

WESTERN AUSTRALIA

CROWN PERTH

THE APPROVED RULES

OF THE AUTHORISED GAME

VIDEO BINGO

Approved under Section 22 of
the *Casino Control Act 1984*
Updated by RAG/582 on 21 November 2023

VIDEO BINGO

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) No bet for any Play on any Electronic Gaming Machine on the Main Gaming Floor may exceed, in aggregate, \$10.
- (c) One person shall play only one Machine at a time, unless the Casino Licensee has given prior approval to do otherwise;
- (d) 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;
- (e) Currency used to purchase Credits to enable play on a Machine shall be purchased by Australian Currency or an approved token;
- (f) Machine Overpays are not the property of the player;
- (g) Players tilting, rocking or damaging Machines shall void the current game;
- (h) All money in Machines remains the property of the Casino Licensee until won by a player playing the Machine in accordance with these rules;
- (i) Before a player ceases playing a Machine, the player shall complete the game and remove all Credits displayed on the screen;
- (j) 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;
- (k) 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;
- (l) 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;
- (m) The actual player with the winning combination must sign for all payments made in excess of Machine made payments;
- (n) Players shall be given a thirty minute and then a five minute close of play warning before a Machine is closed down;

- (o) Players shall clear the Credit meter of the Machines they are playing of when a five minute close of play warning is given; and
- (p) Where a Machine is fitted with a note acceptor, the note acceptor 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/215 on 22/2/2005 and RAG/241 on 28/2/2006, Amended by RAG/271 on 24/07/20007]

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 can not 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.

[Amended by RAG/271 on 24/07/20007]

2. DEFINITIONS and INTERPRETATION

Definitions

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

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

“African Spirit” means the named video game developed by IGT (Australia) Pty Ltd (ABN 65 002 904 690);

“Appaloosa” means the named video game developed by Bally Technologies ANZ Pty Ltd (ABN 69 001 660 537);

“Applicant” means an applicant for entry to a Video Bingo Tournament;

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

“Bingo Card” refers to a selection of fifteen numbers arranged in three rows by five columns;

“Blue Whale” means the named video game developed by Ainsworth Game Technology Ltd (ABN 37 068 516 665);

“Bubble Blast Link Spells and Whistles Dual” means the named video game developed by IGT (Australia) Pty Ltd (ABN 65 002 904 690);

“Bubble Blast Link Treasures of Atlantis Dual” means the named video game developed by IGT (Australia) Pty Ltd (ABN 65 002 904 690);

“Bullseye” means the named video game developed by Stargames Corporation Pty Ltd (ACN 001 660 537);

“Casino” means Crown Perth;

“Casino Cruise Jackpots” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

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

“Cash Carriage” means the named video game jackpot product developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Coin Explosion Pompeii Gold” means the named video game supplied by Wymac Gaming Solutions Pty Ltd (ABN 83 300 976 098);

“Coin Explosion Prosperity Tree” means the named video game supplied by Wymac Gaming Solutions Pty Ltd (ABN 83 300 376 098);

“Completed Card” means that all fifteen numbers on a single card are Matched;

“Completed Column” means that all three numbers on a single column are Matched;

“Completed Row” means that all five numbers on a single row are Matched;

“Currency” means Australian Currency;

“Dancing Dollars” means the named jackpot product developed by Stargames Corporation Pty Ltd (ACN 001 660 537);

“Dancin Jalapenos” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Dart” or **“Darts”** refers to a sharp pointed projectile drawn in the game of Bullseye to determine which segment(s) of the Dartboard are selected during the game play sequence;

“Dartboard” refers to the circular object displayed on the main game screen in the game of Bullseye which contains twenty numbered Rays, and consists of eighty two segments (four segments per Ray plus one Inner Bull and one Outer Bull);



“Domingo” means the named video game developed by Stargames Corporation Pty Ltd (ACN 001 660 537);

“Domingo Gold” means the named video game developed by Stargames Corporation Pty Ltd (ACN 001 660 537);

“Domino”, **“Dominoes”**, **“Tile”**, or **“Tiles”** refers to a rectangular shaped tile which is segmented into two halves, each containing between zero and nine coloured dots;

“Double Domingo” means the named video game developed by Stargames Corporation Pty Ltd (ACN 001 660 537);

“Double Dragons” means the named video game developed by Ainsworth Game Technology Ltd (ABN 37 068 516 665);

“Double Segment” refers to any of the red and green coloured segments contained within the outer ring of red and green coloured segments on the Dartboard;

“Double Tiki” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Dynamite Dollars All Aboard” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Elephant King Prize Disk” means the named video game developed by IGT (Australia) Pty Ltd (ABN 65 002 904 690)

“Elvis the King” means the named video game developed by IGT (Australia) Pty Ltd (ABN 65 002 904 690);

“Fair Dinkum Down Under” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Fireball Blue Moon II Express” means the named video game developed by IGT (Australia) Pty Ltd (ABN 65 002 904 690);

“Fireball Money Beans Express” means the named video game developed by IGT (Australia) Pty Ltd (ABN 65 002 904 690);

“Fire Ball Bingo” means the named video game developed by Stargames Corporation Pty Ltd (ACN 001 660 537);

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

“Freya’s Fortune” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Galactic Jewel” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Gamble” means a doubling option activated at the election of a player, by pressing the "Gamble" button and selecting the outcome of the colour of the 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;

“Genie’s Fortune” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Get Eggcited” means the named video game developed by IGT (Australia) Pty Ltd (ABN 65 002 904 690);

“Ghostbusters” means the named video game developed by IGT (Australia) Pty Ltd (ABN 65 002 904 690);

“Glacier Ridge Riches” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Go West All Aboard” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Gold Fever 4 Seasons” means the named video game developed by IGT (Australia) Pty Ltd (ABN 65 002 904 690);

“Gold Fever Pandas” means the named video game developed by IGT (Australia) Pty Ltd (ABN 65 002 904 690);

“Golden Empress Bull Rush” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Golden Fang” means the named video game supplied by Wymac Gaming Solutions Pty Ltd (ABN 83 300 976 098);

“Golden Maiden” means the named video game supplied by eBet Gaming Systems Pty Ltd (ABN 50 086 218 831);

“Grand Gorilla Prize Disk” means the named video game developed by IGT (Australia) Pty Ltd (ABN 65 002 904 690)

“Grid” means the section of the game screen displaying forty-nine Dominoes in a matrix of seven rows and seven columns;

“Heart Throb – Lightning Cash” means the named video game developed by Aristocrat Technologies Australia Pty Ltd (ACN 001 660 715);

“Heart Throb – Lightning Link” means the named video game developed by Aristocrat Technologies Australia Pty Ltd (ACN 001 660 715);

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

[Amended by RAG 310 on 24 March 2009]

“Heavenly Fortunes – Snow Legends” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

[Amended by RAG 514 on 12 September 2016]

“Hero’s Quest” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

[Amended by RAG 337 on 30 July 2009]

“High Stakes – Lightning Cash” means the named video game developed by Aristocrat Technologies Australia Pty Ltd (ACN 001 660 715)

“High Stakes – Lightning Link” means the named video game developed by Aristocrat Technologies Australia Pty Ltd (ACN 001 660 715)

“Inner Bull” refers to the red coloured segment located directly in the centre of the Dartboard;

“Inner Ring” refers to the location on the Dartboard around the outside of the Outer Bull;

“Ishtar Gateway” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

[Amended by RAG 340 22/9/09]

“Jackpot Fiesta” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Jacks Gold Deluxe” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Jukebox 4Tunes” means the named video game developed by IGT (Australia) Pty Ltd (ABN 65 002 904 690); *[Amended by RAG 498 on 1/9/15]*

“Jungle Drums” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Jungle Wild II” means the named video game supplied by eBet Gaming Systems Pty Ltd (ABN 50 086 218 831);

“Knock Knock Monsters” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Laredo” means the named video game developed by Bally Technologies ANZ Pty Ltd (ABN 69 001 660 537);

“Lock up” means a machine out of game play for any reason other than a malfunction
[Amended by RAG 310 on 24 March 2009]

“Love Stacks Jackpots” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Lucky Cat” means the named video game developed by Ainsworth Game Technology Ltd (ABN 37 068 516 665);
[Amended by RAG/516 on 4 October 2016]

“Lucky O’Leary Jackpots” meant the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158)

“Lucky Rich Devil” means the named video game supplied by eBet Gaming Systems Pty Ltd (ABN 50 086 218 831);
[Amended by RAG 473 on 16 December 2014]

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

“Magic Pearl – Lightning Cash” means the named video game developed by Aristocrat Technologies Australia Pty Ltd (ACN 001 660 715);

“Magic Pearl – Lightning Link” means the named video game developed by Aristocrat Technologies Australia Pty Ltd (ACN 001 660 715);

“Magically Wild” means the named video game developed by IGT (Australia) Pty Ltd (ABN 65 002 904 690);

“Main Gaming Floor” has the meaning defined in d1.1 of the Burswood Casino - Directions issued pursuant to Section 24 of the *Casino Control Act 1984*;

“Majestic Gorilla” means the named video game developed by IGT (Australia) Pty Ltd (ABN 65 002 904 690);

“Matched” means that a selected number is drawn;

“Middle Ring” refers to the location on the Dartboard around the inside of the ring of Treble Segments;

“Mighty Coins – Wealthy Tiger” means the named video game developed by Aristocrat Technologies Australia Pty Ltd (CAN 001 660 715);
[Rule 2 amended by RAG/555 on 31 May 2019]

“Money Heat” means the named video game developed by Ainsworth Game Technology Ltd (ABN 37 068 516 665);
[Rule 2 amended by RAG 404 on 18 September 2012]

