

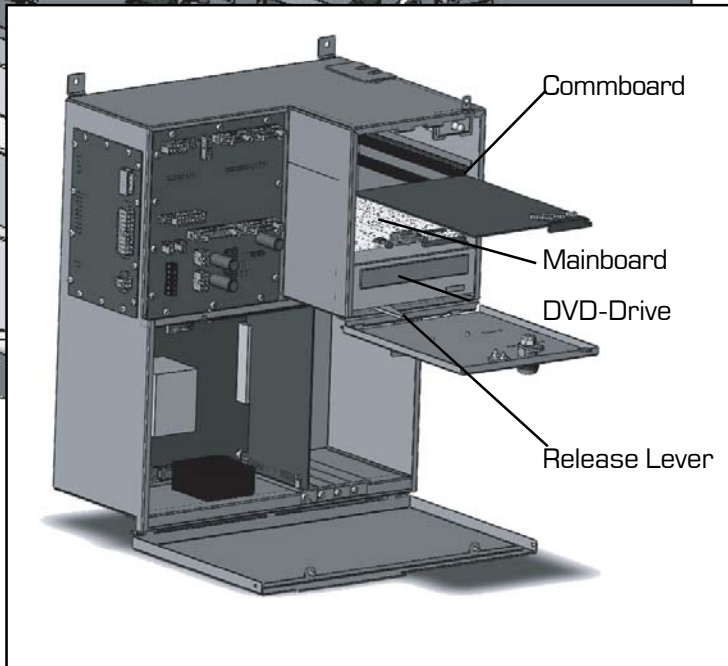
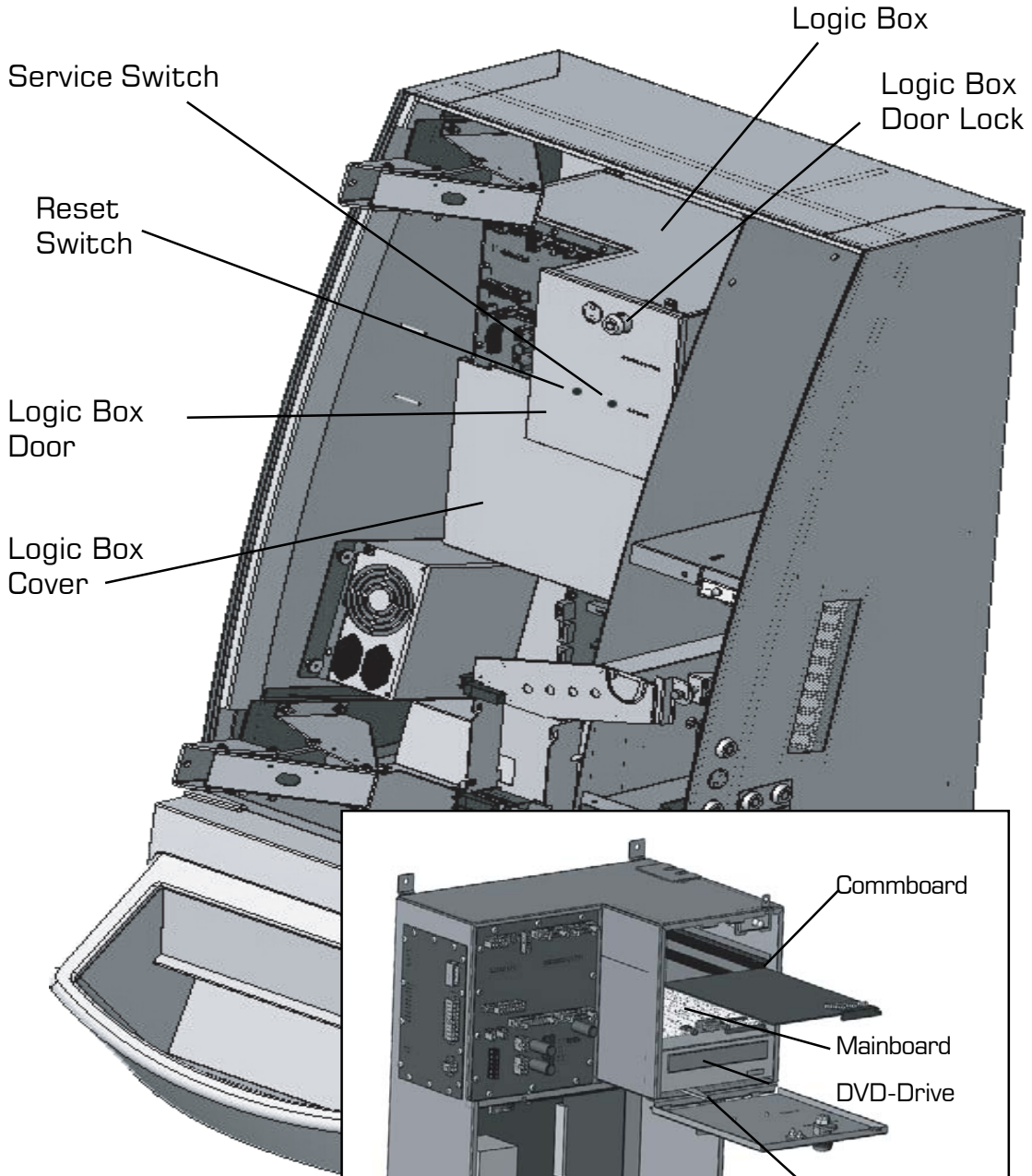
e-motion Software Module

This module of the Atronic e-motion Service Manual contains software information and procedures for the e-motion Cabinet.

Content

| | |
|-----------------------------|----|
| Logic Box..... | 2 |
| Software Descriptions..... | 3 |
| Audit Menu..... | 5 |
| Service Menu..... | 9 |
| History Folder..... | 19 |
| Ram Reset..... | 26 |
| Commboard Clear..... | 27 |
| Initial Setup..... | 28 |
| Paytable Configuration..... | 35 |
| Dipswitch Settings..... | 36 |

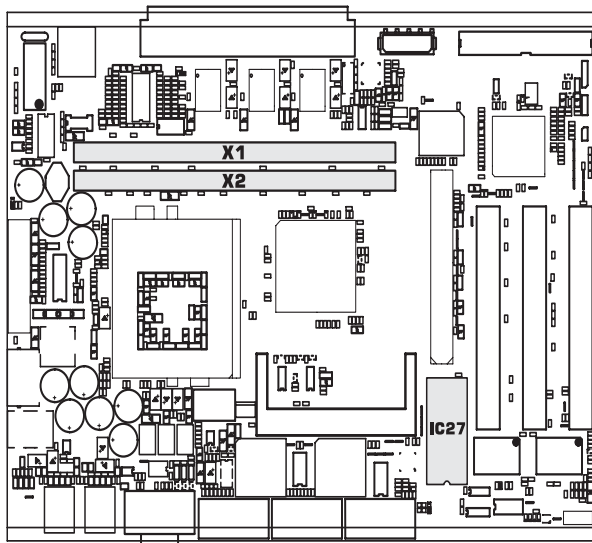
Logic Box



Software Descriptions & Locations

| Platform Specifier | System / Media Specifier | Jurisdiction Specifier | Software Name | Major Version | Minor Version | Patch Level | Build Number | Software Type | Software Location |
|--------------------|--------------------------|------------------------|--------------------|---------------|---------------|-------------|--------------|-------------------------|-------------------|
| | | | HCD STD ATLANTICA | 1 | 0 | 0 | 7 | Multimedia SW Version | DVD-Drive |
| | | | HBI STD | 1 | 0 | 0 | 1 | Multimedia BIOS Version | Multimediaboard |
| | | | HBS STD | 1 | 0 | 0 | 15 | Base Version | Mainboard |
| | | | HGM STD ATLANTICA | 1 | 0 | 0 | 7 | Game Version | |
| | | | 5-09-05-A98 | | | | | Paytable Version | |
| | | | Q_-09-MA-STDX-_-07 | | | | | Commboard Version | Commboard |

e-motion Multimedia board



Multimedia Software (CD-ROM / DVD-Drive)

