

WESTERN AUSTRALIA

**CROWN PERTH**

THE RULES

FOR THE AUTHORISED GAME

**Arishinko**

Approved under Section 22 of the Casino Control Act 1984  
Updated by RAG/559 on 21 August 2019

**VIDEO ARISHINKO**

**1. OPERATION OF VIDEO MACHINES**

1.1 Machines shall be operated as follows —

- (a) Machines shall be played only during approved Casino operating hours;
- (b) One person shall play only one Machine at a time, unless the Casino Licensee has given prior approval to do otherwise;
- (c) A Machine may provide a facility enabling a person to reserve the Machine while the person is not playing, however, the Casino Licensee shall not be responsible for ensuring that the Machine is reserved where a person has used that facility.
- (d) Currency used to purchase credits to enable play on a Machine shall be purchased by Currency or an approved token;
- (e) Machine Overpays are not the property of the player;
- (f) Players tilting, rocking or damaging Machines shall void the current game;
- (g) All money in Machines remains the property of the Casino Licensee until won by a player playing the Machine in accordance with these rules;
- (h) Before a player ceases playing a machine, the player shall complete the game and remove all credits displayed on the screen;
- (i) If the Casino Licensee is not satisfied that a person claiming payment of any winning bet combination, including a bet which the player gambled on in accordance with these rules, should be paid, payment may be withheld and a report submitted to the Gaming and Wagering Commission forthwith;
- (j) Any claim for payment referred to in Rule 1.1(i) may be withheld for up to 72 hours to allow for investigation and verification of the winning game by the Casino Licensee and/or Gaming and Wagering Commission officers;
- (k) Where there is an investigation as referred to in Rule 1.1(j), a player or a representative of the player may be present during such investigation or verification relating to the winning game;
- (l) The actual player with the winning combination must sign for all payments made in excess of Machine made payments;
- (m) Players shall be given a thirty minute and a five minute warning before a Machine is closed down;

- (n) Players shall clear the Credit meter of the Machines they are playing when a five minute close of play warning is given; and
- (o) Where a Machine is fitted with a note acceptor, the Machine will not accept Currency when the Machine Credit meter has accrued in excess of \$100 in Credits either by Currency insertion or by accumulated wins, or both methods cumulatively.  
*[Amended by RAG/204 on 29/06/2004, RAG/214 on 22/2/3005 and RAG 297 on 22/08/08]*

1.2 Where the Machine used is designed to be played as a tokenised Credit Betting machine the Machine shall —

- (a) be marked to show —
  - (i) the value of the tokenised unit of play on which the Machine operates; and
  - (ii) the value of Machine Credits (i.e. the units of play) which can be purchased by the insertion of currency or an approved token, and
  - (iii) the value of Machine Credits shall correspond to a like value in Currency;
- (b) Pay out automatically any Credit balance, in dollars, up to the Machine Payout limit (except where the Credit balance exceeds the Machine Payout Limit) ; and
- (c) show the value of any excess Credit, or part of a dollar, that cannot be automatically converted or paid out, so that —
  - (i) any balance of Credit not paid out automatically may be claimed, and shall be paid, from the cash desk; and
  - (ii) at the player's choice, any Credit not claimed may be redeemed by a short Pay or may be played out.

The value of Machine Credits shall correspond to a like value in Currency.

## **2. DEFINITIONS and INTERPRETATION**

### **Definitions**

Throughout these Rules the following interpretation of terms shall apply except where the context otherwise requires —

**“5 Treasures”** means the named video game developed by Bally Technologies ANZ Pty Ltd (ABN 69 001 660 537); *[Rule 2 amended by RAG/475 on 22 January 2015]*

**“88 Fortunes”** means the named video game developed by SHFL Entertainment Australasia Pty Limited (ABN 69 001 660 537); *[Rule 2 amended by RAG/422 on 6/11/13].*

“**Amazonia**” means the named video game developed by Stargames Corporation Pty Ltd (ABN 64 001 660 537); *[inserted by RAG 359 on 23 February 2010]*

“**Applicant**” means an applicant for entry to an Arishinko Tournament;

“**Arishinko**” means the named video game developed by Aristocrat Technologies Australia Pty Ltd (ACN 001 660 715);

“**Ball Power**” means the named video game developed by Aristocrat Technologies Australia Pty Ltd (ACN 001 660 715);

“**Ball Power Sports Star**” means the named video game developed by Aristocrat Technologies Australia Pty Ltd (ACN 001 660 715);

“**Bright Lights – Locked and Loaded**” means the named video game developed by SG Gaming ANZ Pty Ltd (ABN 69 001 660 537);  
*[Amended by RAG 540 on 22/6/18]*

“**Casino**” means Crown Perth;

“**Cats, Hats & Bats**” means the named video game developed by Shuffle Master Australasia Pty Limited (ABN 64 001 660 537);

“**Cats, Hats & More Bats – Lock It Link**” means the named video game developed by SG Gaming ANZ Pty Ltd (ABN 69 001 660 537); *[Amended by RAG/559 on 21/08/19]*

“**Casino Licensee**” means Burswood Nominees Pty Ltd (ACN 078 250 307) trading as Crown Perth;

“**Chocolate Wheel**” means a random event displayed as the outcome from the spin of a flat rotating disk, marked in a number of segments with one prize per segment;

“**Crazy Balls**” means the named video game developed by Aristocrat Technologies Australia Pty Ltd (ACN 001 660 715);

“**Currency**” means Australian currency;

“**Door**” means a panel that is removed to reveal a single game symbol located in one of three positions within the display window, used to determine the base prize awarded;

“**Double Blessings**” means the named video game developed by Bally Technologies ANZ Pty Ltd (ABN 69 001 660 537); *[Amended by RAG/511 on 6/5/16]*

“**Emerald Fortunes**” means the named video game developed by Bally Technologies ANZ Pty Ltd (ABN 69 001 660 537); *[Amended by RAG/469 on 3 November 2014]*

“**Eureka Gold Mine**” means the video game developed by SHFL Entertainment Australasia Pty Limited (ABN 69 001 660 537); *[Rule 2 amended by RAG/422 on 6/11/13].*

**“Fine Diamonds - Jackpot Vault”** means the named video game developed by Bally Technologies ANZ Pty Ltd (ABN 69 001 660 537); *[Amended by RAG 504 on 27 January 2016]*

**“Free Game Feature Trigger Symbol”** means “Star” in Arishinko and Tepee” in Mountain Chief;

**“Gamble”** means a doubling option activated at the election of a player, pressing the “gamble” button and selecting the outcome of the colour or suit of a card;

