

Gaming Device

Submission Instructions

Nevada Gaming Control Board, Technology Division

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CONTENTS

Introduction	1
Approval Fees.....	1
Gaming Device Licensing Requirements.....	2
New Gaming Device Review and Approval	2
ITL Certification	3
Pre-Submission Consultation	3
Gaming Device Submission to the Technology Division	3
Field Test (if applicable)	3
Final Approval/Disapproval	4
New Innovation Beta.....	4
New Gaming Device Submission Requirements	5
New Gaming Device Approval Request Form.....	5
Deposit.....	6
Compliance Report	6
Complete Technical Documentation	6
Certification Report From a Registered Independent Testing Laboratory (ITL)	7
Graphical Images	7
Math	8
Documentation Supporting a Field Test	8
Regulation 14.060 Contact	8
Miscellaneous	9
Gaming Device Modification Submission Requirements.....	9
ACES Initiative Modification Notification	10
Emergency Modifications.....	11
Gaming Device Submission Flowchart for the Four Different Modification Submission Types	12
Submission Documentation for Gaming Device Modifications	13
Modification Approval Request form	13
Mod Text	13
Hardware Modifications.....	13
Certification report from a Registered Independent Testing Laboratory (ITL)	14
Graphical Images	14
Math	14
Deposit.....	14
Miscellaneous	14
Electronic Submission Requirements	15
Contact Us	15

ELECTRONIC GAMING DEVICE SUBMISSION INSTRUCTIONS

INTRODUCTION

Gaming devices must be reviewed and approved by the Board or Commission prior to installation and use at any gaming licensee establishment as required by NGC Regulations 14.030 and 14.110.

Brand new devices with all new software are typically considered *new gaming devices*. This may also apply to new roulette wheels or similar hardware devices where the device utilizes a large portion of mechanical or physical components that have not been previously approved for use in Nevada.

Changes and updates to currently approved hardware, revisions to approved software, or new game themes on currently approved platforms are typically considered *gaming device modifications*.

NGC Regulations 14.040(3) and 14.110(3) allow for applications to be made and processed using such forms as the Chair may prescribe. This document is intended to detail what forms are necessary for this process.

APPROVAL FEES

[NRS 463.670\(4\)](#) allows the Board to inspect all gaming devices. Pursuant to the provisions of NRS [463.670\(4\)](#), the Board charges manufacturers of gaming devices a fee for inspections of gaming devices and modifications of previously approved games or gaming devices.

Pursuant to NGC Regulation 14.070, a manufacturer may be required to provide specialized equipment or the services of an independent technical expert to evaluate the equipment. Manufacturers will be billed for the cost of the equipment or services. Gaming device inspection fees are charged at a rate for inspection time and for related travel time as established by the Board Chair.

As of March 23, 2026, the inspection and related travel time for the review of gaming devices are as follows:

- New gaming devices: \$200 per hour
- Gaming device modifications: \$1800 per component for the first 4 hours of review time and at a rate of \$200 per hour thereafter

It is the manufacturer's responsibility to ensure that their account balance is maintained at a level sufficient to cover the anticipated cost of the review. If an account has an insufficient balance the review process will be discontinued and no additional work on the manufacturer's submissions will be performed until such time that the account is sufficiently funded. If the account is not sufficiently funded within a reasonable timeframe, the gaming device or gaming device modification will be disapproved.

GAMING DEVICE LICENSING REQUIREMENTS

Licensure is required for the manufacturing, selling, and distribution of gaming device per [NRS 463.650](#). Applications for licensure can be found on the Board's website. In accordance with NGC Regulations 14.030(3) and 14.110(1), only licensed manufacturers may submit an application for the approval of a gaming device or gaming device modification.

If a device contains two or more components listed in [NRS 463.0155](#) that are manufactured by the same entity, that entity must also be licensed as a manufacturer before the device can be submitted.

