



104TH GENERAL ASSEMBLY

State of Illinois

2025 and 2026

HB3660

Introduced 2/18/2025, by Rep. Sonya M. Harper

SYNOPSIS AS INTRODUCED:

New Act
230 ILCS 40/15

Creates the Amber Alert Plus Act. Defines "Amber Alert Plus" as a notification system designed to issue and coordinate alerts with respect to Black youth, including young women and girls, who are reported missing under unexplained or suspicious circumstances, who are reported missing and are at risk, who are reported missing and are developmentally disabled or cognitively impaired, or who have been abducted. Provides for procedures for law enforcement agencies to request activation of an Amber Alert Plus by the Illinois State Police if the law enforcement agency determines that an Amber Alert Plus would be an effective tool in the investigation of missing or abducted Black youth, including listing factors for the agency to consider. Allows use of a changeable message sign under specified circumstances. Provides that radio, television, cable, satellite, and social media systems are encouraged, but not required, to cooperate with disseminating the Amber Alert Plus or the information contained in an Amber Alert Plus. Amends the Video Gaming Act. Provides that the Illinois Gaming Board, in its discretion, may require video gaming terminals to display Amber Alert and Amber Alert Plus (rather than only Amber Alert) messages if the Board makes a finding that it would be economically and technically feasible and pose no risk to the integrity and security of the central communications system and video gaming terminals.

LRB104 06198 RTM 16233 b

1 AN ACT concerning government.

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

4 Section 1. Short title. This Act may be cited as the Amber
5 Alert Plus Act.

6 Section 5. Definition. As used in this Act, "Amber Alert
7 Plus" means a notification system, activated under subsection
8 (a) of Section 10, designed to issue and coordinate alerts
9 with respect to Black youth, including young women and girls,
10 who are reported missing under unexplained or suspicious
11 circumstances, who are reported missing and are at risk, who
12 are reported missing and are developmentally disabled or
13 cognitively impaired, or who have been abducted.

14 Section 10. Management and security of the Fund.

15 (a) If a person is reported missing or abducted to a law
16 enforcement agency and that agency determines that factors
17 considered under subsection (e) justify an Amber Alert Plus,
18 the law enforcement agency may request the Illinois State
19 Police to activate an Amber Alert Plus in a system created and
20 maintained by the Illinois State Police. If the Director of
21 the Illinois State Police, or an individual or division
22 designated by the Director, concurs that the factors

1 considered under subsection (e) justify an Amber Alert Plus,
2 the Illinois State Police may activate an Amber Alert Plus
3 within the appropriate geographical area requested by the
4 investigating law enforcement agency.

5 (b) Radio, television, cable, satellite, and social media
6 systems are encouraged, but not required, to cooperate with
7 disseminating the Amber Alert Plus or the information
8 contained in an Amber Alert Plus.

9 (c) Upon activation of an Amber Alert Plus, the Illinois
10 State Police may assist the investigating law enforcement
11 agency by issuing other alerts, an electronic flyer, or
12 changeable message signs in compliance with subsection (d).

13 (d) Upon activation of an Amber Alert Plus, the Illinois
14 State Police may use a changeable message sign if both of the
15 following conditions are met:

16 (1) a law enforcement agency determines that a vehicle
17 may be involved in the missing person incident; and

18 (2) specific identifying information about the vehicle
19 is available for public dissemination.

20 (e) A law enforcement agency may request that an Amber
21 Alert Plus be activated if that agency determines that an
22 Amber Alert Plus would be an effective tool in the
23 investigation of missing or abducted Black youth, including
24 young women or girls. The law enforcement agency may consider
25 the following factors to make that determination:

26 (1) The missing person is age 12 to 25 years of age.

1 (2) The missing person suffers from a mental or
2 physical disability.

3 (3) The person is missing under circumstances that
4 indicate any of the following:

5 (A) The missing person's physical safety may be
6 endangered. The missing person's physical safety is
7 presumed to be endangered, unless there is evidence to
8 the contrary, if the person is 18 or under.

9 (B) The missing person may be subject to
10 trafficking.

11 (4) The person has gone missing under unexplained or
12 suspicious circumstances.

13 (5) The person is in danger because of age, health,
14 mental or physical disability, or environment or weather
15 conditions, that the person is in the company of a
16 potentially dangerous person, or that there are other
17 factors indicating that the person may be in peril.

18 (6) If the investigating law enforcement agency has
19 utilized available local resources.

20 (7) If there is information available that, if
21 disseminated to the public, could assist in the safe
22 recovery of the missing person.

