

Gaming Machine Standards Supplement 1

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 This document sets out revisions to certain elements of the gaming machine standards and sets out which standards it applies to. The accompanying document, Gaming Machine Standards Supplement 1: Explanation of Changes, sets out the reasons for these changes.

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

- 2.1 For section 3.1 of the standards for categories A and B1, the following text should be added 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 For section 5.2a of the 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** For section 5.6 of the standards 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 category B3 and B4

- 5.1** For section 5.9 of the standards for categories B2, B3 and B4 the first paragraph is replaced with the following text:

Except for a live jackpot, no gaming machine shall 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:

- 5.2** For section 5.9d of the standards for categories B3 and B4 the existing text 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** For section 5.12c of the standards for categories B2, B3 and B4, and C and D the existing text 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 For section 5.14a of the standards for category C and D the existing text is replaced with:

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

7.2 For 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 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;

7.3 For section 5.14g of the standards for category C and D the second sentence is replaced with:

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 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

8.2 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** 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

Gambling Commission
Victoria Square House
Victoria Square
Birmingham B2 4BP

T 0121 230 6500
F 0121 230 6720
E info@gamblingcommission.gov.uk