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## GLI-17 Revision History

### Table of Contents

Revision 1.3 .....	2
Revision 1.2 .....	2
Revision 1.1 .....	3

### Revision History Outline

Date Released: September 6, 2011 Version V1.3, *Final*  
Date Released: February 27, 2002 (V1.2 Final)  
Date Released: January 25, 2002 (V1.1 Draft for Comment)  
Date Released: December 7, 2001 (V1.0 Draft for Comment)  
Date Created: September 15, 2001

## Revision 1.3

### Notable Changes

- Removed chapter for submission requirements and modified outline numbering to reflect correct chapter.
- Made Grammar, spelling and format corrections.
- **2.1.4** Updated Meter Requirements to match meters described in GLI-11.
- **2.5.1** Updated General Statement to match title of GLI-11 referenced section.

## Revision 1.2

- \*General grammatical changes were made throughout the document.
- 2.4.1(c) changed the rule to require the manuals to be submitted in either hard or soft copy format instead of both.
- 3.1.1 changed to clarify that the rules in this section apply to the 'bonus' gaming device.
- 3.1.3 removed the requirement for the gaming device to have logs for the transaction audit trails and added the requirement for the gaming device to have the ability to recall this information. Also, changed the audit trails to bonusing transactions to refer to bonus awards instead of monetary. Reworded the exception for games using cashless or promotional systems to allow for both systems that may be used at one time.
- 3.1.3 NOTE Removed the section that allowed the audit transactions to be displayed 'at or near' the gaming device because of the change in 3.1.3.
- 3.1.4(a) changed to better clarify the intent of the rule and removed the reference to 3.1.4 NOTE1, since removed.
- 3.1.4(b) is now 3.1.4(c) and 3.1.4(b) is now a rule for the gaming device's 'hand paid' meter to include bonus wins that are hand paid.
- 3.1.4(c)(ii) changed the reference to the NOTE2 to 'NOTE' since NOTE2 was renamed.
- 3.1.4 NOTE added a waiver for the handpay meter as long as there is a method to audit the bonus awards that are hand paid.

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- 3.1.4 NOTE1 removed since now clarified in 'NOTE'.
  - 3.2.3 NOTE changed to clarify that each local regulatory agency will determine the controls governing changes to critical parameters.
  - 3.4.1(d) removed the requirement for the system to generate a 'Comparison from Theoretical to Actual Hold' report also see new note for this section.

## **Revision 1.1**

- \*Several changes were made based on the TAM Conference held in Golden, Colorado on November 8 & 9 of 2001, where many regulators attended and supplied their comments.
- 1.1.1 Removed the comment within the definition that says this feature shall not impact the theoretical percentage for the game because it was incorrectly worded in v1.0. Also added a sentence to the end of this section that indicates the parameters and eligibility for the bonus is to be determined by the property.
- 3.1.2 Replaced the word 'had' with 'allows' to better clarify.
- 3.1.3 Clarified the last 25 transactions 'transmitted' to the host system. In addition, added the ability to have a 100 event log if a gaming device has Cashless or host Promotional features enabled simultaneously with cashless features.
- 3.1.3(b) Removed the comment only requiring the 'time and date' if logged separately from the gaming device recall since already covered by 3.1.3.
- 3.1.3 NOTE Changed to allow for the bonus award transactions to be recallable at or near the gaming device
- 3.1.5 'Diagnostic Tests on a Bonusing Gaming Device' was moved to 3.2.5 and was replaced with Identifying a Bonusing Device. Also every rule after 3.1.5 has been changed from v1.0 to 1.1.
- 3.2.2 Renamed from Error Conditions to Communication failure.
- 3.2.2 NOTE Added a note to address the system recognizing communication failures.
- 3.2.3 NOTE Added a sentence indicating that each bonus configuration must be submitted to the regulatory agency for prior approval before implementation.

- 3.3.1(a)(ii) Removed the requirement to record the patron account since there may not be an account with a bonusing system.
  
- 3.3.1 NOTE Removed the entire note that required the system to monitor the time and date stamp because this information must be available on the game to allow for correlation of bonusing events to game recall.