



CYPRUS GAMING + CASINO
SUPERVISION COMMISSION
ΑΡΧΗ ΠΑΙΓΝΙΩΝ + ΕΠΟΠΤΕΙΑΣ
ΚΑΖΙΝΟΥ ΚΥΠΡΟΥ



Κυπριακή Δημοκρατία
Republic of Cyprus

Gaming Equipment Technical Standards

Issued and effective,
30 September 2019

Section 47(3) of the Casino Operations and Control Law 2015 (Law), and Regulation 26(3) of the Casino Operations and Control Law (General) Regulations 2016 requires the Cyprus Gaming and Casino Supervision Commission (Commission) to establish and provide technical standards for gaming equipment used in licensed casinos in Cyprus (Technical Standards).

In the exercise of the functions and duties conferred by Section 65 of the Law, the Commission is hereby issuing the following Technical Standards. These Technical Standards set out the required technical standards for gaming equipment (including computer software) to be used in casinos in Cyprus licenced by the Commission.

Section 47(5) of the Law and Regulation 26(12) make compliance with the Technical Standards by the licensed casino operator a legal requirement.



1. Introduction

1.1. The Technical Standards, as required by the Law, provide standards for mechanical and electrical reliability, security against tampering, ease of understanding of use by players, noise and light levels, protection of players from fraud or deception and protection of game integrity. The Technical Standards in addition provide for game requirements (including information display), random number generation, electronic device and server- based system requirements, specific error and alert requirements.

1.2. The specific types of equipment addressed by the Technical Standards include: gaming machines; electronic table games systems; progressive gaming machines in casinos; cashless systems in casinos; bonusing systems in the casino; promotional systems in casinos; card shufflers and dealer shoes and dealer controlled electronic table games.

1.3. Failure by the Operator or a Gaming Equipment Manufacturer, to comply with the Technical Standards, the Law and the Regulations shall be grounds for conducting disciplinary action against the liable person by the Commission.

1.4. The Commission shall have sole discretion in determining whether there has been a breach of these Technical Standards, after taking into consideration the applicable circumstances.

2. Objectives

2.1. The Technical Standards are needed to ensure that the provision of casino gaming in Cyprus meets the strategic objectives of the Law and Commission mandate to keep gambling crime free, to ensure gambling is conducted honestly, fair and open and to prevent harm to minors and the vulnerable from gambling.

2.2. The Technical Standards are intended to ensure that equipment used to provide casino games deliver outcomes that are determined fairly; that information can be retrieved from the gaming equipment to check compliance and handle customer complaints and that the customer has the ability to control their own spending on casino games.

2.3. The Technical Standards are based upon existing international regulatory and industry best practices. The Technical Standards are equivalent between different types of technology and do not specify proprietary products or technologies.