**“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;

**“Half Gamble”** means a doubling option activated at the election of a player, by which the player elects to transfer half of the winnings to the credit meter;

**“Heat”** means a session or series of sessions in a tournament at the completion of which a winner or winners and placegetters as applicable are determined for advancement to further heats or a final;

**“Hold On To Your Hat – Lock It Link”** means the named video game developed by SG Gaming ANZ Pty Ltd (ABN 69 001 660 537); *[Amended by RAG/528 on 30 October 2017]*

**“Honey Buzz – Pink Panther Returns”** means the named video game developed by SHFL Entertainment Australasia Pty Limited (ABN 69 001 660 537); *[Amended by RAG 408 on 15 January 2013]*

**“Huff n’ Puff – Lock It Link”** means the named video game developed by SG Gaming ANZ Pty Ltd (ABN 69 001 665 537); *[Amended by RAG/559 on 21/08/19]*

**“Jade Eternity – Tree of Wealth”** means the named video game developed by SG Gaming ANZ Pty Ltd (ABN 69 001 660 537); *[Amended by RAG/528 on 30 October 2017]*

**“Jumpin Pumpkin”** means the named video game developed by Bally Technologies ANZ Pty Ltd (ABN 69 001 660 537); *[Amended by RAG/492 on 7 May 2015]*

**“Kings Coins - Egypt Rising”** means the named video game developed by Bally Technologies ANZ Pty Ltd (ABN 69 001 660 537); *[Amended by RAG 504 on 27 January 2016]*

**“Lock Up”** means a machine out of game play for any reason other than a malfunction; *[Amended by RAG 305 on 24 February 2009]*

**“Machine” or “Machines”** means Video Gaming Machines as defined in section 84 of the Gaming and Wagering Commission Act 1987;

**“Monopoly – Grand Hotel”** means the named video game developed by SG Gaming ANZ Pty Ltd (ABN 69 001 660 537); *[Inserted by RAG/548 on 5 December 2018]*

**“Mountain Chief”** means the named video game developed by Aristocrat Technologies Australia Pty Ltd (ACN 001 660 715);

“**Mr Cashman**” means the named video game developed by Aristocrat Technologies Australia Pty Ltd (ACN 001 660 715);

“**Ocean Fortunes**” means the named video game developed by Shuffle Master Australasia Pty Limited (ABN 64 001 660 537);

“**Oink**” means the named video game developed by SHFL Entertainment Australasia Pty Limited (ABN 69 001 660 537); *[Amended by RAG 418 on 29/5/13]*

“**Perfect Hearts – Jackpot Vault**” means the named video game developed by Bally Technologies ANZ Pty Ltd (ABN 69 001 660 537); *[Amended by RAG 513 on 31/8/16]*

“**Play Off**” means the playing of a tournament session/s with the players making wagers in accordance with the rules of the game to determine the winner between 2 or more players in a particular session in the event of those players holding an equal value of tournament credits at the conclusion of a session of play;  
*[Amended by RAG 305 on 24 March 2009]*

“**Pyramid Power**” means the named video game developed by Aristocrat Technologies Australia Pty Ltd (ACN 001 660 715);

“**Random Magic**” means the named video game developed by SHFL Entertainment Australasia Pty Limited (ABN 69 001 660 537); *[Amended by RAG 418 on 29/5/13]*

“**Revolution**” means the named video game developed by Stargames Corporation Pty Ltd (ABN 64 001 660 537);

“**Saloon Star**” means the named video game developed by Bally Technologies ANZ Pty Ltd (ABN 69 001 660 537); *[Amended by RAG/500 on 17 December 2015]*

“**Screen**” when used in relation to a player, means the screen on the player's machine;

“**Session**” means a period of play determined by time or by the number of wagers permitted except that the session shall cease immediately where there is only one player remaining holding tournament credits within an machine;  
*[Amended by RAG 305 on 24 February 2009]*

“**Showtime**” means the named video game developed by Shuffle Master Australasia Pty Limited (ABN 64 001 660 537) ;

“**Take Win**” means an option for a player using a machine with a "gamble" option, who may elect not to "gamble" by pressing the "take win" button and completing the game;

“**Texas Stars**” means the named video game developed by Shuffle Master Australasia Pty Limited (ABN 64 001 660 537);

“**The Flintstones – Cape Fortune**” means the named video game developed by Bally Technologies ANZ Pty Ltd (ABN 69 001 660 537); *[Amended by RAG/465 on 7 October 2014]*

“**Tournament Credits**” when used in relation to a player, means the balance of credits recorded electronically on all "credit" meters displayed on the player's screen and includes any such credits allocated to the player at the commencement of a session resulting from the buy-in;

“**Tournament Director**” means a person appointed by the Casino Licensee to manage the tournament;

“**Tournament**” means an Arishinko Tournament for the playing of machines;

“**Tournament Wild Card**” is a method of issuing entry to a tournament or heat or final in a tournament determined by the Casino Licensee/tournament director and advised in the tournament terms and conditions; *[Amended by RAG 305 on 24 March 2009]*

“**Ultimate Drifting Sands**” means the named video game developed by Shuffle Master Australasia Pty Limited (ABN 64 001 660 537); *[Inserted by RAG/372 on 30 July 2010]*

“**Wild Symbol**” means “Bell” in Arishinko and “Dream Catcher” in Mountain Chief;

“**Window**” means the area on the screen displaying the symbol combination that determines the prize paid, following the opening of three doors contained therein.

*[Amended by RAG/204 on 29/06/2004 and RAG 297 on 22/08/08][Rule 2 Definitions amended by RAG/492 on 7 May 2015]*

## **Interpretation**

In these Rules unless a contrary intention appears, a reference in these rules to “**Overpays**”, “**Credits**”, “**Amount**”, “**Payouts**”, “**Pay**” or “**Jackpot**”, may be construed either as a reference to Currency or to the Machine Credit which is equivalent, or to a specific prize.

## **3. PAYOUTS**

- 3.1 Payouts will be automatically paid or Credited to the player unless a Payout that is in excess of Machine Payout limits indicated on the Machine. Payouts in excess of a Machine's limit shall be paid from the cash desk. In the event of short pay, the difference shall be paid from the cash desk.
- 3.2 Payout on Machines shall be in accordance with Rule 11, the Schedule of Prizes, and shall be displayed on the Machine.

