Pursuant to the Article 3.a(3) of the Act on Games of Chance (Official Gazette of the Republic of Slovenia Nos 14/11 – official consolidated text, 108/12, 11/14 – corrigendum and 40/14) the Minister of Finance hereby issues the following:

R U L E S
on amendments to the Rules on the operation of games of chance via the Internet or other telecommunications means

1. Article

In the Rules on the operation of games of chance via the Internet or other telecommunications means (Official Gazette of the Republic of Slovenia Nos 42/08, 103/08, 109/12 and 113/23) a new Article 3a is added after Article 3, which reads as follows:

‘Article 3.a

(1) The concessionaire shall submit data on events and transactions that record the implementation of activities in an individual online game of chance in an online gaming system to the information system of the supervisory authority via the established unified online service no later than two hours after at the end of the accounting day for the previous accounting day. The content of the data referred to in the preceding sentence is specified in these Rules and in the concession agreements, and the method of transmitting this data is specified in Annex 1 and Annex 2 of these Rules.

(2) The data referred to in the preceding paragraph must be correct and true and must reflect the actual course of the gaming process in the online game of chance, they must be protected against unauthorized access, subsequent interference with the data, their modification, deletion or addition.’.

2. Article

In Article 6, after the words of the article, which becomes the paragraph 1, a new paragraph 2 is added, which reads as follows:

‘(2) In the event that the equipment or part of the equipment referred to in the preceding paragraph is located outside the Republic of Slovenia, the concessionaire shall provide to the supervisory authority the same level of access, inspection and supervision as if this equipment were located in the Republic of Slovenia.’.

3. Article

Annex 1 and Annex 2 are added to the Rules, which form an integral part of these Rules.

FINAL PROVISION

4. Article

These Rules enter into force on the thirtieth day after their publication in the Official Gazette of the Republic of Slovenia.

No 007-145/2025

Ljubljana, on […] _____

EVA: 2025-1611-0023

Klemen Boštjančič
Minister of Finance

Annex 1

TECHNICAL INSTRUCTION – OGS – CLASSIC GAMES OF CHANCE

1 INTRODUCTION

Concessionaires that provides classic games of chance on the territory of the Republic of Slovenia (hereinafter referred to as ‘concessionaires’) communicate information in accordance with the valid XML scheme. Regarding the mandatory and optional data that the concessionaire must report, the rules, descriptions and values of the elements as defined in the XML scheme shall be taken into account.

The following types of messages shall be used for reporting:

- A data message, which may contain data for an individual accounting day, the concessionaire's registers or data requested by the supervisory authority.
- Status message, which is transmitted in response to a data message. With a status message, the recipient of the data message accepts or rejects the message of the sender of the data message. If the message is rejected, it means that the concessionaire did not report the data.
- Message with the request, which is taken over by the concessionaire from the supervisory authority and which contains a request for data.

Concessionaires have the following options when reporting to the supervisory authority regarding the obligation to report individual elements:

- ‘Mandatory’ means that the element must be entered. The supervisory authority will control such an element in accordance with the business rules set out below in the instructions in the relevant table (Obligation column).
- Blank means that the concessionaire must enter the element if an event has occurred.

2 THE FORMAT AND CONTENT OF THE MESSAGE

2.1 Posiljatelj

Details about the sender of the message.

Element	Data type	Description	Obligation
PRIREDITELJ_NO_ID	STRING	Operator's tax number	Mandatory
KONCESIJA_NO_ID	STRING	Unique code of the operator's concession	
TIP_SPOROCILA	STRING	Message type described in the special instruction	Mandatory
DOCREFID	STRING	Unique message code	Mandatory
CORRDOCREFID	STRING	Unique message code that is corrected by the current message	
REQREFID	STRING	Unique request code	
KONTAKTNA_OSEBA_IME	STRING	Name and surname of the contact person	Mandatory
KONTAKTNA_OSEBA_TEL	STRING	Telephone number of the contact person	Mandatory
KONTAKTNA_OSEBA_EMAIL	STRING	Email of the contact person	Mandatory
DATUM_PRENOSA	DATETIME	The element contains information about when the message was generated.	Mandatory
DATUM_OD	DATETIME	The data period start date and time	Mandatory
DATUM_DO	DATETIME	The data period end date and time	Mandatory

Note: it is possible to enter several contact persons.

