New Zealand Class 4 Gaming Machine Appendix to the

Australian/New Zealand

Gaming Machine

National Standard

Revision 9.0

5 August 2008
Appendix Version 1.0
**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 9.0 has been adopted as the technical standard for gaming machines and games effective from 8 August 2008.

The Australian/New Zealand Gaming Machine National Standards Revision 9.0 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 9.0*, 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

DIA3.2 Signature Algorithm (Ref NS 3.1.3, 3.2.15 and 3.10)
It is optional as to whether HMAC-SHA1 and associated requirements are implemented pending adoption of QOGR QCOM version 1.6.

DIA3.1 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.

DIA3.2 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.

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

See also DIA4 Artwork.

**DIA3.3 Win Truncation**

NS 3.9.20b is excluded.

**DIA3.4 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.

**DIA3.5 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  Feature Exit
NS 3.9.21 is excluded and the following sentence inserted:

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

DIA4.2  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.
## REVISION HISTORY

<table>
<thead>
<tr>
<th>Version</th>
<th>Date</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.0 1</td>
<td>June 2000</td>
<td>Version 3.0 of NS - First draft</td>
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<tr>
<td>1.1 1</td>
<td>February 2002</td>
<td>Updated to Version 4.01 of NS- First Draft. Amended DIA2.4 Provision of additional hard meters now covered by NS 2.4.15 &lt;br&gt;Updated DIA2.6 Cashbox to clarify provision of cashbox within the gaming machine cabinet. &lt;br&gt;DIA3.2 Clarification of MAXNPWIN, use of term game play and capping. &lt;br&gt;DIA 4 Artwork section inserted. &lt;br&gt;DIA4.1 Game Play Automatic Exit &lt;br&gt;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’.</td>
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<tr>
<td>1.2 1</td>
<td>October 2003</td>
<td>Updated to Version 6.01 of NS &lt;br&gt;Some renumbering of references to NS clauses and minor typos corrected. &lt;br&gt;DIA1.2 Reworded to include reference to Gambling Act 2003 &lt;br&gt;DIA1.3 Detail added to contact details for approval applications &lt;br&gt;DIA 1.7 Status of EMS under Gambling Act 2003 added &lt;br&gt;DIA2.3 Added requirement for suppliers name and/or logo to be shown on security seal along with a unique number &lt;br&gt;DIA 2.5 Video Monitors Adjustment deleted, now included in NS &lt;br&gt;DIA 2.6 Renumbered as DIA 2.5 &lt;br&gt;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. &lt;br&gt;DIA3.4 Included additional requirements for Multi-games combinations</td>
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<tr>
<td>1.3 22 March 2004</td>
<td>Updated to reflect Gambling Act 2003 &lt;br&gt;Marked sections to be included as part of approval procedures &lt;br&gt;Added 5.1 Banknote legal tender restrictions</td>
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<td>1.4 5 August 2008</td>
<td>Updated to version NS.9 &lt;br&gt;Inclusion of non-linked progressive game element to game definition. Equivalent to NS9 technical requirements for stand-alone jackpot. &lt;br&gt;Retention of current status-quo for capping and truncation.</td>
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