

# Konami Gaming, Inc.

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## Module 1

### Introduction



Date of Publication: XX/XX/XXXX

Part Number: XXXXXX

## GG9P1 Video Slot

This manual subject to revision.

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### Radio Interference

This device complies with part 15 of the FCC Rules. Operation is subject to the following 2 conditions: This device may NOT cause harmful interference, and This device must accept any interference received including interference that may cause undesired operation. Improper installation or maintenance may result in radio interference.

### Overview

This manual is for operators, attendants and KGI service personnel. It provides useful information for operating the 17-inch upright video gaming machine to help ease operation. It provides required information such as an introduction to the equipment, operation, handling errors and maintenance. This manual describes the following items.

### Module 1 Introduction

Module 1 contains general machine information, general contact information and a description of manual content.

### Module 2 Set Up & Operation

Module 2 contains operation and installation information for use in placing, configuring and optioning a machine in the field.

### Module 3 Parts, Assemblies & Hardware

Module 3 describes internal and external components, the removal and assembly of these components, and an illustrated parts manual.

### Module 4 Troubleshooting

Module 4 contains the troubleshooting tables required to diagnose and repair errors or malfunctions.

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## Module 5 Maintenance

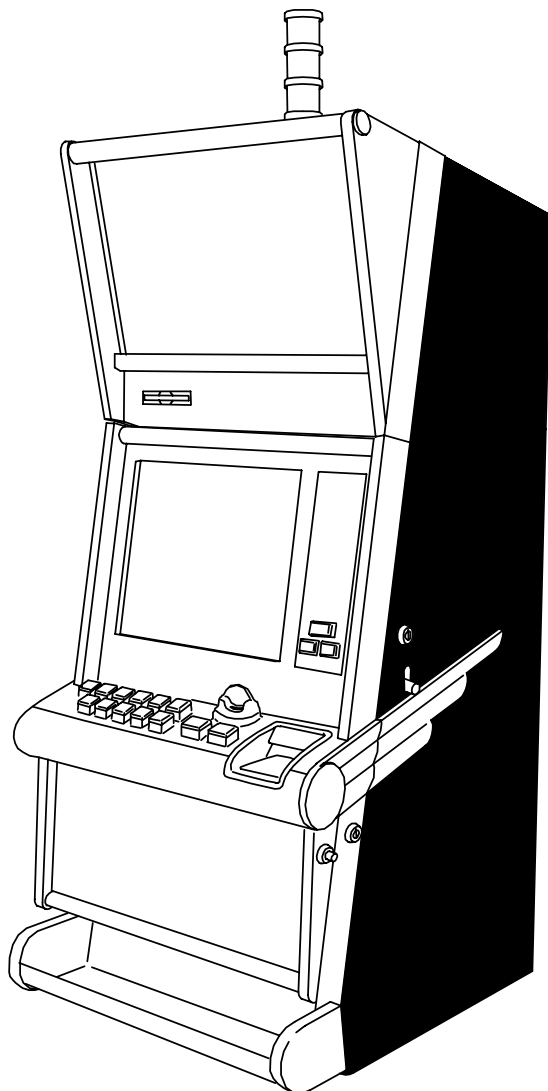
Module 5 lists the required periodic maintenance necessary to keep the machine error free.

## Module 6 Wiring Diagrams

Module 6 displays the drawings for the various wiring diagrams for the components in the machine

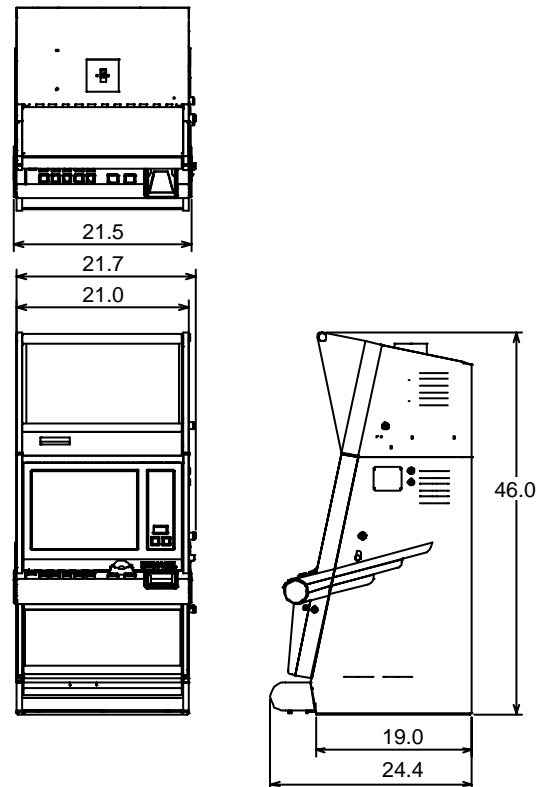
## Module 7 Glossary & Index

## Module 8 Appendix

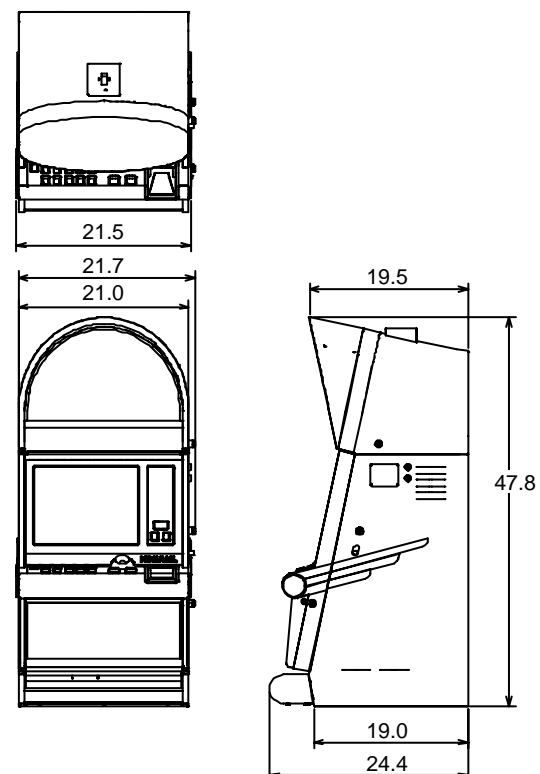


## Cabinet Dimensions

### B-TOP Dimensions



### R-TOP Dimensions



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## Notices

This document provides the following important notes.



This symbol indicates a **CAUTION** or **WARNING**. These are actions or situations that can be harmful or dangerous to you or your equipment. Read and observe all cautions and warnings.



This symbol indicates a note or tip. Notes and tips are items of special interest pertaining to the section or procedure you are reading about. They typically augment or clarify the material.

## Required Environment

This machine is designed for use in the U.S. Use this machine only under the following conditions. Failure to use this machine in the proper environment may cause damage and could even lead to death.

### Temperature

The following shows the ambient temperature requirements.

Maximum ambient temperature: 113F (40C)

Minimum ambient temperature: 40F (4C)

### Humidity

The following shows the limit for the ambient humidity.

Maximum ambient humidity: 90%

## Input Power Supply

The following shows the power supply to use with this machine.

Voltage

100 to 120V AC at 50/60Hz

200 to 240V AC at 50/60Hz

(95 V minimum to 125 V maximum)

### Current

160W, 1.8A (standby mode)

220W, 2.5A (maximum)

## Slot Stand

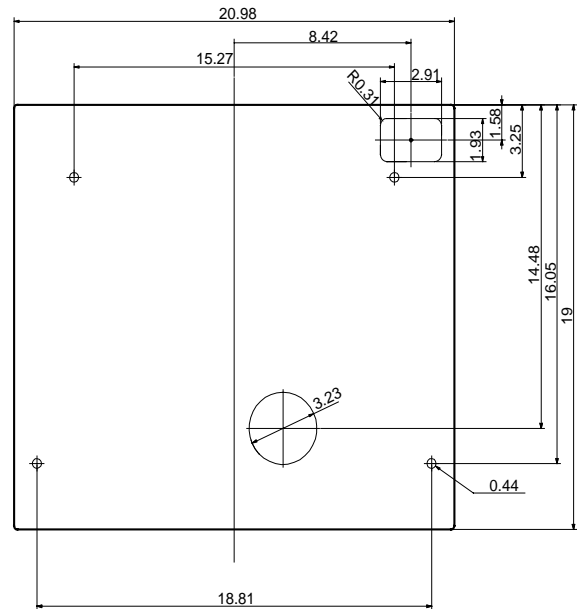
Use a slot stand that is 22 inches (height), 27 inches (width) and 19 inches (depth) or more.

Height Over 22 inches

Width Over 27 inches

Depth Over 19 inches

Drill two holes, on the slot stand by referring to the location described in the following figure.



## Machine Spacing

For the slot stand of 27 inches or less, provide for the following amount of space between machines to prevent the main door from being damaged.

- ◆ The space needed for the non-melamine-coated cabinet: 6.1 Inches or more
- ◆ The space needed for the melamine-coated cabinet: 6 Inches or more
- ◆ The space needed between the doors (wings): 5.5 Inches or more

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## Module 2

### Set-Up & Operation

# 2

#### Installing the Candle

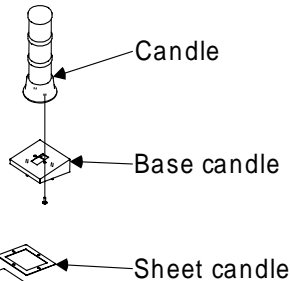
Open the top box door. Refer to "Top box door open" for more information. Remove the four M4 nuts then the blind plate from the ceiling inside the top box. Do not remove the M4 nut for the wire harness.

