

**New Zealand Casino Gaming Machine Appendix to the**

**Australian/New Zealand**

**Gaming Machine**

**National Standard**

**Version 6.0**

July 1 2004  
Appendix Version 1.0

## **NZ1 General**

### **NZ1.1 Introduction**

The Secretary for Internal Affairs (“Secretary”) has adopted the Australian/New Zealand Gaming Machine National Standard Revision 6.0 (“National Standard”) as its core requirement for gaming machine equipment to be operated in New Zealand casinos.

Chapter 8 of the National Standard identifies the Secretary’s position in respect of those requirements that have not yet been standardised. The chapter also sets out various parameters and values specific to New Zealand casino gaming machines.

This Appendix identifies any additional requirements that the Secretary has for gaming machines operating in New Zealand casinos. Such requirements have been referenced back to the applicable section of the National Standard. The Appendix also serves to clarify the Secretary’s position in respect of issues contained in the National Standard that require jurisdictional clarification.

### **NZ1.2 Adoption of Standard**

The National Standard revision 6.0 takes effect on the date advised in notice published in the *New Zealand Gazette*.

### **NZ1.3 Equipment Testing and Approval**

#### ***Modifications***

All modifications to approved gaming machines will require the Secretary’s approval.

## **NZ2 Hardware Standards**

### **NZ2.1 Hardware Cabinet Model Identification Number (Hardware NS 2.3.3)**

- (i) The cabinet model identification number must include the approval number issued by the Department at the time of approval. This must be shown in the format:

“Gaming Machine Model Number” – NZ “Approval Number”

### **NZ2.2 Keys and Locks (Ref NS2.3.21)**

- (i) Keys and locks which give access to the interior of a cabinet must be of a different combination to other keys and locks for other areas of the equipment unless otherwise approved by the Secretary.

**NZ2.3 Logic Area (Ref NS2.3.36....)**

- (i) A 6mm hole is required for affixing physical seals (NS2.3.43)
- (ii) Where the logic cabinet is capable of being removed from a gaming machine cabinet in its entirety and replaced with another complete unit, the logic area shall be fitted with a device or devices that will detect removal regardless whether mains power is switched on or off.

**NZ2.4 Hard Meters (Ref NS 2.4.10)**

- (i) The Secretary has no requirement for electromechanical hard meters.

**NZ2.5 Switchers and Jumpers (Ref NS 2.4.25...)**

- (i) The normal operation of a jumper or dipswitch device, if such device has a normal mode, must be clearly marked on or immediately adjacent to the device.

**NZ2.6 Power Supply (Ref NS 2.4.27...)**

- (i) Where a gaming machine cabinet contains more than one power switch, each switch must clearly identify the unit to which it supplies power.
- (ii) Communications interfaces are to be independently powered from other devices within the gaming machine to ensure continued monitoring during machine maintenance activities.

**NZ2.7 Coin Hoppers (Ref NS 2.6.5)**

- (i) The following subclause shall be added to this section:  
“(d) hopper disconnection/malfunction of coin out sensor.”

## **NZ3 Software Standards**

### **NZ3.1 Residual Credit Removal Meters (Ref NS 3.3.23)**

- (i) Residual credit removal meters are required where the residual credit removal feature is offered.

### **NZ3.2 Hopper Error Conditions (Ref NS 3.7.7)**

- (i) There is no requirement for the software to identify hopper overflow.

### **NZ3.3 Last Play Information Required (Ref NS 3.12.4)**

- (i) The following subclauses shall be added to this section:
  - “(l) where the game is part of a multi-game machine selection, the game name must be displayed; and
  - (m) the prize table must be accessible from the last game replay screen.”

### **NZ3.4 Communication with Jackpot Controller (Ref NS 3.15.1)**

- (i) The Secretary will consider communication of linked jackpot information and control of linked jackpots to/from gaming machines and the external jackpot controller via “wiring harness” interfaces. However communications from the jackpot controller and monitoring system must be protocol based.
- (ii) Where a wiring harness is used to interface a gaming machine to a jackpot controller, the equipment hardware must provide for the following signals:
  - (a) Credit Bet (EGM => Controller)
  - (b) Jackpot Hit (EGM => Controller) – Mystery Jackpots excluded;
  - (c) Machine lockup (Controller => EGM) – Mystery jackpots excluded provided both audible and visual indicators that a jackpot has been won are operational at all times the jackpot is played.

