

205 CMR: MASSACHUSETTS GAMING COMMISSION
205 CMR 143.00: GAMING DEVICES AND ELECTRONIC GAMING EQUIPMENT

Section

143.01: Standards for Gaming Devices

(4) ~~If required by the commission, a gaming device~~ **All slot machines and other electronic gaming devices** shall be capable of providing the commission with a near real-time stream of data, other than personally identifiable information, in the communication format specified by the commission in 205 CMR 143.16(1) directly from each slot machine **or electronic gaming device**. Such data shall be provided for purposes of computing and reconciling daily tax obligations as provided in 205 CMR, for purposes of investigating patron disputes filed in accordance with 205 CMR 134.19: Disciplinary Action, and for purposes of maintaining general oversight of a gaming establishment. The commission is not obligated to monitor or review the data on an ongoing basis. If communications between the slot machine and the commission's central ~~control~~ **monitoring** system ~~(if required by the commission)~~ fails, the slot machine shall not continue to operate unless it records all required ~~critical~~ **data from the applicable communication protocol** since losing the connection, up to seven days, and send the data directly to the commission as soon as the connection is reestablished. If the connection is not reestablished within 24 hours due to a problem stemming from the gaming establishment's systems, then any slot machine affected shall cease operation until the connection is reestablished.

143.16: Communications Protocols

(1) **A slot machine or other electronic gaming device in operation in a gaming establishment may operate any industry standard open communication protocol including a Game to System (“G2S”) or Slot Accounting System (“SAS”) protocol provided that the system is fully compatible with the commission’s central monitoring system and all required gaming devices, and is capable of providing all data required by the commission.** A gaming licensee shall not operate any slot machine **or other electronic gaming device** in a gaming establishment unless the slot machine:

- a) is able to bi-directionally communicate with the commission's central ~~control~~ **monitoring** system ~~(if required by the commission)~~;
- b) transmits, on a per bet basis, data relative to amounts wagered, amounts won, cash in, cash out, and similar financial information necessary for tax collection and auditing;
- c) allows remote verification of gaming device software using a SHA-1 or similar hashing system;
- d) allows remotely activating and disabling slot machines; and

- e) transmits data relative to any restarts, shutdowns, resets, game changes, door open, and other maintenance events.

~~(2) A gaming licensee shall not operate any slot machine in a gaming establishment after January 1, 2017 unless that slot machine is able to directly communicate with the commission's central control system (if required by the commission) using the Gaming Standards Association's G2S Message Protocol and Point to point Transport Specification. Provided, however, any slot machine that is registered and operating in a gaming establishment prior to January 1, 2017 may use protocol convertor board, or other similar devices, to communicate with the commission's central control system.~~

~~(3) The required versions of the Gaming Standards Association's G2S Message Protocol and Point to point Transport Specification referenced in 205 CMR 143.16(2), as well as the required protocol options, commands, meters, and events, shall be specified by the commission and posted on the commission's website.~~