

South Australian Appendix to the

Australian/New Zealand

**Gaming Machine
National Standard**

Revision 10.1

1 May 2010

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SA1 General

SA1.1 Introduction

The Gaming Machine National Standard Rev 10.1 has been adopted as the technical standard for gaming machines and games for use in the casino and hotels and clubs in South Australia effective 1 May 2010.

The South Australian Appendix describes requirements which are in addition to or differ from those specified by the Gaming Machine National Standard Rev 10.1.

The Gaming Machine National Standard Rev 10.1 will be referred to as the "National Standard" in this document.

Where appropriate, references to clauses within the National Standard have been provided in the form (Ref NS X.X).

Requirements which are preceded by the headings 'Gaming Machines Act' or 'Casino Act' apply only to gaming machines intended for operation by licensees under the relevant Act. Requirements which are not preceded by either of these headings apply to all gaming machines.

Casino Act

Gaming machines and games must also meet the requirements of the New South Wales Appendix to the Australian/New Zealand Gaming Machine National Standard Rev 10.0 - 14 Jan 2009, excluding the following sections :-

Chapter	Section
1	All sections
2	2.1.1 through 2.3.5 2.5 (all) 2.6 (all) 2.7 (all)

SA1.2 Office of the Liquor and Gambling Commissioner

The Liquor and Gambling Commissioner is responsible for the administration of the Gaming Machines Act 1992 and the Casino Act 1997.

Section 40 of the Gaming Machines Act allows the Commissioner to approve gaming machines and games to be of a class approved for the purposes of the Act. Only gaming machines, games, gaming equipment and other prescribed gaming machine components which have been approved by the Commissioner may be supplied by licensed gaming machine dealers.

Section 40(1)(a) of the Casino Act applies a condition to the casino licence which prevents the installation or use of equipment for gambling which has not been approved by the Commissioner.

SA1.3 Applications

Gaming Machines Act

Applications for approvals must be made on the prescribed forms :

Application for Approval of a Gaming Machine
Application for Approval of a Game

Following receipt of the completed form and accompanying fee, the Liquor and Gambling Commissioner will authorise the applicant to submit the gaming machine or game to a designated Accredited Testing Facility (ATF) for evaluation against the standards.

Casino Act

Applications for approvals must be made by the holder of the casino licence on the following forms :

Application for Approval of a Gaming Machine - Casino
Application for Approval of a Game - Casino

Each application must be accompanied by a completed Game Profile form, copies of game rules and artwork in electronic format (e.g. on CD or DVD) and, where appropriate, a Progressive Summary form. (refer NS Appendix II and Appendix III)

Modifications

All modifications to approved gaming machines and games require application and approval. Contact the Office of the Liquor and Gambling Commissioner for further information on applications to modify existing approved games and machines.

Game Approval Guidelines

The Independent Gambling Authority has issued guidelines for the purposes of section 40(2) of the Gaming Machines Act and 37A(1) of the Casino Act. The Commissioner must have regard to these guidelines when considering an application for approval of a game.

Applicants are advised to refer to the guidelines prior to lodging an application for approval of a game.

The Commissioner has issued separate interpretations for some of the characteristics identified in the IGA guidelines. Applicants are advised to contact OLGC for further details.

SA1.3A Applications for Games with New Features

The Liquor and Gambling Commissioner has a statutory obligation to refuse an application for approval of a game if the subject of the application is likely to lead to an exacerbation of problem gambling. Applicants are advised that an application for approval of a game which offers new features, characteristics or qualities should be preceded by or accompanied by information and a detailed submission as to why the game will not lead to an exacerbation of problem gambling. Applicants are advised to provide this information prior to committing significant resources to the development and evaluation of a game with new features, characteristics or qualities.

A summary of the features, characteristics and qualities must be provided when any application for approval of a game is lodged with the Office of the Liquor and Gambling Commissioner.

SA1.4 Submissions and Testing

Submissions are to be made in accordance with Chapter 6 Submissions in the National Standard.

