Australian Capital Territory

Gaming Machine Approval 2011 (No 33)

Notifiable instrument NI2011-467

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 2011 (No 33).

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

16 August 2011

New Poker Machine	e Game, Additional	Player Tracking Panel Art				
Game Name		Beyond The Moon (40 / 50 Lines)				
Specification Number		44.BF100				
Game Identifier		GDNSBN2G				
Manufacturer		Ainsworth Game Technol	ogy Limited			
Gaming Machine Type		isap				
Game Type		Spinning reels				
Technical Standards		NS 10.0 + NSW Appendix	NS 10.0 + NSW Appendix (dated 14/01/09)			
Submission Standards			NSW CPTS 2.2; NSW Jackpot TS Rev 1.2;			
		TITO Technical Standard V4.20				
Progressive Level	Progressive Levels Supported					
		Type: Random	Type: Random			
			Levels:2			
		Wins transferred to 'Total Wins' meter: Yes				
Maximum Bet Value			\$10.00			
Base Credit Value		1c, 2c				
Variation Details:						
Var	BCV	Game RTP	isap Rtp	Min / Max PRTP		
36	- - 1c	86.15%	4.050000%	90.20%		
37		85.29%		89.34%		
38		86.95%		91.00%		
39		88.29%		92.34%		
46		86.15%		90.28%		
47	- 2c	85.29%	4.133333%	89.42%		
48		86.95%		91.08%		
49		88.29%		92.42%		
Platform/Cabinet I	Details			1		
• A560-H – High	Boy					
5	Boy (with A560 Top	per)				
Operational Condi						
		lities are not approved in the A	ACT.			
2. The A560 toppe	er must be installed	on the A560 Low Boy platforn	m when operating the abo	ove-mentioned game.		
Application Reference No.		44-A0664/S01				

New Poker Machine Game, Additional Pl Game Name		Beyond The Moon (50 / 100 Lines)				
Specification Number		44.BF101				
Game Identifier		GDNSBN4F				
Manufacturer			loav Limited			
		iSAP	Ainsworth Game Technology Limited			
Gaming Machine Type						
Game Type Technical Standards		Spinning reels				
Submission Standards			NS 10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2; NSW Jackpot TS Rev 1.2;			
Submission Stanualus		TITO Technical Standard V4.20				
Progressive Levels Supported		iSAP: Yes	1 14.20			
Frogressive Levels Supported		Type: Random				
		Levels:2				
		Wins transferred to 'Total Wins' meter: Yes				
Maximum Bet Valu	e	\$10.00				
Base Credit Value		1c, 2c				
Variation Details:						
Var	BCV	Game RTP	isap Rtp	Min / Max PRTP		
66	1c	85.89%	4.050000%	89.94%		
67	1c	85.26%		89.31%		
68	1c	86.84%		90.89%		
69	1c	88.04%		92.09%		
7/		05.000/		00.000/		
76	2c	85.90%	4.133333%	90.03%		
77	<u>2c</u>	85.27%		89.40%		
78	2c	86.84%		90.97%		
79	2c	88.04%		92.17%		
Platform/Cabinet D						
• A560-H – High I						
	oy (with A560 Topp	per)				
Operational Condi						
		lities are not approved in the				
2. The A560 toppe	r must be installed	on the A560 Low Boy platform	m when operating the abo	ove-mentioned game.		
Application Refere	N I	$1/1_{-}\Delta0661/S01$				

Application Reference No.44-A0664/S01

New Poker Machine	e Game				
Game Name		Glitter Gems			
Specification Number		44.F0321			
Game Identifier		GDNSGM1D			
Manufacturer		Ainsworth Game Technology Limited			
Gaming Machine Type		Conventional			
Game Type		Spinning reels			
Technical Standards		NS 10.0 + NSW Appendix (dated 14/01/09)			
Submission Standards		NSW CPTS 2.2;			
		TITO Technical Standard V4.20			
Maximum Bet Value		\$10.00			
Base Credit Value		1c, 2c			
Variation Details:					
Var	Game Type		Max Lines	Min / Max PRTP	
99	1 Credit buys 1 line		40 / 50	88.07%	
01	1 Credit buys 1 line		40 / 50	90.23%	
02	1 Credit buys 1 line		40 / 50	92.27%	
06	1 Credit buys 1 line		40 / 50	86.25%	
21	1 Credit	thuys 2 lines	50 / 100	90.09%	
22	1 Credit buys 2 lines 1 Credit buys 2 lines		50 / 100	92.13%	
26	1 Credit buys 2 lines		50 / 100	85.97%	
29	1 Credit buys 2 lines		50 / 100	87.82%	
Platform/Cabinet		1			
• A560-H – High	Воу				
	Boy (with / without A56	50 Topper)			
<u> </u>					

