



Tasmanian Liquor and Gaming Commission

Tasmanian Appendix to the Australian and
New Zealand Gaming Machine National
Standard

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An electronic copy of these standards is available at

<https://www.treasury.tas.gov.au/liquor-and-gaming/gambling/regulatory-requirements>

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Preliminary

The Tasmanian Appendix to the Australian and New Zealand Gaming Machine National Standard (Tas Appendix) are made in accordance with section 112PA of the *Gaming Control Act 1993* (the Act) and apply to the conduct of gaming and gaming activities. A prescribed licence holder and its employees must adhere to and enforce these Standards. Failure to comply may result in disciplinary action against the prescribed licence holder.

A term used in these Standards has the same meaning as the same term used in the Act. A reference in these Standards to 'wagering' means a 'gaming activity' under the Act. For the avoidance of doubt, a reference to an 'employee of the licence holder' includes the licence holder's agent or, where the licence holder is a natural person, itself.

These Standards are in addition to the conditions imposed on each licence by the Tasmanian Liquor and Gaming Commission and any other requirement under the Act.

Tasmanian Appendix to the Australian and New Zealand Gaming Machine National Standard

I. Introduction and Objectives

As part of setting these standards, the Tasmanian Liquor and Gaming Commission has chosen to adopt the requirements of the "Australian/New Zealand Gaming Machine National Standard - Revision 11.1 - February 22" (National Standard) as the primary requirement for gaming machines operating in Tasmanian casinos, hotels and clubs.

These standards must be read in conjunction with the National Standard, and any reference in these standards to "this document" includes the requirements of both these standards and the National Standard. If there is any conflict between the requirements of these standards and the National Standard, the requirements of these standards prevail.

The Commission is looking to set high integrity standards for gaming equipment in Tasmania. The requirements of these standards may well be in excess of those in other jurisdictions. However, the approval of the use of standard devices in other gaming jurisdictions will not be unreasonably withheld where they have similar standards as Tasmania.

Matters arising from the testing of gaming equipment which have not been addressed in this document (e.g. due to omissions or new technology) will be resolved at the sole discretion of the Commission as part of the gaming equipment approval process.

In special circumstances, gaming equipment which does not fully comply with all the requirements specified in this document, may be considered for approval, at the sole discretion of the Commission, provided the gaming equipment operates in a manner that is suitable in respect of:

- player return;
- game fairness;
- security; and
- harm minimisation measures.

I.1 Information about previously approved gaming equipment.

Prescribed licence holders must maintain and retain all records pertaining to the design, manufacture and testing of the equipment for at least seven years.

2. Approval of Gaming Equipment

The following applies to a person listed on the Roll of recognized manufacturers, suppliers and testers of gaming equipment:

2.1 Application for approval of gaming equipment

Electronic gaming machine games sought to be approved in Tasmania that have not been approved by the Queensland Office of Liquor and Gaming must include a fully completed XML file that complies with the XML data exchange requirements, as approved by the Queensland Office of Liquor and Gaming.

The following applies to an accredited testing facility:

2.2 Testing of gaming equipment

Where applicable:

- a) The testing of gaming equipment that is to be supplied in Tasmania must include testing against the requirements of Standard 2.1.
- b) The detailed test report provided to the Tasmanian Liquor and Gaming Commission for tested gaming equipment must include certification of compliance with Standard 2.1.

3. Hardware Requirements

Logic Area

3.1 Micro-processor boards

All micro-processor boards that have access to the buses and control lines, including progressive controllers and I/O boards, must be situated in a ventilated metal cabinet that is securely sealed.

3.2 Cabinet

Entry to the sealed cabinet must only be possible by way of the front door of the cabinet. If the logic area consists of a unit with no doors as such, and if the entire unit can be removed and accessed, the security arrangements for logic doors extends to logic units (i.e. removal of the unit is equivalent to opening a logic door).

3.3 Logic door

There must be no movement in the door of the sealed logic area when the seal is installed, even if the seal is loose.

