

Australian Capital Territory

# Gaming Machine Approval 2015 (No 14)

Notifiable instrument NI2015–189

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 14)*.

## **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

4 May 2015

Gaming Machine Game Software Bugfix				
<b>Game Name</b>	Player's Choice High Limits			
<b>Specification Number</b>	1.CG004			
<b>Manufacturer</b>	Aristocrat Technologies Australia Pty Ltd			
<b>Gaming Machine Type</b>	MGGM – Multi Denomination			
<b>Game Type</b>	Spinning Reels			
<b>Game Identifier</b>	10362737			
<b>Technical Standards</b>	NS 10.3 + NSW Appendix (dated 24/04/13)			
<b>Submission Standards</b>	NSW CPTS 2.3; TITO TS V4.20			
<b>Maximum Bet Value</b>	\$10.00			
<b>Base Credit Value</b>	20c, 50c, \$1.00			
<b>Component Game Set Details</b>				
<b>Game Number</b>	<b>Game Name</b>	<b>BCV</b>		
1	Big Red	20c		
2	Big Red	50c		
3	Big Red	\$1.00		
4	Black Panther	50c		
5	Black Panther	\$1.00		
6	Brazil	20c		
7	Brazil	50c		
8	Brazil	\$1.00		
9	Dollar Bear	20c		
10	Dollar Bear	50c		
11	Dollar Bear	\$1.00		
12	Wild Stallion	20c		
13	Wild Stallion	50c		
14	Wild Stallion	\$1.00		
15	Wild Thing	50c		
16	Wild Thing	\$1.00		
<b>Multi-Game Combination</b>				
<b>MGC</b>	<b>CRP%</b>	<b>Game Number</b>	<b>Variation</b>	<b>SDB PRTP%</b>
99	89.13	1	6	89.08
		2, 3	6	89.12
		4, 5	12	89.13
		6, 7, 8	11	89.13
		9, 10, 11	11	89.11
		12	11	89.11
		13, 14	11	89.06
		15, 16	5	89.20
1	90.11	1, 2, 3	99	90.07
		4, 5	99	90.10
		6, 7, 8	1	90.10
		9, 10, 11	99	90.20
		12	99	90.01
		13, 14	99	90.20
		15, 16	99	90.16

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MGC	CRP%	Game Number	Variation	SDB PRTP%
2	90.92	1	8	90.89
		2, 3	8	90.92
		4, 5	11	90.94
		6, 7, 8	12	90.87
		9, 10, 11	12	90.92
		12, 13, 14	12	90.95
		15, 16	6	90.97
3	91.91	1	2	91.82
		2, 3	2	91.93
		4, 5	10	91.99
		6, 7, 8	2	91.93
		9, 10, 11	2	91.97
		12	2	91.91
		13, 14	2	91.84
4	93.52	15, 16	2	91.96
		1	4	93.56
		2, 3	4	93.61
		4, 5	9	93.54
		6, 7, 8	4	93.43
		9, 10, 11	4	93.50
		12	4	93.47
5	94.12	13, 14	4	93.52
		15, 16	4	93.50
		1	9	94.15
		2, 3	9	94.13
		4, 5	13	94.19
		6, 7, 8	13	94.04
		9, 10, 11	13	94.20
12	13	94.15		
13, 14	13	94.13		
15, 16	7	94.19		

**Platform/Cabinet Details 1 (BIOS Version 2020 & 2021)**

Gen7 Viridian Widescreen – Casino Top (with in-machine LCD; Stand-alone) (Configured with either Ticket Printer and/or Hopper option)

Gen7 Vii Slant – Casino Top (with in-machine LCD; Stand-alone) (Configured with either Ticket Printer and/or Hopper option)

**Platform/Cabinet Details 2 (BIOS Version 6040)**

Gen 8 Helix Upright – Casino Top (U23/23) (Configured with either Ticket Printer and/or Hopper option) OR (Configured for CCCE only – No Coin, No Hopper, No BNA & No Printer)