2.1.1 Statusno_Sporocilo

Element	Data type	Description	Obligation
ORIGINALMESSAGEREFID	STRING	Unique original message code	Mandatory
STATUS	STRING	Message acceptance status	
NAPAKA	-	See below	

Element	Data type	Description	Obligation
KODA	STRING	Unique original message code	
OPIS	STRING	Message acceptance status	

2.2 NISBody

2.2.1 Porocilo_SIS_Kla

Common elements

Element	Data type	Description	Obligation
IGRA_NO_ID	STRING	Game code	Mandatory
PODIGRA_NO_ID	STRING	Sub-game code	
PROD_MESTO	INTEGER	Type of point of sale (1 = internet, 2 = other)	
TIP_DOBITKA_NO_ID	STRING	Type of winning	

2.2.1.1 Krog

General information about the game series.

Element	Data type	Description	Obligation
VRSTA_PODATKA_NO_ID	STRING	Unique data type code	Mandatory
KROG_ST	STRING	Series/round number	Mandatory
KROG_LETO	INTEGER	Series/round year	
DATUM_ZAC	DATETIME	Date and time of start of series sales	Mandatory
DATUM_ZAK	DATETIME	Date and time of end of series sales	
DATUM_LIK	DATE	Series liquidation date	
CENA	DECIMAL	Price of a ticket in the series	
SRECKA_ST	INTEGER	Number of tickets issued in the series	
SRECKA_VR	DECIMAL	Value of tickets issued in the series	
SKLAD_VR	DECIMAL	Amount of winnings fund in the series	
DATUM_SPR	DATE	Date and time of change of series data	

2.2.1.2 Promet_Dan

Data for bets and predictions based on the date of deposits and withdrawals, data on daily deposits and withdrawals at the concessionaire, and data for winnings, where the result is determined by drawing lots based on the date of withdrawals.

Element	Data type	Description	Obligation
VRSTA_PODATKA_NO_ID	STRING	Unique data type code	Mandatory
DATUM	DATE	Date	
DATUM_VNOS	DATE	Date of entry	
DATUM_SPR	DATE	Date of change	
ZREBANJE_ST	INTEGER	Draw number	
KROG_LETO	INTEGER	Year of the round	
KROG_ST	STRING	Round number	
VPL_ST	INTEGER	Number of deposits	
VPL_VR	DECIMAL	Value of deposits	
DOBITEKIZ_ST	INTEGER	Number of winnings paid out	
DOBITEKIZ_VR	DECIMAL	Value of winnings paid out	
IZPL_VR_NETO	DECIMAL	Value of payouts, lowered by tax on winnings from games of chance	
IZPL_VR_DAVKA	DECIMAL	Value of tax paid out on winnings from games of chance	
DOBITEK	-	See below	

Element	Data type	Description	Obligation
TIP_DOBITKA_NO_ID	STRING	Type of special winning or winning above a certain amount	
DOBITEKPOS_ST	INTEGER	Number of special winnings	
DOBITEKPOS_VR	DECIMAL	Value of special winnings	

2.2.1.3 Promet_Krog

Data for bets and predictions or draws by rounds or series, data on tickets for paid predictions and bets for which the deadline for payout of winnings has expired, data by rounds for winnings where the result is determined by drawing, data by date of deadline for payout of winnings where the result is determined by drawing, data on the liquidation of the game by the concessionaire by rounds and total data by rounds.

