

GENERAL PROVISIONS

DEPARTMENT OF SECURITY

5683

ORDER of 5 December 2023 of the first Vice-Lehendakari and Minister of Security regulating the requirements and technical characteristics of gaming machines, their interconnection conditions and the systems necessary for their control and inspection.

Article 10(35) of the Statute of Autonomy of the Basque Country gives the Autonomous Community exclusive competence in the area of casinos, gaming and betting, with the exception of charitable sports betting. In exercise of this authority, Law 4/1991 of 8 November 1991 Regulating Gaming in the Autonomous Community of the Basque Country was adopted, which empowers the Government of the Autonomous Community to issue the provisions to implement and execute the provisions established in the Law.

Article 3 of Law 4/1991 of 8 November 1991 states that the Government of the Autonomous Community of the Basque Country has the authority to approve the Gaming Catalogue, specifying the different categories, possible methods, the necessary people and elements to play games and the essential rules for their development, and Article 7 provides for the approval of specific regulations for games included in the Catalogue.

Both in Law 4/1991 of 8 November 1991 and in Decree 277/1996 of 26 November 1996 approving the Gaming Catalogue of the Autonomous Community of the Basque Country, authorised games include games that are developed through the use of amusement machines, amusement machines with prizes and machines of chance.

The recent entry into force of Decree 19/2022 of 8 February 2022 amending Decree 120/2016 of 27 July 2016 approving the General Gaming Regulations in the Autonomous Community of the Basque Country entails the establishment of new criteria and provisions whose correct application makes it necessary to adapt the implementing regulations on gaming machines and systems by adopting a new Order for the implementation of Decree 120/2016 of 27 July 2016 approving the General Gaming Regulations in the Autonomous Community of the Basque Country, on the characteristics of gaming machines and systems covering all types of machines and systems, and the mechanisms for their control and inspection.

Decree 19/2022 has introduced significant changes in the regulation of gaming and auxiliary machines and their interconnection, which makes it necessary to specify technical aspects for their correct compliance by the different sub-sectors of gaming. In particular, it is necessary to determine certain parameters for the approval of gaming machines and systems relating to speed, payout rate, maximum prize and consecutive game cycles for compliance; technical specifications to improve their monitoring and to ensure understandable gaming rules for the consumer/user.

In relation to multi-station machines, the way to describe the operation and management of common games and prizes in the approval files is determined. In the same way, the technical specifications of the internal and external interconnection systems are regulated.

The General Gaming Regulations, in Articles 111, 113, 121 et seq., defer to their regulation by Order the specification of the requirements and technical characteristics of gaming and auxiliary machines and of interconnection systems.

In view of the above, it is necessary to regulate the requirements and technical characteristics of gaming machines, their interconnection conditions, and the systems necessary for their control and inspection, in order to adapt them to the amendments referred to in the aforementioned Decree 19/2022 of 8 February 2022 amending the Decree approving the General Gaming Regulations in the Autonomous Community of the Basque Country.

The first final provision of Decree 120/2016 empowers the head of the Department of Security to establish the necessary provisions for the development and execution of the Decree.

Finally, it should be noted that this Order has been subject to the procedure for the provision of information in the field of technical regulations and of rules on Information Society services provided for in Directive 2015/1535 of the European Parliament and of the Council of 9 September 2015.

By virtue of the above,

THE FOLLOWING IS DECREED:

Article 1.– Purpose.

In development of Decree 120/2016 of 27 July 2016 approving the General Gaming Regulations in the Autonomous Community of the Basque Country as amended by Decree 19/2022 of 8 February 2022, the purpose of this Order is:

a) Regulation of the requirements and technical characteristics that gaming machines and auxiliary machines must comply with for approval and registration in the Central Gaming Register of the Autonomous Community of the Basque Country.

b) Regulation of the system for the approval and operation of internal and external interconnection systems for machines; as well as the establishment of the technical specifications of the interconnection systems themselves.

c) Systems for the control and monitoring of gaming operations through the Central Gaming Unit and the Remote Control and Monitoring System.

Article 2.– General requirements for the approval of type 'B' machines.

For approval, type 'B' machines must meet the following requirements:

a) The price of each game and the number of possible simultaneous games may not exceed the limits set out in this Order for each 'B' machine subtype.

b) The maximum prize that the machine may award shall not exceed the limits set out in this Order for each 'B' machine subtype, without there being a systematic and predetermined relationship in the gaming program between prizes whose sum exceeds this maximum value.

In machines that have a basic game involving converting euros to betting units and prizes other than euros and vice versa, the maximum prize that the machine can award as a prize in chips, points or equivalent units shall not exceed the limits set out in this Order for each 'B' machine subtype, without there being a systematic and predetermined relationship in the gaming program between prizes whose sum exceeds this maximum value.

c) The gaming program shall not make the payout of any prize won in a game dependent on the insertion of additional coins or credits.

d) There shall be a specific meter for counting how much money has accumulated as initial credits. These initial credit meters shall not be allowed to accumulate credits beyond the limit set out in this Order for each 'B' machine subtype.

e) There may be an additional reserve meter, which shall accumulate excess money introduced, and the amount may be recovered at any time by the user. The transfer of credits between both meters shall require, in any case, the voluntary action of the user.

f) The machine may feature a specific and exclusive meter that accumulates prizes as credits for the user. This meter shall not exceed the value of the authorised maximum prize, and the user shall be able to recover the accumulated money at any time or transfer it to the gaming credit meter.

g) Each machine shall be programmed and operated so that it returns to the user in prizes the minimum rate set out in this Order for each 'B' machine subtype. This rate, depending on the machine subtype, must be achieved at most in a given series of consecutive games, with the exception of type 'BG' and 'BS+' machines that do not have a conversion game within the meaning of point b), in which it can be achieved in accordance with the statistics resulting from all possible combinations.

h) The average duration of the games shall not be less than the time specified in this Order for each 'B' machine subtype. For the purposes of duration, the completion of simultaneous games shall be counted as a single game.

i) The machines may feature a mechanism that allows the user to limit the amount of money played and the maximum playing time.

j) The prizes awarded by the machines must necessarily consist of legal tender delivered by the machine. However, the payment of prizes from machines installed in gaming establishments may be made through any legal means of payment authorised and accepted by the user, provided that it complies with the provisions of the tax regulations and the prevention of fraud and money laundering.

Likewise, in place of legal tender, the Gaming Regulatory Authority may authorise the issuing of electronic or physical payment or withdrawal cards or media for exclusive use in gaming establishments, which are obtained in advance in the establishment itself.

The machines shall have a locking mechanism to prevent the game continuing when it has not been possible to complete a payment.

k) When a winning combination is obtained, the front of the machine shall become illuminated or display another clear indication that the prize has been won.

l) The machines may not include games that, under the same or different name, constitute modalities of casino games in accordance with Annex II of Decree 19/2022. With the exception of the game of roulette or varieties based on it which may be installed in type 'BS' and 'BS+' machines.

Article 3.– Specific requirements for the approval of type 'B' machines with a game involving converting euros to betting units and prizes other than euros

1. – For the purposes of this Order, a machine with a game involving converting euros to betting units and prizes other than euros and vice versa shall mean any type of machine with a basic game in which a bet is placed in euros and a prize can be obtained in euros, chips, points, vouchers or equivalent units, or nothing.