Save the resin gasket mounted between the blind plate and the box for use in mounting the candle. Pass the connector of the candle through the rectangular hole in the base candle. Then, mount the candle inside the top box using the two UNC 8-32-inch screws.

Mount the candle on the box with the gasket between the candle and the box and secure it with the four M4 nuts from inside the box. Connect the candle connector so that the candle stays horizontal. Secure the frame ground (FG) wire of the candle with an M4 nut. Put the washer in place. Close and lock the door. Turn the power on and make sure that the candle illuminates. Refer to Audit Mode for how to set the candle lighting.



**NOTE:** Since the mounting hole is concealed using the blind plate and gasket, you do not need to mount the candle if you do not want to use the tower light.



#### Candle Pin Assignment

Candle Pin Assignment			
PIN NUMBER	WIRE COLOR	SIGNAL ASSIGN	
1	Brown	Candle 1	Bottom
2	Blue	Candle 1	
3	Violet	Candle 1	
4	Grey	Candle 1	
5	White	Candle 1	Top
6	Yellow	+24V	

#### Drop box Switch

Open the main door, and remove the BCKB-2 cover from logic box cover.

#### Check

If the following problem arises before turning on the power, check that you installed the drop box switch properly.

You cannot close the drop door.

If the following problem arises after turning on the power, check that you installed the drop box switch properly.

- ◆ The 981 DROP DOOR ACCESSED error message is not displayed even after the power is turned on again with the drop-door closed.
- ◆ The 012 DROP DOOR OPEN error message is not displayed even after the power is turned on again with the drop-door opened.
- ◆ The 988 DROP DOOR PORT error message is displayed
- ◆ No error messages appear when the sub-door is opened and closed.

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A drop-door open accessed error can be detected even with the power turned off. Reset the error and turn the power on to check that the switch is installed correctly.

For more information, refer to the Troubleshooting section in this manual.

## Drop Box Switch Pin Assignment

DROP BOX SWITCH PIN ASSIGNMENT		
A1	ISO_+5V	ISO_+5V
A2	ISC_OFF_SLTST_BG	SECURITY SW OFF SLOT-STAND DOOR GND
A3	ISC_ON_SLTST_G	SECURITY SW ON SLOT-STAND DOOR GND
A4	ISC_ON_MTNCE_G	SECURITY SW ON MNTNC DOOR GND
A5	ISC_OFF_MTNCE_BG	SECURITY SW OFF MNTNC DOOR GND
A6	ISNS_MTNCE_G	SENSOR MNTNC DOOR GND
B1	ISC_OFF_SLTST	SECURITY SW OFF SLOT-STAND DOOR
B2	ISC_ON_SLTST	SECURITY SW ON SLOT-STAND DOOR
B3	ISC_ON_MTNCE	SECURITY SW ON MNTNC DOOR
B4	ISC_OFF_MTNCE	SECURITY SW OFF MNTNC DOOR
B5	ISNS_MTNCE	SENSOR MNTNC DOOR
B6	FG	FG

## Turning Off the Power Switch

Turn off the power switch before you perform maintenance. Since power is supplied to the following units although you have turned off the power switch, you also must remove the AC plug from the receptacle.

- ◆ Noise filter unit
- ◆ Transformer unit
- ◆ Power switch unit
- ◆ SAS unit (Slot Account System)

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## INSTALLATION

This chapter describes the procedure for installing the cabinet and the initial settings of the equipment.

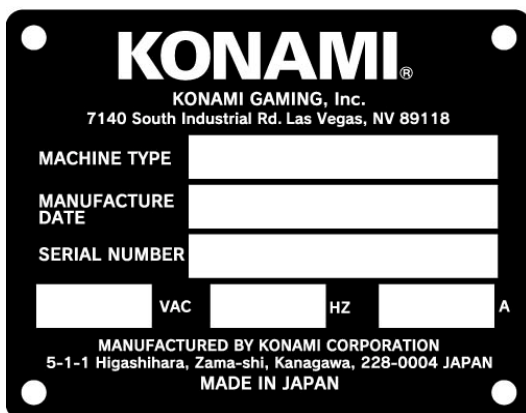
- ◆ Initialization
- ◆ Control Panel
- ◆ Artwork Panel
- ◆ Opening and Closing the Doors
- ◆ How to Change Locks

### Initialization

This section describes how to check the version of the cabinet and the optional parts provided. This information will help you perform the work from initialization to operation of this machine smoothly. Check the serial number and then the version of the cabinet. Since there may be some cabinets containing optional parts, check if the cabinet has any optional part using the list of the optional parts.

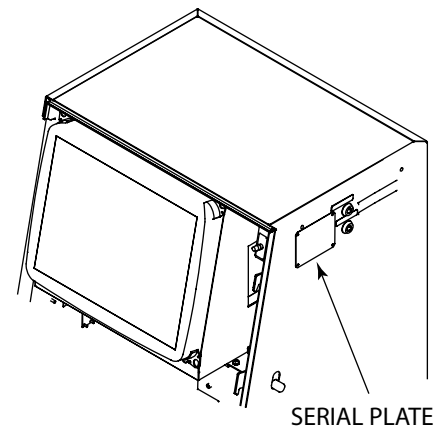
### Serial Number and Lot Number

Check the serial number. The following shows the way to check the serial number by using the serial plate or referring to the stamped serial number.



### Using the serial plate

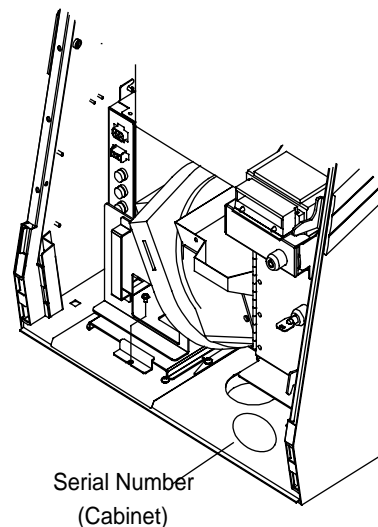
The serial plate is installed on the right side on the outside of the cabinet.



- ◆ MACHINE TYPE: Series name of the cabinet (GG9P1 for this machine)
- ◆ MANUFACTURE DATE: Date of manufacture
- ◆ SERIAL NUMBER: Cabinet-specific number
- ◆ VAC, HZ, A: Usage environment for the cabinet

### Referring to the stamped serial number

The serial number is stamped on the front inside the cabinet. This serial number is identical with the serial number founded on the serial plate. If you find a different serial number, contact the KGI immediately.

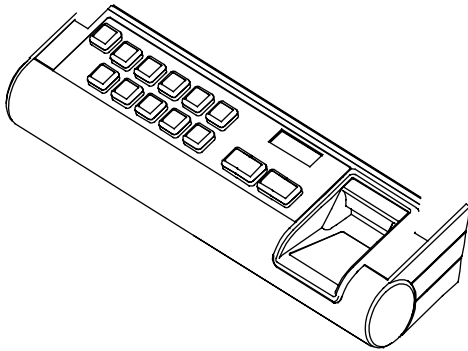


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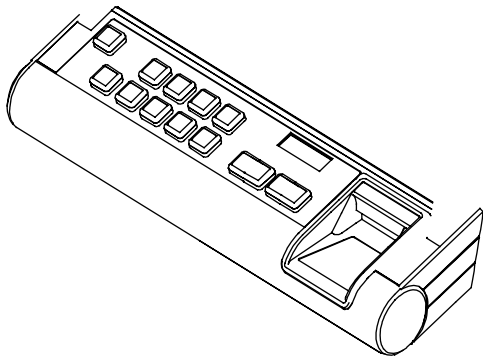
## Control Panel

There are four types of control panels. The control panel to be used varies depending on the game. Check if the control panel is suitable for the provided game.

Five Reel Game (with or without coin head)



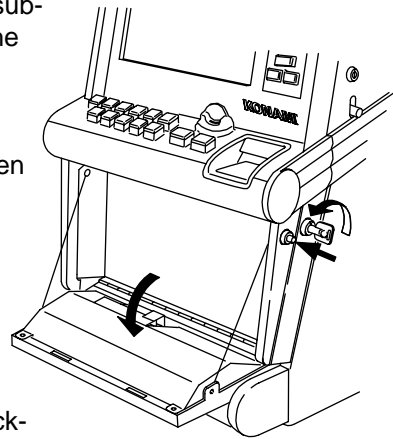
Three Reel Game (with or without coin head)



## Sub-Door

To open, insert the sub-door key into the sub-door key cylinder on the right of the main door. Turn the key 90° counterclockwise. Press the sub-door open button with the key turned. Open the sub-door.

To close, close the door while pressing the sub-door open button with the key turned counterclockwise. Turn the key 90° clockwise. Remove the key from the cylinder.



**CAUTION :** Pressing the sub-door open button may cause the door to fall open. Hold the door with your hand to avoid injury.

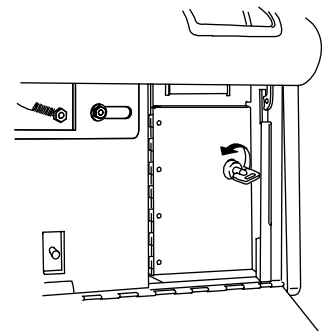
## Bill Stacker Door

The following describes how to open the bill stacker door with the main door opened or sub-door opened.

