



The Gaming Technologies Association is the industry body that represents manufacturers of gaming machines. There are numerous myths, misconceptions and incorrect information circulated about electronic gaming machines. Here are key facts about gaming machine regulation and design in Australia.

- There are no “near miss” machines in Australia. Machines clearly display the outcome of each spin – win or not – as required by law.
- All poker machines and games are subject to an extensive approval and testing process with State and Territory government regulators. Every aspect of poker machines operation is governed by stringent legislation, regulations and standards to ensure integrity and fairness.
- If a poker machine product is not approved by a State regulator it cannot appear in any venue.
- Complying with the myriad government requirements to approve a gaming machine is a process that takes a minimum of 12 months to complete and sometimes much longer. This process includes submitting games and machines to independent and licensed testing facilities to ensure machines are compliant.
- The national standard for gaming machines has been developed to provide guidance for the design of gaming machines, game software and related equipment, and to provide a testable standard to ensure that common regulatory requirements will be met.
- Australian New Zealand machine design standards require machines in Australia:¹
 - Not give the player a false expectation of odds;
 - Accurately display the result of a game outcome;
 - Provide clear game rules and instructions;
 - Not provide false information;
 - Not be misleading, illusory or deceptive – such as a near miss design; and
 - Provide sufficient information to facilitate informed choice.
- The technical requirements that every game and machine must satisfy before it can be approved for distribution and play are developed and enforced by State and Territory regulators.

¹ “Specific measures to minimise harm”, *Australia/New Zealand Gaming Machine National Standard 2016*, p. 12, [link](#).

- Every game and machine is tested by independent accredited testing facilities (ATFs) before being submitted to regulators for approval.
- In some jurisdictions, ATFs are licensed under gaming legislation and undergo comprehensive probity investigations of the company, associated entities and, in some cases, those individuals testing the equipment.
- Once poker machines or related equipment have been approved by regulators and installed in venues, they are monitored to ensure ongoing compliance with the standards under which they were approved.
- At the centre of every poker machine is a random number generator that ensures each and every result is entirely random. This is a fundamental principle that underpins the integrity of game play and is something regulators scrutinise very closely.
- Poker machines are designed to be entertaining, and are a legitimate leisure activity that many Australians enjoy responsibly.
- Australia and New Zealand have the slowest play speeds in the world; their gaming machines are designed and regulated to limit play speed.
- The gaming industry supports the employment of many thousands of Australians. Poker machines are only a single part of an entertainment experience enjoyed by millions of Australians in pubs, clubs and other venues around Australia.
- Problem gambling prevalence rates in Australia are on a downward trend. The gaming industry, government and the community have been working together for years to create and maintain a properly regulated and responsible industry to ensure that those who choose to participate can do so appropriately.
- Expenditure on gaming machines in Australia as a proportion of Household Disposable Income has fallen one-third in recent years, from 1.647% in 2005-06 to 1.057% in 2014-15.
- Integrity, fairness, probity and harm minimisation relating to poker machines are paramount objectives of Australian gaming machine legislation, regulation and standards.

Further information
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