

CROWN PERTH

WESTERN AUSTRALIA

2015 RULES OF THE AUTHORISED GAMES OF

- Stadium Three Card Poker - FATG -
 - Baccarat - FATG -
 - Big and Small - FATG -
 - Big Wheel - FATG -
- Stadium Blackjack - FATG -
- Stadium Casino War FATG -
 - Roulette - FATG -

Approved under Section 22 of the
Casino Control Act 1984

Amended by RAG/584 on 20 February 2024

1. DEFINITIONS

1.1 In the rules of play:

“Automated Transaction Station (ATS)” means a gaming terminal used by a player; and can be either a:

- a) **“Affiliate ATS”** that is an ATS which interfaces with the Master ATS or Main Unit and features a touch screen monitor designed to allow a player to place wagers on a electronic layout; or
- b) **“Master ATS”** means an ATS with the capabilities of an Affiliate ATS described above, which additionally acts as an interface between the Affiliate ATS(s), the display controller and the monitoring system;

“ATS Chip Account” means the credit balance available and displayed on an ATS;

“ATS Gaming Chips” means electronic chips marked with denominations of value;

“Cash Out Period” means the period of time when a player can activate the cash out option;

“Casino Operator” means the holder of the Casino licence;

“Display Controller” means a device which determines the content shown on the Display Screen(s);

“Display Screen(s)” means a device which displays the conduct of the game, the result and other related information;

“Fully Automated Table Game (FATG)” means a table game which comprises multi- terminal stations that access and has connectivity with a Master ATS or Main Unit, which is delivered via the use of a fully automated, animated or electronic system;

“Fusion Stadium Three Card Poker” means the named FATG product developed by SG Gaming ANZ Pty Ltd (ABN 69 001 660 537);

“Fusion Baccarat” means the named FATG product developed by SG Gaming ANZ Pty Ltd (ABN 69 001 660 537);

“Fusion Stadium Blackjack” means the named FATG product developed by SG Gaming ANZ Pty Ltd (ABN 69 001 660 537);

“Fusion Stadium Casino War” means the named FATG product developed by SG Gaming ANZ Pty Ltd (ABN 69 001 660 537);

“Fusion Roulette” means the named FATG product developed by SG Gaming ANZ Pty Ltd (ABN 69 001 660 537);

“Fusion Sic Bo” means the named FATG product developed by SG Gaming ANZ Pty Ltd (ABN 69 001 660 537);

“Game Hardware” means all the equipment needed for the conduct of the game;

“Game System” means the configuration of game software and Game Hardware required to the conduct the game at any time;

“Gaming and Wagering Commission” means the Gaming and Wagering Commission of Western Australia established pursuant to section 4 of the Gaming and Wagering Commission Act 1987;

“Layout” is part of an ATS touch screen where the player places their wagers;

“Lucky Big Wheel” means the named FATG product developed by ARUZE GAMING AUSTRALIA Pty Ltd ABN 30 007 423 912;

“Lucky Sic Bo” means the named FATG product developed by ARUZE GAMING AUSTRALIA Pty Ltd ABN 30 007 423 912;

“Main Unit” means the game hardware and software which provides an interface between multiple ATS(s) and the Display Controller;

“Round of Play” means a period of play commencing with the start of a Wagering Period, and concluding with the final payment of wagers;

“Sic Bo” is an alternative name for Big and Small;

“Vegas Star Blackjack” means the named FATG product developed by SHUFFLE MASTER AUSTRALASIA Pty Limited (ABN 64 001 660 537);

“Vegas Star Grand Baccarat” means the named FATG product developed by SHUFFLE MASTER AUSTRALASIA Pty Limited (ABN 64 001 660 537);

“Vegas Star Roulette” means the named FATG product developed by SHUFFLE MASTER AUSTRALASIA Pty Limited (ABN 64 001 660 537);

“Void” means to invalidate a Round of Play and to return all wagers;

“Wagering Period” means the period of time during which a player is permitted to place, move or cancel wagers on a Round of Play.

“Winning Number Display (WND)” means an electronic display and attached sensor that may be attached to a game for the purposes of recording and displaying the present and most recent winning results;

2. EQUIPMENT

- 2.1 A game shall be played with:
 - (a) one or more ATS terminals;
 - (b) a Game System; and
 - (c) may include other Game Hardware necessary for the operation of the game.
- 2.2 The display of the touch screen monitor of an open ATS must display all the elements required by these rules.
- 2.3 The amount of any Jackpot prize(s) attached to an open ATS must be clearly displayed.

