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 N	ame		Frontier Fever (1 Linked + 2 iSAP Levels)				
Specifica	ation N	lumber	44.HF164	·			
LPJS Spe	cificat	ion Number	44.YA007				
Manufac	cturer		Ainsworth	Game Te	chnolo	ogy Limited	
Gaming	Machi	ne Type	SFS – iSAP				
Game Ty	/pe		Spinning R	eel			
Game Id	entifie	r	GDNSOV1	G			
Technica	al Stan	dards	NS Rev 10.	3 + NSW /	Appen	dix Rev 10.3	
Submiss	ion Sta	ındards	NSW CPTS	Rev 2.3; 7	TITO T	echnical Star	ndard V4.20
			NSW Jackpot Technical Standard Rev 1.3				
Progress	sive Le	vels	iSAP	Type		Levels	Wins Transferred to
Support	ed						Total Wins meter
			Yes	Standard		2	Yes
			Link	ed		Туре	Levels
			Yes			Standard	1
Maximu	m Bet	Value	\$8.40				
Base Cre	dit Va	lue	1c, 2c				
Variatio	n Deta	ils					
Var E	3CV	Game RTP%	Setting (Combinat	ion	iSAP RTP%	Min - Max RTP%
37 10	c, 2c	86.01	SC37-1	Lc, SC37-2	С	4.072731	90.08
38 10	c, 2c	86.68	SC38-1	Lc, SC38-2	С	3.914756	90.59

A560X—S32 (with Primary 32" LCD, optional Secondary A560 LCD Topper, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)

- 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

gaine.	
Application Reference No.	44-A0921/S01

New	New Standard Linked Gaming Machine							
Gam	e Name		Frontier Fo	ortune (1 L	inked	l + 2 iSAP Lev	els)	
Spec	ification N	lumber	44.HF165					
LPJS	Specificat	ion Number	44.YA007					
Man	ufacturer		Ainsworth	Game Tec	hnolo	ogy Limited		
Gam	ing Machi	пе Туре	SFS – iSAP					
Gam	е Туре		Spinning R	eel				
Gam	e Identifie	er	GDNSOY10	2				
Tech	nical Stan	dards	NS Rev 10.	3 + NSW A	pper	ndix Rev 10.3		
Subr	mission Sta	andards	NSW CPTS	Rev 2.3; T	ITO T	echnical Star	ndard V4.20	
			NSW Jackpot Technical Standard Rev 1.3					
Prog	ressive Le	vels	iSAP	Туре		Levels	Wins Transferred to	
Supp	orted						Total Wins meter	
			Yes	Standard		2	Yes	
			Link	ed		Type	Levels	
			Yes			Standard 1		
Max	imum Bet	Value	\$8.40					
Base	Credit Va	lue	1c, 2c					
Varia	ation Deta	ils						
Var	BCV	Game RTP%	Setting (Combinati	on	iSAP RTP%	Min - Max RTP%	
37	1c, 2c	86.01	SC37-1	Lc, SC37-20	0	4.072731	90.08	
38	1c, 2c	86.68	SC38-1	Lc, SC38-20	С	3.914756	90.59	

A560X—S32 (with Primary 32" LCD, optional Secondary A560 LCD Topper, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)

- 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	New Standard Linked Gaming Machine								
Gam	e Name		Frontier Wild West (1 Linked + 2 iSAP Levels)						
Spec	ification N	lumber	44.HF166						
LPJS	Specificat	ion Number	44.YA007						
Man	ufacturer		Ainsworth	Game Ted	hnol	ogy Limited			
Gam	ing Machi	ne Type	SFS – iSAP						
Gam	е Туре		Spinning R	eel					
Gam	e Identifie	er	GDNSOD1	E					
Tech	nical Stan	dards	NS Rev 10.	.3 + NSW A	Apper	ndix Rev 10.3			
Subr	mission Sta	andards	NSW CPTS	Rev 2.3; T	TOTI	echnical Star	ndard V4.20		
			NSW Jackpot Technical Standard Rev 1.3						
Prog	ressive Le	vels	iSAP	Type		Levels	Wins Transferred to		
Supp	orted						Total Wins meter		
			Yes	Standard		2	Yes		
			Link	ed		Type	Levels		
			Yes			Standard	1		
Max	imum Bet	Value	\$8.40						
Base	Credit Va	lue	1c, 2c						
Varia	ation Deta	ils							
Var	BCV	Game RTP%	Setting (Combinati	on	iSAP RTP%	Min - Max RTP%		
37	1c, 2c	86.01	SC37-1	Lc, SC37-2	С	4.072731	90.08		
38	1c, 2c	86.68	SC38-1	Lc, SC38-2	С	3.914756	90.59		

