

Australian Capital Territory

Gaming Machine Approval 2012 (No 37)

Notifiable instrument NI2012–511

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 37)*.

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.

4 Revocation

This instrument revokes notifiable instrument NI2012-339 dated 26 June 2012 and notified under the Legislation Register on 3 July 2012.

Lesley Maloney
Delegate
ACT Gambling and Racing Commission

21 September 2012

New Gaming Machine			
Game Name		Fabulous Fox Triple Shot	
Specification Number		44.BF125	
Manufacturer		Ainsworth Game Technology Ltd	
Gaming Machine Type		iSAP	
Game Type		Spinning Reels	
Game Identifier		GDNSFX1F	
Technical Standards Submission Standards		NS10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2 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		\$10.00	
Base Credit Value		1c, 2c, 5c	
Variation Details			
Var	Min/Max Game PRTP%	iSAP RTP%	Min/Max Total PRTP%
51	86.62	4.613573	91.23
52	87.34	4.865969	92.21
53	85.89	4.588747	90.48
54	85.17	4.311525	89.48
55	88.24	4.785285	93.03
61	85.89	5.358348	91.25
62	86.61	5.420413	92.03
63	87.34	5.772112	93.11
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. 			
Application Reference No.		44-A0712/S01	

New Gaming Machine and Updated Player Tracking Panel Artwork			
Game Name		Electric Nights Quad Shot	
Specification Number		44.BF129	
Manufacturer		Ainsworth Game Technology Ltd	
Gaming Machine Type		iSAP	
Game Type		Spinning Reels	
Game Identifier		GDNSEE1E	
Technical Standards Submission Standards		NS10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2 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	Min/Max Game PRTP%	iSAP RTP%	Min/Max Total PRTP%
51	50.03	40.928957	90.96
53	49.77	40.167053	89.94
54	49.11	40.047761	89.16
Platform/Cabinet		A560-H – High Boy A560-L – Low Boy (with A560 Topper)	
Device Details			
Device Details		Topper / Player Tracking Panel Artwork	
Category		Gaming Machine	
Technical Standards		NS 10.0 + NSW Appendix (dated 14/01/09)	
Artwork Details			
Topper Artwork	Content	Player Tracking Panel Artwork	
401071 Rev A	Double Shot	a) 470158 Rev A b) 470156 Rev A c) 470018 Rev A d) 470157 Rev A	
401345 Rev A	Triple Shot	a) 470161 Rev A b) 470020 Rev A c) 470159 Rev A	
400763 Rev A	Mystery Progressives		
401574 Rev A	Super Game	a) 470185 Rev A b) 470186 Rev A c) 470076 Rev A	
401183 Rev A	Play 40 Lines	a) 470141 Rev A b) 470023 Rev A c) 470142 Rev A	

**This is Page 3 (of 13 pages) of the Schedule to the Gaming Machine Approval 2012
(No 37)**

401184 Rev A	Play 50 Lines	a) 470024 Rev A b) 470147 Rev A c) 470148 Rev A
401454 Rev A	Play 100 Lines	a) 470153 Rev A b) 470154 Rev A c) 470155 Rev A
401131 Rev A	Dragon Lines	
470225 Rev A	Panda King	a) 470228 Rev A
470056 Rev A	Rio Grande Rapids	a) 470057 Rev A b) 470121 Rev A c) 470120 Rev A
470241 Rev A	Dollar King	470244 Rev A
470175 Rev A	Lights Camera Action	470176 Rev A
400800 Rev A	Hot Reel	470209 Rev A
401279 Rev A	Hot New Game	
401437 Rev A	Players Paradise	470021 Rev A
a) 470392 Rev B b) 470424 Rev B c) 470425 Rev B	Player Paradise Platinum	470370 Rev A
470413 Rev A	Year Of The Dragon	470417 Rev A
	Generic	a) 470214 Rev A b) 470539 Rev A
470361 Rev A	Quad Shot	a) 470363 Rev A b) 470362 Rev A c) 470365 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)	
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. 		
Application Reference No.	44-A0719/S01	

