaming Devices.

Annex A (normative)

Annex title

A.1 General

A.2 Clause

A.2.1 Subclause (level 1)

A.2.1.1 Subclause (level 2)

A paragraph.

A.2.1.1.1 Subclause (level 3)

A paragraph.

A.2.1.1.1.1 Subclause (level 4)

A paragraph.

A.2.1.1.1.2 Subclause (level 4)

A paragraph.

A.2.1.1.2 Subclause (level 3)

A paragraph.

A.2.1.2 Subclause (level 2)

A paragraph.

A.2.2 Subclause (level 1)

A paragraph.

A.3 Clause

A.3.1 A level 1 subclause without a title.

A.3.1.1 A level 2 subclause without a title.

A.3.1.1.1 A level 3 subclause without a title.

A.3.1.1.1.1 A level 4 subclause without a title.

A.3.1.1.1.2 A level 4 subclause without a title.

A.3.1.1.2 A level 3 subclause without a title.

A.3.1.2 A level 2 subclause without a title.

A.3.2 A level 1 subclause without a title.

Annex B (informative)

Which styles correspond to which element — Quick reference guide

Element		Style name ^a	
Any element of text for which the correct style to use is not known with certainty or for which no other style of the template is suitable		Special	
Annex	heading, status and title	ANNEX	
Bibliography	reference entry	bibliography	
	title	zzBiblio	
Clause	body of document	Heading 1*	
	annexes	a2	
Definition		Definition	
Displayed mathematical and chemical formulae	formula	Formula	
	variables list	dl	
Example		Example	
Figure	footnote	Figure footnote	
	note	Note	
	title	Figure title	
Figure footnote		Figure footnote	
Footnote	reference	Footnote Reference*	
	text	Footnote Text*	
Foreword	text	Foreword	
	title	zzForeword	
Index	entry	Index 1*	
	entry heading	Index Heading*	
	"Index" title	zzIndex	
Introduction	text	Normal*	
	title	Introduction	
List	ordered	level 1	List Number*
		level 2	List Number 2*
		level 3	List Number 3*
		level 4	List Number 4*
	unordered	level 1	List Continue*
		level 2	List Continue 2*
		level 3	List Continue 3*
		level 4	List Continue 4*

Element		Style name ^a	
Normative reference	cross-reference to a normative reference defined in the “Normative references” clause	ExtXref	
	in “Normative references” clause	RefNorm	
Note integrated in text, figures and tables		Note	
Paragraph		Normal*	
Subclause with title	annexes	level 1	a3
		level 2	a4
		level 3	a5
		level 4	a6
	body of text	level 1	Heading 2*
		level 2	Heading 3*
		level 3	Heading 4*
		level 4	Heading 5*
		level 5	Heading 6*
Subclause without title	level 1	p2	
	level 2	p3	
	level 3	p4	
	level 4	p5	
	level 5	p6	
Table	note	Note	
	table footnote	See Table footnote.	
	text	9 pt (recommended)	Table text (9)
		8 pt, for large tables	Table text (8)
		7 pt, for very large tables	Table text (7)
		10 pt (not recommended)	Table text (10)
	title	Table title	
Table footnote	identification letter of the table footnote	TableFootNoteXref	
	reference	TableFootNoteXref	
	text	Table footnote	
Table of contents	“Contents” title	zzContents	
	entries	level 1	TOC 1*
		level 2	TOC 2*
		level 3	TOC 3*
		level 4	TOC 4*
		level 5	TOC 5*
		level 6	TOC 6*
	unnumbered elements	TOC 9*	

Element		Style name ^a
Term	cross-reference to a term defined in the “Terms and definitions” clause	Defterms
	in the “Terms and definitions” clause in a terminology document	Term(s)
	reference number	TermNum

^a Style names marked with an asterisk are based on predefined Microsoft styles. These styles are recognized by the various linguistic versions of Word and their names shall be translated automatically into the language of the Word version which you are using. For these Microsoft styles, the user shall need to derive the correspondence between the name displayed and that given in this table; for example, if the same document is opened using English and French versions of Word, text styled “Footnote Reference” in the English version is called “Appel de note” in the French version.

Bibliography

- [1] The Electronics Transactions Act, 2011
- [2] GLI-17: Bonusing Systems in Casinos
- [3] GLI-17: Bonusing Systems in Casinos

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