Australian Capital Territory

Gaming Machine Approval 2014 (No 51)

Notifiable instrument NI2014–553

made under the

Gaming Machine Act 2004, section 69 (Approval of gaming machines and peripheral equipment)

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1   Name of instrument

This instrument is the *Gaming Machine Approval 2014 (No 51).*

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

16 October 2014

New Multigame Gaming Machine	
Game Name	Multiplay Big Time V
Specification Number	44.DG003
Manufacturer	Ainsworth Game Technology Limited
Gaming Machine Type	MGGM – Multi Denomination – iSAP
Game Type	Spinning Reels
Game Identifier	GSNSZ05H
Base Identifier	NX1H2I9O
Technical Standards	NS Rev 10.3 + NSW Appendix Rev 10.3
Submission Standards	NSW CPTS Rev 2.3; TITO TS V4.20; NSW JP TS Rev 1.3
Progressive Levels Supported iSAP / Type / Levels / Wins transferred t "Total Wins' meter:	Yes / Random / 2 / Yes
Maximum Bet Value	$10.00
Base Credit Value	1c, 20c, $1.00

Component Game Set Details

Game Number	BCV	Game Name
1	1c	Cheetah Chase
2	20c	Wild Action
3	$1.00	Wild Roo
4	1c	Wild Spirit

Multi-Game Combination

MGC	CRP%	Game Number	Variation	SDB PRTP%
1	94.02	1	20	93.97
		2		94.01
		3		94.19
		4		93.85
2	91.84	1	26	91.57
		2		91.91
		3		92.11
		4		91.91
3	92.73	1	28	92.95
		2		92.96
		3		92.49
		4		92.82
4	93.69	1	30	93.63
		2		93.68
		3		93.86
		4		93.51
5	91.51	1	36	91.23
		2		91.58
		3		91.78
		4		91.58
6	92.39	1	38	92.62
		2		92.63
		3		92.16
		4		92.49

Continued

Platform/Cabinet
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 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.	
Application Reference No.	44-A0865/S01

New Gaming Machine Game	
Game Name	Rampaging Rhino (2 iSAP Levels)
Specification Number	44.BF185
Manufacturer	Ainsworth Game Technology Limited
Gaming Machine Type	iSAP
Game Type	Spinning Reels
Game Identifier	HENSNO1H
Base Identifier	NX2D1CAA
Technical Standards	NS Rev 10.3 + NSW Appendix Rev 10.3
Submission Standards	NSW CPTS Rev 2.3; TITO TS V4.20; NSW JP TS Rev 1.3
Progressive Levels Supported iSAP / Type / Levels / Wins transferred to 'Total Wins' meter:	Yes / Random / 2 / Yes
Maximum Bet Value	$10.00
Base Credit Value	1c

Variation Details

Var	BCV	Game RTP%	iSAP RTP%	Min PRTP% - Max PRTP%
36		85.85		89.87
37	1c	85.27	4.020000	89.29
38		87.35		91.37
39		88.26		92.28

Platform/Cabinet Details

A560X-S32 (with primary LCD, optional Secondary A560 LCD Topper, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)

Specific Approval Conditions

The A560 Topper must be installed on the A560X-S32 platform when operating the above-mentioned game.

Application Reference No.	44-A0876/S01, /S02

New Gaming Machine Game	
Game Name	Year Of The Snake
Specification Number	44.BF147
Manufacturer	Ainsworth Game Technology Limited
Gaming Machine Type	iSAP
Game Type	Spinning Reels
Game Identifier	GDNSYS1F
Base Identifier	NX1E2E9J
Technical Standards **Submission Standards**	NS 10.1 + NSW Appendix (dated 24/11/11) NSW CPTS 2.3; NSW JP TS Rev 1.2; TITO TS V4.20
Progressive Levels Supported iSAP / Type / Levels / Wins transferred to 'Total Wins' meter:	Yes / Standard / 2 / Yes
Maximum Bet Value	$10.00
Base Credit Value	1c, 2c, 5c, 10c

Variation Details

Var	BCV	Game RTP%	iSAP RTP%	Min PRTP% - Max PRTP%
51		87.10	4.324091	91.42
52	1c, 2c, 5c	87.83	4.544156	92.37
53		86.31	4.090821	90.40
54		85.23	4.097423	89.33
61	10c	87.83	3.531854	91.36
62		88.71	3.589072	92.30

Platform/Cabinet Details

A560-H – High Boy

A560-L – Low Boy (with A560 Topper)

A560-ST – Slant Top

Specific Approval Conditions

The A560 Topper must be installed on the A560 Low Boy platform when operating the above-mentioned game.

