Gaming Machine Approval 2011 (No 51)

Notifiable instrument NI2011-680

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 51).

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

28 October 2011

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	MIR .				
		ed 14/01/09)			
		_			
		ard Rev 1.2			
I					
I					
	ansterred to 'Total Wins	' meter: Yes			
<u> </u>					
1c, 2c					
<u>BCV</u>		<u>isap RTP</u>	Min / Max PRTP		
			90.31%		
1c	85.22%	4.050000%	89.27%		
			91.04%		
	88.31%		92.36%		
	86.26%		90.39%		
2c	85.22%	4.133333%	89.35%		
	87.00%		91.13%		
	88.31%		92.44%		
60 Topper)					
., ,					
470463 Rev	A or 470464 Rev A + 40	00763 Rev A or 40118	3 Rev A or 401184		
Rev A + 470	142 Rev A or 470148 R	ev A			
			8 Rev A		
installed on tl	ne A560 Low Boy platfo	rm when operating the	above-mentioned		
games.					
oo" fooilition	are not approved in the	ACT			
	Action F Ainswor A4.BF10 GDNSA iSAP Spinnin NS 10.0 NSW C TITO Te NSW Ja d iSAP: Y Type: R Levels: Wins tra \$10.00 1c, 2c BCV 1c 2c 470463 Rev A+470 470463 Rev installed on the	Action Reels (40 / 50 Lines) Ainsworth Game Technology L 44.BF105 GDNSAI1B iSAP Spinning Reels NS 10.0 + NSW Appendix (data NSW CPTS 2.2 TITO Technical Standard V4.20 NSW Jackpot Technical Standard isAP: Yes Type: Random Levels: 2 Wins transferred to 'Total Wins \$10.00 1c, 2c BCV Game RTP 86.26% 1c 85.22% 86.99% 88.31% 2c 86.26% 2c 85.22% 87.00% 88.31% 60 Topper) 470463 Rev A or 470464 Rev A + 44444 Rev A + 470463 Rev A or 470464 Rev A + 444444 Rev A + 470463 Rev A or 470464 Rev A + 44444463 Rev A or 470464 Rev A + 444444463 Rev A or 470464 Rev A + 4444444463 Rev A or 470464 Rev A + 444444463 Rev A or 470464 Rev A + 4444444463 Rev A or 470464 Rev A + 444444463 Rev A or 470464 Rev A + 4444444463 Rev A or 470464 Rev A + 444444463 Rev A or 470464 Rev A + 4444444463 Rev A or 470464 Rev A + 4444444463 Rev A or 470464 Rev A + 444444463 Rev A or 470464 Rev A + 4444444463 Rev A or 470464 Rev A + 44444444463 Rev A or 470464 Rev A + 4444444444444444444444444444444444	Ainsworth Game Technology Limited 44.BF105 GDNSAl1B iSAP Spinning Reels NS 10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2 TITO Technical Standard V4.20 NSW Jackpot Technical Standard Rev 1.2 d iSAP: Yes Type: Random Levels: 2 Wins transferred to 'Total Wins' meter: Yes \$10.00 1c, 2c BCV Game RTP 86.26% 1c 85.22% 86.99% 88.31% 86.26% 2c 85.22% 4.133333% 87.00% 88.31%		

