

Australian Capital Territory

Gaming Machine Approval 2015 (No 42)

Notifiable instrument NI2015–595

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 42)*.

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 October 2015

Updated Multigame Gaming Machine Game				
Game Name	Double Shot King Spin (3 iSAP Levels)			
Manufacturer	Ainsworth Game Technology Limited			
Specification Number	44.QDG00			
Gaming Machine Type	MGGM – Multi Denomination - iSAP			
Game Type	Spinning Reel			
Technical Standards Submission Standards	NS 10.3 + NSW Appendix (dated 24/04/13) Item 2.3.12 of the NSW Appendix to NS2015 (dated 5/02/15) NSW CPTS 2.4; TITO TS V4.20; NSW JP TS Rev 1.3 ILGA Circular (dated 3/07/15)			
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, 2c, 5c, 10c (selectable by player)			
Component Game Set Details				
Game Number	Game Name			BCV
1	Double Dragons Double Shot King Spin			1c, 2c, 5c, 10c
2	Royal Diamonds Double Shot King Spin			1c, 2c, 5c, 10c
3	Year of the Snake Double Shot King Spin			1c, 2c, 5c, 10c
4	Year of the Tiger Double Shot King Spin			1c, 2c, 5c, 10c
Multi-Game Combination				
MGC	CRP%	Game Number	Variation	SDB RTP%
1	90.92	1	51	90.96
		2		90.95
		3		90.89
		4		90.91
2	89.93	1	53	89.97
		2		89.96
		3		89.89
		4		89.92
3	88.77	1	54	88.81
		2		88.80
		3		88.73
		4		88.76
Software Details				
Game	Base		BIOS	
GDNSOT1L	NX1E1G0K		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)		
A600-H (with primary 23.8" LCD, Secondary 23.8" LCD, optional 24" LCD Topper, Configured with either Ticket Printer and/or Hopper option)		
Approved with the following devices:		
Device Details 1		
Device Name	Game Shell/BIOS	
Category	Supporting Function	
Category Type	System Software	
Technical Standards	NS 10.3 + NSW Appendix (dated 24/04/13)	
Submission Standards	Item 2.3.12 of the NSW Appendix to NS2015 (dated 5/02/15) NSW CPTS 2.4; TITO TS V4.20; NSW JP TS Rev 1.3 ILGA Circular (dated 3/07/15)	
Software Details		
Base	BIOS	
NX1E1G0K	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)		
Device Details 2		
Device Name	15 inch LCD Button Panel	
Category	Gaming Machine	
Category Type	Hardware Component	
Technical Standards	NS 10.3 + NSW Appendix (dated 24/04/13); NSW CPTS 2.4	
Hardware Details		
Device	Description	Part Number
LCD Button Panel (optional)	15inch LCD Button Panel	025073
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:

1. The above-mentioned game must be authorised at a BCV of 1 cent only.
2. The above-mentioned game must operate with the 15 Button OLED Panel on the A560X platform.
3. The above-mentioned game must operate with the 15 Button OLED Panel or 15inch LCD Button Panel on the A600-H platform.
4. The A560 Topper must be installed on the A560X-L platform when operating the above-mentioned game.
5. The above-mentioned game can be operated with the optional A560 Topper when operating on the A560X-H platform.
6. The above-mentioned game can be operated with the optional 24" LCD Topper on the A560X-ST and A600-H platforms.

Application Reference No.

44-A0977/S01 & 44-A0966/S01

Updated Multigame Gaming Machine Game				
Game Name	Double Shot King Spin (3 iSAP Levels)			
Manufacturer	Ainsworth Game Technology Limited			
Specification Number	44.QDG01			
Gaming Machine Type	MGGM – Multi Denomination - iSAP			
Game Type	Spinning Reel			
Technical Standards Submission Standards	NS 10.3 + NSW Appendix (dated 24/04/13) Item 2.3.12 of the NSW Appendix to NS2015 (dated 5/02/15) NSW CPTS 2.4; TITO TS V4.20; NSW JP TS Rev 1.3 ILGA Circular (dated 3/07/15)			
Progressive Levels Supported	iSAP	Type	Levels	Wins Transferred to Total Wins meter
	Yes	Standard	3	Yes
Maximum Bet Value	\$10.00			
Base Credit Value	5c, 10c (selectable by player)			
Component Game Set Details				
Game Number	Game Name			BCV
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
Multi-Game Combination				
MGC	CRP%	Game Number	Variation	SDB RTP%
1	90.92	1	51	90.96
		2		90.95
		3		90.89
		4		90.91
2	89.93	1	53	89.97
		2		89.96
		3		89.89
		4		89.92
3	88.77	1	54	88.81
		2		88.80
		3		88.73
		4		88.76
Software Details				
Game	Base		BIOS	
GDNSOT2M	NX1E1G0K		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)		
A600-H (with primary 23.8" LCD, Secondary 23.8" LCD, optional 24" LCD Topper, Configured with either Ticket Printer and/or Hopper option)		
Approved with the following devices:		
Device Details 1		
Device Name	Game Shell/BIOS	
Category	Supporting Function	
Category Type	System Software	
Technical Standards	NS 10.3 + NSW Appendix (dated 24/04/13)	
Submission Standards	Item 2.3.12 of the NSW Appendix to NS2015 (dated 5/02/15) NSW CPTS 2.4; TITO TS V4.20; NSW JP TS Rev 1.3 ILGA Circular (dated 3/07/15)	
Software Details		
Base	BIOS	
NX1E1G0K	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)		
Device Details 2		
Device Name	15 inch LCD Button Panel	
Category	Gaming Machine	
SF Category	Hardware Component	
Technical Standards	NS 10.3 + NSW Appendix (dated 24/04/13); NSW CPTS 2.4	
Hardware Details		
Device	Description	Part Number
LCD Button Panel (optional)	15inch LCD Button Panel	025073
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:

1. The above-mentioned game must be authorised at a BCV of 5 cents only.
2. The above-mentioned game must operate with the 15 Button OLED Panel on the A560X platform.
3. The above-mentioned game must operate with the 15 Button OLED Panel or 15inch LCD Button Panel on the A600-H platform.
4. The A560 Topper must be installed on the A560X-L platform when operating the above-mentioned game.
5. The above-mentioned game can be operated with the optional A560 Topper when operating on the A560X-H platform.
6. The above-mentioned game can be operated with the optional 24" LCD Topper on the A560X-ST and A600-H platforms.

Application Reference No.

44-A0977/S01 & 44-A0966/S01

Regression Tested Games with Updated Supporting Software				
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) NSW CPTS 2.4; TITO TS V4.20; NSW JP TS Rev 1.3 ILGA Circular (dated 3/07/15)			
Software Details				
Base		BIOS		
NX1E1G0K		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, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)				
Games				
Game 1				
Game Name	Thunder Diamonds (1 Linked + 2 iSAP Levels)			
Specification Number	44.HQG00			
LPJS Specification Number	44.YA007			
Type	SFS - iSAP			
Game Type	Spinning Reel			
Technical Standards	NS Rev 10.3 + NSW Appendix Rev 10.3 ILGA Circular (dated 3/07/15) 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	
GDNST51C	NX1E1G0K		B001E001	
Platform/Cabinet Details				
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)				

Game 2				
Game Name	Thunder Dragons (1 Linked + 2 iSAP Levels)			
Specification Number	44.HQG01			
LPJS Specification Number	44.YA007			
Type	SFS - iSAP			
Game Type	Spinning Reel			
Technical Standards	NS Rev 10.3 + NSW Appendix Rev 10.3 ILGA Circular (dated 3/07/15) 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	NX1E1G0K		B001E001	
Platform/Cabinet Details				
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)				
Game 3				
Game Name	Thunder Eyes (1 Linked + 2 iSAP Levels)			
Specification Number	44.HQG02			
LPJS Specification Number	44.YA007			
Type	SFS - iSAP			
Game Type	Spinning Reel			
Technical Standards	NS Rev 10.3 + NSW Appendix Rev 10.3 ILGA Circular (dated 3/07/15) 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	System Software		BIOS	
GDNST61C	NX1E1G0K		B001E001	
Platform/Cabinet Details				
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)				

Game 4				
Game Name	Robinson Crusoe (1 Linked + 1 iSAP Level)			
Specification Number	44.HQG03			
LPJS Specification Number	44.YA007			
Type	SFS – iSAP – Multi Denom			
Game Type	Spinning Reel			
Technical Standards	NS Rev 10.3 + NSW Appendix Rev 10.3 ILGA Circular (dated 3/07/15); Item 2.3.12 of the NSW Appendix to NS2015 (dated 5/02/15) 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	1	Yes
	Linked	Type		Levels
	Yes	Standard		1
Software Details				
Game	Base		BIOS	
GDNSN42G	NX1E1G0K		B001E001	
Platform/Cabinet Details				
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)				
Game 5				
Game Name	Gulliver's Travels (1 Linked + 1 iSAP Level)			
Specification Number	44.HQG04			
LJS Specification Number	44.YA007			
Type	SFS – iSAP – Multi Denom			
Game Type	Spinning Reel			
Technical Standards	NS Rev 10.3 + NSW Appendix Rev 10.3 ILGA Circular (dated 3/07/15); Item 2.3.12 of the NSW Appendix to NS2015 (dated 5/02/15) 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	1	Yes
	Linked	Type		Levels
	Yes	Standard		1
Software Details				
Game	Base		BIOS	
GDNSGV1E	NX1E1G0K		B001E001	
Platform/Cabinet Details				
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)				