The units won may be used to place bets in games in a second stage, in which they are consumed and

in which the prizes are won in the same units.

The units won shall be converted into euros in a third and final stage of the game.

2. – Machines incorporating a conversion game must meet the following requirements:

a) The description of the machine must establish the conversion value from euros to betting units and vice versa, and this must be included in the test laboratory report. The average conversion value must be unique and shall be checked in laboratory tests, using procedures described in the Test Protocol established by the Gaming Regulatory Authority.

b) The equivalent in euros of the maximum prize in betting units shall not exceed the maximum prize established for each category of machine. This limit is set for successive prizes within the same game and prizes in betting units that come from an optional common game. The test report must certify that this limit cannot be exceeded by passing the betting units won to the unit meter.

c) The unit meter may not accumulate an amount of betting units greater than the equivalent of the maximum prize in euros, according to each of the machine categories. At the maximum, the machine shall automatically convert the betting units to euros of the last prize awarded, always keeping the unit meter lower than the maximum prize defined for each category.

d) When it is the player who manually activates the game involving converting betting units to euros, this shall be done for all the betting units available in the meter.

3. – The following information addressed to the user shall be incorporated in the machine:

a) Information in clear terms that this is a machine in which the money introduced can be converted to betting units in order to be able to play subsequent games, stating its name and the description of the different stages of the game.

b) The winnings plan in both euros and betting units shall appear in the gaming rules incorporated in the machine.

c) The equivalence between betting units and euros, with an express indication of the maximum prize in betting units that may be won.

d) The maximum number of units that can be stored and that, once this number is exceeded, shall be automatically exchanged.

Article 4.– Specific requirements for the approval of type 'BH' and 'BHM' machines.

For approval, type 'BH' and 'BHM' machines must, in addition to the requirements laid down in Articles 2 and 3, meet the following requirements:

a) The price of each game shall not exceed EUR 20 cents and the user may play up to five games at the same time.

b) The maximum prize shall not exceed EUR 500.

c) In the meter for counting how much money has accumulated as initial credits, an accumulation of credits greater than the equivalent of 100 single games shall not be allowed.

d) Each machine shall have a payout rate of at least 70 % of the total bets made. This rate must be achieved, as a maximum, in any series of 40 000 consecutive games.

e) The average duration of the games shall be no less than 3 seconds, and the minimum time required for 600 games shall be no less than 30 minutes.

Article 5.— Specific requirements for the approval of type 'BHZ' machines.

For approval, type 'BHZ' machines must, in addition to the requirements laid down in Articles 2 and 3, meet the following requirements:

- a) The price of each game shall not exceed EUR 10 cents and the user may play up to five games at the same time.
- b) The maximum prize shall not exceed EUR 250.
- c) In the meter for counting how much money has accumulated as initial credits, an accumulation of credits greater than the equivalent of 100 single games shall not be allowed.
- d) Each machine shall have a payout rate of at least 70 % of the total bets made. This rate must be achieved, as a maximum, in any series of 40 000 consecutive games.
- e) The average duration of the games shall be no less than 5 seconds, and the minimum time required for 600 games shall be no less than 50 minutes.

Article 6.— Specific requirements for the approval of type 'BH+' machines.

For approval, type 'BH+' machines must, in addition to the requirements laid down in Articles 2 and 3, meet the following requirements:

- a) The price of each game shall not exceed EUR 20 cents and the user may play up to five games at the same time.
- b) The maximum prize shall not exceed EUR 1 000.
- c) In the meter for counting how much money has accumulated as initial credits, an accumulation of credits greater than the equivalent of 100 single games shall not be allowed.
- d) Each machine shall have a payout rate of at least 80 % of the total bets made. This rate must be achieved, as a maximum, in any series of 100 000 consecutive games.
- e) The average duration of the games shall be no less than 3 seconds, and the minimum time required for 600 games shall be no less than 30 minutes.

Article 7.— Specific requirements for the approval of type 'BS' machines or special prize amusement machines.

For approval, in addition to the requirements laid down in Articles 2 and 3, except as provided for in Article 2(d), they must meet the following requirements:

- a) The price of each game shall not exceed EUR 20 cents, and the value of simultaneous bets placed in a game by each user shall not exceed EUR 3.
- b) The maximum prize shall not exceed EUR 3 000.
- c) Each machine shall have a payout rate of at least 80 % of the total bets made. This rate must be achieved, as a maximum, in any series of 120 000 consecutive games.
- d) The average duration of the games shall be no less than 3 seconds, and the minimum time required for 600 games shall be no less than 30 minutes.

Article 8.— Specific requirements for the approval of type 'BS+' machines.

1.– For approval, in addition to the requirements laid down in Articles 2 and 3, except as provided for in Article 2(d), they must meet the following requirements:

a) The price of each game shall not exceed EUR 20 cents, and the value of simultaneous bets placed in a game by each user shall not exceed EUR 5.

b) The maximum prize shall not exceed EUR 5 000.

c) Each machine shall have a payout rate of at least 80 % of the total bets made, in accordance with the statistics resulting from all possible combinations, with the exception of type 'BS+' machines incorporating a game involving converting euros to betting units and vice versa, within the meaning of Article 3 where this rate of at least 80 % must be achieved, as a maximum, in any series of 120 000 consecutive games.

d) The average duration of the games shall be no less than 3 seconds, and the minimum time required for 600 games shall be no less than 30 minutes.

2.– Where the game consists of variations based on the game of bingo, the machine may be fitted with a device that allows the 'extra ball' option, so that the player can risk the amount of credits in the machine at will. The 'extra ball' option shall be permitted provided that it does not alter the machine's payout rate or exceed the maximum prize of EUR 5 000, and provided that the player is duly informed of the cost of each 'extra ball'. No more than 15 'extra balls' may be purchased in each game.

Article 9.– Specific requirements for the approval of type 'BG' machines or special prize amusement machines for bingo halls.

1. – For approval, in addition to the requirements laid down in Articles 2 and 3, except as provided for in Article 2(d), they must meet the following requirements:

a) The price of each game shall not exceed EUR 20 cents, and the value of simultaneous bets placed in a game by each user shall not exceed EUR 6.

b) The maximum prize shall not exceed EUR 6 000.

c) Each machine shall return a rate of at least 80 % of the total bets placed according to the match statistics resulting from all possible combinations, with the exception of type 'BG' machines incorporating a game involving converting euros to betting units and vice versa, where this rate of at least 80 % shall be reached, as a maximum, in any series of 120 000 consecutive games.

d) The average duration of each game shall be no less than 3 seconds, and the minimum time required for 600 games shall be no less than 30 minutes.

