



To initiate, from the **MAIN MENU**, select the "AUD" *Icon*. The **AUDITS MENU** provides **112** 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 – #40]** 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 19, *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. This feature is adjustable from **0:01–0:15, AUTO** or **NO BALL SAVES** (review Section 3, Chapter 4, **GO TO ADJUSTMENTS MENU, Standard Adjustment 48, Ball Save Time**). 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 – #40]

To initiate, from the **AUDITS MENU**, select the "GAME" *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).*

- #1 MADE PARLAY HOLE
- #2 LEFT TOP LANE
- #3 CENTER TOP LANE
- #4 RIGHT TOP LANE
- #5 ALL TOP LANES
- #6 MADE LEFT ORBIT
- #7 ENTER LEFT RAMP
- #8 MADE LEFT RAMP
- #9 DISK TARGETS
- #10 LEFT SIDE LANE
- #11 RIGHT SIDE LANE
- #12 MADE JACK SCOOP
- #13 MADE CHEST
- #14 HIT SHIP
- #15 DESTROY SAILS
- #16 SINK SHIP
- #17 KRAKEN JACKPOT
- #18 DESTROY KRAKEN
- #19 HEART MULTIBALL
- #20 HEART JACKPOTS
- #21 HEART SUPER JP (JACKPOTS)
- #22 EXTRA BALLS
- #23 LIARS DICE
- #24 LD (LIARS DICE) BIG POINTS AWARD
- #25 LD MULTIPLIERS HELD AWARDS
- #26 LD BONUS MULTIPLIERS AWARDS
- #27 LD LIGHT CHEST AWARDS
- #28 LD LIGHT LOCK AWARDS
- #29 LD LIGHT PARLAY AWARDS
- #30 LD LIGHT SPECIAL AWARDS
- #31 LD LIGHT EXTRA BALL AWARDS
- #32 LD DROP SAILS AWARDS
- #33 LD LITTLE POINTS AWARDS
- #34 COMPASS NORTH
- #35 COMPASS SOUTH
- #36 COMPASS EAST
- #37 COMPASS WEST
- #38 LIT FOUR WINDS
- #39 FOUR WINDS
- #40 COMPLETED FOUR WINDS

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).