## **4. METHOD OF PLAY**

### **4.1 ARISHINKO and MOUNTAIN CHIEF**

*[Modified by RAG 297 26 August 2008]*

#### **4.1.1 How to Play**

When playing Arishinko or Mountain Chief -

- (a) The player inserts Currency and may elect to play -
  - (i) from one (1) to five (5) buckets, and
  - (ii) one of the Credits per bucket bet selections, as displayed on the Machine;

where the value of each Credit can be 5 cents, 10 cents, 20 cents, 50 cents, or \$1 as displayed on the machine.

- (b) Buckets are bought in the following combinations-
  - (i) Select 1 – Bucket 1;
  - (ii) Select 2 – Bucket 1+2;
  - (iii) Select 3 – Bucket 1+2+3;
  - (iv) Select 4 – Bucket 1+2+3+4; or
  - (v) Select 5 – Bucket 1+2+3+4+5.
- (c) The game is initiated when the player pushes the “Start” or “Play” button and the ball is launched;
- (d) The ball may either land in one of the five buckets or will be lost and then return to the start position for the next game;
- (e) When the ball lands in a highlighted bucket, the associated bucket feature will be triggered and the bucket hole light flashes.

[Modified by RAG/195 on 21/10/2003 and RAG/214 on 22/2/2005 and RAG 297 22/08/08]

#### 4.1.2 Game Outcomes

The game provides the following outcomes-

- (a) Three (3) symbols are revealed by the raising of the three (3) door panels in the display window on the screen, which pay according to Rule 11.1 or 11.1.1;
- (b) Three symbols are revealed in every game and prizes are awarded in accordance with Rule 11.1 or 11.1.1 whenever a winning combination occurs;
- (c) Game prizes are multiplied by the bet per bucket;
- (d) In Arishinko, the “Bell” symbol (displayed with a “wild” symbol) substitutes only on the right hand door (symbol position) for all symbols except “Star” and



- (e) In Mountain Chief, the “*Chief*” symbol (displayed with a “wild” symbol) substitutes only on the right hand door (symbol position) for all symbols except “*Tepee*”.

[Modified by RAG/195 on 21/10/2003]

#### 4.1.3 Special Features

- (a) Special features are activated when the ball lands in a highlighted bucket.
- (b) Bucket prizes only apply to selected buckets.
- (c) **Wild Symbol** substitutes for all symbols on door 3 only except for the **Free Game Feature Trigger Symbol**.
- (d) Free game feature symbol only appears on doors 1 and 3.
- (e) During free games, all prizes including feature prizes are doubled.
- (f) Bucket 2 and 4 will change to X 4 and X 20 respectively to indicate that the free game prize is doubled.
- (g) Free games can be won during the free game feature.
- (h) Free games are played with the same number of buckets and bet per bucket as the game for which the free game was won.

[Modified by RAG/195 on 21/10/2003]

##### 4.1.3.1 Bucket 1 – Free Game Feature

- (a) When a **Free Game Feature Trigger Symbol** appears on symbol door positions 1, or 3, or 1 and 3, and the ball lands in bucket 1 during the game, the free game feature is triggered, awarding five (5) free games.
- (b) The free game feature can be retriggered during the feature.
- (c) When the bucket 1 feature is triggered the player presses the ‘Start Feature’ button to begin the free game feature. The number of free games remaining is displayed on the screen.
- (d) When the free games are retriggered the extra games are immediately added to the free game total. Feature play then continues automatically.
- (e) When the free games commence the multipliers in buckets 2 and 4 change from x2 and x10 respectively to x4 and x20 respectively, and a ‘x2’ multiplier is displayed at the centre of the bonus wheel, with prizes awarded accordingly if won.
- (f) All prizes from other buckets are doubled.

[Modified by RAG/195 on 21/10/2003]

#### 4.1.3.2 **Bucket 2 – Win Multiplier**

- (a) When the ball lands in Bucket 2 and 2, or more buckets are selected, the bucket 2 bonus feature is triggered
- (b) A bucket 2 trigger multiplies any win in the window by a factor of 2.
- (c) If the bucket 2 feature is won during free games, the multiplier factor changes from 2 to 4.

#### 4.1.3.3 **Bucket 3 – Bonus Wheel Spin**

- (a) When the ball lands in Bucket 3 and 3 or more buckets are selected, the bucket 3 bonus feature is triggered
- (b) The bucket 3 bonus feature simulates the spinning of a Bonus Wheel consisting of a number of segments, which are either blank or display a numeric value. One of the wheel segments is selected when the Bonus Wheel stops spinning, and credits won are awarded to the player based on the numeric value displayed in the selected wheel segment.
- (c) Where the selected wheel segment is blank the player is awarded no Credits.
- (d) The prize values displayed in each segment is randomly selected.

#### 4.1.3.4 **Bucket 4 – Win Multiplier**

- (a) When the ball lands in Bucket 4 and 4 or more buckets are selected, the bucket 4 bonus feature is triggered.
- (b) A bucket 4 trigger multiplies any win in the window by a factor of ten (10).
- (c) If the bucket 4 feature is won during free games, the multiplier factor changes from ten (10) to twenty (20).

#### 4.1.3.5 **Bucket 5 – Second Screen Feature**

- (a) When the ball lands in Bucket 5 and 5 buckets are selected, the second screen feature is triggered.
- (b) The player receives five (5) free balls in the second screen. The balls are automatically launched one at a time and may land in one of the prize buckets, the canoe or are lost in the bottom hole. If the ball lands in a bucket or canoe, the prize displayed on that object is won and then incremented before the next ball launch begins. The prize values displayed in the buckets and canoe are randomly selected.
- (c) All free feature prizes are to be displayed as the prize for one (1) credit-multiplied by the bet per bucket

*[Modified by RAG/195 on 21/10/2003; RAG/214 on 22/2/2005]*

## 4.2 CRAZY BALLS, PYRAMID POWER and MR CASHMAN

### 4.2.1 When playing “Crazy Balls”, “Pyramid Power” or “Mr Cashman” -

- (a) The player inserts Currency and may elect to play-
  - (i) from one (1) to twenty (20) coloured balls per game, as displayed on the Machine, and
  - (ii) one of the Credits per ball bet selections, as displayed on the Machine

where the value of each Credit can be 1 cent, 2 cents, 5 cents 10 cents, 20 cents, 50 cents or \$1 as displayed on the Machine.

- (b) The game is initiated when the player pushes the “Start” or “Play” and the Mr Cashman feature is randomly triggered at the end of a regular game:-

#### (c) Game Balls

- (i) There are three (3) different types (colours) of game ball: red, green and gold.
- (ii) The ball colours determine prize values won when they land in buckets, with red being least valuable, green being of intermediate value, and gold being most valuable.
- (iii) Balls are dropped from the top of the screen at the apex of the triangular pin layout. Each ball has a fixed probability of being red, green, or gold.