2.– Where the game consists of variations based on the game of bingo, the game shall be played electronically on screens controlled by video signals or a similar system, without intervention from venue staff, and under no circumstances shall the machine issue physical cards or media of the game played on the machine for external use by users. The system architecture must have the following elements and functionalities:

a) A group server that shall be in charge of establishing continuous dialogue with the occupied terminal screens regarding the bets placed and the prizes won.

b) A communications server that shall be in charge of channelling and guaranteeing the exchange of information between the group server and the central server.

c) A central server that shall store all of the data on bets placed and prizes won, and which must generate statistics and reports on the number of games played, amounts played and winning combinations awarded with date and time information.

d) An electronic cashier system with a cash terminal that tops up authorised electronic or physical cards or media with the amounts requested by users, indicating the final balance or credit on the card or electronic medium. To this end, it shall feature a computer program that controls and manages all the economic transactions made.

e) A verification system which, prior to the start of each bingo hall session, shall check daily that the entire system is functioning correctly. In the event that failures or faults are detected in the server or the terminal screens of the machine during operation of the system, and without prejudice to the refund to the users of the amounts bet, the correct functioning of the server and of each of the terminal screens must be checked before the system is restarted.

f) The machines shall incorporate meters fulfilling the same functions provided for in Article 13(1)(d) of this Order. However, the company that owns or runs the bingo hall may implement an information system on the establishment's server, that has been approved by an authorised testing laboratory and that is connected to all of the machines or terminals in the hall in order to record all of the general functionalities required in the aforementioned Article 13(1)(d).

3. – Where the game consists of variations based on the game of bingo, the machine may be fitted with a device that allows the 'extra ball' option, so that the player can risk the amount of credits in the machine at will or introduce additional money to purchase them. The 'extra ball' option shall be permitted provided that it does not alter the machine's payout rate or exceed the maximum prize of EUR 6 000, and provided that the player is duly informed of the cost of each 'extra ball'. No more than 15 'extra balls' may be purchased in each game.

Article 10.– Requirements for the approval of type 'C' machines.

For approval, type 'C' machines must meet the following requirements:

a) The price of each game shall be as set by the Gaming Regulatory Authority for each machine model in the Resolution on approval and registration in the Register of Models. Nevertheless, several bets may be placed on a single game, up to the maximum limit also set in the Resolution on approval and registration of the model.

b) The highest value prize or winnings that the machine can deliver in a game shall be that which is fixed for each model in the Resolution on approval and registration in the Register of Models, respecting the distribution rate established in point e) of this Article.

c) The minimum duration of each play or game shall be no less than 2.5 seconds.

d) The mechanism of the machine shall be programmed and operated in such a way as to return to users, during the statistical series of games resulting from the total number of possible combinations, a payout rate of not less than 80 % of the value of the bets placed.

e) The machines may feature a mechanism that allows the user to limit the amount of money played and the maximum playing time.

f) They shall be fitted with the devices referred to in Articles 13 and 14 of this Order.

g) Unless expressly stated otherwise in the model registration, all machines of this type shall have two internal coin containers:

– The reserve payout container, which shall hold the money or betting units by means of which the machine pays out prizes, whenever applicable.

– The winnings container, which shall hold the money or units that are not used by the machine to pay out prizes, and which shall be housed in a compartment separate from all other machine compartments, except for the chute.

Notwithstanding the above, said containers shall not be required for machines whose sole prize payment method uses electronic or physical payment or withdrawal cards or media which are exchangeable or redeemable for legal tender in the same establishment.

h) If the amount of money constituting the prize exceeds the capacity of the reserve payout container or if the prize of the machine constitutes a fractional part of the unit used for placing bets and payments, these may be paid manually to the user by an employee of the venue, in which case there shall be an illuminated or audible warning mechanism that is activated automatically when the user obtains the prize. There shall also be a locking mechanism which, in the case set out above, prevents all users from continuing to use the machine until the prize has been paid out and the machine unlocked by the venue staff.

i) In machines that have specific meters which allow the accumulation of prizes as credits for the user, the user may choose to collect the accumulated credits at any time.

j) There shall be an illuminated or audible warning mechanism on the top part of the machines that is activated automatically when they are opened for any reason.

k) The machines shall also feature an illuminated or audible warning mechanism that allows the user to attract the attention of the venue staff.

Article 11.– Multi-station machines.

1. – For approval, multi-station machines of type 'BM' and 'CM' must meet the following requirements:

a) They shall form a single unit, except for CM machines which may be configured in a modular manner with the prior authorisation of the Gaming Regulatory Authority.

b) Each station shall have to be set to the regulatory minimum payout rate independently of the rest.

c) They shall offer a common game in which all players play simultaneously, or a common prize or pool.

d) Management of the common prize shall be carried out by a system located in the machine itself.

e) In the case of offering a common prize or pool, it shall be necessary to determine the percentage to be taken from each machine station in order to constitute the common prize or pool, as well as whether this percentage can be set by the machine operator or whether it is set by the factory. If it is set by the factory, the percentage or figure to which it is set shall be indicated and if adjustable, the range of percentages or figures to which it can be set.

f) The laboratory report shall differentiate between a winnings plan for the common game, or where applicable for the common pool, and the winnings plan for the other games, and the testing shall be included in the laboratory report. In the case of incorporating a common prize or pool, the winnings plan of the common prize or pool shall be analysed independently from the rest of the winnings plans of each of the machine stations, recording the prizes that have been obtained in the common prize or pool in the statistical summary of a simulation of the sequence of the game that shall include, at least, the cycle of games established in this Order for each type of machine. In the case of applying for approval of the same machine, but with a different number of stations, it shall be sufficient to analyse the machine with the least number of stations, unless the manufacturer prefers to analyse a different one with a greater number of stations.

g) Both the descriptive report and the laboratory report shall provide the description and operation of the common game, prize or pool, including any winnings plans available.

2. – There shall be a maximum of 1.20 metres between the central points of BHM machine stations.

Article 12.– Specific requirements for the approval of auxiliary machines.

For approval, in addition to the provisions of Articles 67 and 123 of the General Gaming Regulations in the Autonomous Community of the Basque Country and Articles 13, 14 and 29 of this Order, auxiliary betting machines must meet the following requirements:

– They shall be connected to the Central Gaming Unit, allow the placing and validation of bets on authorised events and issue bet validation slips.

– They shall not exceed the limits per bet and per bettor provided in Article 211 of the General Gaming Regulations of the Autonomous Community of the Basque Country.

– The payment of bets can be made by means of prepaid cards. The limit of money that can be accumulated on the card shall be EUR 1 000.

Article 13.– Security devices.

1. – Type 'B' and 'C' gaming machines shall meet the following requirements to ensure the security and integrity of the game:

a) The design and construction of the electronic devices or memories that determine the game and, where applicable, the winnings plan, or that keep track of the number and amount of the games played, or the delivery of slips, tickets, receipts or similar items, shall make it impossible to alter these.

b) The machines shall feature a mechanism that prevents tampering with the meters, and shall incorporate an autonomous power supply that preserves memories in the event of disconnection or interruption of electricity and, where applicable, enables the program to be restarted in the same state.

c) They shall have a locking mechanism that prevents the introduction of money, tokens or other means of payment where the container used for the payment of prizes does not have sufficient reserves to make the payment of any of the prizes or, where applicable, for the delivery of tickets, slips, receipts or equivalent items. Furthermore, this situation shall be notified to potential users of the machine.

d) They shall incorporate meters that allow direct and independent access to them by the Gaming Regulatory Authority, which comply, in addition to those established in the applicable metrological control regulations, with the following requirements:

– Allow independent reading by the Administration.

– Identify the machine in which they are installed by means of the registration number, serial number and, if it is a multi-station machine, the station.

