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| **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.**

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| **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. | |

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| **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**

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| **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**

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| **Australia/New Zealand Gaming Machine National Standards** | | | |
| **Cabinet Identification** | | **Determination** | **Internal Notes** |
| **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. |  |
| **Cabinet Artwork** | | **Determination** | **Internal Notes** |
| **NS2.3.6** | Information regarding requirements for gaming equipment artwork are contained in Chapter 4 Artwork. | | |

# **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)