NEW GAMING DEVICE REVIEW AND APPROVAL

The general approval flow for a new gaming device is as follows:

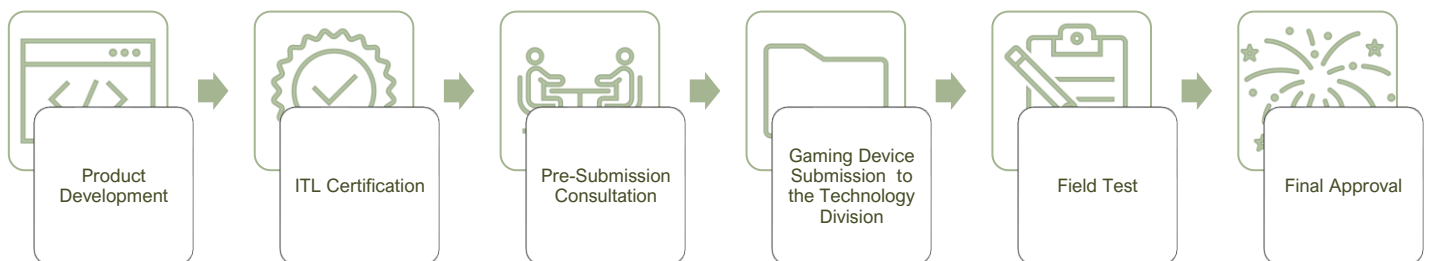


Figure 1 - New Gaming Device Process

The manufacturer may consult with the Technology Division at any step in this process. The process is described at a high level below.

ITL CERTIFICATION

A manufacturer must obtain a certification from an Independent Testing Laboratory (ITL). The certification report attests to the device's compliance with all applicable regulations and technical standards for Nevada. Certification must be completed before submitting the device for approval unless the manufacturer is requesting permission to submit the device under the New Innovation Beta program.

PRE-SUBMISSION CONSULTATION

Before submitting the gaming device to the Technology Division, several items will need to be administratively handled/provided:

- Deposit instructions
- Submission upload instructions
- New Innovation Beta review if New Innovation Beta is being pursued

GAMING DEVICE SUBMISSION TO THE TECHNOLOGY DIVISION

The manufacturer of the gaming device must submit to the Technology Division the materials required in the section titled "Electronic Submission Requirements".

Technology Division staff will perform any administrative review required to confirm that the submission is complete and that the gaming device was certified properly by an ITL. The manufacturer will be required to correct the deficiencies and provide the Technology Division with the corrections necessary to complete the submission.

FIELD TEST (IF APPLICABLE)

Pursuant to NGC Regulation 14.080, the Chair may allow or require a gaming device to be field tested at a licensed gaming establishment. A field test of a new gaming device will not be required for a new gaming device provided that the device is:

- i. Approved by another state or foreign jurisdiction in which gaming is legal and regulated by a government agency with standards for gaming devices materially the same as those in Nevada; and
- ii. At least 10 of the devices submitted for approval were concurrently offered to the public with demonstrated compliance of the regulations and standards of the applicable state or foreign jurisdiction at a gaming establishment licensed by such jurisdiction for a period of no less than 30 days.

The decision to require a field test is at the sole and absolute discretion of the Chair. Requests to forgo a field test of a new gaming device must include detailed evidence of the aforementioned requirements.

FINAL APPROVAL/DISAPPROVAL

Pursuant to NGC Regulation 14.090, the Technology Division will send a report of its evaluation of the new gaming device to the manufacturer seeking approval. The manufacturer must return the report within 15 business days certifying its accuracy or amending it pursuant to the regulation.

Once the Technology Division review has been completed, the device will be considered for approval by the Board or Commission pursuant to NGC Regulation 14.100. The manufacturer will receive written notice of approval or disapproval at the conclusion of this process.

Pursuant to NGC Regulation 14.030(1), a gaming device must be approved by either the Board or Commission before it can be offered for play unless it is under field test. In most cases, the Board Chair will administratively approve a new gaming device. However, the Chair may place the application for approval of the new gaming device on the Board's agenda for the entire Board to review before recommending to the Commission whether the approval should be granted.

NEW INNOVATION BETA

In the interest of expediting the introduction of innovative, alternative and advanced technology for gaming devices for use or play in Nevada, a manufacturer may request its new gaming device be considered for evaluation

under the New Innovation Beta (NIB) process. The decision whether to permit a new gaming device to be evaluated utilizing New Innovation Beta is at the sole and absolute discretion of the Chair.

The NIB process allows gaming devices to be deployed in a limited field test status pending complete development, testing or final regulatory approval. Gaming devices submitted under NIB do not require a certification from an ITL before submission; however, ITL certification is required before the device can be considered for approval. The terms and conditions of the NIB process are described in NGC Regulation 14.080.

To start a request to do an NIB submission, please reach out to the Deputy Chief of the Technology Division prior to making the submission.

