



# International Gaming Terms

Acronyms and Descriptions used in Aristocrat Technologies Inc.

Service, Parts, & Hardware Manuals with  
special attention to Global terms vs. USA definitions  
also included is a

**METRIC CONVERSION TABLE**

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## METRIC CONVERSION TABLE

<b>When you know:</b>	<b>Multiply by:</b>	<b>To find:</b>
inches	25	millimeters
feet	30	centimeters
yards	0.9	meters
miles	1.6	kilometers
centimeters	0.393	inches
meters	1.1	yards
kilometers	0.6	miles
ounces	28	grams
pounds	0.45	kilograms
short tons	0.9	metric tons
grams	0.035	ounces
kilograms	2.2	pounds
metric tons	1.1	short tons
fluid ounces	30	milliliters
pints, US	0.47	liters
pints, Imp.	.568	liters
quarts, US	0.95	liters
quarts, Imp.	1.137	liters
gallons, US	3.8	liters
gallons, Imp.	4.546	liters
milliliters	0.034	fluid ounce
liters	2.1	pints, US
liters	1.76	pints, Imp.
liters	1.06	quarts, US
liters	0.88	quarts, Imp.
liters	0.26	gallons, US

**AAD.** Approved Amusement Devices ie: EGM model for Hotels

**Abloy.** A brand of lock

**AC.** Alternating Current

**Access.** Database (from Microsoft)

**Account Betting.** Bets placed against an account that has had monies deposited into it before gaming or wagering takes place.

