Atronic
Great Games Great People

Cashline™

Operating
P-Level STD Sofware

Rev. 1.0

Operating / P-Level

Cashline™
**Operating
P-Level STD**

Rev. 1.0

Rel. January 2006

Operating / P-Level

INTRODUCTION

This manual aims to give a description of machine components, software menus and functions needed for operating an Atronic Cashline™ machine. It covers operator selectable machine configuration available after Initial Setup has been carried out.
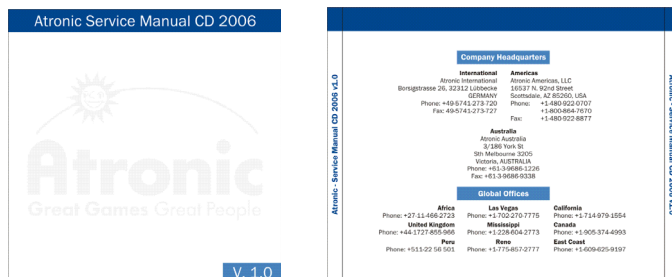
TOPICS COVERED BY ADDITIONAL MANUALS

- Installation and Commissioning
  (incl. safety instructions, technical data, etc.)
  -> See manual "Installation" for a specific cabinet.

- Software / Basic Setup
  (Clear Memory Procedure, Initial Setup, Paytable Configuration, PC Setup, etc.)
  -> See manual "Software / Basic Setup- P-Level STD".

- Linked Progressive Jackpot Configuration
  -> See manual "Progressive Jackpots".

- OEM Peripherals
  (Coin- and bill acceptors, hopper, printer, etc.)
  -> See topic "Peripherals" on Atronic Service CD.

- Spare Parts
  -> See "Parts Catalogue" for a specific cabinet.

***Note**:*
All mentioned manuals can be found on a CD-ROM titled
Atronic Service Manual 2006

If this manual did not came with this CD-ROM, please ask Atronic Technical Service for a free copy.

Atronic Service Manual CD 2006

V. 1.0

Company Headquarters	
International	**Americas**
Atronic International	Atronic Americas, LLC
Borsigstrasse 26, 32312 Lübbecke	16537 N. 92nd Street
GERMANY	Scottsdale, AZ 85260, USA
Phone: +49-5741-273-720	Phone: +1-480-922-0707
Fax: 49-5741-273-727	+1-800-864-7670
	Fax: +1-480-922-6877
Australia	
Atronic Australia	
3/186 York St	
5th Melbourne 3205	
Victoria, AUSTRALIA	
Phone: +61-3-9686-1226	
Fax: +61-3-9686-9338	

Global Offices		
Africa	**Las Vegas**	**California**
Phone: +27-11-466-2723	Phone: +1-702-270-7775	Phone: +1-714-979-1554
United Kingdom	**Mississippi**	**Canada**
Phone: +44-1727-855-966	Phone: +1-228-604-2773	Phone: +1-905-374-4993
Peru	**Reno**	**East Coast**
Phone: +511-22-56 501	Phone: +1-775-857-2777	Phone: +1-609-625-9197

Atronic - Service Manual CD 2006 v1.0

Operating / P-Level

OVERVIEW - MACHINE COMPONENTS ATRONIC WIDE BODY CABINET

Toplight

Latch Bar

Bill Door Key

Bill Door

Button Board

Coin Acceptor

Top Box

Monitor

Bill Validator Unit
Bill Head
Stacker

Jackpot Key

Audit Key

Hardmeters

Door Switch

Power Switch

Power Supply

Backplane

Main Door Lock

Logic Door Lock

Logic Door Switch

Comm Board

Sound Board

Graphic Board

Master Board #31

Power Board

Hopper Board

Coin Bowl

Hopper

Operating / P-Level
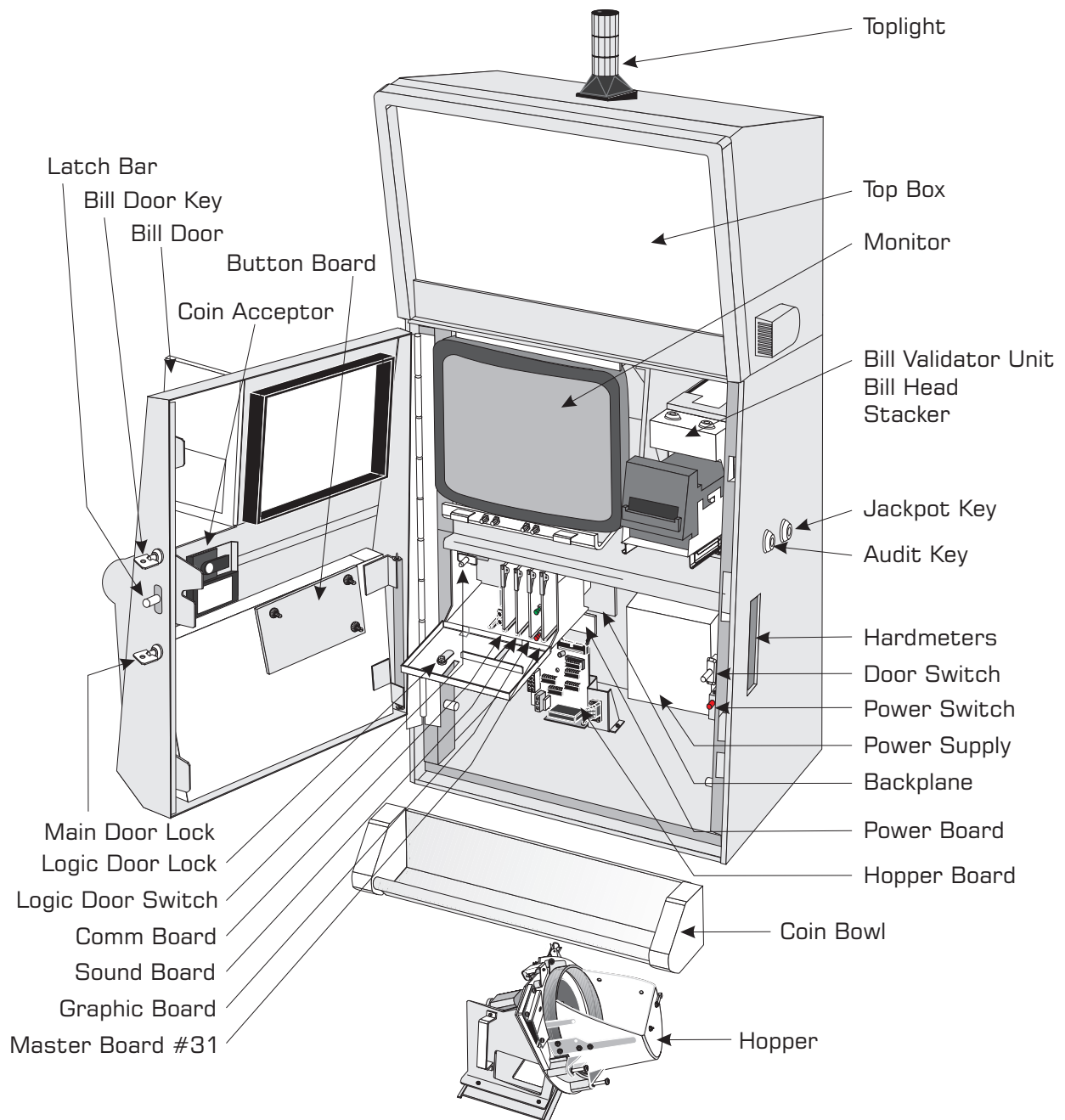
OVERVIEW - LOCKS, KEYS AND SWITCHES
ATRONIC WIDE BODY CABINET (WBC)
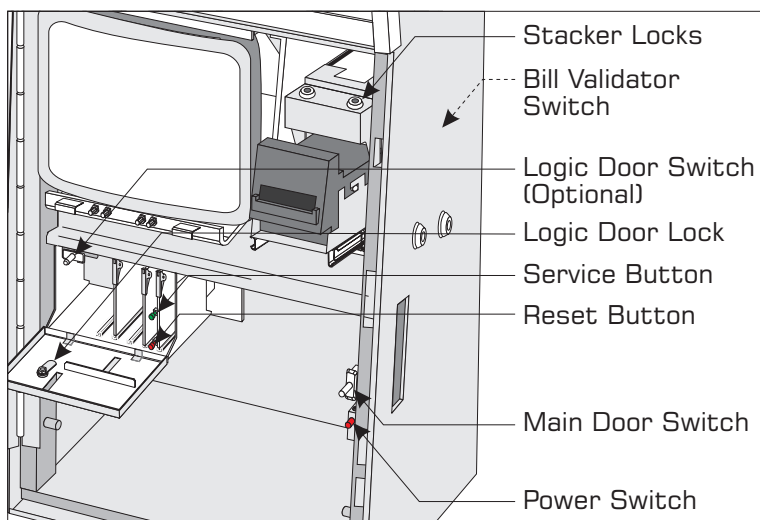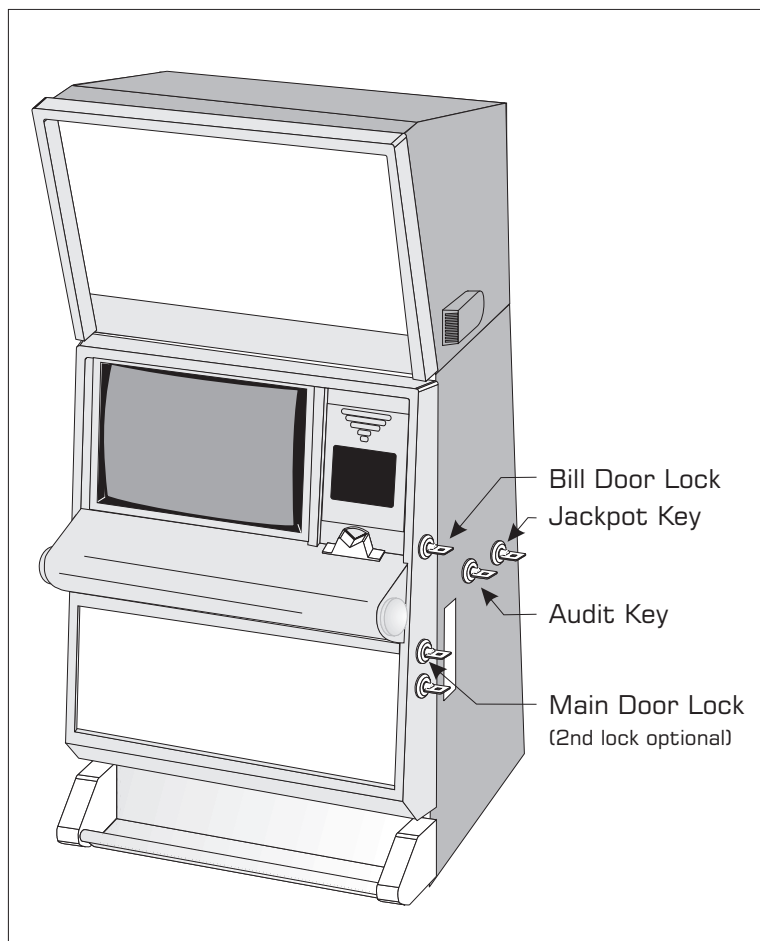
Bill Door Lock
Jackpot Key

Audit Key

Main Door Lock
(2nd lock optional)

Stacker Locks
Bill Validator Switch

Logic Door Switch (Optional)
Logic Door Lock
Service Button
Reset Button

Main Door Switch

Power Switch

Audit Key
Activates the Audit Menu and illuminates hardmeters. It also clears status and error messages.

