

Australian Capital Territory

Gaming Machine Approval 2013 (No 24)

Notifiable instrument NI2013–364

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 2013 (No 24)*.

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

23 August 2013

Updated Gaming Machine				
Game Name	Mega Multi Play I			
Specification Number	44.CG000			
Manufacturer	Ainsworth Game Technology Limited			
Gaming Machine Type	MGGM – Multi Denomination			
Game Type	Spinning Reels			
Game Identifier	GDNSM41M			
Technical Standards	NS 10.1 + NSW Appendix (dated 24/11/11)			
Submission Standards	NSW CPTS 2.3; TITO Technical Standard V4.20			
Maximum Bet Value	\$10.00			
Component Game Set Details				
Game Name 1	Crown Jewels			
Gaming Machine Type	Conventional			
Base Credit Value	1c, 2c, 5c			
Variation Details	Var	Min / Max VRP%		
	1	90.04		
	2	91.88		
	3	93.99		
Game Name 2	Dragon 8's			
Gaming Machine Type	Conventional			
Base Credit Value	20c, 50c, \$1.00			
Variation Details	Var	Min / Max VRP%		
	2	92.10		
	3	94.01		
Game Name 3	Magic Dreams			
Gaming Machine Type	Conventional			
Base Credit Value	1c, 2c			
Variation Details	Var	Min / Max VRP%		
	1	90.10		
	2	91.88		
	3	93.88		
Game Name 4	Wings Of Fortune			
Gaming Machine Type	Conventional			
Base Credit Value	5c, 10c			
Variation Details	Var	Max VRP%		
	1	90.17		
	2	91.97		
	3	94.00		
Multi-Game Combination				
MGC	CRP%	Game Number	Variation	SDB PRTP%
1	90.11	1	1	90.04
		3	1	90.10
		4	1	90.17
2	91.99	1	2	91.88
		2	2	92.10
		3	2	91.88
		4	2	91.97
3	93.95	1	3	93.99
		2	3	94.01
		3	3	93.88
		4	3	94.00

continued

Platform/Cabinet A560-H – High Boy A560-L – Low Boy (with A560 Topper) A560-ST – Slant Top	
Specific Approval Conditions 1. The above-mentioned game must operate with the 15 Button OLED Panel. 2. The A560 Topper must be installed on the A560 Low Boy platform when operating the above-mentioned game.	
Operational Conditions 1. The “Ticket In” and “Cashless” facilities are not approved in the ACT.	
Application Reference No.	44-A0803/S01

New Gaming Machine			
Game Name	Multi Play Big \$ Time II		
Specification Number	44.DG001		
Manufacturer	Ainsworth Game Technology Limited		
Gaming Machine Type	MGGM – Multi Denomination - iSAP		
Game Type	Spinning Reels		
Game Identifier	GDNSZ010		
Technical Standards	NS 10.1 + 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	iSAP: Yes Type: Random Levels: 2 Wins transferred to 'Total Wins' meter: Yes		
Component Game Set Details			
Game Name 1	Eagle Bucks		
Gaming Machine Type	iSAP		
Maximum Bet Value	\$10.00		
Base Credit Value	20c, 50c, \$1.00, \$2.00		
Variation Details			
VAR	Game VRP%	iSAP VRP%	Min / Max Total VRP%
20	90.09	4.733333	94.82
26	87.65		92.38
28	88.10		92.83
30	90.09	4.400000	94.49
36	87.65		92.05
38	88.10		92.50
Game Name 2			
Game Name 2	Money Heat		
Gaming Machine Type	iSAP		
Maximum Bet Value	\$5.00		
Base Credit Value	1c, 2c, 5c, 20c		
Variation Details			
VAR	Game VRP%	iSAP VRP%	Min / Max Total VRP%
20	89.94	4.733333	94.67
26	86.20		90.93
28	88.23		92.96
30	89.94	4.400000	94.34
36	86.20		90.60
38	88.22		92.62
Game Name 3			
Game Name 3	Mustang Money		
Gaming Machine Type	iSAP		
Maximum Bet Value	\$10.00		
Base Credit Value	10c, 20c, \$1.00, \$2.00		
Variation Details			
VAR	Game VRP%	iSAP VRP%	Min / Max Total VRP%
20	90.05	4.733333	94.78
26	87.62		92.35
28	88.03		92.76
30	90.05	4.400000	94.45
36	87.62		92.02
38	88.02		92.42