### **NZ3.5 Validation of Gaming Machine Configuration Settings (Ref NS 3.18.6)**

- (i) A variable required to be set during device configuration or set-up must be only able to be set once per valid memory clear or logic cage access.
- (ii) If memory becomes corrupted, a gaming device must not assume default values and re-commence gaming operation unless the assumed values have been configured by an approved mechanism.

## **NZ4 Gaming Machine Tournaments (Supplementary Section)**

[NB: This supplementary section is unique to the New Zealand jurisdiction and the numbering system adopted in this section does not have cross-references to the National Standard.]

### **NZ4.1 Tournament Mode Activation**

Specialised software that permits tournament games and requires swapping of chips to implement is not permitted. Therefore, software that offers tournament mode must provide a secure means to enable switching between tournament mode and normal game play.

### **NZ4.2 Tournament Mode Message**

A message indicating that the machine is in tournament mode must be clearly displayed on the machine.

### **NZ4.3 Implications on Cash Input**

- (i) All coin and note acceptors must be disabled when an EGM is placed in tournament mode and the main door is closed.
- (ii) “Tournament Credits” are to be added via a facility in machine audit mode.

### **NZ4.4 Implications on Cash Out**

The cash out button or its equivalent (eg “Cash Mode” option) must not be operable while the gaming device is in tournament mode.

### **NZ4.5 Implications on Cashless Gaming**

Cards (or other devices) used for cashless gaming must not be able to be used to facilitate the transfer of credits to or from an EGM in tournament mode.

### **NZ4.6 Tournament Metering**

- (i) When placed in tournament mode, the “Credit” meter should be labelled “Tournament Credits”. The credit meter’s function does not alter from normal game play.
- (ii) There is to be a “Tournament Win” meter. This is to be a cumulative meter displayed to the player during tournament mode. It shall be reset to zero by entry to tournament mode and by other approved means (eg Audit mode).
- (iii) The number of credits won on a tournament game is to be added to the Tournament Win meter.
- (iv) No metering information is to be sent to the monitoring system while an EGM is in tournament mode.
- (v) The current value of meters prior to entering tournament mode must be preserved upon entering tournament mode and must be restored upon exiting tournament mode.
- (vi) An EGM must not enter tournament mode while credits exist on the machine.
- (vii) Where credits are obtained while in tournament mode, those credits are to be automatically cancelled upon exiting tournament mode and shall not be accredited to the meters.

- (viii) Progressive meters are to be in no way affected while a device is in tournament mode.

**NZ4.7 Effect on Players' Ability to have an Equal Chance of Winning**

Machines to be used in the conduct of gaming machine tournaments must have similar design criteria (eg hit rates, maximum bet limits, gamble features and feature games). The Secretary may consider exceptions where it is satisfied that the objective of player fairness will not be compromised.

**NZ4.8 Tournaments not Permitted on Linked Jackpots**

No linked progressive (or stand alone progressive) machines are permitted to participate in a tournament unless the Secretary is satisfied that prize values are clearly assigned and displayed for all prize winning combinations. Therefore combinations that would normally trigger the jackpots must have prize values associated with them. Game lock-up and progressive controllers must be disabled.

## **NZ5 Banknote Acceptance Specifications**

### **NZ5.1 Functional Requirements (Ref NS 5.1.2)**

- (i) Valid notes also include casino vouchers approved by the Secretary for acceptance into note acceptor devices.
- (ii) Casino vouchers may include numeric and textual images and printing, bar codes or other such approved encoding to indicate the value of each voucher.
- (iii) Casino vouchers may be pre-printed forms issued by the casino via manual methods.

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### **NZ5.2 Banknote Acceptance (Ref NS 5.1.2)**

- (i) Only legal tender banknotes of \$5, \$10 and \$20 value can be validated and accepted by banknote acceptor devices.
- (ii) Higher legal tender banknotes must not be able to be validated by the acceptor device and must be rejected.
- (iii) Any tickets, vouchers or tokens for use with banknote acceptor devices must be approved by the Secretary.