#### (d) White Balls

- (i) White balls are dropped when the player plays less than the maximum number of coloured game balls (20).
- (ii) The number of white balls is equal to the difference between the number of coloured game balls played and the maximum number of balls (20).
- (iii) White balls fall in the same way as coloured balls but are not eligible for prizes in buckets or Credit prizes in Chocolate Wheels, that is, they only qualify for bonus white balls in the Chocolate Wheels.
- (iv) White balls do, however, light pins and black holes in the feature “**trigger line**” and can contribute to the triggering of a “**free game feature**”.

- (v) White balls will be played as extra balls from Chocolate Wheel spins when triggered by a white ball. This provides players electing to play less than 20 balls, with the same probability of triggering the free game feature.

**(e) Pins**

- (i) Any ball falling on a pin has an even (that is 50:50) chance of falling either to the left or the right.
- (ii) Certain pins will light up when hit by a ball and contribute to triggering the free game feature by lighting up to become part of the feature trigger line.

**(f) Black Holes**

- (i) Subject to paragraph (ii), any ball striking a black hole is lost. It is removed from play immediately and can no longer be used to award prizes.
- (ii) However some black holes will light up as balls fall into them. These are used in conjunction with the lit pins to contribute to triggering the free game feature by lighting up to become part of the feature trigger line. If combinations of five (5) or more lit pins or lit black holes on this line are lit up, the free game feature will be triggered.

**(g) Buckets**

- (i) If a coloured ball lands in a bucket, the prize shown in Rule 11.3.1 for that bucket in the colour corresponding to the ball is the prize won.
- (ii) The coloured ball remains in the bucket until the start of the next ball drop, which will be the start of the next bought game, the start of a free game or the start of an extra-ball drop.

*[Rule 4.2 amended by RAG/204 on 29/06/2004 and RAG/214 on 22/2/2005 and RAG 297 on 22/08/08]*

**(h) Chocolate Wheels / Extra Balls**

- (i) There are two separate Chocolate Wheels on screen in this game. Each one is divided into ten 10 segments, which correspond with either
  - (a) a bonus prize in Credits;
  - (b) one or more extra game balls; or
  - (c) "no-win".

Segments are selected randomly.

- (ii) The two (2) wheels are independent of each other.

(iii) The colour of the extra free balls will be the same colour as the ball that triggered the Chocolate Wheel feature.

(iv) The Chocolate Wheel layout is in accordance with Rule 11.3.2.

**(i) Bonus Feature**

(i) When a ball in play falls into one of the Chocolate Wheel buckets, the selected wheel starts spinning. Subsequent balls in the same game that fall into the same wheel bucket are awarded the same prize and do not re-spin the Chocolate Wheel.

(ii) All bonus Credit wins are accumulated to the Credit meter.

(iii) Bonus Credit wins are multiplied by the bet per ball and by the number of bought balls that fell through that wheel during that game. The colour of the ball does not affect the bonus win, except in the case of the white balls, which are not eligible for bonus Credit prizes.

(iv) Free balls are dropped and played in the same manner as the initial 20 balls.

**(j) Free Game Feature**

(a) During feature games, all black holes are replaced by pins.

(b) Free games cannot be triggered during a free game sequence.

(c) Free games are triggered by balls entering the Feature Trigger Line displayed on the screen and in accordance with the following table:

Free Game Trigger	No of Free Games	Feature of free games
5 pins/holes hit	3 free games	red, green and gold balls have the same likelihood of appearance as in the base game.
6 pins/holes hit	3 free games	red, green and gold balls equally likely
7 or more Pins/holes hit	4 free games	all balls are gold balls

[Modified by RAG/195 on 21/10/2003]

**(k) Mr Cashman Game Feature**

The Mr Cashman feature may be randomly awarded whenever the Mr Cashman option is purchased. Mr Cashman will appear and randomly offer one of the following prizes—

(a) Match or Multiply:

(i) Touch balloons from the ten on the feature screen until 2 matching prizes are revealed.

- (ii) If a x2, x3, x5 or x10 multiplier is revealed, the next touch reveals a “Balloon win” which is then multiplied by 2, 3, 5 or 10 respectively.
  - (iii) If consecutive multipliers are selected the “Balloon win” is multiplied by all revealed multipliers.
- (b) Gold Ball Toss Bonus:
- (i) Mr Cashman will appear and throw between 1 and 10 Gold balls onto the main Pyramid Power board.
  - (ii) The black holes may or may not be removed from the board.
  - (iii) The feature line is disabled and free games cannot be won during this feature.
  - (iv) Prizes are awarded according to where the gold balls land, and may include extra gold balls.
  - (v) A consolation of 2 credits multiplied by the bet per ball on the game that started Mr Cashman will be awarded if no other credit prize is won during the Gold Ball Toss.
- (c) Random Bonus:
- (i) A Mr Cashman animation will award a random bonus prize of up to 1000 credits multiplied by the bet per ball on the game that started the feature.
- (d) Choose a Feature Bonus:
- (i) A screen appears with the player able to select between a moneybag and a gift box.
  - (ii) If the player selects the moneybag, a Random Bonus feature will be awarded.  
or
  - (iii) If the player selects the gift box, a Golden Ball Toss will be awarded.

[Modified by RAG/204 on 29/06/2004]

#### 4.3 **Games Incorporating On – Screen Games Rules**

For information regarding how to play each game listed below, these rules should read in conjunction with the on – screen rules displayed on all machines offering the specified game:

- (i) 5 Treasures
- (ii) 88 Fortunes
- (iii) Amazonia
- (iv) Ball Power
- (v) Ball Power Sports Star
- (vi) Bright Lights – Locked and Loaded
- (vii) Cats, Hats & Bats
- (viii) Cats, Hats & More Bats – Lock It Link
- (ix) Double Blessings
- (x) Emerald Fortunes

- (xi) Eureka Gold Mine
- (xii) Fine Diamonds - Jackpot Vault
- (xiii) Hold On To Your Hat – Lock It Link
- (xiv) Honey Buzz – Pink Panther Returns
- (xv) Huff n’ Puff – Lock It Link
- (xvi) Jade Eternity - Tree of Wealth
- (xvii) Jumpin Pumpkin
- (xviii) Kings Coins - Egypt Rising
- (xix) Monopoly – Grand Hotel
- (xx) Ocean Fortunes
- (xxi) Oink
- (xxii) Perfect Hearts – Jackpot Vault
- (xxiii) Random Magic
- (xxiv) Revolution
- (xxv) Saloon Star
- (xxvi) Showtime
- (xxvii) Texas Stars
- (xxviii) The Flintstones – Cape Fortune
- (xxix) Ultimate Drifting Sands