Jackpot Key
Jackpot Key confirms handpays and Jackpot wins.

Bill Door Lock
Unlocking the bill door allows the validator and stacker to be removed without unlocking the main door.

Main Door Lock
Allows access to the machine components via the Main Door.

Stacker Locks
Unlock to remove bill stacker.

Bill Validator Switch
Removal of validator and stacker is detected by this switch.

Logic Door Lock and Switch
The logic box is equipped with a lock and an (optional) detection switch.

Service Button (Green)
Pressing the Service Button (with Main Door open) activates Service Menu.

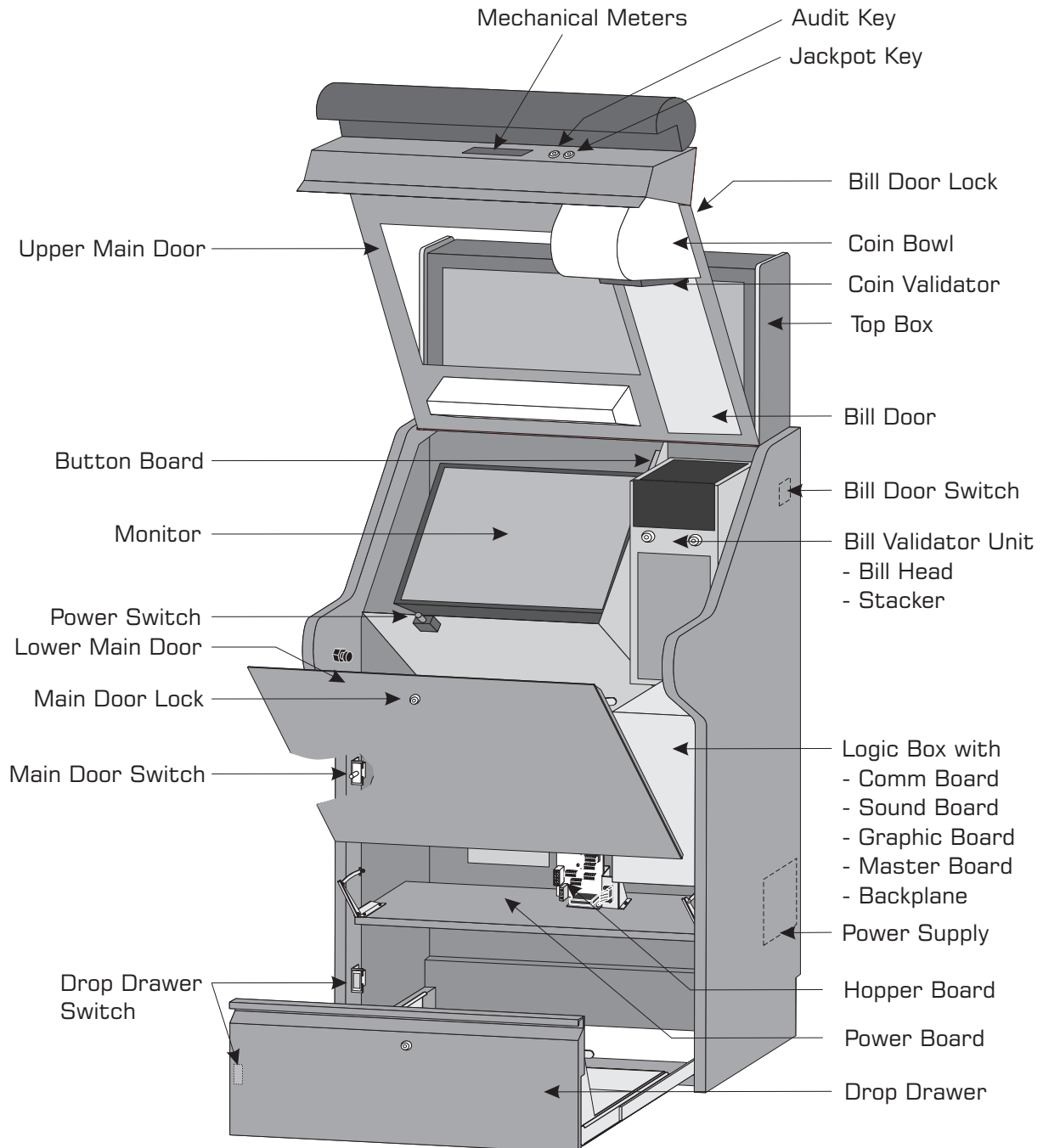**Reset Button** (Red)
Initiates a soft reset of the machine.

Main Door Switch
Detects Main Door openings.

Power Switch (Red)
Switches power supply on/off

Operating / P-Level

OVERVIEW - MACHINE COMPONENTS ATRONIC SLANT TOP (AST)

Mechanical Meters

Audit Key

Jackpot Key

Bill Door Lock

Upper Main Door

Coin Bowl

Coin Validator

Top Box

Bill Door

Button Board

Bill Door Switch

Monitor

Bill Validator Unit
- Bill Head
- Stacker

Power Switch

Lower Main Door

Main Door Lock

Main Door Switch

Logic Box with
- Comm Board
- Sound Board
- Graphic Board
- Master Board
- Backplane

Power Supply

Drop Drawer
Switch

Hopper Board

Power Board

Drop Drawer

Operating / P-Level

Note:
All following figures in this manual show WBC machines only, because handling of both cabinet types is similar. Use this drawing to locate components.

OVERVIEW - LOCKS, KEYS AND SWITCHES
ATRONIC SLANT TOP (AST)
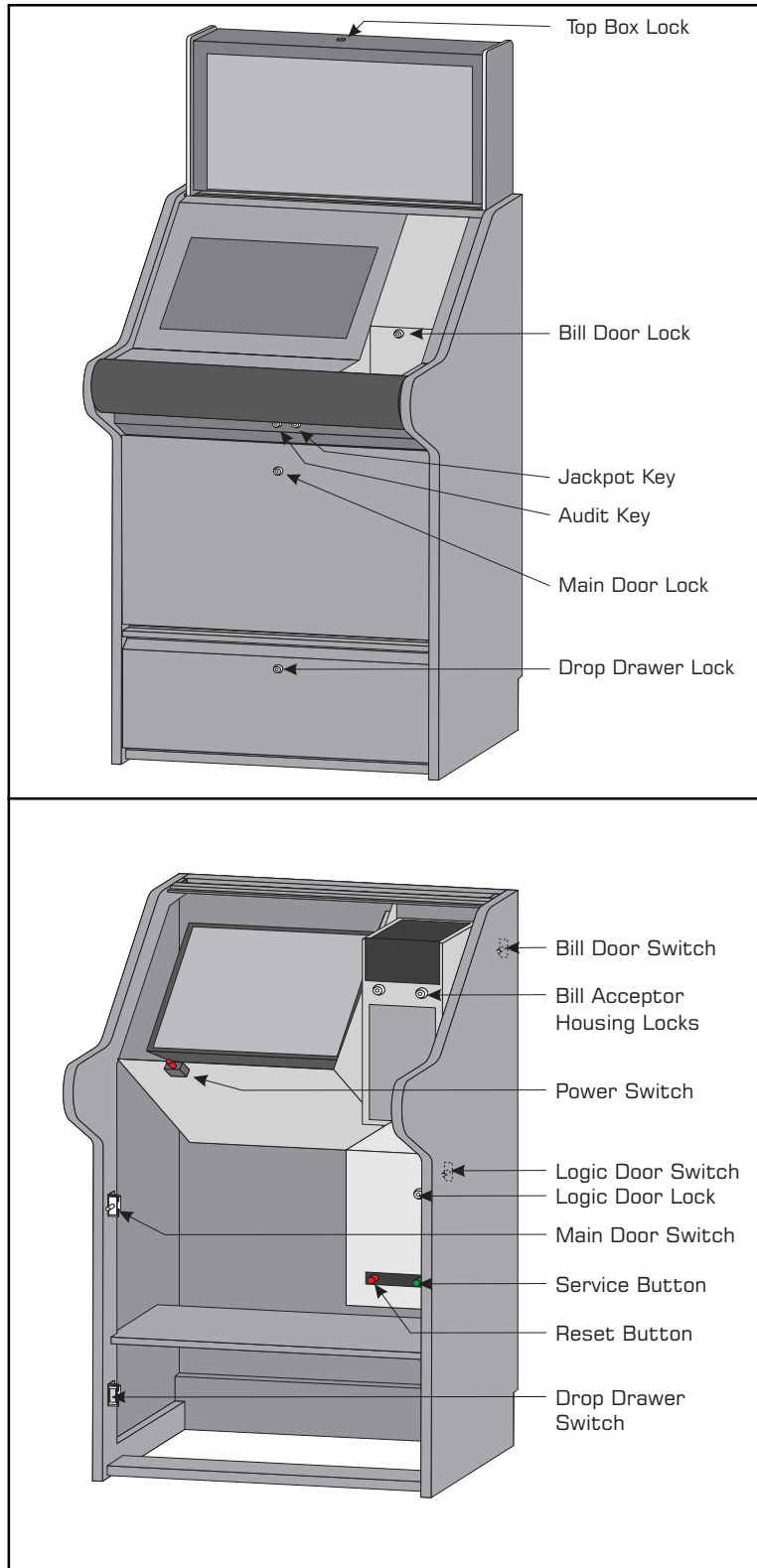
Top Box Lock
Opens the Top Box.

Bill Door Lock
Unlocking the Bill door allows the Validator and Stacker to be removed without unlocking the Main Door.

Audit Key
Activates the Audit Menu and illuminates hardmeters. It also clears status and error messages.

Jackpot Key
Jackpot Key confirms handpays and Jackpot wins.

Main Door Lock
Unlocks the upper and lower Main Door.

Drop Drawer Lock
Unlocks the Drop Drawer.

Bill Acceptor Housing Locks
Allows the removal of the stacker from the Validator enclosure.

Power Switch
The power switch (with red cap) is mounted to the monitor holding device.

Logic Door Lock and Switch
The logic box is equipped with a lock and an (optional) detection switch.

Main Door Switch
Detects main door openings.

Service Button (Green)
Pressing the Service Button (with Main Door open) activates Service Menu.

Reset Button (Red)
Initiates a soft reset of the machine.

Drop Drawer Switch
Detects drop drawer openings.

Operating / P-Level

MAIN CONTROL ELEMENTS

Main processes and procedures on Atronic Cashline™ machines are initiated via **Audit Key**, **Jackpot Key**, **Service Button** and **Reset Button**.

AUDIT KEY

The Audit Key switch activates the **Audit Menu**, which gives access to several bookkeeping statistics, the service game and touch screen calibration.

Audit Key also clears status and error messages and lits the hardmeters.

Shipping lock (Camlock R02001) has to be replaced by a Casino specific lock for appropriate security.

JACKPOT KEY

The Jackpot Key confirms handpays, substantial wins* and triggers additional Jackpot Key functions*. (*depends on software configuration)

Shipping lock (Camlock R02002) has to be replaced by a Casino specific lock for appropriate security.

SERVICE BUTTON

The Service Button activates the **Service Menu** (with the main door open), which allows access to test functions and machine setup.

RESET BUTTON

The Reset Button is used to reset the machine and to initialize the machine data.
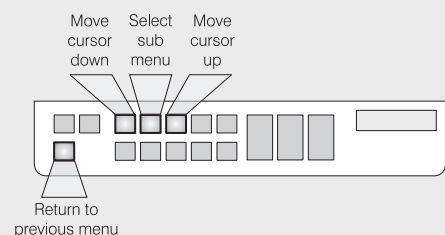
MENU NAVIGATION

Navigation in Audit- and Service Menu is carried out by four buttons on the button panel. The relevant buttons are lit for easy identification.

