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Slot Machine Technology for the International Gaming Industry



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Terry McBride
International Man of Technical Service

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Slot Tournaments That is!

JCawesoMeS Software

Trade Show Season in Kiev

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September 2006

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TechFest 14
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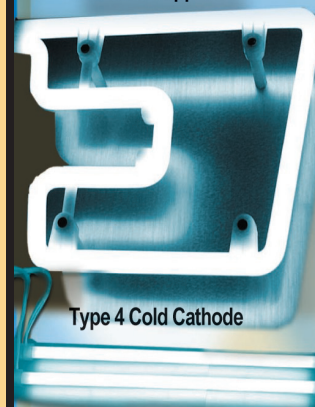
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Innovation through Technology

Hey Randy,

Scott Reynolds here. Sorry I haven't written to you in awhile but I've been very busy. I still work for IGT but have transferred to the Route department, before, I installed/uninstalled games in casinos, now I troubleshoot and repair them.

The reason I'm writing you is that I was speaking to a house tech at one of the casinos the other day (I don't remember which one, they all run together after a while) and we were talking about Slot Tech magazine. He happened to mention that he heard about a seminar called Casino

Fest and he thought it was done by you. I know you do TechFest every so often but had never seen this Casino Fest advertised in Slot Tech so I Googled it. I found a link to the International Masters of Gaming Law website and finally to the CasinoFest website. This seems to be a casino management seminar that is held at Casino Barona in San Diego, CA (that's not too far from you I think).

The whole thing is kind of confusing, does Slot Tech Magazine have anything to do with this or are you still just on the technical side of things?

Scott

Dear Scott,

Nice to hear from you again, Scott. Nope! We're still just technical here at Slot Tech Magazine. Despite the similarity in the names and the fact that it's being held in my own backyard, I have absolutely nothing to do with CasinoFest. As you noted, it's a casino management seminar. TechFest and CasinoFest had co-located at Mystic Lake Casino last May but although TechFest 13 was a great success, the experiment backfired. I have no control over use of the CasinoFest name, there is no connection between the two programs and they will never be co-located again. Sorry for the confusion.

Hey, when are you going to start writing for me again? You must have some interesting stories working a street route in Las Vegas!

Best Regards,

Randy Fromm



Had enough of buttons, harnesses and connectors? Now that we know how everything is all connected in Atronic's e-motion machine, it's time to take a break and meet another Atronic technician. This time, we're going to take a trip to Europe and see how some slot techs get to fit in a little Austrian Alpine skiing between service calls. Meet Terry McBride, International Man of Technical Service beginning on page six.

Ready to talk tournaments? Ted Befus and the gang at Casino Regina have a neat setup that allows you to control a bank of machines for tournament play. Complete with wiring diagram and construction details, the article begins on page 16.

Jason Czito is back with another outstanding contribution. This time, he takes us on a tour of some of JCM's really awesome diagnostic and exorcising software. If you haven't taken the time to plug your WBA into a PC then you don't know what you're missing. His article begins on page 22.

That's all for this month. See you at the casino.

Randy Fromm's Slot Tech Magazine

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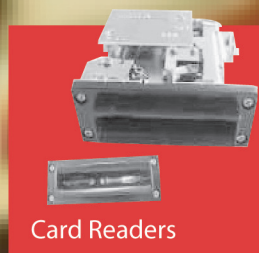
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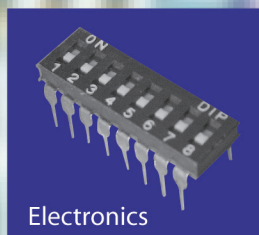
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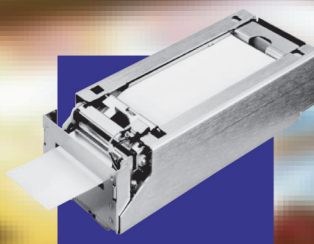
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The US headquarters are in Scottsdale, Arizona, and our thirty-plus domestic technicians service over thirty states. But what about all the games located on four other continents? That enormous expanse of territory is left to Atronic's international techs, and there are only fifteen of them.

There are seven of these gentlemen in Europe, and they help out with service virtually everywhere. As an Atronic International technician, one day you might be in France, while the next day you're in Egypt.

Probably the most-traveled Atronic Technician is Terry McBride, a British chap born in Singapore, working out of Luebbecke, Germany. Terry has been to, count 'em, thirty-six countries. I think the list of these countries deserves its own paragraph.

Get To Know An Atronic Technician - Part III

Terry McBride - International Man of Technical Service

By Michael Brennan

He's made stops in Argentina, Aruba, Austria, Barbados, Bulgaria, Chile, Croatia, Curacao, Denmark, The Dominican Republic, Egypt, Estonia, Finland, France, Germany, Gibraltar, Greece, Holland, Italy, Latvia,

Lithuania, Luxemburg, Macao, Morocco, Monte Carlo, Palestine, Panama, The Philippines, Poland, Rumania, Russia, Slovenia, St. Maarten, Sweden, Switzerland, and The United Kingdom. Whew, I got jet lag just



This is 42.85% of Atronic's European Technical Support Team. Left to right, Guido Bessler (Technical Manager) Terry McBride and Leonid Falke - No longer by Atronic.



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typing and alphabetizing all those places.

Terry's background is in telecommunications, with fourteen years experience. He was in the British Army, Class 1, and has been working at Atronic for seven years. I interviewed Terry about life as an International Man of Technical Service.

Tell me your scariest border crossing or customs story.

My worst experience has to be an afternoon spent at Tel Aviv airport in Israel. Palestine is an Arab land and Israel is a Jewish land, and it's well-documented how the two do not get along.

I had been in the Oasis Casino Jerrico in Palestine and left five hours (!) early for the airport, leaving plenty of buffer time for potential delays. I passed through several checkpoints, at one point feeling like royalty as I was fast-tracked through in a limo.

But when I arrived at the terminal, I went from feeling like a king to feeling like a criminal. I was ushered into a side room off the main hall, searched and grilled for two straight hours.

The man who was asking the questions was tall, fierce-looking, and dressed in civilian clothes. I think he was from the Israeli secret police Mossad. He kept repeating the same questions over and over, "Where have you been,

what have you been doing, how long have you been there, who did you speak to?"

After a while, this man went through my paperwork and manuals, and asked me questions about the information they contained. Try explaining to a foreign policeman (who is packing a piece) what a hopper is and what it does. Thanks to my interrogation training while in the Army, I knew how to handle his traps and repetitive questions.

This frightening experience forced me to be late for my flight, and I was told I could not board. Thankfully, there was a technical problem that delayed the plane, and I reasoned with the woman behind the counter. I barely got on the jet, and I was filled with it an enormous sense of relief as we lifted off the ground.

How do you cope with the language barrier when going from country to country?

In every casino in the world, there is always at least one person who can speak English. In fact, in one of the most remote casinos I've ever been to, Tierra Del Fuego, I was met by a rather large woman who was assigned to be my translator during the trip.

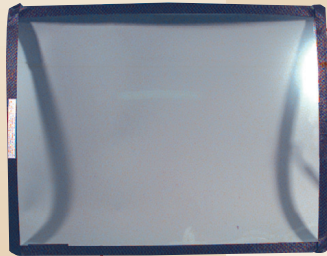
The casino is located in the southern tip of Argentina and boasts to be the southernmost casino in the world. Unlike everyone around us, she spoke perfect English. We began chatting, and I found out that she was originally from Munich, Germany!

So there we were, thirty-six hours away from Germany, in the freezing cold tip of South America (in a place where adventurers stop on their way to the South Pole),



Terry McBride sometimes is forced to sit at a desk. He doesn't look too happy about it!

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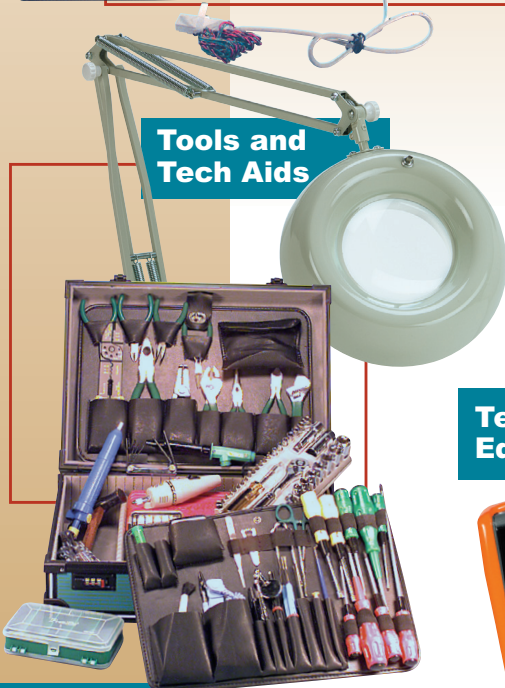


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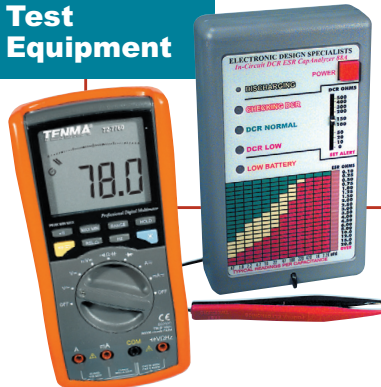
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talking about Germany for hours on end. As they say, "It's a small world."

For Atronic International and other manufacturers, a lot has happened with the Russian market over the years. Relay your experiences.

I was involved at the start of the "Russian Gaming Revolution." At the very beginning, it was extremely hectic, as we (and our distributor partner Unicum) were one of the few large suppliers in Russia, just after they initially became Capitalistic.

From the onset, the Russian gaming industry wasn't exactly "highly regulated." I have heard stories of "house jackpots," where the house would win the progressive jackpot if a player did not win it within a certain time period.