*[Amended by RAG 359 on 23 February 2010][Amended by RAG 367 on 25 May 2010][Amended by RAG 372 on 30 July 2010][Amended by RAG 408 on 15 January 2013][Amended by RAG 418 on 29/5/13][Rule 4.3 amended by RAG/422 on 6 November 2013][Amended by RAG 465 on 7 October 2014][Amended by RAG 469 on 3 November 2014][Amended by RAG 475 on 22 January 2015][Amended by RAG/492 on 7 May 2015][Amended by RAG/500 on 17 December 2015][Amended by RAG/504 on 27 January 2016; amended by RAG/511 on 6/5/16][Amended by RAG/513 on 31 August 2016][Amended by RAG/528 on 30 October 2017][Amended by RAG 540 on 22/6/18][Amended by RAG/548 on 5 December 2018][Amended by RAG/559 on 21/08/2019]*

## **5. DOUBLING OPTION**

- 5.1 A player may elect to Gamble or Half Gamble -
- (a) following a game in which the player had a winning outcome or
  - (b) where, under Rule 5.3 or 5.4, the player has a further option to Gamble or Half Gamble.
- 5.2 Where a player elects to “Gamble or Half Gamble” -
- (a) the player shall select the colour of a card from a standard 52 card deck -
    - (i) a card is randomly selected by the Machine and is displayed face down on the screen;
    - (ii) the player shall select whether the colour of that card is “red” or “black” by pressing the corresponding button on the Machine; and
    - (iii) the player shall win two Credits for each credit bet, if the card's colour is correctly selected.
- or

- (b) the player shall select the suit of a card from a standard 52 card deck -
  - (i) a card is randomly selected by the Machine and is displayed face down on the screen;
  - (ii) the player shall select the suit of that card by pressing the button on the Machine corresponding to hearts, diamond, clubs or spades; and
  - (iii) the player shall win four Credits for each Credit bet, if the card's suit is correctly selected.
- 5.3 Subject to rule 5.4, a player who wins after electing to Gamble, shall have a further option to Gamble in accordance with rule 5.2.
- 5.4 Notwithstanding anything to the contrary in these rules, a player shall not elect to gamble if that player -
  - (a) stands to win more than \$10,000; or
  - (b) has already exercised the gamble option five (5) times.

*[Amended by RAG/214 on 22/2/2005 ]*

## **6. MYSTERY (RANDOM) JACKPOTS**

- 6.1 A “**Mystery (Random) Jackpot**” is a prize, or group of prizes, randomly selected by a Mystery (Random) Jackpot controller, the values of which -
  - (a) are selected when the start up values are initially displayed;
  - (b) are re-selected whenever the start up values are reset; or
  - (c) fall between an initial (minimum) start up value and a maximum jackpot meter value.
- 6.2 A Mystery (Random) Jackpot is won when a player wagers a Credit which causes the Mystery (Random) Jackpot controller to increment to, or over, the predetermined, randomly selected Amount and may be offered as a separate prize in addition to the Payouts offered in accordance with Rule 11.
- 6.3 Where a Mystery (Random) Jackpot is operated using a Mystery (Random) Jackpot Display, such a display(s) will be installed in proximity to the machines connected to the Mystery (Random) Jackpot, in order to ensure the displayed information is reasonably accessible to players of the Mystery (Random) Jackpot.

*[Amended By RAG/268 on 22/05/2007 and by RAG/478 on 9 January 2015]*

- 6.4 The Mystery (Random) Jackpot Display shall -
  - (a) display the initial jackpot meter start up value;



- (b) increment at a fixed rate whenever Credits are wagered on Machines connected to the display meter controller;
  - (c) display the current jackpot meter value within the prescribed meter range;
  - (d) display the identity of the Machine that has won a prize; and
  - (e) be reset to the start up value (plus accrued increments) once the prize is awarded.
- 6.5 All Machines connected to a Mystery (Random) Jackpot system, with the exception of a Machine connected to both a progressive and a Mystery (Random) Jackpot system where a progressive Jackpot win which locks a Machine's play is won, shall -
- (a) be eligible to play for all displayed prizes; and
  - (b) cause the Jackpot meter, or meters, to increment by the same Amount per dollar value bet.
- 6.6 The prize will be awarded to:
- (a) the player of the machine that causes the display meter to increment to, or over, the jackpot meter value predetermined at start up where the contributions are incremented sequentially; or
  - (b) a randomly selected player from a list of eligible players where the contributions are "grouped" and the grouped contribution causes the Mystery (Random) Jackpot value to increment to, or over, the jackpot meter value predetermined at start up.
- [Rule 6.6 amended by RAG/478 on 9 January 2015]*
- 6.7 A Machine that claims a Mystery (Random) Jackpot prize does not need a winning combination in order to be eligible for a Mystery (Random) Jackpot prize.
- 6.8 The claim of a Mystery (Random) Jackpot prize on a Machine does not entitle the player of that Machine to enter into any Gamble option offered by that Machine.
- 6.9 Artwork relating to the Mystery (Random) Jackpot prizes shall feature the start up value and the maximum value, defining the prescribed Jackpot meter range (other than circumstances as described in Rule 6.10).
- 6.10 In the event that a Mystery (Random) Jackpot is not won in accordance with these Rules, prior to the predetermined maximum Jackpot meter value being reached, the start-up value will be set to the Amount displayed at the time that the fault was recognised, and the maximum value will be raised by 20% of the maximum jackpot meter value until the Mystery (Random) Jackpot is won. Once the Jackpot has been won, the minimum and maximum values will be changed back to the values as displayed on the Mystery (Random) Jackpot artwork.

- 6.11 Where a Mystery (Random) Jackpot system offers cash prizes, each prize won may be transferred directly to the winning Machine's Credit meter, or be paid from the cash desk.
- 6.12 Where a Mystery (Random) Jackpot system offers non-cash prizes, each prize won will cause the winning Machine to lock-up, requiring the jackpot prize to be keyed off by a member of Electronic Gaming staff, and the prize winner will subsequently be issued with a document authorising their collection of the non-cash prize as appropriate.

## **7. JACKPOT DISCONTINUANCE REDISTRIBUTION**

- 7.1 The Casino Licensee, with the approval of the Gaming and Wagering Commission, may discontinue any linked Jackpot provided:
- (a) notice of any jackpot discontinuance is given at least 7 days prior to the discontinuance; and
  - (b) the notice to players is clearly visible and is located immediately adjacent to the Machines from which the Jackpot is to be discontinued.

