

South Australian Appendix

*Australian/New Zealand Gaming Machine National
Standard 11.1*

South Australian Appendix

The Australian/New Zealand Gaming Machine National Standard 2016 (or any subsequent version) is prescribed by the Gaming Machines Regulations 2020 and the Casino Regulations 2013 as the technical standard for gaming machines and games for use in South Australia, as modified by the South Australian Appendix.

The South Australian Appendix prescribes requirements which are in addition to or differ from those specified by the Australian/New Zealand Gaming Machine National Standard.

Requirements which are preceded by the headings '**Gaming Machines Act**' or '**Casino Act**' apply only to gaming machines intended for operation by licensees under the relevant Act. Requirements which are not preceded by either of these headings apply to all gaming machines.

Consumer and Business Services

For any further information or assistance in relation to the content of the SA Appendix to the National Standard, contact CBS Gambling and Associations on 131 882 (and select option 6) or by email at gamblingadministration@sa.gov.au.

Alternatively, written enquiries can be made by mail to:

Consumer and Business Services
Gambling and Associations
GPO Box 1719
Adelaide SA 5001.

1. Contents

SA1	General	4
SA1.1	Legislation	4
SA1.2	The Regulator	4
SA1.3	Gambling Administration Guidelines	4
SA1.4	Notification of Approval or Refusal	4
SA1.5	Document Revision History	5
SA2	Hardware	5
SA2.1	Communications Interface	5
SA2.2	Physical Logic Area Seal	5
SA2.3	Keys and Locks	5
SA3	Software	6
SA3.1	Communications	6
SA3.2	Responsible Gambling Considerations	6
SA3.2A	Games of Skill	6
SA3.2B	Prohibited Features Register	6
SA3.3	Linked Jackpots	6
SA3.4	Residual Credit Removal - GM Disabled	7
SA3.5	Standalone Progressive Jackpots (SPJ)	7
SA3.6	Jurisdiction Selection	7
SA3.7	Approval	8
SA4	Revision History	9

SA1 General

SA1.1 Legislation

The requirements specified in this document are supplementary to and do not take the place of any of the requirements of the *Gaming Machines Act 1992* or *Casino Act 1997*.

These Acts (as the case requires) and the Gambling Administration Act 2019 are to be read together as a single Act and are referenced collectively as ‘the gambling Act’.

SA1.2 The Regulator

The Liquor and Gambling Commissioner through the agency of Consumer and Business Services (CBS) exercises a legislated power to approve games, gaming machines and gaming equipment used in hotel and club gaming venues and at the licensed casino in South Australia.

SA1.3 Gambling Administration Guidelines

The following gambling administration guidelines are used in South Australia (see the Consumer and Business Services website www.cbs.sa.gov.au for the latest revisions):

- (a) Ticket-in Ticket-out Systems—operated in hotels and clubs
- (b) Ticket-in Ticket-out Systems—operated in the licensed casino.

The following technical standards are also used in South Australia:

- (a) QCOM Protocol (version 1.6.6 or any subsequent version)
- (b) International Gaming Standards ‘System-to-System’ S2S Message Protocol
- (c) NSW Gaming Machine Communications Protocol Technical Standard Rev 2.4 (or any subsequent version).

SA1.4 Notification of Approval or Refusal

Gaming Machines Act

Notification of the decision to approve or refuse an application will be made by an Order of the Commissioner and will be distributed as follows:

- (a) Gaming Machine Dealer (the applicant)
- (b) Independent Gaming Corporation Ltd (holder of the South Australian monitoring licence)
- (c) Service Licensees
- (d) Certifying Accredited Test Facility (ATF).

Casino Act

Notification of the decision to approve or refuse an application will be made by an Order of the Commissioner and will be distributed as follows:

- (a) SkyCity Adelaide Casino (the casino licensee)
- (b) Gaming Machine Dealer (the manufacturer)
- (c) Certifying Accredited Test Facility (ATF).

