

New Zealand Casino Gaming Machine Appendix to the

Australian/New Zealand

Gaming Machine

National Standard

Revision 10.0

1 October 2009

Appendix Version 1.0

DIA1 General

DIA1.1 Introduction

The Secretary for Internal Affairs (“the Secretary”) is responsible for setting standards for casino gaming machine equipment

The Australian/New Zealand Gaming Machine National Standards Revision 10.0 has been adopted as the technical standard for gaming machines and games.

The Australian/New Zealand Gaming Machine National Standards Revision 10.0 will be referred to as the “National Standards” or “NS” in this document.

This document, **New Zealand Casino Gaming Machine Appendix to the Australian/New Zealand Gaming Machine National Standard Revision 10.0**, describes requirements, which are in addition to or differ from those specified by the National Standards.

Where appropriate, references to clauses within the National Standards have been provided in the form (Ref NS X.X).

When this Appendix refers to “this document”, it means the Appendix to the National Standards, the National Standards and any other technical requirements listed in a notice in the *New Zealand Gazette*.

DIA1.2 Approvals

Gaming machines and games will only be considered for approval when the Secretary is satisfied that they meet the requirements of the prevailing Standards.

DIA1.3 Document Revision History

The Secretary may amend this document as necessary at any time. All amendments will be recorded in the Revision History section. Version numbers will be used to indicate document revisions.

DIA1.4 Document Scope

This document sets the requirements for gaming machines approved for operation in casino venues.

DIA2 Hardware Standards

DIA2.1 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”

DIA2.2 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.

DIA2.3 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 of whether the mains power is switched on or off.

DIA2.4 Hard Meters (Ref NS 2.4.10)

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

DIA2.5 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.

DIA2.6 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.

DIA2.7 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.”

DIA3 Software Standards

DIA3.1 Display of Date and Time (Ref 3.3.25)

- (i) Time of day must be displayed and be correct to an accuracy of within 5 minutes of local time.

DIA3.2 Hopper Error Conditions (Ref NS 3.7.7)

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

DIA3.3 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.”

DIA3.4 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; and
 - (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.

DIA3.5 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 only be 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.

DIA4 Gaming Machine Tournaments (Supplementary Section)

Note: 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.

DIA4.1 Tournament Mode Activation

- (i) 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.

DIA4.2 Tournament Mode Message

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

DIA4.3 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.

DIA4.4 Implications on Cash Out

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

DIA4.5 Implications on Cashless Gaming

- (i) 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.

DIA4.6 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 (e.g. 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.

DIA4.7 Effect on Players' Ability to have an Equal Chance of Winning

- (i) Machines to be used in the conduct of gaming machine tournaments must have similar design criteria (e.g. 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.

DIA4.8 Tournaments not Permitted on Linked Jackpots

- (i) 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.

DIA5 Banknote Acceptance Specifications

DIA5.1 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.

DIA5.2 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.

DIA6 Linked Jackpots (Supplementary Section)

The following overrides as appropriate and is in addition to Linked Jackpot requirements, not being a standalone jackpot, of Minimum Standard Other Casino Gambling Equipment incorporated casino Rules of Games:

- (i) If jackpot contributions exceed the jackpot ceiling value on any current jackpot, then all subsequent contributions received once that ceiling is reached are to be credited to an overflow meter.
- (ii) The overflow meter amount must be automatically transferred to the next jackpot pool or pools directly after the current jackpot is won providing the amount transferred does not cause the next jackpot pool to exceed the set ceiling amount for that pool.
- (iii) Jackpot Systems must display what happens to overflow contributions. For example, jackpot artwork or notices may contain the statement: “Once the jackpot pool maximum level is reached, additional contributions are carried over to the next jackpot pool(s)”.
- (iv) Minimum and maximum* (ceiling value) jackpot amounts shall be displayed on the jackpot display.
- (v) The choice of specific parameter values combination can be selected by the operator within the range of values as approved for that jackpot implementation providing:
 - (a) The choice of maximum value combined with play at any wager and number of lines must not cause the overflow pool to exceed a value which would not be reasonably expected, as shown by theoretical calculation and/or emulation, to be paid out during the lifetime of a jackpot.
 - (b) All games on the link meet any minimum game RTP specified.

***Note:** Where maximum value is the default maximum value settable on the jackpot controller i.e the maximum value is effectively unattainable then this value need not be displayed.

DIA9 Harm Prevention and Minimisation (Supplementary Section)

Note: This supplementary section is unique to the New Zealand jurisdiction and the numbering system does not have cross-references to the National Standard.