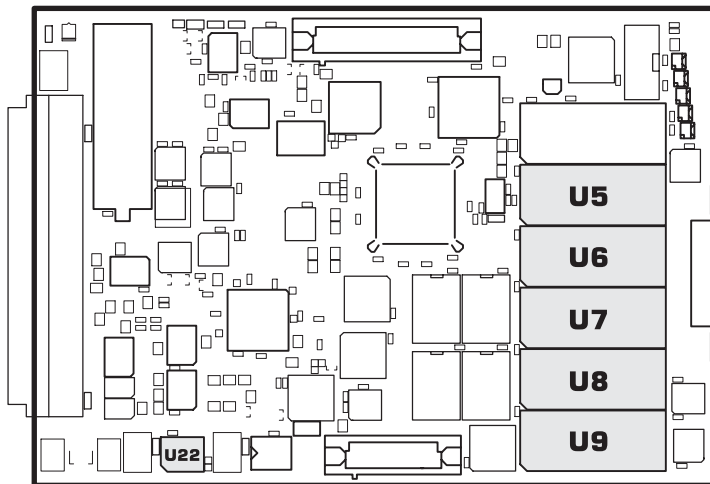
All Graphic and Sound files, as well as the Windows CE operating system stored on and loaded from the Multimedia Software CD-ROM. The Windows CE OS is used for Multimedia only, no game routines are performed with the Multimedia board.

Multimedia BIOS (IC27)

The Multimedia board's BIOS is contained on this EPROM. The Multimedia board is located inside the Logic box.

Software Descriptions & Locations

e-motion Mainboard



Base Software (U5 & U6)

The Base software EPROMs contain the operating system for all systems except the Multimedia board. It also calculates the Statistics (Hard and Soft meters).

Game Software (U7 & U8)

All gameplay function is loaded from the Game software EPROMs.

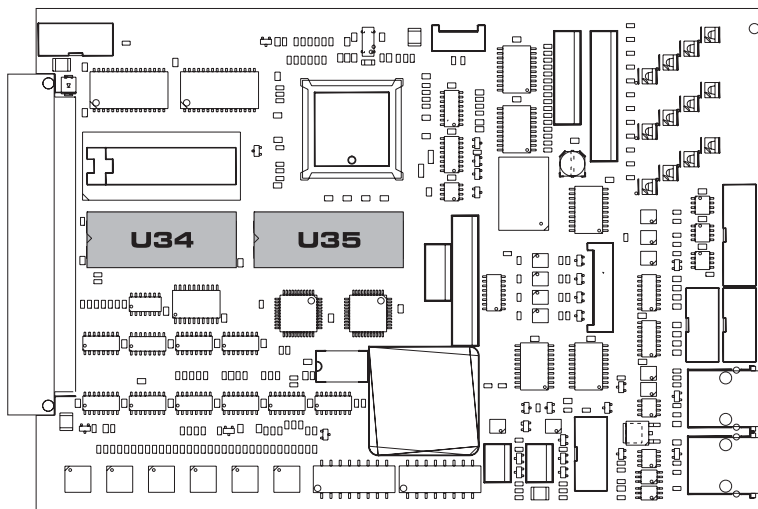
Paytable Software (U9)

The Paytable EPROM contains only the Paytable mathematics.

Security Chip (U22)

The Security chip contains security information for games.

68k Commboard



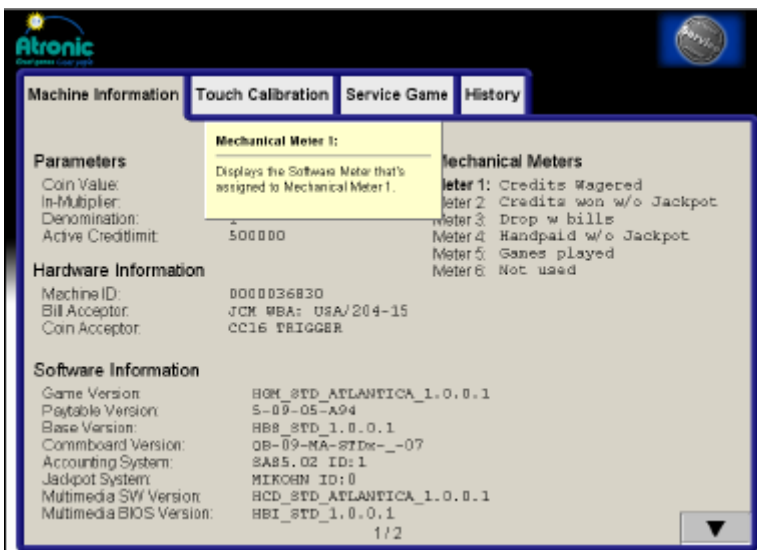
Commboard Software (U34 & U35)

The Commboard Software, located on the Commboard, controls communication between the machine and Accounting, Player Tracking (optional), Progressive (optional), and TITO systems (optional).

Audit Menu

To access the Audit Menu, turn the Audit key when the machine is in Idle Mode. To exit the Audit Menu, simply remove the Audit key.

The Machine Information and History Menu pages can be accessed from within the Audit Menu, as well as Touch Screen Calibration and the Service Game. The structure of the Audit Menu is designed to be user friendly and self-explanatory.