All casinos there have metal detectors, which are not fun to deal with when you have all your tools and spare parts on you.

But, all "good" things must come to an end, and the Russian market has now become stagnant, due to recent changes in the law that were designed to monitor the uncharted growth that occurred during the boom. No manufacturers are selling games there now.

Specifically, I have had hassles in the Moscow airport, Sheremetyevo 2, on more than one occasion.

Passport control can take up to three hours and the conveyor belts and other equipment are usually broken.

But a particular experience stands out. One time on my way to an installation, I submitted my customs declaration (nothing to declare, like usual), but was pulled aside for more inspection.

Unlucky for me, this time the baggage x-ray machine was in good working order. They examined the contents of my bag and detained me. I must have one of those faces, because they took me to another "side room." I thought I was heading for the Gulag.

They wanted paperwork for all my equipment, like my lap tops. Since I didn't have any documentation, they tallied up the value for all my belongings, and came up with a random amount of money

that I owed, like they do in cases like these. The magic number was \$600.

Not having the funds on me, I rang the casino that I was heading to, and they sent a driver with the money to pick me up. Four hours later I was graciously allowed to leave. God, I hate that airport.

(And you thought driving into Canada was bad).

What are some of the strangest things you've seen in casinos during your travels?

One of the strangest things I've seen occurred in Estonia, and still makes me laugh to this day when I picture it. Four casino employees were loading games onto the floor, all without the help of dollies or ramps. This may be possible (but not fun) with some machines, but an impossibil-



Terry McBride enjoying some skiing in the Austrian Alps with co-worker Guido Bessler

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ity with others.

I walked outside to see these guys trying to carry one of our enormous Titan games off a truck and through a small doorway. As indicated by their name, Titan games are very big, and not meant to be carried by hand. The sight of these men waddling like over-loaded ducks, struggling as they tried to carry the game and squeeze it through the door was pretty funny.

Another odd experience occurred in St. Maarten, an island in the Caribbean. I was there to do some conversions when I received a call from a nearby casino. They were having a problem with a Slant Top machine.

The game was down due to a hurricane that occurred more than a year before. I asked them why they waited 18 months to contact us, and they said that they had been trying to fix it themselves! That's some stubborn determination.

The hurricane had ripped the roof off the casino and dumped a meter of sea water inside. The game in question had an on-screen "optic error" message. I swapped every imaginable optic part, but to no avail. After two hours of unsuccessful troubleshooting, I took a step back, had a coffee, and pondered the situation.

When looking at the machine, I noticed that the door

switch on the bill validator was all green and moldy. I jumped out of my seat, shorted the switch wires with a paper clip, reset the game, and-- yippee-- it worked. I was shocked to see that a cherry switch could cause an optic error. And as a finale, I got a hold of the moldy bill validator switch, opened the window and threw it as far as I could into the sea, from whence it came.

What is one of the worst things that happened on a casino floor and/or with a casino patron?

I was installing an "Action Jackpots" link in a casino that shall remain nameless, and when I opened the first game about a hundred cockroaches swarmed out. Obviously, this wasn't one of my favorite experiences-- I don't like creepy crawlies.

As for the weirdest interaction with a player, that would have to be with a lady in Buenos Aires. I was helping colleagues with a TITO installation on a bank of roped-off machines that were in "out of service" mode. Despite all the obstacles, one woman physically climbed over the ropes, ignored the "out of service" message, and deposited some coins.

Since the games do not accept funds when they are in this state, she walked over to me and started to complain, in Spanish, that the machine had stolen her money. I tried to reason with her in English,

but she got really worked up, and started to flail her hands around. She was really going at it, getting more and more frenzied to the point that I simply had to walk away. I guess nothing could stop her from getting at those inviting Atronic games.

Atronic and its various related international companies have been around for a while. Have you been called to service any really old, bizarre games?

I think the oldest machine I ever had to fix was a Volcano Island game in our old Narrow Body Cabinet. The monitor was dead and we don't make spares any more, so the casino technicians and I found an old fifteen-inch computer monitor, removed the housing, made some adjustments, and installed it in the game. It fit great and is still working today.

Tell me more about yourself. What's your favorite sport?

That's easy, my favorite sport is skiing, since it's the only one I am good at. As an example of the communal/friendly company atmosphere we have here across the pond, Atronic hosts a ski weekend in Austria every year. About 150 employees show up for plenty of laughter, fun, more laughter, and a little actual skiing.

I am fortunate to have been able to find time to ski for most of my life, and I took my ski instructor's test with the

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Austrian Ski Federation. So I really look forward to this company event.

In fact, it was at this company ski trip that I performed an encore to one of my more public moments at Atronic. This moment took place years earlier at the company's Tenth Anniversary celebration, when I was goaded by a female colleague to get on stage and sing a song with the live band.

Coming from a musical family (my mom was a professional singer), I'm partial to an occasional odd night on the stage. But I had never sang in front of so many people-- more than four hundred guests and co-workers.

Having enough "Dutch courage" inside me, I said "why not?," got on stage, and belted out "Let It Be" by The Beatles, followed by "Knocking on Heaven's Door." I received a standing ovation from the crowd. Robbie Williams eat your heart out (or maybe everyone was drunk and/or tone deaf).

What's your favorite food?

By far, my favorite meal is a well-done pepper steak served with chips (fries) and mushy peas, followed by rhu-barb crumble and custard for dessert, and a cold German beer to see it all down.

What are your favorite things from the US?

Music, films, CSI and 24 (TV shows), peanut butter and Tom Clancy novels.

What do you think are the worst things to come out of the

US?

McDonald's, rap music, and the way Americans try to speak "English."

Favorite movie?

Monty Python's Life of Brian

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is funny in any language.

When you are angry at a misbehaving machine, what are some key British or German expressions of anger that would be good for an American technician to know?

I have never had a machine that has beaten me yet, but on some occasions the "sparks have started to fly," as they say. I usually use Russian swear words that I have learned on my travels. The most common anger expression in Germany is "scheisse," which I won't translate, but "this game sucks" in German is "dieses spiel ist sheisse."

Why do you like being an Atronic technician?

From day one I was made to feel welcome, not just as another worker, but as a part of a great team. As an individual, I am trusted to organize my working day and to plan all service trips from start to finish. Yet as a team, everyone really strives toward the same goals. I know that if I run into any problems when I'm out there on my own, help from my friend-colleagues is only a phone call away.

- **Michael Brennan**
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If there is one thing that brings out the emotions in the gang in our shop, it has to be when our company has slot tournaments. I won't mention which emotions I'm talking about here.

Now, on our gaming floor space is at an absolute premium. What does this have to do with tournaments you ask? It means that we don't have a home for these games. Every time we have a tournament, we drag the machines out of storage and blow the layers of dust off of them. Then we've got to plug them all in, fire em' up and then pray to the slot gods that everything is working the way we need them to.

Our games are older S-Plus cabinets so if something goes wrong, we don't have lots of parts on hand to repair them. Fortunately, if there is a major problem with them, the boards are easily repaired.

These aren't just any old S-Plus game though. We dress them up with our own reels

Let's Talk Tournaments

Slot Tournaments That Is

By Ted Befus

and glass to make them "ours". Our first attempts at reels were quite a little disaster. We didn't have actual reels made. Instead, we had a full length Lexan overlay made that we installed over top of the reels and then cut to the correct width and length. That certainly was interesting. We made more than a few mistakes trying to get all the symbols lined up.

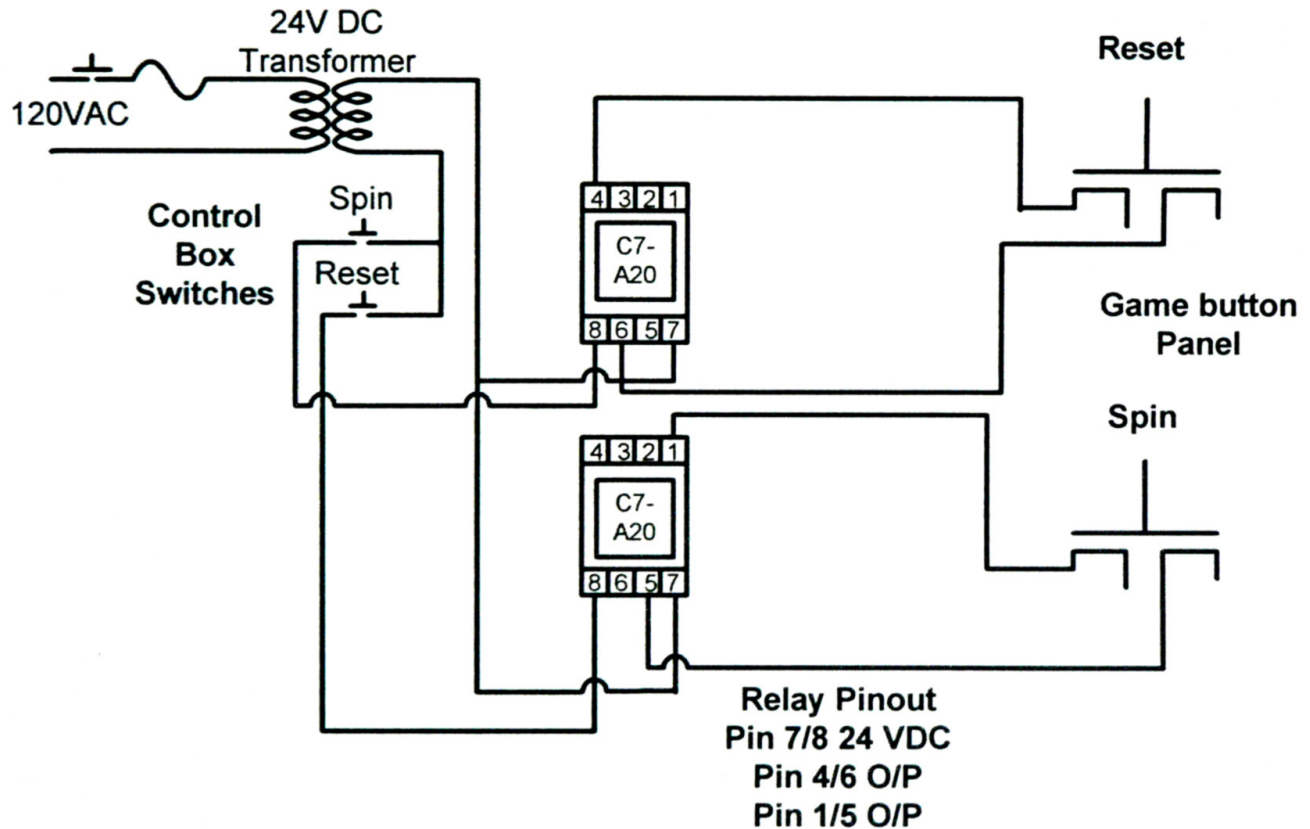
As time went by, management came to us and informed us that they wanted to "jazz up" our tournament slots. This time we did it right. We had actual reels made instead of those overlays. Of course, it took a few prototypes of material until we came up with something that wasn't too thick or thin or too flexible or brittle. I wish I could remember what it was but it's eluding my right now.

