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<b>MODEL(S) AFFECTED</b>	All
<b>UNIT AFFECTED</b>	Software
<b>THEME</b>	N/A

## Software Part Numbering Conventions

### Overview

Software CompactFlash® cards and EPROMs (Erasable, Programmable Read-Only Memory) have version definitions particular to each release. The following pages detail the part numbering conventions for each game, operating system, jurisdiction ID, sound, graphics, data, and RAM clear cards or chips available for video and slot games on the Bluebird™ or CPU 1.5/1.5+ platforms.

Please note that in some instances the EPROM label and the EPROM part number differ slightly. The label often contains one more field than the software part number. This field identifies the destination of the EPROM on the board (XU3, XU4, XU17, etc.).

Keep this document on hand for your reference and the answering of questions regarding the naming system for WMS Gaming software.

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## CPU-NXT BIOS EPROM

### CPU-NXT BIOS EPROM Identifier

SBOT identifies the EPROM as the BIOS EPROM.

#### Reserved/Zero

Reserved for future use. Always set to 0 (zero).

#### Authentication Method

Two-digit code that identifies the boot authentication method.

01 = DSS - Digital Signature Standard (DSA/SHA)

SBOT-00001-1234

#### BIOS EPROM Version

Four-digit code assigned each time a BIOS is released, whether it is the initial release or an update. Versions begin at 1.11.0 (1110). Revisions are released independently, on an as-needed basis—not necessarily in conjunction with the release of new theme versions or operating system versions.

## CPU-NXT Jurisdiction ID EEPROM

### Jurisdiction ID EEPROM Identifier

SJUR indicates that this EEPROM is the Jurisdictional EEPROM.

#### Jurisdiction ID\*

Six-digit code assigned to each unique jurisdiction.

SJUR-000001-123

#### Jurisdictional EEPROM Version

Three-digit code assigned to the Jurisdictional EEPROM version. Versions begin at 1.00 (100). Revisions are released independently, on an as-needed basis—not necessarily in conjunction with the release of new theme versions or operating system versions.

\*For a complete list of Jurisdictional IDs, click [HERE](#) (if connected to the WMS Intranet). Or contact the Jurisdictional Engineering Department or local WMS representative for a detailed list.



## CPU-NXT OS CompactFlash

**CPU-NXT Operating System CompactFlash Identifier**  
SSOS identifies the CompactFlash card as a CPU-NXT OS card.

**Reserved/Zero**  
Reserved for future use. Always set to 0 (zero).

**Version of Language Resource File**  
Two-digit code that identifies the version of the language resource file, with the initial version being 00, and the subsequent version being 01.

**OS CompactFlash Version**  
Four-digit code assigned each time an operating system is released. Versions begin at 1.000 (1000), with the subsequent version being 1.010 (1010). Revisions are released independently, on an as-needed basis—not necessarily in conjunction with the release of new theme versions. International versions begin at 5.00.0 (5000), with the subsequent version being 5.01.0 (5010). International OS versions are compatible only with International game themes.

SSOS-000-1234AA

**Language Resource File Identifier**  
For English-only versions, this field is blank. Otherwise, a two-character language resource identifier file code is used.  
  
For a complete list of available Language Resource Identifiers, click [HERE](#) (if connected to the WMS Intranet). Or contact the Jurisdictional Engineering Department or your local WMS representative for a detailed list.

## CPU-NXT Game Theme CompactFlash

S123-000-1234AA

**Theme Version**  
Four-digit version of the **theme**. Domestic versions begin at 1.00.0 (1000), with the subsequent version being 1.01.0 (1010). International versions begin at 5.00.0 (5000), with the subsequent version being 5.01.0 (5010). International game themes are compatible only with International OS.

**Version of Language Resource File**  
Two-digit code that identifies the version of the language resource file, with the initial version being 00, and the subsequent version being 01.

**Reserved/Zero**  
Reserved for future use. Always set to 0 (zero).

**Theme Number**  
Three-digit code that identifies the game theme. For a complete list of available themes, log into the WMS Intranet at <http://intranet> and perform a Database Inquiry. You may also contact your local WMS representative.

**CPU-NXT Game Theme CompactFlash Identifier**  
S identifies the CompactFlash card as a CPU-NXT Game theme card.



## CPU-NXT RAM Clear CompactFlash

### CPU-NXT RAM Clear CompactFlash Identifier

SCLR identifies the CompactFlash card as a CPU-NXT RAM Clear card.

