Atronic
Great Games Great People

Roaring Tiger™
Setup and Configuration

Rev. 1.2

June 2008

www.atronic.com

Release Info:

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Content

ABOUT THIS MANUAL

Scope

This document describes how to set up and configure a Roaring Tiger™ installation. It describes how to set up the participating gaming machines, how to link them and how to carry out setup and configuration of the Jackpot/Media Controller.

Target Audience

We address qualified technical personnel, who are involved in setup and configuration of a Roaring Tiger™ link. With this user group we assume that they are basically computer literate and familiar with gaming machine and progressive jackpot terminology.

Please read this document carefully **before** you start, to avoid incorrect configuration.

Related Publications

More detailed information about installation, basic setup and operation of Atronic Harmony™ gaming machines can be found in the following publications:

Installation Manuals

- Manual HAV Installation
- Manual HST Installation

Software and Basic Setup Manual
(Please refer to the manual version that corresponds to a certain software level of the game software)

- Manual HI Software (C4.x.x)
- Manual HI Software (C5.x.x)

Operation Manuals

- Manual HAV HI Operation
- Manual HST HI Operation

Interface Hardware (MDC, BSO, etc.)

- Crystal Web Technical Manual

HAV = Harmony™ Upright
HST = Harmony™ Slant Top

OVERVIEW

Roaring Tiger™ is Atronic's new progressive concept featuring four levels of mystery triggered progressive jackpots. Any of the four jackpot levels can be won by playing any line/bet-per-line combination, making it a very attractive prospect to all types of players.

The Concept
Four mystery progressive jackpots are configured on the Roaring Tiger™ jackpot controller. The coin-in of the participating gaming machines is reported to the jackpot controller and a jackpot portion of the coin-in (jackpot increment) is distributed to the jackpots. When a jackpot level exceeds a randomly predefined amount (jackpot threshold), the jackpot is awarded to the machine which sent the final jackpot increment that exceeded the jackpot threshold. The jackpot amount is awarded as a legacy bonus transfer.

Merchandising Package
Roaring Tiger™ features a unique merchandising package with an attractive multimedia animation promoting the jackpot. The Roaring Tiger™ installation can be further promoted by adding themed lightboxes, machine bases, toppers and chairs, creating a fully merchandised environment.

Games
The "coin-in" driven progressive concept allows the operator to select any Roaring Tiger™ capable title and insert it into the mystery progressive bank.

Signage
A Roaring Tiger™ progressive usually comes with a signage which features one or two plasma screens driven by the Media Controller, which is a small-sized PC with a customized display software. It plays video sequences and displays the current jackpot values.

OVERVIEW

Hardware Components / Package
Roaring Tiger™ packages are available tailored to customer needs. The normal recommendation for a Roaring Tiger™ core package* would consists of:

- Roaring Tiger™ capable games including licence.
- Atronic Crystal Web™ network connection kit.
- Integrated Jackpot/Media Controller including operating system, jackpot controller software and Roaring Tiger™ display software.
- UPS power backup unit for the Jackpot/Media Controller.
- Signage including plasma (or LCD) screens.

*Customized packages tailored to customer needs are available.

Game themed accessories such as base stands, woodfillers, dividers, lightboxes, murals and chairs are available optional.

PROGRESSIVE CALCULATION

The Roaring Tiger™ progressive parameters (such as increment, JP minimal value, JP maximal value) are calculated by means of the **Progressive Calculation Sheet**. During order processing you received a copy of this calculation sheet which specifies the agreed parameters calculated for a particular Roaring Tiger™ installation.

***Important**: Do not use other values as stated in the Progressive Calculation Sheet. Entering wrong values may lead to wrong payout percentages.*

If an alteration of the progressive parameters becomes necessary, please ask your local sales representative for a proper recalculation.

Roaring Tiger™ - Progressive Calculation

v16_ProgressiveCalculation_____RoaringTiger_

Please enter data into the yellow-coloured cells only!

Customer	**Test**
Total In Calculation	
Currency	$
Opening Minutes of the Casino	960
Denomination ($ per credit)	0,1
Average Bet (credits)	60
Estimated Games/Day/Machine	2.880
Number of Machines in Link	12
Total In 1 hour ($)	12.960
Overall Total In 1 hour ($)	**12.960**

Roaring Tiger - names of levels / **Cash Days** - names of levels	Fire *Lowest Level*	Water Mini Day	Wood Plus Day	Gold Big Day *Highest Level*	All Levels / Any Level
Forward Calculation					
Lower Limit ($)	100	400	4000	50000	
Upper Limit ($)	160	800	7000	75000	
Visible increment rate (%)	0,90%	0,70%	0,30%	0,20%	2,10%
Average Hit value ($)	130	600	5500	62500	
Days Between Hits			2,41	30,14	
Hours between Hits	0,26	2,20	38,58	482,25	0,23
Minutes between Hits	15,43	132,28			13,73
Hits per hour	3,89	0,45	0,03	0,00	4,37
Hits per day	62,21	7,26	0,41	0,03	69,91
Base value RTP	3,00%	1,40%	0,80%	0,80%	6,00%
Total RTP	3,90%	2,10%	1,10%	1,00%	**8,10%**
Backward Calculation					
Average Hit value ($)	130	600	5500	62500	
Hours between hits	0,26	2,20	38,58	482,25	0,23
Visible increment rate (%)	0,90%	0,70%	0,30%	0,20%	2,10%
Days Between Hits			2,41	30,14	
Hours between Hits	0,26	2,20	38,58	482,25	0,23
Minutes between Hits	15,43	132,28			13,73
Hits per hour	3,89	0,45	0,03	0,00	4,37
Hits per day	62,21	7,26	0,41	0,03	69,91
Lower Limit ($)	100	400	4000	50000	
Upper Limit ($)	160	800	7000	75000	
Base value RTP	3,00%	1,40%	0,80%	0,80%	6,00%
Total RTP	3,90%	2,10%	1,10%	1,00%	**8,10%**

progressive parameters

***Note**: Values stated in this figure are for example only*

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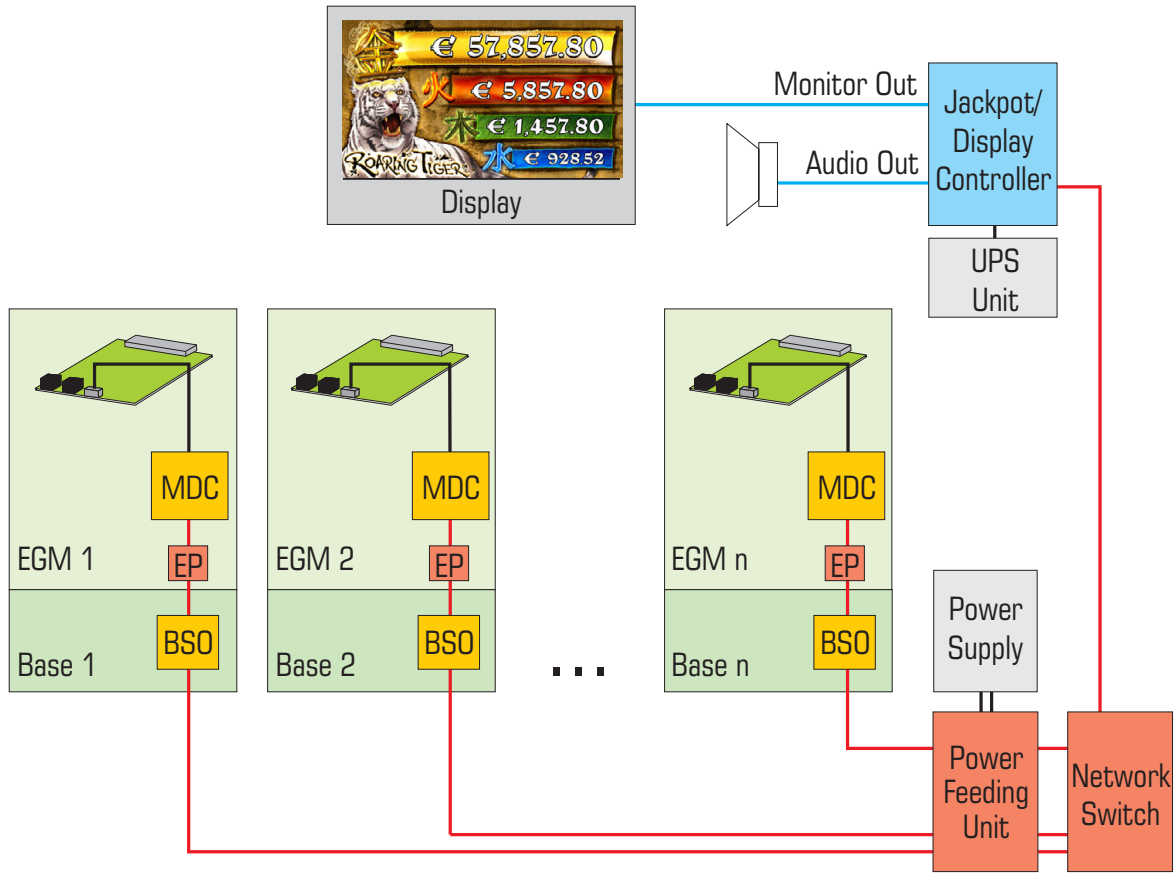
WIRING DIAGRAMM

This figure shows the wiring diagramm of a typical Roaring Tiger™ link with up to 23 gaming machines. (The number of machines is limited by the 24-port PFU und 24-port network switch only. Packages for more than 23 machines are available).



- The Commboard of each gaming machine is connected to a Machine Data Controller (MDC).
- The MDC connects to an Earth Print (EP) board using a special network cable with filter. The filter side of the cable is connected to the Earth Print (EP).
- The Earth Print (EP) is connected to the Base Socket (BSO) using a short CAT-5 network cable.
- The Base Socket (BSO) is connected to the Power Feeding Unit (PFU) using a CAT-5 network cable. The Power Feeding Unit (PFU) is connected to a power supply that provides operating voltage for the BSOs and MDCs via network cable.
- Each used port 01 to 23 of the Power Feeding Unit (PFU) is connected to its designated port at the network switch, using CAT-5 network cables.
- The last port (24) is reserved to connect to the Jackpot/Display Controller.

CABLING

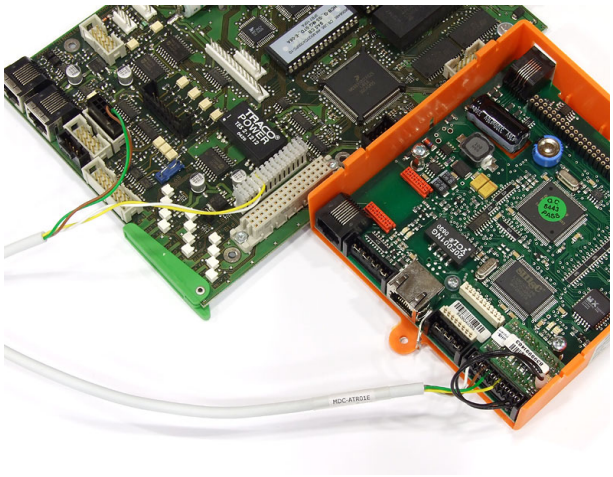
This section describes how to do the cabling of a Roaring Tiger™ link. The description is subdivided in two sections.

- Machine Cabling
- Link Cabling

***Note**: The photos are simplified. They do not show the components in their origin location.*

Machine Cabling

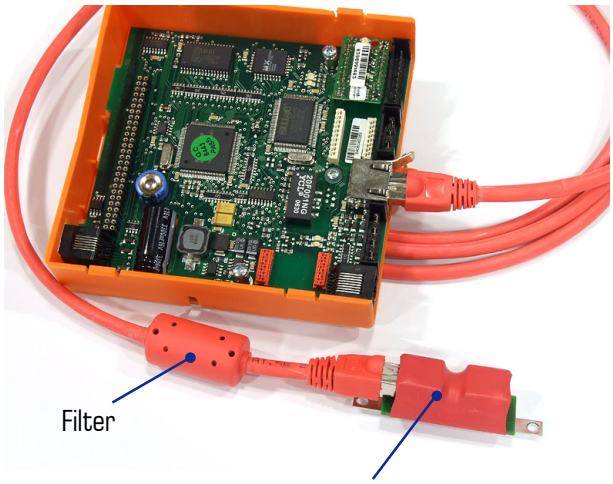
This part of the installation is usually done at the factory. Use this description for troubleshooting or if you have to link machines that are not prepared with MDCs.

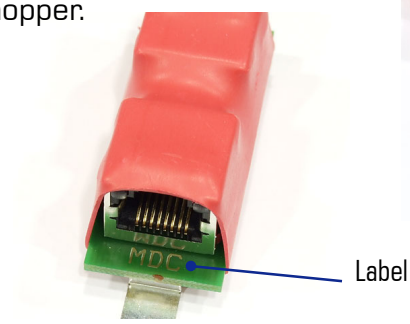


1. Plug in the serial cable (labeled MDC-ATR01E) that connects to the MDC.
   - Roaring Tiger™ on SAS channel 1:
     (Single channel mode without online system)
     Plug the serial cable into commboard connectors P12 and P9.
   - Roaring Tiger™ on SAS channel 2:
     (Dual channel mode with online system on SAS channel 1).
     Plug the serial cable into commboard connectors P4 and P9. Use commboard connector P12 to connect to the online system via SAS channel 1.

