

**DECISION UNDER DELEGATED AUTHORITY ON AN APPLICATION  
BY SKYCITY AUCKLAND LIMITED FOR APPROVAL OF  
NEW SIGNAGE AT THE AUCKLAND CASINO**

Date of Decision: 11 December 2019

1. On 11 December 2019, SKYCITY Auckland Limited ("**SCAL**") applied, pursuant to condition 6 of its venue licence, for approval of an LED display at the top of Sky Tower on New Year's Eve.

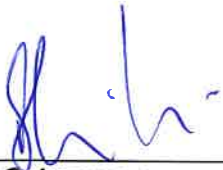
2. Condition 6 provides as follows:

6. The Licence Holder must obtain the approval of the Commission prior to:

- (a) ...
- (b) ...
- (c) the addition or alteration of signage relating to the casino business on any building, road or structure within the Original Casino Site or the NZICCA Additional Site, including, walkways between any of the Original Casino Site and the NZICCA Additional Site;
- (d) ...

The process by which the Licence Holder may obtain approval for construction or design changes to Levels 1, 2, 3, 5 and 6 of the Original Casino Site, and Level 7 of the Grand Hotel on the NZICCA Additional Site, including the Gambling Area (paragraphs (a) and (b) above) is set out in condition 7. The Commission will determine any application for approval under 6(c). The Executive Director may approve the addition or alteration of signage relating to the casino business on any building, road or structure within the Original Casino Site or the NZICCA Additional Site (paragraph (d) above) and the broadcasting of gambling activity by or on behalf of the Licence Holder via any communication medium or channel (paragraph (e) above) if satisfied that the proposed initiative(s) will have no potentially adverse effects. The proposed changes must otherwise be referred to the Commission for a decision on approval.

3. The proposal will have no potentially adverse effects and is approved by the Executive Director under delegated authority pursuant to condition 6 SCAL's venue licence. A copy of the proposed display is **attached**.

  
Blair Cairncross  
Executive Director  
Gambling Commission

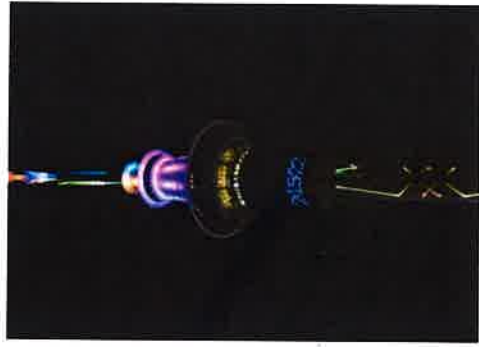
11 December 2019



# SOULSTORM LASERS – SKY TOWER LASER SHOW APPROVAL

NEW YEARS EVE 2019

(Document produced on 9 December 2019)



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1.0 PROJECTION POINT LOCATIONS



## 2.0 SUMMARY OF SHOW CONTENT

This section explains the show content. Examples of the content as it will appear on the tower are shown in Sections 4 – 9. The 2019 NYE laser show will consist of six categories of content:

### 1: Kiwi Character

A cartoon styled kiwi will be the main character, appearing at key intervals throughout the show. The kiwi will interact with the countdown and messages as well as ascending and descending the tower in various ways.

The following kiwi animations are proposed:

- Jumping on stationary platforms (ascending)
- Parachuting (descending)
- Climbing stairs (ascending)
- Somersaults (descending)
- Elevator (ascending)
- Snowboarding (descending)
- Trampoline (ascending)
- Bungee (descending)
- Jumping on moving platforms (ascending)
- Jetpack (descending)
- Kiwi riding rocket (ascending)
- Kiwi running down slope (descending)

### 2: Scenes

Scenes from iconic locations in New Zealand will be shown on the tower. Each scene animation will begin with the full country of New Zealand shown on the tower, followed by a zoom-in to each given location. Once zoomed in, a scene from that area will be shown.

The following scene animations are proposed:

- 1: Auckland – city and Sky Tower
- 2: Stewart Island – yellow eyed penguin on beach
- 3: Southern Alps – kea in mountains
- 4: Kaikoura – hector's dolphin swimming
- 5: Marlborough Sounds – kingfisher catching a fish
- 6: Wellington – tuatara on branch
- 7: Whangara – Maori warrior
- 8: Matamata – hobbit coming out of hobbit house
- 9: Waipoa Forest – tui in tree
- 10: Cape Reinga - lighthouse

### 3: Kiwiana

'Kiwiana' themed animations will be shown between the Kiwi and Scene animations. This will consist of a combination of static and moving animations, ranging from native birds and plants/trees to iconic NZ sports, to marine life, to Maori kowhaiwhai. Moving abstract animations will also be used to blend between animations

The duration of each item will be approximately 10 – 20 seconds.

