

# Glossary

MK5-SVMOD-0005[A]

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# Acronyms

## **A**

<b>ACSC</b>	Advanced Casino Systems Corporation
<b>AFT</b>	Advanced Funds Transfer
<b>AGP</b>	Alpha Game Platform
<b>AIX</b>	Advanced Interactive Executive

## **B**

<b>BIOS</b>	Basic Input Output System
<b>BOM</b>	Bill Of Material

## **C**

<b>CCB</b>	Change Control Board
<b>CCM</b>	Casino Control Module
<b>CE</b>	Council of the European communities
<b>CF</b>	CompactFlash
<b>CIU</b>	Communication Interface Unit
<b>CMOS</b>	Complementary Metal Oxide Semiconductor
<b>CMS</b>	Casino Management System
<b>COD</b>	Coin Optic Decoder
<b>COINS</b>	Casino Operations Information and Notification System
<b>CPC</b>	Central Progressive Controller

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<b>CPU</b>	Central Processing Unit
<b>CRC</b>	Cyclical Redundancy Check
<b>CRT</b>	Cathode Ray Tube
<b>CSA</b>	Canadian Standards Association

## **D**

<b>DAC</b>	Digital to Analog Converter
<b>DIP</b>	Dual In-line Package
<b>DIU</b>	Display Interface Unit
<b>DMK</b>	Display with Magnetic card reader and Keypad
<b>DRN</b>	Drawing Release Notice
<b>DSA</b>	Digital Signature Algorithm
<b>DUART</b>	Dual Universal Asynchronous Receiver Transmitter

## **E**

<b>ECN</b>	Engineering Change Notice
<b>ECO</b>	Engineering Change Order
<b>EEPROM</b>	Electrically Erasable Programmable Read-Only Memory
<b>EFT</b>	Electronic Funds Transfer
<b>EGD</b>	Electronic Gaming Device
<b>EGM</b>	Electronic Gaming Machine
<b>EIA</b>	Electronics Industry Association
<b>EO</b>	Engineering Order
<b>EPI</b>	Enhanced Player Interface
<b>EPROM</b>	Erasable Programmable Read-Only Memory
<b>ESD</b>	Electrostatic Discharge
<b>ETX</b>	Embedded Technology Extended

## **F**

<b>FRD</b>	Functional Requirements Document
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**G**

<b>G2S</b>	Game to System
<b>GAMES</b>	Gaming and Management Enterprise Systems
<b>GASS</b>	Game to Server Protocol Stack
<b>GAT</b>	Game Authentication Terminal
<b>GAT3</b>	Game Authentication Terminal XML version
<b>GDCU</b>	Generic Device Controller Unit
<b>GLI</b>	Gaming Labs International, Inc.
<b>GMM</b>	Game Monitoring Module
<b>GMU</b>	Game Monitoring Unit
<b>GSA</b>	Gaming Standards Association
<b>GTM</b>	Gaming Transaction Machine
<b>GUI</b>	Graphical User Interface
<b>GUID</b>	Globally Unique Identifier

**H**

<b>HHU</b>	Hand-Held Unit
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**I**

<b>I2C</b>	Inter-Integrated Circuit
<b>IOP</b>	Input-Output Processor
<b>ISO</b>	International Organization for Standardization
<b>IT</b>	Information Technology

**J**

<b>JPEG</b>	Joint Photographic Expert Group
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**K**

<b>KBC</b>	Knowledge Based Configuration
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**L**

<b>LAN</b>	Local Area Network
<b>LCD</b>	Liquid Crystal Display
<b>LED</b>	Light Emitting Diode
<b>LSAMS</b>	Lottery Security Accounting Management System

**M**

<b>MAPICS</b>	Manufacturing, Accounting, and Production Information Control System
<b>MAPS</b>	Multi-Area Progressive System
<b>MASTERCAM</b>	Maintenance Accounting Security Player Tracking Event Recorder Communicator
<b>MEAL</b>	Machine Entry Authorization Log
<b>MISER</b>	Micro Integrated Slot Event Recorder
<b>MPEG</b>	Moving Picture Experts Group
<b>MPU</b>	Micro-processing Unit

**N**

<b>NAP</b>	Near Area Progressive
<b>NMOS</b>	N-Channel Metal Oxide Semiconductor
<b>NVRAM</b>	Non-Volatile Random Access Memory

**O**

<b>OEM</b>	Original Equipment Manufacturer
<b>OS</b>	Operating System

**P**

<b>PAL</b>	Programmable Array Logic
<b>PCB</b>	Printed Circuit Board
<b>PCI</b>	Peripheral Component Interconnect
<b>PRD</b>	Peripheral Device
<b>PROM</b>	Programmable Read Only Memory

**R**

<b>RAM</b>	Random Access Memory
<b>RCU</b>	Reel Control Unit
<b>RMA</b>	Returned Materials Authorization
<b>RNG</b>	Random Number Generator
<b>ROM</b>	Read-only Memory
<b>RTC</b>	Real Time Clock
<b>RTIC</b>	Real Time Interface Coprocessor

**S**

<b>SAN</b>	Software Approval Notification
<b>SAS</b>	Slot Accounting System
<b>SCO</b>	Software Change Order
<b>SDS</b>	Slot Data Systems
<b>SDT</b>	SDS Data Transport
<b>SED</b>	Simple External Device
<b>SHA</b>	Secure Hash Algorithm
<b>SIS</b>	Software Information System
<b>SIU</b>	System Interface Unit
<b>SMART</b>	Slot Marketing And Revenue Tracking System
<b>SMI</b>	Specific Model Information
<b>SMIB</b>	SMART Interface Board
<b>SMS</b>	Slot Monitoring System
<b>SNA</b>	Systems Network Architecture