All costs associated with testing will be met by the applicant. Payment of costs will be made directly to the Accredited Testing Facility (ATF).

Gaming Machines Act

Gaming machines and games will also be tested by the Independent Gaming Corporation for compatibility with the Gaming Machine Monitoring System.

SA1.5 Approvals

Gaming Machines Act

Gaming machines and games will only be considered for approval when the Commissioner is satisfied that they meet the requirements of the prevailing standards and are compatible with the monitoring system operated by the Independent Gaming Corporation.

Once approval has been granted, an official Order will be distributed to the following industry participants :

Gaming Machine Dealer (the applicant)
Independent Gaming Corporation Ltd
State Procurement Board
Service Licensees
Certifying Accredited Test Facility (ATF)

Section 42 of the Act provides the Commissioner with unqualified discretion to grant or refuse an application. Similarly, Section 44 of the Act provides the Commissioner with unqualified discretion to revoke any approval.

Casino Act

Gaming machines and games will only be considered for approval when the Commissioner is satisfied that they meet the requirements of the prevailing standards and are compatible with the monitoring system operated by the holder of the casino licence.

Once approval has been granted, an official Order will be sent to the licensee and copied to the relevant manufacturer.

Section 2.1(b) of the Approved Licensing Agreement (ALA) provides the Commissioner with absolute discretion to grant or refuse an application. Similarly, Section 2.1(a) of the ALA provides the Commissioner with the power to vary or revoke any approval.

Under current regulations, the holder of the casino licence may also require an authorisation from the Independent Gambling Authority for an 'authorised game.'

SA1.6 Changes to Technical Standards

The Commissioner may vary the technical standards for gaming machines at any time. Any machine approved under existing technical standards will continue to be approved unless, in the opinion of the Commissioner, the change is critical and the continued approval of a machine or game would prejudice the proper conduct of gaming in South Australia.

The Commissioner may consider the modification of previously approved gaming machines so as to conform with any new or modified technical standards.

The Commissioner shall determine the effective date of any changes to the technical standards. Those affected by the changes will be advised in writing.

SA1.7 Document Revision History

The Commissioner may amend this document as necessary at any time. All amendments will be recorded in the Revision History section. Issue dates will be used to indicate document revisions.

SA2 Hardware

SA2.1 Communications Interface

(Ref NS 2.7)

To ensure immunity from lightning and other static discharges, line isolation of at least 2kV must be provided for all communication interfaces.

Gaming Machines Act

The communications interface for the central monitoring system must comply with the specifications detailed in the Gaming Machine Communication Protocol for South Australia Version E2 (or other specifications approved by the Commissioner).

Where the gaming machine or software has the ability to support multiple protocols and different interfaces are used, only the interface for connection to the IGC's monitoring system is to be fitted, unless otherwise approved.

Casino Act

The communications interface for the in-house monitoring system must comply with the specifications detailed in the NSW Gaming Machine Communications Protocol Technical Standard Rev 2.2.

Note:- Any request for approval of a gaming machine which supports a communications protocol other than that specified above will be assessed by the Commissioner on its merits.

SA2.2 Hardware Identification and Control

Manufacturers are expected to have established procedures for identifying, recording and controlling gaming machines and components (including revision levels) delivered to operators so that they may be traced quickly should a retrofit or modification be required.

SA2.3 Hard Meters

(Ref NS 2.4.10)

Gaming Machines Act

Four electromechanical meters are required for South Australia - Turnover, Total Wins, Money In, and Money Out - running in order from left to right or top to bottom.

SA2.4 Physical Logic Area Seal

(Ref NS 2.3.43)

Gaming Machines Act

A physical logic area seal (supplied by OLG or approved service licensee) will be used to seal the logic area. The seal used in hotels and clubs will be a Mini Jawlock 150. The strand thickness of this seal is approximately 2mm.