– Have a serial number and be protected against tampering. For this purpose, the operator shall provide the Gaming Regulatory Authority with the serial number of the meter prior to the installation of the machine.

– Maintain data stored in the memory, even when the machine is disconnected, and prevent the use of the machine if there is a malfunction or disconnection of the meter.

– Store data corresponding to the number of games completed and prizes awarded, in a permanent and cumulative manner starting from initial installation, clearly identifying each cycle, its date of completion and the payout rate for each of the cycles or series.

– The amusement machine meter shall have totalisers, which shall exercise the function of legal control for tax purposes and prevent possible fraud. In the event of breakdown, power failure or disconnection, all recorded information shall be kept for at least 6 years.

– The other requirements laid down in the State metrology regulations in the conformity assessment and in-service instrument phases including post-repair verification and periodic verification.

– In the case of replacing a meter, the reading of the meter to be replaced shall be recorded in the machine's operation logbook for the purposes of control by the Administration. In this case, the meter shall start counting from the date of its replacement. In addition to the total inputs and outputs of the meters, the operation logbook shall also record the inputs, outputs and number of items in the current cycle. During the 6 months following the replacement of the meter, the Administration may request that the meter be provided for analysis. Therefore, the machine operator must keep it safe from tampering during that time. In the event that the manufacturer of the meter wishes to carry out a test on it, it must inform the Administration, subsequently attaching the report of the analysis carried out. The operator shall provide the Administration with the serial number of the new meter.

e) They shall feature devices that prevent the operation and use of the machine or that turn it off automatically if it has not been possible to complete the payout of a prize, if the meters are not working or if they not correctly logging the insertion of coins or, where applicable, any equivalent payment methods.

f) They shall feature devices that prevent the user from betting or playing a value higher than the maximum allowed; as well as from entering into the input meters a value higher than that set for each type of machine, and which automatically return the excess deposited money.

g) The memories, microcontrollers, hard drive, DVD or any other type of media that store the gaming program shall feature specific protective mechanisms that guarantee that it is impossible to tamper with or alter them.

h) There shall be a device that allows the machine to complete the game and, where appropriate, to pay out the prize won, if there is a power interruption during the game.

i) Slot machines or similar devices shall also feature:

– A device that turns the machine off automatically if, for any reason, the reels or similar devices are not spinning freely or their angle of rotation in each game is less than 90°, or their operation is not in accordance with the technical specifications for the machine.

– A device which randomly modifies the rotational speeds of at least two reels or drums or similar devices, and, necessarily, of the first, to avoid statistical repetitions.

– A device that makes it possible to complete the full rotation of the reels or similar devices and, where applicable, the payout cycle of any prize won, when power is restored to the machine following an interruption.

j) They shall be configured such that the gaming programs cannot be replaced or altered other than as provided for in the rules set out in the mandatory authorisation.

2. – Auxiliary betting machines shall meet the following requirements to ensure the security and integrity of the game:

a) They shall incorporate an autonomous power supply that, in the event of disconnection or interruption of electricity, ensures the completion of the operations in progress and the shutdown of the auxiliary machine.

b) They shall have a mechanism that detects the loss of connection to the central servers, in which case the auxiliary machine shall become non-operational until the connection is restored.

c) They shall have devices that prevent the user from betting or playing a value higher than the maximum allowed.

3. – Gaming machines shall have a real-time clock that allows a method of manual setting by the operator. This clock may be set automatically when there is a control and monitoring system in place.

4. – Gaming machines shall store the following data for each of at least the last 100 games played: the date, time, bet placed, combination or result of the bet and prize won. The storage format may be text, spreadsheet or similar.

The following data shall be stored for the games from at least the last 2 months: the date, time, bet placed and prize won. The storage format may be text, spreadsheet or similar.

5. – In the case of machines with a game involving converting euros to betting units other than euros, it shall also be necessary to store bets placed on subsequent games or for entertainment, in which bets and prizes are in equivalent units.

Article 14. – Other devices.

1. – Gaming machines and auxiliary betting machines shall not be fitted with sound devices intended to lure or attract the attention of users while the machine is not in use.

2. – To start the game or to issue the slips, tickets or media concerned, the user shall be required to operate a specific mechanism. On type 'B' machines, if this has not been done after 5 seconds, the machine may operate automatically, except when playing games based on the game of bingo that offer the possibility of acquiring extra balls, which shall require action by the user.

3. – The price of the game and possible bets, in the case of a machine with betting units other than euros, the type of money or means of payment accepted, the rules of the game, the payout rate, the description of all the winning combinations and the amount of the prize corresponding to each of them, and in the case of a machine with betting units, the winnings plan for the conversion of units to euros and from euros to units, shall all be clearly and visibly displayed to the user on the front of the machine. When a winning combination is obtained, the front surface of the machine shall be illuminated or an unambiguous signal shall be emitted.

4. – In those machines in which the game is played by means of a video signal or similar systems, access to the information referred to in the previous section shall be clearly indicated on the screen, and shall include at least the games that can be played and the prize that can be won.

5. – The machine shall, by means of a validation system, confirm the validity of the game played or bet placed and its integration in the IT system that gives the user the right to participate in the game and play for the prizes.

6. – The machines shall feature a dispensing device for prizes, slips, tickets, receipts or equivalent items. When the machine delivers the amount of the prizes awarded, they shall be collected in a tray or similar container by the user. In any case, type 'B' machines shall pay out automatically once the user has been idle for a period of 10 seconds. In the case of machines installed in gaming venues, automatic payout of prizes shall not be necessary if payment is made by legal means of payment, subject to authorisation by the Gaming Regulatory Authority.

7. – Machines may be fitted with an electronic or similar mechanism or device that allows the machine to operate for a predetermined number of games.

Article 15. – Interconnection systems.

1. – In gaming venues and public hospitality establishments, party venues, dance halls and discotheques, the interconnection of amusement machines and machines of chance of the same type may be authorised, between machines of the same establishment or between machines installed in different establishments in the Autonomous Community of the Basque Country, in order to award an additional prize to each of the interconnected machines, which may be in cash or in kind, after approval and registration of the interconnection system by the Gaming Regulatory Authority.

2.– Interconnection systems for the operation of machines in the same venues are called internal interconnection systems, and those designed for the operation of machines in different venues are called external interconnection systems.

Article 16.– Specific requirements for the approval of interconnection systems.

1.– Machines shall be interconnected by means of systems previously approved and authorised by the Gaming Regulatory Authority, in accordance with the provisions of this Order.

2.– For the approval of an interconnection system, an authorised laboratory must accredit that the conditions and technical requirements laid down in this Order, in Annex II and in the applicable regulations, are met.

3.– For matters not provided for in this Order, the provisions of Chapter XI of the General Gaming Regulations in the Autonomous Community of the Basque Country shall apply.

Article 17.– Interconnection system companies.

The management and operation of external interconnection systems must be carried out through interconnection system companies, authorised and registered in the Central Gaming Register of the Directorate responsible for gaming.

Article 18.– Monitoring and control system of interconnection systems.

1.– Gaming machine interconnection systems shall be designed to enable online connections with public administrations that perform control duties to verify compliance with all the requirements set out in the relevant approval, and to monitor and control gaming operation records, in accordance with the content and format provided for by the Gaming Regulatory Authority.

