

DETAILS ON FRUIT MACHINE APPLICATION AND FRUIT MACHINE REQUIREMENTS

(with effect from 1 November 2020)

Under Fruit Machine Permit Condition No. 13, permit holders must meet the following requirements:

13. (a) The permit holder shall ensure that only Fruit Machines, that meet the requirements stipulated by the Permit Officer (including any technical standards imposed by the Permit Officer), are installed and used in the Fruit Machine Room.

13. (b) The permit holder shall, prior to the use of any newly installed Fruit Machine, provide such declaration as the Permit Officer may require confirming that such newly installed Fruit Machine complies with the requirements and standards stipulated by the Permit Officer.

13. (c) The Permit Officer, may from time to time, add, vary or cancel such requirements and technical standards by notice on this website: www.mha.gov.sg/private-lotteries

13. (d) Unless otherwise permitted by the Permit Officer, the permit holder shall comply with any additional, varied or modified requirements and technical standards within 14 days of their publication on the website referred above.

Annex A sets out the requirements that fruit machines installed by permit holders must meet.

2. Fruit Machine Permit Condition No. 15 states that the permit holder shall not install, replace, remove or modify or permit the installation, replacement, removal or modification of any Fruit Machine (including the hardware, game software, system software and related parts of such machines) in the Fruit Machine Room without the prior written approval of the Permit Officer.

3. The permit holder shall ensure that gaming on fruit machines occur in a manner that is:

- a) Honest;
- b) Secure;
- c) Reliable; and
- d) Auditable.

4. The permit holder shall provide the following information in their permit application and for any request for new fruit machine(s): -

- a) Make and Model of fruit machines;
- b) Game Name and Game ID;
- c) Type of credit insertion i.e. notes, tickets, coin operated etc; and
- d) Types of installation i.e. progressive payout or external bonusing system etc.

5. A copy of the game brochure of every fruit machine shall also be submitted.

Request for Additional Fruit Machines

6. For all requests for additional fruit machine(s), the permit holder shall submit the following supporting document to the Permit Officer:

- a) An audited statement of the number of members in each category of membership stating the specific membership details (including the term of membership) prepared within 30 days from the date of the request.

Declaration Form for Installation of Fruit Machines

7. Upon receipt of the written approval to install any fruit machine(s), the permit holder shall submit the declaration form (**Annex B**) to the Permit Officer by the next working day from the date of the installation of the fruit machine(s).

FRUIT MACHINES REQUIREMENTS

(Fruit Machines requirements 2 to 11 are applicable to Fruit Machines that are deployed from 1 November 2019 onwards)

Games Requirements

Versions of game software

1. Games deployed in the Fruit Machine Rooms shall be constantly updated and patched against software bugs, once the latest patched version is released by the respective games' manufacturers.

Game Rules

2. Game rules are clear, accurate, non-misleading and displayed visibly to the players.

Payout

3. Information on payouts and game outcomes are displayed clearly, accurately and visibly to the players.

Artwork and Display

4. All content displayed shall not be in any manner indecent or offensive
5. All content displayed shall be factual, accurate and non-misleading.

Return-to-player (RTP) percentage

6. Information on the RTP percentage for each game shall be made available to the player when requested.

Software and Hardware Requirements

Random Number Generator (RNG)

7. The use of a RNG shall result in a selection of game symbols or game outcomes that are proven, via the application of recognised statistical tests, to be statistically independent and random.

Game Design

8. Gaming software performs in accordance to its intended design in terms of the play sequence, game result determination and calculation of winnings to be paid out.

Gaming Machine Cabinet

9. Accessibility to the gaming machine cabinet is controlled and games cannot be easily manipulated.
10. At any point of time, no transaction readings shall be lost on any of the machines.

Program Interruption and Resumption

11. After a program interruption (e.g., power down), the gaming machine shall be able to recover to the state it was in prior to the occurrence of the interruption.

Soft Meter and Hard Meter

12. The fruit machines are equipped with the following set of meter readings:
 - a) Hard Meter Readings for “Turnover/Bet”, “Total Wins/Won”, “Money In” and “Money Out”;
 - b) Soft Meter Readings for “Games Played”, “Turnover/Bet”, “Total Wins/Won”, “Hand Pays/Cancelled Credits/Attendant Pays”, “Coins In”, “Coins Out”, “Coin Drop”, “Banknotes In”, “Total Cashless In”, “Total Cashless Out”, “Money In” and “Money Out”;
13. The fruit machines are equipped to provide printouts for the soft meters specified in 10. These printouts are to be legible and can be generated at any time within a period of five (5) years after the date of the relevant transaction took place.
14. The fruit machines will cease play or shut down automatically once hard meters are disconnected.
15. The fruit machines are equipped with a hard meter casing that is secured by a serially-numbered, one-time use seal.

