

# Australian and New Zealand Gaming Machine National Standard – Tasmanian Appendix

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# Table of Contents

- T1 GENERAL..... 3
- Introduction..... 3
- Legislation ..... 3
- The Tasmanian Liquor and Gaming Commission ..... 3
- The Approval Process..... 3
- Objectives ..... 3
- Inspection of Delivered Equipment..... 4
- Dispensations ..... 4
- T2 HARDWARE REQUIREMENTS ..... 4
- Logic Area..... 4
- Cash Input Systems..... 5
- T3 SOFTWARE REQUIREMENTS ..... 5
- Game Design Requirements..... 5
- Game Minimum Return to Player ..... 5
- Gamble ..... 5
- Player Information Display..... 6
- Artwork..... 7



# TI GENERAL

## Introduction

T.1.1 This Tasmanian Appendix of the Australian and New Zealand Gaming Machine National Standard lists the additional requirements to the Gaming Machine National Standard that Tasmania requires for gaming machines operating in Tasmanian casinos, hotels and clubs.

The Gaming Machine National Standard is referred to as the “National Standard” in this appendix. When this appendix refers to “this document”, it means the Tasmanian Appendix and the National Standard together.

See also the National Standard Appendix B – Limits and Parameters chapter 11 for the definition of the Tasmanian specific gaming machine parameters (such as MINRTP and MAXWAGER). Where National Standard limits and parameters differ from those stipulated in this appendix, appendix imposed requirements will prevail.

## Legislation

T1.2 The requirements specified in this document are supplementary to and do not take the place of any requirements of the *Gaming Control Act 1993*.

Requirements are also created under the *Gaming Control Regulations 2017*. Again, these are supplementary to this document and do not take the place of any requirements in the regulations.

## The Tasmanian Liquor and Gaming Commission

T1.3 The Tasmanian Liquor and Gaming Commission has the responsibility for administering and enforcing gaming legislation in Tasmania. More information can be obtained about the Commission at “<http://www.treasury.tas.gov.au/>”.

## The Approval Process

T1.4 Legislation requires that only approved gaming equipment may be operated in Tasmania. This document will be used by an Accredited Testing Facility (ATF) to evaluate gaming machine games and gaming equipment, prior to submitting these products to the Commission for approval in Tasmania.

## Objectives

T1.5 The Commission is looking to set high integrity standards for gaming equipment in Tasmania. 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.

T1.6 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 approval process.

## Inspection of Delivered Equipment

T1.7 The Commission may require information on previously approved gaming equipment. Therefore, ATF's, gaming operators and manufacturers must maintain and retain all records pertaining to the design, manufacture and testing of the equipment for at least seven years.

## Dispensations

T1.8 In special circumstances, gaming equipment which does not fully comply with all the requirements specified in this document, may be considered for approval provided the gaming equipment operates in a manner that is suitable in respect of:

1. player return;
2. game fairness;
3. security; and
4. harm minimisation measures.

Approval of any such equipment will be at the sole discretion of the Commission.

## T2 HARDWARE REQUIREMENTS

### Logic Area

T2.1 All micro-processor boards that have access to the buses and control lines, including progressive controllers and I/O boards, shall be situated in a ventilated metal cabinet that has the ability to be securely sealed.

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).

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

- T2.2 Devices used to program programmable coin validators are to be regarded as high risk components and may only be released to the gaming operator or its maintenance group.
- T2.3 Note acceptors are not permitted for gaming machines in Tasmanian hotels and clubs.
- T2.4 The maximum cash input limit for banknote acceptors used in gaming machines operating in Tasmanian casinos must not exceed \$500.

## T3 SOFTWARE REQUIREMENTS

### Game Design Requirements

- T3.1 Games are not to have a component of physical skill.
- T3.2 Game features that are considered to breach player fairness principles will be prohibited.
- T3.3 A maximum limit of 50 possible lines is permitted.
- T3.4 A maximum bet limit of \$5 is permitted.
- T3.5 Game features that breach regulations or legislation will be prohibited.
- T3.6 Games that require further credits to be bet to access additional feature or multiple feature games within a feature will be prohibited.
- T3.7 Metamorphic games will be prohibited.
- T3.8 If the net win of a play is less than the total credit bet, any audible affirmation associated with the win will be subject to close regulatory scrutiny, and any display of “congratulatory” messages is prohibited.
- T3.9 The time between the start and end of play must be at least three seconds (Note: this is not applicable for non-spinning reel games).

### Game Minimum Return to Player

- T3.10 The minimum return to player percentage is 85% (MINRTP). No maximum is decreed.

### Gamble

- T3.11 Gamble must not be offered on progressive prizes.
- T3.12 Auto Gamble features are prohibited.

## Player Information Display

T3.13 Games submitted for operation in Tasmania must meet the following player information display (PID) requirements.

1. The PID screen must provide a display of top and bottom five winning combinations. The top five winning combinations must be displayed with the highest prize winning combination on the top (Descending order of winning prize values). The bottom five winning combination must be displayed with lowest prize winning combination on the top (Ascending order of winning prize values). Note: Winning combinations that trigger bonus or progressive prizes are to be excluded from this requirement.
2. For the display of the five top prizes, these prizes are to be ranked by value from the highest to lowest. If more than one prize are of the same value, either their order by chance, hierarchy or alphabetical can be used to display. 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.
3. For the display of the five bottom prizes, these prizes are to be ranked by value from the lowest to highest. If more than one prize are of the same value, either their order by chance, hierarchy or alphabetical can be used to determine the display 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.
4. The minimum bet/line or bet/reel or bet/bucket values will be used for calculating the top five and bottom five winning combinations.
5. The PID screens must correctly display player entitlements in accordance with National Standard requirements.
6. In games that have different RTPs for different bet value combinations, either the range of RTPs or the lowest RTP must be displayed.
7. 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.
8. The game name must be displayed in the PID screen.
9. 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.
10. For games that have a clear concept of lines, the average number of individual games played per any win is calculated based on one line being played regardless of the minimum number of lines that can be played for one credit.

11. For games that do not have a clear concept of lines, the average number of individual games played per any win is calculated using the minimum bet value. This will be the game cycle divided by the number of win combinations for the minimum bet value.
12. All information and values displayed in the PID screen must be correct.
13. The PID screen will show the maximum and minimum bet options available.
14. 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.
15. The RTP component from linked progressive jackpot contributions must be shown as a separate percentage after the display of the overall game RTP.

## Artwork

- T3.14 Artwork must not contain statements that indicate that the chances of winning a progressive prize increase with an increasing bet.