

## **DRAFT PROPOSED VIDEO GAMING RULE 2070**

Not Effective – Subject to Change

### **Section 1800.2070 Progressive Meters**

- a) Video gaming terminals featuring progressive jackpots shall only be standalone progressives, and progressive meters shall be unique to each video gaming terminal.
- b) No video gaming terminal progressive meter shall be manually set for any reason except as permitted or required by this Section.
- c) The Central Communications System shall provide for recording stored value. Stored value amounts shall be associated with a specific, single video gaming location license. Stored value shall not be transferrable between video gaming location licenses.
- d) Upon initial installation of a video gaming terminal at a location, all progressive meters shall be at their minimum default value, except in the case where the location has stored value. Any stored value shall be applied to a newly installed video gaming terminal progressive meter to the maximum permitted by the video gaming terminal, and deducted from the stored value amount.
- e) Upon removal of a video gaming terminal from a location when that video gaming terminal has greater than the minimum default value on its progressive meters, that value shall be transferred to one or more video gaming terminal progressive meters at the same location. If the amount of the progressive meter value exceeds the maximum capacity of all video gaming terminal progressive meters at the location, the remaining value shall be added to the location's stored value amount.
- f) On at least a quarterly basis, each terminal operator shall identify any active video gaming locations it serves with a non-zero stored value. For each identified location, the terminal operator shall transfer the maximum possible stored value to one or more video gaming terminal progressive meters at that location.
- g) A video gaming terminal progressive meter may only be manually set in the following circumstances:

- 1) To restore a meter to its previous value prior to a system failure or maintenance which required clearing the meter;
  - 2) To move a meter value from a video gaming terminal which is being removed from a location to another video gaming terminal at the same location;
  - 3) To apply stored meter value to a video gaming terminal;
  - 4) To clear the progressive meter of any video gaming terminal being removed from a location; or
  - 5) For any other cause not expressly prohibited by this Section after prior approval by the Administrator or his or her designee.
- h) Effective date. All provisions of this Section relating to stored value shall not be effective until the Administrator certifies that the central communications system is capable of meeting all requirements to implement the stored value function.