### 4: Messages

Messages will scroll horizontally around the upper section of tower. This will include content about the time remaining before midnight, welcoming people to the show, and welcoming people into the new year.

All messages will appear in English and Te Reo.

### 5: Countdown

A large clock will be projected onto the top section of the tower. The clock will be shown from the majority of the night, getting larger as midnight approaches.

The last 1 minute of the countdown will include a company brand/logo beneath the number (TBC).

### 6: Fireworks

Firework style animations will be projected onto the tower during the midnight pyrotechnic show.

### 3.0 PROPOSED TIMELINE

The proposed show timeline is shown below.

Hour 1 (9pm - 10pm)	Hour 2 (10pm - 11pm)	Hour 3 (11pm - midnight)
9pm	10pm	11pm
Scene 1 (Auckland - Sky Tower) Kiwi - activate key message (ascending)	Welcome and time remaining Kiwi - (descending)	Welcome and time remaining Kiwi - (descending)
Welcome and time remaining Kiwi - (descending)	Scene 2 (Stewart Island - yellow eyed penguin)	Scene 2 (Stewart Island - yellow eyed penguin)
Scene 2 (Stewart Island - yellow eyed penguin)	Kiwi - (ascending)	Kiwi - (ascending)
Kiwi - (ascending)	Scene 3 (Southern Alps - kea)	Scene 3 (Southern Alps - kea)
Scene 3 (Southern Alps - kea)	Kiwi - (descending)	Farewell
Kiwi - (descending)	Scene 4 (Kiaikoura - hectors dolphin)	Kiwi - (descending)
Scene 4 (Kiaikoura - hectors dolphin)	Kiwi - (ascending)	Scene 4 (Kiaikoura - hectors dolphin)
Kiwi - (ascending)	Scene 5 (Marlborough Sounds - kingfisher)	Time remaining
Scene 5 (Marlborough Sounds - kingfisher)	Kiwi - (descending)	Kiwi - (ascending)
Kiwi - (descending)	Welcome and time remaining	Scene 5 (Marlborough Sounds - kingfisher)
Welcome and time remaining	Scene 6 (Wellington - tuatara)	Farewell
Scene 6 (Wellington - tuatara)	Kiwi - (ascending)	Kiwi - (descending)
Kiwi - (ascending)	Scene 7 (Whangara - marae and warrior)	Scene 6 (Wellington - tuatara)
Scene 7 (Whangara - marae and warrior)	Kiwi - (descending)	Kiwi - (ascending)
Kiwi - (descending)	Scene 8 (Matamata - hobbit)	Scene 7 (Whangara - marae and warrior)
Scene 8 (Matamata - hobbit)	Kiwi - (ascending)	Time remaining
Kiwi - (ascending)	Scene 9 (Waipoa Forest - tui)	Kiwi - (ascending)
Scene 9 (Waipoa Forest - tui)	Kiwi - (descending)	Scene 8 (Matamata - hobbit)
Kiwi - (descending)	Scene 10 (Cape Reinga - lighthouse)	Kiwi - (descending)
Scene 10 (Cape Reinga - lighthouse)	Scene 1 (Auckland - Sky Tower)	Scene 9 (Waipoa Forest - tui)
Scene 1 (Auckland - Sky Tower)	Kiwi - activate key message (ascending)	Farewell
Kiwi - activate key message (ascending)		Kiwi - (descending)
		Scene 10 (Cape Reinga - lighthouse)
		Time remaining
		Scene 1 (Auckland - Sky Tower)
		Kiwi - activate key message (ascending)
		Time remaining
		Large countdown with parachute
		Largest countdown, hold "0"
		Happy new year
		Fireworks animations
		Happy new year

