# New Zealand Class 4 Gaming Machine Appendix to the Australia New Zealand Gaming Machine National Standard 2015

**Consultation version 2.0**

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## Explanatory note

The Secretary for Internal Affairs (Secretary) may prescribe minimum standards for gambling equipment under section 372 of the Gambling Act 2003.

The Australia New Zealand Gaming Machine National Standard 2015 forms part of the minimum standard set by the Secretary in respect of class 4 (non-casino) gaming machine equipment and games.

This document also forms part of that minimum standard, and prescribes those requirements that are different to, or in addition to, the requirements in the Australia New Zealand Gaming Machine National Standard 2015.

In addition to this document and the Australia New Zealand Gaming Machine National Standard 2015, other requirements prescribed by the Secretary form part of the minimum standard for class 4 gambling equipment (for example the Minimum Technical Requirements for Electronic Monitoring System). All requirements prescribed by the Secretary are notified in the Gazette and are available on the Department of Internal Affairs’ website [www.dia.govt.nz](http://www.dia.govt.nz).

## DIA-1 Application of Appendix

Refer NS 1 (Introduction)

### DIA-1.1 Title

This document is the New Zealand Class 4 Gaming Machine Appendix to the Australia New Zealand Gaming Machine National Standard 2015.

### DIA-1.2 Compliance with Minimum Standard required for approval

Gaming machines and games may only be approved by the Secretary if they comply with the Minimum Standard.

### DIA-1.3 Appendix to be read with other documents

1. The Appendix must be read with the National Standard and other relevant parts of the Minimum Standard.
2. Part DIA-8 of this Appendix (relating to player information displays) must be read with regulations 7 and 8 of the Gambling (Harm Minimisation and Prevention) Regulations 2004.

### DIA-1.4 References to the National Standard

In this Appendix, references to the National Standard are denoted by NS followed by the relevant clause number.

### DIA-1.5 Hierarchy

1. This Appendix applies despite anything to the contrary in the National Standard.
2. Where there is a conflict between the Minimum Technical Requirements for Electronic Monitoring System and the National Standard in relation to game configuration, global defaults and Central Monitoring System operation, the Minimum Technical Requirements for Electronic Monitoring System will prevail.
3. The Secretary may take a different interpretation of the National Standard to the working party and is not bound by any interpretation of the working party.

**Note:** It is recommended that gaming machine manufacturers and testers also approach the Secretary regarding any issues regarding interpretation of the Minimum Standard. *See also NS 1.16.*

### DIA-1.6 Testing

Refer NS 1.17 to NS 1.19

1. Where, in the opinion of the gaming machine tester, there is non-compliance with the requirements of the Minimum Standard, the gaming machine tester must seek direction from the Secretary.
2. Non-compliance with the Minimum Standard must be reported to the Secretary.

### DIA-1.7 Applications for new and innovative technology

Refer NS 1.18 and see also NS 3.2

1. Any matters of design, manufacture, and performance of class 4 gambling equipment that are not specifically addressed in the Minimum Standard will be considered by the Secretary as part of the approval process. For the avoidance of doubt, this applies to (but is not limited to) situations involving new technology or features, or in situations where innovative use is being made of existing features, or where the existing Minimum Standard is silent on whether a particular feature is permitted.
2. In considering an application under subclause (1), the Secretary may take into account matters of harm minimisation and prevention, and may decline an application due to matters of harm minimisation and prevention.
3. The Secretary may amend the Minimum Standard as a result of an application involving features not addressed in the Minimum Standard.

**Note:** Manufacturers and vendors of gaming equipment are encouraged to contact the Department of Internal Affairs in the course of developing new or innovative technology and features, in order to ensure compliance with the Minimum Standard and in order that any necessary amendments to the Minimum Standard may be made in advance of the equipment being submitted.

### DIA-1.8 Stand-alone jackpots and game prize progressive components

Any requirements in the National Standard in regards to stand-alone jackpots should be read as instead applying to game prize progressive components.

## DIA-2 Definitions

### DIA-2.1 Definitions used in this Appendix

*Refer NS 2 (Definitions)*

In this document:  
**Appendix** means this document

**Minimum Standard** means the National Standard, the Appendix, and any other applicable minimum requirements for class 4 gambling equipment prescribed by the Secretary under section 372 of the Gambling Act 2003

**National Standard** means the Australia New Zealand Gaming Machine National Standard 2015

**Secretary** means the Secretary for Internal Affairs.

## DIA-3 Player Information

Note: DIA-8 sets out the minimum standards that apply to elective and interruptive player information displays.