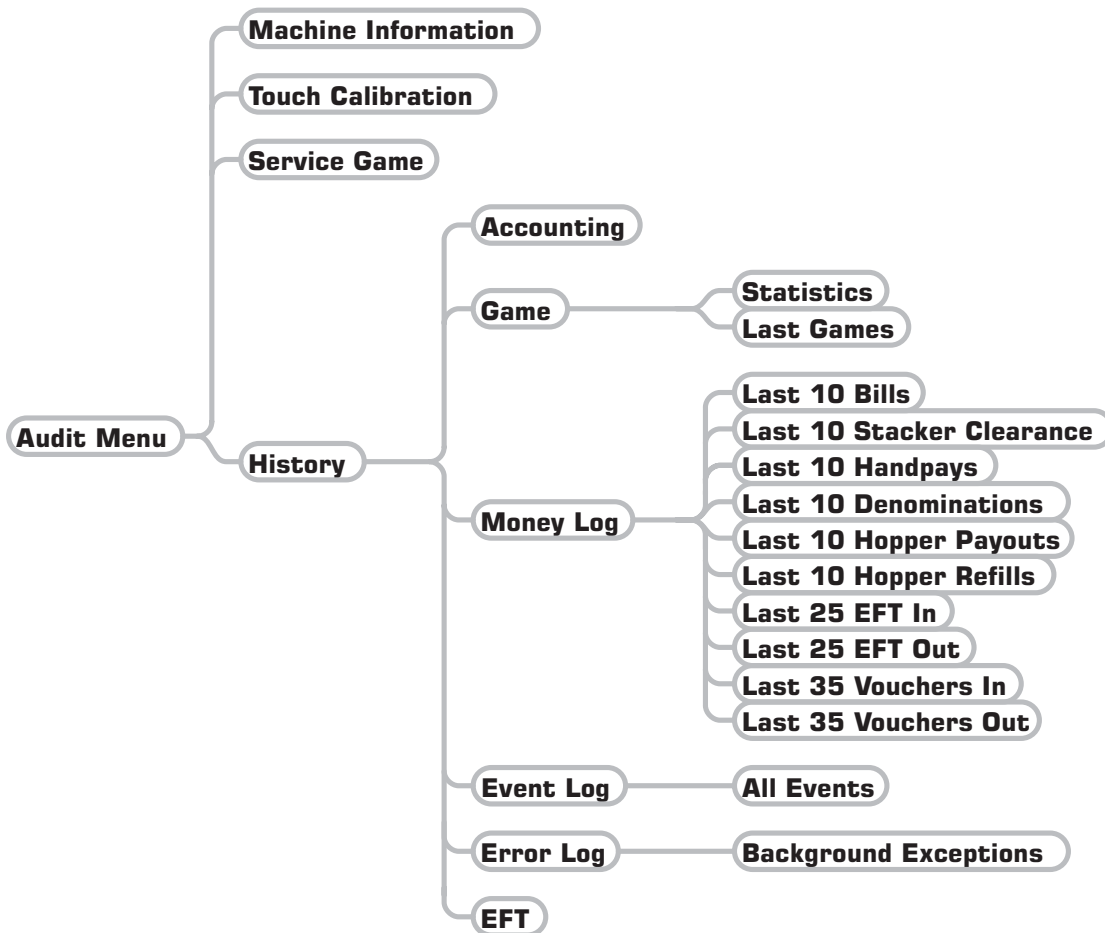


To navigate to the desired folder, touch the Folder Tab. Some folders contain multiple pages. To navigate to pages within a folder, touch the Page Tab. At the top of the page being viewed, is a file path that shows which folder and page the page being viewed is in. Some pages contain more information than can be show on the screen at one time. To view additional information on a page, touch the down and up arrows.

To view a definition of an item on a page, touch the item and a definition pop-up window will be displayed.

To exit a page, touch the EXIT button.

Audit Menu (continued)



NOTE:

Some statistics may not be available in certain jurisdictions!

Audit Menu (continued)

Machine Information

Fundamental Machine Information is displayed under this Folder Page.

Parameters

Shows Coin Value, In-Multiplier, Denomination, and Active Creditlimit as defined during Initial Setup

Hardware Information

Machine ID: The Unique ID number.
Bill Acceptor: The type of Bill Validator
Coin Acceptor: The Coin Validator detected by the machine.

Software Information

Shows the Software versions installed in the machine, as well as the Accounting and Progressive protocols, if any, that are in use.

Mechanical Meters

Lists the Hardmeter definitions as defined during Initial Setup.

Touch Calibration

As in the Service Menu, the Touch Screen can be calibrated under this Folder tab.

Service Game

The Service Game can be used by the operator to play games on the machine without altering any meters. Coin In, Coin Out, Bill and Voucher Validation, and the Voucher printer are all disabled during Service Game mode. A Service Game can only be started when there are no credits on the machine and the front door is open.



NOTE:

Voucher Validation and Voucher Printer are optional.

Audit Menu (continued)

History

Soft meters can be accessed within these Menu pages.



NOTE:

For detailed meter information refer to pages 19 thru 25.

Accounting

Game

- Statistics
- Last Games

Money Log

- Last 10 Bills
- Last 10 Stacker Clearance
- Last 10 Denominations
- Last 10 Hopper Payouts
- Last 10 Hopper Refills
- Last 25 EFT In
- Last 25 EFT Out
- Last 35 Voucher In (optional)
- Last 35 Voucher Out (optional)

Event Log

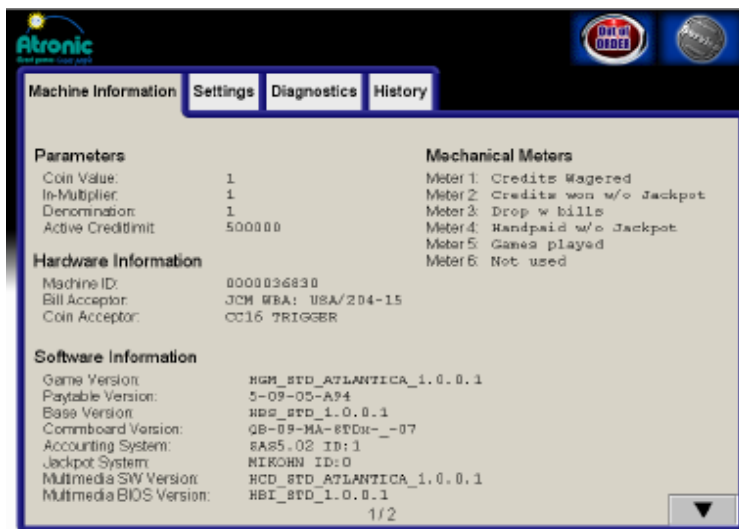
Error Log

EFT

Service Menu

To access the Service Menu, press the green Service button on the Mainboard. To exit the Service Menu, press the green Service switch again or shut the main door.

From within the Service Menu, many pages of information, configuration, and diagnostics can be accessed. The structure of the Service Menu is designed to be user friendly and self-explanatory.



The Service Menu consists of folders that contain pages of information and settings. To navigate to the desired folder, touch the Folder Tab. Some folders contain multiple pages. To navigate to pages within a folder, touch the Page Tab. At the top of the page being viewed, is a file path that shows which folder and page the page being viewed is in.

Some pages of the Service menu contain more information than can be show on the screen at one time. To view additional information on a page, touch the down and up arrows.

For Service Menu Pages that contain configurable options, pop-up Keyboards, Number pads, Option sets, and Sliders will be displayed on the Main TFT display.

Service Menu (continued)

Keyboard



Sliders

| | | | |
|-----------|------|--|-----------|
| SYSTEM | 60 % | | (0 - 100) |
| JACKPOT | 60 % | | (0 - 100) |
| FEATURE | 60 % | | (0 - 100) |
| WIN | 60 % | | (40 - 90) |
| BASE_GAME | 60 % | | (0 - 100) |

Number pad



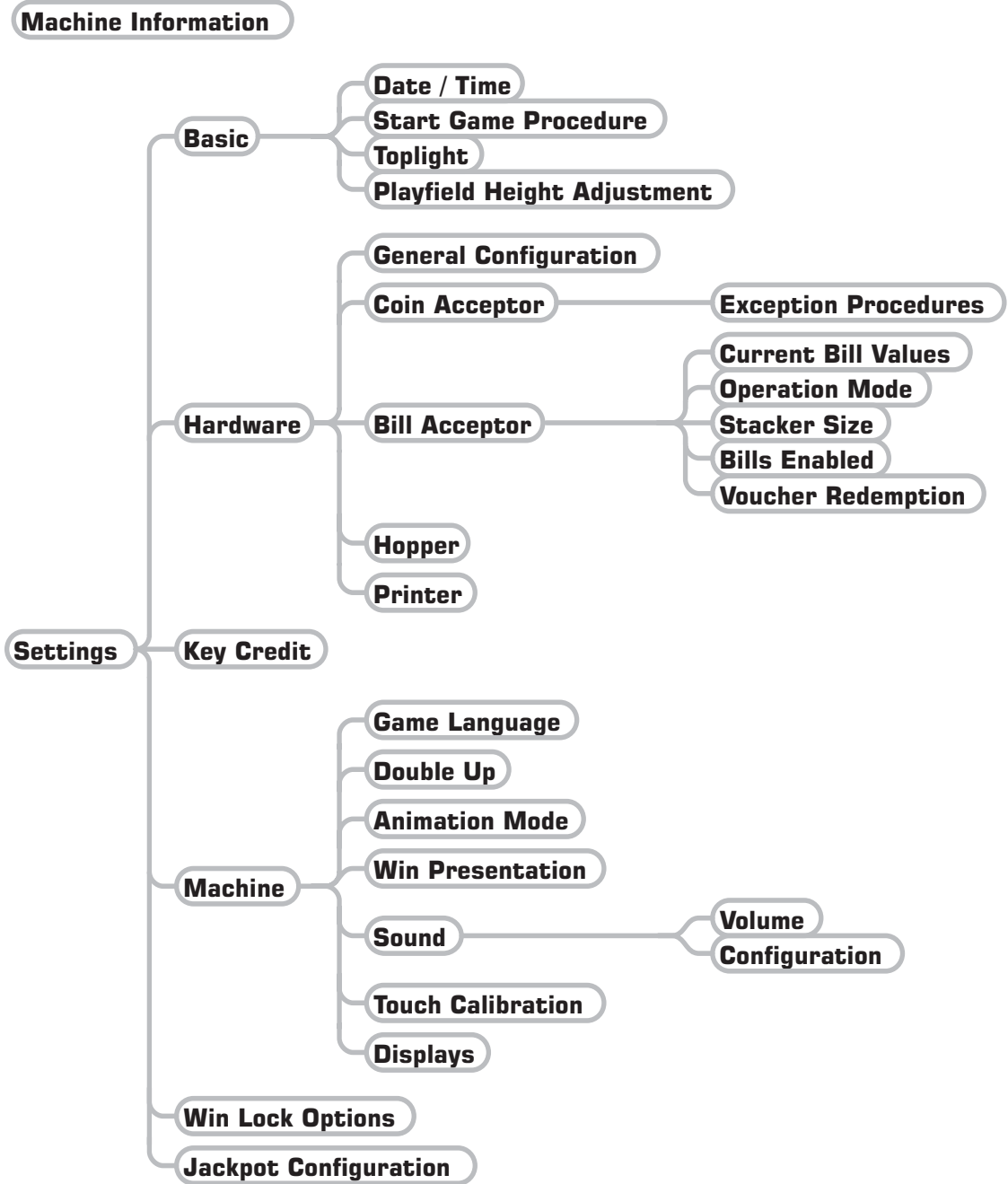
Option Set




To view a definition of an item on a page, touch the item and a definition pop-up window will be displayed.

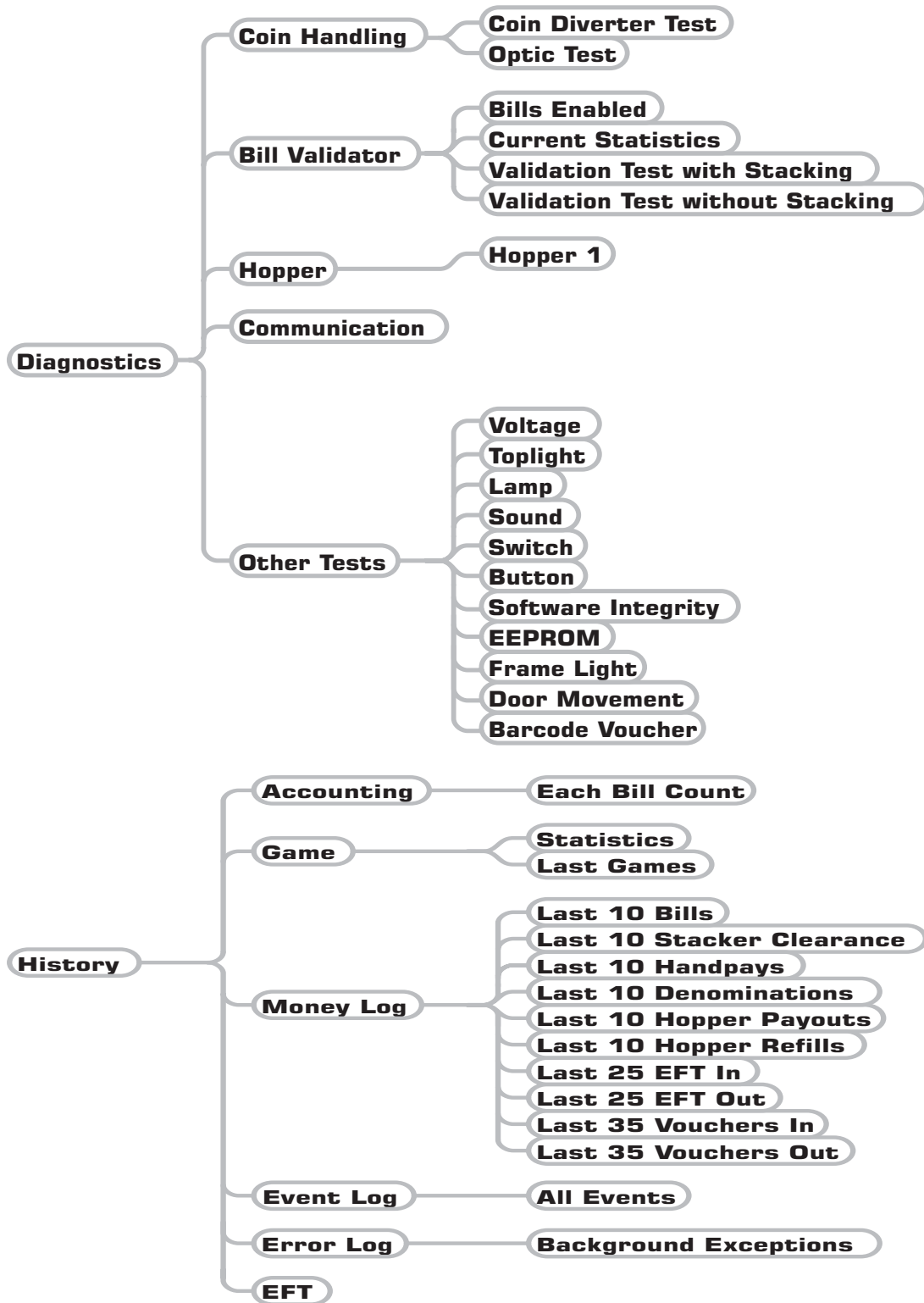
To exit a page, touch the EXIT button.

Service Menu (continued)



 **NOTE:**
Some settings may not be available in certain jurisdictions!

Service Menu (continued)



Service Menu (continued)

Machine Information

Fundamental Machine Information is displayed under this Folder tab.

Parameters

Shows Coin Value, In-Multiplier, Denomination, and Active Creditlimit as defined during Initial Setup

Hardware Information

Machine ID: The Unique ID number.

Bill Acceptor: The type of Bill Validator

Coin Acceptor: The Coin Validator detected by the machine.

Software Information

Shows the Software versions installed in the machine, as well as the Accounting and Progressive protocols, if any, that are in use.

Mechanical Meters

Lists the Hardmeter definitions as defined during Initial Setup.

Additional Information

EFT-Transactions

Shows status, *Enabled* or *Disabled*.

Commboard required

Shows status, *Yes* or *No*.

Billacceptor

Shows status, *Enabled* or *Disabled*.

Residual Credits Payout

Shows status, *Handpay/Locked* or *No Handpay*.

Service Menu (continued)

Settings

To access the pages listed below, touch the Settings File tab and then touch the Basic button.

