

Australian Capital Territory

# Gaming Machine Approval 2015 (No 44)

Notifiable instrument NI2015–641

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 44)*.

## 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.

Maureen Ogilvie

Delegate

ACT Gambling and Racing Commission

13 November 2015

New Gaming Machine					
<b>Game Name</b>		Asgard Rising – Fire Surge (4 iSAP Levels)			
<b>Specification Number</b>		35.B0025			
<b>Manufacturer</b>		Bally Technologies ANZ Pty Ltd			
<b>Gaming Machine Type</b>		iSAP			
<b>Game Type</b>		Spinning Reel			
<b>Technical Standards</b>		NS 10.3 + NSW Appendix (dated 24/04/13)			
<b>Submission Standards</b>		Item 2.3.12 of the NSW Appendix to NS 2015 (dated 05/02/15) ILGA Circular (dated 03/07/15); NSW CPTS 2.4 TITO Technical Standard V4.20 NSW Jackpot Technical Standard Rev 1.3			
<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>		\$8.00			
<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 RTP%</b>
19	1c, 2c	82.56-82.63	SC5001, SC5002	6.975300	89.53-89.60
20	1c, 2c	83.38-83.46	SC6001, SC6002	6.971247	90.35-90.43
21	1c, 2c	83.52-83.60	SC7001, SC7002	7.741236	91.26-91.34
22	1c, 2c	83.70-83.77	SC8001, SC8002	8.201171	91.90-91.97
89	1c	82.56-82.63	SC1001	7.028466	89.58-89.65
90	1c	83.38-83.45	SC2001	7.024411	90.40-90.48
91	1c	83.52-83.59	SC3001	7.794581	91.31-91.39
92	1c	83.69-83.77	SC4001	8.254758	91.95-92.02
<b>Software Details – 1</b>					
<b>Game</b>		<b>SLV3 Kernel</b>		<b>BIOS</b>	
DAFSNS1B		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>SLV3 Kernel</b>		<b>BIOS</b>	
DAFSNS1B		S3NWX02A		SBSLV003	
<b>Platform/Cabinet Details</b>					
SL-V Equinox (with Primary 22" LCD, Secondary 22" LCD, optional Marquee, configured with either ticket printer and/or hopper option)					
Dualos (with Primary 23" LCD, Secondary 23" LCD, optional 18.5" video topper, configured with either ticket printer and/or hopper option)					
<b>Specific Approval Conditions</b>					
When this game is configured on the Alpha II platform with the IMPU Board Alpha 2.1 Assy PCA212268-3-0 Rev A, it requires 8GB RAM in the gaming machine in order to operate successfully.					
<b>Application Reference No.</b>		35-A1047/S01			

New Gaming Machine					
<b>Game Name</b>		Roaring Tigers (4 iSAP Levels)			
<b>Specification Number</b>		35.B0026			
<b>Manufacturer</b>		Bally Technologies ANZ Pty Ltd			
<b>Gaming Machine Type</b>		iSAP			
<b>Game Type</b>		Spinning Reel			
<b>Technical Standards</b>		NS 10.3 + NSW Appendix (dated 24/04/13)			
<b>Submission Standards</b>		Item 2.3.12 of the NSW Appendix to NS 2015 (dated 05/02/15) ILGA Circular (dated 03/07/15); NSW CPTS 2.4 TITO Technical Standard V4.20 NSW Jackpot Technical Standard Rev 1.3			
<b>Progressive Levels Supported</b>		<b>iSAP/linked</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 RTP%</b>
49	2c	83.72-83.79	Var49_2c	5.693380	89.41-89.48
50	2c	83.72-83.79	Var50_51_52_2c	6.657332	90.37-90.45
51	2c	84.72-84.79			91.38-91.45
52	2c	85.23-85.29			91.89-91.95
89	1c	83.72-83.79	Var89_1c	5.646432	89.36-89.44
90	1c	83.72-83.79	Var90_91_92_1c	6.704280	90.42-90.49
91	1c	84.72-84.79			91.43-91.49
92	1c	85.23-85.29			91.93-92.00
<b>Software Details – 1</b>					
<b>Game</b>		<b>SLV3 Kernel</b>		<b>BIOS</b>	
DROTNS1B		S3NWX02A		SBAL2105	
<b>Platform/Cabinet Details</b>					
<b>Alpha Pro Hybrid AH-1</b> (V27/27 with/without ALPHA PRO TOPPER)					
<b>Software Details - 2</b>					
<b>Game</b>		<b>SLV3 Kernel</b>		<b>BIOS</b>	
DROTNS1B		S3NWX02A		SBSLV003	
<b>Platform/Cabinet Details</b>					
<b>Alpha Pro Hybrid AH-1</b> (V27/27 with/without ALPHA PRO TOPPER)					
<b>Dualos</b> (with Primary 23" LCD, Secondary 23" LCD, optional 18.5" video topper, configured with either ticket printer and/or hopper option)					
<b>Specific Approval Conditions</b>					
When this game is configured on the Alpha II platform with the IMPU Board Alpha 2.1 Assy PCA212268-3-0 Rev A, it requires 8GB RAM in the gaming machine in order to operate successfully.					
<b>Application Reference No.</b>		35-A1050/S01			

