

NEVADA GAMING CONTROL BOARD

Gaming Laboratory

Modification Approval Request Form Instructions

The Modification Approval Request Form is used for the following types of submissions:

- Gaming Device hardware/software modifications
- Associated Equipment hardware/software modifications

Please see either the Gaming Device or Associated Equipment submission package for instructions on submitting those type of products.

Below are details on the various form fields:

- Manufacturer Name – Name of the licensed entity submitting the product.
- Manufacturer License – The Nevada License or Registration number. This should be in the format of 12345-01.
- Reference Number – Optional. This can be an internal tracking number to assist in identifying unique submissions.
- Device Number – This is a number assigned to the first iteration of a product. This should be in the format D20xx-1234.
- Submission Type – Select the product category from the drop-down that most closely resembles the submitted product.
- Prior Approval #'s – This is the approval number of the product being modified. This should be in the format of S20xx-1234 or H20xx-1234. If there are multiple items in the submission that have different prior approval numbers, please list them all.
- ITL Certification #'s – A list of all certifications involved with the submitted product including any separate audit numbers or interop certifications.
- Minimum RTP % - For game submissions, list the lowest RTP available for configuration in Nevada across all game packages included in the submission.
- Maximum RTP % - For game submissions, list the highest RTP available for configuration in Nevada across all game packages included in the submission.
- ACES Category – Please see the latest ACES industry notice, the Associated Equipment Submission Instructions, or the Gaming Device Submission Instructions for details on each category. These only apply to Interactive Gaming and Associated Equipment and only apply in certain cases. If the product is not being submitted under the ACES initiative, these can be left blank.
- Item/Product Name – For game software, this should be the Program ID. For hardware, it should be the name or part number. For associated equipment it can be either a file name or package name.
- Version Number – For game software, this should be the software version. For hardware, this should be the hardware revision or part number. For associated equipment, this should be the file version or package version.
- Component Type – Please select either hardware or software from the drop-down.
- If additional rows are needed, please provide additional “Component Addendum” forms.
- Design/development entity – if the submitting manufacturer is assuming responsibility for the product, the original developer must be listed here.

Please enter a printed name and date. The form may be signed with any accepted method such as physical signatures, electronically captured signatures, or digital signatures.