continued

Game Name 4		Wolf Chief		
Gaming Machine Type		iSAP		
Maximum Bet Value		\$5.00		
Base Credit Value		1c, 2c, 10c		
Variation Details				
VAR	Game VRP%	iSAP VRP%	Min / Max Total VRP%	
20	89.94	4.733333	94.67	
26	86.20		90.93	
28	88.23		92.96	
30	89.94	4.400000	94.34	
36	86.20		90.60	
38	88.22		92.62	
Multi-Game Combination				
MGC	CRP%	Game Number	Variation	SDB PRTP%
1	94.75	1	20	94.82
		2	20	94.67
		3	20	94.78
		4	20	94.67
2	91.66	1	26	92.38
		2	26	90.93
		3	26	92.35
		4	26	90.93
3	92.86	1	28	92.83
		2	28	92.96
		3	28	92.76
		4	28	92.96
4	94.41	1	30	94.49
		2	30	94.34
		3	30	94.45
		4	30	94.34
5	91.32	1	36	92.05
		2	36	90.60
		3	36	92.02
		4	36	90.60
6	92.52	1	38	92.50
		2	38	92.62
		3	38	92.42
		4	38	92.62
Platform/Cabinet				
A560-H – High Boy				
A560-L – Low Boy (with A560 Topper)				
A560-ST – Slant Top				
Specific Approval Conditions				
1. The above-mentioned game must operate with the 15 Button OLED Panel.				
2. The A560 Topper must be installed on the A560 Low Boy platform when operating the above-mentioned game.				
Operational Conditions				
1. The “Ticket In” and “Cashless” facilities are not approved in the ACT.				
Application Reference No.		44-A0802/S01		

Updated Game Shell Software		
Device Details 1	Game Shell / BIOS	
Manufacturer	Ainsworth Game Technology Limited	
Category	Supporting Function	
Type	System Software	
Technical Standards	NS 10.1 + NSW Appendix (dated 24/11/11)	
Submission Standards	NSW CPTS 2.3; TITO Technical Standard V4.20 NSW Jackpot Technical Standard Rev 1.2	
Software Details	Firmware	PSD Label ID
	Base Compact Flash Card	NX1F2G9L
Platform/Cabinet Details		
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		
Application Reference No.	44-A0802/S01	

New Multi-Game Gaming Machine				
Game Name	Player's Choice Diamond Edition			
Specification Number	1.DG000			
Manufacturer	Aristocrat Technologies Australia Pty Ltd			
Gaming Machine Type	MGGM – Multi Denomination - iSAP			
Game Type	Spinning Reels			
Game Identifier	10162180			
Technical Standards Submission Standards	NS 10.3 + NSW Appendix (dated 24/04/13) 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" meter: Yes			
Component Game Set Details				
Game Names 1 & 2	Buffalo Deluxe			
Gaming Machine Type	iSAP			
Maximum Bet Value	\$8.00			
Base Credit Value	Game 1		Game 2	
	1c		2c	
Variation Details				
Var	Game VRP%	iSAP VRP%	Min Total VRP%	Max Total VRP%
99	87.79-87.80	3.201533	90.99	91.00
1		3.211533	91.00	91.01
2		3.221533	91.01	91.02
3	87.49-87.50	3.001265	90.49	90.50
4		3.011266	90.50	90.51
5		3.021265	90.51	90.52
6	87.37-87.38	2.616552	89.99	90.00
8		2.636552	90.01	90.02
Game Names 3 & 4				
Lucky 88 – Diamond Edition				
Gaming Machine Type	iSAP			
Maximum Bet Value Game 3 & 4	\$8.40			
Base Credit Value	Game 3		Game 4	
	1c		2c	
Variation Details				
Var	Game VRP%	iSAP VRP%	Min Total VRP%	Max Total VRP%
99	87.80-87.81	3.201533	91.00	91.01
1		3.211533	91.01	91.02
2		3.221533	91.02	91.03
3	87.50-87.51	3.001265	90.50	90.51
4		3.011266	90.51	90.52
5		3.021265	90.52	90.53
6	87.38-87.39	2.616552	90.00	90.01
8		2.636552	90.02	90.03

