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SPECIAL

Gaming Machine Control Act 1991 – Section 68A

DIRECTOR'S STANDARDS FOR GAMING MACHINE TYPES AND GAMES

By this notice, the Director of Gaming and Betting amends the standards for Gaming Machine Types and Games previously published in Special Gazette No 218, on 15 November 2002.

In accordance with section 68A(4), these amendments come into force six (6) months from the date of this publication.

Dated 24 June 2003

PETER COHEN

Acting Director of Gaming and Betting

Acting Director of Casino Surveillance

Director's Standards (Amendment) 2003

- Australian / New Zealand National Standards
(Amendment) Version 6.01
 - National Standards – Victorian Appendix
(Amendment) Version 6
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**Australian/New Zealand National Standards
(Amendment) Version 6.01**

In the Australian / New Zealand National Standards 5.0 substitute the following sections:—

- 1.1.2 The purpose of the Standard is to work towards creating one basic standard for gaming machines throughout Australia and New Zealand. Initially this will be through this document providing a set of “core” requirements aimed at being common to all jurisdictions. *Chapter 8 Supplementary Standard Document* lists the sections of this document that do not yet have continuity between all participating regulators, and the focal point in the future will be to eventually merge these requirements into the core Standard. Each jurisdiction will provide an appendix to the above setting out the additional requirements manufacturers must comply with in that jurisdiction.
- 2.4.5 The memory battery low/fail condition must be checked on every power up and, at a minimum, every 24 hours.
- 2.4.35a 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,
 - b) not require the use of a tool of any kind, and
 - c) be accompanied by detailed instructions in the Operator’s Manual.
- 3.2.6 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.
- 3.2.15 The entire contents of all PSDs (program storage devices) in the executable address space of a critical processor must be validated at least every time the CPU is reset. Parity and checksum methods are not acceptable.
- 3.2.16 —
- 3.3.2 —
- 3.3.4 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; and
 - 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.
- 3.3.6 Substantial Wins must cause the gaming machine to enter a lock-up mode until external intervention, eg: 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.
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- Note: This value may be a \$ amount or infinity.
-
- 3.3.7 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. Furthermore, at the completion of all of these game elements, if that sum of winnings is greater than or equal to [LARGEWIN], this play is considered a Substantial Win. 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 [LARGEWIN].

3.3.8 –

3.3.9 –

3.3.10 –

3.3.16 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'.

Table 3–1: Master Meters

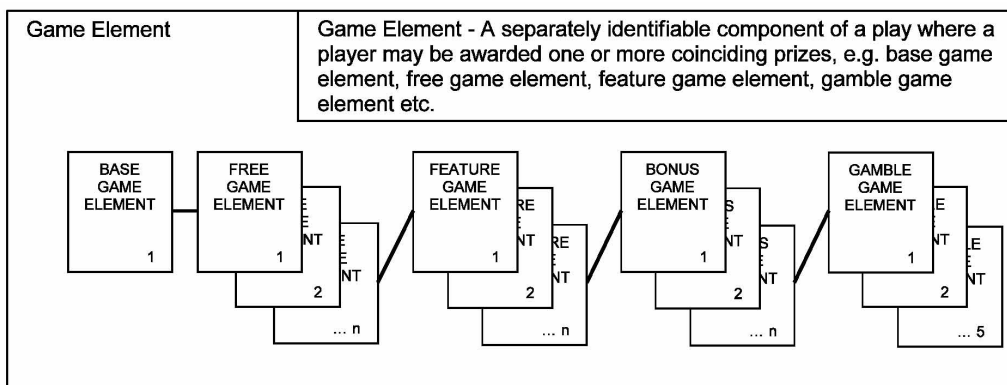
METER	Definition (see Glossary of Terms and Abbreviations)	UNITS
GAMES PLAYED	total number of games played	[plays]
TURNOVER	total value in dollars of bets made from the player's credit meter (note gamble bets such as double up are not bet from the player's credit meter)	[\$.]
TOTAL WINS	total value in dollars of all prizes awarded to the player's credit meter (incl. Residual Credit Gamble prizes)	[\$.]
CANCELLED CREDITS	total of all credits cancelled from the Credit meter by attendant and all credits paid from the Credit meter by ticket	[\$.]
CASH BOX	total of all coins deposited to the cash (drop) box	[\$.]
COINS IN	total of all coins in but not hopper refills	[\$.]
COINS OUT	total of all coins out from hopper, but not extra coins out or short pays	[\$.]
EXTRA COIN OUT	total of all coins detected as dispensed in error from hopper (excluded from "coins out")	[count]
BANKNOTES IN	total of all banknotes accepted, if applicable.	[\$.]
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	[\$.]
CASHLESS OUT	total of all credits electronically transferred from the gaming machine, if applicable	[\$.]
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	[\$.]
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	[\$.]

