

CROWN MELBOURNE LIMITED
RULES FOR FULLY AUTOMATED TABLE GAMES

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1. Definitions

1.1 In these rules—

“**ATS**” means automated transaction station; and:

- (a) “**Affiliate ATS**” means an ATS which interfaces with the Master ATS and features a touch screen monitor—
 - (i) Designed to allow a player to place wagers on a virtual table layout in accordance with these rules; and
 - (ii) Approved as an item of gaming equipment.
- (b) “**Master ATS**” means an ATS with the capabilities of an Affiliate ATS described in (i) and (ii) above, which additionally acts as an interface between the Affiliate ATS(s), the display controller and the monitoring system.

“**ATS chip account**” means an account established under rule 6.

“**base unit**” means a Master ATS.

“**Crown**” means Crown Melbourne Limited.

“**Dealer**” means a virtual dealer, which conducts the game.

“**display controller**” means a device that acts as an interface between the Master ATS and the display screen(s), which determines what is shown on the display screen(s).

“**display screen**” means the device which displays the conduct of the game and the result.

“**Fully Automated Table Game**” means a table game **(that is approved from time to time under section 60 of the *Casino Control Act 1991*)** which comprises multi-terminal stations that access and have connectivity with a base unit that is delivered via the use of a fully automated, animated or electronic system with no part of any mechanical or manual device remaining **(excluding poker)**.

“**monitoring system**” means the system that tracks operational functions such as cash-outs and facilitates reporting and analysis.

‘Runner’ means a **Gaming Machines Attendant (or above)** responsible for the overall conduct of the game, including without limitation: the facilitation of cash-outs and player service requests.

“tournament” means a competition conducted in accordance with rule 9.

“Tournament Terms and Conditions” means the terms and conditions approved for a tournament in accordance with rule 9.

“Tournament Director” means the person who is responsible for the overall management of a tournament.

“tournament player” means a player in a tournament.

“VCGR” means the Victorian Commission for Gambling Regulation.

“wagering period” means the period determined under rule 5.1.

1.2 A reference in these rules to the game is a reference to a Fully Automated Table Game. The game variation which may be played at a Fully Automated Table Game will be Roulette as described in rule 11.

1.3 A reference in these rules—

1.3.1 To a bet is a reference to the contingency or outcome on which a player may place a wager; and

1.3.2 To a wager is to the money appropriated to such a bet in a particular case.

1.4 A rule which is expressed to impose an obligation or a prohibition on an ATS, must be regarded as imposing an obligation on the casino operator to ensure that the ATS operates in the manner described.

2. Equipment

- 2.1 A fully automated gaming table is made up of the following equipment—
 - 2.1.1 A Master ATS and up to 199 Affiliate ATSs; and
 - 2.1.2 A display controller; and
 - 2.1.3 A monitoring system; and
 - 2.1.4 One or more display screens.

3. Placement of wagers

- 3.1 The method by which a player appropriates money standing to the credit of his/her ATS chip account is by touching the display of the ATS so as—
 - 3.1.1 To make one or more chips appear to move from one part of the display to another; or
 - 3.1.2 To make one or more chips appear on, or disappear from, the display with a corresponding change being made to the amount shown as standing to the credit of the player's ATS chip account.
- 3.2 The player will gain control of an ATS by buying-in as described in rule 6.1 and is solely responsible for the placement of the chips appearing on the ATS.
- 3.3 A person may not occupy a place at a Fully Automated Table Game without actively placing wagers on an ATS, or occupy an area so that he or she restricts another player from gaining access to play that game.
- 3.4 A person must not hinder, harass, intimidate or interfere in any way with another person's playing of a Fully Automated Table Game or with any employee of the casino operator performing duties related to a Fully Automated Table Game.
- 3.5 Subject to rule 8, the wager or wagers placed on an ATS may only be settled in accordance with the position in which they are displayed on the ATS at the time a wagering period expires.

- 3.6 An ATS must not allow:
- 3.6.1 A player to place more than forty (40) wagers for a particular spin; and
 - 3.6.2 A wager to be placed, changed or withdrawn after the expiry of the wagering period.
- 3.7 At the time for the settlement of wagers, each open ATS must—
- 3.7.1 Clear any losing wager, by causing the chips representing that wager to disappear from the display; and
 - 3.7.2 Pay any winnings, by causing an appropriate number of chips to appear or by causing an appropriate adjustment to be made to the amount shown as standing to the credit of the player's ATS chip account.
- 3.8 Players will have the ability to set daily loss and time limits by attending a Crown Loyalty Program Desk and presenting their Loyalty Program Card.**
- 3.9 Wagers may only be placed in accordance with rule 3.

