

Australian Capital Territory

# Gaming Machine Approval 2015 (No 2)

Notifiable instrument NI2015–26

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 2)*.

## 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.

Maureen Ogilvie  
Delegate  
ACT Gambling and Racing Commission

15 January 2015

New Gaming Machine Game		
<b>Game Name</b>	King of Egypt	
<b>Specification Number</b>	6.F0097	
<b>Manufacturer</b>	Aruze Gaming Australia Pty Ltd	
<b>Gaming Machine Type</b>	Conventional	
<b>Game Type</b>	Spinning Reels	
<b>Game Identifier</b>	USEMG001	
<b>Technical Standards</b>	NS Rev 10.3 + NSW Appendix Rev 10.3	
<b>Submission Standards</b>	NSW CPTS Rev 2.3; TITO Technical Standard V4.20	
<b>Maximum Bet Value</b>	\$10.00	
<b>Base Credit Value</b>	1c, 2c	
<b>Variation Details</b>	<b>Var</b>	<b>Min – Max RTP%</b>
	1	87.01
	2	88.02
	3	90.21
	4	91.96
	5	94.29
	6	95.99
	7	97.88
<b>Platform/Cabinet Details</b>		
G-ENEX-WD00 – Midway		
G-ENEX-WD00 – Low Boy		
GENX-WD00 (G-ENEX II) – Midway, Low Boy		
G-Comfort		
G-Comfort II		
<b>Application Reference No.</b>	06-A0486/S01	

New Gaming Machine Game		
<b>Game Name</b>	Ultra Stack Feature Africa	
<b>Specification Number</b>	6.F0096	
<b>Manufacturer</b>	Aruze Gaming Australia Pty Ltd	
<b>Gaming Machine Type</b>	Conventional	
<b>Game Type</b>	Spinning Reels	
<b>Game Identifier</b>	UFAMG001	
<b>Base Identifier</b>	ZANGA002	
<b>Technical Standards</b>	NS Rev 10.3 + NSW Appendix Rev 10.3	
<b>Submission Standards</b>	NSW CPTS Rev 2.3; TITO Technical Standard V4.20	
<b>Maximum Bet Value</b>	\$10.00	
<b>Base Credit Value</b>	1c, 2c	
<b>Variation Details</b>	<b>Var</b>	<b>Min – Max RTP%</b>
	1	90.90
	2	91.94
	3	92.94
	4	95.95
	5	87.99
	6	88.99
	7	89.92
<b>Platform/Cabinet Details</b>		
G-ENEX-WD00 – Midway		
G-ENEX-WD00 – Low Boy		
GENX-WD00 (G-ENEX II) – Midway, Low Boy		
G-Comfort		
G-Comfort II		
<b>Application Reference No.</b>	06-A0484/S01	

New Gaming Machine Game		
<b>Game Name</b>	Ultra Stack Feature Panda	
<b>Specification Number</b>	6.F0093	
<b>Manufacturer</b>	Aruze Gaming Australia Pty Ltd	
<b>Gaming Machine Type</b>	Conventional	
<b>Game Type</b>	Spinning Reels	
<b>Game Identifier</b>	UFPMG002	
<b>Technical Standards</b>	NS Rev 10.3 + NSW Appendix Rev 10.3	
<b>Submission Standards</b>	NSW CPTS Rev 2.3; TITO Technical Standard V4.20	
<b>Maximum Bet Value</b>	\$10.00	
<b>Base Credit Value</b>	1c, 2c	
<b>Variation Details</b>	<b>Var</b>	<b>Min – Max RTP%</b>
	1	90.90
	2	91.94
	3	92.94
	4	95.95
	5	87.99
	6	88.99
	7	89.92
<b>Platform/Cabinet Details</b>		
G-ENEX-WD00 – Midway, Low Boy		
GENX-WD00 (G-ENEX II) – Midway, Low Boy		
G-Comfort		
G-Comfort II		
<b>Application Reference No.</b>	06-A0479/S01	

New Gaming Machine Game		
<b>Game Name</b>	Ultra Stack Feature Rose	
<b>Specification Number</b>	6.F0095	
<b>Manufacturer</b>	Aruze Gaming Australia Pty Ltd	
<b>Gaming Machine Type</b>	Conventional	
<b>Game Type</b>	Spinning Reels	
<b>Game Identifier</b>	pFRMG001	
<b>Technical Standards</b>	NS Rev 10.3 + NSW Appendix Rev 10.3	
<b>Submission Standards</b>	NSW CPTS Rev 2.3; TITO Technical Standard V4.20	
<b>Maximum Bet Value</b>	\$10.00	
<b>Base Credit Value</b>	1c, 2c	
<b>Variation Details</b>	<b>Var</b>	<b>Min – Max RTP%</b>
	1	90.90
	2	91.94
	3	92.94
	4	95.95
	5	87.99
	6	88.99
	7	89.92
<b>Platform/Cabinet Details</b>		
G-ENEX-WD00 – Midway		
G-ENEX-WD00 – Low Boy		
GENX-WD00 (G-ENEX II) – Midway, Low Boy		
G-Comfort		
G-Comfort II		
<b>Application Reference No.</b>	06-A0482/S01	

New Gaming Machine Game		
<b>Game Name</b>	Ultra Stack Flying Dragon	
<b>Specification Number</b>	6.F0092	
<b>Manufacturer</b>	Aruze Gaming Australia Pty Ltd	
<b>Gaming Machine Type</b>	Conventional/1	
<b>Game Type</b>	Spinning Reels	
<b>Game Identifier</b>	URDMG002	
<b>Technical Standards</b>	NS Rev 10.3 + NSW Appendix Rev 10.3	
<b>Submission Standards</b>	NSW CPTS Rev 2.3; TITO Technical Standard V4.20	
<b>Maximum Bet Value</b>	\$10.00	
<b>Base Credit Value</b>	1c, 2c	
<b>Variation Details</b>	<b>Var</b>	<b>Min – Max RTP%</b>
	1	87.09
	2	88.07
	3	90.07
	4	91.98
	5	94.06
	6	96.08
	7	97.98
<b>Platform/Cabinet Details</b>		
G-ENEX-WD00 – Midway, Low Boy		
GENX-WD00 (G-ENEX II) – Midway, Low Boy		
G-Comfort		
G-Comfort II		
<b>Application Reference No.</b>	06-A0481/S01	

New Gaming Machine Game					
<b>Game Name</b>		Desert Ram (3 iSAP Levels)			
<b>Specification Number</b>		35.BF143			
<b>Manufacturer</b>		Bally Technologies ANZ Pty Ltd			
<b>Gaming Machine Type</b>		iSAP/1			
<b>Game Type</b>		Spinning Reels			
<b>Game Identifier</b>		DERNSW1C			
<b>Technical Standards</b>		NS Rev 10.3 + NSW Appendix Rev 10.3			
<b>Submission Standards</b>		NSW CPTS Rev 2.3; TITO Technical Standard V4.20 NSW Jackpot Technical Standard Rev 1.3			
<b>Progressive Levels Supported</b>		<b>iSAP</b>	<b>Type</b>	<b>Levels</b>	<b>Wins Transferred to Total Wins meter</b>
		Yes	Standard	3	Yes
<b>Maximum Bet Value</b>		\$10.00			
<b>Base Credit Value</b>		20c, 50c, \$1.00			
<b>Variation Details</b>					
<b>Var</b>	<b>BCV</b>	<b>Game RTP%</b>	<b>Setting Combination</b>	<b>iSAP RTP%</b>	<b>Min - Max RTP%</b>
99	20c, 50c	83.33	SC1001, SC2001	6.833333	90.17
5	20c, 50c	82.29	SC1001, SC2001	6.833333	89.12
15	20c, 50c	83.33	SC1002, SC2002	8.241667	91.57
16	20c, 50c	85.38	SC1002, SC2002	8.241667	93.62
51	20c, 50c	83.33	SC1003, SC2003	7.700000	91.03
52	20c, 50c	83.33	SC1004, SC2004	8.875000	92.21
91	\$1.00	83.33	SC1005	8.000000	91.33
92	\$1.00	83.33	SC1006	8.916667	92.25
<b>Platform/Cabinet Details</b>					
PC4 – Equinox					
<b>Application Reference No.</b>		35-A0971/S01			

New Gaming Machine Game					
<b>Game Name</b>		Scatter Strike Blue (4 iSAP Levels)			
<b>Specification Number</b>		35.BF144			
<b>Manufacturer</b>		Bally Technologies ANZ Pty Ltd			
<b>Gaming Machine Type</b>		iSAP/1			
<b>Game Type</b>		Spinning Reels			
<b>Game Identifier</b>		SSBNSW1C			
<b>Technical Standards</b>		NS Rev 10.3 + NSW Appendix Rev 10.3			
<b>Submission Standards</b>		NSW CPTS Rev 2.3; TITO Technical Standard V4.20 NSW Jackpot Technical Standard Rev 1.3			
<b>Progressive Levels Supported</b>		<b>iSAP</b>	<b>Type</b>	<b>Levels</b>	<b>Wins Transferred to Total Wins meter</b>
		Yes	Standard	4	Yes
<b>Maximum Bet Value</b>			\$10.00		
<b>Base Credit Value</b>			1c, 2c		
<b>Variation Details</b>					
<b>Var</b>	<b>BCV</b>	<b>Game RTP%</b>	<b>Setting Combination</b>	<b>iSAP RTP%</b>	<b>Min - Max RTP%</b>
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
<b>Platform/Cabinet Details</b>					
SL-V > Equinox					
<b>Application Reference No.</b>			35-A0982/S01		



New Gaming Machine Game		
<b>Game Name</b>	Extra Chance Blue Moon II	
<b>Specification Number</b>	18.A0605	
<b>Manufacturer</b>	IGT (Australia) Pty Ltd	
<b>Gaming Machine Type</b>	Conventional – Ante bet/1	
<b>Game Type</b>	Spinning Reels	
<b>Game Identifier</b>	X92600GA, X92600RA	
<b>Technical Standards</b>	NS Rev 10.3 + NSW Appendix Rev 10.3	
<b>Submission Standards</b>	NSW CPTS Rev 2.3; TITO Technical Standard V4.20	
<b>Maximum Bet Value</b>	\$10.00	
<b>Base Credit Value</b>	1c, 2c, 4c, 5c	
<b>Variation Details</b>	<b>Var</b>	<b>Min – Max RTP%</b>
	1	89.96-94.93
	2	91.95-96.93
	3	87.96-92.93
<b>Platform/Cabinet Details</b>		
AVP BC20 – Video Top		
AVP ST22 – Video Slant Top		
Universal – Slant Top		
<b>Application Reference No.</b>	18-A5384/S01	

New Gaming Machine Game					
<b>Game Name</b>		Wild Pengwins (3 iSAP Levels)			
<b>Specification Number</b>		18.B0711			
<b>Manufacturer</b>		IGT (Australia) Pty Ltd			
<b>Gaming Machine Type</b>		iSAP/1			
<b>Game Type</b>		Spinning Reels			
<b>Game Identifier</b>		A92300GA, A92300RA			
<b>Technical Standards</b>		NS Rev 10.3 + NSW Appendix Rev 10.3			
<b>Submission Standards</b>		NSW CPTS Rev 2.3; TITO Technical Standard V4.20 NSW Jackpot Technical Standard Rev 1.3			
<b>Progressive Levels Supported</b>		<b>iSAP</b>	<b>Type</b>	<b>Levels</b>	<b>Wins Transferred to Total Wins meter</b>
		Yes	Standard	3	Yes
<b>Maximum Bet Value</b>		\$10.00			
<b>Base Credit Value</b>		1c, 2c			
<b>Variation Details</b>					
<b>Var</b>	<b>BCV</b>	<b>Game RTP%</b>	<b>Setting Combination</b>	<b>iSAP RTP%</b>	<b>Min PRTP% - Max PRTP%</b>
2	1c	83.80	SC0201	6.279151	90.08
3	1c, 2c	85.62	SC0301, SC0302	4.878198	90.50
4	1c	85.62	SC0401	5.395451	91.02
<b>Platform/Cabinet Details</b>					
AVP BC20 – Video Top					
AVP ST22 – Video Slant Top					
Universal – Slant Top					
<b>Application Reference No.</b>			18-A5380/S01, /S02		

New Gaming Machine					
<b>Game Name</b>		Jungle Fortune Deluxe (2 iSAP Levels)			
<b>Specification Number</b>		39.BF036			
<b>Manufacturer</b>		Konami Australia Pty Ltd			
<b>Gaming Machine Type</b>		iSAP/1			
<b>Game Type</b>		Spinning Reels			
<b>Game Identifier</b>		L082SPB001WD00_0823NAXX			
<b>Technical Standards</b>		NS Rev 10.3 + NSW Appendix Rev 10.3			
<b>Submission Standards</b>		NSW CPTS Rev 2.3; TITO Technical Standard V4.20 NSW Jackpot Technical Standard Rev 1.3			
<b>Progressive Levels Supported</b>		<b>iSAP</b>	<b>Type</b>	<b>Levels</b>	<b>Wins Transferred to Total Wins meter</b>
		Yes	Standard	2	Yes
<b>Maximum Bet Value</b>		\$10.00			
<b>Base Credit Value</b>		1c, 2c			
<b>Variation Details</b>					
<b>Var</b>	<b>BCV</b>	<b>Game RTP%</b>	<b>Setting Combination</b>	<b>iSAP RTP%</b>	<b>Min - Max RTP%</b>
1	1c, 2c	86.71	1, 7	3.476795	90.19
2	1c, 2c	86.71	2, 8	3.487233	90.20
3	1c, 2c	87.65	3, 9	3.476795	91.12
4	1c, 2c	87.65	4, 10	3.487233	91.13
5	1c, 2c	88.51	5, 11	3.476795	91.99
6	1c, 2c	88.51	6, 12	3.487233	92.00
<b>Platform/Cabinet Details</b>					
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					
<b>Application Reference No.</b>			39-A1196/S01		