



MEDIA RELEASE

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AGMMA SUPPORTS PLAYER INFORMATION

The Australasian Gaming Machine Manufacturers Association ("AGMMA") today supported the introduction of a Player Information Display ("PID") feature on new gaming machines in Queensland's casinos, clubs and hotels.

AGMMA's Executive Officer Ross Ferrar applauded the Queensland Government's new initiative at today's PID launch, which was hosted by the Deputy Premier, Treasurer and Minister for Infrastructure, Anna Bligh.

The PID assists players to keep track of time and obtain a better understanding of the odds of winning the maximum prize. The first of these machines in Queensland have been installed at Conrad Treasury Brisbane.

"We are very pleased that the Queensland Government has adopted the principle of delivering information to players and we will continue to work towards ensuring that gaming machine players' decisions are made with full access to relevant information if they wish to review it," Mr Ferrar said.

"AGMMA has recommended to all Australian state regulators for quite a few years that players should be provided with much greater access to information about how gaming machines work. We see no reason why this information should not be available to players and to the general public. It is disappointing that some other state regulators, such as South Australia's, have repeatedly declined our recommendation to provide players with on-screen information," said Mr Ferrar.

AGMMA backed up its recommendations by developing its own Player Information Booklet in July 2000. The Booklet is available free of charge at www.agmma.com and has been downloaded by trainers and other practitioners across the globe as a reliable guide to how machines work.

Mr Ferrar said, "Our only difficulty with Queensland's Player Information Display is that it is markedly different to those already operating in Victoria and Tasmania - which creates design, development, testing and supply issues for gaming machine manufacturers. We would like to see a uniform approach to this issue across all states, so that tourists are not confused by regulators' different approaches."

Further information: Michelle Parker 0412 044 471
John MacGregor 0414 445 447

About Australasian Gaming Machine Manufacturers Association (AGMMA): AGMMA is a not-for-profit industry association, established in 1990 for the purpose of promoting the development of the manufacturing resources of Australia. AGMMA's members are Ainsworth Game Technology, Aristocrat Technologies, Aruze Gaming Australia, Global Gaming Industries, IGT (Australia), Konami Gaming and Stargames Corporation. AGMMA hosts and operates the Australasian Gaming Expo and the New Zealand Gaming Expo. For further information: contact AGMMA's Executive Officer at info@agmma.com or on tel. 02 9960 0125.