Gen 8 Helix Slant – Casino Top (S23/23), Low Boy with Super Screen Top Box (S23/32) (Configured with Ticket Printer only) OR (Configured for CCCE only – No BNA & No Printer)

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<b>Specific Approval Conditions</b>	
<ol style="list-style-type: none"> <li>1. If MGC Combination 99 is used, the EGM must be connected to a mystery link.</li> <li>2. This MGGM game must only operate on the Gen7 Wide-Screen platforms in conjunction with the 'Nteractive Button Midtrim Deck Kit', and on the Gen8 Helix platforms in conjunction with the 'Button Deck LCD 13BTN Assembly'.</li> </ol>	
<b>Note</b>	
This approval replaces the previous approval for this gaming machine notified on 20 November 2014 under Notifiable Instrument 2014-594. The game software with identifier 10162737 is no longer approved in ACT.	
<b>Application Reference No.</b>	01-A1542/S01

Updated Hardware Assembly		
<b>Manufacturer</b>	Aristocrat Technologies Australia Pty Ltd	
<b>Device Name</b>	Power Supply Unit	
<b>Category</b>	Gaming Machine	
<b>Type</b>	Hardware Component	
<b>Technical Standards</b>	NS 10.3 + NSW Appendix (dated 24/04/2013)	
<b>Submission Standards</b>		
<b>Hardware details:</b>		
<b>Device</b>	<b>Description</b>	<b>Part Number</b>
Power Supply	Gen8 power supply	ATA P/N 433100 Rev 03B
<b>Platform/Cabinet Details</b>		
Gen 8 Helix Upright – Casino Top (U23/23) (Configured with either Ticket Printer and/or Hopper option) OR (Configured for CCCE only – No Coin, No Hopper, No BNA & No Printer)		
Gen 8 Helix Slant – Casino Top (S23/23), Low Boy (S23), Low Boy with Super Screen Top Box (S23/32) (Configured with Ticket Printer only) OR (Configured for CCCE only – No BNA & No Printer)		
<b>Application Reference No.</b>	01-A1548/S01	

New Gaming Machine					
<b>Game Name</b>		Jet Strike (3 iSAP Levels)			
<b>Specification Number</b>		1.BF083			
<b>Manufacturer</b>		Aristocrat Technologies Australia Pty Ltd			
<b>Category</b>		Gaming Machine			
<b>Gaming Machine Type</b>		iSAP			
<b>Game Type</b>		Spinning Reel			
<b>Game Identifier</b>		10163130			
<b>Technical Standards</b>		NS Rev 10.3 + NSW Appendix Rev 10.3			
<b>Submission Standards</b>		NSW CPTS Rev 2.3; 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	3	Yes
<b>Maximum Bet Value</b>		\$10.00			
<b>Base Credit Value</b>		50c, \$1.00			
<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>
99	50c, \$1	81.04-81.21	SCv99-50c, SCv99-100c	11.032527	92.07-92.24
1	50c, \$1	80.05-80.15	SCv01-50c, SCv01-100c	10.447273	90.50-90.60
2	50c, \$1	81.04-81.21	SCv02-50c, SCv02-100c	12.437136	93.48-93.64
3	50c, \$1	81.04-81.21	SCv03-50c, SCv03-100c	14.281099	95.32-95.49
4	50c, \$1	81.04-81.21	SCv04-50c, SCv04-100c	13.680147	94.72-94.89
5	50c, \$1	80.98-81.04	SCv05-50c, SCv05-100c	10.447273	91.43-91.49
6	50c, \$1	81.04-81.21	SCv06-50c, SCv06-100c	11.794936	92.84-93.00
7	50c, \$1	80.98-81.21	SCv07-50c, SCv07-100c	10.885137	91.86-91.93
<b>Platform/Cabinet Details 1 (BIOS Version 2020 &amp; 2021)</b>					
Gen7 Viridian Widescreen – Casino Top (with in-machine LCD; Stand-alone), (Configured with either Ticket Printer and/or Hopper option)					
Gen7 Vii Slant – Casino Top (with in-machine LCD; Stand-alone), (Configured with either Ticket Printer and/or Hopper option)					
<b>Platform/Cabinet Details 2 (BIOS Version 6040)</b>					
Gen 8 Helix Upright – Casino Top (U23/23) (Configured with either Ticket Printer and/or Hopper option) OR (Configured for CCCE only – No Coin, No Hopper, No BNA & No Printer)					
Gen 8 Helix Slant - Casino Top (S23/23)					
- Low Boy with Super Screen Top Box (S23/32)					
(Configured Ticket Printer only) OR (Configured for CCCE only – No BNA and No Printer)					
<b>Application Reference No.</b>		01-A1554/S01			

