

Live Game

Submission Instructions

Nevada Gaming Control Board, Technology Division

Published: February 27, 2026

CONTENTS

Introduction.....	1
Approval Fees	1
Live Game Review and Approval	2
ITL Certification.....	2
Live Game Submission to the Technology Division	3
Field Test (if applicable).....	3
Final Approval/Disapproval	3
“New Game” Submission Requirements	4
Live Game Approval Request Form.....	4
Deposit	4
Rules of Play.....	4
Certification Report From a Registered Independent Testing Laboratory (ITL).....	5
Payout schedule or Paytable	5
Table Layout.....	5
Math.....	5
Documentation Supporting a Field Test.....	5
Developer Information.....	6
Miscellaneous.....	6
“Game Variation” Submission Requirements.....	6
Live Game Approval Request Form.....	6
Deposit	7
Rules of Play.....	7
Differences Between Variations	7
Certification report from a Registered Independent Testing Laboratory (ITL).....	7
Payout schedule or Paytable	8
Table Layout.....	8
Math.....	8
Developer Information.....	8
Miscellaneous.....	8
Electronic Submission Requirements.....	9
Contact Us	9

LIVE GAME SUBMISSION INSTRUCTIONS

INTRODUCTION

Live games must be reviewed and approved by the Board prior to being offered for play at any gaming licensee establishment as required by NGC Regulation 14.230. Application for approval of a live game must be made to the Board's Technology Division as described in NGC Regulation 14.230.

Live games will fall into one of two categories:

A *New Game* is a game that is materially different from any other table game previously approved in Nevada. This may include completely new game themes, new types of wheels or other gaming equipment that has not been used in this manner before, or changing major aspects of the game such as going from a peer-to-peer/rake version to a house-banked version.

A *Game Variation* is typically a game where the core game is already approved and what is submitted is the addition of a side bet, a new payable for either the base game or side bet, the introduction of new betting options, the use of additional equipment to conduct the game, or a difference in dealing procedure.

"New games" are more likely to be field tested than "game variations" and may be either administratively approved by the Chair of the Nevada Gaming Control Board or will be approved in a meeting of the Nevada Gaming Commission per NGC Regulation 14.230(1). "Game variations" may be field tested but are typically administratively reviewed and approved.

NGC Regulation 14.230(2) allows 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 live games. Pursuant to the provisions of [NRS 463.670\(4\)](#), the Board charges game developers of live games

a fee for inspections of new live games and modifications of previously approved games.

As of February 27, 2026, the inspection and related travel time for the review of live games are as follows:

- New games: \$200 per hour
- Game variations: \$200 per hour

It is the live game developer'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 submission will be performed until such time that the account is sufficiently funded. If the account is not sufficiently funded within a reasonable timeframe, the submission will be disapproved.

LIVE GAME REVIEW AND APPROVAL

The general approval flow for a new game is as follows:

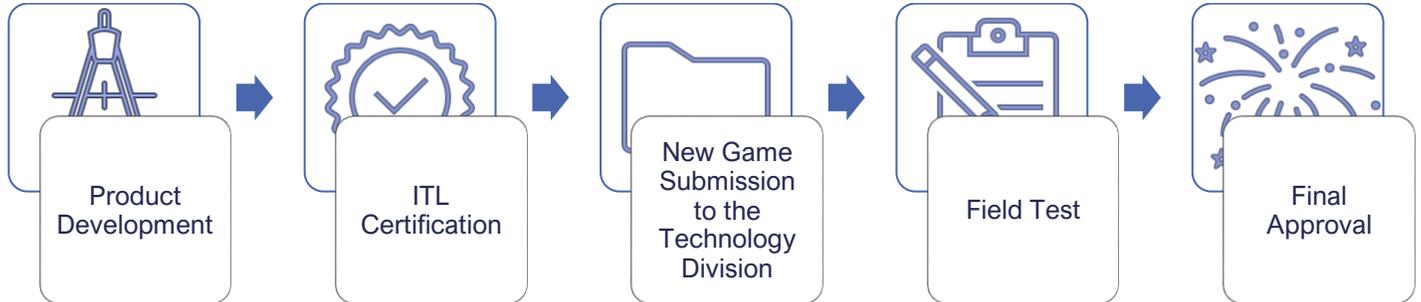


Figure 1 – New Game Process

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

ITL CERTIFICATION

A live game developer must obtain a certification from an Independent Testing Laboratory (ITL). The certification report attests to the game's compliance with all applicable regulations and technical standards for Nevada. Certification must be completed before submitting the live game for approval.

