



**Independent
Liquor & Gaming
Authority**

ARUZE BIG WHEEL ELECTRONIC TABLE GAME

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1. Definitions

1.1. In these rules, unless the contrary intention appears:

“Assistant Gaming Manager” means a person employed in a casino in a managerial capacity for the supervision of Aruze Big Wheel electronic table games in the casino and includes an electronic game supervisor;

“Authority” means the Independent Liquor & Gaming Authority;

“electronic gaming supervisor” means a person employed in a casino in a managerial capacity for the supervision of Lucky Big Wheel electronic table games in the casino and includes an electronic game supervisor/Assistant Gaming Manager;

“inspector” means a person appointed under section 20 of the Gaming and Liquor Administration Act 2007;

“maximum bet” means the maximum amount that may be wagered on any bet selection;

“minimum bet” means the minimum amount that may be wagered on any bet selection;

“player terminal” means the linked electronic station featuring a touch screen monitor provided for patrons to wager on the game of Aruze Big Wheel;

“promotional prize(s)” means promotional prize/s offered by the casino operator to a patron or patrons of the casino in connection with gaming given by way of a prize draw or element of chance;

“server terminal” means the game unit that communicates the outcome of the game to the player terminals;

“void” means invalid with no result;

“wagering period” means the period during which a player is permitted to place, move or cancel bets. The period commences at the resolution of the previous round of play and ceases when wagering is closed as indicated by the player terminal; and

“wheel spinner” means the player who is eligible to spin the wheel by pulling the spin lever in accordance with rule 3.10.

2. Aruze Big Wheel Electronic Table Game

- 2.1 Aruze Big Wheel is a gaming device which facilitates a factual representation of the casino game of Big Wheel.
- 2.2 Aruze Big Wheel shall be played by the use of the player terminals electronically linked to an automated wheel that will be used to indicate the outcome of the game. The rim of the wheel shall be divided, by means of pegs, into 54 equally spaced sections which shall be marked in the same order shown in diagram "A" and have the following:
 - 2.2.1 26 sections exhibiting a 1 symbol or number;
 - 2.2.2 13 sections exhibiting a 3 symbol or number;
 - 2.2.3 7 sections exhibiting a 6.5 symbol or number;
 - 2.2.4 4 sections exhibiting a 12 symbol or number;
 - 2.2.5 2 sections exhibiting a 25 symbol or number;
 - 2.2.6 1 section exhibiting a Joker symbol; and
 - 2.2.7 1 section exhibiting a flag symbol.
- 2.3 The display of the touch screen monitor of the player terminal must display all the elements substantially similar to that shown in diagram 'B'; and
 - 2.3.1 may contain any additional elements necessarily required by these rules;
 - 2.3.2 and/or may include features in addition to those shown in diagram 'B', if those features are not inconsistent with diagram 'B' or these rules.

3. Playing of Aruze Big Wheel Electronic Table Games

- 3.1 The instructions on how to play each Aruze Big Wheel electronic table game are displayed on the Aruze Big Wheel electronic table game artwork or screen.
- 3.2 The minimum and maximum wagers permitted by a player shall be shown on a sign at the table. Unless stated on the sign, wagers are not required to be made in multiples of the minimum. The sign may also state the minimum unit in which wagers may be made above the table minimum.

