# **Gaming Machine Approval 2015 (No 42)**

Notifiable instrument NI2015-595

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 2015 (No 42).

# 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

14 October 2015

Update	d Multigame G	aming Ma	achine Game	e				
Game Name			Double Shot King Spin (3 iSAP Levels)					
Manufacturer			Ainsworth	Ainsworth Game Technology Limited				
Specific	ation Number		44.QDG00					
Gaming	Machine Type	•	MGGM - N	Multi De	nominat	ion - iSA	·P	
Game T	уре		Spinning R	eel				
Technic	al Standards		NS 10.3 + I	NSW Ap	pendix (d	dated 24	1/04	/13)
Submiss	sion Standards	3	Item 2.3.1	2 of the	NSW Ap	pendix t	o NS	S2015 (dated 5/02/15)
			NSW CPTS	2.4; TIT	O TS V4.	20; NSW	/ JP ·	TS Rev 1.3
			ILGA Circu	lar (date	ed 3/07/2	L5)		
Progres	sive Levels Sup	ported	iSAP	Ту	pe	Level	S	Wins Transferred to Total Wins meter
			Yes	Stan	dard	3		Yes
Maximu	ım Bet Value		\$10.00					
Base Cr	edit Value		1c, 2c, 5c,	10c (sel	ectable b	y playei	r)	
Compor	nent Game Set	Details						
Gam	e Number		Game	Name			BCV	
	1	Double	e Dragons Double Shot King Sp		Spin		1c, 2c, 5c, 10c	
	2	Royal I	اDiamonds Double Shot King S		Spin			
	3	Year of	f the Snake Double Shot King		Spin			
	4	Year of	f the Tiger Double Shot King Spin		Spin		1c, 2c, 5c, 10c	
Multi-Game Combination								
MGC	CRP%		Game Num	nber	Var	iation		SDB RTP%
			1					90.96
1	90.92		2			51		90.95
1	30.32		3			31		90.89
			4					90.91
			1	1				89.97
2	89.93		2		53		Ī	89.96
	89.93		3					89.89
			4					89.92
3 88.77		1					88.81	
			2			54		88.80
			3			<b>.</b>		88.73
		4				88.76		
Softwar	e Details		T			T		
Game			Base		BIOS			
GDNSOT1L			NX1E1G0K B		B001F	B001E001		

## **Platform/Cabinet Details**

A560X-H (with Primary 22" LCD, Secondary 22" LCD, optional A560 19" LCD Topper, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)

A560X-L (with Primary 22" LCD and A560 19" LCD Topper, Configured with either Ticket Printer and/or Hopper option)

A560X-ST (with Primary 24" LCD, Secondary 27" LCD, optional 24" LCD Topper, Configured with Ticket Printer only)

A600-H (with primary 23.8" LCD, Secondary 23.8" LCD, optional 24" LCD Topper, Configured with either Ticket Printer and/or Hopper option)

# Approved with the following devices:

_		_			_
Devi	ıce	De.	taı	IS	1

201100 2010115 2		
Device Name Game Shell/BIOS		
Category	Supporting Function	
Category Type System Software		
Technical Standards NS 10.3 + NSW Appendix (dated 24/04/13)		
Submission Standards Item 2.3.12 of the NSW Appendix to NS2015 (dated 5/02)		
NSW CPTS 2.4; TITO TS V4.20; NSW JP TS Rev 1.3		
	ILGA Circular (dated 3/07/15)	

#### **Software Details**

Base	BIOS
NX1E1G0K	B001E001

# **Platform/Cabinet Details**

A560X-S32 (Split Cabinet with 32" Primary LCD Monitor, optional Secondary A560 LCD Topper, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option).