   Plug the other end of the serial cable into the MDC.
   The MDC is usually mounted in the upper right inside the gaming machine.

2. Connect the MDC to the Earth Print (EP) board using a special network cable with filter. The filter has to point towards the Earth Print board. Plug into the Earth Print connector labeled "MDC". The Earth Print board is usually mounted in the hopper drawer area behind the hopper.

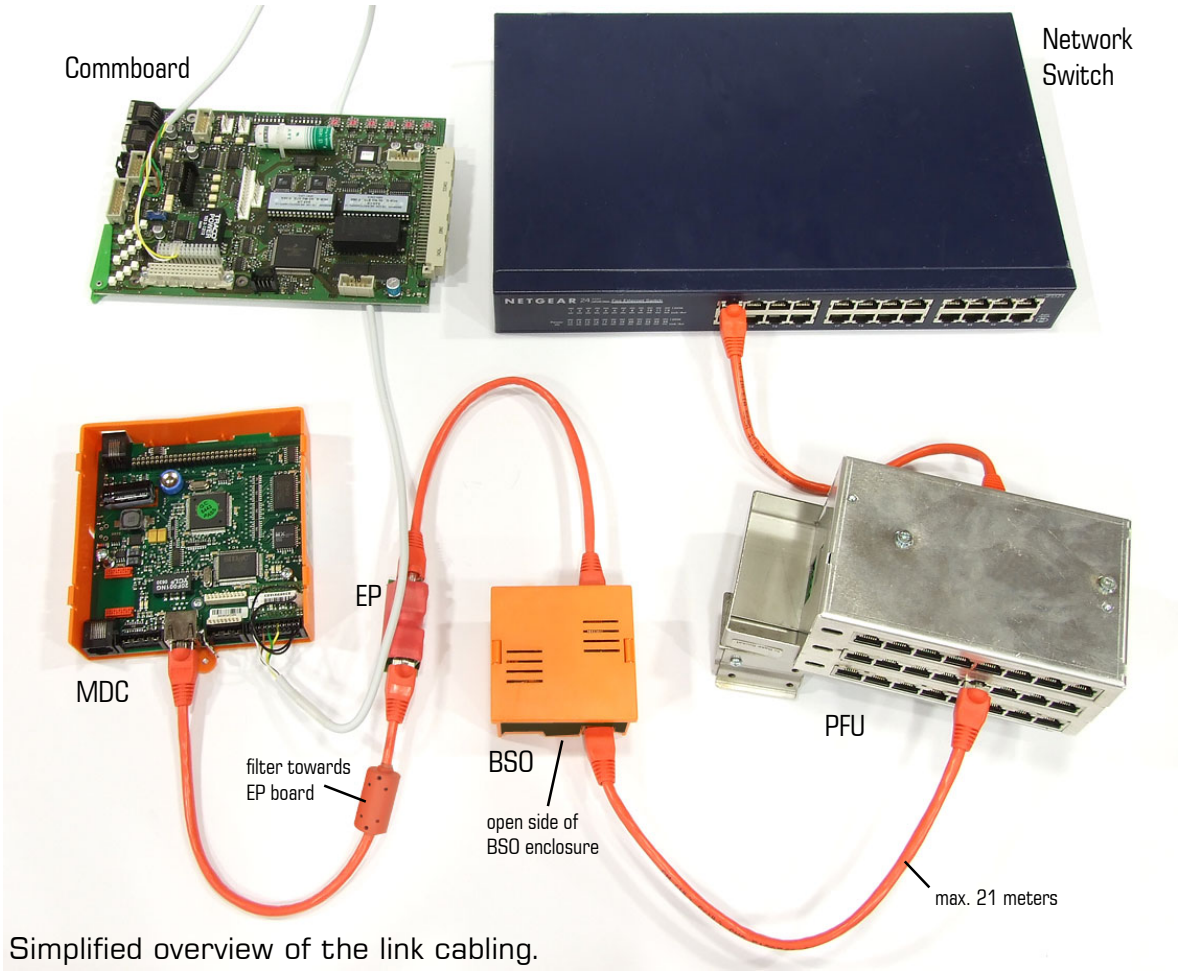




CABLING

Link Cabling

1. Connect the Earth Print (EP) board to the Base Socket (BSO) using a CAT-5 network cable. The Earth Print board is mounted in the hopper drawer area behind the hopper. The Base Socket is usually installed in the base stand of the machine. Use the connector on the closed side of the BSO enclosure.
2 Connect the Base Socket (BSO) to the Power Feeding Unit (PFU) using a CAT-5 network cable. Use the connector on the open side of the BSO enclosure. Connect machine 01 to port 01, machine 02 to port 02 and so on. The cable lenght between BSO and PFU may not exceed 21 meters (69 feet).
3. Connect the Power Supply (*not shown in the overview below*) to the Power Feeding Unit (PFU).
4. Connect each used port 01 to 23 of the Power Feeding Unit (PFU) to its designated port 01 to 23 at the network switch (or hub), using CAT-5 network cables.
5. Connect the Jackpot/Display Controller to port 24.



Simplified overview of the link cabling.

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MACHINE SETUP

This section describes how to set up the gaming machines participating in a Roaring Tiger™ link.

Overview
Atronic machines usually come configured as specified with the order. However it may be necessary to re-configure basic machine settings, such as denomination, metering, paytable, etc. These settings can not be altered during normal operation, as they require a machine reinitialisation for technical or jurisdictional reasons.

The machine setup comprises following sections:

1. Commboard Setup
   This section describes how to set up the comm-boards. It describes required settings to operate Roaring Tiger™ and optional settings to connect to a separate online system (dual channel mode).

2. RAM Reset
   This section describes how to carry out a RAM reset. A RAM reset will clear all machine data, statistics and settings.

3. Initial Setup
   After a RAM Reset has been performed, the machine automatically enters the Initial Setup menu. The Initial Setup allows to configure basic machine setting. This section describes the settings which are mandatory to operate Roaring Tiger™.

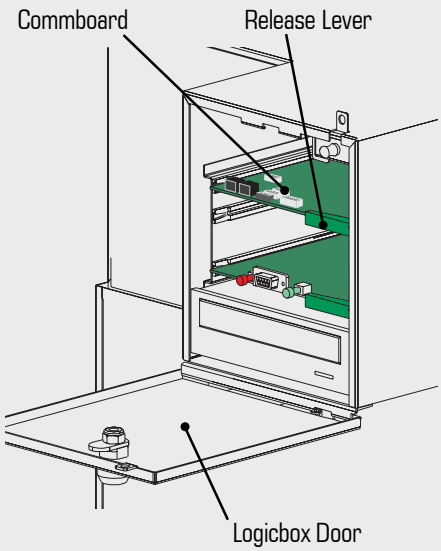
4. Service Menu (not described)
   The Service Menu allows to configure further options which can be altered during machine operation (without a RAM reset). Service Menu settings are not described in this manual. Please refer to the relevant software manual.

***Note**: A jackpot configuration at the machine by means of the A-Link Config tool is not required.*

COMMBOARD SETUP

This section describes how to set up the commboards. It describes required settings to operate Roaring Tiger™ and optional settings to connect to a separate online system (dual channel mode).

***Important**: Do not remove, insert or configure the commboard or the mainboard with the machine switched on.*



Following settings are described on the next pages:

Single Channel Mode
These settings apply if the participating gaming machines are not to be connected to a separate online system.

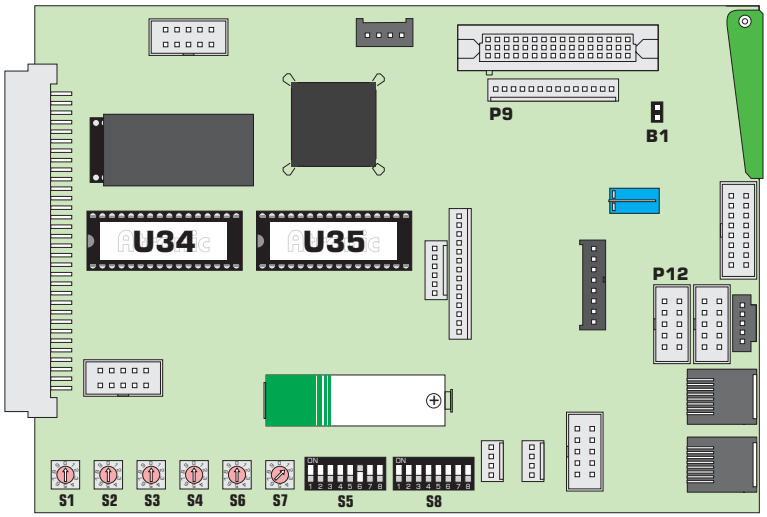
- Enable SAS communication.
- Enable legacy handpay mode.
- Configure progressive mode "none-progressive".
- Enable SAS channel 1.
- Allocate legacy bonusing polls to SAS channel 1.

Dual Channel Mode
These settings apply if the participating gaming machines are to be connected to a separate online system. Roaring Tiger™ can be operated over SAS channel 1 or channel 2, as required (channel 2 recommended).

- Enable SAS communication.
- Configure progressive mode "none-progressive".
- Enable SAS channels 1 and 2.
- Allocate legacy bonusing polls to either SAS channel 1 or channel 2.
- Allocate other SAS polls to either SAS channel 1 or channel 2, if required (e.g. for ticketing or cashless applications).

COMMBOARD SETUP

Single Channel Mode
These settings apply if the participating gaming machines are not to be connected to a separate on-line system.



1. **Set DIP switch S5 /6 to ON.**
   This enables SAS communication in general.

2. **Set DIP switch S5 /7 to ON.**
   This enables legacy handpay mode to prevent a overflow of the handpay buffer.

3. **Set DIP switch S5 /1, S5 /2 and S5 /3 to OFF.**
   This enables progressive mode "none-progressive".

4. **Set rotary switch S7 to "1"**
   This enables SAS channel 1.
   Use commboard connector P12 to connect MDC.

5. **Set DIP switch S8 /4 to OFF.**
   This allocates legacy bonusing polls to SAS channel 1 (default setting).

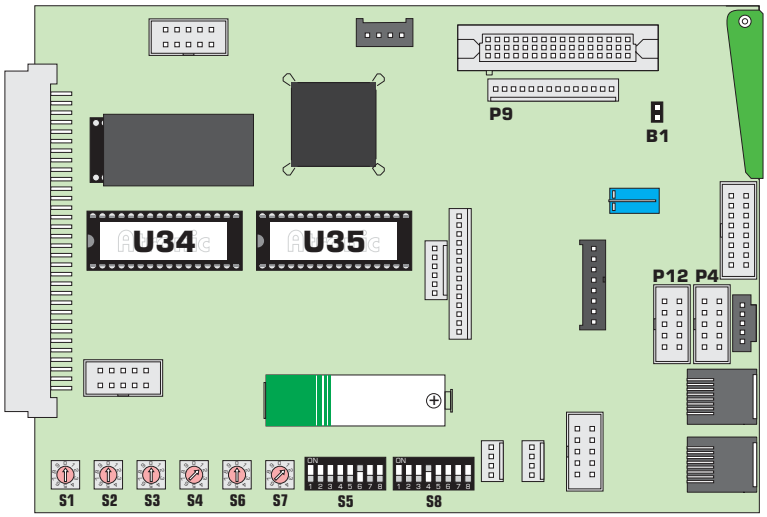
6. **Close jumper B1.**
   This shortcuts digital ground on commboard connector P12 to electrical ground (required, if an Atronic MDC is connected to P12)

***Note**: Set all other switches (that are not mentioned here) to OFF or 0.*

COMMBOARD SETUP

Dual Channel Mode
These settings apply if the participating gaming machines are to be connected to a separate online system (e.g. for accounting, ticketing or cashless applications).

__Note__: In this dual channel mode description it is assumed that the online system uses SAS channel 1 (connector P12), while the Roaring Tiger™ link uses SAS channel 2 (connector P4).



1. **Set DIP switch S5 /6 to ON.**
   This enables SAS communication in general.

2. **Set DIP switch S5 /1, S5 /2 and S5 /3 to OFF.**
   This enables progressive mode "none-progressive".

3. **Set rotary switch S7 to "1"**
   This enables SAS channel 1. Use commboard connector P12 (RS232) to connect the interface board or MDC that links to the online system.

4. **Set rotary switch S4 to "1"**
   This enables SAS channel 2. Use commboard connector P4 to connect the MDC that links to the Roaring Tiger™ link.

5. **Set DIP switch S8 /4 to ON.**
   This allocates legacy bonusing polls to SAS channel 2.

6. **(optional) Close jumper B1.**
   Close jumper B1, if an Atronic MDC is connected to P12.

__Note__: Set all other switches (that are not mentioned here) to OFF or 0.

__Note__: If the interface board does not provide the SAS address (e.g. the Atronic Fiber Optics Board), you have to set it manually by means of the rotary switches S6 (address x10) and S7 (address x01).

COMMBOARD SETUP

Optional Settings
These commboard settings are optional and depend on operators preferences.

- S8 /8 to OFF (default):
  NO error message and no machine lock, if communication to the Floorserver/Jackpot Controller fails (machine remains playable).

  S8 /8 to ON:
  Error message and machine lock, if communication to the Floorserver/Jackpot Controller fails.

- S5 /7 to OFF (default)
  Enables handpay queue. Machine locks, if handpay buffer is full.

  S5 /7 to ON
  Enables legacy handpay reporting. Handpay data is overwritten, if not read.

