Gaming Machine Approval 2013 (No 24)

Notifiable instrument NI2013-364

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 Approval 2013 (No 24).

2 Commencement

This instrument commences the day after the date of notification.

3 Approval

I approve the gaming machine(s) described in the attached Schedule to this instrument.

Lesley Maloney
Delegate
ACT Gambling and Racing Commission

23 August 2013

This is Page 1 (of 14 pages) of the Schedule to the Gaming Machine Approval 2013 (No 24)

Updated Gaming Machi	ne				
Game Name		Mega Multi Play I			
Specification Number		44.CG000			
Manufacturer			Ainsworth Game Technology Limited		
Gaming Machine Type		MGGM – Multi Den			
			Ommation		
Game Type Game Identifier		Spinning Reels GDNSM41M			
Technical Standards			andi: /datad 24/1	1/11)	
Submission Standards		NS 10.1 + NSW App	•		
		NSW CPTS 2.3; TITC	rechnical Standa	ra v4.20	
Maximum Bet Value		\$10.00			
Component Game Set I	Petails	Ta			
Game Name 1		Crown Jewels			
Gaming Machine Type		Conventional			
Base Credit Value		1c, 2c, 5c			
Variation Details		Var	Min	/ Max VRP%	
		1		90.04	
		2		91.88	
		3		93.99	
Game Name 2		Dragon 8's			
Gaming Machine Type		Conventional			
Base Credit Value		20c, 50c, \$1.00			
Variation Details		Var	Min / Max VRP%		
		2		92.10	
		3	94.01		
Game Name 3		Magic Dreams			
Gaming Machine Type		Conventional			
Base Credit Value		1c, 2c			
Variation Details		Var	Min / Max VRP%		
		1	90.10		
		2	91.88		
		3	93.88		
Game Name 4		Wings Of Fortune			
Gaming Machine Type		Conventional			
Base Credit Value		5c, 10c			
Variation Details		Var	Max VRP%		
Variation Details		1	.,,	90.17	
		2		91.97	
		3		94.00	
Multi-Game Combination	nn .	<u> </u>		J 1.00	
MGC	CRP%	Game Number	Variation	SDB PRTP%	
IVIC	CINF /0	1	1	90.04	
1	90.11	3	1	90.10	
1	30.11	4	1	90.10	
		1	2	91.88	
2	91.99	2	2	92.10	
		3	2	91.88	
		4	2	91.97	
		1	3	93.99	
3	93.95	2	3	94.01	
	33.33	3	3	93.88	
		4	3	94.00	

continued

Platform/Cabinet

A560-H - High Boy

A560-L – Low Boy (with A560 Topper)

A560-ST - Slant Top

Specific Approval Conditions

- 1. The above-mentioned game must operate with the 15 Button OLED Panel.
- 2. The A560 Topper must be installed on the A560 Low Boy platform when operating the above-mentioned game.

Operational Conditions

1. The "Ticket In" and "Cashless" facilities are not approved in the ACT.

Application Reference No. 44-A0803/S01

This is Page 3 (of 14 pages) of the Schedule to the Gaming Machine Approval 2013 (No 24)