Casino Act

A physical logic area seal (supplied by the holder of the casino licence) will be used to seal the logic area. The seal used in the casino will be a Harcor Seal Video Machine (P/No. PLU701821). Each seal will be individually numbered.

SA2.5 Keys and Locks

(Ref NS 2.3.20)

Keys and locks must be of an approved standard of design (see Approved Locks and Keys for a list of approved locks).

Approved locks may be fitted to a gaming machine by the manufacturer, or alternatively, where a lock is required, a gaming machine must provide a suitable aperture to allow for the installation of an approved lock.

Locks providing common functions must be keyed alike for a particular gaming machine model, eg Audit key-switches, Jackpot reset key-switches etc.

Door locks must be distinct between the gaming machines of different venues but keyed alike within a single venue, eg main door locks, logic area locks etc.

SA2.6 -

SA3 Software

SA3.1 Communications

Gaming Machines Act - Central Monitoring System

Standalone gaming machines (or machines which can be configured to a standalone mode) are not acceptable.

[GMMS specific - in line with the above requirement, a zero value for the 'Status Poll Timeout - Seconds' field of the Configuration data segment must not be interpreted as an infinite Status Poll Timeout value (as stated in the E2 Protocol document). A zero value in this field will cause the gaming machine to move to a disabled state regardless of frequency of Poll commands received. Similarly, a zero value in the 'Status Poll Timeout Enable - Game' field of the Game Enable Control Flags field in the Configuration data segment must not allow the game to operate beyond a Status Poll Timeout condition. Effectively, this requires that the gaming machine and all games cannot remain enabled in defiance of a Status Poll Timeout condition.]

Gaming machines offering game play in demonstration mode prior to enrolment are permitted, however, the requirements of NS 3.18.21 to NS 3.18.27 will apply.

The gaming machine must be compatible with and fully implement the requirements of the Gaming Machine Communication Protocol for South Australia Version E2.

An SC300 Site Controller (as described in Appendix B of the E2 Protocol document) or Extrema DX Terminal Controller will be installed at all gaming venues in South Australia. The local communications bus will operate at 9600 baud.

The E2 Protocol documentation may be obtained by licensed gaming machine dealers from Scientific Games Inc. by contacting the Independent Gaming Corporation Ltd, telephone (08) 8394 2222.

Casino Act

Gaming machines must be compatible with and fully implement the relevant communications requirements detailed in the NSW Gaming Machine Communications Protocol Technical Standard Rev 2.2.

Note:- Any request for approval of a gaming machine which supports a communications protocol other than that specified above will be assessed by the Commissioner on its merits.

SA3.2 Metering

(Ref NS 3.3.16-3.3.24)

Gaming Machines Act

The following meters as defined in the National Standard are required and correspond to meters defined in the E2 Protocol 'Monitor' packet :

MASTER METERS (NS Table 3-1) E2 Monitor Packet

TURNOVER	Total PLAYED - Cents
TOTAL WINS	Total WON - Cents
CANCELLED CREDITS	Cash Tickets and Manual Pays - Cents
CASHBOX	Coin IN Drop Box - Cents
COINS OUT	Coin OUT Hopper - Cents
BANKNOTES IN	Bills IN - Cents

ADDITIONAL METERS (NS Table 3-5) E2 Monitor Packet

HOPPER REFILL	Hopper Fills - Cents
COINS TO HOPPER	Coin IN Hopper - Cents

Note that Drop Box Collected - Cents is also required by the E2 Monitor packet.

SA3.3 Memory Signature Check

(Ref NS 3.2.15)

Gaming Machines Act

For the purposes of compliance with the monitoring system's communication protocol, gaming machines must implement the memory signature algorithm as detailed in Appendix A of the E2 Protocol document.

SA3.4 Linked Jackpots

Gaming Machines Act

Linked jackpots are prohibited by section 53 of the Gaming Machines Act 1992.

Casino Act

For the purposes of calculating a participating gaming machine's theoretical percentage return to player (RTP), linked progressive jackpot prizes will only be included where they are transferred to and paid by the gaming machine.

