

## DIVISION III – ELECTRONIC GAMING MACHINES

- Part 1 Interpretation
- Part 2 Equipment
- Part 3 Operation of Electronic Gaming Machines
- Part 4 Payouts
- Part 5 Jackpots
- Part 6 Irregularities

### 1.0 Interpretation

In this division, unless the contrary intention appears:

**“Electronic Monitoring System”** means any electronic or computer system or device that is designed so that it may be used, or adapted, to communicate with and process data in relation to the security, accounting or operation of gaming equipment;

**“Game”** in relation to a gaming machine, means a game designed to be played on that machine and identifiable from all other games played on that machine by differences in rules, mode of operation or physical appearance;

**“Gaming Equipment”** means any:

- (a) gaming machine, or
- (b) game, or
- (c) linked jackpot equipment, or
- (d) electronic monitoring equipment, or
- (e) credit transfer or card reading devices, or
- (f) ticket printer, or
- (g) other equipment or device that may influence or determine the outcome of a game on a gaming machine;

**“Linked Jackpot”** means a progressive jackpot that may be won on a machine contributing to the jackpot when a stipulated symbol configuration or other specified outcome is achieved by the player on the reels, cards or other specified medium, with sufficient credits having been wagered to be eligible for the jackpot;

**“Linked Jackpot Arrangement”** means an arrangement whereby one or more gaming machines in a casino are linked to a device, being a device:

- (a) that records, from time to time, an amount which, in the event of a jackpot or other result being obtained on one of those machines, may

be, or part thereof may be, payable as winnings through or from that machine, and

- (b) that, for the purpose of recording the amount referred to in subparagraph (a), receives data from each gaming machine to which the device is linked, and
- (c) that is not capable of affecting the outcome of a game on a gaming machine to which the device is linked;

**“Linked Jackpot Equipment”** means any jackpot meter, payout display, linking equipment, computer equipment, programming or other device (other than a gaming machine) forming, or capable of forming, part of a linked jackpot arrangement;

A **“Malfunction”** means, in relation to an electronic gaming machine or associated gaming equipment, any deviation by the machine or equipment (as the case may be) from its normal operating function to the extent that a result arising from the operation of that machine or equipment could not reasonably be considered consistent with its design or expected operation, and “to malfunction” has a corresponding meaning;

**“Mystery Jackpot”** means a progressive jackpot that is won by a player on a machine contributing to the jackpot, who is selected at random in accordance with these rules;

**“Progressive Jackpot”** includes a linked jackpot and a mystery jackpot;

**“Syndicated Play”** means three or more players established, on reasonable grounds, to be acting in concert to affect the opportunity of any person or persons to participate in a linked jackpot arrangement;

**“Token”** means any chip used or capable of being used in a casino in the conduct of gaming on a gaming machine in the place of money and approved for the purpose by the Authority;

**“Tokenisation”** means the conversion of a token, bank note or coin inserted into an electronic gaming machine into a multiple number of credits;

**“Unit”** means the denomination of a coin, bank note or token accepted by an electronic gaming machine.

## **2.0 Equipment**

2.1 All gaming machines and games played on gaming machines, and all other gaming equipment used in the conduct of games in a casino, shall be of a type approved by the Authority and shall comply with all applicable provisions of Division IV, Division V or Division VI as the case may be.

### **3.0 Operation of Electronic Gaming Machines**

- 3.1 The rules of play for each game to be played on an electronic gaming machine are displayed on the artwork or screen of the gaming machine as approved in accordance with Division V or Division VI of these rules, as the case may be.
- 3.2 The game will be initiated by the player activating the appropriate game start function.
- 3.3 Options of play are in accordance with the rules of play for each game as displayed on the machine's artwork or screen. These options are initiated by the player activating the appropriate function(s) on the machine.
- 3.4 Tokens may be inserted into all machines that accept tokens, and coins of the appropriate denomination into all machines that accept coins, to obtain credits at any time unless the machine is showing an alarm condition or a payout is in progress.
- 3.4A Bank notes of the appropriate denomination may be inserted into all gaming machines that accept bank notes to obtain credits at any time unless:
- (a) the machine is showing an alarm condition or a payout is in progress; or
  - (b) the machine offers, and the player has selected, a "cash mode", whereby:
    - i) the insertion of a note into a note acceptor device will result in the equivalent in value of that note being dispensed as coins or tokens rather than accumulating to the game credit meter, and
    - ii) game win amounts are paid directly from the machine to the player rather than being credited to the game credit meter.
- 3.5 It is the responsibility of the player to ensure that the correct number of credits is wagered per line, and that the correct number of lines is selected per game.
- 3.6 It is the responsibility of the player to check that coins, bank notes or tokens inserted into the gaming machine increment the credit meter correctly.
- 3.7 A player's credits shall be displayed on either the video screen or an illuminated display.
- 3.8 A player's winnings shall be displayed on either the video screen, an illuminated display or a jackpot display meter.
- 3.9 Winnings may be used by the player for further game plays or, unless the cash out mode described in rule 3.4A is available and has been selected, returned by the machine when the player activates the appropriate cash out function.