- 3.3 Play options shall be in accordance with the instruction as displayed on the Aruze Big Wheel electronic table game's artwork or screen. Such options shall be initiated by the player activating the relevant function(s) of the Aruze Big Wheel electronic table game.
- 3.4 The credit meter can be incremented by:
- 3.4.1 Australian legal tender (notes of acceptable denomination as indicated on each individual machine);
 - 3.4.2 winnings from Aruze Big Wheel electronic table game play;
 - 3.4.3 the centralised monitoring system transferring credits to the Aruze Big Wheel electronic table game.
- 3.5 Aruze Big Wheel electronic table game play shall be initiated by the player wagering credits from the credit meter by activating the appropriate commencement function on the player terminal.
- 3.5.1 Wagers may not be withdrawn, placed or changed after the expiry of the wagering period.
- 3.6 A player's winnings/prizes shall be displayed on:
- 3.6.1 the Aruze Big Wheel electronic table game player terminal;
 - 3.6.2 associated prize display; or
 - 3.6.3 a combination of the above.
- 3.7 Credits displayed on the credit meter may be collected at the end of any game play.
- 3.8 Credits may be paid by issuance of a redeemable ticket or payout voucher and the credits so paid cancelled from the credit meter.
- 3.9 The wagers and settlement odds defined by this rule shall be the permissible wagers by a player at the Aruze Big Wheel Electronic Table Game.
- 3.9.1 "1" means a wager placed on the one symbol which shall:
 - 3.9.1.1 win and be paid at odds of 1-1 if the wheel stops on the 1 symbol;
 - 3.9.1.2 lose if the wheel stops on any other symbol.
 - 3.9.2 "3" means a wager placed on the 3 symbol which shall:

- 3.9.2.1 win and be paid at odds of 3-1 if the wheel stops on the three symbol;
- 3.9.2.2 lose if the wheel stops on any other symbol.
- 3.9.3 “6.5” means a wager placed on the 6.5 symbol which shall:
 - 3.9.3.1 win and be paid at odds of 6.5-1 if the wheel stops on the 6.5 symbol;
 - 3.9.3.2 lose if the wheel stops on any other symbol.
- 3.9.4 “12” means a wager placed on the 12 symbol which shall:
 - 3.9.4.1 win and be paid at odds of 12-1 if the wheel stops on the 12 symbol;
 - 3.9.4.2 lose if the wheel stops on any other symbol.
- 3.9.5 “25” means a wager placed on the 25 symbol which shall:
 - 3.9.5.1 win and be paid at odds of 25-1 if the wheel stops on the 25 symbol;
 - 3.9.5.2 lose if the wheel stops on any other symbol.
- 3.9.6 “Joker” means a wager placed on the joker symbol which shall:
 - 3.9.6.1 win and be paid at odds of 52-1 if the wheel stops on the Joker symbol;
 - 3.9.6.2 lose if the wheel stops on any other symbol.
- 3.9.7 “Flag” means a wager placed on the Flag symbol which shall:
 - 3.9.7.1 win and be paid at odds of 52-1 if the wheel stops on the Flag symbol;
 - 3.9.7.2 lose if the wheel stops on any other symbol.
- 3.10 A player shall be eligible to spin the wheel at the end of the wagering period by pulling the spin lever attached to the side of the player terminal. This player shall be determined in turn in a clockwise direction around each of the player terminals with a wager placed.
 - 3.10.1 determined in turn in a clockwise direction around each of the player terminals with a wager placed if there is no minimum wager requirement to spin the wheel

- 3.10.2 The wheel spinner shall have 10 seconds from the end of the wagering period to pull the spin lever. If the lever has not been pulled by the wheel spinner within 10 seconds, then the wheel shall automatically spin.
- 3.11 The wheel shall complete at least three revolutions before coming to rest. When the wheel stops spinning, the winning symbol will be indicated by a pointer at the top of the wheel.

4. Payouts

- 4.1 A player entitled to receive a manual payout should verify the amount of the payment and must acknowledge receipt of that payment by signing the manual payment form.
- 4.2 The casino operator may withhold the payment of any prize or redeemable ticket or payout voucher, or demand the return of any prize or redeemable ticket or payout voucher, subject to notification to and review by an inspector, until such time as the casino operator has completed an investigation and made a determination.
- 4.3 Wherever possible, prizes, redeemable tickets or payout vouchers payable by the casino operator will be paid immediately to the player. However, the casino operator may:
- 4.3.1 delay payment, subject to further verification of the player's entitlement, to a mutually agreed time;
 - 4.3.2 pay the prize other than in a form requested by the player; and
 - 4.3.3 request an appropriate form of personal identification from the player.
- 4.4 Any malfunction of the operating equipment or software on a player terminal of a Aruze Big Wheel electronic table game shall void any Aruze Big Wheel electronic table game plays and payouts on that player terminal.
- 4.5 Any malfunction of the operating equipment or software on a Aruze Big Wheel electronic table game shall void any Aruze Big Wheel electronic table game plays and payouts on the player terminals controlled by that server terminal.

