

Australian Capital Territory

Gaming Machine Approval 2015 (No 13)

Notifiable instrument NI2015–170

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 2015 (No 13)*.

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 April 2015

Updated Gaming Machine and Supporting Software						
Game Name	Rumble Rumble (2 iSAP Levels)					
Specification Number	44.BF181					
Manufacturer	Ainsworth Game Technology Limited					
Category	Gaming Machine					
Gaming Machine Type	iSAP					
Game Type	Spinning Reel					
Game Identification	GDNSUL1A					
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	Random	2	Yes		
Maximum Bet Value	\$10.00					
Base Credit Value	1c					
Variation Details						
Var	BCV	Lines	Game RTP%	Setting Combination	iSAP RTP%	Min - Max RTP%
36	1c	100	86.02	SC1	4.020000	90.04
37	1c	100	85.08	SC1	4.020000	89.10
38	1c	100	86.83	SC1	4.020000	90.85
39	1c	100	88.10	SC1	4.020000	92.12
66	1c	50	86.01	SC1	4.020000	90.03
67	1c	50	85.07	SC1	4.020000	89.09
68	1c	50	86.82	SC1	4.020000	90.84
69	1c	50	88.09	SC1	4.020000	92.11
Platform/Cabinet Details						
A560X-S32 – Split Cabinet with 32inch Primary LCD Monitor, optional Secondary A560 LCD Topper, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)						
Device Details						
Device Name	Game Shell/BIOS					
Category	Supporting Function					
Type	System Software					
Technical Standards	NS Rev 10.3 + NSW Appendix (dated 24/04/13) NSW CPTS Rev 2.3; TITO Technical Standard V4.20 NSW Jackpot Technical Standard Rev 1.3					
Software Details						
Base			BIOS			
NX1D1E0E			B001E001			
Platform/Cabinet Details						
A560X-S32 – Split Cabinet with 32inch Primary LCD Monitor, 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 this game.						
Application Reference No.	44-A0914/S01					

Bugfix Gaming Machine Software				
Game Name	Player's Choice Sapphire Edition			
Specification Number	1.DG002			
Manufacturer	Aristocrat Technologies Australia Pty Ltd			
Category	Gaming Machine			
Gaming Machine Type	MGGM – Multi Denomination - iSAP			
Game Type	Spinning Reels			
Technical Standards	NS Rev 10.3 + NSW Appendix (dated 24/04/2013)			
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	3	Yes
Maximum Bet Value	\$10.00 (50 Dragons Deluxe, Big Red Deluxe, Black Panther)			
Base Credit Value Selectable By Player	1c, 2c, 20c, 50c, \$1.00			
Component Game Set Details				
Game Number	Game Name	BCV		
1	5 Dragons – Sapphire Edition	1c		
2		2c		
3	Timber Wolf Deluxe	1c		
4		2c		
5	Fortune King Deluxe – Sapphire Edition	1c		
6		2c		
7	50 Dragons Deluxe	1c		
8		2c		
9	Big Red Deluxe	20c		
10		50c		
11		\$1.00		
12	Black Panther	20c		
13		50c		
14		\$1.00		
Multi-Game Combinations				
MGC	CRP%	Game Number	Variation	SDB RTP%
99	91.45	1, 2	99	90.99
		3, 4		89.83
		5, 6		90.01
		7, 8		90.11
		9		93.03
		10, 11		93.06
		12, 13, 14		92.77

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1	91.46	1, 2	1	91.00
		3, 4		89.84
		5, 6		90.02
		7, 8		90.12
		9		93.04
		10, 11		93.07
		12, 13, 14		92.78
2	91.47	1, 2	2	91.01
		3, 4		89.85
		5, 6		90.03
		7, 8		90.13
		9		93.05
		10, 11		93.08
		12, 13, 14		92.79
3	90.95	1, 2	3	90.49
		3, 4		89.33
		5, 6		89.51
		7, 8		89.61
		9		92.53
		10		92.56
		11		92.57
		12, 13, 14		92.27
4	90.96	1, 2	4	90.50
		3, 4		89.34
		5, 6		89.52
		7, 8		89.62
		9		92.54
		10		92.57
		11		92.58
		12, 13, 14		92.28
5	90.97	1, 2	5	90.51
		3, 4		89.35
		5, 6		89.53
		7, 8		89.63
		9		92.55
		10		92.58
		11		92.59
		12, 13, 14		92.29

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6	90.45	1, 2	6	89.99
		3, 4		88.83
		5, 6		89.01
		7, 8		89.11
		9		92.03
		10		92.06
		11		92.07
		12, 13, 14		91.77
8	90.47	1, 2	8	90.01
		3, 4		88.85
		5, 6		89.03
		7, 8		89.13
		9		92.05
		10		92.08
		11		92.09
		12, 13, 14		91.79
Software Details 1				
Game		BIOS		
10163193		2020/2021		
Platform/Cabinet Details				
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		
10163193		6040		
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)				
Specific Approval Conditions				
This MGGM game must only operate on the Gen7 Wide-Screen platforms in conjunction with the 'Nteractive Button Midtrim Deck Kit', and on the Gen8 Helix platforms in conjunction with the 'Button Deck LCD 13BTN Assembly'.				
Application Reference No.		01-A1537/S01		

New Gaming Machine					
Game Name		Scatter Strike Blue (4 iSAP Levels)			
Specification Number		35.B0012			
Manufacturer		Bally Technologies ANZ Pty Ltd			
Category		Gaming Machine			
Gaming Machine Type		iSAP			
Game Type		Spinning Reel			
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 - Max RTP%
19	1c, 2c	79.48	Var19_1c, Var19_2c	10.203117	89.68
20	1c, 2c	79.48	Var20_1c, Var20_2c	10.903117	90.38
21	1c, 2c	80.27	Var21_1c, Var21_2c	10.913117	91.19
22	1c, 2c	81.07	Var22_1c, Var22_2c	10.913117	91.98
Software Details – 1					
Game			BIOS		
ASSBNS1C			SBAL2004/2105		
Platform/Cabinet Details					
ALPHA II – Alpha Pro Upright AP-1 (V22/22 with/without ALPHA PRO TOPPER)					
Software Details – 2					
Game			BIOS		
ASSBNS1C			SBAL2105		
Platform/Cabinet Details					
Alpha Pro Hybrid AH-1 (V40 with/without ALPHA PRO TOPPER)					
Alpha Pro Hybrid AH-1 (V27/27 with/without ALPHA PRO TOPPER)					
Application Reference No.		35-A0997/S01			

New Gaming Machine					
Game Name		Scatter Strike Royal (4 iSAP Levels)			
Specification Number		35.B0013			
Manufacturer		Bally Technologies ANZ Pty Ltd			
Category		Gaming Machine			
Gaming Machine Type		iSAP			
Game Type		Spinning Reel			
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 - Max RTP%
11	10c	78.93	Var11_10c	12.239417	91.17
12	10c	79.74	Var12_10c	12.239417	91.98
50	5c	79.88	Var50_5c	10.523852	90.41
51	5c	80.69	Var51_5c	10.523852	91.21
52	5c	81.45	Var52_5c	10.523852	91.97
53	5c	82.26	Var53_5c	10.523852	92.78
Software Details – 1					
Game			BIOS		
ASSRNS1B			SBAL2004/2105		
Platform/Cabinet Details					
ALPHA II – Alpha Pro Upright AP-1 (V22/22 with/without ALPHA PRO TOPPER)					
Software Details – 2					
Game			BIOS		
ASSRNS1B			SBAL2105		
Platform/Cabinet Details					
Alpha Pro Hybrid AH-1 (V27/27 with/without ALPHA PRO TOPPER)					
Specific Approval Conditions					
When this game is configured with the IMPU Board Alpha 2.1 Assy PCA212268-3-0 Rev A, it requires 8GM RAM in the gaming machine in order to operate satisfactorily.					
Application Reference No.		35-A1004/S01			

New Gaming Machine			
Game Name	Ninja Moon		
Specification Number	39.F0016		
Manufacturer	Konami Australia Pty Ltd		
Category	Gaming Machine		
Gaming Machine Type	Conventional		
Game Type	Spinning Reels		
Game Identifier	L081MLA002XX00_0813NBXX		
Technical Standards	NS Rev 10.3 + NSW Appendix Rev 10.3		
Submission Standards	NSW CPTS Rev 2.3; TITO Technical Standard V4.20		
Maximum Bet Value	\$7.50		
Base Credit Value	1c, 2c		
Variation Details	Var	BCV	Min - Max RTP%
	6	1c, 2c	89.47
	7	1c, 2c	90.06
	8	1c, 2c	91.94
	9	1c, 2c	93.94
	10	1c, 2c	96.06
Platform/Cabinet Details			
KP3 KGP 2.0 UVS Podium – Upper LCD Box, Tombstone LCD Box			
KP3 KGP 2.0 UVS Podium Upgrade – Upper LCD Box, Tombstone LCD Box			
KP3 KGP 3.0 SVRS Podium – Slant Top			
KP3 KGP 2/3 MAGN Podium – Goliath			
Application Reference No.	39-A1205/S01		

New Gaming Machine					
Game Name		Ninja Moon Engine Ablaze (4 iSAP Levels)			
Specification Number		39.BF054			
Manufacturer		Konami Australia Pty Ltd			
Category		Gaming Machine			
Gaming Machine Type		iSAP			
Game Type		Spinning Reels			
Game Identifier		L081MLA002XX00_0813NBXX			
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	Random	4	Yes
Maximum Bet Value		\$7.50			
Base Credit Value		1c, 2c			
Variation Details					
Var	BCV	Game RTP%	Setting Combination	iSAP RTP%	Min - Max RTP%
1	1c, 2c	82.12	1	7.999997	90.12
2	1c, 2c	82.12	2	8.049996	90.17
3	1c, 2c	85.14	3	5.399992	90.54
4	1c, 2c	85.14	4	5.449999	90.59
5	1c, 2c	87.20	5	4.500004	91.70
6	1c, 2c	87.20	6	4.549999	91.75
7	1c, 2c	85.14	7	4.000002	89.14
8	1c, 2c	85.14	8	4.049998	89.19
Platform/Cabinet Details					
KP3 KGP 2.0 UVS Podium – Tall Top Box					
KP3 KGP 2.0 UVS Podium Upgrade – Tall Top Box					
Application Reference No.		39-A1232/S01			

New Gaming Machine					
Game Name		Ninja Moon Quick Strike Quad (4 iSAP Levels)			
Specification Number		39.BF055			
Manufacturer		Konami Australia Pty Ltd			
Category		Gaming Machine			
Gaming Machine Type		iSAP			
Game Type		Spinning Reels			
Game Identifier		L081MLA002XX00_0813NBXX			
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	4	Yes
Maximum Bet Value		\$7.50			
Base Credit Value		1c, 2c			
Variation Details					
Var	BCV	Game RTP%	Setting Combination	iSAP RTP%	Min - Max RTP%
1	1c, 2c	82.12	1	7.999997	90.12
2	1c, 2c	82.12	2	8.049996	90.17
3	1c, 2c	85.14	3	5.399992	90.54
4	1c, 2c	85.14	4	5.449999	90.59
5	1c, 2c	87.20	5	4.500004	91.70
6	1c, 2c	87.20	6	4.549999	91.75
7	1c, 2c	85.14	7	4.000002	89.14
8	1c, 2c	85.14	8	4.049998	89.19
Platform/Cabinet Details					
KP3 KGP 2.0 UVS Podium – Upper LCD Box, Tombstone LCD Box					
KP3 KGP 2.0 UVS Podium Upgrade – Upper LCD Box, Tombstone LCD Box					
KP3 KGP 3.0 SVRS Podium – Slant Top					
KP3 KGP 2/3 MAGN Podium – Goliath					
Application Reference No.		39-A1231/01			

New Gaming Machine					
Game Name	Ninja Moon Quick Strike Triple (3 iSAP Levels)				
Specification Number	39.BF053				
Manufacturer	Konami Australia Pty Ltd				
Category	Gaming Machine				
Gaming Machine Type	iSAP				
Game Type	Spinning Reels				
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	Random	3	Yes	
Maximum Bet Value	\$7.50				
Base Credit Value	1c, 2c				
Variation Details					
Var	BCV	Game RTP%	Setting Combination	iSAP RTP%	Min - Max RTP%
1	1c, 2c	82.12	1	7.999998	90.12
2	1c, 2c	82.12	2	8.050001	90.17
3	1c, 2c	85.14	3	5.399999	90.54
4	1c, 2c	85.14	4	5.450002	90.59
5	1c, 2c	87.20	5	4.499999	91.70
6	1c, 2c	87.20	6	4.549999	91.75
7	1c, 2c	85.14	7	4.000002	89.14
8	1c, 2c	85.14	8	4.049998	89.19
Software Details – 1					
Game			Extended Game Module		
L081MLA002XX00_0813NBXX			KGI_L130SPA001WD00		
Platform/Cabinet Details					
KP3 KGP 2.0 UVS Podium – Upper LCD Box, Tombstone LCD Box					
KP3 KGP 2.0 UVS Podium Upgrade – Upper LCD Box, Tombstone LCD Box					
KP3 KGP 3.0 SVRS Podium – Slant Top					
KP3 KGP 2/3 MAGN Podium – Goliath					
Software Details - 2					
Game			Extended Game Module		
L081MLA002XX00_0813NBXX			KGI_L098SPC002WD00		
Platform/Cabinet Details					
KP3 KGP 2.0 UVS Podium – Tall Top Box					
KP3 KGP 2.0 UVS Podium Upgrade – Tall Top Box					
Application Reference No.	39-A01229/S01; 39-A01230/S01				