2.– In any case, the monitoring and control systems shall store the data of games carried out by the interconnection system for 6 years.

Article 19.– Specific requirements for the approval of interconnection systems.

1.– In addition to the technical specifications contained in Annex II, the technical requirements to be met by the interconnection systems are the following:

a) The interconnection system shall feature a Central Unit, which shall guarantee the correct functioning of the entire interconnection system.

b) The interconnection system of the machines shall be designed in such a way as to guarantee their constant and real-time communication in order to ensure the link between any event in the development of gaming and the management and control system below the minimum time established by regulation for a game.

c) There shall be adapters connected to the gaming machines that make up the carousel of the interconnection system.

d) In external interconnection systems and internal interconnection systems whose server is not located in the venue where the interconnection system is installed, there shall be an external network connecting the gaming establishment to the central interconnection system.

e) There shall be monitors connected to the network of each gaming establishment in order to report on the prizes and status of the interconnected game at any time.

f) The gaming machines interconnected with the system shall interact directly with the player without incorporating any additional element that would make the game exclusively dependent on them.

2. – The interconnection systems may provide for the accumulation of amounts of money from the sums played, in order to constitute additional pools or prizes, which shall be obtained through specific combinations established by the interconnection system.

3. – The interconnection of machines shall not, under any circumstances, result in a reduction in the legal payout rate for each individual machine.

4. – The interconnection system prizes shall only be provided through gradual accumulation by deductions of the relevant percentages from the interconnected machines. It is prohibited to set fixed amounts for this.

5. – The maximum authorised prize of the interconnection system shall be awarded in a given cycle of games or after accumulation in the system of a certain amount of money or any other verifiable parameter to be indicated by the manufacturer in the application for approval.

6. – Each interconnected machine shall clearly display the maximum prize that can be won and state that this shall not entail a reduction in the payout rate of each interconnected machine. The maximum prize must comply with the provisions of the authorisation resolution, and in case of modification this must be authorised in advance by the Gaming Regulatory Authority. If there is no inset monitor in the interconnected machine, this information may be collected on one or more monitors, of a minimum size of 48 inches, and at least one of these must be visible from all machines connected to the interconnection system which do not have an inset monitor.

7. – By resolution of the Gaming Regulatory Authority, the requirements shall be established for the Central Unit and the Remote Control and Monitoring System to be in continuous communication with the Authority, so that constant and real-time monitoring of the development of the game can be carried out.

8. – For multi-station machines which are integrated into an interconnection system, all the stations must be integrated. Interconnection of only some of the stations shall not be possible.

9. – The machines to be interconnected must be of the same category and be authorised under the same type of operating permit.

Article 20.– Interconnection system with payment in kind.

In case the additional prize is in kind, it must be new, not second hand, and the interconnection system company must have a copy of the contracts, invoices, deeds or documents proving ownership of the prizes in its favour, or a document certifying the constitution of a guarantee for the amount of their value. In addition, it must have a report that includes the following items:

a) Detailed list of the prizes to be awarded, indicating their price and method of delivery to the winners, as well as the location where movable property is stored or displayed.

b) In the case of immovable property, the location of the property, its boundaries, area, taxes and registration details shall be stated, as well as the method of delivery and any costs to be borne by the winner.

c) In the event that the prizes consist of travel, the services included must be specified.

d) Likewise, if the prizes consist of vehicles, the party responsible for paying the registration tax or any other applicable taxes shall be stated.

Article 21.– Interconnection of type 'B' machines.

1. – Type 'B' machines may be interconnected with each other in accordance with the technical requirements set out in this Order.

2. – Machines with a type 'BH' permit with the same parameters, except for type 'BHM', may be interconnected with each other, subject to the following conditions:

a) The minimum number of machines to be interconnected for each interconnection system shall be 800.

b) The maximum amount that can be obtained for all concepts through the interconnected type 'BH' machines may not exceed EUR 6 000.

c) The payment of a prize awarded by the interconnected system shall be made by cheque, bank cheque or legally accepted physical or electronic cards or media, from the owner's bank account.

3.– Machines with type 'BS' permit, whether multi-station or not, with the exception of type 'BC' machines, may be interconnected with each other, with no less than five in each gaming establishment or between several gaming establishments in the Autonomous Community, subject to the following conditions:

a) The interconnection of machines between several gaming venues shall require at least five establishments to participate.

b) The maximum amount that can be obtained for all concepts through the interconnected machines may not exceed EUR 5 000 when the interconnection is implemented in one gaming establishment, and EUR 15 000 when the interconnection is implemented between machines installed in multiple gaming establishments.

c) There may be several interconnected systems in any given gaming venue. The sum of the prizes of several interconnected systems in the same venue shall not exceed the maximum prize referred to in the previous point.

d) A single machine may be simultaneously interconnected with machines installed in the same venue and machines installed in other gaming establishments.

4.– Machines with type 'BG' permit may be interconnected with each other, with no less than two in each bingo hall or between no less than two bingo venues in the Autonomous Community. The value of the maximum prize shall be EUR 20 000 for internal interconnection systems, and 30 000 for external interconnection systems. Such interconnections shall comply with the conditions set out in points c) and d) of paragraph 3 of this Article.

5.– A reduction in the number of connected machines or gaming venues during the operation of the interconnection system outside the provisions of the preceding paragraphs shall lead to the revocation of the operating authorisation due to the infringement of regulatory requirements, after hearing from the system operator.

6.– Once the installation of an external interconnection system has been authorised, the system operator shall report any modifications related to increasing or decreasing the number of machines or venues in the system to the Gaming Regulatory Authority prior to installation.

Article 22.– Interconnection of type 'C' machines.

1.– Type 'C' machines may be interconnected in order to award a prize in addition to the sum of the jackpot or special prizes of the interconnected machines, which may be in cash or in kind. This prize shall not depend on obtaining a winning combination from the machine's winnings plan or the amount of the bet placed.

2.– The amount of the additional prize, as well as the details of its nature, shall be clearly indicated in all cases in a place visible from all of the interconnected machines, and may be displayed in other areas of the casino. Furthermore, this shall be clearly indicated on each interconnected machine. If the prize is in kind, its value in legal tender shall be stated.

3.– The number of interconnected machines may not be fewer than three, and the maximum amount obtainable by any means from the interconnected machines may not exceed the sum of the maximum

prizes of all of the interconnected machines.

4. – The prize awarded by an interconnected machine may be given using different scales, provided that the sum of all of these does not exceed the authorised maximum.

5. – Type ‘C’ machines may be interconnected between several authorised gaming establishments in the Autonomous Community, in which case the interconnection system shall meet the technical requirements set out in Article 16(1) of this Order.

Article 23.– Functionalities of interconnection systems.

1. – The Central Unit of the system may include, in the monitors on which the information of the interconnection system is collected, informative messages on playing games and authorised promotions, without any messages inciting gaming.

2. – For each interconnected system, a monitor shall be added to the interconnected machines. This monitor may be replaced by one or more monitors, of a minimum size of 48 inches, and at least one of these must be visible from all machines connected to the interconnection system which do not have an inset monitor. In machines that do not have an inset monitor, the number of the station occupied by the machine within the interconnection system shall be clearly displayed.