3. WAGERS

- 3.1 All wagers are made by the player from the credit of the player's ATS Chip Account, by first selecting an ATS Gaming Chip on the ATS screen and then touching the appropriate playing area(s) on the Layout prior to the end of the Wagering Period. The player's ATS Chip Account balance shall be reduced by the amount of the wager(s).
- 3.2 The player in control of an ATS is solely responsible for the placement of all wagers on the ATS.
- 3.3 A wager cannot be withdrawn, placed or changed after the expiry of the Wagering Period.
- 3.4 Wagers shall be settled strictly in accordance with the position of the ATS Gaming Chips appearing on the Layout at the time the Wagering Period expires.

- 3.5 If a player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, at the expiry of the Wagering Period, the ATS shall reject such wager and will not debit the player's ATS credit balance in respect of that wager.
- 3.6 If a player attempts to place a wager(s) that is:
- (a) an amount over the minimum which is not permitted; or
 - (b) greater than the maximum permissible wager;
- the ATS must display only the number of chips or the denomination of chips as is the next lowest permitted wager and will not debit the player's ATS balance in respect of that portion of the wager which is not permitted.
- 3.7 Any partnerships with a view to exceeding the maximum wager are not permitted.

4. GENERAL RULES

- 4.1 For information regarding how to play, these rules should be read in conjunction with the on-screen game rules displayed on all ATS's offering the specified game.
- 4.2 FATG Games incorporating on-screen game rules are:
- a) Fusion Baccarat;
 - b) Fusion Roulette;
 - c) Fusion Sic Bo;
 - d) Fusion Stadium Blackjack
 - e) Fusion Stadium Casino War
 - f) Fusion Stadium Three Card Poker
 - g) Lucky Big Wheel;
 - h) Lucky Sic Bo;
 - i) Vegas Star Blackjack;
 - j) Vegas Star Grand Baccarat;
 - k) Vegas Star Roulette
- 4.3 A player may play only one ATS at a time, unless the Casino Operator has given prior approval to do otherwise.
- 4.4 The Casino Operator will determine the length of the Wagering Period for the game.
- 4.5 Each ATS must display a countdown of the time remaining in the Wagering Period.
- 4.6 The Casino Operator shall ensure during a Round of Play that any alarm pertaining to the Wagering Period is activated (where available).
- 4.7 A player wishing to play, shall establish an ATS Chip Account by inserting either cash and/or ticket(s) into the ATS note acceptor, where the amount tendered will automatically be credited to the ATS Chip Account. The total credits in respect of an ATS shall be displayed on the ATS display.
- 4.8 The player in control of an ATS may at any time, subject to configured limits, insert further cash or ticket(s) into the ATS note acceptor.
- 4.9 At the time of the settlement of wagers, each active ATS must:
- a) clear any losing wager from the display; and

- b) pay any winning wagers, by causing an appropriate number of chips to appear, or by causing an appropriate adjustment to be made to the credit amount of the player's ATS chip account.
- 4.10 A new game will commence once the result of the previous Round of Play has been finalised and all winning bets paid.
- 4.11 A player wishing to leave the game shall:
 - a) ensure any wager they have placed on an active Round of Play has been cleared;
 - b) activate the Collect or Cash Out button on the ATS; and
 - c) be paid the full value of the ATS chip account.

