

Ref: DF24/017915

CASINO CONTROL ACT 1992

Order

Pursuant to section 66(1) of the *Casino Control Act 1992*, the Delegate of the NSW Independent Casino Commission does, by this Order, approve the amended game rules for the playing of the electronic table game Aruze Craps in the casino operated by The Star Pty Limited under licence granted by the Regulator on the 14 December 1994:

- (1) **Amended Rules for the playing of Aruze Craps**
The amended rules for the playing of the game of Aruze Craps in the casino as set out in the Attachment, are approved.

This Order shall take effect on the date of publication on The Star Sydney's website.

Signed at Sydney, NSW, this 27th day of August 2024.



Gabbie Gallagher
Director Licensing

For and on behalf of the **NSW Independent Casino Commission**

ARUZE CRAPS 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 responsible for the supervision of gaming machines/electronic table games in the casino;

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

“Casino Management System (CMS)” means the system that monitors the conduct of all gaming including data relating to turnover and wins within the casino as approved from time to time by the Casino Regulator under section 68 (1) of the Act.

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

“Come Out Roll” means the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to a Pass Line wager or a Don't Pass wager has been effected;

“Draw” means a wager shall neither win nor lose;

“Easy” means a combination of two dice showing different values e.g. easy eight comprises of a dice face of two and six,



or of a six and a two;



“Game Hardware” means all the computer equipment needed for the conduct of the game, including one or more PTs, one or more printers, routing, networking and communications devices and cabling;

“Gaming Services Host” means a person responsible for assisting patrons with their gaming machine/electronic table game needs.

“Game System” means the configuration of software and game hardware necessary to conduct the game;

“Hard” means a total comprising of two dice showing the identical value e.g. hard eight comprises both dice faces showing fours;



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

“NICC” means the NSW Independent Casino Commission

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

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

“Player Card” means a digital or physical card issued by a casino to a patron to use when gaming at the casino, as referred to in section 71A of the Casino Control Act 1992 (NSW). For the avoidance of doubt, a player card includes a The Star Club membership card, or a social member that has been issued with a Player Card.

“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;

“PT” means a player terminal featuring a touch screen monitor designed to allow a player to place wagers on an electronic Craps layout in accordance with these rules;

“PT Chip Account” means an account established under rule 3.3;

“Redeemable Ticket” means a ticket issued by a gaming machine/electronic table game showing the value of credits accumulated and not otherwise redeemed during play on that gaming machine/electronic table game. These tickets may be redeemed at Ticket In Cash Out machines, the Cage or be used to register a credit entitlement on a gaming machine or electronic table game;

“Round Of Play” means the time from the commencement of the wagering period to the settlement of wagers;

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

“Void” means invalid with no result; and

“Wagering Period” means the period during which a player is permitted to place, move or cancel wagers. 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 Craps Electronic Table Game is a gaming device which facilitates a factual representation of the casino game of Craps.
- 2.2 The following equipment shall be used :
 - 2.2.1 PT units;
 - 2.2.2 a note stacker shall be attached to each PT;
 - 2.2.3 a Ticket Printer shall be attached to each PT;
 - 2.2.4 An automated dice tumbler containing a set of two 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;

2.2.5 Game system.

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 Craps Electronic Table Game

3.1 The minimum and maximum wagers permitted by a player shall be shown on a sign on the PT. 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.

3.2 Play options shall be in accordance with the instructions displayed on the Aruze Craps Electronic Table Game's PT screen. Such options shall be initiated by the player activating the relevant function(s) of the Aruze Craps Electronic Table Game.

3.3 A person wishing to play the game must first establish a PT chip account by:

3.3.1 inserting an amount of cash or a redeemable ticket into the PT note stacker.

3.3.2 Where a player inserts cash or a redeemable ticket into the PT note stacker, the equivalent number of credits will automatically be credited to the PT chip account in respect of that PT.

3.3.3 Available credits will be shown on the credit meter.

3.3.4 All wagers shall be made by the player appropriating money standing to the credit of the player's PT chip account to a particular bet by first selecting the value to be placed by touching a denomination chip on the PT screen and then touching the appropriate playing area(s) on the layout prior to the end of the wagering period for that spin, thereby debiting the player's PT balance by the amount of the wager.

3.3.5 The player controlling of an PT is solely responsible for the placement of the chips appearing on the PT.

3.3.6 A wager cannot be withdrawn, placed or changed after the expiry of the wagering period.

3.3.7 Wagers shall be settled strictly in accordance with the position of the chips appearing on the PT electronic layout at the time a wagering period expires.

