

Australian Capital Territory

Gaming Machine Approval 2014 (No 19)

Notifiable instrument NI2014–326

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 2014 (No 19)*.

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

8 July 2014

New Gaming Machine Game					
Game Name		Double Chance Wheel Winner (4 iSAP Levels)			
Specification Number		44.BF174			
Manufacturer		Ainsworth Game Technology Limited			
Gaming Machine Type		iSAP			
Game Type		Spinning Reels			
Game Identifier		GDNSOE3F			
Technical Standards		NS Rev 10.3 + NSW Appendix Rev 10.3			
Submission Standards		NSW CPTS Rev 2.3; TITO Technical Standard V4.20 NSW Jackpot Technical Standard Rev 1.3			
Progressive Levels Supported iSAP / Type / Levels / Wins transferred to 'Total Wins' meter:		Yes / Standard / 4 / Yes			
Maximum Bet Value		\$10.00			
Base Credit Value		1c, 2c			
Variation Details					
Var	BCV	Game RTP%	Setting Combination	iSAP RTP%	Min PRTP% - Max PRTP%
51	1c	51.94	SC51-1c	39.202947	91.14
53	1c	51.38	SC53-1c	38.681993	90.06
54	1c	51.14	SC54-1c	37.963166	89.10
61	2c	52.24	SC61-2c	38.842193	91.08
63	2c	51.94	SC63-2c	38.215675	90.15
64	2c	51.38	SC64-2c	37.730224	89.11
Platform/Cabinet Details					
A560-H – High Boy (with Primary LCD, Secondary LCD, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)					
A560-L – Low Boy (with Primary LCD and A560 Topper, Configured with either Ticket Printer and/or Hopper Option)					
A560-ST – Slant Top (with Primary LCD, Secondary LCD, Configured with Ticket Printer)					
Specific Approval Conditions					
1. The above-mentioned game must only be configured with either the standard button panel or the 15 button OLED panel (but not the 10 button OLED Panel).					
2. The A560 Topper must be installed on the A560 Low Boy Platform when operating the above-mentioned game.					
Operational Conditions					
The "Ticket In" and "Cashless" facilities are not approved in the ACT.					
Application Reference No.		44-A0845/S01			

New Gaming Machine Game and Updated Topper / Player Tracking Panel Artwork					
Game Name		Fortune Queen Wheel Winner (4 iSAP Levels)			
Specification Number		44.BF166			
Manufacturer		Ainsworth Game Technology Limited			
Gaming Machine Type		iSAP			
Game Type		Spinning Reels			
Game Identifier		GDNSFN1J			
Technical Standards		NS Rev 10.3 + NSW Appendix Rev 10.3			
Submission Standards		NSW CPTS Rev 2.3; TITO Technical Standard V4.20 NSW Jackpot Technical Standard Rev 1.3			
Progressive Levels Supported		iSAP / Type / Levels / Wins transferred to 'Total Wins' meter:			
		Yes / Standard / 4 / Yes			
Maximum Bet Value		\$10.00			
Base Credit Value		1c, 2c			
Variation Details					
Var	BCV	Game RTP%	Setting Combination	iSAP RTP%	Min PRTP% - Max PRTP%
51	1c	53.98	SC51-1c	37.355079	91.33
53	1c	53.61	SC53-1c	36.691042	90.30
54	1c	52.98	SC54-1c	36.245657	89.23
61	2c	54.35	SC61-2c	36.877519	91.22
63	2c	53.79	SC63-2c	36.461761	90.25
64	2c	53.85	SC64-2c	35.524958	89.37
Platform/Cabinet Details					
A560-H – High Boy (with Primary LCD, Secondary LCD, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)					
A560-L – Low Boy (with Primary LCD and A560 Topper, Configured with either Ticket Printer and/or Hopper option)					
A560-ST – Slant Top (with Primary LCD, Secondary LCD, Configured with Ticket Printer)					
Device Details					
Device Name			Topper / Player Tracking Panel Artwork		
Category			Gaming Machine		
Type			Other		
Additional Player Tracking Panel Artwork Details:					
Topper Artwork		Content		Player Tracking Panel Artwork	
470896 Rev A		Wheel Winner		470901 Rev A 470897 Rev A	
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-L – Low Boy (with 32" Wide Boy Topper)					
Specific Approval Conditions					
1. The above-mentioned game must only be configured with either the standard button panel or the 15 button panel (but not the 10 button OLED Panel).					
2. The A560 Topper must be installed on the A560 Low Boy Platform when operating the above-mentioned game.					
Operational Condition					
The "Ticket In" and "Cashless" facilities are not approved in the ACT.					
Application Reference No.			44-0834/S01		

