2.2 Accounting Menu (Option: [1])

The Accounting menu provides access to the following information:

- Machine master meters

- Cumulative data from period meters

- Specific game accounting information

- Viewing of security meter information (door open, logic board access and coin drop box)

- Error accounting (coin-in errors, bill jams, etc.)

- Program version information on all firmware on the main processor board and firmware inside NETPLEX™ peripherals

Meter data is displayed in credits unless the meter name indicates otherwise.

Some functions may not be available depending upon machine configuration. Refer to Table 2-2 for brief descriptions of each of the accounting options, then to the table accompanying the description of each function for specific meter information.

Specific software features vary depending upon jurisdiction. The information presented in this manual is intended to reflect all features available, but not necessarily those available in any specific jurisdiction.

Table 2-2. Accounting Menu Options	
Option	**Description**
[1.1] Terminal Accounting	View cumulative and period accounting meters data.
[1.2] Game Accounting	View game and event meters.
[1.3] Bonus Specific Meter Accounting	View meters and related statistics specific to bonus games. Available only if the machine is configured to support generic bonus games or specific bonus games that contain game-specific accounting.
[1.4] Security Accounting	View security accounting meters.
[1.5] Error Accounting	View error accounting meters.

Table 2-2. (cont'd) Accounting Menu Options	
Option	**Description**
[1.6] Version Accounting	Display version information of both machine and peripheral software.
[1.7] Master Progressive Accounting/General Progressive Accounting	View master progressive accounting meters. View general progressive accounting meters for WAP machines.
[1.8] WAMM Accounting	View accounting information on meters sent to a WAMM COMM in response to a meter poll.
[1.9] PSAMS Accounting	View terminal and game accounting information for machines using the Progressive Security and Accounting Management System (PSAMS). This option is not available on all machines.

2.2.1   Terminal Accounting (Option: [1.1])

The Terminal Accounting menu provides access to cumulative and period meter data.

Terminal Master Accounting (Option: [1.1.1])

Terminal Master Money Accounting (Option: [1.1.1.1])

Select the Master Money Accounting option to view meters required to balance the machine and verify that its payback and hold percentages match their theoretical values. Refer to Table 2-3 for a summary of the meter information displayed.

**Table 2-3.
Master Money Accounting Meters**

Code	Meter Name	Description
MTA1	Coin In (Played)	Single denomination: number of credits wagered toward a game Multiple denomination: monetary amount of coins and credits wagered toward a game
MTA2	Coin Out (Won)	Single denomination: number of credits paid by the machine due to a win Multiple denomination: monetary amount of credits/coins paid by the machine due to a win; includes partial pay amounts (MTA2.1 + MTA2.2 + MTA2.3) • MTA2.1 = Number of credits/coins paid by the machine to the hopper or to the credit meter from the paytable • MTA2.2 = Number of credits/coins paid by the machine to the hopper or to the credit meter resulting from a progressive win • MTA2.3 = Number of credits/coins paid by the machine to the hopper or to the credit meter resulting from a system bonus
MTA3	Drop (Bill/Coin)	Sum of physical coins diverted to the drop plus credits issued or coins dispensed when the machine exchanges a bill
MTA4	Drop (Coin Only)	Sum of only physical coins diverted to the drop
MTA5	Canceled Credits	Single denomination: number of credits hand paid to a player due to a cashout amount greater than the hopper limit Multiple denomination: monetary amount of credits hand paid to a player due to a cashout amount greater than the hopper limit
MTA6	Jackpot Handpays	Single denomination: number of credits hand paid to the player Multiple denomination: monetary amount of credits hand paid to the player MTA6.1 + MTA6.2 + MTA6.3 • MTA6.1 = Number of coins/credits hand paid to a player from the paytable. • MTA6.2 = Number of credits hand paid to a player resulting from a progressive win • MTA6.3 = Number of credits hand paid to a player resulting from a system bonus
MTA7	Bonus Won	Total stand-alone bonus credits won
MTA8	True Coin In	Number of coins accepted by the coin acceptor
MTA9	True Coin Out	Number of coins dispensed from the hopper
MTA10	Payback %	Computed value based upon the ratio of (MTA2 + MTA6) to MTA1
MTA11	Hold%	Computed value based on 100% - MTA10
MTA12	Base Payback %	Computed value based upon the ratio of (MTA2 + MTA6 – MTA7 – MTA14 – MTA15 – MTA16) to MTA1
MTA13	Base Hold %	Computed value based on 100% – MTA12