continued

Game Names 5 & 6		5 Dragons – Diamond Edition		
Gaming Machine Type		iSAP		
Maximum Bet Value		Game 5	Game 6	
		\$4.50	\$4.80	
Base Credit Value		Game 5	Game 6	
		1c	2c	
Variation Details				
Var	Game VRP%	iSAP VRP%	Min Total VRP%	Max Total VRP%
99	87.79-87.81	3.201533	90.99	91.01
1		3.211533	91.00	91.02
2		3.221533	91.01	91.03
3	87.49-87.51	3.001265	90.49	90.51
4		3.011266	90.50	90.52
5		3.021265	90.51	90.53
6	87.37-87.39	2.616552	89.99	90.01
8		2.636552	90.01	90.03
Game Names 7, 8 & 9		Dollar Bear		
Gaming Machine Type		iSAP		
Maximum Bet Value Game 7, 8 & 9		\$10.00		
Base Credit Value		Game 7	Game 8	Game 9
		20c	50c	\$1.00
Variation Details				
Var	Game VRP%	iSAP VRP%	Min Total VRP%	Max Total VRP%
99	89.92-89.93	3.201533	93.12	93.13
1		3.211533	93.13	93.14
2		3.221533	93.14	93.15
3	89.62-89.63	3.001265	92.62	92.63
4		3.011266	92.63	92.64
5		3.021265	92.64	92.65
6	89.50-89.51	2.616552	92.12	92.13
8		2.636552	92.14	92.15
Game Names 10, 11 & 12		Big Red		
Gaming Machine Type		iSAP		
Maximum Bet Value Game 10, 11 & 12		\$10.00		
Base Credit Value		Game 10	Game 11	Game 12
		20c	50c	\$1.00
Variation Details				
Var	Game VRP%	iSAP VRP%	Min Total VRP%	Max Total VRP%
99	89.89-89.90	3.201533	93.09	93.10
1		3.211533	93.10	93.11
2		3.221533	93.11	93.12
3	89.59-89.60	3.001265	92.59	92.60
4		3.011266	92.60	92.61
5		3.021265	92.61	92.62
6	89.47-89.48	2.616552	92.09	92.10
8		2.636552	92.11	92.12

continued

Game Names 13, 14 & 15		Super Bucks IV		
Gaming Machine Type		iSAP		
Maximum Bet Value Game 13, 14 & 15		\$9.00		
Base Credit Value		Game 13	Game 14	Game 15
		20c	50c	\$1.00
Variation Details				
Var	Game VRP%	iSAP VRP%	Min Total VRP%	Max Total VRP%
99	89.79-89.80	3.201533	92.99	93.00
1		3.211533	93.00	93.01
2		3.221533	93.01	93.02
3	89.49-89.50	3.001265	92.49	92.50
4		3.011266	92.50	92.51
5		3.021265	92.51	92.52
6	89.37-89.38	2.616552	91.99	92.00
8		2.636552	92.01	92.02
Multi-Game Combination				
MGC	CRP%	Game Number	Variation	SDB PRTP%
99	92.06	1, 2	99	90.99
		3, 4		91.00
		5, 6		90.99
		7, 8, 9		93.12
		10, 11, 12		93.09
		13, 14, 15		92.99
1	92.07	1, 2	1	91.00
		3, 4		91.01
		5, 6		91.00
		7, 8, 9		93.13
		10, 11, 12		93.10
		13, 14, 15		93.00
2	92.08	1, 2	2	91.01
		3, 4		91.02
		5, 6		91.01
		7, 8, 9		93.14
		10, 11, 12		93.11
		13, 14, 15		93.01
3	91.56	1, 2	3	90.49
		3, 4		90.50
		5, 6		90.49
		7, 8, 9		92.62
		10, 11, 12		92.59
		13, 14, 15		92.49
4	91.57	1, 2	4	90.50
		3, 4		90.51
		5, 6		90.50
		7, 8, 9		92.63
		10, 11, 12		92.60
		13, 14, 15		92.50