44-A0672/S01, 44-A0672/S02

Updated Poker Machine Games a			Artwork		
Game Name	Action Reels (50 / 100 Lines)				
Manufacturer		rth Game Technology Li	mited		
Specification Number	44.BF10				
Game Identifier	GDNSA	112B			
Gaming Machine Type	iSAP				
Game Type	Spinnin				
Technical Standards) + NSW Appendix (date	ed 14/01/09)		
Submission Standards		PTS 2.2			
		echnical Standard V4.20			
		ackpot Technical Standa	rd Rev 1.2		
Progressive Levels Supported	iSAP: Y				
	Type: R				
	Levels:		mantam Van		
Marinarina Dat Valua		ansferred to 'Total Wins'	meter: Yes		
Maximum Bet Value	\$10.00				
Base Credit Value	1c, 2c				
Variation Details	21/	Como DTD	:CAD DTD	Min / May DDTD	
<u>Var</u> <u>B0</u>	<u>CV</u>	<u>Game RTP</u> 86.16%	<u>isap RTP</u>	Min / Max PRTP 90.21%	
	С	85.02%	4.050000%	89.11%	
68	C	86.85%		90.90%	
69		88.28%		92.33%	
07		00.2070		72.3370	
76		86.16%		90.29%	
	!C	85.06%	4.133333%	89.19%	
78	.0	86.85%	4.13333370	90.98%	
79		88.28%		92.41%	
Platform/Cabinet Details		00.2070		72.4170	
• A560-H - HIAN KOV					
 A560-H – High Boy Δ560-L – Low Boy (with Δ560) 	Tonner)				
• A560-L – Low Boy (with A560	Topper)				
• A560-L – Low Boy (with A560 Game Artwork details:		A or 470465 Rev A + 40	11454 Rev A or 401184	Rev A or 400763	
 A560-L – Low Boy (with A560) Game Artwork details: c) High Boy 47 	0463 Rev	A or 470465 Rev A + 40 148 Rev A or 470155 Re		Rev A or 400763	
• A560-L – Low Boy (with A560 Game Artwork details: c) High Boy 47	0463 Rev v A + 470	148 Rev A or 470155 Re	ev A		
 A560-L – Low Boy (with A560) Game Artwork details: c) High Boy 47 Red d) Low Boy (with 47) 	0463 Rev v A + 470		ev A		
• A560-L – Low Boy (with A560 Game Artwork details: c) High Boy 47	0463 Rev v A + 470	148 Rev A or 470155 Re	ev A		
 A560-L – Low Boy (with A560) Game Artwork details: c) High Boy 47 Red d) Low Boy (with A560 Topper) 	0463 Rev ev A + 470 0463 Rev	148 Rev A or 470155 Re A or 470464 Rev A + 47	ev A 0148 Rev A or 470155	i Rev A	

44-A0672/S01, 44-A0672/S02

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

Updated Poker	Machine Games	Software	9			
Game Name		Vegas	Vegas Fiesta (BCV 1c)			
Manufacturer		Ainswo	rth Game Technology Lin	nited		
Specification	Number	44.HF0	85			
Game Identifie	er	GDNS\	/A1C			
Gaming Mach	ine Type	SFS - i	SAP			
Game Type		Spinnin	ig Reels			
LPJS		44.YA0	04 or 44.YA005			
Technical Sta	ndards	NS 10.0	0 + NSW Appendix (dated	d 14/01/09)		
Submission S	tandards	NSW C	PTS 2.2			
		_	echnical Standard V4.20			
			ackpot Technical Standar	d Rev 1.2		
Progressive L	.evels	isap: Y				
Supported			Standard			
		Levels: 2				
		Wins Transferred to 'Total Wins' meter: Yes				
		Linked: Yes				
		Type: Standard				
N4 ' D.	1/ 1	Levels:				
Maximum Bet		\$3.75				
Base Credit V		1c				
Variation Deta		<u> </u>	CAD DTD	Min / May Total DDTD		
<u>Var</u> 2	Game RT	<u> </u>	iSAP RTP	Min / Max Total PRTP		
Platform/Cabi	88.21%		3.174534%	91.38%		
			(
	High Boy (with / w					
Game Artwork	ow Boy (with A56	o roppei	1)			
		470125	Doy A or 470124 Doy A	+ 401437 Rev A + 470021 Rev A		
a) High			Rev A or 470126 Rev A			
Toppe	Boy (With A560	4/0123	Rev A UI 4/U120 Rev A	+ 470021 Rev A		
	Boy (With A560	470125	Rev A or 470126 Rev A	+ 470021 Rev Δ		
Toppe		770123	7 NOV 11 01 47 0120 NOV 11	1 470021 NCV //		
Operational C						
		s must o	perate in conjunction with	the Standard Linked Progressive		
				i, with the approved 'Players Paradise'		
jackpot settings.						

- 2. The A560 Topper must be installed on the A560 Low Boy platform when operating the above-mentioned games.
- 3. The "Ticket In" and "Cashless" facilities are not approved in the ACT.

