Some facts about gaming machines

FACT 1:

The rate of return varies from place to place and from machine to machine but is usually around 90 cents in the dollar. Each machine's rate of return can ONLY be changed with prior Government approval (not at the venue's discretion, as some players mistakenly believe).

FACT 2:

The chance of winning a prize on each and every individual line is around 1 in 10 and the prize won is more likely to be two credits than any other return.

FACT 3:

Therefore the chance of NO PRIZE on an individual line is around **9 in 10.**

FACT 4:

The likelihood of winning a prize more than 500 times your bet on any one line is over 1 in 10,000. So if you are playing 1 cent per line, your chance of winning $5 or more on that line is over 1 in 10,000.   If you are playing 20 cents per line your chance of winning $100 or more on that line is over 1 in 10,000.

FACT 5:

The chances of each combination appearing are always the same, no matter how many times it may have appeared (or NOT appeared) in the past. As soon as a player pushes the button the RNG randomly determines the stopping position of each of the reels.

Where the reel spin stops is completely randomly selected and is TOTALLY INDEPENDENT of past spins or payouts.

Some players may experience problems with gambling.
Signs of this may include:

- thinking a lot about gambling activity
- increasing amounts gambled and chasing losses
- hiding signs of your gambling from family and friends
- borrowing money to gamble, selling or pawning household items to meet bills or to gamble with
- gambling to "zone out" and forget troubles

If any of the above fit your gambling behaviour or you are worried about your gambling for any other reason, then contact gambling help services.

Gambling help services include:

Australia: National Gambling helpline 1800 858 858 or online at www.gamblinghelponline.org.au

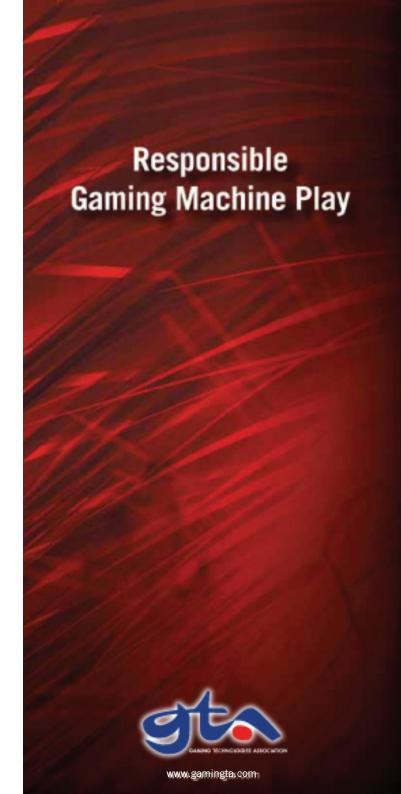**New Zealand:** Gambling Helpline 0800 654 655 or online at www.gamblinghelpline.co.nz

GTA intends to revise this leaflet from time to time. Comments and suggestions are welcome at info@gamingta.com.

GTA's members provide technology and equipment to hospitality venues in around 400 jurisdictions around the world. GTA's primary members are Ainsworth Game Technology, Aristocrat Technologies, Aruze Gaming Australia, Bally Technologies, IGT (Australia), Konami Australia, SHFL entertainment (Australasia) and WMS Gaming Australia.

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Responsible Gaming Machine Play

www.gamingta.com

The Gaming Technologies Association (GTA) would like to give you some facts to help you enjoy your time playing gaming machines with the benefit of unbiased, independent and accurate information.

A number of myths, superstitions and false beliefs have grown up around gaming machines.

Myths, Superstitions and False Beliefs

MYTH 1. Machines are programmed to produce losing games if there have been too many wins recorded in a period.

FACT: Gaming machines operate randomly AT ALL TIMES no matter what wins or losses have occurred in the past.

MYTH 2. Machines are programmed to produce winning games if there have been too many losses recorded in a period.

FACT: Gaming machines operate randomly AT ALL TIMES no matter what wins or losses have occurred in the past.

MYTH 3. Gaming machines pay out more at special times of the day.

FACT: It makes no difference to a machine's operation if it is played at any particular time of the day or night.

MYTH 4. A machine can be tricked into producing winning combinations by:
- altering play patterns   FALSE.
- touching the machine in some way   FALSE.
- changing bet levels   FALSE.
- altering the number of lines played   FALSE.
- discovering a secret 'skill' factor   FALSE.
- changing the speed of play   FALSE.

MYTH 5. After a run of losing games, a player should continue playing because the machine will 'make up for it' by producing a run of wins.

FACT: Previous games have no influence at all over any game, or series of games, that might be played in the future.

You may be interested to know that gaming machines were invented in 1895 by Charles Fey, a Californian mechanic.

The number of gaming machines, the hours they can be played, the style of game, all game characteristics and where machines are located, varies – and is completely determined by Government legislation and regulations.

It is important to understand that these machines are NOT designed to make you money on any regular or long term basis. Winning sessions may occur but you should expect that the long term outcome will be to lose money – otherwise the venue that provides you the opportunity to play could not afford to keep the machines!

How gaming machines operate

All game results are determined by a Random Number Generator (RNG). This is a "chance machine" that selects the symbols for each game. Technology controls all aspects of the game from coin or note insertion to determining the outcome of each spin.

HENCE THE OUTCOME OF ANY GAME IS ALWAYS UNPREDICTABLE.

- Therefore you should EXPECT to lose money in the long run, as you cannot use any form of skill to beat the machine.

- Do not bet money you cannot afford to lose – set a limit.

- Try to keep a record of wins and losses after each session of play so you know how much you are spending.

- If you drink alcoholic beverages when playing, do so in moderation – too much alcohol may lead to more money being spent than you intended at the start of play.

Win - Lose Table

The following Win - Lose Table table gives an indication of how players will fare on a typical machine in a single session of play.

The more sessions you play the more likely you are to lose.

A Total units (coins) staked in a single play session **	B Proportion of Players who experience better than 100% return of total amount staked	C Proportion of Players who experience between 80% and 100% return of total amount staked	D Proportion of Players who experience between 60% and 80% return of total amount staked	E Proportion of Players who experience less than 60% return of total amount staked
2,000	31%	33%	28%	8%
3,000	28%	41%	27%	4%
4,000	26%	48%	24%	2%
5,000	24%	51%	24%	1%
6,000	21%	56%	22%	1%
8,000	19%	63%	18%	0%
10,000	16%	67%	17%	0%

** Assumes all games played on a single line with one coin staked per game   [sd 10: mean .90]   [Bet: 1 unit, one line]