

## Gaming Machine Standards Supplement 1: Explanation of Changes

Revisions to the critical memory, RNG, Initiating the Next Game, Live Jackpot, Additional Credit(s), Game Links, Display Notice Requirements, and Definitions sections of certain standards

July 2008

---

### 1 Introduction

- 1.1 A document, Gaming Machines Standards Supplement 1, has been published which sets out revisions to certain elements of the gaming machine standards and sets out which standards it applies to. This document explains the reasons for these changes.

### 2 Contents of critical memory: section 3.1 of the standards for categories A and B1

- 2.1 Critical memory, which is used to store data vital to the continued operation of the gaming machine or device, can only be cleared or reset by appropriate personnel. In accordance with the equivalent standard for categories B2, B3 and B4, and C and D the following text is added to A and B1 after the final bullet (e.):

The clearing or resetting of such data must require deliberate action by appropriately authorised personnel.

### 3 Random Number Generator (RNG) requirements: section 5.2a of the standards for categories A and B1, B2, B3 and B4, and C and D

- 3.1 The initially published section 5.2a of the standards for categories A and B1, B2, B3 and B4, and C and D, said:

be distributed over the entire output range and pass appropriate statistical tests as defined in the test and approval requirements (reference to be included);

- 3.2** The Commission has decided not to specify statistical tests in the gaming machine testing strategy and instead will leave decisions about appropriate statistical tests to the expertise of test houses and the manufacturer where testing is completed in house.
- 3.3** Accordingly, for section 5.2a of standards for categories A and B1, B2, B3 and B4, and C and D the existing text is replaced with:

be distributed over the entire output range and pass appropriate statistical tests;

#### **4 Initiating the Next Game (auto start/play): section 5.6 of the standards for categories A and B1, B2, B3 and B4, and C and D**

- 4.1** The Gaming Machine (Circumstances of Use) Regulations, which were in draft form when the standards were published in June 2007, have now been finalised. Accordingly, for categories A and B1, B2, B3 and B4, and C and D the existing text in the first footnote reference is replaced with:

See Regulation 2, Gaming Machine (Circumstances of Use) Regulations 2007

#### **5 Live Jackpots: first paragraph of section 5.9 of the standards for categories B2, B3 and B4 and section 5.9d of the standards for categories B3 and B4**

- 5.1** It has been drawn to the Commission's attention that the first sentence of section 5.9 for categories B2, B3 and B4 refers to 'a single live jackpot' whereas the first sentence of section 5.9 for category A and B1, and category C and D standards refers to a 'live jackpot'. The word 'single' should not have been included the first sentence of section 5.9 for categories B2, B3 and B4 standards.
- 5.2** The first paragraph of section 5.9 of the category B2, B3 and B4 standards is replaced with.

Except for a live jackpot, no gaming machine must offer prizes, which increase or appear to increase from one game to the next. A live jackpot must not be linked to any other gaming machine and must comply with the following rules:

- 5.3** The initially published section 5.9d of the standards for categories B3 and B4 inadvertently omitted the word 'not'. Accordingly, the existing text at section 5.9d of the standards for categories B3 and B4 is replaced with:

the prize awarded may be comprised of a fixed value (which must be transparent to the player at all times) together with the live jackpot provided that the total (including any other prize won in the game) does not exceed the statutory maximum.

## **6 Additional credit(s) staked during the game: section 5.12c of the standards for categories B2, B3 and B4, and C and D**

- 6.1** In this context a ‘real’ game refers to the manually operated version of a game (eg roulette played on a physical roulette wheel). Section 5.12c for categories B2, B3 and B4, and C and D standards uses the term ‘live game’, whereas section 5.12c for category A and B1 standards uses the term ‘real game’. The word ‘real’ should replace ‘live’ in section 5.12c of the standards for categories B2, B3 and B4, and C and D.
- 6.2** The existing text at section 5.12c for categories B2, B3 and B4, and C and D standards is replaced with:

that the game does not modify the chance of achieving a win or the combinations available to the player associated with an equivalent real game as a result of their decision not to stake; or to stake additional credits within that game;

## **7 Game Links: section 5.14a of the standards for category C and D; section 5.14d of the standards for categories A and B1, B2, and B3 and B4 and section 5.14e of category C and D; and section 5.14g of the standards for category C and D**

- 7.1** Section 5.14a for category C and D standards erroneously makes reference to a non-existent bullet point (h) therefore the existing text is amended to:

subject to (g) any reference or link made to any previous game must occur randomly;

- 7.2** The initially published section 5.14d of the standards for categories A and B1, B2, and B3 and B4, and section 5.14e of category C and D, said:

The player must not be aware of whether a link will be given or have the opportunity to use it before he commits himself to the game;

- 7.3** It was brought to the Commission’s attention that to fully meet this element of the standards an additional stage would need to be introduced into the game cycle in which the player committed him or herself to the game. On reflection the Commission considers this to be excessive and thinks that it is only where the player has insufficient credit on the credit or play meter to play the game that they must not be aware of whether a link will be given.

