

## **DIVISION 10A – ELECTRONIC MONEY WHEEL**

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### **1.0 Interpretation**

1.1 In these games rules, any words and expressions used that are defined in the Gambling Act 2003 have the same meaning as in the Act.

1.2 In this Division, unless the contrary intention appears:

**“Game System”** means the configuration of software and game hardware necessary to operate a Money Wheel Terminal;

**“Money Wheel Terminal”** means a touch screen terminal used for the placement and settlement of wagers in the game of Electronic Money Wheel.

1.3 A reference in these rules:

- (a) to a bet is a reference to the contingency or outcome on which a player may place a wager; and
- (b) to a wager is to the money appropriated to such a bet in a particular case.

### **2.0 Application**

The rules contained in this Division, the general rules contained in Division 1, and the applicable rules from Division 10 of these rules referred to in this Division shall apply to the game of Electronic Money Wheel.

### **3.0 Table Layout and Equipment**

3.1 Electronic Money Wheel shall be played with:

- (a) a money wheel as specified in section 2 Table Layout and Equipment – Division 10;

- (b) up to 21 Money Wheel Terminals associated with the money wheel;  
and
  - (c) a Game System comprising the hardware and software needed to operate the Money Wheel Terminals, record the outcome of a spin (either automatically or following the Dealer or the game supervisor entering the outcome manually), and communicate the outcome of each spin of the money wheel.
- 3.2 Where players are offered the option of placing wagers on the table layout:
- (a) the table shall have a drop box attached to it;
  - (b) the layout cloth on the money wheel table shall be the same type as that used in the game of Money Wheel; and
  - (c) rule 2.6 of Division 10 shall apply.
- 3.3 Rules 2.2, 2.3 and 2.4 of Division 10 of these rules shall apply.
- 3.4 The table may be fitted with electronic equipment, which is programmed to detect that the wheel has completed the required number of revolutions and / or illuminate the winning symbol on the layout.
- 3.5 The Money Wheel Terminal must:
- (a) display a money wheel layout marked in a manner that clearly denotes the wagering options;
  - (b) display the following information:
    - (i) the minimum and maximum permissible wagers that may be made through the terminal;
    - (ii) the point at which no more wagers will be accepted for the next spin;
    - (iii) the total number of credits available to the player;
    - (iv) the number of credits wagered by the player for the current round of play;
    - (iv) the winning symbol for the previous round of play; and
    - (vi) the number of credits won by the player for the previous round of play;
  - (c) be programmed so that:

- (i) after the point of time at which no more wagers will be accepted for the next spin, the terminal will not accept a wager or any change or withdrawal of a wager;
- (ii) if a player attempts to place through the terminal an individual wager that is less than the minimum permissible wager for a particular bet, the bet will not be deemed valid and will be returned to the player;
- (iii) if a player attempts to place an individual wager:
  - (A) in a multiple over the minimum which is not permitted; or
  - (B) that is greater than the maximum permitted wager, the terminal will display only so many chips or such denomination of chips as is the next lowest permitted wager;
- (iv) if, by the end of the wagering period for an individual spin, a player has placed one or more wagers which are in aggregate less than the permitted aggregate wager (if any), the Money Wheel Terminal will not recognise those wagers for that spin; and
- (v) at the settlement of wagers for a spin, losing wagers will be cleared automatically from the terminal layout, and winning wagers will be paid by causing an appropriate number of chips to appear or by causing an appropriate adjustment to be made to the amount showing as standing to the credit of the player's chip account; and
- (d) be capable of dispensing a payment voucher for the value of credits on the terminal's chip account; and/or
- (e) be capable of having credits cancelled to allow the Dealer to pay out the full value of remaining credits on the terminal's chip account by tendering chips to a player.

3.6 The Money Wheel Terminals and Game System shall be of a type approved by the Secretary for Internal Affairs and contain components necessary for the performance of, and be designed and programmed to perform, their respective functions in accordance with these rules.

#### **4.0 Wagers**

4.1 Where players are offered the option of placing wagers on the table layout, section 3 of Division 10 of these rules shall apply to all such wagers.