Code	Meter Name	Description
Table 2-3. (cont'd)		
Master Money Accounting Meters		
MTA14	System Deductible Bonus Won	Single denomination: number of deductible bonus credits awarded by the system Multiple denomination: monetary amount of deductible bonus awarded by the system
MTA15	System Nondeductible Bonus Won	Single denomination: number of nondeductible bonus credits awarded by the system Multiple denomination: monetary amount of nondeductible bonus credits awarded by the system
MTA16	System Wager Matching Bonus Won	Single denomination: number of wager matching bonus credits awarded by the system Multiple denomination: monetary amount of wager of matching bonus awarded by the system
MTA17	Cashout Voucher	Total monetary value of tickets printed excluding handpay (jackpot) tickets
MTA18	Hopper Throughput	True coin in: Drop (Coin Only) – True coin out = MTA8 – MTA4 – MTA9. The machine displays a minus sign if the computed value is negative.
MTA19	Receipt Voucher	Monetary value of cashout handpay receipt tickets (not shown if ticket ticket printer is disabled)
MTA20	Jackpot Voucher	Total monetary value of jackpot tickets (not shown if ticket printer is disabled)
MTA21	Voucher Accepted	Total monetary value of tickets received by the bill acceptor (not shown if machine is not configured to accept tickets)
MTA22	W2-G Credits Won	Total number of W2-G credits awarded.

Master Statistics (Option: [1.1.1.2])

Select the Master Statistics option to view meters that contain statistical data including the number of games played, won and lost. Refer to Table 2-4 for a list of the statistics provided.

Use the **SPIN REELS** switch to navigate through the display. The button is not lit if the list is shorter than a page. Press the **PLAY MAX CREDITS** switch to exit the option.

Code	Meter Name	Description
Table 2-4.		
Master Terminal Statistics		
MTS1	Games Played	Number of games played
MTS2	Games Won	Number of games that resulted in a win

Table 2-4. (cont'd) Master Terminal Statistics		
Code	**Meter Name**	**Description**
MTS3	Games Lost	Computed value equal to MTS1 – MTS2
MTS4	Games With 1 Cr	Number of games played with 1 coin/credit bet
MTS5	Games With 2 Cr	Number of games played with 2 coins/credits bet
MTS6	Games With 3 Cr	Number of games played with 3 coins/credits bet
MTS7	Games With 4 Cr	Number of games played with 4 coins/credits bet
MTS8	Games With 5 Cr	Number of games played with 5 coins/credits bet
MTS9	Games With 6 Cr	Number of games played with 6 coins/credits bet
MTS10	Games With 7 Cr	Number of games played with 7 coins/credits bet
MTS11	Games With 8 Cr	Number of games played with 8 coins/credits bet
MTS12	Games With 9 Cr	Number of games played with 9 coins/credits bet
MTS13	Games With 10+ Cr	Number of games played with 10 or more coins/credits bet
MTS14	Coin In Last Pri	Single denomination: Number of coins wagered since last progressive primary jackpot hit Multiple denomination: monetary amount of coins wagered since last progressive primary jackpot hit
MTS15	Coin In Last Sec	Single denomination: number of coins wagered since last progressive secondary jackpot hit Multiple denomination: monetary amount of coins wagered since last progressive secondary jackpot hit
MTS16	Jackpot Reset	Number of games since jackpot reset
MTS17	Bonus Triggered	Number of bonus games triggered
MTS18	Cashout Voucher	Number of nonjackpot tickets
MTS19	Cashout Handpays	Number of cashout handpays
MTS20	Receipt Voucher	Number of cashout handpay receipt tickets printed (not shown if ticket printer is disabled)
MTS21	Jackpot Voucher	Number of jackpot tickets (not shown if ticket printer is disabled)
MTS22	Voucher Accepted	Number of vouchers received by the bill acceptor (not shown if machine is not configured to accept tickets)

Master Bill Accounting (Option: [1.1.1.3])

Select the Master Bill Accounting option to view meters required to keep track of bills accepted by the bill validator. Table 2-5 provides a listing of the master bill accounting meters for U.S. currency. Refer to Table 2-6 for a list of the master bill accounting meters for international currency.

Table 2-5. Master Bill Accounting Meters – U.S. Currency		
Code	**Meter Name**	**Description**
MBA1	$1.00 Bills	Number of $1 bills accepted by machine
MBA2	$2.00 Bills	Number of $2 bills accepted by machine
MBA3	$5.00 Bills	Number of $5 bills accepted by machine
MBA4	$10.00 Bills	Number of $10 bills accepted by machine
MBA5	$20.00 Bills	Number of $20 bills accepted by machine
MBA6	$50.00 Bills	Number of $50 bills accepted by machine
MBA7	$100.00 Bills	Number of $100 bills accepted by machine
MBA8	Total Bill Count	Number of bills accepted by machine
MBA9	Bill Credits	Number of credits/coins the machine exchanged for bills (available only in single denomination games)
MBA10	Bill Money	Dollar value of bills accepted by machine

Table 2-6. Master Bill Accounting Meters – International Currency		
Code	**Meter Name**	**Description**
MBA1	$1.00 Bills	Number of $1 bills accepted by machine
MBA2	$2.00 Bills	Number of $2 bills accepted by machine
MBA3	$5.00 Bills	Number of $5 bills accepted by machine
MBA4	$10.00 Bills	Number of $10 bills accepted by machine
MBA5	$20.00 Bills	Number of $20 bills accepted by machine
MBA6	$25.00 Bills	Number of $25 bills accepted by machine
MBA7	$50.00 Bills	Number of $50 bills accepted by machine
MBA8	$100.00 Bills	Number of $100 bills accepted by machine
MBA9	$200.00 Bills	Number of $200 bills accepted by machine
MBA10	$250.00 Bills	Number of $250 bills accepted by machine
MBA11	$500.00 Bills	Number of $500 bills accepted by machine
MBA12	$1,000.00 Bills	Number of $1,000 bills accepted by machine
MBA13	$2,000.00 Bills	Number of $2,000 bills accepted by machine
MBA14	$2,500.00 Bills	Number of $2,500 bills accepted by machine
MBA15	$5,000.00 Bills	Number of $5,000 bills accepted by machine
MBA16	$10,000.00 Bills	Number of $10,000 bills accepted by machine
MBA17	$20,000.00 Bills	Number of $20,000 bills accepted by machine
MBA18	$25,000.00 Bills	Number of $25,000 bills accepted by machine
MBA19	$50,000.00 Bills	Number of $50,000 bills accepted by machine
MBA20	$100,000.00 Bills	Number of $100,000 bills accepted by machine
MBA21	Total Bill Count	Total number of bills accepted by the machine
MBA22	Bill Credits	Number of credits/coins the machine exchanged for bills (available only in single denomination games)
MBA23	Bill Money	Currency value of bills accepted by the machine

Master EFT Accounting (Option: [1.1.1.4])

Select the Master EFT Accounting option to view meters required to keep track of electronic funds transfer (EFT) transactions. Refer to Table 2-7 for a list of master EFT accounting meters.

Table 2-7. Master EFT Accounting Meters		
Code	**Meter Name**	**Description**
MEA01	SAS EFTs Accepted	Number of EFT transactions accepted from SAS controller
MEA02	SAS Total Money In	MEA03 + MEA04 + MEA05
MEA03	SAS Cashable Money In	Monetary value of the cashable EFTs accepted from the SAS controller
MEA04	SAS Noncashable Money In	Monetary value of the noncashable EFTs accepted from the SAS controller
MEA05	SAS Promo Money In	Monetary value of the promotional EFTs accepted in credits from the SAS controller
MEA06	SAS Cashable Credits In	Number of cashable credits accepted from the SAS controller (available only in single denomination games)
MEA07	SAS Noncashable Credits In	Number of noncashable credits accepted from the SAS controller (available only in single denomination games)
MEA08	SAS Promo Credits In	Number of promotional credits accepted from the SAS controller (available only in single denomination games)
MEA09	SAS Money Cashed Out To The Host	Single denomination: number of credits uploaded to the SAS controller Multiple denomination: monetary value of the credits uploaded to the SAS controller
MEA10	Bally EFTs Accepted	Number of EFT transactions accepted from the Bally controller
MEA11	Bally Total Money In	Computed value based upon MEA12 + MEA13
MEA12	Bally Cashable Money In	Monetary value of the cashable EFTs accepted from the Bally controller
MEA13	Bally Noncashable Money In	Monetary value of the non-cashable EFTs accepted from the Bally controller
MEA14	Bally Cashable Credits In	Number of credits relative to MEA12
MEA15	Bally Noncashable Credits In	Number of credits relative to MEA13
MEA16	Total Current Cashable Credits	Number of spendable cashable EFT credits

Table 2-7. (cont'd) Master EFT Accounting Meters		
Code	**Meter Name**	**Description**
MEA17	Total Current Noncashable Credits	Number of spendable noncashable EFT credits
MEA18	Total Current Promo Credits	Number of spendable promotional EFT credits

Mechanical Meter Accounting (Option: [1.1.1.5])

Select the Mechanical Meter Accounting option to view additional meters to balance the machine. Refer to Table 2-8 for a list of mechanical meter data.

Note: *This option is available only with the international version PROM.*

Table 2-8. Mechanical Meter Accounting		
Code	**Meter Name**	**Description**
HM1	Coin In	Number of coins or credits wagered
HM2	Coin Out	Number of coins or credit won, including handpays
HM3	Coin Drop	Number of coins diverted to the drop box
HM4	Total Handpay	Total value of all attendant handpays, including jackpots and canceled credits
HM5	Bill Drop	Total monetary value of bills accepted

Period Accounting (Option: [1.1.2])

Period Terminal Accounting (Option: [1.1.2.1])

Select the Period Terminal Accounting option to view meters required to balance the machine and verify that its payback and hold percentages match their theoretical values. Refer to Table 2-9 for an overview of the period money accounting meters.

