Nev. working on skill-based slot games

By J.D. Morris, Las Vegas Sun

Nevada’s effort to make casino floors feel more like arcades advanced last week as gaming regulators started crafting the rules that will govern the introduction of skill into the state’s slot machines.

The Gaming Control Board had its first workshop to receive input on regulations that will implement Senate Bill 9, which Gov. Brian Sandoval signed in May. The bill directs regulators to encourage “innovative, alternative and advanced technology” in casino games – now the board is making rules to figure out exactly how that will work.

Once in place, the regulations should let slots play more like arcade and video games by allowing for an element of skill, hopefully making the games more appealing to customers who aren’t attracted to the traditional, chance-controlled slots.

Board Chairman A.G. Burnett said he expects the skill-based regulations will bring a “sea change” to the casino industry.

Read the whole story