RAM RESET

***Important**: A RAM Reset will clear all statistical data and machine settings.*

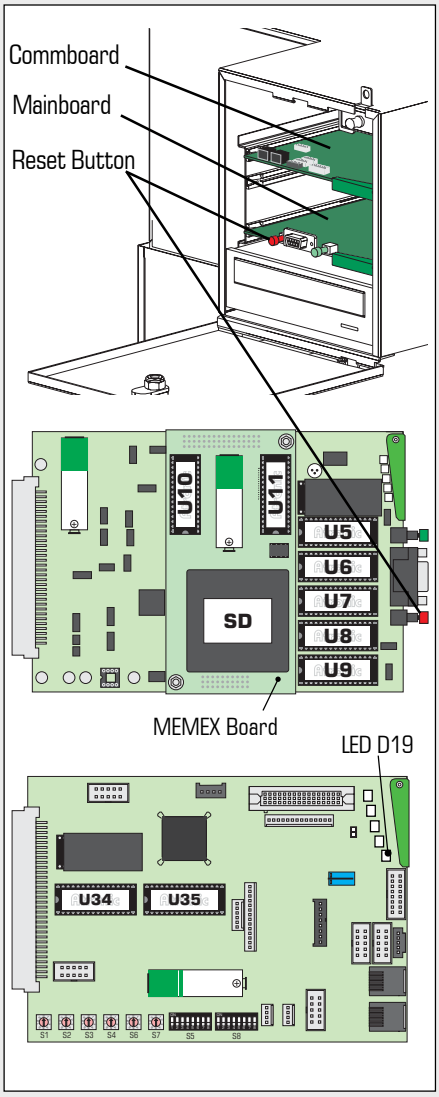
1. Open maindoor and switch machine power off.
2. Open the logicbox door and remove mainboard and commboard.
3. Set the commboard DIP switches and rotary switches (see also pages 14-17).
4. Replace paytable EPROM on mainboard socket U9 with RAM reset EPROM "HMB-RRES01".

   Replace commboard EPROMs U34 and U35 with commboard clear EPROMs "Q-CB-RAM-CLEAR" U34 and U35.
5. Reinstall mainboard and commboard and switch machine power on. **This step must be carried out with the MEMEX board installed!**
6. Wait at least until the Atronic logo and a progress bar is displayed (after approx. one minute).
   A flashing LED (D19) on the commboard confirms that the commboard clear was successful.
7. Switch machine power off and remove mainboard and commboard.
8. Replace RAM reset EPROM U9 with original paytable EPROM U9.

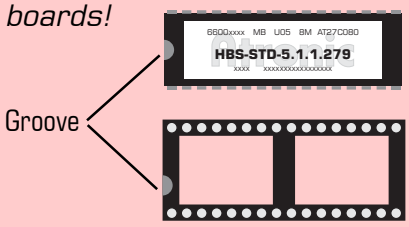
   Replace commboard clear EPROMs U34 and U35 with original commboard EPROMs U34 and U35. Check for correct mounting!
9. Reinstall mainboard and commboard and switch machine power on.
10. Wait approx. 5 minutes until the message PRESS RESET BUTTON TO CONTINUE WITH FORMATTING RAM is displayed. Press mainboard reset button.

The RAM Reset Procedure is now completed and the machine will automatically enter the Initial Setup.

Proceed with Initial Setup procedure.



***Caution**!*
Always make sure to mount the EPROMs correct. The socket groove and the EPROM groove have to point to the same direction. Wrong insertion can cause permanent damage to EPROMs and boards!



INITIAL SETUP

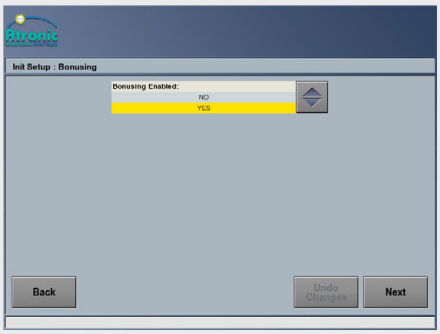
Mandatory Settings

This section describes the Initial Setup settings mandatory to operate Roaring Tiger™. All other settings remain operator selectable. Please refer to the relevant software manual for a complete description of the Initial Setup settings.

1. Enable Legacy Bonusing

Games of software level C.4.x.x and previous:

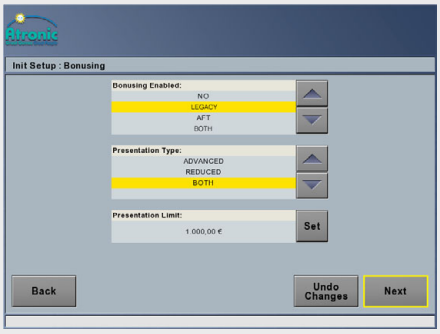
- Set Bonusing Enabled to YES (or ENABLE).



Games of software level C.5.x.x and higher:

- Set Bonusing Enabled to LEGACY
- Select a Presentation Type

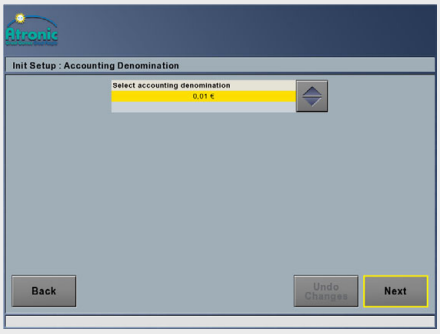
ADVANCED	A player interruptible bonus presentation (pop up window) is displayed. Bonus amount is displayed in credits.
REDUCED	A bonusing text message is displayed in the lower part of the game screen. Bonus amount is displayed in currency.
BOTH	Both methods ADVANCED and REDUCED are used depending on the bonus amount. Configurable by the PRESENTATION LIMIT function.



2. Set Accounting Denomination to 0,01

If the gaming machine is configured for multidenomination and/or Advanced Fund Transfers (AFT), it is necessary to set the Accounting Denomination to 0,01 currency units (1 cent).

If the gaming machine is not configured for multi-denomination or AFT, it is recommended to set the Accounting Denomination to 0,01 currency units (1 cent).



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JACKPOT/MEDIA CONTROLLER SETUP

This section describes how to connect and configure the Jackpot/Media Controller and how to initialize and register the Machine Data Controllers (MDC) that connect to the gaming machines.

General

The Roaring Tiger™ Jackpot/Media Controller is a small-sized PC that integrates the Jackpot Controller and the Media Controller.

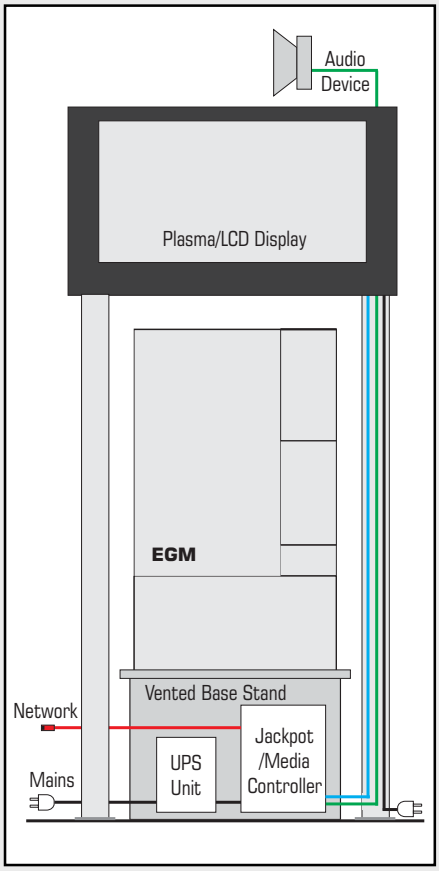
- The Jackpot Controller calculates and manages the Roaring Tiger™ jackpots.
- The Media Controller provides the Roaring Tiger™ video animations.

Two displays and a audio device can be connected. The mains voltage for the PC is provided by an Uninteruptible Power Supply (UPS).

Jackpot/Media Controller Location

It is recommended to situate the Jackpot/Media Controller and its UPS in the (ventilated) base stand of one of the participating gaming machines.

***Important**: The base stand or box where the Jackpot/Media Controller is situated has to be actively vented to prevent overheating.*
The environmental temperature in the enclosure must not exceed 40°C/104°F.



Signage

The plasma/LCD display(s) to be connected to the Media Controller have to support a 1024 x 768 pixel display resolution at 60 Hz with highest (32 bit) color quality. 16:9 aspect ratio is recommended. The Media Controller provides DVI and VGA video outputs.

The display cable, the audio cable and the signage mains cable is usually threaded through one of the posts that hold the signage. You may need to temporarily remove the signage mains plug to thread it through the post.

JACKPOT/MEDIA CONTROLLER SETUP

Connect Jackpot/Media Controller

1. Connect the signage to the Media Controller.
   a) Thread the VGA cable, the audio cable and the signage mains cable through one of the posts that holds the signage. You may need to temporarily remove the signage mains plug to thread it through the post.
   b) Connect the plasma display to the DVI or VGA socket and connect the signage audio device to the audio out socket.

   ***Note**: During Jackpot/Media Controller configuration you may temporarily use a seperate computer monitor for ease of configuration.*

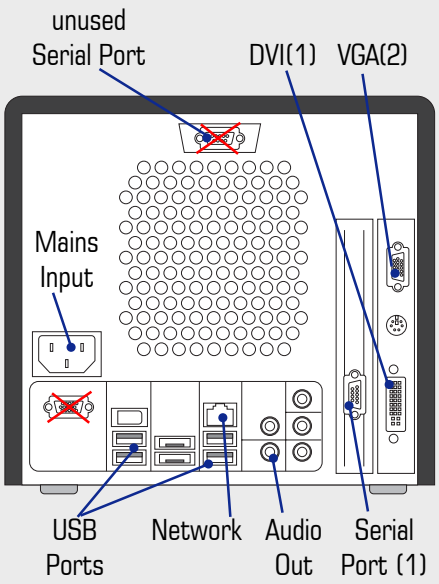
2. Connect mouse and keyboard.

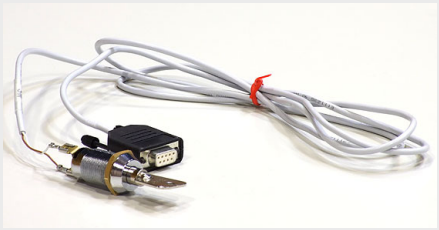
3. Install the Serial Reset Key and connect it to the serial port (1) located next to the graphic card. Do **not** connect to the unused serial port in the upper area (if available).

   ***Note**: Serial Reset Key software configuration is described on page 25.*

4. Connect the Jackpot/Media Controller to the Roaring Tiger™ link. Plug a CAT-5 network cable into the PCs network port and connect it directly to the last (highest) port of the network switch.

5. Plug the Display Evolution copy protection dongle into one of the USB ports.





Serial Reset Key cable

Display Evolution copy protection dongle

JACKPOT/MEDIA CONTROLLER SETUP

Configure Windows® Operating System

This section describes necessary configuration of the Windows® operating system to operate Roaring Tiger™.

To configure Windows® you have to shut down the Roaring Tiger™ display software that starts automatically with Windows®. Press Escape (Esc) on the keyboard to shut down the display software.

Set IP Address

The Jackpot/Media Controller must use a fixed IP address. A network cable has to be connected to allow IP address configuration.

1. Open Start / Settings / Network Connection from the Windows Start menu.

2. Doubleclick on **Local Area Connection**. Then click the **Properties** button. The Local Area Connection Properties menu opens.

3. Select **Internet Protocoll (TCP/IP)** and click on **Properties**. The Internet Protocoll (TCP/IP) Properties menu opens.

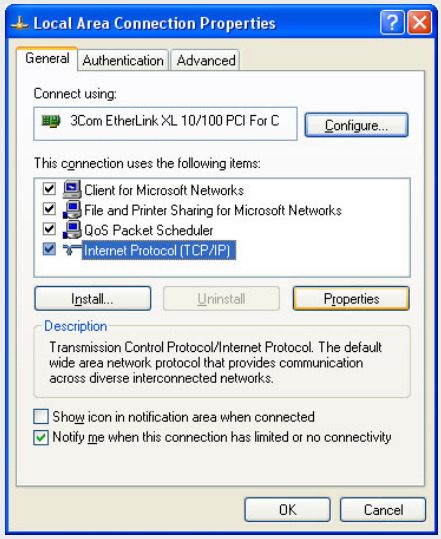
4. Select **Use the following IP address** and enter

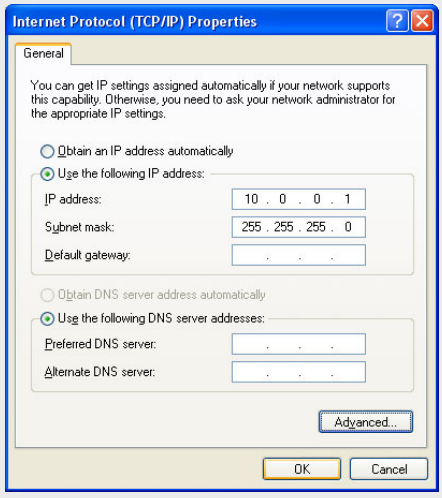
   IP address: 10. 0. 0. 1.
   Subnet Mask: 255. 255. 255. 0.
   Default Gateway: (no entry).

   Select **Use the following DNS server addresses** and leave the address fields blank.

