



103RD GENERAL ASSEMBLY

State of Illinois

2023 and 2024

SB3255

Introduced 2/6/2024, by Sen. Bill Cunningham

SYNOPSIS AS INTRODUCED:

230 ILCS 40/15
230 ILCS 40/20

Amends the Video Gaming Act. Provides that the Illinois Gaming Board may require video gaming terminals to display a message informing players they may round their winnings down to the nearest whole dollar amount and donate the difference to the special causes described in the Illinois Lottery Law. Provides that the Board shall adopt rules to establish additional criteria and processes to enable video gaming terminals and payout machines to offer players the option to round winnings down to the nearest whole dollar amount or \$0 and donate the difference to the State Lottery Fund for distribution to the special causes. Provides that tickets dispensed by pressing the ticket dispensing button on the video gaming terminal must also indicate the total amount to be donated to the special causes.

LRB103 37605 AWJ 67731 b

1 AN ACT concerning gaming.

2 **Be it enacted by the People of the State of Illinois,**
3 **represented in the General Assembly:**

4 Section 5. The Video Gaming Act is amended by changing
5 Sections 15 and 20 as follows:

6 (230 ILCS 40/15)

7 Sec. 15. Minimum requirements for licensing and
8 registration. Every video gaming terminal offered for play
9 shall first be tested and approved pursuant to the rules of the
10 Board, and each video gaming terminal offered in this State
11 for play shall conform to an approved model. For the
12 examination of video gaming machines and associated equipment
13 as required by this Section, the Board shall utilize the
14 services of independent outside testing laboratories that have
15 been accredited in accordance with ISO/IEC 17025 by an
16 accreditation body that is a signatory to the International
17 Laboratory Accreditation Cooperation Mutual Recognition
18 Agreement signifying they are qualified to perform such
19 examinations. Notwithstanding any law to the contrary, the
20 Board shall consider the licensing of independent outside
21 testing laboratory applicants in accordance with procedures
22 established by the Board by rule. The Board shall not withhold
23 its approval of an independent outside testing laboratory

1 license applicant that has been accredited as required by this
2 Section and is licensed in gaming jurisdictions comparable to
3 Illinois. Upon the finalization of required rules, the Board
4 shall license independent testing laboratories and accept the
5 test reports of any licensed testing laboratory of the video
6 gaming machine's or associated equipment manufacturer's
7 choice, notwithstanding the existence of contracts between the
8 Board and any independent testing laboratory. Every video
9 gaming terminal offered in this State for play must meet
10 minimum standards approved by the Board. Each approved model
11 shall, at a minimum, meet the following criteria:

12 (1) It must conform to all requirements of federal law
13 and regulations, including FCC Class A Emissions
14 Standards.

15 (2) It must theoretically pay out a mathematically
16 demonstrable percentage during the expected lifetime of
17 the machine of all amounts played, which must not be less
18 than 80%. The Board shall establish a maximum payout
19 percentage for approved models by rule. Video gaming
20 terminals that may be affected by skill must meet this
21 standard when using a method of play that will provide the
22 greatest return to the player over a period of continuous
23 play.

24 (3) It must use a random selection process to
25 determine the outcome of each play of a game. The random
26 selection process must meet 99% confidence limits using a

1 standard chi-squared test for (randomness) goodness of
2 fit.

3 (4) It must display an accurate representation of the
4 game outcome.

5 (5) It must not automatically alter pay tables or any
6 function of the video gaming terminal based on internal
7 computation of hold percentage or have any means of
8 manipulation that affects the random selection process or
9 probabilities of winning a game.

10 (6) It must not be adversely affected by static
11 discharge or other electromagnetic interference.

12 (7) It must be capable of detecting and displaying the
13 following conditions during idle states or on demand:
14 power reset; door open; and door just closed.

15 (8) It must have the capacity to display complete play
16 history (outcome, intermediate play steps, credits
17 available, bets placed, credits paid, and credits cashed
18 out) for the most recent game played and 10 games prior
19 thereto.

20 (9) The theoretical payback percentage of a video
21 gaming terminal must not be capable of being changed
22 without making a hardware or software change in the video
23 gaming terminal, either on site or via the central
24 communications system.

25 (10) Video gaming terminals must be designed so that
26 replacement of parts or modules required for normal

1 maintenance does not necessitate replacement of the
2 electromechanical meters.

3 (11) It must have nonresettable meters housed in a
4 locked area of the terminal that keep a permanent record
5 of all cash inserted into the machine, all winnings made
6 by the terminal printer, credits played in for video
7 gaming terminals, and credits won by video gaming players.
8 The video gaming terminal must provide the means for
9 on-demand display of stored information as determined by
10 the Board.

11 (12) Electronically stored meter information required
12 by this Section must be preserved for a minimum of 180 days
13 after a power loss to the service.

14 (13) It must have one or more mechanisms that accept
15 cash in the form of bills. The mechanisms shall be
16 designed to prevent obtaining credits without paying by
17 stringing, slamming, drilling, or other means. If such
18 attempts at physical tampering are made, the video gaming
19 terminal shall suspend itself from operating until reset.

20 (14) It shall have accounting software that keeps an
21 electronic record which includes, but is not limited to,
22 the following: total cash inserted into the video gaming
23 terminal; the value of winning tickets claimed by players;
24 the total credits played; the total credits awarded by a
25 video gaming terminal; and pay back percentage credited to
26 players of each video game.

