



**DRIVING**  
INNOVATION

# Beyond Cha-Ching! Music for Slot Machines

Peter Inouye, Composer, Bally Technologies





Why should someone compose for  
slot machines?



# Technology has changed

These are not your grandma's slot machines any more.



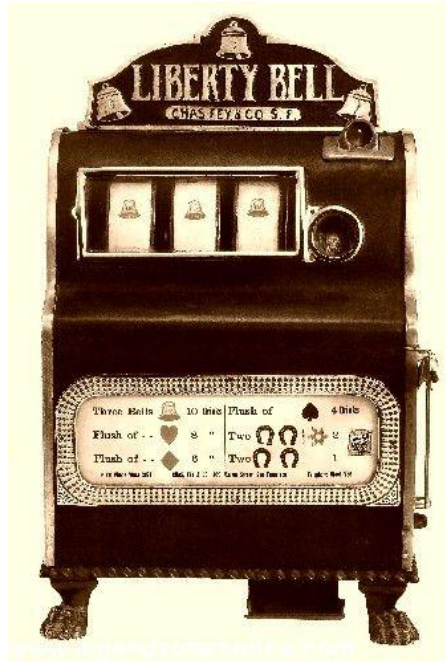
Liberty Bell, ca. 1887 (AD)

Charles Fey, San Francisco





## The slot machines of old





# Modern Slot Machines

**DRIVING**  
INNOVATION



Beyond Cha-Ching! Music for Slot Machines - Peter Inouye - 5





# DEFINITELY not your grandma's slots

Unless they had:

- Multi-Core Intel CPUs
- HD Graphics cards with a 3D GPU
- Four monitors and Touch Screens
- Solid State Hard Drives
- Surround Sound
- Ability to switch games via the network

Let's look inside an old slot machine and see...



The Inside of an  
old slot machine

# NOPE



**DRIVING**  
INNOVATION

# A New Age of Interactivity



Beyond Cha-Ching! Music for Slot Machines - Peter Inouye - 8





# NASCAR

By Bally Technologies

- Real-Time 3D Graphics
- Surround Sound Chair





# Why is music more important than ever for slot machines??

Because THIS sound was the reward before.



Now the sound and music are part of the reward.





# Main game states of a slot machine

- Base Game
- Wait Loop
- Feature
- Credit Racks
- Transitions between parts



# Base Game

- The “Regular Game”
- Some companies use a standard set for most
- Anticipations
  - These accentuate the “Point” of the game: getting wilds, and getting to the bonus rounds



# Anticipations

- Usually need at least 3 to get to the bonus round, or “feature”
- Often the second will “Ramp up” to create anticipation of the third.



Ant 1



Ant 2



Ant 3





# The Wait Loop

- The point of the wait loop is to “pause” the game, let the player interact to start the feature.
- Should give a sense that something good is coming, but also that it’s waiting for them.



Transition



Wait Loop



# The Feature (loop)

- This is where a lot the big payouts happen
- Feature could be free games, a Nascar race, a Michael Jackson video
- This is where music must be upbeat, interesting, rewarding, and fit the game theme



Feature  
(Free Games)



Transition Out  
to base game



# Credit Racks

- The “Money Sound”
- CR must accompany the music
- Think about tone of credit rack, make sure it cuts through the free game music



Sample Credit Rack





Now put it all together!





# Be creative when you problem solve

- You'll always have to problem solve—limitations of the audio engine in your game or hardware, a delayed animation
- Know that there's always a solution. You just haven't found it yet.



# Getting a job in slot machine audio

- Must be a versatile composer
- Must write memorable melodies
- Write upbeat and happy melodies
- Remember that slot gaming is adrenaline based





# The Takeaway

Even if you're not writing for Gambling machines:

- Find ways to take your player on a journey.  
Always tell a story.
- Always think of your music and sound as a reward for the player.
- Be creative when you problem solve.



# Non-gambling Anticipations











# Thank You!

Peter Inouye  
Composer, Bally Technologies

Bally Technologies  
Career Pavilion  
Booth 2334

[Pinouye@ballytech.com](mailto:Pinouye@ballytech.com)  
Twitter: [AznBanjoPlaya](#)

[PeterInouye.Wordpress.com](http://PeterInouye.Wordpress.com)  
[BallyTech.com](http://BallyTech.com)