New Gaming Mach	ine				
Game Name	iii C	Multi Play Big \$ Time II			
Specification Numb	ner	44.DG001			
Manufacturer	JC1	Ainsworth Game Technology Limited			
Gaming Machine T	vne	MGGM – Multi Denomina	<u> </u>		
Game Type	уре	Spinning Reels	tion - isar		
Game Identifier		GDNSZ010			
Technical Standard			dated 24/11/11)		
Submission Standard		NS 10.1 + NSW Appendix (NSW CPTS 2.3; TITO Techr	· · · · · · · · · · · · · · · · · · ·		
Submission Standa	ras	NSW Jackpot Technical Sta			
Drogressive Levels	Cupported	iSAP: Yes	alluarus Rev 1.2		
Progressive Levels	Supporteu				
		Type: Random Levels: 2			
		Wins transferred to 'Total	Wins' motor: Vos		
Component Game	Sat Datails	wins transferred to Total	wins meter: Yes		
Game Name 1	Set Details	Fagle Bucks			
Gaming Machine T	vne	isaple Bucks			
Maximum Bet Valu	• •	\$10.00			
Base Credit Value	IC	_ · ·			
Variation Details		20c, 50c, \$1.00, \$2.00			
	C \/DD0/	:CAD VDD0/	Adia / Adam Tatal MDD0/		
VAR	Game VRP%	iSAP VRP%	Min / Max Total VRP%		
20	90.09	4.70000	94.82		
26	87.65	4.733333	92.38		
28	88.10		92.83		
30	90.09		94.49		
36	87.65	4.400000	92.05		
38	88.10		92.50		
Game Name 2		Money Heat			
Gaming Machine T		iSAP			
Maximum Bet Valu	ie	\$5.00			
Base Credit Value		1c, 2c, 5c, 20c			
Variation Details					
VAR	Game VRP%	iSAP VRP%	Min / Max Total VRP%		
20	89.94		94.67		
26	86.20	4.733333	90.93		
28	88.23		92.96		
30	89.94		94.34		
36	86.20	4.400000	90.60		
38	88.22		92.62		
Game Name 3		Mustang Money			
Gaming Machine T	уре	iSAP			
Maximum Bet Value Base Credit Value		\$10.00			
		10c, 20c, \$1.00, \$2.00			
Variation Details					
VAR	Game VRP%	iSAP VRP%	Min / Max Total VRP%		
20	90.05		94.78		
26	87.62	4.733333	92.35		
28	88.03		92.76		
30	90.05		94.45		
36	87.62	4.400000	92.02		
38	88.02	11.100000	92.42		
30	00.02	1	32.42		

This is Page 4 (of 14 pages) of the Schedule to the Gaming Machine Approval 2013 (No 24)

continued

Game Name 4		Wolf Chief				
Gaming Machine T	уре	iSAP				
Maximum Bet Value Base Credit Value		\$5.00				
		1c, 2c, 10c				
Variation Details						
VAR	Game VRP%	iSAP VRP%	Miı	n / Max Total VRP%		
20	89.94			94.67		
26	86.20	4.733333		90.93		
28	88.23			92.96		
30	89.94			94.34		
36	86.20	4.400000		90.60		
38	88.22			92.62		
Multi-Game Combi	nation					
MGC	CRP%	Game Number	Variation	SDB PRTP%		
		1	20	94.82		
1	94.75	2	20	94.67		
1	34.73	3	20	94.78		
		4	20	94.67		
		1	26	92.38		
2	91.66	2	26	90.93		
2	31.00	3	26	92.35		
		4	26	90.93		
		1	28	92.83		
3	92.86	2	28	92.96		
3	32.80	3	28	92.76		
		4	28	92.96		
		1	30	94.49		
4	94.41	2	30	94.34		
7	34.41	3	30	94.45		
		4	30	94.34		
		1	36	92.05		
5	91.32	2	36	90.93 92.96 94.34 90.60 92.62 SDB PRTP% 94.82 94.67 94.78 94.67 92.38 90.93 92.35 90.93 92.35 90.93 92.83 92.96 92.76 92.96 94.49 94.34 94.45 94.34		
<u> </u>	51.52	3	36			
		4	36	90.60		
		1	38			
6	92.52	2	38			
	52.52	3	38			
		4	38	92.62		

Platform/Cabinet

A560-H – High Boy

A560-L – Low Boy (with A560 Topper)

A560-ST – Slant Top

Specific Approval Conditions

- 1. The above-mentioned game must operate with the 15 Button OLED Panel.
- 2. The A560 Topper must be installed on the A560 Low Boy platform when operating the above-mentioned game.

Operational Conditions

1. The "Ticket In" and "Cashless" facilities are not approved in the ACT.

Application Reference No. 44-A0802/S01

Updated Game Shell Software					
Device Details 1	Game Shell / BIOS				
Manufacturer	Ainsworth Game Technology Limit	ted			
Category	Supporting Function				
Туре	System Software				
Technical Standards	NS 10.1 + NSW Appendix (dated 24/11/11)				
Submission Standards	NSW CPTS 2.3; TITO Technical Standard V4.20				
	NSW Jackpot Technical Standard Rev 1.2				
Software Details	Firmware	PSD Label ID			
	Base Compact Flash Card	NX1F2G9L			
Platform/Cabinet Details	Platform/Cabinet Details				
A560-H – High Boy (with / without A560 Topper)					
A560-L – Low Boy (with / without A560 Topper)					
A560-L – Low Boy (with 32" LCD Topper)					
A560-ST – Slant Top					

44-A0802/S01

Application Reference No.