5. IRREGULARITIES

- 5.1. ATS overpays are not the property of the player.
- 5.2. A Game System, ATS or the Display Controller shall be taken to have malfunctioned where:
 - (a) multiple Credits are displayed on the Credit meter of the ATS that is not in keeping with the payout odds and the amount wagered;
 - (b) the ATS displays numbers not in keeping with the game format;
 - (c) the normal playing sequence of the ATS is permanently interrupted or the normal display is faulty; or
 - (d) for any other reason the Casino Operator is of the opinion that the ATS is not functioning correctly.
- 5.3. Where, in the opinion of the Casino Operator, an amount has been credited to a player:
 - (a) as a result of a ATS malfunctioning; or
 - (b) after a ATS has malfunctioned and before the ATS has been repaired;the Casino Operator may refuse to pay or credit the player.
- 5.4. If the result displayed on a Display Screen or WND is different to that displayed on the ATS, payouts will be made based on the outcome displayed on the ATS.
- 5.5. Players are required to notify the Casino Operator in the event of any malfunction of an ATS at which they are playing. Failure to do so, and the retention of any prizes, chip account credit or free play as a result of an ATS malfunction or Dealer error, shall be considered to be a contravention of these rules.
- 5.6. If a player claims an incorrect outcome has been announced or that any part of the game system has malfunctioned, the Casino Operator must consider the claim and take whatever reasonable action is permitted by these Rules.
- 5.7. If the Game System, an ATS or the Display Controller experiences a malfunction:
 - (a) prior to the expiry of the Wagering Period, all wagers placed on the ATS for the relevant round of play must be treated as void; or
 - (b) on or after the expiry of the Wagering Period, the Casino Operator must seek to confirm what wagers were placed through the analysis of available records and cause the appropriate adjustments to be made; and

- (c) if the relevant wagers placed cannot be confirmed through the analysis of available records, those wagers must be voided.
- 5.8. If a Display Screen experiences a malfunction and the result of a game is neither visible nor audible to the players, as soon as the malfunction is noticed, the game will be shut down. The results of any previous rounds of play will stand.
- 5.9. If during a round of play an error occurs that is not disclosed until after the commencement of a subsequent round of play, that error will not have any effect on the outcome of subsequent rounds of play.

6. GENERAL PROVISIONS

- 6.1 The Casino Operator may withhold payment of any amount to be credited to a player's ATS Chip Account and require the player to return any amount credited to a player's ATS Chip Account, until such time as the Casino Operator has completed an investigation and made a determination. A Government Inspector is to be notified as soon as practicable of such an event.
- 6.2 An ATS may provide a facility enabling a person to reserve the ATS while the person is not playing, however, the Casino Operator shall not be responsible for ensuring that the ATS is reserved where a person has used that facility.
- 6.3 If all the ATS's for a particular game are occupied, a person seated who has not made a wager for the last 3 Rounds of Play may be required to cash out and vacate that seat.
- 6.4 The Casino Operator shall ensure the minimum wagers, maximum wagers and betting units are available at the ATS, and which may be altered in the following circumstances:
 - (a) where there is no player at the ATS; or
 - (b) the player at that ATS agrees to the change; or
 - (c) by providing 10 minutes notice of the change, which shall be displayed at the ATS.
- 6.5 A player, either alone or in concert with any other person, shall not –
 - (a) use; or
 - (b) have in their possession or control,
at or near a gaming table or location related to the playing of the game -
 - (c) a calculator;
 - (d) computer; or
 - (e) any other device,
that is capable, with respect to a game of –
 - (f) recording, projecting or analysing an outcome; or
 - (g) changing the probabilities or the playing strategies to be used.
- 6.6 Where the Casino Operator is satisfied that a player has contravened any provision of these Rules, they may:
 - (a) declare the hand and wager/s of the player as Void; and/or
 - (b) exclude the player from further participation in the game.
- 6.7 The Casino Operator may invalidate the result of a game if that result is affected by-

- (a) a fraudulent act by either a player or a Dealer or both; or
 - (b) civil commotion, fire, riot, brawl, robbery or act of God.
- 6.8 Where the outcome of a game is invalidated all wagers made by players shall be refunded.
- 6.9 The Casino Operator may close any ATS. However, no ATS at which a player is present shall be closed unless a sign showing the proposed time of closure has been displayed at the ATS for at least 10 minutes prior to the closure.
- 6.10 In any dispute that arises from these Rules the decision of the Casino Operator shall be final subject to the condition that the Gaming and Wagering Commission may review any such decision.

AMENDMENTS**1. Definitions.**

Rule	RAG #	Date Amended
1.1 - Fusion FATG added.	520	11 January 2017
1.1 Stadium Blackjack, Stadium Casino War and Stadium Three Card Poker added.	584	20 February 2024

2. Equipment.

Rule	RAG #	Date Amended

3. Wagers.

Rule	RAG #	Date Amended

4. General Rules.

Rule	RAG #	Date Amended
4.2 - Fusion FATG added	520	11 January 2017
4.2 Stadium Blackjack, Stadium Casino War and Stadium Three Card Poker added.	584	20 February 2024

5. Irregularities.

Rule	RAG #	Date Amended

6. General Provisions.

Rule	RAG #	Date Amended

