

# Feature Codes

VERSION 1.0.2

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01	Credit Play	51	Reserved
02	Double/Nothing Feature	52	Coincident Multi-Stop Reel Symbols
03	Multi-Player	53	Reserved
04	House-Set Credit Play	54	Programming For Bill Acceptor
05	House-Set Credit Limit	55	Reserved
06	Wild Card/Wild Symbol	56	Reserved
07	Video Display	57	Reserved
08	Stepper Reels	58	Reserved
09	Blackjack Double Down	59	Reel Rotation Directional Options
10	Blackjack Split Pairs	60	Number of Stops Per Reel Not Equal
11	Keno 20+ Balls	61	Reserved
12	Multiple Bets Per Play/Event	62	Player Anticipation Delayed Win
13	Reserved	63	Pulse Communications to Slot Accounting System
14	Character Generator on Game Board	64	Serial Communications to Slot Accounting System
15	Separate Character Generator Circuit	65	Reserved
16	Paytable on Video	66	Reserved
17	Paytable on Glass	67	Active Game Selected by Firmware
18	Two or More Screens	68	Reserved
19	Light Pen Used	69	Reserved
20	Optional Multi-Level Progressive	70	Reserved
21	Traveling Message Display	71	Reserved
22	Disproportionately Spaced Reel Stops	72	Reserved
23	Reserved	73	Automatic "Nudge"
24	Internal Progressive	74	Symbol (s) Pay in any Position
25	External Progressive	75	Reserved
26	Optional Progressive	76	Sequential Royal Award
27	Way Ticket Keno	77	Sequential Royal Award, Any Direction
28	Multiple Jackpot Combinations	78	Automatic Respin
29	Bonus Award for Max Coin Bet	79	Reserved
30	Reserved	80	Reserved
31	Promotional Machine	81	Touch-Screen
32	Programming For Coin Comparator	82	Reserved
33	Virtual Reel	83	Reserved
34	Reserved	84	Multi-Game Device
35	Reserved	85	Reserved
36	Gaming Associated Equipment	86	Reserved
37	Approval Conditioned	87	Mystery Pay
38	Reserved	88	Mystery Hopper Pay
39	Slot Monitor/Player Tracking Interface	89	Player Terminals
40	Reserved	90	For Use With Acres Concept 3 Protocol
41	Out-Of-Service Mode	91	Reserved
42	Hopper-Level Tracking	92	Reserved
43	Self-Test Mode	93	Reserved
44	Tournament Machine	94	Reserved
45	Selectable Tournament Mode	95	Multi-Site Linked Progressive
46	Attract Mode During Idle	96	Inter-Property Linked Progressive
47	Denomination Selectable	97	Reserved
48	Reserved	98	EPROM Device Program Storage
49	Reserved	99	Other Non-Alterable Storage Media
50	Selectable Promotional Mode		