A560X-H (with Primary 22" LCD, Secondary 22" LCD, optional A560 19" LCD Topper, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)

A560X-ST (with Primary 24" LCD, Secondary 27" LCD, optional 24" LCD Topper, Configured with Ticket Printer only)

A560X-L (with Primary 22" LCD and A560 19" LCD Topper, Configured with either Ticket Printer and/or Hopper option)

A600-H (with primary 23.8" LCD, Secondary 23.8" LCD, optional 24" LCD Topper, Configured with either Ticket Printer and/or Hopper option)

## **Device Details 2**

Device Name	15 inch LCD Button Panel
Category	Gaming Machine
Category Type	Hardware Component
Technical Standards	NS 10.3 + NSW Appendix (dated 24/04/13); NSW CPTS 2.4
Hardware Details	

Device	Description	Part Number		
LCD Button Panel (optional)	15inch LCD Button Panel	025073		

# **Platform/Cabinet Details**

A600-H (with primary 23.8" LCD, Secondary 23.8" LCD, optional 24" LCD Topper, Configured with either Ticket Printer and/or Hopper option)

# **Specific Approval Conditions:**

- 1. The above-mentioned game must be authorised at a BCV of 1 cent only.
- 2. The above-mentioned game must operate with the 15 Button OLED Panel on the A560X platform.
- 3. The above-mentioned game must operate with the 15 Button OLED Panel or 15inch LCD Button Panel on the A600-H platform.
- 4. The A560 Topper must be installed on the A560X-L platform when operating the above-mentioned game.
- 5. The above-mentioned game can be operated with the optional A560 Topper when operating on the A560X-H platform.
- 6. The above-mentioned game can be operated with the optional 24" LCD Topper on the A560X-ST and A600-H platforms.

**Application Reference No.** 44-A0977/S01 & 44-A0966/S01

Updated	d Multigame G	aming Ma	achine Game	<u> </u>				
Game Name		Double Shot King Spin (3 iSAP Levels)						
Manufacturer			Ainsworth	Ainsworth Game Technology Limited				
Specifica	ation Number		44.QDG01					
Gaming	Machine Type	2	MGGM - N	Multi De	nominat	ion - iSA	AΡ	
Game T	ype		Spinning R	Reel				
Technic	al Standards		NS 10.3 + I	NSW Ap	pendix (d	dated 2	4/04	/13)
Submiss	sion Standards	3	Item 2.3.1	2 of the	NSW Ap	pendix	to N	S2015 (dated 5/02/15)
			NSW CPTS	2.4; TIT	O TS V4.	20; NSV	V JP	TS Rev 1.3
			ILGA Circu	lar (date	d 3/07/2	15)		
Progress	sive Levels Sup	ported	iSAP	Ту	pe	Levels		Wins Transferred to Total Wins meter
			Yes	Stan	dard	3		Yes
Maximu	ım Bet Value		\$10.00					
Base Cre	edit Value		5c, 10c (se	electable	by playe	er)		
Compor	ent Game Set	Details						
Gam	e Number		Game	e Name			BCV	
	1	Double	e Dragons Double Shot King Spin		Spin		5c, 10c	
	2	Royal I	Diamonds Double Shot King Spin		Spin	5c, 10c		
	3	Year of	f the Snake Double Shot King Sp		Spin			
	4		the Tiger Double Shot King Spin		Spin		5c, 10c	
Multi-Game Combination				1				
MGC	CRP%		Game Num	nber	Var	iation		SDB RTP%
			1				90.96	
1	90.92		2			51		90.95
	30.32		3					90.89
			4					90.91
			1		53			89.97
2	89.93		2					89.96
	89.93		3					89.89
			4					89.92
3 88.77		1					88.81	
			2			54		88.80
	3   00.//		3			J .		88.73
		4				88.76		
Softwar	e Details					_		
Game			Base		BIOS			
GDNSOT2M			NX1E1G0K B		B001I	B001E001		

## **Platform/Cabinet Details**

A560X-H (with Primary 22" LCD, Secondary 22" LCD, optional A560 19" LCD Topper, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)

A560X-L (with Primary 22" LCD and A560 19" LCD Topper, Configured with either Ticket Printer and/or Hopper option)

A560X-ST (with Primary 24" LCD, Secondary 27" LCD, optional 24" LCD Topper, Configured with Ticket Printer only)

A600-H (with primary 23.8" LCD, Secondary 23.8" LCD, optional 24" LCD Topper, Configured with either Ticket Printer and/or Hopper option)

# Approved with the following devices:

<b>Device</b>	Detail	s 1
DCVICC	Detail	<b>.</b> .