DIA9.1 Introduction

- (i) This supplementary section takes effect on the following dates:
 - (a) for new gaming machines on 1 October 2005;
 - (b) for all gaming machines on 1 July 2009.

DIA9.2 Elective Information Display

- (i) Game information means the following information generated and displayed on the screen of a gaming machine for each game played on that machine:
 - (a) The odds of winning the game (including the 5 top and bottom winning combinations); and
 - (b) The average winnings paid out to players of the game over a particular period of time or a particular number of plays; and
 - (c) The maximum and minimum player spend rate for the game.
- (ii) All values indicated in the game information screen will be based on theoretical calculated values for individual wins on a single gaming machine as opposed to any values derived from game simulations or actual play history.
- (iii) The odds of winning any single combination must be displayed as the theoretical average number of games for any win. For the effect of win capping and/or prize truncation the use of simulation is permitted. As a minimum any simulation implementation must also agree to within +/- 0.1% of the theoretical game calculation as calculated mathematically without including win capping and/or truncation.
- (iv) The top five winning combinations will be displayed with the highest prize winning combination on the top (descending order of winning prize values). The bottom five winning combinations will be displayed with the lowest prize winning combination on the top (ascending order of winning prize values).
- (v) If more than one prize is of the same value, they can be displayed either by chance, hierarchy or alphabetical order. For example if five “Tens” and five “Queens” pay the same amount the “Queen” combination may be selected

first. Similarly if five “Apples” and five “Oranges” pay the same amount the “Apples” may be displayed first.

- (vi) The minimum bet/line or bet/reel or bet/bucket values will be used for calculating the top five and bottom five winning combinations.
- (vii) Combinations (especially scatter) that trigger any feature, regardless of the payout from the feature, are not to be included in the list of highest (except when the trigger win itself, excluding any additional feature wins, will be one of the top five winning combinations) and lowest winning combinations. However, prize combinations including scatters that do not trigger any feature must be taken into account when selecting the five lowest and highest prize combinations to be displayed.
- (viii) Scatter combinations that will trigger features only when they appear on some specific reel positions and do not trigger a feature while they appear in all other combinations must be included in the calculation of the bottom prize combinations. For example if two “Apples” on reel one & two trigger the feature, while two “Apples” in any other positions pay an amount which will be one among the five lowest winning combinations, then the two “Apple” combination must be included in listing the bottom five winning combinations. It must be noted that when calculating the chance of winning the two “Apple” combinations that trigger the feature must be excluded.
- (ix) The average winnings paid out to a player of the game must be expressed as the approved return to player (RTP) percentage.
- (x) In games that have different RTPs for different bet value combinations, the lowest RTP will be used to display the average winnings.
- (xi) Bonus feature games having one RTP in one mode of operation and a different RTP in another mode of operation, and where the difference of RTP between these two modes is typically more than $\pm 0.25\%$, must display both these RTPs. The RTP must be displayed with a minimum accuracy of two decimal places.
- (xii) The maximum player spend rate must reflect the maximum potential bet, if players play the maximum allowed number of lines, betting the maximum amount per line. The minimum player spend rate must reflect the minimum potential bet, if players play the minimum allowed number of lines betting the minimum amount per line.
- (xiii) Player information is the following information generated and displayed on the screen of a gaming machine:
 - (a) the duration of the player’s session of play; and
 - (b) the amount, expressed in dollars and cents, that the player has spent during the player’s session of play; and
 - (c) the player’s net wins or net losses during the player’s session of play.

- (xiv) The minimum player information that must be displayed to meet the requirements of 9.2 (xiii) is:
 - (a) credits played, being the amount (expressed in dollars and cents) wagered by the player on the gaming machine during a session; and
 - (b) the player session net wins or losses, being the difference (expressed in dollars and cents) between credits won and credits played; and
 - (c) the current duration of the player's session of play shown in hours and minutes.
- (xv) The following information is permitted in some jurisdictions and is acceptable for display, in whole or in part, under this minimum equipment standard:
 - (a) Cash In, being the amount (expressed in dollars and cents) the player has available for play is the total of credits available at the start of a session of play, whether input by the player or not, and any amount the player has put in during a session; and
 - (b) credits played, being the amount (expressed in dollars and cents) wagered by the player on the gaming machine during a session; and
 - (c) credits won, being the amount (expressed in dollars and cents) won by the player on the gaming machine during a session; and
 - (d) the player session net wins or losses, being the difference (expressed in dollars and cents) between credits won (see paragraph (c)) and credits played (see paragraph (b)); and
 - (e) cash out, being the amount (expressed in dollars and cents) collected from the gaming machine by the player during a session; and
 - (f) credits available, being the amount (expressed in dollars and cents) that is currently available for the player to wager on the gaming machine; and
 - (g) the time the player began the session; and
 - (h) the current time of day; and
 - (i) the current duration of the player's session of play shown in hours and minutes.
- (xvi) Any direct or indirect messages intended to encourage the player to continue playing must not be included in player or game information.
- (xvii) The duration of a player's session of play is the continuous time that has elapsed from the start of the first game played and includes all additional games played by a player until:
 - (a) A player does not play a game and a period of 60 seconds has elapsed since the end of the last completed game; or