## Expanded Feature Codes

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01	CREDIT PLAY - Machine allows credit play.
02	DOUBLE/NOTHING FEATURE - Machine gives player the chance to double his winnings.
03	MULTI-PLAYER - More than one player console or station on game.
04	HOUSE-SET CREDIT PLAY - House has the option to enable or disable credit play.
05	HOUSE-SET CREDIT LIMIT - House has the option to configure credit limit.
06	WILD CARD/WILD SYMBOL - Game has a wild card or reel symbol yielding special win combinations. The wild symbols which provide the same win.
07	VIDEO DISPLAY - Game has a video monitor.
08	STEPPER REELS - Slot reels are driven by a stepper motor.
09	BLACKJACK DOUBLE DOWN - Game permits player to double down.
10	BLACKJACK SPLIT PAIRS - Game permits player to split pairs into two hands.
11	KENO 20+ BALLS - Keno game with extra balls.
12	MULTIPLE BETS PER PLAY/EVENT - Player may bet on more than one outcome per play as in horse races, roulette, craps, etc.
13	RESERVED
14	CHARACTER GENERATOR ON GAME BOARD - Game's main or only microprocessor handles all character generation for video display.
15	SEPARATE CHARACTER GENERATOR CIRCUIT - Character generation for video display is done by a separate microprocessor.
16	PAYTABLE ON VIDEO - Game displays payable on the CRT.
17	PAYTABLE ON GLASS - Paytable is displayed on glass.
18	TWO OR MORE SCREENS - Device uses more than one CRT screen to display game information.
19	LIGHT PEN USED - Light pen is used during game play as with some keno games.
20	OPTIONAL MULTI-LEVEL PROGRESSIVE - Game has feature 24 or 25 and has house selectable Multi-level progressive outputs.
21	TRAVELING MESSAGE DISPLAY - Game has a marquis type display which is driven by hardware and software internal to the gaming device.
22	DISPROPORTIONATELY SPACED REEL STOPS - Slot has more total physical stops per reel than symbols and blanks combined, but is not considered "virtual." Separate stops on the same symbol are displaced by 45 degree or more.
23	RESERVED
24	INTERNAL PROGRESSIVE - Game has its own built in progressive meter with the jackpot amount displayed on its screen.
25	EXTERNAL PROGRESSIVE - Game has progressive meter output ports which are under control of the gaming device software.
26	OPTIONAL PROGRESSIVE - House may enable or disable internal or progressive port outputs.

- 27 WAY TICKET KENO - Way method of betting on a keno game.
- 28 MULTIPLE JACKPOT COMBINATIONS - Game has more than one high award-low-probability winning combination and each is advertised as a special bonus or a jackpot. For example, multiple progressives that are awarded for different winning combinations, jackpots for red 7's/blue 7's, jackpots for 7's aligned/7's in any position.
- 29 BONUS AWARD FOR MAX COIN BET - Game has a higher payback percentage for maximum coin wagers.
- 30 RESERVED
- 31 PROMOTIONAL MACHINE - A game used in conjunction with a special promotion. Normal wagering and play does not occur.
- 32 PROGRAMMING FOR COIN COMPARATOR - Game software controls an electronic coin acceptor or comparator or other type.
- 33 VIRTUAL REEL - Slot employs the virtual reel concept. Virtual reel is considered to be a partial or complete repetition of the physical reel strip symbols mapped to an internal reel strip. Externally displayed symbols must match the randomly selected portion of the internal reel strip (known as clustering). When a given portion of a reel strip is randomly selected, the physical reels are spun to the same location as for any applicable multiple of the mapping. That is, given 22 symbol reels, if either software stop 1, stop 23, stop 45, or stop 67 is randomly selected, the physical reel is stopped at the same position.
- 34 RESERVED
- 35 RESERVED
- 36 GAMING ASSOCIATED EQUIPMENT - Modification is submitted for equipment not normally considered to be a separate gaming device.
- 37 APPROVAL CONDITIONED - The approval of a modification request is granted under certain required conditions (*For Internal LAB use only*).
- 38 RESERVED
- 39 SLOT MONITOR/PLAYER TRACKING INTERFACE - Game has software driven output ports specifically for slot monitoring and player tracking systems.
- 40 RESERVED
- 41 OUT-OF-SERVICE MODE - Game may be set up to display "Out of Service" or a similar message on its display.
- 42 HOPPER-LEVEL TRACKING - Game senses coin level in hopper.
- 43 SELF-TEST MODE - Game has a diagnostic self-test mode.
- 44 TOURNAMENT MACHINE - A game used only in conjunction with tournaments where time or number of plays is a factor.
- 45 SELECTABLE TOURNAMENT MODE - Game has an optional tournament mode, but unless that mode is selected, the game functions as a normal gaming device.
- 46 ATTRACT MODE DURING IDLE - After a time period where no play has taken place, the game shifts into a mode which displays messages or graphics or outputs sound designed to attract players.
- 47 DENOMINATION SELECTABLE - The denomination of the device is selectable by the use of a security PAL or EPROM
- 48 RESERVED
- 49 RESERVED
- 50 SELECTABLE PROMOTIONAL MODE - Game has an optional promotional mode but unless that mode is selected, the game functions as a normal gaming device.