SA3.5 -

SA3.5A -

SA3.6 Bet Limit

(Ref NS 3.9.20 and 8.3)

Gaming Machines Act

The maximum bet limit [MAXWAGER] for base and feature games is \$10.

Casino Act

The maximum bet limit [MAXWAGER] for base and feature games is \$10.

SA3.6A Win Limit

(Ref NS 3.9.20a and 8.3)

Gaming Machines Act

The maximum win limit [MAXNPWIN] is \$10,000.

Casino Act

The maximum win limit [MAXNPWIN] is \$10,000.

SA3.6B -

SA3.6C -

SA3.7 Residual Credit Removal - GM Disabled

(Ref NS 3.9.40-3.9.56)

Gaming Machines Act

A Residual Credit Removal feature may be offered and completed if the gaming machine is in a disabled state due to the expiration of enable hours or when the 'd' bit is set other than for a fault condition. Residual Credit Removal must not be available if the gaming machine is disabled for any other reason.

SA3.8 -

SA3.8A Standalone Progressive Jackpots (SPJ)

The term 'standalone progressive jackpot' describes a feature of a game where a monetary amount or amounts are accumulated in a jackpot pool. A programmed percentage of Turnover causes the pool to be incremented at a predetermined rate, i.e. contribution rate. Upon the jackpot being won, the monetary amount is paid to the player's Credit meter.

Gaming Machines Act

In circumstances where a gaming machine is configured with the same game featuring a SPJ both before and after a full reconfiguration by the monitoring system, the value of the SPJ must be maintained.

If a game with a SPJ is removed from a gaming machine during a full reconfiguration (and possibly replaced by another game) the value of the SPJ may be erased. For the purposes of this section, a game will be deemed to be the combination of a game type (eg. 'Pot of Gold'), denomination (eg. 5c per credit) and pay table (carded %RTP). Therefore, if a machine configured with Pot of Gold 5c 87.50% is reconfigured to Pot of Gold 5c 92.70%, the value of any SPJ associated with that game may be erased.

SA3.9 -

SA3.10 Power Save Mode

(Ref NS 3.8.21 - NS 3.8.27)

Gaming Machines Act

Gaming machines must provide a Power Save Mode in accordance with the National Standard. Idle time before Power Save Mode is activated will be 15 minutes.

Casino Act

Gaming machines must provide a Power Save Mode in accordance with the requirements of the New South Wales Appendix to the Australian/New Zealand Gaming Machine National Standard Rev 10.0 - 14 Jan 2009.

SA3.11 -

SA3.12 -

SA3.13 Jurisdiction Selection

Where gaming machine software can be configured differently for use in more than one jurisdiction, the following requirements must be met :

Gaming Machines Act

Stand-alone Mode

'Jurisdiction' options which allow the EGM to enter a playable state in a stand-alone mode are not permitted. That is, the available 'jurisdiction' options will be restricted to those which require the EGM be enrolled on a GMMS.

Selection

The 'jurisdiction' option must only be selected at the EGM in Setup Mode following a full RAM clear and prior to enrolment on the GMMS.

The configuration must only occur after the selection of one option from a group of 'jurisdiction' options.

The 'jurisdiction' options must be presented as the first options selectable in Setup Mode. A selection from the available 'jurisdiction' options must be made before the EGM can proceed to offer other configuration options, to Demo Mode or to any other function or state.

EGM Operation

For the relevant 'jurisdiction' option (eg. SA hotels and clubs), the EGM must operate in accordance with the prevailing rules, standards and requirements of that jurisdiction.

The EGM must be unable to be enrolled on the GMMS (and therefore be incapable of entering a playable state) unless the correct 'jurisdiction' option has been selected.

The EGM must essentially use the same game software regardless of the jurisdiction selected. The selection of a 'jurisdiction' option must only cause the EGM to load those parameters which the software requires for correct operation within the selected jurisdiction.