Table 2-9. Period Terminal Accounting Meters		
Code	**Meter Name**	**Description**
PTA1	Per. Coin In (Played)	MTA1 activity since last period reset
PTA2	Per. Coin Out (Won)	MTA2 activity since last period reset
PTA3	Per. Drop (Bill/Coin)	MTA3 activity since last period reset
PTA4	Per. Drop (Coin Only)	MTA4 activity since last period reset
PTA5	Per. Canceled Credits	MTA5 activity since last period reset
PTA6	Per. Jackpot Handpays	MTA6 activity since last period reset
PTA7	Per. Bonus Won	MTA7 activity since last period reset
PTA8	Per. Payback %	Computed value based upon the ratio of (PTA2 + PTA6) to PTA1
PTA9	Per. Hold%	Computed value based upon the ratio of the difference of PTA1 and (PTA2 + PTA6) to PTA1
PTA10	Per. Base Payback %	Computed value based upon the ratio of (PTA2 + PTA6 – PTA7) to PTA1
PTA11	Per. Base Hold %	Computed value based upon the ratio of the difference of PTA1 and (PTA2 + PTA6 – PTA7) to PTA1
PTA12	Period System Deductible Bonus Won	MTA14 activity since the last period reset
PTA13	Period System Nondeductible Bonus Won	MTA15 activity since the last period reset
PTA14	Period System Wager Matching Bonus Won	MTA16 activity since the last period reset
PTA15	Period Cashout Voucher	MTA17 activity since the last period reset

Period Statistics (Option: [1.1.2.2])

Select the Period Statistics option to view meters that contain statistical data, such as number of games played, won and lost. Refer to Table 2-10 for a description of the period terminal statistics.

Table 2-10. Period Terminal Statistics		
Code	**Meter Name**	**Description**
PTS1	Period Games Played	Number of games played since last period reset
PTS2	Period Games Won	Number of games won since last period reset
PTS3	Period Games Lost	Computed value equal to PTS1 – PTS2
PTS4	Period Bonus Games Triggered	Number of stand-alone bonus games triggered since last period reset

Period Bill Accounting (Option: [1.1.2.3])

Select the Period Bill Accounting option to view meters required to keep track of bills accepted by the bill validator. Table 2-11 provides an outline of meter information specific to U.S. currency. Refer to Table 2-12 for a description of the meter information for international currency.

Table 2-11. Period Bill Accounting Meters – U.S. Currency		
Code	**Meter Name**	**Description**
PBA1	Per. $1.00 Bills	MBA1 activity since last period reset
PBA2	Per. $2.00 Bills	MBA2 activity since last period reset
PBA3	Per. $5.00 Bills	MBA3 activity since last period reset
PBA4	Per. $10.00 Bills	MBA4 activity since last period reset
PBA5	Per. $20.00 Bills	MBA5 activity since last period reset
PBA6	Per. $50.00 Bills	MBA6 activity since last period reset
PBA7	Per. $100.00 Bills	MBA7 activity since last period reset
PBA8	Per. Bill Count	MBA8 activity since last period reset
PBA9	Per. Bill Credits	MBA9 activity since last period reset
PBA10	Per. Bill Money	MBA10 activity since last period reset

Table 2-12. Period Bill Accounting – International Currency		
Code	**Meter Name**	**Description**
PBA1	Per. $1.00 Bills	MBA1 activity since last period reset
PBA2	Per. $2.00 Bills	MBA2 activity since last period reset
PBA3	Per. $5.00 Bills	MBA3 activity since last period reset
PBA4	Per. $10.00 Bills	MBA4 activity since last period reset
PBA5	Per. $20.00 Bills	MBA5 activity since last period reset
PBA6	Per. $25.00 Bills	MBA6 activity since last period reset
PBA7	Per. $50.00 Bills	MBA7 activity since last period reset
PBA8	Per. $100.00 Bills	MBA8 activity since last period reset
PBA9	Per. $200.00 Bills	MBA9 activity since last period reset
PBA10	Per. $250.00 Bills	MBA10 activity since last period reset
PBA11	Per. $500.00 Bills	MBA11 activity since last period reset
PBA12	Per. $1,000.00 Bills	MBA12 activity since last period reset
PBA13	Per. $2,000.00 Bills	MBA13 activity since last period reset
PBA14	Per. $2,500.00 Bills	MBA14 activity since last period reset
PBA15	Per. $5,000.00 Bills	MBA15 activity since last period reset
PBA16	Per. $10,000.00 Bills	MBA16 activity since last period reset
PBA17	Per. $20,000.00 Bills	MBA17 activity since last period reset
PBA18	Per. $25,000.00 Bills	MBA18 activity since last period reset
PBA19	Per. $50,000.00 Bills	MBA19 activity since last period reset
PBA20	Per. $100,000.00 Bills	MBA20 activity since last period reset
PBA21	Per. Bill Count	MBA21 activity since last period reset
PBA22	Per. Bill Credits	MBA22 activity since last period reset
PBA23	Per. Bill Money	MBA23 activity since last period reset

Period EFT Accounting (Option: [1.1.2.4])

Select the Period EFT Accounting option to view meters required to keep track of electronic funds transfer transactions. Refer to Table 2-13 for an overview of the period EFT accounting meters.

Code	Meter Name	Description
Table 2-13. **Period EFT Accounting Meters**		
PEA01	SAS EFTs Accepted	Number of EFT transactions accepted from the SAS controller
PEA02	SAS Total Money In	PEA03 + PEA04 + PEA05
PEA03	SAS Cashable Money In	Monetary value of the cashable EFTs accepted from SAS controller
PEA04	SAS Noncashable Money In	Monetary value of the noncashable EFTs accepted from SAS controller
PEA05	SAS Promo Money In	Monetary value of the promotional EFTs accepted from SAS controller
PEA06	SAS Cashable Credits In	Number of cashable EFT credits accepted from SAS controller (available only in single denomination games)
PEA07	SAS Noncashable Credits In	Number of noncashable EFT credits accepted from SAS controller (available only in single denomination games)
PEA08	SAS Promo Credits In	Number of promotional EFT credits accepted from SAS controller (available only in single denomination games)
PEA09	SAS Money Cashed Out to Host	Single denomination: number of credits uploaded to the SAS controller Multiple denomination: monetary value of the credits uploaded to the SAS controller
PEA10	Bally EFTs Accepted	Number of EFT transactions accepted from the Bally controller
PEA11	Bally Total Money In	Computed value based upon PEA12 + PEA13
PEA12	Bally Cashable Money In	Monetary value of the cashable EFTs accepted from the Bally controller
PEA13	Bally Noncashable Money In	Monetary value of the noncashable EFTs accepted from the Bally controller
PEA14	Bally Cashable Credits In	Number of credits relative to PEA12
PEA15	Bally Noncashable Credits In	Number of credits relative to PEA13

Clear Period Meters (Option: [1.1.2.5])

> Select the Clear Period Meters option to set all period meter values to zero. Press the **SPIN REELS** switch when prompted to "Press RESET/ SPIN to clear period meters", and all period meters are cleared. Press the **PLAY MAX CREDITS** switch to exit the function without clearing the meters.

2.2.2   Game Accounting (Option: [1.2])

> *Note:* *The meters are submenus of of the Game Accounting option, and each paytable supported by the game has a corresponding meter.*

> Select the Game Accounting option to view meters that track game statistics and event counts for each paytable supported by the game PROM. Refer to Table 2-14 for a detailed description of the game meters.

<table>
<tr><th colspan="3">Table 2-14.
Game Accounting Meters</th></tr>
<tr><th>Code</th><th>Meter Name</th><th>Description</th></tr>
<tr><td>GM1</td><td>Coin In</td><td>Single denomination: number of credits accetped as wagers on the game
Multiple denomination: monetary value of credits (and coins) accepted as wagers on the game</td></tr>
<tr><td>GM2</td><td>Coin Out</td><td>Single denomination: number of credits awarded by the game
Multiple denomination: monetary value of credits (and coins) awarded by the game</td></tr>
<tr><td>GM3</td><td>Games Played</td><td>Count of games played</td></tr>
<tr><td>GM4</td><td>Games Won</td><td>Count of games won</td></tr>
<tr><td>GM5</td><td>Jackpot Handpays</td><td>Monetary value of the credits awarded by attendant</td></tr>
<tr><td>GM6</td><td>Canceled Credits</td><td>Monetary value of the credits cleared by attendant</td></tr>
<tr><td>GM7</td><td>Bonus Won</td><td>Monetary value of the standalone bonus credits won when this game was active</td></tr>
<tr><td>GM8</td><td>System Bonus Won</td><td>Monetary value of the system bonus credits won (deductible + nondeductible + wager matching) when this game was active</td></tr>
</table>

2.2.3   Bonus Specific Meters (Option: [1.3])

Select the Bonus Specific Meters option to view meters for generic bonus games or specific bonus games that contain game-specific accounting.

Generic Bonus Game Accounting Meters (Option: [1.3.1])

Select the Generic Bonus Game Accounting Meters option to view meters for generic bonus games or specific bonus games that contain game-specific accounting. Refer to Table 2-15 for descriptions of the available meters.

Note: *Codes BMA1 through BMA6 are generic to all standalone bonus games. Codes BMA7 through BMA11 are meters for Game Within a Game bonuses. A Game Within a Game bonus is defined as any "fever" or "times pay" mode that changes the award schedule, but still requires the player to insert money to play the game.*