#### Reserved/Zero

Reserved for future use. Always set to 0 (zero).

#### RAM Clear CompactFlash Version

Four-digit code assigned to the RAM Clear CompactFlash version. Versions begin at 1.00.0 (1000), with the subsequent version being 1.01.0 (1010). Revisions are released independently, on an as-needed basis—not necessarily in conjunction with the release of new theme versions.

SCLR-000-1234AA

#### Language Resource File Identifier

For English-only versions, this field is blank. Otherwise, a two-character language resource identifier file code is used.

For a complete list of available Language Resource Identifiers, click [HERE](#) (if connected to the WMS Intranet). Or contact the Jurisdictional Engineering Department or your local WMS representative for a detailed list.

## CPU-NXT WAP Progressive Meter Controller CompactFlash

### CPU-NXT WAP Progressive Meter Controller CompactFlash Identifier

W identifies the CompactFlash card as a Bluebird wide-area progressive (WAP) Progressive Meter Controller card.

#### Theme Number

Three-digit code that identifies the game theme. For a complete list of available themes, log into the WMS Intranet at <http://intranet> and perform a Database Inquiry. You may also contact your local WMS representative.

#### Reserved/Zero

Reserved for future use. Always set to 0 (zero).

#### Version of Language Resource File

Two-digit code that identifies the version of the language resource file, with the initial version being 00, and the subsequent version being 01.

#### WAP Progressive Meter Controller Version

Four-digit version of the WAP Progressive Meter Controller. Domestic (US) versions begin at 1.00.0 (1000), with the subsequent version being 1.01.0 (1010).

W123-000-1234AA

#### Language Resource File Identifier

For English-only versions, this field is blank. Otherwise, a two-character language resource identifier file code is used.

For a complete list of available Language Resource Identifiers, click [HERE](#) (if connected to the WMS Intranet). Or contact the Jurisdictional Engineering Department or your local WMS representative for a detailed list.



## CPU-NXT Top Box LCD CompactFlash

### CPU-NXT Top Box LCD CompactFlash Identifier

L identifies the CompactFlash card as a Bluebird Video/CPU-NXT Top Box LCD card.

#### Theme Number

Three-digit code that identifies the game theme. For a complete list of available themes, log into the WMS Intranet at <http://intranet> and perform a Database Inquiry. You may also contact your local WMS representative.

#### Reserved/Zero

Reserved for future use. Always set to 0 (zero).

#### Version of Language Resource File

Two-digit code that identifies the version of the language resource file, with the initial version being 00, and the subsequent version being 01.

#### Top Box LCD Version

Four-digit version of the Top Box LCD. Domestic (US) versions begin at 1.00.0 (1000), with the subsequent version being 1.01.0 (1010). International versions begin at 5.00.0 (5000), with the subsequent version being 5.01.0 (5010).

L123-000-1234AA

#### Language Resource File Identifier

For English-only versions, this field is blank. Otherwise, a two-character language resource identifier file code is used.

For a complete list of available Language Resource Identifiers, click [HERE](#) (if connected to the WMS Intranet). Or contact the Jurisdictional Engineering Department or your local WMS representative for a detailed list.

## Bluebird Top Box LCD Boot EPROM

### Bluebird Top Box LCD Boot EPROM Identifier

FBOT identifies the EPROM as a Bluebird Top Box LCD Boot EPROM. This EPROM is located in the LCD of the Top Box.

#### Reserved/Zero

Reserved for future use. Always set to 0 (zero).

#### Authentication Method

Two-digit field that identifies the software authentication method.

01 = Secure Hash Algorithm (SHA-1)

FBOT-000001-123

#### Boot EPROM Version

Three-digit code assigned to the Boot EPROM version. Revisions are released independently, on an as-needed basis—not necessarily in conjunction with the release of new theme versions or OS updates.



## Bluebird Color-coded EPROM Labels

EPROMs are color-coded to allow for quick identification and differentiation. The following are the colors and EPROM types for the Bluebird platform:

Slot (40x)	
Base Game	
XU-3	Yellow
XU-2	Orange
XU-17	Red
XU-18	Red
XU-30	Red
XU-31	Red

## Bluebird (Reel Slot) Game EPROM

### Bluebird (Reel Slot) Game EPROM Identifier

R identifies the EPROM as a Bluebird (Reel Slot) Game EPROM.

#### Theme Number

Three-digit code that identifies the game theme. For a complete list of available themes, log into the WMS Intranet at <http://intranet> and perform a Database Inquiry. You may also contact your local WMS representative.

#### Reserved/Zero

Reserved for future use. Always set to 0 (zero).

#### Game EPROM Version

Four-digit code assigned each time a game is released. Versions begin at 6.00.0 (6000), with the subsequent version being 6.01.0 (6010).

R123-000-1234AA

#### Language Resource File Identifier

For English-only versions, this field is blank. Otherwise, a two-character language resource identifier file code is used.

For a complete list of available Language Resource Identifiers, click [HERE](#) (if connected to the WMS Intranet). Or contact the Jurisdictional Engineering Department or your local WMS representative for a detailed list.



## Bluebird (Reel Slot) Data EPROM

### Bluebird (Reel Slot) Data EPROM Identifier

R identifies the EPROM as a Bluebird (Reel Slot) Data EPROM.

### Theme Number

Three-digit code that identifies the game theme. For a complete list of available themes, log into the WMS Intranet at <http://intranet> and perform a Database Inquiry. You may also contact your local WMS representative.

### Game Percentage

Two-digit field that identifies the game percentage.

### Max Award Value

Two-digit field that identifies the first two digits of the top award amount. The top award amount is calculated by multiplying this two-digit value by the multiplier (m) value.  
Example: \$75,000 is noted as 75K.

### Multiplier

One-character multiplier used to determine the total Max Award Value.

<b>D</b> = 10	(10D - 99D)	100 - 990
<b>C</b> = 100	(10C - 99C)	1,000 - 9,900
<b>K</b> = 1,000	(10K - 99K)	10,000 - 99,000
<b>T</b> = 10,000	(10T - 99T)	100,000 - 990,000
<b>M</b> = 100,000	(10M - 99M)	1,000,000 - 9,900,000
<b>P</b> = 1,000,000	(01P - 99P)	1,000,000 - 99,000,000

**R123-XX12mC-123**

### Data EPROM Version

Three-digit code assigned each time a game is released. Versions begin at 6.00 (600), with the subsequent version being 6.01 (601).

### Coinage

One-digit field that identifies the maximum number of coins that may be played.



## Bluebird (Reel Slot) Sound EPROM

### Bluebird (Reel Slot) Sound EPROM Identifier

R identifies the EPROM as a Bluebird (Reel Slot) Sound EPROM.

#### Theme Number

Three-digit code that identifies the game theme. For a complete list of available themes, log into the WMS Intranet at <http://intranet> and perform a Database Inquiry. You may also contact your local WMS representative.

#### Initial Release Sound EPROM Identifier

SND identifies the sound EPROM in a game's initial release.

#### Location

One-digit code that identifies the location on the CPU where the EPROM resides:

1 = XU30      2 = XU31      3 = XU17      4 = XU18

#### Sound EPROM Version

Three-digit code assigned each time a theme is released. Versions begin at 4.00 (400), with the subsequent version being 4.01 (401).

#### Language Resource File Identifier

For English-only versions, this field is blank. Otherwise, a two-character language resource identifier file code is used.

For a complete list of available Language Resource Identifiers, click [HERE](#) (if connected to the WMS Intranet). Or contact the Jurisdictional Engineering Department or your local WMS representative for a detailed list.

**R123-SNDL-123AA (Initial Release)**

**R123A-SNL-123AA (Clone)**

#### Clone Release Sound EPROM Identifier

SN identifies a sound-only EPROM in a game's clone release.

#### Sound-only Clone Identifier

Letter that identifies a sound-only clone of the game theme.



## Bluebird (Reel Slot) RAM Clear EPROM

### Bluebird (Reel Slot) RAM Clear EPROM Identifier

RCLR identifies a Bluebird (Reel Slot) RAM Clear EPROM.

### Coin Mechanism Type

Two-digit field that identifies the coin mechanism type.

00 = IDX-X10

### Currency

Two-digit field that identifies the currency.

00 = American

01 = Canadian

### Reserved/Zero

Reserved for future use. Always set to 0 (zero).

RCLR-XX0100-123

### RAM Clear EPROM Version

Three-digit code assigned each time a RAM Clear is released, whether it is the initial release or an update. Revisions are released independently, on an as-needed basis—not necessarily in conjunction with the release of new theme versions or new OS versions.



