



**Independent  
Liquor & Gaming  
Authority**

## **NOVO UNITY II ELECTRONIC TABLE GAME**

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## 1. Definitions

1.1 In these rules, unless the contrary intention appears:

“**Authority**” means the Casino, Liquor and Gaming Control Authority;

“**automated wheel**” means a gaming device that automatically spins a ball around a mechanical roulette wheel and determines the outcome of a round of play via electronic sensors;

“**casino supervisor**” means a person employed in a casino in a managerial capacity relating to the conduct of gaming and includes a games supervisor;

“**dealer**” means a person responsible for the spinning of the ball and confirmation of the result on a roulette table connected to the Novo Unity II system;

“**electronic gaming supervisor**” means a person employed in a casino in a managerial capacity for the supervision of Novo Unity II Roulette electronic table games in the casino and includes an electronic game supervisor;

“**inspector**” means a person appointed under section 20 of the Casino, Liquor and Gaming Control Authority Act 2007;

“**live roulette wheel**” means a roulette wheel, operated by a dealer, in accordance with the rules for the game of Roulette;

“**max bet**” refers to a button that places the maximum allowable wager on the selected betting area;

“**maximum bet**” means the maximum total amount that may be wagered on any spin;

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

“**player reward bonus**” means any bonus or reward points offered by the casino operator to a patron or patrons of the casino in connection with gaming in the casino;

“**promotional prize**” means any promotional prize offered by the casino operator to a patron or patrons of the casino in connection with gaming in the casino;

“**syndicated play**” means 3 or more players acting in concert to affect the opportunity of any person or persons to participate in a linked jackpot arrangement;

“**void**” means invalid with no result; and

“**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 spin and ceases when wagering is closed via an electronic sensor

detecting the imminent drop of the ball into a compartment of the wheel.

## **2. Novo Unity II Roulette Electronic Table Games**

- 2.1 Novo Unity II Roulette electronic table game is a gaming device which facilitates a factual representation of the casino game of Roulette, similar to that shown in "Diagram A".

## **3. Playing Novo Unity II Roulette Electronic Table Game**

- 3.1 The instructions on how to play each Novo Unity II Roulette electronic table game will be made available.
- 3.2 Play options shall be initiated by the player activating the relevant function(s) of the Novo Unity II Roulette electronic table game.
- 3.3 The wagers defined in this rule shall be the permissible wagers by a player at the game of Novo Unity II Roulette:
- 3.3.1 "One number or Straight Up" which shall win if a single number from 1 to 36 or "0" is wagered and spun and shall lose if any if any other number is spun;
- 3.3.2 "Two numbers or Split" which shall win if either of the two numbers wagered is spun but otherwise shall lose.
- 3.3.3 "Three numbers or Street" which shall win if:
- 3.3.3.1 any one of the three numbers in the row wagered is spun;  
or
- 3.3.3.2 "0" and 1 and 2 are wagered and any one of them is spun;  
or
- 3.3.3.3 "0" and 2 and 3 are wagered and any one of them is spun,  
but otherwise shall lose.
- 3.3.4 "Four numbers or Corner" which shall win if:
- 3.3.4.1 any one of the four numbers wagered is spun; or
- 3.3.4.2 "0" and 1, 2 and 3 are wagered and any one of them is spun, but otherwise shall lose.
- 3.3.5 "Six numbers or Six-line" which shall win if any one of the six numbers in the two rows wagered is spun and shall lose if any other number or "0" is spun;
- 3.3.6 "Column" which shall win if any one of the 12 numbers in the column wagered is spun and shall lose if any other number or "0" is spun;

