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**Game Approval (Gaming Machines)  
(No. 1) Guidelines 2003**

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SOUTH AUSTRALIA

GAMING MACHINES ACT 1992

**Game Approval (Gaming Machines) (No. 1)  
Guidelines 2003**

*[2 June 2003]*

The Independent Gambling Authority issues guidelines to the Liquor and Gambling Commissioner as follows:

**1. Preliminary**

- (1) These guidelines may be cited as the Game Approval (Gaming Machines) (No. 1) Guidelines 2003.
- (2) These guidelines come into operation on 1 July 2003.
- (3) These guidelines are issued for the purposes of section 40(2) of the *Gaming Machines Act 1992*, for the purposes of the Liquor and Gambling Commissioner assessing whether a game is likely to lead to an exacerbation of problem gambling.

**2. Game characteristics tending to an exacerbation**

- (1) If a proposed game has one or more of the characteristics listed in sub-clause (2), approval of the game will be likely to lead to an exacerbation of problem gambling unless there is evidence to the contrary.
- (2) The characteristics referred to in sub-clause (1) are—
  - (a) **[non-linear]** that the statistical return to player for the game changes depending on the amount bet;
  - (b) **[illusion of control]** that the player may be induced to believe that his or her level of skill will affect the outcome of the game when this is not the case;
  - (c) **[win truncation]** that there are circumstances in which a prize provided for by the rules of the game would, but for a provision that provided that prizes would be truncated to the maximum prize permitted by law, exceed the maximum prize permitted by law;
  - (d) **[feature entry bet]** that the game has a special feature which is only available if the player bets at or above a particular level;
  - (e) **[paid-for feature game]** that the game has a special feature which will only commence if a further bet or bets are made;
  - (f) **[metamorphic]** that the game will transform into a different game when certain game events (requiring further play) have occurred;

**Clause 3**

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- (g) **[free spins]** that the game has a special feature which includes more than 25 automated free reel spins or bets;
- (h) **[rate of play]** that the reel spin interval of the game is less than 3.5 seconds or, in the case of a game which does not display reels, a bet can be placed more than 17 times per minute;
- (i) **[game screen meters]** that the game does not display the value in money of the credit balance, bet and win, using a “\$” symbol and numerals of the same size and intensity as the display of the credit balance, bet and win.

**3. Assessment of new characteristics**

If a proposed game has a feature or characteristic which is new, or which causes the proposed game to differ materially from the games already approved at the time the application for approval is made, the Liquor and Gambling Commissioner should require the applicant to provide a responsible gambling impact analysis of the game and the role of the feature or characteristic.

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