

Australian Capital Territory

# Gaming Machine (Peripheral Equipment) Approval 2007 (No 15)

Notifiable instrument NI2007– 393

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 2007 (No 15)*

## **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

22 November 2007

<b>SYSTEM/DEVICE NAME</b>	Sprintquip Cashback Centre
<b>MANUFACTURER</b>	Aristocrat Technologies Australia Pty Ltd
<b>CATEGORY</b>	Subsidiary Equipment
<b>SPECIFICATION OR SERIAL NUMBER</b>	01SER00
<b>APPLICATION REFERENCE NUMBER</b>	01-A0894/S01, 01-A0810/S02
<b>TECHNICAL STANDARDS</b>	NS 8.0 + NSW Appendix (dated 28/04/05) NSW CPTS 2.1
<b>SUBMISSION STANDARDS</b>	NS 8.0 + NSW Appendix (dated 28/04/05)

<b>SYSTEM/DEVICE NAME</b>	Integrated Gaming System
<b>MANUFACTURER</b>	IGT (Australia) Pty Ltd
<b>CATEGORY</b>	Subsidiary Equipment
<b>SPECIFICATION OR SERIAL NUMBER</b>	18-SET01
<b>APPLICATION REFERENCE NUMBER</b>	18-A1104/S01, S02, S03, S04
<b>TECHNICAL STANDARDS</b>	NS 8.0 + NSW Appendix (dated 28/04/05)
<b>SUBMISSION STANDARDS</b>	NS 8.0 + NSW Appendix (dated 28/04/05)NSW CPTS 2.1 TITO Technical Standard Version 4.18*

\*Note: The "Ticket In" and "Cashless" facilities are not approved in the ACT.

<b>SYSTEM/DEVICE NAME</b>	Top Box Assembly (additional Parts)
<b>MANUFACTURER</b>	IGT (Australia) Pty Ltd
<b>CATEGORY</b>	Hardware
<b>SPECIFICATION OR SERIAL NUMBER</b>	N/A
<b>APPLICATION REFERENCE NUMBER</b>	18-A1122/S01
<b>TECHNICAL STANDARDS</b>	NS 8.0 + NSW Appendix (dated 28/04/05)
<b>SUBMISSION STANDARDS</b>	NS 8.0 + NSW Appendix (dated 28/04/05)

<b>SYSTEM/DEVICE NAME</b>	LCD Display Software (Catch me LPJS)
<b>MANUFACTURER</b>	Konami Australia Pty Ltd
<b>CATEGORY</b>	Supporting Function
<b>SPECIFICATION OR SERIAL NUMBER</b>	N/A
<b>APPLICATION REFERENCE NUMBER</b>	39-A0648/S01,S02
<b>TECHNICAL STANDARDS</b>	NS 8.0 + NSW Appendix (dated 28/04/05) NSW CPTS 2.1
<b>SUBMISSION STANDARDS</b>	NS 8.0 + NSW Appendix (dated 28/04/05)

<b>SYSTEM/DEVICE NAME</b>	Sport of Kings 2 Random LPJS
<b>MANUFACTURER</b>	Konami Australia Pty Ltd
<b>CATEGORY</b>	Supporting Function
<b>SPECIFICATION OR SERIAL NUMBER</b>	39-YC002
<b>APPLICATION REFERENCE NUMBER</b>	39-A0644/S01,S02
<b>TECHNICAL STANDARDS</b>	NS 8.0 + NSW Appendix (dated 28/04/05) NSW CPTS 2.1; NSW TS PGM & PS 1.0
<b>SUBMISSION STANDARDS</b>	NS 8.0 + NSW Appendix (dated 28/04/05)

<b>SYSTEM/DEVICE NAME</b>	Standard LPJS – Catch Me
<b>MANUFACTURER</b>	Konami Australia Pty Ltd
<b>CATEGORY</b>	Supporting Function
<b>SPECIFICATION OR SERIAL NUMBER</b>	39-YA001
<b>APPLICATION REFERENCE NUMBER</b>	39-A0649/S01
<b>TECHNICAL STANDARDS</b>	NS 8.0 + NSW Appendix (dated 28/04/05) NSW CPTS 2.1; NSW TS PGM & PS 1.0
<b>SUBMISSION STANDARDS</b>	NS 8.0 + NSW Appendix (dated 28/04/05)

<b>SYSTEM/DEVICE NAME</b>	Bill Acceptor
<b>MANUFACTURER</b>	Stargames Corporation Pty Ltd
<b>CATEGORY</b>	Hardware
<b>SPECIFICATION OR SERIAL NUMBER</b>	N/A
<b>APPLICATION REFERENCE NUMBER</b>	35-A0520/S01
<b>TECHNICAL STANDARDS</b>	NS 8.0 + NSW Appendix (dated 28/04/05)
<b>SUBMISSION STANDARDS</b>	NS 8.0 + NSW Appendix (dated 28/04/05)

<b>SYSTEM/DEVICE NAME</b>	eStar PC4 Platform
<b>MANUFACTURER</b>	Stargames Corporation Pty Ltd
<b>CATEGORY</b>	Hardware
<b>SPECIFICATION OR SERIAL NUMBER</b>	N/A
<b>APPLICATION REFERENCE NUMBER</b>	35-A0449/S01
<b>TECHNICAL STANDARDS</b>	NS 8.0 + NSW Appendix (dated 28/04/05) NSW CPTS 2.1
<b>SUBMISSION STANDARDS</b>	NS 8.0 + NSW Appendix (dated 28/04/05)