A highlighted menu item changes font color from GREEN to YELLOW.

Note:
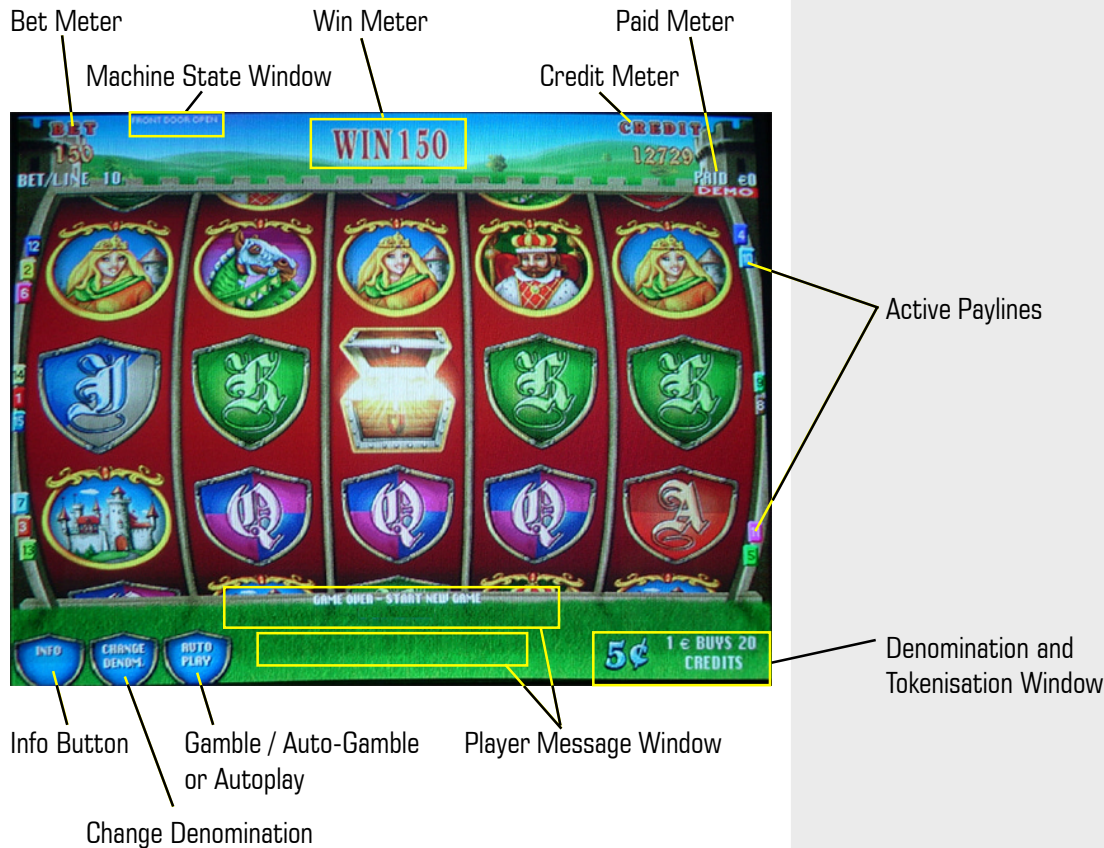*Figures show WBC (upright) machines.*

Service
+12 V
- 12 V
+ 5 V
+24 V
Reset

Move cursor down | Select sub menu | Move cursor up

Return to previous menu

Operating / P-Level

Operating / P-Level

- blank page -
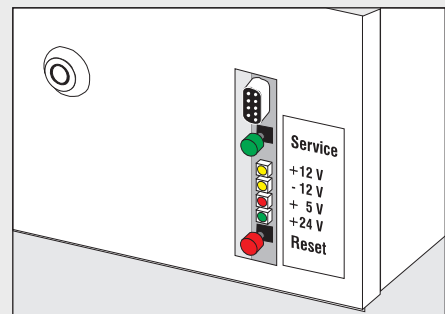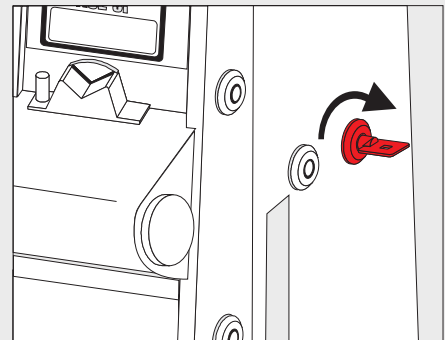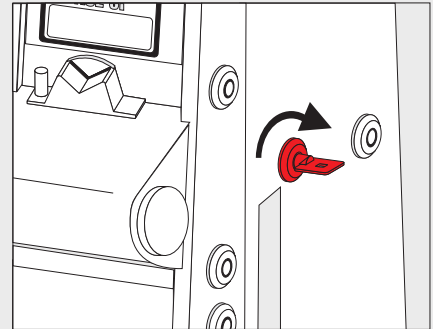
GAME SCREEN

The game screen shows all player relevant information during game play and additional information in case of an unexpected machine state (e.g. Main Door open).

Note:
*Following figures show game theme **Knights Tale™**. Other games may vary slightly.*

Bet Meter   Win Meter   Paid Meter

Machine State Window   Credit Meter

Active Paylines

Denomination and Tokenisation Window

Info Button   Gamble / Auto-Gamble or Autoplay   Player Message Window

Change Denomination

INFO SCREEN

Player relevant information can be displayed by activating the INFO button (button panel or on-screen). Displayed info screen provides information about:

- General game rules
- Paytable
- Payout handling
- Winning combinations
- Scattered wins
- Bonus features

Info Screen can also be activated with no credits on the credit meter. Return to game by touching the RETURN TO GAME on-screen button or by pressing the INFO button.

CHANGE DENOMINATION

If the MULTI DENOMINATION FEATURE has been enabled, up to 5 player selectable denomination presets are available for gameplay.

1. Touch the CHANGE DENOM on-screen button in the lower left corner of the game screen or touch the denomination window in the lower right corner of the game screen.

2. A denomination selection window is displayed, showing all available denomination presets. The current denomination is highlighted.
   While this window is displayed, the credit meter shows cash values.

3. Touch a denomination for game play.

4. The new denomination setting (for example 5c) is displayed in the denomination window in the lower right corner of the game screen.

TOGGLE FEATURE CREDIT METER

If MULTI DENOMINATION FEATURE and SET TOGGLE FEATURE CREDIT METER have been enabled, it is possible to change the credit meter display from *credits* to *cash*.

Simply touch the credit meter area to change display.

Operating / P-Level

SELECT BET

Depending on active credits, possible bets are indicated by lit and flashing buttons.

- Possible LINE selections are visualized by lit buttons.
- Possible BET PER LINE selections are visualized by flashing buttons.
- If MAX BET is possible this button will flash, too.

1. Select the number of LINES to play.
   All possible BET PER LINE settings are flashing.

2. Select the number of credits to BET PER LINE.
   The game starts immediatly with the selected bet.

   TOTAL BET = LINES x BET PER LINE

If a certain combination is not lit, there are not enough active credits to play this bet. Insert money, play another bet or select a lower denomination.

WIN PRESENTATION

When a valid bet has been selected, the reels spin for some seconds before they stop.

No winning combination on any active pay line

- Game routine is over.
- If credits remain on the credit meter, another bet can be placed. GAME OVER - START NEW GAME is displayed.
- If no credits remain on the credit meter, more credits must be added to start another bet. GAME OVER - INSERT MONEY is displayed.

Winning combination on one or more active pay line(s)

- Win presentation is displayed. It toggles between each win on each active payline, showing winning combination and win amount.
- All winning combinations on active pay line(s) are added together = Total Win.
- GAMBLE button is lit and Double Up feature is available (if enabled). PRESS "GAMBLE" FOR DOUBLE UP OR START NEW GAME is displayed.
- If AUTO GAMBLE is activated the Double Up feature starts automatically.

Cashline™ button panel USRB style, variation 5-21-10.

Operating / P-Level

DOUBLE UP FEATURE (GAMBLE)

After a win the Double Up feature can be activated by pressing the GAMBLE button. This feature gives players the option to wager won credits in an additional bet. Players can guess color or suit of the next drawn card and touch the corresponding on-screen button.

RED or BLACK pays 2 times the wager, HEARTS, DIA-MONDS, CLUBS or SPADES pays 4 times the wager, in case of a right guess. In case of a wrong guess the bet is lost.

With each Double Up bet players can choose to play HALF GAMBLE or FULL GAMBLE. If HALF GAMBLE is activated only half the amount is wagered, while the other half is paid to the credit meter.

TAKE WIN will end the Double Up feature (which is also possible without placing any bet at all). Wins amount is booked to the credit meter.

Double Up Setup

Enter *Service Menu / Menu Setup / Double Up Setup* to configure Double Up feature.

Set DOUBLE MODE to *Red / Black* to enable Double Up feature. The number of allowed double up steps can be configured to 1x, 5x or MAX ALLOWED (which is only limited by the machines top award).

If AUTO DOUBLE is set to *Playerselectable:*
Press Gamble button while no game is in progress to activate Auto Gamble mode. If activated, Double Up feature starts automatically after a game with a win.

AUTOPLAY / CONTINUOUS PLAY

If AUTOPLAY / CONTINUOUS PLAY has been enabled during Initial Setup, an on-screen Autoplay button is displayed. Touching this button starts gaming (with the current bet setting) in autoplay mode until any other button is pressed or any area of the touch screen is touched. Autoplay games are faster than single games.

Continuous Play allows to initiate a continuous play by holding one button pressed that starts a game.
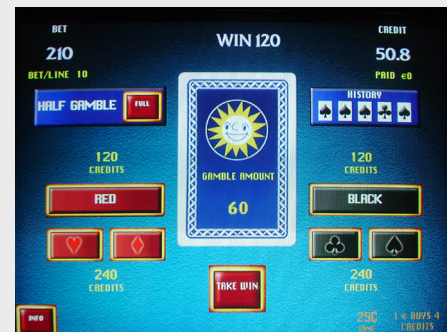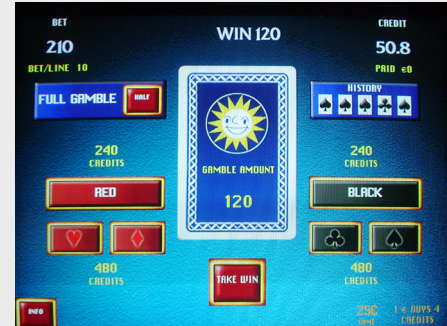
Note:
Autoplay / Continuous Play is available only with particular games.

The Autoplay on-screen button is displayed instead of the Auto Gamble button, if both modes are enabled.

Operating / P-Level

CASH OUT

Press the CASH OUT button located on the button panel to collect credits. Amounts not exceeding the HOPPER PAYOUT LIMIT are paid from the hopper.

> **!** *If the machine is equipped with a voucher printer, see manual "Software / Basic Setup - P-Level STD" chapter Ticket IN Ticket OUT and PC Setup.*
> *Depending on printer configuration the cash out handling is different.*

If the number of coins to be cashed out is exceeding the HOPPER PAYOUT LIMIT the machine locks into handpay mode. Handling depends on Master Board DIP Switch setting.