NEW GAMING DEVICE SUBMISSION REQUIREMENTS

Prior to making a submission to the Technology Division, it is advised to contact us to finalize submission instructions, receive information on making a deposit, creating an account to upload submission materials, or receive guidance on an NIB request.

New gaming device submissions must contain the following items to be considered complete:

NEW GAMING DEVICE APPROVAL REQUEST FORM

Form GL-01 must be signed by an officer with sufficient authority to bind the manufacturer and who has sufficient knowledge and understanding of the gaming device being submitted.

This form can be found on the Board's website under Forms and Applications, or can be found at the following link:

<https://www.gaming.nv.gov/about-us/forms-and-applications/gaming-lab/#gaminglab>

This form must be complete and signed, otherwise the submission will be considered incomplete and may be rejected.

DEPOSIT

Before the submission of a new gaming device, the manufacturer must make a deposit of no less than \$13,000 USD. Once the Technology Division has evaluated the complete submission package and has determined the scope of the review, the manufacturer may be notified that additional funds are required to cover the anticipated cost of the review. At that time, the manufacturer will be required to make a deposit sufficient to cover the anticipated review cost.

Please contact the Technology Division for instructions on making this deposit.

COMPLIANCE REPORT

A Compliance Report is a document that walks through all the relevant regulations and technical standards and states how the product complies with each.

This can be in either a Word or Excel style format, but in general should be in either table or paragraph form, list the requirement, and then list the description of how the product complies.

For New Gaming Devices, this must cover Regulation 14.040 and all of Technical Standard 1.

COMPLETE TECHNICAL DOCUMENTATION

The submission must contain a complete, comprehensive, and technically accurate description and explanation in both technical and lay language of the manner in which the device operates and complies with all applicable statutes, regulations and technical standards, signed under penalty of perjury. Each control program of the device must also be described with the same level of detail.

The submission must also include all hardware schematics, renderings or photos of the device, and any user or diagnostic manuals.

A system architecture and network topology diagram must be submitted for system based, system supported, and mobile gaming systems. Mobile gaming system submissions must also include a proposed system of internal controls for the operation of the system.

If a system-based or mobile gaming system contains built-in accounting or revenue reports, the submission must include a sample audit.

CERTIFICATION REPORT FROM A REGISTERED INDEPENDENT TESTING LABORATORY (ITL)

Pre-approval inspection is performed by an ITL. The submission must list the certification report and any supplementary materials provided by the ITL. It is not necessary to include the certification report itself, but all relevant report numbers must be listed on the submission form.

The submission must also include a certification of interoperability for each cashless wagering system with which the gaming device will communicate during a potential field test.

If a server-based game or mobile gaming system is submitted where the system contains its own accounting or revenue reports, the ITL certification that certified those reports must also be listed.

If the new gaming device is submitted under the NIB program, ITL certification is not required until directed by the Board or, at the latest, the end of the field test.

A list of registered ITL's can be found at:

<https://www.gaming.nv.gov/divisions/gaming-lab/registered-independent-testing-laboratories/>

GRAPHICAL IMAGES

Graphical images displayed on the gaming device include, but are not limited to, reel strips, rules, instructions, help screens, payglass, paytables, and any strategies used in the game. These must be included in the submission.

All graphical images should be saved in a common graphical format such as *.jpg, *.jpeg, *.png, etc...

MATH

Documentation describing the mathematics of all paytables and any additional documentation necessary to verify the payback percentage of each payable must be included.

DOCUMENTATION SUPPORTING A FIELD TEST

If a field test is required, a letter from a licensed gaming operator that expresses willingness to host a field test of the device and includes the number of machines to be tested as well as a point of contact for the field test.

REGULATION 14.060 CONTACT

NGC Regulation 14.060(1) requires that each manufacturer designate an individual to respond to inquiries from the Chair. This individual must have an understanding of the product to be able to answer these inquiries.

This individual will be the primary point of contact for the Technology Division and will receive all approvals, disapprovals, requests for funds, and any disciplinary actions.

To identify the individual who will act as this primary contact, a letter on company letterhead should be included with the submission stating who the individual is and their contact information including telephone number and email. This letter must be signed by a company official with sufficient authority to designate this individual.

If additional contact points are desired, they may also be listed on the letter and if there is a specific type of correspondence each should receive, e.g. an officer from the accounting department to be included on requests for funds. Adding parties to this contact letter does not alleviate the requirement that there be a single primary contact point.

