|  |  |
| --- | --- |
| **File Number:** |  |
| **Item(s) Tested (ID & Version #’s):** |  |
|  | |
| **Completed By (Test Engineer):** |  |
| **Reviewed By (Senior Engineer):** |  |

**PLEASE NOTE: This checkoff contains the Australia/New Zealand Gaming Machine National Standards v10.0-v10.3.**

|  |  |
| --- | --- |
| **The format of this Conformance Criteria is as follows:** | |
| **In the Determination column indicate one of the following:** | |
| Pass | The element tested conforms to the requirements of the section; |
| Fail | The element tested does not conform to the requirements of the section; |
| N/A | This section is not applicable to the element being tested |
| **In the Internal Notes column indicate the following:** | |
| Any condition or comment that may need to be included in the final report. | |
| If N/A is listed in the Determination column, an explanation of why it is not applicable must be provided in accordance with PC-TC-001 Policy for Checkoffs and Forms. | |

|  |  |  |
| --- | --- | --- |
| **Tested against Requirements** | Australia/New Zealand Gaming Machine National Standards v10.0 | <[link](http://njintranet5/sites/qms/GLI%20Document%20Library/Compliance/Jurisdictional%20Checkoffs/Australian%20Standards/INACTIVE%20-%20National%20Standard%20Rev%2010.pdf)> |
| Australia/New Zealand Gaming Machine National Standards v10.1 | <[link](http://njintranet5/sites/qms/GLI%20Document%20Library/Compliance/Jurisdictional%20Checkoffs/Australian%20Standards/National%20Standard%20Rev%2010.1%20(SA).pdf)> |
| Australia/New Zealand Gaming Machine National Standards v10.2 | <[link](http://njintranet5/sites/qms/GLI%20Document%20Library/Compliance/Jurisdictional%20Checkoffs/Australian%20Standards/National%20Standard%20Rev%2010.2%20(SA).pdf)> |
| Australia/New Zealand Gaming Machine National Standards v10.3 | <[link](http://njintranet5/sites/qms/GLI%20Document%20Library/Compliance/Jurisdictional%20Checkoffs/Australian%20Standards/National%20Standard%20Rev%2010.3%20(SA).pdf)> |

**PLEASE COMPLETE THE ANZ NATIONAL STANDARDS 10.X SUBMISSION APPROVAL CHECKLIST (FM-EN-478-AU) ALONG WITH THIS CHECKOFF.**

**Limits and Parameters**

|  |  |
| --- | --- |
| **Australia/New Zealand Gaming Machine National Standards** | |
| The following are definitions of the parameters/limits that will be established for gaming machines. These parameters may be set by the Jurisdiction, Operator or Manufacturer. Some parameters may vary depending upon the gaming machine itself (e.g. there may be a different Hopper Refill amount depending upon relative sizes of hoppers):  **NOTE to Engineer: Refer to the applicable Australian Market’s** **Checkoff for the values to these parameters.** | |
| **Parameter** | **Definition** |
| **[BKNTLIM]** | The maximum credit balance which may exist on a gaming machine or account beyond which a note acceptor must be disabled due to a High Credit Balance condition. |
| **[CRECANLIM]** | Maximum number of credits payable from the hopper for non-tokenised gaming machines before a cancel credit or ticket pay must be used. |
| **[GAMBWIN]** | The maximum win that can be obtained from each single gamble attempt. |
| **[LARGEWIN]** | Substantial Win amount - wins greater than or equal to this value must generate a gaming machine Event. |
| **[MAXHOPPER]** | Maximum amount of money payable from the hopper for tokenised gaming machines before a cancel credit or ticket pay must be used. |
| **[MAXNPWIN]** | Maximum non-progressive win permitted in any game element (any individual primary or feature or gamble or bonus element). |
| **[MAXPWIN]** | Maximum progressive win permitted in a gaming machine game. |
| **[MAXRTP]** | Maximum theoretical acceptable return to player. |
| **[MAXWAGER]** | Maximum wager permitted in a gaming machine game. |
| **[MINRTP]** | Minimum acceptable return to player. |
| **[PSAVACT]** | The period of time a gaming machine must be in “Idle Mode” before activating power save. |
| **[TIMEDISP]** | Time must be displayed on the game screen. |

**NOTE to Engineer: The only differences between NS10.0 and NS10.1+ outside of the Jurisdictional Limits and Parameters are the following sections:**

* **NS3.2.14 Program Execution from Secondary Storage Media (v10.0)**
* **NS3.2.14 Program Execution from non-Primary Storage (v10.1+)**
* **NS3.17.11 - NS3.17.13 Closed-source Software (v10.1+)**

**NOTE to Engineer: The only differences between NS10.1 and NS10.2+ outside of the Jurisdictional Limits and Parameters are the following sections:**

* **NS4.3.18 Substitutes and Extra Pays (v10.0, 10.1)**
* **NS4.3.18 Substitutes and Extra Pays (v10.2+)**