- 3.3.8 An Assistant Gaming Manager (or above) may modify the application of rule 3.3.6 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) where that electronic table game machine is configured to accept Australian legal tender;
 - 3.4.2 Redeemable tickets;
 - 3.4.3 winnings from Aruze Craps Electronic Table Game play;
 - 3.4.4 the Casino Management System (CMS) transferring credits to the Aruze Craps Electronic Table Game.
- 3.5 Aruze Craps Electronic Table Game play shall be initiated by the player wagering credits from the credit meter by activating the appropriate commencement function:
 - 3.5.1 The player appropriates money from the credit meter by touching the display on the player terminal screen and:
 - 3.5.1.1 make one or more chips appear or disappear from the PT screen with a corresponding change being made to the amount shown as standing to the credit of the players credit meter; or
 - 3.5.1.2 make one or more chips appear to move from one part of the PT screen to another.
- 3.6 A player's winnings/prizes shall be displayed on:
 - 3.6.1 the Aruze Craps Electronic Table Game PT; or
 - 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:
 - 3.8.1 issuance of a redeemable ticket or payout voucher and the credits so paid cancelled from the credit meter, where an electronic table game machine is configured with a ticket printer
 - 3.8.2 Credits may be paid by the Casino Management system (CMS) transferring credit from the Aruze Craps electronic table game to a Star Account (also known as cashless wagering account);
 - 3.8.3 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 Craps Electronic Table Game:

3.9.1 **"Pass Line"** means a wager placed on the section of the PT marked "PASS LINE" immediately prior to the come out roll which can be added to once the point is established, but cannot be cancelled after the completion of the wagering period and which shall:

3.9.1.1 win if, on the come out roll:

3.9.1.1.1 a total of 7 or 11 is determined; or

3.9.1.1.2 a total of 4, 5, 6, 8, 9 or 10 is determined and that total is determined again before a total of 7 is established;

3.9.1.2 lose if, on the come out roll:

3.9.1.2.1 a total of 2, 3 or 12 is determined; or

3.9.1.2.2 a total of 4, 5, 6, 8, 9 or 10 is determined and a total of 7 is subsequently established before that total is thrown again;

3.9.2 **"Odds"** means an additional wager made by a player, whenever that player has made a Pass Line wager on the section of the PT marked "ODDS" and a total of 4, 5, 6, 8, 9 or 10 is determined on the come out roll, which shall:

3.9.2.1 be limited to double the amount of the Pass Line wager;

3.9.2.2 win if the Pass Line wager wins; or

3.9.2.3 lose if the Pass Line wager loses.

3.9.3 **"Come"** means a wager placed on the section of the PT marked "COME" immediately prior to the come-out roll which can be added to once the point is established, but cannot be cancelled after the completion of the wagering period and which shall:

3.9.3.1 win if, on the roll immediately following placement of such wager:

3.9.3.1.1 a total of 7 or 11 is determined; or

3.9.3.1.2 a total of 4, 5, 6, 8, 9 or 10 is determined and that total is determined again before a total of 7 appears;

3.9.3.2 lose if, on the roll immediately following placement of such wager:

3.9.3.2.1 a total of 2, 3 or 12 is determined; or

- 3.9.3.2.2 a total of 4, 5, 6, 8, 9 or 10 is determined and a total of 7 subsequently appears before that total is determined again.
- 3.9.4 **"Come Odds"** means an additional wager made by a player on the section of the PT marked "COME ODDS", whenever that player has made a Come wager and a total of 4, 5, 6, 8, 9 or 10 is determined on the roll immediately following placement of that wager, which shall:
- 3.9.4.1 be limited to double the amount of the Come wager;
 - 3.9.4.2 win if the Come wager wins; or
 - 3.9.4.3 lose if the Come wager loses.
- 3.9.5 **"Big 6"** means a wager made at any time on the section of the PT marked "Big 6", which shall win if a total of 6 is determined before a total of 7 and shall lose if a total of 7 is determined before a total of 6.
- 3.9.6 **"Big 8"** means a wager made at any time on the section of the PT marked "Big 8", which shall win if a total of 8 is determined before a total of 7 and shall lose if a total of 7 is determined before a total of 8.
- 3.9.7 **"Place"** means a wager made at any time on any of the numbers on the section of the PT marked "PLACE" with the numbers 4, 5, 6, 8, 9 or 10 which shall:
- 3.9.7.1 win if the number on which the wager was placed is determined before a total of 7 is determined; or
 - 3.9.7.2 lose if a total of 7 is determined before the number is determined.
- 3.9.8 **"Buy"** means a wager made at any time on the selection of the PT marked "BUY" with the numbers 4, 5, 6, 8, 9 or 10 where the player shall have the option of receiving true odds on these wagers in return for which, the player shall pay a commission at the time of placement equal to 5% of the wager.
- 3.9.9 **"Hardways"** means a wager on the section of the PT marked "HARDWAYS" made at any time on a selected hardway (hard 4, hard 6, hard 8 or hard 10) which shall win if the selected total is determined the hardway (i.e. with the two dice showing the same value) before the selected total is determined in any other way, or before a total of 7 is determined;
- 3.9.10 **"Don't Pass Line"** means a wager placed on the section of the PT marked "Don't Pass, Line" immediately prior to the come out roll which shall:
- 3.9.10.1 win if, on the come out roll:
 - 3.9.10.1.1 a total of 2 or 3 is determined; or
 - 3.9.10.1.2 a total of 4, 5, 6, 8, 9 or 10 is determined and a total

