Australian Capital Territory

Gaming Machine Approval 2010 (No 16)

Notifiable instrument NI2010–183

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 2010 (No 16).

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.

James Mullan Delegate ACT Gambling and Racing Commission

15 April 2010

Game Name	5 Dragons (Fa Fa Fa)	
Specification Number	1.HF005	
Manufacturer	Aristocrat Technologies	Australia Pty Ltd
Gaming Machine Type	SFS – Ante Bet	
Game Type	Spinning Reels	
Technical Standards	NS10.0 + NSW Append	lix (dated 14/01/09)
	NSW CPTS 2.2	
	TITO Technical Standard V4.18	
	NSW Jackpot Technical	Standards Rev 1.1
Submission Standards	NS10.0 + NSW Append	lix (dated 14/01/09)
	NSW CPTS 2.2	
	TITO Technical Standar	rd V4.18
	NSW Jackpot Technical	Standards Rev 1.1
Progressive levels supported	Linked - yes	
	Type - standard	
	Levels - 4	
Maximum Bet Value	\$4.50	
Base Credit Value	1c	
Percentage Return to Player	Variation Number	Min/Max PRTP
(PRTP)	05	78.14-83.23
Platform/Cabinet	Gen7 Viridian - Casino Top (with in-machine LCD for	
	hyperlink) (configured with	
	hopper option)	
	Gen7 Slant – Casino To	
	hyperlink) (configured with	a ticket printer only)
Operational Conditions	1	and in the ACT
1. The "Ticket In" and "Cash	1	
2. Gaming machine variation	• • • •	-
jackpot arrangement wher		
to player and linked jackp		
3. The above-mentioned gan		
conjunction with the Stand	e	1 V ·
specification Number 1.Y.	A002, with the approved	га га га јаскрог
settings.	01 41157/001	
Application Reference No.	01-A1157/S01	

	50 D (E E E)		
Game Name	50 Dragons (Fa Fa Fa)		
Specification Number	1.HF004		
Manufacturer	Aristocrat Technologies	Australia Pty Ltd	
Gaming Machine Type	SFS		
Game Type	Spinning Reels		
Technical Standards	NS10.0 + NSW Append	lix (dated 14/01/09)	
	NSW CPTS 2.2		
	TITO Technical Standar	TITO Technical Standard V4.18	
	NSW Jackpot Technical	Standards Rev 1.1	
Submission Standards	NS10.0 + NSW Append	lix (dated 14/01/09)	
	NSW CPTS 2.2		
	TITO Technical Standar	rd V4.18	
	NSW Jackpot Technical	Standards Rev 1.1	
Progressive levels supported	Linked - yes		
	Type - standard		
	Levels - 4		
Maximum Bet Value	\$5.00		
Base Credit Value	1c		
Percentage Return to Player	Variation Number	Min/Max PRTP	
(PRTP)	05	82.01	
Platform/Cabinet	Gen7 Viridian – Casino Top (with in-machine LCD for		
	hyperlink) (configured with either a ticket printer and/or		
	hopper option)		
		p (with in-machine LCD for	
	hyperlink) (configured with	a ticket printer only)	
Operational Conditions	-less" fosilities	enough in the ACT	
1. The "Ticket In" and "Cash	±	L	
2. Gaming machine variation	• • • •	-	
jackpot arrangement wher			
to player and linked jackp			
3. The above-mentioned gam		-	
conjunction with the Stand			
specification Number 1.Y.	A002, with the approved	га га га јаскрој	
settings.	01 41154/001		
Application Reference No.	01-A1154/S01		

Game Name	Multilink Deluxe
Specification Number/LPJS	1.H0318 - 01-YH030
-	1.H2904 – 01-YH290
	1.H3004 – 01-YH300
	1.H3104 – 01-YH310
Manufacturer	Aristocrat Technologies Australia Pty Ltd
Gaming Machine Type	Multi Game Gaming Machine - SFS
Game Type	Spinning Reels
Technical Standards	NS10.0 + NSW Appendix (dated 14/01/09)
	NSW CPTS 2.2
	TITO Technical Standard V4.18
	NSW Jackpot Technical Standards Rev 1.1
Submission Standards	NS10.0 + NSW Appendix (dated 14/01/09)
Progressive levels supported	Linked - yes
	Type - standard
	Levels - 4
Maximum Bet Value	\$5.00
Base Credit Value	1c