Updated Technical Standards for Previously Approved Gaming Machine Game & Supporting Software				
Game Name		Multi Play Big Time III		
Specification Number		44.D0002		
Manufacturer		Ainsworth Game Technology Limited		
Gaming Machine Type		MGGM - iSAP		
Game Type		Spinning Reels		
Game Compact Flash Card		GDNSZ02E		
Base Compact Flash Card		NX1F2F9N		
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 1.3		
Multi-Game Combination				
MGC	CRP%	Game Number	Variation	SDB PRTP%
1	90.53	1	66	90.55
		2	66	90.54
		3	66	90.52
		4	66	90.51
2	92.62	1	69	92.50
		2	69	92.62
		3	69	92.48
		4	69	92.77
3	90.63	1	76	90.65
		2	76	90.64
		3	76	92.62
		4	76	90.61
4	92.72	1	79	92.60
		2	79	92.72
		3	79	92.58
		4	79	92.87
5	90.86	1	86	90.89
		2	86	90.88
		3	86	90.86
		4	86	90.84
6	92.96	1	89	92.83
		2	89	92.95
		3	89	92.82
		4	89	93.10
Platform/Cabinet Details				
A560-H – High Boy				
A560-L – Low Boy (with A560 Topper)				
A560-ST – Slant Top				

Continued

Device Details	
Device Name	Game Shell / BIOS
Category	Supporting Function
Type	System Software
Technical Standards	NS 10.3 + NSW Appendix (dated 24/04/13) NSW CPTS 2.3; TITO Technical Standard V4.20 NSW Jackpot Technical Standards Rev 1.3
Software Details	
Firmware	PSD Label ID
Base Compact Flash Card	NX1F2F9N
BIOS Flash ROM	A003E002
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)	
A560ST – Slant Top (with/without 24" LCD Topper)	
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	
The "Ticket In" and "Cashless" facilities are not approved in the ACT.	
Application Reference No.	44-A0837/S01

New Gaming Machine Game					
Game Name		Triple Magic (4 iSAP Levels)			
Specification Number		44.BF172			
Manufacturer		Ainsworth Game Technology Limited			
Gaming Machine Type		iSAP			
Game Type		Spinning Reels			
Game Identifier		GDNSRM1D			
Technical Standards		NS Rev 10.3 + NSW Appendix Rev 10.3			
Submission Standards		NSW CPTS Rev 2.3; TITO Technical Standard V4.20 NSW Jackpot Technical Standard Rev 1.3			
Progressive Levels Supported iSAP / Type / Levels / Wins transferred to 'Total Wins' meter:		Yes / Standard / 4 / Yes			
Maximum Bet Value		\$10.00			
Base Credit Value		1c, 2c			
Var	BCV	Game RTP%	Setting Combination	iSAP RTP%	Min PRTP% - Max PRTP%
51	1c, 2c	59.78	SC51-1c SC51-2c	31.255794	91.03
53	1c, 2c	58.47	SC53-1c SC53-2c	31.652723	90.12
54	1c, 2c	57.94	SC54-1c SC54-2c	31.205852	89.15
Platform/Cabinet Details					
A560-H – High Boy (with Primary LCD, Secondary LCD, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)					
A560-ST – Slant Top (with Primary LCD, Secondary LCD, Configured with Ticket Printer)					
Specific Approval Conditions					
The above-mentioned game must only be configured with either the standard button panel or the 15 button panel (but not the 10 button OLED Panel).					
Operational Conditions					
The "Ticket In" and "Cashless" facilities are not approved in the ACT.					
Application Reference No.		44-A0841/S01			