   Confirm settings with **OK**.

5. Reboot the computer to apply changes.



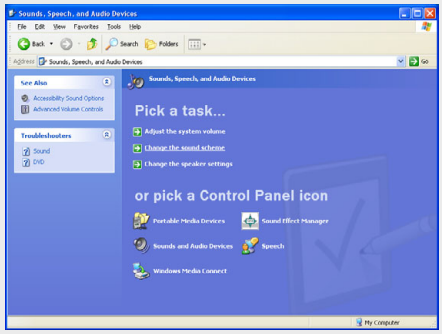


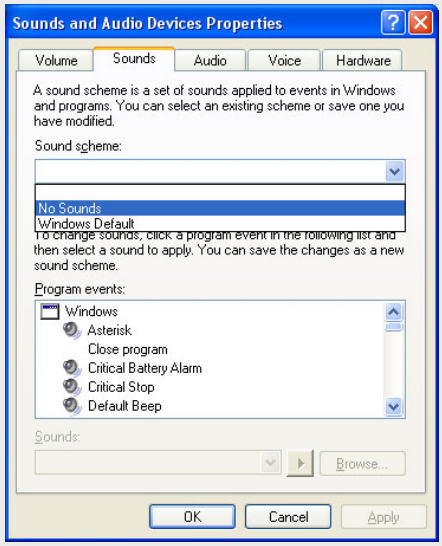
JACKPOT/MEDIA CONTROLLER SETUP

Disable Windows® Sounds

This setting will disable sounds played on Windows events (e.g. mouse click sounds). The sounds of the Roaring Tiger™ animations are not affected.

1. Open Start / Settings / Control Panel from the Windows Start menu.
2. Select **Sounds, Speach and Audio Devices**.
3. Select **Change the sound scheme** from the Pick a task... column.
4. Open the sound scheme drop down menu and select **No Sounds**.
5. A dialog box will pop up. Refuse to save the previous sound scheme by clicking **No**.
6. Click **OK** to confirm and then close the control panel.





Activate Windows®

Windows® has to be registered and activated within 30 days. Please refer to the instructions that came with Windows® XP.

The Windows product key sticker is located on top of the Jackpot/Media Controller case.

JACKPOT/MEDIA CONTROLLER SETUP

Enable Serial Reset Key

The Serial Reset Key is intended to acknowledge pending progressive jackpot hits to unlock a machine, when it has been locked by the Jackpot Controller automatically, because a handpay is necessary.

The machine will be locked and a handpay is necessary when:

- The payout method for a jackpot level has been set to handpay by the operator (setting "payout method" set to "winners cheque")
- The bonus transfer to the machine failed

To enable the Serial Reset Key

1. Open the Windows Explorer and navigate to the D:\Floorserver\bin folder

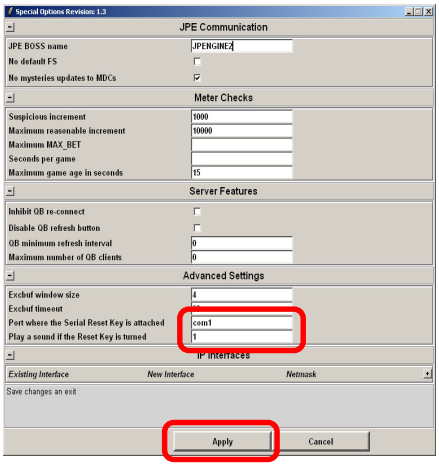
2. Doubleclick the **optionscfg** file icon.
(full file name = optionscfg.tcl83)
The Floorserver Special Options application opens.

3. Enter **com1** into the **Port where the Serial Reset Key is attached** field.

   ***Note**: If you do not use the original Roaring Tiger™ Jackpot/Media Controller, you may need to enter a different port.*

4. (Optional) Enter **1** into the **Play a sound when the Reset Key is turned** field.

5. Click **Apply** to apply the changes.



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MDC SETUP

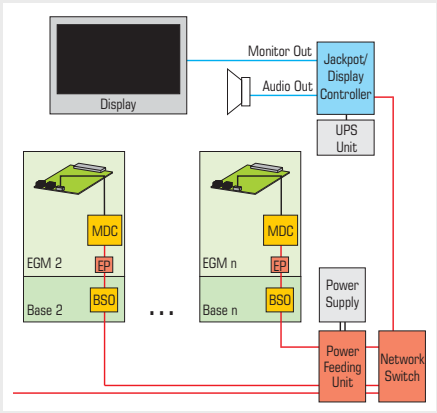
The Atronic MDC (Machine Data Controller) is a interface device that connects gaming machines to the floor network. It has a serial interface that connects to the gaming machine and a RJ-45 socket to connect to the ethernet floor network (via BSO).

The Atronic BSO (Base Socket) is linked inbetween MDC and floor network. It is intended to remain at a particular location on the floor (e.g. base stand).

The Atronic Data Checker tools is intended to control the initialization of the MDCs and to input the Location Type and Location ID.

***Note**: If the machine is equipped with an Atronic player tracking unit, it is not necessary to use the Datachecker tool. The MDC configuration can be carried out at the player tracking unit.*

The Roaring Tiger™ Jackpot/Media Controller comes pre-installed with matching MDC firmware and bootloader version. When the MDCs are initialized and configured the firmware is automatically uploaded to the MDCs by the Floorserver process that runs on the Jackpot/Media Controller.



***Note**: See also sections*
- Status LED / MDC
- Status LED / BSO
- Status LED / Datachecker
on pages 58 - 60.

MDC SETUP

Reduce DHCP Range

(optional setting)
It is recommended to reduce the floorserver DHCP range that the MDCs utilize, to allow linking additional network equipment. Especially if remote access to the Jackpot Controller is required. A remote access is useful to monitor jackpot values and recent jackpot hits to assist slot personnel handling handpays initiated by the Jackpot Controller.

1. Start the Jackpot/Media Controller.
   The Roaring Tiger™ display software will start automatically.

2. Press **Esc** (escape) on the keyboard to shut down the display software.

3. Open Start / Programs / Floorserver / Floorserver Configuration.

   The Floorserver Configuration program opens.

4. Check the IP address of the **Floor network interface**. This must be the same IP address as configured in Windows (usually 10.0.0.1).

   See also section *Set IP Address* on page 23.

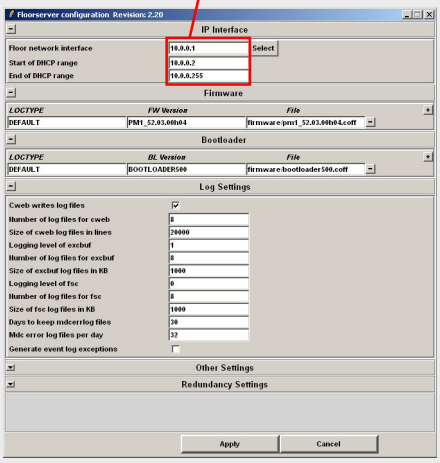
5. Increase the **Start of DHCP range** parameter to 10.0.0.5.

   The range from 10.0.0.2 to 10.0.0.4 is now reserved for additional network equipment.

6. Click **Apply** to apply changes and restart the Jackpot/Media Controller.

***Note**:*
Allthought the floorserver assigns network addresses to the MDCs starting with the highest IP address within the configured DHCP range (10.0.0.255, 10.0.0.254, ...), it is recommended to reserve an IP address range for additional equipment.

Floorserver IP Address Settings



MDC SETUP

Check MDC firmware version

This section is intended for information only. Configuration is usually not required.

Use this description to check the firmware and bootloader versions that come with the Jackpot Controller or if configuration may still be required.

1. Start the Jackpot/Media Controller.
   The Roaring Tiger™ display software will start automatically.

2. Press **Esc** (escape) on the keyboard to shut down the display software.

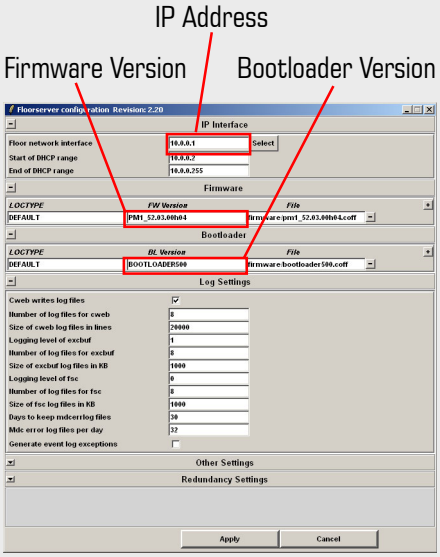
3. Open Start / Programs / Floorserver / Floorserver Configuration.

   The Floorserver Configuration program opens.

4. Check the IP address of the floor network interface. It must be the same IP address as set in Windows. See section Set IP Address on page 23.

5. Open the Firmware and the Bootloader dropdown menus to check the firmware and bootloader versions that will be uploaded to the connected MDCs.

   If a change of the firmware version is required, please refer to the Floorserver Configuration manual or contact Atronic.



MDC SETUP

Initialize the MDCs

The Machine Data Controllers (MDC) that connect to the gaming machines have to be initialized and configured according to the machine configuration and the interface type.

1. Make sure that all participating gaming machines are linked, configured and operational. There must be no credits on the credit meters.

   Check the connection LEDs at the network switch to make sure that all machines are physically connected to the Roaring Tiger™ link.

2. Start the Jackpot/Media Controller.
   The Roaring Tiger™ display software will start automatically.

   ***Note**: You may connect and configure the Uninterruptible Power Supply (UPS) later.*

3. Press **Esc** (escape) on the keyboard to shut down the display software.

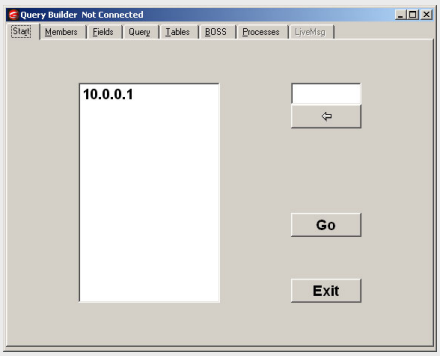
4. Open Start / Programs / Query Builder / Query Builder.

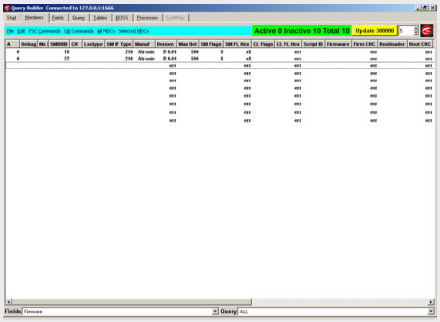
   The Query Builder - Start window opens.

5. Select IP-adress 10.0.0.1 and click the **Go** button.

   The Query Builder - Members window opens and lists all connected (unconfigured) MDCs plus two dummy entries. You can indentify the two dummy entries as they are the only entries that already have a denomination and a max-bet configured. You can delete them (see next step).

***Note**: See also sections*
- Status LED / MDC
- Status LED / BSO
- Status LED / Datachecker
on pages 58 - 60 to assist troubleshooting.





MDC SETUP

Initialize the MDCs

6. (Optional) Delete the dummy data entries.

   The Jackpot/Media Controller comes pre-set with two dummy data entries (virtual MDCs) which are listed in the Query Builder. It is recommended, but not mandatory, to delete these entries to avoid confusion with the operator set entries.

   a) Open the Mini-cweb application by clicking it in the Windows task bar.

   b) Click **Edit Database**. The Edit Database window opens.

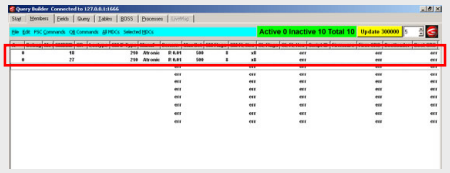
   c) Identify the dummy entries and doubleclick it. The Modify SM window opens.

   d) Click **Delete**.

   e) Doubleclick the second dummy entry and delete it too.

   f) Click **Send All** from the Edit Database window. Then click **Done**.

   g) Click the **Update** button in the upper right area of the Query Builder program. The deleted entries should disapear.

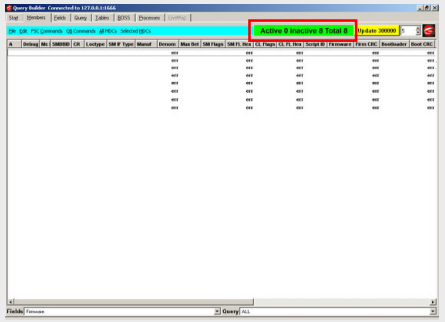


***Note**: Entries that refer to a MDC that is currently connected (or was connected at Jackpot Controller start-up) can not be deleted.*

7. Check the number of MDC entries.
   If the number of MDCs listed does not match the number of participating gaming machines, start troubleshooting. Do not proceed until all MDCs are listed.

   ***Note**: Take care of the two dummy entries, if they were not deleted in step 6.*

   ***Note**: If you are using MDCs that have been configured before, their current configuration is displayed in the Query Builder.*



MDC SETUP

Initialize the MDCs

8. Select a machine to be configured and aquire its machine number and location number.

   Plug in the Atronic Datachecker tool into the RJ11 connector at top of the MDC. The MDCs are usually located in the upper right area of the gaming machine.