**Jurisdictional Requirements**

|  |  |  |  |
| --- | --- | --- | --- |
| **Australia/New Zealand Gaming Machine National Standards** | | | |
| **Cabinet** | | |  |
| **Cabinet Identification** | | **Determination** | **Internal Notes** |
| **NS2.3.1** | A gaming machine must have an identification badge permanently affixed to its cabinet by the manufacturer, and this badge must include the following information: | Choose an item. |  |
| a) the manufacturer; | Choose an item. |  |
| b) a unique serial number; | Choose an item. |  |
| c) the gaming machine model number; | Choose an item. |  |
| d) the date of manufacture. | Choose an item. |  |
| **NS2.3.2** | The ID badge is to be fixed on the exterior of the gaming machine in a position that allows it to be easily read. | Choose an item. |  |
| **NS2.3.3** | The cabinet model identification number of the gaming machine (at the time of installation) must reflect the model approved for that jurisdiction. | Choose an item. |  |
| **NS2.3.5** | All external key-switches of the gaming machine cabinet, switches and player buttons must be securely labelled according to their function or the series of events that are initiated by their action. If a key-lock initiates some kind of user activity other than simply unlocking a door, then its function should be labelled (e.g. if a key-lock turns one way to enter audit mode, and turns the other way to enter cancel credit mode, then the directions should be labelled). Stickers are not considered secure labels. | Choose an item. |  |
| **Cabinet Artwork** | | **Determination** | **Internal Notes** |
| **NS2.3.6** | Information regarding requirements for gaming equipment artwork are contained in Chapter 4 Artwork. | | |
| **Cabinet Construction** | | **Determination** | **Internal Notes** |
| **NS2.3.7** | The cabinet shall be of a sturdy construction with a locking system which resists the kind of unauthorised entry which the gaming machine is likely to be subjected to in a gaming venue. The cabinet must be designed to protect internal components from external abuse which the gaming machine is likely to be subjected to in a gaming venue. | Choose an item. |  |
| Note: This requirement is not to be interpreted as requiring the cabinet to be resistant to power drilling, forced entry with a crowbar or a similar attack that venue staff supervision should detect. | | |
| **NS2.3.8** | Areas of a cabinet which are generally accessible to patrons shall be constructed and finished so as to not have the potential to cause injury. | Choose an item. |  |
| **NS2.3.9** | All protuberances (e.g. buttons, handles) on a cabinet that are accessible to the general public and attachments to a cabinet (e.g. labels and identification plates) must be sufficiently robust to avoid unauthorised removal. | Choose an item. |  |
| **Doors** | | **Determination** | **Internal Notes** |
| **NS2.3.10** | All doors shall close and lock in an easily executed and satisfactory manner. | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **NS2.3.11** | Doors shall be manufactured of materials that are suitable for allowing only legitimate access to the inside of the cabinet (i.e. doors and their associated hinges shall be capable of withstanding determined illegal efforts to gain access to the inside of the gaming machine and leave evidence of tampering if an illegal entry is made). | Choose an item. |  |
| **NS2.3.12** | Door hinges must be of solid construction to prevent sagging of the door and thus creating any door sensor alignment problems. | Choose an item. |  |
| **NS2.3.13** | A door may open in any direction provided that when fully opened, it presents minimal interference to adjacent machines or patrons. | Choose an item. |  |
| **NS2.3.14** | Devices used to limit the door opening must be robust in nature. | Choose an item. |  |
| **NS2.3.15** | The seal between the cabinet and the door of a locked area shall have minimal gaps. | Choose an item. |  |
| **NS2.3.16** | The seal between the cabinet and the door of a locked area must be designed to resist the entry of objects. | Choose an item. |  |
| **Liquid Spills** | | **Determination** | **Internal Notes** |
| **NS2.3.17** | Liquid spills applied to the outside of a gaming machine must not affect the normal operation of the machine, or affect the integrity of the material or information stored inside the cabinet (or affect the safety of the patrons operating the equipment). It is recognised that as a result of a liquid spill a touch screen may lose normal operation until the surface dries. | Choose an item. |  |
| **NS2.3.18** | Spilled liquid shall not: | | |
| a) enter the logic cabinet; | Choose an item. |  |
| b) disrupt the normal function of push buttons; | Choose an item. |  |
| c) enter the power supplies, (or must not enter high voltage wiring). | Choose an item. |  |
| Note: Requirement b) is not to be interpreted as requiring push buttons not to stick after sugar based liquids dry. | | |
| **NS2.3.19** | If liquids are spilled into a coin validator, the only degradation permitted is for the validator to reject all coins. | Choose an item. |  |
| Note: Entering a state where incorrect coins are accepted (or correct coins are accepted but not credited to the customer) is not acceptable. | | |
| **Keys and Locks** | | **Determination** | **Internal Notes** |
| **NS2.3.20** | The cabinet (and door) must be designed so as to allow for proper operation and security once locks are installed. | Choose an item. |  |
| **NS2.3.21** | Keying requirements for gaming machines are jurisdictional specific. | | |
| **Cabinet Environment** | | **Determination** | **Internal Notes** |
| **NS2.3.22** | Gaming machines in Australia and New Zealand can be expected to operate in a variety of extreme environments. In the event that the designed operational parameters of a gaming machine are exceeded the machine if incapable of continued proper operation must perform an orderly shutdown without loss of game status, accounting and security event data. Typical operating environments may have: | | |
| a) a temperature variation from 10 degrees to 40 degrees Celsius;  b) a humidity variation of 15% to 85%;  c) dust and smoke particles. | Choose an item. |  |
| Note: In some remote locations, gaming equipment operates in an environment of 50 degrees Celsius and 99% humidity, and thus adequate ventilation must be provided for components within the gaming machine. | | |
| **Locked Areas** | | **Determination** | **Internal Notes** |
| **NS2.3.23** | The entirety of a gaming machine's equipment which does not form part of the player's input interface (e.g. buttons) must be stored within one or more locked areas of the gaming machine. These locked areas must be equipped with door access detection devices (with the exception of areas which have access to lighting only). | Choose an item. |  |
| **NS2.3.24** | Access to a locked area 'A', must not be possible from another locked area 'B' without the use of a key for locked area 'A' or without causing undue damage to the gaming machine. | Choose an item. |  |
| **NS2.3.25** | Where holes, gaps, or slots exist in the exterior of a locked area (on the outside of a gaming machine cabinet), there must be sufficient protection to ensure that the insertion of foreign objects will not compromise the security or safety of that locked area. | Choose an item. |  |
| **NS2.3.26** | A locked area must resist forced entry and must retain evidence if a forced entry has occurred. | Choose an item. |  |
| **Door Access Detection Devices** | | **Determination** | **Internal Notes** |
| **NS2.3.27** | Door access sensors must detect all door openings and provide applicable feedback to the gaming machine software. | Choose an item. |  |
| **NS2.3.27a** | A mechanical door access detection device is only permitted on the main door when used in conjunction with additional door access detection devices (e.g. optical sensor system). | Choose an item. |  |
| **NS2.3.27b** | The door access detection system must prevent simple bypassing (e.g. exposing an optical sensor to a fixed beam of light). | Choose an item. |  |
| **NS2.3.28** | It must not be possible to disable a door open sensor without first opening the door using the designed manner (e.g. key). | Choose an item. |  |
| **NS2.3.29** | It must not be possible to insert a device into the gaming machine that will disable a door open sensor when the machine’s door is shut without leaving evidence of tampering. | Choose an item. |  |
| **NS2.3.30** | If a door access detection system is disconnected (including the cashbox), the gaming machine must interpret this action as the door being opened. | Choose an item. |  |
| **NS2.3.31** | The sensor system must register a door as being open when the door is moved from its fully closed and locked position, (and inversely, it must not be possible for the sensor system to register the door as being closed when in fact the door is not fully closed). | Choose an item. |  |
| **NS2.3.32** | The door access detection system must be secure against attempts to disable it or interfere with its normal mode of operation. | Choose an item. |  |
| Note: There must be no false alarm door open conditions (e.g. when the door is bumped). | | |
| **NS2.3.33** | Cable runs and mountings for door access detectors are to be fitted in such a way that any interference with them is obvious. | Choose an item. |  |
| **NS2.3.34** | The cables for the console door open sensor should be of sufficient length to ensure that they can be run along the inner walls of the console. | Choose an item. |  |
| **NS2.3.35** | It must not be possible to access the CPU data bus, address bus or CPU control lines without gaining access to the logic area. | Choose an item. |  |
| **Logic Area** | | **Determination** | **Internal Notes** |
| **NS2.3.36** | The logic area is a locked cabinet area (with its own locked door) that houses electronic components that have the potential to significantly influence the operation of the gaming machine. | Choose an item. |  |
| **NS2.3.37** | Electronic components / items that are required to be housed in one or more logic areas are: | | |
| a) CPU's and other electronic components involved in the operation and calculation of game play (e.g. game controller electronics, and components housing the game or system firmware program storage media); | Choose an item. |  |
| b) electronics involved in the operation and calculation of game result determination; | Choose an item. |  |
| c) electronics involved in the calculation of game display, and components housing display program storage media (passive display equipment exempted); | Choose an item. |  |
| d) communication controller electronics, and components housing the communication program storage media; | Choose an item. |  |
| e) interfaces and drivers for metering systems; | Choose an item. |  |
| f) all flash memory devices that affect the game play function of the gaming machine. | Choose an item. |  |
| **NS2.3.38** | Communication, I/O and display interfaces which do not significantly influence the gaming machine's behaviour may be excluded from a logic area; consideration will be given on a case by case basis. | Choose an item. |  |
| **NS2.3.39** | Logic areas shall be fitted with door access detection systems that shall enable software to detect whether the logic door is open or closed regardless of whether mains power is switched on or off (and it shall detect and store information of a logic door open event with the mains power off for at least 14 days). | Choose an item. |  |
| Note: If the logic door is opened more than once while off-line or powered off, it is only necessary for the gaming machine to treat this as a single entry. | | |
| **NS2.3.40** | If the logic access detection device fails, the gaming machine must assume that the logic door is open and respond accordingly (and it shall detect and store information of a logic door open event with the mains power off for at least 14 days). | Choose an item. |  |
| **NS2.3.41** | There shall be a facility for storing a logic door open event for at least 14 days whether the mains power to the gaming machine is switched on or off. | Choose an item. |  |
| **NS2.3.42** | A logic area should be located inside another locked area of the gaming machine; if not it must possess two physical locks (this does not exempt physical seals if required). | Choose an item. |  |
| Rationale: This requirement provides for additional physical security of the logic area. | | |
| **NS2.3.43** | Provision must be made for a physical seal on the logic area door (check local regulations or the appendix on the type of seal that is necessary) which must be broken on entrance or removal of the logic area. | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **NS2.3.44** | It must not be possible to reset the logic area door open state by either hardware or software means, if the processor board is outside the gaming machine or the sensor(s) indicate that the logic door is still open. | Choose an item. |  |
| **NS2.3.45** | It must not be possible to insert a device into the logic area (without detection or without leaving evidence of tampering) that will disable the logic area door open sensor when the door is shut. | Choose an item. |  |
| **Cabinet Wiring** | | **Determination** | **Internal Notes** |
| **NS2.3.46** | The gaming machine shall be designed so that power and data cables into and out of the gaming machine can be routed so that they are not accessible to the general public. | Choose an item. |  |
| **NS2.3.47** | Security related wires and cables that are routed into a logic area must not be able to be removed without triggering a logic area access detection. | Choose an item. |  |
| **NS2.3.48** | Internal provisions (following established engineering practices) for cable routing and cable shielding must be followed in order to minimise the introduction of electrical noise onto data and control lines. | Choose an item. |  |
| **NS2.3.49** | All plugs, sockets, connectors, and wiring looms must be easily identifiable in both the machine and on the circuit diagrams in the relevant manuals. Connectors should be keyed so as to prevent insertion in the wrong orientation. | Choose an item. |  |
| **NS2.3.50** | Connectors and sockets are to be of a sound quality, being capable of multiple insertions without exhibiting signs of unreliability, and wiring looms must have strain relief protection if warranted. | Choose an item. |  |
| **Electrostatic Interference** | | **Determination** | **Internal Notes** |
| **NS2.3.52** | Protection against static discharges requires that the machine’s conductive cabinets be earthed in such a way that static discharge energy shall not damage, or inhibit the normal operation of the electronics or other components within the gaming machine. | Choose an item. |  |
| **NS2.3.53** | Gaming machines must exhibit total immunity to human body electrostatic discharges on all areas exposed to player contact. | Choose an item. |  |
| **NS2.3.54** | Tests will be conducted on the gaming machine with a severity level of ±15 kV for air discharge, and ±7.5 kV for contact discharge. | Choose an item. |  |
| Note: The testing methodology to be used is defined at IEC 61000-4-2 Category ‘A’ or later. Testing against IEC 61000-4-2 Category ‘A’ or later must be performed by an independent laboratory that is NATA (or equivalent) accredited to perform this type of testing. | | |
| **Temporary Disruption Test** | | **Determination** | **Internal Notes** |
| **NS2.3.55** | Gaming machines may exhibit temporary disruption when subjected to a significant electrostatic discharge greater than human body discharge but they must exhibit a capacity to recover and complete any interrupted play without loss or corruption of any control or data information associated with the gaming machine. | Choose an item. |  |
| **NS2.3.56** | There shall be under no circumstances an abnormal pay-out from the coin hopper (if one exists) when exposed to the higher levels of ESD. | Choose an item. |  |
| **NS2.3.57** | Tests will be conducted on the gaming machine with a severity level of ±25 kV for air discharge, and ±7.5 kV for contact discharge. | Choose an item. |  |
| Note: The testing methodology to be used is defined at IEC 61000-4-2 Category ‘B’ or later. Testing against IEC 61000-4-2 Category ‘B’ or later must be performed by an independent laboratory that is NATA (or equivalent) accredited to perform this type of testing. | | |
| **Radio Frequency Interference** | | **Determination** | **Internal Notes** |
| **NS2.3.58** | Gaming machines must not divert from normal operation by the application of RFI at a frequency range from 27 to 1000 MHz with a field strength of 3 volts per metre. | Choose an item. |  |
| Note: The testing methodology to be used is defined at IEC 61000-4-3 Category ‘A’ or later. Testing against IEC 61000-4-3 Category ‘A’ or later must be performed by an independent laboratory that is NATA (or equivalent) accredited to perform this type of testing. | | |
| **Magnetic Interference** | | **Determination** | **Internal Notes** |
| **NS2.3.59** | Gaming machines shall not have their operational properties changed by the application of a magnetic interference level that produces a maximum of 10 Gauss at a distance of 5 cm from the surface of the gaming machine. | Choose an item. |  |
| Note: The tests conducted must be in accordance with Mil-Std-461 and as per Mil-Std-462 or later. Testing against Mil-Std-461 or later must be performed by an independent laboratory that is NATA (or equivalent) accredited to perform this type of testing. | | |
| **Computer & Peripheral Hardware** | | |  |
| **Memory Requirements - RAM** | | **Determination** | **Internal Notes** |
| **NS2.4.1** | Sufficient random access memory (RAM) must be installed in the gaming machine to allow the recording and logging of all information required by the relevant Software sections of the standard. | Choose an item. |  |
| **NS2.4.2** | RAM data storage must be capable of reliably preserving its memory contents for at least 90 days with the mains power switched off. A rechargeable or non-rechargeable backup power source may be used. If a rechargeable backup power source is used, it must have the ability to recharge itself to its full potential in a maximum of 24 hours. | Choose an item. |  |
| **NS2.4.3** | The gaming machine must use a backup power source to retain the contents of random access memory when the mains power is off and must have a detection system which will provide a method for software to interpret and act upon a low or failed backup power source condition. | Choose an item. |  |
| **NS2.4.4** | Where a rechargeable backup power source is used, it must have a life span of at least 5 years and the low/fail condition must be checked on every power up and at least every 24 hours. | Choose an item. |  |
| **NS2.4.5** | Where a non-rechargeable backup power source is used, it must have a life span of at least :- | | |
| a) 5 years and the low/fail condition must be checked on every power up and at least every 24 hours, or | Choose an item. |  |
| b) 10 years and the low/fail condition must be checked on every power up. | Choose an item. |  |
| **NS2.4.6** | Clearing memory must only be able to be undertaken by accessing the logic area in which it is housed. | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **Critical Memory Requirements** | | **Determination** | **Internal Notes** |
| **NS2.4.7** | Critical Memory is to be maintained in at least three (3) logically and two (2) physically separate and distinct devices at all times (refer Section 3.2.1 Contents of Critical Memory). | Choose an item. |  |
| Note: Critical Memory may be maintained in two (2) logically and two (2) physically separate and distinct devices if the manufacturer can demonstrate that the method of validation of critical memory provides reliability and recoverability equal to or exceeding that of the above requirement. (refer Section 3.2.3 Maintenance of Critical Memory) | | |
| **PSD Labelling** | | **Determination** | **Internal Notes** |
| **NS2.4.8** | All PSDs (and other programmable logic elements) must be clearly marked with sufficient information to identify the software and revision level of the information stored in the devices. | Choose an item. |  |
| **NS2.4.9** | All PSDs and PLDs having erasure windows shall have such erasure windows appropriately covered. | Choose an item. |  |
| **Hard Meters** | | **Determination** | **Internal Notes** |
| **NS2.4.10** | If electromechanical meters are required by the local regulations, they must not have the ability to be decremented or reset, and in the event of either occurring they must show evidence of tampering. | Choose an item. |  |
| **NS2.4.11** | Electromechanical meters must be located in a locked area. However, they must be able to be easily read and must be appropriately labelled. | Choose an item. |  |
| **NS2.4.12** | Each meter must be capable of displaying a minimum of 7 digits. | Choose an item. |  |
| **NS2.4.13** | The cable construction between a hard meter and the logic area must not contain any joins or connectors except at either end of the cable. | Choose an item. |  |
| The cable to the meters may only be disconnected from the gaming machine: | | |
| a) by accessing the logic area or, | Choose an item. |  |
| b) at the connection to the Hard Meters, by removal of a physical cover requiring the use of a tool. | Choose an item. |  |
| **NS2.4.14** | Electromechanical meters shall have detection devices which provide a method to enable software to interpret and act upon the condition whereby the cable between the meter and the logic area has been disconnected. | Choose an item. |  |
| **NS2.4.15** | Manufacturers shall standardise on the following hard meter names: | | |
| a) Turnover - total value in dollars of bets made from the player’s credit meter (note gamble bets such as double up are not bet from the player’s credit meter); | Choose an item. |  |
| b) Total Wins - total value in dollars of all prizes awarded to the player’s credit meter; | Choose an item. |  |
| c) Money In - total value in dollars of coins and or banknotes inserted to register credits on the player’s credit meter together with transfers to the machine to register credits on the player’s credit meter; | Choose an item. |  |
| d) Money Out - total value in dollars of credits redeemed from the player’s credit meter by hopper pay, ticket print, cancelled credit or account transfer; but not extra coin out errors or short pays. | Choose an item. |  |
| Note: In the above order. | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **NS2.4.16** | Where hard meters are supplied in addition to those required by 2.4.15, the hard meters should be labelled with names corresponding to the appropriate software meters as defined in the National Standard. For practical reasons, appropriate abbreviations are acceptable. | Choose an item. |  |
| **Circuit Boards - PCB Identification** | | **Determination** | **Internal Notes** |
| **NS2.4.17** | Each printed circuit board (PCB) must be identifiable by some sort of name (or number) and revision level. | Choose an item. |  |
| **NS2.4.18** | The revision level of the PCB must be identifiable (if track cuts and/or patch wires are added to the PCB then a new revision must be assigned to the assembly). | Choose an item. |  |
| **NS2.4.19** | Both identifications are to be permanently displayed on the board. | Choose an item. |  |
| **NS2.4.20** | Manufacturers must ensure that circuit board assemblies, used in their gaming machines, conform functionally with the documentation and the approved versions of those PCBs that were evaluated and certified by the testing body. | Choose an item. |  |
| **Circuit Boards - PCB Construction and Modification** | | **Determination** | **Internal Notes** |
| **NS2.4.21** | PCB manufacturing techniques should be of industry standard quality. For example: top and bottom solder masks, and top side screen overlay. | Choose an item. |  |
| **NS2.4.22** | Where track cuts and modifications exist, they must be consistent across all boards with the same revision level. | Choose an item. |  |
| **NS2.4.23** | Patch wires must be robust and reliable in nature. | Choose an item. |  |
| **NS2.4.24** | All patch wires and track cuts must be documented, in an appropriate manner, in the relevant service manual. | Choose an item. |  |
| **NS2.4.24a** | All PSDs in the executable address space of a critical processor shall be socketed. | Choose an item. |  |
| **Circuit Boards - Switches and Jumpers** | | **Determination** | **Internal Notes** |
| **NS2.4.25** | All switches or jumpers must be fully documented for evaluation by the testing body. | Choose an item. |  |
| **NS2.4.26** | Switches or jumpers that have the potential to affect the security, integrity or the game result (e.g. percent return) of the gaming machine are not permitted. | Choose an item. |  |
| **Power Supply** | | **Determination** | **Internal Notes** |
| **NS2.4.27** | The equipment must operate from a voltage range of 230V to 250V, 50 Hz main power source. | Choose an item. |  |
| **NS2.4.28** | All ratings of fuses must be clearly stated on or in close proximity to the fuse holder, and switches on the power supply must show On/Off positions. | Choose an item. |  |
| **NS2.4.29** | There may be a facility whereby the machine can be switched into a power save mode. For example, the lighting of the gaming machine is powered off, but the communications and relevant security features of the machine are still enabled. | Choose an item. |  |
| **NS2.4.30** | Gaming machines must employ power supply filtering sufficient to prevent disruption to the device after a recovery from any of the following occurrences (orderly shutdown of the device is considered acceptable): | | |
| a) Application of a fast transient voltage of 2.5 kV to AC power lines (rise: 5 ns, duration: 50 ns), and 1 kV to external I/O lines. | Choose an item. |  |
| Rationale: This test ensures proper operation of the gaming machine when its power source or communication lines are exposed to high inductance coupling of transients via the power cycling of nearby industrial equipment. | | |
| b) Injection of a surge voltage of 2 kV (rise: 1.2 micro Sec, duration: 50 micro Sec) to AC power lines. | Choose an item. |  |
| Rationale: This test ensures protection for the gaming machine against power cycling of the mains circuit breaker (or the operation of nearby high inductive loads). | | |
| c) Continued operation at voltages within the legislated supply variations to which utility companies are required to comply (typically ±10% of 240 volts Australia and 230 volts New Zealand). | Choose an item. |  |
| Rationale: Electricity companies only guarantee voltages within this range. Also in typical wiring situations there is often a considerable drop in voltage levels. | | |
| d) Surges or dips of ± 20% of the supply voltage. Note that it is acceptable for the equipment to reset provided no damage to the equipment or loss or corruption of data is experienced. | Choose an item. |  |
| Rationale: Experience has shown that this range of variation occurs in the field. | | |
| e) Repeated switching on and off of the AC power supply. | Choose an item. |  |
| f) Jiggling the AC cord at the wall outlet. | Choose an item. |  |
| **Reels and Wheels** | | **Determination** | **Internal Notes** |
| **NS2.4.31** | Electromechanically controlled display devices such as spinning reels, roulette etc., shall have a sufficiently closed loop of control so as to enable the software to detect a malfunction, or an attempt to interfere with the correct operation of that device. | Choose an item. |  |
| Rationale: This requirement is designed to ensure that if a reel is not in the position it is supposed to be in, an error condition will be generated. | | |
| **NS2.4.32** | Reel assemblies must have a clearly identifiable reference point at which the start of the strip symbol artwork is located. | Choose an item. |  |
| **NS2.4.33** | Reel assemblies must be constructed such that winning symbol combinations match up with pay lines. | Choose an item. |  |
| **NS2.4.34** | A reel/wheel assembly must be so designed that the spin of each reel is not obstructed by any other components. | Choose an item. |  |
| **Video Monitors** | | **Determination** | **Internal Notes** |
| **NS2.4.35** | Monitors or their associated shields shall be securely mounted and shall be constructed of toughened material to resist patron abuse. | Choose an item. |  |
| **NS2.4.35a** | Where adjustment mechanisms for a video display unit are provided for use by gaming attendants (i.e. not service technicians), they shall : | | |
| a) be clearly labelled, | Choose an item. |  |
| b) not require the use of a tool of any kind, and | Choose an item. |  |
| c) be accompanied by detailed instructions in the Operator’s Manual. | Choose an item. |  |
| **Touch Screens** | | **Determination** | **Internal Notes** |
| **NS2.4.36** | Touch screens must be resistant to scratching from conditions likely to occur during normal use. | Choose an item. |  |
| **NS2.4.37** | Touch screens must be accurate, and once calibrated must maintain that accuracy for at least the manufacturers recommended maintenance period. | Choose an item. |  |
| **NS2.4.38** | A touch screen should be able to be re-calibrated by venue staff without access to the machine cabinet other than opening the main door. | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **Printers** | | **Determination** | **Internal Notes** |
| **NS2.4.39** | If a gaming machine is equipped with a printer, it must be located in a locked area of the gaming machine (e.g. require opening of the main door) but not in the logic area or the cash box. | Choose an item. |  |
| **NS2.4.40** | Where a ticket printer is incorporated into a gaming machine, either the printer must have the capability to simultaneously generate two identical copies of any print out ticket, or a system must be utilised whereby the gaming machine and/or CMCS retains sufficient evidence of the print out ticket and its contents to satisfy patron enquiries and operator/regulator audit purposes. | Choose an item. |  |
| **NS2.4.41** | A printer must have mechanisms to allow software to interpret and act upon the following conditions: | | |
| a) Out of paper / Paper low; | Choose an item. |  |
| b) Printer jam/failure; and | Choose an item. |  |
| c) Disconnected. | Choose an item. |  |
| **Audible Alarm** | | **Determination** | **Internal Notes** |
| **NS2.4.42** | A suitable audible alarm in the gaming machine must be provided for effectively signalling any of the error or security features required by the relevant software standard. | Choose an item. |  |
| **NS2.4.43** | There may be a method whereby legal access can be made into the internal area of the gaming machine (by authorised personnel via an audit mode or other accountable method) where the audible alarm is not activated. | Choose an item. |  |
| **NS2.4.44** | A technique should be provided to enable authorised personnel to adjust the volume level (without the need to enter the logic area). However the adjustment of the volume shall not allow the alarm output to be below a threshold level whereby the alarm cannot be heard with the door shut in a typical gaming environment (volume controls secured in a logic area are exempted). | Choose an item. |  |
| **NS2.4.45** | The duration of the alarm when activated shall be at least 1.5 seconds. | Choose an item. |  |
| **Cash Input Systems** | | |  |
| **Note and Acceptor Devices** | | **Determination** | **Internal Notes** |
| **NS2.5.1** | Refer to Chapter 5 Banknote Acceptance Specifications. | | |
| **Coin Input Systems** | | **Determination** | **Internal Notes** |
| **NS2.5.2** | The coin input system must be constructed in such a way that it protects the gaming machine against vandalism, abuse, or fraudulent activity. The coin input system shall have the following capabilities: | Choose an item. |  |
| a) the ability not to have its coin path easily altered from the exterior of the gaming machine without leaving evidence of physical modification; | Choose an item. |  |
| b) the ability to resist liquid spills; | Choose an item. |  |
| c) the ability to deliver the coin to the correct area of the gaming equipment with minimal failures; | Choose an item. |  |
| d) the ability to accurately detect and account for all valid inserted coins (and it should effectively detect and reject invalid coins); and | Choose an item. |  |
| e) the coin input system must be able to prevent manipulation by the insertion of foreign objects. | Choose an item. |  |
| **NS2.5.3** | The coin input system must provide means through which software (or hardware) may detect and/or logically deduce when potential cheating is in progress. | Choose an item. |  |
| **Coin Validators** | | **Determination** | **Internal Notes** |
| **NS2.5.4** | The coin acceptor device must be electronically based and be so designed that it accepts coins of appropriate legal tender or approved tokens. It must credit the customer's credit balance by the appropriate amount for each accepted coin, and return to the coin tray all other coins. | Choose an item. |  |
| **NS2.5.4b** | The registering of credit must involve a form of communication (e.g. a complex series of pulses) which prevents the illegal or accidental registering of credit. | Choose an item. |  |
| **NS2.5.5** | The coin validator should be easily removed from its mounting bracket for inspection, and its removal should not require the use of any tools. | Choose an item. |  |
| **NS2.5.6** | Removal and replacement of a coin validator must not cause any necessary re-calibration or adjustment of that validator. | Choose an item. |  |
| **Programmable Coin Validators** | | **Determination** | **Internal Notes** |
| **NS2.5.7** | In the case of coin validators which are electronically programmable to recognise a coin, the coin validator must be pre-programmed at the factory and it must not be capable of being reprogrammed in the field without access to the equipment used at the factory (or without detailed technical knowledge). | Choose an item. |  |
| **Coin Diverter Chutes** | | **Determination** | **Internal Notes** |
| **NS2.5.8** | The coin chute and diverter mechanism shall be constructed to ensure that coins inserted into the gaming machine are deposited into either the hopper, the cash box, or the coin tray without coin jams occurring, or without spillage of coins onto the internal floor of the machine. | Choose an item. |  |
| **NS2.5.9** | Means must be provided to enable the software to determine the coin’s direction of travel as they are fed into the gaming machine (e.g. to detect yo-yoing). | Choose an item. |  |
| **NS2.5.10** | There must be a sufficient closed loop control to enable the software to determine: | Choose an item. |  |
| a) if a coin is travelling to a cash box or to a hopper; | Choose an item. |  |
| b) if a coin diverter has failed; and | Choose an item. |  |
| c) if an internal coin jam has occurred (e.g. a coin has passed the acceptor but has not reached the sensors). | Choose an item. |  |
| Rationale: This requirement maintains that the detection of a hopper overflow condition by means of software alone is inefficient. | | |
| **Cash Output Systems** | | |  |
| **General** | | **Determination** | **Internal Notes** |
| **NS2.6.1** | The cash output system must be resistant to manipulation by the insertion of any foreign object (e.g. into its output path). | Choose an item. |  |
| **Coin Hoppers** | | **Determination** | **Internal Notes** |
| **NS2.6.2** | Where a gaming machine may be operated using coins and is fitted with a coin hopper, the hopper shall be located in a suitably secured area (generally within the gaming machine). | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **NS2.6.3** | A hopper’s design and materials of construction must be of an acceptable quality and shall require no adjustments for at least the manufacturers recommended maintenance period. | Choose an item. |  |
| **NS2.6.4** | The hopper must have a cover fixed evenly around the perimeter of the coin container, and the cover should have an opening only large enough to allow refilling of the hopper by the method intended by manufacturer. | Choose an item. |  |
| **NS2.6.5** | Hoppers shall have detection devices that provide a method of enabling software to interpret and act, upon the following conditions: | | |
| a) hopper full, when the hopper full condition is detected, coins are to be diverted to the cash box (this hopper full level must incorporate a physical sensor); | Choose an item. |  |
| Note: The hopper level adjust mechanism may be incorporated in the gaming machine’s software in conjunction with a physical sensor which can over-ride the SW counter. | | |
| b) hopper empty/ hopper jam; and | Choose an item. |  |
| c) extra coin paid/hopper runaway (one or more unintended coins exiting the hopper). | Choose an item. |  |
| Note: When possible the manufacturer is to distinguish between the hopper runaway and the extra coin paid out condition. | | |
| **NS2.6.6** | When power to the hopper is removed, the hopper is to prevent further coins from being dispensed without access to the secure area in which the hopper is located. | Choose an item. |  |
| **Cash Boxes** | | **Determination** | **Internal Notes** |
| **NS2.6.7** | A gaming machine must provide an input for software to detect cash box door open / close. | Choose an item. |  |
| **NS2.6.8** | Appropriate coin shunting must be provided within the gaming machine to deliver coins to the cash box. | Choose an item. |  |
| **Communications** | | |  |
| **Communications Interface** | | **Determination** | **Internal Notes** |
| **NS2.7.1** | Ports for communication cabling are to be clearly labelled in accordance with their function. | Choose an item. |  |
| **NS2.7.2** | Communication ports are to be located within a secure area to prevent unauthorised access to the ports or cable connectors. | Choose an item. |  |
| **Software** | | |  |
| **Introduction** | | **Determination** | **Internal Notes** |
| **NS3.1.1** | This section is designed to cover only the software operations of electronic gaming machines available to players and gaming attendants. Many security aspects generally implemented by software have been omitted on the grounds that the monitoring device will enforce these via its communication protocol. | | |
| **NS3.1.2** | Any word in square parentheses, (e.g. [VALUE]), refers to a value that may be subject to change due to a change in policy. These terms are defined above where their values are listed. | | |
| **Hashing Algorithm** | | **Determination** | **Internal Notes** |
| **NS3.1.3** | The hashing algorithm for the verification of gaming equipment software, firmware and PSDs is the HMAC-SHA1 algorithm. References to the calculation of hashing algorithm signatures requires the use of the HMAC-SHA1 algorithm unless stated otherwise. | Choose an item. |  |
| **Memory** | | |  |
| **Contents of Critical Memory** | | **Determination** | **Internal Notes** |
| **NS3.2.1** | Critical memory is to store all data that is considered vital to the continued operation of the gaming machine. This includes, but is not limited to: | | |
| a) all auditing meters; | Choose an item. |  |
| b) current credits; | Choose an item. |  |
| c) gaming machine/game configuration data; | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
|  | d) information pertaining to the last two plays (including the current play if incomplete) (refer to Section 3.12 Last Play Recall); | Choose an item. |  |
| e) software state (the last normal state the gaming machine software was in before interruption); | Choose an item. |  |
| f) RNG seed(s), and | Choose an item. |  |
| g) information pertaining to the last two tickets printed (refer to Section 3.7.14 Cash Ticket Information Required) | Choose an item. |  |
| **Maintenance of Critical Memory** | | **Determination** | **Internal Notes** |
| **NS3.2.2** | All critical data must be stored using a fault tolerant methodology with multiple logical and physical storage. See Section 2.4.7 Critical Memory Requirements. | Choose an item. |  |
| **NS3.2.3** | Critical Memory storage must be maintained by a methodology that enables errors to be identified and acted upon. This methodology may involve hash values, signatures, checksums, partial checksums, multiple copies, timestamps and/or effective use of validity codes. Where only two (2) logical copies of Critical Memory are maintained, appropriate hash values, signatures, and/or validity codes must be used by the method validating the data stored in Critical Memory. | Choose an item. |  |
| **NS3.2.4** | When updating meters in Critical Memory, the software is to ensure that the update was successful and that any error(s) in one logical copy of the meters are not propagated through to the other good copies. | Choose an item. |  |
| **NS3.2.5** | To cater for disruptions occurring during the update process of Critical Memory, at any point in time during an update there must exist sufficient information that will allow the software to fully cater for such disruptions (e.g. the software must be able to identify the state of update of each copy of Critical Memory and recover from the most appropriate good copy to complete the update in case of a disruption). | Choose an item. |  |
| **Detection of Corrupted Memory** | | **Determination** | **Internal Notes** |
| **NS3.2.6** | A validity check of the entire contents of gaming machine Critical Memory must be undertaken at least after every restart of the device, transaction of significance (e.g. banknote input, logic door closed, large win, jackpot win, door closed, parameter change or reconfiguration) and before and after a game play. After a device restart (e.g. power off and on), the device must complete its validity check of the Critical Memory area and then perform a comparison check of all good logical copies of Critical Memory. | Choose an item. |  |
| **NS3.2.7** | Any failure of a validity check is to be considered either a: | | |
| a) Recoverable Memory Corruption (optional) if at least one copy of Critical Memory is established to be good, or | Choose an item. |  |
| b) Unrecoverable Memory Corruption. | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **Recoverable Memory Corruption and Critical Memory Recovery** | | **Determination** | **Internal Notes** |
