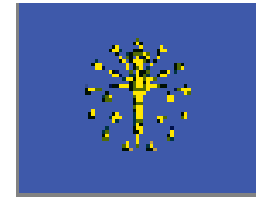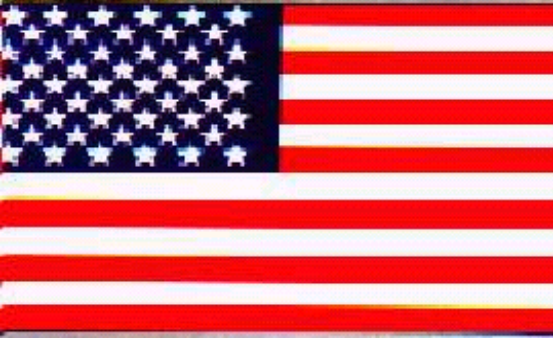# GMDC

QUEENSLAND

APRIL 2019

Class of 2018

SLOT HISTORY

Charles Fey

(1862-1944)

The Thomas Edison
of Slot Machines

The first slot machine was invented as a mechanical gambling machine, based on the card game of poker; the first slot machine was a simplified answer to the problem of how to automate a poker game. In 1887 Charles Fey invented a machine with 3 spinning reels and this first slot machine had 5 symbols which were diamonds, hearts, horseshoes, spades and the Liberty Bell, which is where the slot got its name.

VENUES

- Saloons
- Cigar stands
- Pool parlors
- Bowling alleys
- Other businesses

PRIZES

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

Milestones in the History of Slot Machines

Poker Machine
Sittman and Pitt

Liberty Bell
Charles August Fey

Operator Bell
Herbert Mills

Money Honey
Bally

Fortune Coin
Fortune Coin Co.

1887	1891	1907	1964	1976
First poker gambling machine	First slot with automatic payout	First fruit machine with BAR symbol	First electromechanical slot	First video slot

Who is Aristocrat?

- Aristocrat Technologies are an Australian Gaming Manufacturer with over 60+ years Industry Experience

- Employs over 7,000 staff globally

- Offices in Sydney, Australia (Headquarter), USA, New Zealand, United Kingdom, South Africa, Sweden, Japan, India and Macau.

- Gaming Manufacturer who produces:

  ✓ Games- Social Gaming and Landbased

  ✓ Cabinets

  ✓ Systems

  ✓ Service
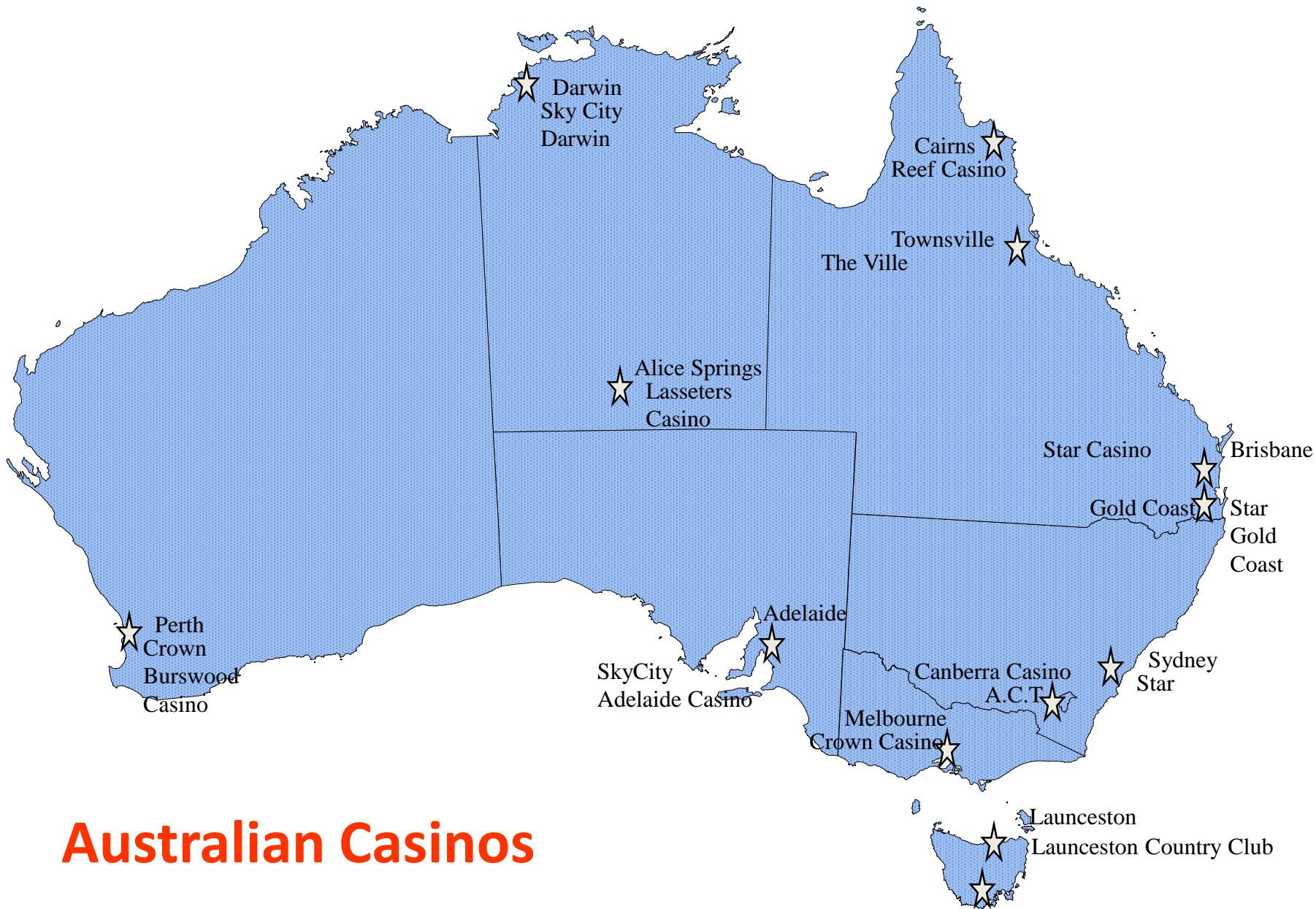
GAMING SNAPSHOT
AUSTRALIA

Approx EGM's @ April 18 (including Casinos)

JURISDICTION	Venues	EGMs
NSW/ACT	2,680	99,500
QLD/NT	1,270	59,200
VIC	510	29,000
SA/WA	570	15,300
TAS	100	4,700
Australia	**5,130**	**207,700**

Australian Casinos

Darwin
Sky City Darwin

Cairns
Reef Casino

Townsville
The Ville

Alice Springs
Lasseters Casino

Star Casino

Brisbane

Gold Coast
Star Gold Coast

Perth
Crown Burswood Casino

Adelaide

SkyCity
Adelaide Casino

Canberra Casino
A.C.T.

Sydney
Star

Melbourne
Crown Casino

Launceston
Launceston Country Club

Queensland

- ♥ 1985 : Introduction of EGMs into Casinos

- ♣ 1992 : Introduction of EGMs into Clubs/Hotels

- ♠ 20,600 Machines in 735 Hotels (45 max)

- ♠ 24,900 Machines in 465 Clubs (300 max)

- ♣ 355 Machines in The Ville Casino (Townsville)

- ♥ 535 Machines in Reef Casino (Cairns)

- ♦ 1,800 Machines in Star Gold Coast Casino

- ♠ 1,800 Machines in Star Brisbane Casino

New South Wales

♥ Mix of Video Reel (Pokies) & Draw Pokies

♠ 71,400 EGMs in 1,130 Clubs

♥ MTGMs - 1,200 stations in 80 Clubs

♥ 23,700 Machines in 1,320 Hotels

♥ 1,650 Machines in Star Casino

♥ X Series protocol used rather than Q Com

Victoria

♥ 1992 : Introduction by TabCorp and Tattersall's

♥ 2008 – Announcement of cancellation of duopoly

♥ 2013 Duopoly expired

♥ 510 Hotels and Clubs with max 105 EGMs per venue

♠ 3,000 Machines in Crown Casino (350 tables)

♣ Total No. of Machines in VIC : 29,000

Tasmania

♥ 1994 : Introduction of EGMs into Casinos

♣ 1997 : Introduction of EGMs into Clubs/Hotels

♠ 3,600 Machines in 100 Clubs/ Pubs

♥ 660Machines in Wrest Point Casino (23 tables)

♦ 512 Machines in Launceston Casino (17 tables)

South Australia

♦ 1985 : Adelaide Casino opened

♥ 1994 : Introduction of EGMs into Clubs/Hotels

♦ 12,100 Machines in 570 Clubs/ Pubs

♠ 880 Machines in SkyCity (Adelaide) Casino (99 tables)

♠ No BACCs – coin only

Australian Capital Territory

♥	1976 : Poker Machines launched in Clubs only

♣	1987 : Draw Poker Machines launched into Hotels

♦	1992 : Casino opened – 47 Tables

♦	No EGMs permitted in Casino originally.

♦	They now have 200 EGM,s with $2.00 max bet.

♦	4,800 Machines in 55 Clubs

♥	45 Machines in 6 Hotels

Western Australia

♥ 1985 : Introduction of EGMs into Casino

♣ Machine Type : Skill games - Keno/ Bingo

♠ 2,300 Machines in Crown Burswood Casino

Northern Territory

♥ 1982 : Introduction of EGMs into Casinos

♠ 1300 Machines in 70 Clubs/ Pubs

♣ 290 Machines in Lasseters Casino

♠ 545 Machines in Sky City Casino (Darwin)

♠ Clubs : Up to 55 machines

♠ Hotels : Up to 20 machines

Questions

GAMING TERMINOLOGY

"THE ONE ARM BANDITS"

- Pokies
- Slots
- EGMs
- MTGMs
- TITO
- CRT
- RTP

- Hold (Theo)
- ROI
- RNG
- DOSA

EGM STYLES vs. MODELS

HELIX™

UPRIGHT

SUPER
SCREEN

SLANT

Aristocrat evolving new cabinets.

GLOBAL CABINETS – EGM'S

Modular Video Platform –

Wonder Wheels

Modular Video Platform

Verve 21.5" HD

Verve 31.5" HD

GLOBAL CABINETS – EGM'S

Viridian WS Hybrid Stepper

Feature Top Box - Viridian Hybrid

Viridian WS E Series

Viridian WS – Feature Top Box (FTB)

Viridian Vii Slant

MULTIGAMES & Multi-Denom

Aristocrat is the market leader in multigame in ANZ markets. A Multigame product contains 2,4 or 6 standalone games in one software package. Traditionally The Player's Choice brand allowing players to play successful classic Aristocrat games in a multigame cabinet. With multiple games in one software package Aristocrat can increase the gaming footprint of a gaming floor with performing products.

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.

STAND ALONE 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, and 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. Most Link games and families are now developed as Link and SAP. The standalone versions usually a lower jackpot start up but plays the same way as link version.

Single Standalone Progressive

Double Standalone Progressive

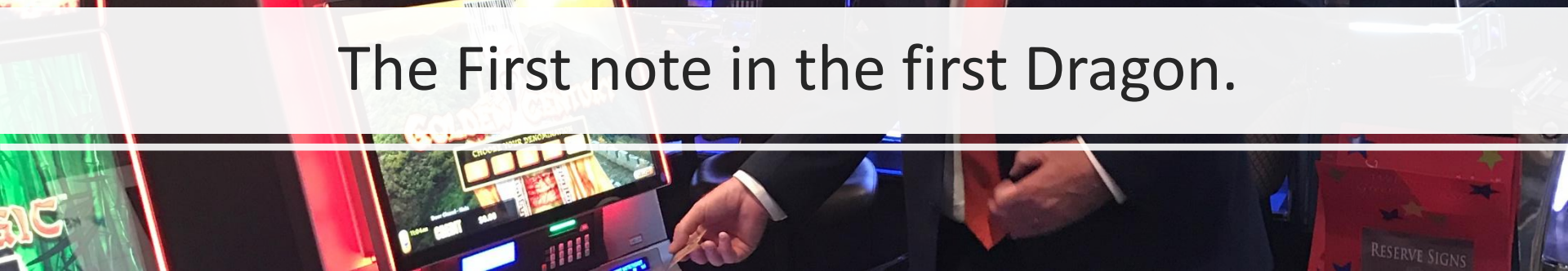Triple Standalone Progressive

Quad Standalone Progressive

LINKED (Hyper, Mystery) JACKPOT

The First note in the first Dragon.

MULTI TERMINAL GAMING MACHINES (MTGMS)

Considerations:

1 station = 1 EGM
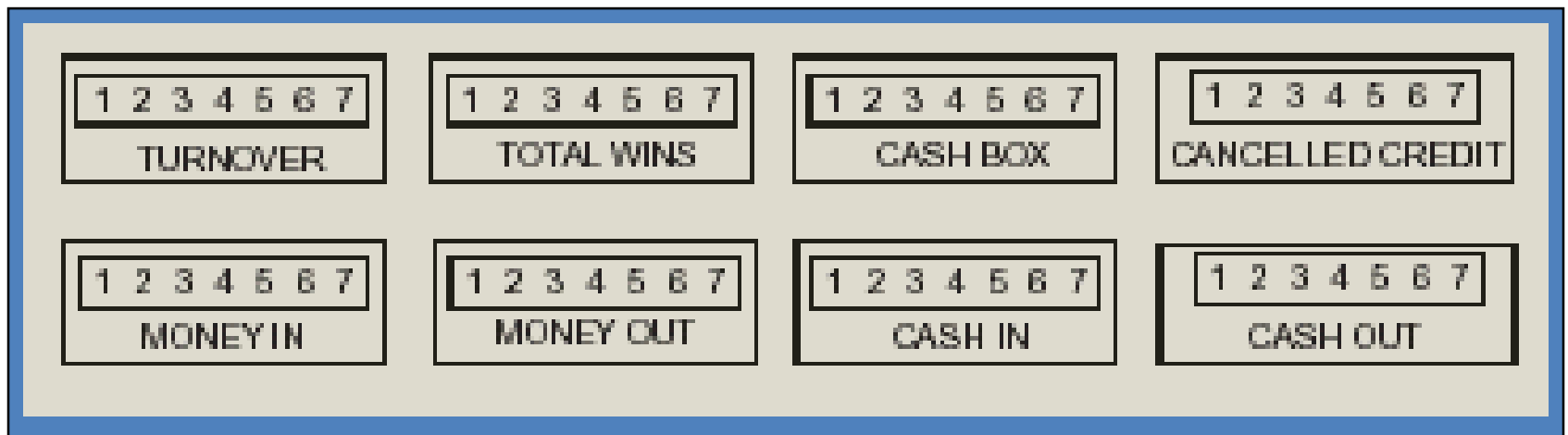
Very high RTP's requires

Very high T/over to achieve

Comparable EGM av net

WHAT IS A GAMING MACHINE

METERING

ELECTRO-MECHANICAL COUNTERS (non resettable)

1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7
TURNOVER	TOTAL WINS	CASH BOX	CANCELLED CREDIT

1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7
MONEY IN	MONEY OUT	CASH IN	CASH OUT

MANDATORY IN NSW

ELECTRO-MECHANICAL COUNTERS (functionality)

Turnover	The cumulative total of money wagered
Total Wins	Wins from game
Cash Box	Coins and notes 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 and notes inserted into the machine
Cash Out	Coin paid out from the hopper

WHAT IS A GAME?

