

Executive Summary of Changes for “GLI-19 V3.0, Standards for Interactive Gaming Systems” Public Comment Draft, Issued May 21, 2020

Below is an Executive Summary of the new or revised content in the “GLI-19 V3.0, Standards for Interactive Gaming Systems” Public Comment Draft:

- Updated layout and formatting of the document to provide a modern feel to the standard.
- Reorganized and restructured document into more consumable chapters and sections, providing better distinction between technical requirements, which can be evaluated in the lab, and operational controls and procedures, which can be evaluated on-site.
- Incorporated requirements based upon industry best practices.
- Revisions made to create alignment with widely-accepted jurisdictional and international standards, including GLI-11 and GLI-33.
- Added appendices pertaining to Operational Audits for Gaming Procedures and Practices, Technical Security Controls, as well as Service Providers in order to further help regulators and operators create more efficient and alternative processes to monitor wagering operations. (Appendix A, Appendix B, Appendix C).
- Transformed existing chapter for Gaming Platform Requirements to one covering Platform/System Requirements, and incorporated sections into the appendix for Operational Audit for Gaming Procedures and Practices to better align with GLI-33. (Chapter 2; Appendix A).
- Revised Control Program Requirements in reference to authentication failures (S 2.3.2)
- Revised requirements for Jackpot Parameter Changes. (S 2.4.2)
- Added requirement for modifying the jackpot, to correct errors, handle decommissioned jackpots, and any other required reasons (S 2.4.3)
- Revised Registration and Verification requirements based on what has been established and proven in other markets (S 2.5.2)
- Revised Player Access to move the focus away from the idea of a Player Session (S 2.5.3)
- Added specifics on what to include in the transaction log or account statement history based on what has been established and proven in other markets (S 2.5.7)
- Added specifics on location requirements based on what has been established and proven in other markets (S 2.7)
- Refocused section on what needs to be recorded by the system instead of what needs to be in a report. (S 2.8)
- Made updates to some report requirements and removed several others no longer deemed necessary. (S 2.9)
- Revised and reorganized chapter for Random Number Generator (RNG) Requirements to better align with GLI-11 and to reflect ITL evaluation procedures and add further clarity on cryptographic RNG expectations and requirements. (Chapter 3).
- Revised and reorganized chapter for Game Requirements to better align with GLI-11 and added various content to General Game Requirements, Game Information and Rules of Play, and Game Fairness based on current industry best practices. (Chapter 4).
- Fortified Player Interface requirements. (S 4.2).
- Added new requirements for Gaming Session including the usage of a Credit Meter. (S 4.3).
- Revised and expanded baseline requirements for additional game types. (S 4.4).
- Revised requirement for Simulation of Physical Objects and added requirements for game types which incorporate Physics Engines. (S 4.6.2, S 4.6.3).
- Revised minimum percentage requirement to 75% minimum unless otherwise defined by a regulatory body, to align with industry patterns (S 4.7.1)
- Revised RTP Display requirement, making it optional depending on regulatory body opting in (S 4.7.2)
- Revised odds requirement for slot/chance games to reflect the top explicitly advertised award, with odds of 1:100 million, to align with industry patterns. (S 4.7.3).
- Added new content for Community Bonuses. (S 4.8.4).
- Revised content for Double Up / Gamble feature per alignment with other accepted industry standards. (S 4.8.5).
- Expanded coverage of Alternative Game Modes (S 4.9).

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- Revised content for Tournament game play to cover both in-revenue and out-of-revenue types. (S 4.9.3).
- Revised Game Recall requirements to better reflect current industry norms. (S 4.10).
- Added new content for Games with Skill as optional and supplemental requirements at this time. (S 4.11).
- Added new content for Persistence Games. (S 4.13).
- Added new section for Virtual Event Wagering and provided pointer to GLI-33. (S 4.14).
- Removed chapter for Progressive Jackpot Requirements, revising and incorporating sections into the other chapters pertaining to the Platform/System Requirements and the Game Requirements based on responsibility of the requirement. (S 2.4; S 4.15).
- Expanded the scope of the progressive jackpot requirements to include incrementing jackpots (i.e. monetary awards which increase based on any other criteria established by the rules of the game or the incrementing jackpot beyond a function of credits wagered). (S 4.15)
- Removed chapter for Information Security System (ISS) Requirements, revising and incorporating sections into appendices pertaining to the Operational Audit for Technical Security Controls and the Operational Audit for Service Providers based on responsibility of the requirement. (Appendix B; Appendix C)
- Removed appendix for Event Wagering and provided pointer to GLI-33, as that standard covers the functionality of an Event Wagering System. (S 1.5.1).
- Removed appendix for Remote/Proxy Player Requirements, revising and incorporating sections into the chapter pertaining to the Game Requirements and the appendix for Operational Audit for Service Providers based on content of the requirement. (S 4.18; S C.6).