“Mr Hyde’s Magic Ride” means the named video game developed by Bally Technologies ANZ Pty Ltd (ABN 69 001 660 537)

“Multiplier Column” means the single column containing six Dominoes, which is displayed on the game screen to the right of the Grid;

“Mystic Wolf Lucky Loot” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Non-progressive Winning Outcome” means any game outcome that results in the awarding of credit wins to a player, other than credits wins awarded for any prize that has a progressive, or incrementing, credit value;

“Outer Bull” refers to the green coloured segment surrounding the Inner Bull;

“Outer Ring” refers to the location on the Dartboard around the inside of the ring of Double Segments;

“Pay Line” means a series of game symbols upon which a bet may be placed and a winning outcome obtained, as detailed on the Machine;

“Party All Night Rock Around The Clock” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Pegasus III” means the named video game supplied by eBet Gaming Systems Pty Ltd (ABN 50 086 218 831);

“Pirate Rose” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Pirate’s Coast” means the named video game developed by IGT (Australia) Pty Ltd (ABN 65 002 904 690);

“Pirate’s Jackpot” means the named video game jackpot product developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Play” means the actions of the wagering of credits by a player, concluding in the loss of those credits or the transference of all winnings to the players credit meter on the machine, and where a game feature and any subsequent features (including Gamble) are considered to be part of the one play;

“Play Off” means the playing of a 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 310 on 24 March 2009]

“Players Paradise” means the named video game jackpot product developed by Ainsworth Game Technology Ltd (ABN 37 068 516 665);

“Pop Shots – Witches Coven” means the named video game supplied by Wymac Gaming Solutions Pty Ltd (ABN 83 300 976 098);

“Prince of Marrakesh” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Prosperous Panda All Aboard” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158)

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

“Rapid Reveals – Inca Moon” means the named video game supplied by Wymac Gaming Solutions Pty Ltd (ABN 83 300 976 098)

“Rapid Reveals – VIP” means the named video game supplied by Wymac Gaming Solutions Pty Ltd (ABN 80 300 976 098)

“Ray” means a specified series of six Dartboard segments upon which a bet may be placed and a winning outcome obtained, as detailed on the Machine. The Dartboard contains 20 Rays, with both the Inner Bull and Outer Bull forming part of all twenty Rays.

“Red Hot Domingo” means the named video game developed by Stargames Corporation Pty Ltd (ACN 001 660 537);

“Red Hot Domingo – Pink Panther” means the named video game developed by Stargames Corporation Pty Ltd (ACN 001 660 537);

“Rising Koi Money Trails” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Roses and Riches Bull Rush” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Royal Diamonds” means the named video game developed by Ainsworth Game Technology Ltd (ABN 37 068 516 665);

“Running Wolf” means the named video game developed by IGT (Australia) Pty Ltd (ABN 65 002 904 690);

“Sapphire Eyes” means the named video game developed by Ainsworth Game Technology Ltd (ABN 37 068 516 665);

“Sea of Pearls” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“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 a machine;

[Amended by RAG 310 on 24 March 2009]

“Sheriff’s Bounty” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Ship Ahoy” means the named video game developed by IGT (Australia) Pty Ltd (ABN 65 002 904 690);

[Inserted by RAG 355 on 23 February 2010]

“Siberian Storm” means the named video game developed by IGT (Australia) Pty Ltd (ABN 65 002 904 690);

“Soaring Fortune” means the named video game developed by IGT (Australia) Pty Ltd (ABN 65 002 904 690);

“Sparkling Royal - Jackpot Streak” means the named video game developed by Aristocrat Technologies Australia Pty Ltd (ACN 001 660 715);

“Sport of Kings” means the named video game jackpot product developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Stacks of Magic” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Straight and Arrow – Free Game Festival” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Sumatran Storm” means the named video game developed by IGT (Australia) Pty Ltd (ABN 65 002 904 690);

“The Golden Sabre” means the named video game developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Thunder Jackpots – Gypsy Spirit” means the named video game supplied by Wymac Gaming Solutions Pty Ltd (ABN 83 300 976 098)

“Thunder Jackpots – Wild Tigress” means the named video game supplied by Wymac Gaming Solutions Pty Ltd (ABN 83 300 976 098)

“Tiki Fire – Lightning Cash” means the named video game developed by Aristocrat Technologies Australia Pty Ltd (ACN 001 660 715);

“Tiki Fire – Lightning Link” means the named video game developed by Aristocrat Technologies Australia Pty Ltd (ACN 001 660 715)

“Tokenised” means the required use of a form of Currency (usually coin) to lodge Machine Credits which is greater in value than the Credit value used to play a Machine.

“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 a Video Bingo Tournament for the playing of machines;
[Amended by RAG 310 on 24 March 2009]

“Treble Segment” refers to any of the red and green coloured segments contained within the inner ring of red and green coloured segments on the Dartboard;

“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 310 on 24 March 2009]

“Vegas Fantasy” means the named video game developed by Ainsworth Game Technology Ltd (ABN 37 068 516 665);

“Vegas Fiesta” means the named video game developed by Ainsworth Game Technology Ltd (ABN 37 068 516 665);

“Vegas Fortune” means the named video game developed by Ainsworth Game Technology Ltd (ABN 37 068 516 665);

“Villa Thriller” means the named video game jackpot product developed by Aristocrat Technologies Australia Pty Ltd (ACN 001 660 715);
[Amended by RAG 473 on 16 December 2014]

“Welcome to Fantastic Jackpots – Fantastic Hits” means the named video game jackpot product developed by Aristocrat Technologies Australia Pty Ltd (ACN 001 660 715)

“Welcome to Fantastic Jackpots – Fantastic Rewards” means the named video game jackpot product developed by Aristocrat Technologies Australia Pty Ltd (ACN 001 660 715)

“Where’s the Gold” means the named video game developed by Aristocrat Technologies Australia Pty Ltd (ACN 001 660 715);

“Wild Domingo” means the named video game developed by Stargames Corporation Pty Ltd (ACN 001 660 537);

“Wild Domingo – Pink Panther” means the named video game developed by Stargames Corporation Pty Ltd (ACN 001 660 537);

“Wildfire” means the named video game jackpot product developed by Konami Australia Pty Ltd (ABN 83 076 298 158);

“Wild Plains” means the named video game developed by IGT (Australia) Pty Ltd (ABN 65 002 904 690);

“Witch ‘n Famous” means the named video game developed by IGT (Australia) Pty Ltd (ABN 65 002 904 690).

Rule 2 amended by: [RAG/252 on 26/09/06, RAG/24 on 28/02/2006, RAG/260 on 12/12/2006, RAG/271 on 24/07/20007]
[RAG/275 on 28/8/2007] [RAG/284 on 25/03/2008] [RAG/287 on 22/04/2008, RAG/294 on 24/06/2008] [RAG/299 on 23/09/2008] [RAG 301 on 28 October 2008] [RAG/302 on 25/11/2008] [RAG 330 on 28/04/09] [RAG 373 on 23/11/2010] [RAG 374 on 14/12/2010] [RAG/383 on 27/04/2011] [RAG/407 on 20/12/12] [RAG 412 on 21/1/13] [RAG 420 on 16/8/13] [RAG 421 on 21/10/13] [RAG 424 on 6/11/2013] [RAG 457 on 05/03/2014] [RAG 456 on 01/04/2014] [RAG 460 on 27/05/2014] [RAG 462 on 23/06/2014] [RAG 463 on 16/07/2014] [RAG 470 on 3/11/2014] [RAG/470 on 3/11/2014] [RAG 471 on 26/11/2014] [RAG/473 on 16/12/2014] [RAG 476 on 22/01/2015] [RAG/493 on 7/05/2015] [RAG/494 on 12/06/2015] [RAG/496 on 17/07/2015] [RAG/497 on 27/07/2015] [RAG/502 on 15/12/2015] [RAG/501 on 27/01/2016] [RAG/505 on 17/03/2016] [RAG/519 on 8/11/2016] [RAG/521 on 30/03/2017] [RAG/529 on 30/10/2017] [RAG/530 on 14/11/2017] [RAG/534 on 27/03/2018] [RAG/537 on 10/05/2018] [RAG/538 on 1/6/18] [RAG 547 on 5/12/18] [RAG 549 on 10/1/19] [RAG/552 on 15/2/19] [RAG/560 on 21/08/19] [RAG/562 on 17/12/19] [RAG/566 on 24/6/20] [RAG 569 on 10/09/2020] [RAG 570 on 9/10/2020] [RAG 571 on 29/10/2020] [RAG 572 on 12/11/2020] [RAG/573 on 28/01/2021] [RAG/574 on 21/04/2021] [RAG/582 on 21/11/2023]

Interpretation

In these Rules unless a contrary intention appears, a reference in these rules to **“Overpay”**, **“Credit”**, **“Amount”**, **“Payout”**, **“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 Fire Ball Bingo

4.1.1 How to Play

When playing Fire Ball Bingo the player -

- (a) elects to play by inserting Currency and -
 - (i) selects 1,3,5,7 or 9 game cards; and
 - (ii) selects 1,2,3,4 or 5 Credits per game card selected;

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

- (b) selects the current group of cards displayed or generate a new randomly generated group of Bingo Cards; and
- (c) initiates the game-by pressing the “Start Game” button.

The game concludes when 40 numbered balls, drawn from a set of 90 balls numbered 1 to 90, are Matched with those numbers appearing on each selected game card, and prizes have been awarded, as detailed in the “Schedule of Prizes”.