In this article, we're going to cover how to set up the S-Plus and S2000 games for Slot Tournament play. I realize that the S-Plus is obsolete but we'll cover it anyway as I am being paid by the word. We're also going to build a controller to control both the spin button and reset features of the games.

We're going to need a few things to accomplish this. We're going to need a housing for our controller, all the associated hardware to build it and a wiring diagram. Here's the BOM for the parts we need. I bought all these parts at our local electronics store, so I'll try to give you the manufacturer's part numbers. Our controller is built to handle 20 games so the enclosure is large enough to accommodate everything.

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n#1441-36 Hammond Bottom Plate Hammond p/n#1431-36 Releco Relay 24VDC C7-A20-X (20) Releco Relay base S7-M (20) 24VDC Transformer SPST Toggle Switch (2) SPST on/off switch AMP CPC 24 pin Plug (4) AMP p/n# 206837-1 AMP CPC 24 pin Receptacle (4) AMP p/n# 206838-1 AMP CPC 4 pin plug (20) AMP p/n# 206060-1 AMP CPC 4 pin receptacle (20) Pin (crimp), 20-24 AMP p/n# 66103-2 Socket (crimp), 20-24 AMP p/n# 66105-2 Extraction Tool AMP p/n# 305183 Crimp Tool HAPP Controls p/n# 92-0032-00 Assorted wire (varying colours)

Now that we have our parts assembled, we can put the controller together. You may have noticed that I'm only using 20 relays, even though I must control 40 inputs. I have two inputs to control per machine, but the C7-A20-X relay has two sets of contacts so I can run two inputs off of one relay output, enabling me to control 20 spin buttons with 10 relays, as well as 20 reset switches with the other 10. The wiring diagram only shows one machine connection.

A couple of things to note on this diagram: We are tying into the machine spin button and reset switch in parallel, not series. This is because we want the buttons and switches to function in case our controller fails (not that it's going to, but you never know). Note that I didn't show all the relay outputs

connected. This diagram would have been very cluttered if I did. The finished controller is shown in figure 2. Notice the 6-pin Minifit Jr® connector. It is connected to the top panel switches (Power, Spin and Reset).

Looks pretty doesn't it? The machines are connected through the main machine harness to the controller. The main machine harness consists of four, 24-pin AMP CPC square flanged receptacles. Each 24-pin plug has five individual machine harnesses run from it. At the end of each machine harness is a 4-pin AMP CPC plug. There is a square flanged receptacle screwed to the back of each slot base. It may seem like overkill, but it cleans up and stores nicely when not in use.

After all the machine connections are made, we need to look into what we need for software and setting up the software for tournament play. The S-Plus and S2000 have the capability of having games that can be played on your slot floor with the ability to turn on the Tournament feature when it is needed. This isn't an option on ALL games, so you'll have to look on IGT's website for specific software to handle this. If you go to the PSR and PAR sheet searches on their website www.igt.com you can search out the programs you need. The S-Plus programs will start with an STxxxx designation (in place

of the SS eprom) along with an accompanying SP (spoo) chip, the S2000 program will be designated with SBTxxxxx (used in place of the SB eprom) with the accompanying SG (GME1 and GME2) eproms. One quick thing to note here: If you're looking into S-Plus eproms, you should see that they're already GLI approved for your jurisdiction. IGT will not submit an S-Plus eprom for GLI approval.

We'll start with the S2000. I assume most of you have set up an S2000 game before, so I won't bore you with how to get into the options menu. Here are the important settings you'll need to know for tournament play. These options can be found in the Options menu under Tournament options (menu 3.9 depending on your SG version).

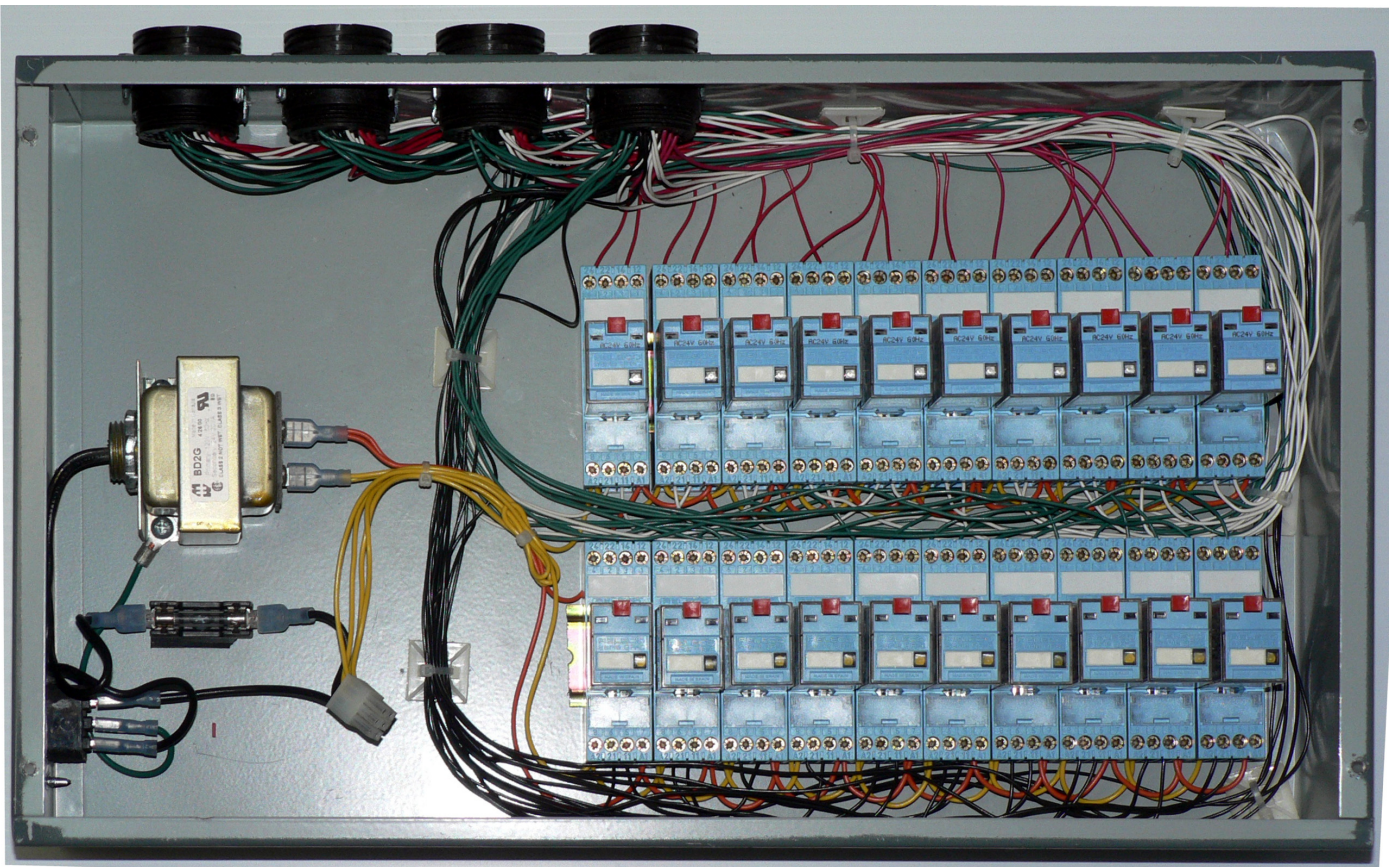
Option # and description

3.9.1; Enable/Disable: Allows you to enable/disable a tournament game

3.9.2; Timers: Determines the time available for Tournament play. The options are start time limit, pause time limit and end time limit.

3.9.3; Play mode: This menu allows you to select the type of game play; the options are normal, auto bet, auto spin and auto bet and spin3

3.9.4; Credits: Determines the number of credits at the start of tournament play. Maximum is 9999.



3.9.5; Flash Lamp: Determines the candle operation on winning games. The options are Lamp flashes for 3 seconds on top wins, lamp flashes for 15 seconds on top win, lamp flashes during the payout of top wins and lamp

flashes on payout of all wins.

3.9.6; Payout rate: Determines the rate that credits won are paid to the player. Options are instantaneous or incremental.

For a complete explanation of these settings and what they mean, consult your Program Summary Report (PSR).