**ACE.** Aristocrat Currency Equipment

**Ack.** Acknowledge

**Acres Gaming.** A US company specialising in signage and systems

**ACWP.** Actual Cost of Work Performed

**ADH.** Aristocrat Disc Hopper.

**A Files.** Aristocrat internal publication

**AGA.** Aristocrat Gaming Analysis

**AGT.** Ainsworth Gaming Technology

**AGI.** Advanced Gaming Interface

**AGC.** Aristocrat Global Consulting (formerly APS)

**AGE.** Australian Gaming Expo (Sydney) – Darling Harbour, around August

**AGMMA.** Australian Gaming Machine Manufacturer Association

**AIGR.** Australian Institute for Gambling Research

**AHA.** Australian Hotels Association

**ALCO.** Australia Lock Company (suppliers of the BiLock QCC range of locks)

**ALI.** Aristocrat Leisure Industries Pty Ltd

**ALL.** Aristocrat Leisure Limited

**ALS.** Australian Loyalty Systems. A South Australian company that develops systems

**ANET.** Aristocrat Network ie: ANET01 (Brick) part of Dacom 5000E

**APM.** Approved Poker Machine NSW – LAB

**APS.** Aristocrat Professional Services

**Approval.** Official license to operate a device within a venue, market or jurisdiction.

**ArBoC 2000.** Systems 6000S promotions module

**Aristocrat Inc.** Aristocrat Incorporated - Las Vegas (USA branch office)

**Artwork.** Designs, logos, pictures, any graphical or narrative instructions.

**AS.** Australian Standard

**ASCII.** American Standard Code Information Interchange

**ASP.** Aristocrat Serial Protocol. A communications protocol

**Assy.** Assembly

**ASX.** Australian Stock Exchange

**ATA.** Aristocrat Technologies Australia (changed from ALI)

**ATE.** Automatic Test Equipment.

**ATF.** Accredited Testing Facility

**ATGS.** Aristocrat Technologies Gaming Systems – The BU formed with Systems and TGS

**Atlas mech.** The reel mechanism assembly used in early EGMs (prior to steppers)

**ATM.** Automatic Teller Machine

**ATS.** Aristocrat Technical Services

**Attract/Idle Mode.** Time between a play finishing and the next play commencing

**Audit Mode.** View EGM meters, statistics, etc. and perform non-player related functions.

**Authority.** State or Territory body responsible for the enforcement of the gaming laws

**AUW.** Authorised Unplanned Work

**AWP.** Amusement With Prizes

**BAC.** Budget At Completion

**BACC.** Bill Acceptor or Bill Validator. Should now be labelled as Banknote Validator

**BACC ready.** An EGM that includes the mountings for the BACC and stacker, only

**Background signature check.** Signature check whilst normal operation continues

**B & FS.** Business and Financial Services

**Base Game.** Progressive, Metamorphic or bonus feature Game Foundation.

**Baseline.** A snap shot of an evolving system.

**Baud rate.** Rate of DATA transmission, typically in bits per second (BPS).

**BBS.** Bulletin Board System - Electronic BB where users leave messages

**BBU RAM RAM/NVRAM.** RAM with battery (or other power source)

**BCR.** Baseline Change Request

**BCV.** Base Credit Value Expression used in BMM DIRT reports

**BCWP.** Budgeted Cost of Work Performed

**BCWS.** Budgeted Cost of Work Scheduled

**Bid.** The process whereby the sale is evaluated prior to commitment

**Bills.** A US term for paper currency

**BIOS.** Basic Input/Output System – software that controls the basic functions of a PC

**BIPS.** Bar Interface Poker System Communication system

**Black out.** Total loss of power for an extended period.

**BMM.** Bellamy, Miller & Monypenny Pty Ltd – Jurisdictional evaluator (Victoria)

**BNA.** Bank Note Acceptor – Another name for a BACC

**BOCO.** Blanket Order Call Off

**BOM.** Bill Of Materials.

**Bonus Button.** Player initiated button on PTM, for bonus points (as used in Crown)

**BOO.** Bill Of Operation

**Boot.** Start your computer

**BP.** Belly Panel artwork

**BPS.** Bits Per Second - The measure of a modem's speed

**Brick.** MCI

**Brownout.** Mains power drops below its minimum specified level for a relatively short time

**BU.** Business Unit – An self controlling internal department - ie: Jubilee - ATGS

**Byte.** 8 bits

**CA.** Cost Account

**CAM.** Cost Account Manager

**Cancel Cancel Credit.** Play on and therefore cancel request for a cancel credit.

**Cancel Credit Mode.** EGM lock up to redeem credits over cancel credit/collect limit

**Candle.** US term for light tower

**CAP.** Cost Account Plan

**Cashcade.** The former name for Mystery jackpot

**Cashless.** Where money is transferred to a machine via a smart or mag. stripe card

**Cash Transfer Mode.** EGM transfers cash to or from external cash control equipment

**CAWAD.** Cost Account Work Authorisation Document

**CB.