Basic

Date / Time

The internal clock and date of the machine can be set here.

Start Game Procedure

Select between:

Bet is forced before new game can be started.

or

Game is started with last bet (only with standard slot panel).

Top Light

The Top Light can be configured in this Menu Page.

Playfield Height Adjustment

Select between:

Disable

Enable always

Enable only with credits

Hardware

General Configuration

These components can be installed on this menu page.

Bill Acceptor

Hopper

Coin Acceptor

Coin Acceptor

Exception Procedure

Select a coin diverter malfunction procedure.

Machine locks with error message or Diverter malfunction is not reported to player.

Service Menu (continued)

Bill Acceptor

Current Bill Values

Shows the Bill Table being used.

Operation Mode

Bill Validator operation mode

Not currently in use.

Stacker Size

Enter the number of bills the stacker is able to accept.

Bills Enabled

In this menu, bills can be enabled or disabled. After a Ram Reset all bills are enabled.

Voucher Redemption

In this menu Coupon Redemption can be enabled.

Hopper

Hopper payout limit

This amount will be paid by the hopper according to the Hopper Exception Procedures configuration.

Hopper refill

The amount of coins used to fill the hopper is entered here.

Hopper exception procedures

These options are configurable within this Menu Page:

Hopper Empty Procedure

Hopper Payout Limit Procedure

Hopper Jam Procedure

Printer

Printers are configurable within this Menu Page.

Key Credit

Not currently used

Service Menu (continued)

Machine

These settings are configurable within this Menu Page.

Game Language (optional)

Double Up

Animation Mode (optional)

Win Presentation

Sound

Touch Calibration

Displays

Win Lock Options

Win Limit

It's possible to switch the win limit on or off!

ON:

The win limit is 1200 in currency (Example: \$1200.00). If the win limit will be reached (end of the game e.g. after double up), the message 'CONGRATULATION - CALL ATTENDANT FOR HANDPAY' will be displayed on screen and it must be cleared with the jackpot key.

OFF:

The win limit is not active.

System Lockup Option

On system lock:

Credits remain on game

or

Cashout cashable credits

Jackpot Configuration

Controlled, Accounting System, and A-Link Progressives are configured in this Menu Page.

Service Menu (continued)

Diagnostics

Tests can be performed on these areas within these Menu Pages.

Coin Handling

Bill Validator

Hopper

Communication (optional)

Other Tests

Voltage (optional)

Toplight

Lamp

Sound (optional)

Switch

Button

Software Integrity (optional)

EEPROM (optional)

Frame Light (optional)

Door Movement (optional)

Barcode Voucher (optional)

History

Soft meters can be accessed within these Menu pages. For detailed meter information, see pages 19-25.

Accounting

Game

Statistics

Last Games

Money Log

Last 10 Bills

Last 10 Stacker Clearance

Last 10 Handpay

Last 10 Denominations

Last 10 Hopper Payouts

Last 10 Hopper Refills

Last 25 EFT In

Last 25 EFT Out

Last 35 Voucher In (optional)

Last 35 Voucher Out (optional)

Event Log

Error Log

EFT

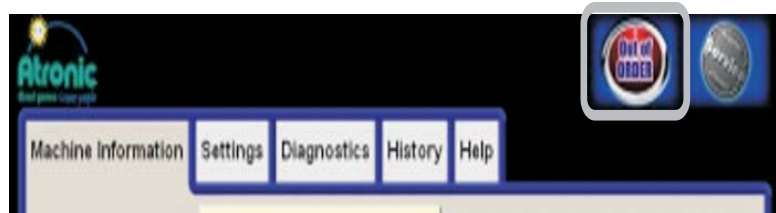
Service Menu (continued)

Out Of Service

The machine can be placed in Out Of Service mode, which disables Coin In, Coin Out, Bill and Voucher Validation, and the Voucher printer. The Main TFT displays an Out Of Service Screen, and no games can be played.

**NOTE:**

Voucher Validation and Voucher Printer are optional.



To place the machine into Out Of Service mode:

1. Open the Main door.
2. Press the green Service button
3. Touch the Out Of Service button in the upper left corner of the Main TFT Display.
4. Close and Lock the Main door.

To remove the machine from Out Of Service mode:

1. Open the Main door.
2. Press the green Service button.
3. Close and lock the Main door.

History Folder

History

Shows the Statistics of the machine. The default page is Accounting. Depending on the machines configuration, some meters will not be displayed or are not used.

Accounting

This page provides basic statistics including all Accounting meters.



NOTE:

All soft meters in the accounting menu and game/statistics menu have a minimum and maximum decimal value limit. The standard limits are 0/4294967295 for all meters counting events (e.g GAMES PLAYED). Meters counting credits (e.g. CREDITS WAGERED) have 0 as the minimum limit and a maximum limit according to the following formula:

$$\frac{264-1}{10000 * Denominatin[cent]}$$

Exceptions are mentioned directly at the soft meter.

CREDITS WAGERED:

Number of credits wagered

CREDITS WON WITHOUT JACKPOT:

Number of credits won lower than the hand pay limit

CREDITS WON WITH JACKPOT:

Number of credits won lower than the hand pay limit + jackpot wins (no progressive amount)

TOTAL DROP:

Bills in stacker + coins to cashbox (in credits)

COINS DROP:

Coins to cashbox in credits

HAND PAID WITHOUT JACKPOT:

Cancelled credits (hand pay and key credit out)

HAND PAID WITH JACKPOT:

Cancelled credits (hand pay and key credit out) + jackpot wins, no progressive amount

History Folder (continued)

GAMES PLAYED:

Number of games played

GAMES WON:

Total number of games played won

JACKPOT:

Number of credits won hand paid (wins over the hand pay limit) (no progressive amount)

JACKPOT HITS:

Number of top awards hit (non progressive or jackpot hits)

DOOR OPENS:

Number of times the main door was opened

PHYSICAL COIN IN:

All inserted coins that drop into hopper /drop box.

PHYSICAL COIN OUT:

Coins paid out by hopper.

TRUE IN:

Coins in credits + bills in credits + card cashable in + card non-cashable in + card promotional in + coupon cashable in + coupon non-cashable in + coupons promotional in + key credit in

**NOTE:**

Optional except "coins in credits" and "bills in credit"

TRUE OUT:

Coins paid from hopper in credits + card cashable out + card non-cashable out

**NOTE:**

"Card cashable out" and "card non-cashable out" are optional

History Folder (continued)

NET WIN:

Credits wagered – credits won with jackpot



NOTE:

NET WIN meter range is from
-9223372036854775 to 9223372036854775

CURRENT PAYOUT %:

$((\text{CREDITS WON WITH JACKPOT}) / (\text{CREDITS WAGERED})) * 100$

COINS OVERPAID:

Number of coins overpaid by the hopper

GAMES/DOOR:

Number of games played since last door open

GAMES/POWER:

Number of games played since last power up

LOGIC DOOR:

Number times the logic door was opened

DROP DOOR:

Number of times the drop door was opened

BILLBOX DOOR:

Number of times the bill door was opened

BILL ACCEPTOR STACKER:

Number of stacker removals

KEY CREDIT IN:

Credits added with jackpot key

KEY CREDIT OUT:

Credits cancelled with jackpot key

2nd SCREEN WIN:

Credits won in second screen (feature)

SCATTERED WIN:

Credits won with scattered symbols

History Folder (continued)

DOUBLE UTILIZATION %:

Number of wagered wins by double up in percent

**NOTE:**

DOUBLE UTILIZATION % meter range is from 0.0 to 184467440737095.51

DOUBLE UP WAGERED:

Won credits wagered by double up

DOUBLE UP WON:

Credits won by double up

DOUBLE UP PAYOUT %:

Ratio of credits won to credits wagered by double up. Expressed as a percentage

**NOTE:**

DOUBLE UP PAYOUT % meter range is from 0.0 to 184467440737095.51

TOTAL BILLS CREDITS:

Total number of credits from inserted bills

TOTAL BILLS CURRENCY:

Total value of inserted bills in currency

TOTAL BILL COUNT:

Total number of bills accepted

History Folder (continued)

EACH BILL COUNT:

Number of each bill type accepted

Game

Provides game specific statistics.