Operational Conditions

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

2. Gaming machine variations numbers 06 & 26 are only approved to operate on a linked jackpot arrangement where the combined gaming machine percentage return to player and linked jackpot contribution is at least 87%.

Application Reference No.

44-A0661/S01, S02

Game Identifier GDNSGM2E Manufacturer Ainsworth Game Technology Limited Gaming Machine Type ISAP Game Type Spinning reels Technical Standards NS 10.0 + NSW Appendix (dated 14/01/09) Submission Standards NSW CPTS 2.2; NSW Jackpot TS Rev 1.2 TITO Technical Standard V4.20 TITO Technical Standard V4.20 Progressive Levels Supported ISAP: Yes Type: Random Levels:2 Wins transferred to 'Total Wins' meter: Yes Maximum Bet Value \$10.00 Base Credit Value 1c, 2c Var BCV Game Type Max Lines Game RTP IsAP RTP Min / M	
Manufacturer Ainsworth Game Technology Limited Gaming Machine Type iSAP Game Type Spinning reels Technical Standards NS 10.0 + NSW Appendix (dated 14/01/09) Submission Standards NSW CPTS 2.2; NSW Jackpot TS Rev 1.2 TITO Technical Standard V4.20 TITO Technical Standard V4.20 Progressive Levels Supported iSAP: Yes Type: Random Levels:2 Wins transferred to 'Total Wins' meter: Yes Maximum Bet Value \$10.00 Base Credit Value 1c, 2c Var BCV Game Type	
Gaming Machine Type iSAP Game Type Spinning reels Technical Standards NS 10.0 + NSW Appendix (dated 14/01/09) Submission Standards NSW CPTS 2.2; NSW Jackpot TS Rev 1.2 TITO Technical Standard V4.20 TITO Technical Standard V4.20 Progressive Levels Supported iSAP: Yes Type: Random Levels:2 Wins transferred to 'Total Wins' meter: Yes Maximum Bet Value \$10.00 Base Credit Value 1c, 2c Variation Details: Max Lines Game RTP Var BCV Game Type	
Game Type Spinning reels Technical Standards NS 10.0 + NSW Appendix (dated 14/01/09) Submission Standards NSW CPTS 2.2; NSW Jackpot TS Rev 1.2 TITO Technical Standard V4.20 TITO Technical Standard V4.20 Progressive Levels Supported iSAP: Yes Type: Random Levels:2 Wins transferred to 'Total Wins' meter: Yes Maximum Bet Value \$10.00 Base Credit Value 1c, 2c Variation Details: Yar Var BCV Game Type Max Lines Game Type Man Lines	
Technical Standards NS 10.0 + NSW Appendix (dated 14/01/09) Submission Standards NSW CPTS 2.2; NSW Jackpot TS Rev 1.2 TITO Technical Standard V4.20 TITO Technical Standard V4.20 Progressive Levels Supported iSAP: Yes Type: Random Levels:2 Wins transferred to 'Total Wins' meter: Yes Maximum Bet Value \$10.00 Base Credit Value 1c, 2c Variation Details: Max Lines Game RTP Var BCV Game Type	
Submission Standards NSW CPTS 2.2; NSW Jackpot TS Rev 1.2 TITO Technical Standard V4.20 Progressive Levels Supported iSAP: Yes Type: Random Levels:2 Wins transferred to 'Total Wins' meter: Yes Maximum Bet Value \$10.00 Base Credit Value 1c, 2c Variation Details: Yax Var BCV Game Type Max Lines	
TITO Technical Standard V4.20 Progressive Levels Supported ISAP: Yes Type: Random Levels:2 Wins transferred to 'Total Wins' meter: Yes Maximum Bet Value \$10.00 Base Credit Value 1c, 2c Variation Details: Var Var BCV Game Type Max Lines Game RTP ISAP RTP	
Type: Random Levels:2 Wins transferred to 'Total Wins' meter: Yes Maximum Bet Value \$10.00 Base Credit Value 1c, 2c Variation Details: Var Var BCV Game Type Max Lines Game RTP Iteration Iteration	
Levels:2 Wins transferred to 'Total Wins' meter: Yes Maximum Bet Value \$10.00 Base Credit Value 1c, 2c Variation Details: Var Var BCV Game Type Max Lines Game RTP isAP RTP Min / N	
Wins transferred to 'Total Wins' meter: Yes Maximum Bet Value \$10.00 Base Credit Value 1c, 2c Variation Details: Max Lines Game RTP iSAP RTP Min / M	
Maximum Bet Value\$10.00Base Credit Value1c, 2cVariation Details:Max LinesVarBCVGame TypeMax LinesGame RTPISAP RTPMin / N	
Base Credit Value 1c, 2c Variation Details: Var Var BCV Game Type Max Lines Game RTP iSAP RTP Min / N	
Variation Details: Var BCV Game Type Max Lines Game RTP iSAP RTP Min / M	
Var BCV Game Type Max Lines Game RTP iSAP RTP Min / M	
36 1c 1 Credit buys 1 line 40 / 50 86.25% 90	lax PRTF
	0.30%
	.12%
66 1C 1 Credit buys 2 lines 50 / 100 85.97% 90	0.02%
69 1c 1 Credit buys 2 lines 50 / 100 87.82% 91	.87%
46 2c 1 Credit buys 1 line 40 / 50 86.25% 90	0.38%
19 2c 1 Credit huys 1 line 10 / 50 88 08%	.21%
).11%
	.95%
Platform/Cabinet Details	
• A560-H – High Boy	
 A560-L – Low Boy (with / without A560 Topper) 	
Operational Conditions	
1. The "Ticket In" and "Cashless" facilities are not approved in the ACT.	
	10.00
The A560 Topper must be installed on the A560 Low boy platform when operating the game 'Glitter Gems Levels)'.	s (2 iSAP