[Amended by RAG 252 on 26/09/06]

4.1.2 Game Outcomes

Prizes are awarded in accordance with Rule 11.1 according to the number of Completed Rows and Completed Columns for each selected Bingo Card. Row prizes and column prizes are cumulative, except in respect to a Completed Card

[Rule 4 amended by RAG/215 on 22/2/2005]

4.2 Domingo

4.2.1 How to Play

When playing Domingo the player-

- (a) elects to play by inserting Currency and -
 - (i) selects 1 to 14 Pay Lines; and
 - (ii) selects one of the Credit per Pay Line bet options as offered by 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) selects the current Domino locations on the screen or shuffles the Dominoes to produce a new randomly generated set of Domino locations; and
- (c) initiates the game-by pressing the “Start Game” or “Play” button.

The game concludes when 16 Dominoes, drawn from a set of 55 Dominoes, are Matched with those Dominoes appearing on the game screen, and prizes have been awarded, as detailed in the “Schedule of Prizes”.

[Amended by RAG/252 on 26 September 2006] [Rule 4.2 inserted by RAG/241 on 28 February 2006][Amended by RAG/260 on 12/12/2006]

4.2.2 Game Outcomes

The game provides for –

- (a) normal prizes to be awarded for five, six or seven Dominoes drawn in any location on a selected Pay Line;
- (b) normal prizes to be awarded for four, five, or six adjacent Dominoes drawn on a selected Pay Line;
- (c) normal prizes to be awarded for both the highest any location and adjacent win on each selected Pay Line, as detailed in the “Schedule of Prizes”;
- (d) symbol prizes to be awarded for fully revealing a specified symbol or combination of symbols, as detailed in the “Schedule of Prizes”;
- (e) an extra draw of four Dominoes to be awarded for fully revealing the ‘Bonus’ and ‘Tiles’ symbols, and any prizes won as a result of the extra draw to be added to wins from the initial draw;

- (f) a prize multiplier to be applied to normal prize values, based on the number of drawn Dominoes located in the Multiplier Column;
 - (g) free games to be awarded for fully revealing the 'Free' and 'Games' symbols displayed on the game screen;
 - (h) Credits bet and Pay Lines played during free games to be the same as those selected in the game that awarded the free games;
 - (i) free games and an extra draw of four Dominoes to be won during free game play; and
 - (j) coinciding wins on different selected Pay Lines to be added together.
- [Amended by RAG/252 on 26/09/06]*

4.3 Double Domingo

4.3.1 How to Play

When playing Double Domingo the player-

- (a) elects to play by inserting Currency and -
 - (i) selects 1 to 28 Pay Lines; and
 - (ii) selects one of the Credit per Pay Line bet options offered by the Machine;where the value of each Credit can be 1 cent, 2 cents, 5 cents, 10 cents, 20 cents or 50 cents as displayed on the Machine.
- (b) selects the current Domino locations on the screen or shuffles the Dominoes to produce a new randomly generated set of Domino locations; and
- (c) initiates the game by pressing "Start Game" or "Play" button.

The game concludes when 16 Dominoes, drawn from a set of 55 Dominoes, are Matched with those Dominoes appearing on the game screen, and prizes have been awarded, as detailed in the "Schedule of Prizes".

[Inserted by RAG/252 on 26/09/06][Amended by RAG/252 on 26/09/06] [Amended by RAG/260 on 12/12/2006]

4.3.2 Game Outcomes

The game provides for –

- (a) normal prizes to be awarded for three, four, five, six or seven adjacent Dominos drawn on a selected Pay Line from:
 - (i) left to right from the first column for Pay Lines 1, 3, 5, 7, 9, 11 and 13; and
 - (ii) top to bottom from the first row for Pay Lines 2, 4, 6, 8, 10, 12 and 14;
 - (iii) right to left from the seventh column for Pay Lines 15, 17, 19, 21, 23, 25 and 27; and
 - (iv) bottom to top from the seventh row for Pay Lines 16, 18, 20, 22, 24, 26 and 28;

- (b) normal prizes to be awarded only for the highest adjacent win on each selected Pay Line, as detailed in the “Schedule of Prizes”;
- (c) symbol prizes to be awarded for fully revealing a specified symbol or combination of symbols, as detailed in the “Schedule of Prizes”;
- (d) a prize multiplier to be applied to normal prize values, based on the number of drawn Dominoes located in the Multiplier Column;
- (e) free games to be awarded for fully revealing any 2 or more of the ‘5 Free Games’ or ‘10 Free Games’ symbols displayed on the game screen;
- (f) Credits bet and Pay Lines played during free games to be the same as those selected in the game that awarded the free games;
- (g) free games to be won during free game play; and
- (h) coinciding wins on different selected Pay Lines to be added together.

[Inserted by RAG/252 on 26/09/06]

4.4 Red Hot Domingo

4.4.1 How to Play

When playing Red Hot Domingo the player-

- (a) elects to play by inserting Currency and -
 - (i) selects 1 to 28 Pay Lines; and
 - (ii) selects one of the Credit per Pay Line bet options as offered by the Machine;

where the value of each Credit can be 1 cent, 2 cents, 5 cents, 10 cents, 20 cents or 50 cents as displayed on the Machine.
- (b) selects the current Domino locations on the screen or shuffles the Dominoes to produce a new randomly generated set of Domino locations; and
- (c) initiates the game by pressing “Start Game” or “Play” button.

The game concludes when 16 Dominoes, drawn from a set of 55 Dominoes, are Matched with those Dominoes appearing on the game screen, and prizes have been awarded, as detailed in the “Schedule of Prizes”.

4.4.2 Game Outcomes

The game provides for –

- (a) normal prizes to be awarded for three, four, five, six or seven adjacent dominoes drawn on a selected Pay Line from:
 - (i) left to right from the first column for Pay Lines 1, 3, 5, 7, 9, 11 and 13;
 - (ii) top to bottom from the first row for Pay Lines 2, 4, 6, 8, 10, 12 and 14
 - (iii) right to left from the seventh column for Pay Lines 15, 17, 19, 21, 23, 25 and 27; and
 - (iv) bottom to top from the seventh row for Pay Lines 16, 18, 20, 22, 24, 26 and 28;
- (b) normal prizes to be awarded only for the highest adjacent domino win on each selected Pay Line, as detailed in the 'Schedule of Prizes';
- (c) symbol prizes to be awarded for completely revealing a specified symbol or combination of symbols, as detailed in the 'Schedule of Prizes';
- (d) a prize multiplier to be applied to normal prize values, as detailed in the 'Schedule of Prizes';
- (e) free games to be awarded for completely revealing a specified combination of 'Red' and 'Hot' symbols, as detailed in the 'Schedule of Prizes';
- (f) Credits bet and Pay Lines played during free games to be the same as those selected in the game that awarded the free games;
- (g) free games to be won during free game play;
- (h) coinciding wins on different selected Pay Lines to be added together;
- (i) Red Hot Bonus prize to be won for completely revealing 5 or more 'Fire Engine' symbols in the Multiplier Column during free game play;
- (j) Red Hot Bonus prize to be won more than once during free game play; and
- (k) symbol prizes, free game prizes and bonus prizes won to be added to Pay Line prizes won.

[Rules 4.4 Inserted by RAG/260 on 12/12/2006]

4.5 Bullseye

4.5.1 How to Play

When playing Bullseye the player –

- (a) elects to play by inserting Currency and -
 - (i) selects 1 to 20 Rays; and
 - (ii) selects one of the Credit per Ray bet options as offered by 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; and

- (b) initiates the game by pressing “Start Game” or “Play” button.

The game concludes when twelve Darts, drawn from a set of eighty two Darts, are matched with their corresponding segments on the Dartboard, and prizes have been awarded, as detailed in the “Schedule of Prizes”.

4.5.2 Game Outcomes

The game provides for –

- (a) normal prizes to be awarded for three, four, five or six Darts drawn on a selected Ray, as detailed in the ‘Schedule of Prizes’;
- (b) normal prizes to be awarded only for the highest win on each selected Ray;
- (c) a Credit prize to be awarded for revealing any one or more of the four ‘8 Free Games’ symbols;
- (d) free games to be awarded for fully revealing any one or more of the four ‘8 Free Games’ symbols;
- (e) Credits bet and Rays played during free games to be the same as those selected in the game that awarded the free games;
- (f) free games to be won during free game play;
- (g) a ‘Bullseye Bonus’ to be awarded when the Dart corresponding to the Inner Bull and/or Outer Bull is drawn during free game play, as detailed in the ‘Schedule of Prizes’;
- (h) a ‘Dartboard Bonus Feature’ to be won during regular game play when balls rotating around the Dartboard come to rest at the end of a game on a single, selected Ray, as detailed in the ‘Schedule of Prizes’; and
- (i) coinciding wins on different selected Rays to be added together.

