

Australian Capital Territory

# Gaming Machine Approval 2015 (No 34)

Notifiable instrument NI2015–522

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 34)*.

## 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

10 September 2015

<b>A600 Oval Topper &amp; Topper Artwork</b>		
<b>Device Name</b>	A600 Oval Topper	
<b>Manufacturer</b>	Ainsworth Game Technology Limited	
<b>Category</b>	Gaming Machine	
<b>Type</b>	Hardware Component	
<b>Technical Standards</b>	NS 10.3 + NSW Appendix (dated 24/04/13)	
<b>Submission Standards</b>		
<b>Hardware Details</b>		
<b>Device</b>	<b>Description</b>	<b>Part Number</b>
Oval Topper (Optional)	A600-H Oval Topper	220107 Rev A
<b>Platform / Cabinet Details:</b>		
A600-H (with Primary 23.8" LCD, Secondary 23.8" LCD, optional 24" LCD Topper, Configured with either Ticket Printer and/or Hopper option)		
<b>Application Reference No.</b>	44-A0963/S01	

New Gaming Machine Game					
<b>Game Name</b>		8 Immortals (4 iSAP Levels)			
<b>Manufacturer</b>		Ainsworth Game Technology Limited			
<b>Specification Number</b>		44.BF213			
<b>Gaming Machine Type</b>		iSAP			
<b>Game Type</b>		Spinning Reel			
<b>Technical Standards Submission Standards</b>		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 JP TS Rev 1.3; TITO TS V4.20			
<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 P RTP%</b>
51	1c, 2c	75.06	SC51-1c, SC51-2c	16.335025	91.40
53	1c, 2c	73.86	SC53-1c, SC53-2c	16.352204	90.22
54	1c, 2c	74.10	SC54-1c, SC54-2c	15.459807	89.56
<b>Software Details</b>					
<b>Game</b>		<b>Base</b>		<b>BIOS</b>	
GDNS8I1G		NX1E1E0J		B001E001	
<b>Platform/Cabinet Details</b>					
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, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)					
<b>Specific Approval Conditions:</b>					
1. The above-mentioned game must operate with the 15 Button OLED Panel.					
2. The above-mentioned game can be operated with the optional A560 Topper on the A560X-H platform.					
3. The above-mentioned game can be operated with the optional 24" LCD Topper on the A560X-ST and A600-H platforms.					
<b>Application Reference No.</b>		44-A0962/S01			

New Standard Linked Gaming Machine Game					
<b>Game Name</b>		Gulliver's Travels (1 Linked + 1 iSAP Level)			
<b>Manufacturer</b>		Ainsworth Game Technology Limited			
<b>Specification Number</b>		44.HQG04			
<b>LPJS Specification Number</b>		44.YA007			
<b>Gaming Machine Type</b>		SFS – iSAP – Multi Demon			
<b>Game Type</b>		Spinning Reel			
<b>Technical Standards Submission Standards</b>		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 JP TS Rev 1.3; TITO TS V4.20			
<b>Progressive Levels Supported</b>		<b>iSAP</b>	<b>Type</b>	<b>Levels</b>	<b>Wins Transferred to Total Wins meter</b>
		Yes	Standard	1	Yes
		<b>Linked</b>	<b>Type</b>		<b>Levels</b>
		Yes	Standard		1
<b>Maximum Bet Value</b>		\$10.00			
<b>Base Credit Value</b>		1c, 2c, 5c (selectable by player)			
<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 PRTP%</b>
51	1c	89.20	SC51-1c	0.400225	89.60
	2c		SC51-2c	0.400113	
	5c		SC51-5c	0.400045	
52	1c	89.98	SC52-1c	0.400225	90.38
	2c		SC52-2c	0.400113	
	5c		SC52-5c	0.400045	
53	1c	87.99	SC53-1c	0.400225	88.39
	2c		SC53-2c	0.400113	
	5c		SC53-5c	0.400045	
61	1c	89.19	SC61-1c	0.400225	89.59
	2c		SC61-2c	0.400113	
	5c		SC61-5c	0.400045	
62	1c	89.97	SC62-1c	0.400225	90.37
	2c		SC62-2c	0.400113	
	5c		SC62-5c	0.400045	
63	1c	87.98	SC63-1c	0.400225	88.38
	2c		SC63-2c	0.400113	
	5c		SC63-5c	0.400045	
<b>Software Details</b>					
<b>Game</b>		<b>Base</b>		<b>BIOS</b>	
GDNSGV1E		NX1E1E0J		B001E001	