For how to open the main door or sub-door refer to "Main Door" or "Sub-Door" elsewhere in this manual.

To open, insert the key into the cylinder for billstacker door key on the bill stacker door. Turn the bill stacker door key 90° counterclockwise. Open the bill stacker door.

To close, close the bill stacker door. Turn the bill stacker door key 90° clockwise. Remove the bill stacker door key from the cylinder.



## Opening and Closing the Doors

### Main Door

To open, insert the key into the cylinder on the right side of the cabinet. Turn the key 90° counterclockwise. Pull up the main door lever with the key turned. Open the door by pulling the door toward you. To close:

Close the door with the main door lever pulled up. Turn the key 90° clockwise. Remove the key from the cylinder.





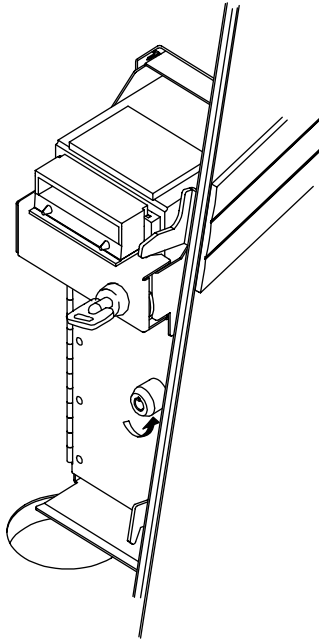
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## Bill Validator Door

The following describes how to open the bill validator door with the main door opened.

To open insert the key into the cylinder for billvalidator door key on the front of the bill validator door. Turn the key 90° counterclockwise. Open the bill validator door.

To close, close the bill validator door. Turn the key 90° clockwise. Remove the key from the cylinder for billvalidator door key.

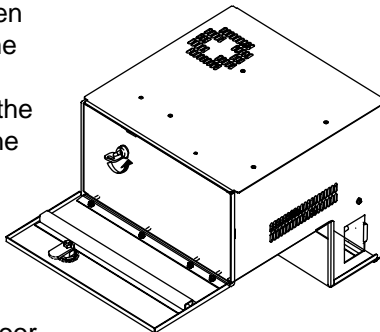


## Logic Door

The following describes how to open the logic door with the main door opened.

To open insert the logic door key into the cylinder on the front of the logic UNIT. Turn the key 90° counterclockwise. Open the logic door by pulling the logic door toward you.

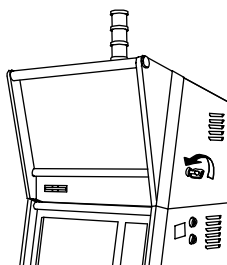
To close, close the logic door. Turn the logic door key 90° clockwise. Remove the logic door key from the cylinder.



## Top Box

### B-top

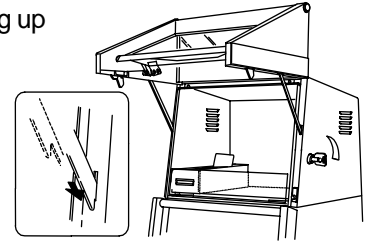
To open insert the B-top door key into the cylinder on the right side of the top box. Turn the key 90° counterclockwise. Pull up the B-top door with the key turned. Pull up the B-top door with both hands until the doorstopper stops.



**CAUTION :** Be sure to pull up the door until the stopper stops.

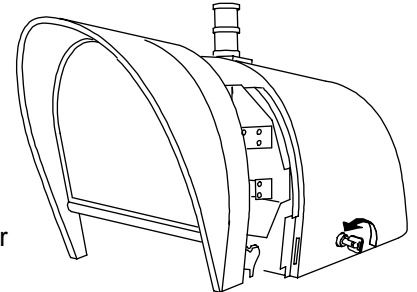
To close, release the doorstopper while holding up the B-top door with both hands.

Slowly lower the B-top door until the catch engages completely. Turn the B-top door key 90° clockwise. Remove the B-top door key from the cylinder.



## R-top

To open, insert the R-top door key into cylinder on the right side of the top box. Turn the key 90° counterclockwise. Press down the push button about 10 mm on the right side to release the lock, then lift half inch and pull out the R-top door toward you.

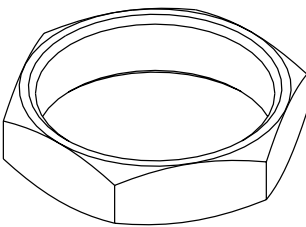
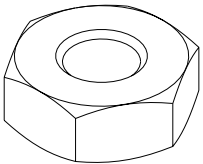


To close: Press down half inch the R-top door completely along the slit while holding down the push button 10 mm on the right side. Turn the R-top door key 90° clockwise. Remove the R-top door key from the cylinder.

## How to Change Locks

### Lock Chart and Figure

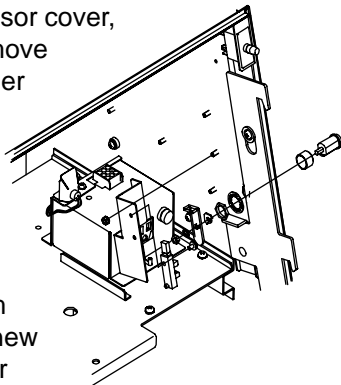
The following shows the nuts to use to install the lock.

LARGE	SMALL
	
3/4-28 UNF	9/32-28 UNF

# Konami Gaming, Inc.

## Main Door lock

Open the main door. Remove the two toothed M4 nuts from the sensor cover, which encloses the lock. Remove the 3/4-28 UNF nut and washer from the lock. Remove the key plate. Remove the key turning direction limiter from the lock. Remove the 9/32-28 UNF nut and washer from the key cylinder. Remove the key cylinder from outside the cabinet. Install a new key cylinder. Install the sensor cover, which encloses the lock.



Turn the key 90° counterclockwise to open the main door, then return it to the original position.



**HINT :** Retain the spacer and other small parts for future use if not required for this application.

Make sure that the lock is installed properly by opening and closing the door.

If the following problem arises before turning on the power, check that the key works properly for the lock you installed.

- ◆ You cannot close and open the door.
- ◆ You cannot pull down the lever properly.
- ◆ You cannot remove and insert the key.

If the 010 MAIN DOOR OPEN message appears after turning on the power, make sure that you performed the above procedure properly.

The probable causes of the error are:

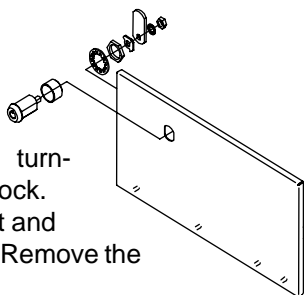
- ◆ The lock is not installed properly.
- ◆ The sensor is not installed properly.
- ◆ The main door switch is not depressed completely.

If the 986 MAIN DOOR ACCESSED message appears after turning on the power, turn the reset-key switch.

Go to DIAGNOSTIC IN-PORT in AUDIT MODE to check main door switch and sensor.

## Logic Door lock

Open the logic door. Remove the 3/4-28 UNF nut and washer from the lock. Remove the key plate. Remove the key turning direction limiter from the lock. Remove the 9/32-28 UNF nut and washer from the key cylinder. Remove the



key cylinder from outside the logic door. Install a new key cylinder. Turn the key 90° counterclockwise to open the logic door, then return it to the original position.

Make sure that the lock is installed properly by opening and closing the door.

If the following problem arises before turning on the power, check that you installed the lock properly.

- ◆ You cannot close and open the door.
- ◆ You cannot remove and insert the key.

If the 014 LOGIC DOOR OPEN message appears after turning on the power, make sure that you performed the above procedure properly.

The probable causes of the error are:

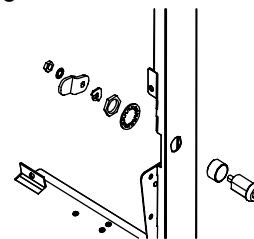
- ◆ The lock is not installed properly.
- ◆ The logic door switch is not depressed completely.

If the 982 LOGIC DOOR ACCESSED message appears after turning on the power, turn the reset-key switch

Go to DIAGNOSTIC IN-PORT in AUDIT MODE to check logic door switch.

## Sub-Door lock

Open the main door. Remove the 3/4-28 UNF nut and washer from the lock. Remove the key plate. Remove the key turning direction limiter from the lock. Remove the 9/32-28 UNF nut and washer from the key cylinder. Remove the key cylinder from outside the main door. Install a new key cylinder. Turn the key 90° counterclockwise to open the sub-door, then return it to the original position.



Make sure that the lock is installed properly by opening and closing the door.

If the following problem arises before turning on the power, check that you installed the lock properly.

- ◆ You cannot close and open the door.
- ◆ You cannot push the button properly.
- ◆ You cannot remove and insert the key.

If the 106 SUB DOOR OPEN message appears after turning on the power, make sure that you performed the above procedure properly.

The probable causes of the error are:

- ◆ The lock is not installed properly.
- ◆ The sub door switch is not depressed completely.

