

Australian Capital Territory

# Gaming Machine Approval 2015 (No 39)

Notifiable instrument NI2015–587

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 39)*.

## 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

29 September 2015

Regression Tested Game with Updated Supporting Software				
<b>Device Name</b>	Game Shell/ BIOS			
<b>Manufacturer</b>	Ainsworth Game Technology Limited			
<b>Category</b>	Supporting Function			
<b>Category Type</b>	System Software			
<b>Technical Standards</b>	NS 10.3 + NSW Appendix (dated 24/4/13) 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>Software Details 1</b>				
<b>Base</b>		<b>BIOS</b>		
NX1E1E0J		B001E001		
<b>Platform/Cabinet Details</b>				
A560X-32 (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 Ticker 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, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option).				
<b>Game Details</b>				
<b>Game Name</b>	Multi Win 1			
<b>Specification Number</b>	44.DG002			
<b>Type</b>	MGGM- Multi Denomination - iSAP			
<b>Technical Details</b>	NS Rev 10.3 + NSW Appendix Rev 10.3 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	Random	2	Yes
<b>Software Details 1.</b>				
<b>Game</b>	<b>Base</b>	<b>BIOS</b>		
GDNSZ21J	NX1H219O	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>System Software</b>	<b>BIOS</b>
GDNSZ21J	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).		
<b>Software Details 3.</b>		
<b>Game</b>	<b>System Software</b>	<b>BIOS</b>
GDNSZ21J	NX1E1E0J	B001E001
<b>Platform/Cabinet Details</b> A560X- L (with primary 22" LCD and A560 19" LCD 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).		
<b>Specific Approval Conditions</b> <ol style="list-style-type: none"> <li>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).</li> <li>2. The A560 Topper must be installed on the A560-L and A560X-L platforms when operating the above-mentioned game.</li> </ol>		
<b>Application Reference No.</b>	44-A0970/S01	

New Multigame Gaming Machine Game					
<b>Game Name</b>		Double Shot King Spin (3 iSAP Levels)			
<b>Manufacturer</b>		Ainsworth Game Technology Limited			
<b>Specification Number</b>		44.QDG01			
<b>Gaming Machine Type</b>		MGGM – Multi Denomination - iSAP			
<b>Game Type</b>		Spinning Reel			
<b>Technical Standards Submission Standards</b>		NS 10.3 + NSW Appendix (dated 24/4/13) Item 2.3.12 of the NSW Appendix to NS2015 (dated 5/2/15) NSW CPTS 2.4; TITO TS V4.20 NSW JP TS Rev 1.3 Gaming Machine Prohibited Features Register version F			
<b>Progressive Levels Supported</b>		<b>iSAP</b>	<b>Type</b>	<b>Levels</b>	<b>Wins Transferred to Total Wins meter</b>
		Yes	Standard	3	Yes
<b>Maximum Bet Value</b>		\$10.00			
<b>Base Credit Value</b>		5c, 10c (selectable by player)			
<b>Component Game Set Details</b>					
<b>Game Number</b>		<b>Game Name</b>			<b>BCV</b>
1		Double Dragons Double Shot King Spin			5c, 10c
2		Royal Diamonds Double Shot King Spin			5c, 10c
3		Year of the Snake Double Shot King Spin			5c, 10c
4		Year of the Tiger Double Shot King Spin			5c, 10c
<b>Multi-Game Combination</b>					
<b>MGC</b>	<b>CRP%</b>	<b>BCV</b>	<b>Game Number</b>	<b>Variation</b>	<b>SDB RTP%</b>
1	90.92	5c, 10c	1	51	90.96
			2		90.95
			3		90.89
			4		90.91
2	89.93	5c, 10c	1	53	89.97
			2		89.96
			3		89.89
			4		89.92
3	88.77	5c, 10c	1	54	88.81
			2		88.80
			3		88.73
			4		88.76

<b>Software Details</b>		
<b>Game</b>	<b>Base</b>	<b>BIOS</b>
GDNSOT2J	NX1D1E0I	B001E001
<p><b>Platform/Cabinet Details</b></p> <p>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)</p> <p>A560X-L (with Primary 22" LCD and A560 19" LCD Topper, Configured with either Ticket Printer and/or Hopper option)</p> <p>A560X-ST (with Primary 24" LCD, Secondary 27" LCD, optional 24" LCD Topper, Configured with Ticket Printer only)</p>		
<p><b>Specific Approval Conditions:</b></p> <ol style="list-style-type: none"> <li>1. The above-mentioned game must be authorised at a BCV of 5 cents only.</li> <li>2. The above-mentioned game must operate with the 15 Button OLED Panel.</li> <li>3. The A560 Topper must be installed on the A560X-L platform when operating the above-mentioned game.</li> <li>4. The above-mentioned game can be operated with the optional A560 Topper when operating on the A560X-H platform.</li> <li>5. The above-mentioned game can be operated with the optional 24" LCD Topper on the A560X-ST platform.</li> </ol>		
<b>Application Reference No.</b>	44-A0948/S01	

New Standard Linked Gaming Machine Game					
<b>Game Name</b>		Huckleberry Finn (1 Linked + 1 iSAP Level)			
<b>Manufacturer</b>		Ainsworth Game Technology Limited			
<b>Specification Number</b>		44.HQG05			
<b>LPJS Specification Number</b>		44.YA007			
<b>Gaming Machine Type</b>		SFS – iSAP – Multi Denom			
<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>	
GDNSKF1D		NX1E1E0J		B001E001	
<b>Platform/Cabinet Details</b>					
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)					

**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 '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.
3. The above-mentioned game must operate with the 15 Button OLED Panel.

