SESSION 1

Gaming History,
Australian Snapshot,
Terminology

ARISTOCRAT GAMING

SLOT HISTORY

CHARLES FEY (1862-1944)

"The Thomas Edison of Slot Machines"

ARISTOCRAT GAMING

HISTORY

- 1891   First machine developed
- 1897   Charles Fey - Liberty Bell

          Watling - Mills - Caille - Jennings - Pace - Bally

- 1901   Draw feature added
- 1911   Production centered around San Francisco
- 1923   Start of the Golden age of slots (to 1950)
- 1951   Congress passed the Johnson act
- 1960   Nevada was the only legal haven
- 1976   Gaming approved in New Jersey
- 1980   5 more states legalised gaming

ARISTOCRAT GAMING
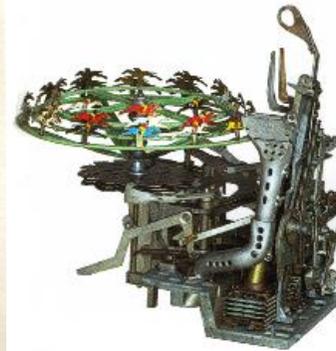
HISTORY

- 1983   Slot revenue surpassed table revenue
- 1988   Indian Gaming act approved
- 1988   Other states implemented lotteries
- 1989   Slot revenue accounted for 59% revenue
- 2001   3 states still do not allow gambling
- 2003   Tennessee introduces lotteries
- 2006   Online gambling prohibited
- 2008   Harm minimisation – non-smoking – sub-prime

ARISTOCRAT GAMING

VENUE

- Saloons
- Cigar Stands
- Pool Parlors
- Bowling Alleys
- Other Businesses

PRIZES

- Mints
- Gum
- Cigars
- Cigarettes
- Golf Balls
- Drinks
- Tokens

ARISTOCRAT GAMING

Free Drinks.

Royal Flush	50	Straight	3
Straight Flush	20	3 Aces	3
4 Aces	10	3 Kings	3
4 Kings	8	3 Queens	3
4 Queens	7	3 under Queens	2
4 under Queens	6		
Full Hand	4	Two Pair	2
Flush	3	2 Aces	1

Chas. Fey & Co. 406 Market St., S. F.

LIBERTY BELL

CHAS FEY & CO S.F

Three Bells	20	Flush of ♠	6
Flush of ♥	16	Two ⚜	4
Flush of ♦	12	Two ⚜	2

Chas. Fey & Co. 406 Market St., S. F. Tel. Black 268

ONE CENT PLAY

THE OPERATORS BELL

DELICIOUS QUALITY MINTS 5¢

SPECIAL GOLD STAR

GUM — ONE CENT — GUM — ONE CENT
TWIN JACK POT

Liberty Bell GUM FRUIT

CONFECTIONS

AUSTRALIAN HISTORY

WHO IS ARISTOCRAT

- Aristocrat Technologies are an Australian Gaming Manufacturer with over 65+ years Industry Experience
- Employs over 6,000 staff globally
- Offices in Sydney, Australia (Headquarter), USA, New Zealand, United Kingdom, South Africa, Sweden, Japan, India and Macau
- Noida Office operational since 2009
- Gaming Manufacturer who produces:
  - ✓ Games
  - ✓ Cabinets
  - ✓ Systems
  - ✓ Service

ARISTOCRAT GAMING

HISTORY OF ARISTOCRAT

- Aristocrat was established in 1953 in Australia as a family owned business to develop and manufacture gaming machines for Clubs & Casinos

- Aristocrat became a public listed company in 1996 and is now one of the leading provider of gaming solutions in global markets

- Aristocrat has a strong brand equity in more than 200 jurisdictions around the world

- The diverse product line-up extends from electronic gaming machines (EGM) to complete gaming solutions, including systems, services, electronic tables, and ancillary equipment

- Aristocrat Design & Development Centers are established in Australia, USA, Sweden, Japan and India

ARISTOCRAT GAMING

GAMING SNAPSHOT

ARISTOCRAT GAMING

HISTORY - CLUBS

- 1898 Poker machines were introduced into Australia

- 1921 Deemed to be illegal

- 1932 Raise revenue for hospitals

- 1933 All poker machines removed

- 1935 Applications lodged from non-proprietary organisations

- 1939 In contravention of the law

- 1952 Poker machine introduced – mechanical, single line/coin

- 1953 First Australian made (mechanical) machine produced

- 1979 Release of the first microprocessor based slot

Her Majesty's Hotel, Swanston Street, Melbourne. The hotel was one of the first to introduce poker machines into the Australian colonies. Picture: Melbourne Sportsman October 25 1898.

