Australian Capital Territory

Gaming Machine Approval 2017 (No 26)

Notifiable instrument NI2017–599

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 2017 (No 26).*

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.

Dinesh Kumar

Delegate
ACT Gambling and Racing Commission

9 November 2017

For further information please contact the approved supplier.

Ainsworth Game Technology Limited	
Subject: Regression Tested Games on different Platforms	
Game Name 1	Emerald Dream (4 iSAP Levels)
Specification Number	44.BF268
Game Name 2	Run With The Wolves (4 iSAP Levels)
Specification Number	44.BF263
Application Reference No.	44-A1180/S01

Aristocrat Technologies Australia Pty Ltd	
Subject: Updated Gaming Machine Game	
Game Name	The Third Prince
Specification Number	1.F0121
Application Reference No.	01-A1708/S01

IGT (Australia) Pty Ltd	
Subject: New Gaming Machine Platform	
Device Name	'Crystal Curve Australia' Platform
Application Reference No.	18-A1316/S01

IGT (Australia) Pty Ltd	
Subject: New Gaming Machine Game	
Game Name	Hyper Hits Link Lotus Princess
Specification Number	18.HDG11
Application Reference No.	18-A5737/S01
Specific Approval Conditions	
The above-mentioned Standard Linked Progressive Game must operate in conjunction with the Standard Linked Progressive Jackpot System, Specification Number 18.YA011, with the approved 'Hyper Hits Link' jackpot settings.	

IGT (Australia) Pty Ltd	
Subject: New Gaming Machine Game	
Game Name	Hyper Hits Lotus Princess
Specification Number	18.DG036
Application Reference No.	18-A5729/S01

IGT (Australia) Pty Ltd	
Subject: New Gaming Machine Game	
Game Name	Wild Fury
Specification Number	18.DG037
Application Reference No.	18-A5721/S01