# **Gaming Machine Approval 2010 (No 50)**

# Notifiable instrument NI2010-648

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 2010 (No 50).

# 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

22 November 2010

New Gaming Machine			
Game Name	Rumble Reels		
Specification Number	1.A0822		
Manufacturer	Aristocrat Technologies Australia Pty Ltd		
<b>Gaming Machine Type</b>	Conventional		
Game Type	Spinning Reels		
<b>Submission Standards</b>	NS10.0 + NSW Appendix (dated 14/01/09)		
Technical Standards	NSW CPTS 2.2		
	TITO Technical Standard V4.18		
Maximum Bet Value	\$6.25		
Base Credit Value	1c, 2c, 5c		
Percentage Return to Player	Variation Number	Min/Max PRTP	
(PRTP)	99	87.99	
	01	90.19	
	07 88.74		

## Platform/Cabinet

Mk 6 (XTra) – Low Boy, Casino Top (Configured with either ticket printer and/or hopper option)

Mk 6 (XCeed) – Low Boy, Casino Top, Slant Top (Configured with either ticket printer or hopper option)

Mk 6 (SER1RX) – Casino Top (Configured with either ticket printer or hopper option)

Mk 6 (XCite) – Low Boy, Casino Top (Configured with either ticket printer and/or hopper option)

Mk 6 (XTreme) – Casino Top (with in-machine LCD for Mystery Link) (Configured with either hopper and/or ticket printer option)

Slant Mk 6 – Round Top (Configured with ticket printer only)

## **Operational Conditions**

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

**Application Reference No.** | 39-A1198/S01

New Gaming Machine			
Game Name	Exotic Nights		
Specification Number	18.A0589		
Manufacturer	IGT (Australia) Pty Ltd		
<b>Gaming Machine Type</b>	Conventional		
Game Type	Spinning Reels		
<b>Submission Standards</b>	NS10.0 + NSW Appendix (dated 14/01/09)		
<b>Technical Standards</b>	NSW CPTS 2.2		
	TITO Technical Standard V4.18		
Maximum Bet Value	\$10.00		
Base Credit Value	1c, 2c, 5c		
Percentage Return to Player	Variation Number	Min/Max PRTP	
(PRTP)	99	87.20	
	02	90.91	
	03 91.86		
	05 88.61		
	07 89.59		
Platform/Cabinet	AVP BC20 – Video Top		
	AVP ST22 – Video Slant Top		
<b>Operational Conditions</b>	Operational Conditions		
The "Ticket In" and "Cashless"	ess" facilities are not approved in the ACT.		
Application Reference No.	Application Reference No. 18-A5071/S01		

New Gaming Machine	New Gaming Machine		
Game Name	Red Lions		
Specification Number	18.A0588		
Manufacturer	IGT (Australia) Pty Ltd		
<b>Gaming Machine Type</b>	Conventional		
Game Type	Spinning Reels		
Submission Standards	NS10.0 + NSW Appendix (dated 14/01/09)		
Technical Standards	NSW CPTS 2.2		
	TITO Technical Standard V4.18		
Maximum Bet Value	\$5.00		
Base Credit Value	1c, 2c, 5c		
Percentage Return to Player	Variation Number	Min/Max PRTP	
(PRTP)	99	87.90	
	02	90.92	
	03 92.00 05 88.52 07 89.89		
Platform/Cabinet	AVP BC20 – Video Top		
	AVP ST22 – Video Slant Top		
Operational Conditions			
The "Ticket In" and "Cashless"	"Ticket In" and "Cashless" facilities are not approved in the ACT.		
<b>Application Reference No.</b>	18-A5074/S01		

New Gaming Machine			
Game Name	Wheel of Gold Wild Girls		
<b>Specification Number</b>	18.H0112		
Manufacturer	IGT (Australia) Pty Ltd		
<b>Gaming Machine Type</b>	SFS		
Game Type	Spinning Reels		
LPJS	18.YA008		
<b>Submission Standards</b>	NS10.0 + NSW Appendix (dated 14/01/09)		
Technical Standards	NSW CPTS 2.2; TITO Technical Standard V4.18		
	NSW Jackpot Technical Standards Rev 1.1		
Progressive levels supported	Linked - Yes		
	Type - Standard		
	Levels - 4		
Maximum Bet Value	\$10.00		
Base Credit Value	1c, 2c		
Percentage Return to Player	Variation Number	Min/Max PRTP	
(PRTP)	08 83.88		
Platform/Cabinet	AVP BC20 – Portrait Top		

# **Operational Conditions**

- 1. The "Ticket In" and "Cashless" facilities are not approved in the ACT.
- 2. The above-mentioned game must operate in conjunction with the Standard Linked Progressive Jackpot System, Specification Number 18.YA008, with the approved jackpot setting combinations.
- 3. The AVP BC20 gaming machine connected to the LPJS must operate with the 32IN Top Box.
- 4. Touch-screen functionality must be enabled in the Configuration Menu after RAM Clear

L	KAM Cical	
	<b>Application Reference No.</b>	18-A5050/S01

New Gaming Machine					
Game N	Vame	Tritons Treasure			
Specific	ation Number	18.B0566			
Manufa	cturer	IGT (Australia) Pty Ltd			
Gaming	g Machine Type	iSAP			
Game T	Гуре	Spinning Reels			
Submis	sion Standards	1 0			
<b>Technical Standards</b>		NSW CPTS 2.2; TITO Technical Standard V4.18			
		NSW Jackpot Technical Standards Rev 1.1			
Progressive levels supported		iSAP - Yes	iSAP - Yes		
		Type - Standard			
		Levels - 2			
Maxim	um Bet Value	\$5.00			
Base Credit Value		1c, 2c, 5c			
Percentage Return to Player (PRTP)					
Var	Game RTP%	iSAP RTP%	Min/Max Total PRTP#		
02	84.64	6.319647	90.96		
03	84.64	7.257065 91.90			
07	84.64	4.744810 89.39			
Platform/Cabinet AVP BC20 – Video Top					
		AVP ST22 – Video Slant Top			
<b>Operational Conditions</b>					
The "Ticket In" and "Cashless" facilities are not approved in the ACT.					
Applica	Application Reference No. 18-A5066/S01				

Updated Ticket Printer Assembly			
Device Name	Thermal Ticket Printer		
Manufacturer	Konami Australia Pty Ltd		
Category	Gaming Machine		
Category Type	Hardware Component		
<b>Submission Standards</b>	NS 10.0 + NSW Appendix (dated 14/01/09)		
Technical Standards	NSW CPTS 2.2; TITO Technical Standard V4.18		
Hardware Details			
Description			
Thermal Ticket Printer		Future Logic / PSA-66-STRU (GEN2U)	
		Konami P/N: 733	
Platform/Cabinet Details			
K2V - Casino Top, Lowboy, Casino Top with LCD			
K2V 500 - Casino Top, Low Boy, Casino Top with LCD			
K2V Upgrade - Casino Top, Lowboy			
K2V 500 Upgrade - Casino Top, Lowboy			
KGP 2.0 UVS Podium - Upper LCD Box, Tombstone LCD Box, Short Top Box			
<b>Application Reference No.</b> 39-A0883/S01			