

**Machine Standards Category B3, B4, C
& D (Legacy machines)**

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Introduction

This standard is applicable to all 'Legacy Machines'.

A gaming machine, as defined by section 235 of the Gambling Act 2005 (the 2005 Act), is a legacy machine, if:

- it is of category B3, B4, C or D;
- it was available for lawful use on premises within Great Britain on 31 August 2007 (whether as a 'Jackpot' machine under the provisions of section 31 Gaming Act 1968 or as an 'amusement with prizes' machine under the provisions of section 34 of that Act);
- it is so configured as to comply with any regulations made under section 240 of the 2005 Act which apply to it; and
- prescribed details of it have been registered with the Gambling Commission by 31 August 2007.

The purpose of the Commission's standards is to set out in detail the Commission's requirements with respect to game features, display notices and general device operation including metering for machines. These have been developed to help ensure the Commission's three licensing objectives are met. Those objectives are to:

- prevent gambling from being a source of crime or disorder, being associated with crime or disorder or being used to support crime,
- ensure that gambling is conducted in a fair and open way, and
- protect children and other vulnerable persons from being harmed or exploited by gambling.

A legacy machine will not be required to comply with the Commission's full technical standards which would apply to a newly manufactured machine of the appropriate category. Rather the purpose of this standard is to set out those minimum requirements legacy machines must continue to meet if they are to continue to be sited after 1 September 2007. These draw upon large parts of the existing industry and trade association voluntary guidelines on gaming machines.

In general, any legacy machine which is adapted after 1 September 2007 will thereafter be required to comply in full with the Commission's technical standard and test and approval processes for the relevant category of machine. However, downgrading a machine from one category to a lower category, or adapting it to take advantage of its relevant pre-existing stake or prize limits, will not disqualify a machine from its legacy status provided no other aspect of the machine's operation is affected.

Other Applicable Documents

- i) Section 240 regulations – (*Applicable S.I. Number*)
- ii) Section 236 regulations – (*Applicable S.I. Number*)

1. Key points

- 1.1** In this Standard the following terms have the same meaning as in the Gaming Machine (Circumstances of Use) Regulations 2007 (the Regulations):
- charge for use;
 - committed amount;
 - committed payment;
 - deposited sum; and
 - using a gaming machine once.
- 1.2** In this Standard:
- 'Bank' refers to a meter used to record uncollected winnings for Category C & D and in the case of categories B3 and B4 deposited sums and uncollected winnings;
 - 'Credit' refers to a meter used to record the committed amount;
 - 'Residue' refers to a meter used to record deposited sums only in each case irrespective of how the meter is described on any particular gaming machine.
- 1.3** Except for a live jackpot which complies with 2 below and reasonable percentage control parameters, no game must be linked to the previous game other than the last game played. The odds of such a link occurring must be no greater than 50%, and must be randomly determined.
- 1.4** No display other than those indicating the current value of a Bank, Credit or Residue must display values greater than the maximum prize value allowed for the category of legacy machine.
- 1.5** Statements for the player's benefit, such as information about any payout restrictions, must be truthful and clearly visible to the player.

2. Live jackpots

- 2.1 Except for a single live jackpot feature, no machine must offer prizes which increase or appear to increase from one game to the next other than on a random basis and at odds of no more than evens.
- 2.2 The true value of the live jackpot, and any reserve if used, must be displayed to the player at all times.
- 2.3 The live jackpot and its reserve must start off from zero (except after a win when the live jackpot has been immediately replenished by the value in the reserve), and be increased only at random in proportion to the number of games played, and in no other way whatsoever, whether the live jackpot contains coins of a single denomination or a range of different denominations.

This restricts live jackpot prizes to a specific and pre-determined value, independent of the outcome of some other part of the game.

Note that this places no restriction on the rate of increase of the live jackpot and its reserve.

- 2.4 The reserve must contain the same range of coin values as the live jackpot and its rate of increase must also be the same.
- 2.5 The live jackpot must be available in every game and its contents, in whatever form, may not be used to enhance the chances of winning.
- 2.6 The live jackpot, when won, must be paid in full, without the addition of any further value other than as may be necessary to round up the value so as to be payable by the machine, and must be delivered in the game in which it is won.
- 2.7 Category B3 & B4 legacy machines may offer awards which comprise a fixed value together with the live jackpot, as long as the sum of these two components cannot exceed the statutory prize limit for the particular category of machine and that no reserve is used.

If an alternative prize option is selected, the live jackpot prize must remain unaffected. Once, however, the live jackpot option is selected, the live jackpot prize must be delivered and the live jackpot reduced to zero, regardless of whether the live jackpot is delivered directly or is subject to some intervening gamble or skill features.

- 2.8 If a repeat chance is offered when a live jackpot has been won, it must be available for every value of a live jackpot. The value of the repeat award must be the same as the original award.

3. Displays

3.1 No single display, other than any Bank, Credit, or Residue display, may show, or be presented in such a way that it could be taken to show, a value which exceeds the statutory prize limit for the machine. A plurality of such display elements is acceptable.

3.2 If any display (including reels) does not reflect the actual odds of the game presented the following statement must be included on the face of the machine, clearly visible to the player:

THE OUTCOME OF ANY GAME OR FEATURE IS NOT NECESSARILY THAT SHOWN
BY THE ODDS DISPLAYED.

3.3 Machines must display, clearly visible to the player, a sign in the form:

NO PRIZE GREATER IN VALUE THAN [X] POUNDS CAN BE WON FROM THIS
MACHINE IN ANY ONE GAME.

Where [X] is the maximum win achievable on the machine (which must be no greater than the statutory prize limit for the category of machine).

3.4 Where a Bank uses a pictorial representation for display it is acceptable to use a single symbol or facsimile representing £10 or more up to £20 even where this exceeds the maximum permitted prize for a machine of the relevant category.

Where a symbol (e.g. note) with a value equal to £20 is used, then no symbols in the Bank display must exceed the physical size of a current note of that value.

Percentage payout label

3.5 Where regulation 3(2) of the Regulations applies any percentage payout labels displayed on the face of machines must be clearly visible to the player, and in the following form:

THIS MACHINE HAS AN AVERAGE PAYOUT OF 70% OR GREATER.

Level of prizes

3.6 Each category B3 & B4 legacy machine must bear a statement of the monetary value of each prize, how it may or may not be won and of any special circumstances under which a prize may not be paid or may be modified. It is not necessary for these statements to be continuously displayed if the player can access the statements at any time, and the means to do so is clearly visible at all times when the machine is available for play.

Where there are insufficient coins to pay any prize in full then an illuminated warning sign on the machine clearly visible to the player must appear bearing the words -

WARNING - INSUFFICIENT COINS TO PAY MAJOR PRIZES.

Cash full lamp

3.7 Any indicator which implies that the machine is in a state which could be beneficial to the player is unacceptable.

Category B3 & B4 legacy machines – mystery prizes

- 3.8** The circumstances in which any prize is not available on a category B3 or B4 legacy machine must be clearly displayed on the face of the machine before a player commits himself to play.

Category B3 & B4 legacy machines – reel sequencing

- 3.9** Where certain winning combinations may be excluded as a result of the way in which reel spin-distances are determined at the start of each game, the following statement must be placed on the face of the machine, clearly visible to the player:-

DUE TO THE SEQUENCING OF THE REELS CERTAIN WINNING COMBINATIONS
ARE NOT AVAILABLE IN EVERY GAME.

Category B3 & B4 legacy machines - rounding up prizes

- 3.10** On machines in which whole pound devices only are provided the following notice must be incorporated on the face of the machine, clearly visible to the player:

THIS MACHINE PAYS OUT £1 COINS ONLY.
ALL PRIZES WILL BE ROUNDED UP TO THE NEAREST POUND.

