



**Independent
Liquor & Gaming
Authority**

ARUZE SIC BO 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 the Aruze Sic Bo Electronic Table Games in the casino and includes an electronic gaming supervisor;

“Authority” means the Independent Liquor and Gaming Authority;

“automated dice tumbler” means a gaming device that is electronically activated and automatically shakes the dice within a tumbler and communicates the outcome of a round of play via electronic sensors;

“cocked dice” means any of the three dice fail to come to rest with one surface flat to the base of the tumbler and that round of play shall be void;

“electronic gaming supervisor” means a person employed in a casino in a managerial capacity for the supervision of Aruze Sic Bo 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;

“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;

“shooter” means the player designated to press the shoot button.

“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 round of play and ceases when wagering is closed as indicated by the terminal.

2. Equipment

- 2.1 Aruze Sic Bo Electronic Table Game is a gaming device which facilitates a factual representation of the casino game of Sic Bo.
- 2.2 An automated dice tumbler containing a set of three dice sealed within the tumbler shall be used to determine the outcome of the game. The sides of each die shall be numbered by the use of dots from one to six, so arranged that the sum of the numbers of any pair of opposite sides on each die is seven.
- 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 'A'; and
 - 2.3.1 may contain any additional elements necessarily required by these rules; and/or
 - 2.3.2 may include features in addition to those shown in diagram 'A', if those features are not inconsistent with diagram 'A' or these rules.

3. Playing of Aruze Sic Bo Electronic Table Games

- 3.1 The instructions on how to play Aruze Sic Bo Electronic Table Game are displayed on the Aruze Sic Bo Electronic Table Game player terminal 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 instructions displayed on the Aruze Sic Bo Electronic Table Game's player terminal screen. Such options shall be initiated by the player activating the relevant function(s) of the Aruze Sic Bo 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 Sic Bo Electronic Table Game play;
 - 3.4.3 winnings from a linked jackpot; and
 - 3.4.4 the centralised monitoring system transferring credits to the Aruze Sic Bo Electronic Table Game.
- 3.5 Aruze Sic Bo 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 Aruze Sic Bo Electronic Table Game;
 - 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;
- 3.8.1 Wagers may not be withdrawn, placed or changed after the expiry of the wagering period.
- 3.9 The wagers defined in this rule shall be the permissible wagers by a player at the Aruze Sic Bo Electronic Table Game:
- 3.9.1 "Small" means a wager which shall:
 - 3.9.1.1 win if any of the totals of 4, 5, 6, 7, 8, 9 or 10 appears in any combination of the three dice, with the exception of triple 2 or triple 3;
 - 3.9.1.2 lose if any other total or a triple appears.
 - 3.9.2 "Big" means a wager which shall:
 - 3.9.2.1 win if any of the totals of 11, 12, 13, 14, 15, 16 or 17 appears in any combination of the three dice, with the exception of triple 4 or triple 5;
 - 3.9.2.2 lose if any other total or a triple appears.
 - 3.9.3 "Triple" means a wager on any one of the specific triples 1, 2, 3, 4, 5, or 6, which shall win if that triple appears and shall lose if any other combination appears.
 - 3.9.4 "Double" means a wager on any one of the specific doubles 1, 2, 3, 4, 5 or 6, which shall win if that double or win once only if a triple of the same number appears, and shall lose if any other combination appears.
 - 3.9.5 "Any Triple" means a wager on any triple 1, 2, 3, 4, 5 or 6 which shall win if a triple appears and shall lose if any other combination appears.

3.9.6 "Dice Total" means a wager on any one of the totals 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16 or 17 which shall win if that total appears in any combination of the three dice and shall lose if any other total appears.

3.9.7 "Two Dice Combination" of

1 and 2, 3, 4, 5 or 6
 2 and 3, 4, 5 or 6
 3 and 4, 5 or 6
 4 and 5 or 6
 5 and 6

means a wager on any one of these specific combinations which shall win once only if that combination appears on two or more of the dice and shall lose if any other combination appears;

3.9.8 "Any Number" means a wager on any one of the numbers 1, 2, 3, 4, 5, or 6, which shall win if that number appears on one or more of the dice and shall lose if that number does not appear.