5. Player Rewards and Promotional Prizes

- 5.1 The casino operator may offer from time to time Promotional Prizes in conjunction with gaming in the casino.

- 5.2 Promotional Prize draws shall be overseen by a scrutineer nominated by the casino operator where an individual prize has a value over \$10,000.
- 5.3 When offering a non-monetary prize of a Promotional Prize, with the exception of prizes consisting of slots dollars and/or casino dollars, the casino operator may give the winner the option to be paid a cash alternative of the non-monetary prize instead which shall be clearly stated in the terms and conditions of the promotion.
- 5.4 If a Promotional Prize is a cash prize and is greater than \$10,000 the prize-winner may choose to be paid the amount as cash, by a crossed cheque made out to the winner, by electronic funds transfer to the winner or by a combination of these payment options.
- 5.5 The non-monetary prize rules as set out in section 66(4) of the Casino Control Act 1992 apply and Promotional Prizes will not consist of or include any of the following:
- 5.5.1 tobacco in any form;
 - 5.5.2 a firearm, or ammunition, or an imitation firearm, within the meaning of the Firearms Act 1996;
 - 5.5.3 a prohibited weapon within the meaning of the Weapons Prohibition Act 1998;
 - 5.5.4 more than 20 litres of liquor; or
 - 5.5.5 any item or service prescribed by the regulations.
- 5.6 The casino operator will detail the terms and conditions associated with any Promotional Prize and make reference to these terms and conditions in the marketing material. These terms and conditions will be readily available within the casino boundary, or through appropriate means including but not limited to secure websites, email click through, direct mail or brochures.
- 5.7 The terms and conditions to any Promotional Prize must include, but are not limited to, the following:
- 5.7.1 the manner in which a Promotional Prize is to be awarded;
 - 5.7.2 when and where the Promotional Prize will be awarded;
 - 5.7.3 the characteristics, criteria and/or requirements for a player to be eligible for a Promotional Prize;

- 5.7.4 if there is a minimum or compulsory wager for each player to be eligible for a Promotional Prize then that minimum or compulsory wager;
- 5.7.5 the nature of the Promotional Prize and any qualification, reservation or guarantee given by the casino operator, if applicable;
- 5.7.6 the closing date and time for receipt of entry into any Promotional Prize promotion;
- 5.7.7 the place, date and time of any Promotional Prize promotion;
- 5.7.8 the method for claiming a Promotional Prize (including any requirement for entrants to be physically present);
- 5.7.9 how the winner of a Promotional Prize will be notified;
- 5.7.10 how the results of a Promotional Prize will be published;
- 5.7.11 details of the prizes and their value including any conditions relating to receiving, using or accepting prizes; and
- 5.7.11.1 If the prize is machinery or an electric appliance, details shall also include:
- i) Make;
 - ii) Model;
 - ii) Accessories.
- 5.7.11.2 If the prize is a motor vehicle, details shall also include:
- i) Make;
 - ii) Model;
 - iii) Accessories; and
 - iv) whether registration and other on-road costs are included.
- 5.7.11.3 If the prize is travel, details shall also include:
- i) number of persons entitled to take advantage of the travel prize;
 - ii) what is included (airfares, transfers, other transport, duration, accommodation standard, meals);
 - iii) restrictions on when the travel must be taken;

iv) if spending money is included.