4. Bank

- 4.1 A single Bank may be used to accumulate all winnings from machines over any number of games.
- 4.2 A single Bank display must show the contents of the Bank in monetary values, although a secondary display on a feature display shared with other machines may replicate the machine's Bank display whilst the machine is actively using this feature (otherwise this secondary display must read zero).
- 4.3 Accumulated winnings in a category C or D legacy machine's Bank may not be used to pay a charge for use of the machine (other than by payout of the Bank and re-insertion into the machine).
- 4.4 A display that incorporates a Bank can be used for other purposes providing that:
- a) the only time that the display shows an amount greater than the statutory maximum prize is when it is used in the Bank mode;
 - b) it must be clearly stated on the machine when the display is in the Bank mode; and
 - c) all uses of the display must fully comply with this standard.
- 4.5 The value of the Bank displayed on a category C or D legacy machine must not exceed five times the maximum permitted prize for machines of these categories. In the event that a win plus the current value of the Moneybank should exceed that limit, then:
- a) the machine must increment the Moneybank to momentarily display the true accumulated total; and
 - b) the machine must immediately automatically pay out the Moneybank down to a value of four times the maximum permitted prize.
- 4.6 There must be no statement made on the machine which suggests that for any reason a payment to the Bank can exceed the permitted maximum prize for a machine of the relevant category.
- 4.7 Pictorial Bank displays must not be used to register the accumulated winnings awarded by a feature which repeats over successive games when such wins may total a sum greater than the permitted maximum for using the machine once.

5. Linkages

Random hold

- 5.1** A random hold complies with this standard provided that:
- a) the operation of the hold device is completely random;
 - b) the combined availability of reel hold and all other feature holds is no greater than 50%;
 - c) the player is not offered the opportunity to hold before he commits himself to the game; and
 - d) the descriptive flash on the machine fascia does not imply that a succession of holds will enable a player to win a sum greater than the maximum permitted prize.
- For example:
- i. in a gamble feature consisting of a reel containing numbers to determine the outcome of a Hi-Lo selection made by the player and in which, when the reel is spun, a higher or lower number appears on the win line, it is unacceptable for that reel to remain in position over games more than 50% of the time; and
 - ii. A Spin to Last Win feature would generally be unacceptable because the probability of the immediately preceding win value remaining unchanged will invariably be greater than 50%.

- 5.2** Other than the Live Jackpot, machines must not be designed to create a real or perceived chance of a link between games which is greater than 50%. Any favourable combination remaining at the end of a game must be the result of the random action of the machine or a selection by the player (or a combination of the two) and must not derive from a characteristic inherent in the design of the machine.

For example, it is unacceptable for the last game in the series to drive the reels (or other feature) into a favourable combination as that may encourage the player to pay a further charge for use or make a further committed payment in a hope that the favourable situation can be improved to a winning combination in a subsequent game.

- 5.3** Captions which, when illuminated, suggest that the next game in a series may result in a maximum win are not acceptable.

Linked or progressive features

- 5.4** Any feature which builds up an enhanced payout as the result of the out-turn of a preceding game is unacceptable unless the probability of this occurring is no greater than 50%. For example, the following are unacceptable:
- a) machines which contain such features which operate on (say) every fifth game regardless of wins or losses in those games;
 - b) machines which award a prize at the end of a losing sequence of a certain number of games; and
 - c) a feature which enables a player to modify the combination standing over from a previous game.
- 5.5** A repeat win, when achieved, must be displayed on the same set of symbols as the original win.

'Buying' a benefit or advantage

- 5.6** A machine must not offer a 'token trade' or 'trade exchange' feature in which a part or all of a cash or token prize may be exchanged for a benefit or advantage (for example a nudge) carried forward into the next game.

However, it is permissible for a feature in a game to be used in that game or left unused with the possibility of its being held over into the next game at odds of no greater than 50% (for example, nudges which become available during the normal course of a game may be used during that game or 'banked' with the possibility that they may be carried forward into the next game).

Random devices

- 5.7** A benefit bestowed by a random device may consist of the opportunity to use a hold-and-draw feature, to use a 'nudger', to play an enriched game, or to play a separate game. All these are acceptable, provided they are only available to a player whilst using the machine once.