4. Permissible Wagers

- 4.1 In respect of the game, the **Runner** (or above) must ensure the display of the notices and signs for which the casino operator is responsible, under section 66 of the **Casino Control Act 1991**¹.
- 4.2 Each ATS is a location within the casino for the purposes of section 66 of the **Casino Control Act 1991**.

¹ Sections 66 of the *Casino Control Act 1991* states:

66. Assistance to patrons

- (1) A casino operator must—

...

- (c) display prominently at each gaming table or location related to the playing of a game, a sign indicating the permissible minimum and maximum wagers pertaining to the game played there.

- (2) A casino operator must ensure that a minimum wager indicated in respect of a game at a table or location is not changed to a higher minimum unless a sign indicating the new minimum and the proposed time of change is displayed at the table or location at least 20 minutes before the time of proposed change.

Penalty: 50 penalty units.

4.3 If—

4.3.1 A player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, the ATS must not display any chips in respect of that wager; and

(a) If a player attempts to place an individual wager—

(i) In a multiple over the minimum which is not permitted; or

(ii) Which is greater than the permitted maximum wager—

the ATS must display only so many chips or such denomination of chips as is the next lowest permitted wager; and

(b) By the end of the wagering period for a round of play, if a player has placed one or more wagers which are in aggregate less than the permitted aggregate wager (if any); or

(c) By the end of the wagering period for a round of play, if a player has placed wagers in addition to the forty (40) permissible wagers—

those wagers must not be recognised by the ATS for the spin and will be automatically removed from the ATS screen.

5. Dealing the Game

5.1 A wagering period, of no less than 10 seconds, will be determined by the casino operator.

5.2 Each ATS must clearly display a countdown of the remaining portion of the wagering period for the next round of play.

6. ATS Chip Accounts

- 6.1 A person wishing to play the game must buy-in by inserting:
- 6.1.1 An amount of cash into the ATS Note Acceptor and may at any time insert a further amount of cash into the ATS Note Acceptor; **or**
 - 6.1.2 **A ticket into the ATS Note Acceptor, which has been fitted with a bar code reader and may at any time insert further tickets into the ATS Note Acceptor.**
- 6.2 Where a player inserts cash **or a ticket** into an ATS Note Acceptor, the amount of **the cash or the ticket** will automatically be credited to the ATS chip account in respect of that ATS, thereby causing chips to appear on the display of the ATS or that amount to be shown as standing to the credit of the ATS chip account.
- 6.3 A player—
- 6.3.1 May leave the game at any time; and
 - 6.3.2 Must leave the game if the **Runner** (or above), having reasonably formed the opinion that the player's continued presence would disrupt the game and/or compromise its integrity, directs the player to leave the game.
- 6.4 If a player leaves the game the full value of the player's ATS chip account balance must be paid out.
- 6.4.1 To collect the balance of his/her ATS chip account, the player will select [**Cash-Out**] from the ATS screen.
 - (a) **Where he/she is playing at an ATS and that ATS is equipped with a ticket printer, a ticket will be issued for the full value of the player's ATS chip account. The ticket may be exchanged for cash or cash equivalent at a Casino Cage. The player's account will then be closed.**
 - (i) **Once the ticket is printed the player is responsible for presenting the ticket for redemption.**

- (ii) If, at the time the player elects to cash-out, it is determined that a fault in the printer has resulted in a failure to print a ticket or an illegible ticket has been produced, Crown may make a manual payment to the player.
 - (iii) Crown has no liability for any lost or stolen tickets or tickets which become illegible after printing.
- (b) Where he/she is playing at an ATS and that ATS is not equipped with a ticket printer or the ticket printer malfunctions, The Runner will prepare a cash-out voucher for the full amount of the player's ATS chip account. The cash-out voucher may be presented at the Casino Cage and redeemed for cash or cash equivalent.