   ***Note**: If the machine is equipped with an Atronic player tracking unit, it is not necessary to use the Datachecker tool. The MDC configuration can be carried out at the player tracking unit.*

***Note**: See also section "Status LED / Datachecker" on page 50.*

9. When connected to an operating MDC, the Datachecker tools prompts to enter

   - **LOCtype** Location type.
     Defines a group of machines that use the same MDC firmware, for example a bank or a pit.

   - **LOCname** Location name.
     An operator set string that defines the location of the EGM, for example a defined location on the floor plan.

   Enter a number for the **LOCtype** and confirm by pressing the ✓ button. Then enter a number for the **LOCname** and confirm by pressing the ✓ button. A configuration mask will open on the Jackpot Controller (see next step).

   ***Note**: In a typical Roaring Tiger™ installation it does not matter which number is entered for LOCtype, as the firmware is uploaded to all connected MDCs.*

   ***Note**: If the Datachecker tool does not prompt to enter the LOCtype, press the ▼ button first.*

   ***Note**: If the Datachecker reads "Error 13 - Out of order" the MDC has no connection to the EGM or the EGM is off.*

MDC SETUP

Initialize the MDCs

10. The Mini-CWeb tool will pop up and displays a slot machine configuration mask.

SMDBID: Slot Machine Database ID.
Enter a unique machine identifier.
It is recommended to use the gaming machines asset number or any other identifierer that allows slot personnel to identify a machine.

***Note**: This identifier is used to assign handpays initiated by the jackpot controller to a EGM.*

SM-IF Type: Slot Machine Interface Type.
For Atronic machines enter "**210**".

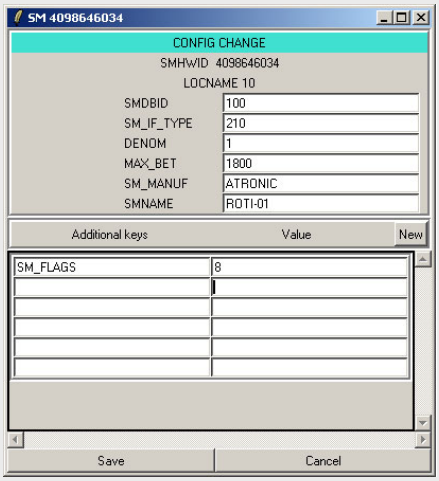
Denom: Denomination.
Enter the accounting denomination configured during Initial Setup, in Cents (typical 1 Cent).

Max-Bet: Maximum Bet. Enter the maximum bet in units of accounting credits!
The jackpot engine will ignore coin in increments higher than adjusted with this setting!

Make sure to enter the Max-Bet parameter in units of accounting credits!

SM-MANUF: Slot Machine Manufacturer.
Enter "**ATRONIC**".

SM-NAME: Slot Machine Name.
Enter the game title or abbreviation.



***Note**:*
Max-Bet (in Accounting Credits) =

$$\frac{\text{Max Bet} \cdot \text{Denomination}}{\text{Accounting Denomination}}$$

***Example**:*
(Game) Max Bet = 90 credits
(Game) Denomination = 0,20 EUR
Accounting Denomination = 0,01 EUR

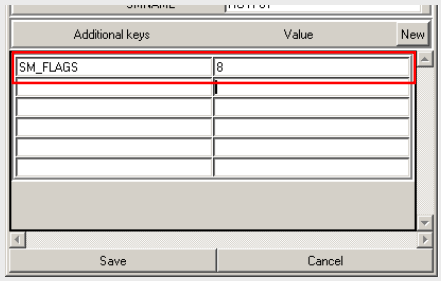
$$\frac{90 \cdot 0{,}20}{0{,}01} = 1800$$

Max-Bet = 1800 accounting credits

MDC SETUP

Initialize the MDCs

11. Enter "**SM_FLAGS**" in the additional keys column and enter "**8**" in the value column, as shown in the picture. This setting is required to allow win transfers by means of legacy bonusing.



12. Click **Save** to apply settings.

13. Confirm the entered values at the Datachecker tool by pressing ✓.

    ***Note**: The following player card related messages on the Datachecker tool can be ignored.*

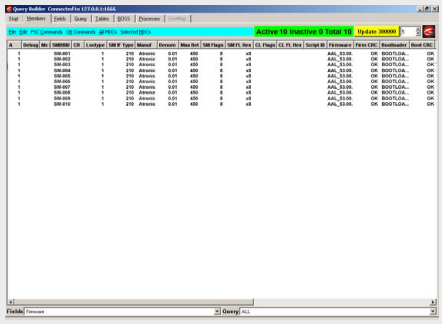
    The Floorserver will now send firmware, bootloader and configuration to the registered MDC.

14. Disconnect the Datachecker tool from the MDC.

15. Repeat steps 8 to 14 on all MDCs in the link.

16. Open the Query Builder, click the **Update** button and make sure that firmware and bootloader were uploaded to all connected MDCs.

    The firmware version (e.g. AAL_53.00.x) is listed in the **FW** column, the bootloader version (e.g. BOOTLOADER500) is listed in the **BL** column.



    ***Note**: If firmware and bootloader were not uploaded to a particular MDC, check network connections and make sure that no credits are on the credit meter.*

When all MDCs are programmed correctly, proceed with section Jackpot Configuration.

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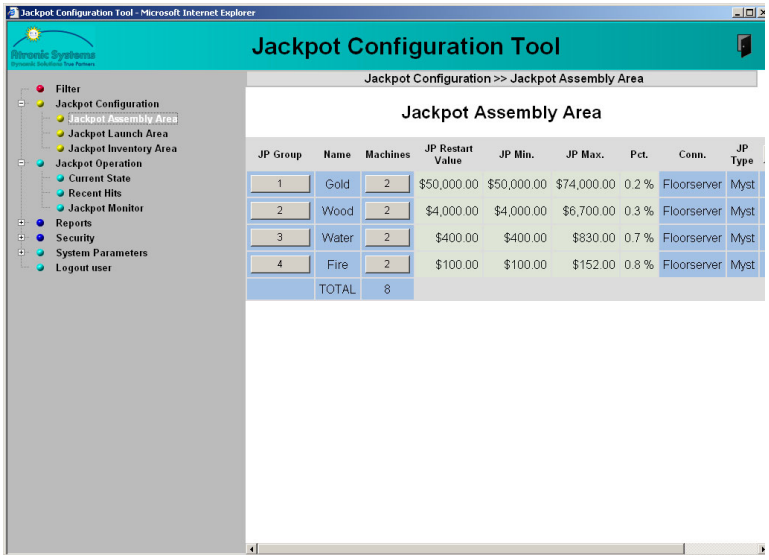
JACKPOT CONFIGURATION

This section describes how to set up and configure the jackpot settings for Roaring Tiger™ by means of the Jackpot Configuration Tool (JCT). The jackpot configuration process is subdivided in five sections:

- Delete preset jackpots (optional)
- Increase setting "Maximum Allowed Machines".
- Jackpot Assembly
- Propose and Launch Jackpots
- Activate Jackpots



JACKPOT CONFIGURATION

Delete preset jackpots
The JCT comes with four preset jackpots, which were set up for manufacturer test purposes. Allthough these preset jackpots will not interfere with other jackpots, it is recommended to delete them from the jackpot engine.

1. Open Start / Programs / Atronic Systems / JCT / JCT. The JCT log on page opens.

2. Enter user name and password (*admin*, *admin*)

   The Jackpot Configuration Tool (JCT) opens.

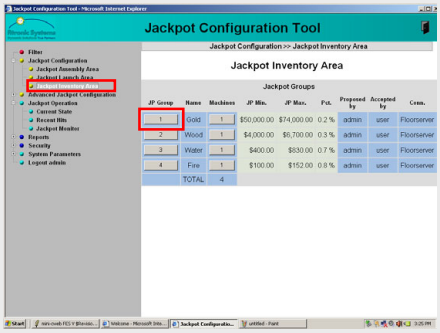
3. Select **Jackpot Inventory Area** from the function list on left. A list of four pre-set Roaring Tiger™ jackpot levels (Gold, Wood, Water, Fire) is displayed.

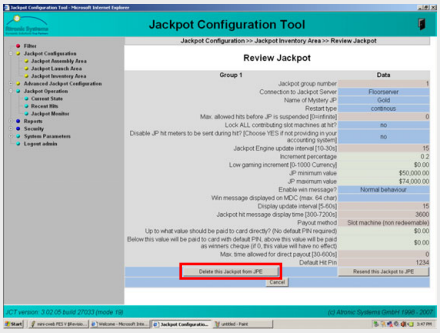
4. Delete the pre-set jackpots.

   a) Click the **JP Group** button "1" to open the Review Jackpot pane.

   b) Scroll down and click **Delete this Jackpot from JPE**. Confirm by clicking **OK**.

   c) Delete the other 3 pre-set JP Group entries.





Increase the number of maximum allowed machines
The number of Maximum Allowed Machines that can connect to the floorserver has to be increased.

1. Select **System Parameters** / **Connections**.

   The Connections pane opens.

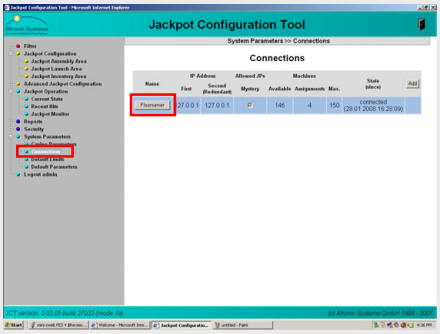
2. Click the **Floorserver** button.

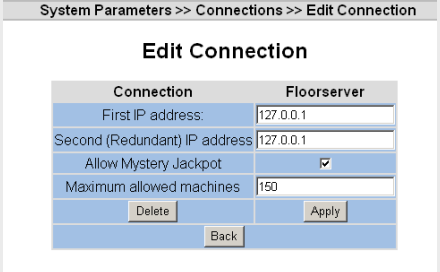
   The Edit Connection pane opens.

3. Increase the number of **Maximum Allowed Machines** to a higher value (e.g. 150 machines).

   ***Note**: The minimal number of allowed machines entered here has to be four times the number of actual installed machines.*

4. Click **Apply**.





JACKPOT CONFIGURATION

Jackpot Assembly
This section describes how to create new jackpots in the Jackpot Assembly Area.

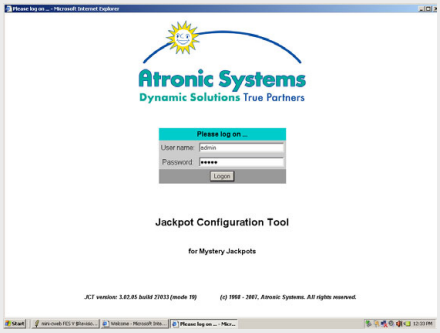
There are four pre-set jackpots available in the jackpot assembly area. Each is corresponding to one of the four Roaring Tiger™ jackpot levels. Use them as a template to create your own customized jackpots.

1. Open Start / Programs / Atronic Systems / JCT / JCT. The JCT log on page opens.

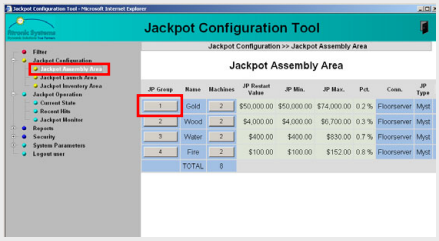
2. Enter user name and password.
(default = *admin*, *admin* or *user*, *user*).

   The Jackpot Configuration Tool (JCT) opens.

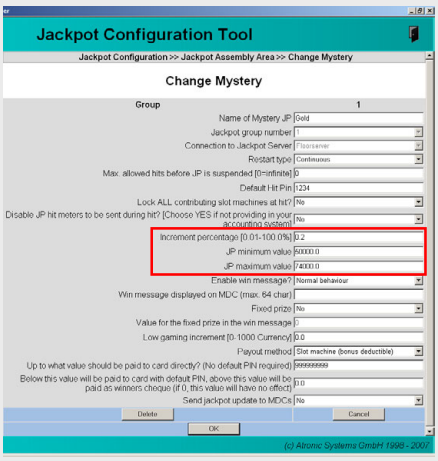
   ***Note**: The JCT application features a security idle time out. If the JCT did not received any user input for more than 300 seconds, it will log out automatically and the user has to log on again.*



3. Select **Jackpot Assembly Area**.
A list of four predefined Roaring Tiger™ jackpot levels (Gold, Wood, Water, Fire) is displayed.



4. Click the JP Group button of the first jackpot entry (Gold) to open the Change Mystery pane.



5. Enter the progressive parameters for this jackpot level as stated in the Atronic **Progressive Calculation Sheet** (see also section "Progressive Calculation" on page 7).

   - Increment Percentage (in %)
   - JP minimum value (in currency)
   - JP maximum value (in currency)

***Important**: Do not use other values as stated in the Progressive Calculation Sheet. Entering wrong values may lead to wrong payout percentages.*

JACKPOT CONFIGURATION

Jackpot Assembly

6. Set **Payout Method** to "Slot machine (bonus deductible)".

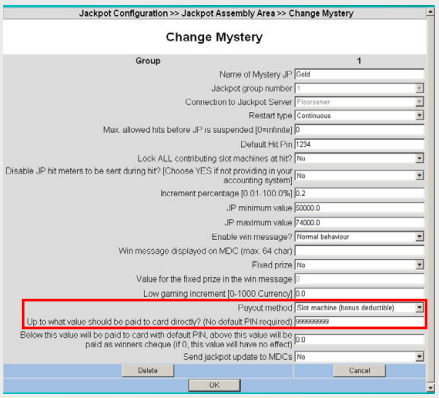
   ***Note**: Roaring Tiger™ jackpot wins are transferd to the EGM as legacy bonus transfers.*

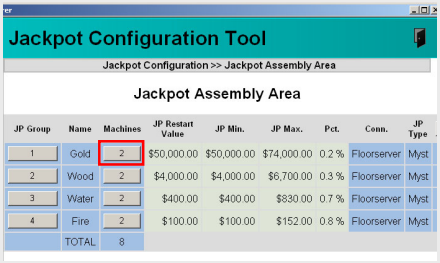
7. Set "**Up to what value should be paid to card directly?**" to 99999999.