### DIA-3.1 Automatic feature exit

Refer NS 4.7

For avoidance of doubt, NS 4.7 applies unless it is necessary to automatically exit a feature due to [MAXNPWIN] having been won. *See also DIA-7.2.*

### DIA-3.2 Prize truncation

Refer NS 4.20

For avoidance of doubt, NS4.20 applies unless it is necessary to truncate or cap prizes in order to avoid exceeding [MAXNPWIN]. *See also DIA-7.2.*

## DIA-4 Artwork

### DIA-4.1 Maximum accumulated win message must be displayed

The following message must be clearly and permanently displayed on a gaming machine:

*Maximum accumulated win per game play, including all wins from primary/feature/bonus games/stand-alone progressive prize and gamble option, is $500.*

## DIA-5 Security and Integrity

### DIA-5.1 Machine to be bolted to base

Refer NS 6.1

A gaming machine must be securely bolted on all corners to its base.

### DIA-5.2 Cashbox requirements

Refer NS 6.1

1. The cashbox must be situated either:
2. internally within the gaming machine proper, provided the cashbox is separately locked; or
3. in the base on which the gaming machine stands, provided the base is secure and separately locked.
4. If the cashbox is situated in the base, there must be appropriate coin shunting sufficient to ensure delivery of coins to the cashbox under abnormal conditions, such that any movement of the gaming machine caused by close contact with the base does not allow interception of the coins.
5. For the purposes of subclause (2), it is sufficient for the machine to have a securely held add-on section that extends the coin shunting from within the gaming machine proper to an appropriate depth within the base.

### DIA-5.3 Locks and keys

Refer NS 6.2 and 6.3

1. Locks and keys that secure access to the interior of the gaming machine and the cashbox must be of different combinations to each other, and from the locks and keys that secure access to other areas of the gaming machine.
2. Door locks for gaming machines at a gaming machine venue must not be the same as door locks for gaming machines at another gaming machine venue.
3. Door locks must be of a recognised and acceptable design, and must be manufactured using a recognised and acceptable quality of materials.

### DIA-5.4 Logic seals

Refer NS 6.11

1. The physical seals required under NS 6.11 must each have a unique number and be stamped with the gaming equipment supplier’s name or logo.
2. The type of physical seal required on the logic area door under NS 6.11 is otherwise at the gaming machine equipment supplier’s discretion.

**NOTE:** It is recommended that a supply of replacement seals is made readily available to persons authorised by class 4 societies to service gaming machines.

### DIA-5.5 Banknote acceptance specifications

Refer NS 6.15

1. Banknote acceptor devices may only validate and accept legal tender banknotes of $5, $10, and $20 in value.
2. A banknote acceptor device must reject and must not validate any banknotes of more than $20 in value.

## DIA-6 Auditability

### DIA-6.1 Identification of gaming machines

Refer NS 7.3

1. The gaming machine model number required by NS 7.3(c) must also include the approval number issued by the Secretary at the time of approval.
2. The numbers are to be displayed in the following format:

*“Gaming Machine Model Number” – NZ “Approval Number”*

### DIA-6.2 Configuration of multi-game gaming machines and permitted reconfiguration

Refer NS7.19 – 7.25

1. For multi-game gaming machines, multiple games must be grouped in unique multi-game combinations.
2. A Combination Return Percentage for a multi-game combination must be calculated using the following formula:

*CRP = 0.5 x (HRTP – LRTP) + LRTP*

Where **CRP** = Combination Return Percentage

**HRTP** = the RTP of the game with the highest RTP in the multi-game combination

**LRTP** = the RTP of the game with the lowest RTP in the multi-game combination

1. All game variations grouped within any one multi-game combination must have a RTP within plus or minus 0.5% of the Combination Return Percentage.
2. It must not be possible to incorrectly configure or in any way modify an approved multi-game combination.

## DIA-7 Limits and Parameters

### DIA-7.1 [MAXNPWIN] definition

Refer NS 11.1

[MAXNPWIN] is 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 – i.e. the amount that can be won on all game elements together with any stand-alone game progressive prize must not exceed [MAXNPWIN].