** Cash Box

**CBB.** Contract Budget Base

**CBDet.** Cash Box Detector

**CBSOL.** Coin Block Solenoid. Now serves as coin validator enable and disable signal.

**CBV.** Coin Bill Validator Co. Suppliers of BACCs – Now GPT

**C/C.** See Cancel Credit

**CC16.** A Model of coin Comparator

**CCA.** Casino Control Authority IE: NSW or New Zealand

**CCB.** Communications Configuration Board.

**CCCE.** Centralised Cash Control Equipment NSW

**CCITT.** Consultative Committee on Telephony and Telegraphy.

**CCP.** Contract Change Proposal

**CCTV.** Closed Circuit TeleVision

**CD.** Coin Detector

**CD.** Compact Disk

**CDS.** Brand name of dot matrix displays used in Hyperlink machines

**CDS.** Casino Data Systems – USA Software/Hardware manufacturer

**CDSol.** Coin Detector Solenoid

**CEO.** Chief Executive Officer

**Ceronix.** A brand of monitor

**CFO.** Chief Financial Officer

**CHI.** Coin Handling Interface (MVP).

**CIO.** Chief Information Officer

**Chipset.** A group of chips designed to perform one overall function

**Circuit Board.** See PCB

**CISC.** Complex Instruction Set Computer technology with variable length instruction

**Clearing EPROM.** An EPROM containing a program which resets memory.

**Clone.** A game which is identical to another in every respect except name and graphics.

**CMC.** Central Monitoring Control system of a network.

**CMCS.** Central Monitoring Control System. Also see EMS.

**CMOS.** Complementary Metal Oxide Semiconductor used for logic devices.

**CMA.** Club Managers Association

**CMS.** Central Monitoring System

**CMS.** Casino Management System

**COB.** Close Of Business

**Cognos.** Graphic analysis tool

**Coin Clearance.** Legally removal of coins from the cash box of a machine

**Coin Comparator.** Type of Coin or Token Validation/Discrimination device

**Coinless.** Machines that do not have coin entry or hopper, but have BACC

**Coin Selector.** Any Coin or Token Validation/Discrimination device

**Coin Validator.** Type of Multi Coin or Token Validation/Discrimination device

**Coinciding wins.** Two or more winning patterns occur simultaneously on a single EGM

**Collect Mode.** Redemption of credits under a collect limit

**Combination.** The statistics that form a game

**Combination sheet.** A page containing reel strips, variations and pay schedule

**Con1.** Mikohn's first jackpot controller

**Con2.** Mikohn supercontroller (features : optic cable, connect more machines and J/P groups)

**Configuration Management.** Version control Discipline for Products or Components

**Configuration Mode.** Ability to input configuration DATA and default values, etc.

**CompuGame.** TGS communications and bonusing system for Clubs

**CPI.** Cost Performance Index

**CPI.** Characters Per Inch Pitch

**CPC.** Credits Per Coin = tokenisation

**CPM.** Critical Path Method

**CPM.** Commercial Project Manager

**CPR.** Cost Performance Report

**CPU.** Central Processor Unit (microprocessor or micro-controller). Also see MPU/MCU

**CRAPS.** Cash Register And Poker System BIPS controller file

**CRC.** Cyclic Redundancy Check.

**Critical CPU.** Critical Central Processor Units dedicated to game control

**Critical DATA.** Memory relative to security breaches, etc.

**Critical Memory.** Memory locations for storing Critical DATA

**CRP.** Credit Returned To Player

**CRT.** Cathode Ray Tube (video monitor screen)

**CRO.** Cathode Ray Oscilloscope

**CSA.** Canadian Standards Association

**CSD.** Casino Surveillance Division

**CSD.** Component Specification Document

**CTC.** Contract Target Cost

**Customisation.** Enhancing/simplifying a product to suit a particular end use

**CV.** Cost Variance

**CWBS.** Contact Work Breakdown Structure

**CVL.** Compliance Verification Laboratory

**DACOM.** Aristocrat's registered brand Electronic Monitoring System (EMS)

**DACOM 3000.** Parallel communications system (now obsolete)

**DACOM 5000E.** Serial communications system

**DACOM 5000W.** Dacom wide area network

**Daemon.** Automatic utility program

**Danzas.** Freight forwarding company used by Aristocrat

**DC.** Direct current

**DCN.** Data Collection Node. Acres Gaming's Interface Unit

**Demonstration mode.** Ability to review game aspects

**DGR.** Department Of Gaming And Racing - NSW licensing authority

**DHL.** Courier company used by Aristocrat

**DIA.** New Zealand Department of Internal Affairs Club/Hotel licensing authority

**DIFOTOQ.** Delivery In Full On Time On Quality

**DIP.** Dual Inline Package. A package type used for through hole electronic components.

**DIRT.