



**Australian and New Zealand Gaming Machine National Standard –  
Tasmanian Appendix Version 10.06**

Effective 3 August 2015

**T1 . GENERAL**

**Introduction**

T1.1 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 and hotels and clubs. Tasmanian casinos include the casinos on the “Spirit of Tasmania” ships.

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

See also the National Standards Appendix B – Limits and Parameters chapter 11 for the definition of the Tasmanian specific gaming machine parameters (such as MINRTP and MAXWAGER).

**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 (the Act).

Requirements are also created under the Gaming Control Regulations 1994 (the Regulations). Again these are supplementary to this document and do not take the place of any requirements in the regulations.

**The Tasmanian Gaming Commission**

T1.3 The Tasmanian Gaming Commission (the 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 equipment, prior to the equipment being submitted to the Commission for approval.

## **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 test 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. The seals currently authorised by the Commission require a 6-millimetre diameter hole.

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.

T2.2 Logic cage locks in machines destined for casino markets are not to be fitted prior to delivery. These locks are to be obtained from the Commission by the operators. Locks or keys of a particular approved Abloy series are to be supplied only to the Commission.

The restriction on fitting logic cage locks on machines destined for the hotel and club market does not apply as these use individual series locks and keys for each venue.

T2.3 Deleted.

### **Cash Input Systems**

T2.4 Deleted.

T2.5 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.

T2.6 Note acceptors are not permitted for gaming machines in Tasmanian Hotels and Clubs.

T2.7 The maximum cash input limit for banknote acceptors used in gaming machines operating in Tasmanian casinos must not exceed \$500.

T2.8 Deleted.

T2.9 Deleted.

## **T3 SOFTWARE REQUIREMENTS**

### **Game Design Requirements**

- T3.1 Games are not to have a component of physical skill.
- T3.2 Deleted.
- T3.3 Deleted.
- T3.4 Game features that are considered to breach player fairness principles will be prohibited.
- T3.5 A maximum limit of 30 possible lines is permitted.
- T3.6 A maximum bet limit of \$5 is permitted.
- T3.7 Deleted.
- T3.8 Deleted.
- T3.9 Deleted.
- T3.10 Deleted.
- T3.11 Deleted.
- T3.12 Deleted.
- T3.13 Game features that breach regulations or legislation will be prohibited.
- T3.14 Games that require further credits to be bet to access additional feature or multiple feature games within a feature will be prohibited.
- T3.15 Metamorphic games will be prohibited.
- T3.16 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.
- T3.17 The time between the start and end of play must be at least 3 seconds (Note: this is not applicable for non-spinning reel games).

### **Game Minimum Return to Player**

- T3.18 The minimum return to player percentage is 85% (MINRTP). No maximum is decreed.
- T3.19 Deleted.

T3.20 Deleted.

T3.21 Deleted.

## **Gamble**

T3.22 Gamble must not be offered on progressive prizes.

T3.23 Auto Gamble features are prohibited.

T3.24 Deleted.

## **Player Information Displays**

T3.25 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 progressive prizes are to be excluded from this requirement.
2. In instances where more than one symbol pays the same amount, the order should be based on the value and chances of winning. For the 5 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. 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 for 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 in the PID screen.
6. Scatter combinations that will trigger features only when they appear on some specific reel positions and does 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 1 & 2 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. It must be noted that while calculating the chance of winning the two "Apple" combinations, that trigger the feature, must be excluded.

7. The game must display as a minimum the credit meter both in credits and in dollars and cents while the game is in PID screen.
  8. In games that have different RTPs for different bet value combinations; the lowest RTP will be used to display the game RTP in the PID screen.
  9. Bonus feature games such as Mr. Cashman® 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.
  10. The game name must be displayed in the PID screen.
  11. 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.
  12. 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.
  13. 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.
  14. In order to achieve consistent results, all values indicated in the PID screen shall be based on theoretical calculated values for individual wins as opposed to any values derived from game simulations. Coinciding wins will be treated as separate wins for the purpose of these calculations.
  15. The PID screen will show the maximum and minimum bet options available.
  16. 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.
  17. The RTP component from linked progressive jackpot contributions must be shown as a separate percentage after the display of the overall game RTP.
  18. Deleted.
- T3.26 Deleted.

## **Artwork**

T3.27 Deleted.

T3.28 Artwork must not contain statements that indicate that the chances of winning a progressive prize increase with an increasing bet.

T3.29 Deleted.

T3.30 Deleted.

T3.31 Deleted.

T3.32 Deleted.

T3.33 Deleted.

T3.34 Deleted.

T3.35 Deleted.