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New Zealand Class 4 Gaming Machine Appendix to the

Australian/New Zealand

Gaming Machine

National Standard

Revision 10.0

1 October 2009

Appendix Version 4.0

DIA1 GENERAL

DIA1.1 Introduction

The Secretary for Internal Affairs (“the Secretary”) is responsible for setting standards for non-casino gaming machine equipment used by licensed societies to raise money for community purposes.

The Australian/New Zealand Gaming Machine National Standards Revision 10.0 has been adopted as the technical standard for gaming machines and games effective from 1 October 2009.

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 Class 4 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 by notice in the New Zealand Gazette e.g. Minimum Technical Requirements for Electronic Monitoring System.

Note that Minimum Technical Requirements for Electronic Monitoring System may take precedence over certain requirements of NS in relation to game configuration, global defaults and CMS operation.

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 Class 4 venues.

Where requirements of this document make reference to stand-alone jackpots these will apply to a game prize progressive component.

DIA2 HARDWARE

DIA2.1 Cabinet Identification (Ref NS 2.3.3)

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 Keying Requirements (Ref NS 2.3.21)

The keys and locks which give access to the interior of the machine and to the cashbox, respectively, must be of different combinations to each other, and from the keys and locks for other areas of the gaming machine.

Door locks must be distinct between the gaming machines of different gaming machine venues.

Door locks must be of a recognised and acceptable design and quality of materials.

DIA2.3 Logic Seals (Ref NS 2.3.43)

The type of logic seal provided is at the discretion of the gaming machine equipment supplier.

Each seal must have a unique number and be stamped with the supplier name and/or logo. Supply of replacement seals must be readily available to persons authorised by class 4 societies to do work on gaming machines on their behalf.

DIA2.4 Hard Meters (Ref NS 2.4.10)

Four electromechanical meters are required as a minimum: -

1. Turnover
2. Total Wins

3. Money In
4. Money Out

DIA2.5 Cash Boxes (Ref NS 2.6.7 & 2.6.8)

The cashbox may be situated internally within the gaming machine proper provided the cashbox is separately locked. Alternatively, the cashbox may be situated in the base on which the gaming machine may stand, provided the base is secure and separately locked.

The gaming machine must be securely bolted on all corners to the base.

If the cashbox is provided within a separate base, the appropriate coin shunting must be sufficient to ensure delivery of coins to the cash-box under abnormal conditions such that movement of the gaming machine from close contact with the base does not allow interception of the coins. A securely held add-on section extending the coin shunting from within the gaming machine proper to an appropriate depth within the base is sufficient.

DIA3 SOFTWARE

DIA3.1 Signature Algorithm (Ref NS 3.1.3, 3.2.15 and 3.10)

‘Minimum Technical Requirements for Electronic Monitoring System QCOM version 1.6.3’ has been adopted as the requirements for electronic monitoring of gaming machines effective from August 1 2009. The requirements apply initially to EMS host and site controller. At a date yet to be advised in the New Zealand Gazette, but no earlier than March 1 2010, all gaming machines must comply with those requirements.

It is optional as to whether HMAC-SHA1 and associated requirements are implemented prior to the gazetted date.

DIA3.2 Metering (Ref NS 3.3.16-3.3.24)

All metering information including additional meters as listed in Table 3.5 should be provided and labelled as appropriate.

Note if a particular feature or function is not included, the appropriate meters need not be provided.

DIA3.3 Display of Date and Time (Ref 3.3.25)

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

DIA3.4 Bet and Win Limits (Ref NS 3.9.6, 3.9.7, 3.9.8, 3.9.20, 3.9.20a, 3.20, 7.1 and 8.3)

MAXNPWIN, MAXPWIN and MAXWAGER define the maximum that can be wagered or won on any one single play.

MAXNPWIN limit is further clarified as the maximum win that can be won on any game including all game elements and any stand-alone game progressive prize over a single play that would together not exceed MAXNPWIN.

The MAXNPWIN limit may require games to “cap” accumulated winnings and truncate prizes. This document **does not** prohibit these actions, providing any stand-alone progressive prize awarded is not truncated. However, the rules of the game must not be contradicted. Any prize capping, prize truncation, game play alteration (for example not playing out the allowed number of bonus or feature games awarded due to prize limitation), and the operation and awarding of any stand-alone progressive prize component must be clearly described to the player within the rules of the game.

See also DIA4 Artwork.

DIA3.5 Win Truncation (Ref 3.9.20b)

NS 3.9.20b is excluded.