Percentage Return to Player (PRTP)				
MGC	CRP	Game Number/Name	Var	SDB PRTP
99	82.00	01 Ladies Day	05	82.06
		02 2Can	05	82.09
		03 Fortune Foo	05	82.13
		04 Polynesian Pearl	05	82.11

Operational Conditions

- 1. The "Ticket In" and "Cashless" facilities are not approved in the ACT.
- 2. Gaming machine variation number 99 is only approved to operate on a linked jackpot arrangement where the combined gaming machine percentage return to player and linked jackpot contribution is at least 87%.
- 3. The above-mentioned game multi-game gaming machine must operate in conjunction with a Standard Linked Progressive Jackpot System, specification number 01-YH030, with hyperlink controller firmware version 3.30 or later.
- 4. The above-mentioned game multi-game gaming machine must be used in conjunction with an ATA Graphics Server / Thin Client ATA Graphics Server, specification number 01-SES00 / 01-SES01, with graphics server application software (system version SYS004) and graphics software configuration text file (version 01023) or later.

Application Reference No.01-A1115/S01

Device Name	ATA Graphics Server		
	Thin Client ATA Graph	ics Server	
Specification Number	1.SES00		
L	1.SES01		
Manufacturer	Aristocrat Technologies	Australia Pty Ltd	
Category Gaming Machine			
Category Type	Other (Graphics Server))	
Technical Standards	NSW Jackpot Technica	l Standards Rev 1.1	
Linked Progressive Jack	pot System (LPJS) Details		
1. Random – With M	k6 and/or Gen7 platforms		
LPJS Type	Software Version	Specification Number	
a) Mikohn	CCCE44	32.YC000	
b) Paltronics	52XO199C / 52XE199C	52.YC000	
	XST02070 / XST0207E	52.YC000	
c) Paltronics	XSE0116O/ SXE0116E	52.YC001	
2. Hyperlink – with N	Ak6 and or Gen7 Platforms		
a) Hyperlink	SHL03280 / SHL0328E	1.YA000	
		1.YH030	
		1.YH050	
		1.YH060 to YH170	
	a) SHL03300 / SHL0330E	1.YA000	
	b) SHL0332O / SHL0332E	1.YH030	
	,	1.YH050	
		1.YH060 to YH170	
		1.YH280	
		1.YH290 to 1.YH310	
	SHL03350 / SHL0335E	1.YA000	
		1.YH030	
		1.YH050	
		1.YH060 to 1.YH170	
		1.YH280	
		1.YH290 to 1.YH310	
		1.YH320	
		1.YHD00	
	SHL0404O / SHL0404E	1.YA001	
	SHL05010 / SHL0501E	1.YA002	
	SHL0502O / SHL0502E	1.YA002	
3. Standard – with G	1	Γ	
a) Standard	SHL0404O / SHL0404E	1.YA001	
Specific Approval Cond			
	cocol functionality is not a subject o		
	pot levels displayed on the ATA Gr		
mystery link should controller.	match the number of jackpot levels	s configured in the jackpot	
Operational Conditions			
–	Server or Thin Client ATA Graphic	os Sarvar must ha connacted t	
	Server or Thin Client ATA Graphic d hyperlink / random link progressi		
ah approved standar above.	a hypernink / random link progressi	ve jackpot system as given	
	Server or Thin Client ATA Graphic	os Server active external I/O	
-	d in a security cage fitted with a sec		
connection or remov	• •	surry sear to prevent	

connection or removal of data cables.

Application Reference No. 01-A1167/S01

Game N	omo		Jade Dynasty			
	ation Nun	hon		18.B0551		
-		iber		D4 I 4 d		
Manufa		T	IGT Australia	Ply Lla		
-	Machine	Туре	iSAP Spinning Peels			
Game T			Spinning ReelsNS10.0 + NSW Appendix (dated 14/01/09)			
Technic	al Standa	rds			ed 14/01/09)	
			NSW CPTS 2.	-		
				al Standard V4.1	-	
~				Technical Stand		
Submiss	ion Stand	ards		V Appendix (dat	ed 14/01/09)	
			NSW CPTS 2.			
				al Standard V4.1		
				Technical Stand	ards Rev 1.1	
Progress	sive levels	supported	•			
			Type - standar	d		
			Levels - 3			
	ım Bet Va		\$5.00			
	edit Value		1c, 2c			
Percenta		n to Player (PR'		I		
VAR	BCV	Setting Combination	Game RTP	iSAP RTP	Min/Max Total PRTP	
	1c	SC1			1000111111	
02	2c	SC3	81.35	9.550115	90.90	
	1c	SC0				
03	2c	SC0	81.35	10.651299	92.00	
Operatio	onal Cond					
		d "Cashless" fac	ilities are not an	proved in the $\Delta($	$^{\gamma}\mathrm{T}$	
Device I		a Cusiness Ide.	indes are not ap	proved in the A		
Device I			AVP BC20 Sh	ell (Shell, OS &	BIOS)	
Categor			Supporting Fu		2100)	
Categor	•		Other (system so			
U	<u>j 1990</u> sion Stand	ards		W Appendix (da	ted 14/01/09)	
	al Standa			W Appendix (da		
			NSW CPTS 2.	1 1		
				al Standard V4.1	8	
					-	
Platforn	NSW Jackpot Technical Standards Rev latform/Cabinet Details AVP BC20 – Video Top					
- autorn			AVP ST22 – Video Slant Top			
	tion Dofor	anco No		*		
Annlicat	lication Reference No. 18-A5008/S01, 18-A5014/S01					