## (Reel Slot) Top Box LCD CompactFlash

### (Reel Slot) Top Box LCD CompactFlash Identifier

R identifies the CompactFlash as a (Reel Slot)-+-- Top Box LCD.

#### Theme Number

Three-digit code that identifies the game theme. For a complete list of available themes, log into the WMS Intranet at <http://intranet> and perform a Database Inquiry. You may also contact your local WMS representative.

#### LCD Identifier

L = identifies the card as Top Box LCD CompactFlash.

W = identifies the card as Top Box Progressive Meter Controller CompactFlash.

#### Reserved/Zero

Reserved for future use. Always set to 0 (zero).

#### LCD Progressive Meter Controller CompactFlash Version

Three-digit code assigned to the LCD Progressive Meter Controller CompactFlash version. Revisions are released independently, on an as-needed basis—not necessarily in conjunction with the release of a new theme version or new OS version.

R**123**-X**000**-**123**AA

#### Language Resource File Identifier

For English-only versions, this field is blank. Otherwise, a two-character language resource identifier file code is used.

For a complete list of available Language Resource Identifiers, click [HERE](#) (if connected to the WMS Intranet). Or contact the Jurisdictional Engineering Department or your local WMS representative for a detailed list.



## CPU 1.5 and CPU 1.5+ Color-coded EPROM Labels

EPROMs are color-coded to allow for quick identification and differentiation. The following are the colors and EPROM types for the CPU 1.5 and 1.5+ Video and Slot platforms:

Video	
Base Game	
XU-3	Yellow
XU-2	Orange
XU-4	Green
XU-5	Brown
XU-17	Red
XU-18	Red
XU-30	Red
XU-31	Red
Top Box	
XU-3	Yellow
XU-2	Purple
XU-4	Green
XU-5	Brown
Slot (40x)	
Base Game	
XU-3	Yellow
XU-2	Orange
XU-17	Red
XU-18	Red
XU-30	Red
XU-31	Red
Dotmation Display	
XU-10	Purple
XU-3	Blue
XU-4	Green



## CPU 1.5 Video Game/RAM Clear EPROM

### Payout Method and Location Identifier

One-letter code that identifies the payout methods available and whether the software is intended for domestic or international use.

#### United States and Canada (English)

V = Hopper Only (Video)  
P = Thermal Printer (Video)\*  
H = Thermal Printer/Hopper Combination (Video)  
Q = Dot matrix printer (Video)

#### International

I = Hopper Only (Video)  
J = Printer Only (Video)

\* Dot matrix printers are supported and utilize the "P" identifier. Printer software with OS 2.59 and above utilizes two separate identifiers to differentiate between thermal (P) printer support and dot matrix (Q) printer support.

### Theme Number/RAM Clear

Three-digit code that identifies the theme and line configuration. Three zeros (000) identify a RAM clear EPROM.

### Protocol Availability

One-character field that identifies the host protocol(s).

1 = ACP Host protocol	6 = VLC (F3C-NV) ticket protocol, ACP/SAS 2.83/SDS host protocol
2 = SAS 2.83	7 = VLC (F3C-NV) ticket protocol, SAS 4.02 Host protocol
3 = SDS	8 = Gamma A-LINK host protocol (Future expansion)
4 = SAS 4	9 = VLC (F3C-NV) ticket protocol, NO host protocol
5 = SAS 4 or SAS 5	X = ACP, SDS, SAS 2.83
	Z = Zonke

V123-X-0-123AA

### Language Source

For Domestic (US) or English-only versions, this field is blank. Otherwise, a two-character language source file code is used.

For a complete list of available Language Codes, click [HERE](#) (if connected to the WMS Intranet). Or, contact the Jurisdictional Engineering Department for a detailed list.

### Game EPROM Version

Three-digit code assigned each time a theme is released, whether it is the initial release of a game or operating system update.

### Bonusing Availability and Protocol Feature Code

One-character field that identifies the game features and setup.

0 = Double Up not available	M = MDT
1 = Double Up available	K = Bonusing, MDT
B = Bonusing	



## CPU 1.5 Video Support Software EPROM

### Payout Method and Location Identifier

One-letter code that identifies the payout methods available and whether the software is intended for domestic or international use.

#### United States and Canada (English)

**V** = Hopper Only (Video)

**P** = Thermal Printer (Video)\*

**H** = Thermal Printer/Hopper Combination (Video)

**Q** = Dot matrix printer (Video)

#### International

**I** = Hopper Only (Video)

**J** = Printer Only (Video)

\* Dot matrix printers are supported and utilize the "P" identifier. Printer software with OS 2.59 and above utilizes two separate identifiers to differentiate between thermal (P) printer support and dot matrix (Q) printer support.