New Multigame Gaming Machine				
<b>Game Name</b>	Multideluxe – Kings Coin			
<b>Specification Number</b>	35.DG004			
<b>Manufacturer</b>	Bally Technologies ANZ Pty Ltd			
<b>Category</b>	Gaming Machine			
<b>Gaming Machine Type</b>	MGM – Multi denomination – iSAP			
<b>Game Type</b>	Spinning Reels			
<b>Game Identifier</b>	AMDKNS1E			
<b>Technical Standards Submission Standards</b>	NS Rev 10.3 + NSW Appendix (dated 24/04/2013) NSW CPTS Rev 2.3; 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>	\$10.00			
<b>Base Credit Value</b>	5c, 10c (selectable by player)			
<b>Component Game Set Details</b>				
<b>Game Number</b>	<b>Game Name</b>	<b>BCV</b>		
1	Golden Relics	5c		
2	Golden Relics	10c		
3	Luxury Dreams	5c		
4	Luxury Dreams	10c		
5	Mystic Gold	5c		
6	Mystic Gold	10c		
7	Egypt Rising	5c		
8	Egypt Rising	10c		
<b>Multi-Game Combination</b>				
<b>MGC</b>	<b>CRP%</b>	<b>Game Number</b>	<b>Variation</b>	<b>SDB RTP%</b>
1	89.85	1,2	89	89.75
		3,4		89.75
		5,6		89.91
		7,8		89.94
2	90.24	1,2	99	90.14
		3,4		90.14
		5,6		90.31
		7,8		90.33
3	90.88	1,2	90	90.78
		3,4		90.78
		5,6		90.94
		7,8		90.97

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<b>MGC</b>	<b>CRP%</b>	<b>Game Number</b>	<b>Variation</b>	<b>SDB RTP%</b>
4	91.24	1,2	91	91.15
		3,4		91.14
		5,6		91.31
		7,8		91.33
5	91.89	1,2	92	91.80
		3,4		91.79
		5,6		91.96
		7,8		91.98
<b>Platform/Cabinet Details 1 (BIOS Version SBAL2004 &amp; SBAL2105)</b>				
ALPHA II – Alpha Pro Upright AP-1 (V22/22 with/ without ALPHA PRO TOPPER)				
<b>Platform/Cabinet Details 2 (BIOS Version SBAL2105)</b>				
Alpha Pro Hybrid AH-1 (V27/27 with/ without ALPHA PRO TOPPER)				
<b>Specific Approval Conditions</b>				
This multi-game requires installation of 8GB RM in the gaming machine in order to operate satisfactorily.				
<b>Application Reference No.</b>		35-A0996/S01		

