



To initiate, from the **MAIN MENU**, select the "AUD" *Icon*. The **AUDITS MENU** provides **250** Audits for accounting purposes and for evaluation of *Game Programming*. The Audits are divided into 4 groups: • **Earnings Audits [ #1 – #13 ]**, • **Standard Audits [ #1 – #59 ]**, • **Feature Audits (Programming Use Only) [ #1 – #164 ]** and • **Tournament Audits [ #1 – #14 ]**, "T AUD" *Icon* provided as an alternate to access Tournament Audits. For more information on the **TOURNAMENT MENU**, review **Section 3, Chapter 6, GO TO TOURNAMENT MENU**). **Coming Soon!** Audits / pertinent game data can be downloaded from the **USB MENU** (via the **UTILITIES MENU**), select the "DUMP" *Icon*. See **Section 3, Chapter 5, GO TO UTILITIES MENU**, for more information.

Audits which are named **Proprietary** are also for **Future Expansion** or **Programming**. Game code may get upgraded during production; compare all Audits in the Dot Matrix Display with the manual and make any corrections, as necessary. Audits are subject to change (*with or without notice*).

All **AUDITS MENU** *Icons* and their usages are explained throughout this chapter in the same order as seen in the Dot Matrix Display. **NOTE:** Depending on Game Type, Version, selections made, Dip Switch settings, location and/or areas, some *Icons* may appear non-functional or may not appear at all. **Icons and/or functions, order and operation are subject to change.**

In displays where changes can be made or to perform a function, use the **GREEN Button** to go [ **BACK** ], exit or escape, the **RED Buttons** to [ **</-** ] MOVE BACK / LEFT / [ **+ / >** ] MOVE FORWARD / RIGHT to view the next audit in the group, and the **BLACK Button** to [ **SELECT** ] the sub-menus.



### Earnings Audits [ #1-#13 ]

To initiate, from the **AUDITS MENU**, select the "EARN" *Icon*. The Dot Matrix Display will indicate the *audit number (in this group)*, *audit name* and the *audit total or value*. The current audit will remain on the display until the next audit is viewed or when this sub-menu is exited.

- #1 **TOTAL PAID CREDITS [ 0 ]**: Total number of *Paid Credits*.
- #2 **FREE GAME PERCENTAGE [ 0% ]**: Percentage value is 'Total Free Plays' (Standard Audit 15) divided by 'Total Plays' (Standard Audit 16).
- #3 **AVERAGE BALL TIME [ 0:00 ]**: In seconds, the average ball time is derived from the total play time divided by Standard Audit 1, Total Balls Played.
- #4 **AVERAGE GAME TIME [ 0:00 ]**: The average game time is expressed in minutes and seconds.
- #5 **COINS THROUGH LEFT SLOT [ 0 ]**: Total 'Left Coin Slot' Dedicated Switch (**D-1**) closures.
- #6 **COINS THROUGH RIGHT SLOT [ 0 ]**: Total 'Right Coin Slot' Dedicated Switch (**D-3**) closures.
- #7 **COINS THROUGH CENTER SLOT [ 0 ]**: Total 'Center Coin Slot' Dedicated Switch (**D-2**) closures.
- #8 **COINS THROUGH FOURTH SLOT**: Total '4th Coin Slot' Dedicated Switch (**D-4**) closures.
- #9 **COINS THROUGH FIFTH SLOT**: Total '5th Coin Slot' Dedicated Switch (**D-5**) closures.
- #10 **TOTAL COINS [ 0 ]**: Total amount of coins registered through all the *Coin Slots*.
- #11 **TOTAL EARNINGS [ USD 0.00 ]**: Total cash value accumulated since the last Factory Reset occurred (review **Section 3, Chapter 5, GO TO RESET MENU** (via the **UTILITIES MENU**), **Reset Coin Audits**).
- #12 **METER CLICKS [ 0 ]**: Total number of money clicks accumulated.  
*Based on the country's lowest coin denomination used for the game credit.*
- #13 **SOFTWARE METER [ 0 ]**: Continuing total of Meter Clicks.  
*This audit cannot be reset; the display shows the constant addition of Meter Clicks.*



## Standard Audits [ #1 – #59 ]

To initiate, from the **AUDITS MENU**, select the "S.P.I." *Icon*. The Dot Matrix Display will indicate the *audit number (in this group)*, *audit name* and the *audit total or value*. The current audit will remain on the display until the next audit is viewed or when this sub-menu is exited.

