

Australian Capital Territory

Gaming Machine (Peripheral Equipment) Approval 2014 (No 3)

Notifiable instrument NI2014– 374

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 (Peripheral Equipment) Approval 2014 (No 3)*.

2 Commencement

This instrument commences the day after the date of notification.

3 Approval

I approve the peripheral equipment described in the attached Schedule to this instrument.

Lesley Maloney

Delegate

ACT Gambling and Racing Commission

5 August 2014

Bugfix Base Software for Regression Tested Games		
Device Name	Game Shell / BIOS	
Manufacturer	Ainsworth Game Technology Limited	
Category	Supporting Function	
Type	System Software	
Technical Standards	NS 10.3 + NSW Appendix (dated 24/04/13)	
Submission Standards	NSW CPTS 2.3; TITO Technical Standard V4.20 NSW Jackpot Technical Standards Rev 1.3	
Software Details		
Firmware	Base Compact Flash Card	
PSD Label ID	NX1H2I9O	
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 (with / without 24" LCD Topper)		
List of previously approved games recommended for use with this Base software:		
Game Name	Specification Number	Program ID
Cash Challenge (2 iSAP Levels)	44.BF168	GDNSHG1G
Loose Goose (2 iSAP Levels)	44.BF169	GDNSOS1H
Super Goose (2 iSAP Levels)	44.BF170	GDNSUO1E
Mega Multi Play 1	44.CG000	GDNSM41M
Multi Play Big Time III	44.D0002	GDNSZ02E
Multiplay \$ Big Time II	44.DG000	GDNSZ01J
Specific Approval Conditions		
1. Base Software NX1H2I9O will retrofit bases NX1F2G9L & NX1F2G9N in the above regression tested games.		
2. Please refer to the individual game approval for its specific approval conditions.		
Operational Conditions		
The "Ticket In" and "Cashless" facilities are not approved in the ACT.		
Application Reference No.	44-A0862/S01	