



027-004

## Minimum Requirements for an Application for the Evaluation and Qualification of a Coin-Operated Gambling Machine

### 1. Details of applicant

Name:  
Address:  
Telephone no.:  
Fax no.:  
Email address:  
Contact person:

The applicant is also the

Distributor                       Manufacturer                       Software developer

### 2. Details of manufacturer

Machine manufacturer:  
Software manufacturer:

### 3. Gambling machine

Name of gambling machine:  
Name of game:  
Software version no.:

### 4. Full description of the game logic

The applicant should describe in detail the individual stages of the game and their respective control and regulation mechanisms and should include a reference to the corresponding location in the source code. In addition, it should list the stakes and winnings, including maximum winnings.

### 5. Skill requirements for players

The skills required of players are to be described and explained.  
Example: The player must be a quick thinker as the game involves reading and understanding a number of questions under time pressure.



## 6. Explanation of control and regulation mechanisms

The applicant must provide an explanation of the gambling machine's control and regulation mechanisms. Examples:

- The gambling machine has no control or regulation mechanisms.
- The gambling machine has a control/regulation mechanism that is dependant upon the pay-out ratio and/or the gambling machine returns or a player's winnings.
- The gambling machine has a control/regulation mechanism that is dependant on other parameters.
- The gambling machine can block any winnings through its control/regulation mechanism or determine the chances of winning randomly.

## 7. Hardware and software details

The application must contain a list of the hardware, software and storage media used.

### 7.1 Source code

The application must include the entire source code, including full documentation of the code (structure, procedure, random generators, winnings tables and other control and regulation mechanisms). The documentation should be structured in such a way as to enable a third party to gain a quick and complete overview of the various stages of the game, the control and regulation mechanisms and the interactions without having to invest too much time searching through the source code.

### 7.2 Compilation

The compilation of the source code will take place upon presentation of the machine to the Federal Gaming Board (FGB). The storage medium used is to be submitted in duplicate. In order to ensure smooth compiling, the application, or at least the source code and the relative documentation, must be submitted to the FGB one week before the presentation of the machine.

### 7.3 Verifiability of the source code

The documentation must describe the mechanisms which allow the FGB to verify whether or not a series machine matches the evaluated machine, for example through the possibility to read back the programmes installed or the corresponding checksums.



## **8. Test games**

The test game results are to be listed in detail. In particular, the winnings offered and the results of the individual stages of the game are to be listed in an Excel table along with the overall result of each individual game for each player. In addition, the conditions under which the tests are carried out are to be specified, including a profile of the various test players (age, sex, gambling experience etc.).

## **9. Declaration concerning the documentation**

The application must be signed by the applicant and must include a list of the documentation submitted (list of enclosures) along with a declaration stating that the information in the documentation is complete and truthful.