Switch			Description
1-3	1-4		**Over maximum payout limit procedure**
OFF	OFF		Pay limit from hopper, rest hand paid
OFF	ON		Total amount is hand paid
ON	OFF		Pay coins from hopper until amount reaches next full hundred, rest is hand paid

Booked to a Smart Card (optional)
Accumulated Credits can be booked to a Smart Card by means of a Cashless System.

System Shutdown (if applicable)
If a shutdown command was sent by an accounting system, the machine locks but the cash out button is still active, allowing a cash out.

Residual Credits Payout
Residual credits are credits that remain on the credit meter after a payout, because the remaining credit value is less than one coin's credit value. RESIDUAL CREDITS PAYOUT has to be configured during Initial Setup. Available options are:

- CASHABLE / PLAYABLE
  If residual credits remain after a cashout, the player can either press CASH OUT again, which results in a handpay **or** play off the residual credits.

Note:
HOPPER PAYOUT LIMIT (in coins) can be adjusted in "Service Menu / Menu Setup / Hopper Payout Limit".

Note:
See also manual "Software / Basic Setup - P-Level STD" chapter "Initial Setup / Residual Credits Payout" for details.

Operating / P-Level

- FORCED PLAY OFF
  Residual credits have to be played off in normal game play. No cashout of residual credits allowed.

- PLAY OFF FEATURE
  A screen similar to the Double Up screen is displayed, allowing players to gamble residual credits up to a full coin, which is paid out immediately.

Operating / P-Level

OPERATING PROCEDURES

This chapter describes operating procedures regarding handpays, Jackpot wins, Hopper empty/Hopper jam, Remote credit function and service game.

HANDPAY

A handpay is initiated if, …

- the hopper is empty and Hopper Empty Procedure is set to hand pay mode (DIP S1/2 set to OFF).

Switch		Description
1-2		**Hopper empty procedure**
ON		Hopper must be refilled, payout continues after main door is closed
OFF		Left amount is hand paid

- a hopper jam is detected and Hopper Jam Procedure is set to handpay mode (DIP S2/3 set to OFF).

Switch		Description
2-3		**Hopper jam procedure**
ON		Hopper jam must be cleared, payout continues after main door is closed
OFF		Left amount is hand paid

- a cashout is exceeding the "Hopper Payout Limit".

  Over maximum payout limit procedure is configured via DIP S1/3 and S1/4.

Switch		Description
1-3	1-4	**Over maximum payout limit procedure**
OFF	OFF	Pay limit from hopper, rest hand paid
OFF	ON	Total amount is hand paid
ON	OFF	Pay coins from hopper until amount reaches next full hundred, rest is hand paid

Handpay Reset Procedure

When a handpay occurs, turn the Jackpot Key to reset the handpay message and to clear credits from the credit meter.
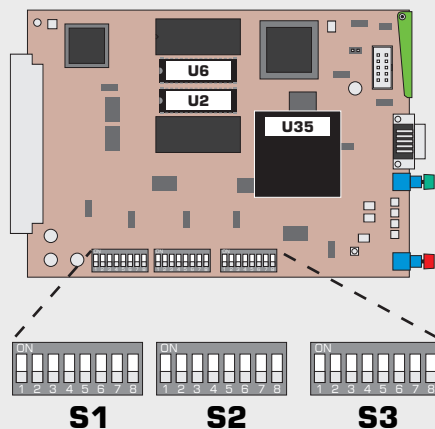Remove Jackpot Key to return to game mode.

Handpay Cancel Allowed Feature

If the "Handpay Cancel Allowed Feature" has been enabled during Initial Setup, players can cancel a handpay (initiated by a cash out) by resume playing.

Master Board #31 DIP switches

S1   S2   S3

Note:
If the machine is equipped with a voucher printer and the REVERT TO PRINTER FEATURE has been enabled during initial setup, a cash out voucher is printed in case of a hopper jam.

Note:
Hopper Payout Limit is configured in MENU SETUP/HOPPER PAYOUT LIMIT.
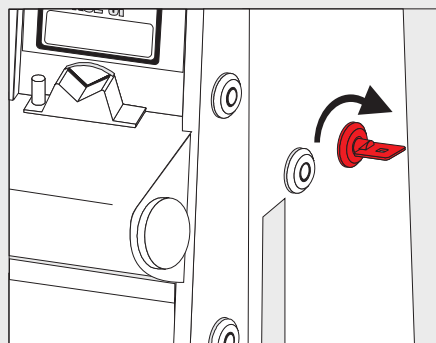
Note:
See manual "Software / Basic Setup - P-Level STD" for a detailed "Handpay Cancel Allowed Feature" description.

Operating / P-Level

17

JACKPOT

A Jackpot event occurs if the machines top award was hit or if a win exceeds the adjusted Celebration Limit, resulting in a handpay.

Top Award (non progressive Jackpot)

If the top award has been hit:

1. The message "CONGRATULATIONS! PLEASE CALL AT-TENDANT - XXX $" is displayed.

2. Jackpot animation starts.

3. Whole win (Top award + any additional wins) is shown on the win meter.

4. Turn Jackpot Key to reset machine.

5. Whole win (incl. additional wins) has to be hand paid.

Progressive Jackpot

If a progressive Jackpot has been hit:

1. The message "CONGRATULATIONS! PLEASE CALL ATTENDANT FOR JACKPOT" is displayed.

2. Jackpot animation starts.

3. Jackpot value is shown on In-Machine display and overhead display (if applicable).

4. Additional wins are displayed seperately on the Win Meter.

5. Whole win amount (progressive amount + any additional wins) is shown on handpay popup window.

6. Turn Jackpot Key to reset machine. Jackpot animation and message disappear.

7. Whole win amount has to be hand paid.

Exceeding Celebration limit

See chapter Celebration Limit on page 22.

Note:
Only available, if the machine is set up for progressive Jackpot.

With Multi Denomination Feature enabled, progressive Jackpot configuration is not possible.

Operating / P-Level

HOPPER EMPTY / HOPPER JAM

Hopper Empty / Hopper Jam Cancel Allowed Feature

The "Hopper Empty / Hopper Jam - Cancel Allowed" feature gives players the option to resume gameplay in case of a Hopper empty or a Hopper jam condition.

If the machine is equipped with a voucher printer and the REVERT TO PRINTER FEATURE has been enabled during initial setup, a cash out voucher is printed in case of a hopper jam / empty.

DIP switch setting

Handling of these conditions is configured with DIP switch S1/2 (hopper empty) and S2/3 (hopper jam) on the Master Board.

Switch			Description
1-2			**Hopper empty procedure**
ON			Hopper must be refilled, payout continues after main door is closed
OFF			Left amount is hand paid

Switch			Description
2-3			**Hopper jam procedure**
ON			Hopper jam must be cleared, payout continues after main door is closed
OFF			Left amount is hand paid

- DIP switch S1/2 and/or S2/3 set to "ON": In this description called "**Refill Mode**".

- DIP switch S1/2 and/or S2/3 set to "OFF": In this description called "**Handpay Mode**".

Operating / P-Level

HOPPER EMPTY / HOPPER JAM

Actions in Handpay Mode*

1. Tilt top light starts to flash.
2. Event is reported to system.
3. Message is displayed on screen

   HOPPER JAM - CALL ATTENDANT FOR HANDPAY OR PRESS ANY PLAY
   BUTTON TO CONTINUE WITH GAMEPLAY
   or
   HOPPER EMPTY - CALL ATTENDANT FOR HANDPAY OR PRESS ANY
   PLAY BUTTON TO CONTINUE WITH GAMEPLAY

Actions If player continues game play
4. "Cancelled Handpay Message" is sent to the system.
5. Tilt toplights keep on flashing.
6. HOPPER JAM or HOPPER EMPTY is displayed.
7. All error conditions are reset and the reset is
   reported to system after door closed event.

Actions if player does not continue game play
4. Normal Handpay handling.
5. Error conditions are reset and the reset is reported
   to system after Jackpot Key has been turned.

Actions in Refill Mode*

1. Tilt top light starts to flash.
2. Event is reported to system.
3. Message is displayed on screen

   PRESS ANY PLAY BUTTON IF YOU WANT TO CONTINUE TO PLAY UNTIL
   ATTENDANT ARRIVES TO CLEAR THE HOPPER JAM
   or
   PRESS ANY PLAY BUTTON IF YOU WANT TO CONTINUE TO PLAY WHILE
   YOUR HOPPER FILL ARRIVES.

Actions If player continues game play
1. Tilt top lights keep on flashing.
2. HOPPER JAM or HOPPER EMPTY is displayed.
3. All error conditions are reset and the reset is
   reported to system after door closed event.

Actions if player does not continue game play
1. All error conditions remain active until all error
   conditions are reset and the reset is reported to
   the system after door closed event.

* see previous page

Operating / P-Level

REMOTE CREDIT FUNCTION

This function can be enabled during PC Setup via selection "Software Switches and Limits".

! **Not available in all jurisdictions!**

Only possible while in normal game mode (not during Jackpot or handpay).

1. Turn Jackpot Key to activate remote credit key function. REMOTE is displayed in the game screen.

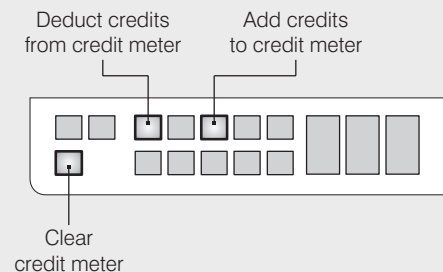2. Use the corresponding (lit) buttons to add/deduct or clear credits (see figure).

   Priviously added credits can also be deducted from credit meter, but not below the credit meter start value. The credit value added or deducted on each keypress depends on the setting *Menu Setup / Remote Credit* (range 100 - 1000 accounting credits). Added / deducted credit value is measured in adjusted Accounting Denomination.

   Use the "Cash Out" button to clear all credits from the credit meter.

3. Remote credit transactions are booked to softmeters KEY CREDIT IN/OUT.

SERVICE GAME

-> Audit Menu / Service Game

This function allows simulated game play for test or promotional purposes. Service Game is only possible while front door is open and no credits are on the credit meter.

Credit meter will be set to 1000 "virtual" credits, which can be played but not cashed out. Hardmeters and statistic data are not influenced by service games.

To leave Service Game close front door and remove Audit Key.

Note:
See also manual "Software / Basic Setup - P-Level STD" chapter "PC Setup".

Deduct credits from credit meter

Add credits to credit meter

Clear credit meter

Operating / P-Level

CELEBRATION LIMIT

By means of the Celebration Limit it is possible to have the Jackpot Animation started, if a win resulting from a single game exceeds an adjusted value.

Case 1 -
SEND CREDITS set to TO PLAYER CARD
A win equals or exceeds the adjusted LOWER LIMIT, but not the UPPER LIMIT.

1. Jackpot animation starts.
2. A message is displayed CONGRATULATIONS! PLEASE CALL ATTENDANT. YOU HAVE WON XX <currency>.
3. An attendant must clear Jackpot animation and message by means of the Jackpot key.
4. If a valid player card is applicable the win amount is booked to player card upon key release.

> **Important!**   If **no** valid player card is applicable or no card reader is installed at all, the win amount is booked to the credit meter instead!

Case 2 -
SEND CREDITS set to TO HANDPAY
A win equals or exceeds the adjusted LOWER LIMIT but not the UPPER LIMIT.

1. Jackpot animation starts.
2. A message is displayed CONGRATULATIONS! PLEASE CALL ATTENDANT. YOU HAVE WON XX <currency>.
3. An attendant must clear Jackpot animation and message by means of the Jackpot key and carry out a handpay.