7 Player Information and Service Request

- 7.1 **Player Information Displays** will be available on each ATS. To view information relating to his/her current play session, the player may select [I] from the ATS screen.
- 7.2 **Player Activity Statements**, which provide a history of a player's play on Fully Automated Table Games, will be made available on request. To obtain a copy of his/her Player Activity Statement, the player will attend a Crown Loyalty Program Desk and present his/her Loyalty Program Card.
- 7.3 A player may request service by selecting [Service] from the ATS Screen or pressing the 'Service' button located on the ATS casing. In either scenario, selection of [Service] will cause the Tower Light (orange) on top of the remote unit to flash.
- 7.4 To cancel a 'service request':
 - 7.4.1 Select [Service] displayed on the ATS Screen; or
 - 7.4.2 Press the 'Service' button on the ATS casing.

8. Irregularities

- 8.1 If a player claims that an incorrect outcome has been announced or that any part of the game system has malfunctioned, the casino operator must consider the claim and take whatever reasonable action is permitted by this rule.
- 8.2 If an ATS experiences a malfunction—
- 8.2.1 Prior to the expiry of the wagering period, all wagers placed on the ATS for the relevant spin must be treated as void; and
- 8.2.2 On or after the expiry of the wagering period, the **Runner** (or above) must seek to confirm what wagers were placed through the analysis of available records and cause the appropriate adjustments to be made.
- 8.3 If the display controller experiences a malfunction—
- 8.3.1 Prior to the expiry of the wagering period, all wagers placed by all players for the relevant spin must be treated as void; and
- 8.3.2 On or after the expiry of the wagering period, the **Runner** (or above) must seek to confirm what wagers were placed through the analysis of available records and cause the appropriate adjustments to be made.
- 8.4 If, for the purposes of rules 8.2.2 and 8.3.2, the relevant wagers placed cannot be confirmed through the analysis of available records, those wagers must be voided.
- 8.5 If a display screen experiences a malfunction and the result of a game is neither visible nor audible to the players, as soon as the malfunction is noticed, the game will be shut down. The results of any previous rounds of play will stand.

9. Tournament Play

9.1 General

9.1.1 The casino operator may conduct tournaments in which all tournament players have the opportunity to play a Fully Automated Table Game with an equal chance.

9.1.2 The casino operator must appoint a Tournament Director.

9.1.3 A tournament may only be conducted if the conditions for the tournament, complying with these rules, have been approved in writing by the Executive Commissioner of the VCGR.

9.2 Tournament Terms and Conditions

9.2.1 The Tournament Terms and Conditions must include the following—

(a) The variation of Fully Automated Table Game to be played;

(b) The amount of the entry fee and buy-in, if any;

(c) The amount to be credited to ATS chips, accounts at the start of each round or session in the tournament and the disposition of ATS chip account balances at the end of each session or round;

(d) If there is a minimum or compulsory wager for each round of play in a session or round, the amount of this wager;

(e) The structure of the tournament, including:

(i) the number and duration of rounds or sessions;

(ii) the number of gaming tables or ATSS to be active in each round or session, or the basis on which the number of gaming tables to be active in **each** round or session will be determined;

- (iii) if applicable, the method of progression from round to round or session to session;
 - (iv) if a repechage, catch-up or secondary rounds or sessions is offered, details of how an entrant qualifies to participate.
- (f) If there is one or more opportunities for an eliminated tournament player to buy back into the tournament, details of the method and timing of those opportunities;
- (g) In respect of eligibility for entry—
 - (i) A statement that only persons entitled to enter and remain in the casino and gamble are eligible to enter the tournament; and
 - (ii) If the casino operator is reserving the right generally to deny entry to the tournament, a statement that the casino operator may refuse any application; and
 - (iii) If the casino operator is applying general selection criteria to determine eligibility to enter the tournament, those criteria;
- (h) The terms of entry (including the period within which an applicant may withdraw without financial penalty), the method of entry and the minimum and maximum numbers of tournament players;
- (i) The basis on which a tournament player may be disqualified from the tournament or on which a tournament player may retire from the tournament and whether or not any entry fee or buy-in is refundable in whole or in part;
- (j) The consequences of late arrival or non-attendance for a round or session in the tournament;
- (k) The prizes; and

(l) A statement that the tournament is conducted by the Tournament Director in accordance with the Tournament Terms and Conditions and the applicable rules of Fully Automated Table Games and that, in the event of any inconsistency, the rules prevail.

9.2.2 Prior to the commencement of play in a tournament, the Tournament Director must brief the tournament players on the Tournament Terms and Conditions and be satisfied that they understand.