- (b) No further play is possible without additional credits being purchased by the player and a subsequent period of 30 seconds has elapsed since the last completed game; or
 - (c) A player has exited the game by pressing the collect button.
- (xviii) The activation of the reserve mode, elective display mode, accessing game information screen(s), the display and/or transfer of a jackpot win downloaded direct to the gaming machine, or any other period during which game play is temporarily suspended is deemed to be a part of the 'duration' of a player's session of play.
 - (xix) Game information and player information shall be displayed at the election of the player. This information shall be displayed for at least 30 seconds or until the player exits from the information feature.
 - (xx) Any non-standard interruption of game play such as a fault, error or power down of a gaming machine should, as a minimum, allow a players session of play to recommence from the state it was at the time of interruption. This does not prevent the player session of play to be inclusive of any time elapsed during the lockup state. It is recognised that some interruptions are not recoverable and may require a RAM clear or other action.

DIA9.3 Interruptive Information Display

- (i) Player information, as referenced in section 9.2 (xiii), must be displayed during a player's session of play at random intervals. The random intervals must be triggered during a set period of time not less than five minutes. The set period can occur between 0 and 30 minutes, but the actual display of the information must not exceed 30 minutes after the start of the session of play or the cessation of the last interruptive display of player information.
- (ii) If a game is in progress either at the time of election by the player or the randomly selected interval, the player information need not be displayed until immediately after the game in progress (including free games or features) is completed provided that any period before the player information is displayed does not exceed 30 minutes.
- (iii) If game play has been temporarily suspended as referred to in section 9.2 (xviii) and 30 minutes has elapsed since the start of the session of play or the cessation of the last interruptive display of player information, the player information need not be displayed until game play is resumed.
- (iv) When a player information message is displayed in accordance with this section the display must include a feature that asks the player whether or not he or she wishes to continue with his or her session of play. If the player does not wish to continue with his or her session of play, the gaming machine must include a feature that automatically pays out any winnings or credits to the player, after first completing any game in progress at the time of interruption.

In the case of a jackpot win or other event that requires a hand pay, “automatic payout” may consist of a screen message indicating that the player should contact a staff member for a hand pay.

- (v) Player information must be displayed until:
 - (a) a player chooses to continue game play, providing a minimum period of 15 seconds has elapsed; or
 - (b) a player has chosen not to continue play; or
 - (c) a period of 30 seconds has elapsed and the player has not chosen to either continue or exit game play.
- (vi) The following is an example of a player information message:

Cash In \$100.00
Credits played \$245.50
Credits Won \$239.70*
Session Win or (Loss) (\$5.80)*
Cash out \$0.00
Credits available \$94.20*
Time commenced 8:48 pm
Current time 10:52 pm
Total time played 2 hours 4 minutes

This message will be displayed for 15 seconds.

Do you wish to continue play? Yes/No

*These totals exclude jackpot prizes won during session play.

DIA9.4 Commonalities Between Interruptive and Elective Information Displays

- (i) Player information or game information need not be displayed unless the gaming machine is in idle mode subject to the restriction in 9.3(ii).
- (ii) At the cessation of any display of player information or game information, the gaming machine will revert to the display state immediately preceding the information display.

