

## Instructions for Slot Machines reporting

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In this document we will explain the general details of slot machines reporting, that is, the formal way of generating the string needed to fill the **sm\_result** field present in the AJOG files.

### General rules:

- Slot Machines should be reported from left to right, up to bottom;
- Slot Machines lines and columns should be counted from zero upwards;
  - An example of a slot machine (matrix) 4x3 would have the following positions:
    - 0;1;2;3#0;1;2;3#0;1;2;3#
- Slot Machines should be encoded with letters matching the symbols of each slot machine game you have. The match between the symbols and the letters should be sent by e-mail to SRIJ during the Homologation phase. If a match between a letter and a symbol is changed during the homologation phase, it should also be communicated to SRIJ before they are deployed;
- Symbols should be separated by “;” and lines should be separated by “#”;
- The **sm\_result** field is a string of maximum size 4000 chars;
- The **retribution list**, **m\_value** and **m\_type**, should also be reported in the **sm\_result** field;
- If a slot\_machine generates more than a 4000 chars string on the **sm\_result** field, it should always be truncated even if some information is lost on the report;
- The **descr\_ap** field should contain the name of the game (the specific Slot Machine game name)

**Examples:**

*Slot machine first round (0):*

**BEEFC  
DCJCE  
CHCDJ**

*Slot machine second round (1):*

Whenever the machine spins again automatically (due to bonus or rules from the game, it may not be applicable).

**BBBHC  
BEEFE  
DHJDJ**

**Report:**

0:B;E;E;F;C#D;C;J;C;E#C;H;C;D;J#R#C#VC#2121#MV#0,2#MT#2#

1:B;B;B;H;C#B;E;E;F;E#D;H;J;D;J#R#B#VB#000#MV#0,2#MT#2#R#B#VB#100#MV#0,  
2#MT#2#

**Retribution list generic rules:**

**Retribution list(R), m\_value(MV) and m\_type(MT)** would be referred as:

- H - By line - Example: 2nd Horizontal (full) line wins:
  - #R#Symbol#VSymbol#0000#MV#0,2#MT#2#
- V - By column - Example : 1st Vertical line wins:
  - #R#Symbol#VSymbol#000#MV#0,2#MT#2#

## List of examples

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### 1. (With winnings)

a. `<sm_result>0:E;J;J;F;F#A;J;J;B;C#C;J;J;C;D#R#A#HA#111#MV#0,2#MT#2#R#A#HA#122#MV#0,2#MT#2#R#A#HA#100#MV#0,2#MT#2#R#A#HA#101#MV#0,2#MT#2#R#A#HA#121#MV#0,2#MT#2#R#A#HA#120#MV#0,2#MT#2#R#E#HE#000#MV#1#MT#2#R#E#HE#012#MV#1#MT#2#R#E#HE#001#MV#1#MT#2#R#E#HE#020#MV#1#MT#2#R#E#HE#010#MV#1#MT#2#R#E#HE#022#MV#1#MT#2#R#E#HE#011#MV#1#MT#2#R#C#HC#2222#MV#1,6#MT#2#R#C#HC#210#MV#0,4#MT#2#R#C#HC#221#MV#0,4#MT#2#R#C#HC#202#MV#0,4#MT#2#R#C#HC#212#MV#0,4#MT#2#R#C#HC#200#MV#0,4#MT#2#R#C#HC#211#MV#0,4#MT#2#</sm_result>`

### 2. (With winnings)

a. `<sm_result>0:H;C;H;A;A#H;S;H;E;F#C;A;C;C;C#R#C#HC#202#MV#0,4#MT#2#</sm_result>`

### 3. (Without winnings)

a. `<sm_result>0:H;F;E;F;A#A;D;H;E;S#F;E;H;C;B#</sm_result>`

### 4. (Without winnings)

a. `<sm_result>0:D;J;G;S;C#C;J;G;C;G#A;J;B;F;G#</sm_result>`