Because of the large number of Game Statistics Soft meters, it has been split into two pages. To change the pages, press the UP and DOWN arrow buttons.



NOTE:

All soft meters in the accounting menu and game/statistics menu have a minimum and maximum decimal value limit. The standard limits are 0/4294967295 for all meters counting events (e.g. GAMES PLAYED). Meters counting credits (e.g. CREDITS WAGERED) have 0 as the minimum limit and a maximum limit according to the following formula:

$$\frac{264-1}{10000 * Denominatin[cent]}$$

Exceptions are mentioned directly at the soft meter.

Statistics

CREDITS WAGERED:

Number of credits wagered

CREDITS WON WITHOUT JACKPOT:

Number of credits won lower than the hand pay limit

CREDITS WON WITH JACKPOT:

Number of credits won lower than the hand pay limit + jackpot wins (no progressive amount)

JACKPOT:

Number of credits won hand paid (wins over the hand pay limit) (no progressive amount)

JACKPOT HITS:

Number of top awards hits (non progressive or jackpot hits)

History Folder (continued)

2nd SCREEN WIN:

Credits won in second screen (feature)

SCATTERED WIN:

Credits won with scattered symbols

CURRENT PAYOUT %:

$((\text{CREDITS WON WITH JACKPOT}) / (\text{CREDITS WAGERED})) * 100$

**NOTE:**

CURRENT PAYOUT % meter range is from 0.0 to 184467440737095.51

GAMES PLAYED:

Number of games played.

GAMES WON:

Total number of games played won.

AVERAGE BET PER GAME:

Shows the average bet per game.

**NOTE:**

AVERAGE BET PER GAME meter range is from 0 to MAXBET

AVERAGE LINES PER GAME

Shows the average number of lines per game.

**NOTE:**

AVERAGE LINES PER GAME meter range is from 0 to MAXLINES

GAMES BET X

Number of games played with a certain bet.

History Folder (continued)

GAMES X LINE

Number of games played with a certain number of lines.

LINE X / BET X

Table with the distribution of games played with a certain bet and number of lines

Last Games

When the Last Games folder is accessed, 10 buttons are displayed. Touch the button according to the game to be reviewed. If less than 10 games have been played since the last Ram Reset, only the number of buttons for those games will be accessible.

For example, touch the Last game button and a window will appear with following information:

Date
Time
Win
Bet
Credits Game Start
Credits before Double Up
Credits Game End
Lines played
Bet per line.
Double Up Game
Double Up played

To start the replay, touch the Start Replay button, and the base screen will appear. Press the lit button on the Button panel to review the next steps.

Money Log

Last 10 Bills

Screen displays last 10 inserted bills.

These parameters are shown:

Date (YY/MM/DD)
Time (hh/mm/ss)

Currency
Version
Value

History Folder (continued)

Last 10 Stacker Clearance

Screen displays the last 10 stacker clearances

These parameters are shown:

- # Date (YY/MM/DD)
- # Time (hh/mm/ss)

Last 10 Handpays

Screen displays last 10 handpays.

These parameters are shown:

- # Date (YY/MM/DD)
- # Time (hh/mm/ss)
- # Money Paid
- # Type

Last 10 Denominations

Screen displays last 10 denomination changes.

- # Date
- # Time
- # Value

Last 10 Hopper Payouts

Screen displays last 10 payouts.

These parameters are shown:

- # Date (YY/MM/DD)
- # Time (hh/mm/ss)
- # Coins Paid
- # Type

Last 10 Hopper Refills

Screen displays last 10 hopper refills.

Last 25 EFT In

Screen displays last 10 cashless transaction to the credit meter.

Last 25 EFT Out

Screen displays last 10 cashless transaction from the credit meter.

Last 35 Voucher In

Screen displays the validation number, date, time, number of credits and coin value of the last 35 accepted vouchers.

History Folder (continued)

Last 35 Voucher Out

Screen displays the validation number, date, time, number of credits and coin value of the last 35 printed vouchers.

Event Log

All Events

Error Log

Background Exceptions

EFT

TOTAL ACTIVE CREDITS

Credits available to play. This amount is displayed on screen. (cashable+non cashable+promotional credits).

ACTIVE CASHABLE

Current cashable credits available to player. These credits can be cashed out by any device.

ACTIVE NON-CASHABLE

Current non-cashable credit accessible to player. These credits can only be cashed out to system.

ACTIVE PROMOTIONAL

Current promotional credits. These credits can only be played off by the player.

CARD CASHABLE IN

Sum of cashable credits received from a system.

CARD CASHABLE OUT

Sum of cashable credits cashed out to a system.

CARD NON-CASHABLE IN

Sum of non-cashable credits received from a system.

CARD NON-CASHABLE OUT

Sum of non-cashable credits cashed out to a system.

CARD PROMOTIONAL IN

Sum of promotional credits received from a system.

History Folder (continued)

CARD PROMOTIONAL OUT

Sum of promotional credits cashed out to a system.

CLEARED CREDITS

Sum of all credits that have been cleared by any system.



NOTE:

Optional except "Total Active Credits", "Active Cashable" and "Cleared Credits".

VOUCHERS ACCEPTED

Number of accepted vouchers.

VOUCHERS CASHABLE

Number of cashable vouchers accepted.

VOUCHERS NONCASHABLE

Number of noncashable vouchers accepted.

VOUCHERS PROMOTIONAL

Number of promotional vouchers accepted.

Ram Reset

To perform a Ram Reset, follow these steps.

1. Open the Main door.
2. Turn the machine power off.
3. Open the Logic box door.
4. Remove the Mainboard.
5. Replace the Paytable chip (U9) with the Ram Reset chip.
6. Reinstall the Mainboard and turn the machine power on.
7. Wait approximately 2 minutes until an audible signal and message is displayed on the Main TFT Display, and then follow the instructions on screen.
8. Turn the machine power off.
9. Remove the Mainboard.
10. Replace the Ram Reset chip with the Paytable chip.
11. Reinstall the Mainboard and turn the machine power on.
12. Wait approximately 2 minutes until an message is displayed on the Main TFT Display, and then follow the instructions on screen.
13. Press the red Reset button on the Mainboard.
14. The Machine is now ready for Initial Setup.

Commboard Clear

To perform a Commboard Clear, follow these steps.



NOTE:

It is strongly recommended to carry out the Commboard Clear together with a Ram Reset!

1. Open the Main door.
2. Turn the machine power off.
3. Open the Logic box door.
4. Remove the Commboard.
5. Replace the Commboard software (U34 + U35) with the Commboard Clear eproms.
6. Reinstall the Commboard and turn the machine power on.
7. Wait approximately 2 minutes.
8. Turn the machine power off.
9. Remove the Commboard.
10. Replace the Commboard Clear eproms (U34 + U35) with the Commboard software.
11. Reinstall the Commboard and turn the machine power on.