The S-Plus is set up somewhat similar to the S2000 and again, I will assume that

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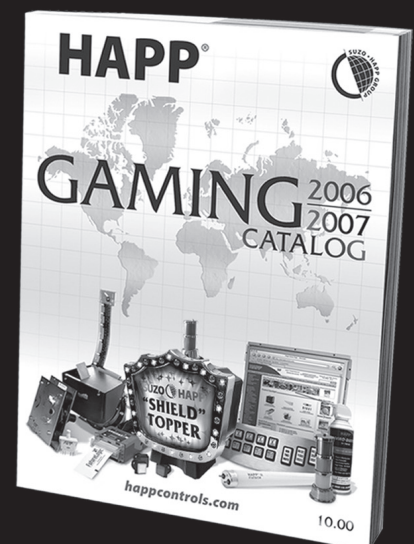
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you know how to get in and out of the menus to find these settings.

[Option #], <setting> and description

1. Tournament option [20] <1>; Only displayed if the option is coded into the SP Chip and can only be enabled if non-tournament credits DO NOT exist on the game. Enabled = 1, Disabled = 0

2. Initial Credit [21] <1000>; The initial number of credits given at the start of the tournament. Maximum is 9999.

3. Autobet Selection [23] <0>; If Autobet is enabled the game automatically wagers the maximum number of credits allowed at the start of each game. Enabled = 1, Disabled = 0.

4. Autospin Selection [24] <1>; If Autospin is enabled the game automatically spins when Maxbet is reached.

5. Jackpot Lamp Flash time [26] <0>; Determines candle flash for winning situations. Flash 3 seconds after top award is hit = 0. Flash 15 seconds after top award is hit = 1. Flash when paying any win = 3

6. Time display [27] <0>; Determines whether or not game display scrolls between credits and time. Credits and Time alternate = 0. Credits display only = 1

7. Variable payout rate [28] <0>; Shows the speed at

which credits are awarded to the player, ranging anywhere from 0 to 200 (per second). If set to 0 the total win is paid at once.

8. Start time limit [40] <1200>; Time limit for each round of play.

Once the games are set up properly, all they need to get started is the correct sequence to load the tournament credits in and reset the time. To do this, you hold the spin button and toggle the reset key. The credit display should be set to the credit and time parameters that you've already set (it's pretty

easy with the control box running the show). All the players need to do is press Spin to get the timer started and then use the Maxbet button to play. To keep players from prematurely pressing the spin button, I recommend using the spin button on the controller to get everything started. One last thing: Make sure you have spare button assemblies on hand; they'll take a real beating during play.

Till' next time....

- Ted Befus
tbefus@slot-techs.com

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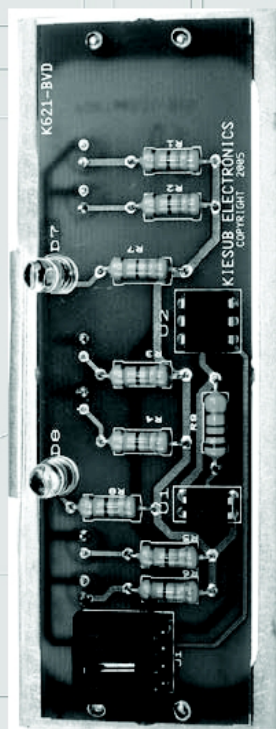


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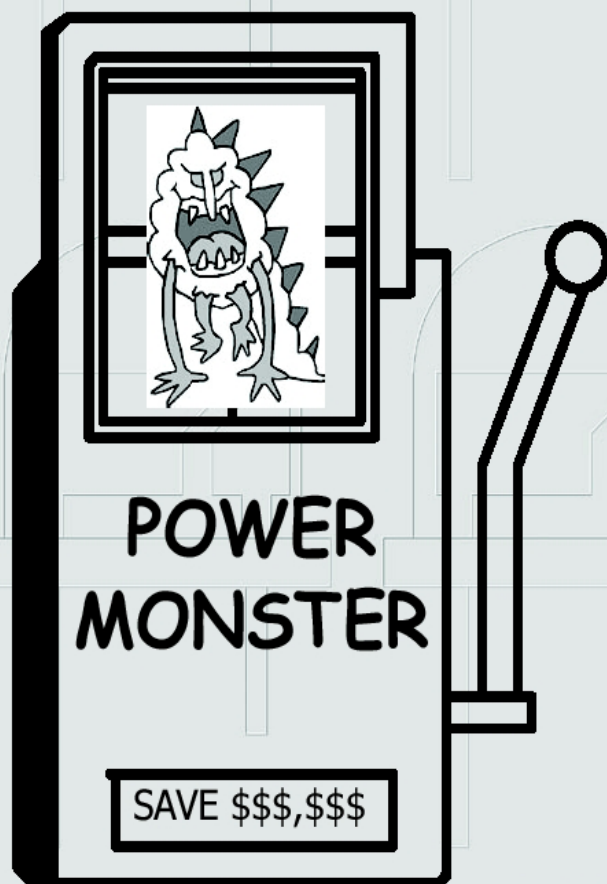
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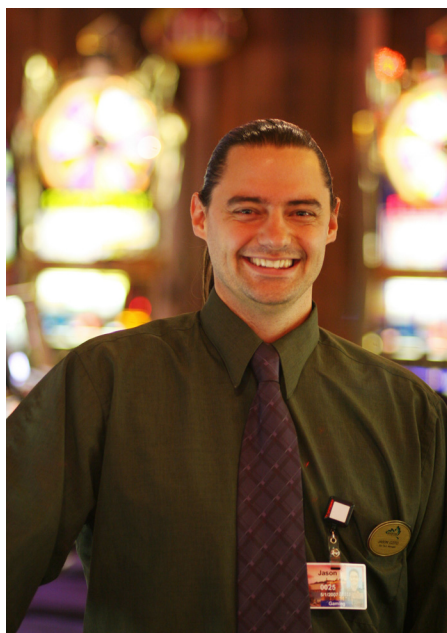


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JC_{aweso}Me Software

By Jason Czito

This article will cover this new software as well as touch on their other software offerings for the WBA: Download Application, AccLoad, and Version Check. Visit <http://tinyurl.com/nwsoo> to download this software.

To use this software, the WBA will need power and a communication line to a PC. We use JCM's PS15-006, which provides power and a serial cable for connection to the PC serial port, and adapter cables 400-100109 and 400-1001100 to get from the power supply to the WBA. The documentation only mentions that these programs are "Windows based"

and doesn't refer to a specific version of Windows. Our setup uses XP (Service Pack 2) and needed Microsoft's .NET framework (version 1.1 or later is fine) for one of the emulators to work. If you're having serious problems getting the software to work with a functioning bill acceptor, check the device settings for the COM port on the PC. See figure 1

Before getting started with the emulators, the communication process between the machine and WBA should be understood, as you'll manually be providing these signals to the software.

JCM has recently added two new software programs for troubleshooting their WBA units that are seriously helpful for troubleshooting, both of which are available for download from JCM's web site. The software is an emulator that lets a PC drive a WBA by sending and responding to the same communication signals that a slot machine would, allowing you to 'field test' a WBA in the shop. The emulator comes in two flavors: ID-024 and ID-003 for driving WBAs with the respective firmware versions. From the download page:

"This application allows the complete communications testing of a JCM Validator using a PC as a host. This application is specific to the ID003 protocol. See the Basic Driver Documentation for details on running and using the Basic Driver program (included in the ZIP file)."

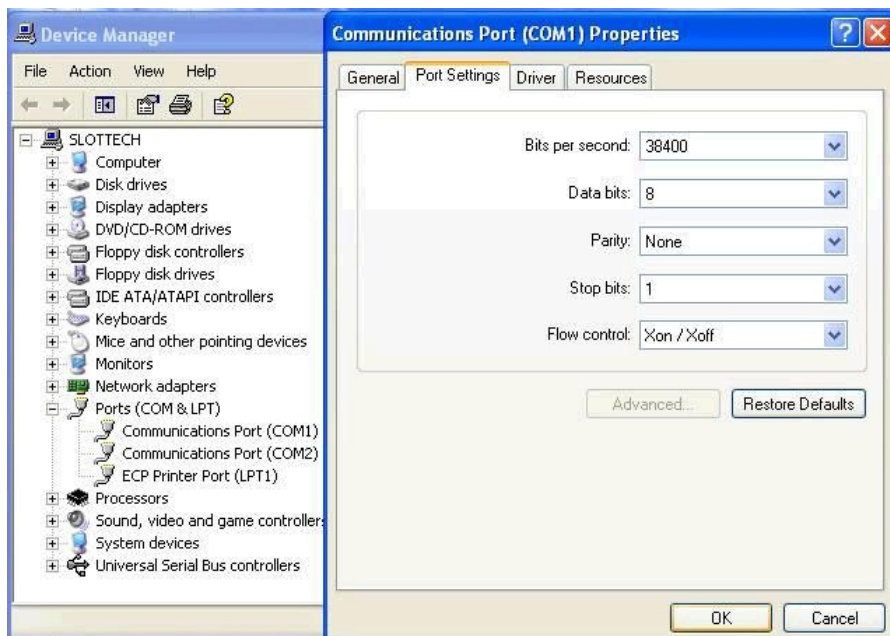


Figure 1. If you're having serious problems getting the software to work with a functioning bill acceptor, check the device settings for the COM port on the PC.

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1. The bill acceptor may be disabled by the machine. Machines will disable the bill acceptor during game mode, service mode, tilts, etc. There's an "Enable" and "Disable" button on both emulators that mimic this signal from the machine.

2. The bill validator will take the note in and read it. The bill or ticket is now in "escrow", and is held here until it hears from the machine. a. Bills are checked against the definitions of good currency in the firmware, and the bill type is sent to the machine. b. Tickets are read to get the validation number out of the barcode, which is sent to the machine.

3. The machine takes this message from the bill acceptor and makes a decision to either accept the note or reject it. a. Bills are checked against machine settings for bill acceptance. For example, \$2 bills may not be accepted by the machine. b. Ticket validation numbers are sent to the host system for verification against the database.