ANNEX A-1

	Information Required	Definition	Units
1	Games Played	Cumulative total number of games played	[plays]
2	Turnover / Bet	Cumulative total amount wagered by the player i.e. cumulative total bets made from the player's credit meter. Excludes (i) gamble bets during the double-up or gamble feature and (ii) bet amounts reflected during free games and free spins	[\$]
3	Total Wins / Won	Cumulative summation of all prizes (including machine pays and hand pays) awarded to the player	[\$]
4	Hand Pays / Cancelled Credits / Attendant Pays	Value of prizes won that are above the amount dispensed by the machine hopper	[\$]
5	Coins In	Cumulative total amount of coins inserted into the machine but excludes hopper refills	[\$]
6	Coins Out	Cumulative total amount of coins dispensed by the machine hopper but excludes hand pays	[\$]
7	Coin Drop	Cumulative total amount of coins that were diverted or deposited into the cashbox / drop box	[\$]
8	Banknotes In	Cumulative total amount of banknotes accepted, if applicable	[\$]
9	Total Cashless In	Cumulative total of all credits electronically transferred to the machine (if applicable), or paid to credit meter and not added to Total Wins	[\$]
10	Total Cashless Out	Cumulative total of all credits electronically transferred from machine, if applicable	[\$]
11	Money In	Cumulative total value in dollars of coins and or banknotes inserted to register credits on the player's credit meter together with transfers to the machine to register credits on the player's credit meter	[\$]
12	Money Out	Cumulative total value in dollars of credits redeemed from the player's credit meter by hopper pay, ticket print, cancelled credit or account transfer, but not extra coin out errors or short pays	[\$]

Note: Where a master meter is not supported by a corresponding machine or game function (e.g. "Banknotes In" for a machine which will not be fitted with a banknote acceptor), that meter must display as its value "N/A".

DECLARATION FOR COMPLIANCE WITH FRUIT MACHINE REQUIREMENTS

[Note : This declaration form is to be typewritten before submission, and a separate declaration form is to be submitted for each machine.]

I PARTICULARS OF FRUIT MACHINE

(One declaration form to be submitted for each machine.)	
Make of Machine:	Model of Machine:
(Game) Name:	Game ID:
Serial Number:	Machine Number:
Credit Insertion (Tick where applicable): <input type="checkbox"/> Coin <input type="checkbox"/> Notes/ Bills <input type="checkbox"/> Card <input type="checkbox"/> Tickets	Return to Player (RTP) Percentage:
Maximum Bet (Credit):	Maximum Play Lines:
Game Format: _____ credits x _____ lines	Credit Value:
<p>Machine Type – Please state if your machines are linked or installed with External Bonusing System or progressive payout. (Tick where applicable):</p> <input type="checkbox"/> Linked Progressive Machine: <input type="checkbox"/> Mystery Jackpot (such as “Cascade”) <input type="checkbox"/> Symbol Driven <input type="checkbox"/> Standalone Machine <input type="checkbox"/> Standalone Progressive Machine <input type="checkbox"/> Others: _____ _____	
<p>Is any Slot Management System deployed in the fruit machine room?</p> <p>Yes/ No (Delete where inapplicable)</p> <p>If yes, pls provide the name of the system and the description of the parameters collected by the system: _____</p> <p>_____</p> <p>_____</p>	

II PARTICULARS OF AND UNDERTAKING BY SOCIETY

Name of Society:	Permit No:
Address of Clubhouse:	Number of machines in operation to date:

I, (Full Name) , (Permit Holder) of (Name of Society) , hereby declare the following:

i) the above stated machine is fully compliant with the fruit machine requirements stipulated by the Permit Officer as at the date of this declaration (including Annex A of the document entitled “Details on Fruit Machine Application and Fruit Machine Requirement” located at the website: www.mha.gov.sg/private-lotteries on the date of this declaration);

ii) the gaming that takes place on the above stated machine are is honest, secure, reliable and auditable; and

ii) the Slot Management System/External Bonusing System that is connected to the above stated machine (where applicable) operates in a manner that is honest, secure, reliable and auditable.

2. I declare that all information given in this declaration is true, correct and complete.

3. I understand that a false declaration may result in the suspension or revocation of the fruit machine permit issued to the society.

4. I undertake to inform the Permit Officer should there be any changes to this declaration subsequently.

Name & Signature

Date

Official Stamp
of the Society