23 Section 90. The Video Gaming Act is amended by changing
24 Section 15 as follows:

1 (230 ILCS 40/15)

2 Sec. 15. Minimum requirements for licensing and
3 registration. Every video gaming terminal offered for play
4 shall first be tested and approved pursuant to the rules of the
5 Board, and each video gaming terminal offered in this State
6 for play shall conform to an approved model. For the
7 examination of video gaming machines and associated equipment
8 as required by this Section, the Board shall utilize the
9 services of independent outside testing laboratories that have
10 been accredited in accordance with ISO/IEC 17025 by an
11 accreditation body that is a signatory to the International
12 Laboratory Accreditation Cooperation Mutual Recognition
13 Agreement signifying they are qualified to perform such
14 examinations. Notwithstanding any law to the contrary, the
15 Board shall consider the licensing of independent outside
16 testing laboratory applicants in accordance with procedures
17 established by the Board by rule. The Board shall not withhold
18 its approval of an independent outside testing laboratory
19 license applicant that has been accredited as required by this
20 Section and is licensed in gaming jurisdictions comparable to
21 Illinois. Upon the finalization of required rules, the Board
22 shall license independent testing laboratories and accept the
23 test reports of any licensed testing laboratory of the video
24 gaming machine's or associated equipment manufacturer's
25 choice, notwithstanding the existence of contracts between the
26 Board and any independent testing laboratory. Every video

1 gaming terminal offered in this State for play must meet
2 minimum standards approved by the Board. Each approved model
3 shall, at a minimum, meet the following criteria:

4 (1) It must conform to all requirements of federal law
5 and regulations, including FCC Class A Emissions
6 Standards.

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

16 (3) It must use a random selection process to
17 determine the outcome of each play of a game. The random
18 selection process must meet 99% confidence limits using a
19 standard chi-squared test for (randomness) goodness of
20 fit.

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

23 (5) It must not automatically alter pay tables or any
24 function of the video gaming terminal based on internal
25 computation of hold percentage or have any means of
26 manipulation that affects the random selection process or

1 probabilities of winning a game.

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

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

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

12 (9) The theoretical payback percentage of a video
13 gaming terminal must not be capable of being changed
14 without making a hardware or software change in the video
15 gaming terminal, either on site or via the central
16 communications system.

17 (10) Video gaming terminals must be designed so that
18 replacement of parts or modules required for normal
19 maintenance does not necessitate replacement of the
20 electromechanical meters.

21 (11) It must have nonresettable meters housed in a
22 locked area of the terminal that keep a permanent record
23 of all cash inserted into the machine, all winnings made
24 by the terminal printer, credits played in for video
25 gaming terminals, and credits won by video gaming players.
26 The video gaming terminal must provide the means for

1 on-demand display of stored information as determined by
2 the Board.

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

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

12 (14) It shall have accounting software that keeps an
13 electronic record which includes, but is not limited to,
14 the following: total cash inserted into the video gaming
15 terminal; the value of winning tickets claimed by players;
16 the total credits played; the total credits awarded by a
17 video gaming terminal; and pay back percentage credited to
18 players of each video game.

19 (15) It shall be linked by a central communications
20 system to provide auditing program information as approved
21 by the Board. The central communications system shall use
22 a standard industry protocol, as defined by the Gaming
23 Standards Association, and shall have the functionality to
24 enable the Board or its designee to activate or deactivate
25 individual gaming devices from the central communications
26 system. In no event may the communications system approved

1 by the Board limit participation to only one manufacturer
2 of video gaming terminals by either the cost in
3 implementing the necessary program modifications to
4 communicate or the inability to communicate with the
5 central communications system.

6 (16) The Board, in its discretion, may require video
7 gaming terminals to display Amber Alert or Amber Alert
8 Plus messages if the Board makes a finding that it would be
9 economically and technically feasible and pose no risk to
10 the integrity and security of the central communications
11 system and video gaming terminals.

12 Licensed terminal handlers shall have access to video
13 gaming terminals, including, but not limited to, logic door
14 access, without the physical presence or supervision of the
15 Board or its agent to perform, in coordination with and with
16 project approval from the central communication system
17 provider:

18 (i) the clearing of the random access memory and
19 reprogramming of the video gaming terminal;

20 (ii) the installation of new video gaming terminal
21 software and software upgrades that have been approved by
22 the Board;

23 (iii) the placement, connection to the central
24 communication system, and go-live operation of video
25 gaming terminals at a licensed establishment, licensed
26 truck stop establishment, licensed large truck stop

1 establishment, licensed fraternal establishment, or
2 licensed veterans establishment;

3 (iv) the repair and maintenance of a video gaming
4 terminal located at a licensed establishment, licensed
5 truck stop establishment, licensed large truck stop
6 establishment, licensed fraternal establishment, or
7 licensed veterans establishment, including, but not
8 limited to, the replacement of the video gaming terminal
9 with a new video gaming terminal;

10 (v) the temporary movement, disconnection,
11 replacement, and reconnection of video gaming terminals to
12 allow for physical improvements and repairs at a licensed
13 establishment, licensed truck stop establishment, licensed
14 large truck stop establishment, licensed fraternal
15 establishment, or licensed veterans establishment, such as
16 replacement of flooring, interior repairs, and other
17 similar activities; and

18 (vi) such other functions as the Board may otherwise
19 authorize.

20 The Board shall, at a licensed terminal operator's
21 expense, cause all keys and other required devices to be
22 provided to a terminal operator necessary to allow the
23 licensed terminal handler access to the logic door to the
24 terminal operator's video gaming terminals.

25 The Board may adopt rules to establish additional criteria
26 to preserve the integrity and security of video gaming in this

1 State. The central communications system vendor may be
2 licensed as a video gaming terminal manufacturer or a video
3 gaming terminal distributor, or both, but in no event shall
4 the central communications system vendor be licensed as a
5 video gaming terminal operator.

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

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