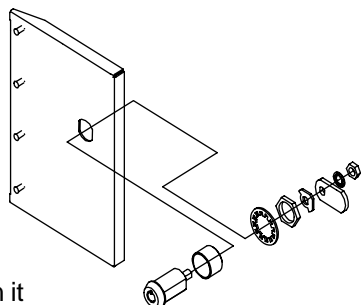
# Konami Gaming, Inc.

If the 983 SUB DOOR ACCESSED message appears after turning on the power, turn the reset-key switch.

Go to DIAGNOSTIC IN-PORT in AUDIT MODE to check sub door switch.

## Bill Stacker Door Lock

Open the main door. Open the bill stacker door. Remove the 3/4-28 UNF nut, then washer from the back of the bill stacker door. Remove the key plate. Remove the key turning direction limiter from the lock. Remove the 9/32-28 UNF nuts, then washers from the key cylinder. Pull out the bill stacker door lock from the bill stacker door. Install a new key cylinder. Turn the key 90° counterclockwise to open the bill stacker door, then return it to the original position.



**Note:** Remove the spacer for a long lock. Retain the spacer and other small parts for future use if not required for this application.

Make sure that the lock is installed properly by opening and closing the door.

If the following problem arises before turning on the power, check that you installed the lock properly.

- ♦ You cannot close and open the door.
- ♦ You cannot remove and insert the key.

If the 108 BILL DOOR OPEN message appears after turning on the power, make sure that you performed the above procedure properly.

The probable causes of the error are:

- ♦ The lock is not installed properly.
- ♦ The bill stacker door switch is not depressed completely.

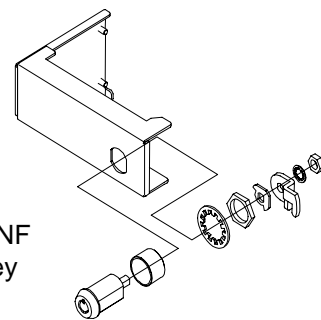
If the 984 BILL DOOR ACCESSED message appears after turning on the power, turn the reset-key switch

Go to DIAGNOSTIC IN-PORT in AUDIT MODE to bill door switch.

## Bill Validator Door Lock

Open the main door.

Open the bill validator door. Remove the 3/4-28 UNF nut, then washer from the back of the bill validator door. Remove the key plate. Remove the key locking direction control part. Remove the 9/32-28 UNF nut, then washer from the key cylinder. Pull out the bill validator door lock from the bill stacker door. Install a new key cylinder. Turn the key 90° counterclockwise to open the bill validator door, then return it to the original position.



Make sure that the lock is installed properly by opening and closing the door.

If the following problem arises before turning on the power, check that you installed the lock properly.

- ♦ You cannot close and open the door.
- ♦ You cannot remove and insert the key.

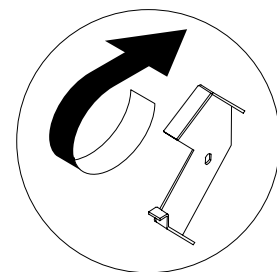
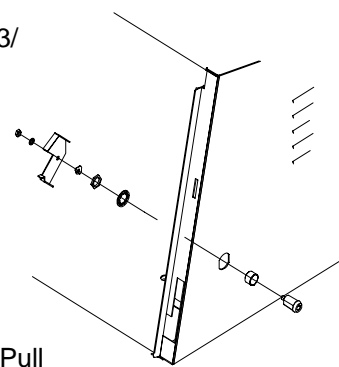
The probable causes of the error are: The lock is not installed properly.

## Top Box Lock

### B-top

Open the B-top door.

Remove the tray for tracking. Remove the 3/4-28 UNF nut and washer from the lock. Remove the release plate. Remove the key turning direction limiter from the lock. Remove the 9/32-28 UNF nut and washer from the key cylinder. Pull out the key cylinder from outside the cabinet. Install a new key cylinder. Turn the key 90° counterclockwise to open the top box door, then return it



# Konami Gaming, Inc.

to the original position. Secure the 3/4-28 UNF nut and washer of the lock pushed inner tightly. Place the top box tray back into the box.

Make sure that the lock is installed properly by opening and closing the door.

If the following problem arises before turning on the power, check that you installed the lock properly.

- ◆ You cannot close and open the door.
- ◆ You cannot remove and insert the key.

If the 024 TOP BOX DOOR OPEN message appears after turning on the power, make sure that you performed the above procedure properly.

The probable causes of the error are:

- ◆ The lock is not installed properly.
- ◆ The top box door switch is not depressed completely.

Go to DIAGNOSTIC IN-PORT in AUDIT MODE to check top box door.

If the 024 TOP BOX DOOR OPEN message appears after turning on the power, make sure that you performed the above procedure properly.

The probable causes of the error are:

- ◆ The lock is not installed properly.
- ◆ The top box door switch is not depressed completely.

Go to DIAGNOSTIC IN-PORT in AUDIT MODE to check top box door.

## R-top

Open the door. Remove the tray for tracking from cabinet. Remove the M3/4-28 UNF nut and washer from the lock. Remove the key plate. Remove the key turning direction limiter from the lock. Remove the 9/32-28 UNF nut and washer from the key cylinder. Pull out the key cylinder from outside the cabinet. Install a new key cylinder. Turn the key 90° counterclockwise to open the top box door, then return it to the original position.

Make sure that the lock is installed properly by opening and closing the door.

If the following problem arises before turning on the power, check that you installed the lock properly.

- ◆ You cannot close and open the door.
- ◆ You cannot remove and insert the key.

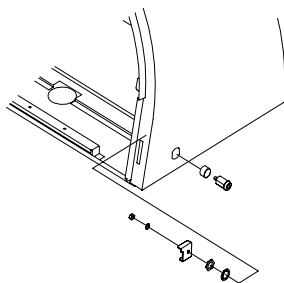
If the 024 TOP BOX DOOR OPEN message appears after turning on the power, make sure that you

performed the above procedure properly.

The probable causes of the error are:

- ◆ The lock is not installed properly.
- ◆ The top box door switch is not depressed completely.

Go to DIAGNOSTIC IN-PORT in AUDIT MODE to check top box door.



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## START UP

---

Check the following items before connecting the AC plug to a receptacle.

### Inspection of the cabinet

- ◆ Check that all the units are plugged in firmly.
- ◆ Check that all the connectors are connected.
- ◆ Check that the AC cord is not damaged.
- ◆ Check that the power switch is turned off.
- ◆ Check that the fuse is not blown.

### Inspection of the use environment

- ◆ Check that the power supply meets the specification for the cabinet.
- ◆ Check that the AC cord is not strained. (Do not bend the AC cord at a sharp angle, coil it or put a heavy weight on it.)
- ◆ Check that there is nothing containing water near the power supply.

### Inspection after connecting the AC plug to the receptacle

- ◆ Check that a smell of smoke is not present.
- ◆ Check that no sparks, smokes or flame are produced.
- ◆ Check that the AC cord does not get too hot.

## Turning On the Power Switch

---

When you perform the following, you should reset all settings.

- ◆ When you set an EPROM in the MCTB and start it for the first time.
- ◆ When you change the EPROM to a different version.
- ◆ When you need to clear the backup memory.
- ◆ When you change the value of the denomination.

## All Reset

---

When you perform the following, you must perform an All Reset.

- ◆ When you set an EPROM in the MCTB and start it for the first time.
- ◆ When you change the EPROM to a different version.
- ◆ When you need to clear the backup memory.
- ◆ When you change the value of the denomination.

## Clearing the Backup Memory

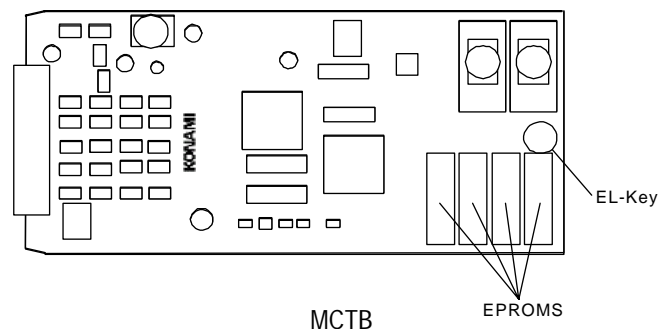
All Reset clears the contents of the backup memory such as the credit, software meter, and game log and initializes the setting of the machine.

## Setting Options

Since the optional values are stored in the EEPROM, the optional values can be left intact even though you have performed All Reset. When you set the EPROM in the MCTB and start the machine for the first time, the optional values are not defined. You should initialize the optional setting.

## Procedure for All Reset

Install the EPROMs and EL Key (level 0) and turn on the power. Enter the password to clear the backup memory. Set the date and time confirmation. Set the options on the option setting screen. Change the EL Key (level 14) to re-start the machine. The KMS screen appears after re-starting the machine. Turn the Audit key to return the screen to the game screen. The "EL KEY CHANGED" error message appears. Turn the Reset key to recover from the error.



# Konami Gaming, Inc.

## Process for All Reset

### Preparation

Program the EL Key (level 0) to perform All Reset.

### Turning On the Power

Install the four game EPROMS in the correct direction and order. Install the EL-Key (level 0) and turn the power on.

The following messages appear after the board is checked.

POKER GAME: Push **Deal/Draw** button to start the program.

REEL GAME: Push **Spin** button to start the program.

Press the **DEAL/DRAW** or **SPIN** button to enter setup.