9.2.3 The Tournament Director may require each tournament player to sign a copy of the Tournament Terms and Conditions.

9.2.4 The Tournament Director must be present during the whole of each session or round of play in a tournament.

9.3 Conduct of Play

9.3.1 The Tournament Director must designate the gaming tables to be used in the conduct of the tournament.

9.3.2 The casino operator must ensure that, during any session or round of a tournament, a gaming table designated under rule 9.3.1 is used exclusively for tournament play.

9.3.3 A tournament player may nominate, subject to the approval of the Tournament Director and any applicable tournament condition, a substitute player to take his or her allotted position during any session or round.

9.3.4 The Tournament Director may alter the starting time of any session, if reasonable notice has been given to the tournament players.

9.3.5 The Tournament Director may conclude the play of a session or round at a particular gaming table prior to the completion of the scheduled number of spins or the scheduled completion time—

(a) If the tournament player or players to progress to the following session from that gaming table or round have been determined; and

- (b) If the tournament conditions provide for the disposition of tournament chips in cash at the end of the session or round, if all the players at the gaming table agree.

10. General Provisions

- 10.1 A person will not, either alone or in concert with any other person, use or have in his/her possession or control at or near a gaming table or location related to the playing of a game: a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.
- 10.2 Where a player has contravened any provision of these rules or of rule 10.1 as the case may be, a **Table Games Operations Manager** may:-
 - 10.2.1 Declare that any wager made by the player(s) will be void;
 - 10.2.2 Direct that the player(s) will be excluded from further participation in the game;
 - 10.2.3 Seize any monies won by that player/s while in possession of a prohibited device and retain such monies pending completion of an investigation;
 - 10.2.4 Confiscate the prohibited device; and
 - 10.2.5 Cause the person(s) in possession of the prohibited device to be detained until such time as an authorised person has attended and assumed responsibility for the situation.
- 10.3 A **Table Games Operations Manager** may invalidate the outcome of a game if:-
 - 10.3.1 The game is disrupted by civil commotion, fire, riot, brawl, robber or an Act of God; or
 - 10.3.2 Any fraudulent act is perpetrated by any person that affects the outcome of the game.
- 10.4 Where the outcome of a game is invalidated, all wagers made by the players for that particular result will be refunded.
- 10.5 An employee of the casino will not advise a player on how to play, except to ensure compliance with these rules.

- 10.6 No onlooker or any player wagering at any table **or ATS** may, unless requested by a player, influence another player's decisions of play.
- 10.7 **A Table Games Operations Manager** may close a gaming table at which players are present, provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.
- 10.8 A seated player who abstains from wagering for three consecutive rounds whilst all other seats at that **ATS** are in use may be required to vacate that seat.
- 10.9 In any dispute arising from these rules or not covered by the provisions of these rules, the decision of the **Table Games Operations Manager** will be final.
- 10.10 Complainants in all unresolved disputes will be advised of the presence of, and their right to consult, an Inspector appointed under the *Casino Control Act 1991*.
- 10.11 A casino patron who has a complaint relating to the conduct of gaming or betting in the casino by the casino operator is entitled to have the complaint investigated by the VCGR pursuant to legislative requirements and the rules for Fully Automated Table Games.
- 10.12 Players are not permitted to have side bets against each other.
- 10.13 A copy of these rules are available on Crown's website. A copy will be also be made available upon request.

11 Fully Automated Roulette

11.1 Equipment

11.1.1 The display of the touch screen monitor of an open ATS—

- (a) Must—
- (i) Contain all the elements of the design set out in Diagram A; and
 - (ii) Contain any additional elements necessarily required by these rules; and
 - (iii) Be of similar appearance to Diagram A; and

- (b) May include features in addition to those shown in Diagram A, if those features are not inconsistent with Diagram A, approval of equipment by the VCGR or these rules.

11.1.2 A virtual roulette wheel which must have 37 equally spaced compartments around its perimeter, one being marked with the numeral “0” and coloured green and the others marked with the numerals from “1” to “36”, arranged and coloured red and black as shown in Diagram B will be used for the game.

11.1.3 A virtual ball will be used for the game.

11.2 Placement of Wagers

11.2.1 A wager in respect of a spin is placed by a person appropriating money standing to the credit of a player’s ATS chip account to a particular bet (as specified in rule 11.4.1) in the manner shown in Diagram C prior to the end of the wagering period for that spin.