A game can be broken into 3 high level areas:

♥ Mathematical model

♣ Artistic themed package

♦ Sound and lighting

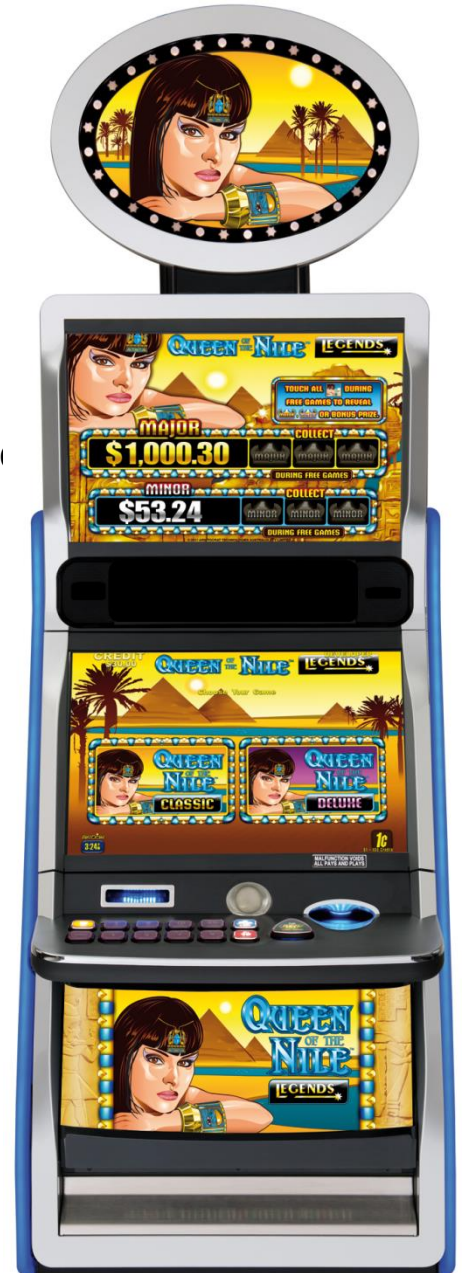These 3 elements are integrated together with quality software to produce a game.

WHAT IS A EGM & PLATFORM?

A EGM (Electronic Gaming Machine) is a cabinet engineered by gaming manufacturers to deliver gaming software. Aristocrat's most popular global cabinet in the Helix WS.

A platform is the engine that drives the gaming software inside the cabinet. Aristocrat's latest platform is Gen8.

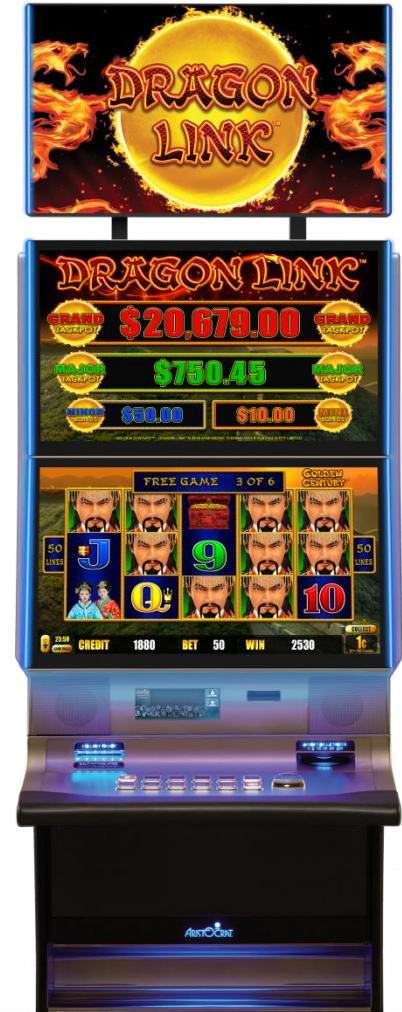Our games are delivered via a smart card (sim card) and flash memory card into the cabinet.

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 they 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.

Hold N Spin

♥ New On trend Mechanic made famous by Lightning and Dragon.

♣ It is a simple mechanic to collect a number of matching symbols, that are held through a series of free spins. Accumulate during this feature to win prizes.

♦ All manufacturers are using this style of mechanic or derivative in recent years.

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.

ANTE BET

Aristocrat's had the fastest growing product success in its Ante Bet style games. It used to be 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.

Questions