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<b>SO</b>	Sales Order
<b>SORB</b>	Sales Order Review Board

## **I**

<b>TITO</b>	Ticket in/Ticket out
<b>TTL</b>	Transistor-Transistor Logic
<b>TX/RX</b>	Transmit/Receive

## **U**

<b>UART</b>	Universal Asynchronous Receiver Transmitter
<b>UGC</b>	Universal Game Controller
<b>UPS</b>	Uninterruptible Power System
<b>USB</b>	Universal Serial Bus

## **V**

<b>VDG</b>	Video Gaming Device
<b>VGM</b>	Video Gaming Machine
<b>VLT</b>	Video Lottery Terminal
<b>VRTX</b>	Versatile Real-Time Execute

## **W**

<b>WAN</b>	Wide Area Network
<b>WAPS</b>	Wide Area Progressive System
<b>WAT</b>	Wager Account Transfer
<b>WIC</b>	WAN Interface Card

## **X**

<b>XADF</b>	Extensible Markup Language Application Definition File
<b>XC</b>	Exception Code

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# Glossary

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## A

<b>Administration Mode:</b>	A gaming machine state invoked with the Audit Key.
<b>Advanced Funds Transfer (AFT):</b>	A protocol to facilitate the electronic transfer of wagering funds from an account maintained by a property, a property group, or a financial institution. AFT supersedes SAS 3.x EFT and ECT protocols.
<b>Advanced Interactive Executive (AIX):</b>	IBM's version of the UNIX operating system.
<b>Art Form:</b>	A listing of symbols, their distribution pattern, and the top award. It is the information about a game shown to a player including the reel symbols and the award as they appear on the feature glass and display glass.
<b>AS/400:</b>	An IBM mid-range server based on open-standards and built for capacity-on-demand. It is the server used by Bally Technologies products ACSC and CMS/400.
<b>Asset Number:</b>	A data entry field for an identification number assigned to a machine within a network system.
<b>Attendant:</b>	An employee whose responsibilities include verifying and paying jackpots.
<b>Attract Message:</b>	A presentation appearing upon the monitor or a systems display to attract a potential player.
<b>Attract Mode:</b>	A programmed state, if active, where following a specific period of inactivity the machine may display graphics, flash lamps, or play music to attract potential players.
<b>Audit Key:</b>	The key used to actuate the Audit Key Switch.

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<b>Audit Key Switch:</b>	A locking momentary switch usually actuated for the purpose of releasing a jackpot lockup condition; however, its use depends upon the state of the game.
<b>Autohold:</b>	A machine option selected during configuration where suggested card combinations are automatically held when playing a card game. The text “Held” displays above those cards. The player can accept or reject the suggestions.
<b>AutoPlay:</b>	A feature on a gaming device that provides a player the ability to establish wager parameters so that the machine will automatically place bets and complete games until cancellation of the feature.
<b>Autoplay:</b>	A diagnostic function that enables a gaming device to simulate normal operation without human intervention. No revenue is accepted or dispensed by the machine during autoplay. Credits, if available, are wagered, and accumulate upon completion of a game. If no credits are available, credit pulses are simulated up to the maximum wager for the game.

## **B**

<b>Backplane:</b>	A printed circuit board that provides interconnections between the MPU assembly and cabling.
<b>Bally Live Rewards:</b>	A configurable suite of secondary bonusing games appearing on iVIEW displays installed in any gaming machine on the network.
<b>Bally One System:</b>	A proprietary system protocol for Class II gaming machines that accommodates games from a variety of manufacturers.
<b>Bally Slot Management Systems:</b>	A software suite providing slot monitoring, slot accounting, slot operations management, bonusing, sweepstakes, promotions, cashless transfer, ticketing, jackpot processing, coupon redemptions, and soft count facilitation.
<b>Bank (of machines):</b>	An arrangement of machines in a line.
<b>Bar Top:</b>	A machine cabinet frame designed to fit within a bar counter such as those found in a cocktail lounge.
<b>Barcode:</b>	A pattern of vertical bars with variable widths representing numbers.
<b>Base Amount:</b>	The starting amount of a progressive jackpot.
<b>Base Denomination:</b>	The accounting denomination for networked gaming machines with multiple-denomination features using SAS communication protocol. For an Alpha Game Platform configuration, it is the value of a coin accepted by a coin acceptor or dispensed by a hopper (SAS token denomination).