- #1 **TOTAL BALLS PLAYED [ 0 ]**: Total number of *Regular* and *Extra Balls*.
- #2 **TOTAL EXTRA BALLS [ 0 ]**: Total number of *Extra Balls* awarded.
- #3 **EXTRA BALLS PERCENTAGE [ 0% ]**: Percentage value is 'Total Extra Balls' (Standard Audit 2) divided by 'Total Plays' (Standard Audit 16).
- #4 **REPLAY 1 AWARDS [ 0 ]**: Total Awards (*Credits, Extra Balls or Scores*) for Level 1.
- #5 **REPLAY 2 AWARDS [ 0 ]**: Total Awards (*Credits, Extra Balls or Scores*) for Level 2.
- #6 **REPLAY 3 AWARDS [ 0 ]**: Total Awards (*Credits, Extra Balls or Scores*) for Level 3.
- #7 **REPLAY 4 AWARDS [ 0 ]**: Total Awards (*Credits, Extra Balls or Scores*) for Level 4.
- #8 **TOTAL REPLAYS [ 0 ]**: Total Awards (*Credits, Extra Balls or Scores*) for exceeding *Replay Score Levels*.
- #9 **REPLAY PERCENTAGE [ 0% ]**: Percentage value is 'Total Replays' (Standard Audit 8) divided by 'Total Plays' (Standard Audit 16). *The percentage reflects replay total awards for exceeding replay score levels.*
- #10 **TOTAL SPECIALS [ 0 ]**: Total Awards (*Credits, Extra Balls, or Scores*) for making *Specials*.
- #11 **SPECIAL PERCENTAGE [ 0% ]**: Percentage value is 'Total Specials' (Standard Audit 10) divided by 'Total Plays' (Standard Audit 16).
- #12 **TOTAL MATCHES [ 0 ]**: Total *Credits* awarded for matching the last two digits of the score with the *System-Generated Match Number* at the end of the game. Percentage of *Match Credits* is adjustable from 0% to 10% or **OFF** by Standard Adjustment 20, *Match Percentage, if enabled (review Section 3, Chapter 4, GO TO ADJUSTMENTS MENU, Standard Adjustments)*.
- #13 **HIGH SCORE AWARDS [ 0 ]**: Total Awards (*Credits, Extra Balls, or Scores*) for exceeding the High-Score-To-Date scores.
- #14 **HIGH SCORE PERCENT [ 0% ]**: Percentage value is 'High Score Awards' (Standard Audit 13) divided by 'Total Plays' (Standard Audit 16).
- #15 **TOTAL FREE PLAYS [ 0 ]**: Total *Free Credits* for *Replays, High-Score-To-Date, Specials and Match*.
- #16 **TOTAL PLAYS [ 0 ]**: This total is derived by adding the sum of 'Total Paid Credits' (Earnings Audit 1) and 'Total Free Plays' (Standard Audit 13). *Note: Free credits are not recorded in the Audit until actually used.*
- #17 **0.0M–1.99M SCORES [ 00 ]**: Total number of games the Player's final score was between 0 and 1,999,990 points.
- #18 **2.0M–3.99M SCORES [ 00 ]**: Total number of games the Player's final score was between 2,000,000 and 3,999,990 points.
- #19 **4.0M–5.99M SCORES [ 00 ]**: Total number of games the Player's final score was between 4,000,000 and 5,999,990 points.
- #20 **6.0M–7.99M SCORES [ 00 ]**: Total number of games the Player's final score was between 6,000,000 and 7,999,990 points.
- #21 **8.0M–9.99M SCORES [ 00 ]**: Total number of games the Player's final score was between 8,000,000 and 9,999,990 points.
- #22 **10.0M–12.49M SCORES [ 00 ]**: Total number of games the Player's final score was between 10,000,000 and 12,499,990 points.
- #23 **12.5M–14.99M SCORES [ 00 ]**: Total number of games the Player's final score was between 12,500,000 and 14,499,990 points.
- #24 **15.0M–17.49M SCORES [ 00 ]**: Total number of games the Player's final score was between 15,000,000 and 17,499,990 points.
- #25 **17.50M–19.99M SCORES [ 00 ]**: Total number of games the Player's final score was between 17,500,000 and 19,999,990 points.
- #26 **20.0M–24.99M SCORES [ 00 ]**: Total number of games the Player's final score was between 20,000,000 and 24,499,990 points.
- #27 **25.0M–29.99M SCORES [ 00 ]**: Total number of games the Player's final score was between 25,000,000 and 29,999,990 points.