HISTORY - CLUBS

- 1981 Introduction of the 5 reel multi-line, 5c & 10c machines

- 1982 Steppers introduced *Virtual Reel* (Telnaes patent)

- 1983 Introduction of the 5c, 10c, 20c multipliers

- 1983 Cash flow made compulsory

- 1986 Leasing of machines permitted

- 1986 Maximum standalone prize $10,000

- 1988 Introduction of Link Progressive Jackpot Systems ($100K)

- 1988 Introduction of $1 & $2 machines & $10 max bet per game

- 1990 Introduction of Mystery Jackpots

HISTORY - CLUBS

- 1992 Introduction of tokenisation
- 1994 Technical Standards introduced
- 1996 Introduction of BACCs
- 1996 MTGMs approved
- 1997 Permitted to install AADs
- 1998 TAB issued CMC license
- 1999 Productivity Report
- 1999 Parliament Passes Recommendations
- 1999 CMS Connection (tests)

HISTORY - CLUBS

- 2000 Responsible Gaming Act

- 2000 RCG notices/courses

- 2000 Government announces cap on machines

- 2001 All product 'X' series (LAB protocol)

- 2001 Serial controllers (Mikohn/Paltronics/Translux)

- 2001 Release of WAPJ

- 2001 1000 credit max bet games

- 2001 25 line games

- 2002 Reduction of machines to 450 (10%)

ARISTOCRAT GAMING

HISTORY - CLUBS

- 2002 CMS commenced

- 2002 Advertising restrictions

- 2002 Permit to trade (in blocks of three)

- 2002 Reduced trading hours (three)

- 2002 Cheque payments (over $1,000)

- 2002 MTGM – Max prize $100,000

- 2003 Reduced trading hours (6)

- 2003 New tax announced

- 2004 New tax introduced

ARISTOCRAT GAMING

HISTORY - CLUBS

- 2005 Smoking allowed in one room only

- 2006 75% - 25% rule

- 2006 Tax amended

- 2006 Cheque payments (over $2,000)

- 2007 Prohibition on smoking in licensed venues

- 2007 Al fresco gaming: 75%-25% rule

- 2008 LIA replaced in SIA

- 2009 Removal of Adviser's license

- 2009 Monthly meter readings abolished

Canterbury Leagues – Alfreso Gaming

HISTORY - CLUBS

- 2009 15% cap on MTGMs

- 2009 Promotional material opt-in

- 2011 Pre-commitment rulings pending

- 2012 Technology – regulation/harm minimisation

- 2015 CRT cash payments $5,000

- 2015 Further smoking restrictions (food areas/4m from entrances)

- 2020 Covid 19 restrictions and regulations

AUSTRALIAN EGMS (including Casinos)

Dec, 2021
(rounded)
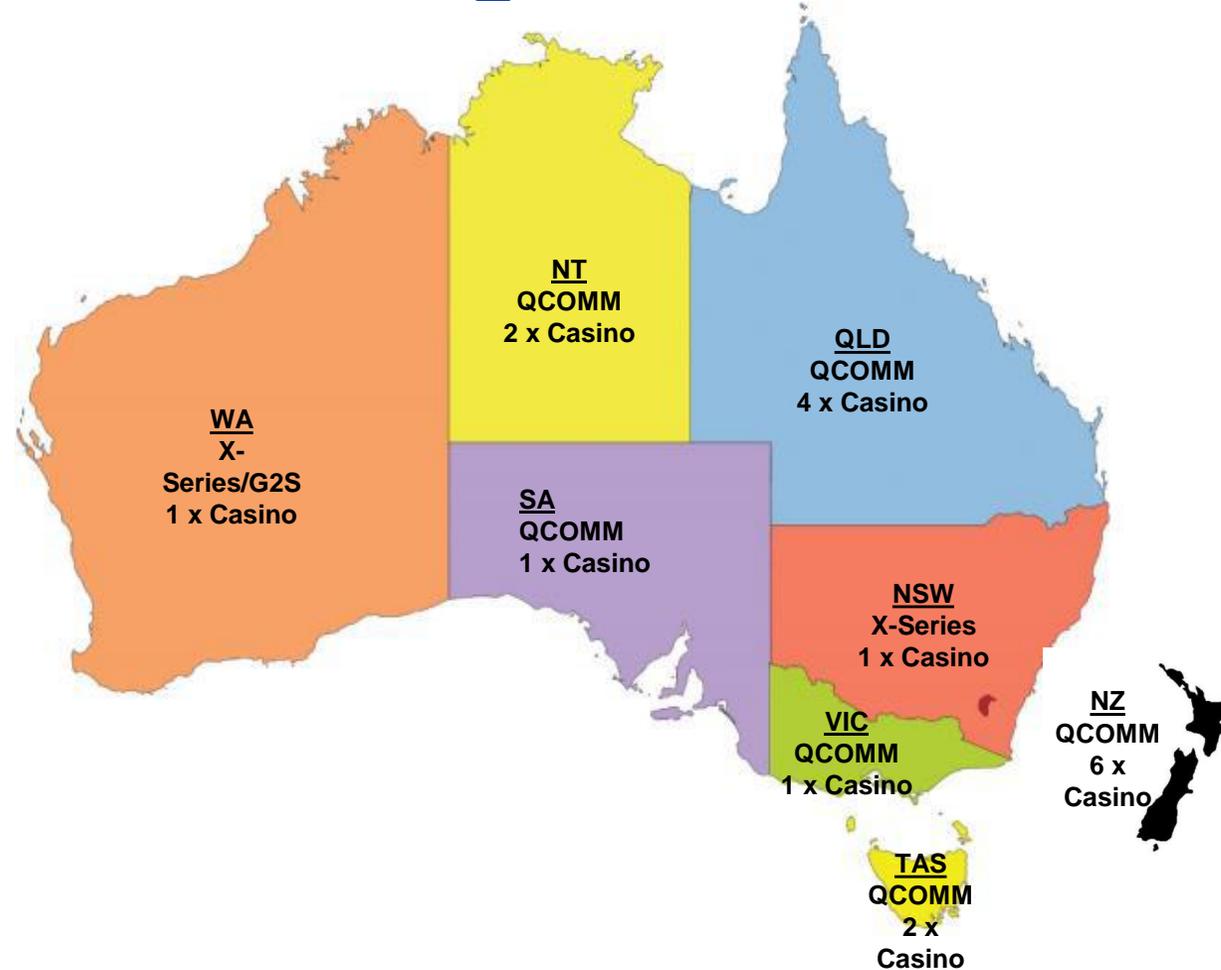
Jurisdiction	Total Market
NSW/ACT	96,530
QLD/NT	47,030
VIC	29,170
SA/WA	16,110
TAS	3,380
Total Australia	192,220

