

Australian Capital Territory

Gaming Machine Approval 2015 (No 21)

Notifiable instrument NI2015–261

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 21)*.

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

5 June 2015

New Standard Linked Gaming Machine						
Game Name		Frontier Fever (1 Linked + 2 iSAP Levels)				
Specification Number		44.HF164				
LPJS Specification Number		44.YA007				
Manufacturer		Ainsworth Game Technology Limited				
Gaming Machine Type		SFS – iSAP				
Game Type		Spinning Reel				
Game Identifier		GDNSOV1G				
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	
		Linked		Type	Levels	
		Yes		Standard	1	
Maximum Bet Value		\$8.40				
Base Credit Value		1c, 2c				
Variation Details						
Var	BCV	Game RTP%	Setting Combination	iSAP RTP%	Min - Max RTP%	
37	1c, 2c	86.01	SC37-1c, SC37-2c	4.072731	90.08	
38	1c, 2c	86.68	SC38-1c, SC38-2c	3.914756	90.59	
Platform/Cabinet Details						
A560X– S32 (with Primary 32" LCD, optional Secondary A560 LCD Topper, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)						
Specific Approval Conditions						
<ol style="list-style-type: none"> 1. This Standard Linked Progressive Game must operate in conjunction with the Standard Linked Progressive Jackpot System, Specification Number 44.YA007, with the approved 'Frontier' jackpot settings as included in the 'Link Controller Game CF – NXC0282C' and operating with the 'Link Controller Base CF – X422082I'. 2. 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). 3. The A560 Topper must be installed on the A560X-S32 platform when operating this game. 						
Application Reference No.		44-A0921/S01				

New Standard Linked Gaming Machine						
Game Name		Frontier Fortune (1 Linked + 2 iSAP Levels)				
Specification Number		44.HF165				
LPJS Specification Number		44.YA007				
Manufacturer		Ainsworth Game Technology Limited				
Gaming Machine Type		SFS – iSAP				
Game Type		Spinning Reel				
Game Identifier		GDNSOY1C				
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	
		Linked		Type		Levels
		Yes		Standard		1
Maximum Bet Value		\$8.40				
Base Credit Value		1c, 2c				
Variation Details						
Var	BCV	Game RTP%	Setting Combination	iSAP RTP%	Min - Max RTP%	
37	1c, 2c	86.01	SC37-1c, SC37-2c	4.072731	90.08	
38	1c, 2c	86.68	SC38-1c, SC38-2c	3.914756	90.59	
Platform/Cabinet Details						
A560X– S32 (with Primary 32" LCD, optional Secondary A560 LCD Topper, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)						
Specific Approval Conditions						
<ol style="list-style-type: none"> 1. This Standard Linked Progressive Game must operate in conjunction with the Standard Linked Progressive Jackpot System, Specification Number 44.YA007, with the approved 'Frontier' jackpot settings as included in the 'Link Controller Game CF – NXC0282C' and operating with the 'Link Controller Base CF – X422082I'. 2. 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). 3. The A560 Topper must be installed on the A560X-S32 platform when operating this game. 						
Application Reference No.		44-A0927/S01				

New Standard Linked Gaming Machine						
Game Name		Frontier Wild West (1 Linked + 2 iSAP Levels)				
Specification Number		44.HF166				
LPJS Specification Number		44.YA007				
Manufacturer		Ainsworth Game Technology Limited				
Gaming Machine Type		SFS – iSAP				
Game Type		Spinning Reel				
Game Identifier		GDNSOD1E				
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	
		Linked		Type		Levels
		Yes		Standard		1
Maximum Bet Value		\$8.40				
Base Credit Value		1c, 2c				
Variation Details						
Var	BCV	Game RTP%	Setting Combination	iSAP RTP%	Min - Max RTP%	
37	1c, 2c	86.01	SC37-1c, SC37-2c	4.072731	90.08	
38	1c, 2c	86.68	SC38-1c, SC38-2c	3.914756	90.59	
Platform/Cabinet Details						
A560X– S32 (with Primary 32" LCD, optional Secondary A560 LCD Topper, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)						
Specific Approval Conditions						
<ol style="list-style-type: none"> 1. This Standard Linked Progressive Game must operate in conjunction with the Standard Linked Progressive Jackpot System, Specification Number 44.YA007, with the approved 'Frontier' jackpot settings as included in the 'Link Controller Game CF – NXC0282C' and operating with the 'Link Controller Base CF – X422082I'. 2. 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). 3. The A560 Topper must be installed on the A560X-S32 platform when operating this game. 						
Application Reference No.		44-A0928/S01				