- 3.3.7 “Dozen” which shall win if any one of the 12 numbers in the dozen wagered (1-12, 13-24 or 25-36) is spun and shall lose if any other number or “0” is spun;
  - 3.3.8 “Low - (1-18)” which shall win if any one of the 18 numbers wagered is spun and shall lose if any other number or “0” is spun;
  - 3.3.9 “High - (19-36)” which shall win if any one of the 18 numbers wagered is spun and shall lose if any other number or “0” is spun;
  - 3.3.10 “Even” which shall win if the number wagered and spun is an even number and shall lose if the number spun is an odd number or “0”;
  - 3.3.11 “Odd” which shall win if the number wagered and spun is an odd number and shall lose if the number spun is an even number or “0” or;
  - 3.3.12 “Red” which shall win if the colour of the number wagered and spun is red and shall lose if the number spun is black or “0” or;
  - 3.3.13 “Black” which shall win if the colour of the number wagered and spun is black and shall lose if the number spun is red or “0”.
  - 3.3.14 The player seated at the player terminal is solely responsible for the placement of the chips appearing on the player terminal screen.
  - 3.3.15 A wager cannot be withdrawn, placed or changed after the expiry of the wagering period.
  - 3.3.16 Wagers shall be settled strictly in accordance with the position of the chips appearing on the player terminal screen at the time a wagering period expires.
  - 3.3.17 An electronic gaming supervisor may modify the application of rule 3.3.16 if it is apparent, in the circumstances, that a strict application of the rule would be unfair to the player.
- 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 Novo Unity II Roulette electronic table game play;
  - 3.4.3 winnings from a linked jackpot; and
  - 3.4.4 the centralised monitoring system transferring credits to the Novo Unity II Roulette electronic table game.
- 3.5 Novo Unity II Roulette electronic table game play shall be initiated by the player wagering credits from the credit meter by activating the appropriate commencement function.
- 3.6 A player’s winnings/prizes shall be displayed on:

- 3.6.1 the Novo Unity II Roulette player terminal;
  - 3.6.2 jackpot display meter;
  - 3.6.3 associated prize display; or
  - 3.6.4 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 casino operator may configure the game to offer patrons the option of the outcome of the game being determined by a live roulette wheel or automatic roulette wheel.
- 3.10 Where a live roulette wheel is used to determine the outcome of the game, the ball shall be spun by the dealer in a direction opposite to the rotation of the wheel and shall complete at least four (4) revolutions around the track of the wheel to constitute a valid spin.
- 3.10.1 While the ball is still rotating around the live roulette wheel the Novo Unity II electronic table game system will indicate no more bets and end the wagering period.
  - 3.10.2 Upon the ball coming to rest in a compartment of the live roulette wheel, the Novo Unity II electronic table game system will register the winning number and the dealer shall confirm that the correct number has been recorded in the Novo Unity II electronic table game system before the automatic payout process is activated.
- 3.11 Where an automatic roulette wheel is used to determine the outcome of the game the ball shall be spun automatically by the automatic wheel in a direction opposite to the rotation of the wheel.
- 3.10.3 While the ball is still rotating around the automatic wheel the Novo Unity II electronic table game system will indicate no more bets and end the wagering period.
  - 3.10.4 Upon the ball coming to rest in a compartment of the automatic wheel, the Novo Unity II electronic table game system will register the winning number and the automatic payout process is activated.

#### **4. Jackpots**

- 4.1 Where a Jackpot option is offered the following rules will apply:
- 4.1.1 A progressive jackpot shall operate by adding a percentage contribution of an Novo Unity II Roulette electronic table game's turnover to a progressive jackpot pool, or pools. The number of Novo

Unity II Roulette electronic table games contributing to that pool, or pools, and the percentage contribution of each Novo Unity II Roulette electronic table game's turnover allocated to the pool(s) shall be configured in accordance with procedures approved by the Authority.

- 4.1.2 The winner of a progressive jackpot pool shall be determined in accordance with the specific rules of the game as displayed on the Novo Unity II Roulette player terminal screen. The winner of the progressive jackpot pool shall win the prize indicated on the progressive jackpot display.
- 4.1.3 A random mystery jackpot shall operate by adding a percentage contribution of a Novo Unity II Roulette electronic table game's turnover to a mystery jackpot pool(s). The number of Novo Unity II Roulette electronic table games contributing to that pool, or pools, and the percentage contribution of each Novo Unity II Roulette electronic table game's turnover allocated to the pool(s) shall be configured in accordance with procedures approved by the Authority.
- 4.1.4 The winner of a mystery jackpot shall be selected at random by a process approved by the Authority. The winning Novo Unity II Roulette electronic table game number of the mystery jackpot pool and the prize won shall be indicated on the mystery jackpot display.
- 4.1.5 Jackpot wins, as indicated on the jackpot display, may be paid to the player:
- 4.1.5.1 by incrementing the credit meter according to rule 3.3; or
- 4.1.5.2 issuance of a redeemable ticket or payout voucher and the amounts so paid cleared from the jackpot display meter.
- 4.1.6 In the event of a malfunction of either a jackpot display meter or jackpot controller, the casino operator may adjust, in accordance with procedures approved by the Authority, the value of the jackpot prize.