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<b>Platform/Cabinet Details</b> A600-H (with Primary 23.8" LCD, Secondary 23.8" LCD, optional 24" LCD Topper, Configured with either Ticket Printer and/or Hopper option)	
<b>Specific Approval Conditions:</b> 1. The above-mentioned game must be authorized 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 'Cash Adventures' jackpot settings as included in the 'Link Controller Game Firmware NXC0332C' and operating with the 'Link Controller Base Firmware X4220821 and Link Controller BIOS A004E002'. 3. The above-mentioned game must operate with the 15 Button OLED Panel.	
<b>Application Reference No.</b>	44-A0961/S01

New Gaming Machine Game					
<b>Game Name</b>		Mighty Panther (2 iSAP Levels)			
<b>Manufacturer</b>		Ainsworth Game Technology Limited			
<b>Specification Number</b>		44.QBG06			
<b>Gaming Machine Type</b>		iSAP			
<b>Game Type</b>		Spinning Reel			
<b>Technical Standards</b>		NS Rev 10.3 + NSW Appendix Rev 10.3			
<b>Submission Standards</b>		NSW CPTS Rev 2.4; NSW JP TS Rev 1.3; TITO TS V4.20			
<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 (selectable by player)			
<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 PRTP%</b>
51	1c	90.20 – 90.30	SC51-1c	0.600113	90.80 – 90.90
	2c		SC51-2c	0.600056	
53	1c	89.37 – 89.47	SC53-1c	0.600113	89.97 – 90.07
	2c		SC53-2c	0.600056	
54	1c	88.24 – 88.34	SC54-1c	0.600120	88.84 – 88.94
	2c		SC54-2c	0.600060	
<b>Software Details</b>					
<b>Game</b>		<b>Kernel</b>		<b>BIOS</b>	
GDNSIX1B		NX1D1E0I		B001E001	
<b>Platform/Cabinet Details</b>					
A560X-S32 (Split Cabinet with 32" Primary LCD Monitor, optional Secondary A560 LCD Topper, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)					
<b>Specific Approval Conditions:</b>					
<ol style="list-style-type: none"> <li>1. The above-mentioned game must be authorized at a BCV of 1 cent only.</li> <li>2. The above-mentioned game must operate with the 15 Button OLED Panel.</li> <li>3. The A560 Topper may be optionally installed on the A560X-S32 platform when operating the above-mentioned game.</li> </ol>					
<b>Application Reference No.</b>		44-A0957/S01			

New Gaming Machine Game					
<b>Game Name</b>		Phoenix & Peony (4 iSAP Levels)			
<b>Manufacturer</b>		Ainsworth Game Technology Limited			
<b>Specification Number</b>		44.BF201			
<b>Gaming Machine Type</b>		iSAP			
<b>Game Type</b>		Spinning Reel			
<b>Technical Standards</b>		NS Rev 10.3 + NSW Appendix Rev 10.3			
<b>Submission Standards</b>		NSW CPTS Rev 2.3; NSW JP TS Rev 1.3; TITO TS V4.20			
<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 PRTP%</b>
51	1c, 2c	62.79	SC51-1c, SC51-2c	28.570244	91.36
53	1c, 2c	61.84	SC53-1c, SC53-2c	28.252951	90.10
54	1c, 2c	61.83	SC54-1c, SC54-2c	27.352404	89.18
<b>Software Details 1</b>					
<b>Game</b>		<b>Base</b>		<b>BIOS</b>	
GDNSHX1E		NX1H2I9O		A003E002	
<b>Platform/Cabinet Details</b>					
A560-H – High Boy (with Primary LCD, Secondary LCD, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)					
A560-L – Low Boy (with Primary LCD and A560 Topper, Configured with either Ticket Printer and/or Hopper option)					
A560-ST – Slant Top (with Primary LCD, Secondary LCD, Configured with Ticket Printer)					
<b>Software Details 2</b>					
<b>Game</b>		<b>Base</b>		<b>BIOS</b>	
GDNSHX1E		NX1D1D0D		B001E001	
<b>Platform/Cabinet Details</b>					
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)					
<b>Specific Approval Conditions:</b>					
1. The above-mentioned 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 operation the above-mentioned game.					
<b>Application Reference No.</b>		44-A0913/S01			

Optional Artwork		
<b>Game Name</b>	Reels of Wheels Horsepower (4 iSAP Levels)	
<b>Specification Number</b>	44.BF208	
<b>Manufacturer</b>	Ainsworth Game Technology Limited	
<b>Gaming Machine Type</b>	iSAP	
<b>Game Type</b>	Spinning Reels	
<b>Technical Standards</b>	NS 10.3 + NSW Appendix (dated 24/04/13)	
<b>Submission Standards</b>	NSW CPTS 2.4; NSW JP TS REV 1.3 TITO TS V4.20	
<b>Software Details 1</b>		
<b>Game</b>	<b>Base</b>	<b>BIOS</b>
GDNSPR2C	NX1D1E01	B001E001
<b>Platform/Cabinet Details</b>		
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, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)		
<b>Application Reference No.</b>	01-A0971/S01	