** Deficiency In Regulatory Testing – term used by BMM for a fault

**Display.** Any device used to display games and or related messages

**DMS.** Data Monitoring Services (TAB)

**DOC.** Document

**Dog.** A game that does not perform well

**DOGAR.** Department Of Gaming And Racing – NSW regulator

**Dongle.** An electronic device for programming, in particular the programming of BACCs

**DOS.** Disk Operating System

**DRAM.** Dynamic Random Access (high density, multiplexed address bus)

**Drop.** Act of legally removing coins and or banknotes from a machine

**DTMF.** Dual Tone Multi Frequency

**DUART.** Dual UART. See UART.

**DVD.** Digital Video Disk

**EAC.** Estimate At Completion

**EAP.** Employee Assistance Program

**E<sup>2</sup>PROM.** Electrically Erasable Programmable Read Only Memory.

**ECO.** Engineering Change Order

**ECR.** Engineering Change Request

**EDP.** Electronic Data Processing

**EDT.** Electronic Data Transfer. IGT communications system

**EEPROM.** Electronically Erasable Programmable Read Only Memory device

**EFT.** Electronic Fund Transfer

**EFTPOS.** Electronic Funds Transfer @ Point Of Sale

**EGM.** Electronic Gaming Machine

**EHM.** Electronic Hard Meters

**EIS.** Executive Information System. Plain english, less than 3 page explanation

**Elcom.** IGT communications system (Queensland)

**EMC.** Electromagnetic Compatibility



**EMD.** Electro-Magnetic Disturbances

**EMI.** Electromagnetic Interference

**EMR.** Electro Magnetic Radiation. See *EMI*.

**EMS.** Electronic Monitoring System

**Entry Level.** Low cost or price point sensitive product.

**EOI.** Expression Of Interest

**EPOS.** Electronic Point Of sale

**EPROM.** Electrically Programmable Read Only Memory

**EPROM.** Erasable & Programable Read Only Memory. Memory device

**ESD.** Electronic Static Discharge interference

**ETC.** Estimate To Completion

**ESR.** Effective Series Resistance.

**EV.** Earned Value

**EVM.** Earned Value Method

**FAQ.** Frequently Asked Questions

**Fault Condition.** A lock-up state deemed to cause discontinuance of play.

**Fault Mode.** A mode where a machine has locked up in response to a fault condition.

**FCC.** USA Regulator of the American communications industry

**FDB.** Functional Data Bloc NSW - LAB

**Feature.** Additional free game, spin, metamorphosis or secondary choice to complete a game

**Federal Express.** Courier company used by Aristocrat (Fedex)

**FEP.** Front End Processor – An in-line computer that converts machine protocol to the host

**FIA.** Free In Aid

**FIP.** Fluorescent Indicator Panel backlit digital character display

**Firewall.** Defensive software that prevents intrusion

**FIT.** Final Integration Test

**Firmware.** The embedded program memory of a computer.

**Fluoro Flasher.** A device that flashes the fluoro tubes when a jackpot is won (Crown only)

**FOC.** Free of Charge

**Foreground Signature Check.** Will disable play to get Verification check processed

**FPLA.** Fusible Link Field Programmable Logic Array. Store embedded memory (Firmware)

**FTP.** File Transfer Protocol Used by Internet

**FYI.** For Your Information

**G & A.** General and Administration overhead

**Gain Sharing.** A reward system based on productivity and technique improvements

**GAL.** Generic Array Logic

**Game Definition.** A module or collection of modules that define a game

**Game Symbols.** Information displayed relative to winning or losing game outcomes

**Game.** A sequence of actions initiated by player

**GAMES document.** New Zealand Casinos regulatory standards document

**GAMMA.** Gaming Machine Manufacturers' Association

**Gaming Equipment.** Equipment for playing, recording/monitoring or transmitting of games

**GAT.** Graphic Analysis Tool

**GCD.** Game Configuration Document

**GDB.** Game Development Brief

**GDIAA.** Gaming Device Industry Agents Association (Co-op Ltd)

**GESP.** General Employee Share Plan – Company shares given to employees

**GI.** Government Inspector (Casinos)

**GIF.** Graphics Interchange Format. Compressed digitised images

**Gigabyte.** Roughly a billion bytes

**GLI.** Gaming Laboratories International

**GMDC.** Gaming Management Development Course – Leagues' Clubs / APS course

**GMIC.** Gaming Machine Interface Card

**GMID.** Gaming Machine Identification

**Golden Eye.** Grips table management system

**GO Team.** Global Operations group who form company policy

**GPT.** Global Payment Technologies – Suppliers of BACCs (Was called CBV)

**GRIPS.** Gaming Related Intelligent Products and Systems. An Austrian communications company that supplies systems componentry to casinos (Slots - Crystal Web)