New Multigame Gaming Machine				
<b>Game Name</b>	Multideluxe – Pink Panther			
<b>Specification Number</b>	35.DG006			
<b>Manufacturer</b>	Bally Technologies ANZ Pty Ltd			
<b>Category</b>	Gaming Machine			
<b>Gaming Machine Type</b>	MGM – Multi denomination – iSAP			
<b>Game Type</b>	Spinning Reels			
<b>Technical Standards</b>	NS Rev 10.3 + NSW Appendix (dated 24/04/2013)			
<b>Submission Standards</b>	NSW CPTS Rev 2.3; 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>	\$10.00			
<b>Base Credit Value</b>	1c, 2c, 5c, 20c, 50c, \$1.00 (selectable by player)			
<b>Component Game Set Details</b>				
<b>Game Number</b>	<b>Game Name</b>	<b>BCV</b>		
1	Wolf Mountain - Pink Panther Platinum	20c		
2		50c		
3		\$1.00		
4	King of Babylon – Pink Panther Platinum	20c		
5		50c		
6		\$1.00		
7	Arctic Quest – Pink Panther Returns	1c		
8		2c		
9		5c		
10	Saloon Star – Pink Panther Returns	1c		
11		2c		
12	Lakota – Pink Panther Returns	1c		
13		2c		
14		5c		



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Multi-Game Combination				
MGC	CRP%	Game Number	Variation	SDB RTP%
1	91.09	1	99	91.99
		2		91.95
		3		91.98
		4		91.84
		5		91.80
		6		91.83
		7		90.21
		8		90.20
		9		90.26
		10		90.35
		11		90.25
		12		90.22
		13		90.19
		14		90.29
2	91.39	1	92	92.42
		2		92.56
		3		92.61
		4		92.54
		5		92.50
		6		92.53
		7		90.26
		8		90.25
		9		90.35
		10		90.38
		11		90.28
		12		90.23
		13		90.16
		14		90.27
3	91.68	1	93	93.14
		2		93.20
		3		93.03
		4		93.12
		5		93.19
		6		93.11
		7		90.39
		8		90.29
		9		90.16
		10		90.33
		11		90.23
		12		90.30
		13		90.17
		14		90.41

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<b>MGC</b>	<b>CRP%</b>	<b>Game Number</b>	<b>Variation</b>	<b>SDB RTP%</b>
4	91.90	1	94	93.52
		2		93.46
		3		93.45
		4		93.58
		5		93.61
		6		93.53
		7		90.36
		8		90.34
		9		90.39
		10		90.30
		11		90.20
		12		90.33
		13		90.18
		14		90.32
<b>Software Details</b>				
<b>Game</b>		<b>Kernel</b>	<b>BIOS</b>	
MDPNSW1L		Q4NWX05A	SBSLV003	
<b>Platform/Cabinet Details</b>				
SL-V> Equinox				
<b>Specific Approval Conditions</b>				
This game must operate with the 5 Button Panel P/N: 86-163A				
<b>Application Reference No.</b>		35-A0997/S01		

New Gaming Machine		
<b>Game Name</b>	Saloon Star	
<b>Specification Number</b>	35.F0198	
<b>Manufacturer</b>	Bally Technologies ANZ Pty Ltd	
<b>Category</b>	Gaming Machine	
<b>Gaming Machine Type</b>	Conventional	
<b>Game Type</b>	Spinning Reel	
<b>Game Identifier</b>	SALNSW1E	
<b>Technical Standards</b>	NS Rev 10.3 + NSW Appendix Rev 10.3	
<b>Submission Standards</b>	NSW CPTS Rev 2.3; TITO Technical Standard V4.20	
<b>Maximum Bet Value</b>	\$6.00	
<b>Base Credit Value</b>	1c, 2c	
<b>Variation Details</b>	<b>Var</b>	<b>Min – Max RTP%</b>
	1	90.34-90.38
<b>Platform/Cabinet Details</b>		
PC4 - Equinox		
<b>Specific Approval Conditions(where applicable)</b>		
The 'Number of Gamble Allowed' in the Standard Machine Setup menu must be set to 5 to ensure it is consistent with the Artwork rules.		
<b>Application Reference No.</b>	35-A0965/S01	