<table>
<tr><th colspan="3">Table 2-15.
Generic Bonus Game Accounting Meters</th></tr>
<tr><th>Code</th><th>Meter Name</th><th>Description</th></tr>
<tr><td>BMA1</td><td>Coin In (Played)</td><td>Number of coins and credits wagered toward a game</td></tr>
<tr><td>BMA2</td><td>Coin Out (Won)</td><td>Number of credits or coins paid by the machine</td></tr>
<tr><td>BMA3</td><td>Jackpot Handpays</td><td>Number of credits hand paid to the player</td></tr>
<tr><td>BMA4</td><td>Bonus Won</td><td>Total standalone bonus credits won</td></tr>
<tr><td>BMA5</td><td>Games Played</td><td>Total number of games played</td></tr>
<tr><td>BMA6</td><td>Bonus Triggered</td><td>Number of standalone bonus games triggered by the base game</td></tr>
<tr><td>BMA7</td><td>Bonus Coin In</td><td>Number of coins wagered toward game within a game bonuses</td></tr>
<tr><td>BMA8</td><td>Bonus Coin Out</td><td>Number of coins awarded by game within a game bonuses</td></tr>
<tr><td>BMA9</td><td>Bonus Games Played</td><td>Number of game within a game bonuses played</td></tr>
<tr><td>BMA10</td><td>Bonus Jackpot</td><td>Number of credits hand paid due to a game within a game bonus jackpot</td></tr>
</table>

Bonus Game Specific Accounting Meters (Option: [1.3.2])

Select the Bonus Game Specific Accounting Meters option to display meters specific to bonus games. This option displays information if the bonus game supports bonus game specific accounting meters. If the PROM supports multiple paytables, these meters keep track of the play on each paytable.

The Match Reel bonus game is currently the only game-specific bonus supported by Vision Series games. This type of bonus incorporates the Game Within a Game feature, and provides additional meters to support this type of bonus. One page of meters will be displayed for for each paytable. Refer to Table 2-16 for descriptions of the available meters.

Table 2-16. Match Reel Game Specific Bonus Meters		
Code	**Meter Name**	**Description**
MR1	Coin In (Played)	Total credits and coins accepted as wagers by the bonus specific game
MR2	Coin Out (Won)	Total credits and coins awarded by the bonus specific game
MR3	Games Played	Number of bonus games played
MR4	Games Won	Number of bonus games won
MR5	Jackpot Handpays	Number of credits hand paid by an Attendant
MR6	Match Reel Coin In	Total credits and coins accepted as wagers by the bonus specific game while the bonus was active
MR7	Match Reel Coin Out	Total credits and coins awarded by the bonus specific game while the bonus was active
MR8	Match Reel Games Played	Number of bonus specific games played while the bonus was active
MR9	Match Reel Games Won	Number of bonus specific games won while the bonus was active
MR10	Match Reel Jackpot Handpays	Total credits awarded by an Attendant while the bonus was active
MR11	Match Reel Bonus Credits Won	Total standalone bonus credits won while the bonus was active

2.2.4   Security Accounting (Option: [1.4])

Select the Security Accounting option to view a summary of security-related events, such as:

- The number of games played since last door open

- The number times the door or processor tray was opened

Refer to Table 2-17 for an overview of the security accounting meters. Codes SA9 through SA12 are not implemented on all machine configurations.

Note: *This option is not available on all machine configurations.*

	Table 2-17. Security Accounting Meters	
Code	**Meter Name**	**Description**
SA1	Games Since Main Door	Number of games played since the last time the main door was opened
SA2	Games Since Drop Door	Number of games played since the last time the coin drop door or bill drop door was opened
SA3	Games Since Power Cycle	Number of games played since last machine power up
SA4	Main Door Opens	Number of main door opens
SA5	Coin Drop Opens	Number of coin drop door opens
SA6	Bill Drop Opens	Number of bill drop door opens
SA7	Card Cage Access	Number of processor board opens
SA8	Key Chip Access	Key Chip ID and last date used
SA9	Telltale Main Door Opens	Number of times the telltale circuitry detected a main door open during power down

	Table 2-17. (cont'd) Security Accounting Meters	
Code	**Meter Name**	**Description**
SA10	Telltale Coin Drop Opens	Number of times the telltale circuitry detected a coin drop door open during power down
SA11	Telltale Bill Drop Opens	Number of times the telltale circuitry detected a bill drop door open during power down
SA12	Telltale Card Cage Opens	Number of times the telltale circuitry detected a card cage open during power down

2.2.5   Error Accounting (Option: [1.5])

Select the Error Accounting option to view tilt information. A separate screen displays the errors that have occurred on the LCD. The video display error log (LCD tilts) is available only if an LCD is configured in the machine and programmed into the software. This log shows a list of recent LCD errors.

Refer to Table 2-18 for a summary of the error accounting meters.