- 51 RESERVED
- 52 COINCIDENT MULTI-STOP REEL SYMBOLS - Slot has more total stops per reel than symbols and blanks combined but is not considered as “virtual.” Further, adjacent stops which occur on the same reel symbol are not displaced physically, i.e., they are coincident. **See: Code 22**
- 53 RESERVED
- 54 PROGRAMMING FOR BILL ACCEPTOR - Code is included in the gaming device program which functions with an approved bill acceptor for metering, hopper control, error codes, or other functions.
- 55 RESERVED
- 56 RESERVED
- 57 RESERVED
- 58 RESERVED
- 59 REEL ROTATION DIRECTIONAL OPTIONS - Slot has reels which may not all spin in the same top to bottom direction.
- 60 NUMBER OF STOPS PER REEL NOT EQUAL - Slot has a software reel strip or software reel strips with stops not equal in quantity to other software reel strips.
- 61 RESERVED
- 62 PLAYER ANTICIPATION DELAYED WIN - Slot has last reel spin a disproportionately longer time when a win, or lose, has been predetermined.
- 63 PULSE COMMUNICATIONS TO SLOT ACCOUNTING SYSTEM - Device is capable of communicating with an external computer monitoring system via a pulse-width scheme of communications.
- 64 SERIAL COMMUNICATIONS TO SLOT ACCOUNTING SYSTEM - Device is capable of communicating with an external computer monitoring system via a serial message scheme of communications.
- 65 RESERVED
- 66 RESERVED
- 67 ACTIVE GAME SELECTED BY FIRMWARE - Game and or percentages are controlled by a serial key or PAL type non-reprogrammable device.
- 68 RESERVED
- 69 RESERVED
- 70 RESERVED
- 71 RESERVED
- 72 RESERVED
- 73 AUTOMATIC “NUDGE” - Certain symbols automatically jump up or down to a payline after a delay without player intervention.
- 74 SYMBOL (S) PAY IN ANY POSITION - Certain symbols need not align on a single payline for a given award.
- 75 RESERVED
- 76 SEQUENTIAL ROYAL AWARD - Bonus award when the Royal Straight Flush is in a specified sequence.
- 77 SEQUENTIAL ROYAL AWARD, ANY DIRECTION - Bonus award when the Royal Straight Flush is in a left-

to-right or right-to-left sequence.

- 78 AUTOMATIC RESPIN - When a special symbol is detected the machine will continue to respin, without player intervention, until a winning combination is achieved.
- 79 RESERVED
- 80 RESERVED
- 81 TOUCH-SCREEN - Game options may be selected by touching the display.
- 82 RESERVED
- 83 RESERVED
- 84 MULTI-GAME DEVICE - A device at which a player may choose from a variety of games.
- 85 RESERVED
- 86 RESERVED
- 87 MYSTERY PAY - Bonus pays, not directly from the device, unrelated to game outcome.
- 88 MYSTERY HOPPER PAY - Bonus pays from the hopper unrelated to game outcome.
- 89 PLAYER TERMINALS - More than one slave terminal connected to a master controller.
- 90 APPROVED FOR USE WITH CONCEPT 3 - Contains the communication protocol to communicate with **Acris Gaming** "Concept 3" controller.
- 91 RESERVED
- 92 RESERVED
- 93 RESERVED
- 94 RESERVED
- 95 MULTI-SITE LINKED PROGRESSIVE - A Progressive award which is competed for at multiple locations.
- 96 INTER-PROPERTY LINKED PROGRESSIVE - A Progressive award which is competed for at multiple locations owned by the same corporate entity.
- 97 RESERVED
- 98 EPROM DEVICE PROGRAM STORAGE - Device utilizes a Erasable Programmable Read Only Memory (EPROM)
- 99 OTHER NON-ALTERABLE STORAGE MEDIA - Device utilizes a non-EPROM, non-alterable program storage media.