



South Dakota Video Lottery Terminal Communications Protocol Revision C

1. When Logic Area or Cash Areas of the VLT are opened, the unit must record door openings and closings when the power is on or off. VLT must also print an Access Ticket when the power is on; the information on the ticket must include access counts.
2. When the main door is open, the VLT must generate an Audit Ticket that includes the following information: Master Cash In, Master Cash Out, Master Credits Played, Master Credits Won, Time and Date door was opened, and Access Counts.
3. VLT Terminal Identification Number (TID#) must be set by the manufacturer before it is shipped into the market. Operators must not be able to change the TID#.
4. Going through protocol, there are two ways to remove the VLT from Demonstration Mode. The most common way is to send down a Host Disable Control; this is the first control packet the VLT will receive from the host during enrollment. When the VLT receives the host disable packet, the VLT performs an automatic Master Reset that will reset all of the accounting and performance meters, and initialize the event log. It will also write a new Master Reset date and time. If the VLT has credits on it at this time, the credits will be removed and the VLT will place itself into a host disable state.

The second, and less common, way to remove the VLT from Demonstration Mode is to use the PC-polling program and write a Configuration Enable Control. Protocol does not clearly define how this should be handled while the VLT is in demo-game play. It only states that while the VLT is in normal game play, if there are credits on the VLT when it receives a Configuration Enable Control, the control should reply with a NAK.

We perceive this lack of definition as the option by the manufacturer as to which way they wish to handle the Configuration Enable Control that removes the VLT from Demonstration Mode. Our preference would be to handle it in the same manner as the Host Disable Control for uniformity's sake but this is left up to the discretion of the manufacturer.

5. During any chip change or program update, the manufacturer must provide a means for the VLT to retain the Master Meters, including the Master Reset time and date and the Snapshot time and date, during the conversion process so the Lottery is not forced to do a reconciliation on each VLT being converted.
6. Manufacturers must provide a parts list for the VLT. The Lottery will categorize these lists into two sections: 1) Proprietary parts that must be purchased from the Manufacturer/Distributor; and 2) Non-proprietary parts that may be purchased off-the-shelf. Manufacturers must also provide, for use in the South Dakota Testing Lab, a VLT prototype that uses the same hardware as the VLT being sold in the field.
7. In the event of a shutdown while a VLT is being played, “polite shutdowns” which utilize a countdown before the VLT forces the cash-out **are allowed and preferred, though not mandated**. No rule currently exists requiring that a cash-out be forced; it is at the discretion of the manufacturer to let the VLT stay active until all credits are played down to a zero balance or the player decides to cash out.

If a VLT is shut down during play, a message must be sent that indicates the game itself is being closed down. To avoid confusion by players as to whether the establishment itself or the Lottery is closing down, appropriate messages should be utilized such as “Game is Closing” or “This VLT is Closing.”

8. A VLT may NOT be disabled while the player is in the middle of a game. The player must finish the hand or bonus round before even a polite shutdown can begin. The credits on the VLT must be played off or a cash-out forced before the machine can be disabled.
9. State law requires that pay tickets generated by a VLT contain a serial number.
10. One version of Protocol documentation says the Protocol version in South Dakota is hex
11. This is a typo; South Dakota Protocol version is OC.