

GLI-12 Revision History

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Revision History Outline

Date Released: January 23, 2026 V3.0 *Final*
Date Released: September 6, 2011 V2.1 *Final*
Date Released: April 20, 2007 V2.0 *Final*
Date Released: June 30, 2006 V1.2 *Released for comment*
Date Released: October 1, 2004 V1.1 *Released for comment*
Date Created: March 17, 2000 V1.1 *Finalized*
Date Created: February 14, 2000 V1.0 *Created and released for comment*

Revision 3.0

Notable Changes

- Re-titled document. Updated layout and formatting of the document to provide a modern feel to the standard.
- Reorganized and restructured document into more consumable chapters and sections, providing better distinction among the major technical areas of Progressive Jackpots and Controllers, External Jackpot Components, and Multi-Site Jackpot Systems.
- Added Glossary of Key Terms.
- Incorporated requirements based upon industry best practices.
- Generalized applicability of technical standard beyond gaming devices such that this standard applies to progressive jackpots used in operations of other forms of Gaming Equipment (e.g. gaming devices, electronic table games, live games, etc.)
- Revised and expanded definitions to reflect modern progressive implementations and align terminology with other GLI standards. (Section 1.4.1)
- Clarified distinctions between stand-alone, linked, and multi-site jackpots, and replaced device-centric terminology with system-oriented terminology where appropriate. (Section 1.4.2)
- Added reference to the GLI Gaming Security Framework (GLI-GSF) which will house the technical security controls and testing requirements for these systems. Also removed requirements which will be covered in the GLI-GSF.
- Incorporated limited alignment with widely-accepted jurisdictional and international standards.
- Reorganized Progressive Jackpots Requirements into a chapter which is intended to contain requirements applicable to jackpots used for all types of landbased gaming. (Chapter 2)
- Added various content to Progressive Jackpots Requirements based on alignment with other GLI Standards and current best practices, addressing jackpot design and operation, including jackpot odds, expected value, minimum hit frequency, RTP impact, and rules governing swapping or reassigning jackpot levels. (Chapter 2)
- Updated jackpot display and meter requirements to add clarity regarding update frequency, maximum display limits, overflow handling, mystery jackpot disclosures, and player-facing information. (Section 2.2)

- Expanded requirements for linked jackpot odds, defining an allowable tolerance for equivalent odds and outlining the method of calculation. (Section 2.4.4)
- Expanded requirements for jackpot parameters, including starting amounts, reset values, ceilings, diversion pools, availability limits, and time-based controls. (Section 2.5.1)
- Reorganized and enhanced jackpot controller requirements, explicitly distinguishing between internal and external jackpot controllers and clarifying controller behavior during fault conditions, communication loss, and recovery scenarios. (Section 2.6)
- Updated communication requirements between Gaming Equipment and jackpot controllers to include testable integrity, polling, buffering, and reconciliation requirements suitable for laboratory testing environments. (Sections 3.2)
- Expanded error handling and fault condition requirements to clarify jackpot behavior during hardware failures, software errors, and loss of communications, including requirements for jackpot preservation and player/operator notification. (Section 3.6)
- Reorganized and expanded multi-site jackpot system requirements into a dedicated chapter, addressing centralized versus local controllers, secure communications, synchronization, and system-wide jackpot triggering. (Chapter 4)
- Updated multi-site communication failure requirements to clarify buffering, disablement, reconciliation, and resumption behavior following outages. (Section 4.3.5)
- Revised software integrity and verification requirements to strengthen control program verification, increase cryptographic hash requirements, and require validation during load and recovery. (Sections 3.3.2, 3.6.2)
- Updated testing and certification requirements throughout the document to reflect the revised architecture, expanded scope, and modern progressive implementations, including enhanced verification of jackpot calculations, meters, communications, and failure handling.
- Added various notes to improve clarity of requirements, and to better document known conditions or restrictions.
- Made various grammatical changes throughout the document to improve clarity and readability.

Revision 2.1

Notable Changes

- Revision History section has been removed from this standard.
- Section 1 minor changes to reflect the current wording contained in GLI-11 v2.1.
- Section 2 has been re-numbered to reflect the removal of the previously identified section 2 Submission Requirements. This section now contains the Progressive Component Requirements previously contained in Section 3.
- Section 3 has been re-numbered to reflect the previously identified section 4 Multiple Site Progressive Requirements.
- Section 3.2 revised wording
- Section 3.4.1 rewording
- Section 3.5.2 revised definition of Progressive Controller
- Section 3.6.3 revised wording
- Section 3.9 Software Verification has been changed to reflect the current wording contained in GLI-11 v2.1 now listed as section 2.9 Independent Control Program Verification.