5.7.11.4 If the prize is real estate, details shall also include:

- i) the type of dwelling;
- ii) plans;
- iii) contract details;
- iv) easement details;
- v) address or other location;
- vi) what is included – conveyancing, legal costs, fixtures, furniture.

5.8 When an entrant is not required to be present at a draw to win a Promotional Prize, reasonable endeavours must be made by the casino operator to notify the winner of any Promotional Prize within 2 days of the draw by the following methods:

- 5.8.1 face-to-face; or
- 5.8.2 mail; or
- 5.8.3 telephone; or
- 5.8.4 email.

5.9 The casino operator shall provide the Authority with full details of the terms and conditions of any offer by the casino operator of a Promotional Prize at least 24 hours prior to the commencement of any promotion.

5.9.1 Authority approval is required for the casino operator to amend the terms and conditions of the promotion after the commencement of the promotion.

5.10 The casino operator shall inform a patron/s as soon as practicable of the reason(s) for refusing to award them a Promotional Prize. The casino operator must retain:

5.10.1 all details of claims for a Promotional Prize over \$100 which are denied by the casino operator. These details shall include the names and addresses of the claimants and the reason(s) why the claims were not met.

5.11 In the event of a dispute relating to the terms and conditions of a Promotional Prize promotion, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to a promotion, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the Gaming and Liquor Administration Act 2007.

- 5.12 Should the casino operator determine that the integrity of the promotion and/or draw has been compromised it may either postpone the promotion and/or draw until such a time as the integrity of the promotion and/or draw has been validated or cancel the draw. Should this occur the inspectorate is to be notified immediately.

6. Irregularities

- 6.1 If a player terminal experiences a malfunction the electronic gaming supervisor/Assistant Gaming Manager must seek to confirm what wagers were placed through the analysis of available records in the player terminal and cause the results to be recalculated and/or make appropriate adjustments to the patron(s) credit meter based on the actual outcome.
- 6.2 For the purposes of rule 6.1, a player terminal shall be taken to have malfunctioned where:
- 6.2.1 multiple credits are displayed on the credit meter of the player terminal screen that are not in keeping with the settlement odds contained in rule 3 and the amount wagered; or
 - 6.2.2 the normal playing sequence of the player terminal is interrupted or the normal display is faulty; or
 - 6.2.3 for any other reason the casino operator is of the opinion that the player terminal is not functioning correctly.
- 6.3 If the electronic gaming supervisor/Assistant Gaming Manager is unable, for the purposes of rules 6.1, to confirm the relevant wagers placed through the analysis of available records in the player terminal, the electronic gaming supervisor/Assistant Gaming Manager shall declare void the relevant wagers.
- 6.4 The electronic gaming supervisor/Assistant Gaming Manager shall declare all relevant wagers void when:
- 6.4.1 the winning number is not clearly indicated;
 - 6.4.2 for any other reason the casino operator is of the opinion that the automated wheel is not functioning correctly.
- 6.5 The casino operator may withhold payment of any amount to be credited to the player terminal, or demand the return of any amount credited to the player terminal, until such time as the casino operator has completed an investigation and made a determination. An inspector is to be notified as soon as practicable of such an event.

- 6.6 Any malfunction of the operating system on the server terminal of an Aruze Big Wheel Electronic Table Game shall void any Aruze Big Wheel Electronic Table Game plays and payouts on the linked player terminals.
- 6.6.1 For the purposes of rule 6.6 a server terminal shall be taken to have malfunctioned where:
- 6.6.1.1 multiple player terminals connected to the same server terminal display the same error message; or
 - 6.6.1.2 If the automated Big Wheel fails to rotate a minimum of 3 times; or
 - 6.6.1.3 for any other reason the casino operator is of the opinion that the player terminal is not functioning correctly.