continued

5	91.58	1, 2	5	90.51
		3, 4		90.52
		5, 6		90.51
		7, 8, 9		92.64
		10, 11, 12		92.61
		13, 14, 15		92.51
6	91.06	1, 2	6	89.99
		3, 4		90.00
		5, 6		89.99
		7, 8, 9		92.12
		10, 11, 12		92.09
		13, 14, 15		91.99
8	91.08	1, 2	8	90.01
		3, 4		90.02
		5, 6		90.01
		7, 8, 9		92.14
		10, 11, 12		92.11
		13, 14, 15		92.01
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)				
Specific Approval Conditions				
1. This MGGM game must only operate in conjunction with the ‘Nteractive Button Midtrim Deck Kit’.				
Operational Conditions				
1. The “Ticket In” and “Cashless” facilities are not approved in the ACT.				
Application Reference No.		01-A1420/S01		

New Gaming Machine				
Game Name		Sparkling Royal – Jackpot Streak		
Specification Number		1.BF041		
Manufacturer		Aristocrat Technologies Australia Pty Ltd		
Gaming Machine Type		iSAP		
Game Type		Spinning Reels		
Game Identifier		10262181		
Technical Standards Submission Standards		NS 10.3 + NSW Appendix (dated 24/04/13) NSW CPTS 2.3; TITO Technical Standard V4.20 NSW Jackpot Technical Standard Rev 1.2		
Progressive Levels Supported		iSAP: Yes Type: Standard Levels: 3 Wins Transferred to Total Wins Meter: Yes		
Maximum Bet Value		\$10.00		
Base Credit Value		1c, 2c, 5c		
Variation Details				
Var	Game RTP%	iSAP RTP%	Min PRTP%	Max PRTP%
99	85.66-85.85	4.944090	90.60	90.79
1	83.94-84.13		88.88	89.07
2	86.86-87.05		91.80	91.99
3	85.26-85.45		90.20	90.39
4	84.56-84.75		89.50	89.69
5	86.26-86.45		91.20	91.39
Platform/Cabinet Details				
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-A1415/S01		

New Gaming Machine				
Game Name		Ocean Paradise		
Specification Number		6.BF027		
Manufacturer		Aruze Gaming Australia Pty Ltd		
Gaming Machine Type		iSAP		
Game Type		Spinning Reels		
Game Identifier		pFSMG001		
Technical Standards		NS 10.1 + 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		iSAP: Yes Type: Standard Levels: 1 Wins Transferred to Total Wins Meter: Yes		
Maximum Bet Value		\$9.00		
Base Credit Value		1c, 2c, 5c		
Variation Details				
Var	Game RTP%	iSAP RTP%	Min PRTP%	Max PRTP%
1	87.06-87.09	0.995158	88.06	88.09
2	88.08-88.11		89.08	89.11
3	89.08-89.11		90.08	90.11
4	91.09-91.12		92.09	92.12
5	93.12-93.15		94.12	94.15
6	95.08-95.11		96.08	96.11
7	97.10-97.13		98.10	98.13
Platform/Cabinet Details				
G-ENEX-WD00 - Midway				
GENX-WD00 (G-ENEX II) - Midway				
G-Comfort				
G-Comfort II				
Operational Conditions				
The "Ticket In" and "Cashless" facilities are not approved in the ACT.				
Application Reference No.		06-A0451/S01		

