

Victorian Casino  
and Gaming Authority

**Technical Requirements for Gaming Machines  
and Electronic Monitoring Systems  
in the Melbourne Casino  
the "Technical Requirements Document"**

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Version 3.0

## 7.7 Bonus Jackpots

### 7.7.1 Bonus Jackpot Parameters

All Bonus Jackpot parameters are to receive the approval of the Director. The parameters that are to be established, at a minimum, are:

1. Criteria for commencement of Bonus Jackpot sequences
2. Criteria for completion / stopping of Bonus Jackpot sequences
3. Criteria for an EGM awarding a bonus prize
4. Criteria for an EGM determining the amount of the bonus prize
5. Contribution to Bonus Jackpot pools - including start-up values and contribution rates.

### 7.7.2 Maintenance and Control of Bonus Jackpots

Bonus jackpots may be maintained and controlled by an external jackpot controller or by the EMS. If an external controller is maintaining a bonus jackpot all of the principles of section 7.4 must apply.

### 7.7.3 Bonus Jackpots Accounting

The EMS must account for all Bonus jackpot monies. At a minimum it must maintain and be able to report the following:

1. Bonus Jackpot Contributions made
2. Bonus Jackpot Contributions won
3. Bonus Jackpot Start-up values won
4. Current Bonus Jackpot Amount(s)

### 7.7.4 Bonus Jackpot Display

1. There must be some indication to indicate to patrons that a Bonus Jackpot sequence is currently happening. This indication may be an external jackpot display, appropriate messages on the participating EGMs or other means approved by the Director.
2. There must be some method on the winning EGM to display to the player that a Bonus Prize has been won.
3. The method and content of Bonus Jackpot display is to receive the approval of the Director.

Victorian Commission for Gambling and Liquor Regulation  
**The Technical Requirements Document for  
Melbourne Casino**



## 7 Player Promotion / Bonusing System

### 7.1 Overview

The following requirements shall only apply to Player Promotional/ Bonusing systems that can affect the financial settlement such as e.g. redemption of player loyalty points as credits to the player account (which can be used as machine credits) or bonus awards which are paid directly to the EGM credit meter.

All promotional/bonusing credits given to the player have no impact on the calculation of theoretical payback percentage for a gaming machine. Provisions must be made to ensure that these awards are metered uniquely by the electronic gaming machine, so that they can be reported correctly to the CMS for calculation of revenue and promotional/bonus awards reconciliation purposes.

### 7.2 Player Promotion Systems

A Promotional System is typically comprised of gaming devices that are configured to participate in electronically communicated promotional award payments from a host system. The host system controls the promotional award issuance parameters as well as the awarding of promotional credits. Promotional awards are additional elements that entitle players to special promotional awards based on the patrons play activity. Promotional awards are based on predefined patron play activity associated with a specific patron/account.

Static promotional awards are based on predefined criteria that do not require patron gaming machine activity prior to redemption and are generally for single instance use.

The Player Promotion may include for example:

- a) A player may be awarded 100 points for every \$100 played on the gaming machine. These points may then be converted to machine credits at the gaming machine with a point to credits conversion ratio set in the player promotion host;
- b) A player who has established a qualification for gaming machine play activity will be awarded a certain number of machine credits upon returning the next day (or any defined period); or
- c) A player will be given a predefined credit when they first sign up for participating in the player promotion.

The promotional awards/credit in this context are referred to as "free play / match play credits" (i.e. player must contribute money first via gaming machine play to redeem the promotional awards).

### 7.3 Bonusing Systems

Bonusing Systems are typically comprised of gaming devices that are configured to participate in electronically communicated bonus award payments from a host system. The host system controls the bonus award issuance parameters as well as awarding of the bonus payments. The bonus host system provides designated gaming devices with additional elements that entitle players to special Bonus Awards based on events triggered by the gaming device. Bonus awards are those based on a gaming machine event or some external trigger which do not include triggers based upon specific patron account activity.

The Player Bonusing may include for example:

- a) Multiply wins with a specified value for a specified period on participating gaming machines; or
- b) A small bonus prize given to all players playing on gaming machines when a large jackpot is won.