*Standard Audits 28-59 continued on the next page.*



## Standard Audits Continued

- #28 **30.0M–39.99M SCORES [ 00 ]** : Total number of games the Player's final score was between **30,000,000** and **39,999,990** points.
- #29 **40.0M–49.99M SCORES [ 00 ]** : Total number of games the Player's final score was between **40,000,000** and **49,999,990** points.
- #30 **50.0M–74.99M SCORES [ 00 ]** : Total number of games the Player's final score was between **50,000,000** and **74,999,990** points.
- #31 **75.0M–99.99M SCORES [ 00 ]** : Total number of games the Player's final score was between **75,000,000** and **99,999,990** points.
- #32 **100.0M–149.99M SCORES [ 00 ]** : Total number of games the Player's final score was between **100,000,000** and **149,999,990** points.
- #33 **150.0+M SCORES**: Total number of games the Player's final score was **150,000,000** points and over.
- #34 **AVERAGE SCORES [ 00 ]** : This total is derived by adding the Final Score of each game to a table and dividing this sum by 'Total Plays' (Standard Audit 16).
- #35 **SERVICE CREDITS [ 0 ]** : Total 'Green [ SERVICE CREDIT ] Button' Dedicated Switch (**D-21**) closures in **Attract Mode** (not while in the **SERVICE MENU**). See Section 3, Chapter 1, **Service Switch X4 Set Access & Use**, for how to receive Service Credits. See Section 3, Chapter 5, **GO TO RESET MENU** (via **GO TO UTILITIES MENU**), **Reset Credits**, for how to delete credits.
- #36 **BALL SEARCH STARTED [ 0 ]** : Total number of times the game performed a *Ball Search*.
- #37 **LOST BALL FEEDS [ 0 ]** : Total number of times the game added a pinball to play when it could not find a pinball after *Ball Search* (review Section 3, Chapter 2, **GO TO DIAGNOSTICS MENU, Technicians Alert [ Pinball Detection ]**).
- #38 **LOST BALL GAME STARTS [ 0 ]** : Total number of times the game started with a pinball missing from the ball trough at the start of a game (review Section 3, Chapter 2, **GO TO DIAGNOSTICS MENU, Technicians Alert [ Pinball Detection ]**).
- #39 **LEFT DRAINS [ 0 ]** : Total 'Left Outlane' Switch (**24**) closures.
- #40 **CENTER DRAINS [ 0 ]** : Total number of times the pinball had drained when the last switch closed was not the 'Left Outlane' (**24**) or the 'Right Outlane' Switch (**29**).
- #41 **RIGHT DRAINS [ 0 ]** : Total 'Right Outlane' Switch (**29**) closures.
- #42 **TILTS [ 0 ]** : Total 'Tilt Pendulum' Dedicated Switch (**D-17**) closures.
- #43 **TOTAL BALLS SAVED [ 0 ]** : Total number of times this feature was used Standard Adjustment **51**, Ball Save Time. This feature is adjustable from **0:01–0:15**, **AUTO** or **NO BALL SAVES** (review Section 3, Chapter 4, **GO TO ADJUSTMENTS MENU, Standard Adjustments**). This feature is enabled at the start of each pinball and is disabled as soon as a predetermined number of switches are "closed" or the allocated time has expired.
- #44 **LEFT FLIPPER USED [ 0 ]** : Total 'Left Flipper Button' Dedicated Switch (**D-9**) closures in **Game Mode**.
- #45 **RIGHT FLIPPER USED [ 0 ]** : Total 'Right Flipper Button' Dedicated Switch (**D-11**) closures in **Game Mode**.
- #46 **0 - 1 MINUTE GAMES [ 0 ]** : Total games in which the total game time was between **0:00** and **1:00** minute.
- #47 **1 – 1.5 MINUTE GAMES [ 0 ]** : Total games where play time was between **1:00** and **1:30** minutes.
- #48 **1.5 – 2 MINUTE GAMES [ 0 ]** : Total games where play time was between **1:30** and **2:00** minutes.
- #49 **2 – 2.5 MINUTE GAMES [ 0 ]** : Total games where play time was between **2:00** and **2:30** minutes.
- #50 **2.5 – 3 MINUTE GAMES [ 0 ]** : Total games where play time was between **2:30** and **3:00** minutes.
- #51 **3 – 3.5 MINUTE GAMES [ 0 ]** : Total games where play time was between **3:00** and **3:30** minutes.
- #52 **3.5 – 4 MINUTE GAMES [ 0 ]** : Total games where play time was between **3:30** and **4:00** minutes.
- #53 **4 – 5 MINUTE GAMES [ 0 ]** : Total games where play time was between **4:00** and **5:00** minutes.
- #54 **5 – 6 MINUTE GAMES [ 0 ]** : Total games where play time was between **5:00** and **6:00** minutes.
- #55 **6 – 8 MINUTE GAMES [ 0 ]** : Total games where play time was between **6:00** and **8:00** minutes.
- #56 **8 – 10 MINUTE GAMES [ 0 ]** : Total games where play time was between **8:00** and **10:00** minutes.
- #57 **10 – 15 MINUTE GAMES [ 0 ]** : Total games where play time was between **10:00** and **15:00** minutes.
- #58 **15+ MINUTE GAMES**: Total games in which the total game time was **15:00** minutes and over.
- #59 **RECENT REPLAY PERCENT**: Percent figured with programming thresholds for a determined number of games. The % reflects replay total awards for exceeding replay score levels.