## **5. Payouts**

- 5.1 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.
- 5.2 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.
- 5.3 Wherever possible, prizes, redeemable ticket or payout voucher payable by the casino operator will be paid immediately to the player. However, the casino operator may:

- 5.3.1 delay payment, subject to further verification of the player's entitlement, to a mutually agreed time;
- 5.3.2 pay the prize other than in a form requested by the player; and
- 5.3.3 request an appropriate form of personal identification from the player.

## **6. Player Reward Bonuses and Promotional Prizes**

- 6.1 The casino operator may offer from time to time player reward bonuses or promotional prizes in conjunction with gaming in the casino.
- 6.2 The non-monetary prize rules as set out in section 66(4) of the Casino Control Act 1992, will apply at all times with respect to the player reward bonuses or promotional prizes offered by the casino operator.
- 6.3 The casino operator is to reasonably make available the conditions associated with any player reward bonus or promotional prize.
- 6.4 The casino operator must not determine the recipient of a player reward bonus or promotional prize in a manner which is inconsistent with the conditions made available under 6.3 above.
- 6.5 The conditions of entitlement to any player reward bonus and/or promotional prize must include, but are not limited to, the following:
  - 6.5.1 the manner in which a player reward bonus and/or promotional prize is to be awarded;
  - 6.5.2 when the player reward bonus and/or promotional prize may be awarded;
  - 6.5.3 the characteristics, criteria and/or requirements for a player to be eligible for a player reward bonus and/or promotional prize;
  - 6.5.4 if there is a minimum or compulsory wager for each player to be eligible for a player reward bonus and/or promotional prize then that minimum or compulsory wager; and
  - 6.5.5 the nature of the player reward bonus and/or promotional prize and any qualification, reservation or guarantee given by the casino operator, if applicable.
- 6.6 The casino operator must provide the Authority full details of any conditions (per 6.3 and 6.5 above) of any offer by the casino operator of a player reward bonus or promotional prize prior to the commencement of any promotion.

## **7. Irregularities**

- 7.1 Where the outcome of the spin is determined by a live roulette wheel:

- 7.1.1 If the ball is spun in the same direction as the wheel is rotating, the dealer or casino supervisor shall announce "no spin" and the dealer shall attempt to remove the ball from the wheel prior to it coming to rest in one of the compartments.
- 7.1.2 If the dealer or casino supervisor anticipates that the ball will not complete four revolutions around the track of the wheel, the dealer or casino supervisor shall announce "no spin" and the dealer shall attempt to remove the ball from the wheel prior to it coming to rest in one of the compartments.
- 7.1.3 If a foreign object enters the wheel prior to the ball coming to rest the dealer or casino supervisor shall announce "no spin" and the dealer shall attempt to remove the ball from the wheel prior to it coming to rest in one of the compartments.
- 7.1.4 If the ball fails to fall into one of the compartments the dealer or casino supervisor shall announce "no spin".
- 7.1.5 If the ball is propelled or falls out of the wheel, the dealer or casino supervisor shall announce "no spin". Upon retrieval the ball shall be examined by a casino supervisor.
- 7.1.6 If any person interferes with the ball or the rotation of the wheel, the dealer or the casino supervisor shall announce "no spin".
- 7.1.7 Once the dealer or a casino supervisor has announced "no spin", it shall be an invalid spin regardless of whether or not the ball comes to rest in one of the compartments prior to the dealer's attempt to remove the ball from the wheel.
- 7.1.8 After a "no spin" the dealer shall re-spin in accordance with rule 3.
- 7.1.9 If the dealer reasonably forms the view that an incorrect outcome has been recorded by the Novo Unity II Roulette electronic table game, the dealer or casino supervisor must enter the correct result into the Novo Unity II Roulette electronic table game.
- 7.1.10 If a player terminal or automated roulette wheel experiences a malfunction the electronic gaming supervisor or casino supervisor must seek to confirm what wagers were placed through the analysis of available records in the player terminal and cause the results to be re-calculated and/or make appropriate adjustments to the patron(s) credit meter based on the actual outcome;
- 7.1.11 For the purposes of rule 7.1.10, a player terminal or automated roulette wheel shall be taken to have malfunctioned where:
  - 7.1.11.1 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