**GRT.** Graphic Reporting Tool

**GS.** Game Set NSW – LAB

**GSM.** Global System for Mobile phones

**GTEST.** Gaming Test Evaluator (South Australia)

**GUI. (Gooee)** Graphical User Interface

**Handle.** A manual device used to initiate game play.

**Hard Meter.** Electro Mechanical Meters.

**Hardware.** Physical components (electrical and or mechanical).

**Hold.** The amount retained by the operator to pay taxation and realise profit

**Hopper.** Device used to store and dispense coins or tokens.

**HR.** Human Resources

**Host.** The server that controls a communications system

**HTTL.** Hyper Text Transfer Language

**HTTP.** Hyper Text Transfer Protocol

**Hyperlink.** A LPJS developed and patented by Aristocrat

**Hz.** Abbreviation for hertz

**I/O.** Input/Output

**IC.** Integrated Circuit

**ICE.** International Casino Exhibition (London)

**ICE.** In Circuit Emulator Chip for testing & debugging logic circuits

**Icon.** A graphic picture that represents a program, command, file or GUI

**ICOPS.** Internal Controls and Operating Procedures

**ID Card.** Identification card

**IE.** Internet Explorer

**IEC.** International Electrical Standard (IEC950). See also UL, CSA.

**I/F.** Interface

**IGBE.** International Gaming Business Expo

**IGCA.** Innovative Gaming Corporation Of America Video Roulette machine manufacturer

**IGS.** International Gaming Systems (systems supplier)

**IGT.** International Gaming Technology

**IMS.** In house Monitoring System

**Informix.** Commercial data base

**Internet.** Coms. system created by interconnecting computer networks worldwide

**IP.** Intellectual Property

**IP.** Internet Protocol

**IP Address.** A 32 bit address assigned to a host

**ISDN.** Integrated Services Digital Network

**Ishikawa Diagram.** 'Fishbone' or 'cause and effect' diagram

**ISO.** International Standards Organisation.

**ICE.** International Casino Expo (London)

**IGWB.** International Gaming & Wagering Business. (show and publication)

**ISO.** International Standards Organisation

**ISO9000.** The standard to which Aristocrat's machines are built

**ISO 9001.** The QA standard to which Aristocrat aspires

**ISP.** Internet Service Provider

**IT.** Information Technology

**IT.** Internet Protocol

**Jackpot.** Accumulated contributions to a prize pool.

**Jackpot-Fixed Prize.** Where the Jackpot pool amount is determined in advance.

**Jackpot-Linked.** Jackpot pool available to more than one machine.

**Jackpot-Progressive.** Jackpot pool that increments with game play accumulation.

**Jackpot-Stand Alone.** Fixed or Progressive J/P Pool allocated/accumulated on a single EGM

**Jackpot-State Wide.** J/P pool available/accumulated on EGMs in separate venues

**JIT.** Just In Time – The practice of maintaining minimal stock

**JPEG.** (Jay-peg) Joint Photographic Experts Group. Designers of graphics algorithm

**Jubilee.** Division of Aristocrat that sells new and second hand machines

**Jurisdiction.** Area of control by a specific Gaming Authority.

**Kaizen Blitz.** A Japanese system created to embrace change continuously and quickly

**Kanban.** A Japanese system for parts control and manufacture

**KB.** Abbreviation for kilobyte

**Key Pad.** The numbered pad (on the PTM) used for players PIN numbers

**Kobetron.** A device used for determining the checksum of programs

**Konami.** Manufacturer of arcade games and MTGMs

**Konami.** Manufacturer of slots (Australia). Obtained Nevada license June 2000

**Krystal.** A brand of monitor

**KPI.** Key Performance Indicators To enable statistical measurements

**LAB.** Liquor Administration Board Evaluator (NSW) (Dept of Racing and Gaming)

**LAN.** Local Area Network. Network dedicated to a single location or venue.

**Last Play.** Most recently completed game.

**LCA.** Linear Congruential Algorithm (a type of RNG algorithm)

**LCD.** Liquid Crystal Display.

**L-com.** Communications system used in Queensland

**LED.** Light Emitting Diode. A solid state lamp.

**LOC.** Letter Of Credit

**LOE.** Level Of Effort

**Lock Up Mode.** State where no player transactions or game play is possible

**Loom.** A cable or harness in a game connecting circuit boards or switches

**LPJS.** Link Progressive Jackpot System (Hyperlink)

**LRE.** Latest Revised Estimate

**Magnetic Interference.** A magnetic field capable of disrupting a machine.

**MANFACT.** Aristocrat's Central Business System

**MAPI.** Messaging Api Based on Microsoft Mail

**Master Meter.** A resettable meter that can only be reset via a formal legal memory reset

**MaxiMillions.** WAPJ machines manufactured by Aristocrat

**MB.** Abbreviation for megabyte

**M/c.** Machine

**MCI.** Machine Communication Interface (ANET01 Brick)

**MDB.** Manufacturer's Data Block unregulated port in NSW LAB Specification

**MDF.** Main Distribution Frame.

**MEMC.** Memory Controller logic block within the ARM250.

**Memory Reset.** Process of clearing volatile memory locations.

**Mentor Graphics.** Supplier of CAD Software.

**Metamorphic Game.** A game entered into from another game

**Meter Width.** Number of digits or bits of storage capacity of a meter relative to counts.

**Meter.** A non volatile variable, storing machine audit and other information.

**MDF.** Medium Density Fibreboard (as used in machine bases)

**MGC.** Mississippi Gaming Commission

**MGC.** Multi-Game Combination NSW - LAB

**MGD.** Machine Gaming Division Evaluator (Queensland) - part of QOGR

**MHz.** Megahertz. A measure of frequency (1 million cycles per second)

**MICE.