MISCELLANEOUS

Any additional information, programming, equipment or other items necessary to evaluate the gaming device must be included in the submission. This may include items such as manuals, topology diagrams, agency notifications, etc...

Submission materials must be supplied to the Board in the format described in the section titled “Electronic Submission Requirements”.

GAMING DEVICE MODIFICATION SUBMISSION REQUIREMENTS

Gaming device modifications follow a similar process for approval as new gaming devices:

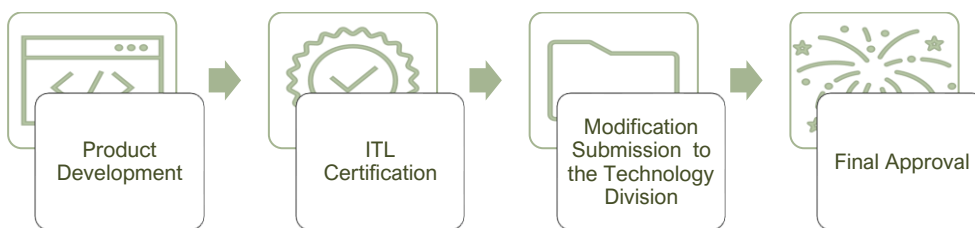


Figure 2 - Gaming Device Modification Process

The manufacturer may consult with the Technology Division at any step in this process.

The above diagram illustrates a summary of the standard modification submission process. This is one of four ways to submit gaming device changes. In total, the four ways are:

- A Standard modification submission
- ACES Category 1 submission {interactive gaming only}
- ACES Category 2 submission {interactive gaming only}
- An Emergency Submission

The other submission methods are described below.

ACES INITIATIVE MODIFICATION NOTIFICATION

The ACES initiative allows for a manufacturer to submit any change to previously approved Interactive Gaming Systems prior to receiving an ITL certification for updates that may change the SHA-1 signature of regulated controlled software, but do not affect gaming revenue calculation or add a new regulated feature. Please see the most recent ACES Industry Notice for details on this process.

ACES Category 1 submissions are, at a high level, notifications to the Board. These changes consist of updates to regulated files but the changes themselves have no regulatory impact. Examples include:

- Installer changes
- W2G updates
- Adjustments to non-regulated reports or forms
- Database optimization, indexing, version compatibility changes
- Operating system performance updates
- Graphical changes such as those related to the user interface
- Non-gaming system interface changes such as those related to lodging, food and beverage, or retail systems
- Peripheral and other I/O device support

No approvals are issued for ACES Category 1 updates, so these updates may be deployed after sending in the notification. Once the ACES Category 1 notification is submitted, the manufacturer has 180 days to compile a standard submission which is then submitted to the Board. The standard submission includes an ITL certification.

ACES Category 2 submissions are essentially standard submissions minus the ITL certification. These can include minor changes to regulatory functions provided there is no revenue reporting impact and do not introduce any new functionality. Examples include:

- Player tracking, promotional, or loyalty system changes
- Communication handling or system architecture
- Changes to regulated forms
- Reconfiguring how information is displayed to the operator or patron
- Non-critical field issue fixes

ACES Category 2 will have an approval letter issued after submission; manufacturers must wait for this approval before being deploying the updates to the field. Once approval is received the product may be deployed and the manufacturer has 180 days to compile a standard submission which is submitted to the Board. The standard submission includes an ITL certification and should include form GL-09 showing all the previous ACES updates included since the last certification.

EMERGENCY MODIFICATIONS

NGC Regulation 14.110(1) allows for an emergency modification to be made in the cases of cheating or a malfunction. Emergency modifications require approval from the Chair but may be submitted without prior certification from an ITL. For Emergency Modifications, contact the Deputy Chief of the Technology Division to determine if the requested change qualifies. To qualify, the modification must address either a cheat or malfunction, and the changes must be restricted addressing the main issue. Other changes that may have been included due to the product development cycle must be excluded.

The Deputy Chief will give direction on submittal, which will typically include emailing required documentation to them. The information will be presented to the Chair of the Board for their decision on whether to grant the emergency modification. If they grant the emergency modification an approval number will be issued to the manufacturer via email and they may deploy the update. A formal approval letter does not come at this time.

Upon issuance of the approval number, the manufacturer will have 15 days to submit the modification to an ITL. Again, this update should be restricted to the changes that were reviewed by the Board earlier in the process. A standard submission package will need to be compiled, including the ITL certification, and submitted to the Board. At this time the Board will issue the formal approval letter associated with the previously communicated approval number.