Game N	ame		Russian Riche	s		
	ation Nun	ıber	18.B0552			
Manufa			IGT Australia	Pty Ltd		
Gaming	Machine	Туре	iSAP			
Game T			Spinning Reels			
				NS10.0 + NSW Appendix (dated 14/01/09)		
			NSW CPTS 2.			
			TITO Technic	al Standard V4.1	8	
			NSW Jackpot	Technical Standa	ards Rev 1.1	
Submiss	ion Stand	ards		V Appendix (date	ed 14/01/09)	
			NSW CPTS 2.	2		
			TITO Technic	al Standard V4.1	8	
			NSW Jackpot	Technical Standa	ards Rev 1.1	
Progress	sive levels	supported	iSAP - yes			
			Type - standar	d		
			Levels - 3			
	m Bet Va		\$5.00			
	edit Value		1c, 2c			
	~	n to Player (PR'		I	1	
VAR	BCV	Setting	Game RTP	iSAP RTP	Min/Max	
		Combination			Total PRTP	
02	1c	SC1	81.35	9.550115	90.90	
	2c	SC3	01.00	,	,,,,,	
03	1c	SC0	81.35	10.651299	92.00	
	2c	SC2			,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	
Platforn	n/Cabinet	Details	AVP BC20 – V	-		
			AVP ST22 – V	/ideo Slant Top		
-	onal Cond					
		d "Cashless" fac		•	CT.	
Applicat	tion Refer	ence No.	18-A5007/S01			

Device Name	Dynamic Button Panel Kit
Manufacturer	IGT (Australia Pty Ltd)
Category	Gaming Machine
Category Type	Hardware Component
Submission Standards	NS 10.0 + NSW Appendix (dated 14/01/09)
Technical Standards	NS 10.0 + NSW Appendix (dated 14/01/09)
Platform/Cabinet Details	AVP BC20 – Video Top
Operational Conditions	
The 'Dynamic Button Panel Kit'	, when installed on the AVP BC20 platform, must
operate with the AVP BC20 shell	l software version 'AP010601' or above.
Application Reference No.	18-A1187/S01

Game Name	Labota Crand Cantral	$(\mathbf{PCV} 1_{2})$		
Game Name	Lakota - Grand Central			
	Lakota - Grand Central	(BCV 2c)		
Specification Number	35.HF012 (BCV1c)	35.HF012 (BCV1c)		
	35.HF013 (BCV 2c)			
Manufacturer	Shuffle Master Austral	asia Pty Ltd		
Gaming Machine Type	SFS			
Game Type	Spinning Reels			
Technical Standards	NS10.0 + NSW Appen	dix (dated 14/01/09)		
	NSW CPTS 2.2			
	TITO Technical Standa	ard V4.18		
	NSW Jackpot Technica	NSW Jackpot Technical Standards Rev 1.1		
Submission Standards	NS10.0 + NSW Appendix (dated 14/01/09)			
Progressive levels supported	Linked - yes			
	Type - standard			
	Levels - 4			
Maximum Bet Value	\$4.80 (BCV 1c)			
	\$9.60 (BCV 2c)			
Base Credit Value	1c, 2c			
Percentage Return to Player	Variation Number	Min/Max PRTP		
(PRTP)	56	81.17		
	57	83.62		
Platform/Cabinet Details	eStar PC4 – Round Top	0 (with in-machine 17"		
	LCD)			
Onenetional Conditions				

