



TECH NOTES

<http://www.amientertainment.com>

Date: 7-19-10

Re: How to Read a Game Serial Number

AMI Entertainment has implemented a new form of game serialization beginning with the Megatouch Force product line. Use the following key to interpret the serial number of your game.

MMDDYYTTGGNNNN

MM = two-digit month of manufacture

DD = two-digit day of manufacture

YY = last two digits in year of manufacture

TT = two-digit tracking code (usually 00, can be changed to track special circumstances)

0L = Mega-Lease 0M = M-Lease 01 = Uses SB0410-01 Assembly 50 = GR Build MR = M RoHS Build
 02 = Uses SA10070-04 MB RO = RET WR = RoHS 5R = GR RoHS Build

GG = two-digit code representing game series/model

00 = Force Classic	39 = 17" Ion eVo (Non-Revenue)	92 = Ion Fusion
02 = Boardwalk	40 = Conversion Kits	93 = Ion Fusion (RoHS)
10 = Force Elite	41 = Force Conversion Kits	A0 = Mr. VIPS
11 = 15" Ion eVo (Bill)	42 = Boardwalk Conversion Kits	B0 = Fun Zone
12 = 15" Ion eVo (Coin)	50 = Force Vibe Display (Bill)	B1 = Fun Zone Jr.
13 = 15" Ion eVo (Bill & Coin)	51 = Force Vibe Processor (Bill)	C0 = 15" Force Gametime
14 = 15" Ion eVo (Non-Revenue)	52 = Force Vibe PC	C1 = 15" Ion Gametime Countertop
15 = 15" Ion eVo Wallethe (Bill & Coin)	53 = Force Vibe Display (Coin)	C2 = Ion Gametime Upright
16 = 15" Ion eVo Wallethe (Coin)	54 = Force Vibe Processor (Coin)	C3 = 17" Ion Gametime eVo
17 = 15" Ion Elite Edge (Bill & Coin)	55 = Force Megatouch Booth Game	D0 = Force Money Shoot
18 = 15" Ion Elite Edge (Coin)	56 = Ion Wallethe Music Box	E0 = 17" Ion Aurora (bill & coin)
19 = 15" Ion Elite Edge (Bill)	60 = Force Megatouch Combo Jukebox	E1 = 17" Ion Aurora (coin)
20 = Force Radion	61 = MegaTunes	E2 = 17" Ion Aurora (bill)
21 = Force Champ	62 = Remote Sound System	E3 = 19" Ion Aurora (bill & coin)
22 = 15" Ion eVo (Bill) (RoHS)	63 = MoD BoX	E4 = 19" Ion Aurora (coin)
23 = 15" Ion eVo (Coin) (RoHS)	64 = MoD BoX Deluxe	E5 = 19" Ion Aurora (bill)
24 = 15" Ion eVo (Bill & Coin) (RoHS)	65 = MoD BoX Deluxe Wireless	E6 = Aurora Widescreen (bill & coin)
25 = 15" Ion eVo Wallethe (Bill & Coin) (RoHS)	70 = OEM	E7 = Aurora Widescreen (coin)
26 = 15" Ion eVo Wallethe (Coin) (RoHS)	71 = VIPS	E8 = Aurora Widescreen (bill)
27 = 15" Ion Elite Edge (Bill & Coin) (RoHS)	72 = Ion OEM	E9 = Widescreen (Non-Revenue)
28 = 15" Ion Elite Edge (Coin) (RoHS)	73 = Ion OEM (RoHS)	F0 = Rx (bill & coin)
29 = 15" Ion Elite Edge (Bill) (RoHS)	80 = Force eVo (Bill)	F1 = Rx (coin)
30 = Force Upright	81 = Force eVo (Coin)	F2 = Rx (bill)
31 = 17" Ion eVo (bill & coin)	82 = Force eVo (Bill & Coin)	FT = FireFly Tablet
32 = 17" Ion eVo (coin)	83 = Force eVo (Non-Revenue)	FD = FireFly Dock
33 = 17" Ion eVo (bill)	84 = Force eVo Wallethe	G0 = Prize Vault (coin & bill)
34 = 17" Ion Elite Edge (bill & coin)	85 = Force Elite Edge (Bill & Coin)	G1 = Prize Farm (coin & bill)
35 = 17" Ion Elite Edge (coin)	86 = Force Elite Edge (Coin)	G2 = Prize Farm Lite (coin & bill)
36 = 17" Ion Elite Edge (bill)	87 = Force Elite Edge (Bill)	Z1 = Replacement SA
37 = 17" Ion eVo Wallethe (bill & coin)	90 = Force Fusion	Z2 = KP Replacement I/O Board
38 = 17" Ion eVo Wallethe (coin)	91 = Force Fusion (Non-Revenue)	

NNNN = four-digit sequential number of game produced during the day

See the next page for an example.

Example:

