# Western Australian Appendix to the

# Australian/New Zealand

# Gaming Machine
# National Standard NS11.1

Last Amended: March 2023
Effective Date: 1 May 2023
Revision 1

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# WA1 General

## WA1.1    Introduction

The Gaming Machine National Standard NS11.1 has been adopted as the technical standard for gaming machines and electronic games in Western Australia effective from 1 May 2023.

The Western Australian Appendix describes requirements which are in addition to or differ from those specified by the Gaming Machine National Standard NS11.1.

The Gaming Machine National Standard NS11.1 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 XXXX).

## WA1.2    Gaming and Wagering Commission of Western Australia

Only gaming machines, games, gaming equipment and other prescribed or nominated gaming machine components, which have been approved by the Commission, may be used for gaming at the licensed casino.

## WA1.3    Changes to Technical Standards

The Gaming and Wagering Commission may:

- vary the technical standards for gaming machines at any time;
- revoke the approval of any machine approved under existing technical standards if in the opinion of Commission, the continued approval of a machine or game would prejudice the proper conduct or integrity of casino gaming in Western Australia;
- consider and require the modification of previously approved gaming machines in order to conform with any new or modified technical standards.

The Gaming and Wagering Commission shall determine the effective date of any changes to the technical standards

# WA2 Hardware

## WA2.1    Communications Interface

Unless otherwise approved, gaming machines submitted for approval by the Casino Licensee, for operation at Crown Perth, must incorporate either:

- a standard New South Wales X-Series communication protocol; or
- a standard SAS communication protocol.

Should the Casino Licensee wish to seek approval to operate gaming machines utilising any other communication protocol, the Gaming & Wagering Commission will consider the approval of such an alternative protocol where it can be satisfied the implementation of such a protocol results in the same standard of communication to the gaming machine monitoring system as that existing for X-Series or SAS gaming machines.

# WA3 Software

## WA3.1  Communications - Gaming Machine Monitoring System

All gaming machines in use at the Licensed casino must be connected to and communicating with the gaming machine monitoring system.

## WA3.2  Software Meters

Gaming machine software meters are to be implemented in accordance with any relevant provisions of the National Standard.

## WA3.3  Gaming Equipment Software Verification

The Gaming and Wagering Commission requires that gaming machines implement the hashing algorithm, for the verification of gaming equipment software, firmware, and Program Storage Devices (PSDs), as specified in the National Standard

The Gaming and Wagering Commission may consider granting dispensation in relation to this requirement, where requested to do so by the Casino Licensee or other machine operator.

## WA3.4  Initiation of Game Play

Autoplay features are not permitted in Western Australia.

Play must not be initiated by selection of max bet.

## WA3.5  Bet and Win Limits

The maximum bet limit for gaming machines is as approved by the Gaming and Wagering Commission on a game by game basis.

## WA3.6  Approval of Gaming Machine Configuration Settings

There shall be no configurable settings on a gaming machine that are not certified by an accredited testing facility.

## WA4 Submissions

### WA4.1    Game Player Interaction Details

All gaming machines are required to have player interaction. It must not be possible to play the machine without a player making a choice of strategy or the prediction of an outcome prior to completing the game. The strategy choices may be made prior to initiation of the game or immediately prior to the display of the final outcome.

Strategies may include:

- holding of cards in draw poker;
- stand, hit or double down in blackjack and pontoon;
- the selection of the number of available prize buckets in Arishinko;
- the number of balls purchased in Arishinko;
- the spots selected for keno;
- the winning numbers for roulette, money wheel and sic-bo.

Play initiation must be separate from credit entry, max bet and player interaction selections.

### WA4.2    Determination of a Poker Machine

Section 2 (1)(a) of *the Casino Control Act 1984* prohibits the Gaming and Wagering Commission from approving any game played with a poker machine. Factors that may be used in ensuring that games are not played on poker machines include those described in the table that follows.

|   | Factor | Comment |
|---|--------|---------|
| 1 | Appearance | The machine shall not appear to be a spinning reel slot machine in that- <br><br> 1. the game shall not use a spinning reel display; <br> 2. the game shall not have a handle <br> 3. any rotating disks shall rotate in the plane of the screen. |
| 2 | Speed of Play | Shall exceed: <br> 1. 3 seconds, where the game incorporates an Unpaid Game Feature(s); or <br> 2. 5 seconds, where the game incorporates no Unpaid Game Feature(s). <br> For the purpose of this regulation the term Unpaid Game Feature is defined to mean any additional game function which does not form part of the Base Game (Ref NS 2.1), but |

|  | Factor | Comment |
|---|---|---|
|  |  | which allows extra credits to be won, and is awarded to the player at no cost.<br>An Unpaid Game Feature may take the form of free games, a bonus prize and/or jackpot prize feature, or some other form of second screen game feature.<br>In all cases, games shall not incorporate any form of auto play feature. |
| 3 | Player Interaction | The player must interact to choose a play strategy (number of balls, number of pay buckets or lines or pick a result.)<br>The game must be started by the press of a "start" button, separate to the strategy or choice buttons (above) |
| 4 | Return to player | Minimum of 90%. Pay tables must be linear for multi-credit wagers. |
| 5 | Fairness | The player must be able to –<br><br>1. determine how to play the game;<br>2. determine any (all) prizes won;<br>3. not be misled into the belief that there is control over pre-determined events (such as the ability to alter a mystery prize during the display sequence)<br>The probability of winning a single prize should not be determined by the number of outcomes purchased.<br>Games simulating "real table games" must have the same probability of winning a prize as in the table game.<br>Eg. A keno game should have the same probabilities a live keno game. |
| 6 | Rules of Play | Rules of play are approved by the Gaming and Wagering Commission and available to patrons. |
| 7 | Misleading Features | The game must be consistent and not misleading in its operation.<br>Perceptions of control or near miss displays are not permitted. |
| 8 | Harm Minimisation Features | All monies to credit meter.<br>Start of gaming initiated by a separate button depression. |

|  | Factor | Comment |
|---|---|---|
| 9 | National Standards | Compliance with national standards in respect to non-spinning reel games. |
| 10 | Chances of Winning | The probability of a particular outcome must be the same as the game portrayed. The minimum probability as specified in NS does not necessarily apply in games like keno. The EGM must have the same probability of achieving the real life outcome such as 10/10 spots. |
| 11 | Win Truncation | Maximum win is determined by outcome, prize awarded and bet. Wins should not be truncated to {MAXNPWIN}. |