## Feature Audits [ #1 - #164 ]

To initiate, from the **AUDITS MENU**, select the "WPT" *Icon*. The Dot Matrix Display will indicate the *audit number (in this group)*, *audit name* and the *audit total or value*. The current audit will remain on the display until the next audit is viewed or when this sub-menu is exited.

**Feature Audits Definition: Programming Use Only.** *The proprietary information Total number of times a feature was started, awarded, lit, played and/or completed (awarded); also, the total number of Switch Closures during certain modes or features are tracked (a predetermined single/multiple variations of switch closures are used to determine the lighting and/or completion of the feature stated).*

Nr.	FEATURE AUDIT NAME	Nr.	FEATURE AUDIT NAME	Nr.	FEATURE AUDIT NAME	Nr.	FEATURE AUDIT NAME
01	LEFT OUTLANES	42	HUPS...DRAINED	83	PKR HAND CARDS	124	CHIP TRICKS
02	LEFT INLANES	43	JAIL BAR HITS	84	SHARPSHTR CARDS	125	UNQ CHIP TRICKS
03	LEFT SLINGSHOTS	44	JAIL BAR RAISED	85	PKR HAND - 1 PAIR	126	CHIP TRCK TOTAL X
04	RT SLINGSHOTS	45	J'L BALLS LOCKED	86	HAND - 2 PAIR	127	CHP TRCKS CMLPTD
05	RIGHT INLANES	46	JAIL BALL HITS	87	HAND - 3/KIND	128	POKER CORNER LIT
06	RIGHT OUTLANES	47	A/H MB STARTED	88	HAND - STRAIGHT	129	BLINDS STARTED
07	LEFT REBOUND	48	A/H MB +2 STARTED	89	HAND - FLUSH	130	BLINDS - SM BLINDS
08	LIGHT LOCK TRGT	49	A/H BAR HITS	90	HAND - FULL HOUSE	131	BLNDS - BIG BLINDS
09	RIGHT REBOUND	50	A/H BARS RAISED	91	HAND - 4/KIND	132	BLINDS TROPHIES
10	LEFT ORBITS	51	A/H BALLS LOCKED	92	HAND - STR FLUSH	133	BLINDS TOTAL PNTS
11	LOOPING LT ORBIT	52	A/H INSTNT LOCKS	93	HAND - ROYAL FLSH	134	P.T. BTTN STARTED
12	LEFT RAMPS	53	A/H BALL HITS	94	HAND MB STARTS	135	BTN - BTN SHOTS
13	LEFT VUKS	54	A/H BALL RELEASES	95	HAND MB 2+ STARTS	136	BTN - OTHER SHOTS
14	POP EJECT SHOTS	55	A/H AUTO R'LEASES	96	PHMB 1X JACKPOTS	134	BTN - TROPHIES
15	POP EJECT R'BCKS	56	A/H JACKPOTS	97	PHMB 2X JACKPOTS	135	BTN - TOTAL POINTS
16	RIGHT RAMPS	57	A/H 3X JACKPOTS	98	PHMB 3X JACKPOTS	136	KNOW YOUR OUTS
17	RIGHT ORBITS	58	A/H SUPER JP LIT	99	PHMB 6X JACKPOTS	140	OUTS - DROPS HIT