New Gaming Machine and Updated Player Tracking Panel Artwork			
Game Name		Hotter Than Hot Quad Shot	
Specification Number		44.BF128	
Manufacturer		Ainsworth Game Technology Ltd	
Gaming Machine Type		iSAP	
Game Type		Spinning Reels	
Game Identifier		GDNSH01F	
Technical Standards		NS10.0 + NSW Appendix (dated 14/01/09)	
Submission Standards		NSW CPTS 2.2 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	Min/Max Game PRTP%	iSAP RTP%	Min/Max Total PRTP%
51	47.95	43.042194	90.99
53	47.62	42.310087	89.94
54	47.07	41.828709	88.91
Platform/Cabinet		A560-H – High Boy A560-L – Low Boy (with A560 Topper)	
Device Details			
Device Details		Topper / Player Tracking Panel Artwork	
Category		Gaming Machine	
Technical Standards		NS 10.0 + NSW Appendix (dated 14/01/09)	
Artwork Details			
Topper Artwork	Content	Player Tracking Panel Artwork	
401071 Rev A	Double Shot	a) 470158 Rev A b) 470156 Rev A c) 470018 Rev A d) 470157 Rev A	
401345 Rev A	Triple Shot	a) 470161 Rev A b) 470020 Rev A c) 470159 Rev A	
400763 Rev A	Mystery Progressives		
401574 Rev A	Super Game	a) 470185 Rev A b) 470186 Rev A c) 470076 Rev A	
401183 Rev A	Play 40 Lines	a) 470141 Rev A b) 470023 Rev A c) 470142 Rev A	

**This is Page 5 (of 13 pages) of the Schedule to the Gaming Machine Approval 2012
(No 37)**

401184 Rev A	Play 50 Lines	a) 470024 Rev A b) 470147 Rev A c) 470148 Rev A
401454 Rev A	Play 100 Lines	a) 470153 Rev A b) 470154 Rev A c) 470155 Rev A
401131 Rev A	Dragon Lines	
470225 Rev A	Panda King	470228 Rev A
470056 Rev A	Rio Grande Rapids	a) 470057 Rev A b) 470121 Rev A c) 470120 Rev A
470241 Rev A	Dollar King	470244 Rev A
470175 Rev A	Lights Camera Action	470176 Rev A
400800 Rev A	Hot Reel	470209 Rev A
401279 Rev A	Hot New Game	
401437 Rev A	Players Paradise	470021 Rev A
d) 470392 Rev B e) 470424 Rev B f) 470425 Rev B	Player Paradise Platinum	470370 Rev A
470413 Rev A	Year Of The Dragon	470417 Rev A
	Generic	a) 470214 Rev A b) 470539 Rev A
470361 Rev A	Quad Shot	a) 470363 Rev A b) 470362 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)	
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-A0718/S01	

New Gaming Machine			
Game Name		Lionheart	
Specification Number		44.BF126	
Manufacturer		Ainsworth Game Technology Ltd	
Gaming Machine Type		iSAP	
Game Type		Spinning Reels	
Game Identifier		GDNSLI1E	
Technical Standards Submission Standards		NS10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2 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	
Variation Details			
Var	Min/Max Game PRTP%	iSAP RTP%	Min/Max Total PRTP%
51	87.57	3.348455	90.92
52	88.80	3.262630	92.06
53	86.73	3.328649	90.06
54	85.70	3.350656	89.05
61	86.73	4.384964	91.12
62	87.57	4.457586	92.03
63	85.70	4.389365	90.09
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. 			
Application Reference No.		44-A0715/S01	