The monitors shall display the following:

a) Maximum prize requested by the operator to the Gaming Regulatory Authority, and corresponding to the one that is actually set in the system.

b) Name of the interconnected system.

c) Number of machines and stations subject to interconnection.

d) Nature of the prize, in cash or in kind.

e) Information on responsible gaming, and other authorised information relating to gaming.

f) In venues where there are machines that do not have an inset monitor, when the interconnection system delivers a prize, all screens of more than 48 inches in the venue shall clearly indicate the number of the station occupied by the machine within the interconnection system, together with the prize won. All machines that do not have an inset monitor and which are connected to the interconnection system must display the number of the station occupied by the machine in the system.

3. – All machines attached to the system, except those located in gaming venues, shall have an element that allows the printing of tickets that makes it possible to read code, with at least the following information:

a) Company that owns the interconnection system.

b) Machine model, registration number and serial number.

c) Installation venue.

d) Date, time and amount of the prize.

4. – The means of payment of the prizes are those established in the General Gaming Regulations in the Autonomous Community of the Basque Country and its implementing regulations. Prizes of less than EUR 1 000 can be paid at the venue where the prize is won. Any over that amount shall be paid into a bank account.

Article 24.– Procedure for the approval and registration of machine interconnection systems.

1. – The application for approval and registration in the Models Section shall be submitted to the Gaming Regulatory Authority, providing at least the following details:

a) Trade name of the interconnection system.

b) Name of the manufacturing, importing or marketing company, and registration number in the corresponding section of the Central Gaming Register.

2. – The following documentation shall be attached to the application for approval and registration:

a) Two photographs on computer media of the interconnection system and inset monitor.

b) Report of the functionality of the system and all its elements.

c) System drawings and electrical diagram.

d) Declaration of compliance with the current low-voltage electrotechnical regulations (Royal Decree 842/2002 of 2 August 2002 adopting the low-voltage electrotechnical regulations).

e) Technical manual of the system, showing the mode of operation of the system, of its elements and the interrelationship between them.

f) Details of the accumulated prize monitors, control devices, or other devices or mechanisms, as well as their operating and use protocols.

g) Where applicable, a list of gaming programs, specifying the devices or files that contain the gaming program and their identification and verification elements. In the case of the use of unusual technical procedures, the manufacturing or importing company shall provide the means for verification during the approval process.

h) Features of the Remote Control and Monitoring System and the Central Unit, according to the format and content that is established.

i) In any case, the manufacturing company shall provide the Gaming Regulatory Authority with independent access to the gaming programs and their identification and verification elements.

j) Declaration that the interconnection system complies with the current regulations on gaming.

k) Certificate of previous tests carried out by an authorised testing laboratory, relating to the suitability of the interconnection system with regard to the approval requirements of this Order and in accordance with the provisions of Articles 59 and 68 of the General Gaming Regulations.

3. – In addition to complying with the provisions of the preceding subsection, applicants for interconnection system approval and registration shall enclose an explanatory note containing the following information:

a) Maximum prize that can be awarded by the system and to which it is set, as well as a description of the winnings plan and the different prizes, detailing the procedure for obtaining them.

b) Specific cycle of games, specific amount of money or any other verifiable parameter in which the maximum prize should be awarded.

c) Whether or not mechanisms or devices are installed that allow modification of the percentage for additional prizes.

d) Any other mechanism or device in the interconnection system, with specification of its mode of operation.

e) Identification of the software of the gaming program by means of at least two of the following algorithms: CRC32, MD5 and/or SHA1 and the means of verification by the Administration. These algorithms may be replaced for updating by decision of the Gaming Regulatory Authority.

f) Connections between gaming elements related to the interconnection system.

4. – The Gaming Regulatory Authority shall issue and notify the decision within a maximum period of 3 months from the date on which the application was entered in the register. If a decision has not been issued or notified once this period has elapsed, the application shall be deemed accepted.

5. – Any device incorporated into the system that affects the gaming program must be identifiable and accessible by the Gaming Regulatory Authority.

6. – If deemed necessary, the Administration may request the source code of the interconnection system.

Article 25. – Procedure for authorising the installation of interconnection systems.

In accordance with the procedure set out in Article 113 of the General Gaming Regulations in the Autonomous Community of the Basque Country, the interconnection system company, in external systems, or the gaming venue owner, in internal systems, shall submit a written application for the operation of an interconnection system to the Gaming Regulatory Authority, stating at least the following points and providing, where appropriate, the following documentation:

a) Trade name and registration number of the interconnection system, as well as system type: internal or external.

b) Number of machines to be interconnected, individual identification for each machine, gaming venues and establishments where installation is planned, as well as the prize types and amounts.

c) List of the venue or venues where the interconnection system is to be installed, including the minimum percentage of machines that shall make up the interconnection system or the minimum number of venues per interconnection system, as referred to in Articles 21 and 22 of this Order.

d) Standardised document signed by the interconnection system company and the operator or gaming company, according to the nature of the location where the interconnected machine is installed.

Article 26. – Processing of and decision on the application for installation of an interconnection system.

The Gaming Regulatory Authority, once it has verified compliance with the requirements and the veracity of the data of the application, shall make a decision in accordance with the results from the investigation of the procedures, and shall issue and notify the decision within a maximum period of three months from the date on which the application was entered in the register. If a decision has not been issued or notified once this period has elapsed, the application shall be deemed accepted.

Article 27. – Modifications to the interconnection system.

1. – Any and all modifications to an approved interconnection system must be previously authorised by the Gaming Regulatory Authority.

2. – ‘Substantial modification’ means a modification which affects the gaming program of the system. Substantial modifications shall require prior approval in accordance with the defined interconnection system approval procedure.

3. – ‘Non-substantial modification’ means a modification that does not affect, directly or indirectly, the parameters of the gaming program, such as the speed of the game, the winnings plan or other conditions inherent in the development of the game.

4. – The request for non-substantial modification shall be accompanied by a technical report containing exhaustive information on the changes made with the reasons for the modification, a storage medium of the game memory, and a written undertaking that the substantial elements referred to in the previous paragraph have not been modified.

5. – In view of all this, the Gaming Regulatory Authority shall take a decision within 3 months of the submission of the application with all the documentation.

In the absence of an express decision, the application shall be deemed approved.

Article 28.– Commercial model testing and prototype testing.

1. – In accordance with the conditions set out in Articles 64 and 65 of the General Gaming Regulations in the Autonomous Community of the Basque Country, the manufacturer and an interconnection system company may, by mutual agreement, apply to the Gaming Regulatory Authority to conduct a commercial test or prototype test on a specific interconnection system model, without having to register it definitively in the Central Gaming Register, in order to examine the technical and commercial viability of the interconnection system.

2. – During the period of the commercial test or prototype test, the external interconnection system model may be installed with at least five per cent of the machines, taking into account the minimum allocations required for the final authorisation of the interconnection system.

Article 29.– Protection and information for users and responsible gaming.

1. – Machines and interconnection systems shall have two labels indicating the prohibition of gaming by minors, and the practice of responsible gaming, in accordance with the text and format specified in Annex I to this Order, in the official languages of the Autonomous Community of the Basque Country.