Element	Data type	Description	Obligation
VRSTA_PODATKA_NO_ID	STRING	Unique data type code	Mandatory
DATUM	DATETIME	Date of the round	
DATUM_VNOS	DATETIME	Date of entry	
DATUM_SPR	DATETIME	Date of change	
DATUM_ROK	DATETIME	Date of the deadline for payment of the winning	
DATUM_OD	DATETIME	Date from	
DATUM_DO	DATETIME	Date to	
ZREBANJE_CAS	DATETIME	Date and time of the draw	
ZREBANJE_ST	INTEGER	Draw number	
KROG_LETO	INTEGER	Year of the round	
KROG_ST	STRING	Number of rounds, series	
VPL_ST	INTEGER	Number of deposits	
VPL_VR	DECIMAL	Value of deposits	
VPL_VR_NETO	DECIMAL	Value of payments excluding lottery tax	
SKLADR1_VR	DECIMAL	Value of the reserve fund for category 1 winnings	
SKLADR2_VR	DECIMAL	Value of the reserve fund for category 2 winnings	
SKLADR_VR	DECIMAL	Value of the reserve fund for winnings	
SKLAD_VR	DECIMAL	Value of the winnings fund	
SKLAD_POV	DECIMAL	Increase of the winnings fund from unpaid winnings	
SKLAD_POV_REZ	DECIMAL	Increase of the winnings fund from the reserve fund	
SKLAD_VR_SKUPAJ	DECIMAL	Value of the winnings fund in total	
SKLAD_DEL	DECIMAL	Share of the winnings fund	
SKLAD_PRENOS	DECIMAL	Transfer of the winnings fund	
SKLAD_POV_VR	DECIMAL	Value of the increased winnings fund	
SKLAD_POV_VR_SKUPAJ	DECIMAL	Value of the increased winnings fund in total	
DOBITEK_ST	INTEGER	Number of winnings	
DOBITEK_VR	DECIMAL	Value of winnings	
DOBITEKNIZ_ST	INTEGER	Number of unpaid winnings	
DOBITEKNIZ_VR	DECIMAL	Value of unpaid winnings	
DOBITEKIZ_ST	INTEGER	Number of winnings paid out	
DOBITEKIZ_VR	DECIMAL	Value of winnings paid out	
IZPL_VR_NETO	DECIMAL	Value of payouts, lowered by tax on winnings from games of chance	
IZPL_VR_DAVKA	DECIMAL	Value of tax paid out on winnings from games of chance	
IZZR_STEVILKE	STRING	Numbers drawn	
DOBITEK	-	See below	

Element	Data type	Description	Obligation
TIP_DOBITKA_NO_ID	STRING	Type of special winning or winning above a certain amount	
DOBITEKPOS_ST	INTEGER	Number of special winnings	
DOBITEKPOS_VR	DECIMAL	Value of special winnings	

2.2.1.4 Dogodki

Data on published events.

Element	Data type	Description	Obligation
VRSTA_PODATKA_NO_ID	STRING	Unique data type code	Mandatory
DATUM_DOGODKA	DATETIME	Date and time of event	
DATUM_OBJAVE	DATETIME	Date and time of publication	
DATUM_SPR	DATETIME	Date and time of change	
ST_DOGODKA	INTEGER	Unique event number	
NAZIV_DOGODKA	STRING	Daily event code, e.g.: ‘Slovenia-Serbia’	
VRSTA_SPR	INTEGER	Type of change (1 = added event, 2 = quota change, 3 = date change, 4 = closed/open event, 5 = finished event)	

2.2.1.5 Sklad_Dobitek

Winnings fund data.