- 3.3.18 The self audit check shall be performed at least at the following times:
- At the start of every play.
 - 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).
- 3.6.1 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.
- 3.6.11 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.
- 3.7.1 Available credits may be collected from the gaming machine by the patron pressing the “COLLECT” button at any time other than :
- during a play;
 - while in Audit mode;
 - while any door open condition exists;
 - while in Test mode;
 - while the player’s Credit Meter or Total Wins Meter is incrementing;
 - while disabled by CMCS (see 8.2.1 Credit Collect); or
 - while any fault condition exists, excluding :
 - ticket printer failure or printer paper error (coins may be collected below [MAXHOPPER]);
 - progressive controller failure;
 - banknote acceptor full.
- 3.7.2 If the “COLLECT” button has been pressed where greater than [CRECANLIM] credits for non-tokenised games or [MAXHOPPER] for tokenised games are registered on the credit meter, 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.
- 3.7.4 If less than or equal to [CRECANLIM] credits 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*.
- 3.8.2a Meters concerning player entitlements (including Credit, Bet and Win meters) displayed on the game-screen must be displayed simultaneously in both dollars and cents and credits in a format which is clearly visible to the player and easily distinguished.
- A display which alternates between dollars and cents 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 the Win meter or Credit meter following a win.
- For a multi-game gaming machine providing games with different credit values (e.g. 1c, 2c), Multi-Game Select Mode is only required to display the Credit meter in \$ and c.
- 3.8.3 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.
- 3.8.4a The outcome of each game element must be displayed for a reasonable length of time.
- 3.8.16 Touch screens must have a software re-calibrating facility unless the touch screen is designed never to require re-calibrating.

- 3.8.17 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).
- 3.9.9 A gaming machine must display the following information to the player:
- the player's current credit balance;
 - the current bet amount;
 - all possible winning outcomes, or be available as a menu item or help menu;
 - win amounts for each possible winning outcome or be available as a menu or help screen item;
 - the amount won for the last completed game (until the next game starts); and
 - the player options selected (e.g. bet amount, lines played) for the last completed game (until the next game starts).
- 3.9.13 Games that have a component of strategic skill (e.g. Draw Poker and Blackjack) must meet the following requirements:
- the player return for the optimal strategy must not exceed [MAXRTP] and must not be lower than [MINRTP];
 - where an automatic hold feature or strategy advice is provided to the player, the player return must not be lower than [MINRTP] when calculated using the selections provided by such a feature or using the advice provided;
 - where an automatic hold feature or strategy advice is provided to the player, it must be fair and not misleading; and
 - the player must be able to override any automatic hold feature and reject any or all strategy advice provided.
- 3.9.15 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].
- 3.9.16 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].
- 3.15.7 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.
- 3.18.2a Immediately following a configuration change, the gaming machine must:
- reset the Win meter to zero;
 - 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);
 - change, if necessary, the display of the game screen to a non-winning result or combination.
- 3.18.15 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.
- 3.18.16 –
- 3.20.1 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). See *Chapter 8 Supplementary Standard Document* for parameter values.
- [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]	[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]	[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 time a machine must be in “Idle Mode” before activating power save.

- 4.1.27 –
- 4.4.3 Card faces are to clearly indicate the suit. The faces of all cards from each suit are to be the same colour.
- 4.4.4a The artwork must clearly indicate the cards available in the deck, in particular the type and number of non-standard cards.
- 5.1.5a 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.
- 5.2.8 –
- 5.3.14 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
 - b) total monetary value of banknotes by denomination expected to be removed from the banknote storage area.
- 6.4.7 Provide a completed Game Profile sheet, as provided in Appendix II.
- 7.1 Glossary



8.2.1 Available credits may be collected from the gaming machine by the patron pressing the “COLLECT” button at any time other than :

f) while disabled by CMCS (see below)

VIC	Credit redemption must be available when the gaming machine is disabled by the CMCS.
NT	Same as VIC.
NZ	Same as VIC.
NZ- CAS	Same as VIC.
QLD	Same as VIC.
TAS	Same as VIC.