LIVE GAME SUBMISSION TO THE TECHNOLOGY DIVISION

The developer of the live game 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 live game was certified properly by an ITL. The live game developer 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 14.240, the Chair may allow or require a live game to be field tested at a licensed gaming establishment.

The decision to require a field test is at the sole and absolute discretion of the Chair.

FINAL APPROVAL/DISAPPROVAL

Once the Technology Division review has been completed, the live game will be considered for approval by the Board or Commission pursuant to NGC Regulation 14.250. The live game developer will receive written notice of approval or disapproval at the conclusion of this process.

Pursuant to NGC Regulation 14.230, a “new game” 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 the new game. However, the Chair may place the application for approval of the new game on the Board’s agenda for the entire Board to review before recommending to the Commission whether the approval should be granted.

Similarly, “game variations” may not be offered for play unless under field test or approved by the Chair.

“NEW GAME” SUBMISSION REQUIREMENTS

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

LIVE GAME APPROVAL REQUEST FORM

Form GL-03 must be signed by an officer with sufficient authority to bind the live game developer and who has sufficient knowledge and understanding of the live game 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 game, the live game developer must make a deposit of no less than \$4,000 USD. Once the Technology Division has evaluated the complete submission package and has determined the scope of the review, the live game developer may be notified that additional funds are required to cover the anticipated cost of the review. At that time, the live game developer will be required to make a deposit sufficient to cover the anticipated review cost.

RULES OF PLAY

As required by 14.235(3)(a), the submission must contain a complete, comprehensive, and technically accurate description and explanation of how the game is dealt and played. This includes but is not limited to the amount required to wager on the game or series of games in a gaming session, the amount to be paid on winning wagers, any rake-off percentage or any fee charged to play the game or series of games in a gaming session, any monetary wagering limits, and the game outcome.

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.

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

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

PAYOUT SCHEDULE OR PAYTABLE

Samples of payout schedules or paytables that appear on table felt or posted placards must be provided in text format or in a graphical file such as *.jpg or *.png.

TABLE LAYOUT

Samples of table layout or felt must be provided in a graphical file such as *.jpg or *.png.

MATH

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

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 new game and includes the number of tables to be tested as well as a point of contact for the field test.

A sample of a rack card that will be displayed and distributed during patrons during the field test must be supplied in a text or image format such as *.jpg or *.png.

DEVELOPER INFORMATION

Developer information such as name, telephone number, and email must be completed on form GL-03 or the submission will be considered incomplete.

MISCELLANEOUS

Any additional information necessary to evaluate the new game must be included in the submission. This may include items such as manuals, diagrams, videos or the game in play, etc...

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

"GAME VARIATION" SUBMISSION REQUIREMENTS

Game variations follow a similar process for approval as new games:

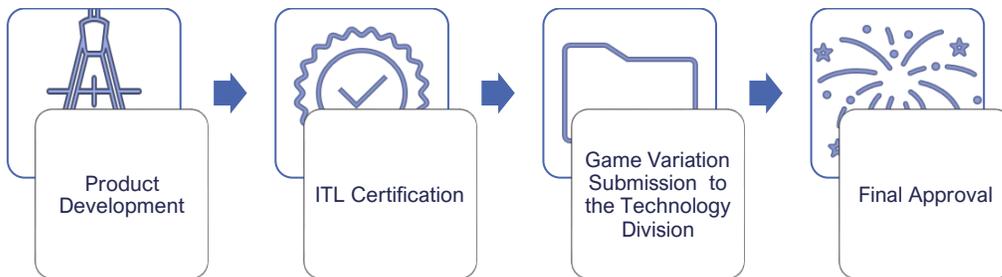


Figure 2 – Game Variation Submission Process

The live game developer may consult with the Technology Division at any step in this process.