7. General Provisions

- 7.1 A player shall be entitled to play more than one Aruze Big Wheel electronic table game at a time, unless otherwise instructed by an electronic gaming supervisor/Assistant Gaming Manager.
- 7.2 The player of an Aruze Big Wheel electronic table game is required to clear credits from the Aruze Big Wheel electronic table game when a close of play warning or notification is initiated.
- 7.3 Players are required to notify the casino operator in the event of any malfunction of an Aruze Big Wheel electronic table game at which they are playing. Failure to do so, and the retention of any prizes, redeemable tickets, payout vouchers or free play as a result of an Aruze Big Wheel electronic table game malfunction, may be considered to be a contravention of these rules.
- 7.4 Tilting, rocking, or in any way damaging or interfering with an Aruze Big Wheel electronic table game, or attempting to operate a player terminal with any object or device other than legal tender is prohibited, and may be considered to be a contravention of these rules.
- 7.5 A person shall not, either alone or in concert with any other persons, use or control at or near an Aruze Big Wheel electronic table game or location related to the playing of Aruze Big Wheel electronic table games a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to an Aruze Big Wheel electronic table game or a part thereof, of interfering with an outcome or the proper or normal operation of an Aruze Big Wheel electronic table game or a part thereof.

- 7.6 Rule 7.5 shall not apply to use or control by an agent or employee of the casino operator or an inspector where such person is acting in the course of their duty.
- 7.7 Where an electronic gaming supervisor/Assistant Gaming Manager is satisfied that a person has contravened any provision of rule 7.3, 7.4, 7.5, 7.10, 7.11, 7.12 or 7.14 the electronic gaming supervisor/Assistant Gaming Manager may:
- 7.7.1 declare that any wager made by the person is void;
 - 7.7.2 direct that the person shall be excluded from further participation in playing of Aruze Big Wheel electronic table games; or
 - 7.7.3 recommend the person be excluded from the casino in line with the provisions of section 79 of the Casino Control Act 1992.
- 7.8 An electronic gaming supervisor/Assistant Gaming Manager may invalidate the outcome of a game if:
- 7.8.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or
 - 7.8.2 any fraudulent act is perpetrated by any person that, in the opinion of the electronic gaming supervisor/Assistant Gaming Manager, affects the outcome of the game.
- 7.9 Where the outcome of a game is invalidated under rule 7.8, all wagers made by the players for that particular result may be refunded provided that an electronic gaming supervisor/Assistant Gaming Manager may direct that the wager of any player referred to in rule 7.8.2 be forfeited.
- 7.10 Any person who engages in syndicated play is in breach of these rules.
- 7.11 Any person who induces a player at an Aruze Big Wheel electronic table game to vacate an Aruze Big Wheel electronic table game, or to engage in syndicated play is in breach of these rules. Any person who solicits such an inducement is also in breach of these rules.
- 7.12 A person who interferes with, disturbs, or intimidates other Aruze Big Wheel electronic table game patrons or casino employees is in breach of these rules.
- 7.13 Players and spectators are not permitted to have side bets with or against each other.
- 7.14 Where, in the opinion of an electronic gaming supervisor/Assistant Gaming Manager, a person is not actively playing an Aruze Big Wheel electronic table game and is:
- 7.14.1 occupying an Aruze Big Wheel electronic table game; or

- 7.14.2 occupying an adjacent area such that it restricts another patron from gaining access to play an Aruze Big Wheel electronic table game;
 - 7.14.3 an electronic gaming supervisor/Assistant Gaming Manager may direct the person to vacate the Aruze Big Wheel electronic table game or adjacent area. If a person refuses to comply with this directive, that person is in breach of these rules.
- 7.15 Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to an electronic gaming attendant, subject to a review (if requested) by an electronic gaming supervisor/Assistant Gaming Manager.
- 7.16 In any dispute arising from the play of this game, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to the conduct of gaming, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the Gaming and Liquor Administration Act 2007.
- 7.17 A copy of these rules shall be made available for inspection upon request.