2. – Gaming and auxiliary machines shall feature the following in the manner detailed below:

a) Type 'B' machines and auxiliary machines must have a label indicating the prohibition of gaming by minors.

b) Type 'B' and 'C' machines and auxiliary machines shall feature a label with the warning 'Gaming can be addictive'.

c) In type 'B' machines and auxiliary machines installed in public hospitality establishments, party venues, dance halls and discotheques, as per Article 116(2) of the General Gaming Regulations, the two warnings shall appear on a single label.

d) Labels may be virtual or physical. If physical, they shall be placed in the vicinity of the slot for inserting notes or coins, or the slots for physical or electronic cards or media, at a distance of no more than 10 cm from said devices, measured from any corner of the rectangle forming the label, and always on the front of the machine.

e) When the machine is idle, the virtual label shall appear on the screen and its screen position shall change at random. Such warnings shall not be necessary when they are clearly and prominently recorded in the gaming establishment.

3. – Interconnection systems shall include the following features:

a) An informative virtual label shall be displayed on the monitors of all systems warning that gaming can be addictive.

In addition to the provisions of the previous paragraph, an informative virtual label shall be displayed on the monitors of all systems installed in non-gaming venues warning of the prohibition of gaming by minors.

b) Likewise, the monitors shall occasionally show the principles of responsible gaming contained in Chapter III of Title I of the General Gaming Regulations in the Autonomous Community of the Basque Country. These monitors may provide users with contact information for associations specialising in the treatment of problem gaming.

4. – When the machine is idle, the virtual label shall appear on the displays at 5-minute intervals, with sequences of at least 30 seconds each.

Article 30. – Version of the gaming program of the machine.

When undertaking a machine installation or version change, the version being installed shall be recorded in the machine logbook and communicated to the Gaming Regulatory Authority.

FIRST TRANSITIONAL PROVISION. – Validity of authorisations.

The models of machines approved and registered in the Central Gaming Register at the entry into force of this Order shall remain in force as long as they meet the requirements that determined their approval, unless they are substantially modified, in which case they must meet the requirements established in this Order.

SECOND TRANSITIONAL PROVISION. – Adaptation of 'BH' machines.

Machines of type 'BH', 'BHM', 'BHZ' and 'BH+' incorporating games involving converting euros to betting units other than euros and vice versa must adapt to the provisions of this Order within 36 months of its entry into force. The adaptation must be carried out in accordance with the substantial modification procedure laid down in the General Gaming Regulations. If this period elapses without the modification having been made, the authorisations shall be revoked. This substantial amendment shall be deemed to fall within the exception set out in the second subparagraph of Article 62(1)(d) of the General Gaming Regulations.

THIRD TRANSITIONAL PROVISION. – Adaptation of interconnection systems.

Internal and external interconnection systems must be adapted to the provisions of this Order and Annexes II and III within 18 months of their entry into force. The adaptation must be made by submitting a declaration of responsibility to the Gaming Regulatory Authority in the format it determines.

FOURTH TRANSITIONAL PROVISION. – Version of the gaming program.

Within 6 months of the entry into force of this Order, the operator must notify the Gaming Regulatory Authority of the version of the gaming program installed on each machine.

REPEALING PROVISION.

Upon the entry into force of this Decree, the following provisions shall be repealed:

ORDER of 17 March 2017 of the Minister of Security regulating the requirements and technical characteristics of gaming machines and their interconnection conditions.

Likewise, any provisions of an equal or lower rank that conflict with the terms of this Order are hereby repealed.

FINAL PROVISION.

This Order shall enter into force on the day following its publication in the Official Gazette of the Basque Country.

In Vitoria-Gasteiz, on 5 December 2023.

First Vice-Lehendakari and Minister of Security,

JOSU IÑAKI ERKOREKA GERVASIO.

ANNEX I

TEMPLATE AND FORMAT OF THE LABEL TO BE INSTALLED ON TYPE 'B' AND 'C' GAMING MACHINES AND AUXILIARY GAMING MACHINES

Template and format of the label to be installed on type 'B' and 'C' gaming machines and auxiliary gaming machines.

Label specifications:

- Minimum size required: 70 x 32 mm.
- Font: Arial Rounded MT Bold (Prohibited for persons under 18 years of age) and Helvetica Rounded (Gaming can be addictive).
- White letter on negative red background (C=15 M=100 Y=100 K=0).
- Background with rounded edges.
- 1.5 mm thick white border.
- Format: according to the templates below.

a) Combined label template for prohibition for minors and warning that gaming can be addictive.



Prohibido a menores de 18 años	Prohibited for persons under 18 years of age
EL JUEGO PUEDE CREAR ADICCIÓN	GAMING CAN BE ADDICTIVE

b) Label template for warning that gaming can be addictive.



EL JUEGO PUEDE CREAR ADICCIÓN	GAMING CAN BE ADDICTIVE
-------------------------------	-------------------------

ANNEX II

SPECIFICATIONS OF INTERNAL AND EXTERNAL
INTERCONNECTION SYSTEMS

A) Requirements.

a.1. – Interface Element Requirements.

a.1.1. – Each gaming machine in the interconnection system shall have a device or element installed in the machine, which for the purposes of this Annex shall be referred to as a 'Station Control Device', which is the hardware and/or software responsible for the detection, recording and storage of station data and events, and that provides communication between the gaming device and a data capturer or information collection device or central server.

a.1.2. – The interface element shall retain required information in the event of a power failure.

a.1.3. – In cases where the required information cannot be communicated to the Central Unit, the interface element shall store all required meter information and significant event information until it can communicate with the Central Unit. There should also be a traceability mechanism to know if there is any loss of data.

a.1.4. – Interface memory checks shall be carried out every time power is restored.

a.2. – Front End Processor and Data Capturer Requirements.

a.2.1. – The Front End Processor establishes the connection between the interconnected machine and the Central Unit.

a.2.2. – The Central Unit shall collect and transmit all data from the data collection devices to the associated databases. The data capturers, in turn, shall collect all data from the connected gaming machines.

a.3. – Central Unit and Database Requirements.

a.3.1. – The Central Unit shall have a Server or Servers connected to a distributed network or systems and an associated database or databases storing all the information entered and collected from the system.

a.3.2. – System Clock. The Central Unit shall maintain an internal clock that keeps the local time in 24-hour format and the date which shall be used to log the following information:

- Timestamp of records.
- Clock for reports.
- Clock that records configuration changes.

a.3.3. – Database Access. The Central Unit shall not allow the company that owns the system to influence the audit of the system in order to make modifications to the database.

a.4. – Workstation Requirements (Network installation).

a.4.1. – Jackpot functionality. The Central Unit must have an application that captures and processes all payments from all gaming machines.

a.4.2. - The following information shall be recorded when prizes are won by users:

- Numbered payment identification.
- -Date and time.
- Gaming machine registration and serial number.
- Machine installation venue.
- Prize amount.

a.4.3. – The Central Unit shall conduct an online search of the record of significant events at any time and for 6 years, using archived data.