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<b>Basic Input Output System (BIOS):</b>	Firmware providing start functions for a personal computer or similar device.
<b>Basic Percentage:</b>	The payback percentage of a game excluding any additional award for wagering the maximum credits.
<b>Beef:</b>	Gaming jargon for a refund to a player.
<b>Belly Glass:</b>	The lower glass insert of the door of an upright machine.
<b>Bill Acceptor:</b>	An assembly that examines currency, vouchers, and coupons, and communicates the value to the machine. Accepted items register as credits; rejected items are returned to the player.
<b>Bill Drop:</b>	Controlled process of removing bills from bill acceptors.
<b>Bill of Material:</b>	A listing of all parts used to assemble an item.
<b>Bleed:</b>	Gaming jargon for a process where an employee removes money from a gaming machine and returns it to the change booth.
<b>Bonus:</b>	An extra reward. A bonus can be additional credits accumulated on the machine, or additional points under the conditions of a Player's Club promotion offered by a property.
<b>Bonusing:</b>	An automated payout system for rewarding players independent of the outcome of a particular game. The system, triggered by a level of play, pays a random award to the player regardless of any symbol combination on the payline.
<b>Bookkeeping Meters:</b>	An electronic and electromechanical means of storing and displaying statistical data within the machine.
<b>Boot Loader:</b>	A small program that loads the operating system into memory to begin execution.
<b>Bootable Master:</b>	Media for any platform consisting of a CD-ROM with a security signature and operating system so that it will boot on the gaming machine. The Bootable Master includes all information that will appear on the production part.
<b>Breakpoint:</b>	A location in programming code, when reached, triggers a temporary halt in the program.
<b>Brick:</b>	Gaming jargon for a quantity of bills of like denomination. The quantity of bills comprising a brick varies by market and jurisdiction.
<b>Buy-a-Pay:</b>	A style of game where the player buys paying combinations by wagering more. For example, on a three-credit game, the first two credits may buy the awards for all symbols except sevens on the payline. The third credit would buy the award for the sevens.

## **C**

<b>Cabinet:</b>	The housing of the gaming machine.
<b>Cancelled Credit:</b>	A credit removed from a machine by the Audit keyswitch.
<b>Candle:</b>	See Tower Light.
<b>Capture:</b>	A procedure for transferring the content of the non-volatile RAM and EEPROM of a gaming machine to a PC as a test file without disturbing the contents of the memory.
<b>Card Decks:</b>	Games that simulate card games must emulate a 52-card deck as used in table games.
<b>Card Reader:</b>	Device to decode information encoded in the magnetic stripe of a card. It is a component of a customer loyalty system to monitor player or employee activity through card insertions.
<b>Carousel:</b>	A grouping of gaming machines within a property.
<b>Cash Box:</b>	A component of the bill acceptor that holds the accepted items.
<b>Cashable Credit:</b>	For accounting purposes, it is any credit redeemable in cash.
<b>Cashout:</b>	An activity to transfer credits from a gaming machine to the player. The process can be automatic such as after a malfunction; however it is usually invoked by pressing a COLLECT or PRINT TICKET button.
<b>Central Determination System:</b>	A central controller providing a game outcome to an individual gaming terminal where the gaming terminal determines the presentation of the provided game outcome.
<b>Central Processing Unit (CPU):</b>	The component of a computer system that has the circuitry to control the interpretation and execution of instructions.
<b>Central Progressive Controller (CPC):</b>	The central system for MAPS. It accumulates wager data from all LANs, computes the current and hidden jackpots for each link, and transmits the amounts to the LANs.
<b>Change Voucher:</b>	A voucher dispensed when an accepted voucher does not match the accounting denomination of a machine. For example, a voucher for \$1.75 may be accepted by a \$1 machine resulting in one credit accumulating in the credit display, and the dispensing of a change voucher for 75¢.
<b>Checksum:</b>	The result of an arithmetic operation on bits. Used to verify the integrity of data.

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<b>Class I Gaming</b>	Includes traditional Native American social or traditional games played in connection with tribal ceremonies or celebrations such as, stick or bone, rodeos, and horse races.
<b>Class II Gaming</b>	Includes games commonly known as bingo (non-electronic or electronic), pull tabs, lotto, punch boards, tip jars, instant bingo, and other games similar to bingo.
<b>Class III Gaming:</b>	Includes all other forms of gaming that do not fall into the Class I or II such as, banking card games like, baccarat, chemin de fer or blackjack; electronic or electromechanical games such as slot machines of any kind.
<b>Clock:</b>	An intergrated circuit to generate a base signal to synchronize operations in a computer.
<b>Coin Acceptor:</b>	A device that accepts valid coins and rejects all others.
<b>Coin Diverter:</b>	An assembly to guide coins to the hopper until it is full, then to a drop container.
<b>Coin Drop:</b>	The coins diverted to a container retained within a gaming machine cabinet or stand. Also the action taken to remove the coins.
<b>Coin Optic Decoder Board (COD):</b>	A printed circuit board containing a micro-controller, optic sensors, and other components to detect a coin and determine its direction of travel. Its purpose is to provide a high level of security regardless of the manufacturer of coin acceptor chosen by an operator.
<b>Coin Out Switch:</b>	A mechanical, optical, or proximity switch to count coins dispensed by the machine's hopper.
<b>Coin-In:</b>	A meter name mandated by NGCB Regulation 14 to accumulate credits wagered in a gaming device except credits wagered for a double-or-nothing game.
<b>Coinless Transaction:</b>	A monetary transaction where players use vouchers or coupons, which are accepted by machines as credits, or where credits are transferred to the player's card.
<b>Coin-Out:</b>	A meter name mandated by NGCB Regulation 14 to accumulate a portion of credits won. The value excludes bonusing wins, progressive wins, and any win that causes a win lockup.
<b>CompactFlash:</b>	Solid state non-volatile memory designed with flash technology.
<b>Compiler:</b>	A build tool program that translates source code into object code.
<b>Concatenated Files:</b>	Binary images are concatenated (connected) to link two or more information units such as character strings or files so that they form a single unit. Required by gaming jurisdictions in New York and Delaware.

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<b>Council of the European Communities (CE):</b>	Originator of the Low Voltage Directive which specifies safety requirements for items to be sold within the countries subscribing to its jurisdiction.
<b>Coupon:</b>	A note with no cash value used in place of currency to establish wagering credits.
<b>Crazy Reel Operation:</b>	Random spin direction of each reel during a game.
<b>Credit Collect Lockup:</b>	A machine lockup from a collect or cashout because a machine option setting is equaled or exceeded by the available credits. The lockup requires release by an attendant or the accounting system.
<b>Credit Meter:</b>	A display of the credits available to the player.
<b>Credit:</b>	A unit for wagering on a gaming device.
<b>Current Draw:</b>	The amount of electrical current required to operate the machine. Usually measured in Amperes.
<b>Cursor:</b>	The symbol on a display indicating where the next character will appear or where the next action will take place.
<b>Cycle:</b>	The total number of symbol combinations for a game on a gaming machine.

## **D**

<b>Daisy Chain:</b>	Connections for a group of devices where a second device is connected to the first, a third device is connected to the second; continuing until all devices are connected.
<b>Data Warehouse:</b>	A repository of the organization's electronically stored data. Data warehouses are designed to facilitate reporting and analysis.
<b>Daub:</b>	A player's acknowledgment of receiving Bingo balls to play. Class II numbers games such as Bingo require players to start a game by pressing the PLAY button and then acknowledging receipt of Bingo balls by daubing.
<b>Decal:</b>	Semi-permanent label that contains variable information for the game or machine operations (examples: coin acceptor and bill acceptor denominations, top award, lock-up limits, and disclaimers).
<b>Deck:</b>	Area of the gaming machine's cabinet where the player-accessible buttons are located.
<b>Denomination:</b>	The value of one credit.

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<b>Digital Signature Algorithm (DSA):</b>	A US government standard for digital signatures proposed by the National Institute of Standards and Technology in August 1991 for use in their Digital Signature Standard adopted in 1993. A minor revision was issued in 1996 as FIPS 186-1, and the standard was expanded further in 2000 as FIPS 186-2.
<b>Digital to Analog Converter (DAC):</b>	An integrated circuit that provides a voltage or current output from a digital input.
<b>DIP Switch (Dual In-line Package Switch):</b>	A set of switches with a footprint similar to an integrated circuit for mounting on circuit boards.
<b>Display Interface Unit (DIU):</b>	Legacy MAPS system hardware that connects the LAN with external signs. Through this device, the CPC by way of the BPC sends character strings, display sequences, and jackpot amounts to the overhead signs.
<b>Double Down:</b>	A Blackjack term for doubling the initial wager when the value of the first two cards totals 10 or 11.
<b>Double Up:</b>	See Double-or-Nothing.
<b>Double-or-Nothing:</b>	A secondary game where a player may wager part or all of the win from the most recent game and possibly double the win.
<b>Downloadable:</b>	The function of moving electronic data from one location to another; often used in terms of downloading content from a back-end server to a gaming device on the casino floor.
<b>Drop Hold Percentage:</b>	The percentage of the drop retained by the operator after amounts for fills and attendant pays have been deducted.
<b>Drop:</b>	The money collected from gaming machines and table games.
<b>Dual Host:</b>	A configuration within a property that requires all gaming machines to communicate with two systems, and process information from each. The situation may arise when the property uses a system for player tracking, and another for accounting, redeeming, and dispensing vouchers.
<b>Dual System:</b>	A redundant server configuration in the Slot Data System environment where one server is a back-up of the primary server. If the primary server fails, the back-up server takes over. Usually referred to as system sides A or B.
<b>Dummy Game:</b>	A placeholder within a casino accounting system used to record variances or revenue from unidentifiable sources such as when an identification tag becomes separated from a cash container.

**Dynamic Host Configuration Protocol:**

A networking protocol for assigning dynamic internet protocol (IP) addresses to devices. With dynamic addressing, a device can have a different IP address every time it connects to the network.

**E****EEPROM (Electrically Erasable Programmable Read Only Memory):**

A memory IC where contents can be erased with electric signals.

**Electromechanical Meters:**

Lifetime counters within a gaming machine that record accounting information. Usage varies by market and configuration. The electromechanical meters are an independent record of the same information stored in bookkeeping meters.

**Electronic Funds Transfer (EFT):**

A protocol supported in SAS 3.x versions to facilitate the electronic transfer of wagering funds from an account maintained by a property, a property group, or a financial institution. EFT has been superseded by AFT.

**Electrostatic Discharge (ESD):**

The rapid discharge of static electricity from one conductor to another of a different potential.

**Embedded Technology Extended (ETX):**

An Industrial PC platform used in the Bally Alpha Game Platform.

**End of Game Signal:**

A serial or discrete output from the MPU of a gaming device indicating that a game has completed.

**Enhanced Player Interface:**

A panel embedded into the machine consisting of components providing interaction at the slot machine with the accounting or customer loyalty system.

**Environmental Requirements:**

Physical space, heat load, and power requirements of the machine.

**EPROM (Erasable Programmable Read-Only Memory):**

An electrically programmed memory IC erased by exposure to ultraviolet light.

**Escalator:**

The part of the slant or bar hopper that delivers coins to the coin tray assembly.

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<b>Even Handpay:</b>	Machine option, when enabled, provides a partial payment upon a win or credit collect lockup that is independent from the option setting for the coin hopper payment amount. The hopper dispenses enough additional coins so that the amount for the attendant to pay is an even amount, eliminating the need for the the attendant to carry coins.
<b>Exception:</b>	An event, malfunction, or inappropriate operation of a gaming machine or interconnected components. A code or message is generated, displayed, and logged for tracking and reporting.
<b>Extensible Markup Language Application Definition File (XADF):</b>	Files used in conjunction with games or binaries to verify the integrity of the software operating on the gaming device.