Map labels:

NT
QCOMM
2 x Casino

QLD
QCOMM
4 x Casino

WA
X-Series/G2S
1 x Casino

SA
QCOMM
1 x Casino

NSW
X-Series
1 x Casino

VIC
QCOMM
1 x Casino

NZ
QCOMM
6 x Casino

TAS
QCOMM
2 x Casino

ARISTOCRAT GAMING

NEW SOUTH WALES

- Mix of Video Reel (Pokies) & Draw Poker (Cardies){Minimal}
- 68,430 EGMs in 1,060 Clubs
- 1,200 MTGMs stations in 80 Clubs
- 22,600 Machines in 1,310 Hotels
- AAD's prior to EGMS; April 1st 1997
- 1,500 Machines in Star Casino – (Crown pending)
- Total EGMs: 92,530

ARISTOCRAT GAMING

NEW SOUTH WALES - CMS

- LAB protocol (X series)
- All machines connected to the CMS
- Clubs - December 2001
- Hotels - January 2002
- CMS is run by DMS (Data Monitoring Services) – Maxgaming
- All machines have a GMIC (Gaming Machine Interface Card)
- Reasons – industry integrity, assessment and billing of duty, collection of duty returns

ARISTOCRAT GAMING

NEW SOUTH WALES – STATEWIDE JACKPOT

- 'MAX' hold two state-wide licenses
  - o Clubs
  - o Hotels

- Clubs and Hotels may run fraternal links within a strategic alliance with MAX

- Jackpot configuration – Venue negotiation with MAX

VICTORIA

- 1992 Introduction by TabCorp and Tattersall's

- 2008 Announcement of cancellation of duopoly

- 2013 Duopoly expired

- Max EGMs per venue (Hotel Or Club) 105

- 280 Hotels 13,630 egms

- 250 Clubs 12,940 egms

- 2,600 Machines in Crown Casino (350 tables)

- Total No. of Machines in VIC : 29, 170

- 2020 TITO Approved

ARISTOCRAT GAMING

TASMANIA

- 1994 Introduction of EGMs into Casinos
- Introduction of EGMs into Clubs/Hotels
- 2,200 Machines in 100 Venues. Clubs (10)/Hotels (95)
- 660 Machines in Wrest Point Casino (23 tables)
- 520 Machines in Launceston Casino (17 tables)

ARISTOCRAT GAMING

QUEENSLAND

- 1985 Introduction of EGMs into Casinos
- 1992 Introduction of EGMs into Clubs/Hotels
- 19,060 Machines in 705 Hotels (45 max install)
- 21,120 Machines in 375 Clubs (280 max install)
- 500 Machines in (STAR) Casino (Townsville) (24 tables)
- 650 Machines in Reef Casino (Cairns) (43 tables)
- 1,500 Machines in (STAR) God Coast Casino (106 tables)
- 1,500 Machines in (STAR) Treasury Casino (111 tables)

SOUTH AUSTRALIA

- 1985 Adelaide Casino opened

- 1994 Introduction of EGMs into Clubs/Hotels

- 1,310 Machines in 50 Clubs.

- 11,120 Machines in 450 Hotels

- 1,080 Machines in SkyCity (Adelaide) Casino (99 tables)

- 2020 TITO and B/ACCs Approved

ARISTOCRAT GAMING

AUSTRALIAN CAPITAL TERRITORY

- 1976 Poker Machines launched in Clubs only

- 1987 Draw Poker Machines launched into Hotels

- 1992 Casino opened – 47 Tables (NO EGMS)

- 4,000 Machines in 60 Clubs

- 40 Machines in 6 Hotels (AADs only)

WESTERN AUSTRALIA

- 1985 Introduction of EGMs into Casino
- Machine Type: Skill games - Keno/Bingo
- 2,600 Machines in Crown Casino (182 tables)

ARISTOCRAT GAMING

NORTHERN TERRITORY

- 1982 Introduction of EGMs into Casinos

- 1735 Machines in 50 Hotels / 26 Clubs

- 390 Machines in Lasseters Casino (18 tables)

- 575 Machines in SkyCity Casino (Darwin) (25 tables)

