

MISSISSIPPI GAMING COMMISSION

GAMING LABORATORY

INFORMATION REQUIRED FOR NEW GAMING DEVICE APPROVAL

The following list includes, however is not limited to, the information required for approval of new gaming device prototypes.

- All Technical documentation
- All schematics, printed circuit boards, hardware descriptions etc ...
- Documentation on microprocessor or microcontroller utilized for device
- All software source code listings
- Binary images of all compiled code
- All “*program storage media*”, such as EPROMS etc ..., including graphics, sound and character generators.
- Compiler, or access to, for the purpose of building applicable code modules.
- A detailed written description of all aspects of the device operation, to include, but not limited to, the random number generator, (RNG), pay evaluation routines, bonus features etc ...
- All “source” for any programmable devices, to include, but not limited to, PALs, FPGAs, MicroSequencers, etc ...
- A representative prototype delivered FOB, Destination, to:

MISSISSIPPI GAMING COMMISSION
620 North Street, Suite 200
Jackson, MS 39202
Phone: (601) 576-3964
Fax: (601) 576-3965
ATTN: Emil Lyon

- Any specialized hardware needed to complete the evaluation, to include, but not limited to, emulator of specified microprocessor, extender cables for CPU board, target reel strips, door defeats etc ...

Additional information may be requested in order to complete the evaluation.