18	LEFT BANK DROPS	59	A/H SUPER JPS	100	PHMB 9X JACKPOTS	141	OUTS - DROPS CMP
19	MID BANK DROPS	60	A/H TOTAL POINTS	101	PHMB SUPER JP LIT	142	OUTS TROPHIES
20	RT BANK DROPS	61	HLDEM DEALT FLOP	102	PHMB SUPER JPS	143	OUTS TOTAL PNTS
21	LT SPINNER SPINS	62	HLDEM DEALT TURN	103	PHMB 3X SPR JPS	144	CHIP & A CHAIR STR
22	RT SPINNER SPINS	63	HLDM DEALT RIVER	104	PHMB TOTAL PNTS	145	CHIPS - DROPS HIT
23	POP HITS	64	HLDEM - HIGH CARD	105	NL MB LOCKS LIT	146	CHIPS TROPHIES
24	TRIPLE POP HITS	65	HOLDEM - 1 PAIR	106	NL MB LOCK 1	147	CHIPS TOTAL PNTS
25	POP STANDUPS	66	HOLDEM - 2 PAIR	107	NL MB LOCK 2	148	CHNGE GEARS STR
26	POP S-U CMLPTD	67	HOLDEM - 3/KIND	108	NL MB STARTS	149	- LOW GEAR SHOTS
27	UPF LEFT LANE	68	HLDEM - STRAIGHT	109	NL MB 2+ STARTS	150	- HIGH GEAR SHOTS
28	UPF STANDUPS	69	HOLDEM - FLUSH	110	NLMB 1X J'POT LIT	151	GEARS TROPHIES
29	UPF JAIL BASH	70	HLDM - FULL HOUSE	111	NLMB 2X J'POT LIT	152	GEARS TOTAL PNTS
30	UPF JAIL HOLE	71	HOLDEM - 4/KIND	112	NLMB 3X J'POT LIT	153	SPOT THE TELL STR
31	UPF SCOOPS	72	HLDEM - STR FLUSH	113	NLMB J'POT INCRSD	154	TELL - SPOTTED
32	UPF RIGHT RAMPS	73	HLDM - ROYAL FLSH	114	NLMB DRPS CMLPTD	155	TELL - MISSED
33	UPF DRAINS	74	EARNED 1 CITY	115	NLMB 1X JACKPOTS	156	TELL TROPHIES
34	SKL SHOT STARTS	75	EARNED 2 CITIES	116	NLMB 2X JACKPOTS	157	TELL TOTAL POINTS
35	SS - HOLDEM	76	EARNED 3 CITIES	117	NLMB 3X JACKPOTS	158	P.C. WIZARD MODE
36	SS - MYSTERY	77	EARNED 4 CITIES	118	NLMB 6X JACKPOTS	159	MYSTERY LIT
37	SS - SKILL FLIP	78	EARNED 5 CITIES	119	NLMB 9X JACKPOTS	160	MYSTERY CLLCTD
38	FLIP SHOT MADE	79	EARNED 6 CITIES	120	NLMB TTL POINTS	161	X3 SCORING LIT
39	UPF HURRYUPS ...	80	WPT CHAMPIONSHIP	121	SIDE POTS	162	X3 SCORING STRTD
40	HUPS... INCREASED	81	ALL-IN MB STARTS	122	SPIN-A-CARD LIT	163	BONUS X ADV
41	HUPS...AWARDED	82	ALL-IN MB 2+ STRTS	123	SPN-A-CRD CLCTD	164	BONUS X MAX AWD

Sec. 3: Go To Audits



## Tournament Audits [ #1 - #14 ] subject to change

This menu provides an alternate to access Tournament Audits which can be accessed from the **TOURNAMENT MENU** (review Section 3, Chapter 6, **GO TO TOURNAMENT MENU** for more information).