*[Amended by RAG/268 on 22/05/2007]*

- 7.2 Jackpot increment amounts arising from the discontinuance of a jackpot (equal to the jackpot meter balance less the jackpot start-up value) will be transferred to a Jackpot Escrow Account operated by the Casino Licensee.
- 7.3 The Casino Licensee, upon provision of notice to the Gaming and Wagering Commission, will redistribute amounts held in the Jackpot Escrow Account to linked or standalone jackpots or in another manner approved by the Gaming and Wagering Commission.

*[Rule 6 & 7 inserted by RAG/246 on 27/06/2006]*

## **8. ADDITIONAL JACKPOT AND BONUS PRIZES**

- 8.1 In addition to the jackpot and bonus prizes awarded as part of the operation of each approved video game, the Casino Licensee is also approved to operate the following jackpot/bonus and associated products:
- (a) Carded Lucky Draw Jackpots
  - (b) Carded Lucky Time Jackpots
  - (c) Extra Play Bonus
  - (d) Lucky Coin Jackpots
  - (e) Lucky Time Jackpots
  - (f) Point Play
  - (g) Scheduled Return Play Bonus
  - (h) Carded Lucky Rewards
  - (i) Lucky Numbers Jackpot

Each of the products listed above:

- facilitates the awarding and/or processing of prizes additional to those incorporated in each approved video game; and

- may be operated in conjunction with any video game approved for operation by the Casino Licensee.

Each of the products listed above are operated via an approved gaming system, such that their operation is integrated with the operation of any associated video machine(s).

8.2 Where one of the approved products specified in rule 8.1 malfunctions, the Casino Licensee may refuse to pay any amount claimed, or withhold any amount due to be awarded, in respect of that product for a period of 72 hours to allow the Casino Licensee to investigate the malfunction.

- 8.3 Where, in the opinion of the Casino Licensee, an amount has been credited to a player-
- (a) as a result of one of the approved products specified in rule 8.1 malfunctioning; or
  - (b) after one of the approved products specified in rule 8.1 has malfunctioned and before the product has been repaired;

the Casino Licensee may refuse to pay or credit the player with the amount.

8.4 Where a Casino Licensee loyalty club card is required to be inserted into a video game for a patron to be eligible to win a prize associated with those products in rule 8.1, the patron playing the video game and using the loyalty card at the time of the prize being awarded, must be the rightful owner of the loyalty club card. If the patron is not the rightful owner of the loyalty club card, the Casino Licensee may refuse to pay or credit the player the amount.

In such circumstances, where some or all of the value of the withheld prize consists of jackpot increment amounts (equal to the jackpot prize value less the jackpot start-up value), any such amounts shall be transferred to a Jackpot Escrow Account operated by the Casino Licensee.

8.5 The Casino Licensee, upon provision of notice to the Gaming and Wagering Commission, will redistribute amounts held in the Jackpot Escrow Account by way of the operation of one of the approved products in rule 8.1, or in another manner approved by the Gaming and Wagering Commission.

*[New Rule 8 inserted by RAG/507 on 12/1/2016; Rule 8.1 amended by RAG/508 on 7/4/16; Rules 8.2-8.5 inserted by RAG/511 on 6/5/16; Rule 8.1 amended by RAG/532 on 8/1/18]*

## **9. VIDEO MACHINE MALFUNCTIONS**

- 9.1 A Machine shall be taken to have malfunctioned where -
- (a) multiple Credits are displayed on the Credit meter of the Machine that is not in keeping with the prize schedule and the Amount bet;
  - (b) the same set of symbols is displayed on 3 or more consecutive games on the Machine;

- (c) the Machine displays symbols not in keeping with the game format;
  - (d) the normal playing sequence of the Machine is permanently interrupted or the normal display is faulty; or
  - (e) for any other reason the Casino Licensee is of the opinion that the Machine is not functioning correctly.
- 9.2 Where a Machine malfunctions, the Casino Licensee may refuse to pay any amount claimed in respect of that Machine for a period of 72 hours to allow the Casino Licensee to investigate the malfunction.
- 9.3 Where, in the opinion of the Casino Licensee, an amount has been credited to a player -
- (a) as a result of a Machine malfunctioning; or
  - (b) after a Machine has malfunctioned and before the Machine has been repaired;
- the Casino Licensee may refuse to Pay or Credit the player with the Amount.
- 9.4 Where a machine malfunctions during a tournament and is not able to be repaired the player will no longer be eligible for any prizes and the entry fee and tournament credits accumulated prior to the malfunction (as determined by the Casino Licensee) will be refunded to the player.

*[Amended by RAG 305 on 24 March 2009]*

## **10. CALCULATORS ETC. PROHIBITED**

- 10.1 A player shall not either alone or in concert with any other person use or have in his possession or control at or near the Machine or location related to the playing of a game—
- (a) a calculator;
  - (b) a computer; or
  - (c) any other device

that is capable, with respect to a game or part thereof, of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.

## **11. SCHEDULE OF PRIZES**

### **11.1 ARISHINKO (Mark 6)**

<b>Symbol Combination Displayed in Window</b>			<b>Article I. Prize Awarded (Credits per Bucket)</b>				
			<b>1 Credit</b>	<b>2 Credits</b>	<b>3 Credits</b>	<b>4 Credits</b>	<b>5 Credits</b>
<b>Door 1 (left side)</b>	<b>Door 2 (centre)</b>	<b>Door 3 (right side)</b>					
<i>Bell</i>	<i>Bell</i>	<i>Bell</i>	250	500	750	1000	1250
<i>Red 7</i>	<i>Red 7</i>	<i>Red 7</i>	100	200	300	400	500
<i>Blue 7</i>	<i>Blue 7</i>	<i>Blue 7</i>	75	150	225	300	375
<i>Yellow 7</i>	<i>Yellow 7</i>	<i>Yellow 7</i>	50	100	150	200	250
<i>Money Bag</i>	<i>Money Bag</i>	<i>Money Bag</i>	40	80	120	160	200
<i>\$1 Note</i>	<i>\$1 Note</i>	<i>\$1 Note</i>	25	50	75	100	125
<i>Diamond</i>	<i>Diamond</i>	<i>Diamond</i>	20	40	60	80	100
<i>Coin Stack</i>	<i>Coin Stack</i>	<i>Coin Stack</i>	15	30	45	60	75
	<i>Three Mixed 7s</i>		10	20	30	40	50
	<i>Any Two 7s</i>		5	10	15	20	25
<i>Gold Bar</i>	<i>Gold Bar</i>	<i>Gold Bar</i>	5	10	15	20	25
<i>Gold Bar</i>	<i>Gold Bar</i>		2	4	6	8	10