11.3 Dealing the Game

11.3.1 The virtual Dealer will spin the ball so that the ball will only come to rest after the wagering period expires; and

11.3.2 When, after the ball is spun, it comes to rest, the virtual Dealer will announce the number of the compartment.

11.3.3 When an outcome has been announced, the game system must—

- (a) Display the outcome of the spin on each open ATS; and
- (b) In respect of the wager or wagers placed on an ATS—
 - (i) If an amount has been won, automatically calculate and display the amount; and
 - (ii) Automatically calculate and display the balance of the ATS chip account as a result of the outcome—

in accordance with these rules.

11.4 Settlement

11.4.1 The bets which can be placed in respect of a spin and the odds payable for them are—

<i>Name</i>	<i>Definition</i>	<i>Odds</i>
Straight-Up	The ball comes to rest in the compartment designated by a chip on that square	35 to 1
Split	The ball comes to rest in one of the two compartments designated by a chip on the line between adjacent squares	17 to 1
Street	The ball comes to rest in one of the three compartments designated by a chip on a street	11 to 1
Corner	The ball comes to rest in one of the four compartments designated by a chip on the point where four squares meet (or—in the case of 0, 1, 2, 3—where 0, 1 and 1st 12 meet)	8 to 1
Six-Line	The ball comes to rest in one of the six compartments designated by a chip on the point where two streets meet	5 to 1
Column	The ball comes to rest in one of the twelve compartments designated by a chip on a column	2 to 1
Dozen	The ball comes to rest in one of the twelve compartments designated by the range 1–12, 13–24 or 25–36	2 to 1
Low	The ball comes to rest in one of the eighteen compartments designated by the range 1–18	1 to 1
High	The ball comes to rest in one of the eighteen compartments designated by the range 19–36	1 to 1
Even	The ball comes to rest in one of the eighteen compartments designated by an even number in the range 2–36	1 to 1
Odd	The ball comes to rest in one of the eighteen compartments designated by an odd number in the range 1–35	1 to 1
Red	The ball comes to rest in one of the eighteen compartments coloured red	1 to 1
Black	The ball comes to rest in one of the eighteen compartments coloured black	1 to 1

11.4.2 In rule 11.4.1—

- (a) A reference to a square is a reference to an area on the layout marked with a number in the range 0–36;
- (b) A reference to a street is a reference to the groups of three squares marked with—
 - (i) The numbers 0, 1, 2; or
 - (ii) The numbers 0, 2, 3; or
 - (iii) Any three consecutive numbers ending in a multiple of 3;
- (c) A reference to a column is a reference to the groups of numbers—
 - (i) 1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34;
 - (ii) 2, 5, 8, 11, 14, 17, 20, 23, 26, 29, 32, 35; or
 - (iii) 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36.
- (d) A reference to a chip is a reference to a chip placed on the layout.

11.4.3 If the outcome of a spin is “0”—

- (a) Only wagers placed on the bets of a Straight-Up on “0” or a Split, Street or Corner which involve a “0” and any of “1”, “2” or “3” are winning wagers; and
- (b) All other wagers are losing wagers.