1 (15) It shall be linked by a central communications
2 system to provide auditing program information as approved
3 by the Board. The central communications system shall use
4 a standard industry protocol, as defined by the Gaming
5 Standards Association, and shall have the functionality to
6 enable the Board or its designee to activate or deactivate
7 individual gaming devices from the central communications
8 system. In no event may the communications system approved
9 by the Board limit participation to only one manufacturer
10 of video gaming terminals by either the cost in
11 implementing the necessary program modifications to
12 communicate or the inability to communicate with the
13 central communications system.

14 (16) The Board, in its discretion, may require video
15 gaming terminals to display Amber Alert messages if the
16 Board makes a finding that it would be economically and
17 technically feasible and pose no risk to the integrity and
18 security of the central communications system and video
19 gaming terminals.

20 (17) The Board, in its discretion, may require video
21 gaming terminals to display a message informing players
22 they may round their winnings down to the nearest whole
23 dollar amount and donate the difference to the special
24 causes described in Section 21.4 of the Illinois Lottery
25 Law.

26 Licensed terminal handlers shall have access to video

1 gaming terminals, including, but not limited to, logic door
2 access, without the physical presence or supervision of the
3 Board or its agent to perform, in coordination with and with
4 project approval from the central communication system
5 provider:

6 (i) the clearing of the random access memory and
7 reprogramming of the video gaming terminal;

8 (ii) the installation of new video gaming terminal
9 software and software upgrades that have been approved by
10 the Board;

11 (iii) the placement, connection to the central
12 communication system, and go-live operation of video
13 gaming terminals at a licensed establishment, licensed
14 truck stop establishment, licensed large truck stop
15 establishment, licensed fraternal establishment, or
16 licensed veterans establishment;

17 (iv) the repair and maintenance of a video gaming
18 terminal located at a licensed establishment, licensed
19 truck stop establishment, licensed large truck stop
20 establishment, licensed fraternal establishment, or
21 licensed veterans establishment, including, but not
22 limited to, the replacement of the video gaming terminal
23 with a new video gaming terminal;

24 (v) the temporary movement, disconnection,
25 replacement, and reconnection of video gaming terminals to
26 allow for physical improvements and repairs at a licensed

1 establishment, licensed truck stop establishment, licensed
2 large truck stop establishment, licensed fraternal
3 establishment, or licensed veterans establishment, such as
4 replacement of flooring, interior repairs, and other
5 similar activities; and

6 (vi) such other functions as the Board may otherwise
7 authorize.

8 The Board shall, at a licensed terminal operator's
9 expense, cause all keys and other required devices to be
10 provided to a terminal operator necessary to allow the
11 licensed terminal handler access to the logic door to the
12 terminal operator's video gaming terminals.

13 The Board may adopt rules to establish additional criteria
14 to preserve the integrity and security of video gaming in this
15 State. The central communications system vendor may be
16 licensed as a video gaming terminal manufacturer or a video
17 gaming terminal distributor, or both, but in no event shall
18 the central communications system vendor be licensed as a
19 video gaming terminal operator.

20 The Board shall adopt rules to establish additional
21 criteria and processes to enable video gaming terminals and
22 payout machines to offer players the option to round winnings
23 down to the nearest whole dollar amount or \$0 and donate the
24 difference to the State Lottery Fund for distribution to the
25 Special Causes in accordance with Section 21.4 of the Illinois
26 Lottery Law.

1 The Board shall not permit the development of information
2 or the use by any licensee of gaming device or individual game
3 performance data. Nothing in this Act shall inhibit or
4 prohibit the Board from the use of gaming device or individual
5 game performance data in its regulatory duties. The Board
6 shall adopt rules to ensure that all licensees are treated and
7 all licensees act in a non-discriminatory manner and develop
8 processes and penalties to enforce those rules.

9 (Source: P.A. 101-31, eff. 6-28-19.)

10 (230 ILCS 40/20)

11 Sec. 20. Video gaming terminal payouts.

12 (a) A video gaming terminal may not directly dispense
13 coins, cash, tokens, or any other article of exchange or value
14 except for receipt tickets. Tickets shall be dispensed by
15 pressing the ticket dispensing button on the video gaming
16 terminal at the end of one's turn or play. The ticket shall
17 indicate the total amount of credits and the cash award, the
18 total amount to be donated to the special causes through the
19 State Lottery Fund, the time of day in a 24-hour format showing
20 hours and minutes, the date, the terminal serial number, the
21 sequential number of the ticket, and an encrypted validation
22 number from which the validity of the prize may be determined.
23 The player shall turn in this ticket to the appropriate person
24 at the licensed establishment, licensed truck stop
25 establishment, licensed large truck stop establishment,

1 licensed fraternal establishment, or licensed veterans
2 establishment to receive the cash award.

3 (b) The cost of the credit shall be one cent, 5 cents, 10
4 cents, 25 cents, or \$1, and the maximum wager played per hand
5 shall not exceed \$4. No cash award for the maximum wager on any
6 individual hand shall exceed \$1,199. No cash award for the
7 maximum wager on a jackpot, progressive or otherwise, shall
8 exceed \$10,000.

9 (c) In-location bonus jackpot games are hereby authorized.
10 The Board shall adopt emergency rules pursuant to Section 5-45
11 of the Illinois Administrative Procedure Act to implement this
12 subsection (c) within 90 days after the effective date of this
13 amendatory Act of the 101st General Assembly. Jackpot winnings
14 from in-location progressive games shall be paid by the
15 terminal operator to the player not later than 3 days after
16 winning such a jackpot.

17 (Source: P.A. 101-31, eff. 6-28-19.)