Wild Symbol    Bell

Feature game trigger symbol      Star

#### **11.1.1 MOUNTAIN CHIEF (Mark 6)**

<b>Symbol Combination Displayed in Window</b>			<b>Article II. Prize Awarded (Credits per Bucket)</b>				
			<b>1 Credit</b>	<b>2 Credits</b>	<b>3 Credits</b>	<b>4 Credits</b>	<b>5 Credits</b>
<b>Door 1 (left side)</b>	<b>Door 2 (centre)</b>	<b>Door 3 (right side)</b>					
<i>Chief</i>	<i>Chief</i>	<i>Chief</i>	250	500	750	1000	1250
<i>Red 7</i>	<i>Red 7</i>	<i>Red 7</i>	100	200	300	400	500
<i>Blue 7</i>	<i>Blue 7</i>	<i>Blue 7</i>	75	150	225	300	375
<i>Yellow 7</i>	<i>Yellow 7</i>	<i>Yellow 7</i>	50	100	150	200	250
<i>Buffalo</i>	<i>Buffalo</i>	<i>Buffalo</i>	40	80	120	160	200
<i>Totem</i>	<i>Totem</i>	<i>Totem</i>	25	50	75	100	125
<i>Axe</i>	<i>Axe</i>	<i>Axe</i>	20	40	60	80	100
<i>Dream catcher</i>	<i>Dream catcher</i>	<i>Dream catcher</i>	15	30	45	60	75
	<i>Three Mixed 7s</i>		10	20	30	40	50
	<i>Any Two 7s</i>		5	10	15	20	25
<i>Gold Bar</i>	<i>Gold Bar</i>	<i>Gold Bar</i>	5	10	15	20	25
<i>Gold Bar</i>	<i>Gold Bar</i>		2	4	6	8	10

Wild Symbol    Chief

Feature game trigger symbol      Tepee

*[Modified by RAG/195 on 21/10/2003]*

## 11.2 CRAZY BALLS and PYRAMID POWER (Mark 6)

### 11.2.1 The prize won corresponds with the colour of the balls in the buckets.

Bucket (Numbered from left of screen)	Prizes (In accordance with ball colours)		
	Red	Green	Gold
1	100	500	1000
2	30	200	500
3	15	100	250
4	10	50	175
5	6	20	100
6	<i>Spins Wheel 1 to designate prize</i>		
7	3	12	50
8	<i>Spins Wheel 2 to designate prize</i>		
9	6	20	100
10	10	50	175
11	15	100	250
12	30	200	500
13	100	500	1000

### 11.2.2 Chocolate Wheel Prizes

Segment	Wheel 1	Wheel 2
1	1 extra ball	no win
2	no win	2 extra balls
3	2 extra balls	no win
4	no win	10 credits
5	20 credits	no win
6	no win	3 extra balls
7	2 extra balls	no win
8	no win	10 credits
9	1 extra ball	no win
10	no win	1 extra ball

[Modified by RAG/195 on 21/10/2003]

[rules 8 9 and 10 renumbered by RAG/246 on 27/06/2006 and RAG 297 on 22/08/08]

## 11.3 Games Incorporating On – Screen Games Rules

For information regarding the schedule of prizes for each game listed below, these rules should be read in conjunction with the on – screen game rules displayed on all Machines offering the specified game:

- i. 5 Treasures (Bally Variations 88 - 94)
- ii. 88 Fortunes (SHFL Variations 88 – 94)
- iii. Amazonia (Stargames Variation 12, 13 & 14)
- iv. Ball Power (Aristocrat Variations 99 & 01 & 02)
- v. Ball Power Sports Star (Aristocrat Variations 99, 01, 02 & 03)

- vi. Bright Lights – Locked and Loaded (SG Gaming Variations 59, 60, 61, 69, 70, 71, 89, 90 & 99)
- vii. Cats, Hats & Bats (Shuffle Master Variation 87 – 94)
- viii. Cats, Hats & More Bats – Lock It Link (SG Gaming Variation 01-08)
- ix. Emerald Fortunes (Bally Variations 03, 13, 15, 16, 25, 26, 89 & 99)
- x. Eureka Gold Mine (SHFL Variations 87 -94)
- xi. Fine Diamonds - Jackpot Vault (Bally Variations 87 - 92)
- xii. Hold On To Your Hat – Lock It Link (SG Gaming Variations 01-03)
- xiii. Honey Buzz – Pink Panther Returns (SHFL Variations 88 – 94)
- xiv. Huff n’ Puff – Lock It Link (SG Gaming Variations 01-08)
- xv. Jade Eternity – Tree of Wealth (SG Gaming Variations 90-94)
- xvi. Jumpin Pumpkin (Bally Variations 87- 94)
- xvii. Kings Coins - Egypt Rising (Bally Variations 87-92)
- xviii. Monopoly – Grand Hotel (SG Gaming Variations 40, 59, 60, 61, 69, 70, 71, 79, 80 & 89)
- xix. Ocean Fortunes (Shuffle Master Variation 99, 15, 16, 17 & 18)
- xx. Oink (SHFL Variations 88 – 94)
- xxi. Perfect Hearts – Jackpot Vault (Bally Variations 87 – 92)
- xxii. Random Magic (SHFL Variation 88 – 94)
- xxiii. Revolution (Stargames Variation 99, 01 & 02)
- xxiv. Saloon Star (Bally Variations 01 – 09)
- xxv. Showtime (Shuffle Master Variation 99, 01, 02, 15 & 16)
- xxvi. Texas Stars (Shuffle Master Variation 99, 01 & 02)
- xxvii. The Flintstones – Cape Fortune (Bally Variations 88 – 94)
- xxviii. Ultimate Drifting Sands (Shuffle Master Variation 99, 15, 16, 17 & 18)

*[Amended by RAG 331 on 26 May 2009][Amended by RAG 359 on 23 February 2010][Amended by RAG 367 on 25 May 2010][Amended by RAG 372 on 30 July 2010][Amended by RAG 408 on 15 January 2013] [Amended by RAG 418 on 29/5/13][Rule 10.3 amended by RAG/422 on 6 November 2013][Amended by RAG 465 on 7 October 2014][Amended by RAG 469 on 3 November 2014][Amended by RAG 475 on 22 January 2015][Amended by RAG/492 on 7 May 2015][Amended by RAG/495 on 5 August 2015][Amended by RAG/500 on 17 December 2015][Amended by RAG/504 on 27 January 2016][Amended by RAG/513 on 31 August 2016][Amended by RAG/528 on 30 October 2017][Amended by RAG 540 on 22/6/18][Amended by RAG 543 on 20/09/2018][Amended by RAG/548 on 5 December 2018][Amended by RAG/559 on 21/08/2019]*

- 11.4 In addition to Mystery (Random) Jackpot prizes detailed in this rule 10, a Mystery (Random) Jackpot prize (cash or non-cash) may be offered on any one or more, and any combination, of the video games specified in these Rules subject to the prior notification of the jackpot prize to the Gaming and Wagering Commission.

