

Australian Capital Territory

Gaming Machine Approval 2014 (No 11)

Notifiable instrument NI2014–96

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 11)*.

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

18 March 2014

Gaming Machine Game Software Bugfix				
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		10262180		
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 t "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 software bugfix version 10262180 will retrofit version 10162180.				
2. 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-A1466/S01		