DIA3.6 Feature Exit (Ref 3.9.21 and 4)

NS 3.9.21 requirement is excluded and the following paragraphs inserted:

“Game Play must cease and not continue beyond the point at which MAXNPWIN is won; and

When play is exited automatically due to MAXNPWIN having been won, the reason must be clearly displayed to the player.”

DIA3.7 Configuration of Multi-Game Gaming Machines and Permitted Reconfiguration (Ref NS 3.13.11 and 3.18.2)

Multiple games must be grouped in unique multi-game combinations within a range specified below:

Multi-game combination Combination Return Percentage (CRP) is equal to (lowest game RTP plus ½ difference between lowest and highest game RTP). All game variations grouped within any one multi-game combination have their RTP within +/- 0.5% of the CRP.

It must not be possible to incorrectly configure or in any way modify an approved multi-game combination.

DIA3.8 Standard Deviation

NS 3.9.17, Note 1, the final sentence excluded and the following inserted:

“Where clear evidence has been provided to the tester that the game will provide the expected rate of return, then the NSD of 15 can be exceeded. The supporting data and NSD value must be included in any recommendation for approval.”

DIA4 ARTWORK

DIA4.1 General Artwork Requirements (Ref NS 4.2)

The message “Maximum accumulated win per game play, includes all wins from primary/feature/bonus games/stand-alone progressive prize and gamble option, is \$500” must be clearly and permanently displayed on each EGM.

Note: This version of the appendix uses play as described by NS Section 3.9 but the term is interchangeable with the term game play

DIA5 BANKNOTE ACCEPTANCE SPECIFICATIONS

DIA5.1 Banknote Acceptance (NS 5.1.2)

(a) Only legal tender banknotes of \$5, \$10 and \$20 value can be validated and accepted.

(b) Higher legal tender banknotes must not be able to be validated by the acceptance device and are to be rejected.

DIA8 SUPPLEMENTARY STANDARDS DOCUMENT

DIA8.1 Parameter/Limit Values (Ref NS 8.2.4)

Same as WA.

DIA9 HARM PREVENTION AND MINIMISATION (SUPPLEMENTARY SECTION)

[NB: This supplementary section is unique to the New Zealand jurisdiction and the numbering system does not have cross-references to the Australian/New Zealand Gaming Machine 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.

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- (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:

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- 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 DIA3.4

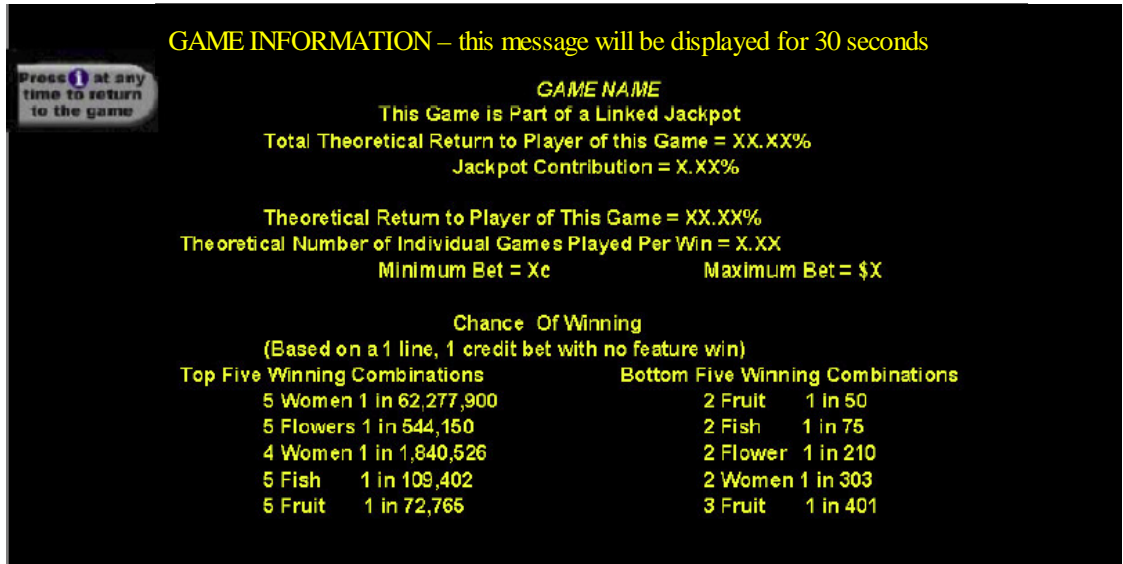
DIA9.6 Jackpot information

- (i) Jackpot information is additional information, as described in following sub-sections 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.
- (iv) 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.