Random event

- 5.8** Where a number of events occur at random, the probability of any one of those events occurring must be the same as the probability of any other event occurring.

For example, where a machine is designed to offer a random chance of a repeat win, the probability of the repeat occurring must be the same whatever the value of the win. In particular, the probability must not be increased to a higher value after a major win and reduced to a lower percentage for other wins.

Dual stake category C and D legacy machines

- 5.9** Where category C and D legacy machines offer dual stakes:
- a) no reel or feature hold may be offered in any game in which the stake has been increased;
 - b) on insertion of more than one charge for use ('credits') the player must either:
 - i. be 'locked in' to games at whatever fixed stake was initially selected until all credits are exhausted and, once all credits have been used, no reel or feature hold may be offered for the next game if an increase in stake is selected; or
 - ii. be allowed to change stake from game to game but without repeat reel or feature hold being offered in any game in which the stake has been increased;
 - c) the fact that no reel or feature hold is available in a game in which the stake has been increased must be made clear to the player at all times;
 - d) in any game in which the stake is reduced, only one random 50/50 decision is permitted (for example, if a reel or feature hold is available at one stake it should also be available if a lower stake game is selected); and
 - e) reel or feature hold availability must not be shown to the player until after the desired stake has been selected.

6. General

6.1 Controls for Legacy Machines of the 'Fruit Machine' Type:

- a) any sequence of wins must not exceed that to be expected from a random machine of a similar payout profile and running at the same payout percentage;
- b) prior to the commencement of any game the outcome of that game must not be shown to or predictable by the player;
- c) any features that can be used to modify the outcome of a game by reference to the immediately preceding game must not be available at a greater than 50% probability (except for a live jackpot);
- d) if a feature is described as 'skill', it must be true skill; and
- e) the stated target percentage payout must be achieved within any 10,000 games in the case of category C & D legacy machines or 100,000 games in the case of category B3 and B4 legacy machines.

6.2 There must be no feature which offers, or appears to offer, a series of enriched games. For example:

- a) some live jackpots appear in the form of a multi-lamp display where the number of lamps illuminated increases as games are played, but where the number of lamps illuminated is not directly related to the true value of the live jackpot cash award that it represents. This type of display can make it appear that the live jackpot value increases only slowly at first, but at a faster rate as more games are played, thus giving the impression of a period of enriched play during the latter stages of a series of games. This is not permissible;
- b) some machines include win captions which, when illuminated, suggest that the next game or subsequent games may result in an improved win. If such captions are not permanently lit but illuminate at some stage during play, the effect is to imply that during the illuminated period the player will enjoy a series of enriched games. This arrangement is not permissible; and
- c) the value of a prize, other than a live jackpot prize, may be increased in any one game by the random operation of a bonus feature. However, a bonus may not be offered over a series of games, since this would create a period of enriched games. Equally, a pseudo-bonus feature which adds nothing to the value of the prize but which gives the impression of a series of enriched games is impermissible.

6.3 Machines may incorporate a change giving facility.

Percentage payout

6.4 All category B3, B4, C & D legacy machines must have a payout of at least 70%.

6.5 Category C & D Legacy Machines which accept smart cards:

- a) a facility must be available on the premises where such machines are sited which will show the player what credits his card holds without requiring credits to be spent or a game to be played;
- b) the machine must allow the player to pay a single charge for use and the smart card must be partly ejected for re-insertion for every £2 value of stake committed;
- c) smart card must be partly ejected by the machine and re-inserted by the player before any replayable token wins can be used to pay a charge for use or make a committed payment;
- d) cash winnings recorded as credits on the card must not be used to play further games - they must be exchanged for cash only; and
- e) the 'stake' purse must have a maximum value determined by the machine operator which reflects both the need for adequate security and the modes of operation required.