The process differences between a standard modification and an emergency modification are demonstrated in the flowchart on the next page.

GAMING DEVICE SUBMISSION FLOWCHART FOR THE FOUR DIFFERENT MODIFICATION SUBMISSION TYPES

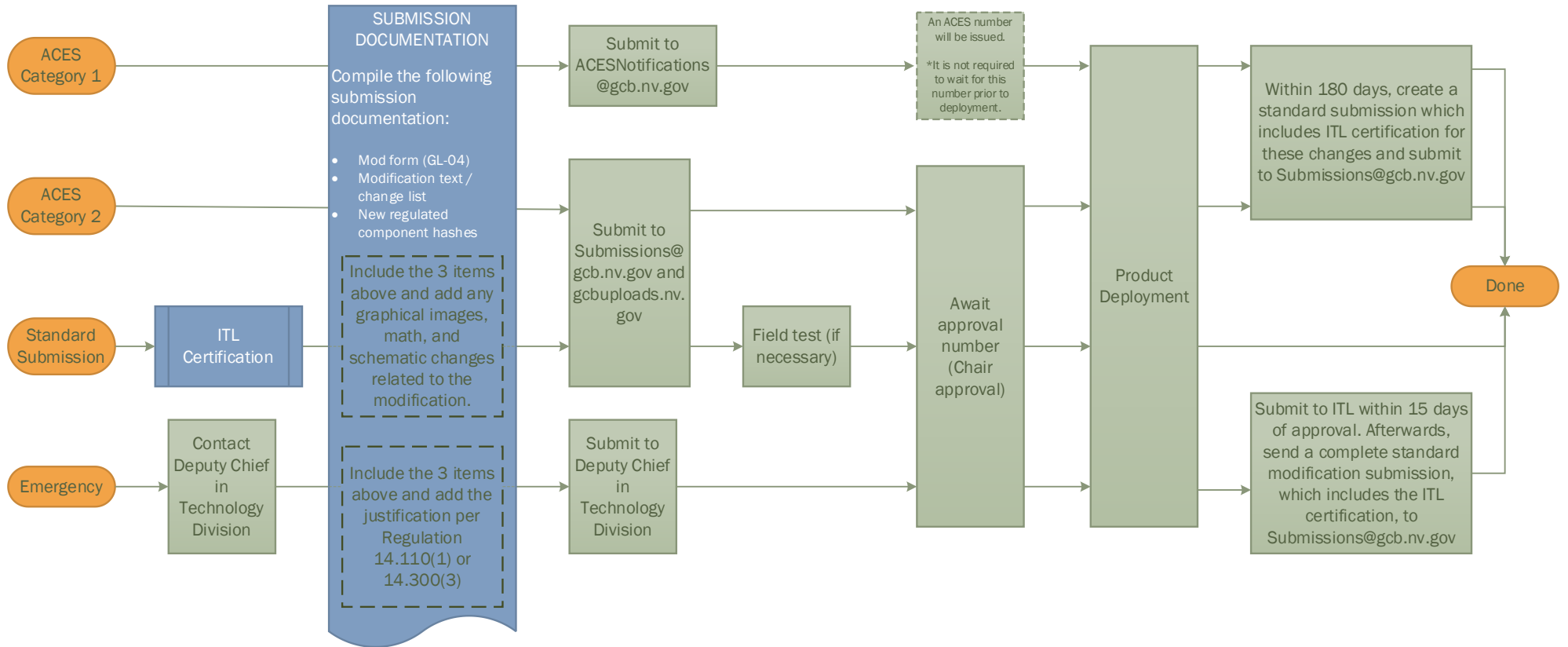


Figure 3

SUBMISSION DOCUMENTATION FOR GAMING DEVICE MODIFICATIONS

Gaming device modification submissions must contain the following items to be considered complete:

MODIFICATION APPROVAL REQUEST FORM

Form GL-04 must be signed by an officer with sufficient authority to bind the manufacturer and who has sufficient knowledge and understanding of the gaming device being submitted.

This form can be found on the Board's website under Forms and Applications, or can be found at the following link:

<https://www.gaming.nv.gov/about-us/forms-and-applications/gaming-lab/#gaminglab>

MOD TEXT

A specific document must be submitted describing each change to the previously approved gaming device component in both technical and lay terms. The modification text must be written in English using complete sentences. Additionally, all documentation must be checked for correct spelling and grammar usage. Source code version control system logs are not acceptable. The modification document must be in plain text and be placed in a folder on the root of the submission archive named "ModDocs" (i.e., D:\ModDocs\modtext.txt). This document is required for both software and hardware modifications.