Regression Tested Games with Updated Supporting Software		
<b>Device Name</b>	Game Shell / BIOS	
<b>Manufacturer</b>	Ainsworth Game Technology Ltd	
<b>Category</b>	Supporting Function	
<b>Category Type</b>	System Software	
<b>Technical Standards</b> <b>Submission Standards</b>	NS 10.3 + NSW Appendix (dated 24/04/13) ILGA Circular (dated 03/07/2015) NSW CPTS 2.4 ; TITO Technical Standard V4.20 NSW Jackpot Technical Standard Rev 1.3	
Software Details		
Function	Identifier	
Base	NX1E1G0K	
BIOS	B001E001	
Platform / Cabinet Details		
<b>A560X-S32 – Split Cabinet</b> (with 32” Primary LCD monitor, optional Secondary A560 LCD Topper, optional Oval Topper, configured with either ticket printer and/or hopper option)		
<b>A560X-H</b> (with Primary 22” LCD, Secondary 22” LCD, optional A560 19” LCD Topper, optional Oval Topper, configured with either ticket printer and/or hopper option)		
<b>A560X-ST</b> (with Primary 24” LCD, Secondary 27” LCD, optional 24” LCD Topper, configured with ticket printer only)		
<b>A560X-L</b> (with Primary 22” LCD and A560 19” LCD Topper, configured with either ticket printer and/or hopper option)		
Regression Tested Games		
Game Name	Specification Number	Game Identifier
Sun Money (4 iSAP Levels)	44.BF200	GDNSUZ1E
Phoenix & Peony (4 iSAP Levels)	44.BF201	GDNSHX1E
Reel of Wheels Horsepower (4 iSAP Levels)	44.BF208	GDNSPR2C
Knight’s Honor (4 iSAP Levels)	44.BF209	GDNSKU1D
Soul Queen (4 iSAP Levels)	44.BF210	GDNSQQ2F
Heart Queen (4 iSAP Levels)	44.BF211	GDNSQQ1E
Power 8’s (4 iSAP Levels)	44.BF215	GDNSP81F
Ming Warrior (2 iSAP Levels)	44.BG000	GDNSNA1C
The Enforcer (2 iSAP Levels)	44.BG001	GDNSFJ1B
Sparkle Stars (2 iSAP Levels)	44.QBG08	GDNSKT1F
Moon Shot (2 iSAP Levels)	44.QBG09	GDNSN31J
Platform / Cabinet Details		
<b>A600-H</b> (with Primary 23.8”LCD monitor, 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>	44-A0979/S01	

Alternate Banknote Acceptor		
<b>Device Name</b>	MEI Advance Banknote Acceptor	
<b>Manufacturer</b>	Ainsworth Game Technology Ltd	
<b>Category</b>	Gaming Machine	
<b>Category Type</b>	Hardware Component	
<b>Technical Standards</b>	NS 10.3 + NSW Appendix (dated 24/04/13)	
<b>Submission Standards</b>	NSW CPTS 2.4; TITO Technical Standard V4.20	
<b>Hardware Details</b>		
<b>Device</b>	<b>Description</b>	<b>Part Number</b>
Banknote Acceptor	MEI Advance SCN8347 (No Firmware) with 600 stacker	025048
<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)		
<b>Application Reference No.</b>	44-A0965/S01	