

Australian Capital Territory

Gaming Machine (Peripheral Equipment) Approval 2011 (No 11)

Notifiable instrument NI2011– 248

made under the

Gaming Machine Act 2004, section 69 (Approval of gaming machines and peripheral equipment)

1 Name of instrument

This instrument is the *Gaming Machine (Peripheral Equipment) Approval 2011 (No 11)*.

2 Commencement

This instrument commences the day after the date of notification.

3 Approval

I approve the peripheral equipment described in the attached Schedule to this instrument.

Lesley Maloney
Delegate
ACT Gambling and Racing Commission

17 May 2011

Standard Linked Progressive Jackpot System Update	
System/Device Name	Standard LPJS
Manufacturer	Ainsworth Game Technology Limited
Specification Number	44.YA005
Category	PC (Progressive Controller)
PC Type	STD (Standard Progressive Controller)
Technical Standards	NS 10.0 + NSW Appendix (dated 14/01/09)
Submission Standards	NSW CPTS 2.2 NSW Jackpot Technical Standard Rev 1.2
Controller Firmware Version	02.00.03.08
Interface Card Firmware Version	1.44
Jackpot Theme	Dollar King
Operational Conditions	
<ol style="list-style-type: none"> 1. The Paltronics Controller and Subsidiary Equipment Interface Card with specified firmware must operate as part of AGT's Standard Linked Progressive Jackpot System with the 'Dollar King' game theme. 2. The above-mentioned Jackpot Controller / SEI firmware must operate in conjunction with a 'Dollar King' game / shell combination. 3. The system interface card must be enclosed in a sealed enclosure. 	
Application Reference Number	44-A0628/S01

Regression Tested Games with Previously Approved BIOS Software	
Game Details 1	
Game Name	Egypt Progressive
Manufacturer	Aruze Gaming Australia Pty Ltd
Specification Number	06-BF000
Category	GM (Gaming Machine)
GM Type	iSAP (Integrated Stand-alone Progressive)
Game Type	Spinning Reels
Technical Standards Submission Standards	NS 9.0 + NSW Appendix (dated 23/03/07) NSW CPTS 2.2 TITO Technical Standard V4.18 NSW Jackpot Technical Standards Rev 1.1
Platform/Cabinet Details	G-ENEX - Midway
Game Details 2	
Game Name	Vampire And Beauty
Manufacturer	Aruze Gaming Australia Pty Ltd
Specification Number	6.BF001
Category	GM (Gaming Machine)
GM Type	iSAP (Integrated Stand-alone Progressive)
Game Type	Spinning Reels
Technical Standards Submission Standards	NS 10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2 TITO Technical Standard V4.18 NSW Jackpot Technical Standards Rev 1.1
Platform/Cabinet Details	G-ENEX – G-Deluxe
Game Details 3	
Game Name	Bow Wow Bucks
Manufacturer	Aruze Gaming Australia Pty Ltd
Specification Number	6.BF002
Category	GM (Gaming Machine)
GM Type	iSAP (Integrated Stand-alone Progressive)
Game Type	Spinning Reels
Technical Standards Submission Standards	NS 10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2 TITO Technical Standard V4.18 NSW Jackpot Technical Standards Rev 1.1
Platform/Cabinet Details	G-ENEX – G-Deluxe
Game Details 4	
Game Name	Princess In Glass Slippers
Manufacturer	Aruze Gaming Australia Pty Ltd
Specification Number	6.BF003
Category	GM (Gaming Machine)
GM Type	iSAP (Integrated Stand-alone Progressive)
Game Type	Spinning Reels
Technical Standards Submission Standards	NS 10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2 TITO Technical Standard V4.18 NSW Jackpot Technical Standards Rev 1.1
Platform/Cabinet Details	G-ENEX – G-Deluxe