SA1.5 Document Revision History

The Commissioner may amend this document as necessary at any time.

All amendments will be recorded in the Revision History section. Issue dates will be used to indicate document revisions.

SA2 Hardware

SA2.1 Communications Interface

Gaming Machines Act

Where the gaming machine or software has the ability to support multiple protocols and different interfaces are used, only the interface for connection to the IGC monitoring system is to be fitted, unless otherwise approved, being the QCOM Protocol (version 1.6.6 or any subsequent version).

Casino Act

The communications interface for the in-house monitoring system must comply with the specifications detailed in the NSW Gaming Machine Communications Protocol Technical Standard Rev 2.4 (or any subsequent version) or the QLD QCOM Protocol Version 1.6.7 (or any subsequent version).

Note: Any request for approval of a gaming machine which supports a communications protocol other than that specified above will be assessed by the Commissioner on its merits.

SA2.2 Physical Logic Area Seal

Gaming Machines Act

A physical logic area seal must be used to seal the logic area. The seal to be used in gaming machines operated in hotels and clubs will be a **Mini Jawlock 150** or a suitable alternative approved by the Commissioner.

Casino Act

A physical logic area seal (supplied by the holder of the casino licence) will be used to seal the logic area. The seal to be used in gaming machines operated in the licensed casino must be a **Harcor Seal Video Machine (P/No. PLU701821)** or a suitable alternative approved by the Commissioner. Each seal will be individually numbered.

SA2.3 Keys and Locks

Locks will be deemed suitable for use if they meet the intended purpose, do not adversely affect security or the integrity of the gaming machine and do not pose any safety concerns when installed.

Locks may be fitted to a gaming machine by the manufacturer, or alternatively, where a lock is required, a gaming machine must provide a suitable aperture to allow for the installation of a lock.

Locks providing common functions must be keyed alike for a particular gaming machine model, e.g. Audit key-switches, Jackpot reset key-switches etc. Door locks must be distinct between the gaming machines of different venues but should be keyed alike within a single venue, e.g. main door locks, logic area locks etc.

Banknote acceptors at a minimum require two extra locks; one lock for the note receptacle (stacker) door and one lock for the note acceptor receptacle, which may be keyed alike to the console, but not the machine door. A separate key for note acceptors is also acceptable.

SA3 Software

SA3.1 Communications

Gaming Machines Act

Gaming machines must be compatible with and fully implement the relevant communications protocol stipulated by the Independent Gaming Corporation (IGC), operator of the centralised gaming machine monitoring system, being the QLD QCOM Protocol Version 1.6.6 (or any subsequent version).

For the purposes of the Act, a game or gaming machine (as the case requires) must be certified by IGC as being able to be operated and is compatible with the monitoring system. Standalone gaming machines (or machines which can be configured to a standalone mode) are not acceptable.

Casino Act

Gaming machines must be compatible with and fully implement the relevant communications requirements detailed in the NSW Gaming Machine Communications Protocol Technical Standard Rev 2.4 (or any subsequent version) or the QLD QCOM Protocol Version 1.6.7 (or any subsequent version).

Note: Any request for approval of a gaming machine which supports a communications protocol other than that specified above will be assessed by the Commissioner on its merits.

SA3.2 Responsible Gambling Considerations

A person exercising functions and powers under the *Gaming Machines Act 1992* or *Casino Act 1997* (as the case requires) must consider and have regard to minimising the harm associated with gambling when approving games, gaming machines or gaming equipment and will need to be satisfied that to grant the application would not be contrary to the public interest.

When considering whether a matter is or is not in the public interest, the need for gambling harm minimisation will be of high regard.

SA3.2A Games of Skill

Games, gaming machines or gaming equipment to be operated in South Australia must not have a component of physical skill or elicit the illusion of control.

SA3.2B Prohibited Features Register

The SA Gaming Machines Prohibited Features Register published on the CBS website contains a list of prohibited game features that game designers should note.

