

Australian Capital Territory

Gaming Machine Approval 2012 (No 35)

Notifiable instrument NI2012–508

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 2012 (No 35)*.

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

18 September 2012

New Gaming Machine			
Game Name	Big Thunder		
Specification Number	44.BF132		
Manufacturer	Ainsworth Game Technology Ltd		
Gaming Machine Type	iSAP		
Game Type	Spinning Reels		
Game Identifier	GDNSBU1B		
Technical Standards Submission Standards	NS10.1 + NSW Appendix (dated 24/11/11) NSW CPTS 2.3 TITO Technical Standard V4.20 NSW Jackpot Technical Standards Rev 1.2		
Progressive levels supported	iSAP - yes Type - standard Levels - 4 Wins transferred to 'Total Wins' – yes		
Maximum Bet Value	\$10.00		
Base Credit Value	1c, 2c		
Variation Details			
Var	Game PRTP%	iSAP RTP%	Min/Max Total PRTP%
51	63.56	27.573973	91.13
53	63.22	27.025505	90.25
54	62.89	26.388891	89.28
Platform/Cabinet	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 this game.			
Application Reference No.	44-A0731/S01		

New Gaming Machine				
Game Name		High Flyer		
Specification Number		44.BF135		
Manufacturer		Ainsworth Game Technology Ltd		
Gaming Machine Type		iSAP		
Game Type		Spinning Reels		
Game Identifier		GDNSHL1D		
Technical Standards Submission Standards		NS10.1 + NSW Appendix (dated 24/11/11) NSW CPTS 2.3 TITO Technical Standard V4.20 NSW Jackpot Technical Standards Rev 1.2		
Progressive levels supported		iSAP - yes Type - standard Levels - 2 Wins transferred to 'Total Wins' – yes		
Maximum Bet Value		\$10.00		
Base Credit Value		1c, 2c, 5c, 10c		
Variation Details				
Var	BCV	Game PRTP%	Progressive RTP%	Min/Max Total PRTP%
51	1c, 2c, 5c, 10c	87.15	3.543608	90.69
52	1c, 2c, 5c, 10c	88.18	3.640437	91.82
53	1c, 2c, 5c, 10c	86.94	3.147490	90.09
54	1c, 2c, 5c, 10c	85.88	3.033056	88.91
55	1c, 2c, 5c, 10c	89.14	3.570016	92.71
61	1c, 2c, 5c	86.94	4.362759	91.30
62	1c, 2c, 5c	87.15	4.714864	91.86
65	1c, 2c, 5c	87.88	4.767680	92.65
Platform/Cabinet		A560-H – High Boy A560-L – Low Boy (with A560 Topper)		
Operational Conditions				
3. The "Ticket In" and "Cashless" facilities are not approved in the ACT.				
4. The A560 Topper must be installed on the A560 Low Boy platform when operating this game.				
Application Reference No.		44-A0740/S01		

New Gaming Machine and Additional Player Tracking / Topper Artwork			
Game Name	Thunder Dragon		
Specification Number	44.BF133		
Manufacturer	Ainsworth Game Technology Ltd		
Gaming Machine Type	iSAP		
Game Type	Spinning Reels		
Game Identifier	GDNSHU1F		
Technical Standards Submission Standards	NS10.1 + NSW Appendix (dated 24/11/11) NSW CPTS 2.3 TITO Technical Standard V4.20 NSW Jackpot Technical Standards Rev 1.2		
Progressive levels supported	iSAP - yes Type - standard Levels - 3 Wins transferred to 'Total Wins' – yes		
Maximum Bet Value	\$5.00		
Base Credit Value	1c		
Variation Details			
Var	Min/Max Game P RTP%	iSAP RTP%	Min/Max Total P RTP%
51	81.10	10.122316	91.22
53	79.93		90.05
54	79.26		89.38
Platform/Cabinet	A560-H – High Boy A560-L – Low Boy (with A560 Topper)		
Operational Conditions			
<ol style="list-style-type: none"> 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 this game. 			
Device details			
Device Details	Topper / Player Tracking Panel Artwork		
Category	Gaming Machine		
Gaming Machine Type	Other		
Technical Standards	NS 10.0 + NSW Appendix (dated 14/01/09)		
Artwork Details			
Topper Artwork	Content	Player Tracking Panel Artwork	
470470 Rev A	Thunder Dragon	470473 Rev A	
Platform/Cabinet	A560-H – High Boy (with / without A560 Topper) A560-L – Low Boy (with / without A560 Topper) A560-L – Low Boy (with 32" LCD Topper)		
Application Reference No.	44-A0736/S01		