	Table 2-18. Error Accounting Meters	
Code	**Meter Name**	**Description**
EA1	Coin In Jams	Number of coin-in jams
EA2	Coin In Seq. Errors	Number of coin-in sequence errors
EA3	Bill Jams	Number of bill jams reported by bill validator
EA4	Rejected Bills	Number of rejected bills reported by bill validator
EA5	Bill Validator Errors	Number of bill validator errors reported by bill validator
EA6	Hopper Empties	Number of hopper empty tilts
EA7	Coin Out Jams	Number of coin-out jam tilts
EA8	Extra Coin Outs	Number of extra coin-out tilts
EA9	Meter Disconnects	Number of mechanical meter disconnect tilts
EA10	Processor Faults	Number of processor faults

Table 2-18. (cont'd) Error Accounting Meters		
Code	**Meter Name**	**Description**
EA11	Printer Errors	Number of errors reported by ticket printer
EA 12	Reel 1 Tilts	Number of reel 1 tilts
EA 13	Reel 2 Tilts	Number of reel 2 tilts
EA 14	Reel 3 Tilts	Number of reel 3 tilts
EA 15	Reel 4 Tilts	Number of reel 4 tilts
EA 16	Reel 5 Tilts	Number of reel 5 tilts
EA 17	General Reel Tilts	Number of general reel tilts
EA 18	Reels Disconnected	Number of reel disconnect tilts
EA 19	Reel 6 Tilts	Number of reel 6 tilts
EA 20	Reel 7 Tilts	Number of reel 7 tilts
EA 21	Reel 8 Tilts	Number of reel 8 tilts
EA 22	Reel 9 Tilts	Number of reel 9 tilts
EA 23	Reel 10 Tilts	Number of reel 10 tilts

2.2.6   Version Accounting (Option: [1.6])

Select the Version Accounting option to view version information related to machine and peripheral software, such as the game version number, bill validator version number and processor board ID. Refer to Table 2-19 for a description of the version accounting meters.

Table 2-19. Version Accounting Meters		
Code	**Meter Name**	**Description**
PV1	Game Version	Game PROM version number
PV2	Game Date	Game PROM date and time
PV3	Base Version	Base PROM version number
PV4	Base Date	Base PROM date
PV6	Bill Version	Bill validator version number

Table 2-19. (cont'd) Version Accounting Meters		
Code	**Meter Name**	**Description**
PV7	Primary DotM Version	VFD version number
PV8	Printer Version	Printer version number (standard printer)
PV9	Printer2 Version	Ticket printer version number (thermal printer)
PV10	Theoretical Payback %	The expected payback percentage of the game
PV11	Proc Board ID	Processor board ID
PV13	Spectrum Version	Spectrum version number
PV14	Version Name	Version PROM number
PV15	Version Date	Version PROM date and time
PV16	Sound Version	Sound version number or "Not Configured"
PV17	Auxiliary Bonus Device Version	If an auxiliary device is present, the program version number for the device software
PV18	Auxiliary Dot Matrix Version	If an auxiliary VFD is present , the VFD version number

2.2.7   Master Progressive Accounting (Option: [1.7])

Select the Master Progressive Accounting option to view accounting information on non-WAP progressive jackpot hits by level. Refer to Table 2-20 for information about the progressive accounting meters.

Note: This option is displayed only on non-WAP machines. In addition, the General Progressive Accounting [1.7.1] and WAP Accounting [1.7.2] options are not displayed on non-WAP machines.

Table 2-20. Master Progressive Accounting Meters		
Code	**Meter Name**	**Description**
PA1	Level 1 Hits	Number of progressive level 1 jackpot hits
PA2	Level 2 Hits	Number of progressive level 2 jackpot hits
PA3	Level 3 Hits	Number of progressive level 3 jackpot hits

<table>
<tr><td colspan="3">Table 2-20.   (cont'd)
Master Progressive Accounting Meters</td></tr>
</table>

Code	Meter Name	Description
PA4	Level 4 Hits	Number of progressive level 4 jackpot hits
PA5	Level 5 Hits	Number of progressive level 5 jackpot hits
PA6	Level 6 Hits	Number of progressive level 6 jackpot hits
PA7	Level 7 Hits	Number of progressive level 7 jackpot hits
PA8	Level 8 Hits	Number of progressive level 8 jackpot hits
PA9	Total Progressive Hits	Sum of PA1 through PA8

General Progressive Accounting (Option: [1.7.1])

Select the General Progressive Accounting option to view accounting information on WAP progressive jackpot hits by level. Refer to Table 2-21 for information about the progressive accounting meters.

Note: *This option is available only on WAP machines. In addition, the Master Progressive Accounting Meters shown in Table 2-20 are not displayed on WAP machines.*

<table>
<tr><td colspan="3">Table 2-21.
General Progressive Accounting Meters</td></tr>
</table>

Code	Meter Name	Description
PA1	Level 1 Hits	Number of progressive level 1 jackpot hits
PA2	Level 2 Hits	Number of progressive level 2 jackpot hits
PA3	Level 3 Hits	Number of progressive level 3 jackpot hits
PA4	Level 4 Hits	Number of progressive level 4 jackpot hits
PA5	Level 5 Hits	Number of progressive level 5 jackpot hits
PA6	Level 6 Hits	Number of progressive level 6 jackpot hits
PA7	Level 7 Hits	Number of progressive level 7 jackpot hits
PA8	Level 8 Hits	Number of progressive level 8 jackpot hits
PA9	Total Progressive Hits	Sum of PA1 through PA8

WAP Accounting (Option: [1.7.2])

Select the WAP Accounting option to view accounting information on WAP meters. Refer to Table 2-22 for an overview of the WAP accounting meters.

