



ILLINOIS GAMING BOARD

Bruce Rauner • *Governor* Don Tracy • *Chairman* Mark Ostrowski • *Administrator*

160 North LaSalle ♠ Suite 300 ♣ Chicago, Illinois 60601 ♥ tel 312/814-4700 ♦ fax 312/814-4602

ILLINOIS GAMING BOARD POLICIES FOR VIDEO GAMING TERMINAL LOCKS, LOGIC AREA ACCESS, SECURITY SEALS AND RAM CLEAR CHIPS (AMENDED AUGUST 2, 2016)

In addition to the requirements set forth in the Video Gaming Act, the Rules adopted thereunder, and the Technical Standards for Video Gaming Terminals in Illinois, licensees and licensed video gaming terminals shall comply with the following provisions:

Video Gaming Terminal Main Door Keys

Licensees in possession or control of a video gaming terminal main door key shall upon request promptly make that key available to the Board.

Video Gaming Terminal Logic Area Door Locks and Keys

- a) Each licensed manufacturer and licensed distributor shall ensure that all logic area door locks for its licensed video gaming terminals have no less than 3 key settings, with each key setting requiring a different key that only works on that setting.
- b) Each licensed manufacturer and licensed distributor shall pre-configure its logic area door locks with a setting as instructed by the Board.
- c) Each licensed manufacturer shall provide the Board with 100 copies of the lock keys for each key setting to access into the logic areas of the manufacturer's licensed video gaming terminals. Each licensed manufacturer shall provide the Board with 20 master keys with which to change the logic area door lock key settings (i.e., the "lock cutting keys"). Each licensed manufacturer shall provide the Board with additional lock keys and/or additional master keys with which to change the logic area door lock key settings if required by the Board
- d) Each master lock key for each key setting shall be capable of opening all the logic area door locks of the licensed manufacturer's licensed video gaming terminals for that key setting.
- e) No licensed manufacturer may provide any copies of the logic area door lock keys and/or master keys with which to change the logic area door lock key settings to any other licensee or person other than its licensed distributor(s) and the Board. Each licensed manufacturer and licensed distributor shall account for all its logic area door lock keys to ensure that only authorized licensees and/or persons are in possession or control of such logic area door lock keys.
- f) Only authorized Board personnel shall have use of each logic area lock key to permit authorized access to any video gaming terminal logic area. Licensees authorized to access a video gaming terminal's logic area shall contact the Board to arrange for Board personnel to unlock the video gaming terminal's logic area door lock.

- g) If the Administrator determines that the security or integrity of any licensed video gaming device's logic area door lock and/or keys has been or may be compromised:
- 1) The Administrator may require each owner of a licensed video gaming device to replace its licensed video gaming terminals logic area door locks with different locks provided to Board personnel by a licensed manufacturer, with such replacement taking place in the presence of Board personnel, and
 - 2) The Administrator may require a licensed manufacturer to provide the Board with different keys for the replacement logic area door locks.
- h) The Administrator may provide for alternative or additional video gaming terminal logic area door lock and/or key requirements.

Sealing the Logic Area

- a) The Board shall affix security seals on all logic area doors and program storage devices for each video gaming terminal in operation.
- b) The logic area and program storage device seals shall be affixed by authorized Board personnel to prevent unauthorized access to the video gaming terminal logic area and program storage device.
- c) Board personnel may test the software on the logic board of each video gaming terminal prior to sealing the logic area and program storage device.
- d) The logic area and program storage device seals shall not be broken by anyone other than authorized Board personnel.
- e) Any licensee who discovers a broken or torn logic area and/or program storage device seal shall immediately report the incident to the Board in writing by facsimile or electronic mail. The reporting licensee shall identify him or herself by name and license number, identify the video gaming terminal by location and license number, and report the hard meter reading of the video gaming terminal at the time the broken or torn seal was discovered. Upon receipt of a report that a seal has been broken or torn, the Board shall disable the video gaming terminal until completion of an investigation of the seal damage.

Repairs to Logic Board or Circuitry

No repairs to, or replacement of the logic board or circuitry within the logic area shall occur unless authorized Board personnel are present and observe the repairs or replacement.

Clearing the Contents of a Video Gaming Terminal's Memory

- a) A video gaming terminal's memory shall only be cleared using approved chips or devices (e.g., RAM clear chips). Where such chips or devices are external to the video gaming terminals, they shall be provided by the video gaming manufacturer to the Board or a licensed terminal operator. Where such chips or devices are internally integrated into the video gaming terminals, they shall be located only in the video gaming terminal's secured logic area.
- b) A Licensed Terminal Operator must provide to the Board its written procedures concerning the clearing of video gaming terminal memory.

- c) Where RAM clear chips are external and not internally integrated into the video gaming terminals, only licensed manufacturers, licensed distributors, licensed terminal operators and Board personnel are allowed to possess such RAM clear chips
- d) A video gaming terminal's memory shall only be cleared:
 - 1) In the physical presence of a Board agent who shall provide the RAM clear chip where necessary;
 - 2) following the recording and reporting of the video gaming terminal 's hard meters to the central communications system vendor;
 - 3) following the completion of all required forms as required by the Board; or
 - 4) by a licensed terminal handler that is that is performing the RAM clear in accordance with the terminal operators written procedures concerning the clearing of video gaming terminal memory.
- e) Use of any other method to clear a video gaming device's memory is prohibited unless specifically authorized by the Board.
- f) Any RAM clear that is conducted in violation of this policy may result in Board discipline under Board Rule 310.

Disconnection of Video Gaming Terminal

The central communication system vendor and the Board shall be notified before a video gaming terminal is disconnected from the central communication system.



Mark Ostrowski
Administrator

DATE:08/02/2016