New Multi-Game G	Saming Machine				
Game Name	iaitiilig iviaciiilie	Player's Chaica Diamand Edition			
Specification Number		Player's Choice Diamond Edition			
Manufacturer	uei	1.DG000 Aristocrat Technologies Australia Pty Ltd			
			enomination - iSAP	<u>u</u>	
Gaming Machine Type		+	enomination - isap		
Game Type Game Identifier		Spinning Reels 10162180			
Technical Standard	la		an andiv /datad 24/04	/12\	
Submission Standard		·	opendix (dated 24/04, FO Technical Standard		
Submission Standa	irus	,	nnical Standards Rev 1		
Duogragius Lovels	Cuppostod	iSAP: Yes	inical Standards Rev 1	L.Z	
Progressive Levels	Supported				
		Type: Standard			
		Levels: 3	+ "Total \\!;na' na atam	Vaa	
Component Come	Sat Datails	wins transferred	t "Total Wins' meter:	162	
Component Game Game Names 1 & 2		Buffalo Deluxe			
Gaming Machine T Maximum Bet Valu	••	iSAP			
Base Credit Value	ie	\$8.00 Game	1	Game 2	
Base Credit value			<u> </u>		
Variation Details		1c		2c	
	Come \/DD0/	:CAD \/DD0/	Min Total \/DD0/	Max Total VRP%	
Var	Game VRP%	iSAP VRP%	Min Total VRP%		
99	<u> </u>	3.201533	90.99	91.00	
1	87.79-87.80	3.211533	91.00	91.01	
2		3.221533	91.01	91.02	
3	07.40.07.50	3.001265	90.49	90.50	
4	87.49-87.50	3.011266	90.50	90.51	
5		3.021265	90.51	90.52	
6	87.37-87.38	2.616552	89.99	90.00	
8		2.636552	90.01	90.02	
Game Names 3 & 4		Lucky 88 – Diamond Edition			
Gaming Machine T	••	iSAP			
Maximum Bet Valu	ue Game 3 & 4	\$8.40			
Base Credit Value		Game	3	Game 4	
W. 1.11 5 1 "		1c		2 c	
Variation Details		10.5.4554		May Tatal Mano/	
Var	Game VRP%	iSAP VRP%	Min Total VRP%	Max Total VRP%	
99		3.201533	91.00	91.01	
1	87.80-87.81	3.211533	91.01	91.02	
2		3.221533	91.02	91.03	
3	_	3.001265	90.50	90.51	
4	87.50-87.51	3.011266	90.51	90.52	
5		3.021265	90.52	90.53	
6	87.38-87.39	2.616552	90.00	90.01	
8	07.30 07.33	2.636552	90.02	90.03	