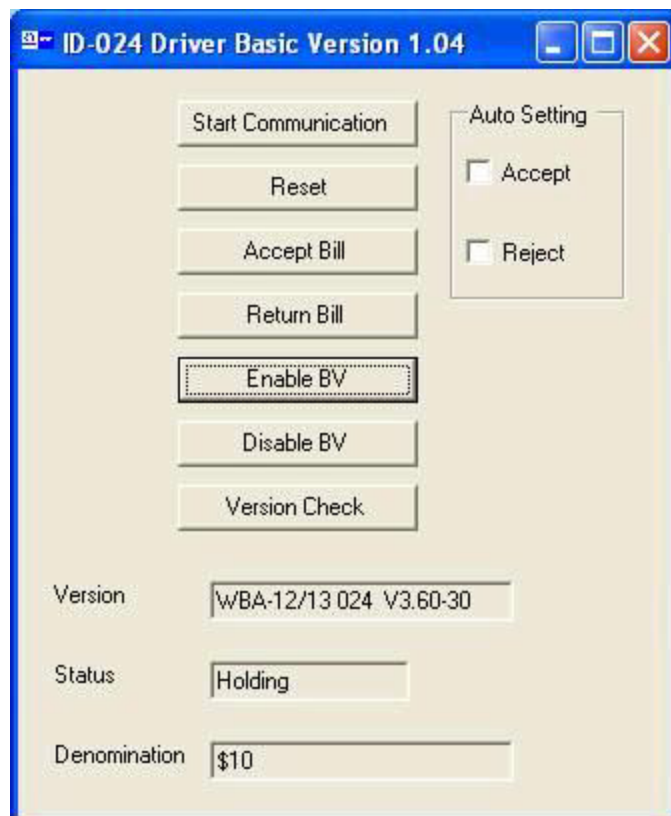
4. If the note is acceptable, the machine sends a message to the bill acceptor to stack the note. The "Accept Bill" button will send this signal to the bill acceptor.

5. If the note is not acceptable, the machine sends a message to the bill acceptor to reject the note. The "Return Bill" button will send this signal to the bill acceptor.

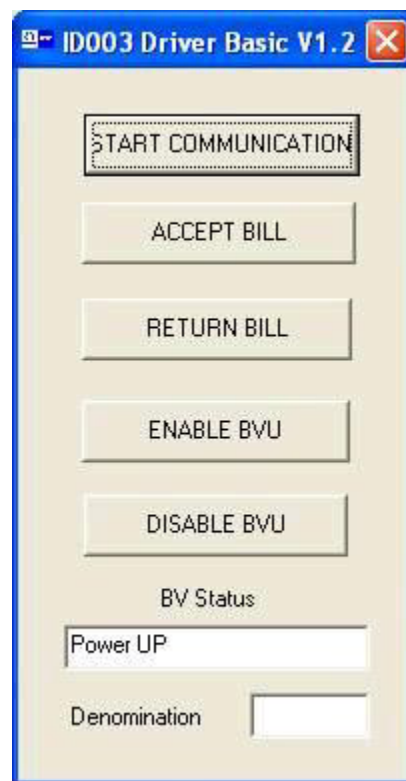
6. The ID-024 emulator includes some extra functionality that is probably specific to the Netplex protocol.

- a. The "Reset" button will cause the bill acceptor to reset
- b. The Version Check button will display the firmware version of the connected bill acceptor.
- c. The Auto Setting check boxes will set the software to automatically accept or reject notes.

To begin, put the bill acceptor into a working frame with a working cash box. Connect the bill acceptor to the power supply and to

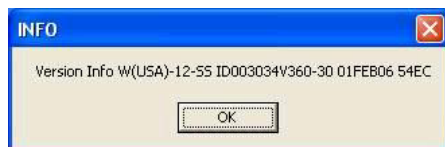


The ID-024 emulator includes some extra functionality that is probably specific to the Netplex protocol. The "Reset" button will cause the bill acceptor to reset. The Version Check button will display the firmware version of the connected bill acceptor. The Auto Setting check boxes will set the software to automatically accept or reject notes.



the PC. Put all the DIP switches in the normal operating position (all off) and start the appropriate emulation software. Click "Start Communication" to begin. If you get "No Response" or "No Communication" verify the communication cables, as this is could be the culprit (as opposed to a dead bill acceptor). Clicking "Start Communication" once communication has already been established will give you a "COM Port Already Open" error.

Once you've established communication with the bill acceptor, the status box should show "Disabled." The ID-003 emulator will automatically bring up a window showing the firmware version. The ID-024 emulator will show the version if you click the "Version" button.



Enable the bill acceptor by clicking the "Enable" button. The unit should cycle at this point. If everything is working so far, the status should change to "Idle" and the bill acceptor will be ready to take a bill. Inserting a bill will change the status to "Accepting" while the unit checks the bill against the firmware or decodes the barcode of the ticket.

If the note was good, the bill acceptor puts it into escrow and the status changes to "Holding." The unit is now

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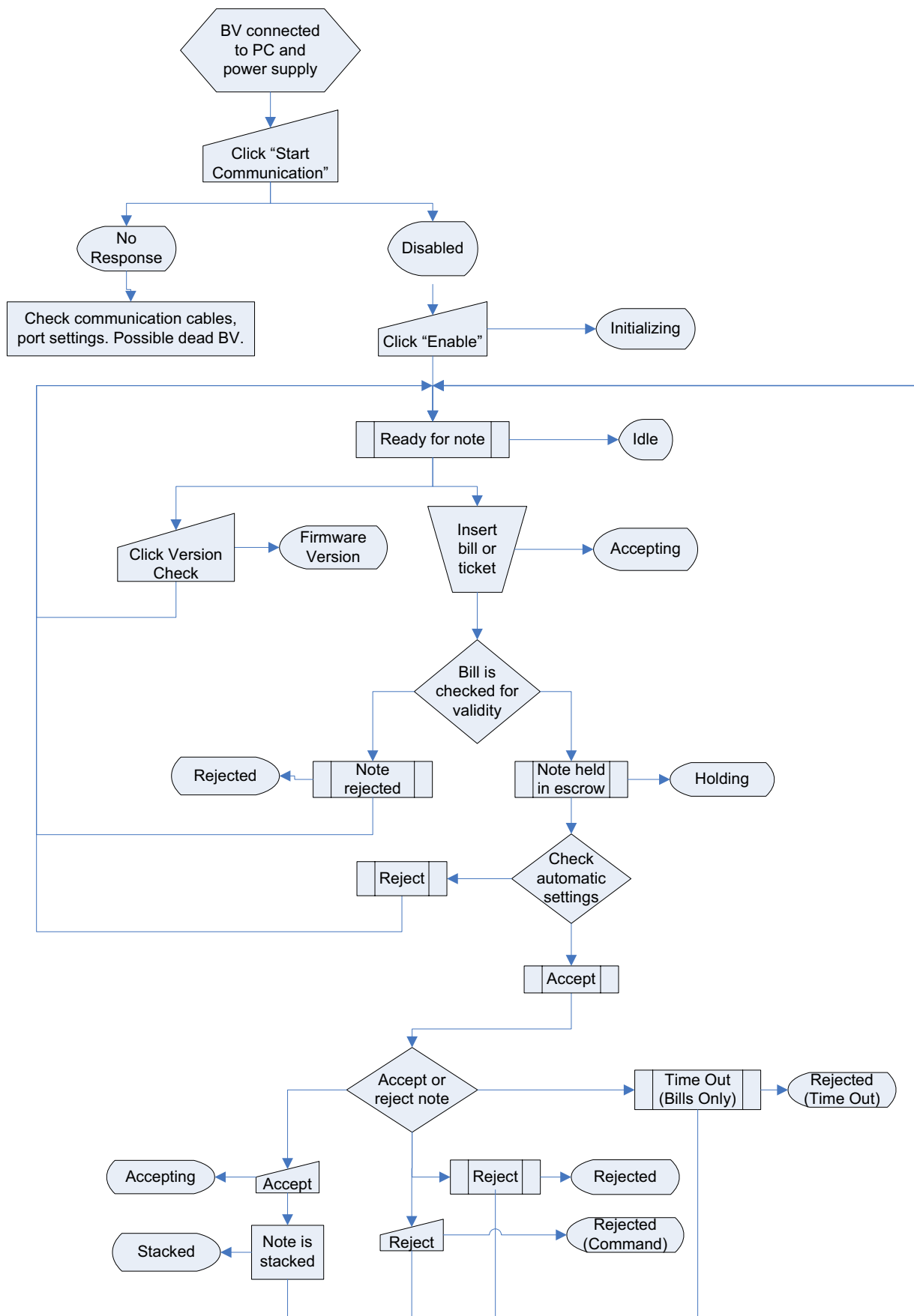
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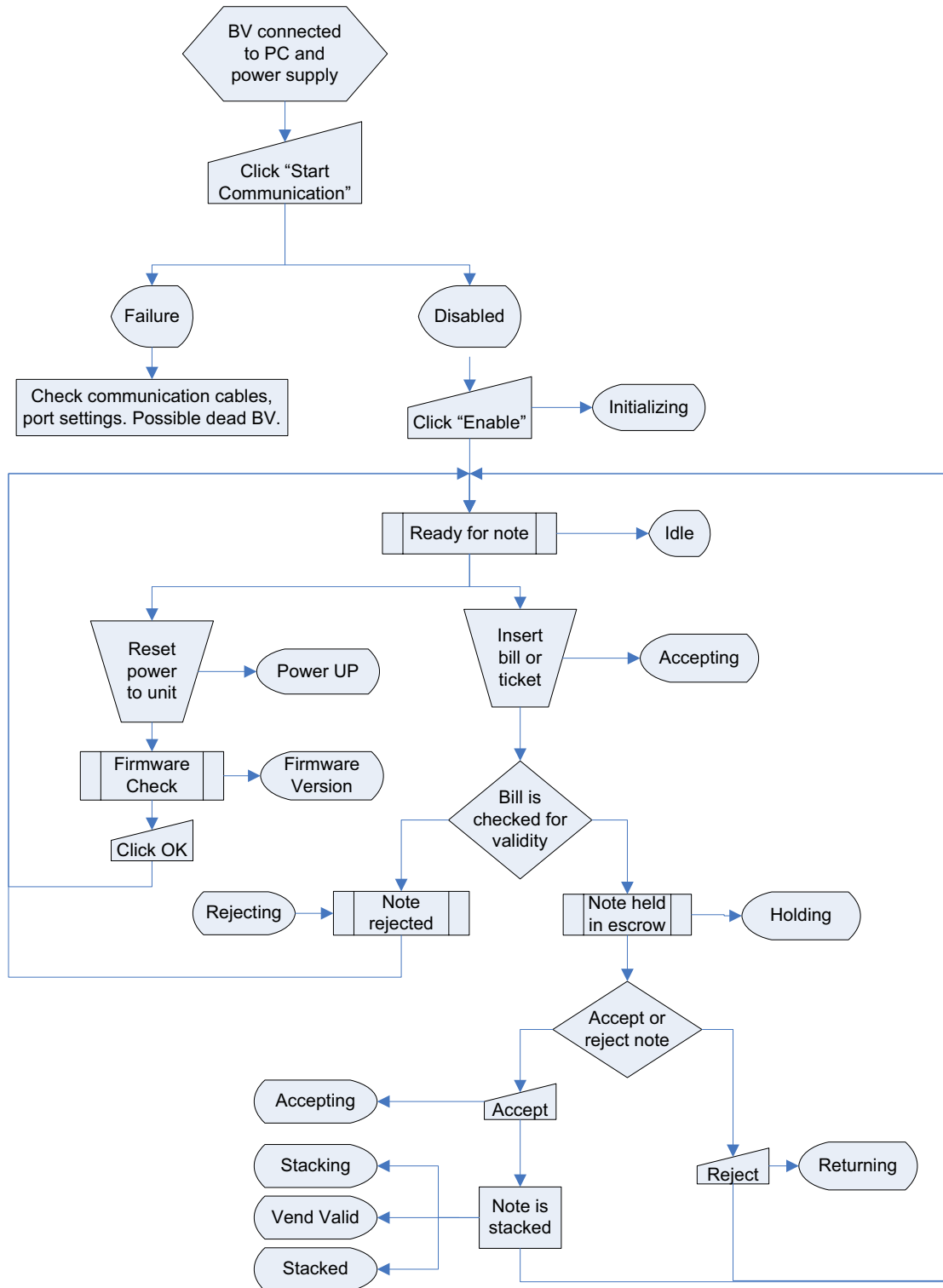
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waiting for input (to either accept or reject the note). Click the appropriate button of the emulator to accept or reject the note. The Netplex protocol apparently has a window of several seconds during which it must receive some input from the machine/emulator at this point. If you wait too long, it'll time out and reject the note. You'll see "Rejected (time out) in the status box in this situation.