DIAGRAM A

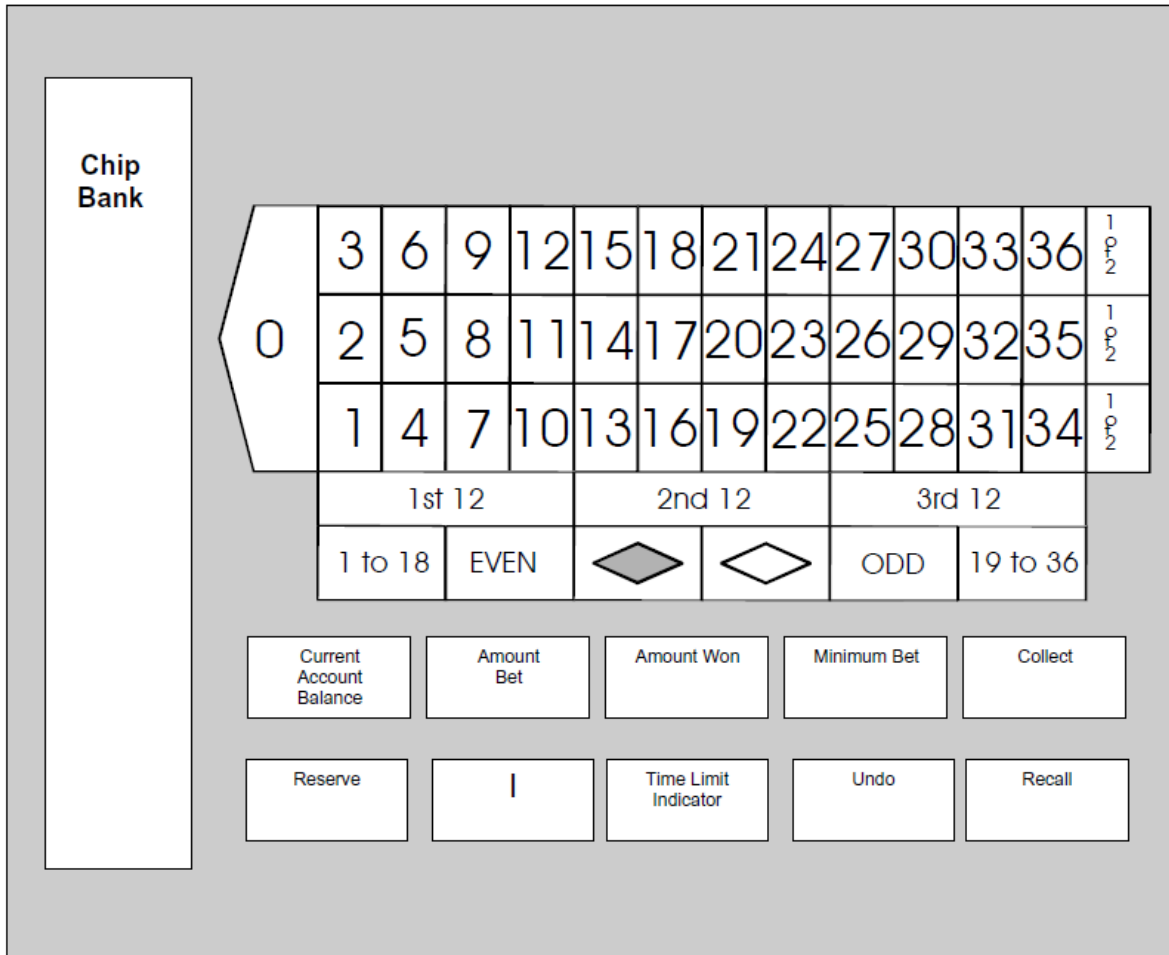
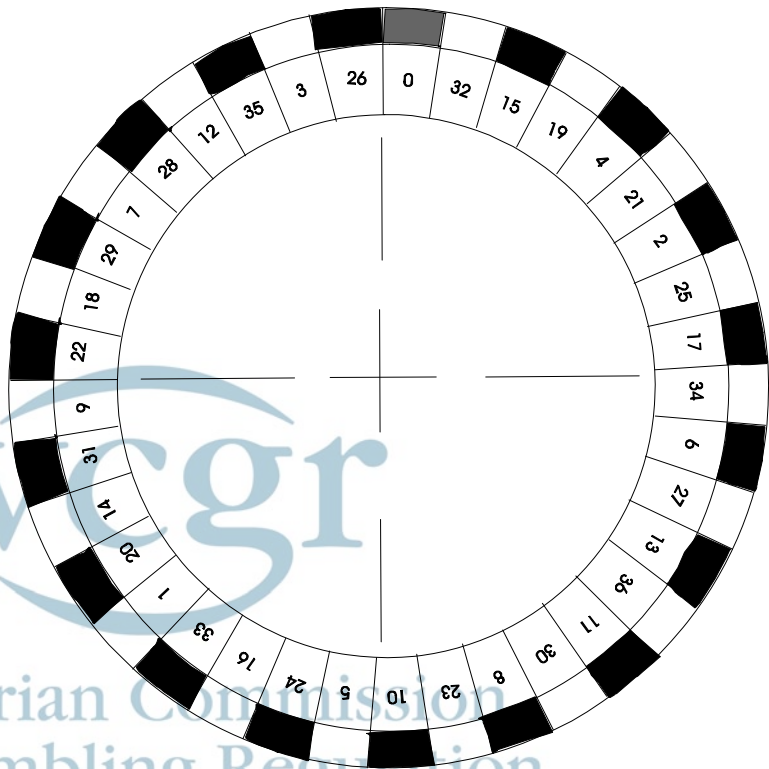


DIAGRAM B

LEGEND

-  Black
-  Red
-  Green



Victorian Commission
for Gambling Regulation

DIAGRAM C