Revision 2.0

Rev 1.2 Final was renamed to **Rev2.0 Final** for document control purpose.

Revision 1.2

- 1.4.1 added the reference to other GLI Standards that may apply, if the subject technology is being used.
- 3.3.1 removed the requirement for Electro-Magnetic Interference, Radio Frequency Interference, and Magnetic Interference testing to be conducted by GLI since it is disclosed that it is the sole responsibility of the manufacturer to comply with any regulations related to the aforementioned. GLI claims no liability and makes no representation with respect to such non-gaming testing.
- 3.3.1(a) changed the rule for Electro-Static Interference to be more easily understood.

- 3.4.3 removed the statement regarding the regulator setting the shut down time for a progressive as this is a jurisdictional policy.
- 3.5.5 Added Section for Internal Link Progressive Controller requirements for all games on the link.
- 3.5.12 changed the title of the section to refer to ‘**Base** Progressive Jackpot Amount’ to accurately reflect the topic of the rule.
- 3.8.2 changed the example within the Linked Gaming Device Odds requirement to correctly reference the 2 coin example as having a probability of 1 in 5,000 as opposed to the incorrect reference to 20,000.
- 3.9 added a new note requiring the ability to authenticate any critical control program that is used with a progressive system.
- 4.2.4 changed the Data Collection Requirement for Multi-Site games to require the security information and the amounts wagered information be communicated at least once every 60 seconds for dedicated phone lines, from the previous requirement of 15 seconds.

Revision 1.1

- 1.5.1 changed the definition of a progressive to reference the ‘credits’ bet, not ‘coins’ because some games may not accept coins.
- 1.5.1.b clarified multiple linked games are one or more, not more than one.
- 2.2.2 noted that the testing of the system may take place in the laboratory, at the site of the submitter, or both, as determined by the test laboratory for prototype submissions.
- 2.2.3 added a NOTE that states ‘This section shall not apply to wiring changes or component level changes where wiring and components that are substituted equate exactly to the previous approved configuration’ for the section on “Presentation of Equipment to the Test Laboratory.”
- 2.2.4(a) added a statement to the UL or equivalent certification section that allows this information to be sent to the laboratory at a later date for those companies who are obtaining UL or equivalent certification, at the same time as GLI approval.
- 2.2.4(b) added a NOTE that would allow for on-site testing of the system.

- 2.2.7(b) changed to supply the overview of the system, only if required.
- 2.2.7(c) added ‘if required’ to the requirement of program block diagrams for submissions.
- 2.2.7(j) removed ‘because residual credits are described’ in 3.6.4.c.
- 2.2.8 changed the source code requirements to ‘appear in all source code or related modules.’
- 2.2.8(b) removed the version number requirement for all source code or related modules.
- 2.2.8(f) regarding source code, it is the manufacturer’s responsibility to provide the test laboratory with a method to compensate for or resolve the date and time stamp differences for source comparisons. Also, clarified a ‘hashing’ algorithm instead of authentication for medium other than EPROM.
- 2.2.8(g) removed the requirement to describe and define the use of variables for all declared variables.
- 2.2.10 clarified the fact that all modifications require re-testing, examination, and re-certification by the test laboratory.
- 3.3.1(c) waived the RF rule where the mode of communication of the part being tested is via RF transmission.
- 3.4.1 clarified that the progressive meter is not for mystery jackpot games and there shall be an indication on the game that advises the player it is set up for mystery jackpots. Also, clarified that ‘one or more’ gaming devices can be connected to the progressive meter and the game video screen may act as the progressive display, if applicable.
- 3.4.2 excluded mystery jackpots from the progressive display requirement.
- 3.4.2(a) added the use of credits for the display amounts on a progressive meter.
- 3.4.3 removed the twenty-four (24) hours shut-down requirement for loss of communications and changed the rule so the regulator determines the amount of time before shut-down.
- 3.4.4 corrected grammatical errors in the Progressive Display Digital Limitations section.
- 3.4.6 removed the progressive meter reset requirement since outlined in 3.6.3.
- 3.5.2 removed the reference to ‘stand alone’ games may be internally controlled, since some gaming devices may be linked to a master terminal.