3.9.9 The layout of the table shall have areas designated for the placement of wagers and shall be marked in a manner substantially similar to that shown in diagram "A".

3.9.10 The wager odds shall be:

Small	1 to 1
Big	1 to 1
Any Number (1 Dice)	1 to 1
Any Number (2 Dice)	2 to 1
Any Number (3 Dice)	12 to 1
Triple	190 to 1
Any Triple	31 to 1
Double	12 to 1
Two Dice Combination	6 to 1
Dice Total	
4	62 to 1
5	31 to 1
6	18 to 1
7	12 to 1
8	8 to 1
9	7 to 1
10	6 to 1
11	6 to 1
12	7 to 1
13	8 to 1
14	12 to 1

15	18 to 1
16	31 to 1
17	62 to 1

- 3.10 The shooter shall be able to shoot the dice at the end of the wagering period by pressing the shoot button. This player shall be:
- 3.10.1 determined in turn in a clockwise direction around each of the terminals with a wager placed if there is no minimum wager requirement to shoot the dice; or
 - 3.10.2 where there is a minimum wager requirement to shoot the dice, the player with the highest wager above the dice shooting value.
 - 3.10.2.1 If more than one player has the same amount wagered above the dice shooting value, the player who wagered that amount first shall be the shooter.
 - 3.10.3 The shooter shall have 10 seconds from the end of the wagering period to press the shooter button. If the button has not been pressed within 10 seconds then the dice shall automatically be shot.
 - 3.10.4 If no player has wagered the minimum credits for the dice shooting value, the dice shall automatically be shot at the end of the wagering period.
- 3.11 Providing the dice are lying flat, the number on the uppermost face of each die shall be the result of the spin.

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 Aruze Sic Bo Electronic Table Game's turnover to a progressive jackpot pool, or pools. The percentage contribution of each Aruze Sic Bo Electronic Table Game's turnover allocated to the pool(s) shall be 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 machine player terminal or screen. The winner of the progressive jackpot pool shall win the prize indicated on the progressive jackpot display.
 - 4.1.3 Jackpot wins, as indicated on the jackpot display, may be paid to the player:
 - 4.1.3.1 by incrementing the credit meter according to rule 3.4; or

- 4.1.3.2 issuance of a redeemable ticket or payout voucher and the amounts so paid cleared from the jackpot display meter.
- 4.1.4 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 tickets or payout vouchers 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 Rewards and Promotional Prizes

- 6.1 The casino operator may offer from time to time Promotional Prizes in conjunction with gaming in the casino.
- 6.2 Promotional Prize draws shall be overseen by a scrutineer nominated by the casino operator where an individual prize has a value over \$10,000.
- 6.3 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.
- 6.4 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.

- 6.5 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:
- 6.5.1 tobacco in any form;
 - 6.5.2 a firearm, or ammunition, or an imitation firearm, within the meaning of the Firearms Act 1996;
 - 6.5.3 a prohibited weapon within the meaning of the Weapons Prohibition Act 1998;
 - 6.5.4 more than 20 litres of liquor; or
 - 6.5.5 any item or service prescribed by the regulations.
- 6.6 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.
- 6.7 The terms and conditions to any Promotional Prize must include, but are not limited to, the following:
- 6.7.1 the manner in which a Promotional Prize is to be awarded;
 - 6.7.2 when and where the Promotional Prize will be awarded;
 - 6.7.3 the characteristics, criteria and/or requirements for a player to be eligible for a Promotional Prize;
 - 6.7.4 if there is a minimum or compulsory wager for each player to be eligible for a Promotional Prize then that minimum or compulsory wager;
 - 6.7.5 the nature of the Promotional Prize and any qualification, reservation or guarantee given by the casino operator, if applicable;
 - 6.7.6 the closing date and time for receipt of entry into any Promotional Prize promotion;
 - 6.7.7 the place, date and time of any Promotional Prize promotion;
 - 6.7.8 the method for claiming a Promotional Prize (including any requirement for entrants to be physically present);
 - 6.7.9 how the winner of a Promotional Prize will be notified;
 - 6.7.10 how the results of a Promotional Prize will be published;
 - 6.7.11 details of the prizes and their value including any conditions relating to receiving, using or accepting prizes; and

6.7.11.1 If the prize is machinery or an electric appliance, details shall also include:

- i) Make;
- ii) Model;
- iii) Accessories.

