GLI-19 Revision History

Executive summary of changes for GLI-19 Version 4.0

Revision History Outline

Current version:	GLI-19 Version 4.0
Previous version:	GLI-19 Version 3.0

Revision 4.0

Notable Changes

- Reorganized the standard into six technical chapters that separately address platform/system requirements, player accounts, remote player devices and applications, random number generators, and game requirements.
- Updated terminology and system architecture concepts throughout, including Interactive Gaming System, Gaming Platform, Player Account Manager, Player Application, Remote Player Device, Geolocation Solution, and Gaming Production Environment.
- Expanded testing and auditing provisions addressing source-code access, compilation verification, production-equivalent test environments, integrated-component testing, and use of an adopted change management program to determine modification-testing scope. (Section 1.5)
- Reorganized platform and system requirements for clocks, control-program verification, gaming communications and controls, retained information, and reporting. (Chapter 2)
- Expanded retained information and reporting requirements for gameplay, game themes and paytables, contests and tournaments, player accounts, financial transactions, promotional offers, jackpots, significant events and alterations, verification records, and user accounts. (Sections 2.5-2.6)
- Created a dedicated Player Account chapter covering registration, identity verification, authentication, account management, financial transactions, limitations, time-outs, suspensions, and promotional offers. (Chapter 3)
- Created a dedicated Remote Player Device and Application chapter and substantially expanded geolocation requirements, including triggering actions, location-data validation, fraud/evasion detection, device/application integrity, testing, logging, and communication security. (Chapter 4)
- Consolidated RNG requirements into a dedicated chapter and added express provisions for RNG strength and monitoring, mechanical RNGs, and provably fair RNG implementations. (Chapter 5)
- Expanded player-interface, gaming-session, game-information, transparency, disclosure, advertising, adaptive-display, and fairness requirements. (Sections 6.2-6.7)
- Expanded game-type requirements, including new or enhanced provisions for risk/crash/mine, shooting/fishing/target, drop/Pachinko-style, ball/number drawing, and puzzle-solving games and reorganized payout, award, bonus and feature, jackpot, alternative game mode, skill, and peer-to-peer gaming requirements. (Sections 6.5-6.13)
- Reorganized game recall, disablement, interrupted games, virtual interactive gaming, live games, and spectator wagering requirements. (Sections 6.14-6.19)
- Consolidated internal control procedures into Appendix A and aligned integrity and security assessment expectations with the GLI Gaming Security Framework in Appendix B.
- Added a dedicated framework for third-party service providers and solutions, including KYC and geolocation services. (Appendix C)
- Separated Live Gaming Studio operational assessment requirements from GLI-19 and directed those assessments to GLI-LGS, while retaining technical requirements applicable to live games within Section 6.18.
- Made terminology, definition, grammar, formatting, cross-reference, and readability changes throughout.
- Expanded operational integrity and player-protection controls, including responsible gaming programs, player/device monitoring, fraud and suspicious activity controls, AML/ATF procedures, and related recordkeeping and escalation requirements.

Source and Scope Note

This summarizes the substantive changes from GLI-19 Version 3.0 to the current GLI-19 Version 4.0 document.