New Gaming Machine		
Game Name	Ultra Stack Dragon	
Specification Number	6.F0073	
Manufacturer	Aruze Gaming Australia Pty Ltd	
Gaming Machine Type	Conventional	
Game Type	Spinning Reels	
Game Identifier	USDMG001	
Technical Standards	NS 10.1 + NSW Appendix (dated 24/11/11)	
Submission Standards	NSW CPTS 2.3; TITO Technical Standard V4.20	
Maximum Bet Value	\$10.00	
Base Credit Value	1c, 2c	
Variation Details	Var	Min / Max PRTP%
	1	87.09
	2	87.94
	3	89.99
	4	92.17
	5	94.25
	6	96.24
	7	97.88
Platform/Cabinet Details		
G-ENEX-WD00 – Midway, Low Boy		
GENX-WD00 (G-ENEX II) – Midway, Low Boy		
G-Comfort		
G-Comfort II		
Operational Conditions		
The “Ticket In” and “Cashless” facilities are not approved in the ACT.		
Application Reference No.	06-A0452/S01	

New Gaming Machine		
Game Name	Grawr!	
Specification Number	35.F0196	
Manufacturer	SHFL entertainment (Australasia) Pty Limited	
Gaming Machine Type	Conventional	
Game Type	Spinning Reels	
Game Identifier	GRRNSW1B	
Technical Standards	NS 10.3 + NSW Appendix (dated 24/04/13)	
Submission Standards	NSW CPTS 2.3; TITO Technical Standard V4.20	
Maximum Bet Value	\$8.00	
Base Credit Value	1c, 2c	
Variation Details	Var	Min / Max PRTP%
	99	90.50
	15	91.65
	16	93.53
Platform/Cabinet Details		
PC4 – Equinox, Equinox Low Boy		
Operational Conditions		
The “Ticket In” and “Cashless” facilities are not approved in the ACT.		
Application Reference No.	35-A0850/S01	

New Gaming Machine				
Game Name		Royal Realm – Jackpot Edition		
Specification Number		35.BF117		
Manufacturer		SHFL entertainment (Australasia) Pty Limited		
Gaming Machine Type		iSAP		
Game Type		Spinning Reels		
Game Identifier		RJENSW1B		
Technical Standards Submission Standards		NS 10.3 + NSW Appendix (dated 24/04/13) NSW CPTS 2.3; TITO Technical Standard V4.20 NSW Jackpot Technical Standard Rev 1.2		
Progressive Levels Supported		iSAP: Yes Type: Standard Levels: 3 Wins Transferred to Total Wins Meter: Yes		
Maximum Bet Value		\$10.00		
Base Credit Value		1c, 2c, 5c		
Variation Details				
Var	Game RTP%	Progressive RTP%	Total Min PRTP%	Total Max PRTP%
99	86.20-86.26	4.054060	90.25	90.31
88	84.42-84.48		88.47	88.53
89	85.16-85.22		89.21	89.27
91	87.15-87.21		91.20	91.26
92	88.11-88.16		92.16	92.21
93	89.70-89.75		93.75	93.80
Platform/Cabinet Details				
PC4 – Equinox				
Specific Approval Conditions				
<ol style="list-style-type: none"> 1. The “Number of Gamble Allowed” in the ‘Standard Machine Setup’ menu must be set to 5 to ensure it is consistent with the Artwork rules. 2. Touch-screen functionality must be enabled during machine configuration. 				
Operational Conditions				
The “Ticket In” and “Cashless” facilities are not approved in the ACT.				
Application Reference No.		35-A0853/S01		