# GLI-33 Revision History

*Executive summary of changes for GLI-33 Version 2.0*

## Revision History Outline

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| **Current version:** | GLI-33 Version 2.0 |
| **Previous version:** | GLI-33 Version 1.1 |

## Revision 2.0

### Notable Changes

- Expanded geolocation requirements, including configurable triggering actions, location-data logging and validation, multiple-source cross-validation, beacon technology, location-fraud and evasion testing, and protections against spoofing, replay, and man-in-the-middle attacks.
- Expanded responsible gaming requirements, including player risk and harm detection, intervention procedures, recordkeeping, personnel training, advertising practices, responsible gaming tools, and ongoing monitoring of responsible gaming programs.
- Reorganized the standard into separate chapters for platform/system requirements, player accounts, remote player devices and applications, retail wagering terminals, and wagering requirements.
- Updated terminology for Event Wagering System, Wagering Platform, Retail Wagering Terminal, Player Application, Remote Player Device, wagering events and markets, and related concepts.
- Expanded testing and auditing provisions addressing source-code access, compilation verification, production-equivalent test environments, integrated-component testing, and change-management-based modification testing. (Section 1.5)
- Reorganized platform and system requirements for clocks, control programs, wagering communications and controls, retained information, reporting, significant events, and alterations. (Chapter 2)
- Created a dedicated Player Account chapter and expanded requirements for registration and KYC verification, multi-factor authentication, trusted devices, account recovery and lockouts, account management, financial transactions, responsible gaming limitations, time-outs, suspensions, and promotional offers. (Chapter 3)
- Created a dedicated Remote Player Device and Application chapter consolidating player application and device controls, integrity and monitoring requirements, security provisions, and geolocation implementation. (Chapter 4)
- Consolidated retail wagering equipment into a dedicated chapter and distinguished general retail, self-service, and over-the-counter wagering terminal requirements. (Chapter 5)
- Reorganized player-interface, wagering display, wager placement, results, settlement, and payment requirements. (Sections 6.2-6.5)
- Established and expanded requirements for peer-to-peer wagering, exchange wagering, virtual events, external wagering platforms, and spectator wagering. (Sections 6.6-6.10)
- Consolidated and expanded operational controls within Appendix A, including responsible gaming, wagering and player-account controls, device/application monitoring, integrity and fraud controls, suspicious player activity monitoring, and AML/ATF compliance requirements. Aligned integrity and security assessment expectations with the GLI Gaming Security Framework in Appendix B.
- Added a dedicated third-party service provider framework for KYC and geolocation solutions, including provider assessments, identity-verification controls, fraud detection, device/application integrity, geolocation accuracy and security, reporting, and ongoing solution maintenance. (Appendix C)
- Made terminology, definition, grammar, formatting, cross-reference, and readability changes throughout.

### Source and Scope Note

This summarizes the substantive changes from GLI-33 Version 1.1 to the current GLI-33 Version 2.0 document.