of 7 subsequently appears before that total is determined again;

3.9.10.2 lose if, on the come out roll:

3.9.10.2.1 a total of 7 or 11 is determined; or

3.9.10.2.2 a total of 4, 5, 6, 8, 9 or 10 is determined and that total is determined again before a total of 7 appears;

3.9.10.3 draws if, on the come out roll a total of 12 is determined.

3.9.11 **"Don't Come"** means a wager placed on the section of the PT marked "Don't COME" at any time after the come out roll which shall:

3.9.11.1 win if, on the roll immediately following placement of such wager:

3.9.11.1.1 a total of 2 or 3 is determined; or

3.9.11.1.2 a total of 4, 5, 6, 8, 9 or 10 is determined and a total of 7 subsequently appears before that total is determined again;

3.9.11.2 lose, if on the roll immediately following placement of such wager:

3.9.11.2.1 a total of 7 or 11 is determined; or

3.9.11.2.2 a total of 4, 5, 6, 8, 9 or 10 is determined and that total is determined again before a total of 7 appears;

3.9.11.3 draw, if on the roll immediately following placement of such wager, a total of 12 is determined.

3.9.12 **"Don't Odds"** means an additional wager made by a player on the section of the PT marked "DON'T ODDS", whenever that player has made a Don't Pass wager and a total of 4, 5, 6, 8, 9 or 10 is determined on the come out roll, which shall:

3.9.12.1 be an amount calculated so that winnings shall not exceed double the amount of the Don't Pass wager;

3.9.12.2 win if the Don't Pass wager wins; or

3.9.12.3 lose if the Don't Pass wager loses.

3.9.13 **"Don't Come Odds"** means an additional wager made by a player on the section of the PT marked "DON'T COME ODDS", whenever that player makes a Don't Come wager and a total of 4, 5, 6, 8, 9 or 10 is determined on the roll immediately following placement of that wager, which shall:

3.9.13.1 be an amount calculated so that winnings shall not exceed double the amount of the Don't Come wager;

- 3.9.13.2 win if the Don't Come wager wins; or
- 3.9.13.3 lose if the Don't Come wager loses.
- 3.9.14 **"Place to Lose"** means a wager made at any time on the section of the PT marked with the numbers 4, 5, 6, 8, 9 or 10 against any of the numbers 4, 5, 6, 8, 9 or 10 which shall:
- 3.9.14.1 win if a total of 7 is determined before the number against which the wager is placed is determined; or
- 3.9.14.2 lose if the number against which the wager is placed is determined before a total of seven is determined.
- 3.9.15 **"Lay"** means a wager made at any time on the selection of the PT marked with the numbers 4, 5, 6, 8, 9 or 10 where the player has the option of receiving true odds on these wagers in return for which, the player shall pay a commission at the time of placement equal to 5% of the amount that the player could win.
- 3.9.16 **"Field"** means a one roll wager made at any time on the section of the PT marked "Field" which shall win if any of the totals of 2, 3, 4, 9, 10, 11 or 12 is determined on the roll immediately following placement of such wager and shall lose if any other total is determined.
- 3.9.17 **"Any Seven"** means a one roll wager made at any time on the section of the PT marked "Any Seven", which shall win if a total of 7 is determined on the roll immediately following placement of the wager and shall lose if any other total is determined.
- 3.9.18 **"Any Craps"** means a one roll wager made at any time on the section of the PT marked "Any Craps", which shall win if a total of 2, 3 or 12 is determined on the roll immediately following placement of the wager and shall lose if any other total is determined.
- 3.9.19 **"C (Craps)"** means a one roll wager made at any time on the section of the PT marked "Craps" , which shall win if a total of 2, 3 or 12 is determined on the roll immediately following placement of the wager and shall lose if any other total is determined.
- 3.9.20 **"E (Eleven)"** means a one roll wager made at any time on the section of the PT marked "Eleven", which shall win if a total of 11 is determined on the roll immediately following placement of the wager and shall lose if any other total is determined.
- 3.9.21 **"C&E (Craps & Eleven)"** means a one roll wager made at any time on the section of the PT marked "C&E (Craps & Eleven)", which shall win if a total of 2, 3, 11 or 12 is determined on the roll immediately following placement of the wager and shall lose if any other total is determined.
- 3.9.22 **"Horn Bet"** means a one roll wager made at any time on the section of the PT marked "Horn Bet", which shall win if any of the totals of 2, 3, 11 or 12 are determined on the roll immediately following placement of the wager and