- Clubs - up to 45 machines

- Hotels - up to 23 machines

REGULATORS

STATE	REGULATOR	ACCREDITED TESTING FACILITY (ATF)
NSW	ILGA	LAB, GLA, BMM
QLD	QOGR	QOGR
WA	ORG	WAR, GL
SA	OLGC	GLA
VIC	VCGLR	BMM, TST
TAS	TGC	LAB, TST
NT	QOGR	GLA
ACT	GRC	LAB
CASINOS	CCA	LAB, GLA, BMM

GAMING TECHNOLOGIES ASSOCIATON (GTA)

- The Manufacturer's voice

- There are 8 regulators in Australia

- 8 different regulations and specifications

- Standardisation requirement

- National standards - messages - software

AIM: Build a Machine to ONE Standard

ARISTOCRAT GAMING

POLITICS

- ## ANTI - GAMING
  - Special interest groups
  - Political (Tim Costello, Andrew Wilkie - TAS)
  - Government (appeasing special interest groups)

- ## PRO - GAMING
  - Club Associations
  - AHA
  - Casino's
  - Sporting groups
  - Charities
  - Government (taxes)

ARISTOCRAT GAMING

GAMING TERMINOLOGY

ARISTOCRAT GAMING

DEFINITION OF GAMING

'To stake or risk money, or anything of value, on the outcome of something involving chance'

- Macquarie Dictionary

ARISTOCRAT GAMING

DEFINITION OF GAMING

'Legal forms of gambling, other than Racing and Sports Betting'

AGC

(i.e. Racing and Sports Betting is referred to as 'wagering')

GAMBLING

What Are Your Chances Of Winning?

|	
Winning Powerball	55 million to one
Winning OZ Lotto	45 million to one
Winning Lotto	8 million to one
Winning 6 from 38 pools	2.7 million to one
Being killed by lightning	1.6 million to one
Winning $2 Scratchie	960,000 to one
Winning $2 Lottery	200,000 to one
Winning $5 Lottery	160,000 to one
Being murdered in NSW	57,000 to one

RTP% - OTHER FORMS OF GAMBLING

- Pools   **50%**
- Lottery   **60%**
- Lotto   **60%**
- Instant Lottery   **60%**
- Keno   **76%**
- TAB   **84%**
- Gaming Machines   **85%+**
- Bingo/Minor Gaming   **90%**

RTP = (TOTAL AMOUNT WON) / (TOTAL AMOUNT WAGERED)

ARISTOCRAT
GAMING
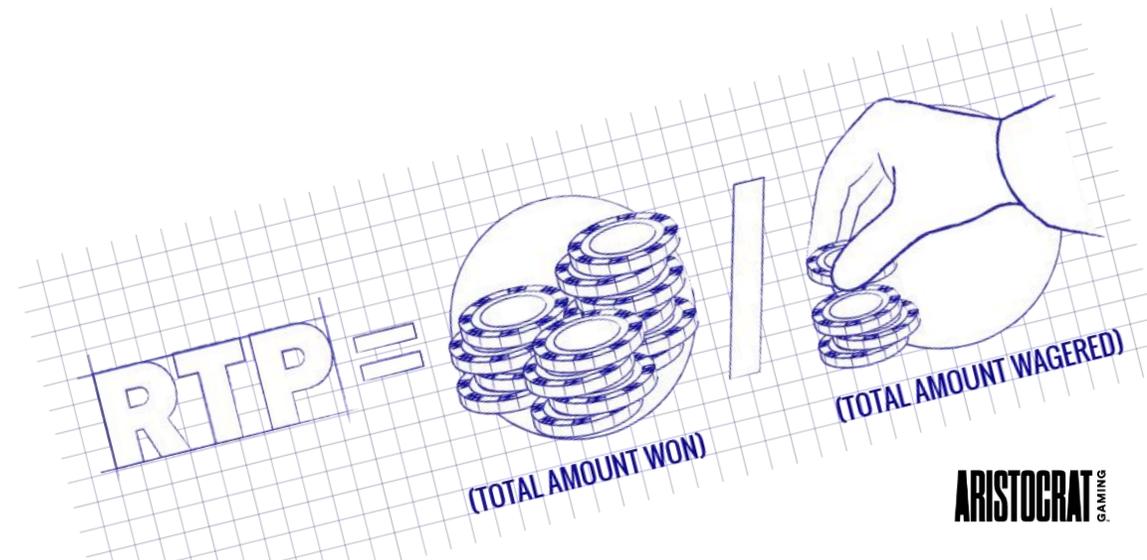
COMMON TERMS

POKIES	CRT
SLOTS	RTP
EGMS	RNG
MTGMS	AL FRESCO (D.O.S.A.)
TITO	

ARISTOCRAT GAMING

MACHINES

STYLES & MODELS

UPRIGHT

SUPER
SCREEN

SLANT

ARISTOCRAT GAMING

Modular Video Platform Wonder Wheels

Modular Video Platform

Verve 21.5" HD

Verve 31.5" HD

MarsX

ARISTOCRAT GAMING

Viridian WS Hybrid Stepper

Feature Top Box - Viridian Hybrid

Viridian WS E Series

Viridian WS – Feature Top Box (FTB)

Viridian Vii Slant

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Xcite/MAV500

Viridian WS

Helix

VGT

ARISTOCRAT GAMING

LoBoy

Casino

Hi-Boy

Helix Slant Tops

ARISTOCRAT GAMING

SOFTWARE & HARDWARE EVOLUTION

Convergence of Game Categories & Mechanics

New Cabinet Introduction

2006

2020

ARISTOCRAT GAMING

MULTIGAMES / MULTI DENOMINATIONS

- Aristocrat is the market leader in multigame in ANZ markets

- A Multigame product contains 2,4 or 6 standalone games and/or denominations in one software package

- Traditionally The Player's Choice™ brand allows players to play successful classic games in a multigame cabinet. With multiple games/denoms in one software package;
- This strategy can increase the gaming footprint of a gaming floor with performing products and facilitate variety in less cabinets and 'entitlements'.

- Player's World is the equivalent brand used in the US & Asia. Due to no market caps and limitations this product is not as prominent in the US markets. Macau is piloting the Players World Brand with Aristocrats Sever based gaming solution.

MULTI TERMINAL GAMING MACHINES (MTGMS)

- 1 Station = 1 EGM

- Very high RTP's requires

- Very high T/over to achieve

- Comparable EGM avg net

ARISTOCRAT GAMING

STANDALONE PROGRESSIVES

- Standalone Progressives (SAP) are games with a single level jackpot on screen
- Double Standalone Progressives (DSAP) have a 2-level jackpot meter in the top box
- Triple Standalone Progressives (TSAP) have a 3-level jackpot meter, and so on...

- SAPs, DSAPs and TSAPs give players the opportunity to win jackpot prizes in addition to the base game's features. Some specialty DSAP and TSAP games such as Banana King™ and Hi-Octane™ are an extension of the bonus bank concept, allowing players the choice to pay for the chance to win additional bonus features whilst also playing for the jackpot.

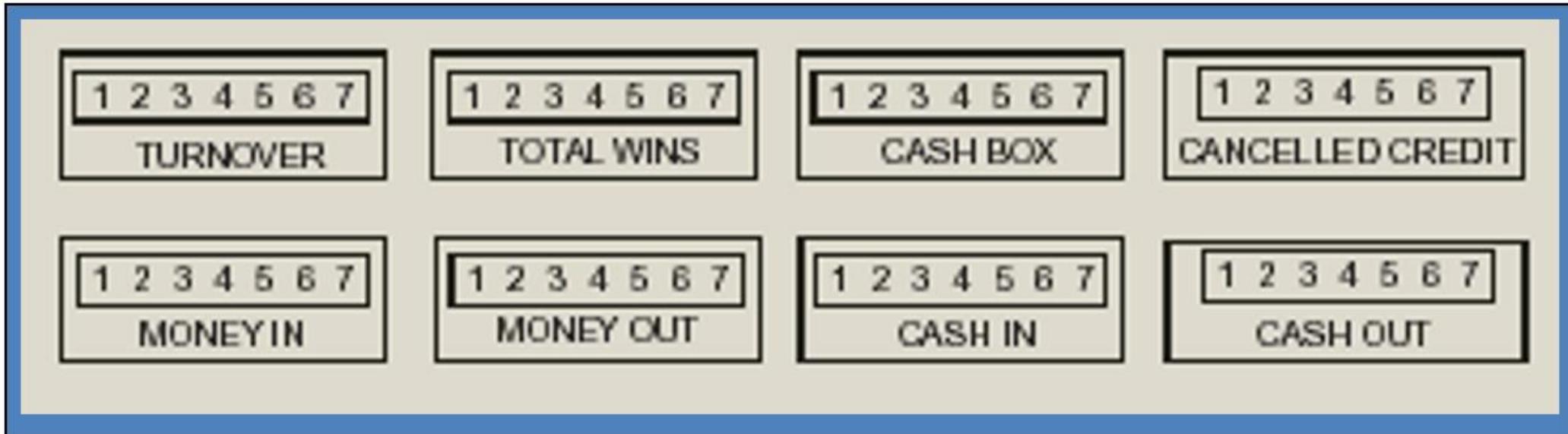| SAP	DSAP	TSAP	QSAP
Single Standalone Progressive	Double Standalone Progressive	Triple Standalone Progressive	Quad Standalone Progressive

ARISTOCRAT GAMING

LINKED JACKPOTS (Symbols, Hyper, Mystery)

WHAT IS A GAMING MACHINE - METERING

ELECTRO-MECHANICAL COUNTERS (non-resettable)

MANDATORY IN NSW

ARISTOCRAT GAMING

ELECTRO-MECHANICAL COUNTERS (functionality)

- Turnover   The cumulative total of money wagered

- Total Wins   Wins from game

- Cash Box   Coins, notes, tickets into cash box / stacker

- Cancelled Credits   Attendant or printer pay

- Money In   Money transferred via CCCE

- Money Out   Money transferred from machine via CCCE

- Cash In   Coin, notes, tickets inserted into the machine

- Cash Out   Coin paid out from the hopper

GAMING TAX FORMULA

- Taxable Net Win (Metered CMS)

- Turnover (meter) – Total Wins (meter)
    – Progressive Jackpots Paid

ARISTOCRAT GAMING

ELECTRO-MECHANICAL (SCREEN)

