

IGT S-Plus Bookkeeping Data Tracking by StatFreak for NewLifeGames.net members.

Please turn macros on to enable the payback calculations at the bottom of each game record.

I suggest using one copy of this file for each machine and keeping a blank backup for future use.

Do this the first time you use a new copy of this file:

These steps only need to be done once.

- 1 Select all three of the template sheets simultaneously.

To do this, select the "SP731 Short" sheet tab. Then press and hold the shift key and select each of the other two sheets immediately to the right of that sheet with the mouse.

All three of the name tabs should now look white (selected)

- 2 Select the merged cells from C1 to L1 that contain the text "IGT (*insert machine description here*)".
- 3 Press the delete key to clear the box. (*Don't omit this step!*)
- 4 Type in the title that describes the machine you're tracking. (See the example page.)
- 5 Click on the Instructions tab **without pressing the shift key** to de-select the multiple tabs.
- 6 Check each of the three template data sheets. They should now all contain the new title you typed.

To use the spread sheets:

- 1 Make a copy of one of the three template data sheets. Select the one that matches your SP chip's bookkeeping meters. I usually put each new tab to the left of the previous ones.

Tip: To do this, right click on the sheet you want to copy and select "Move or Copy" from the menu. Be sure to check the box labeled "create a copy". Then click "OK"

Note: For the older style chips there is a full and a short version. The short version fits four game record per page instead of two.

- 2 Name the new sheet. I usually name it with the starting date of the first record.
- 3 Select your new sheet. Open the page setup dialog from the File menu. Select the 3rd tab and change the "Custom Header" to give it the page number that you desire. All of the template sheets are set to page 1.
- 4 Print a copy of the sheet and take it to the machine. Fill in the values from the bookkeeping meters by hand, then return to the computer and enter the values into the spreadsheet.

Note: The first time you get readings from a machine you will need to manually enter the values into the "Start" column of the first record. After that, you should be able to set the starting values of each new record to the ending values of the previous record by using a simple formula to copy the values into the start cell. From then on, you will only have to manually enter the values you get from the machine into the "End" column of your current record. See the example sheet.

If you change SP chips or reset the machine, you will need to manually enter the values into the Start column instead of copying the previous values. Also note that some values do not survive game changes of any kind and their Start column values must be manually set to 0 for each new record. Again, see the sample sheet.

- 5 You can also print filled-in sheets and keep copies in the slot stand of the machine for reference.
- 6 When the sheet is full or when you change from an older to a newer SP chip, make another copy of one of the template sheets and keep going.

Note: If the values haven't been cleared in the machine and you're using the same SP chip (or the same family), you can set the start values of the first record on the new sheet to the end values of the last record on the previous sheet using the same simple formula. After entering the Start cell and pressing the = key, click on the sheet tab of the previous data sheet and then on the correct cell containing the previous end value, then press <Enter>. This should add the sheet tab name reference and the cell reference to your formula automatically. You can then use the Fill command to copy the formula.

IGT White Round Top Statistical Data

TIP: Remember to go into the Page Setup in the file menu and select

the 3rd tab labeled "Header/Footer" and change the page

number in "Custom Header" each time you create a new page. These numbers help keep track of printed pages, but are not necessary.

Note: With a simple game change most of the numbers carry over from the previous end values.

Just enter the simple `=cell` formula in the "Start" cell and use the FILL command to quickly insert all of the values.

1 To do this, select the first start cell (e.g., L8).

2 Press the = key

3 Then click on the correct end cell (e.g., F8) and press <Enter>

4 Next, select the the start cell again (e.g., L8)

5 Hover the mouse over the black square in the lower right corner of the border.

6 Double click the box to fill all the cells below with the same formula.

7 Repeat this process for each section separated by grey boxes.

Note: To copy the last end values from a previous sheet to the first start values of a new sheet, do steps 1 and 2 above. (For this sheet you would select cell C8)

3a Then: Click on the tab of the previous sheet.

3b Click on the correct end cell and press <Enter> (This would be cell M45 of the previous sheet in this example.

Be sure that the two sheets are the from the same template or this will not work correctly.

In that case, enter the starting values manually.

4 Continue with step 4 above.

←Note that some values reset during a game change...

← ...and must not be copied.

The Difference Column numbers are the calculated values that you care about.