The interconnection system program shall be able to access the following:

- Date and time range.
- Identification number of the interface element/gaming device.
- Numbered event identification.

a.4.4. – The Central Unit shall have a database featuring all gaming machines, including at least the following information for each machine:

- Unique interface element identification number.
- Gaming machine registration and serial number.
- Retention or contribution for each gaming machine.
- Control programs, installed inside the gaming machine.

a.4.5. – Accounting Functionality. The Central Unit must have an application that allows controlled access to accounting information and shall be able to generate the specified reports as well as all the reports required by the tax administration and internal controls that are required.

a.4.6. – Any other element or component of the system not specified in this Annex that generates information on games and payouts shall be identified in the pre-approval tests.

B) Events.

b.1. – Significant Events.

b.1.1. – General Declaration. Significant events are generated by a gaming device and sent by means of the interface element to the Central Unit using an approved communication protocol.

Each event shall be stored in one or more databases including the following information:

- Time and date the event occurred.
- Identity of the gaming machine that generated the event.
- Unique code defining the event.
- Short text describing the event.

b.1.2. – Significant Events. The following significant events shall be collected from the gaming machine and passed to the Central Unit for storage:

- Restoration or failure of power supply.

- Jackpot of the gaming machine.

b.1.3. - Likewise, the following events shall be logged with date, time and machine model, registration number and serial number:

- Printer errors.
- Empty paper or low paper.
- Printer disconnected/fault.

b.1.4. – Generic Priority Events. The following events shall be sent to the Central Unit:

- Loss of Communication with the Interface Element.
- Loss of Communication with the Gaming Device.
- Interface element memory fault.

b.2. – Monitoring and control system. This shall collect the following information for the purposes of communicating to the Gaming Regulatory Authority and tax administration:

- Location and serial number of the system.
- Time and date.
- % deduction for each of the existing prizes.
- Maximum prize(s) to which the system is set.
- Value of the current prize(s) of the system.
- Value of the reserve (if any) of each of the prizes.
- Identification of each machine and station connected to the system, collecting the totals contributed and earned by that machine or station.
- Number of games completed by the interconnection system and start and end date of the interconnection system cycle.
- Identification of each of the prizes awarded by the system, with at least the following data:
 - Time and date.
 - Machine registration and serial number, identifying the station if it is multi-station.
 - Prize amount.

C) Meters.

c.1. – Meters.

c.1.1. – General Declaration. The meter information is generated in the gaming machine and shall be collected by the interface element and sent to the Central Unit via a communication protocol.

The meter information in the Central Unit shall be identified in such a way as to be understood clearly according to its function.

c.1.2. – Required Meters. The following interconnection system meter information must be communicated from each 'Station Control Device' described in point A) of this Annex and stored in the Central Unit.

- Amounts entered.
- Amounts paid out.
- Slip/Coupon issued.
- Jackpot prizes paid per machine.
- Ticket (Slip/Coupon entered).
- Identification of the machine and the station.
- Identification of the machine operator.

D) Reports.

d.1. – Report Generation Requirements.

d.1.1. – General Declaration. Significant event and meter information shall be stored in the Central Unit in a database for future generation of accounting reports.

d.1.2. – Reports Required. The reports shall be generated in accordance with the Resolution of the person in charge of the competent gaming body, and where appropriate, in accordance with the provisions established by the competent tax administration, consisting of daily, monthly and annual reports generated from the information stored in the database. These reports shall include at least the following:

- Report on interconnection system net win/income for each gaming machine.
- Report on jackpot prizes and the rate for each jackpot prize and the total.
- Report comparing the theoretical deduction rate and the actual withholding with its variations.
- Report on significant events for each interconnected machine.
- Other reports, which may be required by the competent gaming body or tax administration.

E) Security.

e.1. – Security Requirements.

e.1.1. – Access Control. The Central Unit shall be designed in such a way that the user and password define access to the programs or particular menu options, or it shall provide access to programs and devices securely, based strictly on the user name and password or personal identification number (PIN).

The monitoring system shall not allow any alteration to the record of significant information that has been communicated from the gaming machine. In addition, there shall be a provision to notify the system administrator and block users, or provide an audit access trace, when a certain number of failed access attempts occur.

e.1.2. – Data Alteration. The Central Unit shall not allow the alteration of any accounting information or of the record of significant events that has been communicated from the gaming machine without having supervised access controls. In the case of a change to any financial data, it shall be possible to produce an automated audit log to document:

- a) The altered data.
- b) The value of the data prior to the alteration.

- c) The value of the data after the alteration.
- d) The time and date of the alteration.
- e) The user who made the alteration.

e.1.3. – FLASH Download Requirements. The system may use FLASH technology to install the interface component software, as long as all of the following conditions are met:

The FLASH Download functionality must, as a minimum, have password protection at a supervisor level.

An audit log shall record the time and date of a FLASH download and a provision shall be available to link this log with: the version(s) of the code downloaded and the user that started the download. A separate Flash download audit log report would be ideal.

All modifications to downloadable flash files or executables shall require testing in an accredited testing laboratory and a subsequent resolution of the competent gaming body.

The testing laboratory shall perform a FLASH download to the existing system in the testing laboratory and verify its operation. Next, the testing laboratory shall assign electronic signatures to the relevant executable codes and flash file(s) so that they can be verified by a regulator in the gaming establishments.

e.2. – Backup and Restore.

e.2.1. – General Declaration. The system shall have sufficient redundancy and modularity so that if any individual component or part thereof fails, gaming can continue. There shall be redundant copies of each system log file or database or both in the 'SMC' with open support for backup and restore.

e.2.2. – Restore Requirements. In the case of a failure event when the system cannot restart any other way, it shall be possible to restore the system from the last viable point of the backup and recover all contents from the backup, which shall consist of at least the following information:

- Significant events.
- Accounting information.
- Audit information.
- Venue-specific information, such as gaming machine file, progressive settings, etc.

ANNEX III

MONITORING AND CONTROL SYSTEM FOR INTERCONNECTION SYSTEMS

Monitoring and control systems for interconnection systems shall comply with the following requirements:

Media:

- Secure communication encryption system (VPN, https, MPLS, etc.).

Method:

- Time and date.
- Identification of the system:
 - System approval registration number.
 - Year and serial number of manufacture.
 - Installation date.
 - CKS, CRC, MD5 and SHA1 of the approved system.
 - Where applicable, a list of program files, indicating: name, size, date of last modification of CKS, CRC, MD5 and SHA1.
- Recording of total and individual inputs for each machine connected to the system.
- Jackpot prizes:
 - Maximum jackpot allowed.
 - Jackpot amount awarded by the system:
 - * Time and date.
 - * Amount of euros.
 - * Identification of the winning machine.
 - * Status of the total input meter at that time.
 - * Pulses of the system between each jackpot.
 - Reserve:
 - * Total monetary value of the reserve at that time.
 - * Monetary value of system restart, remaining value in the reserve.
- Programmed percentage:
 - The programmed value of the total retention, with a breakdown, indicated in % and in euros, of the value directed to the jackpot and to the reserve, where this exists.

– Game cycle:

- Specific cycle of games, specific amount of money or any other verifiable parameter in which the maximum prize should be awarded.
- Cycle number to which the current game belongs.
- Number of games played in the current cycle, amount of money from the current cycle, or any other verifiable parameter in which the system set up for the verification of the delivery of the maximum prize is located.
- If a maximum prize has been awarded in the current cycle, the amount, date and time of this shall be stated.