



PENNSYLVANIA GAMING CONTROL BOARD  
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April 16, 2019

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TO: Interactive Gaming Certificate Holders / Interactive Gaming Operators

**Re: Timeframe for I-Gaming in Pennsylvania**

I am writing to inform you of the projected go-live timeframe for I-Gaming in Pennsylvania. By letter dated December 13, 2018, I informed all I-Gaming certificate holders and I-Gaming operator licensees of the need to promptly submit application materials to facilitate the implementation of I-Gaming. We know that many of you have been diligently working toward the launch of interactive gaming as authorized under Chapter 13B of the Pennsylvania Race Horse Development and Gaming Act ("Act"). In addition, we have fielded many questions concerning nearly every aspect of the Board's expectations of the certificate holders and their operators over the last several months and have posted responses to the questions on our website under the expanded gambling frequently asked questions section as well as in the temporary rulemaking administrative clarifications section.

Consistent with our pledge near the beginning of this process, and in accordance with Board regulation § 818.2(e), the Board intends to launch a coordinated timeframe for the commencement of I-Gaming in Pennsylvania in order to provide similar market access, to the extent possible, to certificate holders and operators. A successful coordinated launch is possible if the I-Gaming certificate holders and their operators have submitted their game platforms for testing and if I-Gaming manufacturers have submitted adequate game content to support the industry.

To date, the Board has presently granted interactive gaming certificates to 10 of Pennsylvania's 13 land-based casinos authorizing those casinos to participate in poker, slots and/or table game like I-games.<sup>1</sup> Some I-Gaming platforms have been submitted to the Board's gaming laboratory. Additionally, the following I-Gaming manufacturers presently licensed by the Board are expected to provide various types of game content: IGT, IGT Global Solutions, Everi

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<sup>1</sup> Online sports wagering will go-live as soon as a sports wagering certificate holder and sports wagering operator has completed all steps necessary to comply with Chapter 13C of the Gaming Act and Board regulations governing sports wagering.

Interactive, NYX, NetEnt, GAN and Konami.<sup>2</sup> Only three (3) of these licensed I-Gaming manufacturers have begun submitting game content for testing to the lab: NetEnt (28 game themes); IGT (16 game themes); and NYX (3 game themes).

It is essential, if certificate holders desire to be authorized to commence I-Gaming during the initial go-live period, that they continue to work to promptly submit all required equipment, software, internal controls and related plans for their operations in compliance with the Act and Board regulations. All I-Gaming certificate holders and I-Gaming operator licensees who do not go-live during the initial period will be able to implement I-Gaming activity as soon as all of their preparations are complete.

Therefore, the Board is providing notice that it has identified the week of July 15, 2019 as the projected go-live implementation timeframe for I-Gaming. This timeframe will provide approximately 90 days from this date for certificate holders and operators to fulfill their duties to submit materials to the Board's laboratory, to submit required internal controls and to obtain all certifications necessary to operate I-Gaming in Pennsylvania.

In accordance with Board regulation § 818.2(d), each I-Gaming Certificate Holder will begin live I-Gaming activity with test periods during the first 2 or 3 days.

To reiterate, following the initial launch period, Board staff will continue to assist all remaining I-Gaming certificate holders and I-Gaming operator licensees to commence I-Gaming activity as those entities complete the preparations for their successful implementation.

Sincerely,



Kevin F. O'Toole  
Executive Director

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cc: R. Douglas Sherman, Chief Counsel, PGCB  
Claire Yantis, Administrative Director, PGCB  
Susan Hensel, Director, Bureau of Licensing, PGCB  
Paul Resch, Director, Bureau of Gaming Operations, PGCB  
Heather Worner, Director, Office of Gaming Laboratories, PGCB

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<sup>2</sup> Three (3) I-Gaming Manufacturers – Evolution, Spin Games and Pala Interactive – have applications presently pending with the PGCB.