

ARTWORK EVALUATION CHECKLIST FOR SOUTH AFRICA

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|---------------------------------|------------------|-------------|
| Project code: | Examiner: | Start date: |
| Product Name: | Product Version: | |
| Physical artwork Details | | |
| Description: | Part Number: | |
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Check Jurisdiction's Technical Requirements

All Specifications can be found on Q:\Specs. Tick the System Technical Specifications used:

| | | |
|--------------------------|--|--------------------------|
| SANS 1718-1: 2019 | Gaming Equipment Part 1: Casino Equipment, Edition 3 | <input type="checkbox"/> |
| SANS 1718-2: 2016 | South African Standard Part 2 – Limited Payout Gaming Equipment, Edition 4 | <input type="checkbox"/> |
| OTHER | | <input type="checkbox"/> |

Note:

- For LPM's only SANS 1718-2 requirements apply. All LPM's specific requirements are marked in grey.
- For Casino's only SANS 1718-1 requirements apply.
- Refer to **SANS 1718-1 11.7.10** – casino market OR SANS 1718-2 11.6.2- LPM market for acceptable wording that can be used on the artwork.
- a PASS indicates that the test has been successfully performed;
- a FAILURE indicates that the test has been performed but was unsuccessful; a DIRT number and/or an explanation is to be noted beside this
- a N/A indicates that the test is not applicable – **a reason MUST** be included;
- a N/D means the test was not performed – **a reason as to why MUST** be included.
- When mistakes occur in checklists or other technical documents, each mistake shall be crossed out once, corrected illegible, and the correct value entered alongside. All such alterations shall be signed or initialled by the person making the correction.
- All checklists are to be completed in pen or electronically (last page should be signed physically unless using an advanced digital signature). Pencils are not to be used. Tipex are not to be used.
- "BMM Test" in the External Reference column indicates a test developed to accommodate the BMM testing requirements which are not covered by the National Standards and/or relevant appendices.
- All highlighted text in red is amended or updated in the latest standard**

| BMM REF # | DESCRIPTION | PASS | FAIL | N/A | NOTES |
|--------------|---|--|--------------------------|--------------------------|-------|
| | | EXTERNAL REF # | | | |
| CT | COMPLIANCE TESTING | | | | |
| 1 | Artwork requirements | SANS1718-1 –11 SANS1718-2 –11 | | | |
| 1.1 | General | SANS1718-1 –11.1 SANS1718-2 –11.1 | | | |
| 1.1 | This clause is mainly applicable to spinning reel games. However, some parts of this clause are also applicable to draw poker, bingo, and other game types. The rules given apply to reel strips (physical or video), belly panel and top panel artwork (physical or video implementation) and, to a limited extent, to screen and display artwork. The layout of the reels display window is not specified. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.2 SANS1718-2 –11.1.1 | | | |
| 1.2 | Reel strips shall have a reel number. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-2 –11.1.2 | | | |
| 1.3 | The manufacturer's logos or copyright messages may be visible, but in a discreet manner. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.4 SANS1718-2 –11.1.3 | | | |
| 1.4 | By making a submission to a jurisdiction for evaluation, the manufacturer, supplier and operator of gambling equipment indemnifies the relevant jurisdiction, its duly appointed testing agents, the government of the jurisdiction and the state of any claim by any party for breach of copyright, trademark, or registered name or design which may arise from the distribution of literature (such as rules of play) or operation of approved gambling equipment. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.5 SANS1718-2 –11.1.4 | | | |
| 1.5 | Artwork graphics shall not in any way or form be indecent or offensive. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.6 SANS1718-2 –11.1.5 | | | |
| 1.6 | The requirements of this clause refer to all forms of artwork (i.e. anything that appears on the top panel, belly panel, buttons, on the area surrounding the display, and on the display itself). The combination of all relevant messages appearing anywhere on the artwork shall comply with these requirements. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.7 SANS1718-2 –11.1.6 | | | |
| 1.7 | The artwork requirements apply equally to artwork displayed in physical form and in virtual form (for example, on a video display, as a holograph image and on a liquid crystal display (LED) or similar display). | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.8 SANS1718-2 –11.1.7 | | | |