- 3.10 Before a player ceases playing on a particular electronic gaming machine, the player shall clear the machine of all credits and shall complete the final game.
- 3.11 No person shall attempt to operate a gaming machine with any object or device other than New Zealand legal tender or a valid token.
- 3.12 No person shall tilt, rock, or in any way damage or interfere with an electronic gaming machine, nor shall any person seek to gain any undue advantage from any manipulation of any gaming equipment or any part thereof.
- 3.13 A player shall not be entitled to a prize on an electronic gaming machine unless that prize results from the legitimate attainment of the prize on the machine.
- 3.14 Machine overpays are not the property of the player. All coins, bank notes, and tokens in electronic gaming machines shall remain the property of the casino operator until won by a player in accordance with the approved rules of the game.
- 3.15 The casino operator may restrict a player to playing one gaming machine at any one time.

#### **4.0 Payouts**

- 4.1 At the end of any game a player may collect his/her credits displayed on the video screen or illuminated display, or his/her winnings, by, unless the cash out mode described in rule 3.4A is available and has been selected, activating the appropriate cash out function on the electronic gaming machine.
- 4.2 Credits or winnings may be paid by the machine by returning coins or tokens to the coin tray unless the accumulated credits, as indicated on the video screen or illuminated display, are in excess of a payout limit fixed by the casino operator and approved by the Secretary. Where the indicated credits exceed the machine payout limit, those credits will be paid to the player manually by procedures approved by the Authority, and the credits so paid will be cancelled from the machine. This rule shall apply subject to rules 4.5 and 5.10.
- 4.3 Prizes shall be paid in accordance with the schedule of prizes displayed on the artwork and/or the screen of the relevant gaming machine, and/or, where applicable, on the relevant jackpot display meter, subject to these rules.
- 4.4 A player entitled to receive a manual payment shall both verify the amount of the payment and acknowledge receipt of that payment by signing the appropriate hand payment form.
- 4.5 A casino operator shall have the right to request a player to play out any credits where the value of such credits is less than \$2. In the event the player declines the request, the casino operator will process a manual payment to the player.

- 4.6 Prizes, coin, token issues and coin or token redemptions payable by the casino operator will wherever possible be paid immediately in the form requested by the player. The casino operator may however delay payment subject to further verification of a player's entitlement, delay payment to a mutually agreed later time, pay the prize other than in the form requested by the player, and request appropriate forms of personal identification from the player.
- 4.7 The casino operator may withhold or void the payment of any prize, coin issue, token issue, or demand the return of any prize, coin issue or token issue, if in its opinion there are grounds to do so, until such time as the casino operator has completed an investigation and made a determination. A player or his/her representative may be present during the verification process.

## **5.0 Jackpots**

- 5.1 The casino operator may from time to time provide for the payment of jackpots to the players of electronic gaming machines.
- 5.2 The value of each progressive jackpot game conducted in the casino shall be displayed on a meter located in a prominent position in relation to the electronic gaming machines which contribute to it.
- 5.3 The casino operator shall maintain a written record of all jackpots it offers, such details to include:
- (a) the number and game name of each electronic gaming machine that is linked together for the purpose of providing a jackpot amount that increases progressively;
  - (b) the seed or reset amounts of each jackpot and the percentage of turnover allocated to the seed;
  - (c) the incremental rate of the jackpot expressed as a percentage of machine turnover; and
  - (d) the maximum amounts of each jackpot where applicable.
- 5.4 A linked jackpot will operate by adding a percentage of a machine's turnover to a linked jackpot pool.
- 5.5 The winner of a linked jackpot pool will be determined in accordance with the specific rules of the game as displayed on the machine artwork or screen. Subject to rule 5.11 of this division, the winner of the linked jackpot pool will win the prize indicated on the linked jackpot display, in addition to any other concurrent winnings that may be payable in accordance with rule 4.3.
- 5.6 A mystery jackpot will operate by adding a percentage of a machine's turnover to a mystery jackpot pool.