New Gaming Machine															
<b>Game Name</b>		Saloon Star (Configurable 2/3 iSAP Levels)													
<b>Specification Number</b>		35.BF146													
<b>Manufacturer</b>		Bally Technologies ANZ Pty Ltd													
<b>Category</b>		Gaming Machine													
<b>Gaming Machine Type</b>		iSAP													
<b>Game Type</b>		Spinning Reel													
<b>Game Identifier</b>		SALNSW1E													
<b>Technical Standards Submission Standards</b>		NS Rev 10.3 + NSW Appendix Rev 10.3 NSW CPTS Rev 2.3; 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		Random		2 or 3		Yes							
<b>Maximum Bet Value</b>		\$6.00													
<b>Base Credit Value</b>		1c, 2c													
<b>Variation Details</b>															
<b>Var</b>		<b>Game RTP%</b>		<b>Setting Combination</b>		<b>iSAP RTP%</b>		<b>Min - Max RTP%</b>							
				<b>2 Levels</b>		<b>3 Levels</b>									
2		86.55 – 86.58		1 - 36		N/A		3.000000		N/A					
3		87.32 – 87.37										89.55		89.58	
4		88.11 – 88.16										90.32		90.37	
5		85.04 – 85.08		37 - 72		73 - 282		4.500000		89.54		89.58			
6		85.80 – 85.87								90.30		90.37			
7		86.62 – 86.67								91.12		91.17			
8		87.42 – 87.46								91.92		91.96			
<b>Platform/Cabinet Details</b>															
PC4 - Equinox															
<b>Specific Approval Conditions(</b> where applicable <b>)</b>															
The 'Number of Gamble Allowed' in the 'Standard Machine Setup' menu must be set to 5 to ensure it is consistent with the Artwork rules.															
<b>Application Reference No.</b>				35-A0965/S01											

New Gaming Machine					
<b>Game Name</b>		Scatter Strike Ultra (4 iSAP Levels)			
<b>Specification Number</b>		35.BF148			
<b>Manufacturer</b>		Bally Technologies ANZ Pty Ltd			
<b>Category</b>		Gaming Machine			
<b>Gaming Machine Type</b>		iSAP			
<b>Game Type</b>		Spinning Reel			
<b>Game Identifier</b>		SSUNSW1D			
<b>Technical Standards Submission Standards</b>		NS Rev 10.3 + NSW Appendix Rev 10.3 NSW CPTS Rev 2.3; 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>		\$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>
89	1c, 2c	81.78 – 81.84	Var89_1c, Var89_2c	7.850321	89.63 – 89.69
90	1c, 2c	82.32 – 82.34	Var90_1c, Var90_2c	8.069923	90.39 – 90.41
91	1c, 2c	82.60 – 82.64	Var91_1c, Var91_2c	8.569923	91.17 – 91.21
92	1c, 2c	83.30 – 83.33	Var92_1c, Var92_2c	8.648500	91.95 – 91.98
<b>Platform/Cabinet Details</b>					
SL-V > Equinox					
<b>Application Reference No.</b>		35-A1000/S01			

New Gaming Machine					
<b>Game Name</b>		Sea Maiden (3 iSAP Levels)			
<b>Specification Number</b>		35.BF149			
<b>Manufacturer</b>		Bally Technologies ANZ Pty Ltd			
<b>Category</b>		Gaming Machine			
<b>Gaming Machine Type</b>		iSAP			
<b>Game Type</b>		Spinning Reel			
<b>Game Identifier</b>		SEMNSW1H			
<b>Technical Standards Submission Standards</b>		NS Rev 10.3 + NSW Appendix Rev 10.3 NSW CPTS Rev 2.3; 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	3	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>
89	1c, 2c	83.61 – 83.66	SC1001, SC1002	5.825559	89.43 – 89.48
90	1c, 2c	83.98 – 84.03	SC2001, SC2002	6.501193	90.49 – 90.54
91	1c, 2c	84.29 – 84.34	SC3001, SC3002	6.966000	91.26 – 91.31
92	1c, 2c	84.59 – 84.64	SC4001, SC4002	7.390482	91.98 – 92.03
<b>Platform/Cabinet Details</b>					
SL-V > Equinox					
<b>Application Reference No.</b>		35-A0999/S01			