DIAGRAM A

ARUZE BIG WHEEL

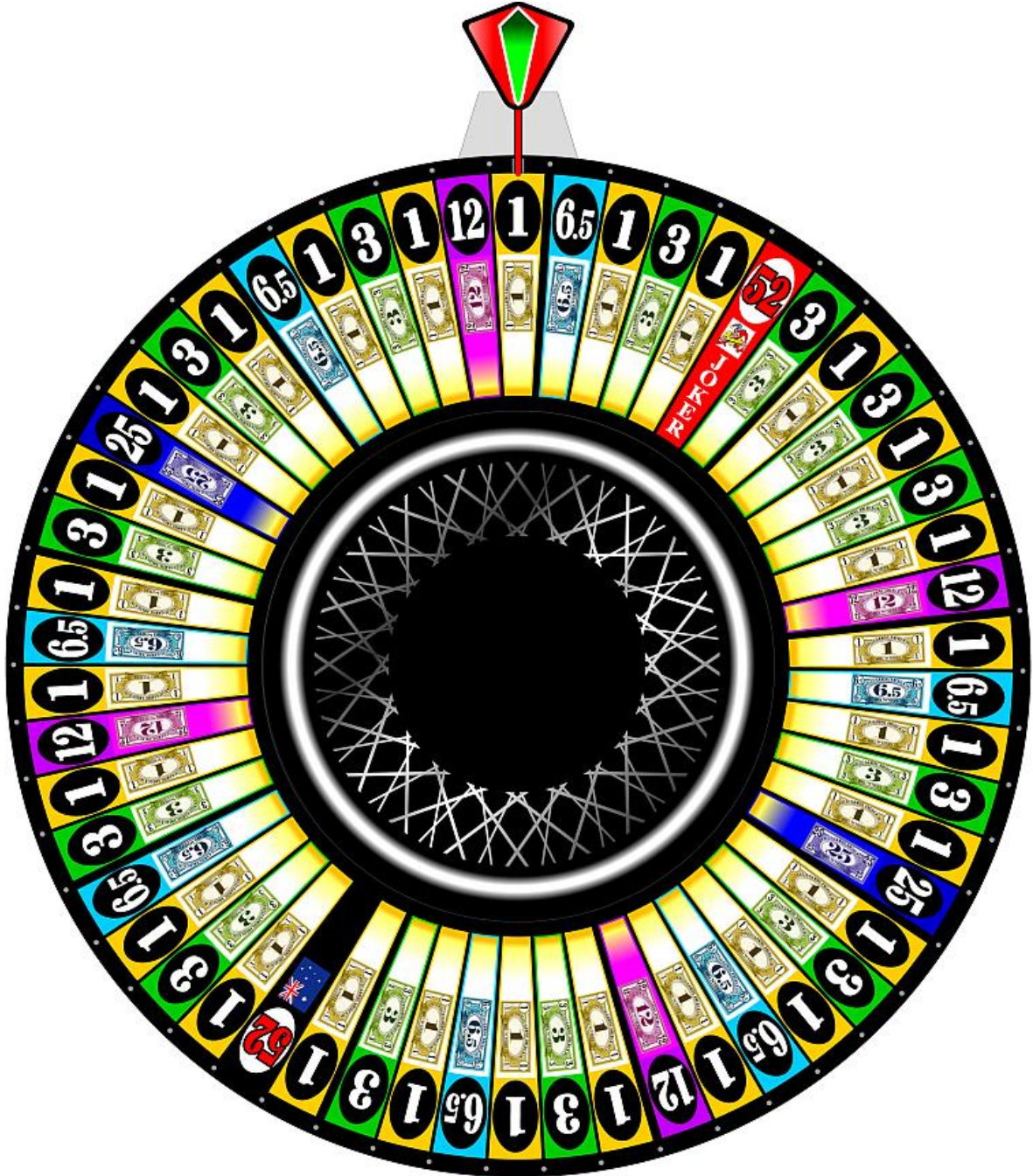


DIAGRAM B PLAYER TERMINAL SCREEN LAYOUT