New Gaming Machine Game					
Game Name		Vulcan (4 iSAP Levels)			
Specification Number		44.BF173			
Manufacturer		Ainsworth Game Technology Limited			
Gaming Machine Type		iSAP			
Game Type		Spinning Reels			
Game Identifier		GDNSVL1C			
Technical Standards		NS Rev 10.3 + NSW Appendix Rev 10.3			
Submission Standards		NSW CPTS Rev 2.3; TITO Technical Standard V4.20 NSW Jackpot Technical Standard Rev 1.3			
Progressive Levels Supported iSAP / Type / Levels / Wins transferred to 'Total Wins' meter:		Yes / Standard / 4 / Yes			
Maximum Bet Value		\$10.00			
Base Credit Value		1c, 2c			
Var	BCV	Game RTP%	Setting Combination	iSAP RTP%	Min PRTP% - Max PRTP%
51	1c, 2c	49.28	SC51-1c SC51-2c	42.045920	91.33
53	1c, 2c	48.14	SC53-1c SC53-2c	41.922841	90.07
54	1c, 2c	48.08	SC54-1c SC54-2c	41.133717	89.21
Platform/Cabinet Details					
A560-H – High Boy (with Primary LCD, Secondary LCD, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)					
A560-L – Low Boy (with Primary LCD and A560 Topper, Configured with either Ticket Printer and/or Hopper option)					
A560-ST – Slant Top (with Primary LCD, Secondary LCD, Configured with Ticket Printer)					
Specific Approval Conditions					
1. The above-mentioned game must only be configured with either the standard button panel or the 15 button panel (but not the 10 button OLED Panel).					
2. The A560 Topper must be installed on the A560 Low Boy Platform when operating the above-mentioned game.					
Operational Conditions					
The "Ticket In" and "Cashless" facilities are not approved in the ACT.					
Application Reference No.		44-A0842/S01			

New Gaming Machine Game					
Game Name		Year Of The Horse Wheel Winner (4 iSAP Levels)			
Specification Number		44.BF175			
Manufacturer		Ainsworth Game Technology Limited			
Gaming Machine Type		iSAP			
Game Type		Spinning Reels			
Game Identifier		GDNSYH1E			
Technical Standards		NS Rev 10.3 + NSW Appendix Rev 10.3			
Submission Standards		NSW CPTS Rev 2.3; TITO Technical Standard V4.20 NSW Jackpot Technical Standard Rev 1.3			
Progressive Levels Supported iSAP / Type / Levels / Wins transferred to 'Total Wins' meter:		Yes / Standard / 4 / Yes			
Maximum Bet Value		\$10.00			
Base Credit Value		5c, 10c			
Variation Details					
Var	BCV	Game RTP%	Setting Combination	iSAP RTP%	Min PRTP% - Max PRTP%
51	5c	70.53	SC51-5c	20.528207	91.06
53	5c	70.73	SC53-5c	19.312354	90.04
54	5c	69.38	SC54-5c	19.598872	88.98
61	10c	71.74	SC61-10c	19.165437	90.90
63	10c	71.16	SC63-10c	18.685117	89.85
64	10c	70.53	SC64-10c	18.265801	88.80
Platform/Cabinet Details					
A560-H – High Boy (with Primary LCD, Secondary LCD, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)					
A560-L – Low Boy (with Primary LCD and A560 Topper, Configured with either Ticket Printer and/or Hopper Option)					
A560-ST – Slant Top (with Primary LCD, Secondary LCD, Configured with Ticket Printer)					
Specific Approval Conditions					
1. The above-mentioned game must only be configured with either the standard button panel or the 15 button OLED panel (but not the 10 button OLED Panel).					
2. The A560 Topper must be installed on the A560 Low Boy Platform when operating the above-mentioned game.					
Operational Conditions					
The "Ticket In" and "Cashless" facilities are not approved in the ACT.					
Application Reference No.		44-A0844/S01			