Pre-game gamble

- 6.6 Where a pre-game gamble is offered to the players:
- a) if a pre-game gamble is offered in all games, the player must be given an option at the start of the game to use the pre-gamble or not;
 - b) use of the pre-gamble must not cause the machine's percentage return to player to be enhanced by more than 10 percentage points;
 - c) if no pre-gamble is used in any game, the machine percentage return to player must not be less than that stated on the glass artwork;
 - d) the pre-gamble must be transparent: that is to say at natural odds, the player gets what he sees, and no compensation;
 - e) the pay tables relating to each pre-gamble must be transparent to the player: they must know what they are playing for (or pre-gambling for);
 - f) such gambles are to be optional, transparent and not used as part of the machine's payout controls; and
 - g) after a 10 seconds period in which no game is played, and there is insufficient credit to play a game, any set gamble level must be reset to 'no gamble'.

7. Payment methods and meters

General

- 7.1 The following general requirements will apply:
- for Category D machines the charge for playing a game once shall be by one or more coins or tokens inserted into the machine;
 - notwithstanding the provisions in s6.5 above, category C legacy machines may be played only with coins or banknotes, and must pay out using coins or banknotes;
 - category B3 & B4 legacy machines may be played with coins, banknotes, smartcard credits and tokens, and may pay out using coins, banknotes, smartcard credits, tokens, cheques and credit notes. In addition, payments to be made to and pay outs from such machines may be accepted or delivered by site staff (hand-pay) rather than by the machine itself; and
 - category B3 & B4 legacy machines may use winnings to pay a charge for use or make a committed payment without these having first to be paid out.

Notes on maximum value transferable to credit

- 7.2 The maximum value of a committed payment capable of being transferred to a credit meter to be held as a committed amount in any one tranche must not exceed £2.

Bank, credit and residue meters

- 7.3 Credit includes all committed amounts derived from: coins and tokens inserted into category D legacy machines; coins and banknotes inserted into category C legacy machines; or coins, banknotes, smartcards and tokens inserted into category B3 & B4 legacy machines.

Residue includes all sums inserted into the machine, using banknotes or smartcards, which are not committed to Credit.

Bank includes all winnings and, for those category B3 & B4 legacy machines which display Bank and Credit only, it also includes the value of the Residue.

Category C, B3 & B4 legacy machines must record any deposited sums not committed to Credit as Residue, otherwise up to a maximum of £2 may be committed directly to the Credit either from a smartcard in the case of Category B3 & B4 legacy machines, or from a banknote in which case the uncommitted portion of the banknote value must be paid out to the player immediately.

The Bank and Residue values must be available for collection by the player, but the Credit balance need not except in the case of a category B3 & B4 legacy machine played using a smartcard when the value of any unplayable committed amount originating from the smartcard must be available for transfer back to the smartcard (subject to capacity).

Any Residue and Bank displays may contain monetary values which may exceed the statutory maximum prize for the category of machine.

A Credit display does not need to be shown as a monetary value and may exceed the statutory maximum prize for the category of machine.

Minimum commitment for play

- 7.4 There is no requirement for category B3, B4 or C legacy machines to be capable of accepting money in any form which would allow the player to be able to pay a single charge for use only. But the maximum sum for any committed payment must be £2.

Smartcards in category B3 & B4 legacy machines

7.5 Those portions of a Bank or Residue, and any portion of the Credit which is too small to pay a charge for use, that either originated from a smartcard or (in the case of a Bank or Residue) represent winnings that resulted from staking credits which originated from a smartcard, must be paid back to the smartcard if capacity allows. No other portions of these meters may be paid to the smartcard.

A facility must be provided by the machine to show players what credits their smartcards hold without requiring credits to be used to pay a charge for use. The contents of the smartcard must be shown on a display until either the player transfers money from the smartcard or withdraws the smartcard. This display may show values greater than the statutory maximum prize allowed for the category of machine when operating in this mode. When being used to display the contents of the smartcard only, the machine must not offer any inducement for the player to make a committed payment.

A smartcard must have a maximum monetary capacity determined by the machine operator which reflects both the need for adequate security and the modes of operation required.