New Gaming Machine			
Game Name		Star Fire Quad Shot	
Specification Number		44.BF127	
Manufacturer		Ainsworth Game Technology Ltd	
Gaming Machine Type		iSAP	
Game Type		Spinning Reels	
Game Identifier		GDNSTF1E	
Technical Standards Submission Standards		NS10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2 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	Min/Max Game PRTP%	iSAP RTP%	Min/Max Total PRTP%
51	60.94	30.053896	90.99
53	60.63	29.523058	90.15
54	60.13	29.006176	89.13
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. 			
Application Reference No.		44-A0716/S01; /S02	

Updated Gaming Machine Platform	
Device Name	G-Comfort II Platform
Manufacturer	Aruze Gaming Australia Pty Ltd
Category	Gaming Machine
Category Type	Hardware Platform
Submission Standards Technical Standards	NS 10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2 TITO Technical Standard V4.20
Platform/Cabinet Details	G-Comfort II <ul style="list-style-type: none"> Model Number: GSLT-SL01
Application Reference No.	06-A0386/S01

New Gaming Machine		
Game Name	Pistol Pete	
Specification Number	6.F0046	
Manufacturer	Aruze Gaming Australia Pty Ltd	
Gaming Machine Type	Conventional	
Game Type	Spinning Reels	
Game Identifier	09pPPMG3	
Technical Standards Submission Standards	NS10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2 TITO Technical Standard V4.20	
Maximum Bet Value	\$5.00	
Base Credit Value	1c	
Variation Details		
	Variation Number	Min/Max PRTP%
	1	87.85-87.99
	2	88.81-88.99
	3	89.85-89.93
	4	90.93-90.99
	5	91.82-91.97
	6	92.82-92.95
	7	95.87-95.98
Platform/Cabinet	G-ENEX-WD00 – Midway, Low Boy GENX-WD00 (G-ENEXII) – Midway, Low Boy G-Comfort	
Operational Conditions The “Ticket In” and “Cashless” facilities are not approved in the ACT.		
Application Reference No.	06-A0374/S01, /S02	

Gaming Machine Bugfix			
Game Name		Ancient Secrets China	
Specification Number		18.B0612	
Manufacturer		IGT (Australia) Pty Ltd	
Gaming Machine Type		iSAP	
Game Type		Spinning Reels	
Game Identifier		X60820GA X60820RA	
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		\$5.00	
Base Credit Value		1c, 2c	
Variation Details			
Var	Min/Max Game PRTP%	iSAP RTP%	Min/Max Total PRTP%
1	89.41-89.42	2.541482	91.95-91.96
2	88.44-88.45	2.541482	90.98-90.99
Platform/Cabinet		AVP BC20 – Portrait 32IN Top Box	
Operational Conditions			
The "Ticket In" and "Cashless" facilities are not approved in the ACT.			
Special Conditions			
A retrofit of all affected devices in the field, with the above-mentioned game software has been ordered in ACT Clubs/Hotels to be completed by 12 October 2012. It will retrofit the previously approved software version 'X60810GA, X60810RA' to address a software error that causes the gaming machine to freeze requiring a RAM Clear to re-set the error.			
Application Reference No.		18-A5236/S01	

New Gaming Machine			
Game Name	Eastern Gems Autumn Serenade		
Specification Number	18.B0608		
Manufacturer	IGT (Australia) Pty Ltd		
Gaming Machine Type	iSAP		
Game Type	Spinning Reels		
Game Identifier	X60210GA X60210RA		
Technical Standards Submission Standards	NS10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2 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		
Variation Details			
Var	Min/Max Game PRTP%	iSAP RTP%	Min/Max Total PRTP%
2	87.98	3.349167	91.33
3	87.98	4.015539	91.99
4	87.98	6.019262	94.00
7	87.98	1.538651	89.52
Platform/Cabinet	AVP BC20 – Video Top AVP ST22 – Video Slant Top		
Operational Conditions			
<ol style="list-style-type: none"> 1. The "Ticket In" and "Cashless" facilities are not approved in the ACT. 2. Touch-screen functionality must be enabled in the Configuration Menu after a RAM Clear. 			
Application Reference No.	18-A5197/S01		