Game 6				
Game Name	Huckleberry Finn (1 Linked + 1 iSAP Level)			
Specification Number	44.HQG05			
LJS Specification Number	44.YA007			
Type	SFS – iSAP – Multi Denom			
Game Type	Spinning Reel			
Technical Standards	NS Rev 10.3 + NSW Appendix Rev 10.3 ILGA Circular (dated 3/07/15); Item 2.3.12 of the NSW Appendix to NS2015 (dated 5/02/15) 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	1	Yes
	Linked	Type		Levels
	Yes	Standard		1
Software Details				
Game	Base		BIOS	
GDN SKF1D	NX1E1G0K		B001E001	
Platform/Cabinet Details				
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)				
Game 7				
Game Name	Thunder Hits Diamonds (3 iSAP Levels)			
Specification Number	44.QBG03			
Type	iSAP			
Game Type	Spinning Reel			
Technical Standards	NS Rev 10.3 + NSW Appendix Rev 10.3 ILGA Circular (dated 3/07/15) 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				
Game	System Software		BIOS	
GDNST52H	NX1E1G0K		B001E001	
Platform/Cabinet Details				
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)				

Game 8				
Game Name	Thunder Hits Eyes (3 iSAP Levels)			
Specification Number	44.QBG04			
Type	iSAP			
Game Type	Spinning Reel			
Technical Standards	NS Rev 10.3 + NSW Appendix Rev 10.3 ILGA Circular (dated 3/07/15) 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				
Game	System Software		BIOS	
GDNST62F	NX1E1G0K		B001E001	
Platform/Cabinet Details				
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)				
Game 9				
Game Name	Thunder Hits Dragons (3 iSAP Levels)			
Specification Number	44.QBG05			
Type	iSAP			
Game Type	Spinning Reel			
Technical Standards	NS Rev 10.3 + NSW Appendix Rev 10.3 ILGA Circular (dated 3/07/15) 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				
Game	System Software		BIOS	
GDNST72E	NX1E1G0K		B001E001	
Platform/Cabinet Details				
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				
Please refer to the original game approvals.				
Application Reference No.	44-A0978/S01			

Bugfix Gaming Machine Game Software					
Game Name		Bright Diamonds (4 iSAP Levels)			
Manufacturer		Bally Technologies ANZ Pty Ltd			
Specification Number		35.B0021			
Gaming Machine Type		iSAP			
Game Type		Spinning Reel			
Technical Standards Submission Standards		NS 10.3 + NSW Appendix (dated 24/04/13) Item 2.3.12 of the NSW Appendix to NS 2015 (dated 5/02/15) ILGA Circular (dated 3/07/15) NSW CPTS 2.4; TITO TS V4.20; NSW JP TS Rev 1.3			
Progressive Levels Supported		iSAP	Type	Levels	Wins Transferred to Total Wins meter
		Yes	Standard	4	Yes
Maximum Bet Value		\$8.00			
Base Credit Value		1c, 2c			
Variation Details					
Var	BCV	Game RTP%	Setting Combination	iSAP RTP%	Min - Max PRTP%
19	2c	62.34-62.37	V19_2c	26.697700	89.04-89.07
20	2c	62.94-62.97	V20_2c	27.263386	90.20-90.23
21	2c	63.42-63.44	V21_2c	27.533761	90.95-90.98
22	2c	64.56-64.59	V22_2c	27.533761	92.09-92.12
89	1c	62.48-62.50	V89_1c	26.704311	89.18-89.21
90	1c	62.93-62.96	V90_1c	27.128477	90.06-90.09
91	1c	63.42-63.45	V91_1c	27.731867	91.15-91.18
92	1c	64.77-64.80	V92_1c	27.170413	91.94-91.97
Software Details 1.					
Game		Kernel		BIOS	
DBRDNS3A		S3NWX02A		SBSLV003	
Platform/Cabinet Details					
DualOS SL-V > Equinox					
Software Details 2.					
Game		Kernel		BIOS	
DBRDNS3A		S3NWX02A		SBAL2105	
Platform/Cabinet Details					
Alpha Pro Hybrid AH-1 (V27/27 with/without ALPHA PRO Topper)					
Specific Approval Conditions:					
When the above-mentioned game is configured on the Alpha II platform with the IMPU Board Alpa 2.1 Assy PCA212268-3-0 Rev A, it requires 8GB RAM in the gaming machine in order to operate satisfactorily.					
Application Reference No.		35-A1048/S01			