

ID: unique identifier for location in the ERP system, separates financial data within system

- Last Connection: Date terminal had internet connection to the ERP system and sent financial data
- # Terms: Total game terminals on site
- Cash In: Total Cash entered into all game terminals for selected period of time
- Net In: Total Cash retained for period after subtracting prize redemptions
 - Adj: Credits removed from Cash in balance due to system malfunction or customer serviceadjustments
 - Net After Adj: Total profit or loss for reporting period after all prizes and adjustments have been subtracted
 - Hold %: Percentage of total Cash retained by equipment after adjustments and redemptions
 - Due to Enterprise: Total amount due to software license provider for reporting period.
 - Due to Distributor: Total amount due to owner of equipment for reporting period
 - Due to Operator: Total amount due to installer of equipment for reporting period
 - Due to Location: Total amount due to site where equipment is installed for reporting period

Home Reports

Game Title Performance

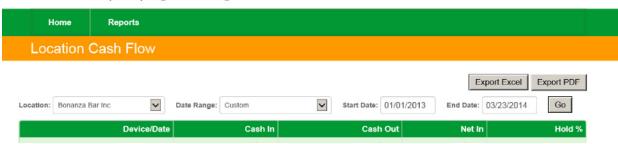
Export Excel Export PDF

Location: All States: All Date Range: Custom
Start Date: 01/01/2013 End Date: 03/23/2014 Go

Game Title Plays % Plays Credits Played % Credits Played Game Rate Average Play Credits Won % Main % Bonus

Game Title: Name of Game that this line of statistics refers to

- Plays: Total number of times a specific title was played for specified time period
- % Plays: Percentage of plays on specific title as compared to all other games
- Credits Played: Total # of credits played in this game title for specified time period
- % Credits Played: Percentage of credits played in this game as compared to all other titles
- Game Rate: Percentage of winnings played versus cash played for specified time period
- Average Play: Average amount played per spin for specified time period
- Credits Won: Total amount won by players for specified time period
- % Main: Percentage of credits won in during Gameplay
- % Bonus: Percentage of credits won during Bonus round gameplay



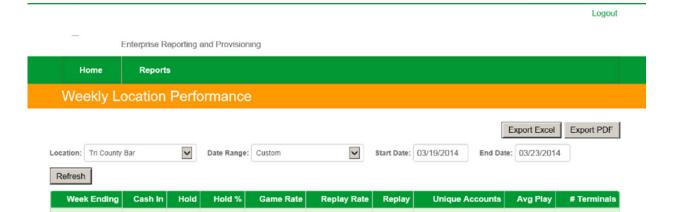
Device/Date: Terminal Serial # and Date for financial data reported on that line

- Cash In: Total Cash entered into Bill Acceptor for specified date
- Cash Out: Total of all Prizes awarded for specified date
- Net In: Total cash in less all prizes awarded for specified date
- Hold %: Percentage of total cash retained after prizes have been awarded



Day: Specific Date statistics on this line refer to

- Cash In: Total cash brought into system through Bill Acceptors or POS(if applicable)
- Hold: Total cash remaining in system after cash payouts have been redeemed
- Hold %: Cash retained after payouts divided by total cash in
- Game Rate: Percentage of winnings versus played credits
- Replay Rate: "churn" of winnings replayed in system prior to a cash out
- Replay: Dollar amount of winnings replayed in system prior to cashing out prizes
- # Accts: Total number of game sessions played
- Avg Play: average amount played per spin for all plays during period
- # Terminals: number of terminals reporting data for period



Week Ending: Last day of week data in line is pertaining to

- Cash In: Total cash brought into system through Bill Acceptors or POS (if applicable)
- Hold: Total cash remaining in system after cash payouts have been redeemed
- Hold %: Cash retained after payouts divided by total cash in
- Game Rate: Percentage of winnings versus played credits
- Replay Rate: "churn" of winnings replayed in system prior to a cash out
- Replay: Dollar amount of winnings replayed in system prior to cashing out prizes
- # Accts: Total number of game sessions played
- Avg Play: average amount played per spin for all plays during period
- # Terminals: number of terminals reporting data for period