- 3.5.3 clarified that the display requirements for the progressive information can be on the gaming device or any approved progressive system component.
- 3.5.3(d) clarified the jackpot parameter value ‘WINS’ can also be a history of the last twenty-five (25) progressive hits.
- 3.5.5 removed, since the rule addressed restoring power during an error condition and error conditions are addressed in another section.
- 3.5.6(b) changed the control program test to allow for checksum, although the CRC is preferable. Also, allowed for other test methodologies that are acceptable if at comparable level of integrity.
- 3.5.7 clarified ‘the progressive system (instead of controller) shall be able to’ in the ‘Communications for Signaling of a Jackpot’ Section.
- 3.5.7(a) removed the requirement for the controller to continue to send the amount to the gaming device upon the jackpot signal until the gaming device acknowledges the progressive amount since the game would lock up anyway, if there was a loss of communication.
- 3.5.8 changed to reflect the credits bet, not necessarily ‘coins’ inserted, since some games don’t accept coins.
- 3.5.10 clarified that the required progressive controller meters shall be kept by the progressive controller or other approved progressive system component.
- 3.5.10(f) removed, since GLI-11 requires the handpay meter to record the progressive amounts.
- 3.5.12 corrected grammatical error.
- 3.5.13 clarified that the progressive controller error conditions shall be displayed on the progressive meter or other approved progressive system component. Also, clarified that the game using the progressive shall be disabled, not the entire gaming device. This was done to allow for multi-games that only have specific games tied to the progressive to continue running with exception of the progressive games.
- 3.5.13(g) changed to reference the credits bet instead of coins in, since some games don’t accept coins.
- 3.5.14 clarified that the progressive controller, or other approved progressive system component, shall have a secure means of transferring a progressive jackpot. Also, the transferring of progressives must now meet the local internal control procedures.

- 3.6.1 clarified by giving an example of a ‘non-winning’ progressive to be mystery jackpots.
- 3.6.2 clarified the example since the equal sign is confusing. Reworded that a straight flush is a ‘form of’ a royal flush, etc.
- 3.6.3 clarified the gaming device, or other approved progressive system component, requirements for when a progressive is hit.
- 3.6.3(c) reworded to See: GLI-11 accounting meters for progressive meter updating.
- 3.6.3 NOTE changed to indicate that the gaming device does not necessarily have to illuminate the light or sound an alarm.
- 3.6.4(a) changed to allow for the meter to display coin value and not limit to cash value.
- 3.6.5 removed the rule about changing the progressive probability, since this is an internal control.
- 3.7.1 changed to allow for notice of payments over time to comply with the display and sign requirements or internal control requirements, since some jurisdictions may have their own annuitized rules. Also, reworded so the notice be clear and conspicuous.
- 3.7.1(b) reworded to clarify the period of time covering the payments.
- 3.8.2 clarified by giving an example of the progressive probability rule to better define the ‘based on denomination’ wording.
- 4.2.2 clarified that the surveillance camera procedures must meet the Internal Controls.
- 4.2.3 added ‘or equivalent’ to the method of communication shall be a non-shared, dedicated line rule. Also clarified the requirements of a ‘shared line’
- 4.2.4 changed the data collection requirement to allow for information to be communicated in a reasonable amount of time for RF as opposed to the fifteen (15) seconds for dedicated phone lines. Also, clarified the information that is to be communicated.
- 4.2.8 changed the requirement for the gaming device to continue to play, following communication loss between the hub and central computer, to not be required that it continue. Therefore, the game ‘may’ continue.
- 4.2.9(c) removed the requirement for detail report since it is only required that the credits bet be monitored for progressives.

- 4.2.9 added a NOTE stating, ‘if applicable’ to the rule, to clarify that it should be added to the next jackpot ‘if one exists.’
- 4.2.10 removed the requirement for sending the information within a reasonable amount of time. Also, removed the length of time requirements to calculate and print reports and method of obtaining meter-reading values. Added a statement that requires the meter information to be identical to the gaming device(s) accounting meters.
- 4.2.10(a) changed the reference to ‘coins in’ to ‘credits bet,’ since some games do not accept coins.
- 4.2.11 removed the requirement to report the logic door opens to the system immediately, since it is not required to monitor the logic door. Also, removed the requirement that the door open message be sent within one polling cycle since the rule requires that it be sent immediately.
- 4.4 removed the multi-site games with printers since games with printers are referenced in GLI-11 and the rule was not specific to multi-site progressives.
- 4.5.1 renamed to multiple jackpots during the polling cycle and changed the rule to reflect ‘multiple’, not necessarily two. Also, removed the requirement to pay all players involved in multiple jackpot occurrences and request that the regulator design procedures.