Gaming Commission approves regulations for skill-based slot machines

By J.D. Morris, Las Vegas Sun

Nevada’s foray into skill-based slot machines took a big step forward today when state regulators gave final approval to the rules that will govern the new games.

The Nevada Gaming Commission unanimously approved a set of regulations previously crafted by the Gaming Control Board over the course of multiple public meetings. The entire process was kicked into motion earlier this year when the state Legislature passed Senate Bill 9, which directed regulators to adopt rules promoting “innovative, alternative and advanced technology” in casino games.

The regulations create three distinct game categories: traditional chance-based games, skill games, where a player’s abilities largely govern the outcome, and hybrid games, where a combination of skill and chance affect the result.

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