### Theme Number

Three-digit code that identifies the specific theme, line configuration, paytables, and button panels.

### Support Software Type

Three or four-character field that identifies the type of support software. The number of chips required varies by theme. Graphics and Top Box Graphics software may occupy up to three EPROMs; Sound software may occupy up to four; and Top Box Game software is contained on one EPROM.

**GFX** = Graphics

**SND** = Sound

**TGME** = Top Box Game

**TGFX** = Top Box Graphics

**V123-XXXX-123**

### EPROM Version

Three-digit code assigned to the Video Support Software EPROM version. Revisions are released independently, on an as-needed basis—not necessarily in conjunction with the release of new theme version. A new Video Support EPROM version is released due to changes in the graphics, sounds, or Top Box.



## CPU 1.5 Video DOT EPROM

### Payout Method and Location Identifier

One-letter code that identifies the payout methods available and whether the software is intended for domestic or international use.

#### United States and Canada (English)

V = Hopper Only (Video)

P = Thermal Printer (Video)\*

H = Thermal Printer/Hopper Combination (Video)

Q = Dot matrix printer (Video)

#### International

I = Hopper Only (Video)

J = Printer Only (Video)

\* Dot matrix printers are supported and utilize the "P" identifier. Printer software with OS 2.59 and above utilizes two separate identifiers to differentiate between thermal (P) printer support and dot matrix (Q) printer support.

### Theme Number/RAM Clear

Three-digit code that identifies the specific theme, line configuration, paytables, button panels, and coinages. Three zeros (000) identify a RAM clear EPROM.

### Dotmation Display

DOT indicates that this game includes a dotmation display unit in the Top Box.

V123-DOT-123

### Dotmation EPROM

Three-digit code assigned to the DOT EPROM version. Revisions are released independently, on an as-needed basis—not necessarily in conjunction with the release of new theme version. A new DOT EPROM version is released due to changes in the graphics, sounds, or Top Box.

The video DOT EPROM label includes the board location in the part number. For instance, a *Chairman of the Board* DOT EPROM label reads: V119-DOT-XU3 v. 5.15, and the part number for the EPROM is V119-DOT-515.



## CPU 1.5 Video ACP EFT Key

### Payout Method and Location Identifier

One-letter code that identifies the payout methods available and whether the software is intended for domestic or international use.

#### United States and Canada (English)

- V = Hopper Only (Video)
- P = Thermal Printer (Video)\*
- H = Thermal Printer/Hopper Combination (Video)
- Q = Dot matrix printer (Video)

#### International

- I = Hopper Only (Video)
- J = Printer Only (Video)

\* Dot matrix printers are supported and utilize the "P" identifier. Printer software with OS 2.59 and above utilizes two separate identifiers to differentiate between thermal (P) printer support and dot matrix (Q) printer support.

### Function

EFT identifies the chip as an advanced communications protocol (ACP) electronic funds transfer (EFT) chip.

### Chip Type

KEY identifies the chip as one that provides jurisdiction-specific features. Located at XU27 in applicable jurisdictions.

**VEFT-KEY-123**

### EPROM Version

Three-digit version identifier.

## CPU 1.5 Video Blank Key

### Payout Method and Location Identifier

One-letter code that identifies the payout methods available and whether the software is intended for domestic or international use.

#### United States and Canada (English)

- V = Hopper Only (Video)
- P = Thermal Printer (Video)\*
- H = Thermal Printer/Hopper Combination (Video)
- Q = Dot matrix printer (Video)

#### International

- I = Hopper Only (Video)
- J = Printer Only (Video)

\* Dot matrix printers are supported and utilize the "P" identifier. Printer software with OS 2.59 and above utilizes two separate identifiers to differentiate between thermal (P) printer support and dot matrix (Q) printer support.

### Function

BLK identifies the chip as blank.

### Chip Type

KEY identifies the chip as one that provides jurisdiction-specific features. Located at XU27 in applicable jurisdictions.

**VBLK-KEY-123**

### EPROM Version

Three-digit version identifier.



## CPU 1.5 Video Game Percentage Key

### Payout Method and Location Identifier

One-letter code that identifies the payout methods available and whether the software is intended for domestic or international use.