## **F**

<b>Feature Glass:</b>	A silk-screened glass for the top box of an upright cabinet. It usually shows the pay table or the game theme.
<b>Fill:</b>	Replenishment of coins to an empty hopper, chips to a table game, or cash to a cahier's cage.
<b>Firmware:</b>	Software stored in an IC (EPROM, EEPROM, PROM or Flash).
<b>Flash RAM:</b>	Nonvolatile memory organized so that a section of memory can be accessed in a single action or flash.
<b>Freeze:</b>	An unanticipated error state of a gaming device resulting in the suspension of game operation with no displayed error message or code.

## **G**

<b>Gadget:</b>	A USB multi-functional interface.
<b>Gamble Feature:</b>	Bally jargon for a secondary game offered to a player to resolve residual credits after a cashout. The player's chance to receive a coin for residual credits is improved by the number of credits wagered. For example, if the coin is worth 10 credits and the player wagers one credit, the chance of winning a coin is one in 10. However, if the player wagers nine credits, the chance of winning a coin improves to nine in 10.
<b>Game Authentication Terminal (GAT):</b>	Interface for verification of the contents of the machine's storage media. GAT3 is an XML version of the GAT protocol.

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<b>Game Controller:</b>	The combination of hardware and software that supports the games for a group of gaming machines. Controller functions include, but are not limited to: installation, setup, and configuration of the game application; status of client and subscription lists, and storage; setups for attendant, network, and terminals, and access to snapshots. Examples of different controller functions configured to support games are: Universal Game Controller (UGC), Lottery Game Controller (LGC), Bingo Game Controller (BGC), Remote Game Controller (RGC), and Progressive Game Controller (PGC).
<b>Game Monitoring Unit (GMU):</b>	An electronic assembly that records gaming machine operation and transfers the information to the accounting system.
<b>Game Recall:</b>	An operating system function that provides the operator the ability to review past games, including winning combinations, amount collected, amount wagered, amount won, and the available credits.
<b>Game to Server Protocol Stack (GASS):</b>	A proprietary communication protocol used with MAPS.
<b>Game to System (G2S):</b>	A protocol specification developed by the Gaming Standards Association.
<b>Game:</b>	A program designed to operate a gaming machine offering a player the opportunity to win money by wagering on the outcome of the game's activity.
<b>Game Theme:</b>	The trademarked game name, game logo, art form, player interface, and software identification that comprise a unique game model for the Alpha Game Platform.
<b>Gaming Device:</b>	This euphemism for slot machine is also synonymous with Electronic Gaming Machine (EGM), Video Gaming Device (VGD), Video Gaming Machine (VGM), and Video Lottery Terminal (VLT).
<b>Gaming Standards Association:</b>	An international trade association of gaming industry manufacturers, suppliers, operators, and regulators implementing open standards throughout the industry.
<b>Globally Unique Identifier (GUID):</b>	A Pseudo-random number used in software applications to distinguish different software component interfaces.

## **H**

<b>Hand Pay:</b>	The procedure or amount for payments given to a player by an attendant for wins, or a collect resulting in a lockup.
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<b>Handle:</b>	Gaming jargon for the amount wagered on games. It was probably derived from the lever used to actuate the reels on slot machines.
<b>Hard Count:</b>	The room, process, or the personnel counting coins from gaming operations.
<b>Hard Credit:</b>	For accounting purposes, it is any credit on a gaming machine derived from a win.
<b>Hard Drop:</b>	The controlled process of removing coins from gaming machines.
<b>Hard Meter:</b>	See Electromechanical Meters.
<b>Hidden Meter:</b>	The secondary jackpot of a progressive jackpot system that increments simultaneously with the jackpot. It becomes the new jackpot value when the current jackpot is won.
<b>Hit Frequency:</b>	The winning combinations that will occur on the machine as a percentage of all combinations. It is calculated by dividing the number of individual winning games by the number of possible outcomes.
<b>Hold Percentage:</b>	The percentage of wagers retained by the operator. It is calculated by subtracting the payback percentage from 100%.
<b>Home Run:</b>	Gaming jargon for data cables connecting gaming machines to the slot network patch panel in the computer room.
<b>Hopper:</b>	The coin storage area in a gaming device that receives, holds, and dispenses coins.
<b>Host:</b>	A computer system operating where networked gaming machines are the target systems. The complexity of a Host can range from monitoring and compiling statistical information, to the electronic transfer of funds; and can include random number generation and game outcome.
<b>I</b>	
<b>Impress:</b>	Gaming jargon for the starting amount of cash for a cashier bank or window.
<b>Infra-red Transfer:</b>	The transfer of data using an infra-red transmitter and receiver.
<b>Insert:</b>	Piece of glass or film that contains information not included in the feature, belly, or reel glass. It can be a payable or other important information.
<b>Inter Integrated Circuit Bus (I2C):</b>	Serial protocol developed by Philips to provide an easy way to connect a CPU to peripheral chips in a TV-set. Now used as multi-master serial protocol.

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**J**

<b>Jackpot:</b>	An ambiguous term relating to larger wins.
<b>Jumper:</b>	A removable connector such as a plug or wire that electrically joins separate connections.
<b>Jurisdiction Chip:</b>	Jurisdictional identification EEPROM for enabling or disabling the operating system features of the Alpha Game Platform to conform to jurisdictional or market specifications.
<b>Jurisdiction:</b>	Area under the influence of a gaming control agency with the rights and power to interpret and apply the law as it applies to gaming.