[Rule 4.5 Inserted by RAG/271 on 24/07/2007]

4.6 Games Incorporating On-Screen Game Rules

For information regarding how to play 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 Dragons
- (ii) African Spirit
- (iii) Appaloosa
- (iv) Big Red
- (v) Blue Whale

- (vi) Bubble Blast Link Spells and Whistles Dual
- (vii) Bubble Blast Link Treasures of Atlantis Dual
- (viii) Casino Cruise Jackpots
- (ix) Coin Explosion Pompeii Gold
- (x) Coin Explosion Prosperity Tree
- (xi) Dancin Jalapenos
- (xii) Dancin Jalapenos Pirate's Jackpot
- (xiii) Dancin Jalapenos Sport of Kings
- (xiv) Dancin Jalapenos Wildfire
- (xv) Domingo Gold
- (xvi) Double Dragons
- (xvii) Double Tiki
- (xviii) Double Tiki Wildfire
- (xix) Dynamite Dollars All Aboard
- (xx) Elephant King Prize Disk
- (xxi) Elvis the King
- (xxii) Fair Dinkum Down Under
- (xxiii) Fair Dinkum Down Under Sport of Kings
- (xxiv) Fair Dinkum Down Under Wildfire
- (xxv) Fireball Blue Moon II Express
- (xxvi) Fireball Money Beans Express
- (xxvii) Fortune King Gold
- (xxviii) Freya's Fortune
- (xxix) Freya's Fortune Sport of Kings
- (xxx) Freya's Fortune Wildfire
- (xxxi) Galactic Jewel
- (xxxii) Galactic Jewel Sport of Kings
- (xxxiii) Galactic Jewel Wildfire
- (xxxiv) Genie's Fortune
- (xxxv) Genie's Fortune Sport of Kings
- (xxxvi) Genie's Fortune Wildfire
- (xxxvii) Get Eggcited
- (xxxviii) Ghostbusters
- (xxxix) Glacier Ridge Riches
- (xl) Go West All Aboard
- (xli) Gold Fever 4 Seasons
- (xlii) Gold Fever Pandas
- (xliii) Golden Empress Bull Rush
- (xliv) Golden Fang
- (xlv) Golden Maiden
- (xlvi) Grand Gorilla Prize Disk
- (xlvii) Heart Throb – Lightning Cash
- (xlviii) Heart Throb – Lightning Link
- (xlix) Heavenly Fortunes – Snow Legends
- (l) Hero's Quest
- (li) Hero's Quest Sport of Kings
- (lii) Hero's Quest Wildfire
- (liii) High Stakes – Lightning Cash
- (liv) High Stakes – Lightning Link
- (lv) Ishtar Gateway
- (lvi) Ishtar Gateway Sport of Kings
- (lvii) Ishtar Gateway Wildfire

- (lviii) Jackpot Fiesta
- (lix) Jacks Gold Deluxe
- (lx) Jukebox 4Tunes
- (lxi) Jungle Drums
- (lxii) Jungle Drums Wildfire
- (lxiii) Jungle Wild II
- (lxiv) Knock Knock Monsters
- (lxv) Knock Knock Monsters Sport of Kings
- (lxvi) Knock Knock Monsters Wildfire
- (lxvii) Laredo
- (lxviii) Love Stacks Jackpots
- (lxix) Lucky Cat
- (lxx) Lucky O'Leary Jackpots
- (lxxi) Lucky Rich Devil
- (lxxii) Magic Pearl – Lightning Cash
- (lxxiii) Magic Pearl – Lightning Link
- (lxxiv) Magically Wild
- (lxxv) Majestic Gorilla
- (lxxvi) Mighty Coins – Wealthy Tiger
- (lxxvii) Money Heat
- (lxxviii) Mr Hyde's Magic Ride
- (lxxix) Mystic Wolf Lucky Loot
- (lxxx) Party All Night Rock Around The Clock
- (lxxxi) Pegasus III
- (lxxxii) Pirate Rose
- (lxxxiii) Pirate Rose Pirate's Jackpot
- (lxxxiv) Pirate Rose Sport of Kings
- (lxxxv) Pirate Rose Wildfire
- (lxxxvi) Pirate's Coast
- (lxxxvii) Pop Shots – Witches Coven
- (lxxxviii) Prince of Marrakesh
- (lxxxix) Prince of Marrakesh Cash Carriage
- (xc) Prince of Marrakesh Sport of Kings
- (xci) Prince of Marrakesh Wildfire
- (xcii) Prosperous Panda All Aboard
- (xciii) Pure Gold
- (xciv) Rapid Reveals - Inca Moon
- (xcv) Rapid Reveals - VIP
- (xcvi) Red Hot Domingo – Dancing Dollars
- (xcvii) Red Hot Domingo – Pink Panther
- (xcviii) Rising Koi Money Trails
- (xcix) Roses and Riches Bull Rush
- (c) Royal Diamonds
- (ci) Running Wolf
- (cii) Sapphire Eyes
- (ciii) Sea of Pearls
- (civ) Sea of Pearls Sport of Kings
- (cv) Sea of Pearls Wildfire
- (cvi) Sheriff's Bounty
- (cvii) Sheriff's Bounty Sport of Kings
- (cviii) Sheriffs Bounty Wildfire
- (cix) Ship Ahoy

- (cx) Siberian Storm
- (cxi) Soaring Fortune
- (cxii) Sparkling Royal - Jackpot Streak
- (cxiii) Stacks of Magic
- (cxiv) Straight and Arrow – Free Game Festival
- (cxv) Sumatran Storm
- (cxvi) The Golden Sabre
- (cxvii) The Golden Sabre Sport of Kings
- (cxviii) The Golden Sabre Wildfire
- (cxix) Thunder Jackpots – Gypsy Spirit
- (cxx) Thunder Jackpots – Wild Tigress
- (cxxi) Tiki Fire – Lightning Cash
- (cxxii) Tiki Fire – Lightning Link
- (cxxiii) Vegas Fantasy Players Paradise
- (cxxiv) Vegas Fiesta Players Paradise
- (cxxv) Vegas Fortune Players Paradise
- (cxxvi) Villa Thriller
- (cxxvii) Welcome to Fantastic Jackpots – Fantastic Hits
- (cxxviii) Welcome to Fantastic Jackpots - Fantastic Rewards
- (cxxix) Where's the Gold
- (cxxx) Wild Domingo
- (cxxxi) Wild Domingo Dancing Dollars
- (cxxxii) Wild Domingo – Pink Panther
- (cxxxiii) Wild Plains
- (cxxxiv) Witch 'n Famous

[Rule 4.6 inserted by RAG 275 on 28/8/2007], Rule 6.4 amended by: [RAG/284 on 25/03/2008], [RAG/287 on 22/04/2008, RAG/294 on 24/06/2008 RAG 298 on 26/08/2008, RAG/299 on 23/09/2008][RAG 301 on 28/10/2008][RAG 302 on 25/11/2008][RAG 330 on 28/04/09] [RAG 337 on 30/07/2009][RAG 355 on 23/02/2010] [RAG 373 on 23/11/2010][RAG 374 on 14/12/2010][RAG383 on 27/04/2011] RA G 404 on 18/09/2012] [RAG407 on 20/12/12][RAG 412 on 21/1/13][RAG 420 on 16/8/13][RAG 421 on 21/10/13][RAG 424 on 6/11/13] [RAG 457 on 05/03/14] [RAG 456 on 01/04/2014][RAG 460 on 27/05/14][RAG 462 on 23/06/2014] [RAG 463 on 16/07/2014][RAG 470 on 3/11/2014] RAG 471 on 26/11/2014][RAG 473 on 16/12/2014][RAG 476 on 22/01/2015][RAG/493 on 7/5/15][RAG/494 on 12/06/2015] RAG/496 on 17/07/2015][RAG/497 on 27/07/2015][RAG/498 on 1/9/15][RAG/502 on 15/12/2015][RAG/501 on 27/01/2016][RAG/505 on 17/03/2016][RAG/514 on 12/09/2016][RAG/516 on 4/10/2016][RAG/519 on 8/11/2016][RAG/521 on 30/03/2017][RAG/529 on 30/10/2017][RAG/530 on 14/11/2017][RAG/534 on 27/03/2018][RAG/537 on 10/05/2018] [RAG/538 on 1/6/18][RAG 547 on 5/12/18][RAG 549 on 10/1/19][RAG552 on 15/2/19] [RAG/555 on 31 May 2019][RAG/560 on 21/08/19][RAG562 on 17/12/19][RAG566 on 24/6/20] [RAG 569 on 10/09/2020] [RAG 570 on 9/10/2020] [RAG 571 on 29/10/2020] [RAG 572 on 12/11/2020][RAG573 on 28/01/2021] [RAG574 on 21/04/2021] [RAG582 on 21/11/2023].

5. DOUBLING OPTION

- 5.1 Subject to Rule 5.3, where the Machine being played offers the option to Gamble, a player may elect to Gamble –
- (a) following a game in which the player had a Non-progressive Winning Outcome; or
 - (b) where a player wins after electing to Gamble.
- 5.2 Where a player elects to Gamble when playing a Machine, the player will, for a return of two Credits for each Credit wagered unless otherwise stated in these Rules, attempt to win using one of the following methods of play:-

(i) Red or Black

- (a) a card is randomly selected by the Machine and is displayed face down on the screen;
- (b) the player shall select whether the colour of that card is “red” or “black” by pressing the corresponding button on the Machine; and
- (c) the player shall win two Credits for each Credit bet, if the card’s colour is correctly selected.

(ii) Trumps Double Up

- (a) a card will be displayed face down on the screen;
- (b) the player shall attempt to predict either the suit of that card by pressing a button corresponding to Hearts, Diamonds, Spades or Clubs, or predict the colour of the card by pressing Red or Black as indicated on the machine;
- (c) if the player chooses the Red or Black option and selects the correct colour, they shall win two Credits for each Credit bet on the Gamble;
- (d) if the player chooses the suit options and selects the correct suit they shall win three Credits for each Credit bet on the Gamble;
- (e) if the player chooses the suit option and does not select the correct suit, but their selection is the same colour as the dealt card, they shall win one Credit for each Credit bet on the Gamble; else
- (f) if the player chooses the suit option and does not select the correct suit or the correct colour the Credits bet on the Gamble are lost.

[Rule 5.2 amended by RAG 498 on 1/9/2015]

5.3 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 consecutively.

[Rule 5 amended by RAG/215 on 22/2/2005 and by RAG/241 on 28/02/2006]

[Rule 5.1 (a) amended by RAG/271 on 24/07/2007]

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 3.
- 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.
- 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.
- 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.

[Rule 6.3 amended by RAG268 on 22/05/2007; Rule 6.3 and 6.6 amended by RAG/485 on 9 January 2015]

7. ADDITIONAL JACKPOT AND BONUS PRIZES

7.1 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).