8.2.3 –

8.3 Parameter/Limit Values

NAME	NSW	VIC Clubs, Hotels and Casino	TAS	SA Clubs & Hotels	NT
BKNTLIM	\$10,000	\$9,899	Hotels and Clubs: Not Applicable Casinos: \$9,899	Note acceptors prohibited	Not specified
CRECANLIM	Not specified but assumed < \$10,000	Entered via Setup Mode or CMCS parameter	Operator Set	Entered via Setup Mode or CMCS parameter	Entered via Setup Mode or CMCS parameter
GAMBWIN	\$10,000	Hotels and clubs: \$10,000 Casino: Not specified		\$10,000	No limit
LARGEWIN	Not specified	\$10,000	Hotels and Clubs: \$1,000 Casinos: Operator Set	Set by CMCS parameter (currently \$1,000)	Community: \$300 Casino: Operator set
MAXHOPPER	Not specified but assumed < \$10,000	Entered via Setup Mode or CMCS parameter	Operator Set	Set by CMCS parameter	Community: \$50 Casino: Operator set
MAXNPWIN	\$10,000 APD or AAD \$500,000 MTGM	Not specified	Hotels and Clubs: Not Specified Casinos: Not Specified	\$10,000	Not specified
MAXPWIN	\$10,000 s/alone \$100,000 linked	Not specified	Not specified	\$10,000 s/alone	No Limit
MAXRTP	Not specified	99.99%	Not specified	Not specified	Less than 100%

NAME	NSW	VIC Clubs, Hotels and Casino	TAS	SA Clubs & Hotels	NT
MAXWAGER	\$10 APM or AAD \$100 MTGM	Not specified	Hotels and Clubs: \$10 Casino: Not specified	Base and feature games \$10	Community: \$5 Casino: Not specified
MINRTP	85.00%	87.00%	85.00%	87.50%	Community: 85.00% Casino: 88.00%
PSAVACT	Required – manual PSM activation only.	Not required	Not required	Required – 15 minutes	Clubs & Hotels Required – 15 minutes Casino – Not required

Name	NZ Community	NZ Casinos	QLD Clubs & Hotels	QLD Casinos	WA
BKNTLIM		\$9,899	\$100	Set by Casino	\$500
CRECANLIM		Entered via Setup Mode or CMCS parameter	299 Credits Set by Licensed Operator	Set by Casino	Entered via Setup
GAMBWIN	All total \$500	Not specified	Set by Licensed Operator	Set by Casino	\$10,000
LARGEWIN	Not specified	Not specified	Set by Licensed Operator	Not specified	\$10,000
MAXHOPPER		Entered via Setup Mode or CMCS parameter	\$49 Set by Licensed Operator	Set by Casino	Entered via Setup Mode or CMCS parameter
MAXNPWIN	\$500	Not specified	\$10,000	Not specified	Not specified
MAXPWIN	\$1,000	Not specified	\$25,000	Not specified	Not specified
MAXRTP	92.00%	Not specified	92.00%	Not specified	100%
MAXWAGER	\$2.50	Not specified	\$5	Not specified	Not specified
MINRTP	78.00%	87.00%	85.00%	90.00%	90.00%
PSAVACT	Entered via Setup Mode or CMCS parameter	Not required	Required – 15 minutes	Not required	Not required

NAME	ACT
BKNTLIM	Not Specified
CRECANLIM	Operator Set
GAMBWIN	Not Specified
LARGEWIN	Not specified
MAXHOPPER	Operator Set
MAXNPWIN	Not Specified
MAXPWIN	Not Specified
MAXRTP	Not specified
MAXWAGER	\$10
MINRTP	85.00%
PSAVACT	Not required

Australian/New Zealand National Standards – Victorian Appendix

(Amendment) Version 6.0

In the Australian/New Zealand Gaming Machines National Standards – Victorian Appendix 5.0, substitute the following sections:—

V1.1 This Victorian Appendix to the Australian/New Zealand Gaming Machine National Standard lists additional or modified requirements to the Gaming Machine National Standard that Victoria requires for gaming machines operating in Crown Casino, TABCORP and Tattersall's gaming venues. Where any requirement in this Appendix is in conflict with the Gaming Machine National Standard, the requirement as stated in the Appendix shall be enforced. (The Gaming Machine National Standard is referred to as the "National Standards" in this Appendix).

In this document "Director" means the Director of Gaming and Betting, "OGR" means the Office of Gambling Regulation and the "Authority" means the Victorian Casino and Gaming Authority.