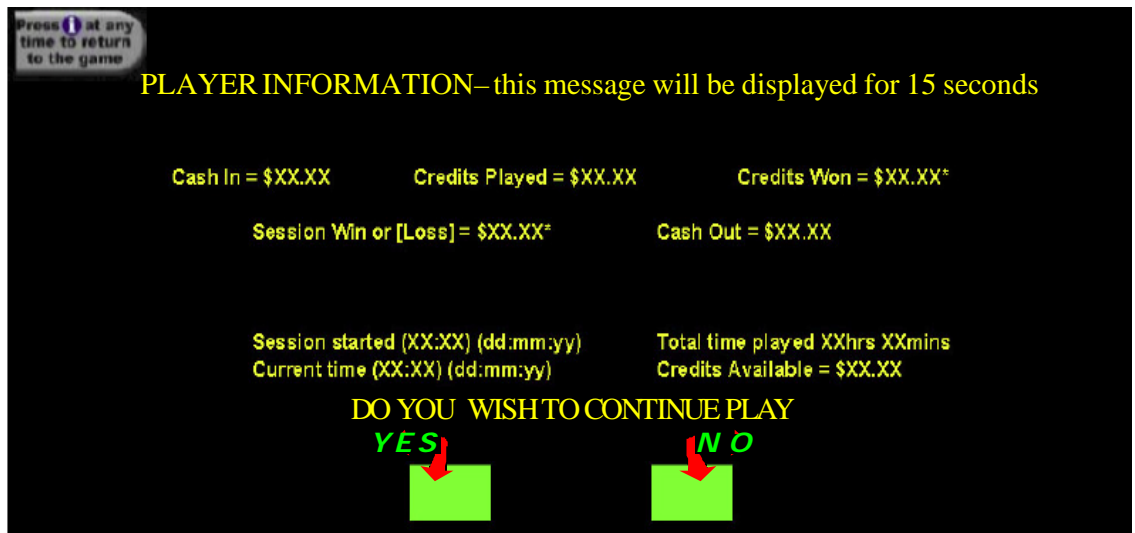
DIA9.7 Explanatory Screen Information displays

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
1.0 1	June 2000	Version 3.0 of NS - First draft
1.1 1	February 2002	Updated to Version 4.01 of NS- First Draft. Amended DIA2.4 Provision of additional hard meters now covered by NS 2.4.15 Updated DIA2.6 Cashbox to clarify provision of cashbox within the gaming machine cabinet. DIA3.2 Clarification of MAXNPWIN, use of term game play and capping. DIA 4 Artwork section inserted. DIA4.1 Game Play Automatic Exit DIA4.2 General Artwork Requirements – general requirement for specific artwork message to remove possible player ambiguity of application of MAXNPWIN to game play not ‘game’.
1.2 1	October 2003	Updated to Version 6.01 of NS Some renumbering of references to NS clauses and minor typos corrected. DIA1.2 Reworded to include reference to Gambling Act 2003 DIA1.3 Detail added to contact details for approval applications DIA 1.7 Status of EMS under Gambling Act 2003 added DIA2.3 Added requirement for suppliers name and/or logo to be shown on security seal along with a unique number DIA 2.5 Video Monitors Adjustment deleted, now included in NS DIA 2.6 Renumbered as DIA 2.5 DIA3.2, DIA4.1 and DIA 4.2 some instances of term game play changed to play. Note added to DIA4.2 to clarify the terms play and game play. DIA3.4 Included additional requirements for Multi-games combinations
1.3	22 March 2004	Updated to reflect Gambling Act 2003 Marked sections to be included as part of approval procedures Added 5.1 Banknote legal tender restrictions
1.4	5 August 2008	<ul style="list-style-type: none"> • Updated to version NS.9 • Inclusion of non-linked progressive game element to game definition. Equivalent to NS9 technical requirements for stand-alone jackpot. • Retention of current status-quo for capping and truncation.
4.0	1 July 2009	<ul style="list-style-type: none"> • Updated to version NS10.0. Renumbered • DIA9: Harm Prevention and Minimisation (Supplementary Section) added. Previously a separate document. • DIA3.1 Reference to date of QCOM 1.6.3 introduction. • Renumbered DIA4.1 to DIA 3.6 and include part of DIA3.4. Rationalisation of requirements for game/feature exit –no change in outcome. • DIA9.5 renumbered to DIA3.3. Rationalization of appendix requirements with NS10. Display of Date and Time –removed optional on/off time display, no other change in outcome. • Version re-numbered consistent with Casino appendix.