SA3.3 Linked Jackpots

The term '*linked jackpot*' describes a feature of a game that allows the winnings, or part of the winnings, from the gaming machine to accumulate with the winnings, or part of the winnings, from any other gaming machine and accumulated in a jackpot pool. A programmed percentage of Turnover causes the pool to be incremented at a predetermined rate, i.e. contribution rate. Upon the jackpot being won, the monetary amount is paid to the credit meter of the gaming machine.

Gaming Machines Act

Gaming machines must not—

- (a) be fitted with linked jackpot equipment; or
- (b) be linked in any manner that allows the winnings, or part of the winnings, from the machine to accumulate with the winnings, or part of the winnings, from any other gaming machine.

Casino Act

For the purpose of calculating a participating gaming machine's theoretical percentage return to player (RTP), linked progressive jackpot prizes will only be included where they are transferred to and paid by the gaming machine.

SA3.4 Residual Credit Removal - GM Disabled

Gaming Machines Act

A Residual Credit Removal feature may be offered and completed if the gaming machine is in a disabled state due to the expiration of enable hours or when the 'd' bit is set other than for a fault condition. Residual Credit Removal must not be available if the gaming machine is disabled for any other reason.

SA3.5 Standalone Progressive Jackpots (SPJ)

The term '*standalone progressive jackpot*' describes a feature of a game where a monetary amount or amounts are accumulated in a jackpot pool. A programmed percentage of Turnover causes the pool to be incremented at a predetermined rate, i.e. contribution rate. Upon the jackpot being won, the monetary amount is paid to the credit meter of the gaming machine.

Gaming Machines Act

In circumstances where the amount of any residual SPJ (excluding any start-up value) is \$10,000.01 or more when a game or gaming machine is decommissioned the amount of any residual SPJ is to be forfeited to the Commissioner and paid to the GRF (see s76AA).

Where the amount of any residual SPJ (excluding any start-up value) is less than \$10,000.01:

- (a) in circumstances where a gaming machine is configured with the same game featuring a SPJ both before and after a full reconfiguration by the monitoring system, the value of the SPJ must be maintained;
- (b) in circumstances where a game with a SPJ is removed from a gaming machine during a full reconfiguration (and possibly replaced by another game) the value of the SPJ may be erased or maintained as a seeded amount to the SPJ of another game. For the purposes of this section, a game will be deemed to be the combination of a game type (e.g. 'Pot of Gold'), denomination (e.g. 5c per credit) and pay table (carded %RTP).

Therefore, if a machine configured with Pot of Gold 5c 87.50% is reconfigured to Pot of Gold 5c 92.70%, the value of any SPJ associated with that game may be erased or reseeded as the SPJ of the new game.

SA3.6 Jurisdiction Selection

Where gaming machine software can be configured differently for use in more than one jurisdiction, the following requirements must be met:

Selection

The 'jurisdiction' option must only be selected at the electronic gaming machine (EGM) in Setup Mode following a full RAM clear and prior to enrolment on the relevant monitoring system.

The configuration must only occur after the selection of one option from a group of 'jurisdiction' options.

The 'jurisdiction' options must be presented as the first options selectable in Setup Mode. A selection from the available 'jurisdiction' options must be made before the EGM can proceed to offer other configuration options, to Demo Mode or to any other function or state.

EGM Operation

For the relevant 'jurisdiction' option (e.g. SA hotels and clubs), the EGM must operate in accordance with the prevailing rules, standards and requirements of that jurisdiction.

The EGM must be unable to be enrolled on the relevant monitoring system (and therefore be incapable of entering a playable state) unless the correct 'jurisdiction' option has been selected.

The EGM must essentially use the same game software regardless of the jurisdiction selected. The selection of a 'jurisdiction' option must only cause the EGM to load those parameters which the software requires for correct operation within the selected jurisdiction.