New Gaming Machine					
<b>Game Name</b>		Ninja Moon Jackpots (2 iSAP Levels)			
<b>Specification Number</b>		39.BF056			
<b>Manufacturer</b>		Konami Australia Pty Ltd			
<b>Category</b>		Gaming Machine			
<b>Gaming Machine Type</b>		iSAP			
<b>Game Type</b>		Spinning Reels			
<b>Game Identifier</b>		L133SPB001NW00			
<b>Technical Standards Submission Standards</b>		NS Rev 10.3 + NSW Appendix Rev 10.3 NSW CPTS Rev 2.3; 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	2	Yes
<b>Maximum Bet Value</b>		\$7.50			
<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>
2	1c, 2c	84.59	2_1c, 2_2c	4.861683	89.46
3	1c, 2c	84.83	3_1c, 3_2c	5.290952	90.12
4	1c, 2c	85.48	4_1c, 4_2c	6.457198	91.94
<b>Platform/Cabinet Details</b>					
KP3 KGP 2.0 UVS Podium – Upper LCD Box, Tombstone LCD Box					
KP3 KGP 2.0 UVS Podium Upgrade – Upper LCD Box, Tombstone LCD Box					
KP3 KGP 3.0 SVRS Podium – Slant Top					
KP3 KGP 2/3 MAGN Podium - Goliath					
<b>Device Details</b>					
<b>Device Name</b>		System/Game Control Software			
<b>Category</b>		Supporting Function			
<b>Type</b>		System Software			
<b>Technical Standards</b>		NS 10.3 + NSW Appendix (dated 24/04/13) NSW CPTS Rev 2.3; TITO Technical Standard V4.20 NSW Jackpot Technical Standard Rev 1.3			
<b>Software Details</b>					
<b>Game Common</b>			<b>System</b>		
KGI_LWPGCMV065NW00			LLPSYSC050XX_NW328XXX		
<b>Platform/Cabinet Details</b>					
KP3 KGP 2.0 UVS Podium – Upper LCD Box, Tombstone LCD Box					
KP3 KGP 2.0 UVS Podium Upgrade – Upper LCD Box, Tombstone LCD Box					
KP3 KGP 3.0 SVRS Podium – Slant Top					
KP3 KGP 2/3 MAGN Podium - Goliath					
<b>Application Reference No.</b>		39-A1240/S01			

New gaming Machine					
<b>Game Name</b>		Bonus Bonanza (2 iSAP Levels)			
<b>Specification Number</b>		44.BF187			
<b>Manufacturer</b>		Ainsworth Game Technology Limited			
<b>Category</b>		Gaming Machine			
<b>Gaming Machine Type</b>		iSAP			
<b>Game Type</b>		Spinning Reel			
<b>Game Identification</b>		HENSUZ2E			
<b>Technical Standards</b>		NS Rev 10.3 + NSW Appendix Rev 10.3			
<b>Submission Standards</b>		NSW CPTS Rev 2.3; 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	Random	2	Yes
<b>Maximum Bet Value</b>		\$10.00			
<b>Base Credit Value</b>		1c			
<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>
36	1c	86.07	SC1	4.020000	90.09
37	1c	85.06	SC1	4.020000	89.08
38	1c	87.23	SC1	4.020000	91.25
39	1c	88.54	SC1	4.020000	92.56
<b>Platform/Cabinet Details</b>					
A560X-S32 (with Primary LCD, optional Secondary A560 LCD Topper, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)					
<b>Specific Approval Conditions</b>					
The A560 Topper must be installed on the A560X-S32 platform when operating this game.					
<b>Application Reference No.</b>		44-A0877/S01			