

641**DECREE****of the Ministry of Finance of the Slovak Republic**

of 26 June 2008,

**laying down the requirements on equipment
and systems used for the operation of gambling games, specifically of video games**

Pursuant to Article 57 and letter a) of Act No. 171/2005 Coll. on gambling games and on the amendment and supplement of certain laws, as amended by Act No. 659/2007 Coll. (hereinafter referred to as "Act"), the Ministry of Finance of the Slovak Republic stipulates:

Article 1

Requirements on the equipment and systems used for the operation of gambling games, specifically of video games

(1) Equipment and systems used for the operation of gambling games, specifically of video games (hereinafter referred to as "video games system") shall include

- a) a central computer system,
- b) a backup computer system,
- c) terminals,
- d) end devices allowing on-line access,
- e) electronic communication networks.¹⁾

(2) The video games system may also include verification terminals.

Article 2

Requirements for a central computer system

A central computer system shall:

- a) contain a server, part of which is a software or hardware random number generator which generates the outcome of individual gambling games, while the central computer system may also generate individual gambling games,
- b) be situated
 1. in the territory of the Slovak Republic,
 2. at the seat of a gambling games operator, server owner or a data centre designed for such purpose, protected against unauthorized access and equipped with an appropriate camera system, air-conditioning, mechanical security items, motion detectors, electric fire signalling and fixed fire extinguishing equipment,
 3. out of the terminal operation unit,
- c) provide for
 1. records and for keeping
 - 1a. data and outcome from every gambling game in the scope of bets and winnings with a specification

of the date and time,

- 1b. statistical data on gambling games, especially the number of gambling games played, number of bonus games played, number of multiple games played and the win rate,
- 1c. data on individual stakes and payouts and data on total stakes and payouts,
- 1d. data on the amount of monthly taxes and annual taxes,
- 1e. data on all connections, disconnections and registrations of every person on the video games system,
- 1f. data on faults on terminals with specification of the date and time,
- 1g. data on any interference with the data referred to in point 1a to point 1f and with the gambling game software,
2. real-time monitoring of the data specified in point 1 and the outcome according to individual gambling games, terminals and operations,
3. protection of data referred to in paragraph 1 against loss and abuse,
4. printing of dated and timed reports on all
 - 4a. connections, disconnections and registrations of every person to a video games system,
 - 4b. all interference with data referred to in point 1,
 - 4c. all interference with gambling game software,
 - 4d. faults on terminals.

Article 3

Requirements for a backup computer system

A backup computer system shall:

- a) be on-line connected to the central computer system,
- b) meet the functions of the central computer system pursuant to Article 2 letter c) points 1 – 3,
- c) be situated pursuant to Article 2 letter b),
- d) be situated in a different room to the central computer system.

Article 4

Requirements for a terminal

A terminal shall:

- a) be connected to the central computer system as an end device by means of electronic communication networks

¹⁾ Act No. 610/2003 Coll. on electronic communications, as amended.

and allow the selected gambling game to be played while the terminal does not contain any software or hardware random number generator for generating the outcome of individual gambling games,

- b) have at least one screen to display
 - 1. the gambling game status and the outcome exclusively determined by random through a verified random number generator which forms part of the central computer system,
 - 2. the gambling game description,
 - 3. the gambling game rules,
 - 4. the winning combinations, including winnings,
- c) allow cash or cashless stakes in accordance with the game plan,
- d) allow
 - 1. the gambler's on-line participation in the selected gambling game,
 - 2. each gambler to play a separate gambling game,
 - 3. cashless payout of financial resources in the form of a receipt after the submission of which cash is paid out according to the game plan,
 - 4. printout of a receipt which includes the following data:
 - 4a. identification of the gambling game operator,
 - 4b. address of operation,
 - 4c. terminal number and receipt number,
 - 4d. date and time on which the receipt is printed,
 - 4e. amount to be paid out,
 - 5. interruption of a gambling game without the possibility of starting a new game in the event of a fault or disconnection from the central computer system or backup computer system and, at the same time, the payout of winnings, if achieved before such disconnection or a refund of the stake from such interrupted game,
 - 6. display of at least the last 20 gambling games with statistical data pursuant to Article 2 letter c) point 1b,
 - 7. display of the gambling game outcome,
- e) not allow independent playing of a gambling game after disconnection from the central computer system or backup computer system while signaling a failure state after such disconnection.

Article 5

Requirements for an end device allowing on-line access

An end device which allows on-line access shall:

- a) allow on-line access to authorities authorized to carry out supervision pursuant to Article 10 of the Act,
- b) be designed in a way that does not allow the playing of a gambling game or affecting its course and outcome.

Article 6

Requirements for an electronic communication network

An electronic communication network shall guarantee the secure bi-directional interface of the central computer system and backup computer system with terminals, end devices allowing on-line access and verification terminals.

Article 7

Requirements for a verification terminal

(1) A verification terminal shall:

- a) allow on-line control, including the control of receipts,
- b) not allow the playing of a gambling game or affecting its course and outcome.

(2) A verification terminal may allow

- a) the operation of non-playing and control functions,
- b) the payout of winnings or the receipt of stakes.

Common, temporary and final provisions

Article 8

(1) A video games system shall:

- a) provide for
 - 1. time synchronization and secure communication between the central computer system, backup computer system, terminals, end devices allowing on-line access and verification terminals on the basis of the requirements for the protection of a video games system,
 - 2. the malfunction of all terminals upon the disconnection, dropout or fault of the central computer system or backup computer system,
 - 3. the connection of only one video game operator to one video games system,
- b) backup and store data referred to in Article 2 letter c) point 1b in at least one other safe location by means of electronic media for a minimum of 18 months after the validity of an individual license expires, apart from storing such data in the central computer system and backup computer system.

(2) By means of terminals, a video games system may also allow the operation of gambling games different to video games, such as exchange bets and horse racing bets, while such gambling games may only be generated and registered in a securely separated and independent database of the relevant central computer system and backup computer system which allows separate analytical records to be kept for each of such games.

Article 9

The requirements laid down by this Decree shall also refer to equipment and systems used for the operation of gambling games pursuant to Article 3 paragraph 2 letter g) of the Act, if such equipment and systems by their technical parameters and design mostly resemble video games systems

Article 10

A video games system used for the operation of gambling games, specifically of video games, in accordance with the Act before the effective date of this Decree shall be considered be

a video games system meeting the requirements laid down by this Decree no later than until 30 June 2009

Article 11

This Regulation shall enter into force on 1 January 2009.

Ján Počiatek, by his own hand