Updated Hardware Platform	
Device Name	A560 Platform (Slant Top)
Manufacturer	Ainsworth Game Technology Ltd
Category	Gaming Machine
Category Type	Hardware Component
Submission Standards	NS 10.1 + NSW Appendix (dated 24/11/11)
Technical Standards	NSW CPTS 2.3; TITO Technical Standard V4..20
Main Hardware Functional Components	
Description	Part Number
A560 Slant Top:	014500 Rev A
• Cabinet	014532 Rev A
• Monitor Door	014502 Rev A
• Bottom Door	014503 Rev A
• Top Monitor Chassis	014530 Rev A
• Pedestal	014531 Rev A
• Top Monitor Trim	014534 Rev A
• PTM	014540 Rev A
• Button Panel	014717 Rev A
• OLED 15 Button Panel	220694 Rev A
Main Board:	220350 Rev E *
Backplane Board:	220351 Rev B *
Bottom Door LED Board	177711-PCB Rev A
Bottom Door PCB	177711-SCH Rev A
Side Cover Hinge & Footwell PCB	177712-PCB Rev A
Logging (Hard) Meter PCB	177713-PCB Rev A
Top Trim LED Display RHS PCB	177715-PCB Rev A
Top Trim LED Display LHS PCB	177716-PCB Rev A
Note & Ticket LED PCB	177717-PCB Rev A
LED Control PCB	177719-PCB Rev A
BIOS	145069 Rev A
Compact Flash Cards:	220 143 * Innodisk 1GB / Dual Channel 220144 Innodisk 2GB / Dual Channel
Video Monitor (primary)	021086 Rev A (Effinet) 24 Inch LCD Display, LED Backlight
Video Monitor (secondary)	021087 Rev A (Effinet) 27 Inch LCD Display, LED Backlight
Touchscreen Glass Panel (24 inch)	021090 Rev A
Touchscreen Controller	021092 Rev A
Bank Note Acceptor:	025012 * (JCM UBA-10-SS-500-10-120R2 *) Firmware Version: V1.78-17 ID003 *
Alternate Bank Note Acceptor:	025017 * (CashCode FLS (with harness)) Firmware version: FLS-AU25-681933 *
• 600 Notes Stacker	025017-1
• 900 Notes Stacker	025017-3
• Bezel	025017-4 Rev A

Power Supply:	2 20279 Rev A * TOPPOWER Model APSM-460
Ticket Printer:	011804 * (Ithaca 950 Thermal Ticket Printer – 200 tickets) Firmware Version: S02431*
• Extension Ticket Holder – 400 tickets:	011877 *
• Extension Ticket Holder- 600 tickets:	011878 *
Platform/Cabinet	A560 ST – Slant Top
Application Reference No.	44-A0721/S01

Alternate Hardware Assembly	
Device Name	Coin Acceptor
Manufacturer	Ainsworth Game Technology Ltd
Category	Gaming Machine
Category Type	Hardware Component
Submission Standards	NS 10.1 + NSW Appendix (dated 24/11/11)
Technical Standards	NSW CPTS 2.3
Hardware Details	
Coin Acceptor	AGT P/N: 025055-00
software Details	
Coin Acceptor Firmware	CP2-F1-V1.10
Platform/Cabinet	A560-H – High Boy (with / without A560 Topper) A560-L – Low Boy (with / without A560 Topper) A560-L – Low Boy (with 32" LCD Topper)
Application Reference No.	44-A0734/S01