Application Reference No.	44-A0701/S01

Updated Poker Machine Games Software						
Game Name	Vegas	Vegas Fiesta (BCV 2c)				
Manufacturer	Ainswo	rth Game Technology Lin	nited			
Specification Number	44.HF0	186				
Game Identifier	GDNS	/A2C				
Gaming Machine Type	SFS - i	SAP				
Game Type	Spinnir	ng Reels				
LPJS	44.YAC	04 or 44.YA005				
Technical Standards	NS 10.	0 + NSW Appendix (dated	1 14/01/09)			
Submission Standards	NSW C	PTS 2.2				
		echnical Standard V4.20				
		ackpot Technical Standar	d Rev 1.2			
Progressive Levels	iSAP: \					
Supported		Standard				
	Levels:					
		ransferred to 'Total Wins'	meter: Yes			
	Linked:					
		Standard				
Marriagua Dat Value	Levels:	1				
Maximum Bet Value	\$7.50 2c					
Base Credit Value	20					
Variation Details	DTD	CAD DTD	Min / May Total DDTD			
<u>Var</u> <u>Game</u>		<u>iSAP RTP</u>	Min / Max Total PRTP			
2 88.2° Platform/Cabinet Details	%	3.174534%	91.38%			
	/ without AF	(O Tannar)				
• A560-H – High Boy (with						
• A560-L – Low Boy (with A Game Artwork details:	rophe	1)				
	470100	Doy A or 470124 Doy A	+ 401437 Rev A + 470021 Rev A			
a) High Boy		Rev A or 470126 Rev A				
b) High Boy (With A56 Topper)	4/0125	Rev A of 470126 Rev A	+ 470021 Rev A			
c) Low Boy (With A560	470125	Rev A or 470126 Rev A	+ 470021 Rev A			
Topper)						
Operational Conditions						
· •	mes must o	perate in conjunction with	the Standard Linked Progressive			
			5, with the approved 'Players Paradise'			
jackpot settings.						
2. The A560 Topper must be installed on the A560 Low Boy platform when operating the above-						
	mentioned games					

Application Reference No. 44-A0701/S01

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

mentioned games.

Updated Poke	r Machine Games	Software	9			
Game Name		Vegas	Vegas Fiesta (BCV 5c)			
Manufacturer		Ainswo	rth Game Technology Lin	nited		
Specification	Number	44.HF0	087			
Game Identifi	er	GDNS\	VA3C			
Gaming Mach	nine Type	SFS - i	SAP			
Game Type		Spinnin	ng Reels			
LPJS		44.YA0	004 or 44.YA005			
Technical Sta	ndards	NS 10.0	0 + NSW Appendix (dated	d 14/01/09)		
Submission S	Standards	NSW C	CPTS 2.2			
		_	echnical Standard V4.20			
			ackpot Technical Standar	rd Rev 1.2		
Progressive L	_evels	isap: Y				
Supported			Standard			
		Levels:				
		Wins Transferred to 'Total Wins' meter: Yes				
		Linked: Yes				
		Type: Standard				
Marrian Dat	L 1/ - I	Levels:				
Maximum Bet		\$10.00				
Base Credit V		5c				
Variation Deta		<u> </u>	:CAD DTD	Min / May Total DDTD		
<u>Var</u> 2	Game RT 88.21%	<u> </u>	<u>iSAP RTP</u> 3.174534%	Min / Max Total PRTP 91,38%		
Platform/Cabi			3.174334%	91.38%		
		ithout AE	(40 Tannar)			
	High Boy (with / w _ow Boy (with A56					
Game Artwor		o roppe	1)			
a) High		470125	5 Doy Λ or 170126 Doy Λ	+ 401437 Rev A + 470021 Rev A		
	Boy (With A560		5 Rev A or 470126 Rev A			
Toppe		470123) REV A 01 4/0120 REV A	+ 470021 Rev A		
	Boy (With A560	470125	Rev A or 470126 Rev A	+ 470021 Rev A		
Toppe						
Operational C	Conditions					
				n the Standard Linked Progressive		
Jackpot System, Specification Number 44.YA004 or 44.YA005, with the approved 'Players Paradise'						
	jackpot settings.					
2. The A560	2. The A560 Topper must be installed on the A560 Low Boy platform when operating the above-					

- 2. The A560 Topper must be installed on the A560 Low Boy platform when operating the above-mentioned games.
- 3. The "Ticket In" and "Cashless" facilities are not approved in the ACT.