Under Section 69 of the **Gaming Machine Control Act 1991** the Authority may approve or refuse to approve a gaming machine type or a game having regard to:

- a) Player return, game fairness and security and responsible gambling and
- b) Any standards in force under Section 68A; and
- c) The certificate of a person listed on the Roll being a person referred to in Section 63(1A).

On 1 July 2002, the Director wrote to manufacturers and operators, listed on the list of the Roll of Suppliers, that he proposed to make the Australian/New Zealand National Standards for Gaming Machines Version 5.0, together with the Victorian Appendix the Director's Standards under Section 68A of the Act.

On 19 September 2002 the Minister approved the "Director's Standards". Section 68A(1) of the **Gaming Machine Control Act 1991** provides for the Director, with the approval of the Minister, to make and amend Director's standards for gaming machine types and games. Before making or amending these standards, the Director is required to consult with each manufacturer or supplier of gaming machines listed on the Roll, each gaming operator and each casino operator.

V1.3 The Regulations made under the **Gaming Machine Control Act 1991** are as follows:

1. Gaming Machine Control (Fees) Regulations 2002
2. Gaming Machine Control (Jackpots) Regulations 1996
3. Gaming Machine Control (Miscellaneous) Regulations 2001
4. Gaming Machine Control (Restricted Components) Regulations 2002
5. Gaming Machine Control (Returns By Gaming Operators) Regulations 2000
6. Gaming Machine Control (Special Employees And Technicians) Regulations 2002
7. Gaming Machine Control (Clocks) Regulations 2001
8. Gaming Machine Control (Advertising) Regulations 2001
9. Gaming Machine Control (Responsible Gaming Information) Regulations 2002.

V1.11 The requirements in this document apply to all gaming machines to be operated in TABCORP and Tattersall's venues and the Crown Casino.

V1.13 The Director may issue amendments to sections or clauses in this appendix to organisations listed on the distribution register. With each amendment, the date on the cover page will be updated.

V1.15 Only approved gaming equipment can be operated. The OGR may inspect delivered equipment in the field and recommend to the Authority that it reject any gaming equipment which is not approved.

- V1.17 Gaming equipment which does not fully comply with all requirements specified in this document may be considered for approval provided the gaming equipment operates in a manner that is suitable in respect of:
1. player return;
 2. game fairness and security; and
 3. responsible gambling
- V2.7 The use of Clearing EPROMs or similar devices that write to memory is not permitted, unless the OGR has evaluated the source code of these devices and has established confidence in the associated controls to ensure that only approved devices are used in the field.
- V2.12 Programmable devices used to program programmable coin validators are to be regarded as high risk components and may only be released to the gaming operator, casino operator or its maintenance group.
- V3.21 Substantial Wins must cause the gaming machine to enter a lock-up mode until external intervention, e.g. attendant key or after system software verification by the central monitoring and control system followed by a “game enabled” command.
- V3.22 Available credits may be collected from the gaming machine by the patron pressing the “COLLECT” button at any time other than:
- a) during a play;
 - b) while in Audit mode;
 - c) while any door open condition exists;
 - d) while in Test mode;
 - e) while the player’s Credit Meter or Total Wins Meter is incrementing;
 - f) –
 - g) while any fault condition exists, excluding:–
 - i) ticket printer failure or printer paper error (coins may be collected below [MAXHOPPER]);
 - ii) progressive controller failure;
 - iii) banknote acceptor full
 - h) while the game is in Player Information Display (PID) mode.
- V3.23 Add the following after section 3.9.59 of the National Standards
“However such games may be acceptable where the issue of illusion of control is explicitly addressed via approved artwork, approved decals or other approved means.”
- V3.24 After subsection (k) of the National Standards section 3.12.4 insert:
“l). the total number of external bonus/jackpot credits paid directly to the credit meter as a result of the last play and obvious to the player (e.g. where the credit meter has been incremented).”
- V3.25 Under “Cleared By” Column change “Cleared by an attendant” to “Cleared by an attendant or other approved means such as the central monitoring and control system software verification followed by a “game enabled” command.”
- V3.26 Where the Nominal Standard Deviation of the whole game does not fully comply with National Standards section 3.9.17 requirements in that it exceeds 15, the game may be considered for approval subject to the condition that the manufacturers/operators must satisfy the Authority that they have a system in place which ensures the legislative requirements of having the minimum RTP (based on yearly activities/amounts wagered) of not less than 87% are met.
- V8.3 The following list defines four (4) types of significant event and the “type” numbers used elsewhere refer to this list:
- a) **TYPE 1** Information only (no de-activation),