** Machine In Circuit Emulator

**Micros.** Database for food and beverage

**Microstar.** Early model of EGM

**Microtouch.** The matrix bonded on to a monitor to make a touch screen

**Midtrim.** The button panel on a machine (player interface)

**MIKOHN.** Manufacturer of progressive controllers and displays.

**MIPS.** Million Instructions Per Second

**MIS.** Management Information System

**MK.** Mark as in Mark 5 or Mk5

**MMA.** Machine Movement Advice

**MMU.** Memory Management Unit

**MMX.** Multi Media Extensions

**Modem.** Hardware device that allows computers to send and receive data via phone lines

**Modular Design.** Deliberate partitioning of parts

**MPEG.** Moving Pictures Expert Group To compress full motion video. See also JPEG, GIF

**MPU/MCU.** Micro Processor/Controller Unit

**MRP.** Materials Resource Planning

**MR.** Management Reserve

**MS.** Management System

**MS.** Microsoft

**MSARN.** Microsoft Access Run-Time

**MS-DOS.** Microsoft Disk Operating System

**MSN.** Microsoft Network

**MTBF.** Mean Time Between Failure

**MTGM.** Multi Terminal Gaming Machine – Blackjack – Roulette – Horse racing

**MTTF.** Mean Time To Failure

**MTTR.** Mean Time To Repair Time required to fix a malfunction

**Multi Game Select Mode.** Players can select games from the approved resident suite

**Multi Game.** Gaming devices Configured to enable selection of games from approved ranges

**MVP.** Most Valuable Product - Mk5 Series II slot machine a.k.a. Mark Five Platform

**Mystery Cashcade Jackpot-.** A non-winning or winning game can win a mystery jackpot.

**N/A.** Non Applicable

**Nack.** Not Acknowledge

**NATA.** National Australian Testing Authority

**NCA.** Non-Conformance Advice

**NCR.** Non-Conformance Request

**NEC.** A manufacturer of semiconductors

**NGB.** National Gaming Board – South Africa regulator

**NewToys.** Software company that produces graphical sequences for Plasma Hyperlink

**NGR.** Net Gaming Revenue

**NIGA.** National Indian Gaming Association

**NOD.** New Optic Detector. An Aristocrat part to detect coins in the coin chute of an EGM

**Note Acceptor.** A currency validator used to verify and accept notes as tender

**Note Stacker.** The container used to store notes accepted by the BACC

**Noise.** Radiated energy that can induce stray electronic currents in nearby wiring

**Non Functional Spec's.** Industry standards (existing) eg RS232

**Note Clearance.** Act of legally removing banknotes from a machine

**NPD.** New Product Development

**NSW.** New South Wales. A state of Australia

**NT.** New Technology (from Microsoft)

**NTSC.** National Television Standards Committee

**NTU.** Network Terminating Unit (interface device to Telstra DATA network)

**NV RAM.** Non Volatile RAM

**NZ.** New Zealand

**NZCCA.** New Zealand Casino Control Commission

**OASIS.** On-line Accounting Slot Information System – A Casino Data System Inc. product

**Oasis.** Oasis Network (Olympic) Used in Tasmania by Federal Group for Pub/Club

**OBS.** Organisational Breakdown Structure

**ODBC.** Open Database Connectivity

**ODC.** Other Direct Cost

**OEM.** Original Equipment Manufacturers

**OH & S.** Occupational Health and Safety

**OLLC.** Office Of The Liquor Licensing Commissioner South Australia licensing authority

**Open Platform.** System and or games that might run on various platforms

**Oracle.** Commercial database

**OS.** Operating System

**OTP.** One Time Programmable

**PAL.** Phase Alternate Line. A television standard. See also NTSC (USA)

**PAL.** Programmable Array Logic

**PALASM.** PAL Assembler

**Paltronics.** Company that supplies displays for Hyperlink

**Paradigm.** Data mining system

**Parallel communications.** One-way coms. – From the host to the machine

**Parts in Lieu.** Parts in lieu of warranty as supplied to a casino when no warranty is given

**PC.** Personal Computer

**PCB.** Printed Circuit Board (or Printed Wiring Board)

**PCBA.** Printed Circuit Board Assembly.

**PDB.** Progressive Data Bloc NSW - LAB

**PDR.** Product Development Request

**PeopleSoft.** In-house business system (replaces Manfact)

**Percentage Return.** The ratio of total win (including contributions to Jackpots)

**Period Meter.** A meter reset after a planned event, eg cash clearance

**PGC.** Program Game Controller

**PIN.** Personal Identification Number

**PIT.** Pre Integration Test

**Pixel.** A 'picture element' or dot that is displayed to make a picture

**Plasma.** Fujitsu display used in Hyperlink signage

**Platform.** Assemblage of parts into sub assemblies and or complete products

**Play Button.** Device used to initiate game play. Maybe tactile or static as in touch screens.

**Play.** Actions/outputs initiated through a bet and terminated by final transfer to credit meter

**Player Appeal.** The unknown lure that attracts players to play a particular machine

**PLWAD.** Project Level Work Authorisation Document

**PM.** Preventive Maintenance

**PMB.** Performance Measurement Baseline

**PMM.** Player Marketing Module Use to be called Player tracker module – PTM – PCM

**PMP.** Project Management Plan

**Poke Yoke.** A Japanese term for 'mistake proofing'

**POS.** Point Of Sale

**Power Cycling.** Switching electrical equipment off/on at power outlet.

**PP.** Planning Package

**Power Save Mode.** When a machine 'sleeps'

**PPD.** Pre - Production Development (Nat Kelaita)

**Printer.** Device used to produce reports and or redeemable coupons.

**Processor Board.