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Game Details 5	
Game Name	Tokyo Rose
Manufacturer	Aruze Gaming Australia Pty Ltd
Specification Number	6.F0013
Category	GM (Gaming Machine)
GM Type	Conventional
Game Type	Spinning Reels
Technical Standards Submission Standards	NS 10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2 TITO Technical Standard V4.18
Platform/Cabinet Details	G-ENEX – Midway, Low Boy
Game Details 6	
Game Name	Dragon’s Fortune
Manufacturer	Aruze Gaming Australia Pty Ltd
Specification Number	6.F0014
Category	GM (Gaming Machine)
GM Type	Conventional
Game Type	Spinning Reels
Technical Standards Submission Standards	NS 10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2 TITO Technical Standard V4.18
Platform/Cabinet Details	G-ENEX – Midway, Low Boy
Game Details 7	
Game Name	Red Hot Chilli
Manufacturer	Aruze Gaming Australia Pty Ltd
Specification Number	06-F0015
Category	GM (Gaming Machine)
GM Type	Conventional
Game Type	Spinning Reels
Technical Standards Submission Standards	NS 9.0 + NSW Appendix (dated 23/03/07) NSW CPTS 2.2 TITO Technical Standard V4.18
Platform/Cabinet Details	G-ENEX – Midway, Low Boy
Game Details 8	
Game Name	Electra II
Manufacturer	Aruze Gaming Australia Pty Ltd
Specification Number	06-F0016
Category	GM (Gaming Machine)
GM Type	Conventional
Game Type	Spinning Reels
Technical Standards Submission Standards	NS 9.0 + NSW Appendix (dated 23/03/07) NSW CPTS 2.2 TITO Technical Standard V4.18
Platform/Cabinet Details	G-ENEX – Midway, Low Boy

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Game Details 9	
Game Name	Shen Long
Manufacturer	Aruze Gaming Australia Pty Ltd
Specification Number	6.F0017
Category	GM (Gaming Machine)
GM Type	Conventional
Game Type	Spinning Reels
Technical Standards Submission Standards	NS 10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2 TITO Technical Standard V4.18
Platform/Cabinet Details	G-ENEX – Midway, Low Boy
Game Details 10	
Game Name	Scatter Pirates
Manufacturer	Aruze Gaming Australia Pty Ltd
Specification Number	06-F0018
Category	GM (Gaming Machine)
GM Type	Conventional
Game Type	Spinning Reels
Technical Standards Submission Standards	NS 9.0 + NSW Appendix (dated 23/03/07) NSW CPTS 2.2 TITO Technical Standard V4.18
Platform/Cabinet Details	G-ENEX – Midway, Low Boy
Game Details 11	
Game Name	Black Cat
Manufacturer	Aruze Gaming Australia Pty Ltd
Specification Number	6.F0019
Category	GM (Gaming Machine)
GM Type	Conventional
Game Type	Spinning Reels
Technical Standards Submission Standards	NS 9.0 + NSW Appendix (dated 23/03/07) NSW CPTS 2.2 TITO Technical Standard V4.18
Platform/Cabinet Details	G-ENEX – Midway, Low Boy
Game Details 12	
Game Name	Legend Of The Qin Dynasty
Manufacturer	Aruze Gaming Australia Pty Ltd
Specification Number	6.F0020
Category	GM (Gaming Machine)
GM Type	Conventional
Game Type	Spinning Reels
Technical Standards Submission Standards	NS 10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2 TITO Technical Standard V4.18
Platform/Cabinet Details	G-ENEX – Midway, Low Boy

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Game Details 13	
Game Name	Wild Hunters Tiger
Manufacturer	Aruze Gaming Australia Pty Ltd
Specification Number	6.F0021
Category	GM (Gaming Machine)
GM Type	Conventional – Ante Bet
Game Type	Spinning Reels
Technical Standards Submission Standards	NS 10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2 TITO Technical Standard V4.18
Platform/Cabinet Details	G-ENEX – Midway, Low Boy
Game Details 14	
Game Name	The Last Emperor
Manufacturer	Aruze Gaming Australia Pty Ltd
Specification Number	6.F0022
Category	GM (Gaming Machine)
GM Type	Conventional – Ante Bet
Game Type	Spinning Reels
Technical Standards Submission Standards	NS 10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2 TITO Technical Standard V4.18
Platform/Cabinet Details	G-ENEX – Midway, Low Boy
Game Details 15	
Game Name	Sabre Toothed Tiger
Manufacturer	Aruze Gaming Australia Pty Ltd
Specification Number	6.F0023
Category	GM (Gaming Machine)
GM Type	Conventional – Ante Bet
Game Type	Spinning Reels
Technical Standards Submission Standards	NS 10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2 TITO Technical Standard V4.18
Platform/Cabinet Details	G-ENEX – Midway, Low Boy
Game Details 16	
Game Name	Big Challenge Mammoth
Manufacturer	Aruze Gaming Australia Pty Ltd
Specification Number	6.F0024
Category	GM (Gaming Machine)
GM Type	Conventional – Ante Bet
Game Type	Spinning Reels
Technical Standards Submission Standards	NS 10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2 TITO Technical Standard V4.18
Platform/Cabinet Details	G-ENEX – Midway, Low Boy