- b) **TYPE 2** Events that lead to automatic de-activation but also allow for immediate automatic re-activation when the problem goes away (e.g. authorised door open),
 - c) **TYPE 3** Events that lead to automatic de-activation and require manual re-activation,
 - d) **TYPE 4** Events that lead to automatic de-activation and require manual re-activation, but only after the OGR audit procedures are satisfied. These procedures may involve immediate approval for re-activation, or the approval is withheld until physical inspection by an OGR Inspector is completed.
- V9.2 For a game approved by the Authority after 1 January 2003, unless the game is to be operated in the approved “specified area”¹ the spin rate or interval between spins on the gaming machine must not be less than 2.14 seconds per play.
- V9.5. Meters concerning player entitlements (including Credit, Bet and Win meters) displayed on the game-screen must be displayed simultaneously in both dollars and cents and credits in a format which is clearly visible to the player and easily distinguished. A display which alternates between dollars and cents 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 the Win meter or Credit meter following a win.
For a multi-game gaming machine providing games with different credit values (e.g. 1c, 2c), Multi-Game Select Mode is only required to display the Credit meter in \$ and c.
- V9.9.8 The maximum win that can be obtained from each single gamble attempt is not to exceed \$10,000 (for machines in Clubs and Hotels only).
- V9.10.1. There must exist a Game Selection Screen where the full amount of the player’s credit balance is displayed in dollars and cents and credits.
- V9.11.16
- V9.13. For a game approved by the Authority after 1 January 2003, unless the game is to be operated in the approved “specified area” each spin or wagering of credits can only be initiated by a distinct and separate activation of the machine by the player.
- V9.14. For a game approved by the Authority after 1 January 2003, unless the game is to be operated in the approved “specified area” the game must not be played with a gaming machine that accepts banknotes with a denomination greater than \$50.
- V9.15. Electronic game information is the following information generated by, and displayed on the screen of, a gaming machine for each game that may be played on that machine—
- a) the return to players of that game; and
 - b) the average number of individual games played per any win, based on one line being played per game; and
 - c) the chances or odds of achieving the top 5 and bottom 5 (in value) individual winning combinations; and the maximum and minimum bet options available.
- V9.16
- (1) Electronic player information is the following information generated by, and displayed on the screen of a gaming machine—
- a) cash in, being the amount (expressed in dollars and cents) the player has put into the gaming machine during a session; and
 - b) credits played, being the amount (expressed in dollars and cents), wagered by the player on the gaming machine during a session; and
 - c) credits won, being the amount (expressed in dollars and cents) won by the player on the gaming machine during a session; and

¹ A “specified area” is an area in which the provisions of sections 62AB, 62AC and 81AB of the **Casino Control Act 1991** and sections 77B and 77C of the **Gaming Machine Control Act 1991** apply.

- d) the session win or loss, being the difference (expressed in dollars and cents) between credits won (see paragraph (c)) and credits played (see paragraph (b)); and
- e) cash out, being the amount (expressed in dollars and cents) collected from the gaming machine by the player during a session; and
- f) credits available, being the amount (expressed in dollars and cents), that is currently available for the player to wager on the gaming machine; and
- g) the time the player began the session; and
- h) the current time of day; and
- i) the length of the session

Example

The following are examples of electronic player information

Example 1

The following is an example of electronic player information on a system where all jackpot win amounts are included on the credit meter:

Cash in	\$100.00
Credits played	\$245.50
Credits won	\$239.70
Session Win or (Loss)	(\$5.80)
Cash out	\$0.00
Credits available	\$94.20
Time commenced	8:48 pm
Current time	10:52 pm
Total time played	2 hours 4 minutes

Example 2

The following is an example of electronic player information on a system where not all jackpot win amounts in the session are included on the credit meter:

Cash in	\$100.00
Credits played	\$245.50
Credits won	\$239.70*
Session Win or (Loss)	(\$5.80)*
Cash out	\$0.00
Credits available	\$94.20*
Time commenced	8:48 pm
Current time	10:52 pm
Total time played	2 hours 4 minutes

* These totals exclude jackpot amounts not included on the credit meter.

V9.17 For each new game approved on and after 1 January 2003 that is played on a linked jackpot arrangement gaming machine, the following information must be provided

- a) a statement that the game is part of a linked jackpot arrangement; and
- b) the total return to players of the game, being the sum of the return to players contributed by the game and the return to players contributed by the linked jackpot arrangement; and
- c) the return to players of the game contributed by the linked jackpot arrangement.

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