### DIA-7.2 Prize truncation and capping, and game play alteration

Refer NS 11.1 and see also DIA-3.1 and DIA-3.2

1. It is permitted for game play to be altered (for example not playing out bonus or feature games) and/or for games to cap accumulated winnings or truncate prizes for the purposes of complying with the above standard, if the following conditions are met:
   1. any stand-alone progressive prize awarded must not be truncated; and
   2. the rules of the game must not be contravened; and
   3. the operation and awarding of any stand-alone progressive prize component, and any prize capping or prize truncation or game play alteration must be clearly described to the player within the rules of the game.
2. Game play must cease and not continue beyond the point at which [MAXNPWIN] is won.
3. When play is exited automatically due to [MAXNPWIN] having been won, the reason must be clearly displayed to the player.

## DIA-8 Player Information Displays

### DIA-8.1 Elective information display

1. Game information and player information must be displayed at the election of the player.
2. If a game is in progress at the time of the election by the player, the information may be displayed after the game in progress (including free games or features) is completed.
3. The game information and player information must be displayed for at least 30 seconds or until the player exits from the information display, whichever is earlier.

### DIA-8.2 Game information (elective information display)

1. Game information means the following information generated on displayed on the screen of a gaming machine for each game played on that machine:
   1. the odds of winning the game (including the 5 top and bottom winning combinations); and
   2. the average winnings paid out to players of the game over a particular period of time or a particular number of plays; and
   3. the maximum and minimum player spend rate for the game.
2. The game information shown on a gaming machine’s elective information display must be calculated and displayed as set out in this clause.
3. All values indicated in the game information screen must 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.
4. The odds of winning any single combination must be displayed as the theoretical average number of games for any win.
5. 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 plus or minus 0.1% of the theoretical game calculation as calculated mathematically without including win capping and/or truncation.
6. The top five winning combinations must be displayed with the highest prize winning combination on the top (descending order of winning prize values).
7. The bottom five winning combinations must be displayed with the lowest prize winning combination on the top (ascending order of winning prize values).
8. If more than one prize is of the same value, the combinations may 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.
9. The minimum bet/line or bet/reel or bet/bucket values must be used for calculating the top five and bottom five winning combinations.
10. Combinations (especially scatter) that trigger any feature, regardless of the payout from the feature, must not 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.
11. 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 and 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. Note that when calculating the chance of winning, the two “Apple” combinations that trigger the feature must be excluded.
12. The average winnings paid out to a player of the game must be expressed as the approved RTP.
13. In games that have different RTPs for different bet value combinations, the lowest RTP must be used to display the average winnings.
14. 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 plus or minus 0.25%, must display both these RTPs.
15. The RTP must be displayed with a minimum accuracy of two decimal places.
16. 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.
17. 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.

### DIA-8.3 Player information (elective and interruptive information displays)

1. Player information means the following information generated and displayed on the screen of a gaming machine:
   1. the duration of the player’s session of play; and
   2. the amount, expressed in dollars and cents, that the player has spent during the player’s session of play; and
   3. the player’s net wins or net losses during the player’s session of play.
2. The player information shown on a gaming machine’s elective or interruptive information display must be displayed as set out in this clause.
3. The credits played, being the amount (expressed in dollars and cents) wagered by the player on the gaming machine during a session, must be displayed.
4. The player’s session net wins or losses, being the difference (expressed in dollars and cents) between credits won and credits played, must be displayed.
5. The current duration of the player’s session of play must be displayed in hours and minutes.
6. 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:
   1. a player does not play a game and a period of 60 seconds has elapsed since the end of the last completed game; or
   2. 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
   3. a player has exited the game by pressing the collect button.
7. 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.
8. If a non-standard interruption of game play such as a fault, error or power down of a gaming machine occurs, the duration of the player session of play may be inclusive of any time elapsed during the interruption.

### DIA-8.4 Optional additional information for elective display

The following information may be displayed on an elective information display on a gaming machine:

* 1. **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
  2. **credits played**, being the amount (expressed in dollars and cents) wagered by the player on the gaming machine during a session; and
  3. **credits won**, being the amount (expressed in dollars and cents) won by the player on the gaming machine during a session; and
  4. **cash out**, being the amount (expressed in dollars and cents) collected from the gaming machine by the player during a session; and
  5. **credits available**, being the amount (expressed in dollars and cents) that is currently available for the player to wager on the gaming machine; and
  6. the **time** the player began the session.