If you choose to accept the note, the bill acceptor begins the stacking process. The Netplex protocol appears to be pretty cut-and-dry with its communication at this point,

and will tell you when it's done (assuming there were no errors). The ID-003 emulator will show its status go from "Stacking" to "Vend Valid" to "Stacked" as it goes through the process. If the note stacked successfully, the status will return to "Idle" and the denomination (or coupon) will be displayed in the Denomination box, depending on what kind of note you inserted.

By allowing you to manually recreate the communication between machine and bill acceptor, you can test the units' full operation in the shop. A WBA may test fine

using the built-in tests on the bench but if there's an issue with its communication signals, this will help identify it. This software will also give you error codes in the status bar if something goes amiss. If the cash box is missing, for example, the status box will say, "Stacker Box Open." The flowcharts on the previous two pages show normal operation of the two emulators to show how they work and the differences between the two.

To check the firmware version on a WBA-12, run JCM's Version Check software. Just put the BV into download

WBA Version 1.01

WBA Acceptance Data

Start Date
M/C #

Download Date

Total Insertion notes	Accepted notes	Rate	Rejected notes

Denomination Data

\$1	\$5	(N\$5)	\$10	(N\$10)	\$20	(N\$20)	\$50	N\$50	\$100	N\$100

Direction Data

Direction	\$1	\$5	(N\$5)	\$10	(N\$10)	\$20	(N\$20)	\$50	N\$50	\$100	N\$100	Total
FA												
FB												
BA												
BB												
Total												

FA Face-up black seal first
FB Face-up green seal first
BA Face-down black seal first
BB Face-down green seal first

Rejected Note Error Data

Error1	Error2	Error3	Error4	Error5	Error6	Error7	Error8	Error9	Error10	Error11	Error12	Error13	Error14	Error15

EXIT

Acceptance Data FILES

File Save

File Read

Acceptance Data

Initial

Read

Print

Next Page

WBA 12s and 13s record their activity internally, which you may view with JCM's AccLoad software. This software tells more about bill acceptance rates than may be practically useful! Every bill recognized by the bill acceptor will have an acceptance rate for each direction that the bill can be inserted.

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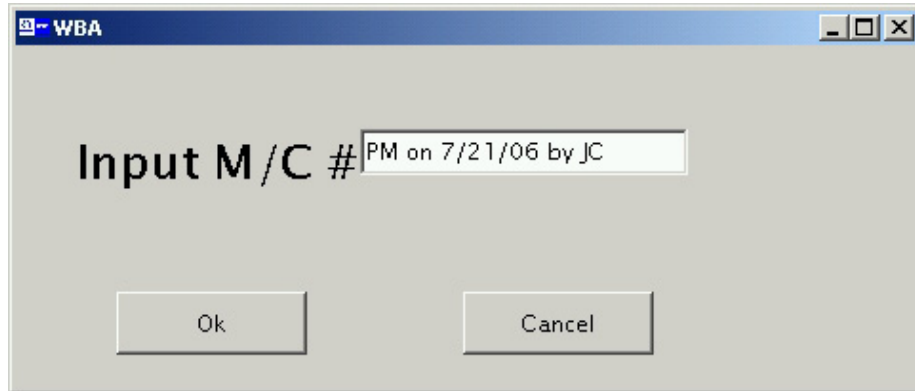
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mode and click “Read Version/Calculate CRC.” If you aren’t looking to verify CRCs, you may find the version check in the emulators easier to use. Version Check, for example, requires read/write permissions in its installation directory. If the administrative lockdown is too strict, you’ll get errors.

If you happen to have one of your firmware masters on the PC (IGT may send their upgrade on a disk, for example), you can use their Download Program to flash a WBA-12 from the PC. Set the BV to



download mode, select the matching baud rate in the software, browse to select your firmware download, and click Start Download.

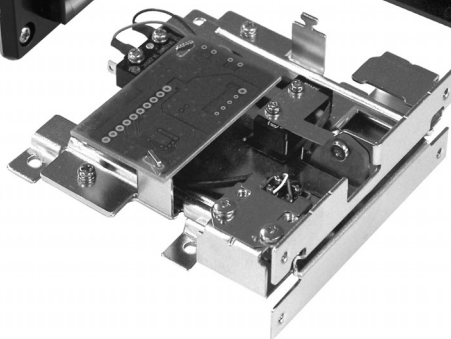
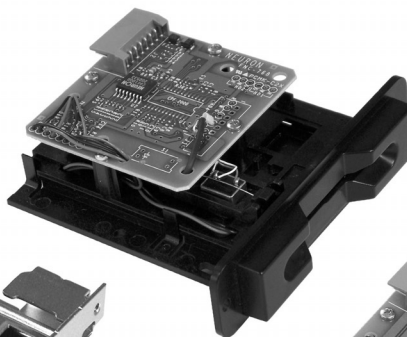
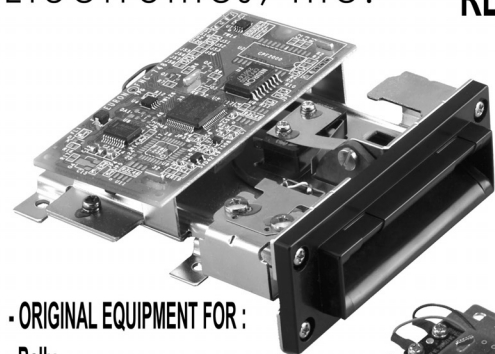
WBA 12s and 13s record their activity internally, which you may view with JCM’s AccLoad software.

This software tells more about bill acceptance rates than may be practically useful. Every bill recognized by the bill acceptor will have an acceptance rate for each direction that the bill can be inserted. Have you ever wondered how well your bill acceptors take those old fives

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face-down, black seal first as opposed to face-up, green seal first? Now you can tell. It does give useful statistics, like error/failure rates, and will let you record your own serial number or tracking information into the bill acceptor for tracking purposes. This software is, however, firmware-specific. You must use a version of AccLoad that coincides with the current library of valid bills. For example, at the time of this writing, JCM has not yet released a version of AccLoad with fields for the new \$10s released with firmware version 3.60. Bill acceptors with this software version that connect to older AccLoad software will not communicate.

If you're seriously into this, you can name each bill acceptor when you purge the information by clicking "Initial" and entering the information. We record the date the unit last had preventative maintenance done so the next time the unit shows up on the bench, we can tell how long it's been. Each unit's performance information can be saved as a text file for future reference. The "Read" button will load information

from the WBA into the software. If the bill acceptor has been on the floor for some time, the major acceptance rate totals may not match up. The total number of notes should equal the accepted plus the rejected. If they don't match, you'll get a warning when you load the data. Initializing the meters will clear the warning up.