Initial Setup

After a Ram Reset has been completed the machine and software are ready to be configured. This machine and software configuration is called an Initial Setup.



NOTE:

Depending on the machine configuration some options may not be available.

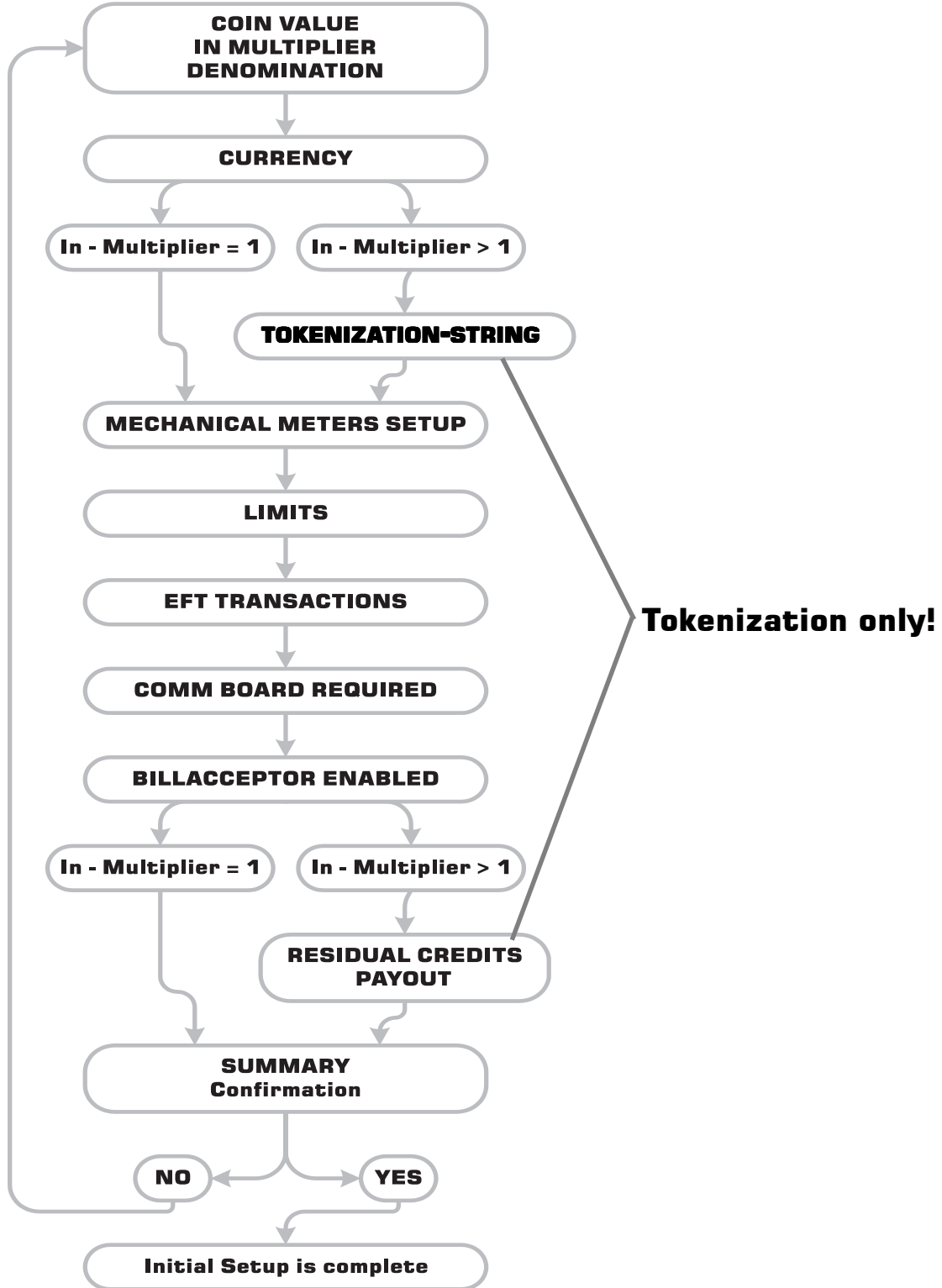
A series of Initial Setup pages are displayed on the Main TFT display. To specify Initial Setup options, simply touch the options desired. Then touch the Save and Continue button in the lower right hand corner of the display.

If a specific option or value is not displayed on screen, or to change the text of some options, touch the SET button. The SET button will display an alphanumeric keyboard, number pad, or additional option sets depending on the Initial Setup option being selected.

The selection of some options will enable other options to be chosen. For instance, when an In-Multiplier other than 1 is chosen, the Tokenisation-String, and Residual Credit Payout options will be presented.

After the last page of options has been saved, a Summary page will be displayed. If options were set incorrectly, touch the NO button to restart the Initial Setup. If the YES button is touched, the Initial Setup options are locked in and the machine will go into Idle Mode. If the machine is equipped with a configurable payable, the machine will automatically enter Paytable Configuration mode after Initial Setup has been completed.

Initial Setup (continued)



Initial Setup (continued)

Set Coin Value: Select the value of the coins that the Coin-In and Coin-Out are configured for.

Set In-Multiplier: The In-Multiplier defines the number of credits to be given for each coin inserted. The default value for the In-Multiplier is 1. To Tokenize the machine, touch the SET button and enter the desired In-Multiplier with the pop-up Number pad, then touch the Accept button.

Denomination: The machine automatically calculates its denomination. The machine denomination is the Coin Value divided by the In-Multiplier.

Set Currency: Select the currency symbol of the denomination being used in the machine.

Set New Currency: If the currency symbol is not available under Set Currency, touch the SET button and enter the currency to be used into the pop-up Keyboard, then touch the Accept button.

Tokenization String: A preview of the Tokenization String is shown. If the Tokenization string needs to be altered, touch the SET button. Enter the new coin value and currency with the pop-up Keyboard, and then touch the Accept button.



NOTE:

Altering the Tokenization string does not change the Coin Value or In-Multiplier for Tokenisation calculations.

Altering the Tokenization String only changes the Tokenization String presentation to the player not the Tokenization calculation within the machine.

Mechanical Meters (Hard meters) Setup: Mechanical meters 2 through 5 can be redefined. Mechanical meters 1 and 6 cannot be changed. Press the SET button on the mechanical meter to view a set of options for that mechanical meter. Touch the mechanical definition desired.

Initial Setup (continued)

Mechanical Meter 2

Coins out:

-Credits won wagered + credits paid out by hopper.

Credits won without Jackpot:

-Number of credits won lower than handpay limit and bonus wins lower than handpay limit (if win is booked to card or to credit meter)

Credits won with Jackpot:

-Total credits won (Jackpot wins + credits won without Jackpot)

-Bonus wins

-No Progressive amount!

Mechanical Meter 3

Drop with bills:

-Coins that drop into drop box + accepted bills and coupons (in credits)

Drop without bills:

-Coins that drop into drop box only

Mechanical Meter 4

Handpaid without Jackpot:

Cancelled credits (hand pay and key credit out)

Handpaid with Jackpot:

-Credits hand paid

-Bonus wins that ended directly in a handpay

-Key credit out

-Jackpot wins Hand Paid JP = Hand Paid w/o JP + Jackpot

Games won:

-Number of games played. Won Games lost in Double up are not counted as games won.

Mechanical Meter 5

Games:

-Number of games played

Bills in credit:

-Value of accepted bills in credits

Bills in currency:

-Value of accepted bills in currency

Initial Setup (continued)

Credit Limit

This value is the maximum amount of credits that can be accumulated in the Credit meter. The Credit Limit is displayed in credits and the default setting is 500000.