### Entering the Password

Press the button to enter the password after the "Please input password." message appears on the screen. If you enter a password incorrectly, press the **Cancel** button, or press the applicable button to delete all asterisks to re-enter the correct password from the beginning.

When the machine accepts the password, the "Execute All Reset?" message appears. Press the **CASH OUT** button to clear the backup memory.

### Setting Options

The screen to set the date/time and options appears after the backup memory is cleared. Set the options as necessary.

- ◆ Set the date/time
- ◆ The choice of set up type
- ◆ After setup of the clock finishes, the choices screen of the set up type is displayed. Choose a STANDARD or QUICK.
- ◆ STANDARD Set up manually with confirming all optional contents.
- ◆ QUICK All options are set and saved automatically with the default value set to EL Key.
- ◆ When you set the EPROM in the MCTB for the first time:
- ◆ Since the optional values are undefined, you should save the optional values.

## Re-start the Machine by Changing the EL Key

After setting all the options, the following messages appear.

All Reset procedure was completed.

Change Initiate EL Key

And turn Reset Key Switch to re-start the machine

Change the EL Key to level 4 (normal operation) and turn the Reset key to re-start the machine.

## Returning from the KMS

The KMS screen appears after the board is checked. Turn the Reset key to return the screen to the game screen.

## Recovering from Error

The "EL KEY CHANGED" error message appears. Turn the Reset key to recover from the error.

If any other error message appears, eliminate its cause and recover from the error.

## Starting up (normally)

Open the main door to turn on the power switch, then close the main door. After a while, the self-check screen appears. When no error is found in all the items, the game screen appears.

If the following message appears on the screen, the EL Key (level 0) is used.

POKER: 'Push **Deal/Draw** button to start the program.'

REEL GAME: 'Push **Spin** button to start the program.'

Install the correct EL Key (level 4), then turn off the power and on again.

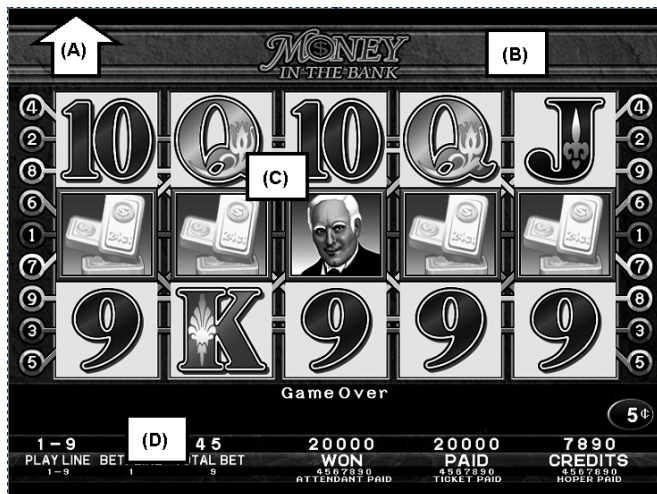


# Konami Gaming, Inc.

## Operation

### Game Screen

Game screen is composed of four areas, which are (A), (B), (C), and (D).



#### (A) SUB-MESSAGE AREA

The sub-message area displays the online commercial message or another information message.

#### (B) SUB GAME AREA

The Sub Game area displays the game title and featured game image.

Other options are the progressive meter and game instruction message.

#### (C) GAME AREA

The game area displays image that corresponds to game type. For example, Reels and Play lines are displayed in the Slot game. The cards and pay table is displayed in the Poker or Black Jack game. During the featured game, game area is changed into the feature's image.

Press HELP/GAME button; game area is changed into the HELP.

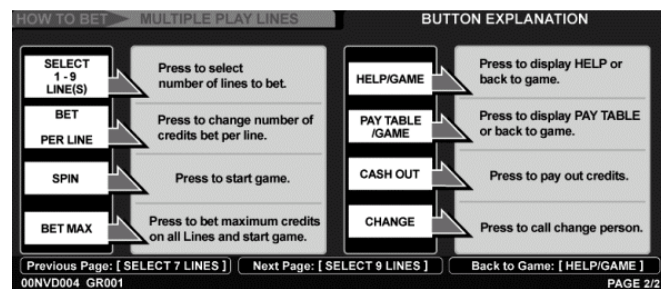
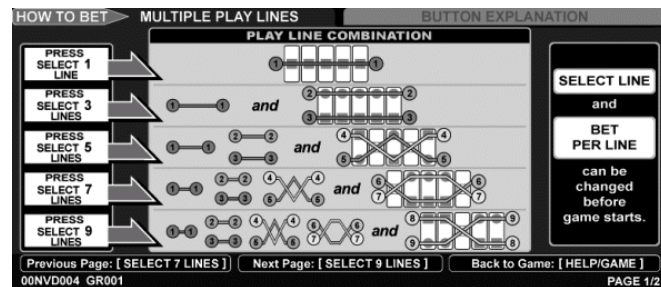
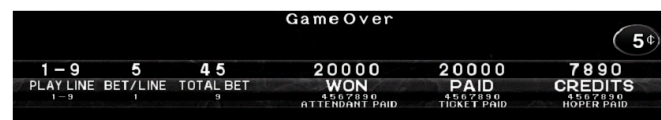
Press PAY TABLE/GAME button; game area changes to the pay table.

#### (D) DASHBOARD

The dashboard displays the game status information, attendant message, game instruction, Denomination sign, and other meters.

#### HELP and PAY TABLE

The following is an example, HELP (5-Reel Game) and PAY TABLE (MONEY IN THE BANK).








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## HELP and PAY TABLE (cont.)

REGULAR SYMBOL	WILD and SCATTER SYMBOL	FEATURE EXPLANATION
<b>WINNING COMBINATION</b> 5 → 2000 4 → 1000 3 → 300 2 → 25 5 → 500 4 → 200 3 → 25 2 → 5 10 9 5 → 100 4 → 5 3 → 5 2 → 2	<b>WINNING COMBINATION</b> 5 → 1500 4 → 500 3 → 100 2 → 10 AK 5 → 250 4 → 50 3 → 10 2 → 2 ALL WINS LEFT TO RIGHT ONLY EXCEPT SCATTERS WHICH PAY ANY.	<b>WINNING COMBINATION</b> 5 → 1000 4 → 500 3 → 50 2 → 10 OF A KIND 5 → 150 4 → 50 3 → 10 2 → 2 OF A KIND EXAMPLE OF PAYS 5 4 3 2 1 2 3 4
Previous Page: [ SELECT 7 LINES ]	Next Page: [ SELECT 9 LINES ]	Back to Game: [ PAY TABLE/GAME ]
00NVD004 PT001		PAGE 1/3

REGULAR SYMBOL	WILD and SCATTER SYMBOL	FEATURE EXPLANATION
<b>APPEARS ON REEL 3 ONLY AND SUBSTITUTES FOR ALL SYMBOLS.</b> WHEN  APPEARS IN A WINNING COMBINATION (EXCEPT SCATTERS), THE PRIZE FOR THAT COMBINATION IS DOUBLED.		
<b>SCATTER</b> ANY 5 → 200 4 → 50 3 → 3	<ul style="list-style-type: none"><li>● ALL WINS ON LIT LINES ONLY, EXCEPT SCATTERS.</li><li>● ALL WINS EXCEPT SCATTERS ARE MULTIPLIED BY CREDITS STAKED PER LINE.</li><li>● SCATTERED WINS ARE MULTIPLIED BY TOTAL CREDITS STAKED.</li><li>● HIGHEST WIN ONLY ON EACH LIT LINE.</li><li>● ALL WINS SHOWN IN CREDITS.</li><li>● WINS ON DIFFERENT LIT LINES AND COINCIDING SCATTERS ADDED.</li></ul>	
Previous Page: [ SELECT 7 LINES ]	Next Page: [ SELECT 9 LINES ]	Back to Game: [ PAY TABLE/GAME ]
00NVD004 PT001		PAGE 2/3

REGULAR SYMBOL	WILD and SCATTER SYMBOL	FEATURE EXPLANATION
<b>FREE GAME FEATURE</b> 10 FREE GAMES OCCUR WHEN  AND 2 OR MORE SCATTERED  APPEAR. DURING FREE GAMES ALL WINS ARE DOUBLED. ALL WINS LEFT TO RIGHT AND RIGHT TO LEFT DURING THE FREE GAMES, EXCEPT SCATTERS WHICH PAY ANY. FREE GAMES CAN BE WON AGAIN DURING THE FEATURE. LINES PLAYED AND CREDITS BET DURING THE FREE GAMES ARE THE SAME AS THE TRIGGER GAME.		
<b>SECOND CHANCE FEATURE</b> WHEN  OR  AND SCATTERED  OCCUR, THEY ARE HELD AND ALL OTHER REELS ARE RE-SPUN ONCE FOR A CHANCE AT WINNING THE FREE GAME FEATURE. ONLY SCATTERS ARE PAID ON THE RE-SPIN GAME. THE RE-SPIN FEATURE CAN BE WON DURING THE FREE GAMES.		
Previous Page: [ SELECT 7 LINES ]	Next Page: [ SELECT 9 LINES ]	Back to Game: [ PAY TABLE/GAME ]
00NVD004 PT001		PAGE 3/3

## Refilling Hopper

When the coin hopper becomes empty of coins, the 120 HOPPER EMPTY OR JAM message appears. This message will cause the game to suspend until you refill the coin hopper with coins according to the following procedure.

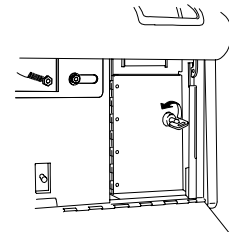
Open the main door. Check if the coin hopper contains coins. If the coin hopper contains coins, there is a possibility of JAM. If jammed, clear the jam and reset the game. If the hopper is empty, refill with coins. Make sure not to drop coins inside the cabinet when refilling coins. Close the main door and turn the reset key to recover from the error.

## Collecting Bills

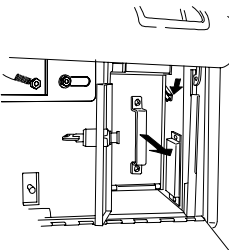
When the bill stacker becomes full of bills, the 224 BILL STACKER FULL message appears.

This suspends the game until you collect the bills according to the following procedure. You should collect bills periodically before the bill stacker becomes full of bills.

Open the sub door. Open the bill stacker door.



Pull down the lever installed to the bill stacker handle to unlock and pull out the bill stacker. Unlock the locks (2 places) on the back of the bill stacker at the same time and remove the bill. Push the bill stacker back to the bill validator unit. Close the bill stacker door and sub door. Turn the reset key to recover from the error.



## Collecting Coins

Normally, the coin hopper holds the inserted coins. When the coin hopper becomes full of coins, the Diverter moves coins into the drop box. Since no message will appear when the drop box becomes full of coins, you should collect coins periodically.

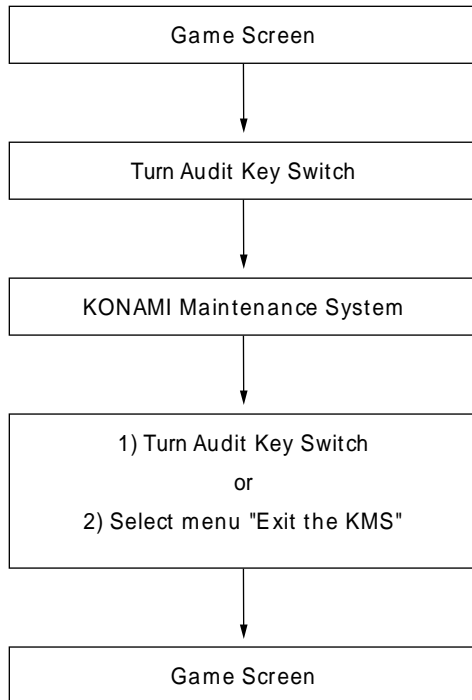


# Konami Gaming, Inc.

## AUDIT MODE

### How to Enter and Exit Audit Mode

In this game machine, the audit mode is called the "KONAMI Maintenance System (abbreviated as KMS)".



The KMS screen will automatically return to the game screen in 15 seconds if no operation is performed and the following conditions exist.

- ◆ The main door is closed.
- ◆ The Audit Key Switch is not turned on.
- ◆ No button is pressed.

### KONAMI Maintenance System (KMS) Main Menu



### Common Operation switches

The following switch operation is the same as on each KMS screen (excepting a few menus).

Audit Key Returns to the game screen.

### Common Operation buttons

The following button operation is the same as on each KMS screen (excepting a few menus).

HELP Enter the Touch Screen Calibration menu.

### Menu Description Table

MENU DESCRIPTION	
Menu	Description
Software Meters	Checks various Software Meters.
Game Recall	Checks the game history.
Event	Checks the record concerned with Event.
Options	Checks and changes each Option setting.
Diagnostic	Diagnoses various devices installed on EGM.
Clock & Misc.	Checks and changes the date and time of the internal clock and other data setting.
Print Audit Information	Print out the audit information.
Out of Service	Displays "Out of Service" message and locks the machine.
Exit the KMS	Returns to the game screen.

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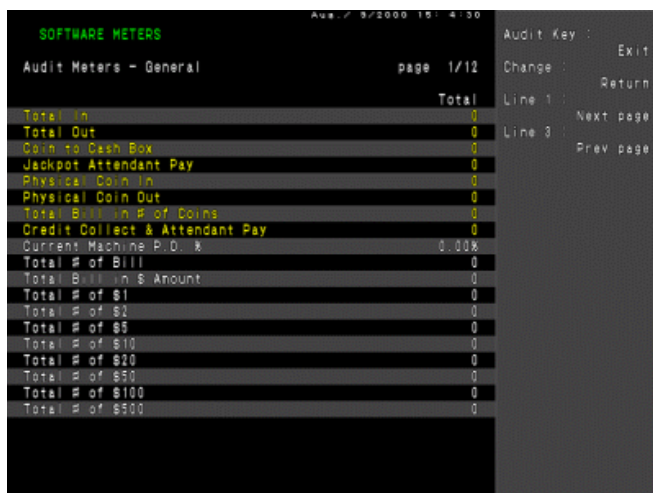
## Software Meters

You can check the various Software Meters. Software meters are accessed by turning the reset keyswitch. The **SELECT 1 LINE** button moves the cursor to the next menu, the **SELECT 3 LINES** button moves the cursor to the previous menu and the **SELECT 5 LINES** button determines the menu where the cursor is placed.

Items and description

Audit Meters - General

Displays the accounting information and bill acceptance data.



SOFTWARE METERS	
Item	Description
Total In (COIN IN)	Total coin(s) of bet. (=TOTAL COIN(S) BET)
Total Out (COIN OUT)	Number of WIN coins cashed out from the hopper, plus number of WIN coins to be bet from the credit, plus Number of coins not used for the Game Play inputted as the Credit from WIN. (=WIN TO HOPPER + BET FROM CREDIT WIN + CREDIT WIN CASHOUT)
Coin to Cash Box (COINS DROPPED)	Number of coins sorted into the coin drop bucket.
Jackpot Attendant Pay (JACKPOT PAYS)	Number of coins paid by attendant. (=WIN TO ATTENDANT)
Physical Coin In	Number of coins accepted by Coin Acceptor.
Physical Coin Out	Total number of coins paid from the Coin Hopper.
Total Bill in # of Coins (BILLS IN)	Number of coins by bill acceptance.
Credit Collect & Attendant Pay (CREDITS CANCELED)	Number of coins not used for the Game Play paid by the attendant.
Current Machine P.O. %	Machine payout percent. (= (TOTAL OUT + JACKPOT ATTENDANT PAY) / TOTAL IN * 100)
Total # of Bill	Number of bills received.
Total Bill in \$ Amount	Amount in dollars by bill acceptance.
Total # of \$1	Number of \$1 bills accepted.
Total # of \$2	Number of \$2 bills accepted.
Total # of \$5	Number of \$5 bills accepted.
Total # of \$10	Number of \$10 bills accepted.
Total # of \$20	Number of \$20 bills accepted.
Total # of \$50	Number of \$50 bills accepted.
Total # of \$100	Number of \$100 bills accepted.
Total # of \$500	Number of \$500 bills accepted.
Total # of Voucher In	Total Number of Voucher In
Total Voucher In Amount	Total Voucher In Amount
Total # of Voucher Out	Total Number of Voucher Out
Total Voucher Out Amount	Total Voucher Out Amount

## Soft Meters - Audit Meters - General Page 1/12

The **SELECT 1 LINE** button moves the cursor to the next menu, the **SELECT 3 LINES** button moves the cursor to the previous menu and the **SELECT 5 LINES** button determines the menu where the cursor is placed.

SOFTWARE METERS	
Item	Description
Total In (COIN IN)	Total coin(s) of bet. (=TOTAL COIN(S) BET)
Total Out (COIN OUT)	Number of WIN coins cashed out from the hopper, plus number of WIN coins to be bet from the credit, plus Number of coins not used for the Game Play inputted as the Credit from WIN. (=WIN TO HOPPER + BET FROM CREDIT WIN + CREDIT WIN CASHOUT)
Coin to Cash Box (COINS DROPPED)	Number of coins sorted into the coin drop bucket.
Jackpot Attendant Pay (JACKPOT PAYS)	Number of coins paid by attendant. (=WIN TO ATTENDANT)
Physical Coin In	Number of coins accepted by Coin Acceptor.
Physical Coin Out	Total number of coins paid from the Coin Hopper.
Total Bill in # of Coins (BILLS IN)	Number of coins by bill acceptance.
Credit Collect & Attendant Pay (CREDITS CANCELED)	Number of coins not used for the Game Play paid by the attendant.
Current Machine P.O. %	Machine payout percent. (= (TOTAL OUT + JACKPOT ATTENDANT PAY) / TOTAL IN * 100)
Total # of Bill	Number of bills received.
Total Bill in \$ Amount	Amount in dollars by bill acceptance.
Total # of \$1	Number of \$1 bills accepted.
Total # of \$2	Number of \$2 bills accepted.
Total # of \$5	Number of \$5 bills accepted.
Total # of \$10	Number of \$10 bills accepted.
Total # of \$20	Number of \$20 bills accepted.
Total # of \$50	Number of \$50 bills accepted.
Total # of \$100	Number of \$100 bills accepted.
Total # of \$500	Number of \$500 bills accepted.
Total # of Voucher In	Total Number of Voucher In
Total Voucher In Amount	Total Voucher In Amount
Total # of Voucher Out	Total Number of Voucher Out
Total Voucher Out Amount	Total Voucher Out Amount

# Konami Gaming, Inc.

## Software Meters-Audit Meters-Detail Page 2/12

Displays the accounting information and bill acceptance data. The **SELECT 1 LINE** button moves the cursor to the next menu, the **SELECT 3 LINES** button moves the cursor to the previous menu and the **SELECT 5 LINES** button determines the menu where the cursor is placed.

