



To initiate, from the **MAIN MENU**, select the "AUD" *Icon*. The **AUDITS MENU** provides **156*** 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 – #70]** and • **Tournament Audits [#1 – #14]**, "T AUD" *Icon* provided as an alternate access to Tournament Audits (*if data is available). For more information on the **TOURNAMENT MENU**, review *Section 3, Chapter 6, GO TO TOURNAMENT MENU*). Try the "DUMP AUDITS TO USB" feature to create a text file of your audits. Don't forget to set the **DATE & TIME** in the **UTILITIES MENU**. See *Sec. 3, Chp. 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.

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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 – #70]

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

SEE DOT MATRIX DISPLAY FOR CURRENT FEATURE AUDITS

FEATURE AUDITS [#1 – #70] ▼

Nr.	FEATURE AUDIT NAME	YOUR RESULT
1	LEFT OUTLANE	
2	RIGHT OUTLANE	
3	GINGY RETURN LANE	
4	PINOCCHIO RETURN LANE	
5	RIGHT RETURN LANE	
6	FIONA SHOTS	
7	PUSS IN BOOTS SHOTS	
8	LEFT RAMP	
9	PINOCCHIO TARGET	
10	4-BANK DROPS COMPLETED	
11	CASTLE GUARD TARGET	
12	MAGIC MIRROR SHOTS	
13	MERLIN	
14	UTURN SHOTS	
15	DONKEY SHOTS	
16	GINGY SHOTS	
17	SPINNERS	
18	SWAMP HOLE	
19	LEFT NEWTON ROLL OVER	
20	RIGHT NEWTON ROLL OVER	
21	GODMOTHER TARGET	
22	DONKEY PINBALL STARTS	
23	AVG. DONKEY PINBALL TIME	

Nr.	FEATURE AUDIT NAME	YOUR RESULT
24	MINI FIONA COMPLETES	
25	MINI (GINGY) MAN COMPLETES	
26	MINI SHREK COMPLETES	
27	MINI PUSS COMPLETES	
28	MINI CHARM (ING) COMPLETES	
29	DONKEY MULTIBALL STARTS	
30	BURP MULTIBALL STARTS	
31	REPAY YOUR DEBT STARTS	
32	MYSTERY LIT	
33	MYSTERY COLLECTED	
34	MYSTERY SPECIAL	
35	MYSTERY EXTRA BALL	
36	MYSTERY POPS AT MAX	
37	MYSTERY EXTRA BALL	
38	MYSTERY START MBALL	
39	MYSTERY HOLD BONUS	
40	MYSTERY COLLECT BONUS	
41	MYSTERY LIGHT SWAMP MODE	
42	MYSTERY SUPER	
43	MYSTERY PINOCCHIO	
44	MYSTERY POST	
45	MYSTERY PINBALL	
46	MYSTERY BIG POINTS	

Nr.	FEATURE AUDIT NAME	YOUR RESULT
47	MYSTERY BIGGER POINTS	
48	MYSTERY BONUS X	
49	MYSTERY SPOT CHARACTER	
50	MYSTERY REPAY YOUR DEBT	
51	MIRROR COLLECT VILLAINS	
52	MIRROR 3 PIGS	
53	MIRROR UN-HAPPY HOUR	
54	MIRROR ONCE UPON A TIME	
55	MIRROR DRAGON MULTIBALL	
56	BUMP SHREK	
57	BUMP GINGY	
58	BUMP FIONA	
59	BUMP PUSS	
60	BUMP CHARM	
61	BUMP DONKEY	
62	SWAMP LIT	
63	BRIDGES TO FIONA STARTED	
64	DINNER THEATRE STARTED	
65	WRESTLING MATCH STARTED	
66	COOKIE CRUMBLES STARTED	
67	OGRES ARE ONIONS STARTED	
68	DRAGON BOZO SET LIGHT	
69	DRAGON BOZO STARTS	
70	GAMES POST 2MIN GAME	

Note: Audits are subject to change (with or without notice).



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

"T AUD" Icon provided as an alternate access to Tournament Audits (if data is available). For more information on the **TOURNAMENT MENU**, review **Section 3, Chapter 6, GO TO TOURNAMENT MENU**.



Dump Audits To USB (Memory Stick)

To initiate, from the **USB MENU**, select the "DUMP" Icon. Follow the on-screen prompts to perform a **Data Dump (download)**. A dated text file will be created on your USB Memory Stick. *Don't forget to set the DATE & TIME first. See Section 3, Chapter 5, GO TO UTILITIES MENU, for more information.*