| **NS3.2.8** | If validity checking of Critical Memory information fails, and data memory remains operational, the software may recover Critical Memory information in order to continue game play. This option has the following implications: | | |
| a) All logical copies of Critical Memory must be re-created using the good logical Critical Memory(s) as a source. | Choose an item. |  |
| b) The device must verify that the re-creation of the Critical Memory was successful to attempt to identify a permanent physical memory failure. If such is determined the device should enter the Unrecoverable Memory Corruption sequence. | Choose an item. |  |
| **Unrecoverable Critical Memory** | | **Determination** | **Internal Notes** |
| **NS3.2.9** | An unrecoverable memory corruption must result in a RAM error. | Choose an item. |  |
| **NS3.2.10** | The RAM must not be cleared automatically, and must require a full RAM clear. | Choose an item. |  |
| **NS3.2.11** | If the gaming machine is so designed that after an unrecoverable memory corruption it is possible to view all logical copies of meters, including the customer’s credit meter, the gaming machine must highlight which of these figures are expected to be good as opposed to those that may be corrupted. | Choose an item. |  |
| **Data Partitioning** | | **Determination** | **Internal Notes** |
| **NS3.2.12** | Gaming machine software should be designed so that machine specific information (e.g. machine address or other configurable parameters) are not stored within the same PSD (or file for file-based PSDs) as game and system software. | Choose an item. |  |
| **Non-critical RAM** | | **Determination** | **Internal Notes** |
| **NS3.2.13** | All other RAM must be checked for corruption at each power up. | Choose an item. |  |
| **Program Execution from Secondary Storage Media (Version 10.0)** | | **Determination** | **Internal Notes** |
| **NS3.2.14**  **10.0 Only** | Program execution from the approved primary PSDs is preferred. However, if program execution occurs from secondary storage media (e.g. RAM), then the following conditions will apply: | | |
| a) When the program is loaded from the primary media to the secondary media, verification must take place at the end of loading. If the secondary media image is invalid, then an appropriate error message must be displayed and the image either re-created, or execution halted; | Choose an item. |  |
| b) Once loaded, the secondary media image must be continuously verified against the contents of the primary storage media. Each verification must commence within 2 minutes of the completion of the previous verification and a verification must be completed at least once in every hour; | Choose an item. |  |
| c) The verification procedure must use secure techniques such as CRC's or similar; | Choose an item. |  |
| d) If the verification procedure detects an error, the EGM will enter an unrecoverable RAM error requiring a full RAM clear; | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
|  | e) On each processor restart, the program contents of the secondary storage media must either be re-created or re-verified. | Choose an item. |  |
| Note : These requirements should not be seen as an impediment to the use of future technologies or alternative use of existing technologies which feature designs based on adequate software verification and security measures. | | |
| **Program Execution from non-Primary Storage (Version 10.1+)** | | **Determination** | **Internal Notes** |
| **NS3.2.14**  **10.1+ Only** | The gaming machine must prevent or detect unexpected or malicious changes to program code that provides functionality central to the operation of the gaming machine or game. | Choose an item. |  |
| a) If unexpected or malicious changes are detected the gaming machine must enter an unrecoverable RAM error (requiring a full RAM clear) and display an appropriate error message. | Choose an item. |  |
| b) Where the gaming machine expects changes to program code, the manufacturer must submit details of the expected changes to the tester. | Choose an item. |  |
| **PSD Verification** | | **Determination** | **Internal Notes** |
| **NS3.2.15** | The entire contents of all PSDs in the executable address space of a critical processor must be validated when: | | |
| a) the CPU is reset; | Choose an item. |  |
| b) initiated via Audit Mode; or | Choose an item. |  |
| c) initiated by a monitoring system that requires software signature results. | Choose an item. |  |
| **Unused Program Memory Storage** | | **Determination** | **Internal Notes** |
| **NS3.2.17** | The integrity of the operation of the device must be protected from nefarious or accidental use of the unused portions of the program memory storage media. Specific requirements that apply to particular types of storage media are discussed in the following paragraphs. | Choose an item. |  |
| **Read Only Storage** | | **Determination** | **Internal Notes** |
| **NS3.2.18** | All unused areas of PSDs must be written with the inverse of the erased state. Other effective means of filling unused areas with programming will be considered on a case by case basis. | Choose an item. |  |
| **Write Once Read Many (WORM) Program Storage** | | **Determination** | **Internal Notes** |
| **NS3.2.19** | A WORM (e.g. CD-ROM) used as a program or fixed data storage device must be written such that only the actual program and data required is written to the WORM. | Choose an item. |  |
| **NS3.2.20** | The operational software must provide an integrity check method to verify that there are no additional or missing program or data records/files on the WORM. | Choose an item. |  |
| **NS3.2.21** | There must be an ability to conduct an integrity check independent of the device’s operational software to verify that there are no additional or missing program or data records/files on the WORM (e.g. inserting a CD-ROM in another PC which then conducts a full hashing algorithm signature check and directory search check over the CD-ROM space). | Choose an item. |  |
| **NS3.2.22** | Old approved versions of programs may be held on a WORM. However, it must be possible to clearly identify which files belong to which version of the program. | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **NS3.2.23** | The method of changing to different versions of the program, including reverting to an older version must be approved. | Choose an item. |  |
| **Read/Write Storage Media** | | **Determination** | **Internal Notes** |
| **NS3.2.24** | A Read/Write Storage device (e.g. Disk or Tape) used for storage of program or fixed data must be written in such a way that only the actual program and fixed data required by the program is written to the storage device. | Choose an item. |  |
| **NS3.2.25** | The operational software must provide an integrity check method to verify that there are no additional or missing program or fixed data records/files on the storage device. | Choose an item. |  |
| **NS3.2.26** | There must be an ability to conduct an integrity check independent of the device’s operational software to verify that there are no additional or missing program or data records/files on the storage device. For example, attach and boot from an external floppy disk which initiates a full hashing algorithm signature and directory search check over the entire device storage space. | Choose an item. |  |
| **NS3.2.27** | All methods of integrity check must have the ability to identify files/records that are variable data and exclude them from the hashing algorithm signature calculation. | Choose an item. |  |
| **NS3.2.28** | The method of loading programs to the storage media (e.g. disk file transfer or down line load) must be approved. | Choose an item. |  |
| **NS3.2.29** | Superseded approved versions of programs may be held on the storage media. However, it must be possible to clearly identify which files belong to which version of the program. | Choose an item. |  |
| **NS3.2.30** | The method of changing to different versions of the program, including reverting to older versions must be approved. | Choose an item. |  |
| **Flash Memory Devices - Security Controls** | | **Determination** | **Internal Notes** |
| **NS3.2.31** | If in-circuit writing of flash memory is available the use of flash memory devices presents additional security risks to some other forms of firmware and therefore this technology will only be accepted if there are adequate controls to prevent unauthorised reading, erasure or copying of flash memory devices. | Choose an item. |  |
| **Flash Memory Devices - Physical Protection against Modification** | | **Determination** | **Internal Notes** |
| **NS3.2.32** | A flash memory device must be protected from unauthorised modification which is to be permitted only once appropriate security measures are satisfied (e.g. a high voltage chip that allows modification of the flash memory devices is installed on the PCB). | Choose an item. |  |
| **NS3.2.33** | The use of jumpers or similar devices can be used to enable/disable erasure/writing to flash memory provided there is a feedback signal to the software so that the setting of the jumper position can be recorded or appropriately acted upon. These jumpers must be located within the logic area of the machine. | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **NS3.2.34** | Any change to the contents of the Flash Memory Device through erasure, writing to the contents, and so on, should result in a hardware signal feeding back to the gaming machine software. | Choose an item. |  |
| **NS3.2.35** | Any unauthorised access to the contents of a Flash Memory Device through erasure, writing to the contents, and so on, should trigger an event that must be stored in NVRAM in the same way that a “door open” event is. Clearance of the event should not be possible other than under the control of the gaming machine hardware and software. | Choose an item. |  |
| **Downloading Programs to Flash Memory Devices** | | **Determination** | **Internal Notes** |
| **NS3.2.37** | The method of loading programs to the flash memory device (e.g. Down-line load from CMCS) must be approved. | Choose an item. |  |
| **NS3.2.38** | Only the actual program and fixed data required are to be written to the flash memory device. | Choose an item. |  |
| **Program Verification** | | **Determination** | **Internal Notes** |
| **NS3.2.39** | During the programming operation on flash memory, each byte programmed should be verified by a program comparison controlled by the programming device. | Choose an item. |  |
| **Metering** | | |  |
| **Soft Meter Update** | | **Determination** | **Internal Notes** |
| **NS3.3.1** | A meter must be updated on the occurrence of the event. All meters must be added to, not incremented with the exception of coin handling meters (i.e. coin in and out meters) which may be either added to or incremented. The term “added to” indicates the fetching of the current value from memory, conducting an arithmetic add operation and storage in memory. | Choose an item. |  |
| **Credit Meter Decrement** | | **Determination** | **Internal Notes** |
| **NS3.3.3** | Whenever credits are staked (e.g. commencement of play, additional wagers during a play) then the number of credits staked shall be immediately subtracted from the player’s credit meter. | Choose an item. |  |
| **Update of the Credit Meter** | | **Determination** | **Internal Notes** |
| **NS3.3.4** | The end of a play is defined to be when all appropriate meters for a game have been updated (see Section 3.9.6 Game Play / Idle ). It is permissible to update the credit meter before the completion of play provided that: | | |
| a) critical memory is updated when the credit meter is updated; | Choose an item. |  |
| b) only credits held on a win meter may be wagered on a gamble feature, i.e. it is not possible to wager any credits transferred to the credit meter on gamble. | Choose an item. |  |
| **Credit Meter Prize Update and Progressive Prizes** | | **Determination** | **Internal Notes** |
| **NS3.3.5** | The value of every prize (at end of a play) must be added to the player’s credit meter, except progressives. | Choose an item. |  |
| Progressives may be added to the credit meter if either | | |
| a) the credit meter is maintained in dollars and cents, or | Choose an item. |  |
| b) the progressive meter is incremented to whole credit amounts or | Choose an item. |  |
| c) the prize in dollars and cents is converted to credits on transfer to the player’s credit meter in a manner that does not mislead the player (e.g. make unqualified statement “wins meter amount” and then rounds down on conversion) or cause accounting imbalances. | Choose an item. |  |
| **Substantial Win** | | **Determination** | **Internal Notes** |
| **NS3.3.6** | Substantial Wins must cause the gaming machine to enter a lock-up mode until external intervention, e.g. attendant key. The gaming machine will require a gaming attendant to clear the Substantial Win event prior to or immediately following the transfer of the Substantial Win amount to the player’s Credit meter. | Choose an item. |  |
| Note: This value may be a $ amount or infinity. | | |
| **NS3.3.7** | The prize amount is defined as the grand total of all winnings for all game elements. Thus multiple part games such as those with free game sequences, bonus sequences, gamble or other such features are to have their total winnings added, regardless of whether partial transfer to the credit meter has occurred or not. | Choose an item. |  |
| Furthermore, at the completion of all of these game elements, this play is considered a Substantial Win if that sum of winnings is greater than or equal to a configured limit | Choose an item. |  |
| A Substantial Win is not to be considered to have occurred:  a) for individual game elements of a multi-part game; or  b) if during a play, the Substantial Win threshold is exceeded and subsequent losses (e.g. losing gamble attempt) result in the final sum being below the Substantial Win threshold | | |
| **NOTE to Engineer: Refer to the applicable Australian Market’s** **Checkoff for the configuration methods or values for [LARGEWIN]** | | |
| **Meter Internal Storage, Width and Wraparound** | | **Determination** | **Internal Notes** |
| **NS3.3.11** | Meter values may be stored in either decimal (generally Binary Coded Decimal - BCD) or binary form. | Choose an item. |  |
| **Decimal Meters** | | **Determination** | **Internal Notes** |
| **NS3.3.12** | Decimal Meters must be of at least ten (10) digits in width. | Choose an item. |  |
| **NS3.3.13** | If the metered value exceeds the highest number, e.g. 9, 999, 999, 999 the appropriate meter is to automatically 'roll over' to 0, 000, 000, 000. | Choose an item. |  |
| **Binary Meters** | | **Determination** | **Internal Notes** |
| **NS3.3.14** | Binary Meters must be of at least 32 bits in width. | Choose an item. |  |
| **NS3.3.15** | If the metered value exceeds the highest number, e.g. 2^32-1, the appropriate meter is to automatically 'roll over' to 0. | Choose an item. |  |
| **Master Meters** | | **Determination** | **Internal Notes** |
| **NS3.3.16**  **Table 3-1** | The following master meters must be displayed within a single, separately identifiable section of Audit Mode. Wherever displayed, master meters must be labelled with the name, in the order and using the units specified in the table below. Where a master meter is not supported by a corresponding machine or game function (e.g. BANKNOTES IN for a gaming machine which will not be fitted with a banknote acceptor) that master meter must display as its value ‘N/A’ or null: | Choose an item. |  |
| • GAMES PLAYED: total number of games played [plays] | Choose an item. |  |
| • TURNOVER: total value in dollars of bets made from the player’s credit meter (note gamble bets such as double up are not bet from the player’s credit meter) [$,] | Choose an item. |  |
| • TOTAL WINS: total value in dollars of all prizes awarded to the player’s credit meter (incl. Residual Credit Gamble prizes) [$,] | Choose an item. |  |
| • CANCELLED CREDITS: total of all credits cancelled from the Credit meter by attendant and all credits paid from the Credit meter by ticket [$,] | Choose an item. |  |
| • CASH BOX: total of all coins deposited to the cash (drop) box [$,] | Choose an item. |  |
| • COINS IN: total of all coins in but not hopper refills [$,] | Choose an item. |  |
| • COINS OUT: total of all coins out from hopper, but not extra coins out or short pays [$,] | Choose an item. |  |
| • EXTRA COIN OUT: total of all coins detected as dispensed in error from hopper (excluded from “coins out”) [count] | Choose an item. |  |
| • BANKNOTES IN: total of all banknotes accepted, if applicable. [$.] | Choose an item. |  |
| • CASHLESS IN: total of all credits electronically transferred to the gaming machine (if applicable), or paid to credit meter and not added to Total Wins [$.] | Choose an item. |  |
| • CASHLESS OUT: total of all credits electronically transferred from the gaming machine, if applicable [$.] | Choose an item. |  |
| • MONEY IN: total value in dollars of coins and or banknotes inserted to register credits on the player’s credit meter together with transfers to the machine to register credits on the player’s credit meter [$.] | Choose an item. |  |
| • MONEY OUT: total value in dollars of credits redeemed from the player’s credit meter by hopper pay, ticket print, cancelled credit or account transfer, but not extra coin out errors or short pays [$.] | Choose an item. |  |
| **Self Audit Check Formula** | | **Determination** | **Internal Notes** |
| **NS3.3.17** | A gaming machine shall perform a “self audit” of the appropriate master accounting data meters as described in the following formula:  **Credit Balance** = [(Coins IN + Banknotes IN + Cashless IN + Total WINS)(Coins OUT + Cancel Credits + Cashless OUT + Turnover)]%2^32.  Where: % is the modulus operator (to handle meter roll over). | Choose an item. |  |
| Note: The cases of a ‘meter roll-over’ should be taken into account when performing a “Self Audit” check. In the case of decimal meters, the modulus is 10^10. | | |
| **Occurrence of Self Audit Check** | | **Determination** | **Internal Notes** |
| **NS3.3.18** | The self audit check shall be performed at least at the following times: | | |
| a) At the start of every play. | Choose an item. |  |
| b) Before commencing any process that transfers any monetary value out of the gaming machine (e.g. hopper pay, cancel credit/ticket pay or credit transfer out). | Choose an item. |  |
| **Action on Failure of Self Audit Check** | | **Determination** | **Internal Notes** |
| **NS3.3.19** | The EGM shall enter an Unrecoverable Memory Corruption state in the event that this self audit check fails. | Choose an item. |  |
| **Meter Increment Test** | | **Determination** | **Internal Notes** |
| **NS3.3.19a** | At the end of each play, the value of the following master meters must be compared to value of the same master meter at the end of the previous play :-   |  |  | | --- | --- | | **Master Meter** | **Increment Threshold** | | COINS IN | $1,000 | | BANKNOTES IN | $10,000 | | Choose an item. |  |
| If the change in the value of the master meter is greater than or equal to the increment threshold, the gaming machine must register a fault event and display the error message ‘Excessive Meter Increment’ (see also Table 3-6 and Section 3.16.3 Gaming Machine Faults). | Choose an item. |  |
| **Progressive Meters** | | **Determination** | **Internal Notes** |
| **NS3.3.20**  **Table 3-2** | Stand alone progressive gaming machines must display upon request the following additional meters (in order) for each progressive prize offered: | | |
| • CURRENT VALUE: current prize amount [$,] | Choose an item. |  |
| • OVERFLOW: amount exceeding ceiling [$,] | Choose an item. |  |
| • HITS: number of hits for this progressive [count] | Choose an item. |  |
| • WINS: total value of wins for this progressive [$,] | Choose an item. |  |
| • STARTUP: startup value [$,] | Choose an item. |  |
| • CEILING: ceiling value [$,] | Choose an item. |  |
| • INCREMENT: percentage increment rate [%] | Choose an item. |  |
| • HIDDEN INCREMENT: percentage increment rate for the reserve pool [%] | Choose an item. |  |
| • INITIAL VALUE: initially entered after last RAM clear. (Used for creating a ‘lost’ jackpot.) [$,] | Choose an item. |  |
| **Multi-game Meters** | | **Determination** | **Internal Notes** |
| **NS3.3.21**  **Table 3-3** | For each game in a multi-game configuration, the following must be recorded and preferably displayed in the following order: | | |
| • GAMES PLAYED: total number of games played [plays] | Choose an item. |  |
| • TURNOVER: total of all bets made from the credit meter [$,] | Choose an item. |  |
| • TOTAL WINS: total of all wins, but not interim gamble wins [$,] | Choose an item. |  |
| **Residual Credit Removal Meters** | | **Determination** | **Internal Notes** |
| **NS3.3.22**  **Table 3-4** | If residual credit removal meters are provided, the following meters must be recorded and displayable in audit mode (see also Section 3.9.55 ): | | |
| • RCR STROKE: the number of times residual credit removal play has been used [count] | Choose an item. |  |
| • RCR TURNOVER: residual credit removal turnover [$.] | Choose an item. |  |
| • RCR WIN: residual credit removal wins [$.] | Choose an item. |  |
| RCR meters can be a separate game, or a part of the last played game | Choose an item. |  |
| **Labelling of Other Meters** | | **Determination** | **Internal Notes** |
| **NS3.3.23** | All other electronic statistics or information must be suitably labelled. | Choose an item. |  |
| **Additional Meters** | | **Determination** | **Internal Notes** |
| **NS3.3.24**  **Table 3-5** | If any of the following additional meters are provided the following terminology is to be used: | | |
| • HOPPER REFILL: total of all hopper refills [$.c] | Choose an item. |  |
| • REFILL COUNT: number of hopper refills [count] | Choose an item. |  |
| • DOOR OPENS: number of door opens (main cabinet, cash box, logic area) [count] | Choose an item. |  |
| • OPEN TIME: time of last door open (main cabinet, cash box, logic area) [time] | Choose an item. |  |
| • COINS TO HOPPER: total of all coins deposited to the hopper [$.c] | Choose an item. |  |
| • HOPPER LEVEL: calculated hopper level [$.c] | Choose an item. |  |
| • GAMBLE: Gamble games played [count] | Choose an item. |  |
| • GAMBLE: Gamble games won [count] | Choose an item. |  |
| • GAMBLE: Gamble Turnover (total of all Gamble Bets) [$.c] | Choose an item. |  |
| • GAMBLE: Gamble Wins (total of all Gamble Wins) [$.c] | Choose an item. |  |
| • FEATURE: Other feature game stats (hits / wins / etc.) [various] | Choose an item. |  |
| **Display of Date and Time** | | **Determination** | **Internal Notes** |
| **NS3.3.25** | If the current time is displayed on the game screen, it must be :- | | |
| a) in local time, | Choose an item. |  |
| b) in 12 hour format (hh:mm AM/PM), and | Choose an item. |  |
| c) clearly visible at all times. | Choose an item. |  |
| Note: All markets, except for ACT, SA, and WA require the time to be displayed | | |
| **NS3.3.26** | Times displayed for other purposes must be in 24 hour format i.e. hh:mm:ss. | Choose an item. |  |
| **NS3.3.27** | Any dates displayed must be in Australian/New Zealand format either as dd,mm,yy or dd/mm/yy or dd,MMM,yy where MMM is, at least, an alphabetical 3-character representation of the month. Note that “yy” may also be “yyyy”. | Choose an item. |  |
| **Program Interruption & Resumption** | | |  |
| **Recovery from Program Interruption** | | **Determination** | **Internal Notes** |
| **NS3.4.1** | After a program interruption (e.g. power down), the software must be able to recover to the state it was in immediately prior to the interruption occurring. | Choose an item. |  |
| **Recovery from Test Mode** | | **Determination** | **Internal Notes** |
| **NS3.4.2** | If in a test mode, any test that incorporates credits entering or leaving the gaming machine (e.g. a hopper test) must be completed prior to the resumption of normal operation. | Choose an item. |  |
| **Restoration of Fault Condition** | | **Determination** | **Internal Notes** |
| **NS3.4.3** | If a gaming machine is powered down whilst in a fault condition, then upon restoring power the fault message must be displayed and the gaming machine must remain locked-up. This is unless power down is used as part of the error reset procedure or if on power up or door closure the gaming machine checks for the fault condition and detects that the fault is no longer in existence. | Choose an item. |  |
| **Program Interruption Procedures** | | **Determination** | **Internal Notes** |
| **NS3.4.4** | On program interruption, the following procedures must be successfully performed as a minimum requirement: | | |
| a) the hopper must be turned off and the brake applied, if applicable; | Choose an item. |  |
| b) the integrity of critical variables must not be compromised by the interruption procedures; and | Choose an item. |  |
| c) the power-down routine completes fully. | Choose an item. |  |
| **Program Resumption Procedures** | | **Determination** | **Internal Notes** |
| **NS3.4.5** | On program resumption, the following procedures must be performed as a minimum requirement: | | |
| a) any communications to an external device must not begin until the program resumption routine, including self-tests, is completed successfully; | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
|  | b) gaming machine control programs must test themselves for possible corruption due to failure of the program storage media. Use of Cyclic Redundancy Check (CRC) calculations is a minimum (at least 16 bit). Other test methodologies must be of an approved type; | Choose an item. |  |
| c) the integrity of all critical memory must be checked; | Choose an item. |  |
| d) the power down process must be tested for correct completion, and an appropriate message must be displayed if incorrect completion detected; and | Choose an item. |  |
| e) the software must be able to detect any change in the gaming machine program from when the gaming machine was last powered down or interrupted. If a change has been detected, the gaming machine must lock-up, displaying an appropriate message until the gaming machine is reset by an authorised person. | Choose an item. |  |
| **Program Interruption During Play** | | **Determination** | **Internal Notes** |
| **NS3.4.6** | The gaming machine when disabled in a non-fault condition during a play (for example, a gaming machine at a venue is disabled by the Site Controller, or a gaming machine disables itself because the hours of operation have expired), must finish the current play (including any free games or gamble games) and enable the player to perform credit redemption. | Choose an item. |  |
| Note: This clause does not apply under power fail conditions. | | |
| **Door Open/Close** | | |  |
| **Doors to be Monitored** | | **Determination** | **Internal Notes** |
| **NS3.5.1** | The software must be able to detect access to the following doors or secure areas: | | |
| a) main gaming machine cabinet door(s); | Choose an item. |  |
| b) cash box door(s); | Choose an item. |  |
| c) logic area door(s); | Choose an item. |  |
| d) banknote acceptor doors; | Choose an item. |  |
| e) any other area housing a critical processor; | Choose an item. |  |
| f) communication boards or hard meters if accessible without opening any of the above. | Choose an item. |  |
| **Power Fail Detect of Logic Area Door Open** | | **Determination** | **Internal Notes** |
| **NS3.5.2** | On power up, the software must check if access to the logic area occurred while power was off, and act as if the logic area access had occurred at that point in time. | Choose an item. |  |
| **Door Open Procedures** | | **Determination** | **Internal Notes** |
| **NS3.5.3** | The following procedures must be performed on any door open: | | |
| a) any software state prior to door opening must be saved; | Choose an item. |  |
| b) any game play must be saved in its current incomplete condition; | Choose an item. |  |
| c) the reels must stop spinning at least by the end of the current spin in progress; | Choose an item. |  |
| d) credit input must be disabled (may be re-enabled for the duration of a credit input test or hopper test); | Choose an item. |  |
| e) the machine must clearly indicate that the door has opened and game play is not possible; | Choose an item. |  |
| f) if in hopper payout, the hopper must be turned off and the brake applied (may be re- enabled for the duration of a hopper test); | Choose an item. |  |
| g) all player inputs which can affect a play in progress must be disabled (unless used in door open/test mode); | Choose an item. |  |
| h) cash out to players of any kind is to be disabled; and | Choose an item. |  |
| i) an illegal door open must cause an identifiable alarm to be sounded for at least 1.5 seconds. | Choose an item. |  |
| **Door Close Procedures** | | **Determination** | **Internal Notes** |
| **NS3.5.4** | Except for logic area access, when all doors are closed the software must return to the condition prior to when the first door open state occurred. This means: | | |
| a) a message stating that the door(s) has closed must be displayed. This may be for a preset period or until the next game play; | Choose an item. |  |
| b) any relevant player inputs must be re-enabled; | Choose an item. |  |
| c) the alarm must be turned off; and | Choose an item. |  |
| d) any game play when the event occurred must recommence from the beginning of the play or from the point at which interruption occurred and conclude normally, using the data that was saved previously. | Choose an item. |  |
| **Credit Acceptance** | | |  |
| **Coin Acceptance Conditions** | | **Determination** | **Internal Notes** |
| **NS3.6.1** | Acceptance of coins for crediting to the credit meter must only be possible when the gaming machine is enabled for play. Other states such as fault conditions, and audit mode must cause the disabling of the coin acceptor system. | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **Credit Meter Update on Coin Insertion** | | **Determination** | **Internal Notes** |
| **NS3.6.2** | Each coin inserted must register the actual dollar/cents value or a number of credits on the player’s credit meter. If registered directly as credits, the conversion rate must be clearly stated or be easily discernible from the gaming machine. For the requirements relative to the maintenance and display of credit, see Credit Meter Display, 3.8.3 and 3.8.4. | Choose an item. |  |
| **Coin Validation** | | **Determination** | **Internal Notes** |
| **NS3.6.3** | Coin validation must be electronically based and be so designed as to ensure that each coin inserted and accepted as valid by the gaming machine is added to the credit meter and that it updates all appropriate meters. | Choose an item. |  |
| **Coin Entry and Invalid Coins** | | **Determination** | **Internal Notes** |
| **NS3.6.4** | The software must be capable of accurately counting each valid coin at the highest speed in which the coins may be fed into the gaming machine. | Choose an item. |  |
| **NS3.6.5** | Coins deemed invalid by the validator must be rejected to the chip tray, and must not be counted as credits. | Choose an item. |  |
| **Coin Diverter** | | **Determination** | **Internal Notes** |
| **NS3.6.6** | The software must ensure that the diverter directs coins to the hopper, or to the cash box when the hopper is full. The hopper full detector must be continually monitored to determine whether a change in diverter status is required. If the state of the detector changes, the diverter must operate as soon as possible after the state change without causing a disruption of coin flow, or creating a coin jam. | Choose an item. |  |
| **NS3.6.7** | It is preferred that diverter operations are dependent only on hopper sensor status, not software counters. If a software counter is used, it must be used in conjunction with a mechanical sensor, which will override the software counter. | Choose an item. |  |
| **NS3.6.8** | Hopper-less gaming machines must always divert coins to the cash box. | Choose an item. |  |
| **NS3.6.9** | Gaming machines with hoppers must have the diverter default position to the cash box unless strategies are in place to prevent the overflow of coins from the hopper if the diverter fails. | Choose an item. |  |
| **Cashless In** | | **Determination** | **Internal Notes** |
| **NS3.6.10** | Gaming machines that accommodate a ‘money in’ transfer from a card or account (for instance, a smart card, or account bet magnetic stripe card) must do so using a method that is secure and has been proven to be reliable. | Choose an item. |  |
| **NS3.6.11** | Acceptance of cashless transfers to a gaming machine for crediting to the credit meter must only be possible when the gaming machine is enabled for play. Other states such as fault conditions and Audit mode must cause the acceptance of cashless transfers to be disabled. | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **Credit Redemption** | | |  |
| **Credit Redemption Conditions** | | **Determination** | **Internal Notes** |
| **NS3.7.1** | Available credits may be collected from the gaming machine by the patron pressing the “COLLECT” button at any time except : | | |
| a) during a play; | Choose an item. |  |
| b) while in Audit mode; | Choose an item. |  |
| c) while any door open condition exists; | Choose an item. |  |
| d) while in Test mode; | Choose an item. |  |
| e) while the player’s Credit Meter or Total Wins Meter is incrementing; | Choose an item. |  |
| f) while disabled by CMCS (see Chapter 8 Section 8.2.1 Credit Collect); | Choose an item. |  |
| **NOTE to Engineer: Refer to the applicable Australian Market’s Checkoff for their version of 8.2.1.** | | |
| g) while any fault condition exists (at the manufacturer’s discretion, credits may be collected from the gaming machine if the only existing fault condition(s) is(are) :-  i) ticket printer failure/paper error,  ii) progressive controller error or  iii) banknote acceptor full.) | Choose an item. |  |
| **Cancel Credit** | | **Determination** | **Internal Notes** |
| **NS3.7.2** | If the “COLLECT” button has been pressed where greater than the Maximum Hopper Payout, then the software shall automatically lock-up and go into a cancel credits condition. The software shall remain in this state until the credits have been cancelled by external intervention or the player selects an option to exit from the Cancel Credit state. | Choose an item. |  |
| **NOTE to Engineer: Refer to the applicable Australian Market’s** **Checkoff for the configuration methods for [CRECANLIM] and [MAXHOPPER]** | | |
| **NS3.7.3** | Cancel Credit amount is to be displayed in dollars and cents. | Choose an item. |  |
| **Hopper Pay Conditions for Tokenised Games** | | **Determination** | **Internal Notes** |
| **NS3.7.4** | If less than or equal to the Maximum Hopper Payout amount exist on the credit meter and the COLLECT button is pressed, then these credits must be converted to the appropriate number of coins and dispensed from the hopper. For the requirements covering the removal of residual credits, see Section 3.9.40 Residual Credit Removal. | Choose an item. |  |
| **NOTE to Engineer: Refer to the applicable Australian Market’s** **Checkoff for the configuration methods for [MAXHOPPER]** | | |
| **Control of Hopper Pay** | | **Determination** | **Internal Notes** |
| **NS3.7.5** | Once initiated, a hopper pay must not be able to be cancelled, paused or otherwise controlled by a player. | Choose an item. |  |
| **Update of Money Out Meters** | | **Determination** | **Internal Notes** |
| **NS3.7.6** | Each coin that is paid from the hopper must be registered on the Coin Out and Money Out meters and decremented from the player’s credit and hopper level meters. | Choose an item. |  |
| **Hopper Error Conditions** | | **Determination** | **Internal Notes** |
| **NS3.7.7** | The hopper shall be interfaced in such a way as to allow the software to identify at least the following events: | | |
| a) coin paid out; | Choose an item. |  |
| b) hopper full detection; | Choose an item. |  |
| c) hopper overflow, if required; | Choose an item. |  |
| d) hopper coin out sensor failed, disconnected, malfunction or locked; | Choose an item. |  |
| e) hopper jam or empty detection, no coins past the hopper coin out sensor in time out period; | Choose an item. |  |
| f) illegal or extra coin out detection/hopper runaway. | Choose an item. |  |
| **Cashless Out** | | **Determination** | **Internal Notes** |
| **NS3.7.8** | Gaming machines that transfer money out to a card or an account (for instance, a smart card, or account bet magnetic stripe card), or other devices (such as a site controller or cash kiosk) must do so using a method that is secure and has been proven to be reliable. | Choose an item. |  |
| **Hopper Refill Procedure** | | **Determination** | **Internal Notes** |
| **NS3.7.9** | The refill procedure must be an option clearly different from any other procedure. | Choose an item. |  |
| **NS3.7.10** | When a 'hopper jam/empty' error message or equivalent is displayed, if the gaming machine does not issue clear instructions on the steps necessary to perform either a hopper refill or to reset the fault these must be clearly set out in the operator manual. | Choose an item. |  |
| **Hopper Refill Conditions** | | **Determination** | **Internal Notes** |
| **NS3.7.11** | Entry to a hopper refill procedure may be via instruction by an attendant from a gaming machine audit mode or while in a hopper empty condition. | Choose an item. |  |
| **NS3.7.12** | In the case of a 'hopper refill' option being chosen; a number of coins equal to the hopper refill amount must be added to the hopper and the hopper refill and hopper level meters updated. | Choose an item. |  |
| **Ticket Voucher Printing** | | **Determination** | **Internal Notes** |
| **NS3.7.13** | Credit redemption by printed ticket is only acceptable where the gaming machine communicates with a CMCS or Cash Control System which provides validation of the printed ticket. | Choose an item. |  |
| **NS3.7.13a** | A gaming machine providing printed tickets as a form of credit redemption must :- | | |
| a) generate two identical copies of each ticket printed, one copy being provided to the player while the other copy is to be retained within the machine for audit purposes, or | Choose an item. |  |
| b) maintain an electronic record of all details at Section 3.7.14 for the last thirty five tickets printed and provide access to these details via Audit Mode functionality. | Choose an item. |  |
| **NS3.7.13b** | Where credit redemption by printed ticket is provided, the gaming machine must be capable of producing a ticket for all credits owed to the player at the completion of each play. | Choose an item. |  |
| **Cash Ticket Information Required** | | **Determination** | **Internal Notes** |
| **NS3.7.14** | A valid ticket must contain the following information: | | |
| a) the unique gaming equipment terminal identification number; | Choose an item. |  |
| b) the current date in the prescribed format (see Section 3.3.27 Display of Date and Time); | Choose an item. |  |
| c) the time of day in the prescribed format (see Section 3.3.25 Display of Date and Time); | Choose an item. |  |
| d) the value of the credit in numbers and or words; | Choose an item. |  |
| e) the unique identifying number of the ticket voucher; | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
|  | f) the validation (check) number. The validation number computation method must be approved. | Choose an item. |  |
| **Ticket Barcodes** | | **Determination** | **Internal Notes** |
| **NS3.7.15** | Barcodes or other form of machine readable markings on a ticket must have enough redundancy and error checking to ensure that 99.9% of all misreads are flagged as an error. | Choose an item. |  |
| **Displays** | | |  |
| **User Options** | | **Determination** | **Internal Notes** |
| **NS3.8.1** | The artwork must display sufficient information to the player to indicate the available player options. | Choose an item. |  |
| **Credit Meter Width** | | **Determination** | **Internal Notes** |
| **NS3.8.2** | The credit meter must have sufficient digits to be capable of displaying at least the maximum prize attainable for the gaming machine (including gamble, etc., but not including progressive prizes). | Choose an item. |  |
| **Game Screen Meters** | | **Determination** | **Internal Notes** |
| **NS3.8.2a** | Player entitlement meters (including Credit, Bet and Win meters) must be displayed on the game screen in a format which is clearly visible to the player and easily distinguishable. | Choose an item. |  |
| Each player entitlement meter (Credit, Bet and Win) must :- | | |
| a) be displayed in $-and-¢ and credits (unless 1 credit = $1), | Choose an item. |  |
| b) be of the same size in both forms. | Choose an item. |  |
| A display which alternates between $-and-¢ and credits will be acceptable provided that both values are clearly visible and easily distinguished. Such a display is not to alternate during a play nor during the incrementation of meters following a win. | Choose an item. |  |
| For a multi-game gaming machine providing games with different credit values (e.g. 1¢, 2¢), Multi-Game Select Mode is only required to display the Credit meter in $-and-¢.” | Choose an item. |  |
| **Standalone Progressive Jackpot Display** | | **Determination** | **Internal Notes** |
| **NS3.8.2b** | The display of a standalone progressive jackpot prize may be incremented from its previous resting value, however the display must accurately reflect the actual jackpot prize value within 10 seconds of the end of the last play. | Choose an item. |  |
| **Credit Meter Display** | | **Determination** | **Internal Notes** |
| **NS3.8.3** | The player's credit meter must always be prominently displayed in all modes except audit, configuration and test modes. During game play in second screen bonus features the player’s credit meter amount does not need to be displayed- provided the player is not required to bet additional credits during the feature. | Choose an item. |  |
| **NS3.8.4** | Values displayed to the player (e.g. wins and credits) may be incremented or decremented to the value of the actual meter for visual effect. However, the internal storage of these meters must be immediately updated (not incremented or decremented). | Choose an item. |  |