Updated Game Shell Software and Regression Tested Games		
Device Name	Game Shell / BIOS	
Manufacturer	Ainsworth Game Technology Ltd	
Category	Supporting Function	
Category Type	System Software	
Submission Standards	NS10.1 + NSW Appendix (dated 24/11/11)	
Technical Standards	NSW CPTS 2.3; TITO Technical Standard V4.20 NSW Jackpot Technical Standards Rev 1.2	
Software Details		
Firmware	Base Compact Flash Card	
Program ID	NX1E2E9I	
Platform/Cabinet		
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		
Previously approved games suitable for use with this version of Base software		
Game Name	Specification Number	Program ID
Big Thunder	44.BF132	GDNSBU1B
Chilli Time Triple Shot (3 iSAP levels)	44.BF113	GDNSCT1E
Double Dragons (2 iSAP Levels)	44.BF089	GDNSD61C
Fabulous Fox Triple Shot	44.BF125	GDNSFX1F
Honey Bee (2 iSAP Levels)	44.BF083	GDNSHB1H
Hotter Than Hot Quad Shot	44.BF128	GDNSHO1F
Eagle Bucks 1	44.BF122	GDNSEG3C
Electric Nights Quad Shot	44.BF129	GDNSEE1E
Glamour City (BCV 1c)	44.HF141	GDNSGI1A
Glamour City (BCV 2c)	44.HF142	GDNSGI2A
Glamour City (BCV 5c)	44.HF144	GDNSGI5A
Lionheart	44.BF126	GDNSLI1E
Mustang Money 1	44.BF124	GDNSMU3B
Panda King 1	44.BF123	GDNSP33B
Players City (BCV 1c)	44.HF145	GDNSPY1I
Players City (BCV 2c)	44.HF146	GDNSPY2H
Players City (BCV 5c)	44.HF148	GDNSPY5C
Peking Panda (2 iSAP Levels)	44.BF085	GDNSPK1G
Royal Diamonds (2 iSAP Levels)	44.BF062	GDNSRD1D
Star Fire Quad Shot	44.BF127	GDNSTF1E
Thunder Dragon	44.BF133	GDNSHU1F
Winners City (BCV 1c)	44.HF137	GDNSNC1F
Winners City (BCV 2c)	44.HF138	GDNSNC2F
Winners City (BCV 5c)	44.HF140	GDNSNC5C
Year of the Dragon (BCV 1c)	44.HF133	GDNSYA1E
Year of the Dragon (BCV 2c)	44.HF134	GDNSYA2C
Year of the Dragon (BCV 5c)	44.HF135	GDNSYA3C
Year of the Dragon (BCV 10c)	44.HF136	GDNSYA4C
Year of the Rabbit (2 iSAP Levels)	44.BF088	GDNSY41D
Year of the Tiger (2 iSAP Levels)	44.BF065	GDNSY11D
Application Reference No.	44-A0738/S01; 44-A0728/S01	

New Gaming Machine				
Game Name	Big Red Legends			
Specification Number	1.CF007			
Manufacturer	Aristocrat Technologies Australia Pty Ltd			
Gaming Machine Type	MGGM			
Game Type	Spinning Reels			
Game Identifier	10261732			
Technical Standards Submission Standards	NS10.1 + NSW Appendix (dated 24/11/11) NSW CPTS 2.3 TITO Technical Standard V4.20			
Maximum Bet Value	\$10.00			
Base Credit Value	20c, 50c, \$1.00			
Component Game Set Details				
Game Name 1	Big Red			
Gaming Machine Type	Conventional			
Variation Details	Variation Number	Min/Max VRTP%		
	99	90.07		
	1	87.83		
	2	91.93		
	3	94.78		
	4	93.61		
Game Name 2	Big Red Deluxe			
Gaming Machine Type	Conventional			
Variation Details	Variation Number	Min/Max VRTP%		
	99	90.51		
	1	88.59		
	2	91.91		
	3	94.81		
	4	93.64		
Multi-Game Combination				
MGC	CRP%	Game Number	Variation	SDB PRTP
99	90.29	1	99	90.07
		2	99	90.51
1	88.21	1	1	87.83
		2	1	88.59
2	91.92	1	2	91.93
		2	2	91.91
3	94.80	1	3	94.78
		2	3	94.81
4	93.63	1	4	93.61
		2	4	93.64
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)				
Operational Conditions				
The "Ticket In" and "Cashless" facilities are not approved in the ACT				
Application Reference No.	01-A1360/S01			