Application Reference No.	44-A0766/S01

Updated Gaming Machine Game Software	
Game Name	Tarzan – The Adventures Return (3 iSAP Levels)
Specification Number	1.BF070
Manufacturer	Aristocrat Technologies Australia Pty Ltd
Gaming Machine Type	iSAP
Game Type	Spinning Reels
Game Identifier	10162861
Technical Standards	NS Rev 10.3 + NSW Appendix Rev 10.3
Submission Standards	NSW CPTS Rev 2.3; NSW JP TS Rev 1.3; TITO TS V4.20
Progressive Levels Supported iSAP / Type / Levels / Wins transferred to 'Total Wins' meter:	Yes / Standard / 3 / Yes
Maximum Bet Value	$8.00
Base Credit Value	1c, 2c, 5c

Variation Details

Var	BCV	Game RTP%	iSAP RTP%	Min PRTP% - Max PRTP%
99	1c, 2c	85.21		89.49
99	5c	85.21		89.49
1	1c, 2c	86.21		90.49
1	5c	86.21		90.49
2	1c, 2c	87.51	4.276284	91.79
2	5c	87.51		91.79
3	1c, 2c	88.21		92.49
3	5c	88.21		92.49

Platform/Cabinet Details

Gen 8 Helix Upright – Casino Top (U23/23) (Configured with either Ticket Printer and/or Hopper option) OR (Configured for CCCE only – No Coin, No Hopper, No BNA & No Printer)

Gen 8 Helix Slant – Casino Top (S23/23), Low Boy with Super Screen Top Box (S23/32) (Configured with Ticket Printer only) OR (Configured for CCCE only – No BNA & No Printer)

'Tarzan The Adventures Return' Topper Kit (optional): ATA P/N 150070_15	

Specific Approval Conditions

The above-mentioned game must only operate on the given platforms in conjunction with the 'Button Deck LCD 13BTN Assembly'.

Application Reference No.	01-A1502/S01

New Gaming Machine Game	
Game Name	5 Treasures – Duo Fu Wa Super 88 (4 Linked Levels)
Manufacturer	Bally Technologies ANZ Pty Ltd
Specification Number	35.HF020
LPJS Specification Number	35.YA003
Gaming Machine Type	SFS
Game Type	Spinning Reels
Game Identifier	5D8NSW1B
Technical Standards	NS Rev 10.3 + NSW Appendix Rev 10.3
Submission Standards	NSW CPTS Rev 2.3; NSW JP TS Rev 1.3; TITO TS V4.20
Progressive Levels Supported Linked / Type / Levels	Yes / Standard / 4
Maximum Bet Value	$8.80
Base Credit Value	1c, 2c

Variation Details	Var	BCV	Min / Max PRTP%
	99		81.99-82.12
	39		81.96-82.12
	59	1c, 2c	82.00-82.12
	69		81.95-82.12
	79		81.97-82.12
	89		81.98-82.12

Platform/Cabinet Details

PC4 - Equinox

Specific Approval Conditions

1. The above-mentioned Standard Linked Progressive game must operate in conjunction with the "Duo Fu Wa Super 88" Standard LPJS, Specification Number 35.YA003, with the approved "Duo Fu Wa Super 88" jackpot settings where the combined machine/link percentage return to player is at least 87%.
2. 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.

Application Reference No.	35-A0946/S01

New Gaming Machine Game				
Game Name		Blazing Peppers (2 iSAP Levels)		
Manufacturer		Bally Technologies ANZ Pty Ltd		
Specification Number		35.B0005		
Gaming Machine Type		iSAP		
Game Type		Spinning Reels		
Technical Standards **Submission Standards**		NS Rev 10.3 + NSW Appendix Rev 10.3 NSW CPTS Rev 2.3; NSW JP TS Rev 1.3; TITO TS V4.20		
Progressive Levels Supported iSAP / Type / Levels / Wins transferred to 'Total Wins' meter:		Yes / Random / 2 / Yes		
Maximum Bet Value		$6.00		
Base Credit Value		1c, 2c		
Var	**BCV**	**Game RTP%**	**iSAP RTP%**	**Min PRTP% - Max PRTP%**
87	1c, 2c	87.16	3.000000	90.16
89		88.98		91.98
Platform/Cabinet Details 1 ALPHA II – Alpha Pro Upright AP-1 (V32 with/without ALPHA PRO TOPPER)				
Platform/Cabinet Details 2 ALPHA II – Alpha Pro Hybrid AH-1 (V40 with/without ALPHA PRO TOPPER)				
Application Reference No.		35-A0923/S01		

New Gaming Machine Game			
Game Name	Diamond Eternity – Duo Fu Wa Super 88 (4 Linked Levels)		
Manufacturer	Bally Technologies ANZ Pty Ltd		
Specification Number	35.HF022		
LPJS Specification Number	35.YA003		
Gaming Machine Type	SFS		
Game Type	Spinning Reels		
Game Identifier	DD8NSW1B		
Technical Standards	NS Rev 10.3 + NSW Appendix Rev 10.3		
Submission Standards	NSW CPTS Rev 2.3; NSW JP TS Rev 1.3; TITO TS V4.20		
Progressive Levels Supported Linked / Type / Levels	Yes / Standard / 4		
Maximum Bet Value	$8.80		
Base Credit Value	1c, 2c		
Variation Details	**Var**	**BCV**	**Min / Max PRTP%**
	99	1c, 2c	82.44-82.54
	39		82.39-82.54
	59		82.40-82.54
	69		82.41-82.54
	79		82.42-82.54
	89		82.43-82.54

Platform/Cabinet Details

PC4 - Equinox

Specific Approval Conditions

1. The above-mentioned Standard Linked Progressive game must operate in conjunction with the "Duo Fu Wa Super 88" Standard LPJS, Specification Number 35.YA003, with the approved "Duo Fu Wa Super 88" jackpot settings where the combined machine/link percentage return to player is at least 87%.

2. 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.

Application Reference No.	35-A0953/S01

New Gaming Machine Game	
Game Name	Double Blessings – Duo Fu Wa Super 88 (4 Linked Levels)
Manufacturer	Bally Technologies ANZ Pty Ltd
Specification Number	35.HF021
LPJS Specification Number	35.YA003
Gaming Machine Type	SFS
Game Type	Spinning Reels
Game Identifier	BD8NSW1D
Technical Standards	NS Rev 10.3 + NSW Appendix Rev 10.3
Submission Standards	NSW CPTS Rev 2.3; NSW JP TS Rev 1.3; TITO TS V4.20
Progressive Levels Supported Linked / Type / Levels	Yes / Standard / 4
Maximum Bet Value	$8.80
Base Credit Value	1c, 2c

Variation Details	**Var**	**BCV**	**Min / Max PRTP%**
	99		81.91-82.01
	39		81.96-82.01
	59	1c, 2c	82.00-82.01
	69		81.94-82.01
	79		81.93-82.01
	89		81.92-82.01

Platform/Cabinet Details

PC4 - Equinox

Specific Approval Conditions

1. The above-mentioned Standard Linked Progressive game must operate in conjunction with the "Duo Fu Wa Super 88" Standard LPJS, Specification Number 35.YA003, with the approved "Duo Fu Wa Super 88" jackpot settings where the combined machine/link percentage return to player is at least 87%.
2. 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.

Application Reference No.	35-A0947/S01, /S02

Bugfix Gaming Machine Game Software	
Game Name	Ruby Fire (3 iSAP Levels)
Specification Number	35.BF140
Manufacturer	Bally Technologies ANZ Pty Ltd
Gaming Machine Type	iSAP
Game Type	Spinning Reels
Game Identifier	RUFNSW2A
Technical Standards **Submission Standards**	NS Rev 10.3 + NSW Appendix Rev 10.3 NSW CPTS Rev 2.3; NSW JP TS Rev 1.3; TITO TS V4.20
Progressive Levels Supported iSAP / Type / Levels / Wins transferred to 'Total Wins' meter:	Yes / Standard / 3 / Yes
Maximum Bet Value	$10.00
Base Credit Value	20c, 50c

Variation Details

Var	BCV	Game RTP%	iSAP RTP%	Min PRTP% - Max PRTP%
9	20c, 50c	83.52-83.55	5.941713	89.46-89.50
10		83.98-84.01	6.472222	90.45-90.48
11		83.50-83.53	7.965305	91.46-91.50
12		83.98-84.01	7.983184	91.96-92.00
89	50c	83.52-83.55	5.928389	89.45-89.48
90		83.98-84.01	6.485632	90.46-90.50
91		83.50-83.53	7.954043	91.45-91.48
92		83.98-84.01	7.969775	91.95-91.98

Platform/Cabinet Details

PC4 - Equinox

Specific Approval Conditions

1. Variations 9 & 89 are to be configured in the gaming machine in conjunction with a local or wide-area progressive link only and must not be configured if operating the gaming machine in a stand-alone mode.
2. The 'Number of Gamble Allowed' in the 'Standard Machine Setup' must be set to 5 to ensure it is consistent with the Artwork rules.

Application Reference No.	35-A0961/S01