International Game Technology

SUPPLEMENTAL ACCOUNTING INFORMATION
GAME KING VERSION G0000176

The lowest- level accounting meters provide information for each game available within a game family (a.k.a. game group). Game group figures provide a higher level of accounting, where information for all games within a particular game family contribute to the meters.

MACHINE MASTER ACCOUNTING

This submenu displays information collected from all games over the life of the machine. The following information is provided on these pages:

- Total credits played (coins in)
- Total credits won
    - Coins won (coins out)
    - Jackpot won (jackpots)
- Machine hold percentage
- Machine yield percentage
- Total credits in
    - Coin- in amounts
    - Bill- in amounts
    - Debit- in amounts
    - Keyed- in amounts
- Total credits out
    - Coin- out
    - Cash vouchers out
    - Debit out
    - Jackpot hand pays
    - Canceled credits
- Total money- to- drop
    - Bills- to- drop
    - Coins- to- drop
- Hopper fill amount
- Total number of games played
    - Total games won
    - Total games lost

MACHINE PERIOD ACCOUNTING

This submenu displays information for all of the same categories shown in the machine master accounting pages; however, these pages only represent activity since the period meters were last reset.

GAME GROUP ACCOUNTING

This submenu lists the game family and provides the following information:

- Games played
- Credits played
- Credits won
- Actual hold percentage
- Theoretical hold percentage

GAME ACCOUNTING

This submenu displays information about the game itself and is broken down into four different screens:

Total Game Accounting screen
- Credits played
- Credits won
    - Amount machine paid
    - Amount hand paid
- Game hold percentage
- Game yield percentage
- The total number of games played
    - Games won
    - Games lost
- The game's ID number

Slot Game Accounting screen
- Total slot credits won
- Slot yield contribution
- Total slot games played
- Games played with:
    - 1 to 5 coins
    - 6 to 10 coins
    - 11 to 15 coins
    - 16 to 20 coins
    - 21 to 25 coins
- Average number of coins played per game

Envelope Bonus Accounting screen
This screen provides information about the bonus mode that the player enters once the puzzle is completed.

- Total credits won during the envelope bonus mode
- Envelope yield contribution
- Total envelope games played
- Games with:

- 1 envelope pick
- 2 envelope picks
- 3 envelope picks
- 4 envelope picks
- 5 envelope picks
- Average number of envelope picks made per envelope game

Wheel Bonus Accounting screen
This screen displays information about the bonus mode that the player enters when a Wheel of Fortune reel symbol appears on each of the three reels.

- Total credits won in the wheel bonus mode
- Wheel yield contribution
- Total wheel games played
- Wheel 1 spins (how many times players entered round 1)
- Wheel 2 spins (how many times players entered round 2)
- Wheel 3 spins (how many times players entered rounds 3)

GAME SET RECALL

The game set recall submenu provides game play information about the current and previous game sets that have been selected by the operator. Since this version is a single-game program, only one game will appear in the game set. The following information is provided:

- Game group name
- Number of game enabled for the game group
- Games played
- Credits played
- Credits won
- Actual hold
- Theoretical hold percentage (the total theoretical hold percentage is a weighted calculation based on the credits played for each game in the game set)
- Combined totals for all enabled games for the game set

SECURITY ACCOUNTING

This submenu displays the following security- related information:

Main door, coin drop door, bill validator door, and bill stacker door
- The date and time last opened
- The date and time last closed
- An open count

Logic board access
- The date and time last unlocked
- The date and time last locked
- An unlock count

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Power Information
- The date and time the power last failed
- The date and time the power was last turned on
- Power off duration
- The total number of power failures

Number of games played since:
- Last power fail
- Last main door open
- Last logic board access
- Last coin drop door open
- Last bill validator door open

ERROR ACCOUNTING

This submenu displays a record of all machine errors. The following information is provided:

Coin in errors
- Number of coin jams/timeouts
- Number of coin sequence errors

Bill in errors
- Number of bill jams
- Number of rejected bills

Other error totals
- Mechanical meter disconnects
- Game type mismatches
- Processor board serial number mismatches
- Processor faults
- Recoverable RAM errors
- Touch screen errors
- Bill validator errors
- Hopper empty
- Hopper coin- out jam

PROGRAM VERSION DISPLAY

The first page provides the following information about the chips installed on the processor board and the peripheral devices:

- The game program set
  - version
  - CRC
  - create date
- The configuration program
  - version

- CRC
- create date
- The video EPROM set
  - version
  - CRC
  - create date
- Touch screen version information
- Bill validator version information
- Bill validator program signature information
- Main processor board serial number

The second page is designed for regulatory agency use and lists the following information for each game:

- Game name
- Personality ID
- Personality CRC
- Pay table ID
- Pay table CRC

BILL ACCOUNTING

This submenu provides information about the total dollar amount and total number of bills for the following

- $1 bills
- $2 bills
- $5 bills
- $10 bills
- $20 bills
- $50 bills
- $100 bills
- $1 bills this period
- $2 bills this period
- $5 bills this period
- $10 bills this period
- $20 bills this period
- $50 bills this period
- $100 bills this period
- Totals for the life of the machine
- Totals for this period