OPERATOR MODE MENU

1. Machine Identification

2. Accounting Information

3. Diagnostic Information

4. Self Test Mode

5. Operator Setup / Selections

6. Power Save Mode
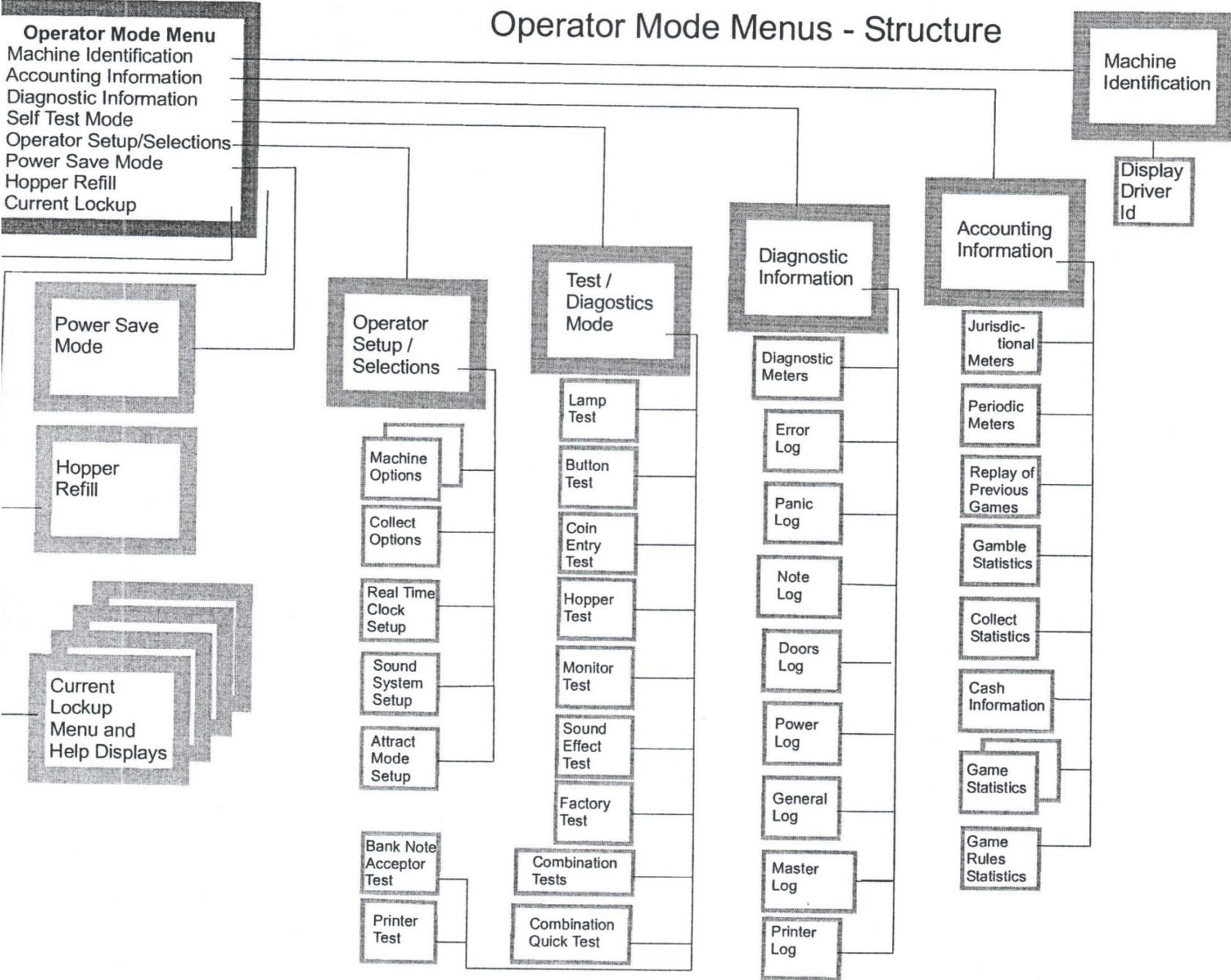
7. Hopper Refill

8. Current Lockup

Play 1 Line – Press to select next item

Play 5 Lines – Press to select previous item

Play 10 Lines – Press to choose selected item

Audit Key – Turn off exit

ARISTOCRAT GAMING

Operator Mode Menus - Structure

Operator Mode Menu
- Machine Identification
- Accounting Information
- Diagnostic Information
- Self Test Mode
- Operator Setup/Selections
- Power Save Mode
- Hopper Refill
- Current Lockup

Machine Identification
- Display Driver Id

Power Save Mode

Hopper Refill

Current Lockup Menu and Help Displays

Operator Setup / Selections
- Machine Options
- Collect Options
- Real Time Clock Setup
- Sound System Setup
- Attract Mode Setup
- Bank Note Acceptor Test
- Printer Test

Test / Diagostics Mode
- Lamp Test
- Button Test
- Coin Entry Test
- Hopper Test
- Monitor Test
- Sound Effect Test
- Factory Test
- Combination Tests
- Combination Quick Test

Diagnostic Information
- Diagnostic Meters
- Error Log
- Panic Log
- Note Log
- Doors Log
- Power Log
- General Log
- Master Log
- Printer Log

Accounting Information
- Jurisdictional Meters
- Periodic Meters
- Replay of Previous Games
- Gamble Statistics
- Collect Statistics
- Cash Information
- Game Statistics
- Game Rules Statistics