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continued		T			
Game Names 5 & 6		5 Dragons – Diamond Edition			
Gaming Machine Ty		iSAP			
Maximum Bet Valu	ie	Game		Game 6	
		\$4.50)	\$4.80	
Base Credit Value		Game	5	Game 6	
		1c		2c	
Variation Details			<u>.</u>		
Var	Game VRP%	iSAP VRP%	Min Total VRP%	Max Total VRP%	
99		3.201533	90.99	91.01	
1	87.79-87.81	3.211533	91.00	91.02	
2		3.221533	91.01	91.03	
3		3.001265	90.49	90.51	
4	87.49-87.51	3.011266	90.50	90.52	
5		3.021265	90.51	90.53	
6	07.07.07.07	2.616552	89.99	90.01	
8	87.37-87.39	2.636552	90.01	90.03	
Game Names 7, 8 8	k 9	Dollar Bear			
Gaming Machine Ty		iSAP			
Maximum Bet Valu		\$10.00			
Base Credit Value	,	Game 7 Game 8 Game 9			
base create value		20c	50c	\$1.00	
Variation Details		200	300	γ1.00	
Var	Game VRP%	iSAP VRP%	Min Total VRP%	Max Total VRP%	
99	Gaine VIII-70	3.201533	93.12	93.13	
	90 02 90 02				
1	89.92-89.93	3.211533	93.13	93.14	
2		3.221533	93.14	93.15	
3	00 62 00 62	3.001265	92.62	92.63	
4	89.62-89.63	3.011266	92.63	92.64	
5		3.021265	92.64	92.65	
6	89.50-89.51	2.616552	92.12	92.13	
8		2.636552	92.14	92.15	
Game Names 10, 1		Big Red			
Gaming Machine Ty	• • • • • • • • • • • • • • • • • • • •	iSAP			
	e Game 10, 11 & 12	\$10.00	T		
Base Credit Value		Game 10	Game 11	Game 12	
		20c	50c	\$1.00	
Variation Details		I	T		
Var	Game VRP%	iSAP VRP%	Min Total VRP%		
99		3.201533	93.09	93.10	
1	89.89-89.90	3.211533	93.10	93.11	
2		3.221533	93.11	93.12	
3		3.001265	92.59	92.60	
4	89.59-89.60	3.011266	92.60	92.61	
5		3.021265	92.61	92.62	
6	00 47 00 40	2.616552	92.09	92.10	
8	89.47-89.48	2.636552	92.11	92.12	

continued

continued	_	1				
Game Names 13, 14		Super Bucks IV				
Gaming Machine Typ		iSAP				
Maximum Bet Value	Game 13, 14 & 15	\$9.00				
Base Credit Value		Game 13	Game 14	Game 15		
		20c	50c	\$1.00		
Variation Details		<u>. </u>		<u>.</u>		
Var	Game VRP%	iSAP VRP%	Min Total VRP%	Max Total VRP%		
99		3.201533	92.99	93.00		
1	89.79-89.80	3.211533	93.00	93.01		
2	001.70 001.00	3.221533	93.01	93.02		
3		3.001265	92.49	92.50		
4	89.49-89.50	3.011266	92.50	92.51		
5	03.13 03.30	3.021265	92.51	92.52		
6		2.616552	91.99	92.00		
8	89.37-89.38	2.636552	92.01	92.00		
Multi-Game Combin	ation	2.030332	J2.U1	32.02		
MGC	CRP%	Game Number	Variation	SDB PRTP%		
IVIGC	CRP%		variation			
		1, 2	-	90.99		
		3, 4	_	91.00		
99	92.06	5, 6	99	90.99		
		7, 8, 9	93.09	93.12		
		10, 11, 12				
		13, 14, 15		92.99		
		1, 2		91.00		
		3, 4		91.01		
1	92.07	5, 6	1 1	91.00		
_	32.07	7, 8, 9	_	93.13		
		10, 11, 12		93.10		
		13, 14, 15		93.00		
		1, 2		91.01		
		3, 4		91.02		
2	02.00	5, 6		91.01		
2	92.08	7, 8, 9	2	93.14		
		10, 11, 12]	93.11		
		13, 14, 15		93.01		
		1, 2		90.49		
		3, 4]	90.50		
	01.50	5, 6		90.49		
3	91.56	7, 8, 9	3	92.62		
		10, 11, 12	1	92.59		
		13, 14, 15	1	92.49		
		1, 2		90.50		
		3, 4	†	90.51		
		5, 6	†	90.50		
4	91.57	7, 8, 9	4	92.63		
		10, 11, 12	†	92.60		
		13, 14, 15	†	92.50		
		13, 14, 13		9 2 .30		