201100 2010110 2		
Device Name Game Shell/BIOS		
Category	Supporting Function	
Category Type System Software		
Technical Standards NS 10.3 + NSW Appendix (dated 24/04/13)		
Submission Standards Item 2.3.12 of the NSW Appendix to NS2015 (dated 5/02		
NSW CPTS 2.4; TITO TS V4.20; NSW JP TS Rev 1.3		
ILGA Circular (dated 3/07/15)		

#### **Software Details**

Base	BIOS
NX1E1G0K	B001E001

# **Platform/Cabinet Details**

A560X-S32 (Split Cabinet with 32" Primary LCD Monitor, optional Secondary A560 LCD Topper, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option).

A560X-H (with Primary 22" LCD, Secondary 22" LCD, optional A560 19" LCD Topper, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option)

A560X-ST (with Primary 24" LCD, Secondary 27" LCD, optional 24" LCD Topper, Configured with Ticket Printer only)

A560X-L (with Primary 22" LCD and A560 19" LCD Topper, Configured with either Ticket Printer and/or Hopper option)

A600-H (with primary 23.8" LCD, Secondary 23.8" LCD, optional 24" LCD Topper, Configured with either Ticket Printer and/or Hopper option)

## **Device Details 2**

Device Name	15 inch LCD Button Panel
Category	Gaming Machine
SF Category	Hardware Component
Technical Standards	NS 10.3 + NSW Appendix (dated 24/04/13); NSW CPTS 2.4

### **Hardware Details**

Device	Description	Part Number	
LCD Button Panel (optional)	15inch LCD Button Panel	025073	

# **Platform/Cabinet Details**

A600-H (with primary 23.8" LCD, Secondary 23.8" LCD, optional 24" LCD Topper, Configured with either Ticket Printer and/or Hopper option)

# **Specific Approval Conditions:**

- 1. The above-mentioned game must be authorised at a BCV of 5 cents only.
- 2. The above-mentioned game must operate with the 15 Button OLED Panel on the A560X platform.
- 3. The above-mentioned game must operate with the 15 Button OLED Panel or 15inch LCD Button Panel on the A600-H platform.
- 4. The A560 Topper must be installed on the A560X-L platform when operating the above-mentioned game.
- 5. The above-mentioned game can be operated with the optional A560 Topper when operating on the A560X-H platform.
- 6. The above-mentioned game can be operated with the optional 24" LCD Topper on the A560X-ST and A600-H platforms.

Application Reference No.	44-A0977/S01 & 44-A0966/S01
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Regression Tested Games with Updated Supporting Software						
Device Name	Game Shell/ BIOS					
Manufacturer	Ainsworth	Game Technology Limited				
Category	Supporting Function					
Category Type	System Software					
Technical Standards	NS 10.3 + NSW Appendix (dated 24/04/13)					
	NSW CPTS 2.4; TITO TS V4.20; NSW JP TS Rev 1.3					
	ILGA Circular (dated 3/07/15)					
Software Details						
Base BIOS		BIOS				

B001E001

# **Platform/Cabinet Details**

NX1E1G0K

A560X-S32 (Split Cabinet with 32" Primary LCD Monitor, optional Secondary A560 LCD Topper, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option).

A560X- H (with Primary 22" LCD, Secondary 22" LCD, optional A560 19" LCD Topper, optional Oval Topper, Configured with either Ticket Printer and/or Hopper option).