**K**

<b>Key Switch:</b>	A switch actuated by inserting and turning a key.
<b>Key-On Credits:</b>	A feature of a gaming machine that accumulates or removes credits by actuating a dedicated key switch.
<b>Kobetron:</b>	A manufacturer of test products. Bally provides Kobetron's unique signatures of Bally's program development to gaming laboratories and customers who use Kobetron's equipment for program media verification.

**L**

<b>Layered Symbol:</b>	A game's symbol that can be associated with more than one symbol type for winning combinations. It is different from a wild symbol in that it is restricted in what it can be associated with. An example is a bar symbol with a cherry superimposed upon it. The symbol can be combined with bars or with cherries for winning combinations.
<b>Legacy:</b>	A product in which a company has considerable time and money invested.
<b>Light Emitting Diode (LED):</b>	A semiconductor that glows when supplied with a current.
<b>Line Noise:</b>	Interference in a communication transmission line that may be caused by a power source or poor connections within the line.
<b>Link:</b>	MAPS single set of progressive parameters, which include the progressive controllers, display interface units, and the gaming machines that participate for a common progressive jackpot.
<b>Linked Progressive:</b>	Several machines contributing to common jackpots.
<b>Local Area Network (LAN):</b>	A network of interconnected computers covering a relatively limited geographic area, such as one or more buildings at one location.

- Lockup:** A programmed machine state resulting from a variety of events such as a large win, collecting a large credit amount, or an error.
- Lottery:** A gaming enterprise where usually all gaming machines connect with an off-site central computer.

## M

- Machine Address:** A unique hexadecimal number resident on a processor board or communication board, and used by some accounting and communication systems for machine identification.
- Machine Directed Payment:** The redemption of credits upon cashout from a gaming device without intervention by an attendant.
- Machine Entry Authorization Log (MEAL):** A hardcopy record of entries into a gaming device. The log usually remains within the machine's cabinet.
- Machine:** A gaming device. This term is also synonymous with EGM (Electronic Gaming Machine), VGD (Video Gaming Device), VGM (Video Gaming Machine) and VLT (Video Lottery Terminal).
- Main:** The core operating program of a legacy gaming device platform. All games within the library of the platform are, for the most part, compatible with the main.
- Market Code:** A factory setting to cause a gaming device to operate in the manner prescribed by a jurisdiction.
- Mikohn:** A gaming equipment manufacturer.
- MPU Assembly:** The housing consisting of the MPU board and power supply.
- MPU Board:** The circuit board that contains the CPU, memory, and associated logic and driver circuits to control the machine. Connects to the backplane.
- Multi-Denominational:** A game feature that offers a player a choice of credit values.
- Multi-Game:** A feature that provides a player a selection of games to choose from.
- Multi-Line Game:** A game function that presents the player with the opportunity to buy multiple paylines by increasing the amount wagered.
- Multi-Percentage:** A term describing a feature of the Alpha game platform where the operator has an opportunity to select from multiple paytables of different percentages and denominations to assign to each game.

- Multiplier Game:** A style of game where each symbol group has a set win value and multiplied by the number of credits wagered. For example, a winning combination worth five credits would pay 5 for one credit wagered, 10 for two credits, 15 for three credits, up to the maximum credits accepted for the game.
- Mystery Pay:** A payment system that randomly awards players for credits played rather than a winning combination.

## N

- Nominal Percentage:** The payback percentage of a game that includes any additional award for wagering the maximum credits.
- Nudge:** A game feature provided after the reels stop spinning that subsequently rotates any reel to align symbols on the payline.

## O

- Odds to Jackpot:** For a Class III game, it is the chances of winning the top award. It is usually shown as a ratio calculated by dividing the number of possible symbol combinations by the number of top awards.
- Operator:** Any person, partnership, company, or corporation or their legal representatives who own, operate, service, maintain, and derive profit from their association with gaming equipment.
- Opto-Isolator:** A solid state device used to isolate electrical connections by using light emission and reception.

## P

- Par Sheet:** A game document depicting all symbol combinations and the credits awarded for each combination. Other information may include the reel map, maximum credits per game, nominal percentage, basic percentage, hit frequency, and the odds to jackpot.
- Payback Percentage:** The amount the player is expected to win divided by the amount of money played expressed as a percentage. On games where there is a bonus for the maximum wager, the payback percentage will vary slightly according to how many credits per game are played. See also Nominal Percentage and Basic Percentage.
- Payline:** Where symbols align for award combinations. The payline is determined by the game's program. It can be vertical, horizontal, diagonal, or a combination of the three.

<b>Paytable:</b>	A chart of pay amounts for winning combinations.
<b>Peripheral:</b>	An intelligent device connected to the machine such as a touch screen, hopper, printer, or bill acceptor.
<b>Personality Socket:</b>	The location on the MPU board where the Personality EPROMs are installed.
<b>Personality:</b>	Programmed media of game-specific information that includes symbol distribution, paytables, maximum wager for each game, Double-or-Nothing, and other features unique to each game.
<b>Physical Reel Stop:</b>	The arrangement of symbols on the reel strips of stepper games. The nine-inch reels currently used in Bally's products have 22 positions.
<b>Player Tracking System:</b>	A computer, software, and accessories connected to a gaming machine to identify a player, accumulate wagering information, and reward the player accordingly.
<b>Player:</b>	Any person who deposits money into a machine for the purpose of playing the game.
<b>Poll:</b>	An electronic request for information, usually from a host or other computer, to peripheral devices.
<b>Pool Sheet</b>	A Class II game document listing prize amounts and the frequency that a prize occurs within a finite pool of prizes.
<b>Port:</b>	The connection that allows communication between a digital system and an external device.
<b>Printed Circuit Board (PCB):</b>	Fiberglass on which electrical connections are formed by a printing and etching process. Integrated circuits and other electronic components are added to form a functional unit.
<b>Printer:</b>	A gaming machine peripheral that may be used as a payment device, or used in conjunction with a hopper. The thermal printers used in Bally's machines have the capability of using internal memory to enable printing of specific formats to be accepted by bill acceptors.
<b>Probability:</b>	A number expressing the likelihood of the occurrence of a specific event. It is expressed as the ratio of the number of actual occurrences to the number of possible occurrences.
<b>Programmable Array Logic (PAL):</b>	An IC which can be programmed to function as an array of logic gates.
<b>Programmable Read Only Memory (PROM):</b>	An integrated memory circuit where data can be stored, and cannot be altered thereafter.
<b>Progressive Controller:</b>	A system to track wagers, increment the jackpot accordingly, and reset it to the base amount when the jackpot is won.