- 5.7 The winner of a mystery jackpot pool will be selected at random by a process approved by the Secretary. The winner of a mystery jackpot pool will win the prize indicated on the mystery jackpot display, in addition to any other concurrent winnings that may be payable in accordance with rule 4.3. The number of the machine winning the mystery jackpot pool will be indicated on the mystery jackpot display.
- 5.8 Minimum and maximum mystery jackpot amounts shall be displayed on the mystery jackpot display.
- 5.9 It is the responsibility of a player to ascertain whether he or she has won a mystery jackpot, but the casino operator shall inform a winning player as soon as possible after becoming aware of such a win, should the player not already have displayed his/her awareness of the win.
- 5.10 Jackpot wins as indicated on the relevant jackpot meter may be paid to the player through manual payment procedures approved by the Authority, and the amount so paid will be cleared from the jackpot meter. Rule 4.4 of this division shall apply to any such payment.
- 5.11 Where two or more players are eligible for payment of the amount displayed as the linked jackpot on the relevant meter, the following provisions shall apply:
- (a) the minimum amount of the jackpot shall be payable in full to each such player; and
  - (b) the balance of the jackpot amount shall be shared equally among the winning players.
- 5.12 Two or more players shall be eligible for a linked jackpot if:
- (a) all of the players obtain the winning combination at the same time; or
  - (b) i) one or some of the players obtain the winning combination at the same time, and
    - ii) the linked jackpot arrangement allows other players on gaming machines forming part of the arrangement to complete wagers made before, or at the same time as, the winning combination was obtained, and
    - iii) in completing such wager(s) before further play is prevented, another player obtains, or other players obtain, the winning combination as a result of such wager(s).
- 5.13 In relation to any linked jackpot, no person is permitted to engage syndicated play.
- 5.14 No person is permitted to induce a player at a gaming machine to vacate a gaming machine, or to engage in syndicated play, or to solicit such inducement.

- 5.15 No person is permitted to interfere with, disturb, or intimidate other gaming machine players, or casino employees.
- 5.16 No person may occupy a gaming machine if not actively playing that machine, or occupy an adjacent area such that it restricts another person from gaining access to play a gaming machine.
- 5.17 Any person or persons who, in the reasonable opinion of the casino operator, is or are in breach of rules 5.13 to 5.16 shall be warned and, if they persist with their actions, may be removed from the casino premises.

## **6.0 Irregularities**

- 6.1 Subject to rules 6.7 and 6.8, the casino operator may refuse to make any prize payment to the player in respect of a wager in any case where the casino operator is satisfied that for any reason whatsoever the electronic gaming machine being played, or associated gaming equipment, has malfunctioned.
- 6.2 Where the casino operator refuses payment of a wager pursuant to rule 6.1, the casino operator shall:
- (a) report the matter immediately to a Government inspector;
  - (b) ensure that the machine involved is not played or otherwise dealt with by any person until a Government inspector is afforded the opportunity to make a full examination of the machine; and
  - (c) refund any credit or credits wagered for the play in which the prize payment is being refused.
- 6.3 An electronic gaming machine shall be deemed, in the absence of it being established to the contrary, to have malfunctioned where the same hand, set of numbers or combination of symbols is displayed during three or more consecutive games on the machine.
- 6.4 Players are required to notify the casino operator in the event of any and all machine malfunctions. Failure to do so, and the retention of any prize or free plays as a result of machine malfunction, may be considered a contravention of these rules.
- 6.5 Should an electronic gaming machine malfunction while a player's credits remain displayed on the machine, the credits remaining shall be paid out manually.
- 6.6 In the event of a malfunction of a jackpot meter, jackpot controller or electronic gaming machine forming part of a linked jackpot arrangement, the casino operator reserves the right to adjust the value of the jackpot prize in accordance with approved procedures.

- 6.7 In the event that a mystery jackpot attached to a bank of gaming machines reaches its ceiling value without being triggered, the casino operator shall allocate the jackpot prize evenly among the players on the bank at the time the jackpot ceiling was reached. In the case of a mystery jackpot involving a merchandize prize, the cash equivalent of that prize shall be allocated accordingly.
- 6.8 In the event that a stand-alone mystery jackpot reaches its ceiling value without being triggered, the casino operator shall award the jackpot to the player on the machine at the time the jackpot ceiling was reached.