New Standard Linked Gaming Machine Game & Updated Supporting Software					
<b>Game Name</b>		Robinson Crusoe (1 Linked + 1 iSAP Level)			
<b>Manufacturer</b>		Ainsworth Game Technology Limited			
<b>Specification Number</b>		44.HQG03			
<b>LP JS Specification Number</b>		44.YA007			
<b>Gaming Machine Type</b>		SFS – iSAP – Multi Demon			
<b>Game Type</b>		Spinning Reel			
<b>Technical Standards Submission Standards</b>		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 JP TS Rev 1.3; TITO TS V4.20			
<b>Progressive Levels Supported</b>		<b>iSAP</b>	<b>Type</b>	<b>Levels</b>	<b>Wins Transferred to Total Wins meter</b>
		Yes	Standard	1	Yes
		<b>Linked</b>	<b>Type</b>		<b>Levels</b>
		Yes	Standard		1
<b>Maximum Bet Value</b>		\$10.00			
<b>Base Credit Value</b>		1c, 2c, 5c (selectable by player)			
<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 PRTP%</b>
51	1c	89.20	SC51-1c	0.400225	89.60
	2c		SC51-2c	0.400113	
	5c		SC51-5c	0.400045	
52	1c	89.98	SC52-1c	0.400225	90.38
	2c		SC52-2c	0.400113	
	5c		SC52-5c	0.400045	
53	1c	87.99	SC53-1c	0.400225	88.39
	2c		SC53-2c	0.400113	
	5c		SC53-5c	0.400045	
61	1c	89.19	SC61-1c	0.400225	89.59
	2c		SC61-2c	0.400113	
	5c		SC61-5c	0.400045	
62	1c	89.97	SC62-1c	0.400225	90.37
	2c		SC62-2c	0.400113	
	5c		SC62-5c	0.400045	
63	1c	87.98	SC63-1c	0.400225	88.38
	2c		SC63-2c	0.400113	
	5c		SC63-5c	0.400045	
<b>Software Details</b>					
<b>Game</b>		<b>Base</b>		<b>BIOS</b>	
GDNSN42G		NX1E1E0J		B001E001	
<b>Platform/Cabinet Details</b>					
A600-H (with Primary 23.8" LCD, Secondary 23.8" LCD, optional 24" LCD Topper, Configured with either Ticket Printer and/or Hopper option)					

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<b>Device Details</b>	
<b>Device Name</b>	Games Shell/ Bios
<b>Category</b>	Supporting Function
<b>SF Type</b>	Other (System Software)
<b>Technical Standards</b>	NS 10.3 + NSW Appendix (dated 24/04/13) item 2.3.12 of the NSW Appendix to NS2015 (dated 5/2/15) NSW CPTS Rev 2.4; NSW JP TS Rev 1.3; TITO TS V4.20
<b>Submission Standards</b>	
<b>Software Details</b>	
<b>Base</b>	<b>Bios</b>
NX1E1E0J	B001E001
<b>Platform / Cabinet Details:</b>	
A560X- S32 (Split Cabinet with 32" Primary LCD monitor, optional Secondary A560 LCD Topper, optional Oval Topper, Configured with either Ticker 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 Ticker Printer and/or Hopper option)	
A560X- ST (with Primary 24" LCD, Secondary 27" LCD, optional 24" LCD Topper, Configured with Ticker Printer only)	
A560X-L (with Primary 22" LCD and A560 19" LCD Topper, Configured with either Ticket Printer and/or Hopper option)	
A600-H (with Primary 23.8" LCD, Secondary 23.8" LCD, optional 24" LCD Topper, Configured with either Ticket Printer and/or Hopper option)	
<b>Specific Approval Conditions:</b>	
<ol style="list-style-type: none"> <li>1. The above-mentioned game must be authorized at a BCV of 1 cent only.</li> <li>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 'Cash Adventures' jackpot setting as included in the 'Link Controller Game Firmware NXC0332C' and operating with the 'Link Controller Base Firmware X4220821 and Link Controller BIOS A004E002'.</li> <li>3. The above-mentioned game must operate with the 15 Button OLED Panel.</li> </ol>	
<b>Application Reference No.</b>	44-A0956/S01