6.7.11.2 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.

6.7.11.3 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.

6.7.11.4 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.

6.8 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:

- 6.8.1 face-to-face; or
- 6.8.2 mail; or
- 6.8.3 telephone; or
- 6.8.4 email.

6.9 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.

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

6.10 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:

- 6.10.1 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.
- 6.11 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.
- 6.12 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.

7. Irregularities

- 7.1 If a player terminal experiences a malfunction the electronic gaming 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.
- 7.2 For the purposes of rule 7.1, a player terminal shall be taken to have malfunctioned where:
- 7.2.1 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
- 7.2.2 the normal playing sequence of the player terminal is interrupted or the normal display is faulty
- 7.2.3 for any other reason the casino operator is of the opinion that the player terminal is not functioning correctly.
- 7.3 If the electronic gaming supervisor is unable, for the purposes of rules 7.1, to confirm the relevant wagers placed through the analysis of available records in the player terminal, the electronic gaming supervisor shall declare void the relevant wagers.
- 7.4 The electronic gaming supervisor shall declare all relevant wagers void when:
- 7.4.1 the dice are cocked;
- 7.4.2 for any other reason the casino operator is of the opinion that the dice tumbler is not functioning correctly.
- 7.5 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.

7.6 Any malfunction of the operating system on the server terminal of an Aruze Sic Bo Electronic Table Game shall void any Aruze Sic Bo Electronic Table Game plays and payouts on that terminal.

7.6.1 For the purposes of rule 7.6 a server terminal shall be taken to have malfunctioned where:

7.6.1.1 multiple player terminals connected to the same server terminal display the same error message;

7.6.1.2 for any other reason the casino operator is of the opinion that the player terminal is not functioning correctly.

8. General Provisions

8.1 A player shall be entitled to play more than one Aruze Sic Bo Electronic Table Game at a time, unless otherwise instructed by an electronic gaming supervisor/Assistant Gaming Manager.

8.2 The player of an Aruze Sic Bo Electronic Table Game is required to clear credits from the Aruze Sic Bo 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 Aruze Sic Bo Electronic Table Game at which they are playing. Failure to do so, and the retention of any prizes, coin issues or free play as a result of an Aruze Sic Bo 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 an Aruze Sic Bo Electronic Table Game, or attempting to operate a 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 an Aruze Sic Bo Electronic Table Game or location related to the playing of Aruze Sic Bo Electronic Table Games a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to an Aruze Sic Bo Electronic Table Game or a part thereof, of interfering with an outcome or the proper or normal operation of an Aruze Sic Bo 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/Assistant Gaming Manager 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/Assistant Gaming Manager 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 Aruze Sic Bo 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/Assistant Gaming Manager 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/Assistant Gaming Manager, 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/Assistant Gaming Manager 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 an Aruze Sic Bo Electronic Table Game to vacate an Aruze Sic Bo 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 Aruze Sic Bo 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/Assistant Gaming Manager, a person is not actively playing an Aruze Sic Bo Electronic Table Game and is:
- 8.14.1 occupying an Aruze Sic Bo Electronic Table Game; or
 - 8.14.2 occupying an adjacent area such that it restricts another patron from gaining access to play an Aruze Sic Bo Electronic Table Game;
- an electronic gaming supervisor/Assistant Gaming Manager may direct the person to vacate the Aruze Sic Bo 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 host, subject to a review (if requested) by an electronic gaming supervisor/Assistant Gaming Manager.

- 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 Gaming and Liquor Administration Act 2007.
- 8.17 A copy of these rules shall be made available for inspection upon request.

DIAGRAM A

