

Australian Capital Territory

Gaming Machine Approval 2022 (No 24)

Notifiable instrument NI2022–670

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 2022 (No 24)*.

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.



Karl Somers
Delegate
ACT Gambling and Racing Commission

15 December 2022

This is Page 1 (of 1 page) of the Schedule to the *Gaming Machine Approval 2022 (No 24)*

IGT (Australia) Pty Ltd	
Subject: Subject: Supporting software bugfix	
Software Details	Supporting software for Crystal Dual 27 Australia (CC27AU) & Crystal Slant Australia (CSIAU) Supporting software for Crystal Curve Australia (CCIAU) Supporting software for Peak32 Australia PEAK32AU
Application Reference Number	18-A5989/S01

SG Gaming ANZ Pty Ltd	
Subject: Subject: Alternative Bill Validator	
Device Details	BILL ACCEPTOR
Application Reference Number	35-A1407/S01

Wymac Gaming Solutions Pty Ltd	
Subject: Supporting Software Update and Regression Tested Games	
Device Name	Platform Software
Previously approved game regression tested with the above-mentioned supporting software:	
Mighty Reels - Frankenspains	90.DG004
Mighty Reels - Zeus, God of Olympus	90.DG005
Boom Boost – Fortune Fang	90.DG006
Boom Boost - Pyramids of Gold	90.DG007
Mighty Reel - Prosperous Lion	90.DG010
Top Flight - Isle of Fire	90.DG009
Top Flight – Elephant Gems	90.DG008
Phoenix Pays – Jade Sorcerer	90.DG011
Phoenix Pays – King Khan	90.DG012
Application Reference Number	90-A0120/S01