When the modification is a new game theme, the document must be a thorough game description and follow the guidelines above.

HARDWARE MODIFICATIONS

Hardware submissions must also include any applicable schematics, wiring diagrams, datasheets, or OEM product descriptions.

CERTIFICATION REPORT FROM A REGISTERED INDEPENDENT TESTING LABORATORY (ITL)

Pre-approval inspection is performed by an ITL. The submission must list the certification report and any supplementary materials provided by the ITL. It is not necessary to include the certification report itself, but all relevant report numbers must be listed on the submission form.

GRAPHICAL IMAGES

Graphical images displayed on the gaming device include, but are not limited to, reel strips, rules, instructions, help screens, payglass, paytables, and any strategies used in the game. These must be included in the submission.

All graphical images should be saved in a common graphical format such as *.jpg, *.jpeg, *.png, etc...

MATH

Documentation describing the mathematics of all paytables and any additional documentation necessary to verify the payback percentage of each payable must be included.

DEPOSIT

Should the manufacturer's account not have a balance sufficient to cover the anticipated cost of the review of the modification, the manufacturer will be required to deposit sufficient funds to cover the cost of the review.

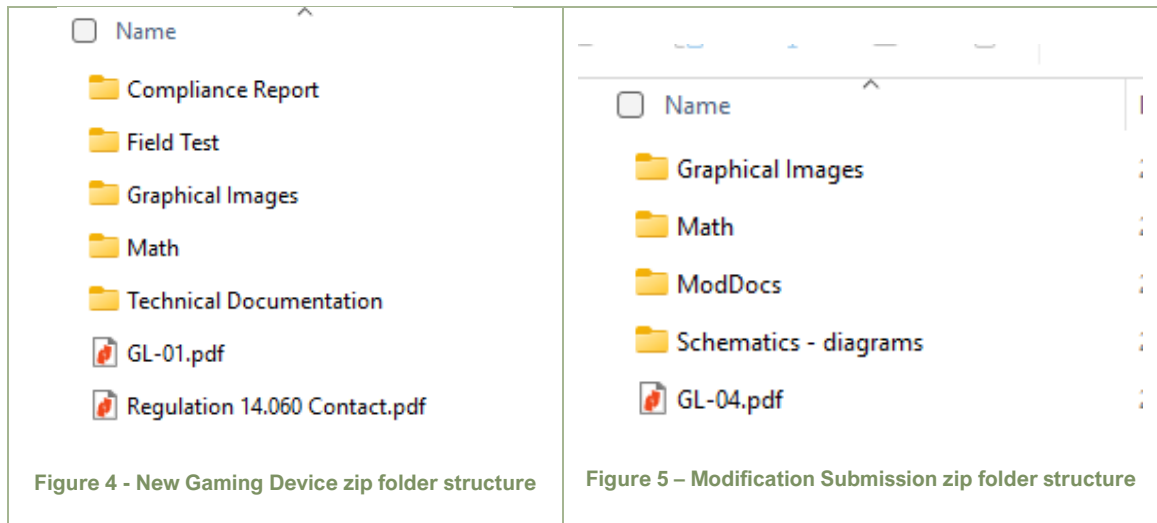
MISCELLANEOUS

Any additional information, programming, equipment or other items necessary to evaluate the gaming device. Must be included in the submission. This may include items such as manuals, topology diagrams, agency notifications, etc...

Submission materials must be supplied to the Board in the format described in the section titled "Electronic Submission Requirements".

ELECTRONIC SUBMISSION REQUIREMENTS

All submissions are currently handled through electronically submitted materials. If you do not have an account to submit these materials, please contact the Deputy Chief of the Technology Division. Upload instructions will be provided to account holders only. Submission materials should be gathered into the corresponding file structure below:



All materials required above must be compressed into a password protected zip file. Once the zip file is uploaded, please send an email to the Board with the password for the file.

Please do not attach documentation to any email correspondence or upload materials if they are not in a password protected zip file unless specifically requested to do so.

CONTACT US

If there are any questions, please contact us through the channels below:

Nevada Gaming Control Board
Technology Division
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Las Vegas, NV 89119
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gcbtechnology@gcb.nv.gov