** A PCB containing game EPROM and CPU.

**Pro-forma.** A non-payable draft invoice for accounting purposes (mainly in aid of LOCs)

**Program.** Software contained in EPROMS that gives Games varying characteristics

**Program Image Files.** Copy of software external eg on an electronic monitoring system.

**PROM.** Fusible Link Programmable Read Only Memory

**PROM.** Programmable Read Only Memory.

**Protocol.** A specific language that allows computers to talk to each other

**PRTP.** Percentage Returned To Player NSW - LAB

**PSD.** Program Storage Device

**PSP Chart.** Problem Solving Plus Chart

**PTM.** Player Tracking Module



**QA.** Quality Assurance

**QB.** Quick Basic Version of Microsoft Basic

**QC.** Quick Connect

**QC.** Quality Control

**QCC.** Quick Change Core – Bilock’s removable core lock

**Q-Com.** Communications system used in Queensland (upgraded L-com)

**QBE.** Query By Example Graphical representation of SQL in a grid.

**QFP.** Quad Flat Pack. A packaging type used on high pin count surface mount ICs

**QOGR.** Queensland Office Of Gaming Regulation (formally the MGD)

**R&D.** Research and Development

**RAM.** Responsibility Assignment Matrix

**RAM.** Random Access Memory.

**RAM Clear Device.** Means to completely re-initialise every bit in RAM.

**RAM Clear.** Memory Rest procedure that enable re-configuration of a machine.

**RCA.** Registered Clubs Association

**RDBMS.** Relational Database Management System Access 2 for instance

**Reboot.** Re-start your computer

**Reel Positions.** The game symbol position in relation to the jackpot symbol (Pos 1)

**Reel Symbol.** The picture that represents a reel position and the pay schedule

**Remote Enable/Disable.** The ability to enable/disable the EGM from the host

**Residual Credit Removal.** Method for removing residual credits from a machine

**Residual Credit.** Amount left on a machine after a collect

**Resolution.** The number of pixels the monitor can use to display and image

**Revision Number.** Relates to version number in configuration control.

**RFI.** Radio Frequency Interference. Capable of disrupting machines.

**RFI.** Request for Information

**RFP.** Request For Proposal

**RFQ.** Request for Quotation

**RFT.** Request For Tender

**RGB.** Red - Green - Blue Basic colours

**RGB.** Red Green Blue. Refers to the 3 primary colours of a video display.

**RISC.** Reduced Instruction Set Computer

**RMA.** Return Material Authorisation

**RMM.** Regional Marketing Manager

**RNG.** Random Number Generator

**ROM.** Read Only Memory

**RPC.** Remote Procedure Call

**RS232.** Electrical standard for serial communications. Uses  $\pm 12V$  signalling levels

**RS485.** Electrical standard for serial communications. Uses 5V differential signalling levels

**RS422.** Electrical standard for serial communications.

**RTC.** Real Time Clock

**RTP.** Return To Player %. The percentage return to player.....

**RTX.** Real Time Market Data

**SABS.** South African Bureau Of Standards South African Gaming Regulator

**SAG.** Sql Access Group Specification for SQL syntax

**SAG - D.** Specially Approved Gaming Device

**SALEX.** Gaming show in Brazil

**S & OP.** Sales and Operations Planning

**SAP.** Stand Alone Progressives.

**SAS.** A communications protocol

**SC.** Site Controller

**Scatters.** Scattered symbols in a game outcome awarded a prize

**Screen.** Display device, may be VDU, LED.

**SCO.** Unix operating system

**SCSI.** Small Computer Smart Interface

**SDB.** Standard Data Block NSW LAB Regulated to pass machine Data to head system

**SDG.** Sierra Design Group – Reno based company that takes our games

**SDRAM.** Synchronous Dynamic Random Access Memory

**SDS.** Slot Data System - Bally communications protocol

**Seal.** Security device or routine. May be a physical seal/latch or a monitored access.

**SEF.** Subsidiary Equipment Functioning

**SEI.** Subsidiary Equipment Interface ie: DACOM, Cashcade, Progressive interfaces

**Serial communications.** Two way communications – to and from the machine

**Serial Controller.** LAB approved jackpot controller (replaces Con1 and Con2)

**Setec.** Electronic components supplier

**Setup Mode.** Offline mode where machines can be configured.

**SGM.** Secure Gaming Management (UK communications company bought by Aristocrat)

**SGRAM.** Synchronous Graphics Random Access Memory

**SHC.** Sydney Harbour Casino

**Short Pay.** Administrative procedure of addressing an underpay situation

**Sidebox.** An externally mounted BACC (in pubs)

**SIM.** Subscriber Identity Module (for mobile phones)

**SIMM.** Single In line Memory Module

**SIP.** Single In Line. A package type used for through hole components.

**SIT.** Software Integrity Team

**Slave Controller.** Controls gaming but is itself controlled by a third device

**Slot Machine.** Any gaming machine, in particular a reel simulated game

**Slot Shorts.** Cancel credit coupons issued but not redeemed

**Smartcard.** Plastic card with integral processor

**SMED.** Single Minute Exchange Dies. Fast tool and die changes

**SMPS.** Switch Mode Power Supply.

**SMTP.** Simple Mail Transfer Protocol

**SNA.** System Network Architecture for connectivity to IBM mainframes and AS/400

**Soak testing.** Running machines continuously (for a prescribed period) prior to despatch

**Software Derivative.** Version derived from a primitive wherein many modules are common.

**Software.** Set of instructions and DATA used in computing a result.

**SOW.** Statement Of Work

**SP.