   ***Note**: Roaring Tiger™ jackpot wins transferred to the EGM, do not need to be acknoledged by an attendant.*

8. Scroll down and click **OK**.
   The Change Mystery pane closes.

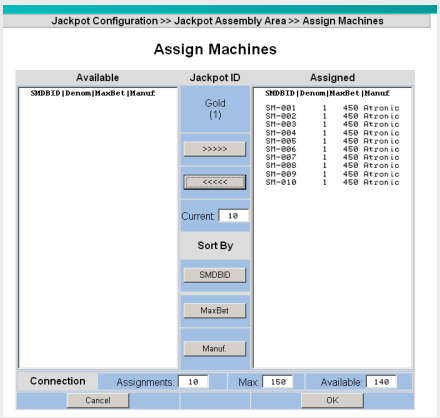
9. Click the **Machines** button of the first jackpot entry (Gold) to open the Assign Machines pane.





10. Assign all available machines to this jackpot by selecting an entry and clicking the (>>>>>) button. The selected entry will move from the left pane (Available) to the right pane (Assigned).

    When finished click **OK** to confirm. The Assign Machines pane closes.



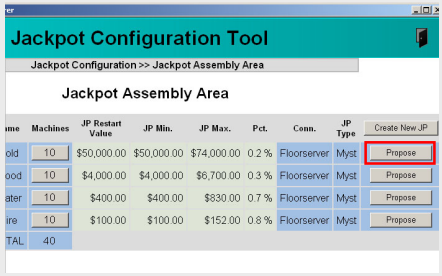
11. Repeat steps 4 to 10 for jackpot levels Wood, Water and Fire. Use the corresponding progressive parameters for each jackpot level as stated in the Atronic Progressive Calculation Sheet.

JACKPOT CONFIGURATION

Propose and Launch Jackpots

12. When all four jackpot levels are configured in the Jackpot Assembly Area scroll to the right and click the **Propose** button. Confirm the upcomming message by clicking **YES**.

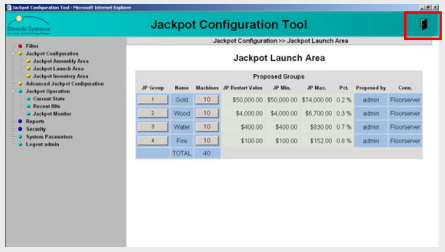
    The jackpot is sent to the Jackpot Launch Area.



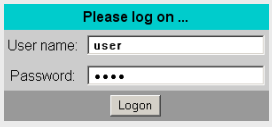
13. Go back to the Jackpot Assebly Area to propose the other jackpot levels, too.

14. When all four Roaring Tiger™ jackpot levels are proposed and sent to the Jackpot Launch Area, log off from the JCT program by clicking the **exit** symbol in the upper right. The JCT main window closes and the log on window opens.

    ***Note**: Jackpot proposal and jackpot launch have to be carried out by different users.*

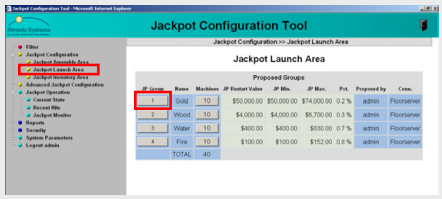


15. Log on with an other user name as the one who proposed the jackpot (if you have proposed jackpots as *admin, admin*, now log on as *user, user*).



16. Select Jackpot Launch Area and click the **JP Group** button of the first entry (Gold).

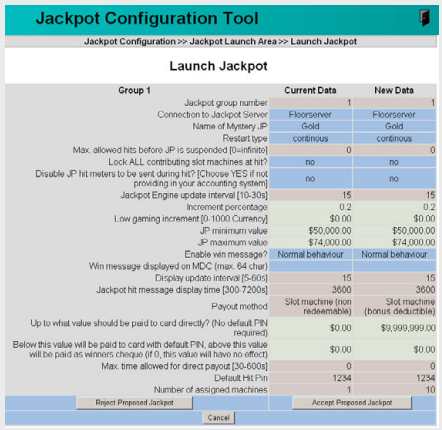
    The Launch Jackpot pane opens.



17. Check all jackpot values carefully.

    If all value are correct, click the **Accept Proposed Jackpot** button. Confirm the upcomming message by clicking **OK**.

    The jackpot is sent to the Jackpot Inventory Area.



18. Repeat step 17. with all four jackpots.

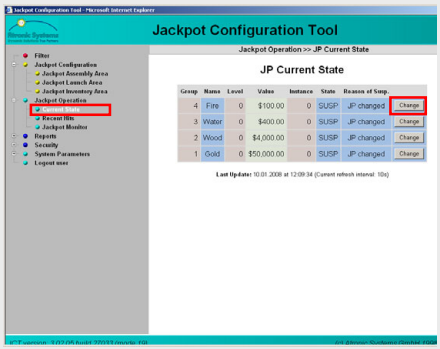
    The jackpot levels are now sent to the jackpot engine, but are still in suspend mode.

JACKPOT CONFIGURATION

Activate Jackpots

19. In the JCT main window select **Jackpot Operations** / **Current State**.

    The JP Current State pane opens.



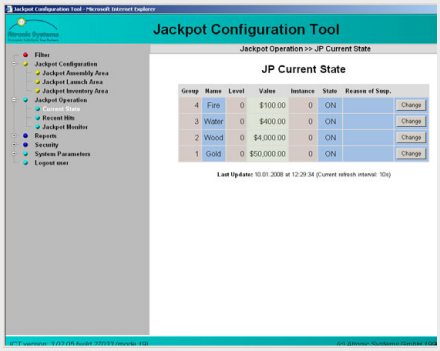
20. Click the **Change** button of the first entry (Gold) to change the jackpot state from suspended (SUSP) to activated (ON). Confirm the upcomming message by clicking **OK**.

    After a refresh interval (10s) the state will change to activated (ON).

21. Repeat step 20. with all four jackpot levels.

22. All four Roaring Tiger™ jackpot levels are now configured and activated.

    Log off from the JCT program and restart the computer.



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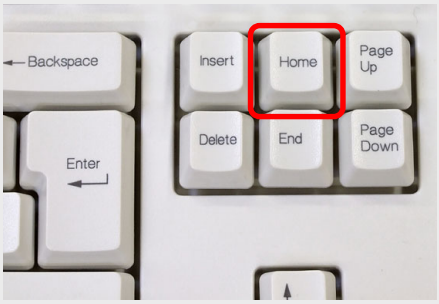
MEDIA CONTROLLER CONFIGURATION

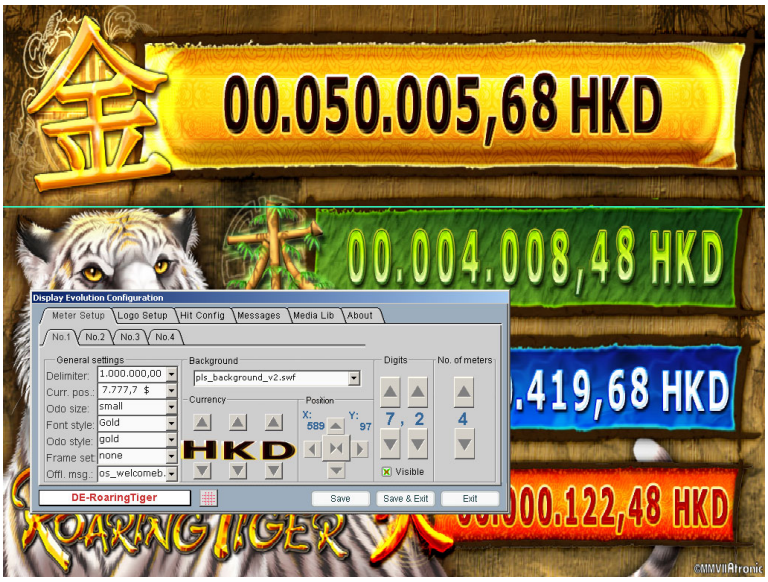
This section describes how to configure the Media Controller portion of the combined Jackpot/Media Controller. It controls the display of the jackpot meters, jackpot hit messages and video sequences on the overhead display. Media Controller configuration is carried out by means of the Display Evolution Configuration program.

Display Evolution Configuration

The Display Evolution Configuration program allows to configure the display style of the jackpot meters and the jackpot hit messages.



To start the Display Evolution Configuration program, hit the **Home** key on the Media Controller keyboard.



***Note**: The configuration options that operators have to adjust or may want to adjust, are described on the following pages. Most other settings are presets for Roaring Tiger™. Please do not change these other settings unless absolute necessary.*

***Note**: After the Display Evolution Configuration window is closed the display of the meters can be slightly distorted for some seconds. After a few update cycles the display should be correct again.*

MEDIA CONTROLLER CONFIGURATION

Configure Currency Symbol and Delimiter

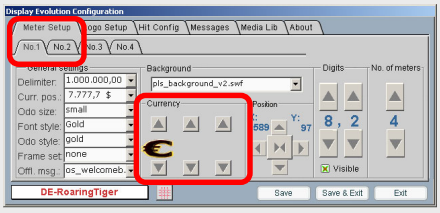
This configures the currency symbol (or abbreviation) and the delimiter that is displayed with the jackpot meters.

1. Start the Display Evolution program, if it is not running, by clicking the Display Evolution icon from the desktop. (Display Evolution starts automatically when the Jackpot/Media Controller is booted).

2. Press the **HOME** key on the Jackpot/Media Controller keyboard.

   The Display Evolution Configuration program starts.

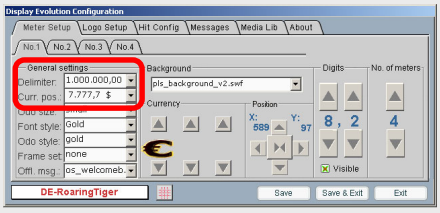
3. Select the **Meter Setup** tab and then the **No. 1** tab to configure the meter of jackpot level 1.



4. Use the Up- and Down buttons in the **Currency** area to configure the currency symbol or currency abbreviation that is displayed with the meter.

5. Open the **Delimiter** drop down menu to change the delimiter style (dots and commas), if necessary.

6. Open the **Curr. Pos.** (currency position) drop down menu to change the position of the currency symbol to trailing or leading, if necessary.



7. Select the **No. 2** tab (**No. 3**, **No. 4** tab) and configure the currency symbol of meters 2, 3 and 4.

8. Proceed with the next configuration steps (next page)
   or when finished click **Save & Exit**.

   The Display Evolution Configuration window closes and the Roaring Tiger™ animation is displayed again.

MEDIA CONTROLLER CONFIGURATION

Configure Jackpot Hit Message

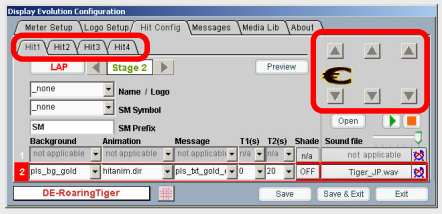
This configures the Jackpot Hit Message which is displayed upon a progressive jackpot hit. It displays jackpot level, amount and currency.

Jackpot Hit Message

1. Start the Display Evolution program, if it is not running, by clicking the Display Evolution icon from the desktop. (Display Evolution starts automatically when the Jackpot/Media Controller is booted).

2. Press the **HOME** key on the Jackpot/Media Controller keyboard.

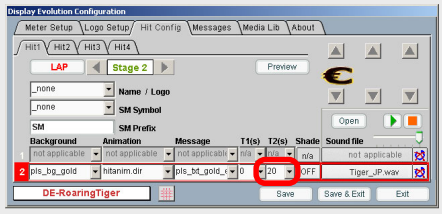
   The Display Evolution Configuration program starts.



3. Select the **Hit Config** tab and then the **Hit1** tab to configure the Jackpot Hit Message of jackpot level 1 (gold level).

4. Use the Up- and Down buttons in the currency area to configure the currency symbol or currency abbreviation that is displayed with the Jackpot Hit Message.

5. Select the **Hit2** tab (**Hit3**, **Hit4** tab) to configure the currency symbol for the Jackpot Hit Message of jackpot level 2, 3 and 4.



6. (optional operator setting)
   You may also configure the timespan after that the Jackpot Hit Message expires. This timespan can be adjusted individualy for each jackpot level.

   Select **Hit1** to **Hit4** and set the desired timespan (1 - 120 seconds) in the **T2(s)** dropdown menu (default = 20 seconds).

7. Proceed with the next configuration steps (next page)
   or when finished click **Save & Exit**.

   The Display Evolution Configuration window closes and the Roaring Tiger™ animation is displayed again.