DIA9.5 Time of Day

See DIA3.1

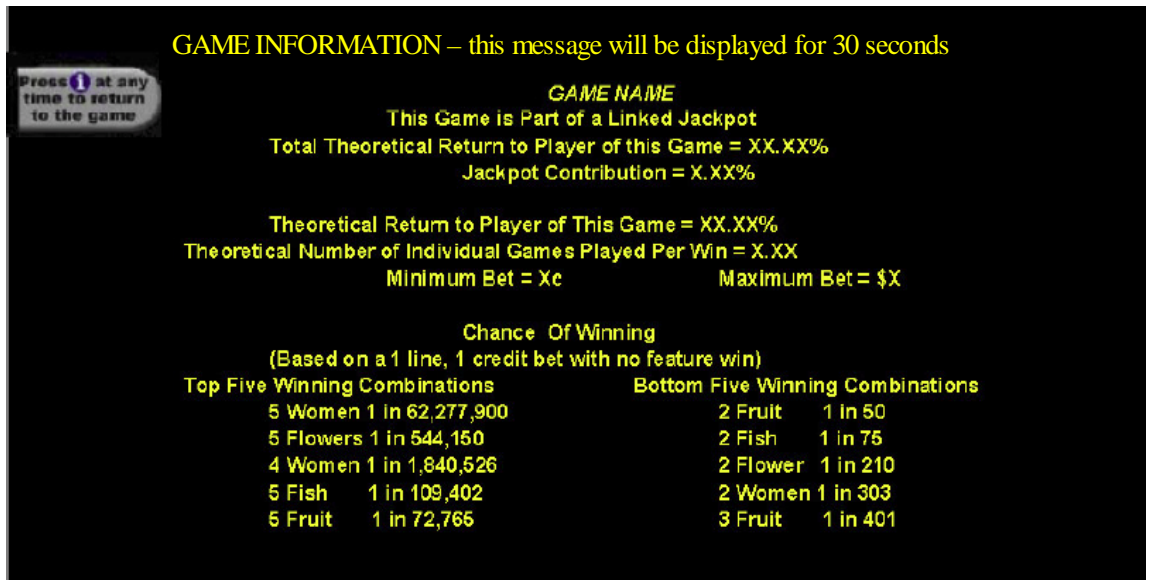
DIA9.6 Jackpot information

- (i) Jackpot information is additional information, as described in following subsections parts (ii) and (iv), to that provided as part of 'game and player information' in relation to each game that may be played on a gaming machine that is part of a stand-alone gaming machine jackpot and/or linked jackpot arrangement. Jackpot information must be displayed as either part of the information displayed on the gaming machine, and/or as a notice affixed to each machine. A stand-alone gaming machine jackpot must always display the required information as part of 'game and player information'.
- (ii) If it is practicable to include jackpot contributions in game information, the following information must be displayed:
 - (a) a statement that the game is part of a jackpot arrangement;
 - (b) the total return to player of the game, being the sum of the return to players contributed by the game and the return to players contributed by the jackpot arrangement; and
 - (c) the return to players of the game contributed by the jackpot arrangement.
- (iii) If it is not practicable to include jackpot contributions in game information, the following information must be displayed as a notice affixed to the gaming machine:
 - (a) a statement that the game is part of a jackpot arrangement; and
 - (b) the return to players of the game contributed by the jackpot arrangement.
- (iv) Where a jackpot prize is won by a gaming machine as part of a linked jackpot arrangement and downloaded to the gaming machine, this amount must be included in the player information on the display.
- (v) Where a jackpot prize is won by a gaming machine as part of a linked jackpot arrangement and not downloaded to the gaming machine, a message must be included on the player information display that any jackpot wins are not reflected in the totals.

DIA9.7 Explanatory Screen Information displays

The following examples are provided for information purposes only and are not meant to represent actual screen displays required.

(i) Game Information



(ii) Player Information



Note:

- Where player information is displayed as part of the interruptive feature, the exit button shown in the top left of the above example is not to be shown.
- For non-touch screen gaming machines the YES and NO button must clearly indicate corresponding buttons on the button panel.

Revision History

Version	Date	Comments
3.0	5 August 2008	Update of appendix to NS.9 Preamble amended to be consistent with similar for Class 4. Requirement for RCR meters deleted. NS9 requirements for RCR meters identical.
4.0	1 July 2009	Updated to version NS10.0. Renumbered DIA6 Linked Jackpot (supplementary Section) added DIA9: Harm Prevention and Minimisation (Supplementary Section) added. Previously a separate document. DIA3.1 Residual Credit Removal Meters. Rationalization of appendix requirements with NS10. This requirement deleted as identical to that of NS10 3.3.22 DIA9.5 renumbered to DIA3.1. Rationalization of appendix requirements with NS10. Display of Date and Time mandatory (removal of optional on/off time display); no other change in outcome. Version re-numbered to be consistent with Class 4 Appendix.