Upon completion of any game in respect of which the charge for use was paid for by use of a smartcard, the machine must display the value remaining on the smartcard on a suitable display. The player must then be able to:

- i. withdraw the card without transferring any money from the card;
- ii. transfer the appropriate portion of the Bank and/or Residue to the smartcard (subject to capacity), if this option is offered, without transferring any money from the smartcard;
- iii. press either the Transfer or Start button to transfer up to a maximum of £20 from the smartcard to the Bank or Residue of which up to £2 may be a committed payment automatically transferred to the Credit. Alternatively, up to a maximum of £2 may be transferred directly from the smartcard to the Credit without transferring any value to the Bank or Residue from the smartcard.

The player may at any time make a committed payment of up to £2 to Credit by pressing a transfer button provided for that purpose.

The maximum sum which may be transferred from a smartcard before it is withdrawn from the machine and re-inserted is £20. But unless the Bank, Residue or Credit limit would otherwise be reached, there is no restriction on the number of times a smartcard may be withdrawn and re-inserted.

Banknotes inserted into category B3 B4 & C legacy machines

7.6 The largest banknote which may be inserted is a £20 note.

The value of banknotes inserted may either be credited wholly to the Residue (or Bank in the case of a category B3 or B4 legacy machine) from which up to £2 may be automatically transferred as a committed payment to Credit; or be credited up to £2 to the Credit with immediate payout of the remainder.

A player may at any time make a committed payment of up to £2 to the Credit by pressing a Transfer button provided for that purpose.

Provided the Bank, Residue or Credit meter limits are not reached, there is no restriction on the number of banknotes which may be inserted at any one time.

Transferring from the Bank to Credit in category B3 and B4 legacy machines

- 7.7 Players may choose to commit up to £2 from the Bank to the Credit for further play by pressing a Transfer button provided for that purpose at any time.

Provided the Credit limit is not reached, there is no restriction on the number of times the Transfer button may be pressed at any time.

Transfer button

- 7.8 Where the Transfer button is also used to start a game, but there are insufficient credits to do so, then the change of the function of the button must be made clear to the player.

Collecting the Bank, Residue and Credit

- 7.9 The player may collect whole pound values of either all or part of the Bank and the Residue at any reasonable time by pressing a button provided for this purpose.

In the case of category B3 & B4 legacy machines, if a smartcard is present with sufficient capacity, or hand-pay has been used then the entire value of the appropriate portion of the Bank and Residue together with any committed amount which is too small to pay a charge for use originating from the smartcard must be available for transfer back to the smartcard or payment to the player as the case may be.

A category C legacy machine may pay out in coins and banknotes.

For amounts other than those derived from using a smartcard, which must be paid to the smartcard, a category B3 or B4 legacy machine may payout in any suitable combination of coins, banknotes, tokens, cheques, and credit notes. In addition, machine payments may be made by site staff (hand-pay) on behalf of the machine provided the machine records that this process has been completed.

In the case of a category B3 or B4 legacy machine, if the smartcard does not have sufficient capacity to accept the whole of the amount to be paid, then either all or part of the payment must be made using coins, banknotes or a cheque. This may be limited to whole pound portions unless hand-pay is used.

In the event of the Bank or Residue containing cash which cannot be delivered by the machine for any reason, then the un-payable amount (which must be less than £1) may be retained by the machine for further play or for the benefit of the next player, and the machine must incorporate on its face, clearly visible to the player, a statement in the following form:

THIS MACHINE PAYS £1 COINS ONLY
ANY UNPAYABLE AMOUNTS WILL BE RETAINED FOR FUTURE USE

These requirements were notified in draft to the European Commission in accordance with Directive 98/34/EC, as amended by Directive 98/48/EC

The Gambling Commission regulates gambling in the public interest. It does so by keeping crime out of gambling, by ensuring that gambling is conducted fairly and openly, and by protecting children and vulnerable people from being harmed or exploited by gambling. The Commission also provides independent advice to government on gambling in Britain.

For further information or to register your interest in the Commission please visit our website at:
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