| **Game Result** | | **Determination** | **Internal Notes** |
| **NS3.8.4a** | The outcome of each game element must be displayed for a reasonable length of time. | Choose an item. |  |
| **Multi-line Games - Display of Lines Selected** | | **Determination** | **Internal Notes** |
| **NS3.8.5** | In regard to multi-line games, each individual possible line which is activated as a lit selected line (by betting additional credits) must be clearly indicated by the gaming machine, so that the player is in no doubt as to which lines are being bet on. | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **Multi-line Games - Display of Lines Won** | | **Determination** | **Internal Notes** |
| **NS3.8.6** | For multi-line games, the payline(s) won must be clearly highlighted to the player. This may be accomplished by drawing a line over the symbols on the payline and/or flashing of winning symbols and/or line selection box. Where there are two or more winning patterns, a sequential indication of each winning pattern must be given by flashing the participating symbols or highlighting the symbols and associated payline. | Choose an item. |  |
| Note: See Glossary of Terms and Abbreviations and Artwork for definitions and further information on ‘possible lines’, ‘selected lit lines’ and ‘paylines’. | | |
| **Display Requirements with Non-zero Credit Meter** | | **Determination** | **Internal Notes** |
| **NS3.8.7** | While the gaming machine is in idle mode, if there are credits on the credit meter, the following must remain on view until the next play. (Note that section 3.8.12 clarifies these requirements for multi-game gaming machines) :- | | |
| a) the total number of credits staked for the last play; | Choose an item. |  |
| b) the final reel stop positions, card values, etc. for the last game play; | Choose an item. |  |
| c) the total number of credits won and other prizes associated with the combination resulting from the last play. | Choose an item. |  |
| d) the total number of credits that would be staked on the next play; | Choose an item. |  |
| e) the initial states of all cards, tables, reels etc. for the next play; | Choose an item. |  |
| f) where supported by the game, the prizes that may be won on the next play | Choose an item. |  |
| **Display Requirements Following Collect** | | **Determination** | **Internal Notes** |
| **NS3.8.8** | If a payment from the hopper is made after the completion of the last play, the gaming machine must display, until the start of the next play, the metered value of coins, in dollars and cents, which were paid from the hopper, using the format “COLLECT $#,###.##”. | Choose an item. |  |
| **NS3.8.9** | If more than one payment from the hopper is made after the completion of the last play or if a payment from the hopper is made after a Cancel Credit, the gaming machine must display, until the start of the next play, the metered value of coins, in dollars and cents, which were paid in the last payment from the hopper and the total of all payments from the hopper and credits cancelled, in dollars and cents, since the last play, using the format “COLLECT $#,###.## (TOTAL PAID $#,###.##)” | Choose an item. |  |
| **Display Requirements Following Cancel Credit** | | **Determination** | **Internal Notes** |
| **NS3.8.10** | If a Cancel Credit is made after the completion of the last play, the gaming machine must display, until the start of the next play, the metered value of the credits cancelled, in dollars and cents, using the format “CANCEL $#,###.##”. | Choose an item. |  |
| **NS3.8.11** | If more than one Cancel Credit is made after the completion of the last play or if a Cancel Credit is made after a payment from the hopper, the gaming machine must display, until the start of the next play, the metered value of the last credits cancelled, in dollars and cents, and the total of all payments from the hopper and credits cancelled since the last play, in dollars and cents, using the format “CANCEL $#,###.## (TOTAL PAID $#,###.##)” | Choose an item. |  |
| **Multi-game Gaming Machines** | | **Determination** | **Internal Notes** |
| **NS3.8.12** | Multi-game gaming machines may have a Game Select Mode entered from Idle Mode where Section 3.8.7 is not required. For the specification regarding display requirements for multi-game gaming machines and Game Select Mode, see Section 3.13 Multiple Games. | Choose an item. |  |
| **Video Displays - Attract Mode** | | **Determination** | **Internal Notes** |
| **NS3.8.14** | An attract mode may be used, as long as the information outlined in the previous Section Idle Mode Display is displayed after it has completed. | Choose an item. |  |
| **Video Displays - Paytable Display** | | **Determination** | **Internal Notes** |
| **NS3.8.15** | If the display is overwritten by the paytable while game play is in progress (e.g. waiting to enter double up), any winning combination resulting from the current play must be suitably highlighted on restoration of the game display. | Choose an item. |  |
| **Touch Screens - Calibration Facility** | | **Determination** | **Internal Notes** |
| **NS3.8.16** | Touch screens must have a software re-calibrating facility unless the touch screen is designed never to require re-calibrating. | Choose an item. |  |
| **NS3.8.17** | If the opening of the gaming machine door is found to affect touch screen calibration and re-calibration is carried out with the door open, there must be in place means to ensure that the re-calibration is correct when the door is closed (e.g.: two sets of calibrations one for door open and one for door closed). | Choose an item. |  |
| **Touch Screens - Accuracy** | | **Determination** | **Internal Notes** |
| **NS3.8.18** | Touch screens must be accurate so that a user's actions can be interpreted correctly. | Choose an item. |  |
| **Touch Screens - Button Icons** | | **Determination** | **Internal Notes** |
| **NS3.8.19** | Touch screen button icons must be sufficiently separated to reduce chances of the wrong icon being selected due to mis-calibration or parallax errors. | Choose an item. |  |
| **Touch Screens - Hidden Touch Points** | | **Determination** | **Internal Notes** |
| **NS3.8.20** | There must be no hidden or undocumented buttons/touch points anywhere on the screen except as provided for by the game rules (e.g.: spot the ball). | Choose an item. |  |
| **Power Save Mode Requirement** | | **Determination** | **Internal Notes** |
| **NS3.8.21** | Gaming machines may be required to have a Power Save Mode. | Choose an item. |  |
| Note: SA Clubs and Hotels, QLD Clubs and Hotels, and NT Clubs and Hotels require a Power Save Mode of 15 Minutes. | | |
| **Power Save Mode Activation Conditions** | | **Determination** | **Internal Notes** |
| **NS3.8.22** | Power Save Mode shall only be activated when there are no credits or faults on the gaming machine, the gaming machine is in a disabled state (i.e. the venues licensing hours have expired) and the gaming machine has been idle for a period of time not less than 15 minutes. (Note: this value may be infinity.) | Choose an item. |  |
| **NS3.8.23** | For the purposes of this section, a gaming machine will be defined as being “idle” if for 15 minutes it: | | |
| a) does not have any key-switch activated (e.g. accessing Audit Mode); | Choose an item. |  |
| b) does not have any door open; | Choose an item. |  |
| c) is not enabled; | Choose an item. |  |
| d) has no credits on the “win” meter yet to be transferred to the player’s credit meter; | Choose an item. |  |
| e) has not had any coins or banknotes input; | Choose an item. |  |
| f) has not had its touch screen touched has not had any button pressed; | Choose an item. |  |
| g) does not have any fault condition. | Choose an item. |  |
| **Power Save Mode Control** | | **Determination** | **Internal Notes** |
| **NS3.8.24** | Power Save Mode must be capable of being enabled or disabled by a technician via Set Up Mode, or via a CMCS (if applicable). | Choose an item. |  |
| **Exit from Power Save Mode** | | **Determination** | **Internal Notes** |
| **NS3.8.25** | The gaming machine will exit from Power Save Mode and return to the normal display mode immediately upon it ceasing to be “idle”, (if not using a manual power save implementation). | Choose an item. |  |
| **Components De-energised during Power Save Mode** | | **Determination** | **Internal Notes** |
| **NS3.8.26** | While in Power Save Mode, power must be removed from the coin diverter, incandescent display, monitor and all fluorescent lights. Critical security functions of the gaming machine must still be performed. | Choose an item. |  |
| **Hardware Activated Power Save Mode** | | **Determination** | **Internal Notes** |
| **NS3.8.27** | Power save mode may be activated manually (i.e. via an auxiliary power switch or key switch) and in this case the conditions listed under Section 3.8.22 and 3.8.23 are void. | Choose an item. |  |
| **Mechanical Reels/Wheels - Re-spin After Re-activation** | | **Determination** | **Internal Notes** |
| **NS3.8.28** | Microprocessor controlled reels (e.g. stepper motor reels) must re-spin automatically to the last legally obtained play-mode result when the play mode is re-entered (e.g. the main door is closed, power is restored, audit mode is exited, or a fault condition cleared). | Choose an item. |  |
| **Mechanical Reels/Wheels - Reel Bounce** | | **Determination** | **Internal Notes** |
| **NS3.8.29** | Reel bounce and float must be prevented when stopping each spinning reel. | Choose an item. |  |
| **Mechanical Reels/Wheels - Minimum Reel Spin** | | **Determination** | **Internal Notes** |
| **NS3.8.30** | Each microprocessor controlled reel must spin at least one revolution per play. | Choose an item. |  |
| **Mechanical Reels/Wheels - Active Monitoring of Reel Position** | | **Determination** | **Internal Notes** |
| **NS3.8.31** | Microprocessor controlled reels must be monitored to detect malfunctions such as a reel which is jammed, or is not spinning freely, or any attempt to manipulate their final resting position. | Choose an item. |  |
| **Game Play** | | |  |
| **Game Rules** | | **Determination** | **Internal Notes** |
| **NS3.9.1** | A game must follow a constant set of rules and must at no time deviate from those rules. A rule change constitutes a different game, although variations to the maximum number of credits bet per play (and/or lines per play) are permitted. This requirement does not preclude implementations of games with multiple parts or features and/or gamble provided that the rules are clear to the player. | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **Independence of Events** | | **Determination** | **Internal Notes** |
| **NS3.9.2** | Except as provided by the rules of the game and for metamorphic games, events of chance within the games must be independent of (i.e. not correlated with) any other events within the play or any other events within previous plays. | Choose an item. |  |
| **Modification of a Game** | | **Determination** | **Internal Notes** |
| **NS3.9.3** | A play must not alter or modify the presentation of mapped symbols or artwork, except in cases of animation during a play or as a part of the game rules which must be clearly described on the artwork, otherwise this constitutes a different game. | Choose an item. |  |
| **Commencement of Game Play** | | **Determination** | **Internal Notes** |
| **NS3.9.4** | A machine must not have any faults present, or be in any test, metering, door open or lockup mode, etc., for a game play to commence (the updating of hard meters is exempted). | Choose an item. |  |
| **Wagers** | | **Determination** | **Internal Notes** |
| **NS3.9.5** | Credits bet must only come from the Credit meter, which is to be decremented at the start of play or when additional wagers are made during the play as per the game rules. (Additional wagers from the Credit meter must not be available to Gamble games.) | Choose an item. |  |
| **Game Play / Idle Mode** | | **Determination** | **Internal Notes** |
| **NS3.9.6** | A ‘play’ commences when the player irrevocably commits a wager from the player’s credit meter that is not part of any previous play. | Choose an item. |  |
| **NS3.9.7** | A play is considered completed when the final transfer to the player’s credit meter takes place (in case of a win) or when all credits wagered or won that have not been transferred to the credit meter are lost. The following are all considered to be part of a single play, i.e. must finish before the play is considered completed: | Choose an item. |  |
| a) games that trigger a free game feature and any subsequent free games; | Choose an item. |  |
| b) “second screen” bonus feature(s); | Choose an item. |  |
| c) games with player choice e.g. Draw Poker or Blackjack; | Choose an item. |  |
| d) games where the rules permit wagering of additional credits e.g. Blackjack Insurance or the second part of a two part Keno game; and | Choose an item. |  |
| e) gamble (e.g. Double-up). | Choose an item. |  |
| **NS3.9.8** | The period after completion of a play and before commencement of the next play is ‘Idle Mode’. | Choose an item. |  |
| **Game Play Information** | | **Determination** | **Internal Notes** |
| **NS3.9.9** | A gaming machine must display the following information to the player: | | |
| a) the player’s current credit balance; | Choose an item. |  |
| b) the current bet amount; | Choose an item. |  |
| c) all possible winning outcomes, or be available as a menu item or help menu; | Choose an item. |  |
| d) win amounts for each possible winning outcome or be available as a menu or help screen item; | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
|  | e) the amount won for the last completed play (until the next play starts, or following player input related directly to the next play); | Choose an item. |  |
| f) the player options selected (e.g. bet amount, lines played) for the last completed play (until the next play starts, or following player input related directly to the next play). | Choose an item. |  |
| Note: For games which implement a fixed betting period before the start of the next play (e.g.. a horse racing simulation), the information at e) and f) is only required until the next fixed betting period commences. | | |
| **NS3.9.9a** | All game rules pertaining to the game about to be played must be true and correct. | Choose an item. |  |
| **Initiation of Game Play** | | **Determination** | **Internal Notes** |
| **NS3.9.10** | The player must initiate game play by pressing a play or bet button, or similar input device. Each play must be initiated by a distinct and separate activation of the player interface (e.g. play button or touch screen etc.) and the gaming machine must not allow a player to circumvent this requirement by external interference (e.g. holding down or jamming play buttons). | Choose an item. |  |
| **Automatic Game Play Initiation** | | **Determination** | **Internal Notes** |
| **NS3.9.11** | The gaming machine must not automatically initiate play after credits have been entered onto the credit meter via coin, banknote entry, or cash transfer. | Choose an item. |  |
| **Games with Components of Skill** | | **Determination** | **Internal Notes** |
| **NS3.9.12** | Games involving player physical dexterity (e.g. hand/eye coordination) must return at least the minimum return to player without adaptive strategies. For example, it is not permitted to increase or decrease the size of a target area dependent upon previous results. | Choose an item. |  |
| **NS3.9.13** | Games that have a component of strategic skill (e.g. Draw Poker and Blackjack) must meet the following requirements: | | |
| a) the player return for the optimal strategy must not exceed the maximum return to player and must not be lower than the minimum return to player | Choose an item. |  |
| b) where an automatic hold feature or strategy advice is provided to the player, when calculated using the selections provided by such a feature or using the advice provided, the player return must not be lower than the minimum return to player | Choose an item. |  |
| c) where an automatic hold feature or strategy advice is provided to the player, it must be fair and not misleading; and | Choose an item. |  |
| d) the player must be able to override any automatic hold feature and reject any or all strategy advice provided. | Choose an item. |  |
| **Prize Determination** | | **Determination** | **Internal Notes** |
| **NS3.9.14** | Prize determination shall: | | |
| a) be clearly specified on the exterior of the device, or easily accessible to the player; | Choose an item. |  |
| b) be exclusively a consequence of the outcome of a computer based RNG in conjunction with the prevailing payout table and rules of the game. | Choose an item. |  |
| c) be attainable combinations of the mapped symbol set (except random prizes). | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **Game Minimum RTP** | | **Determination** | **Internal Notes** |
| **NS3.9.15** | A game must have a theoretical/estimated statistical expectation that the minimum player return (RTP) of the game will be greater than or equal to [MINRTP] | Choose an item. |  |
| **NOTE to Engineer: Refer to the applicable Australian Market’s** **Checkoff for the values for [MINRTP].** | | |
| **Game Maximum RTP** | | **Determination** | **Internal Notes** |
| **NS3.9.16** | A game must have a theoretical/estimated statistical expectation that the maximum player return (RTP) of the game will be less than or equal to [MAXRTP] | Choose an item. |  |
| **NOTE to Engineer: Refer to the applicable Australian Market’s** **Checkoff for the values for [MAXRTP].** | | |
| **RTP Tolerance** | | **Determination** | **Internal Notes** |
| **NS3.9.16a** | Within a single game variation or configuration, a change to the betting options selected must not cause a change to the resultant theoretical player return (RTP) of more than 0.20%. Where one version of game software contains identifiably different games (such as an ante-bet game), the requirement on RTP tolerance will apply to each game separately. | Choose an item. |  |
| **Probability** | | **Determination** | **Internal Notes** |
| **NS3.9.16b** | The probability for attaining any winning event must not be less than 1/7,000,000 (at a rate of at least 1 in 7 million plays). | Choose an item. |  |
| The calculation of the probabilities is to:  a) be multiplied by the maximum number of possible lines, ways or patterns available in one play (using the configuration which provides the lowest number of 'maximum lines' etc. available in one play);  b) combine the probabilities for the same winning pattern when occurring in different elements of a play (e.g. base and feature elements);  c) combine the probabilities for the same winning pattern occurring with and without substitute symbols;  d) exclude ‘multipliers’; and  e) ignore all linked progressive jackpots. | | |
| **Standard Deviation** | | **Determination** | **Internal Notes** |
| **NS3.9.17** | The Nominal Standard Deviation (NSD) of a game must be no greater than 15. While the standard deviation of individual components of a game (e.g. feature games, metamorphic sequences etc.) may exceed 15, the NSD of the whole game must not exceed 15. | Choose an item. |  |
| In determining the NSD for a game, the following conventions must be applied:  a) Calculate standard deviation of the base game at minimum bet and single line play or equivalent. (Should the underlying game algorithm or randomising mechanism change with a change to play options selected (e.g. different virtual reels are activated upon a change to the number of lines played or certain prize categories are only available by selecting specific play options), the highest standard deviation result must be used);  b) Coinciding prizes are to be treated as separate prizes (e.g. a payline prize of 20 coinciding with a scatter prize of 50 are to be treated as two separate prizes of 20 and 50);  c) Feature game prize contribution must, as a minimum, be calculated using a set of individual feature prizes with corresponding weighted probabilities for each prize. (The calculation method must not use the mean of all feature prizes treated as a single base game prize);  d) For the purposes of c) above, feature game prizes are to be calculated under conditions applicable to the feature when the base game is in the mode referred to in a) above (i.e. using the same bet and line pattern or equivalent);  e) Gamble features (e.g. Double-up) are to be excluded;  f) Progressive prize components, both standalone and linked, are to be excluded;  g) All calculations must be made to a minimum accuracy of four decimal places and the NSD must be reported to a minimum accuracy of two decimal places.  Note : For the certification of games with a NSD of greater than 15, the tester must provide clear evidence, in the form of actual game play data produced independently of the manufacturer, that the game will provide the expected rate of return. Despite such evidence being provided, the approval of games with a NSD of greater than 15 will remain at the discretion of the regulator. | | |
| **Non-linear Paytables** | | **Determination** | **Internal Notes** |
| **NS3.9.18** | The minimum return to player must be met when playing at the lowest end of a non linear paytable (e.g. if a game is continuously played at a minimum bet level for its total game cycle and the theoretical RTP is lower than minimum percentage, then the game is unacceptable). This example also extends to games such as Keno where the continuous playing of any spot combination results in a theoretical RTP lower than the minimum percentage | Choose an item. |  |
| **Carded Percentage** | | **Determination** | **Internal Notes** |
| **NS3.9.19** | A manufacturer may for venue information purposes provide a “carded percentage” which, for games of skill or games with non-linear paytables, represents the player return expected in operation when historical knowledge of player preference or skill is applied. This percentage may appear on the gaming machine program provided it is clearly marked as “carded percentage” or another term not likely to be confused with the minimum return to player. | Choose an item. |  |
| **Bet Limit** | | **Determination** | **Internal Notes** |
| **NS3.9.20** | A limit may apply to the maximum wager that can be made from the player’s Credit meter | Choose an item. |  |
| **NOTE to Engineer: Refer to the applicable Australian Market’s** **Checkoff for the values for [MAXWAGER]** | | |
| **Win Limit** | | **Determination** | **Internal Notes** |
| **NS3.9.20a** | A limit may apply to the maximum amount that can be won in any game element for non-progressive games and by any progressive prize for progressive games. | Choose an item. |  |
| The maximum non-progressive win may be won in any individual game element. This is further clarified as being the sum of all prizes (coinciding wins) awarded in a game element (i.e. the total of all prizes resulting from winning patterns, bonuses, multipliers etc. in that individual game element). | Choose an item. |  |
| Example :- A play consists of base game element, 5 free game elements and 2 gamble game elements. The maximum non-progressive win may be won in each and every game element - 8 in total. | | |
| **NOTE to Engineer: Refer to the applicable Australian Market’s** **Checkoff for the values for [MAXNPWIN] and [MAXPWIN].** | | |
| **Win Truncation** | | **Determination** | **Internal Notes** |
| **NS3.9.20b** | The value of prizes awarded in any individual game element or sequence of game elements must not be truncated (i.e. individual prizes, coinciding wins or wins accumulated over a feature sequence must not be truncated). | Choose an item. |  |
| **Feature Exit** | | **Determination** | **Internal Notes** |
| **NS3.9.21** | A game must not automatically exit a feature before the feature has been completed. | Choose an item. |  |
| **Autoplay** | | **Determination** | **Internal Notes** |
| **NS3.9.22** | Autoplay is prohibited. | Choose an item. |  |
| **Gamble** | | **Determination** | **Internal Notes** |
| **NS3.9.23** | A maximum of five consecutive Gamble attempts per single play may be made following a win. The first Gamble attempt must only be offered at the completion of all other game elements (i.e. Gamble game elements can only be offered as the last elements of a play). | Choose an item. |  |
| **NS3.9.23a** | If the Gamble feature is selected, the player must be able to exit the Gamble feature without committing any winnings to a Gamble element. | Choose an item. |  |
| **NS3.9.24** | The gamble option must have a theoretical return to player of 100%. | Choose an item. |  |
| **NS3.9.25** | If Gamble is offered on the result of bonus/feature games, only moneys not transferred from the win meter to the credit meter may be wagered on the Gamble feature. | Choose an item. |  |
| **NS3.9.26** | Amounts bet on gamble are not to be added to the turnover meter. | Choose an item. |  |
| **NS3.9.27** | Gamble bets may incorporate a variety of symbols, player choices, or win chances. | Choose an item. |  |
| **NS3.9.28** | Partial transfer of winnings to the Gamble feature is acceptable (e.g. half stake Double-up) however amounts not wagered on a Gamble element must be transferred to the player’s Credit meter:- | | |
| a) at the time the player selects partial Gamble, | Choose an item. |  |
| b) immediately after the completion of the Gamble element, or | Choose an item. |  |
| c) immediately after the completion of the play. | Choose an item. |  |
| Note: Amounts not wagered on a Gamble element and not transferred to the player’s Credit meter as at a) or b) must be stored in critical memory. | | |
| **NS3.9.28a** | Where the division of winnings for partial transfer to the Gamble feature results in a remainder, the remainder must be included in the amount transferred to the Credit meter. | Choose an item. |  |
| Example: Win on base element = 101 credits; Transfer to half stake Gamble = 50 credits; Transfer to Credit meter = 51 credits | | |
| **NS3.9.29** | Gamble may offer other multipliers other than two (2) e.g. “pick a suit” where four outcomes may be offered provided that the other requirements of this section are met (e.g. a 100% RTP). | Choose an item. |  |
| **NS3.9.30** | The maximum win that can be obtained from each single gamble attempt is not to exceed a configured limit | Choose an item. |  |
| **NOTE to Engineer: Refer to the applicable Australian Market’s** **Checkoff for the values for [GAMBWIN].** | | |
| **NS3.9.31** | At all times during a Gamble feature, the amount to be wagered or available to the Gamble feature must be simultaneously displayed in both dollars and cents and credits. A display which alternates between dollars and cents and credits will be acceptable provided that both values are easily distinguished. | Choose an item. |  |
| **Auto Gamble** | | **Determination** | **Internal Notes** |
| **NS3.9.32** | If Auto Gamble is provided, automatic entry to a Gamble feature should only be activated upon a win from a primary game or completion of a feature game(s). It must be possible for the player to disable the Auto Gamble feature at any time. If Auto Gamble is used, the player should be given the option to exit the Gamble feature without playing. | Choose an item. |  |
| **Requirements of Metamorphic Games** | | **Determination** | **Internal Notes** |
| **NS3.9.33** | Games that are not completely independent of player’s history (i.e. metamorphic) must: | | |
| a) display clearly to the player which game rules apply to the current game state; | Choose an item. |  |
| b) display to the player sufficient information to indicate the current status towards the triggering of the next metamorphosis of the game (e.g. if the game collects tokens towards a feature, the number of tokens missing or the total number required to trigger the metamorphosis must be indicated along with the number of tokens collected at that point); | Choose an item. |  |
| c) not adjust the likelihood of a metamorphosis occurring, based on the history of prizes obtained in previous games (i.e. games must not adapt their theoretical return to player based on past payouts); and | Choose an item. |  |
| d) not be misleading. If a game's metamorphosis is triggered after accruing a certain number of tokens or combination of tokens of different kind, the probability of obtaining like tokens must not deteriorate as the game progresses (e.g. for identical tokens it is not permitted that the last few tokens needed are more difficult to obtain than the previous tokens of that kind). | Choose an item. |  |
| **Extra Credits Wagered During Metamorphic Games** | | **Determination** | **Internal Notes** |
| **NS3.9.34** | If a feature of metamorphic games requires extra credits to be wagered and the game accumulates all winnings (from the trigger and the feature) to a temporary “win” meter (rather than directly to the credit meter), the game must: | | |
| a) provide a means where winnings on the temporary meter can be bet (via the credit meter) to allow for instances where the player has an insufficient credit meter balance to complete the feature; and | Choose an item. |  |
| b) transfer all credits on the temporary meter to the credit meter upon completion of the feature. | Choose an item. |  |
| **Metamorphic Game’s Return** | | **Determination** | **Internal Notes** |
| **NS3.9.35** | The game's player return over the cycle of both the metamorphic and non-metamorphic part of the game must conform to the minimum theoretical return to player. | Choose an item. |  |
| **NS3.9.36** | If features of a metamorphic game require extra credits to be wagered, the game's theoretical return to player during the feature must be greater than the return of the base game. | Choose an item. |  |
| **NS3.9.37** | If the player is allowed to wager at less than the available optimum strategy during a metamorphic game feature, the manufacturer must provide evidence that this option will not reduce the overall player return for that game below the minimum theoretical return to player. | Choose an item. |  |
| **NS3.9.38** | Any accumulated metamorphic game tokens are not to be lost during a full re-configuration if the game that includes the tokens is still available after the full reconfiguration. | Choose an item. |  |
| **NS3.9.39** | The progressive component of a metamorphic game must be set to the mean progressive amount subsequent to a RAM reset. Note that this requirement applies to tokens (or points) that have accumulation towards a feature (or prize), but not a stand-alone progressive jackpot | Choose an item. |  |
| **Residual Credit Removal** | | **Determination** | **Internal Notes** |
| **NS3.9.40** | If less than or equal to the Maximum Hopper Payout exist on the credit meter and the COLLECT button is pressed, credits must be converted to either the appropriate number of coins and dispensed from the hopper, or if applicable an amount payable via a printed ticket or account transfer. If residual credits exist the manufacturer may provide a residual credit removal play or allow a cancel credit or ticket print to remove the residual credits or return the gaming machine to normal game play (i.e. leave the residual credits on the player’s credit meter for betting). | Choose an item. |  |
| **NOTE to Engineer: Refer to the applicable Australian Market’s** **Checkoff for the configuration methods for [CRECANLIM] and [MAXHOPPER]** | | |
| **NS3.9.41** | If the cancel credit option is implemented the player must have the ability to terminate the cancel credit mode and return to normal game play. | Choose an item. |  |
| **NS3.9.42** | The method of implementation of the residual credit removal play must be approved. | Choose an item. |  |
| **NS3.9.43** | Residual credits bet on the residual credit removal play must be added to the TURNOVER meter. | Choose an item. |  |
| **NS3.9.43a** | The turnover from the residual credit removal play must not contribute to a standalone progressive jackpot feature. | Choose an item. |  |
| **NS3.9.44** | If the residual credit removal play is won, the value of the win must :- | | |
| a) be added to the Total Wins meter; | Choose an item. |  |
| b) be automatically paid out to the player; and | Choose an item. |  |
| c) the value paid be added to the appropriate meters. | Choose an item. |  |
| **NS3.9.45** | If a residual credit removal feature is offered, the meters specified in Section 3.3.22 Residual Credit Removal Meters must be implemented. | Choose an item. |  |
| **NS3.9.46** | All other appropriate gaming machine meters (e.g. Hopper Level) must be appropriately updated. | Choose an item. |  |
| **NS3.9.47** | If the residual credit removal play is lost, all residual credits are to be removed from the credit meter. | Choose an item. |  |
| **NS3.9.48** | If the residual credits are cancelled rather than wagered, the gaming machine must update the relevant meters (e.g. cancel credit) and the last play information. | Choose an item. |  |
| **NS3.9.49** | The residual credit removal play must return at least the minimum return to player and not more than 100% to the player. | Choose an item. |  |
| **NS3.9.50** | The player's current options and/or choices must be clearly indicated, either on static artwork, or electronically or by video display. These options must not be misleading. | Choose an item. |  |
| **NS3.9.51** | If the residual credit removal play offers the player a choice to complete the game (e.g. select a hidden card) the player must be also given the option of exiting the residual credit removal mode and returning to the previous mode. | Choose an item. |  |
| **NS3.9.53** | The result of the residual credit removal play must be displayed to the player for between 1.5 seconds and 5 seconds. | Choose an item. |  |
| **NS3.9.54** | It must not be possible to confuse the residual credit removal play with any game feature, e.g. gamble. | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **NS3.9.55** | If the residual credit removal play is offered on a multi-game gaming machine, the play must (for meter purposes of each individual game) either be considered to be a part of the game from which the play was invoked or be treated as a separate game. | Choose an item. |  |
| **NS3.9.56** | The Last Game Recall must either display the residual credit removal play result or contain sufficient information (e.g. updated meters) to derive the result. | Choose an item. |  |
| **Game Fairness Objectives** | | **Determination** | **Internal Notes** |
| **NS3.9.57** | All games are to be fair to players in that the game must not be designed to give the player a false expectation of better odds by falsely representing any occurrence or event. For example, games (and features within games) that incorporate an illusion of control in that players are offered an option which appears to provide an opportunity to influence the outcome of a game using skill, when in fact the outcome cannot be influenced by the use of skill and/or the outcome has already been determined, are not acceptable. | Choose an item. |  |
| **NS3.9.57a** | The display of the result of a game outcome must not be misleading or deceptive to the player (e.g. must not improperly indicate a near-miss). | Choose an item. |  |
| **NS3.9.58** | The mapping of numbers directly from the RNG output or through a scaling algorithm shall not influence a symbol to occur with a probability not equal to its statistical expectation. | Choose an item. |  |
| **NS3.9.59** | Symbols of virtual reel games (video) must be displayed in the same arrangement as per the reel strips. No manipulation and rearrangement of the reel’s symbols when displayed to the player is permitted. | Choose an item. |  |
| **NS3.9.59a** | Games from a manufacturer must not have the same name as another game from the same manufacturer if the rules of the game are different. | Choose an item. |  |
| Note: The rules of a game are not different where the only distinction concerns a progressive jackpot component. | | |
| **Card Games** | | **Determination** | **Internal Notes** |
| **NS3.9.60** | The consequences for games depicting cards being drawn from a pack are the following: | | |
| a) card selection must be from a deck of cards that correctly reflects the status of previously drawn cards; | Choose an item. |  |
| b) cards once removed from the pack must not be returned to the pack except as provided by the rules of the game depicted; | Choose an item. |  |
| c) the pack must not be reshuffled except as provided by the rules of the game depicted; and | Choose an item. |  |
| d) as cards are removed from the pack they must be immediately used as directed by the Rules of the game (i.e. are not to be discarded due to adaptive behaviour by the gaming machine). | Choose an item. |  |
| **Ball Drawing Games** | | **Determination** | **Internal Notes** |
| **NS3.9.61** | The consequences for games depicting balls being drawn from a barrel (e.g. Keno) are as follows: | Choose an item. |  |
| a) at the start of each play only balls applicable to the game are to be depicted; | Choose an item. |  |
| b) balls once removed from the barrel must not be returned to the barrel except as provided by the rules of the game depicted; | Choose an item. |  |
| c) the barrel must not be re-mixed except as provided by the rules of the game depicted; and | Choose an item. |  |
| d) as balls are drawn from the barrel they must be immediately used as directed by the Rules of the game (i.e. are not to be discarded due to adaptive behaviour by the gaming machine). | Choose an item. |  |
| **Reels, Wheels, Dice, Coins or other real world object** | | **Determination** | **Internal Notes** |
| **NS3.9.62** | For games that simulate or involve spinning reels, spinning wheels (such as roulette), rolling of dice, tossing of coins, or other similar activities the following will apply: | | |
| a) for each spinning reel, the probability of any one position appearing must be as for the actual physical device (e.g. 1/20 for a 20 position reel), unless the game rules clearly indicate otherwise (refer Artwork requirements), | Choose an item. |  |
| b) for each spinning wheel, die, or coin etc., the probability of any one face appearing must be as for the actual physical device (e.g. 1/10 for a 10 segment wheel; 1/6 for a 6 faced die; ½ for a coin),  **NOTE TO ENGINEER:** This requirement applies to all types of wheel, die, coin or real world objects presented to the player. The probability and visual representation of each face/segment that is displayed must be equivalent to that of the real world object (eg. All positions of a 10 segment wheel occur 1/10 where each segment is visually of equal size, where the segments are of unequal size the probability of each segment must equate to the segments relative portion of the whole wheel, all sides of a die occur 1/6 for a 6 faced die). **It is not acceptable to circumvent this requirement via artwork rules.** | Choose an item. | **Note to Engineer:**  The probability and visual display of each segment must be verified against the probabilities documented in the math results |
| c) the behaviour of each reel, wheel, die, or coin etc. must be independent of all others, and | Choose an item. |  |
| d) the behaviour of each reel, wheel, die, or coin etc. must be independent of its previous behaviour. | Choose an item. |  |
| **NS3.9.62a** | This clause applies only to games involving physical reels and reel strips, and where the symbols of a virtual reel are mapped to and presented by a physical reel. | | |
| a) each position of the virtual reel must have the same probability of occurring (i.e. if the virtual reel consists of n positions, the probability of occurrence of each position must be 1/n). | Choose an item. |  |
| b) symbols of the physical reel must appear to the player in the same arrangement as for the virtual reel (i.e. it must not be possible to determine by observing the symbols displayed on the machine that the physical reels are used instead of virtual reels). This observation extends to all symbols visible to the player. | Choose an item. |  |
| c) accordingly, mapped symbols must have identical sequences of preceding and following symbols (if these symbols are visible to the player) on both the physical and virtual reels. | Choose an item. |  |
| **Other Games** | | **Determination** | **Internal Notes** |
| **NS3.9.63** | Game fairness objectives for other games such as horse/car/animal racing, golf/football, virtual reality, etc. will be assessed on a case by case basis applying the general game fairness objectives specified earlier in this document. | Choose an item. |  |
| **NS3.9.64** | Any games which have a finishing sequence shall display all of the sequence, e.g. a race will display all contestants finishing. | Choose an item. |  |
| **Audit Mode** | | |  |
| **Audit Mode Requirements** | | **Determination** | **Internal Notes** |
| **NS3.10.1** | Audit mode is to include as a minimum, the following items: | | |
| a) display of all electronic meter information as per the section Definition of Software Meters; | Choose an item. |  |
| b) Last Play Recall; | Choose an item. |  |
| c) display of terminal identification; | Choose an item. |  |
| d) display of software/game identification; | Choose an item. |  |
| e) display of any other game statistics (e.g. wins by category), if maintained by the gaming machine and not transferred to and maintained by the CMCS; | Choose an item. |  |
| f) on-screen hashing algorithm signature results; | Choose an item. |  |
| **Audit Mode Access** | | **Determination** | **Internal Notes** |
| **NS3.10.1a** | Access to Audit Mode is limited to the operation of a key-switch or other secure device or from within the interior of the gaming machine cabinet. | Choose an item. |  |
| **NS3.10.2** | Auditing of metering information must be accessible by an authorised person at any time, except during collect in progress or during play (except where play is interrupted by a fault condition). | Choose an item. |  |
| **NS3.10.3** | The gaming machine must not be playable while in Test mode or Audit mode. If coins or notes are inserted they must be rejected (except during coin or banknote acceptor testing). The software must return to the state immediately preceding entering Test or Audit mode when the mode is exited. | Choose an item. |  |