500000 * DENOMINATION = VALUE IN CURRENCY

Touch the SET button to adjust the Credit Limit between 1 and 500000 with the pop-up Number pad.

If the Credit Limit is reached, the machine is not allowed to book any credits to the Credit meter (coin- and bill acceptor are locked). If the Credit Limit is reached with a win, this situation will be handled in different ways. If the Credit limit will be exceeded with coins, the hopper will pay these coins immediately (optional). If the Credit limit will be exceeded with a bill, this bill will not be accepted and the message "Bill Value Exceeds Maximum Credit" will be displayed in the game-line. If the Credit limit will be exceeded with a coupon, this coupon will not be accepted and the message "Coupon Value Exceeds Maximum Credit" will be displayed in the game-line.

Win Payout Limit

Not currently implemented.

EFT Transaction

Communication with external System.

EFT Transaction can only be enabled or disabled during Initial Setup.

Commboard Required

The user can adjust the requirement of a Commboard.

Commboard Required can only be enabled or disabled during Initial Setup.

If selected, the Mainboard will lock-up and display "COMMBOARD NOT DETECTED" on the Main TFT display and will unlock once communication with the Commboard is re-established. Once this option is selected, it can only be changed during Initial Setup after a Ram Reset.

Bill Acceptor Enabled

Touch the Yes or No radio buttons to enable or disable the Bill Acceptor.

Initial Setup (continued)

Residual Credit Payout

This Initial Setup page will be displayed if the machine is Tokenised (In-Multiplier greater than 1).



NOTE:

If an accounting system with cashless function is connected and a card is inserted, all credits are booked to the card.

Touch the radio button next to the Residual Credit Payout handling option desired.

The following payout modes for residual credits (not equaling the value of a tokenized coin) are available.

HANDPAY / LOCKED:

When the Cashout button is pressed, the machine will payout all credits possible with coins. When residual credits remain after the payout, the player is given the choice to "press cashout for handpay or continue gameplay". If the Cashout button is pressed again, the machine goes into handpay, the message "Call Attendant for Handpay xxx (currency symbol)", and the Button panel is deactivated. Confirm the handpay with the jackpot key.

NO HANDPAY:

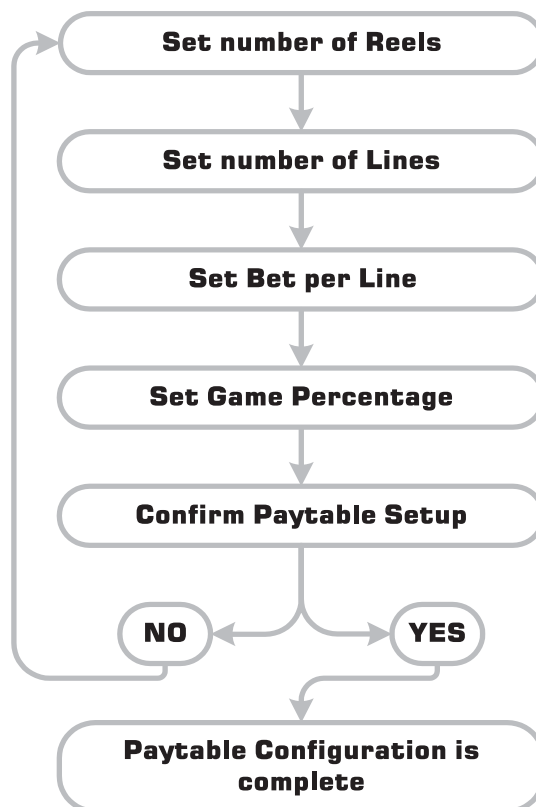
When the Cashout button is pressed, the machine will payout all credits possible with coins. When residual credits remain after the payout, and the player presses the Cashout button again, the message "Insert money or play off residual credits" appears. There's no handpay possible.


Paytable Configuration

If a machine is equipped with a configurable paytable, the machine will automatically enter Paytable Configuration mode after Initial Setup has been completed.

To configure the paytable, touch the radio buttons for the desired paytable on each of the Paytable Configuration pages. After each selection press the Save and Continue button in the lower right hand corner of the display to go to the next page.

After the last page of the Paytable Configuration has been saved, a confirmation page will be displayed. If the paytable was set incorrectly, touch NO to restart at the beginning of the Paytable Configuration. If YES is touched, the Paytable Configuration options are locked in and the machine will go into Idle Mode.



 **NOTE:**
Paytable Configuration may not be available in certain jurisdictions!

SAS DIP Switches

Switch S8/2-7

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | FUNCTION | Affected LongPolls and exceptions |
|---|-----|-----|-----|-----|-----|-----|---|----------------|--------------------------------------|
| | | | | | | | | Single channel | Ch1 = P2 or P12 |
| | | | | | | | | Dual Channel | Ch 1 = P2 or P12 Ch 2 = P4 |
| | OFF | | | | | | | Prog JP Chan 1 | 0x80, 0x86 |
| | ON | | | | | | | Prog JP Chan 2 | |
| | | OFF | | | | | | EFT Chan 1 | 0x22 to 0x26, 0x28, 0x29 |
| | | ON | | | | | | EFT Chan2 | 0x62 to 0x67, 0x28, 0x29 |
| | | | OFF | | | | | Bonus Chan 1 | 0x2E, 0x8A, 0x8B |
| | | | ON | | | | | Bonus Chan 2 | |
| | | | | OFF | | | | Control Chan 1 | 0x03 to 0x07, 0x0A to 0x0C |
| | | | | ON | | | | Control Chan 2 | 0x94, 0xA8 |
| | | | | | OFF | | | Coupon Chan 1 | 0x4C, 0x4D 0x57, 0x58, 0x70, 0x71 |
| | | | | | ON | | | Coupon Chan 2 | 0x7D (Exp 0x3F, 0x57, 0x67, 0x68) |
| | | | | | | OFF | | N/A | CB sends Total drop meter to host |
| | | | | | | ON | | N/A | CB sends Coin drop meter (BALLY) |

Switch S5/7-8

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | FUNCTION |
|---|---|---|---|---|---|----|-----|--|
| | | | | | | ON | OFF | Handpay AND ticket overwritten if not read |
| | | | | | | | ON | Ticket info only will be overwritten if not read . |

Progressive Jackpot DIP Switches

Selection of the Progressive System by DIP-SW S5/1-3
Master Selection for the Alink (APL) by S5/4

| | | | FUNCTION |
|-----|-----|-----|---|
| 1 | 2 | 3 | |
| off | off | off | Mikohn MS-10 Progressive |
| on | off | off | Accounting Progressive |
| off | on | off | APL Progressive (if included in EPROM) |
| on | on | off | Mikohn MS-27 Progressive |
| off | off | on | Mikohn MS-27 Mystery Progressive |
| on | off | on | Accounting System 3rd Channel (SAS multichannel only) |
| off | on | on | not used, defaults to Mikohn MS 10 |
| on | on | on | not used, defaults to Mikohn MS 10 |

| | FUNCTION |
|-----|--------------------------------------|
| 4 | |
| ON | Master selection for the Alink (APL) |
| OFF | Slave selection for the Alink (APL) |

General DIP Switches

Enable/Disable Accounting System S5/6

| | FUNCTION |
|-----|-------------------------------|
| 6 | |
| ON | Accounting system is enabled |
| OFF | Accounting system is disabled |

Security Mode S8/8

| | FUNCTION |
|-----|---|
| 8 | |
| ON | Message if accounting system isn't connected |
| OFF | No message if accounting system isn't connected |