<b>Progressive Jackpot:</b>	The jackpot offered by a progressive system that increases at a rate set as a percentage of wagers, in lieu of a fixed Jackpot.
<b>Progressive:</b>	A system of pooling a portion of each wager into a cumulative fund that is available for a win.
<b>Promotional Credit:</b>	For accounting purposes, it is credit that is not a result of a win, bonusing, or a revenue transaction. Promotional credit is further categorized as restricted, which must only be wagered; and non-restricted, which may be redeemed for cash.
<b>Protocol:</b>	The communication standard between two devices.
<b>Pseudo Coin:</b>	A non-revenue credit that allows the operator to play the machine while the main door is open.

## R

<b>RAM Clear:</b>	A process to erase the contents of non-volatile random-access memory and restore it to a default condition.
<b>Random Access Memory (RAM):</b>	Volatile read/write memory.
<b>Random Number Generator (RNG):</b>	A program routine designed to yield a random number.
<b>Read-Only Memory (ROM):</b>	Semiconductor memory where data has been permanently stored.
<b>Real Time Clock (RTC):</b>	An integrated circuit for maintaining time and date information.
<b>Rebet:</b>	A feature that enables a player to duplicate the wager of the previous game by pressing Rebet or the Deal-Spin-Start button.
<b>Red-Black:</b>	A version of a Double-or-Nothing game where a player must correctly predict which of the two colors will be revealed onscreen.
<b>Reel Control Unit (RCU):</b>	A device that controls the spinning and stopping of a stepper motor reel.
<b>Reel Glass:</b>	The glass providing a viewing area for the reels of gaming devices that use stepper motor reels.
<b>Reel Map:</b>	A listing of the symbol distribution for each reel strip. It is included in game documentation.
<b>Reel Stop:</b>	A position of the reel of a gaming device that may appear on a payline.
<b>Reel Tape:</b>	Plastic imprinted with game-specific symbols that is wrapped onto a slot reel.
<b>Refresh Rate:</b>	The number of times per second the screen is redrawn. This is equal to the vertical synchronization frequency in a monitor. Expressed in Hertz (Hz).

<b>Regulation 14:</b>	A reference to Nevada Gaming Regulation #14 regarding specifications for gaming machines.
<b>Reset Key switch:</b>	See Audit Key switch.
<b>Reset Switch:</b>	The reset button on the MPU board used for a system reset.
<b>Residual Credits:</b>	Credits remaining after a cashout when their combined value is less than the value of a coin dispensed by the hopper.
<b>RS-232C:</b>	A serial communication standard that uses signals more negative than five volts for a high, and more positive than five volts for a low.
<b>RS-485:</b>	A serial communication standard with balanced drivers and receivers, requiring two transmit and two receive lines, to sustain signals over long distances. Uses +5 volts (TTL).

## **S**

<b>SAS Protocol:</b>	An accounting and event logging protocol for gaming developed by International Game Technology.
<b>Scatter Pay:</b>	A win from certain symbols that may not align on a payline at the end of a game. The win is determined by the game's pay table.
<b>Schematic:</b>	A graphical representation of an electrical circuit or assembly.
<b>Screen Banner:</b>	See Attract Message.
<b>Secondary Game:</b>	A game feature that occurs aside from the normal game operation, affecting the overall outcome of the game. Examples: Some video games offer the player a Double-or-Nothing game after a winning combination. The Gamble Feature resolves Residual Credits. There are many wheel feature games in Bally's game library such as Lucky Wheel and Monte Carlo that present a wheel feature upon achieving the correct symbol combination on the payline.
<b>Secure Hash Algorithm (SHA):</b>	A security system designed by the National Security Agency and published as a US government standard that produces a digital fingerprint for binary files. The standards SHA-0 and SHA-1 have been supplemented with SHA-256, and SHA-512, named after their digital fingerprint lengths in bits.
<b>Sensor:</b>	The component that converts an input signal to a quantity that is measured and changed to a readable signal for an information gathering system.
<b>Server Gaming:</b>	A networked slot system where one or more gaming devices connect to a server through a high-speed network. The server can download actual game content to the machine as well as configuration