ACCOUNTING INFORMATION MENU

2.1   Jurisdictional Meters

2.2   Periodic Meters

2.3   Replay of Previous Games

2.4   Gamble Statistics

2.5   Collect Statistics

2.6   Cash Information

2.7   Game Statistics

2.8   Game Rules Statistics

Play 1 Line – Press to select next item

Play 5 Lines – Press to select previous item

Play 10 Lines – Press to choose selected item

Audit Key – Turn off exit

ARISTOCRAT GAMING

JURISDICTIONALI METERS

	METER SET 1	METER SET 2	METER SET 3
Turnover	$75.00	$75.00	$75.00
Total Win	$15.00	$15.00	$15.00
Cash Box	$0.00	$0.00	$0.00
Cancelled Credit	$10.00	$10.00	$10.00
Money In	$0.00	$0.00	$0.00
Money Out	$0.00	$0.00	$0.00
Cash In	$100.00	$100.00	$100.00
Cash Out	$30.00	$30.00	$30.00
Miscellaneous Accrual	N/A	N/A	N/A
Credit	$0.00	$0.00	$0.00

Play 1 Line – Press to select next item

Take Win – Press to return to previous screen

Audit Key – Turn off exit

GAMBLE STATISTICS

Win Amount		Gambled		Take	Chosen		Won
		Half	Full	Win	Half	Full	
1	- 4	0	0	4	Red	Red	Red
5	- 9	0	0	0	1	0	0
10	- 19	0	0	0	Black	Black	Black
20	- 29	0	0	0	0	0	0
30	- 49	0	0	0	Heart	Heart	Heart
50	- 99	0	0	3	0	0	0
100	- 199	0	0	0	Diamond	Diamond	Diamond
200	- 499	0	0	0	0	0	0
500	- 999	0	0	0	Spade	Spade	Spade
1000	- 1999	0	0	0	0	0	0
2000	- 4999	0	0	0	Club	Club	Club
5000 +		0	0	0	0	0	0

Play 1 Line – Press to display next gamble screen

Take Win: - Press to return to previous menu

Audit Key - Turn off to exit

GAMBLE STATISTICS

| Player Take Win After	Number of Times	Take Win Selected
	Last Gamble Half	Last Gamble Full
1 Gamble	0	0
2 Gambles	0	0
3 Gambles	0	0
4 Gambles	0	0

Play 5 Lines – Press to display previous gamble screen

Take Win – Press to return to previous menu

Audit Key – Turn off exit

ARISTOCRAT
GAMING

CASH INFORMATION

CASH INFORMATION

Number of	Total	Periodic Cash Meters Since Tue 14 Mar 2000 04:31:37
$1 Notes Received	0	0
$5 Notes Received	0	0
$10 Notes Received	0	0
$20 Notes Received	0	0
$50 Notes Received	0	0
$100 Notes Received	0	0
TOTAL NOTE VALUE	$0.00	$0.00
COINS TO CASHBOX	$0.00	$0.00
Notes Rejected	0	0
Notes Received	0	0
LAST FIVE NOTES RECEIVED		
Last	$100 Note	Mon 30 Apr 2001 10:29:26
Second Last	$50 Note	Mon 30 Apr 2001 10:20:20
Third Last	$20 Note	Mon 30 Apr 2001 10:15:15
Fourth Last	$20 Note	Mon 30 Apr 2001 10:10:10
Fifth Last	$20 Note	Mon 30 Apr 2001 10:05:05

Play 10 Lines – Press to reset periodic cash meters

Take Win - Press to return to previous menu

Audit Key - Turn off to exit

GAME TYPE SPECIFICS

Lines	Bet	Games Played	Money Won	Lines	Bet	Games Played	Money Won
1	1	3876	$26.93	15	1	4127	$483.28
1	2	1432	$19.16	15	2	674	$151.22
1	5	446	$10.10	15	5	258	$141.55
1	10	315	$32.60	15	10	41	$43.40
1	20	141	$20.60	15	20	49	$90.40
5	1	2325	$86.67	20	1	36123	$5754.59
5	2	185	$18.78	20	2	3199	$906.36
5	5	25	$1.65	20	5	9287	$7138.26
5	10	18	$4.10	20	10	17674	$28121.70
5	20	61	$46.60	20	20	2950	$9539.20
10	1	3905	$312.91	20+OJ	1	109305	$27486.39
10	2	440	$68.72	20+OJ	2	89531	$44278.48
10	5	346	$113.05	20+OJ	5	98546	$120436.95
10	10	29	$16.20	20+OJ	10	19801	$50460.50
10	20	36	$38.40	20+OJ	20	7429	$34942.20

Play 5 Lines – Press to display previous gamble screen

Take Win – Press to return to previous menu

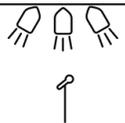Audit Key – Turn off exit

ARISTOCRAT GAMING

WHAT IS A GAME?