MEDIA CONTROLLER CONFIGURATION

Configure Repeated Hit Message

This configures the Repeated Hit Message, which is displayed if a jackpot hit is pending.

A jackpot hit can be pending if

- the payout method for a jackpot level was set to handpay (winners cheque) by the operator
- the bonus transfer of the progressive win failed

In both cases the jackpot hit has to be acknowledged by turning the Serial Reset Key and a handpay has to be carried out. A slot attendant can use the Repeated Hit Message to determine the handpay amount without accessing the Jackpot Controller. The display of the Repeated Hit Message repeats every x minutes as adjusted with the **Interval** setting. It is recommended to set the **Interval** setting to 1 minute, to avoid that the slot attendant has to wait to long for the next display.

Repeated Hit Message

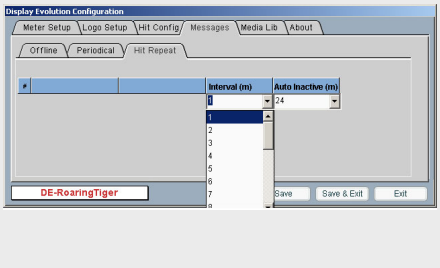
1. Press the **HOME** key on the Jackpot/Media Controller keyboard.

   The Display Evolution Configuration program starts.

2. Select the **Message** tab and then the **Hit Repeat** tab to configure the repeat interval of the Repeated Hit Message.

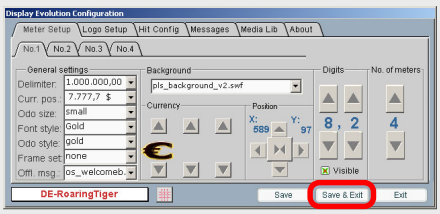
   It is recommended to set the **Interval** to **1** minute. This will display the Hit Repeat Message every 1 minute.

   The Repeated Hit Message expires after the pending jackpot hit was acknowledged by turning the Serial Reset Key or after maximal x minutes as defined with the **Autoinactive** setting.



3. When finished click **Save & Exit**.

   The Display Evolution Configuration window closes and the Roaring Tiger™ animation is displayed again.



MEDIA CONTROLLER CONFIGURATION

Change Aspect Ratio (optional)

This setting changes the aspect ratio on the overhead display.

With the default configuration the Media Controller automatically zooms all display content to full screen, regardless of the actual resolution and aspect ratio of the connected display.

If your display seems clipped or unproportional ("long faces effect") try changing the zoom entry in the file *lingo.ini* which is usually stored in D:\Display.

Change the line
--zoom_id=1
to
zoom_id=1

This will display the video sequences in their original resolution and aspect ratio (width 1024 pixel, ratio 16:9).

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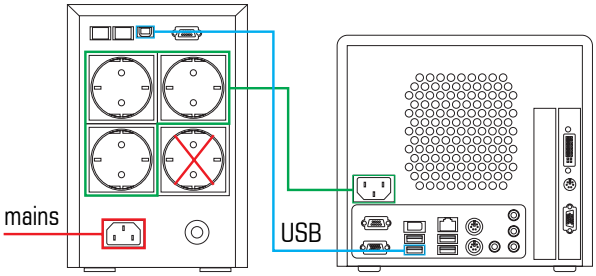
UPS SETUP

Connect and configure the Uninterruptible Power Supply (UPS)

The Uninterruptible Power Supply in combination with the shutdown software is intended to ensure a properly shutdown of the Media Controller in case of a power outage. It also allows users to shut down the Media Controller by switching off mains voltage. The shutdown software will properly shut down the Media Controller in this case.



1. Connect the UPS to mains and turn on the UPS by pressing and holding the ON/OFF/TEST button for approximately 3 seconds.

2. Connect the Media Controller to one of the battery back up outlets of the UPS (highlighted green in the figure above). The Media Controller should boot automatically.

   Do not use the outlet in the lower right to connect the Media Controller. This outlet is only surge protected but features no battery back up. You may use this outlet to connect the signage.

3. After the Roaring Tiger™ display software has been loaded press the ESC (escape) button on the Media Controller keyboard.

   The display software closes and the Windows XP® desktop is visible.

4. Connect the USB cable that came with the UPS to the USB port of the UPS. Then connect the USB cable to the Media Controller. The Windows XP® hardware wizard detects the new hardware and loads the necessary drivers automatically.

***Note**: A power outage at the Media Controller can cause damages to the Media Controller software. Allways connect the Uninterruptible Power Supply to prevent this.*

UPS SETUP

Install and configure the shutdown software

The Media Controller usually comes with a pre-installed shutdown software. You may use this description to re-install and/or configure the shutdown software.

1. Insert the Belkin Shutdown Software CD-ROM to the Media Controller DVD-drive and click **Installation**. The software installation wizard starts and will guide you through the software installation.

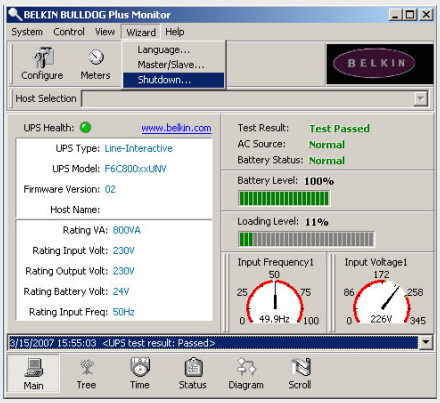
   When the installation wizard prompts for the **Setup Type** select **All (Standalone) - Bulldog Service + Monitor**.

2. When the Master/Slave wizard starts, select **Master**. The software installation is now completed and the Belkin Bulldog Plus Monitor starts.

3. Open **Wizard/Shutdown** from the main menu. Select **Shutdown OS after the time that I will assign** and configure the shutdown settings as needed. If you are not sure which timespans to select use the default settings (5 min/120 sec.). You can change these settings any time.

4. Restart the Media Controller.

***Note**: Please refer to the Belkin Shutdown Software manual for information on enhanced configuration options.*



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APPENDIX

PENDING JACKPOTS HANDLING

This section describes how to handle pending progressive jackpot hits and the resulting handpays, triggered by failed bonus transfers.

General

The basic concept of Roaring Tiger™ is to transfer progressive win amounts to the winning machine by means of legacy bonusing transfers. Nevertheless additional handpays (initiated by the Jackpot Controller) can occure if:

- the payout method for a jackpot level was set to handpay (winners cheque) by the operator
- a bonus transfer failed

In both cases the Roaring Tiger™ Jackpot Controller will lock the winning machine and a handpay is necessary.

***Note**: Handpays initiated by the Jackpot Controller are not reported to the gaming machines and are not recorded in the gaming machines statistics.*

Pending Jackpots Handling

Two different procedures to handle pending jackpot hits are described on the following pages.

- **Single pending jackpot hit**
- **Multiple pending jackpot hits -**
  - **Accessing the Jackpot Controller directly** (by getting physical access to the Jackpot Controller hardware)

  or
  - **Accessing the Jackpot Controller remotely** (by linking a remote computer to the Roaring Tiger™ network).

Serial Reset Key

The Serial Reset Key is connected to the Media/Jackpot Controller serial port (COM1). It is intended to acknowledge pending jackpot hits.

Each time the Serial Reset Key is operated, the oldest pending jackpot hit is acknowledged (first in, first out handling) and the corresponding gaming machine is unlocked.

PENDING JACKPOTS HANDLING

Procedure 1 - for single pending jackpot hits

This procedure applies if only one progressive jackpot hit is pending and only one machine is locked, because the bonus transfer of the progressive win could not be accomplished.

1. A (mystery) progressive jackpot was hit.

2. A jackpot hit message is displayed on the overhead display and a bonus transfer of the progressive win amount is initiated.

3. The bonus transfer to the machine failed (or payout method "winners cheque" was configured).

4. The machine that did not receive the bonus transfer is locked by the Jackpot Controller and displays "Locked by Accounting System - Channel X".

   A handpay is necessary.

5. The slot attendant responsible to carry out the handpay has to make sure that only one machine is locked (and only one jackpot was hit at a time).

   ***Important**:*
   If more than one jackpot was hit at a time and more than one machine is locked, Procedure 2 applies (described on the following pages).

6. After x minutes a Repeated Hit Message is displayed on the overhead display. The slot attendant responsible to carry out the handpay can use this message to determine the handpay amount.

7. The responsible slot attendant (or cashier) carries out the handpay, according to the respective casino regulations.

8. Operate the Serial Reset Key to acknowledge that the handpay was carried out. The winning machine is unlocked and the Repeated Hit Message expires.

End of procedure.

Jackpot Hit Message

Repeated Hit Message

PENDING JACKPOTS HANDLING

Procedure 2 - for multiple jackpot hits

This procedure applies if multiple progressive jackpot hits are pending concurrent and multiple machines are locked, because the bonus transfer of the progressive win could not be accomplished.

1. Multiple (mystery) progressive jackpots were hit and are pending concurrent.

2. A jackpot hit message is displayed on the overhead display and a bonus transfer of the progressive win amount is initiated (for each jackpot hit).

3. Multiple bonus transfers failed
(or payout method "winners cheque" was configured).

4. The machines that did not receive the bonus transfer are locked by the Jackpot Controller and display "Locked by Accounting System - Channel X".

   Handpays are necessary.

5. The slot attendant (or cashier) responsible to carry out the handpays has to determine which win amount belongs to which machine. To accomplish this he has to access the Jackpot Controller directly or remotely.

   Both procedures are described in the following.

Procedure 2 continues with

- **Accessing the Jackpot Controller directly**
(by getting physical access to the Jackpot Controller hardware), page 55

or

- **Accessing the Jackpot Controller remotely**
(by linking a remote computer to the Roaring Tiger™ network), page 56

PENDING JACKPOTS HANDLING

Accessing the Jackpot Controller directly
continued from page 54.

6. Get access to the Roaring Tiger™ Jackpot Controller hardware and press the Windows® key to open the Windows® Startmenu.

7. Start the Jackpot Configuration Tool (JCT) under **Start/Programms/Atronic Systems/JCT/JCT** and log on with user name and password (default = *admin, admin* or *user, user*).

8. Select **Jackpot Operations** / **Jackpot Monitor** or **Recent Hits** from the left pane.

   The Recent Hits page is displayed. It lists date, time, hit value, the **SMDBID** of the winning slot machine and the **PTC done** column.

   SMDBID — A unique machine identifierer. See also section "Initialize the MDCs / SMDBID" on page 31.

   PTC done — Lists a timestamp of successful win transfers. If a transfer failed and a handpay is required, this field reads **n/a** (timestamp not available).

   With this information the slot attendant can now assign the win amounts and carry out the handpays. The oldest pending jackpot hit has to be paid first (first in, first out handling).

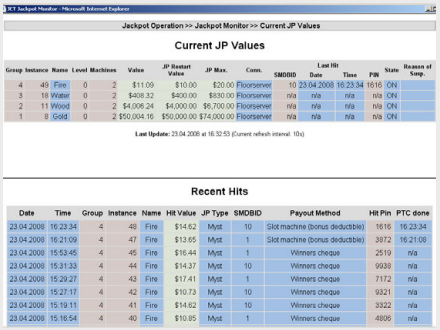
9. The responsible slot attendant carries out the required handpay, according to the respective casino regulations.

10. Operate the Serial Reset Key to acknowledge that the handpay was carried out. The winning machine is unlocked and the relevant Repeated Hit Message expires.

11. Repeat step 8 to 10 untill all pending jackpot hits are paid and acknowledged.

End of procedure.

***Note**: If you access the Jackpot Controller directly, the selected menu pages are displayed on the overhead display.*



***Note**: Each time the Serail Reset Key is operated the oldest pending jackpot hit is ackowledged (first in, first out handling)*

PENDING JACKPOTS HANDLING

Accessing the Jackpot Controller remotely
continued from page 54.

6. Configure the remote PC (or notebook) to IP address **10.0.0.2** and reboot to apply changes.

7. Link the remote PC to the Roaring Tiger™ network by connecting it to the Roaring Tiger™ switch.

8. Start the Internet Explorer, type **http:\\10.0.0.1:8086** into the address field and press return. The JCT log on page opens.

9. Log on to the JCT application with user name and password (default = *admin, admin* or *user, user*).

10. Select **Jackpot Operations** / **Jackpot Monitor** or **Recent Hits** from the left pane.

    The Recent Hits page is displayed. It lists date, time, hit value, the **SMDBID** of the winning slot machine and the **PTC done** column.

    SMDBID — A unique machine identifierer. See also section "Initialize the MDCs / SMDBID" on page 31.

    PTC done — Lists a timestamp of successful win transfers. If a transfer failed and a handpay is required, this field reads **n/a** (timestamp not available).

    With this information the slot attendant can now assign the win amounts and carry out the handpays. The oldest pending jackpot hit has to be paid first (first in, first out handling).

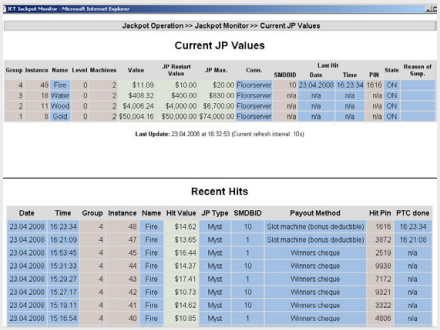
11. The slot attendant carries out the handpay.

12. Operate the Serial Reset Key to acknowledge that the handpay was carried out. The winning machine is unlocked and the relevant Repeated Hit Message expires.

