

Australian Capital Territory

Gaming Machine Approval 2026 (No 33)

Notifiable instrument NI2026–390

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 2026 (No 33)*.

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
07 August 2026

For further information please contact the approved supplier.

Aristocrat Technologies Australia Pty Ltd	
Subject: New gaming machine game	
Game Name:	Golden Gong - Dragon Link - Grand
Specification Number:	1.HD165
LPJS Specification number:	1.YA038
<u>Specific Approval Conditions:</u> This game must be operated with the Standard Linked Progressive Jackpot System, specification number 1.YA038, with the approved 'Dragon & Phoenix Link' jackpot settings	
Application Reference Number:	01-A2821/S01

Aristocrat Technologies Australia Pty Ltd	
Subject: New Standard Linked Multigame	
Game Name:	Happy & Prosperous – Dragon Link - Grand
Specification Number:	1.HD161
LPJS Specification number:	1.YA038
<u>Specific Approval Conditions:</u> This game must operate with the Standard Linked Progressive Jackpot System, Specification Number: 1.YA038 with the approved 'Dragon & Phoenix Link Grand' jackpot settings	
Application Reference Number:	01-A2811/S01

Aristocrat Technologies Australia Pty Ltd	
Subject: New gaming machine game	
Game Name:	Peace & Long Life - Dragon Link - Grand
Specification Number:	1.HD164
LPJS Specification number:	1.YA038
<u>Specific Approval Conditions:</u> This game must be operated with the Standard Linked Progressive Jackpot System, specification number 1.YA038, with the approved 'Dragon & Phoenix Link' jackpot settings	
Application Reference Number:	01-A2824/S01

Aristocrat Technologies Australia Pty Ltd	
Subject: New gaming machine game	
Game Name:	Peacock Princess - Dragon Link - Grand
Specification Number:	1.HD167
LPJS Specification number:	1.YA038
<u>Specific Approval Conditions:</u> This game must be operated with the Standard Linked Progressive Jackpot System, specification number 1.YA038, with the approved 'Dragon & Phoenix Link' jackpot settings	
Application Reference Number:	01-A2822/S01

Aristocrat Technologies Australia Pty Ltd	
Subject: New Standard Linked Multigame Gaming Machine Game	
Game Name:	Silk Road – Dragon Link - Grand
Specification Number:	1.HD166
LPJS Specification number:	1.YA038
<u>Specific Approval Conditions:</u> This game must operate with the Standard Linked Progressive Jackpot System, Specification Number: 1.YA038 with the approved ‘Dragon & Phoenix Link Grand’ jackpot settings	
Application Reference Number:	01-A2820/S01

Aristocrat Technologies Australia Pty Ltd	
Subject: New gaming machine game	
Game Name:	Spring Festival - Dragon Link - Grand
Specification Number:	1.HD168
LPJS Specification number:	1.YA038
<u>Specific Approval Conditions:</u> This game must be operated with the Standard Linked Progressive Jackpot System, specification number 1.YA038, with the approved ‘Dragon & Phoenix Link’ jackpot settings	
Application Reference Number:	01-A2823/S01

IGT (Australia) Pty Ltd	
Subject: New gaming machine game	
Game Name:	Treasures of the Lamp Link Treasure Oasis SL
Specification Number:	18.HD076
LPJS Specification number:	18.YA027
<u>Specific Approval Conditions:</u> The above game must operate with the Standard Linked Progressive Jackpot System, specification number 18.YA027, with the approved ‘Super Link’ jackpot settings	
Application Reference Number:	18-A6480/S01

LNW Gaming ANZ Pty Limited	
Subject: New Multigame Gaming Machine Game	
Game Name:	Big Steam – Shanghai Station VIP
Specification Number:	35.DG133
Application Reference Number:	35-A1707/S01

LNW Gaming ANZ Pty Limited	
Subject: New Multigame Gaming Machine Game	
Game Name:	Big Steam – Yuma Station VIP
Specification Number:	35.DG132
Application Reference Number:	35-A1708/S01