A560X—S32 (with Primary 32" LCD, optional Secondary A560 LCD Topper, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)

- 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 Gam	New Gaming Machine								
Game Nar	me		Knight's Honor (4 iSAP Levels)						
Specificat	ion Num	ber	44.BF2	209					
Manufact	urer		Ainsw	orth G	Game Technology	y Lim	ited		
Gaming N	lachine '	Туре	iSAP						
Game Typ	е		Spinni	ng Re	els				
Technical	Standar	ds	NS 10.	3 + N:	SW Appendix Re	v 10.	3; NSW CF	PTS I	Rev 2.3;
Submissio	n Stand	ards	TITO T	echni	cal Standard V4.	20; N	ISW Jackp	ot T	S Rev 1.3
Progressiv	ve Levels	S	iSA	Р	Туре	L	.evels	Wi	ins Transferred to
Supported	Supported							Т	otal Wins meter
			Yes		Standard	4			Yes
Maximum	n Bet Val	lue		\$10.00					
Base Cred	lit Value			1c, 2c					
Variation	Details								
Var	BCV	Gam	e RTP%	RTP% Setting Combination		n i	SAP RTP9	6	Min/Max PRTP%
51	1c, 2c	5	2.32	S	SC51-1c, SC51-2c		38.67315	1	91.00
53	1c, 2c	5	2.26	S	SC53-1c, SC53-2c		38.175575		90.43
54 1c, 2c 51.78			SC54-1c, SC54-2c			37.407607	7	89.19	
Software	Details -	- 1							
G	Game			Base			BIOS		
GDN	ISKU1D			NX1I2I9P A003E002			003E002		

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)

- 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
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N. 6								
New Gan	ning ivlaci	New Gaming Machine						
Game Name Mammoth Wilds (4 iSAP Levels)								
Specification Number 44.BF206								
Manufac	turer		Ainsw	orth (Game Technology	Lim	nited	
Gaming I	Machine '	Туре	iSAP					
Game Ty	ре		Spinni	ng Re	els			
Game Ide	entifier		GDNS	ΓL1F				
Technica	l Standar	ds	NS 10.	3 + N	SW Appendix Rev	<i>/</i> 10	.3	
Submissi	on Stand	ards	NSW CPTS Rev 2.3; TITO Technical Standard V4.20					
			NSW Jackpot Technical Standard Rev 1.3					
Progress	ive Levels	5	iSAP		Type		Levels \	Wins Transferred to
Supporte	ed							Total Wins meter
				S	Canadanal		4	Voc
			<u> </u>	Standard		4	Yes	
Maximur	n Bet Va	ue		\$10.	l.		4	res
Maximur Base Cre					00		4	res
	dit Value			\$10.	00		4	res
Base Cre	dit Value		e RTP%	\$10. 1c, 2	00	on	iSAP RTP%	
Base Cre Variation	dit Value Details	Gam		\$10. 1c, 2	00 2c			
Base Cre Variation Var	dit Value Details BCV	Gam	e RTP%	\$10. 1c, 2	00 2c etting Combinati	С	iSAP RTP%	Min/Max PRTP%
Base Cre Variation Var 51	Details BCV 1c, 2c	Gam (64	e RTP% 4.25	\$10. 1c, 2	00 c etting Combinati SC51-1c, SC51-2	C C	iSAP RTP% 26.759871	Min/Max PRTP% 91.01

 $A560X-S32 \ \ (with \ Primary \ 32'' \ LCD \ , \ optional \ Secondary \ A560 \ LCD \ Topper, \ optional \ Oval \ Topper, \ Configured \ with \ either \ Ticket \ Printer \ and/or \ Hopper \ option)$

- 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.