| **NS3.10.4** | Suitable information must be presented to instruct the user on how to move between the different audit screens available. This includes access to all meters and access to all Last Play Recall screens. | Choose an item. |  |
| **Signature Key Entry** | | **Determination** | **Internal Notes** |
| **NS3.10.5** | The gaming equipment must allow the manual entry of a signature key for the hashing algorithm. Signature key entry must be via an interface provided by the gaming equipment and there must be an on-screen legend displayed. The default signature key is hexadecimal 00. Signature key entry is to be :- | Choose an item. |  |
| a) in hexadecimal characters, | Choose an item. |  |
| b) of up to 40 characters in length, | Choose an item. |  |
| c) entered least significant bytes (LSB) first; and | Choose an item. |  |
| d) formatted for display with a space between every 4 characters. | Choose an item. |  |
| A 2-byte CCITT-CRC16 of the signature key (displayed MSB first, calculated LSB LS bit first) must also be displayed to the right of the signature key. This value must be enclosed within parentheses. (The CRC16 shall not be displayed for signature results.) | Choose an item. |  |
| Examples:  Signature key: 000;  Signature key: 64c5 f08e 45f1 5ad7 8031 0ccd 306a e94c c262 64e4 (69ea) | | |
| **Master Result (for Gaming Equipment with multiple PSDs)** | | **Determination** | **Internal Notes** |
| **NS3.10.6** | For gaming equipment with multiple physical or logical PSDs the Master Result is a result from individual signature results of each physical/logical PSD in the gaming equipment ‘exclusive-OR’ed’ (XOR) together. | Choose an item. |  |
| **Display of PSD Hashing Algorithm Signature Results** | | **Determination** | **Internal Notes** |
| **NS3.10.7** | The gaming equipment must display the PSD Descriptions, signature key and hashing algorithm signature results. The display must be able to be paused indefinitely in order to verify the displayed data. The signature key and hashing algorithm signature results must be displayed in hexadecimal characters (either all uppercase or all lowercase), least significant byte first and formatted with a space between every 4 characters. | Choose an item. |  |
| Example:  Signature key: 64c5 f08e 45f1 5ad7 8031 0ccd 306a e94c c262 64e4 (69ea)  PSD Description HMAC-SHA1 Hex signature result  Master Result: 5aa5 c54f 8622 d7ae a78e c394 249a 3fe9 2535 465a  System PSD 1: 6651 1216 9cc0 d1df 679d 9240 38cf 8db7 1410 47e1  System PSD 2: 01c8 4a2f da32 4580 3a6a 97dc 5095 8c57 659f 83b7  Game PSD 1: 41ba 1b98 2116 31db 1b39 507d 579c 28c5 61f8 9981  Game PSD 2: 2077 335e 5834 4ef8 b68e cc65 66b1 bc89 ad37 d49d  I/O Firmware: 4c94 72e6 073f defa 7720 f873 08af de68 64c7 d546  If the results cannot be displayed on one screen, they may be displayed across multiple screens. | | |
| **Test/Diagnostic Mode** | | |  |
| **Entry to Test/Diagnostic Mode** | | **Determination** | **Internal Notes** |
| **NS3.11.1** | Test/Diagnostic Mode may be entered via an appropriate instruction from an attendant during an Audit Mode access. | Choose an item. |  |
| **NS3.11.2** | Opening the main cabinet door of the gaming machine shall not provide automatic entry to Test/Diagnostic Mode. | Choose an item. |  |
| **Display During Test/Diagnostic Mode** | | **Determination** | **Internal Notes** |
| **NS3.11.2a** | During any test that incorporates credits entering or leaving the gaming machine (e.g. a hopper test) the gaming machine must display a message on screen indicating that the gaming machine is in Test Mode. | Choose an item. |  |
| **Exit from Test/Diagnostic Mode** | | **Determination** | **Internal Notes** |
| **NS3.11.3** | If there are any test-mode states which cannot be automatically superseded by exit from Audit Mode, then the action necessary must be indicated on the machine and in the relevant manuals. | Choose an item. |  |
| **Test Games** | | **Determination** | **Internal Notes** |
| **NS3.11.4** | Test games, if implemented must: | | |
| a) not increment any meters (other than a temporary on screen credit meter); | Choose an item. |  |
| b) only be available after entering a specific test game mode within door open mode; and | Choose an item. |  |
| c) be clearly indicated as not in normal game play mode. | Choose an item. |  |
| **Information Required in Test Mode** | | **Determination** | **Internal Notes** |
| **NS3.11.5** | The following information must be accessible in test mode if not available in audit mode: | | |
| a) revision number for game (and if applicable, base) software in the machine; | Choose an item. |  |
| b) set-up/configuration data; and | Choose an item. |  |
| c) expected return to player. | Choose an item. |  |
| **Combination and Paycheck Mode** | | **Determination** | **Internal Notes** |
| **NS3.11.6** | If a Combination and Paycheck Mode is available, the following conditions must be met: | | |
| a) every stop position on all reels or play result may be selected, allowing testing of any combination; | Choose an item. |  |
| b) the number of credits staked can be varied; | Choose an item. |  |
| c) the number of lines can be varied; | Choose an item. |  |
| d) the value of the prize attained for the combination with respect to the number of credits staked is displayed; and | Choose an item. |  |
| e) triggering of all features and the prize resulting from the feature is displayed where possible. | Choose an item. |  |
| **Hopper Test** | | **Determination** | **Internal Notes** |
| **NS3.11.7** | If a Hopper test is implemented, the following requirements must be met : | | |
| a) the main door of the machine must be opened immediately prior to the hopper test commencing; | Choose an item. |  |
| b) only a specific number of coins are dispensed at each test; | Choose an item. |  |
| c) a play cannot commence/continue until all coins dispensed are re-inserted into the hopper via the coin acceptor mechanism; | Choose an item. |  |
| d) there must be visual indication of the number of coins dispensed and re-inserted; and | Choose an item. |  |
| e) no meters (refer Section 3.3 Metering) are to be affected throughout the hopper test. | Choose an item. |  |
| **Coin In Validation Test** | | **Determination** | **Internal Notes** |
| **NS3.11.8** | If a coin in validation test is provided, the following conditions must be met: | | |
| a) the number of coins accepted as valid by the comparator is displayed; | Choose an item. |  |
| b) the number of coins passing coin direction sensors is displayed; | Choose an item. |  |
| c) no meters are affected. | Choose an item. |  |
| Note: Alternative implementations such as providing indicators of the line status (jammed, activated, faulty etc.) of the validator outputs and diverter outputs are acceptable if at least the same level of diagnostics is achieved. | | |
| **Coin Payout** | | **Determination** | **Internal Notes** |
| **NS3.11.9** | Coins shall not be capable of being paid out other than by normal play unless in hopper test mode. | Choose an item. |  |
| **Credits Input During Test Mode** | | **Determination** | **Internal Notes** |
| **NS3.11.10** | Where the possibility exists to obtain credits whilst the door is open for any purpose (e.g. coin-in test) including the service mode, such credits shall be automatically cancelled when the door is closed and shall not be credited to any meters. | Choose an item. |  |
| **NS3.11.11** | Test mode credits must be clearly identified as such. | Choose an item. |  |
| **Last Play Recall** | | |  |
| **General** | | **Determination** | **Internal Notes** |
| **NS3.12.1** | For the Last Play information held by the gaming machine, it must be possible to show to the player the results of the play(s) as the player originally saw it. The manner in which the information is provided must enable observers to clearly identify the game sequences and result(s) that occurred. | Choose an item. |  |
| **NS3.12.2** | On return to normal game play mode, the gaming machine is to restore all images/reels and meters to the position, form and value as displayed before access to the Last Play information. | Choose an item. |  |
| **Number of Last Plays Required** | | **Determination** | **Internal Notes** |
| **NS3.12.3** | Information on at least the last five (5) plays is to be always retrievable on the operation of a suitable external key-switch, entry of an Audit Card or other approved method.  Note : See Section 3.2.1 Contents of Critical Memory. | Choose an item. |  |
| **Last Play Information Required** | | **Determination** | **Internal Notes** |
| **NS3.12.4** | Last play information must provide all relevant information required to fully reconstruct the last play. All values must be displayed even if they are zero. The display of the Last Play must contain the following information: | Choose an item. |  |
| a) reels in final resting position, card values, balls drawn or other form of game result; | Choose an item. |  |
| b) total number of credits at the start of play (less credits bet); | Choose an item. |  |
| c) total number of credits at the end of play; | Choose an item. |  |
| d) the total number of credits bet including number of lines played and credits per line; | Choose an item. |  |
| e) the total number of credits won associated with the prize resulting from the last play or the value in dollars and cents for progressive prizes; | Choose an item. |  |
| f) the total number of credits added (separated into coins, banknotes and cashless) since the end of the previous play and through to the end of the last play; | Choose an item. |  |
| g) the total number of credits collected (separated into coins, tickets and cashless) since the end of the previous play and through to the end of the last play; | Choose an item. |  |
| h) the total value cancelled (in dollars and cents) since the end of the previous play and through to the end of the last play (credits added or collected after the last play will be recorded on the completion of the next play); | Choose an item. |  |
| i) any player choices involved in play outcome including lines selected, units wagered, cards held, balls selected, etc.; | Choose an item. |  |
| j) results of Gambles, (includes Residual Credit Removal features); | Choose an item. |  |
| k) the value of all Standard Meters (as defined in Table 3-1) as at the end of the last play. Specific meters that are not applicable (e.g.. Games Played, Extra Coin Out, Banknotes In for machines which do not have a Banknote Acceptor etc), may be omitted. | Choose an item. |  |
| Note: The above requirements are the default for Last Play Information in that events after the completion of the last play (such as inserting money to add credits, or collecting credits) do not form a part of the Last play Requirements. However, it is permissible for manufacturers to display this information provided it is clear what happened after the completion of the last play. | | |
| **Game Sequences** | | **Determination** | **Internal Notes** |
| **NS3.12.5** | If a game provides free game sequences or any other feature whereby games are played automatically (i.e. without player control), the Last Play recall function must also meet the following additional requirements : | | |
| a) store results of all games in a feature or free game sequence associated with the primary game, or | Choose an item. |  |
| b) if the feature is retriggerable within the feature (i.e. the number of games in a feature sequence can theoretically be infinite), the Last Play Recall function must be able to replay a minimum of X games of the feature sequence. The mathematical determination of X will be that 99% of all feature sequences are of X games or less. For example if, theoretically, 99% of all feature game sequences in a particular game will be 15 games or less, then the Last Play Recall function must be capable of displaying a minimum of 15 feature games; | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
|  | c) where two or more features or free game sequences occur and are contained in the last game recall audit function, only the most recent feature or free game sequence must be stored in accordance with a) or b).”). | Choose an item. |  |
| **NS3.12.6** | In all cases for a feature or free game sequence, the initial trigger game and final game must be available for display. | Choose an item. |  |
| **NS3.12.7** | The replay of game sequences (free games, feature games etc) must allow each game in the sequence to be examined. Progression to the replay of the next game in the game sequence must require external input, e.g. button press, touch screen input etc. Alternatively, the replay function may provide a ‘Pause’ input to allow the replay to be suspended between games of a game sequence. | Choose an item. |  |
| **Multiple Games** | | |  |
| **Selection of Game for Play** | | **Determination** | **Internal Notes** |
| **NS3.13.1** | A Game Selection Screen must be provided where the full amount of the player’s credit balance is displayed in dollars and cents (an additional display in credits is optional). | Choose an item. |  |
| **NS3.13.2** | The methodology employed by a patron to select and discard a particular game for play on a multi-game gaming machine must be clearly explained to the patron on the gaming machine, and be easily followed. | Choose an item. |  |
| **NS3.13.3** | The gaming machine must clearly inform the patron of all games available at that time and offer them for selection. | Choose an item. |  |
| **NS3.13.3a** | When a game is selected from the Game Selection Screen, the game selected shall default to the game's minimum bet. | Choose an item. |  |
| **NS3.13.4** | The patron must at all times be made aware of which game has been selected for play and is being played, as applicable. | Choose an item. |  |
| **NS3.13.5** | The player must not be forced to play a game just by selecting that game. | Choose an item. |  |
| **NS3.13.6** | It should not be possible to start a new game before the current play is completed and all relevant meters have been updated (including features, gamble and other options of the game) unless the action to start a new game terminates the current play in an orderly manner. | Choose an item. |  |
| **NS3.13.7** | The set of games offered to the patron for selection, or the paytable, can be changed only by a secure approved method. | Choose an item. |  |
| **NS3.13.8** | No changes to the set of games offered to the patron for selection (or to the paytable) are permitted while there are credits on the player’s credit meter or while a game is in progress. | Choose an item. |  |
| **Location of Meters** | | **Determination** | **Internal Notes** |
| **NS3.13.9** | It is preferred that all non-game specific meters displayed on the play screen (e.g. credit meter, collect meter, etc.) are displayed in the same position for all games. | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **Configuration of Multi-Game Gaming Machines** | | **Determination** | **Internal Notes** |
| **NS3.13.10** | All games resident in a gaming machine’s memory shall be certified by the designated testing body prior to approval. Exceptions to this rule may be granted but only on a case by case basis. | Choose an item. |  |
| **NS3.13.11** | If it is possible to select between multiple games that are resident in a gaming machine’s memory, this selection shall take place in Setup Mode by a technician on the gaming machine prior to being enrolled by a central system, or by a configuration command from a central system. Configuration by both methods will only be permitted if certified by the designated testing body. Where a certification is not in place, the gaming machine must reject the unapproved method. If there is no CMCS, the selection may either take place in the Setup Mode by a technician or as an Audit Mode function. | Choose an item. |  |
| **Random Number Generator and Symbol Selection** | | |  |
| **Game Result Determination** | | **Determination** | **Internal Notes** |
| **NS3.14.1** | Game software must generate random symbols (or reel stop positions) from a Random Number Generator (RNG) algorithm and mapping algorithm. | Choose an item. |  |
| **NS3.14.2** | The game software must not determine the outcome of a play (critical to the game result) or gamble until after all player options pertaining to the play or gamble have been made. | Choose an item. |  |
| **Fundamental RNG Requirement** | | **Determination** | **Internal Notes** |
| **NS3.14.3** | The fundamental requirement is that the use of an RNG results in the selection of game symbols or production of game outcomes or selection of “mystery” jackpot values which are able to be proven to: | | |
| a) be statistically independent; | Choose an item. |  |
| b) be uniformly distributed over their range; | Choose an item. |  |
| c) pass various recognised statistical tests; | Choose an item. |  |
| d) be unpredictable. | Choose an item. |  |
| **NS3.14.4** | RNG tests that may be applied include: | | |
| a) chi-square test; | Choose an item. |  |
| b) equi-distribution (frequency) test; | Choose an item. |  |
| c) gap test; | Choose an item. |  |
| d) poker test; | Choose an item. |  |
| e) coupon collector’s test; | Choose an item. |  |
| f) permutation test; | Choose an item. |  |
| g) run test (Patterns of occurrences should not be recurrent); | Choose an item. |  |
| h) spectral test; | Choose an item. |  |
| i) serial correlation test potency and degree of serial correlation (outcomes should be independent from the previous game); and | Choose an item. |  |
| j) test on subsequences. | Choose an item. |  |
| **Choice of Algorithm** | | **Determination** | **Internal Notes** |
| **NS3.14.5** | The choice of algorithm is at the discretion of the supplier of equipment, however, it must comply with the requirements of this document. | | |
| **Background RNG Activity Requirement** | | **Determination** | **Internal Notes** |
| **NS3.14.6** | The RNG must be cycled continuously between plays. | Choose an item. |  |
| **RNG Seeding** | | **Determination** | **Internal Notes** |
| **NS3.14.7** | The method of seed-set generation must be approved. | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **NS3.14.8** | The method of seed generation must ensure that: | | |
| a) the same sequence of random numbers is never used in more than one device at the same time (i.e. there is to be a method whereby each gaming machine can have a unique seed generation technique or RNG startup values). | Choose an item. |  |
| b) the “next” game outcome is not able to be predicted. | Choose an item. |  |
| **NS3.14.9** | Seeding and re-seeding must be kept to an absolute minimum. Both the method of re-seeding and the instances when it may occur must be approved. Re-seeding should not in general be under operator control. Re-seeding should not be a routine or regular practice. | Choose an item. |  |
| **NS3.14.10** | If for any reason the background RNG activity is interrupted (e.g. gaming machine power down), the next input variable(s) for the RNG must be a function of the value(s) produced by the RNG immediately prior to interruption. | Choose an item. |  |
| **Minimum Period for Prize Determination using One RNG Value** | | **Determination** | **Internal Notes** |
| **NS3.14.11** | Following a low probability game outcome (e.g. a jackpot win, major prize win, or a particular graphic game result presentation), where that game outcome is represented by only one RNG value or a small number of RNG values, it is important that subsequent game play on that machine is unpredictable. The intent here is to ensure that the machine does not subsequently go through one defined sequence of game outcomes, or one of only a few possible sequences of game outcomes, and that game outcomes are consistent with the mathematical model of the game. Thus in such implementations, the ‘Period’ of the RNG must be a factor greater than its ‘Range’. | Choose an item. |  |
| **Minimum Range Requirement** | | **Determination** | **Internal Notes** |
| **NS3.14.12** | The range of values produced by the RNG must be adequate to provide sufficient precision and flexibility when setting event outcome probabilities, (i.e. so as to accurately achieve a desired expected return to player). | Choose an item. |  |
| **Mapping** | | **Determination** | **Internal Notes** |
| **NS3.14.13** | Mapping of random numbers into symbols (or reel stop positions) should observe the following principles: | | |
| a) the output resulting from the mapping of an RNG to symbols (or reel stop positions) must not be predictable; | Choose an item. |  |
| b) any outcome derived from the random number generator are uniformly distributed; | Choose an item. |  |
| c) any mappings to convert random numbers into game symbols are linear, and the distribution of the mapped symbols is identical to the distribution of the unmapped random number from which they were derived; | Choose an item. |  |
| d) the mapped random number sequence must demonstrate that they are statistically random when subject to the same statistical tests for randomness specified for the base random number generator; and | Choose an item. |  |
| e) the game outcomes which are derived from either a combination of mapped symbols or directly from the unmapped random numbers must have the same distribution and probability of occurrence as the game that the machine implements. In particular, poker games must have the same first hand distribution and probability as hands dealt from a randomly shuffled deck of cards; spinning reel games must have the same outcome probabilities and outcome distribution as the physical model upon which the game is based, and so on. | Choose an item. |  |
| **Scaling Algorithms** | | **Determination** | **Internal Notes** |
| **NS3.14.14** | If a random number with a range shorter than that provided by the RNG is required for some purpose within the gaming machine, the method of re-scaling, (i.e. converting the number to the lower range), is to be designed such that all numbers within the lower range are equally probable. | Choose an item. |  |
| **NS3.14.15** | If a particular random number selected is outside the range of equal distribution of re-scaling values, it is permissible to discard that random number and select the next in sequence for the purpose of re-scaling. | Choose an item. |  |
| **Standalone Progressive Jackpots** | | |  |
| **Modification of Jackpot Parameters** | | **Determination** | **Internal Notes** |
| **NS3.15.2** | The method by which system jackpot parameter values are modified or entered is to be secure. Parameters to be addressed are: | Choose an item. |  |
| a) increment values; | Choose an item. |  |
| b) secondary pool increments; | Choose an item. |  |
| c) reset values; | Choose an item. |  |
| d) maximum values. | Choose an item. |  |
| **Modified Parameters do not Affect Active Jackpots** | | **Determination** | **Internal Notes** |
| **NS3.15.3** | If jackpot parameters are to be changed, then the change cannot be made until the jackpot is won, or after a full RAM reset of the gaming machine. | Choose an item. |  |
| **Reset of Jackpot Amounts** | | **Determination** | **Internal Notes** |
| **NS3.15.4** | The current jackpot amounts, including overflow meters, must be able to be set once per RAM reset in configuration mode. The default values will be the reset amounts and game play shall not be permitted until the current values are set to a value equal to or greater than the default value and accepted (or the default values have been accepted). | Choose an item. |  |
| **Progressive Jackpot Prize Expectation** | | **Determination** | **Internal Notes** |
| **NS3.15.7** | Where games include a progressive component, the expected trigger value of the progressive value of the progressive meter must be less than or equal to the ceiling amount. | Choose an item. |  |
| **Gaming Machine Events** | | |  |
| **General** | | **Determination** | **Internal Notes** |
| **NS3.16.1** | Gaming machine events include the occurrence of a fault condition, incidents of de-activation, the changing of an important state such as a door open, and large jackpot wins, etc. | Choose an item. |  |
| **NS3.16.2** | Gaming machine events require different gaming machine de-activation depending upon the event. Re-activation requires different level of intervention (e.g. none, attendant, technician, Central System) depending upon the type of event. See the following tables:  Table 3‑6 : Gaming Machine Faults and Remedial Actions,  Table 3‑7 : Gaming Machine Door Open/Close Event Definitions and  Table 5‑1 : Banknote Faults and remedial Actions. | | |
| **Action on Occurrence of a Fault Event** | | **Determination** | **Internal Notes** |
| **NS3.16.3** | Events listed in Table 3‑6 : Gaming Machine Faults and Remedial Actions must cause a clearly displayed message that an event has occurred and, unless otherwise indicated, must also result in the following: | | |
| a) all player inputs must be disabled except for a Service Button and, optionally, any inputs required for Audit Mode. This includes disabling coin and banknote input; | Choose an item. |  |
| b) an identifiable alarm must be sounded for at least 1.5 seconds; | Choose an item. |  |
| c) any game play must be saved in its current incomplete condition. The reels must cease spinning immediately; and | Choose an item. |  |
| d) if the gaming machine was in hopper payout, the hopper must be turned off and the brake applied. | Choose an item. |  |
| **Action on Clearance of a Fault Event** | | **Determination** | **Internal Notes** |
| **NS3.16.4** | The following actions must be performed on clearing of the fault: | | |
| a) any messages must be removed; | Choose an item. |  |
| b) any relevant player inputs must be re-enabled; | Choose an item. |  |
| c) the alarm must be turned off; and | Choose an item. |  |
| d) any game play when the fault event occurred must recommence from the beginning of the play or from the point at which the interruption occurred and conclude normally, using the data that was saved previously. | Choose an item. |  |
| **Gaming Machine Faults and Remedial Actions** | | **Determination** | **Internal Notes** |
| **NS3.16.5**  **Table 3-6** | The following table defines faults that are to be treated as events, together with the remedial action to be taken to clear the fault: | | |
| • Coin Yo-Yo - Inserted coin detected moving in the incorrect direction. A single Coin Yo-Yo may be treated as an information only event. Consecutive Coin Yo-Yos are to lead to a gaming machine fault condition. (Cleared by an attendant intervention, e.g. key activation) | Choose an item. |  |
| • Coin-in Jam - Coin detected not moving - e.g. sensors are continually blocked (Cleared by an attendant intervention, e.g. door open/closed) | Choose an item. |  |
| • Coin to Cashbox or Diverter Fault - Coins (exceeding a manufacturer defined amount or ratio) detected going to the cashbox instead of the hopper, or vice-versa. Count of misdirected coins may be reset on power-up. (Cleared by the fault being rectified.) | Choose an item. |  |
| • Excessive Meter Increment - A master meter has increased by more than the increment threshold since the end of the previous play. (Cleared by an attendant intervention, e.g. key activation) | Choose an item. |  |
| • Hopper Empty - Coins not passing a hopper output sensor within a specified time (Cleared by an attendant intervention, e.g. door open/closed) | Choose an item. |  |
| • Hopper Jam - The hopper output sensor(s) are blocked (Cleared by an attendant intervention, e.g. door open/closed) | Choose an item. |  |
| • Extra Coin Paid - Single coin passed hopper sensor after hopper payout completed (Cleared by an attendant intervention, e.g. door open/closed) | Choose an item. |  |
| • Hopper Run-away - Multiple coins passing hopper sensor (Cleared by an attendant intervention, e.g. door open/closed) | Choose an item. |  |
| • Hopper Failure - Disconnection or failure of the hopper (not covered by other fault definitions) (Cleared by an attendant intervention, e.g. door open/closed) | Choose an item. |  |
| • Reel Not Spinning Freely - If applicable, software detecting a reel not spinning correctly (Cleared by an attendant intervention, e.g. door open/closed) | Choose an item. |  |
| • Illegal Reel Movement - If applicable, software detects unauthorised reel movement (Cleared by an attendant intervention, e.g. door open/closed) | Choose an item. |  |
| • External Peripheral Controller Fault / Disconnect - Any Peripheral controller fault or communications failure (e.g. a Progressive Display Controller) (Cleared by technician) | Choose an item. |  |
| • Printer Paper Low - If applicable and possible, the printer paper will soon be exhausted. This should lock up the gaming machine upon completion of a predetermined number of tickets calculated to ensure “Paper Out” is not possible. If a paper out sensor is also provided then “Paper Low” results only in a message. Note that if a gaming machine has a printer it must have a paper low or paper out sensor or both (Paper low condition to be cleared by replacement of paper (paper low signal removed) or positive attendant intervention, e.g. key activation) | Choose an item. |  |
| • Printer Paper Out - If applicable, the printer paper has been exhausted. The gaming machine must lock-up until the paper out state is cleared (Paper low condition to be cleared by replacement of paper (paper out signal removed) or positive attendant intervention, e.g. key activation) | Choose an item. |  |
| • Printer Jammed - If applicable, the printer paper is not feeding correctly (Paper jam condition to be cleared by clearance of jam (paper jam signal removed) and positive attendant intervention, e.g. door open/closed) | Choose an item. |  |
| • Mechanical Meter Disconnected - If applicable, software detects that the mechanical meters have been disconnected (Cleared by technician) | Choose an item. |  |
| • Low RAM Back-up Battery - If applicable, Back-up RAM Battery has reached a voltage where back-up will become unreliable soon: A message stating that the repairer must be called urgently must be displayed. The gaming machine must lock-up until the battery low event is no longer present and positive indication has been given by an attendant, e.g. jackpot reset key engaged. (Cleared by technician) | Choose an item. |  |
| • Critical RAM Errors, Mismatch - Some critical RAM error has occurred: When a non-correctable RAM error has occurred, the data on the gaming machine can no longer be considered reliable. Accordingly, any communication to external devices must cease immediately. An appropriate message must be displayed. Access to electronic meters must still be available (Full RAM clear by technician) | Choose an item. |  |
| • Low Memory - The gaming machine has detected that it is running low on memory and cannot continue operation. Detection of this fault must occur before a total ‘out of memory’ condition corrupts RAM or crashes the gaming machine. This fault may be considered a recoverable RAM error if it occurs for volatile memory, otherwise it must be deemed an irrecoverable RAM error. This fault is applicable only to gaming machines which use dynamically allocated RAM. (Cleared by technician if recovery possible with no loss of Critical Memory, else full RAM clear by Technician must occur.) | Choose an item. |  |
| • PSD Error - The software has failed its own internal security check. Any communication to external devices must cease immediately. An appropriate message must be displayed, if possible. No modifications to critical meters in RAM must be possible. The gaming machine must lock-up until the fault is rectified. (Full RAM clear or replacement of PSD by technician) | Choose an item. |  |
| **Gaming Machine Door Open/Close Event Definitions** | | **Determination** | **Internal Notes** |
| **NS3.16.6**  **Table 3-7** | The following table defines Door Open/Close events: | | |
| • Gaming Machine Door Open - The main cabinet door has opened | Choose an item. |  |
| • Cash box Door Open - The cash box door has opened | Choose an item. |  |
| • Logic Area Door Open - The main CPU door has opened. This event is to cause the gaming machine to lock up until the door is closed and the event cleared by an approved method, e.g. command from a host computer system (see Chapter 8 Section 8.2.4 Logic Area Access) | Choose an item. |  |
| **NOTE to Engineer: Refer to the applicable Australian Market’s Checkoff for their requirements for the enabling of a gaming machine after the logic door has been closed (8.2.4).** | | |
| • Other Secure Area Accessed - Any other secure area has been accessed (e.g. banknote acceptor door) | Choose an item. |  |
| • Gaming Machine Door Closed - The main cabinet door has closed | Choose an item. |  |
| • Cash box Door Closed - The cash box door has closed | Choose an item. |  |
| • Logic area Door Closed - The main CPU door has closed. | Choose an item. |  |
| • Other Secure Area Secured - Previously accessed secure area has been secured | Choose an item. |  |
| Note: All of the door open events must be indicated to the user upon their occurrence, with the procedures defined in Section 3.5.3 Door Open Procedures to be performed. All of the following events are door closed events and must be indicated upon their occurrence to the user. Only when all doors are closed should the gaming machine perform the procedures defined in the Section 3.5.4 Door Close Procedures. | | |
| **Non-fault Gaming Machine Events** | | **Determination** | **Internal Notes** |
| **NS3.16.7**  **Table 3-8** | The following table lists the non-fault gaming machine events that must be reported to the user and the respective procedures must be performed: | | |
| • Power Off - The gaming machine has been powered off: | | |
| a) any game play must be saved in its current incomplete condition (reels may finish spinning, but any wins must only be paid on clearing of the error); | Choose an item. |  |
| b) if the gaming machine was in hopper payout, the hopper must be turned off and the brake applied; | Choose an item. |  |
| c) all requirements from Gaming Machine Faults (sections to inclusive) must be adhered to. | Choose an item. |  |
| • Power On - The gaming machine has been powered on: | | |
| a) any relevant player inputs must be re-enabled; | Choose an item. |  |
| b) any game play when the event occurred must recommence from the beginning of the play or from the point at which interruption occurred and conclude normally, using the data that was saved previously. | Choose an item. |  |
| • Stand Alone Progressive Award - A Standalone progressive prize has been won: | | |
| a) an appropriate message must be displayed; | Choose an item. |  |
| b) unless the prize is transferred to the player’s credit meter the software must lock-up until the award has been paid by the attendant. | Choose an item. |  |
| • Linked Progressive Award - A linked progressive prize has been won: | | |
| a) an appropriate message must be displayed; | Choose an item. |  |
| b) unless the prize is transferred to the player’s credit meter or paid through an automatic printing of prize ticket the software must lock-up until the award has been paid by the attendant. | Choose an item. |  |
| • Substantial Win - Any prize equalling, or exceeding the Substantial Win Amount in a completed game, shall instigate this event. (Cleared by an attendant.) | Choose an item. |  |
| • Maximum Hopper Payout Exceeded - A cashout attempt which exceeds the Maximum Hopper Payout amount shall require the gaming machine to perform a cancel credit manual pay for the full amount (or a ticket printout in accordance with the relevant sections of this document). (Cleared by: Cancel credit confirmation by attendant, completion of ticket print out or the player cancelling the cashout.) | Choose an item. |  |
| **Notification of Faults** | | **Determination** | **Internal Notes** |
| **NS3.16.8** | To assist with service and fault diagnosis, the nature and location of any fault must be displayed by a message in English (if possible this message is not to be abbreviated). | Choose an item. |  |
| **NS3.16.9** | All fault conditions may activate a tower light if applicable. | Choose an item. |  |
| **NS3.16.10** | It is preferred that the gaming machines become 'user friendly' in situations requiring human interaction. For example, if a “hopper jam/empty” condition occurs, the gaming machine should instruct the attendant with further instructions and take the operator through the process of clearing the fault step-by-step. It is envisaged that implementing this procedure would greatly reduce training time on gaming machine operations, call-outs and accidental damage. | Choose an item. |  |
| **Code and Compilation** | | |  |
| **Source Code Module Requirements** | | **Determination** | **Internal Notes** |
| **NS3.17.1** | The following items shall appear in all source code modules: | | |
| a) Module Name; | Choose an item. |  |
| b) Version Number; | Choose an item. |  |
| c) Brief description of module function; | Choose an item. |  |
| **Source Code Comments** | | **Determination** | **Internal Notes** |
| **NS3.17.2** | All source code submitted must be commented in an informative and useful manner. | Choose an item. |  |
| **NS3.17.3** | Poorly commented code may seriously impair the software validation process and greatly reduce the degree of confidence in the reliability and integrity of the code. | | |
| **Source Code Completeness** | | **Determination** | **Internal Notes** |
| **NS3.17.4** | All source code submitted must be correct, complete and able to be compiled. The resultant compiled object code must be identical to that in the storage media submitted for evaluation, and to that in the media to be operational in sites. | Choose an item. |  |
| **Redundant Code Sections** | | **Determination** | **Internal Notes** |
| **NS3.17.5** | Reduction of sections of redundant code will assist in minimising time spent appraising software. | | |
| **NS3.17.6** | The above requirement does not apply to different player return variations of games provided that the software defining the characteristics of the unique variations is localised to a limited number of areas. | | |
| **NS3.17.7** | If redundant sections of code do exist in the program, the manufacturer is to provide documentation of the areas of code which are redundant. One way of achieving this goal is to use compiler directives that omit sections of code, for example if a particular compiler option is set (or not set). | Choose an item. |  |
| **Description of Variables** | | **Determination** | **Internal Notes** |
| **NS3.17.8** | All variable declarations must be followed by a thorough description and definition of the use of the variable. | Choose an item. |  |
| **Program Storage Media Identification** | | **Determination** | **Internal Notes** |
| **NS3.17.9** | All program storage media must be uniquely identified, displaying: | | |
| a) Game name (and/shell name, if applicable); | Choose an item. |  |
| b) Manufacturer; | Choose an item. |  |
| c) Game development number or variation; | Choose an item. |  |
| d) Version number; | Choose an item. |  |
| e) Jurisdiction; | Choose an item. |  |
| f) Type and size of media; and | Choose an item. |  |
| g) Location in gaming machine (if critical, e.g. socket position 3 on PCB). | Choose an item. |  |
| **NS3.17.10** | Manufacturer specifications on the program storage media must be accessible. | Choose an item. |  |
| **Closed-source Software (Version 10.1+)** | | **Determination** | **Internal Notes** |
| **NS3.17.11**  **10.1+ Only** | Closed-source software must not provide functions that are central to the operation of the gaming machine or game, including:- | | |
| a) random number generation and mapping; | Choose an item. |  |
| b) critical memory; | Choose an item. |  |
| c) prize determination; | Choose an item. |  |
| d) metering; | Choose an item. |  |
| e) Last Play Recall; | Choose an item. |  |
| f) security monitoring; | Choose an item. |  |
| g) software verification, and | Choose an item. |  |
| h) credit acceptance and redemption. | Choose an item. |  |
| Note : 3.17.11 does not apply to software contained within peripheral devices (e.g. coin validator, banknote acceptor, ticket printer, hard disk drive, memory card reader etc.). | | |
| **NS3.17.12**  **10.1+ Only** | The functionality provided by closed-source software must, to the furthest practical extent, be limited to only those functions and services required for the normal operation of the gaming machine or game. Functions and services that are not intended for use by the gaming machine or game software must be excluded from closed-source software at the time of software compilation or build. | Choose an item. |  |
| **NS3.17.13**  **10.1+ Only** | Documentation should be provided which clearly identifies and differentiates all closed-source software from the balance of the software submission. | Choose an item. |  |
| **Security/Integrity** | | |  |
| **External Mechanism Affecting Play** | | **Determination** | **Internal Notes** |
| **NS3.18.1** | There shall be no external mechanism (DIP-switches, jumpers, etc.) that can affect the outcome of a play. For example, there shall be no externally selectable options that alter or affect the random number generator. | Choose an item. |  |
| **Permitted Reconfiguration** | | **Determination** | **Internal Notes** |
| **NS3.18.2** | The gaming machine may be reconfigured to modify the following parameters, but only by a secure approved method: | | |
| a) the mapping of random numbers to cards or symbols; | Choose an item. |  |
| b) the game or sets of games approved for play; | Choose an item. |  |
| c) denomination and tokenisation; and | Choose an item. |  |
| d) the paytable. | Choose an item. |  |
| **Display Following Reconfiguration** | | **Determination** | **Internal Notes** |
| **NS3.18.2a** | Immediately following a configuration change, the gaming machine must; | | |
| a) reset the Win meter to zero; | Choose an item. |  |
| b) reset any player options selected (e.g. bet amount, lines played etc.) to the minimum available value and apply this value or values to appropriate on-screen displays (e.g. Bet meter); | Choose an item. |  |
| c) change, if necessary, the display of the game screen to a non-winning result or combination; | Choose an item. |  |
| d) clear the Last Play Recall information held by the gaming machine. | Choose an item. |  |