A description of the 'jurisdiction' option selected must be clearly displayed in the main screen in Audit Mode.

SA3.7 Approval

The standards and requirements of the relevant jurisdiction will apply in the testing of the software configured with that 'jurisdiction' option.

SA4 Revision History

Version	Date	Comments
5.0	3 March 2005	<p>6th Release</p> <p>Updated all references to National Standard 8.0</p> <p>Updated all references to New South Wales Appendix to the Australian/New Zealand Gaming Machine National Standard Rev 7.0 - 16 March 2004</p> <p>Updated all references to NSW Gaming Machines Communications Protocol Technical Standard Rev 2.0, 21 September 2004</p> <p>Updated references to section numbering of National Standard, where required</p> <p>SA1.3 - inserted requirement for casino to include copies of artwork in electronic format</p> <p>SA1.3 - inserted advice of interpretations of IGA guidelines by the Commissioner</p> <p>SA1.5 - inserted possible requirement for an authorisation by the Independent Gambling Authority</p> <p>SA2.1 - amended static discharge to 2kV</p> <p>SA3.8 - inserted clarification of term</p>
NS9.0	15 April 2007	<p>7th Release</p> <p>Removed Appendix revision numbering - superfluous</p> <p>Updated all references to National Standard 9.0</p> <p>Updated all references to New South Wales Appendix to the Australian/New Zealand Gaming Machine National Standard Rev 9.0, 23 March 2007</p> <p>Updated all references to NSW Gaming Machines Communications Protocol Technical Standard Rev 2.2</p> <p>Updated references from 'service agent(s)' to 'service licensee(s)'</p> <p>Replaced 'Version numbers' with 'Issue dates' at SA1.7.</p> <p>Replaced 'STANDARD' with 'MASTER' at SA3.2</p> <p>Added 'For the purposes of compliance with the monitoring system's communication protocol' at SA3.3.</p> <p>Inserted SA3.6B Gamble</p> <p>Deleted Revision History prior to Rev 4.0</p>
NS10.0	13 January 2009	<p>8th Release</p> <p>Updated all references to National Standard 10.0</p> <p>Updated all references to New South Wales Appendix to the Australian/New Zealand Gaming Machine National Standard Rev 10.0, 14 Jan 2009</p> <p>Deleted SA2.3 Hard Meters not required for Casino Act gaming machines</p> <p>Deleted 3.6B regarding exit from Gamble feature (this clause is now in National Standard Rev 10.0 at 3.9.23a)</p> <p>Deleted 3.8 Micro Standalone Progressive Jackpots</p> <p>Deleted 3.9 Test/Diagnostic Mode</p> <p>Deleted Revision History prior to Rev 5.0</p>
NS10.1	1 May 2010	<p>9th Release</p> <p>Updated all references to National Standard 10.1</p>