7.2 Where one of the approved products specified in rule 7.1 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.

7.3 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 7.1 malfunctioning; or
 - (b) after one of the approved products specified in rule 7.1 has malfunctioned and before the product has been repaired;
- the Casino Licensee may refuse to pay or credit the player with the amount.

7.4 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 7.1, 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.

- 7.5 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 7.1, or in another manner approved by the Gaming and Wagering Commission.

[New Rule 7 inserted by RAG/507 on 12/1/2016; Rule 7.1 amended by RAG/508 on 7/4/16; Rules 7.2-7.5 inserted by RAG/511 on 6/5/16; Rule 7.1 amended by RAG/532 on 8/1/18]

8. JACKPOT DISCONTINUANCE REDISTRIBUTION

- 8.1 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.
- 8.2 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.
- 8.3 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.

[Rules 6 and 7 Inserted by RAG/246 on 27 June 2006]

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 “Schedule of Prizes” and the Amount bet;
 - (b) the same set of game results 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 deemed to be disqualified from the tournament and no longer 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 310 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 **Fire Ball Bingo (Stargames)**

Winning Combination per card played	Prize (per Credit bet)
<i>Full Card *</i>	10000
<i>4 Columns</i>	600
<i>3 Columns</i>	25
<i>2 Columns</i>	10
<i>2 Rows</i>	90
<i>1 Row</i>	5

* For a FULL CARD, a single prize for matching the entire card is paid.

The column and row wins are added on single cards.

Wins on different game cards are added to give an overall win for each play.

All wins are multiplied by Credits bet by game card.

11.2 **Domingo (Stargames)**

Normal prizes will be awarded for both the highest adjacent and any location win on a selected Pay Line, as detailed in the table below.

Normal Prizes	Drawn Dominoes In Adjacent Locations	Drawn Dominoes In Any Location
Four Dominoes drawn on a selected Pay Line	8 Credits	
Five Dominoes drawn on a selected Pay Line	25 Credits	5 Credits
Six Dominoes drawn on a selected Pay Line	50 Credits	25 Credits
Seven Dominoes drawn on a selected Pay Line	400 Credits	

In the case of seven drawn Dominoes only a single prize will be awarded (400 Credits).

Symbol Prizes

Symbol prizes are awarded for fully revealing the Spade, Club, Diamond, Heart, or Joker symbol depicted behind the Dominoes displayed in the Grid. The Symbol prizes are detailed below:

Spade Symbol

A player wins 4 Credits per Credit bet when the Spade symbol is fully revealed. That is, in a game where the four Dominoes located in the first and second columns on Pay Lines 9 and 13 in the Grid are drawn.

Club Symbol

A player wins 5 Credits per Credit bet when the Club symbol is fully revealed. That is, in a game where the four Dominoes located in the sixth and seventh columns on Pay Lines 7 and 11 in the Grid are drawn.

Diamond Symbol

A player wins 5 Credits per Credit bet when the Diamond symbol is fully revealed. That is, in a game where the four Dominoes located in the sixth and seventh columns on Pay Lines 9 and 13 in the Grid are drawn.

Heart Symbol

A player wins 6 Credits per Credit bet when the Heart symbol is fully revealed. That is, in a game where the four Dominoes located in the first and second columns on Pay Lines 7 and 11 in the Grid are drawn.

Joker Symbol

A player wins 350 Credits per Credit bet when the Joker symbol is fully revealed. That is, in a game where the nine Dominoes located in the third, fourth and fifth columns on Pay Lines 1, 3 and 5 in the Grid are drawn.

Bonus Tiles Prize

A player wins the drawing of 4 extra Dominoes, in addition to the original 16 Dominoes drawn, when both the 'Bonus' and 'Tiles' symbols are fully revealed. That is, in a game where the four Dominoes located in the first column of Pay Lines 1 and 5 and the fourth and fifth columns of Pay Line 13 are drawn. The four extra Dominoes drawn are randomly selected and any prizes resulting from the extra draw are added to the prizes won during the original draw of 16 Dominoes. The 4 extra Dominoes drawn are displayed directly above the 16 Dominoes originally drawn.

Free Games Prize

A player wins 10 free games when both the 'Free' and 'Games' symbols are fully revealed. That is, in a game where the four Dominoes located in the third and fourth columns on Pay Line 11 and the seventh column of Pay Lines 1 and 3 are drawn. Credits bet and Pay Lines played during free games are the same as those selected in the game that awarded the free games. Multiplier Column outcomes are increased during free games as detailed in this schedule, and free game wins are added to wins generated during the game that awarded the free games. Both the Free Games Prize and Bonus Tiles Prize can also be won during free game play.

Bonus/Tiles/Free/Games Symbol Prize

In addition to the awarding of the Bonus Tiles and/or Free Games prizes, a player is awarded the following prize for revealing any combination of 2 or more of the 'Bonus', 'Tiles', 'Free' and 'Games' symbols:

Number of Bonus/Tiles/Free/Games Symbols Revealed	Prize Value
Any 2 symbols revealed	1 Credit
Any 3 symbols revealed	3 Credits
Any 4 symbols revealed	10 Credits

Multiplier Column Outcomes

Where a prize is won, other than the Free Games Prize, a multiple is applied to the normal prize value based on the number of drawn Dominoes appearing in the Multiplier Column, in determining the final value of the prize awarded.

The following table details the multiplier to be applied to the normal prize values in determining the value of the prize awarded, during both regular game and free game play:

Number of Drawn Dominoes In Multiplier Column	Normal Prize Multiplier During Regular Games	Normal Prize Multiplier During Free Games
Zero	x1	x4
One	x1	x4
Two	x2	x6
Three	x2	x6
Four	x3	x8
Five	x4	x10
Six	x5	x15

11.3 Double Domingo (Stargames)

Normal prizes will be awarded for the highest adjacent win on a selected Pay Line, as detailed in the table below.

Normal Prizes	Drawn Dominoes In Adjacent Locations
Three Dominoes drawn on a selected Pay Line: - in columns 1 to 3 on Pay Lines 1, 3, 5, 7, 9, 11 and 13 - in rows 1 to 3 on Pay Lines 2, 4, 6, 8, 10, 12 and 14 - in columns 5 to 7 on Pay Lines 15, 17, 19, 21, 23, 25 and 27 - in rows 5 to 7 on Pay Lines 16, 18, 20, 22, 24, 26 and 28	4 Credits
Four Dominoes drawn on a selected Pay Line: - in columns 1 to 4 on Pay Lines 1, 3, 5, 7, 9, 11 and 13 - in rows 1 to 4 on Pay Lines 2, 4, 6, 8, 10, 12 and 14 - in columns 4 to 7 on Pay Lines 15, 17, 19, 21, 23, 25 and 27 - in rows 4 to 7 on Pay Lines 16, 18, 20, 22, 24, 26 and 28	20 Credits
Five Dominoes drawn on a selected Pay Line: - in columns 1 to 5 on Pay Lines 1, 3, 5, 7, 9, 11 and 13 - in rows 1 to 5 on Pay Lines 2, 4, 6, 8, 10, 12 and 14 - in columns 3 to 7 on Pay Lines 15, 17, 19, 21, 23, 25 and 27 - in rows 3 to 7 on Pay Lines 16, 18, 20, 22, 24, 26 and 28	45 Credits
Six Dominoes drawn on a selected Pay Line: - in columns 1 to 6 on Pay Lines 1, 3, 5, 7, 9, 11 and 13 - in rows 1 to 6 on Pay Lines 2, 4, 6, 8, 10, 12 and 14 - in columns 2 to 7 on Pay Lines 15, 17, 19, 21, 23, 25 and 27 - in rows 2 to 7 on Pay Lines 16, 18, 20, 22, 24, 26 and 28	100 Credits
Seven Dominoes drawn on a selected Pay Line	400 Credits

Symbol Prizes

Symbol prizes are awarded for fully revealing the Spade, Club, Diamond, Heart, or Joker symbol depicted behind the Dominoes displayed in the Grid. The Symbol prizes are detailed below:

Spade Symbol

A player wins 4 Credits per Credit bet when the Spade symbol is fully revealed. That is, in a game where the four Dominoes located in the first and second columns on Pay Lines 9 and 13 in the Grid are drawn.

Club Symbol

A player wins 5 Credits per Credit bet when the Club symbol is fully revealed. That is, in a game where the four Dominoes located in the sixth and seventh columns on Pay Lines 7 and 11 in the Grid are drawn.

Diamond Symbol

A player wins 5 Credits per Credit bet when the Diamond symbol is fully revealed. That is, in a game where the four Dominoes located in the sixth and seventh columns on Pay Lines 9 and 13 in the Grid are drawn.

Heart Symbol

A player wins 6 Credits per Credit bet when the Heart symbol is fully revealed. That is, in a game where the four Dominoes located in the first and second columns on Pay Lines 7 and 11 in the Grid are drawn.

Joker Symbol

A player wins 350 Credits per Credit bet when the Joker symbol is fully revealed. That is, in a game where the nine Dominoes located in the third, fourth and fifth columns on Pay Lines 1, 3 and 5 in the Grid are drawn.

Free Games Prize

A player wins free games when any 2 or more of the '5 Free Games' and/or '10 Free Games' symbols are fully revealed. A '5 Free Games' symbol is fully revealed when either the two Dominoes located in the first and second columns on Pay Line 1, or the two Dominoes located in the sixth and seventh columns of Pay Line 1 are drawn. A '10 Free Games' symbol is fully revealed when the three Dominoes located in the third, fourth and fifth columns of Pay Line 11, or the three Dominoes located in the third, fourth and fifth column of Pay Line 13 are drawn. The number of free games awarded equals the sum of the number of free games displayed on the fully revealed symbols, such that a maximum of 30 free games are awarded for revealing the two '5 Free Games' and the two '10 Free Games' symbols in a game. Credits bet and Pay Lines played during free games are the same as those selected in the game that awarded the free games. Multiplier column outcomes are increased during free games as detailed in the attached schedule, and free game wins are added to wins generated during the game that awarded the free games. Free Games prizes can also be won during free game play.