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	parameters, update code to the game or game peripherals, as well as monitor machine activity. The server is a repository for the game theme library and can download the game to the gaming machine in a thick client application, or act as the primary gaming device using dumb terminals in thin client applications.
<b>Seven-Segment Display:</b>	A display comprised of seven separate bars that display the digit 8 when all are active.
<b>Slant:</b>	A machine cabinet with a slanted top designed for player comfort, which incorporates the following features: standard height seating, a padded armrest, easy access to coin and bill entry, game action below eye level, and feature glass at eye level.
<b>Slot Accounting System (SAS):</b>	A data collection and accounting package and communication protocol.
<b>Slot Data System (SDS):</b>	A computerized accounting and machine monitoring system developed by Bally Technologies, and the communication protocol used.
<b>Slot Game:</b>	A game that utilizes spinning reels.
<b>Slot Product:</b>	Distinction made for machines using motor-driven reels for games as opposed to video machines which present games on a display.
<b>Soft Count:</b>	The counting of currency generated by gaming operations and the location where the activity takes place.
<b>Soft Credit:</b>	For accounting purposes, it is credit from any source other than a winning combination. For example, credits from bills, coupons, coins, key switch, or AFT.
<b>Soft Drop:</b>	The controlled process of removing bills from bill acceptors.
<b>Soft Meter:</b>	Any of the machine meter groups stored in non-volatile RAM.
<b>Solenoid:</b>	An electromagnetic device that converts electrical energy into mechanical energy. The solenoid consists of a coil which, when energized, becomes a magnet. The magnet then causes a metal component to move in order to activate a mechanical device.
<b>Specific Model Information (SMI):</b>	The percentage, reel tape specifications, art form numbers, glass numbers, and software identification that comprise a unique game model.
<b>Stand:</b>	A cabinet created to support a gaming machine at a height that positions the machine at the optimum comfort level for a player. The stand contains space for cables, line cord, and a drop container.
<b>Standalone Progressive:</b>	A progressive award that can be won by only one machine.

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<b>Stepper Motor:</b>	A motor used for precision motion control. Stepper motors rotate by applying a pulsating voltage to the windings. Each pulse causes the stepper motor shaft to rotate only a few degrees.
<b>Synchronous:</b>	The ability to perform two or more processes at the same time controlled by a mutual timing signal or clock.
<b>System Clock:</b>	A circuit on the MPU board that provides timing pulses for synchronization.
<b>System Reset:</b>	Function used to return the program pointer to a known value. A system reset button is provided on the MPU board assembly for the operator to restore a machine to operation after a malfunction.

## I

<b>Theoretical Hold Percentage:</b>	The percentage that the operator can expect to keep from player's wagers at a gaming machine according to the game's par sheet.
<b>Thick Client:</b>	A client computer in client-server architecture networks which typically provides rich functionality independently of the central server.
<b>Thin Client:</b>	A client computer or client software in client-server architecture networks which depends primarily on the central server for processing activities, and mainly focuses on conveying input and output between the user and the remote server.
<b>Ticket:</b>	A loosely-defined term referring to items dispensed by the embedded printer within a gaming machine.
<b>Tilt:</b>	A programmed error state for a gaming device.
<b>Tokenization:</b>	A feature that provides the ability to increment more than one credit for each coin accepted by the coin acceptor.
<b>Top Box Glass:</b>	See Feature Glass.
<b>Top Box:</b>	An enclosed area at the top of the machine that typically contains a light assembly, feature glass, tower light, and optional assemblies.
<b>Tournament Operation:</b>	With additional hardware and enabled options, machines can operate in a non-revenue state. Players compete with other players to amass the most credits within a time period.
<b>Tower Light:</b>	The multi-lamp assembly mounted at the top of the machine. It displays machine states and game conditions using combinations of steady and flashing lamps.
<b>Troubleshooting:</b>	The process of systematically locating and eliminating the source of a malfunction.

## U

**Uninterruptible Power****Source (UPS):**

A local backup power source for short term electrical power if the primary power fails.

**Universal Asynchronous****Receiver Transmitter (UART):**

Integrated circuit used in serial communication.

**Universal Serial Bus (USB):**

A serial bus standard for connecting multiple devices to a computer or other devices, standardized by the USB Implementers Forum (USBIF).

**UNIX:**

An operating system developed by AT&T Bell Laboratories in 1969.

**Upright:**

A cabinet style of dimensions appropriate for mounting upon a stand.

**User Datagram Protocol (UDP):**

A communication protocol layered on top of Internet Protocol.

## V

**Video Lottery Terminal (VLT):**

Another term for electronic gaming machine (EGM).

**Video Product:**

Distinction made for machines using a CRT or LCD display to present games as opposed to slot products which use stepper motor driven reels.

**Virtual Reel:**

A gaming machine with statistically calculated reel stops that are greater than the number of stops possible on a physical reel. This provides higher awards, irrespective of the size of the machine's components that determines the number of physical reel stops.

**Volatility Index:**

An index of the deviation from the expected hold of a game. It is based on a 90% confidence interval calculated by multiplying 1.65 times the standard deviation for the payable. The index is a way to compare gaming devices based upon how many games are required for the actual payback percentage to approach the theoretical payback percentage. The higher the Volatility Index, the more games required.

**Voucher:**

A ticket dispensed by a gaming device redeemable for cash.

## W

- W-2G/1042S:** A required IRS form to report gambling winnings. The W-2G is for US citizens; the 1042S is for foreign nationals.
- Weighted Mapping:** A programming concept of applying variable statistical weights to reel positions where a position with greater statistical weight would have a greater probability of aligning on a payline or starting position. The concept is an alternative to the virtual reel. For more information see Raven, U.S. Letters Patent Number 3,580,581.
- Wide Area Progressive System (WAPS):** A progressive jackpot network linking several gaming properties. The games are played for a prize funded by the controlling agency.
- Win Lockup (jackpot hand pay):** A lockup from a machine option setting that was equaled or exceeded by a win.