Case 3 -
Win exceeds Upper Limit
A win equaling or exceeding the adjusted UPPER LIMIT always results in a handpay.
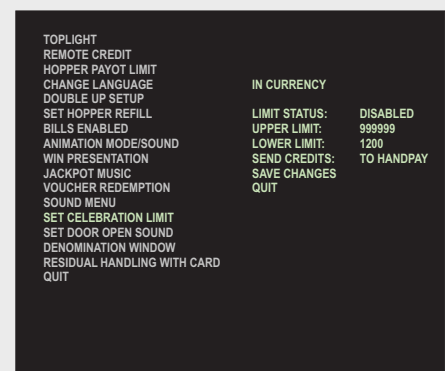Handling is the same as in case 2.

Jackpot animation with handpay message.

Pre-requirements for Celebration Limit:

A Commboard has to be installed.

Bonusing has to be disabled.

To adjust upper- and lower limit values, Commboard DIP switch S5/6 has to be set to ON.

TOPLIGHT	
REMOTE CREDIT	
HOPPER PAYOT LIMIT	
CHANGE LANGUAGE	IN CURRENCY
DOUBLE UP SETUP	
SET HOPPER REFILL	LIMIT STATUS: DISABLED
BILLS ENABLED	UPPER LIMIT: 999999
ANIMATION MODE/SOUND	LOWER LIMIT: 1200
WIN PRESENTATION	SEND CREDITS: TO HANDPAY
JACKPOT MUSIC	SAVE CHANGES
VOUCHER REDEMPTION	QUIT
SOUND MENU	
SET CELEBRATION LIMIT	
SET DOOR OPEN SOUND	
DENOMINATION WINDOW	
RESIDUAL HANDLING WITH CARD	
QUIT	

Configure Celebration Limit with function SERVICE MENU / MENU SETUP / SET CELEBRATION LIMIT.

Operating / P-Level

- blank page -

AUDIT MENU

The **Audit Menu** gives access to machine information, several (bookkeeping) statistics, service game and touch screen calibration.

Audit Menu Overview

After turning the Audit Key the Audit Menu is displayed on screen. Following sub-menus are available:
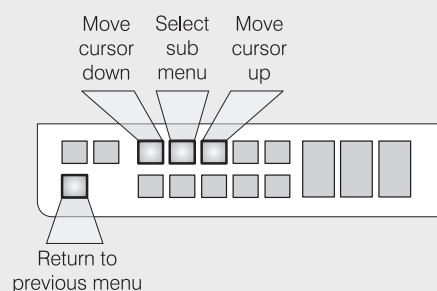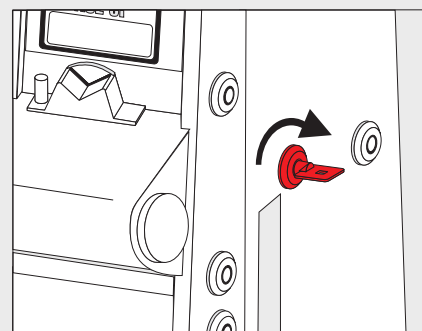
Menu Navigation

With the lit buttons, the desired sub-menu can be highlighted and activated. A highlighted menu item changes font color from green to yellow.

Softmeter Limits

All soft meters in the Audit Menu have a minimum and maximum decimal value limit. The standard limits are 0 / 4294967295 for all meters.

Note:

This manual describes all possible settings of a P-Level STD software with Multi Denomination Feature. Depending on machine configuration and jurisdiction some menus are not shown or not used.

Operating / P-Level

CONFIGURATIONS

This menu displays installed software versions and a detailed configuration overview. Consists of two pages.

We recommend to have this information at hand, if you contact Atronic Technical Service for support.

```
MAIN VERSION:                          P_- KNIG01-AGAAA-EA-STD_
PAYTABLE VERSION:                      KNIG01--G----ZA-STD_-5-XX-XX-AXX
ACTIVE PAYTABLE:                       KNIG01--G----ZA-STD_-5-21-10-A88 88.16%
GRAPHIC VERSION:                       KNIG01-A- ----B-STD_-5_-G101
SOUND VERSION:                         KNIG01---AA---A-STD_-_
SOUND FIRMWARE:                        SND_U7----A---A
COMMBOARD VERSION:                     P_- SM----------MA-STD_-B-08A
CONFIG VERSION:                        CK-STD------A--A-STD_
SECURITY DEVICE:                       SD- KNIG01-P_-B---A-STD_  SN: 00020754

IBS: EU24H133                          CRC: 75A
COIN ACCEPTOR:                         CC16-TRIGGER
COIN VALUE:                            1:00
TOGGLE FEATURE CREDIT METER:           ENABLED
MULTI DENOMINATION:                    ENABLED
BASE / ACCOUNTING DENOMINATION:        0:05
DENOMINATION     PAYTABLE VERSION
0.05             5-21-10-A88
0.10             5-21-10-A90
0.25             5-21-10-A90
0.50             5-21-10-A92
1.00             5-21-10-A94

ACTIVE CREDIT LIMT:                    € 5000000
HANDPAY CANCEL ALLOWED FEATURE:        ENABLED
REVERT TO PRINTER FEATURE:             DISABLED
BONUSING:                              DISABLED
              EXIT     NEXT
```

```
CASHLESS TRANSACTIONS:                 DISABLED
PROGRESSIVE GROUP #:                   0
COMMBOARD REQUIRED:                    YES
JP REPORTING:                          EXTENDED
REPORT JACKPOT METER:                  JACKPOT WITH PROGRESSIVE
RESIDUAL CREDITS PAYOUT:               CASHABLE / PLAYABLE
MECHANICAL METER 1:                    CREDITS WAGERED
MECHANICAL METER 2:                    CREDITS WON W/O JP
MECHANICAL METER 3:                    DROP WITH BILLS
MECHANICAL METER 4:                    HAND PAID W/O JP
MECHANICAL METER 5:                    GAMES
MECHANICAL METER 6:                    JACKPOT
PROGRESSIVE MODE:                      1000
ACC. SYSTEM: SAS5.02                   ADDR: 1
PROGR. SYSTEM: MIK10                   ADDR: 0

AUTOPLAY / CONTINUOUS GAME PLAY:  ENABLED
```

Note:
*All values are metered in **currency**, except counters or if otherwise noted.*

* Only with Multi Denomination Feature disabled.

**Only with Multi Denomination Feature enabled.

STATISTICS

This menu displays machines main statistics (softmeter).

Following pages will give a description of each single statistic meter. Depending on machine configuration some statistics may not be displayed.

Example: If "Bonusing" has been disabled, corresponding statistics are not displayed.

STATISTICS - EXTENDED

Following statistics are displayed, if **Multi Denomination Feature** has been enabled.

INITIAL DATE:
Date the statistics recording has started.
(Date of last Clear Memory / RAM Reset).

DENOMINATION*
Adjusted denomination (Coin Value / In-Multiplier).

Operating / P-Level

STATISTICS - EXTENDED CONTINUED

BASE / ACCOUNTING DENOMINATION**
If Multi Denomination Feature has been enabled, this is the base denomination for accounting purposes.

CREDITS WAGERED
Total value which has been bet.

CREDITS WON WITHOUT JP
Total value which has been won, except wins/bonus wins that directly result in a hand pay because a limit was exceeded.

CREDITS WON WITH JP
Total value which has been won, except progressive Jackpots.

CREDITS WON W/O JP+Non progressive Jackpots+Bonus wins

Note:
Total value of progressive Jackpot wins is booked to the "Progressive 1-8" soft meter, if applicable.

TOTAL DROP
Total value from stacked bills, coins and vouchers.

COINS DROP
Total value from coins separated to dropbox.

HAND PAID WITHOUT JP
Total value of hand pays **initiated by a cash out request** (exceeding hopper payout limit; hopper empty or hopper jam) + key credit out.

HAND PAID WITH JP (in credits)
Total value of all hand pays, **initiated automatically and/or by a cash out request.** Including Key Credit Out, bonus wins that directly end in a handpay and non progressive Jackpot win, **except progressive Jackpots.**

Note:
Total value of progressive Jackpot wins is booked to the "Progressive 1-8" soft meter, if applicable.

Note:
*All values are metered in **currency**, except counters or if otherwise noted.*

Operating / P-Level

STATISTICS - EXTENDED CONTINUED

GAMES PLAYED (counter)
Number of games played.

GAMES WON (counter)
Number of games won. Games lost in Double-Up feature are **not** booked to this meter.

JACKPOT
Non progressive configuration:
All wins that **directly** end in a handpay (wins above celebration limit or active credit limit, including bonus wins that exceed these limits), **including Top Award wins!**

Progressive configuration:
All wins that **directly** end in a handpay (wins above celebration limit or active credit limit, including bonus wins that exceed these limits), **except progressive Jackpot wins!**

Note:
Total value of progressive Jackpot wins is booked to the "Progressive 1-8" soft meter, if applicable.

JACKPOT HITS (counter)
Non progressive configuration:
Number of Top Award hits.

Progressive configuration:
Number of non progressive Jackpot hits.

JACKPOT WITH PROGRESSIVE
All wins that **directly** end in a handpay (wins above celebration limit or active credit limit, including bonus wins that exceed these limits), **including progressive Jackpot wins!**

Note:
Total value of progressive Jackpot wins is booked to the "Progressive 1-8" soft meter, if applicable.

DOOR OPENS (counter)
Total number of main door openings.

PHYSICAL COIN IN (counter)
Number of accepted coins.

Note:
*All values are metered in **currency**, except counters or if otherwise noted.*

Note:
Top Award is only achievable when playing max credits bet per line.

Operating / P-Level

STATISTICS - EXTENDED CONTINUED

PHYSICAL COIN OUT (counter)
   Number of coins paid out by hopper.

TRUE IN
   Total value from accepted coins, bills, cards, vouchers and key credits in.

TRUE OUT
   Total value paid out by hopper, card or ticket printer (voucher).

NET WIN
   CREDITS WAGERED - CREDITS WON WITH JP

PAYOUT % W. BONUS (in %)
   CREDITS WON WITH JP / CREDITS WAGERED · 100

PAYOUT % W/O BONUS (in %)
   (CREDITS WON WITH JP - Bonus awards) / CREDITS WAGERED · 100

COINS OVERPAID (counter)
   Number of coins overpaid by the hopper.

GAMES/DOOR (counter)
   Number of games played since last main door access.

GAMES/POWER (counter)
   Number of games played since last power up.

LOGIC DOOR (counter)
   Number of times the logic box was accessed.

DROP DOOR (counter)
   Number of times the drop box was accessed.

BILLBOX DOOR (counter)
   Number of times the bill stacker was accessed.

BILLACC STACKER (counter)
   Number of bill stacker removals.

Note:
All values are metered in **currency**, *except counters or if otherwise noted.*

Operating / P-Level

STATISTICS - EXTENDED CONTINUED

KEY CREDIT IN
Total value added to the credit meter by means of Remote Credit function.

KEY CREDIT OUT
Total value cleared from the credit meter by means of Remote Credit function.

DOUBLE UP UTILIZATION (in %)
Double Up played / Double Up triggered · 100

DOUBLE UP WAGERED
Value wagered in Double Up feature.

DOUBLE UP WON
Value won in Double Up feature.

DOUBLE UP PAYOUT % (in %)
DOUBLE UP WON / DOUBLE UP WAGERED · 100

PLAY OFF FEATURE*

UTILIZATION (in %)
(Feature played / Feature triggered) · 100

WAGERED
Total value wagered in Play Off Feature.

WON
Total value won in Play Off Feature.