Free Games Symbol Prize

In addition to the awarding of the Free Games prizes, a player awarded one of the following prizes for revealing a specified Free Games symbol, or combination of Free Games symbols:

Free Games Symbol(s) Fully Revealed	Prize Value Per Credit Bet
One '10 Free Games' symbol	1 Credit
Two '5 Free Games' symbols	2 Credits
One '10 Free Games' symbol and one '5 Free Games' symbol	3 Credits
Two '10 Free Games' symbols	8 Credits
One '10 Free Games' symbol and two '5 Free Games' symbols	15 Credits
Two '10 Free Games' symbols and one '5 Free Games' symbol	50 Credits
Two '10 Free Games' symbols and two '5 Free Games' symbols	100 Credits

Multiplier Column Outcomes

Where a prize is won, other than the Free Games Prize, a multiplier is applied to the normal prize value based on the number of drawn Dominoes appearing in the Multiplier Column, in determining the final value of the prize awarded.

The following table details the multiplier to be applied to the normal prize values in determining the value of the prize awarded, during both regular game and free game play:

Number of Drawn Dominoes In Multiplier Column	Normal Prize Multiplier During Regular Games	Normal Prize Multiplier During Free Games
Zero	x1	x4
One	x1	x4
Two	x2	x6
Three	x2	x6
Four	x3	x8
Five	x4	x10
Six	x5	x15

[Amended to include prize table for Domingo on 28 February 2006 by RAG/241]

[Rules 8, 9 & 10 numbered from 6, 7, and 8 by RAG/246 on 27 June 2006][Amended by RAG/252 on 26/09/06] [Amended by RAG/260 on 12/12/2006]

11.4 Red Hot Domingo (Stargames Variation 99)

Normal prizes will be awarded for the highest number of adjacent Dominoes drawn in specified locations on a selected Pay Line, as detailed in the table below.

Normal Prizes	Drawn Dominoes In Adjacent Locations
Three Dominoes drawn on a selected Pay Line: - in columns 1 to 3 on Pay Lines 1, 3, 5, 7, 9, 11 and 13 - in rows 1 to 3 on Pay Lines 2, 4, 6, 8, 10, 12 and 14 - in columns 5 to 7 on Pay Lines 15, 17, 19, 21, 23, 25 and 27 - in rows 5 to 7 on Pay Lines 16, 18, 20, 22, 24, 26 and 28	4 Credits
Four Dominoes drawn on a selected Pay Line: - in columns 1 to 4 on Pay Lines 1, 3, 5, 7, 9, 11 and 13 - in rows 1 to 4 on Pay Lines 2, 4, 6, 8, 10, 12 and 14 - in columns 4 to 7 on Pay Lines 15, 17, 19, 21, 23, 25 and 27 - in rows 4 to 7 on Pay Lines 16, 18, 20, 22, 24, 26 and 28	20 Credits
Five Dominoes drawn on a selected Pay Line: - in columns 1 to 5 on Pay Lines 1, 3, 5, 7, 9, 11 and 13 - in rows 1 to 5 on Pay Lines 2, 4, 6, 8, 10, 12 and 14 - in columns 3 to 7 on Pay Lines 15, 17, 19, 21, 23, 25 and 27 - in rows 3 to 7 on Pay Lines 16, 18, 20, 22, 24, 26 and 28	45 Credits
Six Dominoes drawn on a selected Pay Line: - in columns 1 to 6 on Pay Lines 1, 3, 5, 7, 9, 11 and 13 - in rows 1 to 6 on Pay Lines 2, 4, 6, 8, 10, 12 and 14 - in columns 2 to 7 on Pay Lines 15, 17, 19, 21, 23, 25 and 27 - in rows 2 to 7 on Pay Lines 16, 18, 20, 22, 24, 26 and 28	100 Credits
Seven Dominoes drawn on a selected Pay Line	400 Credits

Symbol Prizes

Symbol prizes are awarded for completely revealing the Hydrant, Hose, Bucket, Alarm or Joker symbol depicted behind the Dominoes displayed in the Grid. The symbol prizes are detailed below:

Bucket Symbol

A player wins 4 Credits per Credit bet when the Bucket symbol is completely revealed. That is, in a game where the four Dominoes located in the first and second columns on Pay Lines 9 and 13 in the Grid are drawn.

Hose Symbol

A player wins 5 Credits per Credit bet when the Hose symbol is completely revealed. That is, in a game where the four Dominoes located in the sixth and seventh columns on Pay Lines 7 and 11 in the Grid are drawn.

Alarm Symbol

A player wins 5 Credits per Credit bet when the Alarm symbol is completely revealed. That is, in a game where the four Dominoes located in the sixth and seventh columns on Pay Lines 9 and 13 in the Grid are drawn.

Hydrant Symbol

A player wins 6 Credits per Credit bet when the Hydrant symbol is completely revealed. That is, in a game where the four Dominoes located in the first and second columns on Pay Lines 7 and 11 in the Grid are drawn.

Joker Symbol

A player wins 350 Credits per Credit bet when the Joker symbol is completely revealed. That is, in a game where the nine Dominoes located in the third, fourth and fifth columns on Pay Lines 1, 3 and 5 in the Grid are drawn.

Free Games Prize

A player is awarded 5 free games when either:

- (i) both the red shaded 'Red' and 'Hot' symbols are completely revealed during a game. That is, when the 4 Dominoes located in the first, second, sixth and seventh rows on Pay Line 2 are drawn during a game; or
- (ii) both the purple shaded 'Red' and 'Hot' symbols are completely revealed during a game. That is, when the 4 Dominoes located in the first, second, sixth and seventh columns on Pay Line 1 are drawn during a game.

All wins during free game play are awarded at 3x the normal prize value, except for the Free Games Prize and the Red Hot Bonus Prize (attached).

During free game play, drawn Dominoes located in the Multiplier Column do not influence the multiplier factor, which is set at 3x as detailed above. However, the drawing of Dominoes located in the Multiplier Column during free game play may cause one or more 'Fire Engine' symbols to be revealed. When a player completely reveals a specified number of 'Fire Engine' symbols during free game play, a prize is awarded as detailed in the Red Hot Bonus Prize section.

Credits bet and Pay Lines played during free games are the same as those selected in the game that awarded the free games. Free games can be won during free game play and free game wins are added to wins generated during the game that awarded the free games.

Red/Hot Symbol Prize

A player will also be awarded a prize for completely revealing a specified number of 'Red' and/or 'Hot' symbols, as detailed in the following table:

Number of 'Red' and/or 'Hot' Symbols Fully Revealed	Prize Value Per Credit Bet
Any 2 symbols	1 Credit
Any 3 symbols	3 Credits
All 4 symbols	10 Credits

Multiplier Column Outcomes

Where a prize, other than the Free Games Prize, is won during regular game play a multiplier is applied to the normal prize value, based on the number of drawn Dominoes appearing in the Multiplier Column, in determining the final value of the prize awarded.

The following table details the multiplier to be applied to the normal prize values in determining the value of the prize awarded during regular game play:

Number of Drawn Dominoes In Multiplier Column	Normal Multiplier Prize During Regular Games
Zero	x1
One	x1
Two	x2
Three	x2
Four	x3
Five	x4
Six	x5

During free game play, the number of drawn Dominoes located in the Multiplier Column performs a different function, as detailed in the Red Hot Bonus Prize section (attached).

Red Hot Bonus Prize

During free game play the number of drawn Dominoes in the Multiplier Column ceases to influence the multiplier factor, but may cause one or more “Fire Engine” symbols to be revealed. When 5 “Fire Engine” symbols are completely revealed during free game play the Red Hot Bonus feature is awarded.

If the Red Hot Bonus feature is awarded by the occurrence of more than 5 ‘Fire Engine’ symbols the excess ‘Fire Engine’ symbols are discarded. The ‘Fire Engine’ symbol counter is reset before the remaining free games are played, and the Red Hot Bonus feature can be awarded more than once during free game play.

When the Red Hot Bonus feature is awarded 8 “\$” symbols are displayed on the game screen. The player must select 3 of the 8 “\$” symbols, by either touching the symbol on the game screen or pressing one of the illuminated buttons on the machine button panel. The players selection will cause a symbol to be revealed in place of each “\$” symbol.

The value of the Red Hot Bonus prize awarded is determined based on both

- (i) the symbols revealed during the Red Hot Bonus feature; and
- (ii) the order in which the player selected the revealed symbols.

The value of the Red Hot Bonus prize is calculated by multiplying the players total credits bet by the relevant multiplier factors, as detailed in the table below:

Symbol Revealed	Total Credit Bet Multiplier Factor		
	1 st Symbol Selected	2 nd Symbol Selected	3 rd Symbol Selected
Bucket	x4	x5	x8
Hose	x4	x6	x10
Alarm	x6	x8	x15
Hydrant	x10	x20	x75
Helmet	x30	x50	x250

If a player does not make one or more of their '\$' symbol selections within a certain period of time following the awarding of the bonus feature or their previous symbol selection the machine will randomly make a symbol selection(s) on their behalf. A player will receive a 9 second countdown warning prior to the automatic symbol selection being activated.

(Rule 10.4 Inserted RAG/260 on 12/12/2006)

11.5 Bullseye (Stargames Variation 99)

Normal prizes will be awarded for specified combinations of Darts drawn on selected Rays of the Dartboard, as detailed in the table below.

Number of Drawn Darts on Selected Ray	With Neither Double or Treble Segment Drawn	With Double Segment Drawn	With Treble Segment Drawn	With Double & Treble Segment Drawn
Three	4 Credits	4 Credits	6 Credits	8 Credits
Four	30 Credits	40 Credits	50 Credits	60 Credits
Five		80 Credits	90 Credits	100 Credits
Six				800 Credits

Free Games Prize

In the game of Bullseye the Dartboard incorporates four '8 Free Games' symbols, which are partially obscured from view until the Darts corresponding to the following segments of the Dartboard are drawn:

Location of '8 Free Games' Symbol	Darts Required to Be Drawn To Fully Reveal '8 Free Games' Symbol
Top '8 Free Games' symbol	White segment in Ray 5 Black segment in Ray 20 White segment in Ray 1
Bottom '8 Free Games' symbol	White segment in Ray 19 Black segment in Ray 3 White segment in Ray 17
Left '8 Free Games' symbol	Black segment in Ray 8 White segment in Ray 11 Black segment in Ray 14
Right '8 Free Games' symbol	Black segment in Ray 13 White segment in Ray 6 Black segment in Ray 10

A player is awarded eight free games for each '8 Free Games' symbol that is fully revealed during an individual game.

Credits bet and Rays played during free games are the same as those selected in the game that awarded the free games. Free game wins are added to wins generated during the game that awarded the free games, and free games can be won during free game play.

Bullseye Bonus

During free game play when the Dart corresponding to the Inner Bull is drawn all Treble Segments on the Dartboard will be shaded purple and treated as if they had been drawn for the purpose of determining the value of normal prizes won.

During free game play when the Dart corresponding to the Outer Bull is drawn all Double Segments on the Dartboard will be shaded purple and treated as if they had been drawn for the purpose of determining the value of normal prizes won.

The Bullseye Bonus increases a player's chance of winning normal prizes during free game play.

Free Games Symbol Prize

In addition to the awarding of free games, a player will be awarded a prize of 5 Credits per Credit bet for each '8 Free Games' symbol that is fully revealed during an individual game.

Jackpot Balls

During regular game play a number of balls are displayed on, and rotate around, the Dartboard before coming to rest at the end of the Dart draw sequence. The number of balls displayed and their location on the Dartboard are as follows:

Location of Rotating Balls	Number of Rotating Balls	Description of Rotating Ball Location
Inner Ring	1 Ball	Ball rotates around the outside of the Outer Bull
Middle Ring	1 Ball	Ball rotates around the inside of the ring of Treble Segments
Outer Ring	1 Ball x Credit Bet per Ray	Ball(s) rotates around the inside of the ring of Double Segments

The rotating balls perform the following functions:

1. When either the ball rotating in the Inner or Middle Ring comes to rest on a selected Ray and a winning outcome is achieved on that Ray the prize will be awarded at 5x the normal prize value detailed in the 'Schedule of Prizes';
2. When both the balls rotating in the Inner and Middle Ring come to rest on a single, selected Ray and a winning outcome is achieved on that Ray the prize will be awarded at 10x the normal prize value detailed in the 'Schedule of Prizes'; and
3. When a ball rotating in each of the Inner, Middle and Outer Rings come to rest on a single, selected Ray a bonus feature is awarded, as detailed in the 'Dartboard Bonus Feature' section.

The rotating balls only appear during regular game play and accordingly the prizes detailed above cannot be won during free game play.

Dartboard Bonus Feature

When a ball rotating in each of the Inner, Middle and Outer Rings come to rest on a single, selected Ray the player is awarded the 'Dartboard Bonus Feature'. When the 'Dartboard Bonus Feature' is awarded twelve Dartboard symbols are displayed on the game screen. The player must select three of the twelve Dartboard symbols, by touching the symbol on the game screen. The player's selection will cause a symbol to be revealed in place of each

selected Dartboard symbol. The following table details the symbols that may be revealed during the ‘Dartboard Bonus Feature’ and the prize that will be awarded in relation to each symbol.

Symbol Revealed	Prize Awarded
50	50 Credits
75	75 Credits
100	100 Credits
150	150 Credits
250	250 Credits
Mini Jackpot	Current dollar value of Mini jackpot meter
Major Jackpot	Current dollar value of Major jackpot meter

Where a player reveals the Mini Jackpot or Major Jackpot symbol during the ‘Dartboard Bonus Feature’ the prize awarded equals the dollar value of the relevant jackpot meter as displayed on the main game screen, at the point in time when the symbol is revealed.

If during the ‘Dartboard Bonus Feature’ a player does not make one or more of their Dartboard symbol selections within a certain period of time following the awarding of the ‘Dartboard Bonus Feature’, or within a certain period of time following their previous symbol selection, the machine will randomly make a symbol selection(s) on their behalf. A player will receive a nine second warning before the automatic symbol selection is activated.

[Rule 10.5 Inserted by RAG/271 on 24/07/2007]

11.6 Games incorporating on-Screen Game 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 Dragons (Aristocrat Variation 01-07, 99)
- (ii) African Spirit (IGT Variation 01-04)
- (iii) Appaloosa (Bally Variation 01 – 03)
- (iv) Big Red (Konami Variations 01-07, 99)
- (v) Blue Whale (AGT Variations 2,11,31,51,52,53,61 & 62)
- (vi) Bubble Blast Link Spells and Whistles Dual (IGT Variations 01-12)
- (vii) Bubble Blast Link Treasures of Atlantis Dual (IGT Variations 01-12)
- (viii) Casino Cruise Jackpots (Konami Variations 01-02)
- (ix) Coin Explosion Pompeii Gold (Wymac Variations 01-18)
- (x) Coin Explosion Prosperity Tree (Wymac Variations 01-18)
- (xi) Dancin Jalapenos (Konami Variation 01-04)
- (xii) Dancin Jalapenos Pirate’s Jackpot (Konami Variation 11-60)
- (xiii) Dancin Jalapenos Sport of Kings (Konami Variation 05. Settings Combination 26-44)
- (xiv) Dancin Jalapenos Wildfire (Konami Variation 01. Settings 01-04, and Variation 05 Settings 05-08)
- (xv) Domingo Gold (Stargames Variation 13 & 14)
- (xvi) Double Dragons (AGT Variation 1, 11 & 12)
- (xvii) Double Tiki (Konami Variation 01 – 04)

- (xviii) Double Tiki Wildfire (Konami Variation 01 – 08)
- (xix) Dynamite Dollars All Aboard (Konami Variations 01-04)
- (xx) Elephant King Prize Disk (IGT Variation 01)
- (xxi) Elvis the King (IGT Variation 01 & 02)
- (xxii) Fair Dinkum Down Under (Konami Variation 01-04)
- (xxiii) Fair Dinkum Down Under Sport of Kings (Konami Variation 05.
- (xxiv) Settings Combination 26 - 44) Fair Dinkum Down Under (Konami Variation 01. Settings 01 – 04, and Variation 05 Settings 05 -08)
- (xxv) Fireball Blue Moon II Express (IGT Variation 01- 05)
- (xxvi) Fireball Money Beans Express (IGT Variation 01- 05)
- (xxvii) Fortune King Gold (Aristocrat Variations 01-07, 99)
- (xxviii) Freya's Fortune (Konami Variation 01-04)
- (xxix) Freya's Fortune Sport of Kings (Konami Variation 05, Setting Combination 26- 44)
- (xxx) Freya's Fortune Wildfire (Konami Variation 01. Settings 01-04, and Variation 05 Settings 05-08)
- (xxxi) Galactic Jewel (Konami Variation 01-04)
- (xxxii) Galactic Jewel Sport of Kings (Konami Variation 05. Settings Combination 26-44)
- (xxxiii) Galactic Jewel Wildfire (Konami Variation 01. Settings 01-04, and Variation 05 Settings 05-08)
- (xxxiv) Genie's Fortune (Konami Variation 01-04)
- (xxxv) Genie's Fortune Sport of Kings (Konami Variation 05. Settings Combination 26-44)
- (xxxvi) Genie's Fortune Wildfire (Konami Variation 01. Settings 01-04, and Variation 05 Settings 05-08);
- (xxxvii) Get Eggcited (IGT Variation 01 & 02)
- (xxxviii) Ghostbusters (IGT Variation 01 & 02)
- (xxxix) Glacier Ridge Riches (Konami Variation 01 & 02)
- (xl) Go West All Aboard (Konami Variations 01, 02, 03, 04)
- (xli) Gold Fever 4 Seasons (IGT Variation 02, 03, 04, 05 & 07)
- (xlii) Gold Fever Pandas (IGT Variation 02, 03, 04, 05 & 07)
- (xliii) Golden Empress Bull Rush (Konami Variations 01,02,0,04,05)
- (xliv) Golden Fang (Wymac Variation 01,02 & 03)
- (xlv) Golden Maiden (eBet Variation 01 – 03)
- (xlvi) Grand Gorilla Prize Disk (IGT Variation 01)
- (xlvii) Heart Throb – Lightning Cash (Aristocrat Variations 01-03, 99)
- (xlviii) Heart Throb – Lightning Link (Aristocrat Variations 01-03, 99)
- (xlix) Heavenly Fortunes – Snow Legends (Konami Variation 01-06)
- (l) Hero's Quest (Konami Variation 01-04)
- (li) Hero's Quest Sport of Kings (Konami Variation 05, Settings Combination 26-44)
- (lii) Hero's Quest Wildfire (Konami Variation 01. Settings 01-04, and Variation 05 Settings 05-08)
- (liii) High Stakes – Lightning Cash (Aristocrat Variations 01-03, 99)
- (liv) High Stakes – Lightning Link (Aristocrat Variations 01-03, 99)
- (lv) Ishtar Gateway (Konami Variation 01-04)
- (lvi) Ishtar Gateway Sport of Kings (Konami Variation 05, Settings Combination 26-44)
- (lvii) Ishtar Gateway Wildfire (Konami Variation 01 Settings 01-04 and Variation 05 Settings 05-08)
- (lviii) Jackpot Fiesta (Konami Variations 01 & 02)
- (lix) Jacks Gold Deluxe (Konami Variation 01-04)
- (lx) Jukebox 4Tunes (IGT Variation 02)
- (lxi) Jungle Drums (Konami Variation 01 – 04)
- (lxii) Jungle Drums Wildfire (Konami Variation 01 Settings 01-04 and Variation 05 Settings 05-08)

- (lxiii) Jungle Wild II (eBet Variation 01 - 04)
- (lxiv) Knock Knock Monsters (Konami Variation 01-04)
- (lxv) Knock Knock Monsters Sport of Kings (Konami Variation 05, Settings Combination 26-44)
- (lxvi) Knock Knock Monsters Wildfire (Konami Variation 01 Settings 01-04 and Variation 05 Settings 05-08)
- (lxvii) Laredo (Bally Variation 01-03)
- (lxviii) Love Stacks Jackpots (Konami Variations 01 & 02)
- (lxix) Lucky Cat (AGT Variations 01-03)
- (lxx) Lucky O'Leary Jackpots (Konami Variations 01-04)
- (lxxi) Lucky Rich Devil (eBet Variation 01-03)
- (lxxii) Magic Pearl – Lightning Cash (Aristocrat Variations 01-03, 99)
- (lxxiii) Magic Pearl – Lightning Link (Aristocrat Variations 01-03, 99)
- (lxxiv) Magically Wild (IGT Variations 01 - 04)
- (lxxv) Majestic Gorilla (IGT Variations 01 – 04)
- (lxxvi) Money Heat (AGT Variation 01 – 12)
- (lxxvii) Mighty Coins – Wealthy Tiger (Aristocrat Variations V99, V01 & V02)
- (lxxviii) Mr Hyde's Magic Ride (Bally Variation 01 – 03)
- (lxxix) Mystic Wolf Lucky Loot (Konami Variation 01 & 02)
- (lxxx) Party All Night Rock Around The Clock (Konami Variation 04-05)
- (lxxxi) Pegasus III (eBet Variation 01-03)
- (lxxxii) Pirate Rose (Konami Variation 01-04)
- (lxxxiii) Pirate Rose Pirate's Jackpot (Konami Variation 11-50)
- (lxxxiv) Pirate Rose Sport of Kings (Konami Variation 05. Settings Combination 26-44)
- (lxxxv) Pirate Rose Wildfire (Konami Variation 01. Settings 01-04, and Variation, 05 Settings 05-08)
- (lxxxvi) Pirate's Coast (IGT Variations 02, 03, 05 & 07)
- (lxxxvii) Pop Shots – Witches Coven (Wymac Variation 01)
- (lxxxviii) Prince of Marrakesh (Konami Variation 01-04)
- (lxxxix) Prince of Marrakesh Cash Carriage (Konami Variation 05, Setting Combination 01 – 08)
- (xc) Prince of Marrakesh Sport of Kings (Konami Variation 05. Settings Combination 26 - 44)
- (xci) Prince of Marrakesh Wildfire (Konami Variation 01. Settings 01 – 04, and variation 05 Settings 05 -08)
- (xcii) Prosperous Panda All Board (Konami Variations 01,02,03,04, 05)
- (xciii) Pure Gold (Aristocrat Variations 01-07, 99)
- (xciv) Rapid Reveals - Inca Moon (Wymac Variations 01, 02 & 03)
- (xcv) Rapid Reveals - VIP (Wymac Variations 01, 02 & 03)
- (xcvi) Red Hot Domingo (Stargames Variation 02 & 03) -Dancing Dollars
- (xcvii) Red Hot Domingo – Pink Panther (Stargames Variation 12)
- (xcviii) Rising Koi Money Trails (Konami Variation 01-03)
- (xcix) Roses and Riches Bull Rush (Konami Variation 01-05)
- (c) Royal Diamonds (AGT – Variation 01-12)
- (ci) Running Wolf (IGT Variation 01 – 05)
- (cii) Sapphire Eyes (AGT Variations 51-54, 61,62)
- (ciii) Sea of Pearls (Konami Variation 01-04)
- (civ) Sea of Pearls Sport of Kings (Konami Variation 05. Setting Combination 25-44)
- (cv) Sea of Pearls Wildfire (Konami Variation 01. Settings 01-04, and Variation 05 Settings 05-08)
- (cvi) Sheriff's Bounty (Konami Variation 01-04)

- (cvii) Sheriff's Bounty Sport of Kings (Konami Variation 05. Settings Combination 26–44)
- (cviii) Sheriff's Bounty Wildfire (Konami Variation 01. Settings 01-04, and Variation 05 Settings 05-08)
- (cix) Ship Ahoy (Variation 1-5)
- (cx) Siberian Storm (IGT Variation 01 & 02)
- (cxi) Soaring Fortune (IGT Variation 01 & 02)
- (cxii) Sparkling Royal - Jackpot Streak (Aristocrat Variation 01-07, 99)
- (cxiii) Stacks of Magic (Konami Variations 01 - 05)
- (cxiv) Straight and Arrow – Free Game Festival (Konami Variation 01)
- (cxv) Sumatran Storm (IGT Variation 01 & 02)
- (cxvi) The Golden Sabre (Konami Variation 01-04)
- (cxvii) The Golden Sabre Sport of Kings (Konami Variation 05. Settings Combination 26–44)
- (cxviii) The Golden Sabre Wildfire (Konami Variation 01. Settings 01-04, and Variation 05 Settings 05-08)
- (cxix) Thunder Jackpots – Gypsy Spirit (Wymac Variations 01-06)
- (cxx) Thunder Jackpots – Wild Tigress (Wymac Variations 01-06)
- (cxxi) Tiki Fire - Lightning Cash (Aristocrat Variations 01-03, 99)
- (cxxii) Tiki Fire – Lightning Link (Aristocrat Variations 01-03, 99)
- (cxxiii) Vegas Fantasy Players Paradise (Variation 01)
- (cxxiv) Vegas Fiesta Players Paradise (Variation 01)
- (cxxv) Vegas Fortune Players Paradise (Variation 01)
- (cxxvi) Villa Thriller (Aristocrat Variation 01 – 07, 99)
- (cxxvii) Welcome to Fantastic Jackpots – Fantastic Hits (Aristocrat Variation 01, 99)
- (cxxviii) Welcome to Fantastic Jackpots - Fantastic Rewards (Aristocrat Variation 01, 99)
- (cxxix) Where's the Gold (Aristocrat Variations 01 - 07, 99)
- (cxxx) Wild Domingo (Stargames Variation 99)
- (cxxxii) Wild Domingo (Stargames Variation 03) Dancing Dollars
- (cxxxii) Wild Domingo – Pink Panther (Stargames Variation 12)
- (cxxxiii) Wild Plains (IGT Variations 01-04)
- (cxxxiv) Witch 'n Famous - (IGT Variation 01-04)

[Rule 10.6 Inserted by RAG/275 on 28/8/2007] Rule 10.6 amended by: [RAG/284 on 25/03/2008], [RAG/287 on 22/04/2008, RAG/294 on 24/06/2008, RAG 298 26/08/2008, RAG/299 on 23/09/2008] [RAG 301 on 28/10/2008] [RAG 302 on 25/11/2008] [RAG 330 on 28/04/2009] [RAG 355 on 23/02/2010] [RAG 373 on 23/11/2010] [RAG 374 on 14/12/2010] [RAG 383 on 27/04/2011] [RAG 404 on 18/09/2012] [RAG407 on 20/12/12] [RAG 412 on 21/1/13] [RAG 420 on 16/8/13] [RAG 421 on 21/10/13] [RAG 424 on 6/11/2013] [RAG 457 on 05/03/2014] [RAG 456 on 01/04/2014] [RAG 460 on 27/05/14] [RAG 462 on 23/06/2014] [RAG 463 on 16/07/2014] [RAG 470 on 3/11/2014] [RAG 471 on 26/11/2014] [RAG 473 on 16/12/2014] [RAG 476 on 22/01/2015] [RAG/493 on 7/5/15] [RAG/494 on 12/07/2015] [RAG/496 on 17/07/2015] [RAG/497 on 27/07/2015] [RAG/498 on 1/9/2015] [RAG/502 on 15/12/15] [RAG/501 on 27/01/2016] [RAG/505 on 17/03/2016] [RAG/514 on 12/09/2016] [RAG/516 on 4/10/2016] [RAG/519 on 8/11/2016] [RAG/521 on 30/03/2017] [RAG/529 on 30/10/2017] [RAG/530 on 14/11/2017] [RAG/534 on 27/03/2018] [RAG/537 on 10/5/2018] [RAG/538 on 1/6/18] [RAG 547 on 5/12/18] [RAG 549 on 10/1/19] [RAG552 on 15/2/19] [RAG/555 on 31 May 2019] [RAG/560 on 21/08/19] [RAG562 on 17/12/2019] [RAG 566 on 24/6/20] [RAG 569 on 10/09/2020] [RAG 570 on 9/10/2020] [RAG 571 on 29/10/2020] [RAG 572 on 12/11/2020] [RAG573 on 28/01/2020] [RAG574 on 21/04/2021] [RAG582 on 21/11/2023].

- 11.7 In addition to Mystery (Random) Jackpot prizes detailed in this rule 11, 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.

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 tournament 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 machines 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 wildcard 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 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 310 on 24 March 2009]