- 7.4** Accordingly section 5.14d of standards for categories A and B1, B2, and B3 and B4 and section 5.14e of category C and D the existing text is replaced with:

The player must not be aware as to whether a link will be given or have the opportunity to use it before there is sufficient credit available on the credit or play meter to play the game at least once by means of the machine;

**7.5** The initially published section 5.14g of the standards for category C and D said:

For example, where no prize in any single game of a linked series exceeds £15 then it is permissible to offer the player a maximum of five successful consecutive links.

**7.6** The correct number of links for amounts not exceeding £15 is six therefore the existing text is amended to:

For example, where no prize in any single game of a linked series exceeds £15 then it is permissible to offer the player a maximum of six successful consecutive links.

## **8 Display notice requirements: section 8.3 of the standards for categories A and B1, B2, B3 and B4, and C and D**

**8.1** There were two errors in the original standards that needed correcting. First, the sum to calculate the return to player was incorrect in the standards for category A and B1, B2, B3 and B4, and C and D. It stated that 'percentage return to player equals the value of total play divided by total win shown as a percentage'. This is incorrect as it would give a percentage greater than 100. It should read 'percentage return to player equals the value of total wins awarded divided by total value of play shown as a percentage'.

**8.2** In addition the numbering of this section was inconsistent between the categories and we have taken this opportunity to correct this.

**8.3** For section 8.3 of standards for categories A and B1, B2, B3 and B4, and C and D the existing text is replaced with:

### **8.3 Display notice requirements**

- a. If any display in respect of a game offered by a gaming machine (including reels) is capable of being taken to indicate odds which do not reflect the true odds in the game the following statement must be included on the face of the machine or at the time the game is selected where more than one game is offered to the player, clearly visible to the player:

THE OUTCOME OF ANY GAME OR FEATURE IS NOT NECESSARILY THAT  
SHOWN BY THE ODDS DISPLAYED

- b. The following statement must be displayed on the face of the machine or at the time the game is selected where more than one game is offered to the player, clearly visible to the player:

NO PRIZE GREATER IN VALUE THAN [JACKPOT] POUNDS CAN BE  
WON FROM THIS MACHINE IN ANY ONE GAME

- c. The theoretical target percentage return to player (for betting products this equates to 1 less the calculated hold) must be clearly displayed to the player on the machine in the appropriate alternative format below:

i) in cases in which the percentage return to player does not depend upon the strategy used by the player

THIS MACHINE HAS AN AVERAGE PERCENTAGE PAYOUT OF AT LEAST (VALUE)%

Where there is a range (a lower and upper percentage return to player available within the same game) it must be the lower value that is displayed.

ii) in cases in which the percentage return to player can vary depending upon the strategy used by the player

THE RETURN TO PLAYER BASED ON BEST STRATEGY IS (VALUE)%

In either case the percentage return to player should be calculated in the following manner:

Percentage return to player equals the value of total wins awarded divided by total value of play shown as a percentage

d. Either of the following statements must be displayed on the machine, clearly visible to the player:

i. MACHINE MALFUNCTION VOIDS GAME

Or

ii. MALFUNCTION VOIDS PAYS AND PLAYS

For the purposes of this standard both statements mean that a machine malfunction voids the game within which the malfunction occurs and does not affect the position of the player prior to that specific game including win and credit meters.

e. Where the machine is designed such that the deposited sum cannot be delivered by the machine for any reason then the following statement must be clearly displayed on the machine:

THIS MACHINE PAYS (£ minimum value payable) ONLY ANY LESSER AMOUNTS WILL BE RETAINED FOR FUTURE USE

**8.4** For categories B3 and B4, and C and D there is an additional section f:

f. Where certain winning combinations may be excluded as a result of the way in which reel spin-distances are determined at the start of each game, the following statement must be displayed clearly to the player on the machine:

DUE TO THE SEQUENCING OF THE REELS CERTAIN WINNING COMBINATIONS ARE NOT AVAILABLE IN EVERY GAME

## **9 Definitions: game cycle definition in section 9 of the standards for categories A and B1, B2, B3 and B4, and C and D**

- 9.1** The ‘game cycle’ definition within section 9 points to the wrong paragraph. A game cycle is defined at paragraph 5.7 in the standards for categories A and B1, B2, B3 and B4, and C and D.
- 9.2** For categories A and B1, B2, B3 and B4, and C and D the game cycle definition in section 9 is replaced with the following text:

Has the meaning ascribed to it in paragraph 5.7.

**Gambling Commission July 2008**

---

The Gambling Commission regulates gambling in the public interest. It does so by keeping crime out of gambling, by ensuring that gambling is conducted fairly and openly, and by protecting children and vulnerable people from being harmed or exploited by gambling. The Commission also provides independent advice to government on gambling in Britain.

For further information or to register your interest in the Commission please visit our website at: [www.gamblingcommission.gov.uk](http://www.gamblingcommission.gov.uk)

Gambling Commission  
Victoria Square House  
Victoria Square  
Birmingham B2 4BP

**T** 0121 230 6500  
**F** 0121 230 6720  
**E** [info@gamblingcommission.gov.uk](mailto:info@gamblingcommission.gov.uk)