### DIA-8.5 Interruptive display requirements

* + - 1. Player information, as outlined in DIA-8.3, must be displayed during a player’s session of play at random intervals.
      2. The random intervals must be triggered during a set period of time not less than 5 minutes from the start of the player’s session of play or the cessation of the last interruptive display. The set period may be 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.
      3. If a game is in progress at the time of 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 from the start of the player’s session of play or the cessation of the last interruptive display.
      4. If game play has been temporarily suspended as referred to in DIA-8.3(7) 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.
      5. When a player information message is displayed in accordance with this clause 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.
      6. 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.
      7. In the case of a jackpot win or other event that requires a manual payment, the automatic payout may consist of a screen message indicating that the player should contact a staff member for a manual payment.
      8. Player information on an interruptive display must be displayed until:
         1. a player chooses to continue game play, providing a minimum period of 15 seconds has elapsed; or
         2. a player has chosen not to continue play; or
         3. a period of 30 seconds has elapsed and the player has not chosen to either continue or exit game play.

### DIA-8.6 Prohibited messages

Any direct or indirect messages intended to encourage the player to continue playing must not be included on an elective or interruptive player information display.

### DIA-8.7 Cessation of information display

At the cessation of any player information display, the gaming machine will revert to the display state immediately preceding the information display.

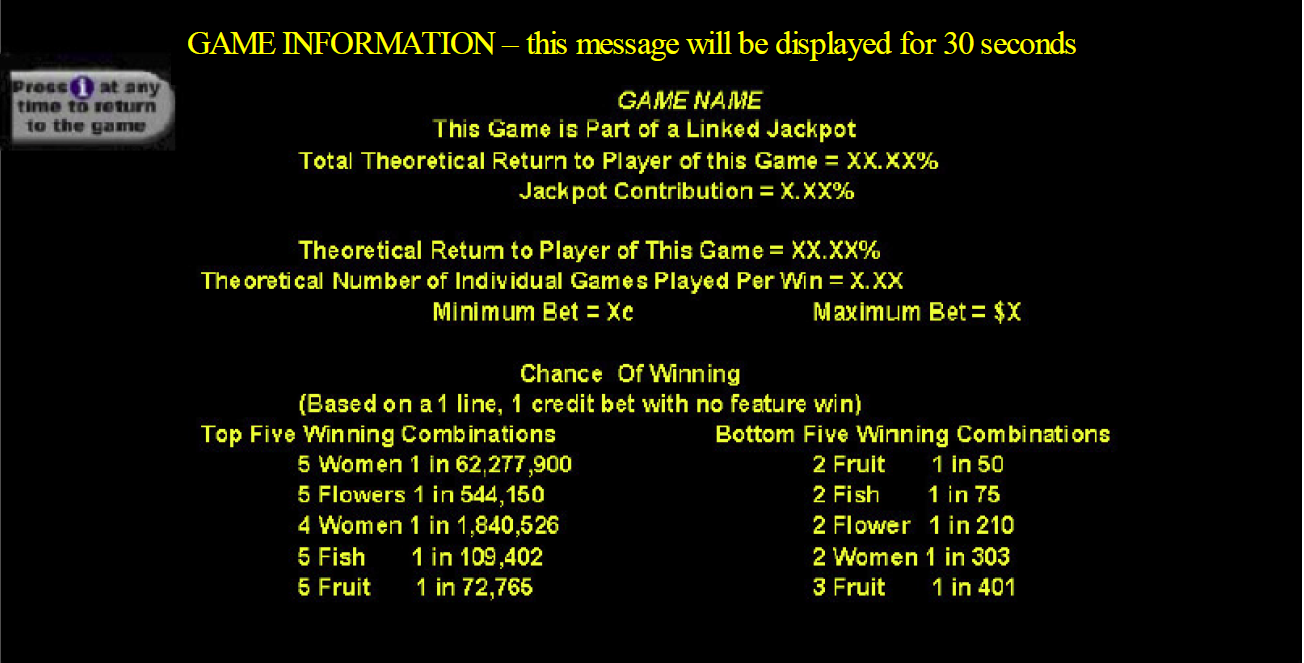
### DIA-8.8 Display of Jackpot information

1. Jackpot information must be displayed as either part of the game information displayed on the gaming machine, or as a notice affixed to each machine.
2. A stand-alone gaming machine jackpot must always display the required information as part of ‘game and player information’.
3. If it is practicable to include jackpot contributions in game information, the following information must be displayed:
   1. a statement that the game is part of a jackpot arrangement; and
   2. 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
   3. the return to players of the game contributed by the jackpot arrangement.
4. 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:
   1. a statement that the game is part of a jackpot arrangement; and
   2. the return to players of the game contributed by the jackpot arrangement.
5. 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.
6. 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.

### DIA-8.9 Examples of information displays

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

**i) Game Information:**



**ii) Player information:**