New Gaming Machine				
Game Name	Cash Express First Class			
Specification Number	1.HF032			
Manufacturer	Aristocrat Technologies Australia Pty Ltd			
Gaming Machine Type	MGGM - SFS			
Game Type	Spinning Reels			
Game Identifier	10261871			
LPJS	Cash Express / Money Train; 1.YA002			
Technical Standards	NS10.1 + NSW Appendix (dated 24/11/11)			
Submission Standards	NSW CPTS 2.3 TITO Technical Standard V4.20 NSW Jackpot Technical Standards rev 1.2			
Progressive levels supported	Linked - yes Type - standard Levels - 4			
Maximum Bet Value	\$6.00			
Base Credit Value	1c			
Component Game Set Details				
Game Name 1	The Phantom			
Gaming Machine Type	Conventional			
Variation Details	Variation Number	Min/Max VRTP%		
	9	77.04-82.05		
Game Name 2	More Hearts			
Gaming Machine Type	Conventional			
Variation Details	Variation Number	Min/Max VRTP%		
	3	77.14-82.16		
Multi-Game Combination				
MGC	CRP%	Game Number	Variation	SDB PRTP
99	77.09	1	9	77.04
		2	3	77.14
Platform/Cabinet				
Gen7 Viridian Widescreen – Casino Top (with in-machine LCD; Stand-alone) (Configured with either ticket printer and/or hopper option)				
Specific Approval Conditions				
<ol style="list-style-type: none"> 1. The above-mentioned multi-game gaming machine (MGGM) game must operate in conjunction with the Standard Linked Progressive Jackpot System, Specification Number YA002, with the approved 'Cash Express / Money Train' jackpot settings. 2. The above-mentioned MGGM game must be used in conjunction with the Paltronics Hyperlink Controller (Rev 7) with firmware version 6.00 or later and the Interface card (SEI) firmware version L600H111 or later. 3. The above-mentioned MGGM game must be used in conjunction with a Thin Client ATA Graphics Server, Specification No: 01-SES01, with Graphics Server Application Software (System Version SYS005) and Graphics Software Configuration Text File (Version 01031) or later. 4. The above-mentioned MGGM game must operate in conjunction with the 'Nteractive Button Midtrim Deck Kit'. 				
Operational Conditions				
The "Ticket In" and "Cashless" facilities are not approved in the ACT				
Application Reference No.	01-A1361/S01			

Alternate Topper Artwork	
Game Name	Best Fortune
Manufacturer	Aruze Gaming Australia Pty Ltd
Gaming Machine Type	Conventional
Game Type	Spinning Reels
Game Identifier	09pBFMG5
Specification Number	6.F0037
Submission Standards	NS 10.0 + NSW Appendix (dated 14/01/09)
Technical Standards	NSW CPTS 2.2; TITO Technical standard V4.20
Game Artwork Details	
1. Midway: BGZ10P04XXLNE ⁽¹⁾ + PBZ10P04XXLNE ⁽²⁾ or PBZ00002XXAGAU ⁽²⁾ 2. Lowboy: BGZ10P04XXLNE ⁽¹⁾ 3. G-Comfort: PBZ10P04XXLNE ⁽²⁾ or PBZ00002XXAGAU ⁽²⁾ ⁽¹⁾ Belly Panel ⁽²⁾ G-Topper Artwork	
Platform/Cabinet	G-ENEX – WD000 – Midway, Low Boy
Application Reference No.	06-A0411/S01

Updated Gaming machine Software	
Game Name	Goddess of Gold
Manufacturer	IGT (Australia) Pty Ltd
Specification Number	18.B0606
Submission Standards	NS 10.1 + NSW Appendix (dated 24/11/11)
Technical Standards	NSW CPTS 2.3; TITO Technical standard V4.20 NSW Jackpot Technical Standard Rev 1.2
Software Details	
Game	X66700GA X66700RA
Platform/Cabinet	AVP BC20 – Video Top AVP ST22 – Video Slant Top
Specific Approval Condition	
Touch-screen functionality must be enabled in the Configuration Menu after a RAM Clear.	
Application Reference No.	18-A5216/S01