Cash Input Systems

3.4 Coin validator programming devices

Devices used to program programmable coin validators are to be regarded as high risk components and must only be released to the casino operator and monitoring operator or their maintenance groups.

3.5 Note acceptors

Note acceptors are not permitted for gaming machines in Tasmanian hotels and clubs.

3.6 Maximum cash input limit

The cash input limit for banknote acceptors used in gaming machines operating in Tasmanian casinos must not exceed \$500.

4. Software Requirements

Game design

4.1 Physical skill

Games must not have a component of physical skill.

4.2 Game features

Game features that are considered to breach regulations, legislation or player fairness principles are prohibited.

4.3 Additional and multiple feature games

Games that require further credits to be bet to access additional feature or multiple feature games within a feature are prohibited.

4.4 Maximum number of lines

A maximum limit of 50 possible lines is permitted.

4.5 Maximum bet

A maximum bet limit of \$5 is permitted.

4.6 Metamorphic games

Metamorphic games are prohibited.

4.7 Credits bet exceeding wins

If the net win of a play is less than the total credit bet, any display of “congratulatory” messages is prohibited, and any audible affirmation associated with the win will be subject to close regulatory scrutiny.

4.8 Game duration

The time between the start and end of play must be at least three seconds (not applicable for non-spinning reel games).

4.9 Return to player

The minimum return to player percentage is 87% (MINRTP). There is no maximum.

4.10 Gamble

Gamble must not be offered on progressive prizes.

4.11 Auto Gamble

Auto Gamble features are prohibited.

5. Player Information Display (PID)

5.1 PID requirements - game and player information

- a) The PID screen must provide a display of top and bottom five winning combinations.
- b) The top five winning combinations must be displayed with the highest prize-winning combination on the top (descending order of winning prize values).
- c) The bottom five winning combination must be displayed with the lowest prize-winning combination on the top (ascending order of winning prize values).
- d) Winning combinations that trigger bonus or progressive prizes are excluded from the requirements in a) b) and c).
- e) The display of the five top prizes, must be ranked by value from the highest to lowest.
- f) If multiple top prizes are of the same value, either their order by chance, hierarchy or alphabetical can be used to display.
- g) The display of the five bottom prizes, must be ranked by value from the lowest to highest.
- h) If multiple bottom prizes are of the same value, either their order by chance, hierarchy or alphabetical can be used to display.
- i) The minimum bet/line or bet/reel or bet/bucket values must used for calculating the top five and bottom five winning combinations.
- j) The PID screens must correctly display player entitlements in accordance with National Standard requirements.
- k) In games that have different RTPs for different bet value combinations, either the range of RTPs or the lowest RTP must be displayed.
- l) Bonus feature games such as ante-bet 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 in the PID screen. The RTP must be displayed with a minimum accuracy of two decimal places.
- m) The game name must be displayed in the PID screen.
- n) The PID must also include player tracking functionality. Tracked play time-out sessions must automatically clear tracked information after 60 seconds has lapsed following a zero-credit meter condition. Note: automatic clearance of tracked player information based solely on a 60 second idle time (or time between plays) condition is not acceptable.
- o) For games that have a clear concept of lines, the average number of individual games played per any win must be calculated based on one line being played regardless of the minimum number of lines that can be played for one credit.
- p) For games that do not have a clear concept of lines, the average number of individual games played per any win must be calculated using the minimum bet value. This will be the game cycle divided by the number of win combinations for the minimum bet value.
- q) All information and values displayed in the PID screen must be correct.
- r) The PID screen must show the maximum and minimum bet options available.

- s) The RTP component from standalone progressive jackpots must be shown either as a separate percentage after the display of the overall RTP or alternatively included in the display of the overall game RTP.
- t) The RTP component from linked progressive jackpot contributions must be shown as a separate percentage after the display of the overall game RTP.

6. Artwork

6.1 Chances of winning a progressive prize

Artwork must not contain statements that indicate that the chances of winning a progressive prize increase with an increasing bet.

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