4.0 CONTENT 1: KIWI CHARACTER



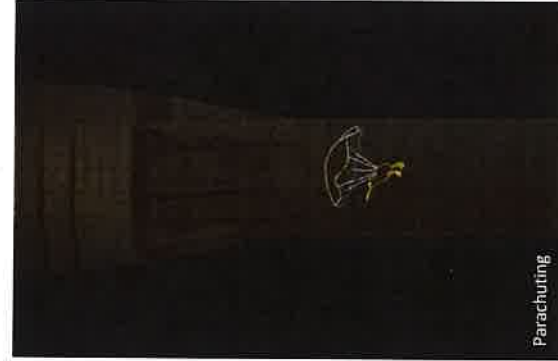
Kiwi Character



Platform Jumping



Flipping switch to activate message



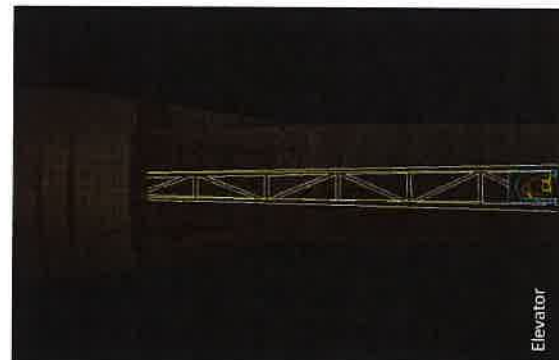
Parachuting



Snowboarding



Jetpack



Elevator



Bungee Jump



Somersaults



Whangara: Warrior

5.0 CONTENT 2: SCENES



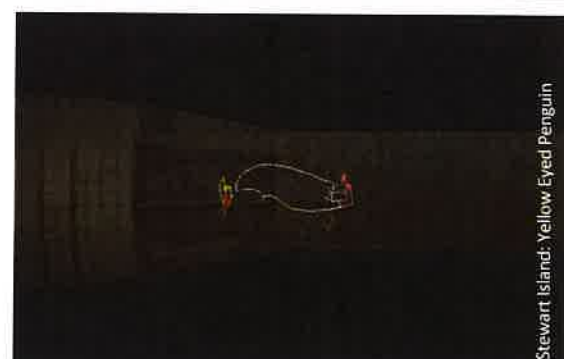
New Zealand (fully zoomed out)



New Zealand (zooming in to Auckland)



Auckland (zooming in to Sky Tower)



Stewart Island: Yellow Eyed Penguin



Southern Alps: Kea



Kaikoura: Hector's Dolphin



Marlborough Sounds: Kingfisher



Wellington: Tuatara



Whangara: Warrior



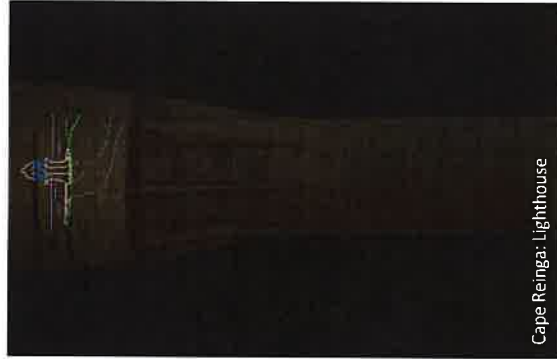
Matamata: Hobbit House



Matamata: Hobbit

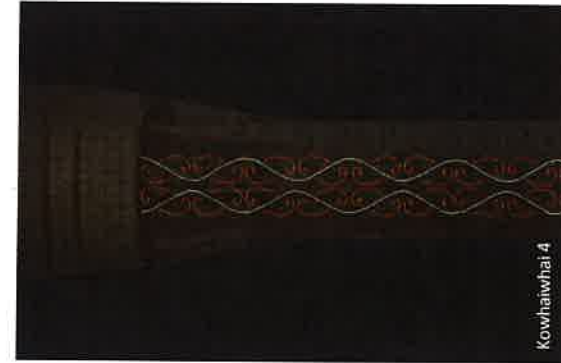
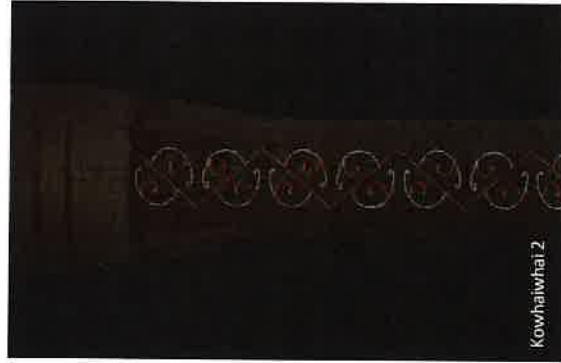
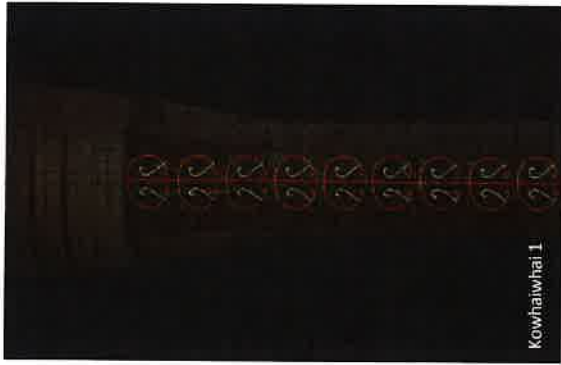