A description of the 'jurisdiction' option selected must be clearly displayed in the main screen in Audit Mode.

Approval

The standards and requirements of the relevant jurisdiction will apply in the testing of the software configured with that 'jurisdiction' option.

For the purposes of this section, NS 3.18.5 will not apply to any configurable settings which are specific to 'jurisdiction' options other than South Australia.

SA4 Artwork

SA5 Banknote Acceptance Specifications

SA6 Submissions

SA6.1 Game Detail Sheets

Gaming Machines Act

Game Detail Sheets which contain all information necessary for the game to be enrolled onto the Gaming Machine Monitoring System must be provided with each submission. Sufficient information must be included to distinguish between Game Detail Sheets for different versions of the same game.

SA7 Approved Locks and Keys

GAMING MACHINES ACT 1992	
Manufacturer	Model
Abloy	3321
	3273
	3277
	3504
	CL104E (Short Barrel Cam Lock)
	CL103E (Long Barrel Cam Lock)
	CL200E (Short Barrel Cam Lock)
	CL202E (Long Barrel Cam Lock)
BiLock (8 Pin CSB)	FA32859 (short barrel)
	FA32899 (long barrel)
	FA82059*CP (audit switch lock)
	FA32859QCP (Quick Change Core short barrel)
	FA32899QCP (Quick Change Core long barrel)
	FA82059DQCP (Quick Change Core audit switch lock)
Kaba Cam	

CASINO ACT 1997	
Manufacturer	Model
BiLock (8 Pin CSB)	FA31159CP (short barrel)

SA8 Revision History

Version	Date	Comments
5.0	3 March 2005	<p>6th Release</p> <p>Updated all references to National Standard 8.0</p> <p>Updated all references to New South Wales Appendix to the Australian/New Zealand Gaming Machine National Standard Rev 7.0 - 16 March 2004</p> <p>Updated all references to NSW Gaming Machines Communications Protocol Technical Standard Rev 2.0, 21 September 2004</p> <p>Updated references to section numbering of National Standard, where required</p> <p>SA1.3 - inserted requirement for casino to include copies of artwork in electronic format</p> <p>SA1.3 - inserted advice of interpretations of IGA guidelines by the Commissioner</p> <p>SA1.5 - inserted possible requirement for an authorisation by the Independent Gambling Authority</p> <p>SA2.1 - amended static discharge to 2kV</p> <p>SA3.8 - inserted clarification of term</p>
NS9.0	15 April 2007	<p>7th Release</p> <p>Removed Appendix revision numbering - superfluous</p> <p>Updated all references to National Standard 9.0</p> <p>Updated all references to New South Wales Appendix to the Australian/New Zealand Gaming Machine National Standard Rev 9.0, 23 March 2007</p> <p>Updated all references to NSW Gaming Machines Communications Protocol Technical Standard Rev 2.2</p> <p>Updated references from 'service agent(s)' to 'service licensee(s)'</p> <p>Replaced 'Version numbers' with 'Issue dates' at SA1.7.</p> <p>Replaced 'STANDARD' with 'MASTER' at SA3.2</p> <p>Added 'For the purposes of compliance with the monitoring system's communication protocol' at SA3.3.</p> <p>Inserted SA3.6B Gamble</p> <p>Deleted Revision History prior to Rev 4.0</p>

Version	Date	Comments
NS10.0	13 January 2009	8th Release Updated all references to National Standard 10.0 Updated all references to New South Wales Appendix to the Australian/New Zealand Gaming Machine National Standard Rev 10.0, 14 Jan 2009 Deleted SA2.3 Hard Meters not required for Casino Act gaming machines Deleted 3.6B regarding exit from Gamble feature (this clause is now in National Standard Rev 10.0 at 3.9.23a) Deleted 3.8 Micro Standalone Progressive Jackpots Deleted 3.9 Test/Diagnostic Mode Deleted Revision History prior to Rev 5.0
NS10.1	1 May 2010	9th Release Updated all references to National Standard 10.1