New Gaming Machine					
Game Name		Knight's Honor (4 iSAP Levels)			
Specification Number		44.BF209			
Manufacturer		Ainsworth Game Technology Limited			
Gaming Machine Type		iSAP			
Game Type		Spinning Reels			
Technical Standards		NS 10.3 + NSW Appendix Rev 10.3; NSW CPTS Rev 2.3;			
Submission Standards		TITO Technical Standard V4.20; NSW Jackpot TS 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 PRTP%
51	1c, 2c	52.32	SC51-1c, SC51-2c	38.673151	91.00
53	1c, 2c	52.26	SC53-1c, SC53-2c	38.175575	90.43
54	1c, 2c	51.78	SC54-1c, SC54-2c	37.407607	89.19
Software Details – 1					
Game		Base		BIOS	
GDNSKU1D		NX1I2I9P		A003E002	
Platform/Cabinet Details					
A560-H – High Boy (with Primary 22" LCD , Secondary 22" LCD, optional A560 19" LCD Topper, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)					
A560-L – Low Boy (with Primary 22" LCD and A560 19" LCD Topper, Configured with either Ticket Printer and/or Hopper option)					
A560-ST – Slant Top (with Primary 24" LCD , Secondary 27", optional 24" LCD topper, Configured with Ticket Printer only)					
Software Details – 2					
Game		Base		BIOS	
GDNSKU1D		NX1D1E0E		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-L – (with Primary 22" LCD and A560 19" LCD Topper, Configured with either Ticket Printer and/or Hopper option)					
A560X-ST – (with Primary 24" LCD , Secondary 27", optional 24" LCD topper, Configured with Ticket Printer only)					
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 & A560X-L platforms when operating this game.					
3. This game can be operated with the optional 24" LCD Topper on the A560 Slant Top and A560X-ST platforms.					
Application Reference No.		44-A0931/S01			

New Gaming Machine					
Game Name		Mammoth Wilds (4 iSAP Levels)			
Specification Number		44.BF206			
Manufacturer		Ainsworth Game Technology Limited			
Gaming Machine Type		iSAP			
Game Type		Spinning Reels			
Game Identifier		GDNSTL1F			
Technical Standards Submission Standards		NS 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 PRTP%
51	1c, 2c	64.25	SC51-1c, SC51-2c	26.759871	91.01
53	1c, 2c	63.77	SC53-1c, SC53-2c	26.468568	90.24
54	1c, 2c	63.26	SC54-1c, SC54-2c	26.025852	89.29
Platform/Cabinet Details					
A560X-S32 (with Primary 32" LCD , optional Secondary A560 LCD Topper, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)					
Specific Approval Conditions					
<ol style="list-style-type: none"> 1. The A560 Topper may be optionally installed on the A560X-S32 platform when operating this game. 2. This game must only be configured with either the standard 15 button standard panel or the OLED panel. 					
Application Reference No.		44-A0925/S01			

Regression Tested Games and Updated Supporting Software		
Manufacturer	Ainsworth Game Technology Limited	
Game Details 1		
Game Name	Reels of Wheels 1	
Specification Number	44.BF152	
Gaming Machine Type	iSAP	
Game Type	Spinning Reel	
Technical Standards	NS Rev 10.3 + NSW Appendix (dated 24/04/13) NSW CPTS 2.3; TITO Technical Standard V4.20 NSW Jackpot Technical Standard Rev 1.2	
Software Details – 1		
Game	Base	BIOS
GDNSX11J	NX1F2F9N	A003E002
Platform/Cabinet Details		
A560-L – Low Boy (with 32” Wide Boy Topper)		
A560 ST – Slant Top (with optional 24” LCD Topper)		
Software Details - 2		
Game	Base	BIOS
GDNSX11J	NX1D1E0E	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		
<ol style="list-style-type: none"> 1. This game must only be configured with either the standard button panel or the 15 button panel (but not the 10 button OLED panel). 2. The A560 Topper must be installed on the A560X-L platform when operating this game. 3. The 32” Wide Boy Topper Cabinet must be installed on the A560 Lowboy platform then operating this game. 		
Game Details 2		
Game Name	The Magnificent 7 (4 iSAP Levels)	
Specification Number	44.BF190	
Gaming Machine Type	iSAP	
Game Type	Spinning Reel	
Technical 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	

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Software Details 1		
Game	Base	BIOS
GDNSF72B	NX1H2I9O	A003E002
Platform/Cabinet Details		
A560-H – High Boy (with primary 22” LCD, secondary 22” LCD, optional A560 19” LCD Topper, optional Oval Topper, configured with either ticket printer and/or hopper option)		
A560-L – Low Boy (with primary 22” LCD and A560 19” LCD Topper, configured with either ticket printer and/or hopper option)		
A560 ST – Slant Top (with primary 24” LCD, Secondary 27” LCD, optional 24” LCD Topper, configured with Ticket Printer only))		
Software Details - 2		
Game	Base	BIOS
GDNSF72B	NXD1E0E	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 either the standard button panel or the 15 button panel (but not the 10 button OLED panel).		
2. The A560 Topper must be installed on the A560X-L platform when operating this game.		
Device Details		
Device Name	Game Shell/BIOS	
Category	Supporting Function	
Type	System Software	
Technical Standards	NS 10.3 + NSW Appendix (dated 24/04/13); NSW CPTS 2.3; TITO Technical standard V4.20 NSW Jackpot Technical standards Rev 1.3	
Software details:		
Function	Identifier	
Base	NX1D1E0E	
BIOS	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)		
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)		
Application Reference No.	44-A0929/S01	

New Gaming Machine					
Game Name		Catch'M If You can (4 iSAP Levels)			
Specification Number		35.B0015			
Manufacturer		Bally Technologies ANZ Pty Ltd			
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%
99	1c, 2c	85.78	SC1, SC2	3.797333	89.58
1	1c, 2c	86.64	SC1, SC2	3.797333	90.44
2	1c, 2c	87.38	SC1, SC2	3.797333	91.18
3	1c, 2c	88.16	SC1, SC2	3.797333	91.97
Software Details – 1					
Game			BIOS		
5015FBBE			227274D		
Platform/Cabinet Details					
ALPHA II – Alpha Pro Upright AP-1 (V32 with/without ALPHA PRO TOPPER)					
Software Details - 2					
Game			BIOS		
5015FBBE			231326D		
Platform/Cabinet Details					
Alpha pro Hybrid AH-1 (V40 with/without ALPHA PRO TOPPER)					
Application Reference No.		35-A1009/S01			

New Gaming Machine					
Game Name		Fine Rubies – Jackpot Vault (4 iSAP Levels)			
Specification Number		35.B0014			
Manufacturer		Bally Technologies ANZ 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	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%
9	1c	84.22-84.26	SC001	5.305377	89.53-89.57
10	1c	84.51-84.55	SC004	5.823667	90.33-90.37
11	1c	84.79-84.83	SC007	6.341646	91.13-91.17
12	1c	85.07-85.11	SC010	6.860306	91.93-91.97
89	1c, 2c	84.22-84.26	SC002, SC003	5.314820	89.54-89.58
90	1c, 2c	84.51-84.55	SC005, SC006	5.833167	90.34-90.38
91	1c, 2c	84.79-84.83	SC008, SC009	6.351700	91.14-91.18
92	1c, 2c	85.07-85.11	SC011, SC012	6.870420	91.94-91.98
Software Details – 1					
Game			BIOS		
ARJVNS1B			SBAL2004, SBAL2105		
Platform/Cabinet Details					
ALPHA II – Alpha Pro Upright AP-1 (V32 with/without ALPHA PRO TOPPER)					
Software Details - 2					
Game			BIOS		
ARJVNS1B			SBAL2105		
Platform/Cabinet Details					
Alpha Pro Hybrid AH-1 (V40 with/without ALPHA PRO TOPPER)					
Application Reference No.		35-A1002/S01			

New Gaming Machine					
Game Name		Mammoth King (3 iSAP Levels)			
Specification Number		35.B0017			
Manufacturer		Bally Technologies ANZ Pty Ltd			
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	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%
89	1c, 2c	83.56-83.62	SC001, SC00	5.825559	89.39-89.44
90	1c, 2c	83.94-83.99	SC003, SC004	6.501193	90.44-90.49
91	1c, 2c	84.25-84.30	SC005, SC006	6.966000	91.21-91.27
92	1c, 2c	84.54-84.59	SC007, SC008	7.390482	91.93-91.99
Software Details – 1					
Game			BIOS		
AMAKNS1A			SBAL2004, SBAL2105		
Platform/Cabinet Details					
ALPHA II – Alpha Pro Upright AP-1 (V22/22 with/without ALPHA PRO TOPPER)					
ALPHA II – Alpha Pro Slant Top AS-1 (V22/26 with/without ALPHA PRO TOPPER)					
Software Details - 2					
Game			BIOS		
AMAKNS1A			SBAL2105		
Platform/Cabinet Details					
Alpha Pro Hybrid AH-1 (V27/27 with/without ALPHA PRO TOPPER)					
Alpha Pro Hybrid AH-1 (V40 with/without ALPHA PRO TOPPER)					
Application Reference No.		35-A1012/S01			

New Multigame Gaming Machine				
Game Name	Multideluxe – Kings Coins			
Specification Number	35.DG005			
Manufacturer	Bally Technologies ANZ Pty Ltd			
Category	Gaming Machine			
Gaming Machine Type	MGGM – Multi Denom – iSAP			
Game Type	Spinning Reel			
Game Identifier	MDKNSW1E			
Technical Standards Submission Standards	NS Rev 10.3 + NSW Appendix (dated 24/04/13) NSW CPTS 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 (selectable by player)			
Component Game Set Details				
Game Number	Game Name			BCV
1	Golden Relics			5c
2	Golden Relics			10c
3	Luxury Dreams			5c
4	Luxury Dreams			10c
5	Mystic Gold			5c
6	Mystic Gold			10c
7	Egypt Rising			5c
8	Egypt Rising			10c
Multi-Game Combination				
MGC	CRP%	Game Number	Variation	SDB RTP%
1	89.85	1, 2	89	89.75
		3, 4		89.75
		5, 6		89.91
		7, 8		89.94
2	90.24	1, 2	99	90.14
		3, 4		90.14
		5, 6		90.31
		7, 8		90.33
3	90.88	1, 2	90	90.78
		3, 4		90.78
		5, 6		90.94
		7, 8		90.97
4	91.24	1, 2	91	91.15
		3, 4		91.14
		5, 6		91.31
		7, 8		91.33

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5	91.89	1, 2	92	91.80
		3, 4		91.79
		5, 6		91.96
		7, 8		91.98
Platform/Cabinet Details				
SL-V > Equinox				
Application Reference No.		35-A0984/S01		

New Gaming Machine					
Game Name		Sea Maiden (3 iSAP Levels)			
Specification Number		35.B0016			
Manufacturer		Bally Technologies ANZ Pty Ltd			
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	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%
89	1c, 2c	83.61-83.66	SC1001, SC1002	5.825559	89.43-89.48
90	1c, 2c	83.98-84.03	SC2001, SC2002	6.501193	90.49-90.54
91	1c, 2c	84.29-84.34	SC3001, SC3002	6.966000	91.26-91.31
92	1c, 2c	84.59-84.64	SC4001, SC4002	7.390482	91.98-92.03
Software Details – 1					
Game			BIOS		
ASEMNS1B			SBAL2004, SBAL2105		
Platform/Cabinet Details					
ALPHA II – Alpha Pro Upright AP-1 (V22/22 with/without ALPHA PRO TOPPER)					
ALPHA II – Alpha Pro Slant Top AS-1 (V22/26 with/without ALPHA PRO TOPPER)					
Software Details - 2					
Game			BIOS		
ASEMNS1B			SBAL2105		
Platform/Cabinet Details					
Alpha Pro Hybrid AH-1 (V27/27 with/without ALPHA PRO TOPPER)					
Alpha Pro Hybrid AH-1 (V40 with/without ALPHA PRO TOPPER)					
Application Reference No.		35-A1011/S01			

New Gaming Machine & Updated Supporting Software					
Game Name		Eastern Treasures 2 (2 iSAP Levels)			
Specification Number		18.B0716			
Manufacturer		IGT (Australia) Pty Ltd			
Gaming Machine Type		iSAP			
Game Type		Spinning Reel			
Game Identifier		XA1A00GA/RA			
Technical Standards Submission Standards		NS Rev 10.3 + NSW Appendix Rev 10.3 NSW CPTS Rev 2.4; 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		\$9.60			
Base Credit Value		1c, 2c, 4c			
Variation Details					
Var	BCV	Game RTP%	Setting Combination	iSAP RTP%	Min - Max RTP%
2	1c, 2c, 4c	86.98	SC0201, SC0202, SC0204	4.004916	90.99
3	1c, 2c, 4c	86.98	SC0301, SC0302, SC0304	4.951003	91.93
7	1c, 2c, 4c	86.98	SC0701, SC0702, SC0704	3.504916	90.49
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.					
Device Details					
Device Name		AVP BC20 Shell (Shell, OS & BIOS)			
Category		Supporting Function			
Type		System Software			
Technical Standards Submission Standards		NS Rev 10.3 + NSW Appendix (dated 24/04/13) NSW CPTS Rev 2.4; TITO Technical Standard V4.20 NSW Jackpot Technical Standard Rev 1.3			
Software details:					
Shell		AP010811			
Platform/Cabinet Details					
AVP BC20 – Video Top, Portrait Top					
AVP ST22 – Video Slant Top					
AVPC – Video Top					
Universal – Slant Top					
Application Reference No.		18-A5414/S01			

New Multigame Gaming Machine				
Game Name	Multistar Champion Series			
Specification Number	18.DG005			
Manufacturer	IGT (Australia) Pty Ltd			
Gaming Machine Type	MGGM – Multi Denomination – iSAP			
Game Type	Spinning Reel			
Game Identifier	XA0000GA/RA/RB			
Technical Standards	NS Rev 10.3 + NSW Appendix (dated 24/04/13)			
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			
Base Credit Value	1c, 5c, 20c, \$1.00 (selectable by player)			
Component Game Set Details				
Game Number	Game Name			BCV
1	Ultra Chance Blue Moon			1c
2	Mayan Spirit			5c
3	Mayan Spirit			1c
4	Mighty Dragon			1c
5	Dragon Master			5c
6	Dragon Master			1c
7	Way of Shogun			\$1.00
8	Way of Shogun			20c
9	Heavyweight Champion			\$1.00
10	Heavyweight Champion			20c
Multi-Game Combination				
MGC	CRP%	Game Number	Variation	SDB RTP%
1	90.01	1	4	88.01
		2, 3		90.51
		4		90.51
		5, 6		90.75
		7, 8		92.01
		9, 10		92.01
Platform/Cabinet Details				
AVP BC20 – Video Top Universal – Slant Top				
Specific Approval Conditions				
<ol style="list-style-type: none"> The 'Dynamic Button Panel Assembly' must be installed for this game when operating on the given platforms. This game may operate with the optional Multilayer Display on the AVP BC20 Video Top platform. 				
Application Reference No.	18-A5404/S01			

New Gaming Machine					
Game Name		Mighty Dragon 2 (2 iSAP Levels)			
Specification Number		18.B0717			
Manufacturer		IGT (Australia) Pty Ltd			
Gaming Machine Type		iSAP			
Game Type		Spinning Reel			
Game Identifier		XA1900GA/RA			
Technical Standards		NS Rev 10.3 + NSW Appendix Rev 10.3			
Submission Standards		NSW CPTS Rev 2.4; 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		\$4.80			
Base Credit Value		1c, 2c			
Variation Details					
Var	BCV	Game RTP%	Setting Combination	iSAP RTP%	Min - Max RTP%
2	1c, 2c	87.03	SC0201, SC0202,	3.918590	90.95
3	1c, 2c	87.03	SC0301, SC0302,	4.880128	91.91
7	1c, 2c	87.03	SC0701, SC0702,	3.418590	90.45
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.					
Application Reference No.		18-A5413/S01			

New Multigame Gaming Machine				
Game Name	Multistar Champion Series Gold			
Specification Number	18.DG004			
Manufacturer	IGT (Australia) Pty Ltd			
Gaming Machine Type	MGGM – Multi Denomination – iSAP			
Game Type	Spinning Reel			
Game Identifier	X97810GA/RA/RB			
Technical Standards Submission 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			
Progressive Levels Supported	iSAP	Type	Levels	Wins Transferred to Total Wins meter
	Yes	Standard	3	Yes
Maximum Bet Value	\$10.00			
Base Credit Value	1c, 2c, 5c, 20c, \$1.00 (selectable by player)			
Component Game Set Details				
Game Number	Game Name			BCV
1	Dancing Lion 2			1c
2	Dancing Lion 2			2c
3	Crown of Egypt			1c
4	King of the Castle 2			20c
5	King of the Castle 2			\$1.00
6	Taipan			\$1.00
7	Ultra Chance Navaho Legend			1c
8	Ultra Chance Navaho Legend			2c
9	Major Money & the Outback Adventure			1c
10	Major Money & the Outback Adventure			5c
Multi-Game Combination				
MGC	CRP%	Game Number	Variation	SDB RTP%
1	90.19	1, 2	1	88.20
		3		89.17
		4, 5		92.17
		6		92.18
		7, 8		90.69
		9, 10		90.69
Platform/Cabinet Details				
AVP BC20 – Video Top Universal – Slant Top				
Specific Approval Conditions				
The 'Dynamic Button Panel Assembly' must be installed for this game when operating on the given platforms.				
Application Reference No.	18-A5402/S01, /S02			