Waipoua Forest: Tui

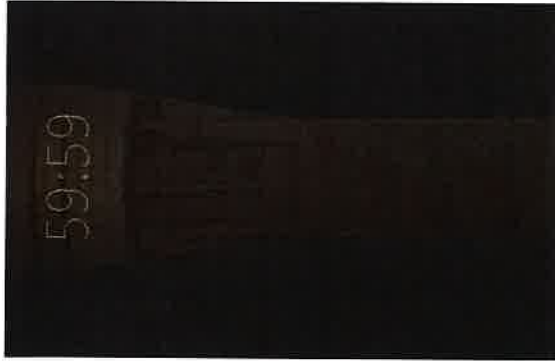
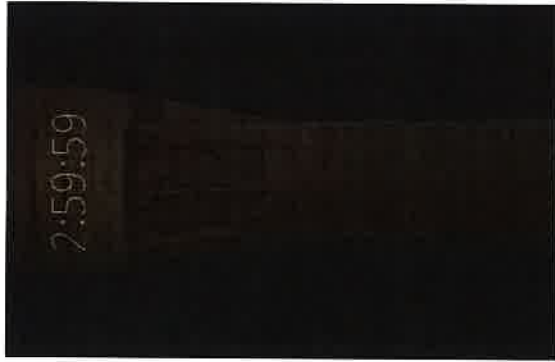


Cape Reinga: Lighthouse

6.0 CONTENT 3: KIWIANA



7.0 CONTENT 4: CLOCK



## 8.0 CONTENT 5: MESSAGES

Messages will scroll across the wider section of the tower above the shaft. The scrolling direction will be left to right. No other content will be displayed during the messages.

The table below shows the message content and times.

The images to the right illustrate how the messages will appear on the tower.

Time	Text
9pm	"Welcome to New Year's Eve – brought to you by SkyCity! 3 hours to go until 2020!" "Nau mai ki te pō mutunga o 2019 e whakanuia nei e SkyCity! He 3 haora e toe ana ki 2020!"
9:30pm	"Welcome to New Year's Eve – brought to you by SkyCity! 2.5 hours to go until 2020!" "Nau mai ki te pō mutunga o 2019 e whakanuia nei e SkyCity! He 2.5 haora e toe ana ki 2020!"
10pm	"Welcome to New Year's Eve – brought to you by SkyCity! 2 hours to go until 2020!" "Nau mai ki te pō mutunga o 2019 e whakanuia nei e SkyCity! He 2 haora e toe ana ki 2020!"
10:30pm	"Welcome to New Year's Eve – brought to you by SkyCity! 1.5 hours to go until 2020!" "Nau mai ki te pō mutunga o 2019 e whakanuia nei e SkyCity! 1.5 haora e toe ana ki 2020!"
11pm	"Welcome to New Year's Eve – brought to you by SkyCity! 1 HOUR TO GO UNTIL 2020!" "Nau mai ki te pō mutunga o 2019 e whakanuia nei e SkyCity! 1 haora e toe ana ki 2020!"
11:10pm	"Farewell 2019!" "Haere ra e te tau 2019!"
11:15pm	"45 MINUTES TO GO UNTIL 2020!" "HE 45 MENETI E TOE ANA KI TE TAU 2020!"
11:20pm	"Farewell 2019!" "Haere ra e te tau 2019!"
11:30pm	"30 MINUTES TO GO UNTIL 2020!" "HE 30 MENETI E TOE ANA KI TE TAU 2020!"
11:40pm	"20 MINUTES TO GO UNTIL 2020!" "HE 20 MENETI E TOE ANA KI TE TAU 2020!"
11:50pm	"10 MINUTES TO GO UNTIL 2020!" "HE 10 MENETI E TOE ANA KI TE TAU 2020!"
0:00am	"HAPPY NEW YEAR AOTEAROA FROM SkyCity!" "NAU MAI E TE TAU HOU – KA MIHI ATU A SkyCity KI A KOE KATOA!"
0:05am	"HAPPY NEW YEAR AOTEAROA FROM SkyCity!" "NGĀ MIHI O TE TAU HOU KI A KOE KATOA – NĀ SkyCity"



9.0 CONTENT 6: FIREWORKS