#### United States and Canada (English)

- V = Hopper Only (Video)
- P = Thermal Printer (Video)\*
- H = Thermal Printer/Hopper Combination (Video)
- Q = Dot matrix printer (Video)

#### International

- I = Hopper Only (Video)
- J = Printer Only (Video)

\* Dot matrix printers are supported and utilize the "P" identifier. Printer software with OS 2.59 and above utilizes two separate identifiers to differentiate between thermal (P) printer support and dot matrix (Q) printer support.

### Function

PCT identifies the chip as one that allows for the setting of the game percentage.

### Chip Type

KEY identifies the chip as one that provides jurisdiction-specific features. Located at XU27 in applicable jurisdictions.

**VPCT-KEY-123**

### EPROM Version

Three-digit version identifier.



## CPU 1.5 Slot Game EPROM

### Theme Number

Three-digit code that identifies the specific theme, line configuration, paytables, and button panels.

### G (Game)

Identifies the EPROM as a slot game EPROM.

123-G-123X

### Game EPROM Version

Three-digit code assigned each time a theme is released, whether it is the initial release of a game or operating system update.

### Protocol Availability

One-character field that identifies the host protocol(s):

<none> = ACP, SAS 2, SDS

D = VLC protocol with Delaware build

U = ACP, SAS 2, SDS, SAS 4

## CPU 1.5 Slot Data EPROM

### Theme Number

Three-digit code that identifies the specific theme, line configuration, paytables, and button panels.

### Game Percentage

Two-digit field that identifies the game percentage.

### Top Award

Four-digit field that identifies the top award amount. This amount does not include any bonus play. If the top award exceeds four digits, the top award amount incorporates a T.

Example: \$75,000 is noted as 7T50.

### Max Coin Bet

One-digit field that identifies the maximum number of coins that may be played per bet.

123-XX1234X-123

### Data EPROM Version

Three-digit version identifier.



## CPU 1.5 Slot Sound EPROM

### Theme Number

Three-digit code that identifies the specific theme, line configuration, paytables, and button panels.

123-123

### Sound EPROM Version

Three-digit version identifier.

The slot sound EPROM label number differs from the EPROM part number. The last three digits on the label indicate the board location rather than the game software version.

## CPU 1.5 Slot DOT (Image) EPROM

### Theme Number

Three-digit code that identifies the specific theme, line configuration, paytables, and button panels.

### Dotmation Display

DOTD indicates that this game includes a theme-specific dotmation display unit in the Top Box.

123-DOTD-123

### Dotmation Image EPROM Version

Three-digit code assigned at the time of software release or upon modification to software graphics.

The slot DOT (image) EPROM label number differs from the EPROM part number. The label uses DOT in the Dotmation Display field, and the last three digits on the label indicate the board location rather than the game software version.

## CPU 1.5 Slot DOT (System) EPROM

### Dotmation Display

001-DOTC indicates that this game includes a generic dotmation display unit in the Top Box.

001-DOTC-123

### Dotmation System EPROM Version

Three-digit version identifier.

The slot DOT (system) EPROM label number differs from the EPROM part number. The label uses DOT in the Dotmation Display field, and the last three digits on the label indicate the board location rather than the Game Software Version field.



## CPU 1.5 Slot RAM Clear EPROM

### RAM Clear

Three zeros (000) identify a RAM Clear EPROM.

#### Coin Type/Country Code

Two-digit code that identifies the coin type or country code.

- 0 = US
- 1 = Canada
- 2 = Italy
- 99 = Special/Custom

#### Coin Mechanism Type

One-digit field that identifies the coin mechanism type.

- 0 = CC16
- 1 = NRI
- 2 = SMART
- 3 = IDX
- 4 = MC-40

000-XX0X123-123

#### RAM Clear EPROM Version

Three-digit code assigned each time a theme is released, whether it is the initial release of a game or operating system update.

#### Coin/Token Denomination

Three-digit field that identifies the coin or token value of the game.

- 005 = Nickel
- 025 = Quarter
- 100 = One dollar

#### Special/Standard Coin/Token Type

One-character field that identifies whether the coin/token is standard or special.

- 0 = Standard
- 1 = Special #1
- 2 = Special #2
- 3 = Special #3
- ...and so on.

The slot RAM Clear EPROM label number differs from the EPROM part number. The label does not include the Special/Standard Coin Mechanism Type or Game Software Version fields.

END OF DOCUMENT