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Game Details 17	
Game Name	Giant Panda
Manufacturer	Aruze Gaming Australia Pty Ltd
Specification Number	6.F0025
Category	GM (Gaming Machine)
GM Type	Conventional – Ante Bet
Game Type	Spinning Reels
Technical Standards Submission Standards	NS 10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2 TITO Technical Standard V4.18
Platform/Cabinet Details	G-ENEX – Midway, Low Boy
Game Details 18	
Game Name	Show Girl
Manufacturer	Aruze Gaming Australia Pty Ltd
Specification Number	6.F0026
Category	GM (Gaming Machine)
GM Type	Conventional – Ante Bet
Game Type	Spinning Reels
Technical Standards Submission Standards	NS 10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2 TITO Technical Standard V4.18
Platform/Cabinet Details	G-ENEX – Midway, Low Boy
Game Details 19	
Game Name	Rock You Queen
Manufacturer	Aruze Gaming Australia Pty Ltd
Specification Number	6.F0027
Category	GM (Gaming Machine)
GM Type	Conventional – Ante Bet
Game Type	Spinning Reels
Technical Standards Submission Standards	NS 10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2 TITO Technical Standard V4.18
Platform/Cabinet Details	G-ENEX – Midway, Low Boy
Game Details 20	
Game Name	San Guo Shi Dai (<i>The Era of 3 Kingdoms</i>)
Manufacturer	Aruze Gaming Australia Pty Ltd
Specification Number	6.F0028
Category	GM (Gaming Machine)
GM Type	Conventional – Ante Bet
Game Type	Spinning Reels
Technical Standards Submission Standards	NS 10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2 TITO Technical Standard V4.18
Platform/Cabinet Details	G-ENEX – Midway, Low Boy
Application Reference Number	06-A0307/S01

New Monitoring System “KCMS”	
System Details 1	
System/Device Name	KCMS
Manufacturer	Konami Australia Pty Ltd
Specification Number	39-SET00
Category	SE (Subsidiary Equipment)
Technical Standards Submission Standards	NS 10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2 TITO Technical Standard V4.18
System Software Identifier	KCMS Release 3.19.2.28 – Patch 3.19.2.8 NAMB Version 2.11.7i
System Details 2	
System/Device Name	KCMS – Remote Site
Manufacturer	Konami Australia Pty Ltd
Specification Number	39.SET01
Category	SE (Subsidiary Equipment)
Technical Standards Submission Standards	NS 10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2 TITO Technical Standard V4.18
System Software Identifier	KCMS Release 3.19.2.28 – Patch 3.19.2.8 NAMB Version 2.11.7i
Specific Approval Conditions	
<ol style="list-style-type: none"> 1. Konami must inform each purchaser and/or lessee of the KCMS system, in writing prior to or at the time of purchase/lease that the video streaming functionality be used responsibly or the video steaming function will be disabled. 	
Operational Conditions	
<ol style="list-style-type: none"> 1. The KCMS Wager Refund Functionality must be disabled during the installation stage. 2. The Ticket expiry date in the system must be set to one (1) day during the installation stage. 3. The KCMS must be configured in such a way that only authorised personnel have access to critical functions/parameters settings and sensitive information contained in the system. 4. The KCMS must be provided and operated with a dedicated Uninterruptible Power Supply (UPS). The UPS must provide sufficient capacity to allow the system, and any associated critical elements, to be shut down gracefully in the event of a power interruption. 5. The KCMS must be configured with automated backup facility. 6. The KCMS interface card must be housed in a sealed enclosure, which requires access to the secure area of the Gaming Machine. 7. Only those applications that are core to the KCMS operation, and evaluated by the GMTF and approved by the Authority are permitted to be configured. 8. The “Ticket In” and “Cashless” facilities are not approved in the ACT. 	
Additional Information	
<ol style="list-style-type: none"> 1. The system is approved to operate in a dual port environment with any Paltronics Random Link Progressive Jackpot Systems that support jackpot CCCE transfer capability. 	
Application Reference Number	39-A0908/S01