*[amended by RAG 348 on 24/11/09]*

## **12. TOURNAMENT RULES**

- 12.1 The Casino Licensee may charge an entry fee to enter the tournament.
- 12.2 Prior to the commencement of a tournament, the Casino Licensee shall determine the terms and conditions of the tournament, namely –
  - (a) the form of application for entry;

- (b) the amount of any entry fee;
- (c) the amount of any buy-in;
- (d) the number of players who may enter a tournament;
- (e) the number of players from each heat who shall advance to further heats or to the final;
- (f) the duration of each session;
- (g) the number of credits to be allocated to each player at the commencement of a session; and
- (h) the prize list;
- (i) the manner in which the prizes are to be allocated.

12.3 The Casino Licensee may -

- (a) refuse any application for entry;
- (b) disqualify any entrant who -
  - (i) fails to comply with the rules or terms and conditions of the tournament; or
  - (ii) fails to attend at designated playing times; or
  - (iii) commences or continues to play a game after a session has concluded.
- (c) determine -
  - (i) the allocation of players to sessions; and
  - (ii) the allocation of seating of players to machines.

12.4 An entry fee shall be refunded by the Casino Licensee to a registered entrant who cancels his or her entry not less than 7 days before the beginning of the tournament.

12.5 An entry fee shall be refunded in the event that a tournament does not proceed.

12.6 An entry fee shall not be refunded if the player fails to present at the commencement of their session in the tournament.

12.7 An entry fee shall not be refunded to a player who has been disqualified; however, the player will be entitled to collect their tournament credits.

12.8 The Casino Licensee shall notify applicants for entry to the tournament -



- (a) prior to the commencement of the tournament, of the manner in which prizes shall be allocated to the overall winner and placegetters; and
  - (b) of the rules of the game and each applicant shall endorse on the application form that he or she has been so notified, and understands and accepts the rules and terms and conditions of the tournament.
- 12.9 The Casino Licensee will ensure all machines used in the tournament will be of the same game type and denomination.
- 12.10 Machines that have attached a stand alone jackpot or linked jackpot will not be available for use during the tournament.
- 12.11 The period of time a machine locks up during the tournament forms part of the game time.

### **13. RULES FOR TOURNAMENT PLAY**

- 13.1 At the beginning of each session, all players shall be allocated a specific machine and machine number at which to play.
- 13.2 Each player shall provide his or her name for recording purposes to the tournament director or designee upon request.
- 13.3 A player shall wager only at the machine allocated.
- 13.4 The player is required to place their buy-in funds into the machine prior to the commencement of each session.
- 13.5 The player shall not place into the machine any more than the buy-in amount specified in the terms and conditions.
- 13.6 The Casino Licensee shall announce that a session is about to commence.
- 13.7 An audible alarm will then be sounded indicating the commencement of the session.
- 13.8 A session will conclude when:
- (a) only one player within the session remains holding tournament credits within an machine; or
  - (b) a second audible alarm is sounded indicating the end of a session at which time all players are required to cease playing and cease placing any further wagers on any betting option.
- 13.9 A player shall cease playing when he/she has no further tournament credits available within the machine.

- 13.10 If tournament credits from a winning wager on a player's machine commences to increment prior to the conclusion of a session and continue to increment after a session is concluded the tournament credits shall be recognized and accepted for the purpose of determining the player's total tournament credits at the end of that session.
- 13.11 A tournament director shall be present during the full period of the tournament.
- 13.12 Each player at the conclusion of a session or when leaving the machine in accordance with rule 13.21 shall not collect any tournament credits shown on their machine until such time that the tournament director or designee has had an opportunity to record the tournament credits remaining in that machine.
- 13.13 Subject to rule 13.14 and 13.15, winners of individual sessions shall be those players who have the greatest amount of tournament credits remaining on the screen of their respective machine at the conclusion of the session.
- 13.14 Where 2 or more players during a session are found holding an equal amount of tournament credits at the conclusion of a session, a play off or series of play offs shall be held until the winners or players to advance to the next heat or a final has been determined.
- 13.15 The Casino Licensee may determine that more than one player from each heat shall advance to a further heat or to the final, provided the entrants to the tournament have been notified prior to the commencement of the tournament of the terms and conditions upon which such discretionary advancement is to be determined.
- 13.16 At the conclusion of each session the player/s shall be entitled to redeem the monetary value of their tournament credits accrued during that session.
- 13.17 At the discretion of the Casino Licensee/tournament director, tournament wild card entrant/s may be issued entry to a tournament, session/s and/or final.
- 13.18 The overall winner of the tournament shall be the person who has the greatest amount of tournament credits remaining in their machine at the conclusion of the final.
- 13.19 A player shall not tilt, rock or damage a machine.
- 13.20 A player shall not, during a tournament, receive assistance or advice on how to play a machine from another player or a spectator.
- 13.21 A player shall not leave his or her allocated machine prior to the end of a session unless-
- (a) the player has no further tournament credits with which to place a wager and has completed the game which he or she wagered their last remaining tournament credit;
  - (b) an emergency occurs; or
  - (c) the player has the approval of the Casino Licensee.
- 13.22 Where a player is required to leave the tournament in circumstances described within rule 13.21 the Casino Licensee may require the player to forfeit his or her entry fee.

- 13.23 Each player shall obtain his or her buy-in prior to the commencement of a session and may not supplement that buy-in during any session.
- 13.24 In the event of any dispute the decision of the Casino Licensee is final.
- 13.25 A player may be disqualified from the tournament by the tournament director, in the tournament director's absolute discretion, if the player is absent for any part of the session or sessions, unless –
- (a) the player has nominated a substitute player to play on behalf of the player during the player's absence; and
  - (b) the substitute player is present and plays in the session or sessions on behalf of the player; and
  - (c) the player and substitute player both complete and sign the tournament entry form.

*[Amended by RAG 305 on 24 March 2009]*