

1 **Title 36 MARYLAND STATE LOTTERY AND GAMING CONTROL AGENCY**

2 **Subtitle 04 VIDEO LOTTERY TERMINALS**

3 **Chapter 01 Video Lottery Technical Standards**

4 **Authority: State Government Article, §§9-1A-02, 9-1A-04, Annotated Code of Maryland**
5 **.18 Video Lottery Terminal Tower Lights and Error Conditions.**

6 A. Definitions.

7 (1) In this regulation the following terms have the meanings indicated.

8 (2) Terms Defined.

9 (a) “Administrative mode” means a video lottery terminal has been deliberately placed by
10 a manufacturer in an unplayable state to access the set up or recall functions of the video lottery
11 terminal;

12 (b) “Disabled mode” means a video lottery terminal has been deliberately placed, by a
13 manufacturer or the central monitor and control system, in an unplayable state for any reason
14 other than access to the set up or recall functions of the video lottery terminal; and

15 (c) “Tilt mode” means a video lottery terminal has placed itself in an unplayable state due
16 to malfunction or error condition and may not be returned to a playable state without the
17 intervention of a manufacturer.

18 B. A video lottery terminal shall be equipped with a tower light located at the top of its cabinet
19 used to identify the operational status of the video lottery terminal including, but not limited to:

20 (1) A jackpot payout;

21 (2) A credit meter payout that exceeds the physical or configured capability of the video
22 lottery terminal to pay;

23 (3) Main door open;

For May 28, 2020 Commission.

The proposed amendments would authorize a bar-top style video lottery terminal to use different tower lights from an upright VLT.

- 1 (4) Player requesting attendant services;
- 2 (5) Administrative mode;
- 3 (6) Disabled mode; and
- 4 (7) Tilt mode.

5 C. A tower light shall be visible to:

- 6 (1) A player; and
- 7 (2) The facility operator's surveillance department.

8 D. **The tower light of a bar-top style video lottery terminal may be:**

9 **(1) Shared among a group of video lottery terminals; or**

10 **(2) Substituted by:**

11 **(a) A flush-mounted light located on the top panel of the video lottery terminal; or**

12 **(b) An audible alarm; or**

13 **(c) Other Commission-approved means of visibly or audibly identifying the**
14 **operational status of the video lottery terminal.**

15 ~~D. When illuminated, the tower light shall indicate the default denomination of the video~~
16 ~~lottery terminal.~~

17 ~~E. Each denomination shall be indicated by a unique color and be consistent across the facility~~
18 ~~operator's gaming floor.~~

19 ~~EF.~~ The Commission may, on submission of a written request by a manufacturer, approve an
20 alternative means for identifying the operation status enumerated in §A of this regulation.

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1 **FG.** A manufacturer shall deliver a video lottery terminal with documentation that identifies
2 each light or light combination on its tower light and the operational status corresponding to that
3 light or light combination.

4 **GH.** Nothing in this regulation shall preclude a manufacturer from equipping a video lottery
5 terminal with a light or light combinations not required by this regulation for use by a facility
6 operator for gaming floor communication provided the manufacturer notifies the Commission in
7 writing of any internal communication protocols involving tower lights developed by a
8 manufacturer for a facility prior to implementation.

9 **HI.** A video lottery terminal shall be equipped, while idle and in play mode, to do the
10 following with regard to an error condition identified in §J, K, L, or M of this regulation:

- 11 (1) Detect the error condition;
- 12 (2) Identify the specific error condition by:
 - 13 (a) Tower light; or
 - 14 (b) Other Commission-approved means; and
- 15 (3) Communicate the specific error condition to the:
 - 16 (a) Central monitor and control system; and
 - 17 (b) Facility operator's video lottery terminal data system.

18 **IJ.** The following error conditions may be cleared automatically by the video lottery terminal
19 upon completion of a new play sequence:

- 20 (1) Power reset;
- 21 (2) Door open; and
- 22 (3) Door just closed.

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1 **JK**. The following error conditions shall result in placement of the video lottery terminal in
2 disabled mode, shall prevent play and shall only be cleared by a manufacturer:

- 3 (1) Low RAM battery;
- 4 (2) Printer failure;
- 5 (3) Presentation error;
- 6 (4) Program error or defective program storage media;
- 7 (5) Reel spin error;
- 8 (6) Removal of the control storage media; and
- 9 (7) RAM defective or corrupted.

10 **KL**. The following error conditions shall result in placement of the video lottery terminal in
11 disabled mode, shall prevent play and shall be cleared by a manufacturer or facility operator:

- 12 (1) Printer mechanism paper jam; and
- 13 (2) Bill validator jam.

14 **LM**. The following error conditions need not result in placement of the video lottery terminal
15 in disabled mode, may not preclude play if the error condition is determined not to prohibit
16 completion of the transaction and shall be cleared by a manufacturer or facility operator:

- 17 (1) Printer mechanism paper level is low; and
- 18 (2) Printer mechanism is out of paper.

19 **MN**. A manufacturer of a video lottery terminal shall affix a description of the error code
20 corresponding to each error condition inside a video lottery terminal.

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