Game: Red, White, & Blue 5L SS4470

Date 4/23/2004 Date 5/31/2004

	Difference	Start	End
Mechanical			
Coin In	35419	56238	91657
Coin Out	33089	86867	901776
Coin Drop	4065	434070	438135
Jackpot			
Statistical			
01 Coin In	35419	291390	326809
02 Coin Out	33089	244598	277687
03 Coin Drop	4065	48188	52253
04 Collect Credit		0	0
05 Games Played	7110	103065	110175
06 Jackpots Pays		24750	24750
07 Door Opens	38	390	428
08 Wins	3144	15890	19034
09 Losses	3966	87171	91137
10 Coin In Tilts		0	0
11 Coin Out Tilts		0	0
12 Resets	26	206	232
13 Hopper Empty Tilts	1	0	1
14 --			
15 --			
16 --			
17 --			
18 # 1 Coin Games	11	0	11
19 # 2 Coin Games	14	0	14
20 # 3 Coin Games	14	0	14
21 # 4 Coin Games	17	0	17
22 # 5 Coin Games	7054	0	7054
Total Games	7110		7110

Game: 10 Times Pay 3cm SS7848

Date 5/31/2004 Date 7/2/2004

	Difference	Start	End
Mechanical			
Coin In	22004	91657	113661
Coin Out	17199	901776	918975
Coin Drop	5633	438135	443768
Jackpot			
Statistical			
01 Coin In	22004	326809	348813
02 Coin Out	17199	277687	294886
03 Coin Drop	5631	52253	57884
04 Collect Credit		0	0
05 Games Played	7338	110175	117513
06 Jackpots Pays		24750	24750
07 Door Opens	34	428	462
08 Wins	1104	19034	20138
09 Losses	6234	91137	97371
10 Coin In Tilts		0	0
11 Coin Out Tilts		0	0
12 Resets	27	232	259
13 Hopper Empty Tilts		0	0
14 --			
15 --			
16 --			
17 --			
18 # 1 Coin Games	2	0	2
19 # 2 Coin Games	6	0	6
20 # 3 Coin Games	7330	0	7330
21 # 4 Coin Games			
22 # 5 Coin Games			
Total Games	7338		7338

Game: Red, White, & Blue 5L SS4470

Date 7/2/2004 Date 7/27/2004

	Difference	Start	End
Mechanical			
Coin In	25314	113661	138975
Coin Out	26687	918975	945662
Coin Drop	1054	443768	444822
Jackpot			
Statistical			
01 Coin In	25314	348813	374127
02 Coin Out	26687	294886	321573
03 Coin Drop	1054	57884	58938
04 Collect Credit		0	0
05 Games Played	5068	117513	122581
06 Jackpots Pays		24750	24750
07 Door Opens	28	462	490
08 Wins	2291	20138	22429
09 Losses	2777	97371	100148
10 Coin In Tilts		0	0
11 Coin Out Tilts		0	0
12 Resets	16	259	275
13 Hopper Empty Tilts	2		2
14 --			
15 --			
16 --			
17 --			
18 # 1 Coin Games	4	0	4
19 # 2 Coin Games		0	0
20 # 3 Coin Games	1	0	1
21 # 4 Coin Games	8	0	8
22 # 5 Coin Games	5055	0	5055
Total Games	5068		5068

Game: Haywire Deluxe 2cm SS6413

Date 7/27/2004 Date / /

	Difference	Start	End
Mechanical			
Coin In	-138975	138975	
Coin Out	-945662	945662	
Coin Drop	-444822	444822	
Jackpot			
Statistical			
01 Coin In	-374127	374127	
02 Coin Out	-321573	321573	
03 Coin Drop	-58938	58938	
04 Collect Credit		0	0
05 Games Played	-122581	122581	
06 Jackpots Pays	-24750	24750	
07 Door Opens	-490	490	
08 Wins	-22429	22429	
09 Losses	-100148	100148	
10 Coin In Tilts		0	0
11 Coin Out Tilts		0	0
12 Resets	-275	275	
13 Hopper Empty Tilts		0	0
14 --			
15 --			
16 --			
17 --			
18 # 1 Coin Games		0	0
19 # 2 Coin Games		0	0
20 # 3 Coin Games			
21 # 4 Coin Games			
22 # 5 Coin Games			
Total Games			

More Tips:

If your meters work correctly and you don't increment them in the output tests in test mode, then these numbers should match the electronic values below.

The total of Wins + Losses should = Games Played in option 5, as well as the total games listed below line 22.

The total number of games played here should match the number of games played in option 5.

← Note that these numbers are incorrect on record 4 because the End data has not yet been input. These values should be ignored.*

* Tip: To prevent this, turn off the auto-calculation option and use F9 to calculate the values when you wish.