PAYOUT % (in %)
Actual payout percentage in Play Off Feature.

PROGRESSIVE 1-8
Displays number of hits and total value in currency of a progressive Jackpot, if applicable.

HOPPER REFILL (in coins)
Number of coins refilled to hopper and confirmed in MENU SETUP / SET HOPPER REFILL.

HOPPER CONTENT (in coins)
Displays current hopper content. Initial value is the number of coins refilled, set via MENU SETUP / SET HOPPER REFILL.

Note:
All values are metered in **currency**, except counters or if otherwise noted.

Note:
Only available if Residual Credits Payout has been set to Play Off Feature.

Operating / P-Level

STATISTICS - EXTENDED CONTINUED

TOKENBOX IN
Total value of tokens seperated to tokenbox.

TWO WAY GAMES
Number of games played with Win Two Ways enabled.

TWO WAY CDT. WAG
Total value wagered with Win Two Ways enabled.

NO. OF BILLS: *xxx yyy* (counter)
Number of accepted bills of a particular bill denomination (*xxx* = currency, *yyy* = value, according to bill table).

TOT. # OF BILLS (counter)
Total number of accepted bills.

TOT. BILLS CRED (in credits)
Total value of accepted bills in credits.
If Multi Denomination Feature is enabled this is measured in Accounting credits.

TOT. BILLS CURR
Total value of accepted bills in currency.

Note:
Only available with Token seperation!

Note:
Only available if the game supports Win Two Ways.

Operating / P-Level

CASHLESS & PROGRESSIVE

INITIAL DATE:
Date the statistics recording has started.
(Date of last Clear Memory / RAM Reset).

DENOMINATION*
Adjusted denomination (Coin Value / In-Multiplier).

BASE / ACCOUNTING DENOMINATION**
If Multi Denomination Feature has been enabled, this is the base denomination for accounting purposes.

TOT. ACTIVE CREDITS
Value of all playable credits on the machine.

ACTIVE CASHABLE + ACTIVE NONCASH + ACTIVE PROMO

ACTIVE CASHABLE
Value of cashable credits on the machine.

ACTIVE NONCASH
Value of non-cashable credits on the machine. These credits can only be cashed out to a system.

ACTIVE PROMO
Value of promotional credits on the machine. These credits can not be cashed out.

CARD CASHABLE IN
Value of cashable credits electronically received from a cashless wagering system.

CARD CASHABLE OUT
Value of cashable credits electronically cashed out to a cashless wagering system.

CARD NONCASH IN
Value of non-cashable credits electronically received from a cashless wagering system.

CARD NONCASH OUT
Value of non-cashable credits electronically cashed out to a cashless wagering system.

Note:
All values are metered in currency, except counters or if otherwise noted.

* Only with Multi Denomination Feature disabled.

**Only with Multi Denomination Feature enabled.

Operating / P-Level

CASHLESS & PROGRESSIVE CONTINUED

CARD PROMO IN
Value of non-cashable promotional credits electronically received from a cashless wagering system.

CARD PROMO OUT
Option not used.

CLEARED CREDITS (WITH DACOM SYSTEM ONLY)
Sum of all credits that have been cleared by a DACOM system.

BONUS METER 1
System bonus deductible
or
Multiplied Jackpot deductible.

BONUS METER 2
System bonus non-deductible
or
Multiplied Jackpot non-deductible.

BONUS METER 3
System Bonus wager match play.

BONUS METER 4
Number of credits awarded by a Mystery Jackpot.

BONUS METER 5
Option not used.

VOUCHER

Voucher IN
Accumulated accepted cashable vouchers.

Voucher OUT
Accumulated printed cashable vouchers and cash out receipts (with barcode offset).

Promo IN
Total value of all promotional vouchers accepted by the machine.

Note:
All values are metered in **currency**, *except counters or if otherwise noted.*

Note:
Bonus meters are only active if the system supports bonusing and bonusing has been enabled during Initial Setup.

Operating / P-Level

CASHLESS & PROGRESSIVE CONTINUED

Promo OUT
Total value of all promotional vouchers issued by the machine.

Accepted
Number of accepted vouchers.

Printed
Number of printed vouchers.

HANDPAY

with voucher
Sum of handpays caused by a cash out, where a receipt was printed.

without voucher
Sum of handpays caused by a cashout, where no receipt was printed, because of malfunction.

win with voucher
Sum of handpays caused by single win (e.g. exceeding win limit), where a receipt was printed.

win without voucher
Sum of handpays caused by single win (e.g. exceeding win limit), where no receipt was printed

PROGRESSIVE 1-8
Displays number of hits and total value in currency of a progressive Jackpot, if applicable.

MACHINE PAID PROGRESSIVE PAYOUT
Option not used.

ATTENDANT PAID EXTERNAL BONUS PAYOUT
Total value (in credits) sent by an external bonusing system and paid by an Attendant, because the win limit or celebration limit was exceeded.

MACHINE PAID EXTERNAL BONUS PAYOUT
Total value (in credits) sent by an external bousing system and paid by the machine.

Note:
All values are metered in **currency***, except counters or if otherwise noted.*

Operating / P-Level

STATISTICS / GAME

This menu shows game statistics regarding to a particular payout percentages. Depending on Paytable Configuration 1 to 5 different paytable settings are displayed for selection. Choose one and view following statistics.

CREDITS WAGERED
Total value which has been bet.

CREDITS WON WITHOUT JP
Total value which has been won, except wins/bonus wins that directly result in a hand pay because a limit was exceeded.

JACKPOT
All wins that **directly** end in a handpay (wins above celebration limit or active credit limit, including bonus wins that exceed these limits), **including Top Award wins!**

GAME HOLD (WITH BONUS)
Percentage value hold by the game.

GAME YIELD (WITH BONUS)
Current payout percentage including bonus awards.

CREDITS WON WITH JP / CREDITS WAGERED · 100

GAME HOLD (WITHOUT BONUS)
Percentage value hold by the game.

GAME YIELD (WITHOUT BONUS)
Current payout percentage without bonus awards.

CREDITS WON WITHOUT JP / CREDITS WAGERED · 100

GAMES PLAYED (counter)
Number of games played.

GAMES WON (counter)
Number of games won. Games lost in Double-Up feature are **not** booked to this meter.

GAMES LOST (counter)
Number of games lost.

Note:
All values are metered in **currency***, except counters or if otherwise noted.*

Note:
The percentage value is indicated by the last 2 digits.

Operating / P-Level

STATISTICS / **GAME** CONTINUED

ATTENDAND PAID PROGRESSIVE PAYOUT
Option not used

ATTENDAND PAID EXTERNAL BONUS PAYOUT
Total value of additional amounts awarded as a result of an external bonusing system and paid by an attendant.

ATTENDAND PAID PAYTABLE WINS
Total value of paytable wins paid by an attendant.

MACHINE PAID PROGRESSIVE PAYOUT
Option not used.

MACHINE PAID EXTERNAL BONUS PAYOUT
Total value of additional amounts awarded as a result of an external bonusing system and paid by the slot machine (Hopper payout or added to credit meter).

MACHINE PAID PAYTABLE WINS
Total value of paytable wins, which are paid by the slot machine (Hopper/Voucher payout or added to credit meter).

Operating / P-Level

STATISTICS / DENOMINATION

This menu shows game statistics regarding to a particular denomination. Depending on Paytable Configuration 2 to 5 different denomination settings are displayed for selection. Choose one and view following statistics.

CREDITS WAGERED
Total value which has been bet.

CREDITS WON WITHOUT JP
Total value which has been won, except wins/bonus wins that directly result in a hand pay because a limit was exceeded.

JACKPOT
All wins that **directly** end in a handpay (wins above celebration limit or active credit limit, including bonus wins that exceed these limits), **including Top Award wins!**

GAME HOLD (WITH BONUS)
Percentage value hold by the game.

GAME YIELD (WITH BONUS)
Current payout percentage including bonus awards.

CREDITS WON WITH JP / CREDITS WAGERED · 100

GAME HOLD (WITHOUT BONUS)
Percentage value hold by the game.

GAME YIELD (WITHOUT BONUS)
Current payout percentage without bonus awards.

CREDITS WON WITHOUT JP / CREDITS WAGERED · 100

GAMES PLAYED (counter)
Number of games played.

GAMES WON (counter)
Number of games won. Games lost in Double-Up feature are **not** booked to this meter.

GAMES LOST (counter)
Number of games lost.

Operating / P-Level

STATISTICS / DENOMINATION CONTINUED

ATTENDAND PAID PROGRESSIVE PAYOUT
Option not used

ATTENDAND PAID EXTERNAL BONUS PAYOUT
Total value of additional amounts awarded as a result of an external bonusing system and paid by an attendant.

ATTENDAND PAID PAYTABLE WINS
Total value of paytable wins paid by an attendant.

MACHINE PAID PROGRESSIVE PAYOUT
Option not used.

MACHINE PAID EXTERNAL BONUS PAYOUT
Total value of additional amounts awarded as a result of an external bonusing system and paid by the slot machine (Hopper/Voucher payout or added to credit meter).

MACHINE PAID PAYTABLE WINS
Total value of paytable wins, which are paid by the slot machine (Hopper/Voucher payout or added to credit meter).

Operating / P-Level

LAST 10 GAMES

This menu shows statistics of the last 10 games. Step through the games with the center lit button (select sub menu). The last game is displayed first.

Time Stamp
Shows time the displayed game was played.

Paid (in currency)
Value cashed out after displayed game was played.

Win (in credits)
Credit value which has been won.

Bet (in credits)
Credit value which has been bet.

Credit (in credits)
Credits on the credit meter after displayed game was played.

Bonus (in credits or currency*)
Bonus sent by an external system.

Previous credit (in credits)
Credits on meter before game was started.

Lines played
Number of active pay lines of displayed game.

Bet per line (in credits)
Bet for each active pay line.

-page 2-

Denomination
Selected/adjusted denomination of displayed game.

Double Up
Shows a Double Up history of the displayed game.

Note:
According to game type additional statistics of wins in a feature game (2nd screen) are available.
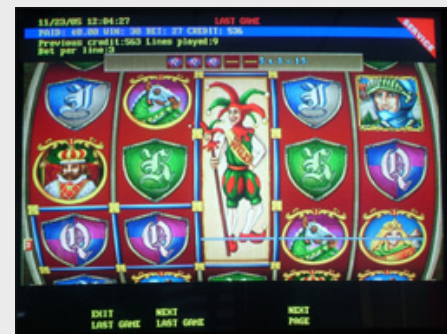
*Note:
Is displayed in currency, if "Multi Denomination Feature" has been enabled during Initial Set-up.

Operating / P-Level

LAST 10 BILLS

This menu shows currency value, purchased credit value, date and time of the last 10 bills accepted by the bill validator.

LAST 100 TRANSACTIONS

This menu shows type, date, time, ID and value of the last 100 transactions from or to online system.

LAST PAYOUTS

This menu shows date, time, number of coins and coin value of the last 5 hopper payouts.

LAST 35 VOUCHER IN

This menu shows validation number, date and time, credit and currency value of the last 35 accepted vouchers.

LAST 35 VOUCHER OUT

This menu shows validation number, date and time, credit and currency value of the last 35 printed vouchers.

LAST 10 HANDPAYS

This menu shows validation number, date, time and credit value of the last 10 handpays.

LAST REFILLS

This menu shows date, time and number of coins of the last hopper refills.

Note:
If Multi Denomination Feature is enabled, credits values are stated in Accounting Credits.

Note:
Only handpays that have been validated by an accounting system are listed in this menu.