A560X-ST with Primary 24" LCD, Secondary 27" LCD, optional 24" LCD Topper, Configured with Ticket Printer only).

A560X-L (with Primary 22" LCD and A560 19" LCD Topper, Configured with either Ticket Printer and/or Hopper option).

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)

#### **Games**

Game	1
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Game Name	Thunder Diamonds (1 Linked + 2 iSAP Levels)						
Specification Number	44.HQG00	44.HQG00					
<b>LPJS Specification Number</b>	44.YA007	44.YA007					
Туре	SFS - iSAP						
Game Type	Spinning Reel						
Technical Standards	NS Rev 10.3 + NSW Appendix Rev 10.3						
	ILGA Circu	lar (dated 3/07/	15)				
	NSW CPTS	Rev 2.4; NSW JF	P TS Rev 1.3	; TITO TS V4.20			
Progressive Levels Supported	iSAP	Туре	Levels	Wins Transferred to			
		<b>Total Wins meter</b>					
	Yes Standard 2 Yes						

# **Software Details**

Game	Base	BIOS
GDNST51C	NX1E1G0K	B001E001

Type

Standard

Levels

1

Linked

Yes

# **Platform/Cabinet Details**

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)

Game 2					
Game Name	Thunder D	Thunder Dragons (1 Linked + 2 iSAP Levels)			
Specification Number	44.HQG01				
LPJS Specification Number	44.YA007				
Туре	SFS - iSAP				
Game Type	Spinning R	eel			
Technical Standards		3 + NSW Appen	dix Rev 10.3		
	ILGA Circu	ar (dated 3/07/	'15)		
		Rev 2.4; NSW J	1		
Progressive Levels Supported	iSAP	Туре	Levels	Wins Transferred to Total Wins meter	
	Yes	Standard	2	Yes	
	Linked	Турс		Levels	
Coft and Datath	Yes	Standa	ard	1	
Software Details	Τ_		7.00		
Game	Base		BIOS		
GDNST71C  Platform/Cabinet Details	NX1E1G0K		B001E002	1	
with either Ticket Printer and/or Hopp Game 3 Game Name Specification Number	1	yes (1 Linked + 2	2 iSAP Levels	5)	
-	1				
LPJS Specification Number	44.YA007				
Туре	SFS - iSAP				
Game Type Technical Standards	Spinning R		div Day 10 2	,	
Technical Standards	ILGA Circu	3 + NSW Appen lar (dated 3/07/ Rev 2.4; NSW J	'15)		
Progressive Levels Supported	iSAP	Туре	Levels	Wins Transferred to Total Wins meter	
	Yes	Standard	2	Yes	
	Linked Type			Levels	
	Yes Standard 1			1	
Software Details					
Game	System Software BIOS				
GDNST61C	NX1E1G0K B001E001			1	
Platform/Cabinet Details A600-H (with Primary 23.8" LCD, Sec with either Ticket Printer and/or Hopp		CD, optional 24" LC	CD Topper, opt	ional Oval Topper, Configured	

Game 4					
Game Name	Robinson (	Robinson Crusoe (1 Linked + 1 iSAP Level)			
Specification Number	44.HQG03				
LPJS Specification Number	44.YA007				
Туре	SFS – iSAP	– Multi Denom			
Game Type	Spinning R	eel			
Technical Standards	NS Rev 10.	3 + NSW Append	dix Rev 10.3		
		lar (dated 3/07/	• •	3.12 of the NSW	
		to NS2015 (dated		TITO TC V/4 20	
Progressive Levels Supported	iSAP	Rev 2.4; NSW JF	Levels	Wins Transferred to	
Trogressive Levels Supported	ISAI	Турс	LCVCIS	Total Wins meter	
	Yes	Standard	1	Yes	
	Linked	Туре		Levels	
	Yes	Standa	rd	1	
Software Details	<u> </u>				
Game	Base		BIOS		
GDNSN42G	NX1E1G0K		B001E001	L	
Platform/Cabinet Details A600-H (with Primary 23.8" LCD, Second with either Ticket Printer and/or Hopp Game 5		CD, optional 24" LC	D Topper, opt	ional Oval Topper, Configured	
Game Name	Gulliver's 1	Γravels (1 Linked	+ 1 iSAP Le	vel)	
Specification Number	44.HQG04	•			
LJS Specification Number	44.YA007				
Туре	SFS – iSAP	– Multi Denom			
Game Type	Spinning R	eel			
Technical Standards	NS Rev 10.	3 + NSW Append	dix Rev 10.3		
		lar (dated 3/07/	•	3.12 of the NSW	
		to NS2015 (dated		TITO TC V/4 20	
Progressive Levels Supported	iSAP	Rev 2.4; NSW JF	Levels	Wins Transferred to	
Trogressive Levels Supported	ISAI	1,400	Levels	Total Wins meter	
	Yes	Standard	1	Yes	
	Linked Type			Levels	
	Yes	Standa	rd	1	
Software Details	<u> </u>				
Game	Base		BIOS		
GDNSGV1E	NX1E1G0K	•	B001E001		
Platform/Cabinet Details 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)

Game 6	1					
Game Name	Huckleberry Finn (1 Linked + 1 iSAP Level)					
Specification Number	44.HQG05					
LJS Specification Number	44.YA007					
Туре	SFS – iSAP	– Multi Denom				
Game Type	Spinning R	eel				
Technical Standards	NS Rev 10.	3 + NSW Append	dix Rev 10.3			
		ar (dated 3/07/2	•	3.12 of the NSW		
	1	o NS2015 (dated	-			
		Rev 2.4; NSW JP				
Progressive Levels Supported	iSAP	Туре	Levels	Wins Transferred to Total Wins meter		
	Yes	Standard	1	Yes		
	Linked	Туре		Levels		
	Yes	Standa	rd	1		
Software Details						
Game	Base		BIOS			
GDNSKF1D	NX1E1G0K		B001E001			
Platform/Cabinet Details A600-H (with Primary 23.8" LCD, Sec with either Ticket Printer and/or Hopp Game 7		CD, optional 24" LC	D Topper, opt	ional Oval Topper, Configured		
Game Name	Thunder H	its Diamonds (3	iSAP Levels)			
Specification Number	44.QBG03					
Туре	iSAP					
Game Type	Spinning R	eel				
Technical Standards	NS Rev 10.	3 + NSW Append	dix Rev 10.3			
	ILGA Circul	ar (dated 3/07/2	L5)			
	1	Rev 2.4; NSW JP				
Progressive Levels Supported	iSAP	Туре	Levels	Wins Transferred to		
		Curreland	2	Total Wins meter		
Software Details	Yes	Standard	3	Yes		
	C C	£4	BLOS			
Game	System So		BIOS			
GDNST52H	NX1E1G0K		B001E001			
Platform/Cabinet Details						
A600-H (with Primary 23.8" LCD, Sec	ondary 23.8" L	CD, optional 24" LC	י Topper, opt	ional Oval Topper, Configured		

with either Ticket Printer and/or Hopper option)