IGT (*insert machine description here*)

Statistical Data

Game: _____ Date ____/____/____ Date ____/____/____

	Difference	Start	End
Mechanical			
Coin In			
Coin Out			
Coin Drop			
Jackpot			
Statistical			
01 Coin In			
02 Coin Out			
03 Coin Drop			
04 Collect Credit			
05 Games Played			
06 Jackpots Pays			
07 Door Opens			
08 Wins			
09 Losses			
10 Coin In Tilts			
11 Coin Out Tilts			
12 Resets			
13 Hopper Empty Tilts			
14 --			
15 --			
16 --			
17 --			
18 # 1 Coin Games			
19 # 2 Coin Games			
20 # 3 Coin Games			
21 # 4 Coin Games			
22 # 5 Coin Games			
Total Games			

Game: _____ Date ____/____/____ Date ____/____/____

	Difference	Start	End
Mechanical			
Coin In			
Coin Out			
Coin Drop			
Jackpot			
Statistical			
01 Coin In			
02 Coin Out			
03 Coin Drop			
04 Collect Credit			
05 Games Played			
06 Jackpots Pays			
07 Door Opens			
08 Wins			
09 Losses			
10 Coin In Tilts			
11 Coin Out Tilts			
12 Resets			
13 Hopper Empty Tilts			
14 --			
15 --			
16 --			
17 --			
18 # 1 Coin Games			
19 # 2 Coin Games			
20 # 3 Coin Games			
21 # 4 Coin Games			
22 # 5 Coin Games			
Total Games			

Game: _____ Date ____/____/____ Date ____/____/____

	Difference	Start	End
Mechanical			
Coin In			
Coin Out			
Coin Drop			
Jackpot			
Statistical			
01 Coin In			
02 Coin Out			
03 Coin Drop			
04 Collect Credit			
05 Games Played			
06 Jackpots Pays			
07 Door Opens			
08 Wins			
09 Losses			
10 Coin In Tilts			
11 Coin Out Tilts			
12 Resets			
13 Hopper Empty Tilts			
14 --			
15 --			
16 --			
17 --			
18 # 1 Coin Games			
19 # 2 Coin Games			
20 # 3 Coin Games			
21 # 4 Coin Games			
22 # 5 Coin Games			
Total Games			

Game: _____ Date ____/____/____ Date ____/____/____

	Difference	Start	End
Mechanical			
Coin In			
Coin Out			
Coin Drop			
Jackpot			
Statistical			
01 Coin In			
02 Coin Out			
03 Coin Drop			
04 Collect Credit			
05 Games Played			
06 Jackpots Pays			
07 Door Opens			
08 Wins			
09 Losses			
10 Coin In Tilts			
11 Coin Out Tilts			
12 Resets			
13 Hopper Empty Tilts			
14 --			
15 --			
16 --			
17 --			
18 # 1 Coin Games			
19 # 2 Coin Games			
20 # 3 Coin Games			
21 # 4 Coin Games			
22 # 5 Coin Games			
Total Games			

IGT (*insert machine description here*)

Statistical Data

Game: _____

 Date Date
 ____/____/____ ____/____/____
 Difference Start End

Mechanical	Difference	Start	End
Coin In			
Coin Out			
Coin Drop			
Jackpot			
Statistical			
01 Coin In			
02 Coin Out			
03 Coin Drop			
04 Collect Credit			
05 Games Played			
06 Jackpots Pays			
07 Door Opens			
08 Wins			
09 Losses			
10 Coin In Tilts			
11 Coin Out Tilts			
12 Resets			
13 Hopper Empty Tilts			
14 --			
15 --			
16 --			
17 --			
18 # 1 Coin Games			
19 # 2 Coin Games			
20 # 3 Coin Games			
21 # 4 Coin Games			
22 # 5 Coin Games			
Total Games			
28 \$1 Bills Accepted			
29 \$5 Bills Accepted			
30 \$10 Bills Accepted			
31 \$20 Bills Accepted			
32 Bills Accepted			
33 Coins Dispensed for Bills			
34 \$1 Bills Since Last Reset			
35 \$5 Bills Since Last Reset			
36 \$10 Bills Since Last Reset			
37 \$20 Bills Since Last Reset			
38 Bills Since Last Reset			
39 Coins Dispensed for Bills Since Last Reset			
40 Dollar Value of Bills Since Reset			
41 Dollar Value of Bills Accepted			
42 Drop Door Opens			
43 Credits Played			
44 Credits Won			
45 Credits Paid			
46 Physical Coins In			
47 Hopper Coins Out			
48 \$2 Bills Accepted			
49 \$50 Bills Accepted			
50 \$100 Bills Accepted			
51 \$2 Bills Since Last Reset			
52 \$50 Bills Since Last Reset			
53 \$100 Bills Since Last Reset			