Operating / P-Level

LAST PROGRESSIVE JACKPOTS

This menu shows date, time, level, hit counter and credit value of the last 5 progressive jackpot wins. Available only with "Multi Denomination Feature" disabled.

VIEW PC-SETUP

This menu shows current machine settings, which were configured by means of external PC-Setup configuration software. Configuration can **not** be altered in this menu.

SERVICE GAME

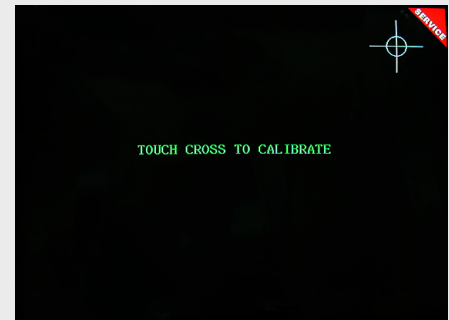This menu allows simulated game play for test or promotional purposes.

Service Game is only possible while Main Door is open and no credits are on the credit meter. Credit meter will be set to 1000 "virtual" credits, which can be played off, but not cashed out. Mechanical meters and internal statistical data are not influenced by service games. To leave the Service game close Main Door and remove Audit Key.

TOUCH CROSS TO CALIBRATE

CALIBRATE TOUCH

This menu allows calibration of the touch screen. Touch the two crosses displayed on the monitor, to recalibrate the touch screen.

Operating / P-Level

- blank page -

SERVICE MENU

The **Service Menu** gives access to several (bookkeeping) statistics, test functions and operator selectable machine settings (Menu Setup and PC-Setup).

Activating Service Menu

1. Open Main Door.

2. Press Service Button at front of the Logic Box. Service Menu is displayed on screen.

Following items are available:

Menu Navigation
With the lit buttons, the desired sub-menu can be highlighted and activated. A highlighted menu item changes font color from green to yellow.

Note:
This manual describes all possible settings of a P-Level STD software with Multi Denomination Feature. Depending on machine configuration and jurisdiction some menus are not shown or not used.

Operating / P-Level

Move cursor down · Select sub menu · Move cursor up

Return to previous menu
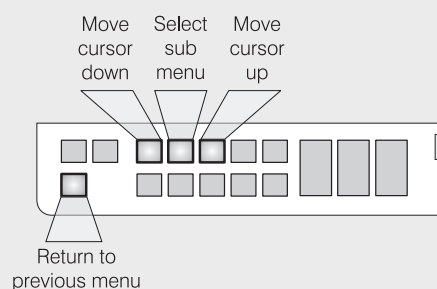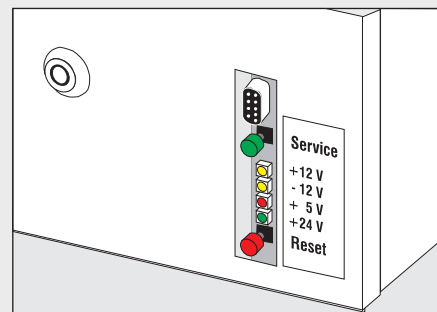
CONFIGURATIONS

This menu displays installed software versions and a detailed configuration overview. Consists of two pages.

We recommend to have this information at hand, if you contact Atronic Technical Service for support.

SELFTEST

Several components can be tested for proper function within this menu. Some menu items will start an internal test routine. In case of an error the defective component is displayed.

IIC-PORT DRIVER CHECK
All I²C circuits are checked.

VOLTAGE CHECK
Following operating voltages are checked:
+24 Volt   +12 Volt   -12 Volt   + 5 Volt

COIN DIVERTER CHECK
The coin diverter solenoid is checked.

TOP LIGHT TEST
The top light lamps are checked.

DIP-SWITCH SETTINGS
Current Master Board DIP-switch settings are displayed. Settings can be viewed, but not altered.

SOUND TEST
Function of sound interface can be tested. With "SOUND TEST ALL" all included sound samples can be selected and played. "SOUND TEST RIGHT/LEFT" plays a sample on the right/left channel only.

LAMP TEST
The lamp test checks the bulbs of the button panel. Test not applicable with LED lit buttons.

```
MAIN VERSION:                      P_- KNIG01-AGAAA-EA-STD_
PAYTABLE VERSION:                  KNIG01--G----ZA-STD_-5-XX-XX-AXX
ACTIVE PAYTABLE:                   KNIG01--G----ZA-STD_-5-21-10-A88 88.16%
GRAPHIC VERSION:                   KNIG01-A- ----B-STD_-5_-G101
SOUND VERSION:                     KNIG01---AA---A-STD_-_
SOUND FIRMWARE:                    SND_U7-----A---A
COMMBOARD VERSION:                 P_- SM----------MA-STD_-B-08A
CONFIG VERSION:                    CK-STD-----A--A-STD_
SECURITY DEVICE:       SD- KNIG01-P_-B---A-STD_  SN: 00020754

IBS: EU24H133                      CRC: 75A
COIN ACCEPTOR:                     CC16-TRIGGER
COIN VALUE:                        1:00
TOGGLE FEATURE CREDIT METER:       ENABLED
MULTI DENOMINATION:                ENABLED
BASE / ACCOUNTING DENOMINATION:    0:05
DENOMINATION     PAYTABLE VERSION
0.05             5-21-10-A88
0.10             5-21-10-A90
0.25             5-21-10-A90
0.50             5-21-10-A92
1.00             5-21-10-A94

ACTIVE CREDIT LIMIT:               € 5000000
HANDPAY CANCEL ALLOWED FEATURE:    ENABLED
REVERT TO PRINTER FEATURE:         DISABLED
BONUSING:                          DISABLED
            EXIT     NEXT
```

```
CASHLESS TRANSACTIONS:         DISABLED
PROGRESSIVE GROUP #:           0
COMMBOARD REQUIRED:            YES
JP REPORTING:                  EXTENDED
REPORT JACKPOT METER:          JACKPOT WITH PROGRESSIVE
RESIDUAL CREDITS PAYOUT:       CASHABLE / PLAYABLE
MECHANICAL METER 1:            CREDITS WAGERED
MECHANICAL METER 2:            CREDITS WON W/O JP
MECHANICAL METER 3:            DROP WITH BILLS
MECHANICAL METER 4:            HAND PAID W/O JP
MECHANICAL METER 5:            GAMES
MECHANICAL METER 6:            JACKPOT
PROGRESSIVE MODE:              1000
ACC. SYSTEM: SAS5.02           ADDR: 1
PROGR. SYSTEM: MIK10           ADDR: 0

AUTOPLAY / CONTINUOUS GAME PLAY:  ENABLED
```

Note:
Some tests which are intended for manufacturer use, are not applicable without additional test equipment.

Note:
See page 54 for Master Board DIP-switch functions.

Note:
If the buttons are equipped with LEDs, this test will show wrong results.

Operating / P-Level

SELFTEST CONTINUED

SERIAL I/O TEST
Master Board serial interface (SUB-D9 connector) can be checked. (Only with additional test-plug).

SWITCH TEST
Switches and sensors can be tested in this menu. Activating a switch by hand should change the displayed state. Following switches are shown: *Logic Door, Drop Door, Billbox Door, Hopper Count Switch, Hopper High Level, Jackpot Key, Audit Key.*

OPTOBOARD TEST
Test checks coin channeling optics (light barriers).

Select channel *to hopper* or *to drop box* and insert coin. When the coin has passed the optics the displayed color changes from yellow to red.

HANDLE TEST
Option not used.

BUTTON TEST
In this menu panel buttons, service buttons and Master Board buttons (service & reset) can be checked. Displayed color changes from yellow to red as a button is pressed. The 4 menu navigation buttons can not be tested with button test.

EEPROM TEST
Starts an internal EPROM test.

BILL-ACCEPTOR STATUS
The current status and operation mode of bill acceptor and stacker is displayed.

BILL-ACCEPTOR DIAGNOSTICS
In this menu bill acceptor statistics are shown and the acceptor can be tested. Tests are only available, if the bill acceptor is initialized. With JCM™ acceptors only "Validator test w. stacking" and "Validator test w/o. stacking" is available.

MONITOR MAGNETIC STATE
Displays a complete red screen to check monitor for color purity and uniformity. Check monitor degaussing coil, if the screen is not uniformly red.
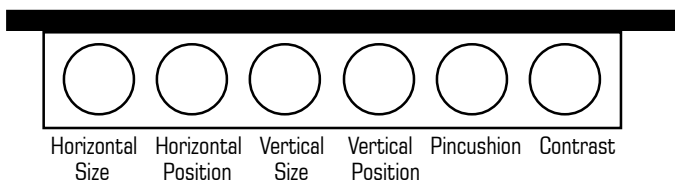
Note:
Manufacturer use. Additional test equipment needed.

Operating / P-Level
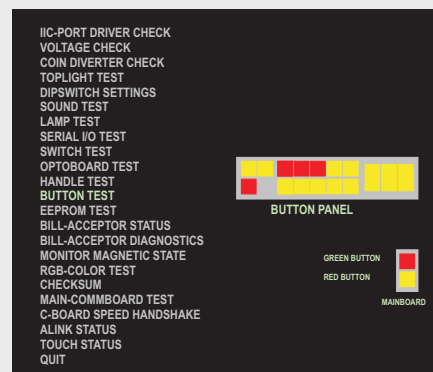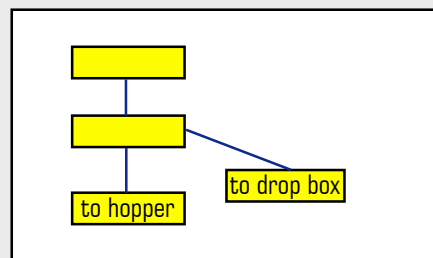
SELFTEST CONTINUED

RGB COLOUR TEST

A RGB test screen is displayed, to check screen size, color balance, brightness and contrast.
Use the 6 knobs at the monitor to adjust screen geometry and contrast.

| Horizontal Size | Horizontal Position | Vertical Size | Vertical Position | Pincushion | Contrast |

CHECKSUM

EPROMs:
The checksum of each game EPROM is calculated.

Security device seed:
Manufacturer use only.

Security device checksum:
Calculates a MD5 checksum (manufacturer use only).

MAIN-COMMBOARD TEST

Data transfer between Comm board and Master board can be tested. (Only with test interface).

C-BOARD SPEED HANDSHAKE

The function of the Comm board is tested.
(Only with test interface).

ALINK STATUS

Applicable only if several machines are linked via Alink™ or if machine is configured for Alink™ Standalone progressive Jackpot.

Shows Alink™ status (*Master / Slave / Ready / Error*) for each machine adress 01-32.

Options *GHL Trigger Level* and *Game Phase* are not used (will show "0"). *CRC Errors* counts transaction frame errors on the Alink™ bus.

TOUCH STATUS

Displays current status of touch screen interface and controller. Option *Touch Counter* counts controller errors.
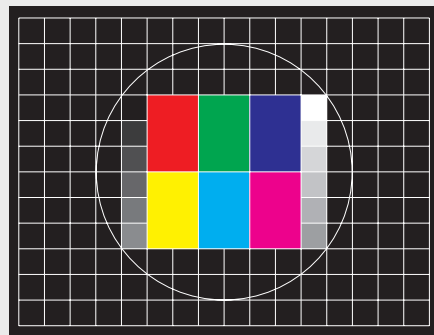
Note:
Layout of monitor controls may vary.

Note:
Manufacturer use. Additional test equipment needed.

Note:
Manufacturer use. Additional test equipment needed.