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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 3	A560-L – Low Boy (with 32" Wide Boy Topper)							
A560 ST – Slant Top (with	n optional 24" LCD Topper)							
Software Details - 2								
_	_							

GDNSX11J Platform/Cabinet Details

Game

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)

BIOS

B001E001

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

Base

NX1D1E0E

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

- 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 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							
Туре	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
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New	Gaming N	1achine							
Game Name Catch'M If You can (4 iSAP Levels)									
Specification Number 35.B0015									
Manufacturer Bally Technologies ANZ Pty Ltd									
Gam	ing Machi	ne Type	iSAP			-			
Gam	е Туре		Spinn	ing Re	el				
Tech	nical Stan	dards	NS Re	ev 10.3	+ NSW	Appendix	x Rev 10.3		
Subn	nission Sta	andards	NSW	CPTS R	ev 2.3;	TITO Tec	hnical Standar	d V4.	.20
			NSW	Jackpo	t Techr	nical Stand	dard Rev 1.3		
Prog	ressive Le	vels	iS	AP	Ty	ype	Levels	Wir	ns Transferred to
Supp	orted							To	otal Wins meter
			Y	es	Star	ndard	4		Yes
Max	imum Bet	Value	\$10.0	00					
Base	Credit Va	lue	1c, 2d	1c, 2c					
Varia	ation Deta	ils							
Var	BCV	Game R		Settir	_	bination	iSAP RTP%	5	Min - Max RTP%
99	1c, 2c	85.78	3		SC1, S	C2	3.797333		89.58
1	1c, 2c	86.64	4		SC1, S	C2	3.797333		90.44
2	1c, 2c	87.38	3		SC1, S		2 3.797333		91.18
3	1c, 2c	88.10	5		SC1, S	C2	3.797333		91.97
Soft	ware Deta	ils – 1				1			
		Game	<u> </u>				BI		
		5015FB					2272	274D	
	orm/Cabi								
			ight AF	P-1 (V32	with/wi	thout ALPH	A PRO TOPPER)		
Soft	ware Deta	ils - 2				I			
	Game BIOS								
		5015FB					2313	326D	
	Platform/Cabinet Details Alpha pro Hybrid AH-1 (V40 with/without ALPHA PRO TOPPER)								
•							R)		
Appl	ication Re	ference N	0.	35-A	1009/S	01			

New Gaming Machine									
Game Name Fine Rubies – Jackpot Vault (4 iSAP Levels)									
Specification Number 35.80014									
Manufacturer Bally Technologies ANZ Pty Ltd									
	ing Machi	ne Type	iSAP		5.08.00	· · · · - · · · · · · ·	<u> </u>		
	e Type		Spinni	ing Re	el				
	nical Stan	dards	 			Appendix	Rev 10.3		
	nission Sta						hnical Standar	d V4.20	
							dard Rev 1.3		
Prog	ressive Le	vels	iSA	•		уре	Levels	Wins Transferr	ed to
_	orted				,			Total Wins me	eter
			Ye	!S	Stai	ndard	4	Yes	
Max	imum Bet	Value	\$10.0	0					
Base	Credit Va	lue	1c, 2c						
Variation Details									
Var	BCV	Game F	RTP%	Setti	ng Con	bination	iSAP RTP%	Min - Max F	₹TP%
9	1c	84.22-8	34.26		SC001		5.305377	89.53-89.	57
10	1c	84.51-8	34.55	SC004)4	5.823667	90.33-90.	37
11	1c	84.79-8	34.83	SC00)7	6.341646	91.13-91.	17
12	1c	85.07-8	35.11	SC01		LO	6.860306	91.93-91.	97
89	1c, 2c	84.22-8	34.26	SC002, S		C003	5.314820	89.54-89.	58
90	1c, 2c	84.51-8	34.55	SC005, S		C006	5.833167	90.34-90.	38
91	1c, 2c	84.79-8	34.83	SC008, S			6.351700	91.14-91.	18
92	1c, 2c	85.07-8	35.11	S	CO11, S	C012	6.870420	91.94-91.	98
Soft	ware Deta	ils – 1				T			
		Game					BI	OS	
		ARJVNS					SBAL2004, SBAL2105		
	form/Cabii								
ALPF	HA II – Alph	na Pro Upr	ight AP	-1 (V32	with/wi	thout ALPH	A 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/S					01				

New Gaming Machine									
Game Name Mammoth King (3 iSAP Levels)									
Specification Number 35.B0017									
Man	ufacturer		Bally T	echno	ologies	ANZ Pty L	td		
Gam	ing Machi	пе Туре	iSAP			-			
Gam	е Туре		Spinnii	ng Re	el				
Tech	nical Stan	dards	NS Rev	/ 10.3	+ NSW	Appendix	x Rev 10.3		
Subn	nission Sta	andards	NSW C	PTS R	Rev 2.3;	TITO Tecl	hnical Standar	d V4.20	
			NSW J	ackpo	t Techr	ical Stand	dard Rev 1.3		
Prog	ressive Le	vels	iSA	Р	Ty	/pe	Levels	Wins Tr	ansferred to
Supp	orted							Total V	Vins meter
			Yes	S	Star	ndard	3		Yes
Maxi	imum Bet	Value	\$8.00						
Base	Credit Va	lue	1c, 2c						
Varia	ation Deta	ils					_		
Var	BCV	Game F	RTP%			bination	iSAP RTP%	Min	- Max RTP%
89	1c, 2c	83.56-8	33.62		SC001,	SC00	5.825559	89	.39-89.44
90	1c, 2c	83.94-8	3.99	S	C003, S	C004	6.501193	90	.44-90.49
91	1c, 2c	84.25-8	34.30	S	C005, S	C006	6.966000 91.21-91.27		
92	1c, 2c	84.54-8	34.59	S	C007, S	C008	7.390482	91	.93-91.99
Softv	ware Deta	ils – 1							
		Game	:				BI	OS	
		AMAKNS	51A				SBAL2004,	SBAL210	5
	•	net Details							
							LPHA PRO TOPPE		
	•		t Top A	S-1 (V	22/26 wi	th/without	ALPHA PRO TOP	PER)	
Softv	ware Deta	ils - 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)								
			-				R)		
Application Reference No. 35-A1012/S01									

New M	ultigame Ga	ming	Machine							
Game N	_	8	Multideluxe – Kings Coins							
Specific	ation Numb	er	35.DG005							
Manufa			Bally Technologies ANZ Pty Ltd							
Catego	ry		Gaming Mad							
	Machine T	ype	MGGM – M		า – iSA	.P				
Game 1			Spinning Re	el						
Game I	dentifier		MDKNSW1E							
Technic	al Standard	s	NS Rev 10.3	+ NSW Ap	pendi	x (dated	24/0	4/13)		
Submis	sion Standa	rds	NSW CPTS 2							
			NSW Jackpo	t Technica	l Stan	dard Rev	1.3			
Progres	sive Levels		iSAP	Туре	:	Leve	ls	Wins Transferred to		
Suppor	ted							Total Wins meter		
			Yes	Standa	ırd	4		Yes		
Maxim	um Bet Valւ	ie	\$10.00							
Base Cr	edit Value		5c, 10c (sele	ctable by	player)				
Compo	nent Game	Set D	etails							
Game	Number		Gar	ne Name				BCV		
	1			den Relics				5c		
	2		Gold	den 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		
	ame Combi									
MGC	CRP%		Game Number		V	Variation		SDB RTP%		
			1, 2		89		-	89.75		
1	89.85		3, 4					89.75		
			5, 6			-	89.91			
			7, 8	5				89.94		
			1, 2					90.14		
2	90.24		3, 4			99		90.14		
	30.24		5, 6	j		33		90.31		
			7, 8	3				90.33		
			1, 2)				90.78		
3 90.88		3, 4			00		90.78			
		5, 6		90		90.94				
			7, 8					90.97		
			1, 2					91.15		
_			3, 4			0.5	f	91.14		
4	91.24		5, 6			91		91.31		
			7, 8				f	91.33		
	1		7,0							

Continued...

	91.89	1, 2	1, 2							
5		3, 4	റാ	91.79						
		5, 6	92	91.96						
		7, 8		91.98						
Platfori	Platform/Cabinet Details									
SL-V > E	SL-V > Equinox									
Applica	tion Reference N	o. 35-A0984/S01								

Sea Maiden (3 iSAP Levels)										
Specification Number 35.80016 Sanufacturer Bally Technologies ANZ Pty Ltd	New Gaming Machine Sea Maiden (3 iSAP Levels)									
Manufacturer					,					
Gaming Machine Type			lumber							
Spinning Rec Spinning Rec				-	echno	ologies	ANZ Pty L	_td		
NS Rev 10.3 + NSW Appendix Rev 10.3 NSW CPTS Rev 2.3; TITO Technical Standard	Gam	ing Machi	ne Type	iSAP						
NSW CPTS Type Levels Standards NSW CPTS Type Levels Standard Rev 1.3	Gam	е Туре		Spinni	ng Re	el				
NSW Jackpot Technical Standard Rev 1.3 Progressive Levels SISAP Type Levels Wins Transferred to Total Wins meter	Tech	nical Stan	dards	NS Rev	v 10.3	+ NSW	Appendi	x Rev 10.3		
Properior Pro	Subr	nission Sta	andards	NSW C	CPTS R	Rev 2.3;	TITO Tec	hnical Standar	d V4.2	20
Supported Total Wins meter Yes Standard 3 Yes Maximum Bet Value \$8.00 Base Credit Value 1c, 2c Variation Details Variation Details Variation Details Variation Details Variation Details Variation Details Setting Combination iSAP RTP% Mina Max RTP% Setting Combination iSAP RTP% Mina Max RTP% 90				NSW J	ackpo	t Techr	nical Stan	dard Rev 1.3		
Yes Standard 3 Yes Maximum Bet Value \$8.00 Base Credit Value 1c, zc Variation Details Var BCV Game RTP% Setting Combination is SAP 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 ASEMNS1B SBAL2004, SBAL2105 Platform/Cabinet Details ALPHA II - Alpha Pro Upright AP-1 (V22/22 with/without ALPHA PRO TOPPER) Software Details - 2 Game BIOS ASEMNS1B SBAL2105 Platform/Cabinet Details ASEMNS1B SBAL2105 Platform/Cabinet Details ASEMNS1B SBAL2105 Platform/Cabinet Details ASEMNS1B SBAL2105	Prog	ressive Le	vels	iSA	P	Ty	ype	Levels	Win	s Transferred to
Maximum Bet Value S8.00	Supp	orted							To	tal Wins meter
Name				Ye	S	Star	ndard	3		Yes
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) 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)	Max	imum Bet	Value	\$8.00						
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 ASEMNS1B SBAL2004, SBAL2105 Software Details - 2 Game BIOS ASEMNS1B SBAL2105 Platform/Cabinet Details 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)	Base	Credit Va	lue	1c, 2c						
1c, 2c	Varia	ation Deta	ils							
90	Var	BCV	Game F	RTP%	Setti	ng Com	bination	iSAP RTP%	5 N	Min - Max RTP%
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)	89	1c, 2c	83.61-8	3.66	SC	1001, 5	C1002	5.825559		89.43-89.48
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) 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)	90	1c, 2c	83.98-8	34.03	SC	2001, 9	C2002	6.501193		90.49-90.54
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)	91	1c, 2c	84.29-8	34.34	SC	3001, 9	C3002	6.966000		91.26-91.31
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)	92	1c, 2c	84.59-8	34.64	SC	24001, S	C4002	7.390482		91.98-92.03
ASEMNS1B 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)	Softv	ware Deta	ils – 1							
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)			Game)				BI	OS	
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)			ASEMNS	1B				SBAL2004,	SBAL	2105
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)	Platf	orm/Cabi	net Details	5						
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)	ALPH	IA II – Alpł	na Pro Upr	ight AP-	·1 (V22	2/22 with	/without A	LPHA PRO TOPPE	R)	
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)	ALPH	IA II – Alpł	na Pro Slan	t Top A	S-1 (v	22/26 wi	th/without	ALPHA PRO TOP	PER)	
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)	Softv	ware Deta	ils - 2							
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)		Game BIOS								
Alpha Pro Hybrid AH-1 (V27/27 with/without ALPHA PRO TOPPER) Alpha Pro Hybrid AH-1 (V40 with/without ALPHA PRO TOPPER)		ASEMNS1B SBAL2105								
Alpha Pro Hybrid AH-1 (V40 with/without ALPHA PRO TOPPER)	Platform/Cabinet Details									
Application Reference No. 35-A1011/S01	Alph	a Pro Hybr	rid AH-1 (V	40 with/v	vithout	t Alpha i	PRO TOPPE	R)		
	Appl	ication Re	ference N	0.	35-A	1011/S	01			

New Gaming Machine & Updated Supporting Software										
Game Name			Eastern Treasures 2 (2 iSAP Levels)							
Specification Number			18.B0716							
Manufacturer			-		ia) Pty Ltd					
Gaming Machine Type			iSAP	, (050, 01	,					
	е Туре	- 7,6-	-	ning Re	 el					
	e Identifier			\00GA/						
Tech	nical Standa	ards	_	•	+ NSW Appendi	x Re	v 10.3			
Subr	nission Stan	ndards			Rev 2.4; TITO Tec			d V4.2	20	
					t Technical Stan					
Prog	ressive Leve	els	iS	AP	Туре	Levels		Win	s Transferred to	
Supp	orted							Total Wins meter		
			Υ	'es	Standard	2		Yes		
Max	imum Bet V	'alue	\$9.6)						
Base	Credit Valu	ie	1c, 2	1c, 2c, 4c						
Varia	ation Details	s								
Var	BCV	Game	RTP%	P% Setting Combination			isap RTP	% N	Min - Max RTP%	
2	1c, 2c, 4c	86.9	98)1, SC0202, SC02		4.004916		90.99	
3	1c, 2c, 4c	86.9	98	SC030	SC0301, SC0302, SC0304		4.951003		91.93	
7	1c, 2c, 4c	86.9		8 SC0701, SC0702, SC0704			3.50491	5	90.49	
	orm/Cabine		ls							
	BC20 – Vide	•								
	ST22 – Vide		Гор							
	ersal – Slant	•								
-	ific Approva				LAA IVI			VD D 6	2201/11 -	
		perate v	with th	e optio	nal Multilayer D	ispia	ly on the A	AL RC	.20 Video Top.	
-	ce Details		A) (D, D	620 Cl-	- II (Cl II OC O D	10C)				
					ell (Shell, OS & B	105)				
				Supporting Function System Software						
				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							
Softs	Software details:									
Shell AP010811										
Platform/Cabinet Details										
AVP BC20 – Video Top, Portrait Top										
	AVP ST22 – Video Slant Top									
	C – Video To		•							
	ersal – Slant	-								
Application Reference No.				18-A	18-A5414/S01					

Specification Number 18.DG005 18.DG005 18.DG005 18.DG005 18.DG005 18.DG005 18.DG005 18.DG005 18.DG005 19.V Ltd 18.DG005 19.V Ltd 19.DG005 19.V Ltd 19.DG005 19.DG00	New Multigame Gaming Machine									
Specification Number Manufacturer IGT (Australia) Pty Ltd			_							
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 NS Rev 10.3 + NSW Appendix (dated 24/04/13) Submission Standards NS Rev 10.3 + NSW Appendix (dated 24/04/13) Progressive Levels ISAP Type Levels Wins Transferred to Total Wins meter Yes Standard 3 Yes Maximum Bet Value \$10.00 Base Credit Value \$10.00 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 5 Dragon Master 5c 6 Dragon Master 1c 7 Way of Shogun \$1.00 9 Heavyweig										
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 Wins Transferred to Total Wins meter Progressive Levels 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 5c 6 Dragon Master 1c 7 Way of Shogun \$1.00 8 Way of Shogun \$1.00										
Spinning Red Spinning Red			•	, , , ,						
Game Identifier XA0000GA/RA/RB Technical Standards Submission Standards NS Rev 10.3 + NSW Appendix (dated 24/04/13) 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 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 Varia										
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 Yes Standard 3 Yes Maximum Bet Value 1c, 5c, 20c, \$1.00 (selectable by player) Component Game Set Details Game Number Game Name BCV 1										
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 10.55, 20c, \$1.00 (selectable by player) Component Game Set Details 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 \$1.00 9 Heavyweight Champion \$1.00 10 Heavyweight Champion \$20c MICHAIN SUBJECT STANDARD STA										
NSW Jackpot Technical Standard Rev 1.3 Progressive Levels Supported ISAP Type Levels Wins Transferred to Total Wins meter										
Frogressive Levels Supported iSAP Type Levels Total 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) Comport Game Set Details 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 \$1.00 8 Way of Shogun \$20c 9 Heavyweight Champion \$1.00 10 Heavyweight Champion \$20c Multi-Game Combination MGC Game Number Variation SDB RTP% 4 2,3 3 90.51 4	Justinis			·						
Supported Page 1 Total Wins meter Page 1 Yes Standard 3 Yes Maximum Bet Value \$10.00 Base Credit Value 10.5c, 20c, \$1.00 (selectable by player) Comporter Game Set Details BCV BCV 1 Ultra Chance Blue Moon	Progres	sive Levels			Jean					
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 2, 3 90.51 90.51 5, 6 90.75 90.75 92.01	_		.57.11	.,,,,		2010.0				
Maximum Bet Value \$10.00 Base Credit Value 1c, 5c, 20c, \$1.00 (selectable by player) Component Game Set Details BCV 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 2, 3 90.51 4 90.51 90.51 5, 6 7, 8 92.01	ouppo.		Yes	Standar	d	3				
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 \$2.00 Multi-Game Combination MGC CRP% Game Number Variation SDB RTP% 1 2, 3 90.51 90.51 4 90.51 5, 6 7, 8 92.01	Maxim	um Bet Value			<u>. </u>					
Component Game Set Details 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 \$0c Multi-Game Combination Variation SDB RTP% 1 2, 3 90.51 90.51 4 90.51 4 90.75 92.01										
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% 88.01 2, 3 90.51 90.51 4 90.51 90.75 7, 8 92.01										
Mayan Spirit 5c	Gam	e Number	G	ame Name		BCV				
3		1	Ultra C	hance Blue	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 2, 3 90.51 2, 3 90.51 90.51 4 90.75 90.75 7, 8 92.01		2	N	/layan Spirit		5c				
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 88.01 88.01 2, 3 90.51 90.51 4 90.51 90.75 7, 8 92.01		3	N	/layan Spirit		1c				
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 88.01 90.51 2, 3 90.51 90.51 4 90.75 90.75 7, 8 92.01		4	М	ighty Drago		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 88.01 90.51 2, 3 90.51 90.51 4 90.75 90.75 7, 8 92.01		5	Dr	agon Maste		5c				
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 88.01 90.51 2, 3 90.51 90.51 4 90.75 90.75 7, 8 92.01		6	Dr	agon Maste		1c				
9 Heavyweight Champion \$1.00 10 Heavyweight Champion 20c Multi-Game Combination MGC CRP% Game Number Variation SDB RTP% 1 88.01 90.51 2, 3 90.51 90.51 4 90.75 90.75 7, 8 92.01		7	W	ay of Shogu		\$1.00				
10 Heavyweight Champion 20c Multi-Game Combination MGC CRP% Game Number Variation SDB RTP% 1 1 88.01 2, 3 90.51 4 90.51 5, 6 90.75 7, 8 92.01		8	W	ay of Shogu	20c					
Multi-Game Combination MGC CRP% Game Number Variation SDB RTP% 1 88.01 90.51 2, 3 90.51 90.51 4 90.75 90.75 7, 8 92.01		9	Heavy	weight Chan	\$1.00					
MGC CRP% Game Number Variation SDB RTP% 1 88.01 2, 3 90.51 4 90.51 5, 6 90.75 7, 8 92.01		10	Heavy	Heavyweight Champion						
1 90.01 1 88.01 90.51 90.51 90.75 90.75 92.01										
1 90.01 2, 3 90.51 4 90.51 5, 6 90.75 7, 8 92.01	MGC CRP%		Game Nu	Game Number		ariation	SDB RTP%			
1 90.01 4 90.51 5, 6 90.75 7, 8 92.01			1	1			88.01			
1 90.01 5, 6 90.75 7, 8 92.01			2, 3	2, 3			90.51			
5, 6 90.75 7, 8 92.01	1	00.01	4				90.51			
	T	90.01	5, 6	5, 6			90.75			
9, 10 92.01			7,8	7, 8			92.01			
			9, 1	0		92.01				

AVP BC20 - Video Top

Universal – Slant Top

- 1. The 'Dynamic Button Panel Assembly' must be installed for this game when operating on the given platforms.
- 2. This game may operate with the optional Multilayer Display on the AVP BC20 Video Top platform.

Application Reference No.	18-A5404/S01
1	

No. Constant Modeling								
	Gaming Ma	achine						
Game Name			Mighty Dragon 2 (2 iSAP Levels)					
Specification Number			18.B0717					
Manufacturer			IGT (Australia) Pty Ltd					
Gam	ing Machin	е Туре	iSAP					
Gam	е Туре		Spinning Reel					
Gam	e Identifier	1	XA1900GA/RA					
Tech	nical Stand	ards	NS R	ev 10.3	+ NSW Appendi	x Rev 10.3		
Subr	nission Star	ndards	NSW CPTS Rev 2.4; TITO Technical Standard V4.20					
			NSW Jackpot Technical Standard Rev 1.3					
Prog	ressive Lev	els	iS	AP	Туре	Levels	Wins Transferred to	
Supp	oorted						Total Wins meter	
			Υ	es	Standard	2	Yes	
Max	imum Bet V	/alue	\$4.80					
Base	Credit Valu	ıe	1c, 2c					
Varia	ation Detail	s						
Var BCV Game R			RTP%	Setting Combination		iSAP RTP%	Min - Max RTP%	
2 1c, 2c 87.03			3	SC0201, SC0202,		3.918590	90.95	
3	1c, 2c	87.0	3	SC0301, SC0302,		4.880128	91.91	
7 1c, 2c 87.03			3	SC0701, SC0702,		3.418590	90.45	
Platf	Platform/Cabinet Details							
AVP	AVP BC20 – Video Top							
AVP	ST22 – Vide	o Slant T	ор					
Universal – Slant Top								
Specific Approval Conditions								
This	game may o	operate v	vith th	e optio	nal Multilayer D	isplay on the A	VP BC20 Video Top.	
Application Reference No.				18-A5413/S01				

New Multigame Gaming Machine									
Game N			Multistar Champion Series Gold						
Specific	ation Number								
Manufa			IGT (Australia) Pty Ltd						
Gaming	Machine Type	•	MGGM – Multi Denomination – iSAP						
Game T	уре	Spinning Re	Spinning Reel						
Game I	dentifier	X97810GA/I	X97810GA/RA/RB						
Technic	al Standards	NS Rev 10.3	NS Rev 10.3 + NSW Appendix (dated 24/04/13)						
Submis	sion Standards	NSW CPTS F	NSW CPTS Rev 2.3; TITO Technical Standard V4.20						
		NSW Jackpo	NSW Jackpot Technical Standard Rev 1.3						
Progres	sive Levels	iSAP	iSAP Type Levels		Wins Transferred to				
Suppor	ted				Total Wins meter				
		Yes	Standard	3	Yes				
Maxim	um Bet Value	\$10.00							
Base Cr	edit Value	1c, 2c, 5c, 2	1c, 2c, 5c, 20c, \$1.00 (selectable by player)						
Compo	nent Game Set	Details							
Gam	e Number	G	iame Name		BCV				
	1	Da	ancing Lion 2		1c				
	2	Da	ancing Lion 2		2c				
	3	Cro	own of Egypt		1c				
	4	King	of the Castle 2		20c				
	5	King	of the Castle 2		\$1.00				
	6		Taipan		\$1.00				
	7	Ultra Cha	nce Navaho Lego	end	1c				
	8		nce Navaho Lego		2c				
	9	Major Money 8	& the Outback A	dventure	1c				
	10		& the Outback A	5c					
Multi-G	ame Combina	tion			T				
MGC	CRP%	Game Nu		ariation	SDB RTP%				
		1, 2	2		88.20				
		3			89.17				
1	90.19	4, 5	5	1	92.17				
_	30.13	6		-	92.18				
		7, 8			90.69				
			9, 10 90.6						
Platform/Cabinet Details									
	20 – Video Top								
	al – Slant Top								
-	Approval Con			I C					
The 'Dynamic Button Panel Assembly' must be installed for this game when operating on									

18-A5402/S01, /S02

the given platforms.

Application Reference No.