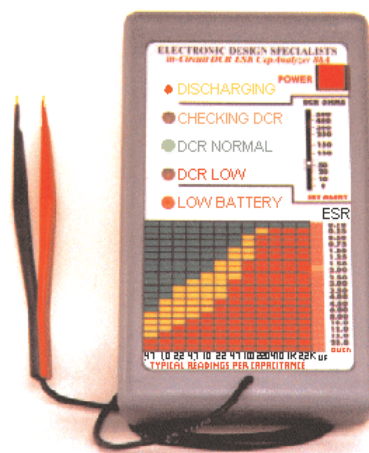
Of all of JCM's software offerings, I find these new emulators easily the most useful. They'll give you the version of the software in question so you don't need Version Check. They'll let you test ticket barcode recognition. They will tell you bill denomination and, to a limited ex-

tent, what's wrong with the bill acceptor in text format. They let you send machine signals to the unit to fully test communication. If you troubleshoot WBAs on the bench, do yourself a favor and download these emulators.

- Jason Czito
- jczito@slot-techs.com

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Unicum Starts Trade Show Season in Kiev

Unicum Group, the major distributor and supplier of gaming equipment in Russia and CIS countries, announces its participation in the international casino exhibition "Entertainment Industry", which will take place in Kiev on September 20-22.

At the traditional Kiev trade show Unicum will feature a slot portfolio that the company markets in Ukraine and CIS countries: Unicum's Adventures and Celebrity, Atronic Harmony and WMS Bluebird. The exhibition attendees will also see a launch of international sales of Unicum's latest gaming product – Sensation slot machine.

Unicum Sensation is the latest generation video slot developed by the company for both domestic and international markets. The machine presents innovative games technology implemented in a modern cabinet design and supported by a variety of attractive features. High hardware/ software compatibility and exceptional components flexibility make Unicum Sensation an optimal solution for a slot operation of any size. With the launch of Sensation Unicum introduces its Sapphire platform, the ultimate source of unique features that make the slot machine one of the most reliable, safest and profitable gaming products worldwide.

The platform was released in the Russian casino market in May 2006; the company delayed its international launch until the exhibition season to make the marketing campaign more efficient. In September, Sensation slot machine will be available for international sales worldwide.

The product is manufactured by Unicum Group at its facilities in Riga, Latvia.

"Unicum continues to focus on gaming solutions tailored for specific market needs," said Alexandra Soroko, Unicum Marketing Director. "The Ukrainian market is becoming more developed and we hope that Unicum's diversified slots will find its players and operators in local gaming sites and casinos, providing a competitive advantage within market segments demanding new quality products and looking for affordable solutions."

Unicum's trade show and promotion activities will go on with the company's participation in the main Russian gaming exhibition EELEX 2006, when Unicum will bring a complete assortment of its slot products.

Unicum gets ready for EELEX with dozens of new products and announces ONYX

For the third year in a row Unicum's stand



Kiev. You were expecting maybe Des Moines?

will spread across one thousand square meters and this time it become a home for 120 slot machines. Numerous products from Atronic International, Bally Gaming and WMS Gaming will include the most popular gaming titles and brand new games that recently came out from the development departments. New items for Atronic's Harmony, Cashline and e-motion, WMS's Bluebird and Bally's M9000 will be granted a special attention and will make 80% of Unicum's partners slots.

This year Unicum continues a tradition to celebrate EELEX with a showcase of a new platform, featuring Adventures at EELEX 2004 and Sensation in 2005. The company's stand #343 will become a premier stage for Unicum's newest slot, ONYX. Based on Sapphire platform, the machine offers a wide range of functionalities typical for premium class products but targets middle-market operations. It is another consecutive step in Unicum's strategy to create a diversified product offer and to meet the distinct needs of each operator. Unicum ONYX will inherit the most popular titles from the Adventures games library and will build its own games portfolio during the next year.

"We are committed to support the needs of all our customers around the world - from large gaming operators and regional companies to individual customers, says Alexandra Soroko, Unicum's Marketing Director. With ONYX we introduce new products to address changing customers and players needs. We will continue to deliver advanced technologies, innovative products and solutions to both traditional and emerging markets."

EELEX 2006 is also the second event in the start of the international sales for Unicum's Sensation platform. The trade show is expected to boost the product's success rate among Unicum's foreign customers. On a



The Metro Jackpot Casino in Kiev, Ukraine

separate stand the company will also feature its self-service kiosks, which recently have become extremely popular in Russia and bring additional value to gaming, retails and hospitality operations. Being the top product launch venue for Unicum, with over 100 new products being introduced this year, EELEX helps the company to demonstrate its maximum offer to the maximum business audience.

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SiP's Innovative Jackpots Solution Approved by GLI

Systems in Progress, Graz, Austria, August 10, 2006--Systems in Progress (SiP) has received approval by Gaming Laboratories International (GLI) for its complete Jackpots solution according to the GLI-12 standard. The certificate covers SiP's entire range of local and wide area jackpots and accompanying reports, as well as the company's jackpot controller (SMIB) and Multimedia Jackpot Display application.

"On the basis of the GLI certificate, SiP is now optimally prepared to roll out its jackpot-related products to regulated markets as well," says SiP's Managing Director Helmut Steffenini. "As we have been recognized as a technology leader by major operators in GLI-regulated markets, obtaining GLI-12 approval was just a first step in our compliance program. We will progress with submitting our other products to GLI so that any SiP solution a customer decides to implement will provide him with the same top quality and reliability."

Setting up and administering any of SiP's jackpot types is very straightforward and convenient, both locally and across multiple sites. The wide variety of criteria-based jackpots offers operators maximum flexibility in regularly creating new winning experiences for their clientele and to fine-tune prizes for a specific geographical area or type of patron.

All certified parts of the Jackpots solution are well proven with SiP's customers, with two of the largest and most prestigious wide area

links being operated in Russia and Macau. "Sea Raider" has been active in Russia in 7 time zones since December 2004 without interruption and now comprises 74 sites with 320 slots. In Macau, a 4-level mystery went live in October 2005 and has meanwhile been extended to 150 machines at 8 sites.

As SiP is celebrating its first GLI certificate, Stephan Freiszmuth, who is managing the company's submissions for regulatory approval, looks into a busy near fu-



ture: "We are preparing to apply for certification of all SiP features, from Accounting to the brand-new Cashless and Player Tracking option. Full certification will give SiP access to exciting new markets, where our easy-to-use solutions have a big potential for success."



SiP's Stephan Freiszmuth managed the submission of the Jackpots solution to GLI

Speak for Yourself, Mr. Meade

A Public Response to Your Assertion of Inaccuracy in the Matter of Pat Porath

To: Peter Meade – Publisher
Casino Enterprise Management Magazine

Mr. Meade,

I have received the August 2006 issue of Casino Enterprise Management Magazine and I read with interest, your statement on page 75 in which you profess to speak for my contributing writer, Pat Porath. The statement expresses regret for an “inaccuracy” in your publication of his “Quick & Simple Repairs” article, originally published in the November 2005 issue of Slot Tech Magazine. In an attempt to somehow spread the blame around and mitigate your responsibility for publishing an article to which one of your advertisers has objected, you have included Mr. Porath in the statement. He is the only person mentioned by name. You don’t even sign it with your own name.

Mr. Meade, I strongly protest this very public statement in the name of my contributing writer, Pat Porath. There was absolutely nothing inaccurate about anything that was written in this article. Mr. Porath has no reason to be regretful as his report was 100% accurate at the time of writing. A slot tech’s reputation is everything in this closely-knit business. For Casino Enterprise Management Magazine publicly to attack Mr. Porath’s reputation and label his article “inaccurate” is completely unacceptable.

Mr. Meade, I am dismayed by your actions. I am aware that the manufacturer under discussion is one of your advertisers and that this advertiser contacted you, expressing displeasure at the publication of what they viewed as outdated material. Instead of contacting me directly to discuss the situation,

you contacted my writer, Mr. Porath, at his place of employment and, under color of authority (if I may be allowed to bastardize the term just a bit), proceeded to browbeat him about the “accuracy” of his report. In my subsequent discussions with Mr. Porath, he admits to being left with the distinct impression that he had done something wrong, so much so that:

a.) He offered (and you accepted!) his offer to write a nice little testimonial about how swell the games mentioned in the article are, seeking to patch things up a bit with your advertiser. He did this within hours of your telephone call to him.

b.) He was too upset and worried by the event to contact me about it.

That was July 13th. I had to learn about this nearly a month later when I read your supposed “combined” statement in the August issue of Casino Enterprise Management Magazine. It arrived in the mail on August 10th.

So, Mr. Meade, let’s examine just why it is that you blame Mr. Porath and Slot Tech Magazine for your dilemma. In support, I quote you from your e-mail to me of August 5, 2006 in which you (finally!) express your displeasure with me (but conveniently fail to mention anything about the public statement which you know will be distributed in the coming days). This is a cut-and-paste job, with only personal data edited.

----- begin -----

It was my understanding that our initial agreement was that you would have supply CEM with articles to reprint only one month prior to their appearing in Slot

Tech magazine. The agreement was verbal and not formal. It was a gentlemen’s agreement. If it was going to change I should have been notified and alerted to the possible problems it might cause CEM. I had assumed that the articles you were supplying [my employee] with were not outdated. I would also assume that you can easily understand why printing an article that alerted readers to a technical glitch could be problematic if the article appeared as current after 10 months went by. Most manufacturers address such issues ASAP.

----- end -----

So, you seem to be “pissed off” (your words, not mine) because you think I pulled a fast one and sent you old material in violation of an agreement. You confessed to me in the same e-mail that you were embarrassed when confronted by your advertiser. **And this is why you seek to punish and embarrass Mr. Porath, a working man**

A reprint of a Slot Tech Magazine article appeared in the July ‘06 issue of Casino Enterprise Management. It was titled, “Quick and Simple Slot Repair” by Pat Porath. This article supplied to us by Slot Tech Magazine was from their November 2005 issue. The electronic problems discussed in the reprinted article have been resolved by the manufacturers cited. We have verified this to be true. As we published this article which dated back to almost one year ago, it appeared that the discussed problems were current. This is not the case. Both CEM and Mr. Porath regret this inaccuracy.