Element	Data type	Description	Obligation
VRSTA_PODATKA_NO_ID	STRING	Unique data type code	Mandatory
MESEC	INTEGER	Month (in YYYYMM format)	
VPL_VR	DECIMAL	Value of deposits	
IZPL_VR	DECIMAL	Value of payouts	
SKLAD_DEL	DECIMAL	Share of the winnings fund	
SKLAD_VR	DECIMAL	Value of the winnings fund	
SKLAD_POV	DECIMAL	Increase of the winnings fund from unpaid winnings	
DATUM_VNOS	DATE	Date of entry	
DATUM_SPR	DATE	Date of last change	

2.3 Zahteve NO

2.3.1 Zahteva_NO

Data request.

Element	Data type	Description	Obligation
IGRA_NO_ID	STRING	Game code	
PODIGRA_NO_ID	STRING	Sub-game code	
VRSTA_PODATKA_NO_ID	STRING	Unique data type code	
DATUM_OD	DATETIME	Date and time of start of period of required data	Mandatory
DATUM_DO	DATETIME	Date and time of end of period of required data. Empty means, until the time the XML is generated	
TABELA_NO_ID	STRING	Tables for transfer.	
IGRALEC_ID	STRING	Personal identification number of the player	
ZNESEK_PRIIGRANI	DECIMAL	Amount won by the player (out of a certain value)	
IN_ID	STRING	Code of gaming device	
VRSTA_IN	INTEGER	1 = GM, 2 = GT, 3 = tournament, 4 = bingo, 5 = online, 9 = other	
DOGODEK_NO_ID	STRING	Unique event code determined and published by the supervisory authority	
TIP_NIS_NO_ID	STRING	CIS/OGS type at concessionaire	

2.3.2 Spletna_Igra

Data on online games played.

Element	Data type	Description	Obligation
IGRALEC_ID	STRING	Personal identification number of the player	Mandatory
CAS_ZACETNI	DATETIME	Time of start of the online game	Mandatory
CAS_ZAKLJUCNI	DATETIME	Time of end of the online game	
VPLACILO	DECIMAL	Value of deposits for an individual online game	Mandatory
CAS_VPL	DATETIME	Time of deposit into the online game	Mandatory
STATUS	INTEGER	Online game status (1 = in progress, 2 = incomplete, 3 = completed)	Mandatory
IZID	STRING	Outcome of the online game	
CAS_IZIDA	DATETIME	Time of recording of the outcome of the online game	
ZNESEK_PRIIGRANI	DECIMAL	Amount won by the player	
ZNESEK_ ZAC	DECIMAL	Amount on the player's account at the start of the online game	Mandatory
ZNESEK_ZAK	DECIMAL	Amount on the player's account at the end of the online game	
IGRA_NO_ID	STRING	Identification code of the online game played	Mandatory
TIP_NIS_NO_ID	STRING	CIS/OGS type at concessionaire	

3 METHOD OF DATA DELIVERY

For the previous accounting day or for the period from the previous transmission of data, the concessionaire must communicate the information to FURS, no later than two hours after the end of the accounting day, and in the case of additional requests from the supervisory authority, no later than one hour after the request is forwarded.

The concessionaire must check every 15 minutes whether there is any additional data request on the supervisory authority's server system.

The concessionaire submits the message electronically via the eDavki portal.

The data must be written in the prescribed XML scheme, which is published on the FURS website.

For the preparation of messages for the above-prescribed scheme and for the concessionaire's verification of additional requests from the supervisory authority, FURS will prepare a technical protocol and publish it on the FURS website.

Priloga 2

TECHNICAL INSTRUCTION – OGS – SPECIAL GAMES OF CHANCE

1 INTRODUCTION

Concessionaires that provides special games of chance on the territory of the Republic of Slovenia (hereinafter referred to as ‘concessionaires’) communicate information in accordance with the valid XML scheme. Regarding the mandatory and optional data that the concessionaire must report, the rules, descriptions and values of the elements as defined in the XML scheme shall be taken into account.

The following types of messages shall be used for reporting:

- A data message, which may contain data for an individual accounting day, the concessionaire's registers or data requested by the supervisory authority.
- Status message, which is transmitted in response to a data message. With a status message, the recipient of the data message accepts or rejects the message of the sender of the data message. If the message is rejected, it means that the concessionaire did not report the data.
- Message with the request, which is taken over by the concessionaire from the supervisory authority and which contains a request for data.