4.2 Where a Money Wheel Terminal is used:

- (a) the wagers specified in section 3 of Division 10 of these rules may be placed by touching the appropriate part of a Money Wheel Terminal's touch screen designated for making wagers; and
  - (b) the player may place wagers on any combination of bets specified on the touch screen display.
- 4.3 A Money Wheel Terminal shall be activated by a player either:
  - (a) inserting an amount of cash into the Money Wheel Terminal's note acceptor; or
  - (b) by tendering to the Dealer an amount of cash or chips.
- 4.4 Where a player inserts cash into a Money Wheel Terminal note acceptor under rule 4.3(a), the amount of cash will automatically be credited to the terminal's chip account in respect of that Money Wheel Terminal, thereby causing chips to appear on the display of the Money Wheel Terminal or that amount to be shown as standing to the credit of the terminal's chip account.
- 4.5 If the Dealer accepts an amount under rule 4.3(b), the Dealer must:
  - (a) give the player control of a Money Wheel Terminal; and
  - (b) credit the Money Wheel Terminal chip account with the amount tendered, thereby causing chips to appear on the display of the Money Wheel Terminal or that amount to be shown as standing to the credit of the terminal's chip account.
- 4.6 The player is solely responsible for the correct placement of the chips appearing on the Money Wheel Terminal layout.
- 4.7 Any wager placed through a Money Wheel Terminal may only be settled in accordance with the appearance of the Money Wheel Terminal at the time a wagering period expired.
- 4.8 The minimum and maximum wagers for electronic money wheel may differ from one terminal to another and from those applied to players wagering on the table layout.

## **5.0 Dealing the Game**

- 5.1 Each Money Wheel Terminal must incorporate a mechanism for displaying the point at which no more wagers will be accepted and, following that point, the Money Wheel Terminal must not accept a wager or change or withdrawal of a wager.

- 5.2 Where players are offered the option of placing wagers on the table layout, section 4 of Division 10 of these rules shall apply.
- 5.3 Where wagers may only be placed through Money Wheel Terminals, rules 4.1, 4.2, and 4.5 of Division 10 of these rules shall apply.
- 5.4 Following determination of the outcome of a spin:
- (a) the Dealer or Game Supervisor shall enter the outcome manually into the Game System, unless the system is programmed to record it automatically; and
  - (b) the Game System shall:
    - (i) record the outcome,
    - (ii) display the outcome on each active Money Wheel Terminal, and
    - (iii) in respect of the wager or wagers placed on a Money Wheel Terminal:
      - (A) if an amount has been won, automatically calculate and display the amount; and
      - (B) automatically calculate and display the player's credit balance as a result of the outcome, in accordance with these rules.

## **6.0 Settlement**

- 6.1 Wagers shall be settled in accordance with rule 3.8 of Division 10 of these rules.
- 6.2 Credits due to a player must be paid in accordance with rules 3.5(d) and (e) of this Division.
- 6.3 A player may redeem a payment voucher with the Casino Operator for an amount equivalent to the value of the credits.

## **7.0 Irregularities**

- 7.1 Section 5 of Division 10 of these rules shall apply to the game of Electronic Money Wheel.
- 7.2 If the Dealer reasonably forms the opinion that a disruption or similar event, which would compromise the integrity of the game, has occurred or is occurring, he/she shall announce a "No spin" and the spin shall be void.

- 7.3 Where the Casino Operator has reason to believe that an incorrect result has been entered into the Game System or communicated to the Money Wheel Terminal, it shall cause the results to be recalculated on the basis of the actual outcome.
- 7.4 Where in the opinion of the Casino Operator an amount has been credited to a player by a Money Wheel Terminal or Game System:
- (a) as a result of the terminal or Game System malfunctioning; or
  - (b) after a terminal or the Game System has malfunctioned and before it has been repaired, the Casino Operator may refuse to pay or credit the player with the amount.
- 7.5 Where the Casino Operator refuses to pay or credit an amount pursuant to rule 7.4, the Casino Operator shall:
- (a) report the matter to a Government Inspector in accordance with approved procedures;
  - (b) ensure that the Money Wheel Terminal or, as the case may be, the Game System involved is not operated or otherwise dealt with by any person until the malfunction has been investigated and dealt with in accordance with approved procedures; and
  - (c) refund any credit or credits wagered by the player for the round in relation to which the payment of any prize is being refused.