13. Repeat step 10 to 12 untill all pending jackpot hits are paid and acknowledged.

End of procedure.

***Note**: See also section "Set IP Address" on page 23.*


Jackpot Operation >> Jackpot Monitor >> Current JP Values

Current JP Values

Group	Instance	Name	Level	Machines	Value	JP Restart Value	JP Max.	Conn.	SMDBID	Last Hit Date	Last Hit Time	PIN	State	Reason of Susp.
4	49	Fire	0	2	$11.09	$10.00	$20.00	Floorserver	10	23.04.2008	16:23:34	1616	ON	
3	18	Water	0	2	$408.32	$400.00	$830.00	Floorserver	n/a	n/a	n/a	n/a	ON	
2	11	Wood	0	2	$4,006.24	$4,000.00	$6,700.00	Floorserver	n/a	n/a	n/a	n/a	ON	
1	8	Gold	0	2	$50,004.16	$50,000.00	$74,000.00	Floorserver	n/a	n/a	n/a	n/a	ON	

Last Update: 23.04.2008 at 16:32:53 (Current refresh interval: 10s)

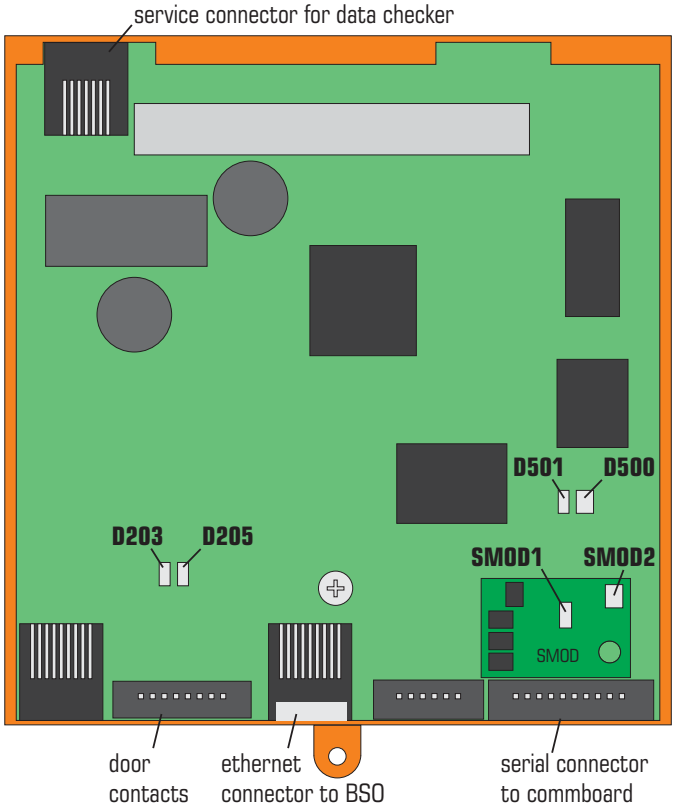
Recent Hits

Date	Time	Group	Instance	Name	Hit Value	JP Type	SMDBID	Payout Method	Hit Pin	PTC done
23.04.2008	16:23:34	4	49	Fire	$14.62	Myst	10	Slot machine (bonus deductible)	1616	16:23:34
23.04.2008	16:21:09	4	47	Fire	$13.65	Myst	1	Slot machine (bonus deductible)	3872	16:21:08
23.04.2008	15:53:45	4	45	Fire	$16.44	Myst	1	Winners cheque	2519	n/a
23.04.2008	15:31:33	4	44	Fire	$14.37	Myst	10	Winners cheque	9938	n/a
23.04.2008	15:29:27	4	43	Fire	$17.41	Myst	1	Winners cheque	7172	n/a
23.04.2008	15:27:17	4	42	Fire	$10.73	Myst	10	Winners cheque	9321	n/a
23.04.2008	15:19:11	4	41	Fire	$14.62	Myst	10	Winners cheque	3322	n/a
23.04.2008	15:16:54	4	40	Fire	$10.85	Myst	1	Winners cheque	4806	n/a

***Note**: Each time the Serail Reset Key is operated the oldest pending jackpot hit is ackowledged (first in, first out handling)*

STATUS LED / MDC

The Machine Data Controller (MDC) features six LEDs that indicate the MDC status.

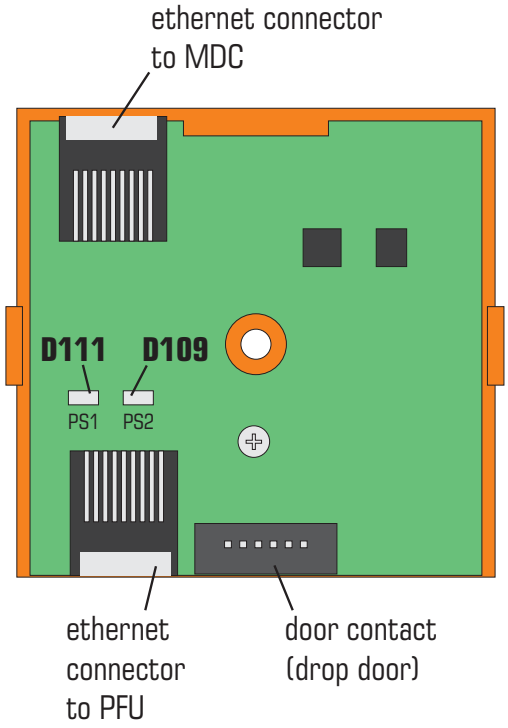


LED (color)	**Status**	
D203 (yellow)	ON	MDC power supply is OK.
	OFF	MDC power supply failed.
D205 (green)	FLASHING	Normal operation. Flashing frequency depends on CPU load.
	ON/OFF	CPU startup or operation failure.
D501 (yellow)	ON	Network connection OK.
	OFF	No network connection to PFU/Hub.
D500 (red/green)	GREEN	Receiving data.
	RED	Transmitting data.
SMOD1	ON	SM power available.
SMOD2	GREEN	Serial communication, RX
	RED	Serial communication, TX

***Note**: For Roaring Tiger™ the door contacts have to be bridged with jumpers.*

STATUS LED / BSO

The Base Socket (BSO) features two LEDs that indicate the power status.



LED	Status	
D111	ON	Power supply 1 is OK.
	OFF	Power supply 1 failure.
D109	ON	Power supply 2 is OK.
	OFF	Power supply 2 failure.

***Note**: For Roaring Tiger™ the door contacts have to be bridged with jumpers.*

STATUS LED / DATACHECKER

The datachecker features several status LEDs.

LED	Status
IN1 - IN10	ON, if input signal is active.
ID-ERR	ON, if one of the IDs (SMHWID, MDCID, LOCID) are missing.
CONFIG	ON, if MDC configuration is OK.
IMD/CSI	ON, if IMD or CSI error (obsolete).*
MDC	ON, if communication to MDC is OK, else blinking.
SM-PWR	ON, if slot machine has NO power. (sensed from commboard connector P9)
"XY"-DOOR	ON, if one of the doors is open (if sensed).**
CN-ERR	ON, if any of the connectors (to BSO, to doors, to commboard) is disconnected.
COMM-ERR	ON, if communication with SM has an error.
SM-LOCK	ON, if SM is locked.
SM-TILT	ON, if SM tilt.
HANDPAY	ON, if SM is in handpay.
EXC-PEND	ON, if pending exceptions are in the MDC buffer.
PWR-LOW	ON, if MDC power is low (power supply < 10,8V).
ETH-RX	Ethernet receive.
ETH-BC	Ethernet broadcast.
ETH-TX	Ethernet transmit.
FS-OFF	ON, if Floorserver is offline.

** Option obsolete. No error if LED is lit.*

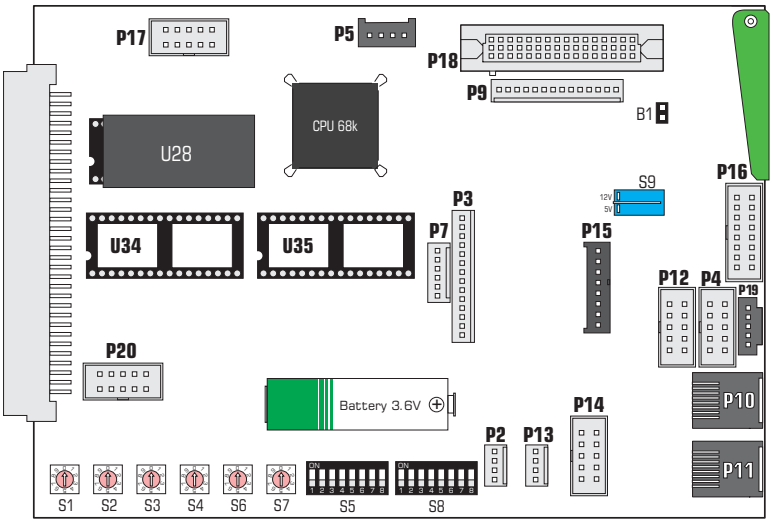
***Door connectors on MDC and BSO are usually bridged with jumpers.*

SM = Slot Machine

COMMBOARD CONNECTORS

The Atronic commboard 68k Rev. 2.10 features several connectors for different systems and protocols.

***Note**: See manual "Commboard 68k" for details and pinout.*



Connector	Interface	Protocol / Function
P2	TTL	**SAS channel 1** (current loop)
P3	-	Cash-Now trigger signals
P4	RS232	**SAS channel 2**
P5	-	Comm Key (ticket in dongle)
P7	-	External Display
P9	-	+12V, ground
P10, P11*	RS485	A-LINK™
P12	RS232	**SAS channel 1**
P13	TTL	Bally® SDS™
P14	TTL	DACOM®
P15	-	not used
P16	RS422	VLC®
P17	-	Manufacturer use
P18	RS422	Overhead OH Displayboard
P19	TTL	**SAS channel 2** (current loop)
P20	-	not used

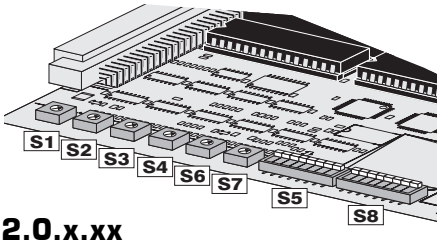
S9	Close to apply +5V or +12V to pin 1 of connector P2
B1	Close jumper to bridge electrical (galvanic) isolation of SAS connectors (close SAS digital ground to electrical ground).

** Connectors P10 and P11 are parallel wired.*

COMMBOARD SETUP

Use the tables below to set up progressive system address, accounting system address, progressive mode, APL mode and SAS channel allocation on the commboard, before you carry out the RAM Reset.

Atronic Commboard 68k, Rev 2.10



Settings for Commboard software version HCB-STD-12.0.x.xx

Rotary Switches

Switch	Function			
S1	EGMs APL Progressive System Address x10			
S2	EGMs APL Progressive System Address x01		(Address "00" disables APL progressive address)	
S3	EGMs Accounting System Address	Channel 2	x10	**Note**: Set commboard system address on channel 1 to 01, if a slot machine interface board (SMIB) or a machine data controller (MDC) provides the system address.
S4	EGMs Accounting System Address	Channel 2	x01	(Address "00" disables channel)
S6	EGMs Accounting System Address	Channel 1	x10	
S7	EGMs Accounting System Address	Channel 1	x01	(Address "00" disables channel)

DIP Switch Block S5

Switch 1	2	3	4	5	6	7	8	Function	
Off	Off	Off						Mikohn MS-10 Progressive	(use this setting for non-progressive mode)
ON	Off	Off						System Progressive / Accounting Progressive	
Off	ON	Off						APL Progressive / APL Cashfever™	
ON	ON	Off						Mikohn MS-27 Mystery	
Off	Off	ON						Mikohn MS-27 Mystery + Progressive	
ON	Off	ON						Accounting System on 3rd Channel	
ON	ON	ON						SAS Progressive with ADL	(for linked games)
			ON					APL or ADL, EGM acts as Master	
			Off					APL or ADL, EGM acts as Slave	
				On				APL 1 (overtaking progressive meters)	
				Off				APL 2 (non-overtaking progressive meters)	
					On			Activate communication to accounting system	
					Off			Disable communication to accounting system	
						On		Legacy Handpay Reporting	(data overwritten, if not read)
						Off		Handpay Queue (typical)	(machine locks, if buffer is full)
							On	Ticket data will be overwritten if not read (prevent buffer overrun)	

DIP Switch Block S8

Switch 1	2	3	4	5	6	7	8	Function		Affected SAS LongPolls
Off								-		
On								2 Channel Coupon Redemption (Channel 1 = Bally Promotional, Channel 2 = EZPay)		
	Off							Prog. JP	Chan1	80, 86
	On								Chan 2	
		Off						Cashless	Chan 1	22 to 26, 28, 29, 62 to 67, 72 to 76 (AFT)
		On							Chan 2	
			Off					Legacy Bonus	Chan 1	2E, 8A, 8B
			On						Chan 2	
				Off				Control	Chan 1	03 to 07, 0A to 0C, 94, A8
				On					Chan 2	
					Off			Coupon	Chan 1	4C, 4D, 57, 58, 70, 71, 7D, + Exceptions 3F, 57, 67, 68
					On				Chan 2	
						Off				CB sends Total drop meter to host
						On				CB sends Coin drop meter
							On			Message and lock if accounting system is not connected
							Off			No message, no lock if accounting system is not connected