Concessionaires have the following options when reporting to the supervisory authority regarding the obligation to report individual elements:

- ‘Mandatory’ means that the element must be entered. The supervisory authority will control such an element in accordance with the business rules set out below in the instructions in the relevant table (Obligation column).
- Blank means that the concessionaire must enter the element if an event has occurred.

2 THE FORMAT AND CONTENT OF THE MESSAGE

2.1 General

2.1.1 POSILJATELJ

Operator's data.

Element	Data type	Description	Obligation
PRIREDITELJ_NO_ID	STRING	Operator’s tax number	Mandatory
KONCESIJA_NO_ID	STRING	Unique code of the operator's concession	
TIP_SPOROCILA	STRING	Message type described in the special instruction	Mandatory
DOCREFID	STRING	Unique message code	Mandatory
CORRDOCREFID	STRING	Unique message code that is corrected by the current message	
REQREFID	STRING	Unique request code	
KONTAKTNA_OSEBA_IME	STRING	Name and surname of the contact person	Mandatory
KONTAKTNA_OSEBA_TEL	STRING	Telephone number of the contact person	Mandatory
KONTAKTNA_OSEBA_EMAIL	STRING	Email of the contact person	Mandatory
DATUM_PRENOSA	DATETIME	The element contains information about when the message was generated.	Mandatory
DATUM_OD	DATETIME	The data period start date and time	Mandatory
DATUM_DO	DATETIME	The data period end date and time	Mandatory

Note: it is possible to enter several contact persons.

2.1.2 Statusno_Sporocilo

Element	Data type	Description	Obligation
ORIGINALMESSAGEREFID	STRING	Unique original message code	Mandatory
STATUS	STRING	Message acceptance status	
NAPAKA	-	See below	

Element	Data type	Description	Obligation
KODA	STRING	Unique original message code	
OPIS	STRING	Message acceptance status	

2.2 Registers reported by the concessionaire

2.2.1 GAMING DEVICE/GAME

Register of gaming devices (GD) (Articles 48, 49 and 75) and OGS games – application of the CIS Rules mutatis mutandis. The register contains all gaming devices/online games with data on identification, settings and installations since inclusion in the control information system (CIS)/online gaming system (OGS), with all changes made to the settings.

Element	Data type	Description	Obligation
IN_ID	STRING	Unique internal code of the gaming device in the CIS/ Unique internal code of the online game in the OGS	Mandatory
DENOMINACIJA	DECIMAL	Accounting denomination	Mandatory
OBR_MODEL_NO_ID	STRING	Code of the accounting model from the register of accounting models	Mandatory
SER_ST	STRING	Serial number of the GD/ gaming system casing	
PROIZVAJALEC_NO_ID	STRING	Manufacturer's code from the register of manufacturers	Mandatory
IGRA_NO_ID	STRING	Online game code from the register	Mandatory
LETO_PROIZVODNJE	INTEGER	Year of manufacturing/ Year of inclusion in the OGS	Mandatory
MIN_VLOZEK	DECIMAL	Minimum stake in the game in accounting credits	Mandatory
MAX_VLOZEK	DECIMAL	Maximum stake in the game in accounting credits	Mandatory
ODST_VR_MIN	DECIMAL	Minimum return percentage	Mandatory
ODST_VR_MAX	DECIMAL	Maximum return percentage	Mandatory
STANJE	INTEGER	0 = not in use, 1 = in use, 2 = in testing	Mandatory
ODST_PROV	DECIMAL	Percentage of commission on a game played by players against each other	
VRSTA_IN	INTEGER	1 = GM, 2 = GT, 3 = tournament, 4 = bingo, 5 = online, 9 = other	Mandatory
VELJA_OD	DATETIME	Date and time of validity of the GD/ online game	Mandatory
VELJA_DO	DATETIME	Date and time of end of validity of the GD/ online game	
DATA1	STRING	Data field	
DATUM_SPREMEMBE	DATETIME	Date of change	
OBRDAN	DATE	Accounting day	Mandatory
TIP_NIS_NO_ID	STRING	CIS/OGS type at concessionaire	Mandatory

