Australian Capital Territory

Gaming Machine Approval 2015 (No 9)

Notifiable instrument NI2015–130

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 2015 (No 9).*

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
25 March 2015

Amended Gaming Machine Approval	
Game Name	Fire Wizard (4 iSAP Levels)
Specification Number	44.BF199
Category	Gaming Machine
Manufacturer	Ainsworth Game Technology Limited
Gaming Machine Type	iSAP
Game Type	Spinning Reel
Technical Standards Submission Standards	NS Rev 10.3 + NSW Appendix Rev 10.3 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 - Max RTP%
51	1c, 2c	69.58	SC51-1c, SC51-2c	21.663715	91.24
53	1c, 2c	69.89	SC53-1c, SC53-2c	20.613765	90.51
54	1c, 2c	69.68	SC54-1c, SC54-2c	19.480850	89.16

Software Details

Game	Base	BIOS
HENSFW1C	NX2D1CAA	B001E001

Platform/Cabinet Details

A560X-S32 – Split Cabinet with 32inch Monitor (with Primary LCD, optional Secondary A560 LCD Topper, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)

Specific Approval Conditions

This approval of 'Fire Wizard (4 iSAP Levels), Specification Number 44.BF199 replaces the approval of 'Fire Wizard (4 iSAP Levels)' referred to in Notifiable Instruments NI2015-102 of 10 March 2015.

1. This game must only be configured with either the standard button panel or the 15 button OLED panel (but not the 10 button OLED Panel on the A560 platform).
2. The A560 Topper must be installed on the **A560X-32** platforms when operating this game.

Application Reference No.	44-A0908/SO1

New Multigame Gaming Machine	
Game Name	Multiplay Big Time VII
Specification Number	44.D0003
Category	Gaming Machine
Manufacturer	Ainsworth Game Technology Limited
Gaming Machine Type	MGGM - iSAP
Game Type	Spinning Reel
Technical Standards Submission Standards	NS Rev 10.3 + NSW Appendix Rev 10.3 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	Random	2	Yes

Maximum Bet Value	$10.00
Base Credit Value	20c, 50c, $1.00

Component Game Set Details	

Game Number	**Game Name**
1	Dollar Action
2	Dollar Chief
3	Indian Gold
4	Ming Warrior
5	Mustang Money

Multi-Game Combination					
MGC	**CRP%**	**BCV**	**Game Number**	**Variation**	**SDB RTP%**
1	90.60	20c	1	66	90.41
			2		90.55
			3		90.54
			4		90.51
			5		90.79
2	92.53	20c	1	69	92.63
			2		92.62
			3		92.62
			4		92.49
			5		92.42
3	90.70	50c	1	76	90.51
			2		90.65
			3		90.64
			4		90.61
			5		90.89
4	92.63	50c	1	79	92.73
			2		92.72
			3		92.72
			4		92.59
			5		92.52

Continued

5	90.93	$1.00	1	86	90.74
			2		90.88
			3		90.88
			4		90.84
			5		91.12
6	92.86	$1.00	1	89	92.96
			2		92.96
			3		92.95
			4		92.82
			5		92.76

Software Details – 1

Game	Base	BIOS
GDNSZ07D	NX1H2190	A003E002

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)

Software Details - 2

Game	Base	BIOS
GDNSZ07D	NX1D1D0D	B001E001

Platform/Cabinet Details

A560X-H (with Primary 22" LCD, Secondary 22"LCD, optional A560 19" LCD Topper, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)

A560X-ST (with Primary 24" LCD, Secondary 27" LCD, optional 24" LCD Topper, Configured with Ticket Printer only)

A560X-L (with Primary 22" LCD and A560 19" LCD Topper, Configured with either Ticket Printer and/or Hopper option)

Specific Approval Conditions

1. This 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 Lowboy & A560X-L Platforms when operating the game.

Application Reference No.	44-A0909/S01

Regression Tested Games on the A560X Platforms		
Game Details 1a		
Game Name	Multiplay Big $ Time II	
Specification Number	44.DG000	
Manufacturer	Ainsworth Game Technology Limited	
Category	Gaming Machine	
Gaming Machine Type	MGGM – Multi Denom - iSAP	
Game Type	Spinning Reel	
Technical Standards **Submission Standards**	NS Rev 10.1 + NSW Appendix (dated 24/11/11) NSW CPTS Rev 2.3; TITO Technical Standard V4.20 NSW Jackpot Technical Standard Rev 1.2	
Software Details		
Game Compact Flash Card	**Base Compact Flash Card**	**BIOS Flash ROM**
GDNSZ01J	NX1E2E9J	A003E002
Platform/Cabinet Details		
A560-H – High Boy A560-L Low Boy (with A560 Topper) A560-ST – Slant Top		
Game Details – 1b		
Game Name	Multi Play Big $ Time II	
Specification Number	44.DG000	
Category	Gaming Machine	
Gaming Machine Type	MGGM – Multi Denom - iSAP	
Game Type	Spinning Reels	
Technical Standards	NS 10.1 + NSW Appendix (dated 24/11/11) NSW CPTS 2.3; TITO Technical Standards V4.20 NSW Jackpot Technical Standard Rev 1.3	
Software Details - 1		
Game Compact Flash Card	**Base Compact Flash Card**	**BIOS Flash ROM**
GDNSZ01J	NX1H2I90	A003E002
Platform/Cabinet Details - 1		
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)		
Software Details - 2		
Game	**Base**	**BIOS**
GDNSZ01J	NX1D1D0D	B001E001

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Platform/Cabinet Details - 2
A560X-H (with Primary 22" LCD, Secondary 22"LCD, optional A560 19" LCD Topper, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option) A560X-ST (with Primary 24" LCD, Secondary 27" LCD, optional 24" LCD Topper, Configured with Ticket Printer only) A560X-L (with Primary 22" LCD, optional A560 19" LCD Topper, Configured with either Ticket Printer and/or Hopper option)

Game Details – 2

Game Name	Multi Play Big Time III
Specification Number	44.D0002
Category	Gaming Machine
Gaming Machine Type	MGGM - iSAP
Game Type	Spinning Reels
Technical Standards	NS 10.3 + NSW Appendix (dated 24/04/13) NSW CPTS 2.3; TITO Technical Standards V4.20 NSW Jackpot Technical Standard Rev 1.3

Software Details - 1

Game Compact Flash Card	Base Compact Flash Card	BIOS Flash ROM
GDNSZ02E	NX1H2I90	A003E002

Platform/Cabinet Details - 1
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)

Software Details - 2

Game	Base	BIOS
GDNSZ02E	NX1D1D0D	B001E001

Platform/Cabinet Details - 2
A560X-H (with Primary 22" LCD, Secondary 22"LCD, optional A560 19" LCD Topper, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option) A560X-ST (with Primary 24" LCD, Secondary 27" LCD, optional 24" LCD Topper, Configured with Ticket Printer only) A560X-L (with Primary 22" LCD and A560 19" LCD Topper, Configured with either Ticket Printer and/or Hopper option)

Specific Approval Conditions
1. The MGGM games 'Multi Play Big $ Time II' and 'Multi Play Big Time III' must only be configured with the 15 button OLED panel. 2. The A560 Topper must be installed on the A560 Lowboy & A560X-L platforms when operating the MGGM games 'Multi Play Big $ Time II' and 'Multi Play Big Time III'.

Application Reference No.	44-A0902/S01

New Gaming Machine				
Game Name	Sun Money (4 iSAP Levels)			
Specification Number	44.BF200			
Category	Gaming Machine			
Manufacturer	Ainsworth Game Technology Limited			
Gaming Machine Type	iSAP			
Game Type	Spinning Reel			
Technical Standards **Submission Standards**	NS Rev 10.3 + NSW Appendix Rev 10.3 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 - Max RTP%
51	1c, 2c	62.66	SC51-1c, SC51-2c	28.782437	91.44
53	1c, 2c	62.10	SC53-1c, SC53-2c	28.202060	90.30
54	1c, 2c	61.85	SC54-1c, SC54-2c	27.529415	89.38

Software Details - 1

Game	Base	BIOS
GDNSUZ1E	NX1H2I9O	A003E002

Platform/Cabinet Details - 1

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)

Software Details - 2

Game	Base	BIOS
GDNSUZ1E	NX1D1D0D	B001E001

Platform/Cabinet Details - 2

A560X-H (with Primary 22" LCD, Secondary 22" LCD, optional A560 19" LCD Topper, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)

A560X-ST (with Primary 24" LCD, Secondary 27" LCD, optional 24" LCD Topper, Configured with Ticket Printer only)

A560X-L (with Primary 22" LCD and A560 19" LCD Topper, Configured with either Ticket Printer and/or Hopper option)

Specific Approval Conditions

1. This game must only be configured with either the standard button panel or the 15 button OLED panel (but not the 10 button OLED Panel on the A560 platform).
2. The A560 Topper must be installed on the A560 Low Boy & the A560X-L platforms when operating this game.

Application Reference No.	44-A0910/S01

New Gaming Machine					
Game Name	Mayan Paradise-Mega Jackpot Reel Power (3 iSAP Levels)				
Specification Number	1.BF076				
Category	Gaming Machine				
Manufacturer	Aristocrat Technologies Australia Pty Ltd				
Gaming Machine Type	iSAP				
Game Type	Spinning Reel				
Technical Standards **Submission Standards**	NS Rev 10.3 + NSW Appendix Rev 10.3 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	3	Yes	
Maximum Bet Value	$8.00				
Base Credit Value	1c, 2c				

Variation Details

Var	BCV	Game RTP%	Setting Combination	iSAP RTP%	Min - Max RTP%
99	1c	86.29 – 86.48	SCv99-1c	4.314332	90.60 - 90.79
99	2c	86.29 – 86.48	SCv99-2c	4.314332	90.60 - 90.79
1	1c	84.84 – 85.04	SCv01-1c	4.055232	88.90 - 89.09
1	2c	84.84 – 85.04	SCv01-2c	4.055232	88.90 - 89.09
2	1c	85.30 – 85.50	SCv02-1c	4.195232	89.50 - 89.69
2	2c	85.30 – 85.50	SCv02-2c	4.195232	89.50 - 89.69
3	1c	85.89 – 86.08	SCv03-1c	4.314332	90.20 - 90.39
3	2c	85.89 – 86.08	SCv03-2c	4.314332	90.20 - 90.39
4	1c	87.14 – 87.24	SCv04-1c	4.662668	91.80 - 91.90
4	2c	87.14 – 87.24	SCv04-2c	4.662668	91.80 - 91.90
5	1c	84.85 – 85.04	SCv05-1c	4.122920	88.97 - 89.16
5	2c	84.85 – 85.04	SCv05-2c	4.122920	88.97 - 89.16
6	1c	85.89 – 86.08	SCv06-1c	4.384194	90.27 - 90.46
6	2c	85.89 – 86.08	SCv06-2c	4.384194	90.27 - 90.46
7	1c	87.14 – 87.23	SCv07-1c	4.738587	91.88 - 91.97
7	2c	87.14 – 87.23	SCv07-2c	4.738587	91.88 - 91.97

Software Details – 1

Game	BIOS
10163070	2020/2021

Platform/Cabinet Details - 1

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 either Ticket Printer and/or Hopper option)

Software Details - 2

Game	BIOS
10163070	6040

Platform/Cabinet Details - 2

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)

Application Reference No.	01-A1535/S01

New Gaming Machine	
Game Name	Extreme Kylin (4 iSAP Levels)
Specification Number	6.BF031
Category	Gaming Machine
Manufacturer	Aruze Gaming Australia Pty Ltd
Gaming Machine Type	iSAP
Game Type	Spinning Reels
Game Identifier	pEKMG002
Technical Standards Submission Standards	NS Rev 10.3 + NSW Appendix Rev 10.3 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	$6.00	
Base Credit Value	1c, 2c	

Variation Details

Var	BCV	Game RTP%	Setting Combination	iSAP RTP%	Min - Max RTP%
1	1c	83.35 – 83.45	SC1, SC2, SC8	7.300000	90.65 – 90.75
	1c, 2c		SC3, SC4, SC5, SC6, SC7		
2	1c	84.59 – 84.69	SC1, SC2, SC8	7.300000	91.89 – 91.98
	1c, 2c		SC3, SC4, SC5, SC6, SC7		
3	1c	85.42 – 85.51	SC1, SC2, SC8	7.300000	92.72 – 92.81
	1c, 2c		SC3, SC4, SC5, SC6, SC7		
4	1c	88.37 – 88.51	SC1, SC2, SC8	7.300000	95.67 – 95.81
	1c, 2c		SC3, SC4 SC5, SC6, SC7		

Platform/Cabinet Details

G-ENEX-WD00 – Midway

GENX-WD00 (G-ENEX II) – Midway

Application Reference No.	06-A0496/S01

New Gaming Machine	
Game Name	Extreme Tortoise (4 iSAP Levels)
Specification Number	6.BF032
Category	Gaming Machine
Manufacturer	Aruze Gaming Australia Pty Ltd
Gaming Machine Type	iSAP
Game Type	Spinning Reels
Game Identifier	pETMG002
Technical Standards **Submission Standards**	NS Rev 10.3 + NSW Appendix Rev 10.3 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	$6.00				
Base Credit Value	1c, 2c				

Variation Details

Var	BCV	Game RTP%	Setting Combination	iSAP RTP%	Min - Max RTP%
1	1c	83.41 – 83.55	SC1, SC2, SC8	7.300000	90.71 – 90.85
	1c, 2c		SC3, SC4, SC5, SC6, SC7		
2	1c	84.40 – 84.55	SC1, SC2, SC8	7.300000	91.70 – 91.85
	1c, 2c		SC3, SC4, SC5, SC6, SC7		
3	1c	85.51 – 85.59	SC1, SC2, SC8	7.300000	92.81 – 92.89
	1c, 2c		SC3, SC4, SC5, SC6, SC7		
4	1c	88.53 – 88.59	SC1, SC2, SC8	7.300000	95.83 – 95.89
	1c, 2c		SC3, SC4 SC5, SC6, SC7		

Platform/Cabinet Details	
G-ENEX-WD00 – Midway	
GENX-WD00 (G-ENEX II) – Midway	
Application Reference No.	06-A0497/S01

New Gaming Machine					
Game Name	Stackin' Bison (4 iSAP Levels)				
Specification Number	6.BF035				
Category	Gaming Machine				
Manufacturer	Aruze Gaming Australia Pty Ltd				
Gaming Machine Type	iSAP				
Game Type	Spinning Reels				
Game Identifier	pSBMG002				
Technical Standards **Submission Standards**	NS Rev 10.3 + NSW Appendix Rev 10.3 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	$5.00				
Base Credit Value	1c, 2c				
Variation Details					
Variation Details (for iSAP games)spread the columns as evenly as possible					

Var	BCV	Game RTP%	Setting Combination	iSAP RTP%	Min - Max RTP%
1	1c	79.69 – 79.88	SC1	11.000000	90.69 – 90.88
	1c		SC2		
	1c		SC3		
	1c, 2c		SC4		
	1c, 2c		SC5		
	1c, 2c		SC6		
	1c, 2c		SC7		
	1c, 2c		SC8		
2	1c	80.76 – 80.92	SC1	11.000000	91.76 – 91.92
	1c		SC2		
	1c		SC3		
	1c, 2c		SC4		
	1c, 2c		SC5		
	1c, 2c		SC6		
	1c, 2c		SC7		
	1c, 2c		SC8		
3	1c	81.86 – 81.92	SC1	11.000000	92.86 – 92.92
	1c		SC2		
	1c		SC3		
	1c, 2c		SC4		
	1c, 2c		SC5		
	1c, 2c		SC6		
	1c, 2c		SC7		
	1c, 2c		SC8		

Continued

4	1c	84.69 – 84.84	SC1	11.000000	95.69 – 95.84
	1c		SC2		
	1c		SC3		
	1c, 2c		SC4		
	1c, 2c		SC5		
	1c, 2c		SC6		
	1c, 2c		SC7		
	1c, 2c		SC8		

Platform/Cabinet Details	
G-ENEX-WD00 – Midway	
GENX-WD00 (G-ENEX II) – Midway	
Application Reference No.	06-A0499/S01

New Gaming Machine	
Game Name	Stackin' Wealth (4 iSAP Levels)
Specification Number	6.BF034
Category	Gaming Machine
Manufacturer	Aruze Gaming Australia Pty Ltd
Gaming Machine Type	iSAP
Game Type	Spinning Reels
Game Identifier	pSWMG002
Technical Standards Submission Standards	NS Rev 10.3 + NSW Appendix Rev 10.3 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	$5.00		
Base Credit Value	1c, 2c		

Variation Details

Variation Details (for iSAP games)spread the columns as evenly as possible

Var	BCV	Game RTP%	Setting Combination	iSAP RTP%	Min - Max RTP%
1	1c	79.60 – 79.68	SC1	11.000000	90.60 – 90.68
	1c		SC2		
	1c		SC3		
	1c, 2c		SC4		
	1c, 2c		SC5		
	1c, 2c		SC6		
	1c, 2c		SC7		
	1c, 2c		SC8		
2	1c	80.60 – 80.68	SC1	11.000000	91.60 – 91.68
	1c		SC2		
	1c		SC3		
	1c, 2c		SC4		
	1c, 2c		SC5		
	1c, 2c		SC6		
	1c, 2c		SC7		
	1c, 2c		SC8		
3	1c	81.60 – 81.68	SC1	11.000000	92.60 – 92.68
	1c		SC2		
	1c		SC3		
	1c, 2c		SC4		
	1c, 2c		SC5		
	1c, 2c		SC6		
	1c, 2c		SC7		
	1c, 2c		SC8		

Continued

4	1c	84.60 – 84.68	SC1	11.000000	95.60 – 95.68
	1c		SC2		
	1c		SC3		
	1c, 2c		SC4		
	1c, 2c		SC5		
	1c, 2c		SC6		
	1c, 2c		SC7		
	1c, 2c		SC8		

Platform/Cabinet Details	
G-ENEX-WD00 – Midway	
GENX-WD00 (G-ENEX II) – Midway	
Application Reference No.	06-A0500/S01

New Gaming Machine	
Game Name	Stackin' Wolf (4 iSAP Levels)
Specification Number	6.BF033
Category	Gaming Machine
Manufacturer	Aruze Gaming Australia Pty Ltd
Gaming Machine Type	iSAP
Game Type	Spinning Reels
Game Identifier	SWLMG002
Technical Standards Submission Standards	NS Rev 10.3 + NSW Appendix Rev 10.3 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	$5.00
Base Credit Value	1c, 2c

Variation Details

Variation Details (for iSAP games)spread the columns as evenly as possible

Var	BCV	Game RTP%	Setting Combination	iSAP RTP%	Min - Max RTP%
1	1c	79.64 – 79.78	SC1	11.000000	90.64 – 90.78
	1c		SC2		
	1c		SC3		
	1c, 2c		SC4		
	1c, 2c		SC5		
	1c, 2c		SC6		
	1c, 2c		SC7		
	1c, 2c		SC8		
2	1c	80.80 – 80.87	SC1	11.000000	91.80 – 91.87
	1c		SC2		
	1c		SC3		
	1c, 2c		SC4		
	1c, 2c		SC5		
	1c, 2c		SC6		
	1c, 2c		SC7		
	1c, 2c		SC8		
3	1c	81.64 – 81.71	SC1	11.000000	92.64 – 92.71
	1c		SC2		
	1c		SC3		
	1c, 2c		SC4		
	1c, 2c		SC5		
	1c, 2c		SC6		
	1c, 2c		SC7		
	1c, 2c		SC8		

Continued

4	1c	84.79 – 84.92	SC1	11.000000	95.79 – 95.92
	1c		SC2		
	1c		SC3		
	1c, 2c		SC4		
	1c, 2c		SC5		
	1c, 2c		SC6		
	1c, 2c		SC7		
	1c, 2c		SC8		

Platform/Cabinet Details	
G-ENEX-WD00 – Midway	
GENX-WD00 (G-ENEX II) – Midway	
Application Reference No.	06-A0498/S01

Updated Supporting Software & Regression Tested Games	
Device Name	Alpha II Base Software (OS, BIOS etc)
Manufacturer	Bally Technologies ANZ Pty Limited
Category	Supporting Function
Supporting Function Type	Base Software
Technical Standards	NS 10.3 + NSW Appendix (dated 24/04/13)
	NSW CPTS Rev 2.3; TITO Technical Standard V4.20
Submission Standards	NSW Jackpot Technical Standard Rev 1.3

Software Details 1		Software Details 2	
Function	**Program ID**	**Function**	**Program ID**
OS	BAL_OS358G	OS	BAL_OS358G
OS	358G210C	OS	358G210C
OS (Manifest File)	BAL_OS358G	OS (Manifest File)	BAL_OS358G
BIOS (SPI BIOS Chip)	231326D	BIOS (SPI BIOS Chip)	231326D
Pre-Install BIOS Program	231333D	Pre-Install BIOS Program	231333D
BIOS (SPI BIOS Chip)	227274D	**Platform/Cabinet Details**	
Pre-Install BIOS Program	227278D	Alpha Pro Hybrid AH-1 (V40 with/without ALPHA PRO TOPPER)	
Platform/Cabinet Details			
ALPHA II – Alpha Pro Upright AP-1 (V22/22 & V32 with/without APLPHA PRO TOPPER)			
ALPHA II – Alpha Pro Slant Top AS-1 (V22/26 with/without APLHA PRO TOPPER)			

Banknote Acceptor Firmware regression tested with the updated supporting software:		
Description	**Part Number**	**Firmware File**
MEI Cashflow Advance SCN8347 Banknote Acceptor	126-000091	8NY370001302.xcf

List of previously approved games regression tested with the updated supporting software:

Game Details 1	
Game Name	**Blazing Peppers (2 iSAP Levels)**
Specification Number	35.B0005
Category	Gaming Machine
Gaming Machine Type	iSAP

Software Details 1		Software Details 2	
Function	**Program ID**	**Function**	**Program ID**
Game Control Logic	BAL_246435A	Game Control Logic	BAL_246435A
OS	BAL_OS358G	OS	BAL_OS358G
OS	358G210C	OS	358G210C
OS (Manifest File)	BAL_OS358G	OS (Manifest File)	BAL_OS358G
BIOS (SPI BIOS Chip)	231326D	BIOS (SPI BIOS Chip)	231326D
Pre-Install BIOS Program	231333D	Pre-Install BIOS Program	231333D
BIOS (SPI BIOS Chip)	227274D	**Platform/Cabinet Details**	
Pre-Install BIOS Program	227278D	Alpha Pro Hybrid AH-1 (V40 with/without ALPHA PRO TOPPER)	
Platform/Cabinet Details			
ALPHA II – Alpha Pro Upright AP-1 (V32 with/without ALPHA PRO TOPPER)			

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Game Details 2	
Game Name	**Michael Jackson – King of Pop (1 iSAP Level)**
Specification Number	35.B0006
Category	Gaming Machine
Gaming Machine Type	iSAP

Software Details 1		Software Details 2	
Function	**Program ID**	**Function**	**Program ID**
Game Control Logic	BAL_247648B	OS	BAL_OS358G
OS	BAL_OS358G	OS	358G210C
OS	358G210C	BIOS (SPI BIOS Chip)	231326D
OS (Manifest File)	BAL_OS358G	Pre-Install BIOS Program	231333D
BIOS (SPI BIOS Chip)	231326D	**Platform/Cabinet Details**	
Pre-Install BIOS Program	231333D	Alpha Pro Hybrid AH-1 (V40 with/without ALPHA PRO TOPPER)	
BIOS (SPI BIOS Chip)	227274D		
Pre-Install BIOS Program	227278D		
Platform/Cabinet Details			
ALPHA II Alpha Pro Upright AP-1 (V32 with/without ALPHA PRO TOPPER)			

Game Details 3	
Game Name	**Fu Lion (4 iSAP Levels)**
Specification Number	35.B0007
Category	Gaming Machine
Gaming Machine Type	iSAP

Software Details 1		Software Details 2	
Function	**Program ID**	**Function**	**Program ID**
Game Control Logic	BAL_240290B	Game Control Logic	BAL_240290B
OS	BAL_OS358G	OS	BAL_OS358G
OS	358G210C	OS	358G210C
OS (Manifest File)	BAL_OS358G	OS (Manifest File)	BAL_OS358G
BIOS (SPI BIOS Chip)	231326D	BIOS (SPI BIOS Chip)	231326D
Pre-Install BIOS Program	231333D	Pre-Install BIOS Program	231333D
BIOS (SPI BIOS Chip)	227274D	**Platform/Cabinet Details**	
Pre-Install BIOS Program	227278D	Alpha Pro Hybrid AH-1 (V40 with/without ALPHA PRO TOPPER)	
Platform/Cabinet Details			
ALPHA II Alpha Pro Upright AP-1 (V32 with/without ALPHA PRO TOPPER)			

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Game Details 4			
Game Name	**Iron Hawk (2 iSAP Levels)**		
Specification Number	35.B0008		
Category	Gaming Machine		
Gaming Machine Type	iSAP		
Software Details 1		**Software Details 2**	
Function	Program ID	Function	Program ID
Game Control Logic	BAL_249216A	OS	BAL_OS358G
OS	BAL_OS358G	OS	358G210C
OS	358G210C	OS (Manifest File)	BAL_OS358G
OS (Manifest File)	BAL_OS358G	BIOS (SPI BIOS Chip)	231326D
BIOS (SPI BIOS Chip)	231326D	Pre-Install BIOS Program	231333D
Pre-Install BIOS Program	231333D	**Platform/Cabinet Details**	
BIOS (SPI BIOS Chip)	227274D	Alpha Pro Hybrid AH-1 (V40 with/without ALPHA PRO TOPPER)	
Pre-Install BIOS Program	227278D		
Platform/Cabinet Details ALPHA II Alpha Pro Upright AP-1 (V32 with/without ALPHA PRO TOPPER)			
Specific Approval Conditions			
The game 'Michael Jackson – King of Pop (1 iSAP Level) must be configured on the ALPHA II – Alpha Pro Upright AP-1 (V32) platform with the iDeck Button Panel only. The MEI Cashflow Advance BNA (P/N: 126-000091) Firmware must only operate with the Supporting Software versions as listed in this approval or higher.			
Application Reference No.	35-A0990/S01		

New Gaming Machine					
Game Name	Ju Bao Pen (4 iSAP Levels)				
Specification Number	18.B0714				
Category	Gaming Machine				
Manufacturer	IGT (Australia) Pty Ltd				
Gaming Machine Type	iSAP				
Game Type	Spinning Reels				
Game Identifier	X94310GA/RA				
Technical Standards Submission Standards	NS Rev 10.3 + NSW Appendix Rev 10.3 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	$4.50				
Base Credit Value	1c, 5c				
Variation Details					
Var	**BCV**	**Game RTP%**	**Setting Combination**	**iSAP RTP%**	**Min - Max RTP%**
2	1c	82.13 – 87.32	SC0201	4.671670	86.80 – 91.99
3	1c	82.94 – 88.13	SC0301	4.859772	87.80 – 92.99
7	1c	82.14 – 87.31	SC0701	4.672536	86.81 – 91.98
8	5c	82.94 – 88.13	SC0805	4.886342	87.82 – 93.02

Platform/Cabinet Details

AVP BC20 – Video Top

AVP ST22 – Video Slant Top

Universal – Slant Top

Specific Approval Conditions

Gaming machine variation numbers 2 & 7 are only approved to operate on a linked jackpot arrangement where the combined gaming machine percentage return to player and linked jackpot contribution is at least 87%.

Application Reference No.	18-A5392/S01, /S02

New Gaming Machine					
Game Name	Prowling Panther (2 iSAP Levels)				
Specification Number	18.B0713				
Category	Gaming Machine				
Manufacturer	IGT (Australia) Pty Ltd				
Gaming Machine Type	iSAP				
Game Type	Spinning Reel				
Game Identifier	X92800GA/RA				
Technical Standards Submission Standards	NS Rev 10.3 + NSW Appendix Rev 10.3 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	2	Yes	
Maximum Bet Value	$5.00				
Base Credit Value	1c				
Variation Details					
Var	**BCV**	**Game RTP%**	**Setting Combination**	**iSAP RTP%**	**Min - Max RTP%**
2	1c	87.50 – 87.65	SC0201	3.387101	90.89 – 91.04
3	1c	87.50 – 87.65	SC0301	4.338530	91.84 – 91.99
7	1c	87.50 – 87.65	SC0701	2.000335	89.50 – 89.65
Platform/Cabinet Details AVP BC20 – Video Top AVP ST22 – Video Slant Top Universal – Slant Top					
Specific Approval Conditions This game may operate with the optional Multilayer Display on the AVP BC20 Video Top platform.					
Application Reference No.	18-A5386/S01				