shall lose if any other total is determined. The wager shall split equally between the totals of 2, 3, 11 and 12.

3.9.23 **“Hop Bets”** means a one roll wager made at any time which shall win if the chosen combination of dice is rolled but otherwise shall lose.

3.10 Winning wagers will be paid in accordance with the below table:

Wager		Odds
Pass Line		1 to 1
Odds	Total 4 or 10	2 to 1
	Total 5 or 9	3 to 2
	Total 6 or 8	6 to 5
Come		1 to 1
Wager		Odds
Come Odds	Total 4 or 10	2 to 1
	Total 5 or 9	3 to 2
	Total 6 or 8	6 to 5
Big 6		1 to 1
Big 8		1 to 1
Place	Total 4 or 10	9 to 5
	Total 5 or 9	7 to 5
	Total 6 or 8	7 to 6
Buy	Total 4 or 10	2 to 1
	Total 5 or 9	3 to 2
	Total 6 or 8	6 to 5
Hardways	Total 4 or 10	15 to 2
	Total 6 or 8	9 to 1
Don't Pass Line		1 to 1
Don't Odds	Total 4 or 10	1 to 2
	Total 5 or 9	2 to 3
	Total 6 or 8	5 to 6
Don't Come		1 to 1
Don't Come Odds	Total 4 or 10	1 to 2
	Total 5 or 9	2 to 3
	Total 6 or 8	5 to 6
Place to Lose	Total 4 or 10	5 to 11
	Total 5 or 9	5 to 8
	Total 6 or 8	4 to 5
Lay	Total 4 or 10	1 to 2
	Total 5 or 9	2 to 3
	Total 6 or 8	5 to 6
Field	Roll of 3, 4, 9, 10, 11	1 to 1
	Roll of 2 or 12	2 to 1
Any Seven		9 to 2
Any Craps		15 to 2
C (Craps)		15 to 2
E (Eleven)		16 to 1

C&E (Craps & Eleven)	Roll of 2, 3 or 12	13 to 4
	Roll of 11	15 to 2
Horn Bet	Roll of 3 or 11	16 to 1
	Roll of 2 or 12	33 to 1
Hop Bets	Roll in a pair of same numbers 'Hard' pair	33 to 1
	Roll of 'Easy' pair	16 to 1

- 3.11 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 determined in turn in a clockwise direction around each of the terminals with a wager placed on the Pass Line or Don't Pass Line and pass to the next player when the shooter's Pass Line wager loses or Don't Pass wager wins.
- 3.11.1 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.
- 3.11.2 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.
- 3.12 Providing the dice are lying flat, the total of the numbers on the uppermost face of each die shall be the result of the round of play.
- 3.13 From 19 October 2024, a player must insert their valid Player Card into the electronic table game machine before the commencement of a gaming session and must only participate in the game with the use of their own Player Card. If a player does not comply with this requirement, including by inserting a Player Card into the electronic table game machine that was issued to another person or by placing a wager for or on behalf of another person, any wager placed by the player will be considered invalid irrespective of:
- 3.13.1 any claim of agency, representative, power of attorney or otherwise; or
- 3.13.2 the person with the economic stake in the wager
- 3.14 In the event a wager is found to be invalid pursuant to rule 3.13 (above):
- 3.14.1 The Star will make reasonable attempts to return the invalid wager of the last completed game to the person and the person will not be entitled to any winnings arising out of the invalid wager.
- 3.14.2 If an invalid wager applies to any completed game prior to the last completed game (as contemplated by rules 3.13.1), the wagers and the results of the completed games shall stand.