Game variation submissions must contain the following items to be considered complete:

LIVE GAME APPROVAL REQUEST FORM

Form GL-03 must be signed by an officer with sufficient authority to bind the live game developer and who has sufficient knowledge and understanding of the live game 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 game variation, the game developer must make a deposit of no less than \$2,000.00 USD. Once the Technology Division has evaluated the complete submission package and has determined the scope of the review, the live game developer may be notified that additional funds are required to cover the anticipated cost of the review. At that time, the live game developer will be required to make a deposit sufficient to cover the anticipated review cost.

RULES OF PLAY

As required by 14.235(3)(a), the submission must contain a complete, comprehensive, and technically accurate description and explanation of how the game is dealt and played. This includes but is not limited to the amount required to wager on the game or series of games in a gaming session, the amount to be paid on winning wagers, any rake-off percentage or any fee charged to play the game or series of games in a gaming session, any monetary wagering limits, and the game outcome.

DIFFERENCES BETWEEN VARIATIONS

The submission must include a document describing the difference between this game variation and the approved variations of play.

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.

PAYOUT SCHEDULE OR PAYTABLE

Samples of payout schedules or paytables that appear on table felt or posted placards must be provided in text format or in a graphical file such as *.jpg or *.png.

TABLE LAYOUT

Samples of table layout or felt must be provided in a graphical file such as *.jpg or *.png.

MATH

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

DEVELOPER INFORMATION

Developer information such as name, telephone number, and email must be completed on form GL-03 or the submission will be considered incomplete.

MISCELLANEOUS

Any additional information necessary to evaluate the game variation must be included in the submission. This may include items such as manuals, diagrams, videos or the game in play, etc...

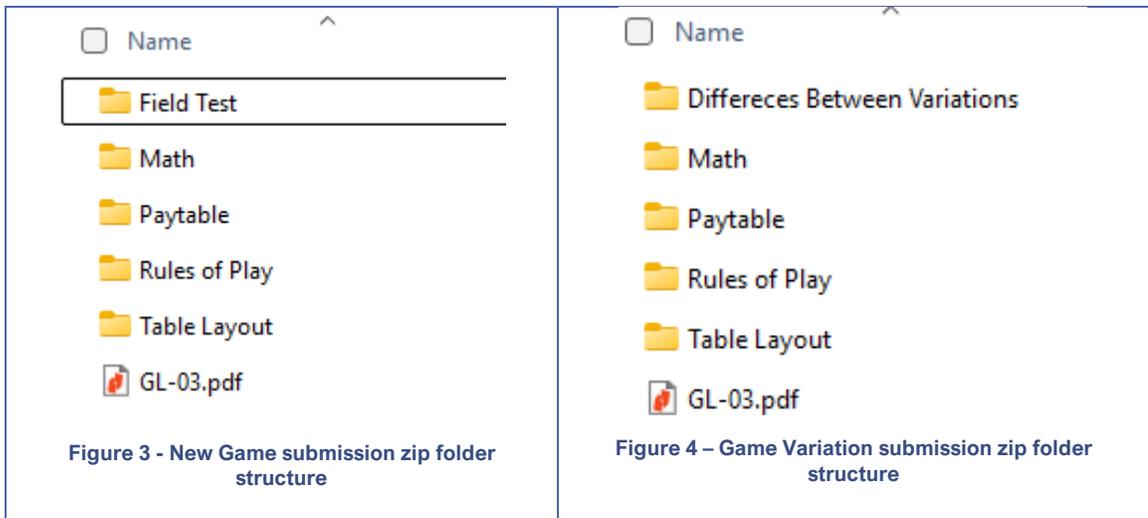
Submission materials must be supplied to the Board in the format described in the section titled "Electronic Submission Requirements".

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.

Alternatively, live game developers may email these materials to the Technology Division.

If submitting through the standard process, submission materials should be gathered into the file structures outlined in figures 3 and 4 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.

CONTACT US

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

Nevada Gaming Control Board
Technology Division
7 State of Nevada Way
Las Vegas, NV 89119
702-486-2043
gcbtechnology@gcb.nv.gov