

Australian Capital Territory

Gaming Machine Approval 2011 (No 3)

Notifiable instrument NI2011–65

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 2011 (No3)*.

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

17 February 2011

Bugfix Multigame Gaming Machine Supporting Software		
Device Name	AVP BC20 Shell (Shell, OS & BIOS)	
Manufacturer	IGT (Australia) Pty Ltd	
Category	Supporting Function	
Category Type	System Software	
Submission Standards Technical Standards	NS 10.0 + NSW Appendix (dated 14/01/09) NSW CPTS 2.2 TITO Technical Standard V4.18 NSW Jackpot Technical Standards Rev 1.1	
Platform/Cabinet Details	AVP BC20 – Video Top, Portrait Top AVP ST22 – Video Slant Top	
Software Details		
Firmware	Program ID	
Shell	AP010603	
OS XPe	OS000006	
OS Authentication Sector	N/A (filename:auth_sector.bin)	
List of previously approved games recommended for operation with this Shell Version		
Game Name	Specification Number	Game Program I/d
Multistar Dynamic	18.C0025	X44800GA, RA
Multistar Jackpots	18.D0015	X44010GA, RA
Retrofit Order		
A retrofit of all affected devices in the field with the above-mentioned Shell, OS and OS Authentication Software is required in ACT. It will retrofit the previously approved software version ‘AP010601, OS000002’ and the OS Authentication Software for the two MGGM games mentioned above only, to address the issue with the games, when operating with the dynamic button panel, in that the “Collect” button does not appear on the machine during an active game and it is not clear how to collect the credits.		
Application Reference No.	18-S5108/S01	