<b>Application Reference No.</b>	44-A0972/S01
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New Gaming Machine Game					
<b>Game Name</b>		Power 8's (4 iSAP Levels)			
<b>Manufacturer</b>		Ainsworth Game Technology Limited			
<b>Specification Number</b>		44.BF215			
<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	74.79	SC51-1c, SC51-2c	16.335025	91.12
53	1c, 2c	73.59	SC53-1c, SC53-2c	16.352204	89.94
54	1c, 2c	73.83	SC54-1c, SC54-2c	15.459807	89.29
<b>Software Details</b>					
<b>Game</b>		<b>Base</b>		<b>BIOS</b>	
GDNSP81F		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-L (with Primary 22" LCD, 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).					
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 be operated with the 15 Button OLED Panel.					
2. The above-mentioned game must be operated with the A560 Topper on the A560X-L platform.					
3. The above-mentioned game can be operated with the optional A560 Topper on the A560X-H platform.					
4. 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-A0951/S01			



Updated Gaming Machine Game & Supporting Software					
<b>Game Name</b>		Dancing in Rio (3 iSAP Levels)			
<b>Manufacturer</b>		Bally Technologies ANZ Pty Ltd			
<b>Specification Number</b>		35.B0023			
<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) ILGA Circular (dated 3/7/15) 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	3	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>
89	1c, 2c	80.41	Var89_1c, Var89_2c	8.737888	89.15
90	1c, 2c	81.32	Var90_1c, Var90_2c	8.737888	90.06
91	1c, 2c	82.29	Var91_1c, Var91_2c	8.737888	91.03
92	1c, 2c	83.17	Var92_1c, Var92_2c	8.737888	91.90
<b>Software Details 1.</b>					
<b>Game</b>		<b>Base</b>		<b>BIOS</b>	
DDRINS2A		S3NWX02A		SBAL2105	
<b>Platform/Cabinet Details</b>					
Alpha Pro Hybrid AH-1 (V27/27 with/without Alpha Pro Topper)					
<b>Software Details 2.</b>					
<b>Game</b>		<b>Base</b>		<b>BIOS</b>	
DDRINS2A		S3NWX02A		SBSLV003	
<b>Platform/Cabinet Details</b>					
DualOS SL-V > Equinox					
<b>Device Details</b>					
<b>Device Name</b>		SLV3 Kernel/BIOS			
<b>Category</b>		Supporting Function			
<b>SF Type</b>		Other (System Software)			
<b>Technical Standards</b>		NS 10.3 + NSW Appendix (dated 24/4/13) ILGA Circular (dated 3/7/15) NSW CPTS 2.4; TITO TS V4.20; NSW JP TS Rev 1.3			

<b>Software Details 1.</b>		
<b>Base</b>	<b>Bios</b>	
S3NWX02A	SBAL2004	SBAL2105
<b>Platform / Cabinet Details:</b> Alpha II – Alpha Pro Upright AP-1 (V32 with/without Alpha Pro Topper) 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)		
<b>Software Details 2.</b>		
<b>Base</b>	<b>Bios</b>	
S3NWX02A	SBAL2105	
<b>Platform / Cabinet Details:</b> Alpha Pro Hybrid AH-1 (V27/27 with/without Alpha Pro Topper). Alpha Pro Hybrid AH-1 (V40 with/without Alpha Pro Topper)		
<b>Software Details 3.</b>		
<b>Base</b>	<b>Bios</b>	
S3NWX02A	SBSLV003	
<b>Platform / Cabinet Details:</b> DualOS SL-V > Equinox SL-V > Equinox Low Boy SL-V > Equinox Super Top Box		
<b>Specific Approval Conditions:</b> When the above-mentioned game is configured on the Alpha II platform with the IMPU Board Alpha 2.1 Assy PCA212268-3-0 Rev A, it requires 8BG RAM in the gaming machine in order to operate satisfactorily.		
<b>Application Reference No.</b>	35-A1046/S01	

Updated Banknote Acceptor Firmware		
<b>Device Name</b>	Banknote Acceptor	
<b>Manufacturer</b>	IGT (Australia) Pty Ltd	
<b>Category</b>	Gaming Machine	
<b>Type</b>	Hardware Component	
<b>Technical Standards</b>	NS Rev 2015 + NSW Appendix Rev 2015; NSW CPTS Rev 2.4;	
<b>Submission Standards</b>	TITO TS V4.20; ILGA Circular (dated 3/7/15)	
<b>Hardware Details</b>		
<b>Device</b>	<b>Description</b>	<b>Part Number</b>
JCM iVizion Bill Acceptor firmware	iVizion Bill Acceptor Australian currency firmware version: i100_25129_id028	JIVAUS028V25129
<b>Platform / Cabinet Details:</b>		
Crystal Core Australia (with Primary 23" LCD, Secondary 23" LCD, optional Video Topper, Configured with either Ticket Printer and/or Hopper option)		
<b>Application Reference No.</b>	18-A1275/S01	