- 7.1.11.2 the normal playing sequence of the player terminal is interrupted or the normal display is faulty; or
  - 7.1.11.3 if the ball comes to rest prior to the end of the wagering period
  - 7.1.11.4 for any other reason the casino operator is of the opinion that the player terminal or automated roulette wheel is not functioning correctly.
- 7.1.12 If the electronic gaming supervisor or casino supervisor is unable, for the purposes of rules 7.1.10, to confirm the relevant wagers placed through the analysis of available records in the player terminal, the casino supervisor shall declare void the relevant wagers.
- 7.1.13 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.
- 7.1.14 Players are required to notify the casino operator in the event of any malfunction of a player terminal at which they are playing. Failure to do so, and the retention of any benefit, chip account credit or free play as a result of a player terminal malfunction or dealer error, may be considered to be a contravention of these rules.
- 7.1.15 Any malfunction of the operating equipment or software on a Novo Unity II Roulette electronic table game shall void any Novo Unity II electronic table game plays and payouts on the player terminal controlled by that software.

## **8. General Provisions**

- 8.1 A player shall be entitled to play more than one Novo Unity II Roulette player terminal at a time, unless otherwise instructed by an electronic gaming supervisor.
- 8.2 The player of a Novo Unity II Roulette player terminal is required to clear credits from the Novo Unity II Roulette electronic table game when a close of play warning or notification is initiated.
- 8.3 Players are required to notify the casino operator in the event of any malfunction of an Novo Unity II Roulette electronic table game at which they are playing. Failure to do so, and the retention of any prizes, redeemable ticket or payout voucher or free play as a result of a Novo Unity II Roulette electronic table game malfunction, may be considered to be a contravention of these rules.
- 8.4 Tilting, rocking, or in any way damaging or interfering with a Novo Unity II Roulette 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.

- 8.5 A person shall not, either alone or in concert with any other persons, use or control at or near a Novo Unity II Roulette electronic table game or location related to the playing of Novo Unity II Roulette electronic table games a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a Novo Unity II Roulette electronic table game or a part thereof, of interfering with an outcome or the proper or normal operation of a Novo Unity II Roulette electronic table game or a part thereof.
- 8.6 Rule 8.5 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.
- 8.7 Where an electronic gaming supervisor is satisfied that a person has contravened any provision of rule 8.3, 8.4, 8.5, 8.10, 8.11, 8.12 or 8.14 the electronic gaming supervisor may:
- 8.7.1 declare that any wager made by the person is void;
  - 8.7.2 direct that the person shall be excluded from further participation in playing of Novo Unity II Roulette electronic table games; or
  - 8.7.3 recommend the person be excluded from the casino in line with the provisions of section 79 of the Casino Control Act 1992.
- 8.8 An electronic gaming supervisor may invalidate the outcome of a game if:
- 8.8.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or
  - 8.8.2 any fraudulent act is perpetrated by any person that, in the opinion of the electronic gaming supervisor, affects the outcome of the game.
- 8.9 Where the outcome of a game is invalidated under rule 8.8, all wagers made by the players for that particular result may be refunded provided that an electronic gaming supervisor may direct that the wager of any player referred to in rule 8.8.2 be forfeited.
- 8.10 Any person who engages in Syndicated Play is in breach of these rules.
- 8.11 Any person who induces a player at a Novo Unity II Roulette electronic table game to vacate a Novo Unity II Roulette 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.
- 8.12 A person who interferes with, disturbs, or intimidates other Novo Unity II Roulette electronic table game patrons or casino employees is in breach of these rules.
- 8.13 Players and spectators are not permitted to have side bets with or against each other.
- 8.14 Where, in the opinion of an electronic gaming supervisor, a person is not actively playing a Novo Unity II Roulette electronic table game and is:

8.14.1 occupying a Novo Unity II Roulette electronic table game; or

8.14.2 occupying an adjacent area such that it restricts another patron from gaining access to play a Novo Unity II Roulette electronic table game;

an electronic gaming supervisor may direct the person to vacate the Novo Unity II Roulette electronic table game or adjacent area. If a person refuses to comply with this directive, that person is in breach of these rules.

8.15 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.

8.16 In any dispute arising from these Rules, 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 Casino, Liquor and Gaming Control Authority Act 2007.

8.17 A copy of these rules shall be made available for inspection upon request.

### Diagram "A"

#### NOVO UNITY II ROULETTE PLAYER TERMINAL SCREEN LAYOUT

