

“REDLINE” Document for NSW Jackpot Technical Standard Version 1.3

This document lists the differences between Version 1.2 and Version 1.3 of the NSW Jackpot Technical Standard.

Changes incorporated into NSW Jackpot Technical Standard version 1.3 are shown below:

General

- 1.1 There were a number of minor changes such as referring to the Authority's name change.

ADDED

2.1.4a Maximum Standalone Progressive Prize Limit

- (a) If a free or bought game triggers a standalone progressive jackpot win and the triggered jackpot win is paid in the same game element that triggered it, the sum of the standalone progressive jackpot wins can be up to \$10,000 (and these are progressive – not bonus, consolation, fixed jackpot or other non-progressive prizes). Non-progressive wins in the trigger game element can be up to \$10,000.
- (b) If the standalone progressive jackpot win is paid in a second screen feature game element, the sum of the standalone progressive jackpot wins, bonus, consolation, fixed jackpot and other non-progressive prizes in the same second screen feature game element can total up to \$10,000. Non-progressive wins in the free or bought game that triggered the second screen feature can be up to \$10,000.

It is not permitted where both of the above results from a progressive trigger.

The above maximum prize limit for standalone progressive jackpot wins has been approved and distributed to testers since March 2012. It is now included in the Jackpot Standard.

Verifiability and Reproducibility (MODIFIED)

2.1.8.1 and 2.1.8.2

Refer to section 2.2 of the NSW Appendix to the Gaming Machine National Standard for requirements on verifiability and reproducibility.

Removed duplicate listing of the same requirements.

ADDED CLAFICATION

2.2.4, 2.2.9, 2.4.3.4, 2.4.3.5 and 2.11.2.3

Progressive Levels Supported, Reset Value, Current Jackpot Value, Hidden Jackpot Value and Power Off

Where new technology or features are implemented, exceptions to the requirements listed in these sections may be considered via receipt of a security report submitted by the testing facility conducting the evaluation of the gaming equipment. A letter from the Regulator to the tester accepting the contents of the security report will indicate if there is compliance with these sections.

Hard Meter (DELETED)

2.4.1, 2.4.4, 2.4.5 and 2.8.5

Non-resettable meters are considered redundant and are no longer mandatory.

Meter Disconnect (MODIFIED)

- 2.3.2.4 The status condition is turned on when a meter disconnect condition is detected and is turned off when a meter connect condition is detected. **This status condition is reserved for use by legacy LPJS controllers with hard meters.**

For LPJS controllers that do not support any hard meter, the meter disconnect status condition is turned off at all times.

Minimum Display Information (MODIFIED)

- 2.16.2 An LPJS or iSAP-GM must incorporate a method to display to players the following information:
- a) The current jackpot values for each level. The display of the jackpot prize may be incremented from its previous resting value (e.g. odometer effect) however the display must accurately reflect the actual jackpot prize value within a reasonable period of time (e.g. 10 seconds since the last turnover contribution).
 - b) Jackpot level identification (i.e. the level number or level name).
 - c) The reset value for each level (optional).
 - d) The maximum jackpot limit for each level (for mystery jackpots or iSAP-GMs; **but not for standard LPJS**). **This may be implemented in a help screen.**
 - d1) Explain the treatment of turnover contributions once the maximum jackpot limit has been reached (for iSAP-GMs only). **This may be implemented in a help screen.**

In addition, the following information is to be displayed in the event of a jackpot hit:

- e) Identification of the jackpot level won (i.e. level number or level name).
- f) The amount of the jackpot won (**to be displayed on the overhead sign or the winning gaming machine only**).
- g) Identification of the winning gaming machine house number (for LPJS only).

Note: For 'standard LPJS', the in-machine jackpot displays of the winning gaming machine utilising the extended CCCE Progressive Win Notification command class 8 or 9, are exempt from displaying the house number.

-- END of this Redline Document --