AUDIT METERS	
Item	Description
Coin(s) from Ext. Credit	Number of coins input from other sources.
Win to Credit Total	Number of WIN coins to be added to the Credit.
Win to Hopper	Number of WIN coins paid from the Coin Hopper.
Win to Attendant	Number of WIN coins paid by the attendant.
Win To Ticket	Number of WIN coins paid by tickets.
Bet from Credit Win	Number of coins bet from a payout obtained by the game play.
Unused Coin-In Credit	Number of coins not used for the Game Play inputted as the Credit from a Coin acceptor.
Credit Win Cashout	Number of coins not used for the Game Play inputted as the Credit from WIN.
Unused Bill-In Credit	Number of coins not used for the Game Play inputted as the Credit from the Bill Validator.
Unused Voucher In Credit	Number of coins not used for the Game Play inputted as the Credit from the Bill Validator .
Unused Ext.-In Credit	Number of coins not used for the Game Play inputted as the Credit from other sources.
Total Drop	Number of coins sorted into the coin drop bucket.
Hopper Test	Number of coins paid by a Coin Hopper test.
Hopper Over Pay	Number of coins paid by a Hopper Over Pay.
Hopper Runaway	Number of coins paid by a Hopper Runaway.
# of Excessive Coin-in (After tilt)	Number of coins inappropriate coin-in.
Overfed Coins Left	Remaining coins.

## Software Meters-Audit Meters-Detail Page 3/12

Displays the games related meters and the cancel event meters. The **SELECT 1 LINE** button moves the cursor to the next menu, the **SELECT 3 LINES** button moves the cursor to the previous menu and the **SELECT 5 LINES** button determines the menu where the cursor is placed.

AUDIT METERS	
Item	Description
Total # of Games Played	Total number of games played.
Total # of Games Winner	Total number of games played and WIN.
Total # of Jackpot 1	Number of occurrences of Progressive Jackpot 1.
Total # of Jackpot 2	Number of occurrences of Progressive Jackpot 2.
Total # of Jackpot 3	Number of occurrences of Progressive Jackpot 3.
Total # of Jackpot 4	Number of occurrences of Progressive Jackpot 4.
# of Games since Power ON	Number of games played since the power is turned on.
# of Games since Main Dr. Close	Number of games played since the Main Door is closed.
Cancel Credit to Hopper	Number of Cancel credit coins paid from the Coin Hopper.
Cancel Credit to Attendant	Number of Cancel credit coins paid by the Attendant.
Cancel Credit to Ticket	Number of Cancel credit coins paid by the Tickets.

# Konami Gaming, Inc.

## Software Meters-Audit Meters-Detail Page 4/12

Displays the games related meters and the cancel event meters. The **SELECT 1 LINE** button moves the cursor to the next menu, the **SELECT 3 LINES** button moves the cursor to the previous menu and the **SELECT 5 LINES** button determines the menu where the cursor is placed.

BILL METERS	
Item	Description
Total Bill in # of Coins	Number of coins accepted; (converted in coins) by the Bill Validator. ( Since Stacker Installed )
Total # of Bill	Number of bills received. ( Since Stacker Installed )
Total Bill in \$ Amount	Amount in dollars by bill acceptance. ( Since Stacker Installed )
Total # of \$1	Number of \$1 bills accepted. ( Since Stacker Installed )
Total # of \$2	Number of \$2 bills accepted. ( Since Stacker Installed )
Total # of \$5	Number of \$5 bills accepted. ( Since Stacker Installed )
Total # of \$10	Number of \$10 bills accepted. ( Since Stacker Installed )
Total # of \$20	Number of \$20 bills accepted. ( Since Stacker Installed )
Total # of \$50r	Number of \$50 bills accepted. ( Since Stacker Installed )
Total # of \$100	Number of \$100 bills accepted. ( Since Stacker Installed )
Total # of \$500	Number of \$500 bills accepted. ( Since Stacker Installed )
Total # of Voucher In	Total Number of Voucher In
Total Voucher In Amount	Total Voucher In Amount

## Software Meters-Bill Meters-Detail Page 5/12

Displays the bill acceptance data and history of bill acceptance (date & time and amount of the latest 16 bills accepted). The **SELECT 1 LINE** button moves the cursor to the next menu, the **SELECT 3 LINES** button moves the cursor to the previous menu and the **SELECT 5 LINES** button determines the menu where the cursor is placed.

BILL METERS	
Item	Description
# of times Bill Rejected	Number of times Bill Rejected since stacker installed.
# of times Voucher Rejected	Number of times Voucher Rejected since stacker installed.
# of times Since Stacker Removed	Number of times Since Stacker Remove
Last 16 Bills and Vouchers Validated	Displays amount, date and time and validation number for the last 16 bill and vouchers validated.

## Software Meters-Cashout Log-Page 6/12

Displays the history of cashout that occurred recently (date & time and amount).

## Software Meters-Cash Ticket Log-Page 7/12

Displays the history of cash ticket that occurred recently (ticket #, date & time, \$ amount of ticket paid, status and validation).

## Software Meters-Game Meters - General-Page 8/12

Displays the play data on each game installed. The **SELECT 1 LINE** button moves the cursor to the next menu, the **SELECT 3 LINES** button moves the cursor to the previous menu and the **SELECT 5 LINES** button determines the menu where the cursor is placed.

GAME METERS	
Item	Description
# Games	Number of games played.
# Games Win	Number of games played and WIN.
Coins Bet	Number of bet in coins.
Coins Win	Number of WIN in coins.
Percent	Percentage of game payout. (Coins Win / Coins Bet)

# Konami Gaming, Inc.

## Software Meters-Game Meters-Detail Page 9/12

Displays the accounting details of the particular game. The **SELECT 1 LINE** button moves the cursor to the next menu, the **SELECT 3 LINES** button moves the cursor to the previous menu and the **SELECT 5 LINES** button determines the menu where the cursor is placed.

GAME METERS	
Item	Description
1 Line Play Game	Total games played by 1 line.
2 Lines Play Game	Total games played by 2 lines.
3 Lines Play Game	Total games played by 3 lines..
3 Lines Play Game	Total games played by 3 lines.
4 Lines Play Game	Total games played by 4 lines.
5 Lines Play Game	Total games played by 5 lines.
6 Lines Play Game	Total games played by 6 lines.
7 Lines Play Game	Total games played by 7 lines.
8 Lines Play Game	Total games played by 8 lines.
9 Lines Play Game	Total games played by 9 lines.
1-5 Bet Play Game	Total games played by 1 to 5 coin(s). *1
6-10 Bet Play Game	Total games played by 6 to 10 coins. *1
11-15 Bet Play Game	Total games played by 11 to 15 coins. *1
16-20 Bet Play Game	Total games played by 16 to 20 coins. *1
21-25 Bet Play Game	Total games played by 21 to 25 coins. *1
26-30 Bet Play Game	Total games played by 26 to 30 coins. *1
31-35 Bet Play Game	Total games played by 31 to 35 coins. *1
36-40 Bet Play Game	Total games played by 31 to 35 coins. *1
41-45 Bet Play Game	Total games played by 41 to 45 coins. *1

For each *Hand Name* It is added by 1 when “election symbol number” and a “symbolic kind” are gathered in the game.

\*1: The boundary is changed according to Bet Max setting. Written above are in case of Bet Max = 45.

## Software Meters-Game Pay Meters-Detail Page 10/12, 11/12 & 12/12

Displays the game pay details of the particular game. The **SELECT 1 LINE** button moves the cursor to the next menu, the **SELECT 3 LINES** button moves the cursor to the previous menu and the **SELECT 5 LINES** button determines the menu where the cursor is placed.

SOFTWARE METERS	
Game Meters - Detail	page 10/12
Money In The Bank 00000000	
	Total
5 X Gold Bar	0
4 X Gold Bar	0
3 X Gold Bar	0
2 X Gold Bar	0
5 X Bag of Coins	0
4 X Bag of Coins	0
3 X Bag of Coins	0
2 X Bag of Coins	0
5 X Notes	0
4 X Notes	0
3 X Notes	0
2 X Notes	0
5 X Credit Card	0
4 X Credit Card	0
3 X Credit Card	0
2 X Credit Card	0
5 X Coins	0
4 X Coins	0
3 X Coins	0
2 X Coins	0

# Konami Gaming, Inc.

## Game Recall

Checks the game history. Displays the summary of the other screens. **Jackpot Reset Key** displays the next page. **Reset Key** returns to the previous menu. **CHANGE** button returns to the previous menu. **SELECT 1 LINE** button displays the next page. **SELECT 3 LINES** button displays the previous page.