Game 8					
Game Name	Thunder H	Thunder Hits Eyes (3 iSAP Levels)			
Specification Number	44.QBG04				
Туре	iSAP				
Game Type	Spinning R	eel			
Technical Standards	NS Rev 10.	.3 + NSW Append	dix Rev 10.3		
	ILGA Circu	lar (dated 3/07/	15)		
	†	Rev 2.4; NSW JF	TS Rev 1.3		
Progressive Levels Supported	iSAP	Туре	Levels	Wins Transferred to	
	Vaa	Ctondond	2	Total Wins meter	
Coffee Dotaile	Yes	Standard	3	Yes	
Software Details		<u> </u>			
Game	System So		BIOS		
GDNST62F	NX1E1G0K		B001E001		
Platform/Cabinet Details					
A600-H (with Primary 23.8" LCD, Second with a Tiplet Primary 23.8"	-	.CD, optional 24" LC	D Topper, opt	ional Oval Topper, Configured	
with either Ticket Printer and/or Hopp  Game 9	er option)				
Game Name		Thunder Hits Dragons (3 iSAP Levels)			
Specification Number	-	44.QBG05			
Туре	iSAP				
Game Type	Spinning R				
Technical Standards		.3 + NSW Append			
		lar (dated 3/07/	•	TITO TO 1/4 20	
Bus annous in a lovel of Common and ad	t	Rev 2.4; NSW JF	-		
Progressive Levels Supported	iSAP	Туре	Levels	Wins Transferred to Total Wins meter	
	Yes	Standard	3	Yes	
Software Details					
Game	System Software BIOS				
GDNST72E	NX1E1G0K B001E001				
Platform/Cabinet Details	I		I		
A600-H (with Primary 23.8" LCD, Seco	ondary 23.8" L	.CD, optional 24" LC	D Topper, opt	ional Oval Topper, Configured	
with either Ticket Printer and/or Hopp					
Specific Approval Conditions					
Please refer to the original game					
Application Reference No.	44-A0978/S01				

Rugfiy (	Saming M	achine Game So	oftware					
Game N		definite darrie 30	Bright Diamonds (4 iSAP Levels)					
Manufa								
	ation Nur	mhor	Bally Technologies ANZ Pty Ltd 35.B0021					
_	Machine		iSAP					
		туре		aal				
Game T	ype :al Standa		Spinning R		/datad 24/04	/12\		
	ai Standa sion Stand			NSW Appendix	•	•		
Subillis	Sion Stand	uarus	Item 2.3.12 of the NSW Appendix to NS 2015 (dated 5/02/15					
			ILGA Circular (dated 3/07/15) NSW CPTS 2.4; TITO TS V4.20; NSW JP TS Rev 1.3					
Drogros	civo Lovo	ls Supported	iSAP	Type	Levels	Wins Transferred to		
Flogies	SIVE LEVE	is supported	IJAF	Туре	Leveis	Total Wins meter		
			Yes	Standard	4	Yes		
Maxim	um Bet Va	alue	\$8.00	Januaru	+	163		
	edit Value		1c, 2c					
	on Details		10, 20					
Variation	BCV	Game RTP%	Setting	Combination	iSAP RTP%	Min - Max PRTP%		
19	2c	62.34-62.37		19 2c	26.697700			
20	2c	62.94-62.97		20 2c	27.263386			
21	2c	63.42-63.44		21 2c	27.533761			
22	2c	64.56-64.59		22 2c	27.533761			
89	1c	62.48-62.50	+	V22_20 V89_1c		89.18-89.21		
90	1c	62.93-62.96		V89_1C V90_1c		90.06-90.09		
91	1c	63.42-63.45	+	V90_1c V91_1c				
92	1c	64.77-64.80	V91_1c		27.731867 27.170413			
	re Details		<u> </u>	<u> </u>	271170113	31.3 ( 31.3 )		
Game	ic Betails		Kernel		BIOS			
DBRDN:	S3A		S3NWX02	Δ	SBSLV003			
	m/Cabine	t Details		•	02021000			
DualOS	-							
SL-V > E								
	re Details	2.						
Game		Kernel BIOS						
DBRDN:	S3A		S3NWX02A SBAL2105					
Platfor	m/Cabine	t Details			L			
Alpha P	ro Hybrid	AH-1 (V27/27 wi	th/without AL	PHA PRO Topper)				
		l Conditions:						
When t	he above-	mentioned gan	ne is configu	red on the Alp	ha II platform	with the IMPU Board		
Alpa 2.1 Assy PCA212268-3-0 Rev A, it requires 8GB RAM in the gaming machine in order to								
operate satisfactorily.								
Applica	tion Refe	rence No.	35-A1048/	′S01				