Amendment to the Gambling Act (Casino Gambling Equipment) Minimum Standard 2004


NZ 9 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.]

NZ9.1 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.

NZ9.2 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 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” combinations must be included in the list of 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 ± 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 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 player’s 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.

NZ9.3 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.

NZ9.4 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.

NZ9.5 Time of Day

(i) The time of day must:
   a) be displayed by a time display which is located on the video screen on the gaming machine; and
   b) be clearly visible to a player playing a game on the gaming machine; and
   c) be correct to an accuracy of within 5 minutes of New Zealand Standard Time; and
   d) reflect New Zealand daylight time; and
e) indicate time in hours and minutes, and
f) indicate whether the time is before or after noon; and
g) not obscure any other information relevant to gaming on a gaming machine; and
h) be displayed continuously while the machine is being used by a player; or
i) time display may optionally flash on for four seconds and off for one second when gaming machine is tracking a session of play.

NZ9.6 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.

(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.
NZ9.7 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

GAME INFORMATION – this message will be displayed for 30 seconds

GAME NAME
This Game is Part of a Linked Jackpot
Total Theoretical Return to Player of this Game = XX.XX%
Jackpot Contribution = X.XX%

Theoretical Return to Player of This Game = XX.XX%
Theoretical Number of Individual Games Played Per Win = X.XX
Minimum Bet = Xe Maximum Bet = $X

Chance Of Winning
(Based on a 1 line, 1 credit bet with no feature win)

Top Five Winning Combinations
5 Women 1 in 62,277,900
5 Flowers 1 in 54,150
4 Women 1 in 1,840,626
5 Fish 1 in 106,402
6 Fruit 1 in 72,766

Bottom Five Winning Combinations
2 Fruit 1 in 60
2 Fish 1 in 75
2 Flower 1 in 210
2 Women 1 in 303
3 Fruit 1 in 401

(ii) Player Information

PLAYER INFORMATION – this message will be displayed for 15 seconds

Cash In = $XXX.XX
Credits Played = $XX.XX
Credits Won = $XX.XX

Session Win or Loss = $XX.XX
Cash Out = $XX.XX

Session started (XX.XX) (dd:mm:yy)
Current time (XX.XX) (dd:mm:yy)
Total time played XXhrs XXmins
Credits Available = $XX.XX

DO YOU WISH TO CONTINUE PLAY

YES
NO

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.