A game can be broken into three high level areas:
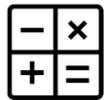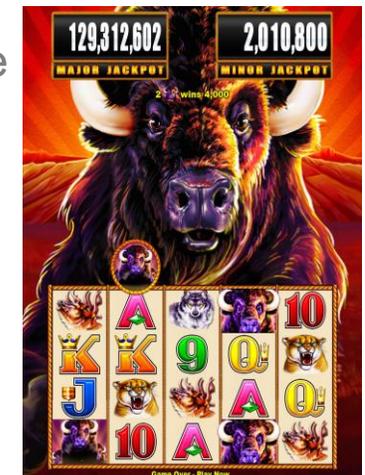
Mathematical Model

Artistic Themed Package

Sound & Lighting

These 3 elements are integrated together with quality software to produce a game

WHAT IS AN EGM PLATFORM?

An EGM (Electronic Gaming Machine) is a cabinet engineered by gaming manufacturers to deliver gaming software.

A **platform** is the engine that drives the gaming software inside the cabinet.

The games are delivered via a smart card (sim card) and flash memory card into the cabinet.

ARISTOCRAT GAMING

BASE GAME


The base game is the starting point of any game.

It is the component where a player picks their stake by picking a bet multiplier and then selects the number of lines or reel that want to play.

The value of the players wins in the base game are multiplied by the bet multiplied selected.

The player must continue to stake an amount to play the base game.

Base games vary in RTP split between 45% to 60%

FREE GAME FEATURE
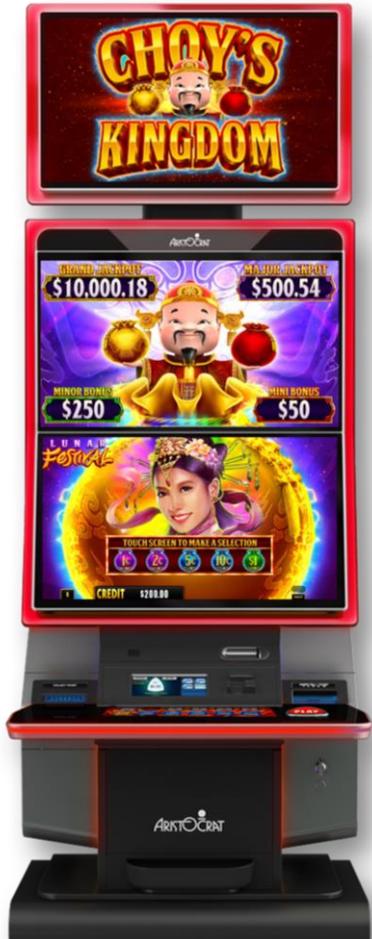
The free game feature is the most traditional form of bonusing on slot machines. Players play their way through the base game to trigger or win a free game feature.

The way the free game feature is won can be controlled by our game designer through the game rules.

The reason why players love the excitement of playing slots is that the Feature returns a much higher percentage of the RTP for the potential of a BIG win.

The Free Game Feature returns between 25% to 40%.

ANTE BET

Aristocrat's fastest growing product success is through Ante Bet style games. It is a core element in our product portfolio and is a patented game form.

Ante Bet is where the player is charged more credit per game upfront and reward for the additional stake somewhere else. Traditionally this is in the free game feature. Ante bet can be a player selectable option or the game can force the player into playing the Ante Bet.

Examples of Ante Bet game:

- *5 Dragons* – *by playing Ante, player is awarded additional 3 Free games for larger wins in the free game feature*
- *Don Quixote* – *by playing Ante, players gain access to a REMIX™ Symbol Shuffle. If not playing Ante bet no free game feature is available.*
- *Firelight* – *By playing Ante, players are awarded by turning a 5 reel game into a 3 reel game.*

ARISTOCRAT GAMING

GAMBLE OPTION

Bets generally do not increment turnover meter. Generally credit win meter only incremented at completion of gamble sequence.
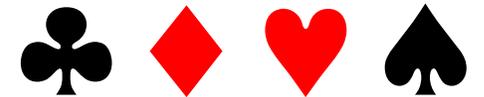
RED & BLACK - 1 in 2 chance of winning
A win doubles the bet - generally venue revenue neutral ♥ ♠

SUIT - 1 in 4 chance
A win quadruples the bet - generally venue revenue neutral ♣ ♦ ♥ ♠

Suit gamble also has the option of Red & Black ♥ ♠

ARISTOCRAT GAMING

Thank You

Brian Cook
GMDC Facilitator

ASSIGNMENT &
NEXT SESSION

ASSIGNMENT FORMAT

After each session unless otherwise advised, the assignment will be:

Available on website by noon (12pm) the following Monday after GMDC session

Due via website by noon (12pm) the Friday prior to a GMDC session

If you have any issues, questions or experience any problems with submitting your assignment on time, please contact me OR Katrina prior to due date via email and/or phone

Indicative assignments will consist of: Multiple Choice, Short Answers, Insights/Commentary

ASSIGNMENT 1 : will be available at Noon, 12pm on Monday April 4, 2022

And DUE by Noon Friday May 6, 2022

ARISTOCRAT GAMING

OUR NEXT SESSION

GMDC 2021 / 2022
SESSION 1 , Day 2

BANKSTOWN SPORTS CLUB
THURSDAY, March31 , 2022
TIME: 7AM – 2PM

GMDC DINNER & TRIVIA NIGHT (the night before session two)
WEDNESDAY, March 30, 2022
TIME: 6:30PM

HEADING

Write your text here

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HEADING

Write your text here

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