2.2.2 EVENT

Register of events on gaming devices (Articles 51, 60 and 76), online and cash registers. It covers events at GM, GT, cash registers (CR), online systems, system and other events. The unique internal event code of the concessionaire must be assigned the appropriate event code determined by the supervisory authority in the event register DOGODEK_NO.

Element	Data type	Description	Obligation
DOGODEK_NO_ID	STRING	Unique event code determined and published by the supervisory authority	Mandatory
VRSTA	INTEGER	Event type (1 = GM, 2 = GT, 3 = CR, 4 = CIS, 5 = online, 9 = other)	Mandatory
DOGODEK_ID	STRING	Internal unique event code in CIS/OGS	Mandatory
OPIS_KR	STRING	Short description of the event	
OPIS	STRING	Event description	
TIP_NIS_NO_ID	STRING	CIS/OGS type at concessionaire	Mandatory

2.2.3 UPORABNIK

The register of users contains all users with access to OGS and their method of access or access profile (Article 15).

Element	Data type	Description	Obligation
UPORABNIK_ID	STRING	Unique user code	Mandatory
UPORABNIK	STRING	User name in CIS/OGS	Mandatory
IME_PRIIMEK	STRING	User's first and last name	Mandatory
DATUM_OD	DATETIME	Date and time of granting access authorization in CIS/OGS	Mandatory
DATUM_DO	DATETIME	Date and time of revocation of authorisation in CIS/OGS	
OBRDAN	DATE	Accounting day	Mandatory
TIP_NIS_NO_ID	STRING	CIS/OGS type at concessionaire	Mandatory
VRSTA_IN	INTEGER	1 = GM, 2 = GT, 4 = bingo, 5 = online, 9 = other	Mandatory

2.3 Logs reported by the concessionaire

2.3.1 STEVEC_URNI

Log of absolute values of hourly and daily inventories of gaming machine counters (Article 51 of the CIS Rules) and online game counters referred to in paragraph 1 of Article 14 of the OGS Rules.

Element	Data type	Description	Obligation
ZAPST	INTEGER	Counter record sequence number	Mandatory
PERIODA	INTEGER	0–23 = hourly, 99 = daily	Mandatory
DATUM	DATETIME	Date and time of inventory	Mandatory
OBRDAN	DATE	Accounting day	Mandatory
IN_ID	STRING	Unique internal code of the gaming device in CIS/ Unique internal code of online game in OGS	Mandatory
STEVEC_NO_ID	STRING	Counter code from the counter register	Mandatory
STEVEC_ID	STRING	Internal code of the counter type in CIS/OGS	Mandatory
VREDNOST	DECIMAL	Absolute value of the counter	Mandatory
DENOMINACIJA	DECIMAL	Accounting denomination	Mandatory
VRSTA_IN	INTEGER	1 = GM, 2 = GT, 4 = bingo, 5 = online, 9 = other	Mandatory
TIP_NIS_NO_ID	STRING	CIS/OGS type at concessionaire	Mandatory

2.3.2 DOGODEK_PROMET

Log of all prescribed events in CIS and OGS.

