

# GAMBLING COMMISSION

## **Machine Standards 'Non-Complex' Category D**

June 2007

# Contents

<b>Introduction</b>	<b>3</b>
Other relevant gaming machine technical standards	3
<b>The Gambling Commission’s approach</b>	<b>4</b>
<b>Definition of ‘non-complex’ gaming machines</b>	<b>4</b>
<b>Generic name – Crane</b>	<b>4</b>
<b>Generic name – Pusher</b>	<b>4</b>
<b>Generic name – Multi-slot</b>	<b>4</b>
<b>Requirements – Non-complex machine types</b>	<b>5</b>

## Introduction

This standard is applicable to 'non-complex' versions of category D gaming machines as defined under section 235 of the Gambling Act 2005 (the Act). It is a requirement that such gaming machines sited within Great Britain on or after 1 September 2007 comply with this standard in full.

The purpose of the standard is to set out in detail the Commission's requirements with respect to game features, display notices and general machine operation including metering. These have been developed to help ensure the Commission's three licensing objectives are met. Those objectives are to:

- prevent gambling from being a source of crime or disorder, being associated with crime or disorder or being used to support crime;
- ensure that gambling is conducted in a fair and open way; and
- protect children and other vulnerable persons from being harmed or exploited by gambling.

Operators or end users should not rely upon these standards as a measure of reliability, quality or minimal security requirements.

These standards permit equivalence between different types of technology and do not specify proprietary products or technologies. Testing regimes for these standards will permit equivalent international standards (ISO). It is not intended to limit game content and the use of new technological developments provided that the objectives of the standard are met.

## Other Relevant Gaming Machine Technical Standards

- Technical Standards for Category A, B1, B2, B3 & B4, C & Complex Category D Machines
- Technical standards for Legacy machines<sup>1</sup> (Category B3, B4, C and D machines)
- Technical Standards for Wireless Networks (All categories of machine)
- Technical Standard for Downloadable Gaming Machines (All categories of machine)
- Technical Standard for Cashless Systems (All categories of machine)
- Technical Standard for Linked Progressives (All categories of machine)

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<sup>1</sup> Essentially 'legacy machines' are Category B3, B4, C or D machines which were lawfully in use on premises in Great Britain on 31 August 2007 which comply with the regulations made under s240 of the Act and certain details of which have been notified to the Commission.

## 1.0 The Gambling Commission's approach

The Commission will not require category D gaming machines which meet its definition of a 'non complex' machine to comply with the full technical standard for that category. However, the Commission will keep matters under review and reserves the right to require that any specified type of gaming machine comply with the applicable technical standard where it considers that the licensing objectives might otherwise be compromised.

### 1.1 Definition of 'non-complex' gaming machines

The Commission uses the term 'non-complex' to refer to machines where the game outcome is achieved by mechanical means such as a coin drop & moving decks, or electro-mechanical or electronic selected game outcomes which are not automated or capable of alteration through electronic or other circuitry, other than, in the case of Cranes only, a feedback control via a microprocessor (or equivalent) to maintain a winner percentage output.

These contrast to complex gaming machines where the outcome of a game is determined by a random number generator (or equivalent) and/or where there is invariably some form of closed loop feedback control (a measurement of game outcome used to determine or alter the chance of winning) to control the percentage return to the player.

The exemption from compliance with the Commission's full standard for category D machines applies to machines of the description at sections 1.2, 1.3 and 1.4 below provided they meet the requirements in section 1.5.

### 1.2 Generic name – Crane

A Crane is a gaming machine in using which, a player attempts to retrieve an item by means of a mechanical grab arm, the positioning of which, he controls by the use of a joystick or direction indicator buttons. On reaching its intended position the grab closes. The player wins where a prize is picked up and it remains held by the grab mechanism until it is delivered to a payout position.

Whether the player wins is not dependant entirely on skill but is determined, in whole or in part, by timing or other compensating devices which determine whether the grab successfully closes on and/or lifts an item and/or the length of time for which it remains closed.

### 1.3 Generic name – Pusher

A Pusher is a gaming machine in using which a player inserts coins which, together with coins previously inserted into the machine, come to rest on a fixed deck and are then pushed forward by the action of a second moving deck. The coins drop off the edge of the fixed deck to the win position if the player is successful, or to a lose position if the player is unsuccessful.

A Pusher may be fitted with further refinements including:

- a pin board where coins are scrambled before landing on the deck;
- replacement of the moving deck by individual paddle arms or eccentric cams;
- a feature which routes the coin through a specific path which in turn activates a bonus, the outcome of which results in further coins being dropped onto the deck; and
- the placing of small toys or gifts on the top of the coins on the fixed deck which are then conveyed by the action of the coins to the edge of the deck where they are delivered as an additional prize with the coins which are dropped.

### 1.4 Generic name – Multi-slot

A Multi-slot is a gaming machine, whether designed for a single player or to accommodate use by a number of players at the same time, which features a player panel with a multiple choice of coin entry slots allowing stakes to be placed on each of a number of game elements.

For example, the machine might present a five horse race and have five slots each designated for betting on one of the horses. If a player selected the winning horse then a prize (in cash or tokens) would be delivered by the machine. The game 'outcome' is determined by an extremely simple pseudo-random selector (either electro-mechanical, or electronic).

This format can be used for a number of types of machine, always with some form of physical display, where each slot corresponds to a given horse, vehicle, item or, in the case of a colour wheel, a colour segment.

In the case of some Multi-slots the charge to play the game must be a single coin; in other formats the charge may be paid by way of a number of coins.

## 1.5 Requirements – Non-complex machine types

### a. Machine identification

Each gaming machine must have an identification sticker or marking of a resilient material permanently affixed to the exterior of the cabinet by the manufacturer which must not be easily removable, without leaving evidence of tampering. The following information must be displayed:

- i) the manufacturer (machine manufacturer or brand name under which it is to be sold);
- ii) a unique serial number;
- iii) the gaming machine model number (which may refer to the cabinet type and not the game); and
- iv) the date of manufacture.

### b. Additional credit(s) staked during game

In the case of Cranes and Multi-slots it must not be possible to place additional credits to the machine once a game has been initiated and until that game has concluded

### c. Display notices

The machine must display on its face in a clear manner the following display notice:

THIS MACHINE PROVIDES FACILITIES FOR GAMBLING

***These requirements were notified in draft to the European Commission in accordance with Directive 98/34/EC, as amended by Directive 98/48/EC***

**Gambling Commission June 2007**

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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)

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