Application Reference No.	44-A0701/S01

	dated Poker Machine Games Software						
Game Name		Vegas Fortune (BCV 1c)					
Manufacturer		Ainsworth Game Technology Limited					
Specification N		44.HF0	69				
Game Identifier		GDNS\	/F1E				
Gaming Machin	е Туре	SFS - iSAP					
Game Type		Spinnin	g Reels				
LPJS		44.YA0	04 or 44.YA005				
Technical Stand	dards	NS 10.0	0 + NSW Appendix (dated	d 14/01/09)			
Submission Sta	ındards	NSW C	PTS 2.2	,			
		TITO T	echnical Standard V4.20				
		l	ackpot Technical Standar	rd Rev 1.2			
Progressive Lev	vels	iSAP: Y					
Supported		Type: S	Standard				
''		Levels:					
		Wins Tr	ransferred to 'Total Wins'	meter: Yes			
		Linked:	Linked: Yes				
		Type: Standard					
		Levels:					
Maximum Bet V	'alue	\$3.75					
Base Credit Val	ue	1c					
Variation Detail	S						
Var	Game RT	P	isap RTP	Min / Max Total PRTP			
2	88.21%	'	3.174534%	91.38%			
Platform/Cabine	et Details						
• A560-H – Hi	gh Boy (with / w	ithout A5	60 Topper)				
1	w Boy (with A56		1 1 '				
Game Artwork			7				
a) High B		470038	Rev A or 470039 Rev A	+ 401437 Rev A + 470021 Rev A			
	oy (With A560		Rev A or 470039 Rev A				
Topper)							
	y (With A560	470038	Rev A or 470039 Rev A	+ 470021 Rev A			
Topper)							
Operational Co		I					
		es must o	perate in conjunction with	n the Standard Linked Progressive			
				5, with the approved 'Players Paradise'			
jackpot setti				,			
	, , ,						
mentioned g							

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

44-A0700/S01

Updated Poker Machine Games Software					
Game Name	Vegas Fortune (BCV 2c)				
Manufacturer	Ainswo	rth Game Technology Lin	nited		
Specification Number	44.HF0	70			
Game Identifier	GDNS\	/F2E			
Gaming Machine Type	SFS - i	SAP			
Game Type	Spinnin	g Reels			
LPJS	44.YA0	04 or 44.YA005			
Technical Standards	NS 10.0) + NSW Appendix (dated	1 14/01/09)		
Submission Standards	NSW C	PTS 2.2			
		echnical Standard V4.20			
		ackpot Technical Standar	d Rev 1.2		
Progressive Levels	isap: Y				
Supported		Standard			
	Levels:				
	Wins Transferred to 'Total Wins' meter: Yes				
	Linked:				
		Standard			
	Levels:	1			
Maximum Bet Value	\$7.50				
Base Credit Value	2c				
Variation Details					
<u>Var</u> <u>Game RT</u>	<u> </u>	<u>isap rtp</u>	Min / Max Total PRTP		
2 88.21%		3.174534%	91.38%		
Platform/Cabinet Details					
• A560-H – High Boy (with / wi					
• A560-L – Low Boy (with A56	0 Toppei	<u>r)</u>			
Game Artwork details:					
a) High Boy			+ 401437 Rev A + 470021 Rev A		
b) High Boy (With A560	470038	Rev A or 470039 Rev A	+ 470021 Rev A		
Topper)					
c) Low Boy (With A560	470038	Rev A or 470039 Rev A	+ 470021 Rev A		
Topper)					
Operational Conditions					
			the Standard Linked Progressive		
Jackpot System, Specification Number 44.YA004 or 44.YA005, with the approved 'Players Paradise'					
	jackpot settings. 2. The A560 Topper must be installed on the A560 Low Boy platform when operating the above-				
I DE ASSULTABLE MUST DE IP	ıstanea o	ni ine abbu low boy biatt	orm when operating the above-		

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

44-A0700/S01

mentioned games.

	odated Poker Machine Games Software						
Game Name		Vegas Fortune (BCV 5c)					
Manufacturer		Ainsworth Game Technology Limited					
Specification		44.HF0					
Game Identifi	er	GDNS\	/F3E				
Gaming Mach	iine Type	SFS - iSAP					
Game Type		Spinnin	ig Reels				
LPJS		44.YA0	04 or 44.YA005				
Technical Sta	ndards	NS 10.0	0 + NSW Appendix (dated	d 14/01/09)			
Submission S	Standards	NSW C	PTS 2.2				
		TITO T	echnical Standard V4.20				
		NSW J	ackpot Technical Standar	d Rev 1.2			
Progressive L	evels	isap: Y	'es				
Supported		Type: S	Standard				
		Levels:	2				
		Wins Ti	ransferred to 'Total Wins'	meter: Yes			
		Linked:	Yes				
		Type: S	Type: Standard				
		Levels:	1				
Maximum Bet	: Value	\$10.00					
Base Credit V	'alue	5c					
Variation Deta	ails						
<u>Var</u>	Game RT	<u>P</u>	<u>isap RTP</u>	Min / Max Total PRTP			
2	88.21%		3.174534%	91.38%			
Platform/Cab	inet Details						
• A560-H –	High Boy (with / w	ithout A5	60 Topper)				
● A560-L – I	ow Boy (with A56	0 Toppei	r)				
Game Artwor							
a) High	Boy	470038	Rev A or 470039 Rev A	+ 401437 Rev A + 470021 Rev A			
	Boy (With A560	470038	Rev A or 470039 Rev A	+ 470021 Rev A			
Topp							
c) Low	Boy (With A560	470038	Rev A or 470039 Rev A	+ 470021 Rev A			
Торр	er)						
Operational C							
1. The above	e-mentioned game	es must o	perate in conjunction with	n the Standard Linked Progressive			
Jackpot S	ystem, Specificati	on Numb	er 44.YA004 or 44.YA00!	5, with the approved 'Players Paradise'			
jackpot se	ettings.			· · · · · · · ·			
2. The A560	, , , , , , , , , , , , , , , , , , , ,						
mentioned			, ·	. •			
	· · · · · · · · · · · · · · · · · · ·						

