Category	Section	Quote From Standards	Scientific Games Feedback
HB271	3701 (B)(5-7)	(5) THE COST OF A CREDIT SHALL ONLY BE 1¢, 5¢, 10¢ OR 25¢. (6) THE MAXIMUM WAGER PER INDIVIDUAL GAME SHALL NOT EXCEED $5. (7) THE MAXIMUM PRIZE PER INDIVIDUAL GAME SHALL NOT EXCEED $1,000.	*SG was unable to locate these requirements within the draft rule. For clarity, we recommend bringing these requirements into §1112.7 as either a subset of 1112.7(a) or as their own subsection ahead of the current "(a)" in the draft. For example:* *§1112.7 Video gaming terminal minimum design standards.* *(a) A video gaming terminal must adhere to the following requirements at all times:* *(1) The maximum wager per individual game shall not exceed $5;* *(2) The maximum prize per individual game shall not exceed $1,000; and* *(3) The cost of one credit shall only be 1¢, 5¢, 10¢ or 25¢.* *~~(a)~~(b) A video gaming terminal may not be set to pay out less than the theoretical payout percentage, which*

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HB271	3701 (B)(7)	(7) THE MAXIMUM PRIZE PER INDIVIDUAL GAME SHALL NOT EXCEED $1,000.	*With regard to the maximum win limit, SG understands that the Board is still considering the best method or approach to applying certain requirements from the Law (HB271). We are interested to learn if the Board considers truncation of the win as an acceptable method for insuring the $1,000 win limit.* *As per examples in other jurisdictions, for truncated wins a message will be displayed on the screen that conveys to the player that the maximum win limit has been reached.* *If this is not acceptable, SG would like to make the following suggestions:* 1. *Maximum win limit should be applied individually to all game instances, to include base games, free games, and bonus events.* 2. *Maximum win limit should allow for proper accrual of credits above the limit to be awarded through alternate means (i.e. games that could potentially award a prize in excess of $1,000 due to multipliers or modifiers, may accrue the overage of credits toward game features such as bonus spins).* *For example: A player wagers $5. The base game awards $300 and triggers a random multiplier of 4x (totaling $1,200). The base game could pay $1,000 and accrue 40 bonus spins or some alternate bonus at the same wager level ($5) to be played immediately after collecting their base game award.*
VGT Standards Bonus meters	1112.7 (g)(11)	(g) Video gaming terminals approved for use in an establishment licensee's facility must be equipped with the following meters that comply with the technical standards adopted by the Board and published in the Pennsylvania Bulletin and posted on the Board's web site: (11) Additional requirements. Other meters required by technical standards adopted by the Board and published in the Pennsylvania Bulletin and posted on the Board's web site.	*SG did not find any reference to bonus game meters. For clarification, would a bonus game meter (if provided) be considered an "other meter" as referenced in subsection (11)?* *Additionally, we believe that metering bonus games and free games individually would simplify game accounting and allow for better application of the maximum win limit.*
VGT Standards	1112.7 (j)	(j) A video gaming terminal approved for use in an establishment licensee's must be equipped with the following noncumulative meters:	*SG recommends the following grammatical correction:* *"…licensee's facility must…"*

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Progressives	1112.10 (f)(4)	(f) A video gaming terminal that offers a progressive jackpot may not be placed in the video gaming area until the terminal operator has submitted the following to the Bureau of Gaming Laboratory Operations for review and approval in accordance with § 1112.4: (4) The proposed limit for the progressive jackpot, if any.	*SG understands that the maximum win limit does apply to a progressive prize. Given this, it is safe to assume there will always be a limit of at most $1,000. Thus the terminal operator will always have a limit to propose.* *With regard to handling of progressive wager contributions, what is the Board's expectation for contribution accounting once the progressive prize reaches the maximum win limit?* *If possible, we would suggest that progressive games be allowed to escrow additional contributions to the initial amount of the next progressive prize (i.e. initial amount = seed + escrow of contributions) or toward another applicable feature of the game.* *Taken together, SG recommends the following adjustments:* "(4) The proposed limit for the progressive jackpot, ~~if any~~ and accounting solution for progressive amounts accrued beyond the limit."