| Note: The requirement at 3.18.2a (d) is optional where the Last Play Recall function of the gaming machine is able to provide all information relating to the play(s) stored prior to the reconfiguration. For example, if a reconfiguration causes changes to the paytable, the paytable information pertaining to the play(s) stored prior to the reconfiguration must be available from the Last Play Recall function. | | |
| **Gamble Configuration** | | **Determination** | **Internal Notes** |
| **NS3.18.3** | A Gamble option must only be enabled or disabled in Setup Mode prior to being enrolled on the CMCS. If the gaming machine’s artwork (without changes) supports the game with the Gamble option both enabled and disabled, the Gamble option may be enabled or disabled by the CMCS alone. | Choose an item. |  |
| **NS3.18.4** | Features within the Gamble Bet Mode such as the style or type of game may be selected in Audit Mode. | Choose an item. |  |
| **Approval of Gaming Machine Configuration Settings** | | **Determination** | **Internal Notes** |
| **NS3.18.5** | There shall be no configurable settings on a gaming machine (after it leaves the manufacturing facility), in Setup Mode, Demo Mode, or Audit Mode on the gaming machine that are not certified by the designated testing body, and approved by the relevant authority. | Choose an item. |  |
| **Validation of Gaming Machine Configuration Settings** | | **Determination** | **Internal Notes** |
| **NS3.18.6** | All configuration settings required for the proper operation of the gaming machine must be entered before the machine can leave Setup Mode. If all configuration settings required have not been entered, the machine must detect this condition and remain in Setup Mode. | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **Gaming Machine Central System Address Entry in Setup Mode** | | **Determination** | **Internal Notes** |
| **NS3.18.7** | If a gaming machine Central System address is capable of being entered into the gaming machine at the venue, the gaming machine Central System address shall only be able to be configured in a gaming machine during the Setup Mode prior to being enrolled on the Central System. | Choose an item. |  |
| **Configuring a Gaming Machine via a Central System** | | **Determination** | **Internal Notes** |
| **NS3.18.8** | All game parameters, game details, and game statistics which are configurable from a Central System shall be defined on a Game Detail Sheet. | Choose an item. |  |
| **NS3.18.9** | If a gaming machine is not capable of supporting a game configuration parameter as sent from a Central System (the gaming machine does not operate in accordance with this Standard when configured in such a way) then the gaming machine must reject that parameter. | Choose an item. |  |
| **NS3.18.10** | There shall be no configurable parameters on a gaming machine as set by the Central System which are not certified by the designated testing body, and approved by the relevant authority. | Choose an item. |  |
| **Game Detail Sheets** | | **Determination** | **Internal Notes** |
| **NS3.18.11** | Game Detail Sheets are used by the Central System operators to correctly enroll a game onto a monitoring system. Game Detail Sheets will be certified by the testing body and approved by the relevant authority at the time the game software is approved. | Choose an item. |  |
| **NS3.18.12** | A Game Detail Sheet shall contain all the information necessary in order to enroll a game on a Central System in a clear and understandable manner. | Choose an item. |  |
| **NS3.18.13** | There shall be no game parameters, or game details on a Game Detail Sheet that are not certified by the designated testing body. | Choose an item. |  |
| **Required Hardware Detection** | | **Determination** | **Internal Notes** |
| **NS3.18.13a** | Software which provides games designed to operate on gaming machines fitted with required hardware (e.g.. touch screen, top box LCD, additional RAM), must detect that the required hardware is present. | Choose an item. |  |
| The detection of required hardware is to occur during configuration. | Choose an item. |  |
| If the required hardware is not detected as present, the game must not operate and an appropriate message is to be displayed. | Choose an item. |  |
| There must be no facility to disable the function of detecting required hardware. | Choose an item. |  |
| **Communication Error Detection** | | **Determination** | **Internal Notes** |
| **NS3.18.14** | Where critical data and information (e.g., credits, metering information, information pertaining to a game outcome, etc.), is transferred between microcontrollers, there must be error checking on the transferral. This check must be at least a Cyclic Redundancy Check (CRC). Parity checking or simple check sums are not adequate. | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **RAM Reset Method** | | **Determination** | **Internal Notes** |
| **NS3.18.15** | There must be no method providing a 'RAM reset' to clear the meters and other areas of electronically stored data without first accessing the logic area of the gaming machine. | Choose an item. |  |
| **Function of RAM Reset** | | **Determination** | **Internal Notes** |
| **NS3.18.17** | Following the initiation of a RAM reset procedure (utilising an approved RAM Clear method) the game program must execute a routine which initialises each and every bit in RAM to the default state. | Choose an item. |  |
| **NS3.18.18** | The default reel position or game display after a RAM reset must not be a winning combination on any selectable line. The default game display upon entering game play mode must also be a non winning game. | Choose an item. |  |
| **NS3.18.19** | A configuration setting that is required to be entered during Setup Mode immediately following a RAM Reset must not be able to be changed after the machine leaves Setup Mode. | Choose an item. |  |
| **Simultaneous Inputs** | | **Determination** | **Internal Notes** |
| **NS3.18.20** | The program must not be adversely affected by the simultaneous or sequential activation of the various inputs and outputs, such as 'play buttons', which might whether intentionally or not, cause malfunctions or invalid results. | Choose an item. |  |
| **Demonstration Mode** | | **Determination** | **Internal Notes** |
| **NS3.18.21** | A gaming machine may have a Demonstration Mode for the purposes of training, testing, etc. | Choose an item. |  |
| **Entry to Demonstration Mode** | | **Determination** | **Internal Notes** |
| **NS3.18.22** | Demonstration Mode may only be entered after performing a full RAM reset on the machine via an approved method. | Choose an item. |  |
| **Exiting from Demonstration Mode** | | **Determination** | **Internal Notes** |
| **NS3.18.23** | Once the Demonstration Mode is exited (e.g. the gaming machine is connected to a live system or is commissioned) it must not be able to go back to the Demonstration Mode unless the gaming machine memory is cleared via a RAM Reset. | Choose an item. |  |
| **Notification** | | **Determination** | **Internal Notes** |
| **NS3.18.24** | While the gaming machine is operating in the Demonstration/Test/Service Mode, there must be clear notification on the screen that the gaming machine is in that mode. | Choose an item. |  |
| **Metering During Demonstration Test or Service Mode** | | **Determination** | **Internal Notes** |
| **NS3.18.25** | Hardware meters are not to be incremented in Demonstration, Test or Service Mode. | Choose an item. |  |
| **NS3.18.26** | If software meters are incremented in the Demonstration Mode, these meters must be cleared upon the change of the gaming machine from Demonstration Mode to Game-Play Mode. | Choose an item. |  |
| **Illegal Gaming in Demonstration Mode** | | **Determination** | **Internal Notes** |
| **NS3.18.27** | A gaming machine in Demonstration Mode must not be capable of being used as an off-line gaming machine. While in Demonstration Mode, the gaming machine must : | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
|  | a) not allow coins to be entered into the gaming machine (i.e. lockout) except in accordance with approved coin test procedures; | Choose an item. |  |
| b) not allow any coins out for credits in the gaming machine except in accordance with approved hopper test procedures; | Choose an item. |  |
| c) if a “ticket” cash out is allowed, clearly mark the ticket as a non-valid ticket including a non-valid serial number (e.g. all zeroes or nines). | Choose an item. |  |
| **Card Reading and Account Betting** | | |  |
| **Security Aspects** | | **Determination** | **Internal Notes** |
| **NS3.19.1** | If cards employing a form of electronic storage of data are to be utilised, some of the major concerns with aspects of security are: | | |
| a) prevention of illegal alteration of data; | Choose an item. |  |
| b) protection from loss of data; | Choose an item. |  |
| c) recovery of information from damaged or lost cards; | Choose an item. |  |
| d) accuracy of read/write operations; and | Choose an item. |  |
| e) protection from fraudulent duplication of card information. | Choose an item. |  |
| **Card Locking Mechanism** | | **Determination** | **Internal Notes** |
| **NS3.19.2** | Software must activate a locking mechanism to retain a card used for cashless gaming within a reading device, and lock a card into the unit once inserted, except if an amount debited from the card or account is placed directly on the credit meter and no further transactions are required from the card or account (e.g. updating of account balance). | Choose an item. |  |
| **De-activation of Card Locking Mechanism** | | **Determination** | **Internal Notes** |
| **NS3.19.3** | Where a card locking mechanism is used, the software must not de-activate the locking mechanism until one of the following conditions is met: | | |
| a) a player has requested a collect of remaining credits and all updating of account records and/or information has been successfully completed; | Choose an item. |  |
| b) a player has a zero credit balance and all updating of account records and/or information has been successfully completed; | Choose an item. |  |
| c) an invalid card event condition has been cleared by an approved method; or | Choose an item. |  |
| d) power or communications failure (if a and b are met, update accounting information before releasing card). | Choose an item. |  |
| **Account Betting** | | **Determination** | **Internal Notes** |
| **NS3.19.4** | Where account betting is used, no bet will be permitted to exceed the balance of an account. | Choose an item. |  |
| **Artwork** | | |  |
| **Introduction** | | **Determination** | **Internal Notes** |
| **NS4.1.1** | For the purposes of this chapter, artwork is defined as any of the following, represented by any image, text or sound that is provided by the gaming machine (except in audit and test modes):  a) game instructions;  b) paytable;  c) game name;  d) reels and symbols  e) any other text or images;  f) any other visual components of the game (e.g.. themes, multigame panels, linked progressive panels etc).  This includes, but is not limited to, anything that appears on the top panel, belly panel, buttons, video display surround, and the video display itself.  This definition of artwork includes any messages, images or sounds presented to the player which do not provide instructions, rules or payscale information or do not provide part of the display of the game. Such messages, images or sounds will be subject to the requirements of this chapter. | | |
| **NS4.1.2** | This chapter refers to all forms of artwork as defined in 4.1.1. The combination of all relevant messages appearing anywhere on the artwork must comply with the clauses in this chapter. | | |
| Conflicting or ambiguous statements must not be provided. | Choose an item. |  |
| **NS4.1.3** | This chapter is structured in the following way:  a) Section 4.2 refers to general requirements for artwork for all games.  b) Sections 4.3 through 4.6 address requirements for specific game types. These sections primarily include a definition of the information that must be available to the player by way of the artwork. In some cases, specific requirements are given.  c) Section 4.7 addresses requirements for Gamble which may apply to all game types. Again this section primarily includes a definition of the information that must be available to the player by way of the artwork for Gamble (or similar features). In some cases, specific requirements are given. | | |
| **NS4.1.4** | Wording in bold font appears in clauses throughout this chapter. If the mathematical treatise of the game indicates behaviour as described by the relevant clauses, the wording in bold font must be included in the artwork. Where there is more than one option, a list is provided. | | |
| **NS4.1.4a** | Two or more statements of the wording in bold font may be presented in combination by the use of “**,**” and/or “**and**” provided that the meaning of the resulting statement remains clear. | | |
| **NS4.1.5** | If the term "**[X]**" is used in this chapter, then either a depiction of the symbol, or a phrase or word that represents the symbol may be used. The term "**[X] [Y] and [Z]**" refers to more than one symbol in the same way. | | |
| **Artwork** | | |  |
| **General** | | **Determination** | **Internal Notes** |
| **NS4.2.1** | By making a submission to a jurisdiction for evaluation, the manufacturer, supplier and operator of gaming equipment indemnifies the relevant jurisdiction, its duly appointed testing agents, the government of the jurisdiction and the Crown 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 gaming equipment. | | |
| **NS4.2.3** | To the extent that is practicable for the range of games offered on a gaming machine, a gaming machine is to clearly and consistently use the same method of displaying win amounts for all games offered. | Choose an item. |  |
| **NS4.2.4** | All static artwork supplied must be clearly identified by a part number and the name or logo of the manufacturer. The part number on static artwork providing a pay table or game rules must be legible without requiring the use of any tools or dismantling of the machine. Physical reel strips shall also have a reel number. Successive versions of artwork of the same type (e.g.. belly, casino top etc.) must have different part numbers. All artwork from the same manufacturer must have a unique part number. | Choose an item. |  |
| **NS4.2.5** | Artwork which makes use of stickers (e.g. gamble instructions) must use stickers that will not shrink or peel with time or heat. If applied on an artwork panel, all stickers should be applied on the back of the artwork to avoid intentional removal. Stickers applied to other parts of the gaming machine must not be easily removed. Stickers must meet the part number requirement, however where size limitations occur, the part number may be printed on or affixed to the sticker backing or surroundings. | Choose an item. |  |
| **NS4.2.6** | The functions of all physical or touch screen buttons must be clearly indicated, preferably on the button. | Choose an item. |  |
| **NS4.2.7** | Artwork must not be indecent or offensive to the general population, e.g.. depictions of nudity, pornography and excessive alcohol consumption. | Choose an item. |  |
| **Game Instructions** | | **Determination** | **Internal Notes** |
| **NS4.2.8** | All game instructions on the artwork must be easily interpreted, not ambiguous, and sufficient to explain all game rules. | Choose an item. |  |
| **NS4.2.9** | There must be sufficient game instructions to allow a player to determine the correctness of prizes awarded. | Choose an item. |  |
| **NS4.2.10** | Game play and device usage instructions must be stated unambiguously and must not be misleading to the player. | Choose an item. |  |
| **NS4.2.11** | All statements on the artwork must be true. | Choose an item. |  |
| **NS4.2.12** | The game instructions must be clearly visible, or the means of displaying such instructions must be readily available to a player at any time a game is available to be played. | Choose an item. |  |
| **NS4.2.13** | Game instructions must be accessible and visible without the need for credits to be inserted or bet. This requirement does not apply during game play except where specific instructions may be required to proceed to the next stage of the game. | Choose an item. |  |
| **NS4.2.14** | Game instructions that are presented aurally must also be provided by visual instructions. | Choose an item. |  |
| **NS4.2.15** | Game instructions that refer to the entire game (i.e. Global Instructions) must be indicated with "**ALL**”. Global Instructions that have exceptions (e.g.. All wins left to right only except scatters) must indicate the exceptions with wording such as "**EXCEPT**". | Choose an item. |  |
| **NS4.2.15a** | General game rules that do not apply to progressive prizes should be suitably grouped and titled "Game Rules (Excluding Progressives, if Available)" or similar. | Choose an item. |  |
| **NS4.2.16** | Game instructions must be printed in a colour that contrasts with the background colour to ensure that all instructions are clearly readable. | Choose an item. |  |
| **NS4.2.17** | Game instructions that visually belong to a symbol, group of symbols or feature through the use of boxing, framing or similar, are only applicable to the symbol, group of symbols or feature. For example, global game rules cannot be placed inside an area of grouped instructions dealing specifically with a free spin feature. | Choose an item. |  |
| **NS4.2.18** | In cases where player input is required within a finite period of time (e.g. selection of bonus prize symbols), an appropriate statement and a suitably labelled dynamic display of the time remaining (in seconds) must be provided by the on-screen artwork. An audible warning must also be provided for the period of five seconds immediately before this time elapses. | Choose an item. |  |
| For example, a player is required to select three bonus symbols from a field of twenty within 30s or the game will make a random selection of three symbols. In this case the on-screen artwork must include an appropriate statement regarding the possibility of an automatic selection of symbols, a count-down timer from 30s and an audible warning from 5s." | | |
| **Paytable** | | **Determination** | **Internal Notes** |
| **NS4.2.19** | The paytable displayed on the artwork must correspond to the paytable used in the mathematical treatise of the game. | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **NS4.2.20** | All prizes that are used in the mathematical treatise must be contained on the artwork. Where a range of prizes exists, a statement defining the range must be included on the artwork. | Choose an item. |  |
| For Example, if a mystery prize of between 5 and 500 credits can be randomly awarded, the statement "A Mystery prize of between 5 and 500 credits multiplied by credits bet per line can be awarded" or similar, must be included on the artwork. | | |
| **NS4.2.21** | There must be no prizes contained on the artwork that are not used in the mathematical treatise. | Choose an item. |  |
| **NS4.2.22** | The paytable applicable to the game must be clearly visible, or the means of displaying such information must be readily available to the player at any time a game is available to be played. | Choose an item. |  |
| **NS4.2.22a** | For games that provide a standalone progressive jackpot prize, the artwork must explain the treatment of contributions once the jackpot ceiling has been reached. | Choose an item. |  |
| **Messages** | | **Determination** | **Internal Notes** |
| **NS4.2.23** | Written messages must be in English, or other official language (unless specifically requested to be in another language by the operator, and then only with an adjacent English or official language message) and be both grammatically and syntactically correct, in the languages. | Choose an item. |  |
| **NS4.2.24** | Artwork that specifies a maximum win may only be included as part of a paytable. If wording indicating the maximum prize that can be won exists, then it must be possible to win this prize. | Choose an item. |  |
| **NS4.2.25** | The message "**Malfunction Voids All Pays and Plays**" must be clearly displayed at all times, except during audit and test modes. | Choose an item. |  |
| **NS4.2.26** | Minimum and maximum bets must be able to be deduced, or stated on the artwork. | Choose an item. |  |
| **NS4.2.27** | The name of the game being played must be visible to the player. | Choose an item. |  |
| **NS4.2.28** | If random prizes are offered, the minimum and maximum values obtainable from the random prize must be indicated. If the value of the random prize depends on credits bet this must be stated. | Choose an item. |  |
| **Tokenisation** | | **Determination** | **Internal Notes** |
| **NS4.2.29** | The coin input denomination and tokenisation of the game must be stated using the message "**$Y = Z Credits**" or "**Y¢ = Z Credits**" (where Y is the token value and Z is the number of credits for each token) regardless of whether or not the game is tokenised. | Choose an item. |  |
| For example, a 5c, $1 tokenised game must have the message "$1 = 20 Credits" displayed. A 20c non-tokenised game must have the message "20¢ = 1 Credit". | | |
| **NS4.2.30** | All games must have all prize references in credits and display the statement "**All wins shown in credits**" or where the game provides a progressive prize "**All wins shown in credits, except progressives**". | Choose an item. |  |
| **Spinning Reel Games** | | |  |
| **Introduction** | | **Determination** | **Internal Notes** |
| **NS4.3.1** | This section applies to spinning reel games. The layout of the reels display window is not specified. | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **Virtual Reel Mapping** | | **Determination** | **Internal Notes** |
| **NS4.3.1a** | Where the symbols of a virtual reel are mapped to and displayed by a physical reel, the artwork must contain the statement “**The symbols and reels are used only to display the result of each game, and do not represent the chances of winning**”. | Choose an item. |  |
| Note: This statement is not required where the virtual reels and corresponding physical reels are identical in size, structure, content and behaviour. | | |
| **Prizes Layout - Symbol-prize Relationship** | | **Determination** | **Internal Notes** |
| **NS4.3.2** | The prizes for the winning patterns of each symbol must 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 must be associated with its prize, and must not invade the area that visually belongs to a different symbol or a different group of symbols if this could cause ambiguity. | Choose an item. |  |
| **Prizes Layout - Number of Symbols Required for a Prize** | | **Determination** | **Internal Notes** |
| **NS4.3.3** | The number of symbols required to appear in the reels display window in order for a prize to be awarded must be indicated. These numbers must line up with the prizes in order to avoid any ambiguity as to which prize corresponds to which number of symbols. | Choose an item. |  |
| **Prizes Layout - Shared Paytables** | | **Determination** | **Internal Notes** |
| **NS4.3.4** | If more than one symbol shares the same paytable, those symbols must be placed in an area that visually belongs to the paytable. This can be achieved with appropriate framing or boxing. The words "**Of a kind**" must be placed near the number of symbols required to form a winning pattern and within an area that visually belongs to the paytable for those symbols. | Choose an item. |  |
| **Prizes Layout - Mixed or Grouped Symbols** | | **Determination** | **Internal Notes** |
| **NS4.3.5** | If prizes can be awarded for mixed or grouped symbols, the artwork must clearly specify the mixture or grouping of the symbols either by placing the symbols in an area that clearly belongs to the paytable and labelled "**Mixed**" or "**[X] or [Y] or [Z]… mixed**" where [X], [Y] and [Z]… are all the symbols that can participate in a grouped or mixed win. Care must be taken with such phrases as "Mixed Bars" or "Mixed Fruit" to ensure that there can be no misinterpretation or ambiguity. | Choose an item. |  |
| **Prizes Layout - Prize Tabulation** | | **Determination** | **Internal Notes** |
| **NS4.3.6** | In games that permit multiple credits to be bet, the artwork must include one of the following: | | |
| a) a full tabulation of the prizes for multiple credits bet. The number of credits bet required for each prize must be placed in a location that clearly indicates which prizes apply to which multipliers. Such numbers must have associated with them the wording "**Credits bet per line**" or "**Total credits bet**" which ever case applies. | Choose an item. |  |
| b) a tabulation of the prizes for a single credit bet and either the statement "**Line wins multiplied by credits bet per line**" or "**Line wins multiplied by total credits bet** ", whichever is applicable. | Choose an item. |  |
| c) a tabulation of the prizes for the minimum bet, if the game does not have a single credit bet available (e.g.. minimum bet is 20 credits). Statements that address how line wins are multiplied must be included on the artwork. | Choose an item. |  |
| For point b) above, the term “**Line wins**” may be replaced by “**All wins**”, “**All wins except scatters**” or “**All wins except scatters [X]**” if those are the rules of the game. | | |
| **Prizes Layout - Scattered Wins and Prize Tabulation** | | **Determination** | **Internal Notes** |
| **NS4.3.7** | The artwork must clearly indicate how scattered wins are multiplied. If statements in 4.3.6 do not address this, the artwork must : | | |
| a) include the statement "**Scatter wins are multiplied by the total credits bet, as indicated**" if the prizes for the scatter symbol are fully tabulated. | Choose an item. |  |
| b) include the statement "**Scatter wins are multiplied by the total credits bet**" if the prizes for the scatter symbol are tabulated for a single credit bet. | Choose an item. |  |
| c) If scatter wins are not multiplied by total credits bet, include a statement which indicates how scatter wins are multiplied. | Choose an item. |  |
| **Prizes Layout - Scatters** | | **Determination** | **Internal Notes** |
| **NS4.3.8** | Every scatter symbol must be clearly labelled with the word "Scatter" at least once. Other occurrences of the scattered symbols in the game instructions do not require labelling. | Choose an item. |  |
| **One Symbol/Prize Instructions** | | **Determination** | **Internal Notes** |
| **NS4.3.9** | Game instructions that belong to only one symbol/prize or a group of symbols/prizes must be clearly associated with the symbol/prize or group of symbols/prizes. This may be achieved with appropriate framing or boxing. Additional wording such as "these symbols" could also be used. | Choose an item. |  |
| **Symbol Appearance** | | **Determination** | **Internal Notes** |
| **NS4.3.10** | A symbols appearance must remain the same throughout all artwork, except while animation is in progress. Any symbol that changes appearance during an animation process must not appear in a way that might misrepresent another symbol in the game. | Choose an item. |  |
| **Symbol Reference** | | **Determination** | **Internal Notes** |
| **NS4.3.11** | If game instructions refer to a particular symbol via the name of that symbol, and the name of the symbol may be mistaken for another symbol or may imply other characteristics (e.g. "Pair of Sunglasses" may be interpreted as two Sunglasses symbols), the visual display of the instructions must clearly indicate to which symbol the instruction is referring. This may be via the display of the actual symbol or a clear description or both. | Choose an item. |  |
| **Change of Symbol Function or Appearance** | | **Determination** | **Internal Notes** |
| **NS4.3.12** | If the function of a symbol changes (e.g.. a non-substitute symbol becomes a substitute symbol during a feature), or the symbol’s appearance changes, (e.g.. a red ball changes to a blue ball in a feature) the artwork must clearly describe this change of function or appearance and any special conditions that may apply. | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **Miscellaneous Symbols** | | **Determination** | **Internal Notes** |
| **NS4.3.13** | If a symbol does not appear on all reels, the artwork must clearly state which reels the symbol appears on "**[X] appears on reel [reels] only**". Where the term [reels] defines the reel number identifier. | Choose an item. |  |
| **Substitute Symbols** | | **Determination** | **Internal Notes** |
| **NS4.3.14** | Substitution can be implemented in various ways depending upon the design of the game and its associated rules. Regardless of the implementation selected, specific substitution rules, in isolation or in combination with other game rules, must clearly explain the operation of a substitute symbol. | Choose an item. |  |
| **NS4.3.15** | The artwork must state which symbols are substitute symbols. If a symbol is a substitute symbol, the artwork must state for which winning patterns and for which symbols the symbol substitutes, and any conditions that may apply. This must be done in the following manner: | | |
| a) If the substitute symbol substitutes for all symbols, the statement "**[X] substitutes for all symbols**" must be used. | Choose an item. |  |
| b) If there is more than one substitute symbol, and each substitutes for all symbols, then the statement "**[X] [Y] and [Z] substitute for all symbols**" must be used. | Choose an item. |  |
| c) If the substitute symbol does not substitute for all symbols then either the statement "**[X] substitutes for all symbols except [A], [B] and [C]**" where [A], [B] and [C] are the exceptions, or the statement "**[X] substitutes for [A], [B] and [C]**" must be used. | Choose an item. |  |
| d) If there is more than one substitute symbol, where each substitute symbol has the same exceptions, the statement "**[X] [Y] and [Z] substitute for all symbols except [A], [B] and [C]**" must be used, where [A], [B] and [C] are the exceptions. | Choose an item. |  |
| e) If the substitute symbol substitutes for line wins and for only the highest paying scattered symbol appearing, the statement "**[X] substitutes for the highest scatter win only and for all other symbols**" is required. | Choose an item. |  |
| f) If the substitute symbol(s) does(do) not behave according to a) through e), then statements that completely identify which symbols are substituted for and which symbols are not substituted for, are required. | Choose an item. |  |
| **Prizeless Substitutes** | | **Determination** | **Internal Notes** |
| **NS4.3.16** | Where substitute symbols do not have a pay scale, the prize(s) applicable to an 'all substitute' combination must be clear from the standard game rules, otherwise specific rules regarding prize(s) for an ‘all substitute’ combination must be provided. | Choose an item. |  |
| **Vertical Substitutions** | | **Determination** | **Internal Notes** |
| **NS4.3.17** | A "vertical substitute" substitutes for one or more symbols in all positions on the same reel (i.e. the symbol substitutes vertically). If the game contains such a symbol, the following applies : | | |
| a) If the vertical substitute symbol substitutes for all symbols, then the statement "**[X] substitutes for all symbols in all positions on that reel**" is required. | Choose an item. |  |
| b) If the vertical substitute symbol substitutes for one or more (but not all) symbols, then the statement "**[X] substitutes for [A] [B] and [C] in all positions on that reel**" is required. | Choose an item. |  |
| c) If the vertical substitute symbol substitutes for all symbols except scatters, which are substituted in one position only, the statements "**[X] substitutes for all symbols in all positions on that reel except [A] [B] and [C]**" and "**[A] [B] and [C] are substituted in one position only**". | Choose an item. |  |
| d) It is acceptable to replace [A] [B] and [C] with the word "scatters" or a phrase that represents the scatter symbol, provided 4.3.13 is satisfied. | Choose an item. |  |
| e) If the vertical substitute symbol does not behave according to a), b) or c), then statements that clearly explain the operation of the substitute symbol are required. | Choose an item. |  |
| **Substitutes and Extra Pays** | | **Determination** | **Internal Notes** |
| **NS4.3.18** | If extra pays or multipliers are awarded when substitutes participate in winning patterns then a tabulation of all prizes associated with the substitution(s) with all possible multipliers must be displayed or one of a) through d) below : | Choose an item. |  |
| a) If the game provides for multipliers to apply when one or more occurrences of a substitute participate in a winning pattern, the statement "**If one or more [X] substitute in a win the pay for that win is doubled**" must be used, where the word "doubled" may be replaced with the appropriate game rule (such as "tripled", "multiplied by 5" etc.);  NOTE to Engineer: In v10.0-v10.1, the above statement read “**substitutes**” instead of “**substitute**” | Choose an item. |  |
| b) If the game provides for multipliers to apply for each substitute appearing in a winning pattern, the statement "**Every [X] that substitutes in a win doubles the pay for that win**" where the words "doubles the win for that combination" may be replaced with the appropriate game rule (such as "triples the win for that combination" or "multiplies the win for that combination by 5" etc.); | Choose an item. |  |
| c) If the win for the substitute symbol itself is multiplied, the artwork must contain the statements required at a) or b) and an additional statement regarding the treatment of wins for the substitute symbol alone; | Choose an item. |  |
| d) If the game rules defined at a), b) or c) do not apply, the artwork must contain statements to clearly explain the application of extra pays or multipliers awarded for substitute symbols participating in winning patterns; | Choose an item. |  |
| **Winning Patterns - Order of Reels** | | **Determination** | **Internal Notes** |
| **NS4.3.19** | The order of reels (or "pattern") on which symbols must appear in order for a prize to be awarded or a feature to be triggered (according to the game rules) must be displayed or accessible on some form of artwork. | Choose an item. |  |
| a) If all winning patterns, including scatters, occur in a common pattern, the statement "**All wins [common pattern] only**" must be included on the artwork. | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
|  | b) If all winning patterns, excluding certain symbols, occur in a common pattern the statement "**All wins [common pattern] only except [X] [Y] and [Z] which pay [common pattern]**" must be used. | Choose an item. |  |
| In a) through b) above, the term "[common pattern]" must be replaced with one of the following defined common patterns according to the game rules:  1. "left to right"  2. "right to left"  3. "left to right or right to left"  4. "left to right and right to left"  5. "adjacent"  6. "any" (or "pay any" if used in a) or b) above). | | |
| Complicated patterns which do not satisfy a) or b) above must be clearly explained (e.g. by pictorial representations). | Choose an item. |  |
| **NS4.3.20** | If either "**All wins left to right and right to left**" or "**All wins left to right and right to left except [X] [Y] and [Z]**" is stated on the artwork, coinciding wins from both directions are presumed to be added without the need for an additional statement to describe this. If a 5-of-a-kind combination is paid only once, a statement which clarifies this must be included in the artwork. | Choose an item. |  |
| **Graphical Representations of Winning Patterns** | | **Determination** | **Internal Notes** |
| **NS4.3.22** | If winning patterns are only represented graphically (without the aid of a written explanation) then they must be supplemented with numbers to indicate how many correct symbols each pattern corresponds to; except for unusual winning patterns (e.g. X\_X\_x\_X\_X) where numbers must not be displayed and the pattern must be positioned in proximity to the prize. When unusual winning patterns are implemented then a consistent approach to numbering for usual patterns of the same symbol must be implemented. For example (X\_X\_x\_X\_X) is displayed without number then (X\_X\_x\_x\_x) of the same symbol can be displayed without number. | Choose an item. |  |
| **Difficult Patterns** | | **Determination** | **Internal Notes** |
| **NS4.3.23** | Winning patterns other than common patterns as defined in 4.3.19 must be clearly explained. Graphical representations may be useful. | Choose an item. |  |
| **Lit Lines** | | **Determination** | **Internal Notes** |
| **NS4.3.24** | Where winning patterns are paid on lit lines only, the artwork must include the statement "**All wins on lit lines only except [X] [Y] and [Z]**" where [X] [Y] and [Z] are the exceptions to this rule (e.g.. scatters, feature wins etc.) | Choose an item. |  |
| **NS4.3.25** | 4.3.25, 4.3.26 and 4.3.27 refer to games with 5 reels, and 3 rows of symbols | | |
| Games consisting of 1 line must contain the following line: | Choose an item. |  |
|  | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **NS4.3.26** | Games consisting of 3 lines must contain the following lines, numbered as: | Choose an item. |  |
|  | | |
| **NS4.3.27** | Games consisting of 5 lines must contain the following lines, numbered as: | Choose an item. |  |
|  | | |
| **Extra Lines** | | **Determination** | **Internal Notes** |
| **NS4.3.28** | If it is possible to bet on more than 5 lines, the lines must be schematised, appropriately labelled and displayed on the artwork. This schematic or the means of displaying it, must be available at any time a game is available for play. | Choose an item. |  |
| **NS4.3.29** | All games with 5 reels and 3 rows, consisting of more than 5 lines, must contain at least the lines as indicated in 4.3.27, numbered as shown, and all other lines numbered in any order. | Choose an item. |  |
| **Displaying Paylines** | | **Determination** | **Internal Notes** |
| **NS4.3.30** | Upon a win, all paylines must be indicated in a manner such that the player can identify each line on which a win has occurred. (e.g.. paylines are sequentially highlighted) | Choose an item. |  |
| **Coinciding Wins** | | **Determination** | **Internal Notes** |
| **NS4.3.31** | The artwork must clearly state the rules for payments of prizes where multiple wins for the same pay line are possible. | Choose an item. |  |
| a) If only the highest prize is paid on a lit line, the statement "**Highest win only on each line**" must be included on the artwork. | Choose an item. |  |
| b) If multiple wins are paid on the same lit line, the statement "**Coinciding wins on each line are added**" must be included. If the statements "All wins left to right and right to left only" or "All wins left to right and right to left only except [X] [Y] and [Z]" appears on the artwork, this requirement does not apply. | Choose an item. |  |
| c) If the game contains mixed symbols (refer 4.3.5), where prizes for combinations of mixed symbols are paid, the treatment of prizes that may be interpreted to be both mixed and straight must be described. | Choose an item. |  |
| d) If the game provides for coinciding wins that differ from a) through c) above, then statements that completely describe the treatment of coinciding wins are required. | Choose an item. |  |
| **Sub-Sets** | | **Determination** | **Internal Notes** |
| **NS4.3.32** | If Sub-sets of winning patterns are awarded additional pays (for example, 5 Aces pays for 1, 2, 3 and 4 Aces as well), this must be stated on the artwork. | Choose an item. |  |
| **Scattered Prizes added to Payline Wins** | | **Determination** | **Internal Notes** |
| **NS4.3.33** | If the game contains a scatter symbol that has a paytable associated with it, the statement "**Scatter wins are added to line wins**" must be included on the artwork. | Choose an item. |  |
| **NS4.3.33a** | If the game contains a bonus prize and scatter symbol that has a paytable associated with it, the statement "**Scatter wins and Bonus Prizes are added to line wins**" must be included on the artwork where the wording "**Bonus Prizes**" may be replaced by the name of the Bonus Prize (e.g.. Red ball bonus). | Choose an item. |  |
| **Wins on Different Paylines** | | **Determination** | **Internal Notes** |
| **NS4.3.34** | If it is possible to bet on more than one line, and wins on different lit lines are added, the artwork must state "**Wins on different lines are added**". If wins on different pay lines are not added, the artwork must indicate this. | Choose an item. |  |
| **Features** | | **Determination** | **Internal Notes** |
|  | It is not possible to define a standard for all kinds of game features that may be developed over time. The following requirements apply to feature games that are commonly in use in Australia and New Zealand. | | |
|  | If framing or boxing is used to group the rules associated with the feature, the rules inside the framing are defined as “feature rules”. | Choose an item. |  |
| **Feature Trigger Patterns** | | **Determination** | **Internal Notes** |
| **NS4.3.35** | The trigger pattern(s) and all other conditions that must occur in order to trigger the feature must be stated on the artwork. | Choose an item. |  |
| **Feature Re-trigger** | | **Determination** | **Internal Notes** |
| **NS4.3.36** | With respect to re-triggering features, the following applies : | | |
| a) If the combination that initially triggered the feature, re-triggers the feature, the statement "**Feature can be triggered again during the feature**" must be included on the artwork where the word ‘feature’ may be replaced by the name of the feature (e.g.. free games feature, or red ball feature). | Choose an item. |  |
| b) If the combination that initially triggered the feature can occur during the feature, and the feature can only be triggered once, the statement "**Feature cannot be triggered again during the feature**" must be included on the artwork where the word ‘feature’ may be replaced by the name of the feature (e.g.. free games feature, or red ball feature). | Choose an item. |  |
| c) If the feature re-trigger does not behave according to a) or b), then the action of the game when feature trigger patterns occur during the feature (e.g. free games) is to be stated on the artwork (e.g. further triggers, bonus payout and/or no further trigger). | Choose an item. |  |