Operational Conditions

- 1. The "Ticket In" and "Cashless" facilities are not approved in the ACT.
- 2. The above-mentioned games must operate in conjunction with the Standard Linked Progressive Jackpot System, specification number 35-YA000, with the approved settings.
- 3. The touch screen option must be enabled (to allow the help pages to be accessible via the on-screen buttons).
- 4. When operating on the Round Top platform (with the in-machine 17" LCD), the above-mentioned games must be installed in conjunction with the Shuffle Master VGA ADD2 board (STG P/N: ASY-0175) and a 'DVI to VGA' cable that connects the Top Box LCD to the DVI2 port on the EGM's backplane board.
 Application Reference No. 35-A0642/S01

Game Name		Kitsune – Grand Centr	al Metro	
Specification Nu	ımber	35.BF049		
Manufacturer		Shuffle Master Austral	lasia Pty Ltd	
Gaming Machin	пе Туре	iSAP		
Game Type	• •	Spinning Reels		
Technical Stand	lards	NS10.0 + NSW Appendix (dated 14/01/09)		
		NSW CPTS 2.2		
		TITO Technical Stand	ard V4.18	
		NSW Jackpot Technic	al Standards Rev 1.1	
Submission Star	ndards	NS10.0 + NSW Apper	ndix (dated 14/01/09)	
Progressive leve	ls supported	iSAP - yes		
		Type - standard		
		Levels - 3		
Maximum Bet V	alue	\$10.00		
Dens Coult VI	110	5c, 10c		
Base Credit Val	ue	JC, 10C		
	ue 1rn to Player (PF			
			Min/Max Total RTP	
Percentage Retu	ırn to Player (PF	RTP)	Min/Max Total RTP 92.07	
Percentage Retu Var	Irn to Player (PR Game RTP	RTP) Progressive RTP		
Percentage Retu Var 11	urn to Player (PF Game RTP 82.07	Progressive RTP 10.000000	92.07	
Percentage Retu Var 11 12	Irn to Player (PF Game RTP 82.07 80.16	Progressive RTP 10.000000 10.000000	92.07 90.16	
Var 11 12 31	Irn to Player (PF Game RTP 82.07 80.16 81.55 80.56	Progressive RTP 10.000000 10.000000 9.000000 9.000000 9.000000 eStar PC4 – Low Top,	92.07 90.16 90.55 89.56	
Var 11 12 31 32	Irn to Player (PF Game RTP 82.07 80.16 81.55 80.56	Progressive RTP 10.000000 10.000000 9.000000 9.000000 9.000000 eStar PC4 – Low Top, machine 17" LCD)	92.07 90.16 90.55 89.56 Round Top (with in-	
Percentage Retu Var 11 12 31 32 Platform/Cabin	Image: system Player (PF Game RTP 82.07 80.16 81.55 80.56 80.56 et Details 1000000000000000000000000000000000000	Progressive RTP 10.000000 10.000000 9.000000 9.000000 9.000000 eStar PC4 – Low Top,	92.07 90.16 90.55 89.56 Round Top (with in-	
Percentage Retu Var 11 12 31 32 Platform/Cabin Operational Con	Image Player (PF Game RTP 82.07 80.16 81.55 80.56 et Details	Progressive RTP 10.000000 10.000000 9.000000 9.000000 9.000000 eStar PC4 – Low Top, machine 17" LCD) PC4 – Mojo ST (Slant Top)	92.07 90.16 90.55 89.56 Round Top (with in-	
Percentage Retu Var 11 12 31 32 Platform/Cabin Operational Con 1. The "Ticket I	Irn to Player (PF Game RTP 82.07 80.16 81.55 80.56 et Details nditions [n" and "Cashless]	Progressive RTP 10.000000 10.000000 9.000000 9.000000 eStar PC4 – Low Top, machine 17" LCD) PC4 – Mojo ST (Slant T "facilities are not approv	92.07 90.16 90.55 89.56 Round Top (with in- Top)	
Percentage Retu Var 11 12 31 32 Platform/Cabin Operational Con 1. The "Ticket I 2. The touch scr	Irn to Player (PF Game RTP 82.07 80.16 81.55 80.56 et Details nditions [n" and "Cashless]	Progressive RTP 10.000000 10.000000 9.000000 9.000000 eStar PC4 – Low Top, machine 17" LCD) PC4 – Mojo ST (Slant T "facilities are not approvoe enabled (to allow the here)	92.07 90.16 90.55 89.56 Round Top (with in- Top)	

Application Reference No.35-A0646/S01