New Gaming Machine and Updated Supporting Software				
Game Name		Jackpot Island		
Specification Number		39.BF000		
Manufacturer		Konami Australia Pty Ltd		
Gaming Machine Type		iSAP		
Game Type		Spinning Reels		
Game Identifier		L005SPA001XX_0053NEXX		
Technical Standards Submission Standards		NS10.1 + NSW Appendix (dated 24/11/11) NSW CPTS 2.3; TITO Technical Standard V4.20 NSW Jackpot Technical Standards Rev 1.2		
Progressive levels supported		iSAP - yes Type - standard Levels - 2 Wins transferred to 'Total Wins' - yes		
Maximum Bet Value		\$8.00		
Base Credit Value		1c, 2c, 5c		
Variation Details				
Var	BCV	Game PRTP%	iSAP RTP%	Min/Max Total PRTP%
1	1c, 2c, 5c	84.56	5.680187	90.24
2	1c, 2c, 5c		5.644825	90.21
3	1c, 2c, 5c		5.664586	90.23
4	1c, 2c, 5c		5.606344	90.17
5	1c, 2c, 5c		7.423296	91.99
6	1c, 2c, 5c		7.418096	91.98
7	1c, 2c		7.406656	91.97
8	1c, 2c		7.362974	91.93
Platform/Cabinet				
KP3 KGP 2.0 UVS Podium – Upper LCD Box, Tombstone LCD Box KP3 KGP 2.0 UVS Podium Upgrade – Upper LCD Box, Tombstone LCD Box KP3 KGP 3.0 SVRS Podium – Slant Top				
Device Details				
Device Name		System / Game Control Software		
Category		Supporting Function		
Category Type		System Software		
Technical Standards Submission Standards		NS10.1 + NSW Appendix (dated 24/11/11) NSW CPTS 2.3; TITO Technical Standard V4.20 NSW Jackpot Technical Standards Rev 1.2		
Software Details				
System		LLPSYSC021XX_NW308XXX		
Game Common		KGI_LWPGCMV018N2		
Platform/Cabinet				
KP3 KGP 2.0 UVS Podium – Upper LCD Box, Tombstone LCD Box, Short Top Box KP3 KGP 2.0 UVS Podium Upgrade – Upper LCD Box, Tombstone LCD Box, Short Top Box KP3 KGP 3.0 SVRS Podium – Slant Top				
Operational Conditions				
1. The "Ticket In" and "Cashless" facilities are not approved in the ACT. 2. The BCV of 4c is not a subject of this approval.				
Application Reference No.		39-A1105/S01		

New Gaming Machine		
Game Name	Matsuri Nights	
Specification Number	39.F0002	
Manufacturer	Konami Australia Pty Ltd	
Gaming Machine Type	Conventional	
Game Type	Spinning Reels	
Game Identifier	KGI-L539MLD002XX_0033NBXX	
Technical Standards Submission Standards	NS10.1 + NSW Appendix (dated 24/11/11) NSW CPTS 2.3 TITO Technical Standard V4.20	
Maximum Bet Value	\$10.00	
Base Credit Value	1c, 2c	
Variation Details		
Variation Details	Variation Number	Min/Max PRTP%
	2	85.04
	3	87.00
	4	88.06
	5	88.58
	7	90.18
	8	91.97
	9	93.99
	10	96.06
Platform/Cabinet		
KP3 KGP 2.0 UVS Podium – Upper LCD Box, Tombstone LCD Box, Short Top Box KP3 KGP 2.0 UVS Podium Upgrade – Upper LCD Box, Tombstone LCD Box, Short Top Box KP3 KGP 3.0 SVRS Podium – Slant Top		
Operational Conditions		
(1) The “Ticket In” and “Cashless” facilities are not approved in the ACT.		
(2) Gaming machine variation number 2 is 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.	39-A1107/S01; /S02	

New Gaming Machine		
Game Name	Mystical Merrow	
Specification Number	39.F0003	
Manufacturer	Konami Australia Pty Ltd	
Gaming Machine Type	Conventional	
Game Type	Spinning Reels	
Game Identifier	KGI-L520MLD001XX_0043NBXX	
Technical Standards Submission Standards	NS10.1 + NSW Appendix (dated 24/11/11) NSW CPTS 2.3 TITO Technical Standard V4.20	
Maximum Bet Value	\$10.00	
Base Credit Value	1c, 2c	
Variation Details		
Variation Details	Variation Number	Min/Max PRTP%
	2	85.04
	3	87.00
	4	88.03
	5	88.50
	7	90.09
	8	91.89
	9	94.00
	10	96.02
Platform/Cabinet		
KP3 KGP 2.0 UVS Podium – Upper LCD Box, Tombstone LCD Box, Short Top Box KP3 KGP 2.0 UVS Podium Upgrade – Upper LCD Box, Tombstone LCD Box, Short Top Box KP3 KGP 3.0 SVRS Podium – Slant Top		
Operational Conditions		
(3) The “Ticket In” and “Cashless” facilities are not approved in the ACT.		
(4) Gaming machine variation number 2 is 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.	39-A1109/S01; /S02	