| **Feature Tokens Accumulation** | | **Determination** | **Internal Notes** |
| **NS4.3.37** | For games with rules which allow accumulation of feature tokens to qualify for a feature or game metamorphosis, the artwork must clearly show: | | |
| a) the definition of the event that leads to the accumulation of feature tokens; | Choose an item. |  |
| b) a description of how many feature tokens are accumulated with each occurrence of the event; | Choose an item. |  |
| c) a description of how many feature tokens are required to trigger the feature; | Choose an item. |  |
| d) an indication of how many feature tokens are currently accumulated; | Choose an item. |  |
| e) if sub-feature tokens accumulate to feature tokens, a description of the number of sub-feature tokens needed to accumulate a feature token and the number of sub-feature tokens and feature tokens currently accumulated; | Choose an item. |  |
| f) if the accumulation of feature tokens may lead to free games, the number of possible lines and credits per line that are to be bet during the free games; and | Choose an item. |  |
| g) game rules when further feature tokens are not accumulated during the feature sequence for events which normally would qualify to earn feature tokens. | Choose an item. |  |
| If credits bet affects the accumulation of feature tokens, this must be clearly explained. | Choose an item. |  |
| **Free Games** | | **Determination** | **Internal Notes** |
| **NS4.3.38** | The artwork must explain all rules relevant to free games. Areas relevant to free games that must be addressed in addition to the general requirements above are: | | |
| a) additional prizes for non-winning games during the free game sequences, if any, are to be displayed on the artwork. A clear indication is to be given if these prizes are to be multiplied by credits bet per line or total credits bet, or are effected by any other game instructions; | Choose an item. |  |
| b) any multipliers for prizes, special prizes, substitutes and other special rules during free games, are to be displayed on the artwork; | Choose an item. |  |
| c) a clear display of an accumulated win amount is required at all times during the free games if the gaming machine does not directly add wins to the credit meter; | Choose an item. |  |
| d) Where possible, either "Free game X of Y" or "X Free games remaining" must be used to indicate the number of free games remaining. | Choose an item. |  |
| e) appropriate game instructions defining the number of lines played and the credits bet during the free games must be included on the artwork. If the number of lines played and the credits bet during the free games are the same as the game that triggered the feature, then the statement "Credits bet and lines played are the same as the game that triggered the feature" must be included on the artwork. Alternatively, the statement "Credits bet and lines played during the feature are the same as the game that triggered the feature" must be included on the artwork if the preceding statement is not included in the feature rules. In the above statements, the word ‘feature’ may be replaced by an appropriate term (e.g.. Free games or ‘red ball feature’). | Choose an item. |  |
| **Re-spins/Held Reels** | | **Determination** | **Internal Notes** |
| **NS4.3.39** | The following requirements apply to artwork for games where one or more reels are automatically held for one or more "re-spins" of the remaining reels. The criteria for the re-spin and which reel positions are held must be stated without ambiguity or possible misinterpretation. If applicable for a game, the following must be addressed : | | |
| a) which reels are to be held (e.g. first two reels); | Choose an item. |  |
| b) whether reels are held on winning or non-winning patterns; | Choose an item. |  |
| c) the requirements of the trigger combination, if any (e.g. "ON THE CENTRE LINE", or scattered if that is the actual requirement of the game); | Choose an item. |  |
| d) if a partial number of reels (e.g. 2, 3 or 4 reels) are held for some criteria, it must be clearly stated what happens when the criteria forms part of a larger pattern (e.g. what happens when all 5 reels meet said requirement); | Choose an item. |  |
| e) if the trigger is a winning pattern which is not awarded during re-spins, this must be clearly stated on the artwork; and | Choose an item. |  |
| f) the rules for extensions or termination of the re-spin sequences including additional held reels, (e.g. when there are improvements to the original held combination), are to be clearly explained on the artwork. | Choose an item. |  |
| g) if more than one re-spin is offered, the number of re-spins that have occurred or the number of re-spins remaining must be displayed. | Choose an item. |  |
| **Bonus Features** | | **Determination** | **Internal Notes** |
| **NS4.3.40** | The following requirements apply to games in which one or more bonus prizes may be paid to the player during a feature. Generally, bonus prizes are awarded as a result of some second (or subsequent) game feature. | | |
| a) criteria for entry to further bonus features as well as the initial entry are to be clearly stated; | Choose an item. |  |
| b) all instructions and player choices for the bonus feature are to be clearly stated; | Choose an item. |  |
| c) a display of total amounts won must be available at the end of each stage of the game including on second screen animations. This is to include display of bonus prizes won to date in multiple sequence bonus features; and | Choose an item. |  |
| d) if bonus prizes are multiplied the artwork must clearly state whether they are multiplied by credits bet per line or total credits bet where appropriate. | Choose an item. |  |
| **Metamorphic Sequences** | | **Determination** | **Internal Notes** |
| **NS4.3.41** | The following requirements apply to games which incorporate a metamorphic feature where the player "pays" for the metamorphic sequence game(s): | | |
| a) all instructions for the game including the differences between the main game and the metamorphic game are to be stated (e.g. [X] appearing anywhere in window pays the original prize which started the feature); | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
|  | b) where applicable, the artwork must state that the number of lines and/or number of credits bet during the metamorphic sequence may not exceed the wager of the game or games which triggered the feature; | Choose an item. |  |
| c) any special prizes, substitutes, multipliers or similar rules during the metamorphic sequence must be clearly stated on the artwork; | Choose an item. |  |
| d) if the metamorphic sequence consists of more than one feature game, the number of games in the metamorphic sequence that have been completed or the number remaining (or the total number) must be displayed. | Choose an item. |  |
| **Held Reel Games** | | **Determination** | **Internal Notes** |
| **NS4.3.42** | This section 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 must address the following: | | |
| a) held and non-held reels, including recommended reels, must be clearly marked on the screen at all times; | Choose an item. |  |
| b) the method for changing holds must be clearly displayed to the player; | Choose an item. |  |
| c) if the player must wager additional credits to participate in the held reels phase of the game, this is to be stated; and | Choose an item. |  |
| d) display that the player is able to hold or release reels. | Choose an item. |  |
| **Keno/Bingo Games** | | |  |
| **General** | | **Determination** | **Internal Notes** |
| **NS4.4.1** | This section refers to games, such as Keno and Bingo, where numbered balls are selected from a simulated cage or the equivalent and a player attempts to predict which of these balls will be selected. | | |
| a) The player must be able to view or access, while no game is in progress, a tabulated display of the scorecard which displays the prizes for all winning results. | Choose an item. |  |
| b) Any special rules which are outside the standard game of Keno must be clearly explained. | Choose an item. |  |
| c) All of the player’s selections must be clearly identified on the screen. | Choose an item. |  |
| d) The balls drawn must be clearly identified on the screen. | Choose an item. |  |
| e) The game must highlight balls drawn which match the player’s selections (i.e. "Hits"). | Choose an item. |  |
| f) Special hits, if any, are to be clearly identified. | Choose an item. |  |
| g) The screen must provide clear indication of how many selections were made by the player and how many hits have occurred. | Choose an item. |  |
| h) Rules for the purchase of additional features of the game, if any, are to be explained. | Choose an item. |  |
| i) The artwork must clearly state how the player makes or changes selections. Areas to be addressed are:  - how individual selections are made;  - how individual selections are cleared;  - how all selections are cleared. | Choose an item. |  |
| **Card Games** | | |  |
| **General** | | **Determination** | **Internal Notes** |
| **NS4.5.1** | This section refers to games which involve the simulated dealing of cards from a deck or deck(s). | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **NS4.5.2** | Card faces are to clearly display the card value (e.g. it must be obvious which is a Jack and which is Queen). | Choose an item. |  |
| **NS4.5.3** | Card faces are to clearly indicate the suit. The faces of all cards from each suit are to be the same colour. | Choose an item. |  |
| **NS4.5.4** | Jokers are to be distinguishable from all other cards. | Choose an item. |  |
| **NS4.5.5** | It must be clearly stated if more than one deck of cards is used in the game. | Choose an item. |  |
| **NS4.5.6** | The artwork must clearly state if the rules of the game do not shuffle the deck after every game. In this instance, the artwork must indicate when shuffles actually occur. | Choose an item. |  |
| **NS4.5.7** | The artwork must clearly indicate the cards available in the deck, in particular the type and number of non-standard cards. | Choose an item. |  |
| **NS4.5.8** | As a minimum, the player must be able to view, when no game is in progress, a tabulated display of the scorecard which shows all winning hands and the associated prizes. | Choose an item. |  |
| **Poker** | | **Determination** | **Internal Notes** |
| **NS4.5.9** | The artwork must provide clear indication if Stud Poker rules apply. Common Draw Poker is assumed if nothing is stated. | Choose an item. |  |
| **NS4.5.10** | The artwork must provide a definition of winning patterns outside the scope of standard Poker, e.g. Royal Flush without Wild Cards, Four of a kind, "Jacks or better", 4 Deuces (when Deuces are wild), etc. | Choose an item. |  |
| **NS4.5.11** | Wild card rules must be clearly explained, e.g. Jokers Wild or Deuces Wild. | Choose an item. |  |
| **NS4.5.12** | Held and non-held cards, including recommended holds (if implemented), in Draw Poker or the equivalents must be clearly marked on the Screen, and the method for changing Holds clearly displayed to the player. | Choose an item. |  |
| **NS4.5.13** | Winning hands must be clearly labelled with the win category, e.g. "Full House". | Choose an item. |  |
| **NS4.5.14** | All special rules outside the scope of common Poker must be clearly explained. | Choose an item. |  |
| **NS4.5.15** | When player options outside the scope of common Poker are currently available, they must be clearly explained on the artwork. | Choose an item. |  |
| **Blackjack** | | **Determination** | **Internal Notes** |
| **NS4.5.16** | Insurance rules are to be clearly explained if Insurance is available. | Choose an item. |  |
| **NS4.5.17** | Pair Split rules must be explained. Where applicable, the following areas must be addressed: | | |
| a) split aces have only one card dealt to each ace; | Choose an item. |  |
| b) further splits; and | Choose an item. |  |
| c) double-down after splits. | Choose an item. |  |
| **NS4.5.18** | Double-down rules are to be clearly explained including limitations of which totals may allow a double down to be selected. | Choose an item. |  |
| **NS4.5.19** | The current total of all hands, including the Dealer’s total, must 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. | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **NS4.5.20** | Dealer play rules must be clearly explained including, where applicable, special treatment of a soft 17 count. | Choose an item. |  |
| **NS4.5.21** | Any limits on the number of cards that may be drawn by Player and/or Dealer are to be explained including winners declared (if any) when the limit is reached (e.g. Five Under wins). | Choose an item. |  |
| **NS4.5.22** | Surrender Rules are to be explained, if any exist. | Choose an item. |  |
| **NS4.5.23** | If the player loses on "Dealer Push" this is to be clearly explained. | Choose an item. |  |
| **NS4.5.24** | "London Deal" rules are to be clearly explained, if they exist. | Choose an item. |  |
| **NS4.5.25** | Winning hands must be clearly labelled as to the win category, e.g. "Blackjack", "Six Under" or "Push". | Choose an item. |  |
| **NS4.5.26** | If Pair Splits have occurred, the results for each hand are to be shown (total points, resultant win or loss category, amount won, amount bet). | Choose an item. |  |
| **NS4.5.27** | Special rules, if any, must be clearly explained. | Choose an item. |  |
| **NS4.5.28** | All player options which are available at any point in time are to be shown on the artwork. | Choose an item. |  |
| **Other Games** | | |  |
| **General** | | **Determination** | **Internal Notes** |
| **NS4.6.1** | This section is to address games that do not fall into any of the above categories. It is not possible to address all such games but the following specifications apply to those which have been in use in Australia and New Zealand. Other games will be considered on a case by case basis. | | |
| **NS4.6.2** | Initial player selection options are to be described (e.g. selection of a runner in a horse race should identify name, number and expected payout). | Choose an item. |  |
| **NS4.6.3** | Player selection options once the game has commenced must be displayed. | Choose an item. |  |
| **NS4.6.4** | The winning amount for each separate wager and total winning amount must be displayed | Choose an item. |  |
| **Roulette** | | **Determination** | **Internal Notes** |
| **NS4.6.5** | If standard Roulette is simulated, the following rules apply: | | |
| a) Each "Zero" used must be uniquely labelled (e.g. "0", "00", "000"). | Choose an item. |  |
| b) The simulated Roulette wheel must be in the identical format as a standard casino wheel (including colours of landing locations and position of numbers) with the exception that the position of "Zeroes" if more than one exist, in which case the "Zeroes" may be placed arbitrarily. | Choose an item. |  |
| c) A scorecard or description of all available wagers and their payouts must be accessible by the player while not in game play. | Choose an item. |  |
| d) The method of selecting individual wagers is to be explained by the artwork. | Choose an item. |  |
| e) The wager(s) already selected by the Player are to be displayed on the screen. | Choose an item. |  |
| f) The simulated ball spin must result in a location that unambiguously determines the winning number. | Choose an item. |  |
| **NS4.6.6** | Variations from standard Roulette will be considered on a case by case basis. | Choose an item. |  |
| **Dice Games** | | **Determination** | **Internal Notes** |
| **NS4.6.7** | This section refers to standard Dice games. | | |
| a) Each face must clearly show the number of spots. | Choose an item. |  |
| b) Simulated die must be of the same layout as standard die (e.g. the 1 and 6, 2 and 5, and 3 and 4 respectively must be on opposite faces). | Choose an item. |  |
| c) It must be clear which is the up face on each die after the dice are thrown. | Choose an item. |  |
| d) The result of each die must be clearly visible or displayed. | Choose an item. |  |
| e) There must be a description of each bet option available on the artwork. For example, the Craps wagers "Field" and "Hardway" must be clearly explained. | Choose an item. |  |
| f) All possible bet options available and obtainable at any point in time must be displayed on the artwork. | Choose an item. |  |
| Variations will be considered on a case by case basis. | Choose an item. |  |
| **Simulated Races** | | **Determination** | **Internal Notes** |
| **NS4.6.8** | This section refers to games with simulated races with animals (e.g. horses), vehicles (e.g. motor bikes), humans (e.g. 100 metre dash), etc.: | | |
| a) All participants in the race must have characteristics that make it unique in appearance (e.g. number, jockey colours). | Choose an item. |  |
| b) The result of the race must be clear and not open to misinterpretation. | Choose an item. |  |
| c) If prizes are to be paid for combinations involving runners other than just the first place finisher, the order of the place getters that can be involved with these prizes must be clearly shown on the screen (e.g. Result 8-4-7). | Choose an item. |  |
| d) Each meaningful result position must be available for display in all last game replays. | Choose an item. |  |
| e) The rules for alternative bet options, e.g. quinella, and the expected payouts are to be clearly explained on the artwork. | Choose an item. |  |
| **Scratch Ticket** | | **Determination** | **Internal Notes** |
| **NS4.6.9** | This section refers to games which simulate a lottery scratch ticket or similar: | | |
| a) An explanation of which player options must be selected to complete the game must be shown on the artwork. | Choose an item. |  |
| b) Details of how prizes are won and prize amounts must be shown on the artwork, e.g. three matching scratched symbols win that prize. | Choose an item. |  |
| c) All rules for symbols that may substitute in winning patterns must be displayed on the artwork. | Choose an item. |  |
| **Gamble** | | |  |
| **General** | | **Determination** | **Internal Notes** |
| **NS4.7.1** | The following clauses apply to all games which provide a gamble option. The most common use is "Double-up" where a multiplier of two (2) is sought, but also may apply to other multipliers (e.g. Triple-up) or a selection of multipliers. | | |
| **Limits** | | **Determination** | **Internal Notes** |
| **NS4.7.2** | The gamble prize limit (if applicable) for a particular game and the maximum number of gambles available must be stated on the artwork. If wording indicating the maximum prize that can be won exists, then it must be possible to win this prize. | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **Automatic Exit** | | **Determination** | **Internal Notes** |
| **NS4.7.3** | When the gamble option is exited automatically before reaching the maximum number of gambles available, the reason must be displayed. | Choose an item. |  |
| **References** | | **Determination** | **Internal Notes** |
| **NS4.7.4** | All references to gamble must use words (e.g. "gamble" or "double up") which cannot be misinterpreted to indicate some other feature. | Choose an item. |  |
| **Conditions** | | **Determination** | **Internal Notes** |
| **NS4.7.5** | Unusual conditions in which the gamble option will not be available must be specified, i.e. those conditions not listed in the "Software" chapter. | Choose an item. |  |
| **Choices of Multipliers** | | **Determination** | **Internal Notes** |
| **NS4.7.6** | If a gamble game offers a choice of multipliers, the range of multiplier choices and the associated payout with each of the multiplier choices, must be stated on the artwork. This is usually accomplished on screen. | Choose an item. |  |
| **NS4.7.7** | Once the player has selected a multiplier, it must be clearly stated on the screen which multiplier was selected. | Choose an item. |  |
| **Banknote Acceptance Devices - Functional Requirements** | | |  |
| **General** | | **Determination** | **Internal Notes** |
| **NS5.1.1** | All acceptance devices must be able to detect the entry of valid banknotes and provide a method to enable the gaming machine software to interpret and act appropriately upon a valid or invalid input. | Choose an item. |  |
| **NS5.1.2** | The acceptance device(s) must be electronically based and be configured to ensure that it only accepts valid banknotes of legal tender for that Jurisdiction (e.g. Australian or New Zealand) and rejects all others. | Choose an item. |  |
| **NS5.1.3** | All accepted banknotes are to be deposited into the secure banknote storage area. | Choose an item. |  |
| **NS5.1.4** | All invalid or disabled banknotes are to be rejected and returned to the player. | Choose an item. |  |
| **NS5.1.5** | An acceptance device must include a mechanism which prohibits the input of any banknotes, or alternatively, rejects all banknotes entered, during periods when the gaming machine is inoperable or deactivated for any reason. | Choose an item. |  |
| **NS5.1.5a** | Acceptance of banknotes for crediting to the credit meter must only be possible when the gaming machine is enabled for play. Other states such as fault conditions and audit mode must cause the disabling of the banknote acceptor system. | Choose an item. |  |
| **Disabling Banknote Values** | | **Determination** | **Internal Notes** |
| **NS5.1.6** | A banknote acceptor device must be implemented with a means to enable or disable particular value banknotes. The procedure for setting acceptable banknote values must be via a command from the CMCS or access to a secure area of the gaming machine. If permanent artwork is used to display the acceptable denominations, the latter method which requires attending each gaming machine is preferred. | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **NS5.1.7** | The banknote acceptor device must have a banknote storage area (e.g. receptacle) full sensor. An error message must be either displayed on the gaming machine or to the venue operator in the event that this sensor is activated. The banknote acceptor must disable itself but game play may continue. | Choose an item. |  |
| **NS5.1.8** | All banknote handling devices must provide a means through which the gaming machine software may detect and/or logically deduce when potential cheating is in process. For example, identification of counterfeit banknotes, (if possible) or banknote yo yo if a banknote yo yo is physically possible. | Choose an item. |  |
| **NS5.1.9** | The gaming machine must be able to detect that a banknote jam has occurred. | Choose an item. |  |
| **NS5.1.10** | If the banknote acceptor only accepts banknotes in a particular direction, orientation or with a particular side facing up, there must be sufficient instructions on the gaming machine artwork to clearly indicate this to the patrons. A label with a graphical picture of the banknote orientation attached near the banknote entry point is considered to be the best method of meeting this requirement. | Choose an item. |  |
| **NS5.1.11** | Under no circumstances may credits be lost if banknotes are input during game play. | Choose an item. |  |
| **NS5.1.12** | A gaming machine must not register credits as the result of banknote input until the banknote has passed the point where it is possible to be rejected by the acceptor or be withdrawn. | Choose an item. |  |
| **Discrimination** | | **Determination** | **Internal Notes** |
| **NS5.1.13** | Banknote acceptors are to be factory set only; it must not be possible to access or conduct maintenance or adjustments in the field, other than:  a) the selection of banknotes and limits as defined in requirement “Disabling Banknote Values”; or  b) changing of approved PSDs or downloading of approved software. | Choose an item. |  |
| **NS5.1.14** | The adjustment of the tolerance level for accepting banknotes of varying quality, or the alteration of any of the possible checking procedures is prohibited in the field. If a reader has multiple tolerance levels then the ability to switch to lower levels is to be disabled. | Choose an item. |  |
| **NS5.1.15** | It must not be possible to successfully disable any validation feature and thus register any counterfeit banknote as a valid banknote. | Choose an item. |  |
| **NS5.1.16** | It must not be possible from a single banknote or banknotes to create a larger number of banknotes such that any of the additional banknotes are accepted as valid banknotes. | Choose an item. |  |
| **NS5.1.17** | Only polymer banknotes will be accepted for use in banknote acceptors unless there is no plastic note equivalent at a particular denomination, e.g. New Zealand currency. If a banknote acceptor is capable of accepting paper banknotes with plastic equivalents this ability must be permanently disabled. | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **NS5.1.18** | Note that acceptor devices must incorporate sophisticated detection methods to validate banknotes by multiple evaluation methods (e.g. magnetic, ink colour and density). Tests for counterfeits should include a combination of these tests using a variety of magnetic and light sources for spectral properties. | Choose an item. |  |
| **Physical Access** | | **Determination** | **Internal Notes** |
| **NS5.1.19** | Venues are not to have access to the banknote acceptors for any purpose other than the clearing of banknote jams or other approved purposes. | Choose an item. |  |
| **NS5.1.20** | Any access required to clear a banknote jam is not to give access to the banknote storage area except if the jam occurs inside the banknote storage area. | Choose an item. |  |
| **NS5.1.21** | Access to banknote acceptor components and banknote storage areas is to be secured via key lock. Both are to be fitted with ‘door open/close’ sensors. | Choose an item. |  |
| **NS5.1.22** | Access to the banknote storage area is to be through two levels of locks - the relevant outer door plus one other door or lock before the receptacle or banknotes can be removed. This lock must securely hold into place a cover over the banknote storage area which must not be easily removed via physical force. | Choose an item. |  |
| **NS5.1.23** | The keys which open the locks on the banknote storage door must be different from the standard Outer Door or Banknote Outer door. They may be the same as the Cash Box door keys. | Choose an item. |  |
| **NS5.1.24** | Access to the banknote acceptor components is to disable the gaming machine from game play until such time as the access is cleared. For the remedial action when access to banknote acceptor components has occurred, see Section 5.3.1 Banknote Acceptor Fault Conditions. | Choose an item. |  |
| **NS5.1.25** | The gaming machine, if configured for a banknote acceptor device, must not activate the Banknote Acceptor if any part of the Banknote Acceptor is missing that relates to the validation process or delivery of the banknote to the storage area. | Choose an item. |  |
| **NS5.1.26** | The banknote acceptor should be easily removed for inspection by service personnel. | Choose an item. |  |
| **NS5.1.27** | All points in the banknote path should be easily accessible to allow inspection and clearance by service personnel once valid access is gained to the area in which the banknote acceptor is housed. Actions intended to be carried out by persons other than licensed technicians must not require the use of tools. | Choose an item. |  |
| **Gaming Machines With Both Coin and Banknote Acceptors** | | **Determination** | **Internal Notes** |
| **NS5.1.28** | Any gaming machine that has both a coin and a banknote acceptor is required to include a number of security features as follows: | | |
| a) access to the coin drop box is not to give access to the banknote storage area; | Choose an item. |  |
| b) access to the banknote storage area is not to give access to the coin drop box; | Choose an item. |  |
| c) cash-in statistics are to detail, or allow the calculation of, separate figures for coin and banknote input; and | Choose an item. |  |
| d) the gaming machine must be able to cater for simultaneous input of banknotes and coins. | Choose an item. |  |
| **Configuration Option** | | **Determination** | **Internal Notes** |
| **NS5.1.29** | It is permissible for the gaming machine to have a facility where the banknote acceptor operation can be disabled/enabled via an action not available to the player. For example, Audit Mode or gaming machine cabinet access. In the instance of the banknote acceptor being disabled the gaming machine can still be played using coin input. | Choose an item. |  |
| **Banknote Acceptance Devices - Hardware Requirements** | | |  |
| **Banknote Input System** | | **Determination** | **Internal Notes** |
| **NS5.2.1** | The banknote input system must be constructed in a manner that protects against vandalism, abuse or fraudulent activity. As a guide the following should be addressed: | Choose an item. |  |
| a) ability to prevent manipulation by the insertion of foreign objects into the banknote input system; | Choose an item. |  |
| b) ability to prevent easy alteration to the banknote path from the exterior of the gaming machine without leaving evidence of physical modification of the device; and | Choose an item. |  |
| c) ability to deliver a banknote to the banknote storage area (e.g. receptacle). | Choose an item. |  |
| **NS5.2.2** | The designated path which banknotes traverse and associated handling devices shall be of solid construction. | Choose an item. |  |
| **NS5.2.3** | The designated path which banknotes traverse and associated handling devices must be designed so that they resist jams and do not impair travel during insertion, acceptance, depositing or expulsion of banknotes. | Choose an item. |  |
| **NS5.2.4** | Gaming machines are not to have banknote dispensers. | Choose an item. |  |
| **NS5.2.5** | The banknote storage area (e.g. receptacle) is to be attached to the gaming machine in such a manner so that it cannot be easily removed by physical force. It must be internally located within the gaming machine (i.e. not attached to the outside). The relevant Jurisdiction may grant dispensation to this requirement if it can be demonstrated that an externally attached banknote acceptor demonstrates at least the same degree of security as one located inside the gaming machine. Areas of security that will be examined when considering such a dispensation are:  a) physical strength of the attached banknote acceptor device;  b) position of screws, nuts and bolts;  c) ability to withstand exposure to burning materials such as lighters, matches, ash etc. | Choose an item. |  |
| **Hardware Test Compliance** | | **Determination** | **Internal Notes** |
| **NS5.2.6** | A gaming machine with a banknote reader installed must meet all of the hardware oriented requirements of the National Standard. Gaming machines which have been previously approved to which Banknote Readers are to be added must be retested for compliance to these requirements. Where external certificates have been supplied, new certification is to be obtained with a gaming machine submitted for test installed with the Banknote Reader and all other modifications. Specific tests that may require additional external certificates are: | | |
| a) electrostatic discharge; | Choose an item. |  |
| b) power surges; | Choose an item. |  |
| c) radio frequency interference; | Choose an item. |  |
| d) electromagnetic interference; and | Choose an item. |  |
| e) environmental extremes; | Choose an item. |  |
| **NS5.2.7** | Interconnecting cables from the banknote acceptor device to the gaming machine must not be exposed external to the gaming machine or readily accessible to unauthorised staff. | Choose an item. |  |
| **NS5.2.9** | If the interconnecting cable is disconnected, the banknote acceptor must be disabled. | Choose an item. |  |
| **NS5.2.10** | Any interconnecting cable and/or plug relative to the banknote acceptor must have some form of strain relief. | Choose an item. |  |
| **Liquid Spills** | | **Determination** | **Internal Notes** |
| **NS5.2.11** | If liquids are spilled into a banknote acceptor, the only degradation permitted is for the acceptor to reject all banknotes. Entering a state where incorrect banknotes are accepted or correct banknotes are accepted but not credited to the customer is not acceptable. | Choose an item. |  |
| **Burning Materials** | | **Determination** | **Internal Notes** |
| **NS5.2.12** | The banknote acceptor must inhibit entry of burning materials such as cigarette ash. Vertical entry of banknotes is unlikely to meet this requirement. | Choose an item. |  |
| **Banknote Acceptance Devices - Software Requirements** | | |  |
| **Banknote Faults and Remedial Actions** | | **Determination** | **Internal Notes** |
| **NS5.3.1**  **Table 5-1** | The gaming machine must observe and act upon the following banknote acceptor faults and error conditions: | | |
| • Banknote access or storage area door opened/closed (Cleared by attendant) | Choose an item. |  |
| • Banknote receptacle removed/replaced, if the banknote storage area uses a receptacle (Cleared by attendant) | Choose an item. |  |
| • Banknote jams (Cleared by attendant) | Choose an item. |  |
| • Banknote YoYo, if a YoYo is physically possible (Cleared by attendant) | Choose an item. |  |
| • Excessive banknote rejects (indicating that perhaps an attack is happening on the gaming machine). Excessive is defined to be ten (10) consecutive rejects. (count may be reset on power-up) (Cleared by attendant) | Choose an item. |  |
| • Banknote acceptor cable disconnected (Cleared by technician) | Choose an item. |  |
| • Banknote acceptor receptacle full (Cleared by attendant) | Choose an item. |  |
| **Action When Banknote Faults Occur** | | **Determination** | **Internal Notes** |
| **NS5.3.2** | All banknote acceptor fault conditions, as described above are to lead to the following actions: | | |
| a) if the fault is security related the gaming machine is to deactivate game play and the ability to cash out (cashout may occur on a banknote jam); | Choose an item. |  |
| b) other faults such as banknote acceptor receptacle full need not disable the gaming machine but must disable banknote input; | Choose an item. |  |
| c) an appropriate message or indication of the fault must be given (e.g.: shown on the display or screen or other means such as coloured lights); | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
|  | d) the gaming machine may only re-activate itself if the following conditions are met: | | |
| i. the fault condition is rectified and positive intervention is taken by a venue employee to indicate that the fault has been cleared e.g. activation of a key-switch, closing of the receptacle door, replacement of the banknote receptacle; | Choose an item. |  |
| ii. if provided on a gaming machine which accepts both banknote and coin input, a venue employee or licensed technician takes an approved action to disable only the operation of the banknote acceptor (i.e. place the gaming machine in a coin only mode). | Choose an item. |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **Signature Requirements on Distributed Processing** | | **Determination** | **Internal Notes** |
| **NS5.3.3** | There must be some means whereby software associated with the banknote acceptor is able to be verified by a secure signature checking method. | Choose an item. |  |
| **Banknote Acceptor Self Test** | | **Determination** | **Internal Notes** |
| **NS5.3.4** | If the signature requirement is to be met by the self checking method, evidence is to be provided by the banknote acceptor supplier that the self check is performed and details of checks performed. | Choose an item. |  |
| **NS5.3.5** | The banknote acceptor device must perform a self test at each power up. In the event of a self test failure, the banknote acceptor must automatically disable itself (i.e. enter banknote reject state) until the error state has been cleared. | Choose an item. |  |
| **Audible Alarm** | | **Determination** | **Internal Notes** |
| **NS5.3.6** | An audible alarm is to be raised for any of the following banknote acceptor specific conditions (note for the duration of the audible alarm, see Section 2.4.45 Audible Alarm): | | |
| a) excessive banknote rejects (as defined in the Section 5.3.1 Banknote Acceptor Fault Conditions); | Choose an item. |  |
| b) Yo Yo, if a banknote Yo Yo is physically possible; | Choose an item. |  |
| c) unauthorised opening of the banknote outer door if separate from the gaming machine main door; | Choose an item. |  |
| d) unauthorised opening of the banknote storage area door; or | Choose an item. |  |
| e) banknote interconnecting cable disconnect. | Choose an item. |  |
| **Tokenisation** | | **Determination** | **Internal Notes** |
| **NS5.3.7** | For gaming machines which support banknote acceptors that implicitly implement tokenisation of the gaming machine, the following requirements apply to this tokenisation aspect: | | |
| a) each valid banknote inserted must register the actual dollar value or the correct number of credits for the current game. If registered directly as credits, the conversion rate must be clearly stated on the gaming machine; and | Choose an item. |  |
| b) the gaming machines must ensure that all banknotes accepted will correctly increment the player’s balance (gaming machine or account as the case may be) and relevant meters in all circumstances. This includes but is not limited to cases of power failure, door open, coin tilt, Audit Mode entry or any other form of deactivation of the gaming machine. | Choose an item. |  |
| **Communication with Banknote Acceptors** | | **Determination** | **Internal Notes** |
| **NS5.3.8** | The banknote acceptor device must employ a reliable means of transmitting credit values to the gaming machine. Pulse stream interface or serial communication without error detection and correction are not considered to be reliable communication methods. | Choose an item. |  |
| **Note Acceptor Disabled on High Credit Balance** | | **Determination** | **Internal Notes** |
| **NS5.3.9** | The gaming machine software must incorporate a facility which will automatically disable the banknote acceptor once the credit balance of the gaming machine or account, if appropriate, exceeds the Maximum Banknote Acceptance amount expressed in dollars. | Choose an item. |  |
| **NOTE to Engineer: Refer to the applicable Australian Market’s** **Checkoff for the values for [BKNTLIM]** | | |
| **NS5.3.10** | This level is to be displayed to the patron in the following form or similar: “Notes not accepted if Credits over $x are registered”. | Choose an item. |  |
| **NS5.3.11** | The maximum value of the range available is to be approved: | | |
| a) it must not be possible to exceed this limit; | Choose an item. |  |
| b) it must not be possible to disable this limit. | Choose an item. |  |
| **NS5.3.12** | This dollar level may only be set, or changed, by either a down-loadable parameter from the CMCS or by accessing the logic area of the gaming machine. | Choose an item. |  |
| **Master Meters** | | **Determination** | **Internal Notes** |
| **NS5.3.13** | A gaming machine which contains a banknote acceptor device must maintain sufficient metering to be able to report the following: | | |
| a) total monetary value of banknotes accepted (Banknote Money In); | Choose an item. |  |
| b) total number of banknotes accepted (Banknote Counts); | Choose an item. |  |
| c) counts of all rejected banknotes (Banknote Rejects); | Choose an item. |  |
| d) the number of banknotes accepted for each banknote denomination; and | Choose an item. |  |
| e) the value of the last five banknotes accepted (with time stamps). | Choose an item. |  |
| Note : That these meters are Master Meters, i.e. to be cleared only on Master Reset of the gaming machine. | | |
| **Banknote Clearances** | | **Determination** | **Internal Notes** |
| **NS5.3.14** | To provide adequate information to assist in the reconciliation of actual currency cleared from a banknote acceptor, the gaming machine must maintain the following data and report via an Audit screen and/or appropriate Banknote Clearance ticket to the Venue Operator each time a banknote clearance operation is performed :- | | |
| a) total monetary value of banknotes expected to be removed from the banknote storage area, i.e. held in the removed receptacle; and | Choose an item. |  |
| b) total monetary value of banknotes by denomination expected to be removed from the banknote storage area. | Choose an item. |  |
| **NS5.3.15** | These meters are only able to be reset when a banknote clearance occurs. The method of notification to the gaming machine that a banknote clearance has occurred must be approved. | Choose an item. |  |
| **Storage of Banknote Acceptor Data** | | **Determination** | **Internal Notes** |
| **NS5.3.16** | If banknote input messages received from the banknote acceptor are to be maintained in the gaming machine’s memory for a period of time without being added to the player’s credit balance, the storage of these messages must be maintained in, and meet the critical memory requirements. The gaming machine must be able to recover these messages whenever it restarts, especially after power failure, or observation of a partial memory corruption. | Choose an item. |  |
| **Gaming Machine Audit Mode Banknote Information** | | **Determination** | **Internal Notes** |
| **NS5.3.17** | A gaming machine with a banknote acceptor must be capable of displaying the following banknote specific information in Audit / Employee mode: | | |
| a) the Banknote specific Master Meter information specified in the section Section 5.3.13 Master Meters; | Choose an item. |  |
| b) the Banknote clearance Meter information specified in the section Section 5.3.14 Banknote Clearances; | Choose an item. |  |
| c) details of which denomination banknotes are enabled for acceptance; | Choose an item. |  |
| d) the banknote acceptor disable limit as specified in the section Section 5.3.9 Note Acceptor Disabled on High Credit Balance; and | Choose an item. |  |
| e) last game replay records must show the total of money or the number of credits added, by insertion of banknotes between the completion of the previous game and the completion of the game being displayed. This total must be displayed separately to the total ‘money in’. | Choose an item. |  |
| Note: Total ‘money in’ must include credits added via banknotes and coins. | | |

