

**South Australian Appendix to the
Australian/New Zealand
Gaming Machine
National Standard 2016**

30 November 2020

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SA1 General

SA1.1 Introduction

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 2016*.

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.

SA1.2 -

SA1.3 -

SA1.3A -

SA1.4 -

SA1.5 Approvals

Gaming Machines Act

Once approval has been granted, an approval Order will be distributed to the following industry participants:

Gaming Machine Dealer (the applicant)
Independent Gaming Corporation Ltd
Service Licensees
Certifying Accredited Test Facility (ATF)

Casino Act

Once approval has been granted, an approval Order will be distributed to the following industry participants:

Adelaide Casino (the licensee)
Gaming Machine Dealer (the manufacturer)
Certifying Accredited Test Facility (ATF)

SA1.6 -

SA1.7 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's monitoring system is to be fitted, unless otherwise approved.

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 -

SA2.3 -

SA2.4 Physical Logic Area Seal

Gaming Machines Act

A physical logic area seal will be used to seal the logic area. The seal used 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 used in the casino will be a Harcor Seal Video Machine (P/No. PLU701821) or a suitable alternative approved by the Commissioner. Each seal will be individually numbered.

SA2.5 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.

SA2.6 -

SA3 Software

SA3.1 Communications

Gaming Machines Act - Central 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 -

SA3.3 -

SA3.4 Linked Jackpots

Casino Act

For the purposes 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.

SA3.5 -

SA3.5A -

SA3.6 -

SA3.6A -

SA3.6B -

SA3.6C -

SA3.7 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.

SA3.8 -

SA3.8A 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 player's Credit meter.

Gaming Machines Act

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.

If 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. For the purposes of this section, a game will be deemed to be the combination of a game type (eg. 'Pot of Gold'), denomination (eg. 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.

SA3.9 -

SA3.10 -

SA3.11 -

SA3.12 -

SA3.13 Jurisdiction Selection

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

Gaming Machines Act

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 GMMS.

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 (eg. 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 GMMS (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.

Approval

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

SA4 -

SA5 -

SA6 -

SA8 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>

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Version	Date	Comments
NS10.0	13 January 2009	<p>8th Release 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 Updated all references to National Standard 10.1</p>
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>

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Version	Date	Comments
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>

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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>