This is Page 9 (of 14 pages) of the Schedule to the Gaming Machine Approval 2013 (No 24)

continued

Continuca					
		1, 2		90.51	
		3, 4	3, 4 90.52	90.52	
5	01.50	5, 6	5	90.51	
5	91.58	7, 8, 9	5	92.64	
		10, 11, 12		92.61	
		13, 14, 15		92.51	
		1, 2		89.99	
		3, 4	90.00	90.00	
	01.06	5, 6	6	89.99	
6	91.06	7, 8, 9	0	90.51 92.64 92.61 92.51 89.99 90.00	
		10, 11, 12		92.09	
		13, 14, 15		91.99	
		1, 2		90.01	
		3, 4		92.61 92.51 89.99 90.00 89.99 92.12 92.09 91.99 90.01 90.02 90.01 92.14 92.11	
8	91.08	5, 6	8	90.01	
	91.08	7, 8, 9	٥	92.14	
		10, 11, 12		92.11	
		13, 14, 15		92.01	

Platform/Cabinet

Gen7 Viridian Widescreen – Casino Top (with in-machine LCD; Stand-alone) (Configured with either Ticket Printer and/or Hopper option)

Gen7 Vii Slant - Casino Top (with in-machine LCD; Stand- alone) (Configured with Ticket Printer option)

Specific Approval Conditions

1. This MGGM game must only operate in conjunction with the 'Nteractive Button Midtrim Deck Kit'.

Operational Conditions

1. The "Ticket In" and "Cashless" facilities are not approved in the ACT.

Application Reference No. 01-A1420/S01

New Gam	ing Machine				
Game Nai	me		Sparkling	g Royal – Jackpot Stre	ak
Specificat	ion Number		1.BF041		
Manufact	urer		Aristocra	at Technologies Austr	alia Pty Ltd
Gaming N	Nachine Type		iSAP		
Game Typ	oe .		Spinning	Reels	
Game Ide	ntifier		1026218	1	
Technical	Standards		NS 10.3 -	+ NSW Appendix (dat	ed 24/04/13)
Submissio	on Standards		NSW CP7	TS 2.3; TITO Technical	Standard V4.20
			NSW Jac	kpot Technical Standa	ard Rev 1.2
Progressiv	ve Levels Supported		iSAP: Yes	5	
			Type: Standard		
			Levels: 3		
			Wins Transferred to Total Wins Meter: Yes \$10.00 1c, 2c, 5c		
Maximum	n Bet Value				
Base Cred	lit Value				
Variation	Details	_			
Var	Game RTP%	iSAP	RTP%	Min PRTP%	Max PRTP%
99	85.66-85.85			90.60	90.79
1	83.94-84.13			88.88	89.07
2 86.86-87.05		14090	91.80	91.99	
3	3 85.26-85.45		14090	90.20	90.39
	84.56-84.75			89.50	89.69
4					

Gen7 Viridian Widescreen — Casino Top (with in-machine LCD; Stand-alone) (Configured with either Ticket Printer and/or Hopper option)

Gen7 Vii Slant — Casino Top (with in-machine LCD; Stand- alone) (Configured with Ticket Printer option)

Operational Conditions

The "Ticket In" and "Cashless" facilities are not approved in the ACT.

The Ticket iii and Cashiess facilities an	racingles are not approved in the ACT.	
Application Reference No.	01-A1415/S01	

New Gaming N	New Gaming Machine				
Game Name		Ocean Paradise	Ocean Paradise		
Specification N	lumber	6.BF027			
Manufacturer		Aruze Gaming Aust	tralia Pty Ltd		
Gaming Machi	ne Type	iSAP			
Game Type		Spinning Reels			
Game Identifie	er	pFSMG001			
Technical Stan	dards	NS 10.1 + NSW App	pendix (dated 24/11	/11)	
Submission Sta	andards	NSW CPTS 2.3; TIT	O Technical Standard	d V4.20	
		NSW Jackpot Tech	nical Standards Rev	1.2	
Progressive Le	vels Supported	iSAP: Yes			
		Type: Standard			
		Levels: 1			
		Wins Transferred t	o Total Wins Meter:	Yes	
Maximum Bet	Value	\$9.00	\$9.00		
Base Credit Va	lue	1c, 2c, 5c			
Variation Deta	ils			_	
Var	Game RTP%	iSAP RTP%	Min PRTP%	Max PRTP%	
1	87.06-87.09		88.06	88.09	
2	88.08-88.11		89.08	89.11	
3	89.08-89.11		90.08	90.11	
4	91.09-91.12	0.995158	92.09	92.12	
5	93.12-93.15		94.12	94.15	
6	95.08-95.11		96.08	96.11	
7	97.10-97.13		98.10	98.13	
Platform/Cabi	net Details				
G-ENEX-WD00	•				
,	GENX-WD00 (G-ENEX II) - Midway				
G-Comfort					
G-Comfort II					
Operational Co					
	and "Cashless" facilit		n the ACT.		
Application Re	ference No.	06-A0451/S01			