# **Version History**

**All version history, to date, is in hidden text. To view the version history in its entirety, please select Ctrl + Shift + \*.**

**REVISION HISTORY – This will NOT print!!!**

**(09/15/2015) (L.Anand/M.Robbins)-** New Form.

**(03/04/2016) (AC)** Updated pg. 1 to reflect those jurisdictions who still observe NS10.X

(MR) Verified updates made by AC on 09-Mar-2016.

**(07/22/2016) (LA)** Removed both NSW and WA as an applicable jurisdiction for this checkoff as they now adhere to NS2015.Changes verified by A. Campbell.

**(02/28/2017) (AC) -** Added NZ adoption date information to NS2016 on pg.1 **(LA)** Verified changes made by AC.(rs)

**(04/05/2017)** (AC) Added VIC adoption date information to NS2016 on pg. 1 (**LA**) Verified changes made by AC(rs)

**(04/10/2017)** (**L.Anand**) - Added “any subsequent NS versions” to SA market adoption on pg 1. Renamed FM-TC-1199-AU on pg 1 to AUS/NZ NS 2015-16 EGM checkoff to reflect the current checkoff name and added this checkoff as a reference for not just “other” jurisdictions but for all jurisdictions that have adopted NS2015-16. (**A.Campbell**) Verified changes made(rs)

**(06/16/2017)** (**C.Luzuk**) –Removed NZ as it no longer adopts NS10.0. NS2016 is mandatory for NZ from 5 June 2017. Verified changes made **L.Anand(rs)**

**(10/27/2017) (C.Luzuk)** Removed NS10.0 from VIC on pg1 as this is now superceeded. **(L.Anand)** Verifed all changes made.(rs)

**(05/9/2018) (A.Lee)** Updated all SharePoint links on the first page to the new SharePoint site. **(L.Anand)** Verified all changes made.(ls)

**(04/06/2020) (A.Lee) -** Updated NS3.9.57 to clarify that Double Tap functioanality is regarded by AUS/NZ Regulators as illusory**.**Updated NS3.9.62 (b) to clearly require.this test to be conducted for all types of wheel, die, coin or real world objects presented to the player.**(L.Anand)** Verified all changes made.(rs)

**(04/14/2020) (L.Anand) -** Removed NS3.9.57 clarification for Double Tap functioanality based on further discussions with Peter Wolff and Mike Robbins. This should only apply to NSW and QLD jurisdictions and is covered in their respective checkoffs(rs)

**(06/21/2021) (N.Gee) –** Performed 5 year review and verified document is up to date. Updated last date verified, no other changes required.(rs)

**(08/24/2021) (L.Anand) -** Removed reference to SA on page 1 as SA observes GMNS 2016 or higher. **(N.Gee)** Verified all changes made.(rs)