Application Reference No.44-A0661/S01, S02

Game Name		Inca King (2 iSAP Levels)			
Specification	n Number	44.BF099			
Game Identif		GDNSIK1L			
Manufacturer Ainsworth Game Technology Limited					
Gaming Mac	hine Type	iSAP			
Game Type		Spinning reels	Spinning reels		
Technical St	andards	NS 10.0 + NSW Ap	NS 10.0 + NSW Appendix (dated 14/01/09)		
Submission	Standards	NSW CPTS 2.2;	NSW CPTS 2.2;		
		TITO Technical Sta	TITO Technical Standard V4.20;		
		NSW Jackpot Tech	NSW Jackpot Technical Standards Rev 1.2		
Progressive	Levels Supported	iSAP: Yes	iSAP: Yes		
		Type: Standard			
		Levels:2			
		Wins transferred to	Wins transferred to 'Total Wins' meter: Yes		
Maximum Be	et Value	\$10.00			
Base Credit Value		1c, 2c, 5c	1c, 2c, 5c		
Variation De	tails:				
Var	BCV	Game RTP	Progressive RTP	Min / Max PRTP	
51	1c, 2c, 5c	87.60%	3.731937%	91.33%	
52	1c, 2c, 5c	88.17%	3.950627%	92.12%	
53	1c, 2c, 5c	86.21%	3.965069%	90.17%	
61	5c	86.21%	5.044046%	91.25%	
62	5c	87.88%	4.819166%	92.70%	

• A560-H – High Boy

• A560-L – Low Boy (with A560 Topper)

Operational Conditions

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

2. The A560 Topper must be installed on the A560 Low boy platform when operating the above - mentioned.

Application Reference No. 44-A0669/S01