New Gaming Machine						
Game Name	Ultra Stack Dragon					
Specification Number	6.F0073					
Manufacturer	Aruze Gaming Australia	Pty Ltd				
Gaming Machine Type	Conventional					
Game Type	Spinning Reels					
Game Identifier	USDMG001					
Technical Standards	NS 10.1 + NSW Appendi	x (dated 24/11/11)				
Submission Standards	NSW CPTS 2.3; TITO Ted	hnical Standard V4.20				
Maximum Bet Value	\$10.00					
Base Credit Value	1c, 2c					
Variation Details	Var	Min / Max PRTP%				
	1	87.09				
	2	87.94				
	3	89.99				
	4	92.17				
	5	94.25				
	6	96.24				
	7	97.88				
Platform/Cabinet Details						
G-ENEX-WD00 – Midway, Low Boy	G-ENEX-WD00 – Midway, Low Boy					
GENX-WD00 (G-ENEX II) – Midway, Low Boy						
G-Comfort						
G-Comfort II	G-Comfort II					
Operational Conditions						
The "Ticket In" and "Cashless" facilities are not approved in the ACT.						

06-A0452/S01

Application Reference No.

New Gaming Machine				
Game Name	Grawr!			
Specification Number	35.F0196			
Manufacturer	SHFL entertainment (Australasia) Pty Limited			
Gaming Machine Type	Conventional			
Game Type	Spinning Reels			
Game Identifier	GRRNSW1B			
Technical Standards	NS 10.3 + NSW Appendix (dated 24/04/13)			
Submission Standards	NSW CPTS 2.3; TITO Technical Standard V4.20			
Maximum Bet Value	\$8.00			
Base Credit Value	1c, 2c			
Variation Details	Var	Min / Max PRTP%		
	99	90.50		
	15	91.65		
	16	93.53		
Platform/Cabinet Details				
PC4 – Equinox, Equinox Low Boy				
Operational Conditions				
The "Ticket In" and "Cashless" facilities are not approved in the ACT.				
Application Reference No.	No. 35-A0850/S01			

New Gaming Machine		
Game Name	Royal Realm – Jackpot Edition	
Specification Number	35.BF117	
Manufacturer	SHFL entertainment (Australasia) Pty Limited	
Gaming Machine Type	iSAP	
Game Type	Spinning Reels	
Game Identifier	RJENSW1B	
Technical Standards	NS 10.3 + NSW Appendix (dated 24/04/13)	
Submission Standards	NSW CPTS 2.3; TITO Technical Standard V4.20	
	NSW Jackpot Technical Standard Rev 1.2	
Progressive Levels Supported	iSAP: Yes	
	Type: Standard	
	Levels: 3	
	Wins Transferred to Total Wins Meter: Yes	
Maximum Bet Value	\$10.00	
Base Credit Value	1c, 2c, 5c	

Variation Details

Var	Game RTP%	Progressive RTP%	Total Min PRTP%	Total Max PRTP%
99	86.20-86.26	4.054060	90.25	90.31
88	84.42-84.48		88.47	88.53
89	85.16-85.22		89.21	89.27
91	87.15-87.21		91.20	91.26
92	88.11-88.16		92.16	92.21
93	89.70-89.75		93.75	93.80

Platform/Cabinet Details

PC4 – Equinox

Specific Approval Conditions

- 1. The "Number of Gamble Allowed' in the 'Standard Machine Setup' menu must be set to 5 to ensure it is consistent with the Artwork rules.
- 2. Touch-screen functionality must be enabled during machine configuration.

Operational Conditions

The "Ticket In" and "Cashless" facilities are not approved in the ACT.

Application Reference No.	35-A0853/S01
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