

# Disentangling the EGM Dilemma

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# Conflict of Interest Discloser

- Funding from:
  - Ontario Problem Gambling Research Centre
  - Gambling Research Exchange Ontario
- No direct industry or provider funding.
  - Our current experiment (presented at the AGRI conference) is funded by GREO; they are receiving the money from OLG.
- We have no known conflict of interest.

# Regulations are Inconsistent

Industry seems to have significant influence!

- “Engineered” Near Misses
- LDWs
- Approved Games:
  - Not slot machines
  - Mimic slots
  - Approved in Jurisdictions where slots are banned
- Other

# “Engineered” Near Misses

- “Engineered” Near Misses banned in Australia
  - Linda Woo
- Australian/New Zealand Gaming Machine National Standard 2016, section 3.3
  - Games must not give the player a false expectation of odds
  - Note: This is for new games only

# “Engineered” Near Misses Single Line Games



- Allowed in Ontario
- Ontario Electronic Gaming Equipment Minimal Technical Standards
  - 20.5.1: For single line games, jackpot symbols may not appear in their entirety more than 12 times, on average, adjacent to the payline, for any time they appear on any payline.
  - At first reading, the standards seem to ban “engineered” Near Misses but in fact they specifically allow Near Misses.

# Amazingly

## Ontario bans an algorithm for Near Misses that has never been used

- 14.3 Near Misses
  - After the selection of a game outcome, the gaming equipment must not make a variable secondary decision which affects the results shown to the player. For instance, the RNG chooses an outcome that the game will lose. The game must not substitute a particular type of loss to show to the player.

# “Engineered” Near Misses

## Multi-Line Games

- Allowed in Ontario
- Ontario Electronic Gaming Equipment Minimal Technical Standards
  - No mention of Near Misses on multi-line games and thus they are allowed (see below).

Regular Symbols					
Symbol	Number Per Reel				
	R1	R2	R3	R4	R5
WS	2	2	1	4	2

# Losses Disguised as Wins

- Regulated in Australia
  - Linda Woo
  - No auditory celebration
- Australian/New Zealand Gaming Machine National Standard 2016, section 3.3
  - Games must not give the player a false expectation of odds
  - Note: This is for new games only



# Losses Disguised as Wins

- Not regulated in Ontario
- Ontario Electronic Gaming Equipment Minimal Technical Standards
  - No mention of LDWs and thus they are not regulated.

# Approved Games: Not slot machines

- Break open ticket dispensers.



# Approved Games: Not slot machines

- Bingo games.



# Approved Games: Not slot machines

- Horse racing.



# Other Issues allowed in Ontario

- Stop button
- High stakes (\$750/spin)
- Multiple versions of the same game
- Inducements for max bet
- Credits vs currency
- Player can play multiple games at once
- Available 24/7
- ...

# Final Comments

- Regulations are Inconsistent across jurisdictions
- Industry seems to have significant influence!
- How can we influence the regulations?