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| 1.8 | Where both multiplier instructions and tabulated prizes are displayed on artwork, there shall be no confusion possible as to whether the multiplier applies to the tabulated prizes or not. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.9 SANS1718-2 –11.1.8 | | | |
| 1.9 | The outcome of each game shall be displayed for a reasonable length of time. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.10 SANS1718-2 –11.1.9 | | | |
| 1.10 | If any game instructions are on the video screen only, they shall be accessible and visible without the need for credits to be inserted or staked. This requirement does not apply during game play except where specific instructions might be required to proceed to the next stage of the game. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.11 SANS1718-2 –11.1.10 | | | |
| 1.11 | If the artwork contains game instructions specifying a top award, it shall be possible to win this amount from a single game (including features or other game options). For example, if the artwork states that R10 000 is the top award for a game it shall be possible to win at least R10 000 on that game. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.12 SANS1718-2 –11.1.11 | | | |
| 1.12 | The functions of all buttons (in normal game mode) shall be clearly indicated, preferably on the button itself. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.13 SANS1718-2 –11.1.12 | | | |
| 1.13 | Customized artwork that makes use of stickers shall use stickers that do not shrink or peel with time or heat. Where possible, stickers shall be applied on the back of the artwork glass, to avoid intentional removal. Stickers applied to other parts of the GD shall not be easily removed. Stickers shall comply with the part number requirement, however where size limitations occur, the part number may be affixed to the sticker backing or surroundings. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.14 SANS1718-2 –11.1.13 | | | |
| 1.14 | If different versions of the artwork require a cut-out or a window (for example, a card reader), each modification shall be submitted for testing and certification. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.15 SANS1718-2 –11.1.14 | | | |
| 1.15 | The name of the game being played shall be clearly visible to the player. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.16 SANS1718-2 –11.1.15 | | | |
| 1.16 | The coin or token denomination of a machine shall be clearly visible at all times, preferably near the coin slot. If the machine uses tokens or tokenization, the number of credits registered for each token or coin respectively shall also be displayed. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.17 SANS1718-2 –11.1.16 | | | |

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| 1.17 | All game instructions shall be in English and both grammatically and syntactically sound. Exceptions may be acceptable on a case-by-case basis. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.18 SANS1718-2 –11.1.17 | | | |
| 1.18 | In the Western culture, the assumed direction of instructions is from left to right and from top to bottom. These directions shall be used as much as possible. Considerable breach of this common rule shall make the artwork unsuitable. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.19 SANS1718-2 –11.1.18 | | | |
| 1.19 | All game instructions on the artwork shall be easily interpreted, clearly visible, not ambiguous, and sufficient to explain all game rules. Common sense rules shall apply. Game play and device usage instructions shall be stated unambiguously and shall not be misleading to the player. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.20 SANS1718-2 –11.1.19 | | | |
| 1.20 | There shall be sufficient game instructions to allow a player to determine the correctness of prizes awarded. If random prizes are offered the maximum value obtainable from the random prize shall be indicated. If the value of the random prize depends on credits wagered this shall be stated. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.21 SANS1718-2 –11.1.20 | | | |
| 1.21 | All statements on the artwork shall be true. The pay scale on the artwork shall correspond to the pay scale used in the mathematical treatise as submitted to the TL. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.22 SANS1718-2 –11.1.21 | | | |
| 1.22 | The display of the result of a game outcome shall not be misleading or deceptive to the player (for example, it shall not improperly indicate a near miss). Where symbols appear on a pay line, these shall be clearly bisected by the pay line. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.23 SANS1718-2 –11.1.22 | | | |
| 1.23 | Initial player selection options shall be described (for example, the selection of a runner in a horse race shall identify name, number and expected payout). | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.24 SANS1718-2 –11.1.23 | | | |
| 1.24 | Player selection options available once the game has begun shall be clearly shown on the screen. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.25 SANS1718-2 –11.1.24 | | | |
| 1.25 | The winning amount for each separate wager and total winning amount shall be displayed on the screen. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.26 SANS1718-2 –11.1.25 | | | |
| 1.26 | All artwork that is relevant to game play or displays information required by the player shall be clearly marked with a part number unique to that manufacturer and with the name or logo of the manufacturer .Successive versions of the commercial quality artwork shall have different part numbers, if applicable. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.27 SANS1718-2 –11.1.26 | | | |

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| 1.27 | All occurrences of the scattered symbols shall be labelled with the word "scatters" (or an equivalent) where they appear on the artwork panel. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.28 SANS1718-2 –11.1.27 | | | |
| 1.28 | Upon a win, all pay lines shall be clearly indicated. If it is possible to bet more than five lines, then upon a win for video machines, the pay lines shall be indicated in a manner such that all pay lines can be clearly identified by the player. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.29 SANS1718-2 –11.1.28 | | | |
| 1.29 | Reel strips shall have a reel number unique part number that should also consider the position of reel position on the reel mechanism. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.1.4 | | | |
| 2 | Game-specific artwork | SANS1718-1 –11.2 SANS1718-2 –11.2 | | | |
| 2.1 | Card games | SANS1718-1 –11.2.1 SANS1718-2 –11.2.1 | | | |
| 2.1.1 | In the case of card games, the following apply. a) It shall be clearly stated if more than one deck of cards is used in the game. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.1A SANS1718-2 –11.2.1A | | | |
| 2.1.2 | b) The artwork shall clearly state if the rules of the game do not shuffle the deck after every game. In this instance, the artwork shall indicate when shuffles actually do occur. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.1B SANS1718-2 –11.2.1B | | | |
| 2.1.3 | c) As a minimum the player shall be able to view a tabulated display of the paytable that shows all winning hands and their payouts when no game is in progress. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.1C SANS1718-2 –11.2.1C | | | |
| 2.2 | Blackjack | SANS1718-1 –11.2.2 SANS1718-2 –11.2.2 | | | |
| 2.2.1 | In the case of blackjack, the following apply. a) Insurance rules shall be clearly explained if insurance is available. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.2A SANS1718-2 –11.2.2A | | | |
| 2.2.2 | b) Pair-split rules shall be explained. Areas to be addressed are the following: 1) split aces have only one card dealt to each ace, if this is the game rule; 2) further splits, if available; and 3) double-down after splits; if available. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.2B SANS1718-2 –11.2.2B | | | |
| 2.2.3 | c) Double-down rules shall be clearly explained including limitations of which totals may allow a double-down to be selected. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.2C SANS1718-2 –11.2.2C | | | |
| 2.2.4 | d) The current total of all hands, including the | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |

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| | dealer’s total, shall be displayed during and at the end of the game. The term "Bust" or the equivalent may be used to indicate a hand whose total has exceeded 21. | SANS1718-1 –11.2.2D SANS1718-2 –11.2.2D | | | |
| 2.2.5 | e) Dealer play rules shall be clearly explained including special treatment of a soft 17 count, if any. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.2E SANS1718-2 –11.2.2E | | | |
| 2.2.6 | f) Any limits on the number of cards that may be drawn by player or dealer (or both) shall be explained including winners declared (if any) when the limit is reached (for example, five under wins). | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.2F SANS1718-2 –11.2.2F | | | |
| 2.2.7 | g) Surrender rules shall be explained, if any exist. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.2G SANS1718-2 –11.2.2G | | | |
| 2.2.8 | h) If the player loses on "dealer push", this shall be clearly explained. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.2H SANS1718-2 –11.2.2H | | | |
| 2.2.9 | i) Deal rules used shall be clearly explained. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.2I SANS1718-2 –11.2.2I | | | |
| 2.2.10 | j) Winning hands shall be clearly labelled as to the win category, for example, "blackjack", "six under" or "push". | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.2J SANS1718-2 –11.2.2J | | | |
| 2.2.11 | k) If pair splits have occurred, the results for each hand shall be shown (total points, resultant win or loss category, amount won, amount wagered). | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.2K SANS1718-2 –11.2.2K | | | |
| 2.2.12 | l) Special rules, if any, shall be clearly explained. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.2L SANS1718-2 –11.2.2L | | | |
| 2.2.13 | m) All player options that are available at any point in time shall be shown on the artwork. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.2M SANS1718-2 –11.2.2M | | | |
| 2.3 | Poker | SANS1718-1 –11.2.3 SANS1718-2 –11.2.3 | | | |
| 2.3.1 | In the case of poker, the following apply. a) The artwork shall provide clear indication if stud poker rules apply. Draw poker is assumed if nothing is stated. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.3A SANS1718-2 –11.2.3A | | | |
| 2.3.2 | b) The artwork shall provide a definition of winning | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |

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| | combinations outside the scope of standard poker, for example, royal flush without wild cards, four of a kind, "jacks or better", and four deuces (when deuces are wild). | SANS1718-1 –11.2.3B SANS1718-2 –11.2.3B | | | |
| 2.3.3 | c) Wild card rules shall be clearly explained, for example, jokers wild or deuces wild. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.3C SANS1718-2 –11.2.3C | | | |
| 2.3.4 | d) Held and non-held cards, including recommended holds (if implemented) in draw poker or the equivalents shall be clearly marked on the screen, and the method for changing holds clearly displayed to the player. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.3D SANS1718-2 –11.2.3D | | | |
| 2.3.5 | e) Winning hands shall be clearly labelled as to the win category, for example, "full house". | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.3E SANS1718-2 –11.2.3E | | | |
| 2.3.6 | f) All special rules outside the scope of common poker shall be clearly explained. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.3F SANS1718-2 –11.2.3F | | | |
| 2.3.7 | g) When player options outside the scope of common poker are currently available, they shall be clearly explained on the artwork. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.3G SANS1718-2 –11.2.3G | | | |
| 2.4 | Simulated races | SANS1718-1 –11.2.4 SANS1718-2 –11.2.4 | | | |
| 2.4.1 | This sub clause refers to games with simulated races with animals (for example, horses), vehicles (for example, motor bikes) and humans (for example, 100 m dash), etc. The following apply. a) All participants in the race shall have characteristics that make the participants unique in appearance (for example, numbers, jockey colours). | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.4A SANS1718-2 –11.2.4A | | | |
| 2.4.2 | b) The result of the race shall be clearly obvious and not open to misinterpretation. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.4B SANS1718-2 –11.2.4B | | | |
| 2.4.3 | c) If prizes are to be paid for combinations that involve runners other than just the first place finisher, the order of the place getters that can be involved with these prizes shall be clearly shown on the screen (for example, result 8-4-7). | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.4C SANS1718-2 –11.2.4C | | | |
| 2.4.4 | d) Each meaningful result position shall be available for display in all last game replays. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.4D SANS1718-2 –11.2.4D | | | |

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| 2.4.5 | e) The rules for alternative wagering options, for example, quinella, and the expected payouts shall be clearly explained on the artwork. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.4E SANS1718-2 –11.2.4E | | | |
| 2.5 | Scratch tickets | SANS1718-1 –11.2.5 SANS1718-2 –11.2.5 | | | |
| 2.5.1 | This sub clause refers to games that simulate lottery scratch tickets or similar. The following apply. a) A precise definition of which player options shall be taken to complete the game, shall be shown on the artwork. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.5A SANS1718-2 –11.2.5A | | | |
| 2.5.2 | b) Details of how payouts are won and their amounts shall be shown on the artwork, for example, three matching scratched symbols win that prize. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.5B SANS1718-2 –11.2.5B | | | |
| 2.5.3 | c) All rules for symbols that may substitute in winning patterns shall be displayed on the artwork. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.5C SANS1718-2 –11.2.5C | | | |
| 2.6 | Roulette | SANS1718-1 –11.2.6 SANS1718-2 –11.2.6 | | | |
| 2.6.1 | If standard roulette is simulated, the following rules apply (variations shall be considered on a case by- case basis). a) Each "zero" used shall be uniquely labelled (for example, "0", "00", "000"). | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.6A SANS1718-2 –11.2.6A | | | |
| 2.6.2 | b) The simulated roulette wheel shall be in the identical format as a standard casino wheel (including colours of landing locations and positions of numbers) with the exception of the position of "zeroes" if more than one exist, in which case the "zeroes" may be placed arbitrarily. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.6B SANS1718-2 –11.2.6B | | | |
| 2.6.3 | c) A scorecard or description of all available wagers and their payouts shall be accessible by the player while not in game play. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.6C SANS1718-2 –11.2.6C | | | |
| 2.6.4 | d) The method of selecting individual wagers shall be explained by the artwork. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.6D SANS1718-2 –11.2.6D | | | |
| 2.6.5 | e) The wager(s) already selected by the player shall be displayed on the screen. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.6E SANS1718-2 –11.2.6E | | | |
| 2.6.6 | f) The simulated ball spin shall result in a location | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |

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| | that unambiguously determines the winning number. | SANS1718-1 –11.2.6F SANS1718-2 –11.2.6F | | | |
| 2.7 | Dice | SANS1718-1 –11.2.7 SANS1718-2 –11.2.7 | | | |
| 2.7.1 | This sub clause refers to standard dice games. Variations shall be considered on a case-by-case basis. The following apply. a) Each face shall clearly show the number of spots. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.7A SANS1718-2 –11.2.7A | | | |
| 2.7.2 | b) A simulated die shall be of the same layout as a standard die (for example, the 1 and 6, 2 and 5, and 3 and 4, respectively, shall be on opposite faces). | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.7B SANS1718-2 –11.2.7B | | | |
| 2.7.3 | c) It shall be obvious, after each die has been thrown, which side is face up. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.7C SANS1718-2 –11.2.7C | | | |
| 2.7.4 | d) The result of each die shall be clearly visible or displayed. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.7D SANS1718-2 –11.2.7D | | | |
| 2.7.5 | e) There shall be a description of each wagering option available on the artwork. For example, the craps wagers "field" and "hardway" shall be clearly explained. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.7E SANS1718-2 –11.2.7E | | | |
| 2.7.6 | f) All possible wagering options available and obtainable at any point in time shall be displayed on the artwork. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.2.7F SANS1718-2 –11.2.7F | | | |
| 3 | Awards layout | SANS1718-1 –11.3 SANS1718-2 –11.3 | | | |
| 3.1 | The awards for the winning combinations of each symbol shall be placed in an area that visually belongs to the symbol. This can be achieved with appropriate boxing. The symbol shall preferably be placed on the left-hand side of the award scale. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.3.1 SANS1718-2 –11.3.1 | | | |
| 3.2 | The number of symbols that is required to appear in the reels display window in order to trigger each award, shall be indicated. These numbers shall line up with the awards in order to avoid any ambiguity as to which award corresponds to which number. The use of pointers is also encouraged. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.3.2 SANS1718-2 –11.3.2 | | | |
| 3.3 | If some symbols share the same pay scale, they | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |

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| | shall be placed in an area that visually belongs to the pay scale. This may be achieved with appropriate framing or boxing. The group of symbols shall be associated with its award, and shall not invade the area that visually belongs to some other group of symbols if this could cause ambiguities. | SANS1718-1 –11.3.3 SANS1718-2 –11.3.3 | | | |
| 3.4 | If the awards for multiple credits staked are tabulated, the number of credits bet required for each award shall be placed above (preferably) or underneath the awards' scale. Each such number shall have associated with it the word "credits" or an equivalent. Common tabulations shall display the number of credits bet as column headings and the number of symbols required as row headings. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.3.4 SANS1718-2 –11.3.4 | | | |
| 3.5 | Games that can be tokenized shall have all award references in credits and not in coins. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.3.5 SANS1718-2 –11.3.5 | | | |
| 3.6 | The nature of all awards shall be clearly indicated. If some awards are in cash whilst others are in credits, this shall be stated. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.3.6 SANS1718-2 –11.3.6 | | | |
| 4 | Positioning, size, colour and shape of symbols | SANS1718-1 –11.4 SANS1718-2 –11.4 | | | |
| 4.1 | If game instructions refer to a particular symbol, preference shall be given to the use of the actual symbol rather than a description of the symbol. For example, game instructions such as "when a pair of sunglasses occurs " shall become "when <sunglasses symbol> occurs". | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.4.1 SANS1718-2 –11.4.1 | | | |
| 4.2 | Game instructions that belong to only one symbol or to a group of symbols shall be clearly associated with the symbol or group of symbols. This may be achieved with appropriate framing or boxing. Additional wording such as "these symbols" may also be used. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.4.2 SANS1718-2 –11.4.2 | | | |
| 4.3 | Symbols that are not characters or numbers shall maintain the same shape throughout all artwork. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.4.3 SANS1718-2 –11.4.3 | | | |
| 4.4 | Game instructions shall be printed in a colour that contrasts with the background colour. For example, red print on a black background is hard to read for some people, and is not acceptable. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.4.4 SANS1718-2 –11.4.4 | | | |
| 4.5 | Game instructions that refer to all symbols or | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |

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| | awards shall read "all" (or an equivalent). If some symbols or awards are excluded from these instructions, this shall be indicated with wording such as "except" (or an equivalent). | SANS1718-1 –11.4.5 SANS1718-2 –11.4.5 | | | |
| 5 | Winning patterns | SANS1718-1 –11.5 SANS1718-2 –11.5 | | | |
| 5.1 | This sub clause refers to spinning reel variations with draw poker characteristics where the player may hold one or more reels for a second chance to improve the hand. The artwork shall deal with the following: a) held and non-held reels, including recommended reels, shall be clearly marked on the screen at all times; | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.1A SANS1718-2 –11.5.1A | | | |
| 5.2 | b) the method for changing holds shall be clearly displayed to the player; | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.1B SANS1718-2 –11.5.1B | | | |
| 5.3 | c) if the player is required to wager additional credits to participate in the hold reels phase of the game, this shall be stated; and | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.1C SANS1718-2 –11.5.1C | | | |
| 5.4 | d) display that the player is able to hold or release reels. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.1D SANS1718-2 –11.5.1D | | | |
| 5.5 | All winning combinations relevant to the particular point in time of a game shall either be clearly displayed or shall be accessible. All non-defined combinations are assumed to be non-winning. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.2 SANS1718-2 –11.5.2 | | | |
| 5.6 | The trigger combination(s) and all other conditions that have to occur in order to trigger a feature, shall be specified unambiguously. The action of the game when feature trigger patterns occur during the feature (for example, free games) shall be clearly stated on the artwork (for example, further triggers, bonus payout or no further trigger (or both)). | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.3 SANS1718-2 –11.5.3 | | | |
| 5.7 | If generic winning patterns (for example, graphical representation of how the symbols of the same kind might appear) are only represented graphically without the aid of an explanation, they shall be supplemented with numbers that indicate to how many correct symbols each pattern corresponds. An exception to this requirement is the case of unusual winning patterns (for example, X_X_x_X_X), where numbers shall not be displayed and the pattern shall be positioned in proximity to the prize. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.4 SANS1718-2 –11.5.4 | | | |

| BMM REF # | DESCRIPTION | PASS | FAIL | N/A | NOTES |
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| 5.8 | Winning patterns that are not "left to right" or "right to left" or "any", shall be clearly explained, preferably with pictorial representations. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.5 SANS1718-2 –11.5.5 | | | |
| 5.9 | If it is possible to bet on multiple possible lines and it is not clearly obvious which reel positions are part of each of the possible lines, the additional lines shall be clearly displayed on the artwork, and appropriately labelled. The additional lines shall either be shown on static artwork or be available for display on a help or payable screen or permanently displayed on all game play screens in a location separate from the actual reels. This requirement applies to all standard five reel games where lines greater than five shall be schematized on the artwork and appropriately labelled. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.6 SANS1718-2 –11.5.6 | | | |
| 5.10 | This sub clause refers to games, such as keno and bingo, where balls are drawn from a simulated cage or equivalent and a player tries to pick in advance which of these balls are selected. The following apply. a) the player shall be able to view or access a tabulated display of the scorecard that shows all winning payouts when no game is in progress. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.7A SANS1718-2 –11.5.7A | | | |
| 5.11 | b) any special rules that are outside the standard games of keno shall be clearly explained. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.7B SANS1718-2 –11.5.7B | | | |
| 5.12 | c) all of the player’s selections shall be clearly identified on the screen. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.7C SANS1718-2 –11.5.7C | | | |
| 5.13 | d) the balls drawn shall be clearly identified on the screen. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.7D SANS1718-2 –11.5.7D | | | |
| 5.14 | e) the game shall highlight balls drawn that match the player’s selections (i.e. "hits"). | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.7E SANS1718-2 –11.5.7E | | | |
| 5.15 | f) special hits, if any, shall be clearly identified. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.7F SANS1718-2 –11.5.7F | | | |
| 5.16 | g) the screen shall provide clear indication of how many balls were selected and how many hits occurred. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.7G SANS1718-2 –11.5.7G | | | |
| 5.17 | h) rules for purchase of additional features of the | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |

| BMM REF # | DESCRIPTION | PASS | FAIL | N/A | NOTES |
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| | game, if any, shall be explained. | SANS1718-1 –11.5.7H SANS1718-2 –11.5.7H | | | |
| 5.18 | i) The artwork shall clearly state how the player makes or changes selections. Areas to be addressed are: 1) how individual numbers are picked, | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 – 11.5.7I(1) SANS1718-2 – 11.5.7I(1) | | | |
| 5.19 | 2) how individual numbers are cleared, and | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 – 11.5.7I(2) SANS1718-2 – 11.5.7I(2) | | | |
| 5.20 | 3) how all selections are cleared. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 – 11.5.7I(3) SANS1718-2 – 11.5.7I(3) | | | |
| 5.21 | The artwork shall explain all rules relative to free games. The following areas relative to free games shall be dealt with, in addition to the general requirements in 11.5.7: a) additional payouts for non-winners during the free game sequences, if any, shall be displayed on the artwork. A clear indication shall be given whether this payout is multiplied by credits staked per line or the total credits staked. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.8A SANS1718-2 –11.5.8A | | | |
| 5.22 | b) any multipliers for prizes, special prizes, substitutes and other special rules during free games, shall be displayed on the artwork. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.8B SANS1718-2 –11.5.8B | | | |
| 5.23 | c) a clear display of an accumulated win amount is required during each stage of the free games if the GD does not directly add wins to the credit meter. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.8C SANS1718-2 –11.5.8C | | | |
| 5.24 | d) if more than one free game is offered, the number of free games that has occurred or the number that remains (or the total number) shall be displayed. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.8D SANS1718-2 –11.5.8D | | | |
| 5.25 | e) appropriate game instructions shall define the number of possible lines and credits per line that are wagered during the free games. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.8E SANS1718-2 –11.5.8E | | | |
| 5.26 | The prizes for the winning patterns of each symbol | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |

| BMM REF # | DESCRIPTION | PASS | FAIL | N/A | NOTES |
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| | shall be placed in an area that visually belongs to the symbol. This can be achieved with appropriate boxing or framing. The symbol or group of symbols shall be associated with its prize, and shall not invade the area that visually belongs to some other group of symbols if this could cause ambiguities. The number of symbols required to appear in the reels display window, in order to trigger each prize, shall be indicated. These numbers shall line up with the prizes in order to avoid any ambiguity as to which prize corresponds to which number. | SANS1718-1 –11.5.9 SANS1718-2 –11.5.9 | | | |
| 5.27 | Card faces shall clearly display the card value (for example, it shall be obvious which is a jack and which is a queen). Card faces shall clearly indicate the suite. The colour of the hearts and diamonds suites shall be red, clubs and spades shall be black. Jokers shall be easily distinguishable from all other cards. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | SANS1718-1 –11.5.10 SANS1718-2 –11.5.10 |
| | | | | | |
| 5.28 | This sub clause refers to metamorphic games where the player still "pays" for the sequence game(s). The following apply. a) All instructions for the game including the differences between the main game and the metamorphic game shall be stated (for example, <character> that appears anywhere in the window pays the original prize, which started the feature). | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | SANS1718-1 –11.5.11A SANS1718-2 –11.5.11A |
| | | | | | |
| 5.29 | b) There shall be a statement that the number of lines or number of credits wagered (or both) during the metamorphic sequence shall not exceed the wager of the game or games that triggered the feature, if that is the rule of the feature. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | SANS1718-1 –11.5.11B SANS1718-2 –11.5.11B |
| | | | | | |
| 5.30 | c) Any special prizes, substitutes, multipliers or similar rules during the metamorphic sequence shall be clearly stated on the artwork. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | SANS1718-1 –11.5.11C SANS1718-2 –11.5.11C |
| | | | | | |
| 5.31 | d) If the metamorphic sequence consist of more than one feature game, the number of games in the metamorphic sequence that have occurred or the number that remains (or the total number) shall be displayed. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | SANS1718-1 –11.5.11D SANS1718-2 –11.5.11D |
| | | | | | |
| 5.32 | This sub clause refers to games where one or more bonus prizes might be paid to the player during the feature sequence. Generally, bonus prizes are awarded as a result of some second (or subsequent) screen animation. The following apply. a) Criteria for entry to further bonus features as well as the initial entry shall be clearly stated. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | SANS1718-1 –11.5.12A SANS1718-2 –11.5.12A |
| | | | | | |
| | b) All instructions and player choices for the bonus | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |

| BMM REF # | DESCRIPTION | PASS | FAIL | N/A | NOTES |
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| 5.33 | feature shall be clearly stated. | SANS1718-1 –11.5.12B SANS1718-2 –11.5.12B | | | |
| 5.34 | c) A display of total amounts won shall be available at the end of each stage of the game including on second screen animations. This shall include a display of bonus prizes won to date in multiple sequence bonus features. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.12C SANS1718-2 –11.5.12C | | | |
| | | SANS1718-1 –11.5.13 SANS1718-2 –11.5.13 | | | |
| 5.35 | d) If bonus prizes are multiplied, the artwork shall clearly state whether they are multiplied by credits staked per line or total, where appropriate. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.12D SANS1718-2 –11.5.12D | | | |
| 5.36 | The artwork shall appropriately state that all wins occur on selected lit lines (and "except scatters", if applicable) or equivalent. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.13 SANS1718-2 –11.5.13 | | | |
| 5.37 | The scattered symbol shall be clearly labelled with the word "scatters" on first occurrence in the game instructions. Further occurrences of the scattered symbol in the game instructions do not require further labelling. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-2 –11.5.14 | | | |
| 5.38 | The following requirements apply for artwork for games where one or more reels are automatically "held" for one or more "re-spins". a) The rules for the criteria for the re-spin and which reel positions are held shall be clear and without possible misinterpretation. Examples of areas that shall be addressed are: 1) which reels shall be held, for example, first two reels; 2) whether held reels occur on winning or non-winning patterns; 3) the specific line where the trigger combination shall occur, if any (for example, "on the centre line"), or scattered if that is the actual requirement of the game; and 4) if a partial number of reels (for example, 2, 3 or 4 reels) are held for some criteria, it shall be clearly stated what happens when the criteria form part of a larger pattern (for example, what happens when all 5 reels comply with said requirement). | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.14A SANS1718-1 –11.5.16A | | | |
| 5.39 | b) If the trigger is a winning pattern and the pattern does not pay during re-spins, this shall be clearly stated on the artwork. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.14B SANS1718-2– 11.5.16B | | | |
| 5.40 | c) The rules for extensions or termination of the re- | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |

| BMM REF # | DESCRIPTION | PASS | FAIL | N/A | NOTES |
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| | spin sequences including additional held reels, for example improvements to the original held combination(s), shall be clearly explained on the artwork. | SANS1718-1 –11.5.14C SANS1718-2– 11.5.16C | | | |
| 5.41 | The winning combinations and pays for scatters shall be explicitly stated or displayed. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-2 –11.5.15 | | | |
| 5.42 | In the case of games with rules that allow for the accumulation of tokens to qualify for a feature or multiple feature to be triggered or for game metamorphosis, the artwork shall clearly show a) the definition of the event that leads to the accumulation of tokens, | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.15A SANS1718-2 –11.5.17A | | | |
| 5.43 | b) a description of how many tokens are accumulated with each occurrence of the event, | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.15B SANS1718-2 –11.5.17B | | | |
| 5.44 | c) a description of how many tokens are required to trigger the feature, | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.15C SANS1718-2 –11.5.17C | | | |
| 5.45 | d) an indication of how many tokens are currently accumulated, | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.15D SANS1718-2 –11.5.17D | | | |
| 5.46 | e) if sub tokens accumulate to tokens, a description of the number of sub tokens needed to accumulate a token and the number of sub tokens and tokens currently accumulated, | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.15E SANS1718-2 –11.5.17E | | | |
| 5.47 | f) if the accumulation of tokens lead to free games, the number of possible lines and credits per line that shall be wagered during the free games, and | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.15F SANS1718-2 –11.5.17F | | | |
| 5.48 | g) game rules when further tokens are not accumulated during the feature sequence for events which normally would qualify to earn tokens. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.5.15G SANS1718-2 –11.5.17G | | | |
| 6 | Gamble feature (Casino games only) | SANS1718-1 –11.6 | | | |
| 6.1 | All gamble feature instructions should be easily interpreted, and they should suffice to explain all rules. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.6.1 | | | |
| 6.2 | The gamble feature limit (if applicable) for a | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |

| BMM REF # | DESCRIPTION | PASS | FAIL | N/A | NOTES |
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| | particular game and the maximum number of gamble features available should be clearly stated, preferably on the video display. NOTE If wording exists that indicates the maximum award that can be won, it should be possible to win this award. | SANS1718-1 –11.6.2 | | | |
| 6.3 | When the gamble feature option is exited automatically before reaching the maximum number of gamble features available, the reason shall be clearly displayed. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.6.3 | | | |
| 6.4 | All references to gamble feature shall use words (for example, "gamble feature" or "double up") which cannot be misinterpreted to indicate some other feature. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.6.4 | | | |
| 6.5 | Any conditions in which the gamble feature option cannot be accessed should be specified. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.6.5 | | | |
| 6.6 | If a gamble feature offers a choice of multipliers (for example, "pick a suit" which might have four outcomes), it shall be clear to the player what the range of choices or payouts are. Once the player has selected a multiplier, it shall be clearly stated on the display which multiplier was selected. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.6.6 | | | |
| 7 | Artwork wording | SANS1718-1 –11.7 SANS1718-2 –11.6 | | | |
| 7.1 | Conventions used in the wording | SANS1718-1 –11.7.1 SANS1718-2 –11.6.1 | | | |
| 7.1.1 | All rules that relate to the game shall be able to be clearly displayed to the player. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.7.1.2 SANS1718-2 –11.6.1.2 | | | |
| 7.1.2 | The artwork shall clearly state the rules for payments of prizes where multiple wins are possible. The following shall be dealt with: a) A description of what patterns shall be paid when a pay line can be interpreted to have more than one individual winning pattern. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 – 11.7.1.3A SANS1718-2 – 11.6.1.3A | | | |
| 7.1.3 | b) Where the game supports multiple pay lines, a message that indicates wins on different pay lines are added or the equivalent shall be displayed. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.7.1.3B SANS1718-2 –11.6.1.3B | | | |
| 7.1.4 | c) Where the game supports scattered wins, a message that indicates that such wins are added to the pay-line wins or the equivalent, shall be displayed if this forms part of the rules of the game. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.7.1.3C SANS1718-2 –11.6.1.3C | | | |

| BMM REF # | DESCRIPTION | PASS | FAIL | N/A | NOTES |
|--------------|---|--|--------------------------|--------------------------|-------|
| | | EXTERNAL REF # | | | |
| 7.1.5 | d) Treatment of coinciding scattered wins with respect to other possible scattered wins shall be clearly stated. For example, if both Pink Elephants and Red Frogs pay as scattered symbols and Purple Clovers substitute for both scattered symbols, the artwork shall state whether combinations of these scattered symbols pay all possible prizes or only the highest prize. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 – 11.7.1.3D SANS1718-2 – 11.6.1.3D | | | |
| 7.1.6 | e) Where mixed symbol prizes are paid, the treatment of prizes that can be interpreted to be both mixed and straight winners shall be described. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.7.1.3E SANS1718-2 –11.6.1.3E | | | |
| 7.1.7 | In games that permit multiple credits to be wagered on selected lit lines, the artwork shall either clearly state that the win(s) for each selected lit line shall be multiplied by the number of credits wagered on that line or show a tabulation of all possible wagers and their payouts. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.7.1.11 SANS1718-2 –11.6.1.4 | | | |
| 7.1.8 | The artwork shall state all rules relative to substitutes that participate in scattered wins. The following shall be addressed. a) If applicable, the artwork shall specifically state when the term "substitutes for all symbols" is used but the substitute does not participate in scattered wins (for example, <sub> substitutes for all symbols except scattered <scatter symbol>). | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 – 11.7.1.4A | | | |
| 7.1.9 | b) The artwork shall state payout rules for coinciding wins when there are multiple scattered win symbols and when substitutes participate, including the situation where one or more scattered symbols shall not appear. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.7.1.4B | | | |
| 7.1.10 | c) The requirements in (a) and (b) above also apply to any change of substitutes, if this occurs. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.7.1.4C | | | |
| 7.1.11 | If there is a feature where a symbol may substitute in a winning pattern when the symbol is not on a pay line, this shall be clearly specified on the artwork. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.7.1.5 | | | |
| 7.1.12 | The artwork shall clearly state if the game provides for a change of substitutes (for example, during free games), and any special conditions that might apply. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.7.1.6 | | | |
| 7.1.13 | If the game provides for extra pays or if multipliers apply when substitutes participate in winning patterns, a clear explanation shall be provided. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.7.1.7 | | | |
| 7.1.14 | If the game provides for multipliers to apply when | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |

| BMM REF # | DESCRIPTION | PASS | FAIL | N/A | NOTES |
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| | | EXTERNAL REF # | | | |
| | substitutes participate in winning patterns, the multiplication factor or a tabulation of all prizes with possible multipliers shall be displayed. | SANS1718-1 –11.7.1.8 | | | |
| 7.1.15 | If extra pays or multipliers apply when substitutes participate in winning patterns, the handling of winning patterns where multiple substitutes participate shall be clearly explained. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.7.1.9 | | | |
| 7.1.16 | A substitute symbol acts like a wild card in a card game. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | |
| | | SANS1718-1 –11.7.1.10 | | | |
| | | SANS1718-1-11.7.1.11 SANS1718-2 –11.6.1.9 | | | |
| 7.2 | Examples of general statements in artwork (refer to SANS 1718-1 11.7.10 – casino OR SANS 1718-2 11.6.2- LPM’s for acceptable wording that can be used on the artwork) | | | | |

PASS

☐

FAIL

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Please tick one of the above to indicate if this checklist has been successfully completed or not. If FAIL is ticked, please list the DIRT number and/or issues, below.

Comments:

Signature:

Completion Date:
