

Australian Capital Territory

Gaming Machine Approval 2015 (No 33)

Notifiable instrument NI2015–501

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 33)*.

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

27 August 2015

New Gaming Machine Platform and Regression Tested Game		
Device Name	A600-H Platform	
Manufacturer	Ainsworth Game Technology Limited	
Category	Gaming Machine	
Type	Hardware Platform	
Technical Standards	NS 10.3 + NSW Appendix (dated 24/04/13)	
Submission Standards	NSW CPTS 2.4; TITO TS V4.20	
Platform / Cabinet Details:		
A600-H (with Primary 23.8" LCD, Secondary 23.8" LCD, optional 24" LCD Topper, Configured with either Ticket Printer and/or Hopper option)		
Previously approved game suitable for operation on this platform		
Game Name	Reels Of Wheels Horsepower (4 iSAP Levels)	
Specification Number	44.BF208	
Type	iSAP	
Technical Details	NS Rev 10.3 + NSW Appendix (dated 24/4/13) NSW CPTS 2.4; NSW JP TS Rev 1.2; TITO TS V4.20	
Software Details		
Game	Base	BIOS
GDNSPR2C	NX1D1E0I	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)		
A600-H (with Primary 23.8" LCD, Secondary 23.8" LCD, optional 24" LCD Topper, Configured with either Ticket Printer and/or Hopper option)		
Application Reference No.	44-A0943/S01	

New Standard Linked Gaming Machine Game					
Game Name		Thunder Diamonds (1 Linked + 2 iSAP Levels)			
Manufacturer		Ainsworth Game Technology Limited			
Specification Number		44.HQG00			
LPJS Specification Number		44.YA007			
Gaming Machine Type		SFS – iSAP			
Game Type		Spinning Reel			
Technical Standards		NS Rev 10.3 + NSW Appendix Rev 10.3			
Submission Standards		NSW CPTS Rev 2.4; NSW Jackpot TS Rev 1.3; TITO TS V4.20			
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		\$10.00			
Base Credit Value		1c, 2c, 5c (selectable by player)			
Variation Details					
Var	BCV	Game RTP%	Setting Combination	iSAP RTP%	Min - Max PRTP%
61	1c	88.61-88.78	SC61-1c	0.750215	89.36-89.53
	2c		SC61-2c	0.750107	
	5c		SC61-5c	0.750043	
Software Details					
Game		Kernel		BIOS	
GDNST51C		NX1D1E0I		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" LCD, optional 24" LCD Topper, Configured with Ticket Printer only)					
Specific Approval Conditions:					
1. The above-mentioned game must be authorised at a BCV of 1 cent only.					
2. The above-mentioned Standard Linked Progressive Game must operate in conjunction with the Standard Linked Progressive Jackpot System, Specification Number 44.YA007, with the approved 'Thunder Wilds' jackpot settings as included in the 'Link Controller Game CF – NXC0302A' and operating with the 'Link Controller Base CF – X422082I'.					
3. The above-mentioned game must operate with the 15 Button OLED Panel.					
4. The A560 Topper must be installed on the A560X-L platforms when operating the above-mentioned game.					
5. The above-mentioned game can be operated with the optional A560 Topper on the A560X-H platforms.					
6. The above-mentioned game can be operated with the optional 24" LCD Topper on the A560X-ST platforms.					
Application Reference No.		44-A0942/S01			

New Standard Linked Gaming Machine Game					
Game Name		Thunder Dragons (1 Linked + 2 iSAP Levels)			
Manufacturer		Ainsworth Game Technology Limited			
Specification Number		44.HQG01			
LPJS Specification Number		44.YA007			
Gaming Machine Type		SFS – iSAP			
Game Type		Spinning Reel			
Technical Standards		NS Rev 10.3 + NSW Appendix Rev 10.3			
Submission Standards		NSW CPTS Rev 2.4; NSW Jackpot TS Rev 1.3; TITO TS V4.20			
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		\$10.00			
Base Credit Value		1c, 2c, 5c (selectable by player)			
Variation Details					
Var	BCV	Game RTP%	Setting Combination	iSAP RTP%	Min - Max PRTP%
61	1c	88.41	SC61-1c	0.750215	89.16
	2c		SC61-2c	0.750107	
	5c		SC61-5c	0.750043	
Software Details					
Game		Kernel		BIOS	
GDNST71C		NX1D1E0I		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" LCD, optional 24" LCD Topper, Configured with Ticket Printer only)					
Specific Approval Conditions:					
1. The above-mentioned game must be authorised at a BCV of 1 cent only.					
2. The above-mentioned Standard Linked Progressive Game must operate in conjunction with the Standard Linked Progressive Jackpot System, Specification Number 44.YA007, with the approved 'Thunder Wilds' jackpot settings as included in the 'Link Controller Game CF – NXC0302A' and operating with the 'Link Controller Base CF – X422082I'.					
3. The above-mentioned game must operate with the 15 Button OLED Panel.					
4. The A560 Topper must be installed on the A560X-L platforms when operating the above-mentioned game.					
5. The above-mentioned game can be operated with the optional A560 Topper on the A560X-H platforms.					
6. The above-mentioned game can be operated with the optional 24" LCD Topper on the A560X-ST platforms.					
Application Reference No.		44-A0945/S01			

New Standard Linked Gaming Machine Game					
Game Name		Thunder Eyes (1 Linked + 2 iSAP Levels)			
Manufacturer		Ainsworth Game Technology Limited			
Specification Number		44.HQG02			
LPJS Specification Number		44.YA007			
Gaming Machine Type		SFS – iSAP			
Game Type		Spinning Reel			
Technical Standards		NS Rev 10.3 + NSW Appendix Rev 10.3			
Submission Standards		NSW CPTS Rev 2.4; NSW Jackpot TS Rev 1.3; TITO TS V4.20			
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		\$10.00			
Base Credit Value		1c, 2c, 5c (selectable by player)			
Variation Details					
Var	BCV	Game RTP%	Setting Combination	iSAP RTP%	Min - Max PRTP%
61	1c	88.45	SC61-1c	0.750215	89.20
	2c		SC61-2c	0.750107	
	5c		SC61-5c	0.750043	
Software Details					
Game		Kernel		BIOS	
GDNST61C		NX1D1E0I		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" LCD, optional 24" LCD Topper, Configured with Ticket Printer only)					
Specific Approval Conditions:					
1. The above-mentioned game must be authorised at a BCV of 1 cent only.					
2. The above-mentioned Standard Linked Progressive Game must operate in conjunction with the Standard Linked Progressive Jackpot System, Specification Number 44.YA007, with the approved 'Thunder Wilds' jackpot settings as included in the 'Link Controller Game CF – NXC0302A' and operating with the 'Link Controller Base CF – X422082I'.					
3. The above-mentioned game must operate with the 15 Button OLED Panel.					
4. The A560 Topper must be installed on the A560X-L platforms when operating the above-mentioned game.					
5. The above-mentioned game can be operated with the optional A560 Topper on the A560X-H platforms.					
6. The above-mentioned game can be operated with the optional 24" LCD Topper on the A560X-ST platforms.					
Application Reference No.		44-A0946/S01			

Regression Tested Games		
Device Name	Gen7 / Gen8 BASE Software (System Software, Linux OS, BIOS)	
Manufacturer	Aristocrat Technologies Australia Pty Ltd	
Category	Supporting Function	
Category Type	System Software	
Technical Standards	NS 10.3 + NSW Appendix (dated 24/04/13) NSW CPTS 2.3; TITO TS V4.20; NSW JP TS Rev 1.3	
Software Details 1		
System	BIOS	BIOS
50002040	590176 1.00.0	590176_01 1.00.7
Platform/Cabinet Details		
Gen7 Viridian – Chop Top, Casino Top (with in-machine LCD) (Configured with either ticket printer and/or hopper option)		
Gen7 Slant – Round Top, Casino Top (with in-machine LCD) (Configured with ticket printer only)		
Gen7 Upgrade XCite – Lowboy (Configured with either ticket printer and/or hopper option)		
Gen7 Upgrade XTreme – Casino Top (with in-machine LCD) (Configured with either ticket printer and/or hopper option)		
Software Details 2		
System	BIOS	BIOS
50002040	2020	2021
Platform/Cabinet Details		
Gen7 Viridian Widescreen – Chop Top, Casino Top (with in-machine LCD) (Configured with either ticket printer and/or hopper option)		
Gen7 Vii Slant – Chop Top, Casino Top (with in-machine LCD) (Configured with ticket printer option)		
Software Details 3		
System	BIOS	BIOS
50002040	6040	6110
Platform/Cabinet Details		
Gen8 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)		
Gen8 Helix Slant – Casino Top (S23/23), Low Boy (S23), Low Boy with Super Screen Top Box (S23/32) (Configured with ticket printer only) or (Configured for CCCE only – no BNA & no printer)		
Regression Tested Games		
Game 1		
Game Name	Wild Lepre'Coins (1 iSAP Level)	
Specification Number	1.BF081	
Type	iSAP – Ante Bet	
Technical Details	NS Rev 10.3 + NSW Appendix Rev 10.3 NSW CPTS Rev 2.3; NSW JP TS Rev 1.3; TITO TS V4.20	

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Software Details 1		
Game	System Software	BIOS
10263067	50002040	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	System Software	BIOS
10263067	50002040	6040 & 6110
Platform/Cabinet Details		
Gen8 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)		
Gen8 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)		
Game 2		
Game Name	Birds Of Pay (1 iSAP Level)	
Specification Number	1.BF082	
Type	iSAP – Ante Bet	
Technical Details	NS Rev 10.3 + NSW Appendix Rev 10.3 NSW CPTS Rev 2.3; NSW JP TS Rev 1.3; TITO T V4.20	
Software Details 1		
Game	System Software	BIOS
10363068	50002040	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	System Software	BIOS
10363068	50002040	6040 & 6110
Platform/Cabinet Details		
Gen8 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)		
Gen8 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-A1582/S01	

New Multi-Game Gaming Machine Game				
Game Name	Dragon's Choice			
Specification Number	1.DG012			
Manufacturer	Aristocrat Technologies Australia Pty Ltd			
Gaming Machine Type	MGGM – Multi Denomination – iSAP			
Game Type	Spinning Reel			
Technical Standards	NS 10.3 + NSW Appendix (dated 24/04/13)			
Submission Standards	NSW CPTS 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	\$10.00			
Base Credit Value	1c, 2c, 5c (selectable by player)			
Component Game Set Details				
Game Number	Game Name			BCV
1	Dragon's Choice			1c
2	Dragon's Choice			2c
3	Dragon's Choice			5c
Multi-Game Combinations				
MGC	CRP%	Game Number	Variation	SDB PRTP%
99	90.70	1	99	90.70
		2	99	90.80
		3	99	90.90
1	90.10	1	1	90.10
		2	1	90.20
		3	1	90.30
2	91.10	1	2	91.10
		2	2	91.20
		3	2	91.30
3	91.70	1	3	91.70
		2	3	91.80
		3	3	91.90
4	92.10	1	4	92.10
		2	4	92.20
		3	4	92.30
5	92.70	1	5	92.70
		2	5	92.80
		3	5	92.90
Software Details 1				
Game	System Software		BIOS	
10163166	50202003		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)				

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Software Details 2		
Game	System Software	BIOS
10163166	50202003	6040 & 6110
<p>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)</p>		
<p>Specific Approval Conditions This MGGM game must only operate on the Gen7 Wide-Screen platform in conjunction with the 'Nteractive Button Midtrim Deck Kit', and on the Gen8 Helix platform in conjunction with the 'Button Deck LCD 13 BTN Assembly'.</p>		
Application Reference No.	01-A1580/S01	

New Gaming Machine Game					
Game Name		Feng Huang (4 iSAP Levels)			
Manufacturer		IGT (Australia) Pty Ltd			
Specification Number		18.B0722			
Gaming Machine Type		iSAP			
Game Type		Spinning Reel			
Game Identifier		GAME_FengHuang_X0A36_0_008.vhd			
Technical Standards		NS Rev 2015 + NSW Appendix Rev 2015			
Submission Standards		ILGA Circular (dated 3/7/15) NSW CPTS Rev 2.4; NSW Jackpot TS Rev 1.3; TITO TS V4.20			
Progressive Levels Supported		iSAP	Type	Levels	Wins Transferred to Total Wins meter
		Yes	Standard	4	Yes
Maximum Bet Value		\$6.80			
Base Credit Value		1c, 2c			
Variation Details					
Var	BCV	Game RTP%	Setting Combination	iSAP RTP%	Min - Max PRTP%
1	1c, 2c	85.79-85.84	SC0101, SC0102	5.149240	90.93-90.99
2	1c, 2c	86.15-86.21	SC0201, SC0202	5.789015	91.94-92.00
3	1c	86.45-86.50	SC0301	6.490369	92.94-92.99
Platform/Cabinet Details					
Crystal Core Australia – (with Primary 23" LCD, Secondary 23" LCD, optional Video Topper, Configured with either Ticket Printer and/or Hopper option)					
Specific Approval Conditions:					
After a RAM Clear, in the Machine Configuration Menu, the MDB Type must be 'V0106' to enable functions supported in the CPTS 2.4.					
Application Reference No.		18-A5426/S01			

New Gaming Machine Game					
Game Name		San Xing Bao Xi Imperial Dragon MD (3 iSAP Levels)			
Manufacturer		IGT (Australia) Pty Ltd			
Specification Number		18.BG000			
Gaming Machine Type		iSAP – Ante Bet			
Game Type		Spinning Reel			
Game Identifier		GAME_SXBXImperialDragonMD_X0A3D_0_001.vhd			
Technical Standards		NS Rev 2015 + NSW Appendix Rev 2015			
Submission Standards		ILGA Circular (dated 3/7/15) NSW CPTS Rev 2.4; NSW Jackpot TS Rev 1.3; TITO TS V4.20			
Progressive Levels Supported		iSAP	Type	Levels	Wins Transferred to Total Wins meter
		Yes	Standard	3	Yes
Maximum Bet Value		\$4.80			
Base Credit Value		1c, 2c, 5c, 10c (selectable by player)			
Variation Details					
Var	BCV	Game RTP%	Setting Combination	iSAP RTP%	Min - Max PRTP%
1	1c	79.35-84.35	SC0101	7.654506	87.00-92.00
	2c	79.35-84.35	SC0102	7.654506	87.00-92.00
	5c	79.35-84.35	SC0105	7.654506	87.00-92.00
	10c	79.35-84.35	SC0110	7.654506	87.00-92.00
Platform/Cabinet Details					
Crystal Core Australia – (with Primary 23” LCD, Secondary 23” LCD, optional Video Topper, Configured with either Ticket Printer and/or Hopper option)					
Specific Approval Conditions:					
After a RAM Clear, in the Machine Configuration Menu, the MDB Type must be ‘V0106’ to enable functions supported in the CPTS 2.4.					
Application Reference No.		18-A5432/S01			

New Gaming Machine Game					
Game Name		Frogger Woodland Wilds (3 iSAP Levels)			
Manufacturer		Konami Australia Pty Ltd			
Specification Number		39.BF065			
Gaming Machine Type		iSAP			
Game Type		Spinning Reel			
Game Identifier		L170SPB002NW00			
Technical Standards Submission Standards		NS Rev 10.3 + NSW Appendix Rev 10.3 Item 2.3.12 of the NSW Appendix to NS2015 (dated 5/2/15) NSW CPTS Rev 2.4; NSW Jackpot TS Rev 1.3; TITO TS V4.20			
Progressive Levels Supported		iSAP	Type	Levels	Wins Transferred to Total Wins meter
		Yes	Standard	3	Yes
Maximum Bet Value		\$9.00			
Base Credit Value		1c, 2c			
Variation Details					
Var	BCV	Game RTP%	Setting Combination	iSAP RTP%	Min - Max PRTP%
3	1c, 2c	86.38	3	3.097270	89.48
4	1c, 2c	86.88	4	2.620595	89.50
5	1c, 2c	86.63	5	3.551806	90.18
6	1c, 2c	87.13	6	3.067288	90.20
7	1c, 2c	86.63	7	5.354002	91.98
8	1c, 2c	87.13	8	4.867099	92.00
Platform/Cabinet Details					
KP3 KGP 2.0 UVS Podium – Stack					
KP3 KGP 2/3 MAGN Podium – Goliath Stack					
Application Reference No.		39-A1255/S01			