Australian Capital Territory

Gaming Machine Approval 2015 (No 38)

Notifiable instrument NI2015–535

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 38).*

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

14 September 2015

Regression Tested Games with Updated Supporting Software and additional A600 Platform	
Device Name	Game Shell/ BIOS
Manufacturer	Ainsworth Game Technology Limited
Category	Supporting Function
Category Type	System Software
Technical Standards	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

Software Details

Base	BIOS
NX1E1E0J	B001E001

Platform/Cabinet Details

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).

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).

A600-H (with Primary 23.8" LCD, Secondary 23.8" LCD, optional 24" LCD Topper, Configured with either Ticket Printer and/or Hopper option)

Games

Game 1

Game Name	Fortune Bear (2 iSAP Levels)			
Specification Number	44.BF188			
Type	iSAP			
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			
Progressive Levels Supported	**iSAP**	**Type**	**Levels**	**Wins Transferred to Total Wins meter**
	Yes	Standard	2	Yes

Software Details 1.

Game	Base	BIOS
GDNSOB2I	NX1H2I9O	A003E002

Platform/Cabinet Details

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)

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Software Details 2.		
Game	**Base**	**BIOS**
GDNSOB2I	NX1E1E0J	B001E001

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)

Game 2	
Game Name	Phoenix & Peony (4 iSAP Levels)
Specification Number	44.BF201
Type	iSAP
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

Progressive Levels Supported	iSAP	Type	Levels	Wins Transferred to Total Wins meter
	Yes	Standard	4	Yes

Software Details 1.		
Game	**Base**	**BIOS**
GDNSHX1E	NX1H2I9O	A003E002

Platform/Cabinet Details

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).

Software Details 2.		
Game	**Base**	**BIOS**
GDNSHX1E	NX1D1D0D	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).

Software Details 3.		
Game	**Base**	**BIOS**
GDNSHX1E	NX1E1E0J	B001E001

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)

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Game 3				
Game Name	Western Treasures (2 iSAP Levels)			
Specification Number	44.BF212			
Type	iSAP			
Technical Details	NS Rev 10.3 + NSW Appendix Rev 10.3 NSW CPTS Rev 2.4; NSW JP TS Rev 1.3; TITO TS V4.20			
Progressive Levels Supported	**iSAP**	**Type**	**Levels**	**Wins Transferred to Total Wins meter**
	Yes	Standard	2	Yes

Software Details 1.		
Game	**System Software**	**BIOS**
GDNSN11E	NX1D1E0H	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)

Software Details 2.		
Game	**Base**	**BIOS**
GDNSN11E	NX1E1E0J	B001E001

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)

Game 4				
Game Name	Thunder Diamonds (1 Linked + 2 iSAP Levels)			
Specification Number	44.HQG00			
Type	SFS - iSAP			
Technical Details	NS Rev 10.3 + NSW Appendix Rev 10.3 NSW CPTS Rev 2.4; NSW JP 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

Software Details 1.		
Game	**Base**	**BIOS**
GDNST51C	NX1D1E0I	B001E001

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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 Ticker Printer and/or Hopper option).
A560X-ST (with Primary 24" LCD, Secondary 27" LCD, optional 24" LCD Topper, Configured with Ticket Printer only)

Software Details 2.

Game	Base	BIOS
GDNST51C	NX1E1E0J	B001E001

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)

Game 5

Game Name	Thunder Dragons (1 Linked + 2 iSAP Levels)
Specification Number	44.HQG01
LJS Specification Number	44.YA007
Type	SFS - iSAP
Technical Details	NS Rev 10.3 + NSW Appendix Rev 10.3 NSW CPTS Rev 2.4; NSW JP 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

Software Details

Game	Base	BIOS
GDNST71C	NX1D1E01	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 Ticker Printer and/or Hopper option).
A560X-ST (with Primary 24" LCD, Secondary 27" LCD, optional 24" LCD Topper, Configured with Ticket Printer only)

Software Details 2.

Game	Base	BIOS
GDNST71C	NX1E1E0J	B001E001

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)

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Game 6	
Game Name	Thunder Eyes (1 Linked + 2 iSAP Levels)
Specification Number	44.HQG02
LJS Specification Number	44.YA007
Game Type	SFS - iSAP
Technical Details	NS Rev 10.3 + NSW Appendix Rev 10.3 NSW CPTS Rev 2.4; NSW JP 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

Software Details 1.

Game	Base	BIOS
GDNST61C	NX1D1E01	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 Ticker Printer and/or Hopper option).

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

Software Details 2.

Game	Base	BIOS
GDNST61C	NX1E1E0J	B001E001

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)

Game 7	
Game Name	Thunder Hits Diamonds (3 iSAP Levels)
Specification Number	44.QBG03
Type	iSAP
Technical Details	NS Rev 10.3 + NSW Appendix Rev 10.3 NSW CPTS Rev 2.4; NSW JP TS Rev 1.3; TITO TS V4.20

Progressive Levels Supported	**iSAP**	**Type**	**Levels**	**Wins Transferred to Total Wins meter**
	Yes	Standard	3	Yes

Software Details 1.

Game	System Software	BIOS
GDNST52H	NX1D1E0I	B001E001

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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 Ticker Printer and/or Hopper option).
A560X-ST (with Primary 24" LCD, Secondary 27" LCD, optional 24" LCD Topper, Configured with Ticket Printer only)

Software Details 2.

Game	Base	BIOS
GDNST52H	NX1E1E0J	B001E001

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)

Game 8

Game Name	Thunder Hits Eyes (3 iSAP Levels)
Specification Number	44.QBG04
Game Type	iSAP
Technical Details	NS Rev 10.3 + NSW Appendix Rev 10.3 NSW CPTS Rev 2.4; NSW JP TS Rev 1.3; TITO TS V4.20

Progressive Levels Supported	iSAP	Type	Levels	Wins Transferred to Total Wins meter
	Yes	Standard	3	Yes

Software Details 1

Game	System Software	BIOS
GDNST62F	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 Ticker Printer and/or Hopper option).
A560X-ST (with Primary 24" LCD, Secondary 27" LCD, optional 24" LCD Topper, Configured with Ticket Printer only)

Software Details 2

Game	System Software	BIOS
GDNST62F	NX1E1E0J	B001E001

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)

Game 9

Game Name	Thunder Hits Dragons (3 iSAP Levels)
Specification Number	44.QBG05
Type	iSAP

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Technical Details	NS Rev 10.3 + NSW Appendix Rev 10.3 NSW CPTS Rev 2.4; NSW JP TS Rev 1.3; TITO TS V4.20			
Progressive Levels Supported	**iSAP**	**Type**	**Levels**	**Wins Transferred to Total Wins meter**
	Yes	Standard	3	Yes

Software Details 1.

Game	System Software	BIOS
GDNST72E	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 Ticker Printer and/or Hopper option).

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

Software Details 2

Game	System Software	BIOS
GDNST72E	NX1E1E0J	B001E001

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)

Specific Approval Conditions

Please refer to the original game approvals.

Application Reference No.	441-A0969/S01