New Gaming Machine				
Game Name		Hawaiian Heat Cash Carriage		
Specification Number		39.B0126		
Manufacturer		Konami Australia Pty Ltd		
Gaming Machine Type		iSAP		
Game Type		Spinning Reels		
Game Identifier		HHC5NA50.ROM3 HHC5NA50.ROM4 HHC5NA50.ROM5		
Technical Standards Submission Standards		NS10.0 + NSW Appendix (dated 14/01/09) 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		
Variation Details				
Var	Game PRTP%	Setting Combination	iSAP RTP%	Min/Max Total PRTP%
1	82.02	1	7.800361	89.82
2	82.02	2	7.790464	89.81
3	82.02	3	7.780489	89.80
4	82.02	4	7.770470	89.79
5	82.02	5	7.760451	89.78
6	82.02	6	7.750028	89.77
7	82.02	7	8.020500	90.04
8	82.02	8	8.000470	90.02
Platform/Cabinet		K2V – Casino Top with LCD K2V 500 – Casino Top with LCD KGP 2.0 UVS Podium – Upper LCD Box, Tombstone LCD Box		
Specific Approval Conditions The player selectable multi denomination functionality contained in the system software 'NSW50250' is not a subject of this approval.				
Operational Conditions The "Ticket In" and "Cashless" facilities are not approved in the ACT.				
Application Reference No.		39-A0976/S01		

Updated Gaming Machine Game Software					
Game Name		Party All Night Rock Around the Clock			
Specification Number		39.B0120			
Manufacturer		Konami Australia Pty Ltd			
Gaming Machine Type		iSAP			
Game Type		Spinning Reels			
Game Identifier		PNR5NF50.ROM3 PNR5NF50.ROM4 PNR5NF50.ROM5			
Technical Standards Submission Standards		NS10.0 + NSW Appendix (dated 14/01/09) 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		\$10.00			
Base Credit Value		1c, 2c			
Variation Details					
Var	BCV	Game PRTP%	Setting Combination	Progressive RTP%	Total PRTP%
1	1c	85.14	11	5.049063	90.18
	2c		12		
2	1c	85.87	21	6.312975	92.18
	2c		22		
Platform/Cabinet		KGP 2.0 UVS Podium – Upper LCD Box, Tombstone LCD Box			
Specific Approval Conditions					
1. The BCV of 4c is not a subject of this approval. 2. The player selectable multi-denomination functionality contained in the system software NSW50250 is not a subject of this approval.					
Operational Conditions					
The "Ticket In" and "Cashless" facilities are not approved in the ACT.					
Application Reference No.		39-A0977/S01			

Updated Gaming Machine Game Software		
Game Name	Fortune Star	
Specification Number	35.F0191	
Manufacturer	Shuffle Master Australasia Pty Ltd	
Gaming Machine Type	Conventional	
Game Type	Spinning Reels	
Game Identifier	FOSNSW2A	
Technical Standards Submission Standards	NS10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2 TITO Technical Standard V4.20	
Maximum Bet Value	\$6.00	
Base Credit Value	1c, 2c, 5c, 10c, 20c	
Variation Details	Variation Number	Min/Max PRTP%
	99	90.05
	1	85.08
	2	87.23
	3	88.26
	5	88.85
	7	86.30
	15	91.52
	16	91.80
Platform/Cabinet	eStar PC4 – Round Top (with in-machine 17" LCD) eStar PC4 – Low Top PC4 Mojo ST – Slant Top PC4 – Equinox, Equinox Low Boy	
Operational Conditions		
1) The "Ticket In" and "Cashless" facilities are not approved in the ACT.		
2) Gaming machine variation numbers 1 & 7 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.	35-A0771/S01	