Element	Data type	Description	Obligation
ZAPST	INTEGER	Event record sequence number	Mandatory
DATUM	DATETIME	Date and time of event	Mandatory
OBRDAN	DATE	Accounting day of the event	Mandatory
IN_ID	STRING	Unique internal code of the gaming device in CIS/ Unique internal code of online game in OGS	
DOGODEK_NO_ID	STRING	Unique event code	Mandatory
DOGODEK_ID	STRING	Internal unique event code in CIS/OGS	Mandatory
VREDNOST	DECIMAL	Value in EUR	
RBP_ID	STRING	RCT code/Player account code	
UPORABNIK_ID	STRING	User code	
VREDNOST_UNOVCLJIV	DECIMAL	Value of redeemable credits in EUR	
VREDNOST_PROMO_NEUNOVCLJIV	DECIMAL	Value of promotional non-redeemable credits in EUR	
POSEBNA_IGRA_TURNIR	STRING	Name of special game/tournament	
VSTOPNA_TOCKA	STRING	Entry point/program	
NAPAKA	STRING	Error code	
OPIS	STRING	Description/reason/balance/event	
OPIS_NIS	STRING	Event text from CIS/OGS	Mandatory
KOMENTAR	STRING	Optional additional description of the event from CIS/OGS	
STARA_VREDNOST	DECIMAL	Old value of the value field	
STARA_VREDNOST_UNOVCLJIV	DECIMAL	Old value of redeemable credits in EUR	
STARA_VREDNOST_NEUNOVCLJIV	DECIMAL	Old value of promotional non-redeemable credits in EUR	
STARA_ZAPST	INTEGER	Event record sequence number to which the correction relates	
POPRAVEK	INTEGER	0 = no correction, 1 = correction (cancellation)	Mandatory
VRSTA_IN	INTEGER	1 = GM, 2 = GT, 3 = tournament, 4 = bingo, 5 = online, 9 = other	Mandatory
TIP_NIS_NO_ID	STRING	CIS/OGS type at concessionaire	Mandatory

2.3.3 BLAGAJNA_PROMET

Cash register transactions log.

Element	Data type	Description	Obligation
ZAPST	INTEGER	Sequence number of the cash register transactions record	Mandatory
DATUM	DATETIME	Date and time of the cash register transaction	Mandatory
OBRDAN	DATE	Accounting day to which the record relates	Mandatory
DOGODEK_NO_ID	STRING	Unique event code	Mandatory
DOGODEK_ID	STRING	Internal unique event code in CIS/OGS	Mandatory
OPIS_NIS	STRING	Event text from CIS/OGS	Mandatory
IN_ID	STRING	Unique internal code of the gaming device in CIS/ Unique internal code of online game in OGS	
BLAGAJNA_ID	STRING	Cash register code from the register of cash registers	Mandatory
UPORABNIK_ID	STRING	User (cashier) code from the user register	Mandatory
VREDNOST	DECIMAL	Value in EUR	Mandatory
RBP_ID	STRING	RCT code/ gaming account code	
STARA_VREDNOST	DECIMAL	Old value in EUR	
VRSTA_KREDITA	INTEGER	Type of credit (1 = redeemable, 2 = promotional non-redeemable, 3 = payable non-redeemable)	
STARA_ZAPST	INTEGER	The sequence number of the cash register transaction record to which the correction relates	
POPRAVEK	INTEGER	0 = no correction, 1 = correction (cancellation)	Mandatory
VRSTA_IN	INTEGER	1 = GM, 2 = GT, 3 = tournament, 4 = bingo, 5 = online, 9 = other	Mandatory
TIP_NIS_NO_ID	STRING	CIS/OGS type at concessionaire	Mandatory

2.3.4 RCT

Register of cashless transactions and OGS gaming accounts.