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

44-A0700/S01

New Poker Ma	achine Game	S							
Game Name		Winning Wolf (4	Winning Wolf (40 / 50 Lines)						
Manufacturer		Ainsworth Gam	e Technology Limited						
Specification	Number	44.BF114							
Game Identifi	er	GDNSWF2D							
Gaming Mach	nine Type	ISAP							
Game Type		Spinning Reels							
Technical Sta	ndards	NS 10.0 + NSW	Appendix (dated 14/0	1/09)					
Submission S	Standards	NSW CPTS 2.2	NSW CPTS 2.2						
		TITO Technical Standard V4.20							
		NSW Jackpot T	echnical Standard Rev	1.2					
Progressive L	_evels	iSAP: Yes							
Supported		Type: Random							
		Levels: 2							
		Wins Transferre	ed to 'Total Wins' meter	: Yes					
Maximum Bet	t Value	\$10.00							
Base Credit V	'alue	1c, 2c							
Variation Deta	ails								
<u>Var</u>	BCV	Game RTP	<u>iSAP RTP</u>	Min / Max PRTP					
36		86.27%		90.31%					
37	1c	85.20%	4.0500000/	89.24%					
30		97 19%	4.050000%	01 22%					

91.23%

92.14%

90.40%

89.33%

91.31%

92.22%

Platform/Cabinet Details

• A560-H – High Boy

38 39

46 47

48

49

• A560-L – Low Boy (with A560 Topper)

2c

Operational Conditions

1. The A560 Topper must be installed on the A560 Low Boy platform when operating the above-mentioned games.

4.133333%

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

87.18%

88.09%

86.27%

85.20%

87.18%

88.09%

Application Reference No. 44-A0684/S01

New Poker Ma	chine Game	S								
Game Name		Winning Wolf (50	Winning Wolf (50 / 100 Lines)							
Manufacturer		Ainsworth Game	Ainsworth Game Technology Limited							
Specification	Number	44.BF115								
Game Identifi	er	GDNSWF4A								
Gaming Mach	ine Type	iSAP								
Game Type		Spinning Reels								
Technical Sta	ndards		Appendix (dated 14/0	1/09)						
Submission S	tandards	NSW CPTS 2.2								
		TITO Technical	Standard V4.20							
			echnical Standard Rev	1.2						
Progressive L	.evels	iSAP: Yes								
Supported		Type: Random								
		Levels: 2	2010.012							
			d to 'Total Wins' meter	: Yes						
Maximum Bet		\$10.00								
Base Credit V	alue	1c, 2c								
Variation Deta	ails									
<u>Var</u>	<u>BCV</u>	Game RTP	<u>isap RTP</u>	Min / Max PRTP						
66		86.15%		90.20%						
67	1c	85.03%	4.050000%	89.07%						
68		87.02%	4.03000070	91.06%						
69		88.00%		92.04%						
7.		0/ 450/		00.000/						
76		86.15%		90.28%						
77	2c	85.03%	85.03% 89.16%							

4.133333%

91.14%

92.12%

Platform/Cabinet Details

• A560-H – High Boy

78

79

• A560-L – Low Boy (with A560 Topper)

Operational Conditions

- 1. The A560 Topper must be installed on the A560 Low Boy platform when operating the above-mentioned games.
- 2. The "Ticket In" and "Cashless" facilities are not approved in the ACT.

87.02%

88.00%

Application Reference No. 44-A0684/S01