Version	Date	Comments
NS10.1	12 December 2013	<p>10th Release</p> <p>SA1.1 Delete reference to NSW Appendix.</p> <p>SA1.2 Delete section. No longer required.</p> <p>SA1.3 Update references to reflect new application forms. Delete references to Game Approval Guidelines.</p> <p>SA1.3A Delete section. No longer required.</p> <p>SA1.4 Delete section. Reiterating requirements in the Standard proper. IGC testing requirements are now covered by regulations.</p> <p>SA1.5 Delete references to Commissioner discretion. No longer applicable. Delete reference to State Procurement Board.</p> <p>SA2.1 Add "or later version".</p> <p>SA2.2 Delete section.</p> <p>SA2.3 Delete section. Hard Meters no longer required.</p> <p>SA2.10 Delete section. Reiterating content of Standard proper.</p> <p>SA3.1 Delete specific GMMS requirements. Delete reference to specific site controller hardware. Add "or later" for version of NSW Comms Protocol for Casino Act.</p> <p>SA3.6A MAXNPWIN parameter limit of \$10,000 "is not applicable to Premium gaming areas".</p>
NS10.0 (or any subsequent version)	11 August 2014	<p>Introduction amended to recognise "NS10.0 or any subsequent version" being enshrined in the regulations of both Gaming Machines Act and Casino Act.</p> <p>SA1.3 Deleted. Application requirements are now detailed on the application forms and are available on the website.</p> <p>SA1.6 Deleted. Superseded by the regulations.</p> <p>SA2.1, 3.1 Deleted references to E2 protocol. Comms requirements are handled and enforced by IGC.</p> <p>SA3.2 Deleted. Metering requirements for E2 protocol are handled and enforced by IGC.</p> <p>SA3.3 Deleted. E2 protocol requirements handled and enforced by IGC.</p> <p>SA3.4 Deleted reference to prohibition of linked jackpots in hotels and clubs. This is already pointed out in the Act.</p> <p>3.6, 3.6A Deleted limits already listed in sec. 8.3 of the NS and clarify that Bet and Win limits do not apply to casino 'Premium' gaming areas.</p> <p>SA3.10 Deleted. Reiterating power save mode requirements in NS.</p> <p>SA6.1 Deleted. Submission requirements specified on application form.</p>
NS10.0 (or any subsequent version)	21 January 2016	<p>Removed several outdated references referring to clauses in National Standard 10.1.</p> <p>SA2.1 Removed reference to lightning discharge requirements. Compliance with electrical standards is a manufacturer requirement.</p> <p>SA2.5 Door locks <u>should</u> (rather than must) be keyed alike within a venue. A relaxation of the previous requirement, reflecting the reality that it is not always possible to maintain the 'keyed alike' requirement over time. In any case, this is a convenience issue, not a security issue.</p> <p>SA7 Added VSR locks to Approved Locks and Keys.</p>
NS10.0 (or any subsequent version)	1 January 2017	<p>SA3.6 Added \$5 [MAXWAGER] Bet Limits for Casino Act and Gaming Machines Act to take effect from 1 January 2017.</p>

Version	Date	Comments
GMNS 2016	21 October 2020	<p>Updated header/footer references from NS10.3 to GMNS2016.</p> <p>SA1.1 Added the statement: The long-term aim is to remove or reduce these requirements and ultimately retire the SA Appendix entirely.</p> <p>SA2.4 Allow for suitable alternatives to the approved logic area seals.</p> <p>SA2.5 Introduced a general statement specifying what constitutes suitable locks and added lock requirements for note acceptors. Removed all references to 'approved' locks.</p> <p>SA3.1 Removed protocol specifications for games approved under GM Act - now adequately covered by Gaming Machines Act Regulation 23(1).</p> <p>SA3.1 Updated NSW Gaming Machine Communications Protocol Technical Standard requirement (2.4) and added QLD QCOM protocol requirement (1.6.7) for games approved under Casino Act.</p> <p>SA3.1 Removed demonstration mode requirements. This is suitably covered by 7.6 of GMNS2016.</p> <p>SA3.6 Deleted bet limits - \$5 limit is now prescribed in the Gaming Machines Act and the Casino Act.</p> <p>SA3.6A Deleted Win limit for Casino Premium areas. This is covered under Casino Act.</p> <p>3.13 Deleted reference to superseded standard - NS 3.18.5. Requirement no longer exists.</p> <p>3.13 Deleted reference to Standalone Mode. This is adequately dealt with under 3.1.</p> <p>SA7 List of approved locks and keys deleted. See changes to SA2.5.</p>
GMNS 11.1	30 March 2022	<p>SA Appendix dated 21/10/2020 revoked and substituted with a new renumbered version.</p> <p>SA1.2 Legislation inserted to reflect 'gambling act' concept</p> <p>SA1.3 The Regulator inserted</p> <p>SA1.4 Gambling Administration Guidelines inserted</p> <p>SA1.5 Renamed Notification of Approval or Refusal</p> <p>SA3.2 Insertion of Responsible Gambling Considerations</p>