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.

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 Promotional Prize, with the exception of prizes consisting of casino dollars, the Casino Operator may give the winner the option to be paid a monetary value alternative of the non-monetary prize instead.
- 5.4 Promotional Prizes must not be awarded in the form of cash. Any monetary prizes, or non-monetary prizes approved for conversion to monetary value, may only be paid by crossed cheque made out to the winner, by electronic funds transfer to the winner's bank account or by a combination of these payment options.
- 5.5 The non-monetary prize rules as set out in section 66(4) (b) 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;
 - iii) 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 NICC 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 In the event the Casino Operator amends the terms and conditions of any promotion conducted under these rules after the commencement of the promotion, the Casino Operator must re-submit the amended terms and conditions to the NICC as soon as possible.
- 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 Inspector is to be notified within 48 hours.

6. Irregularities

- 6.1 If a PT experiences a malfunction the Assistant Gaming Manager (or above) 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.
- 6.2 For the purposes of rule 6.1, a PT shall be taken to have malfunctioned where:
 - 6.2.1 multiple credits are displayed on the credit meter of the PT 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 PT 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 PT is not functioning correctly.
- 6.3 If the Assistant Gaming Manager (or above) is unable, for the purposes of rules 6.1, to confirm the relevant wagers placed through the analysis of available records in the PT, the Assistant Gaming Manager (or above) shall declare void the relevant wagers.
- 6.4 The Assistant Gaming Manager (or above) shall declare all relevant wagers void when:
 - 6.4.1 the dice are cocked;
 - 6.4.2 for any other reason the Casino Operator is of the opinion that the dice tumbler 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 PT, 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 game system of an Aruze Craps Electronic Table Game shall void any game plays and payouts on that terminal.
 - 6.6.1 For the purposes of rule 6.6 a game system shall be taken to have malfunctioned where:
 - 6.6.1.1 multiple PTs connected to the same server terminal display the same error message;
 - 6.6.1.2 for any other reason the Casino Operator is of the opinion that the PT is not functioning correctly.

7. General Provisions

- 7.1 A player shall not be entitled to play more than one Aruze Craps PT at a time.
- 7.2 The player of an Aruze Craps PT is required to clear credits from the Aruze Craps PT 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 Craps PT at which they are playing. Failure to do so, and the retention of any prizes free play as a result of an Aruze Craps PT 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 Craps PT, 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.
- 7.5 A person shall not, either alone or in concert with any other persons, use or control at or near an Aruze Craps PT or location related to the playing of Aruze Craps PT a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to an Aruze Craps PT or a part thereof, of interfering with an outcome or the proper or normal operation of an Aruze Craps PT 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 Assistant Gaming Manager (or above) is satisfied that a person has contravened any provision of rule 7.3, 7.4, 7.5, 7.10, 7.11 or 7.13 the Assistant Gaming Manager (or above) 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 Craps 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 Assistant Gaming Manager (or above) 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 Assistant Gaming Manager (or above), 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 Assistant Gaming Manager (or above) may direct that the wager of any player referred to in rule 7.8.2 be forfeited.
- 7.10 Any person who induces a player at an Aruze Craps PT to vacate an Aruze Craps PT is in breach of these rules. Any person who solicits such an inducement is also

in breach of these rules.

- 7.11 A person who interferes with, disturbs, or intimidates other Aruze Craps Electronic Table Game patrons or casino employees is in breach of these rules.
- 7.12 Players and spectators are not permitted to have side wagers with or against each other.
- 7.13 Where, in the opinion of an Assistant Gaming Manager (or above), a person is not actively playing an Aruze Craps PT and is:
- 7.13.1 occupying an Aruze Craps PT; or
 - 7.13.2 occupying an adjacent area such that it restricts another patron from gaining access to play an Aruze Craps PT;
- an Assistant Gaming Manager (or above) may direct the person to vacate the Aruze Craps PT or adjacent area. If a person refuses to comply with this directive, that person is in breach of these rules.
- 7.14 Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to a Gaming Service Host, subject to a review (if requested) by an Assistant Gaming Manager (or above).
- 7.15 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.
- 7.16 A copy of these rules shall be made available for Inspection upon request.

DIAGRAM A

PLAYER TERMINAL SCREEN LAYOUT