Note: *This option is available only on WAP machines. In addition, the Master Progressive Accounting Meters shown in Table 2-20 are not displayed on WAP machines.*

Meters WA1 through WA5 and WA9 through WA11 are displayed only for WAP Type 2 games. Meters WA12 through WA23 are displayed only for WAP Type 7 games.

Table 2-22. **WAP Accounting Meters**		
Code	**Meter Name**	**Description**
WA1	Coin In Total	Monetary value of the coins wagered towards a game
WA2	Coin Out Total	Monetary value of the coins won excluding system awards
WA3	Handpay Total	Monetary value of the coins hand paid excluding system awards
WA4	Coin In Total Since Last JP	Monetary value of the coins wagered towards since the last jackpot
WA5	Coin Drop Total	Number of coins diverted to the drop box
WA6	Progressives Won	Number of progressive hits
WA7	Games Won	Number of games won
WA8	Games lost	Number of games lost
WA9	Coin In Tilts	Number of coin in tilts
WA10	Door Opens	Number of main door opens
WA11	Resets	Number of power resets
WA12	Total Money In	Total amount of money inserted into the machine
WA13	Total Money Out	Total amount of money cashed out to the hopper or printer
WA14	Money In (Bills)	Total amount of money credited by the bill validator

	Table 2-22. (cont'd) WAP Accounting Meters	
Code	**Meter Name**	**Description**
WA15	Money In (Coins)	Total amount of money credited by the coin acceptor
WA16	Money Out (Hopper)	Total amount of money cashed out to the hopper
WA17	Money Out (Non-progressive Handpays)	Total amount of money cashed out via hand pays, not including progressive awards

2.2.8   WAMM Accounting (Option: [1.8])

Select the WAMM Accounting option to view accounting information on meters sent to a WAMM CCOM in response to a meter poll. Refer to Table 2-23 for an overview of the WAMM accounting meters.

Note: *This option is not available on all machine configurations.*

	Table 2-23. WAMM Accounting Meters	
Code	**Meter Name**	**Description**
WA1	Coin In Total	Monetary value of the coins wagered towards a game
WA2	Coin Out Total	Monetary value of the coins won excluding system awards
WA3	Handpay Total	Monetary value of the coins hand paid excluding system awards
WA4	Bonus Credits Won	Monetary value of the credits won in the bonus game
WA5	Coin Drop Total	Monetary value of the coins diverted to the drop box
WA6	Progressives Won	Amount won on progressive level 1 hits
WA7	Games Won	Number of games won
WA8	Games lost	Number of games lost
WA9	Coin In Tilts	Number of coin-in tilts

<table>
<tr><td colspan="3" align="center">Table 2-23. (cont'd)
WAMM Accounting Meters</td></tr>
<tr><td>Code</td><td>Meter Name</td><td>Description</td></tr>
<tr><td>WA10</td><td>Main Door Opens</td><td>Number of main door opens</td></tr>
<tr><td>WA11</td><td>Resets</td><td>Number of power resets</td></tr>
<tr><td>WA12</td><td>Machine Address</td><td>WAMM machine address</td></tr>
</table>

2.2.9   PSAMS Accounting (Option: [1.9])

Select the PSAMS Accounting option to view accounting information for machines that use the Progressive Security and Accounting Management System (PSAMS).

Note: *This option is not available on all machine configurations.*

PSAMS Terminal Accounting (Option: [1.9.1])

The PSAMS Terminal Accounting option displays PSAMS meter information for the machine. Refer to Table 2-24 for a detailed list of available accounting information.

	Table 2-24. PSAMS Terminal Accounting Meters	
Code	**Meter Name**	**Description**
PS1	Money In	Bills and coins accepted by the machine
PS2	Money Out	Money paid out by the machine in cents
PS3	Credits	Amount of credits on the machine's credit meter
PS4	Drop	Number of bills accepted and coins diverted to the drop box
PS5	Handpay	Money hand paid excluding progressive wins
PS6	Bills In	Monetary amount of bills accepted
PS7	Reserved 1	Reserved meter 1
PS8	Reserved 2	Reserved meter 2

PSAMS Game Accounting (Option: [1.9.2])

> **Note:** The meters are submenus of of the Game Accounting option, and each paytable supported by the game has a corresponding meter.

The PSAMS Game Accounting option displays PSAMS meter information for each paytable on the machine. Refer to Table 2-25 for a detailed list of available accounting information.

Table 2-25. PSAMS Game Accounting Meters		
Code	**Meter Name**	**Description**
PG1	Money Played	Amount wagered toward a game
PG2	Money Won	Amount won from game play, excluding progressive wins
PG3	Games Won	Total number of games won
PG4	Games Played	Total number of games played
PG5	Bonus Wagered	Amount wagered toward a bonus game
PG6	Bonus Won	Bonus amount won, independent of paytable