Element	Data type	Description	Obligation
RBP_ID	STRING	Unique RCT code/ Unique player account code	Mandatory
RBP_STEVILKA	INTEGER	RCT number/ gaming account number	Mandatory
DATUM_OD	DATETIME	Date and time of RCT opening/ Date and time of gaming account opening	Mandatory
DATUM_DO	DATETIME	Date and time of the RCT expiry/Date and time of gaming account closure	
RAZLOG	STRING	Reason for RCT closing	
SALDO	DECIMAL	Balance on RCT/ Balance on the gaming account	Mandatory
SALDO_UNOVCLJIV	DECIMAL	Balance of redeemable credits on RCT	Mandatory
SALDO_PROMO_NEUNOVCLJIV	DECIMAL	Balance of promotional non-redeemable credits on RCT	
SALDO_PLACLJIV_NEUNOVCLJIV	DECIMAL	Balance of promotional payable non-redeemable credits on RCT	
IGRALEC_ID	STRING	Account holder ID – personal identification number of the OGS player	Mandatory
STATUS	INTEGER	Gaming account status (1 = active, 2 = inactive, 3 = blocked)	Mandatory
VRSTA_IN	INTEGER	1 = GM, 2 = GT, 3 = tournament, 4 = bingo, 5 = online, 9 = other	Mandatory
OBRDAN	DATE	Accounting day	Mandatory
TIP_NIS_NO_ID	STRING	CIS/OGS type at concessionaire	Mandatory

2.4 Zahteve_NO

2.4.1 Zahteva_NO

Data request.

Element	Data type	Description	Obligation
IGRA_NO_ID	STRING	Game code	
PODIGRA_NO_ID	STRING	Sub-game code	
VRSTA_PODATKA_NO_ID	STRING	Data type code	
DATUM_OD	DATETIME	Date and time of start of period of required data	Mandatory
DATUM_DO	DATETIME	Date and time of end of period of required data. Empty means, until the time the XML is generated	
TABELA_NO_ID	STRING	Tables for transfer	
IGRALEC_ID	STRING	Personal identification number of the player	
ZNESEK_PRIIGRANI	DECIMAL	Amount won by the player	
IN_ID	STRING	Unique internal code of the gaming device in the CIS/ Unique internal code of the online game in the OGS	
VRSTA_IN	INTEGER	1 = GM, 2 = GT, 3 = tournament, 4 = bingo, 5 = online, 9 = other	
DOGODEK_NO_ID	STRING	Unique event code determined and published by the supervisory authority	
TIP_NIS_NO_ID	STRING	CIS/OGS type at concessionaire	

2.4.2 ONLINE GAME

Log of played online games, which is transferred on request.

Element	Data type	Description	Obligation
IGRALEC_ID	STRING	Personal identification number of the player	Mandatory
CAS_ZACETNI	DATETIME	Time of start of the online game	Mandatory
CAS_ZAKLJUCNI	DATETIME	Time of end of the online game	
VPLACILO	DECIMAL	Deposit into the online game	Mandatory
CAS_VPL	DATETIME	Time of recording of the online game deposit	Mandatory
STATUS	INTEGER	Online game status (1 = in progress, 2 = incomplete, 3 = completed)	Mandatory
IZID	STRING	Outcome of the online game	
CAS_IZIDA	DATETIME	Time of recording of the outcome of the online game	
ZNESEK_PRIIGRANI	DECIMAL	Amount won by the player	
ZNESEK_ZAC	DECIMAL	Amount on the player's account at the start of the online game	Mandatory
ZNESEK_ZAK	DECIMAL	Amount on the player's account at the end of the online game	
IGRA_NO_ID	STRING	Identification code of the online game played	Mandatory
TIP_NIS_NO_ID	STRING	CIS/OGS type at concessionaire	

3 METHOD OF DATA DELIVERY

For the previous accounting day or for the period from the previous transmission of data, the concessionaire must communicate the information to FURS, no later than two hours after the end of the accounting day, and in the case of additional requests from the supervisory authority, no later than one hour after the request is forwarded.

The concessionaire must check every 15 minutes whether there is any additional data request on the supervisory authority's server system.

The concessionaire submits the message electronically via the eDavki portal.

The data must be written in the prescribed XML scheme, which is published on the FURS website.

For the preparation of messages for the above-prescribed scheme and for the concessionaire's verification of additional requests from the supervisory authority, FURS will prepare a technical protocol and publish it on the FURS website.