Operating / P-Level

LAST 10 GAMES

Same function as *Audit Menu / Last 10 Games*.
See description on page 38.

LAST 10 BILLS

This menu shows currency value, purchased credit value, date and time of the last 10 bills accepted by the bill validator.

LAST 100 TRANSACTIONS

This menu shows type, date, time, ID and value of the last 100 transactions from or to online system.

LAST PAYOUTS

This menu shows date, time, number of coins and coin value of the last 5 hopper payouts.

LAST 35 VOUCHER IN

This menu shows validation number, date and time, credit and currency value of the last 35 accepted vouchers.

LAST 35 VOUCHER OUT

This menu shows validation number, date and time, credit and currency value of the last 35 printed vouchers.

LAST 10 HANDPAYS

This menu shows validation number, date, time and credit value of the last 10 handpays.

LAST REFILLS

This menu shows date, time and number of coins of the last hopper refills.

LAST PROGRESSIVE JACKPOTS

This menu shows date, time, level, hit counter and credit value of the last 5 progressive Jackpot wins.

Note:
Only handpays that have been validated by an accounting system are listed in this menu.

Operating / P-Level

MENU SETUP

Within **Menu Setup** several operator selectable machine settings can be configured.

> ❗ Within Menu Setup all changes in settings must be confirmed with ***SAVE CHANGES.***
> When saving was successful a short sound is played.

TOPLIGHT

The top light lamps are operator programmable. Light patterns can be assigned to an event.

Set TOP / CENTER / BUTTOM lamp to ON / FAST FLASH / SLOW FLASH / OFF for an particular event.

REMOTE CREDIT

This option sets the increment per keypress for the remote credit function (add/deduct credits).

HOPPER PAYOUT LIMIT

The HOPPER PAYOUT LIMIT (in coins) determines how many coins can be paid from the hopper on a single pay out. Set from 0 to 3000 coins.

CHANGE LANGUAGE

The language of the on-screen texts in normal game mode can be set to one of four languages or to PLAYER SELECTABLE. If PLAYER SELECTABLE is set, players can change languages by means of the "CHANGE" button on the button panel.

DOUBLE UP SETUP

Use this menu to configure Double Up settings.

DOUBLE MODE: double disabled, red or black
MAXIMUM DOUBLE: 1x, 5x, Max. allowed
AUTO DOUBLE: disabled, player selectable

SET HOPPER REFILL

The number of coins refilled to the hopper can be entered in this routine. Each refill must be confirmed with "SAVE CHANGES". Refill amount is booked to HOPPER REFILL and HOPPER CONTENT statistics.

Note:
If Multi Denomination Feature is enabled, value is stated in Accounting Credits.

Note:
Not applicable with all software versions. Some versions are single language only.

Note:
Double Up feature is not available in all jurisdictions.

See also page 14 for information about Double Up handling.

Operating / P-Level

MENU SETUP CONTINUED

BILLS ENABLED

Applicable with GPT™ bill acceptors only.

Acceptance of each programmed bill can be EN-ABLED or DISABLED separately.

ANIMATION MODE/SOUND

The animation mode is intended to attract players, while the machine is in idle mode (no credits on win or credit meter). Additionally, the sound during animation mode can be switched ON/OFF.

WIN PRESENTATION

If DETAILED WIN PRESENTATION is set to ON, an additional window is displayed which shows winning combination and win amount. For more than one winning combinations (on different pay lines) the display toggles.
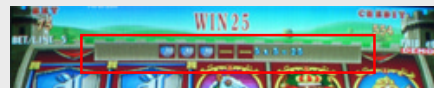
JACKPOT MUSIC

The volume of the music which is played during Jack-pot celebration can be adjusted:

SET HIGH:	Uses volume setting as adjusted in SOUND MENU + 30%.
ADJUSTABLE:	Uses volume setting as adjusted in SOUND MENU.
HIGH TO ADJUSTED:	Starts with high volume and fades after 45 sec. to the setting adjusted in the SOUND MENU.

SYSTEM LOCKUP OPTIONS

Configures handling of remaining credits after a shutdown has been initiated by the accounting system. Select CASHOUT CASHABLE CREDITS or CREDITS REMAIN ON GAME. Item is not visible if no accounting system is connected or if the Comm board supports the "Lock with cashout enabled" command. Required only in some jurisdictions.

VOUCHER REDEMPTION

VOUCHER STATUS enables or disables voucher redemption (Ticket In). Must be enabled if machine is configured for Ticket In - Ticket Out applications. CODE LENGHT is set fix to "variable".

January 2006 / Rev. 1.0

Operating / P-Level

MENU SETUP CONTINUED

DENOMINATION WINDOW

Allows to add a price per credit to the tokenisation window (displayed in the lower right corner of the game screen). If activated, price per credit must be set with CHANGE WINDOW (max. 3 digits).

Example:

1 $	BUYS 4 CREDITS

Standard Window

25c Game	1$ BUYS 4 CREDITS

Denomination window added

RESIDUAL HANDLING WITH CARD

In case of Cashless Smartcard operation, following adjustment is possible:

FULL PAYOUT

All credits are allowed to be transferred to card.

MULTIPLE OF DENOMINATION

Only multiples of the denomination and no credit values lower than the denominations are allowed to be booked to the card. Residual credits remain on the credit meter and will be handled as adjusted during Initial Setup.

Note:
If Multi Denomination Feature is enabled, DENOMINATION WINDOW is enabled and configured by default. CHANGE WINDOW is not possible.

Operating / P-Level

SET CLOCK

The internal clock of the machine can be set in this menu. Highlight the figure to be changed and press the center lit button to start changing the value.
Date format: DD-MM-YYYY
Confirm setting with "Cash Out" button.

HOPPER OUT (HOPPER 1)

By means of the HOPPER OUT test routine the hopper coin switch adjustment can be tested.

- Run HOPPER OUT (5 COINS) test by pressing the middle lit button for 4 sec.
- Make sure exact 5 coins were paid out.
- Repeat the test for additional security.

- Run HOPPER SWITCH TEST by pressing the left lit button for 4 sec. Hopper will perform a coin out until it is empty or Reset Button is pressed.
- The switching period values (in msec) are displayed. If any of the values is below 12 msec the Hopper count switch has to be re-adjusted. See manual Peripherals/Hopper for details.

```
HOPPER SW ON  MAX:  64 msec
HOPPER SW ON  MIN:  56 msec
HOPPER SW OFF MAX:  64 msec

THE ADJUSTED SWITCHING PERIOD
MUST ALWAYS EXEED 12 msec !

FOR HOPPER OUT (5 COINS) PRESS YELLOW BUTTON (4 SEC)

FOR HOPPER OUT (ALL) PRESS YELLOW BUTTON (4 SEC)

FOR HOPPER SWITCH TEST PRESS BET x 1 (4 SEC)
(IF DOOR IS OPENED)
```

HOPPER OUT (HOPPER 2)

Applicable only if a second (residual credits) Hopper is installed.

Operating / P-Level
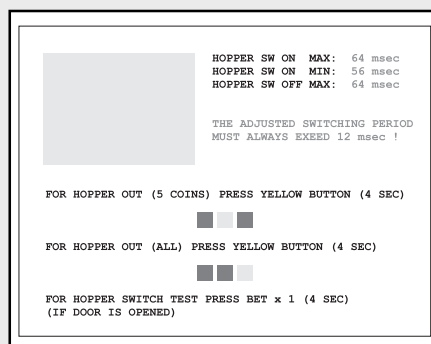
PC-SETUP

Allows changes to the basic machine configuration by means of an external computer program.
Hardware settings, bill and coin values, software switches/limits and Jackpot configuration (if applicable) can be changed as required.
The appropriate configuration software version is displayed on screen.

See manual "Software / Basic Setup - P-Level STD" for a detailed PC Setup description.

CONFIG KEY CHANGES

Shows DATE / TIME of last Paytable Configuration and the applied CONFIG KEY VERSION (EPROM version).

Displayed statistics are only supported, if Config Key procedure has been carried out seperately, which is only supported by former software versions without Multi Denomination Feature.

OUT OF SERVICE

To set the machine to OUT OF SERVICE mode activate this routine. A sleep mode screen is displayed and the machine is not playable. This function can also be used to reserve the machine for a particular player.

To switch back to game mode, open Main Door and press Service Button.

Operating / P-Level

Operating / P-Level

- blank page -
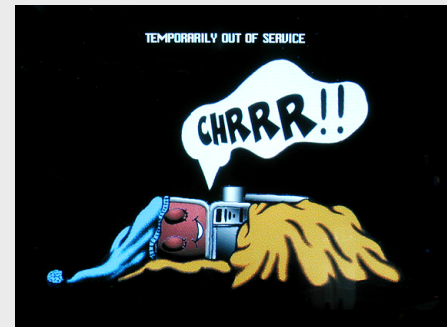
MASTER BOARD #31 DIP SWITCH SETTINGS

Table refers to P-Level Main software.

Switch			Description
1-1			**Holland specific requirements**
ON			Holland requirements enabled
OFF			Holland requirements disabled
1-2			**Hopper empty procedure**
ON			Hopper must be refilled, payout continues after main door is closed
OFF			Left amount is hand paid
1-3	**1-4**		**Over maximum payout limit procedure**
OFF	OFF		Pay limit from hopper, rest hand paid
OFF	ON		Total amount is hand paid
ON	OFF		Pay coins from hopper until amount reaches next full hundred, rest is hand paid
1-5			**ROM SIG calculation**
ON			ROM SIG over first 128 byte of MAIN & PAYTABLE
OFF			ROM SIG over whole MAIN eprom
1-6			**not used**
1-7	**1-8**	**2-2**	**Coin in procedure**
ON	ON	OFF	Inserted coins are added to the BET or IN meter until maximum bet is reached, further coins are rejected
ON	ON	ON	Inserted coins are added to the BET or IN meter until maximum bet is reached, the game is started automatically at maximal bet
OFF	ON		Inserted coins are added to the BET or IN meter until maximum bet is reached, further coins are added to the CREDIT meter
OFF	OFF		Inserted coins are added to the CREDIT meter, the IN meter is not displayed

Switch	Description
2-1	**Win payout procedure for all wins**
ON	Pay win amount from the hopper
OFF	Add win amount to the credit meter
2-3	**Hopper jam procedure**
ON	Hopper jam must be cleared, payout continues after main door is closed
OFF	Left amount is hand paid
2-4	**Bill validator usage**
ON	Bill validator is enabled
OFF	Bill validator is disabled (not equipped)
2-5	**Top prize won procedure**
ON	GM assumes top prize is paid by some progressive system and will show win amount "0"
OFF	GM pays top prize amounz according to pay table
2-6	**not used**
2-7	**Game start**
ON	Bet is forced before new game can be started
OFF	Game is started with last bet (only used by standard slot panel) (3 reel games)
2-8	**Number of candles**
ON	Top light with 2 lamps
OFF	Top light with 3 lamps

Switch	Description
3-1	**not used**
3-2	**not used**
3-3	**not used**
3-4	**not used**
3-5	**not used**
3-6	**not used**
3-7	**Coin diverter malfunction procedure**
ON	GM locks with error message
OFF	Diverter malfunction is not reported
3-8	**Bill validator operation mode**
ON	Accepted bills are changed immediately by paying bill value from the hopper
OFF	Value of accepted bill is added to the credit meter

Note:
Master Board DIP switches are factory pre-set according to customer requirements.

Please check for correct settings before puting the machine into operation.

Note:
If Multi Denomination Feature is enabled, configuration of an BET or IN meter is not possible.

Operating / P-Level