Game: _____

 Date Date
 ____/____/____ ____/____/____
 Difference Start End

Mechanical	Difference	Start	End
Coin In			
Coin Out			
Coin Drop			
Jackpot			
Statistical			
01 Coin In			
02 Coin Out			
03 Coin Drop			
04 Collect Credit			
05 Games Played			
06 Jackpots Pays			
07 Door Opens			
08 Wins			
09 Losses			
10 Coin In Tilts			
11 Coin Out Tilts			
12 Resets			
13 Hopper Empty Tilts			
14 --			
15 --			
16 --			
17 --			
18 # 1 Coin Games			
19 # 2 Coin Games			
20 # 3 Coin Games			
21 # 4 Coin Games			
22 # 5 Coin Games			
Total Games			
28 \$1 Bills Accepted			
29 \$5 Bills Accepted			
30 \$10 Bills Accepted			
31 \$20 Bills Accepted			
32 Bills Accepted			
33 Coins Dispensed for Bills			
34 \$1 Bills Since Last Reset			
35 \$5 Bills Since Last Reset			
36 \$10 Bills Since Last Reset			
37 \$20 Bills Since Last Reset			
38 Bills Since Last Reset			
39 Coins Dispensed for Bills Since Last Reset			
40 Dollar Value of Bills Since Reset			
41 Dollar Value of Bills Accepted			
42 Drop Door Opens			
43 Credits Played			
44 Credits Won			
45 Credits Paid			
46 Physical Coins In			
47 Hopper Coins Out			
48 \$2 Bills Accepted			
49 \$50 Bills Accepted			
50 \$100 Bills Accepted			
51 \$2 Bills Since Last Reset			
52 \$50 Bills Since Last Reset			
53 \$100 Bills Since Last Reset			

Stayouttadabunker's New Game Room

Statistical Data

#66 Lost Fortune (HW) SP1274/SS4268 Hypothetical Data

	Difference	Start	End
Mechanical			
Coin In	30946	469054	500000
Coin Out	14473	385527	400000
Coin Drop	20170	79830	100000
Jackpot	670	10330	11000
Display Meters - 1			
01 Coin In	30946	469054	500000
02 Coin Out	14473	385527	400000
03 Total Drop	20170	79830	100000
04 Coin Drop	20170	79830	100000
05 Collect Credit	806	8194	9000
06 Jackpots Pays	670	10330	11000
07 Physical Coins In	733	249267	250000
08 Hopper Coins Out	358	157642	158000
09 Credits Played	208	219792	220000
10 Credits Won	858	376142	377000
11 Credits Paid	650	156350	157000
12 Hopper Throughput. Pos(0), Neg(1)		0	0
13 Hopper Throughput (in and out)	205	11795	12000
Master Statistics - 2			
01 Games Played	188	232812	233000
02 Wins	199	25801	26000
03 Losses	989	207011	208000
04 # 1 Coin Games	291	93709	94000
05 # 2 Coin Games	127	41873	42000
06 # 3 Coin Games	67	91933	92000
07 # 4 Coin Games		0	0
08 # 5 Coin Games		0	0
Total Games	485	227515	228000
Bill Accounting - 3			
01 \$1 Bills Accepted		0	0
02 \$2 Bills Accepted		0	0
03 \$5 Bills Accepted		0	0
04 \$10 Bills Accepted		0	0
05 \$20 Bills Accepted		0	0
06 \$50 Bills Accepted		0	0
07 \$100 Bills Accepted		0	0
08 Bills Accepted		0	0
09 Coins Dispensed for Bills		0	0
10 Dollar Value of Bills Accepted		0	0
11 Bill Acceptor Cash Box Removed		0	0
12 Bill Acceptor Cash Box Full		0	0
EFT Accounting - 4			
Period Bill Accounting - 5			
01 \$1 Bills Since Last Reset		0	0
02 \$2 Bills Since Last Reset		0	0
03 \$5 Bills Since Last Reset		0	0
04 \$10 Bills Since Last Reset		0	0
05 \$20 Bills Since Last Reset		0	0
06 \$50 Bills Since Last Reset		0	0
07 \$100 Bills Since Last Reset		0	0
08 Bills Since Last Reset		0	0
09 Coins Dispensed for Bills Since Last Reset		0	0
10 Dollar Value of Bills Since Reset		0	0
Security Accounting - 6			
01 Games Played Since Door Close			
02 Games Played Since Power			
03 Door Opens	250	0	250
04 Coin Drop Door Opens		0	0
Error Accounting - 7			
01 Coin-In Tilts		0	0
02 Hopper Empty Tilts		0	0
03 Coin-Out Tilts		0	0
04 Power Resets		0	0
05 MPU Battery Tilts		0	0
06 Reel #1 Tilts		0	0
07 Reel #2 Tilts		0	0
08 Reel #3 Tilts		0	0
09 Reel #4 Tilts			
10 Reel #5 Tilts			
11 Reel Mechanism Tilts		0	0
12 Bill Acceptor Stacker Jams		0	0
13 Bill Acceptor Hardware tilts		0	0
14 Bill Acceptor Reverse Bills		0	0
Progressive Accounting - 8			
01 Total Progressive Hits		0	0
02 -			
03 Primary Progressive Hits		0	0
04 Secondary Progressive Hits		0	0

#12 Gold Mountain SP1271/SS3633 Hypothetical Data

	Difference	Start	End
Mechanical			
Coin In	371	137629	138000
Coin Out	492	117508	118000
Coin Drop	315	19685	20000
Jackpot	100	1600	1700
Display Meters - 1			
01 Coin In	371	137629	138000
02 Coin Out	492	117508	118000
03 Total Drop	315	19685	20000
04 Coin Drop	315	19685	20000
05 Collect Credit		0	0
06 Jackpots Pays	100	1600	1700
07 Physical Coins In	848	65152	66000
08 Hopper Coins Out	956	45044	46000
09 Credits Played	483	72517	73000
10 Credits Won	492	117508	118000
11 Credits Paid	9	44991	45000
12 Hopper Throughput. Pos(0), Neg(1)		0	0
13 Hopper Throughput (in and out)	77	423	500
Master Statistics - 2			
01 Games Played	963	74037	75000
02 Wins	806	10194	11000
03 Losses	157	63843	64000
04 # 1 Coin Games	793	35207	36000
05 # 2 Coin Games	932	14068	15000
06 # 3 Coin Games	238	24762	25000
07 # 4 Coin Games		0	0
08 # 5 Coin Games		0	0
Total Games	1963	74037	76000
Bill Accounting - 3			
01 \$1 Bills Accepted		0	
02 \$2 Bills Accepted		0	
03 \$5 Bills Accepted		0	
04 \$10 Bills Accepted		0	
05 \$20 Bills Accepted		0	
06 \$50 Bills Accepted		0	
07 \$100 Bills Accepted		0	
08 Bills Accepted		0	
09 Coins Dispensed for Bills		0	
10 Dollar Value of Bills Accepted		0	
11 Bill Acceptor Cash Box Removed		0	
12 Bill Acceptor Cash Box Full		0	
EFT Accounting - 4			
Period Bill Accounting - 5			
01 \$1 Bills Since Last Reset		0	
02 \$2 Bills Since Last Reset		0	
03 \$5 Bills Since Last Reset		0	
04 \$10 Bills Since Last Reset		0	
05 \$20 Bills Since Last Reset		0	
06 \$50 Bills Since Last Reset		0	
07 \$100 Bills Since Last Reset		0	
08 Bills Since Last Reset		0	
09 Coins Dispensed for Bills Since Last Reset		0	
10 Dollar Value of Bills Since Reset		0	
Security Accounting - 6			
01 Games Played Since Door Close			
02 Games Played Since Power			
03 Door Opens	45	0	45
04 Coin Drop Door Opens		0	0
Error Accounting - 7			
01 Coin-In Tilts		0	0
02 Hopper Empty Tilts		0	0
03 Coin-Out Tilts		0	0
04 Power Resets		0	0
05 MPU Battery Tilts		0	0
06 Reel #1 Tilts		0	0
07 Reel #2 Tilts		0	0
08 Reel #3 Tilts		0	0
09 Reel #4 Tilts			
10 Reel #5 Tilts			
11 Reel Mechanism Tilts		0	0
12 Bill Acceptor Stacker Jams		0	0
13 Bill Acceptor Hardware tilts		0	0
14 Bill Acceptor Reverse Bills		0	0
Progressive Accounting - 8			
01 Total Progressive Hits		0	0
02 -			
03 Primary Progressive Hits		0	0
04 Secondary Progressive Hits		0	0