This statement was published in the August 2006 edition of Casino Enterprise Management Magazine

who does his very best each day as a slot tech in a casino in Michigan? Because you were embarrassed and you want to spread it around? **What the hell is THAT all about?**

First of all I can't possibly supply you with articles prior to their publication in Slot Tech Magazine as you mention in your e-mail. They don't exist before they're published. If you meant to say "subsequent to their appearing in Slot Tech Magazine" then you're completely wrong.

I offer the following e-mail as incontrovertible proof that you knew (or should have known, as publisher) that the specific article under discussion was originally printed in the November 2005 issue of Slot Tech Magazine. Notice the date.

--- begin copy of e-mail ---

From: Randy Fromm

[mailto:randy@randyfromm.com]

Sent: Tuesday, January 31, 2006 11:16 AM

To: [CEM employee]

Subject: Re: Slot Tech Magazine

I will offer you my "Quick & Simple Repairs" column for a little while because I want to put a bit more distance between the initial publication in Slot Tech Magazine and the subsequent reprint in CEM. We're only a month apart. I'd rather it be six months.

On the upside, I can send you the next six month's contributions right away. I'll put them in your sub-dir and let you know when they're there via email. Thanks Randy
---end of e-mail ---

So there you go, Mr. Meade. You can't possibly say that I didn't keep you fully informed as to when these articles were first published. I point out as well that by accepting for publication this six-month series from Mr. Porath, you were fully aware that the sixth installment would be published in Casino Enterprise Management a full year after it first appeared in Slot Tech Magazine.

I even provided you with .pdf versions of the articles as they appeared in Slot Tech Magazine so you could check the layout I used. The original publication date is printed right on the copy! In addition -- do I really need more proof? -- you pick the files off of my server and the name of each subdirectory is THE DATE OF ORIGINAL PUBLICATION. E.G. "June05, January06, etc.

It is disingenuous to suggest that you didn't know the original date of publication. Bringing this up now and claiming, ex post facto that we had a quid pro quo for the provision of material no more than one month old, is inconsistent with the facts.

And regardless, why would you drag Mr. Porath into things? If you felt that Slot Tech Magazine had let you down by allowing archival material to be reprinted in CEM, your beef was with ME, the publisher, not a contributing writer. What the hell were you thinking? Your behavior is that of a school yard bully.

Mr. Meade, here at Slot Tech Magazine, we spend a lot of time talking about how things fail in all types of equipment. Often, our articles come many months or even years after the problem has been resolved at the factory. However, unresolved issues still persist in the field because some tech in some far away town hasn't heard about it.

Not every operator receives the CNs (Customer Notifications) from the OEMs. If an operator is not an "authorized customer" they will not have access to the technical website and will receive neither CNs, software updates nor technical bulletins directly from the OEMs. These operators (from across the globe) depend on independent slot tech message boards (internet) and, yes, Slot Tech Magazine in order to obtain the data they need to repair and operate the machines.

I have never been threatened by any manufacturer and I've been publishing these types of articles for 30 years. In fact, the contrary is mostly the norm, where manufacturers cooperate with me in disseminating accurate repair information. These are the same manufacturers that are my current advertisers by the way and I salute them and appreciate their support in this regard. Speaking as a technician, it means more to me than the advertising revenue.

But I guess the advertising revenue is more important to you and I respect that. That's why we're all in business and I'm not going to suggest otherwise. But I will not have my technical writers spooked by the possibility that there will be some sort of retribution if they do something as straightforward as describing a repair that was made to a slot machine.

This is reportage, Mr. Meade and on a technical level at that. We're not evaluating anything and we're not making subjective comments about "quality." This was simply a report about how a repair was performed around the time of November, 2005. The technical articles in Slot Tech Magazine are meant to be educational and, as such, are valid no matter when they are presented.

Perhaps if you had printed the date of original publication, all this might have been avoided but that was your editorial decision to make, not mine. You certainly knew the date of original publication. To mention Mr. Porath at all (especially in the same sentence as the word "inaccuracy") and to make it appear that he is somehow to blame is unconscionable. You really owe Mr. Porath a prominent apology in Casino Enterprise Management Magazine.



Randy Fromm - Publisher



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Additionally, current and future articles more-or-less assume that readers are already familiar with what has been covered in past issues. This editorial policy assures that Slot Tech Magazine's contributing writers are not limited to "writing down" to the level of a novice technician but are free to continue to produce the most comprehensive technical articles in the gaming industry.



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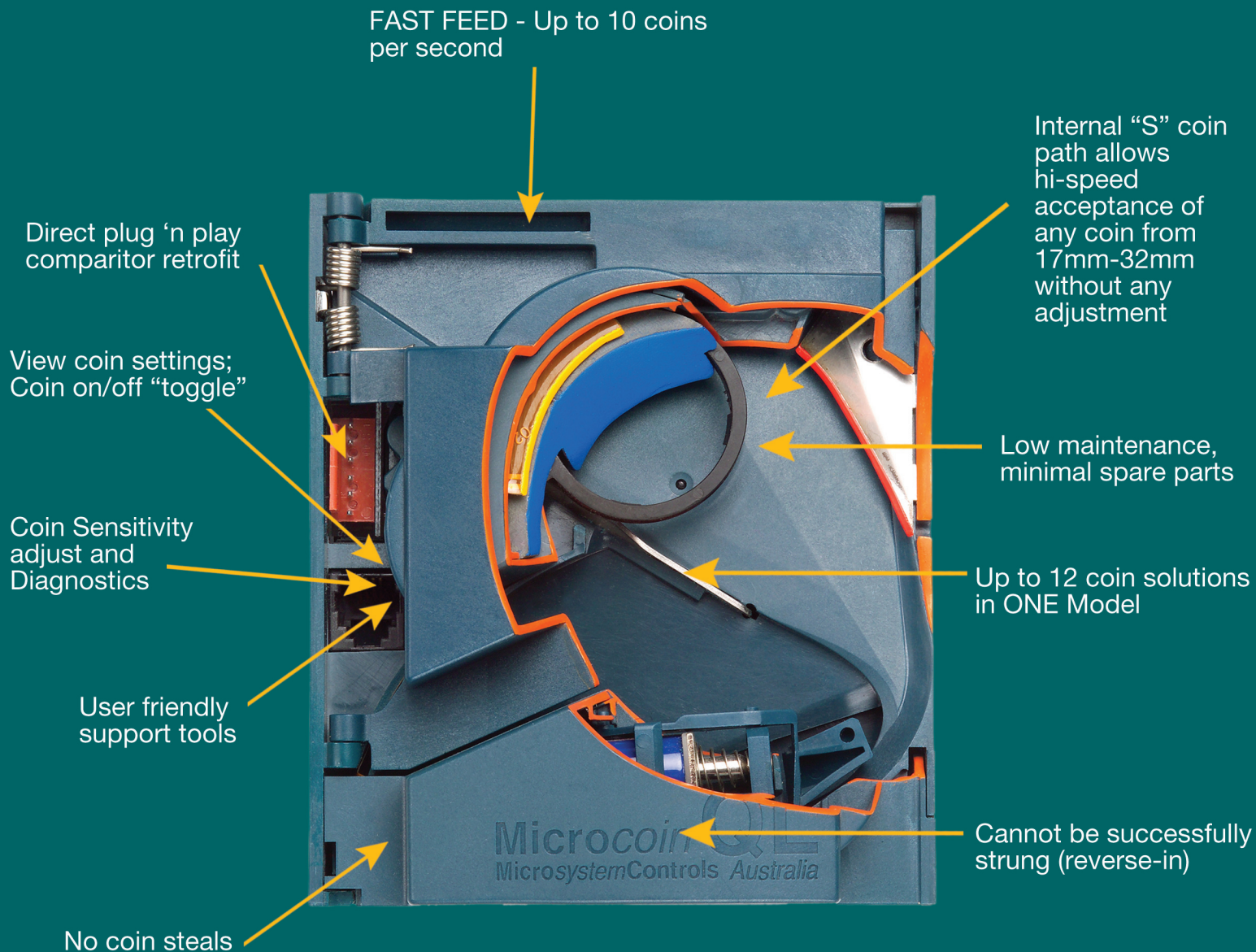
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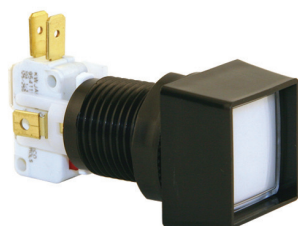
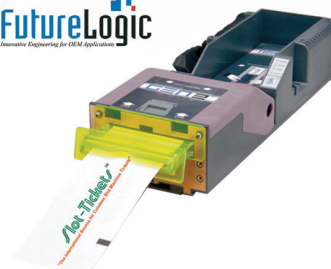
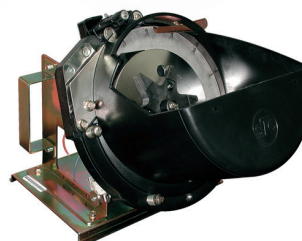
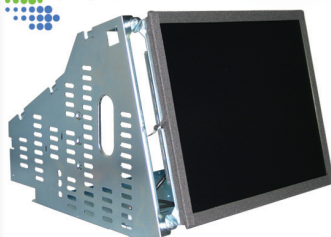
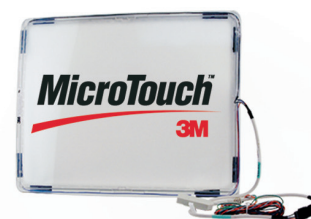
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