** Silent Partner (Dacom SP)

**SPC.** Serial Protocol Converter

**SPI.** Schedule Performance Index

**SPI.** Serial Peripheral Interface

**SPK.** Speaker

**SRAM.** Static Random Access Memory. Volatile RAM loses memory on power down.

**SRD.** System Requirements Document Used by regulators as in VCGA SRD

**ST.** Slant Top slot machine

**Stacker.** The container used to store notes accepted by the BACC

**StarGames.** The brand name of the slot manufactured by Vidco and Williams

**StatDec.** Statutory Declaration Form

**Static Artwork.** Artwork printed onto a substrate such as glass or plastic

**Stepper.** A reel slot machine with a motor on each reel

**STI.** Short Term Improvement

**Substantial Win.** A prize greater than a predetermined value

**Substitute.** Acts as an equivalent symbol in games to realise winning combinations

**SV.** Schedule Variance

**SWOT.** Strengths, Weaknesses, Opportunities, Threats analysis

**Syco.** Tables player tracking system (as used in Crown)

**Sycom.** A communications protocol

**System 6000S.** Dacom 5000E that includes table management

**T1.** High bandwidth telephone line with speeds as high as 1544 mps

**TAB.** Totaliser Agency Board Corporation now TAB Ltd

**TABCorp.** Totaliser Agency Board of Victoria

**TABI (T).** Total Aristocrat Business Improvement (Team)

**Tablet.** The Paltronics dot matrix display used in the top box for Hyperlink

**Tabulated Prizes.** Matrices of prizes applied and related to winning symbols

**T & C.** Terms and Conditions

**Tatts.** Tattersall Victoria - Poker machine operator group

**Tatung.** A brand of monitor

**TB.** Top Box

**TBA.** To Be Advised

**TCA.** Testing And Certification Australia Electrical certification laboratory

**TCI.** Technical Compliance Issue(s) Used by GTEST in their evaluation reports

**TCP/IP.** Transmission Control Protocol / Internet Protocol Standard network protocol

**Tech Bulletins.** Informative technical documents produced by Tech Support

**Test/Diagnosis Mode.** Offline mode where machines can be tested.

**Testing Authority.** Empowered test centres, either government or privately run.

**TGS.** Total Gaming Systems - Manufacturer of ComputaGame and other gaming services

**Thrillions –** Bally's WAPJ

**The Analyst.** A graphical data retrieval system developed by Aristocrat

**Through Life Support.** Provision of spare parts and maintenance for an agreed lifetime

**Ticket Collection Mode.** Wherein a machine prints a coupon/ticket

**Tile.** An MCI for an MVP. The power supply is separate from the ANET board

**TM.** Trademark

**TO.** Turnover

**Toei.** A brand of monitor

**Tokenisation.** Conversion of inserted monies (coins, tokens or banknotes) into credits

**Top Assembly.** Overall part number including

**Touch Pad.** The numbered interface used on Keno machines

**Touch Screen.** Player interface with projected images on a display/screen.

**TPG.** Total Peripherals Group Internet service provider and PCs assembler in Australia

**TQM.** Total Quality Management

**TRD.** Technical Requirement Document

**TST.** Technical Systems Testing Pty Ltd Testing Agency (Victoria)

**TT.** True Type Character Fonts that will display and print the same.

**UART.** Universal Asynchronous Receiver Transmitter. The serial port control chip.

**UB.** Undistributed Budget

**UL.** Underwriters Laboratories. USA based test and standards company

**UNIX.** Multi-user, multi-tasking operating system, written in "C"

**UPS.** Uninterrupted Power Supply

**URL.** Uniform/Universal Resource Locator

**USB.** Universal Serial Bus

**UV.** Ultra Violet Light

**VA.** Value Adding

**VAC.** Variance At Completion

**VACA.** Value Added Customer Agreement

**VB5.** Visual Basic (version 5) from Microsoft

**VCGA SRD.** Victorian System Requirements Document

**VCGA.** Victorian Casino and Gaming Authority Victorian licensing authority

**VAR.** Variance Analysis Report

**Variation.** The differing percentages available for a game

**V99.** The base percentage of a combination

**Version.** (Program) The rendition of a game program (update due to bug)

**Version control.** see configuration management.

**VFD.** Video Fluorescent Display (as used in Crown Machines)

**VGA.** Video Graphics Adaptor

**Video Graphics.** Animated and static symbols and or messages to deliver the game.

**Video Monitor.** Screen/Display.

**Viper.** TAB's version of ASP

**Virtual Artwork.** Variable artwork that may change as the player selects another game

**VLC.** Video-Lottery Consultant

**VLC.** Video Lottery Corporation

**Volatility.** The parameters (high or low) to which a program can extend

**VRP.** Variation Returned To Player NSW – LAB

**WAD.** Work Authorisation Document

**WAPJ.** Wide Area Progressive Jackpot

**WAN.** Wide Area Network

**WBS.** Work Breakdown Structure

**WBSD.** Work Breakdown Structure Dictionary

**WBSI.** Work Breakdown Structure Index

**WEGES.** World Electronic Gaming Entertainment Solutions

**WCM.** World Class Manufacturing

**WGCE.** World Gaming Conference & Expo (Las Vegas)

**Winning Combination.** A game result that aligns with a pre determined pay scale.

**Winning Pattern.** A pattern that results in a prize award.

**WIP.** Work In Progress

**Wiring Harness.** A combination of cables used for electronic/electrical interconnection.

**WPWAD.** Work Package Work Authorisation Document

**WWW.** World Wide Web – *The Internet*

**‘X’ Series.** A gaming machine standard that conforms to Australian Government legislation