GAME RECALL (Summary)	
Item	Description
Game Code	Code of the game.
Game Title	Name of the game.
Date	Date and time of the screen.
Game	Current Page/Max Page - Screen no. in the Game
GAME START	
DATE	Date and time the game started.
PLAY LINE	Lines played.
BET/LINE	Bets per line.
TOTAL BET	Bets.
OVERFED COINS LEFT	Number of coins carried to the next game.
CREDIT LEFT	Credit count at the game start.
GAME END	
DATE	Date and time the game ended.
COINS WON	Payout.
ATTENDANT PAID	Number of coins paid by the attendant.
TICKET PAID	Number of coins paid from the Cash Ticket.
HOPPER PAID	Number of coins paid from the Coin Hopper.
CREDIT LEFT	Credit count at the game end.
CASH OUT	
CASH OUT DATE	Date and time of cashout.
UNUSED CREDIT CASH OUT	Number of cashout coins not used for the game play.
PLAYER'S WIN CASH OUT	Number of cashout coins inputted as the credit from win.
TOTAL CASH OUT	Number of total cashout coins.

## Game Start

Displays the information when the game started. **Jackpot Reset Key** displays the next page. **Reset Key** returns to the previous menu. **CHANGE** button returns to the previous menu. **SELECT 1 LINE** button displays the next page. **SELECT 3 LINES** button displays the previous page.

GAME START	
Item	Description
GAME START	
DATE	Date and time the game started
PLAY LINE	Lines played.
BET/LINE	Bets per line.
TOTAL BET	Bets.
OVERFED COINS LEFT	Number of coins carried to the next game.
CREDIT LEFT	Credit count at the game start.
GAME SCREEN	
SUB GAME AREA	Image of Sub Game Area when the game started.
GAME AREA	Image of Game Area when the game started.
DASHBOARD	Image of Dashboard when the game started.

## During Game (if needed)

Displays the result of each reel spin if reel spun more than twice during the game.

If player got feature in the game, displays the feature information. **Jackpot Reset Key** displays the next page. **Reset Key** returns to the previous menu. **CHANGE** button returns to the previous menu. **SELECT 1 LINE** button displays the next page. **SELECT 3 LINES** button displays the previous page.

# Konami Gaming, Inc.

## Game End

Displays the information when the game ended. **Jackpot Reset Key** displays the next page. **Reset Key** returns to the previous menu. **CHANGE** button returns to the previous menu. **SELECT 1 LINE** button displays the next page. **SELECT 3 LINES** button displays the previous page.

GAME END	
Item	Description
Game End	
DATE	Date and time the game ended.
COINS WON	Payout.
ATTENDANT PAID	Number of coins paid by the attendant.
TICKET PAID	Number of coins paid from the Cash Ticket.
HOPPER PAID	Number of coins paid from the Coin Hopper.
CREDIT LEFT	Credit count at the game end.
GAME SCREEN	
SUB GAME AREA	Image of Sub Game Area when the game ended.
GAME AREA	Image of Game Area when the game ended.
DASHBOARD	Image of Dashboard when the game ended.

## Cash Out

Displays the information of cashout. The **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button displays the next page. The **SELECT 3 LINES** button displays the previous page. The **SELECT 5 LINES** button displays the next screen in the game. The **SELECT 7 LINES** button displays the previous screen in the game.

CASH OUT	
Item	Description
CASH OUT	
CASH OUT DATE	Date and time of cashout.
UNUSED CREDIT CASH OUT	Number of cashout coins not used for the game play.
PLAYER'S WIN CASH OUT	Number of cashout coins inputted as the credit from win.
TOTAL CASH OUT	Number of total cashout coins.
GAME SCREEN	
SUB GAME AREA	Image of Sub Game Area when the game ended.
SUB GAME AREA	Image of Game Area when the game ended.
DASHBOARD	Image of Dashboard when cashout.

# Konami Gaming, Inc.

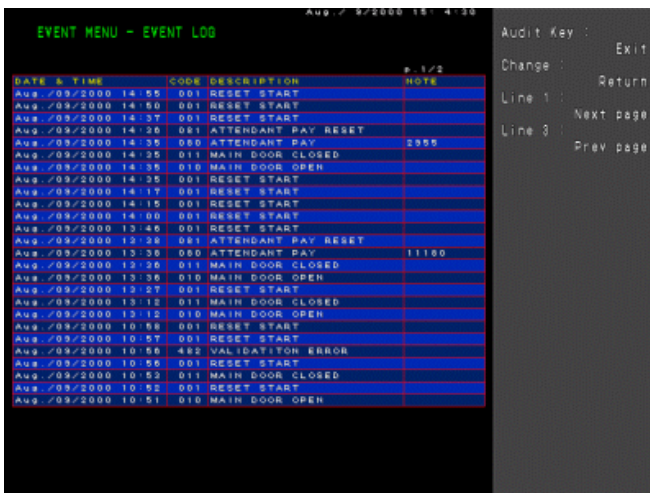
## Event

Displays the information on events. The **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button moves the cursor to the next menu. The **SELECT 3 LINES** button moves the cursor to the previous menu. The **SELECT 5 LINES** button selects the menu where the cursor is placed.

The EVENT METER consists of the following menus:

**Event Meter** Checks cumulative number and the latest occurrence date and time of errors by the factor.

**Event Log** Checks a list of the dates and times and the factors of Events that occurred recently.



DATE & TIME	CODE	DESCRIPTION	NOTE
Aug./09/2000 14:55	001	RESET START	
Aug./09/2000 14:50	001	RESET START	
Aug./09/2000 14:37	001	RESET START	
Aug./09/2000 14:36	051	ATTENDANT PAY RESET	
Aug./09/2000 14:35	050	ATTENDANT PAY	2555
Aug./09/2000 14:35	011	MAIN DOOR CLOSED	
Aug./09/2000 14:35	010	MAIN DOOR OPEN	
Aug./09/2000 14:35	001	RESET START	
Aug./09/2000 14:17	001	RESET START	
Aug./09/2000 14:15	001	RESET START	
Aug./09/2000 14:10	001	RESET START	
Aug./09/2000 13:45	001	RESET START	
Aug./09/2000 13:38	051	ATTENDANT PAY RESET	
Aug./09/2000 13:30	050	ATTENDANT PAY	11100
Aug./09/2000 13:28	011	MAIN DOOR CLOSED	
Aug./09/2000 13:28	010	MAIN DOOR OPEN	
Aug./09/2000 13:27	001	RESET START	
Aug./09/2000 13:12	011	MAIN DOOR CLOSED	
Aug./09/2000 13:12	010	MAIN DOOR OPEN	
Aug./09/2000 10:55	001	RESET START	
Aug./09/2000 10:56	482	VALIDATION ERROR	
Aug./09/2000 10:56	001	RESET START	
Aug./09/2000 10:52	011	MAIN DOOR CLOSED	
Aug./09/2000 10:52	001	RESET START	
Aug./09/2000 10:51	010	MAIN DOOR OPEN	

## Event Meter

Checks the cumulative number and the latest occurrence date and time of errors by the factor. The **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button displays the next page. The **SELECT 3 LINES** button displays the previous page

EVENT METER	
Item	Description
POWER ON	Number of times Machine POWER ON.
MAIN DOOR OPEN	Number of times Main Door Opened.
SUB DOOR OPEN	Number of times Sub Door Opened.
LOGIC DOOR OPEN	Number of times Logic Door Opened.
DROP DOOR OPEN	Number of times Drop Door Opened.
BILL DOOR OPEN	Number of times Bill Door Opened.
MAINT. DOOR OPEN	Number of times Maintenance Door Opened.
FILL BOX DOOR OPEN	Number of times Fill Box Door Opened.
TOP BOX DOOR OPEN	Number of times Top Box Door Opened.
COIN IN ERROR	Number of error occurrences concerned with COIN-IN.
COIN OUT ERROR	Number of error occurrences concerned with COIN-OUT.
DIVERTER MALFUNCTION	Number of error occurrences concerned with Diverter.
BILL STACKER REMOVED	Number of error occurrences Bill Stacker Removed.

## Event Log

Checks a list of the dates and times and the factors of Events that occurred recently. The Events are listed on 5 screens with 26 events per screen. The **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button displays the next page. The **SELECT 3 LINES** button displays the previous page. For the details of event list, refer to the Troubleshooting section in this manual.



# Konami Gaming, Inc.

## Options

Checks and changes each Option setting. The **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button moves the cursor to the next menu. The **SELECT 3 LINES** button moves the cursor to the previous menu. The **SELECT 5 LINES** button selects the menu where the cursor is placed.



## Menu Description

The table below identifies the options currently available.

OPTION MENU DESCRIPTION	
Menu	Description
System Option	System data options.
Coin Acceptor Option	Coin Acceptor options.
Bill Validator Option	Bill Validator options.
Touch Screen Option	Touch Screen options.
Door Option	Door options.
EM Counter Option	EM Counter options.
Sound Option	Sound options.
Hopper Option	Hopper options.
Printer Option	Printer options.
Online System Option	Online System options.
Screen Option	Screen options.
Game Option	Options associated with the game concerned.
Return to previous menu	Returns to the previous menu.

# Konami Gaming, Inc.

## System Option

Checks and changes System Option setting. The following operations are the same as on each option screen.

A confirmation screen appears when you select the “Change to default settings” item. The **CASH OUT** button defaults the settings. The **SELECT 5 LINES** button cancels the change to default settings.

SYSTEM OPTION	
Option	Description
Cash/Credit Selectable	OFF: Credit mode fixed.ON: Credit/cash mode selected by player.
Attendant Full Lock	OFF: Locked after cashed out up to the partial pay. ON: Fully locked.
Denomination	Machine Denomination setting.
Auto Cashout	OFF: Invalid. ON: Valid.
Cancel Bet	OFF: Invalid. ON: Valid.
Credit Intervention	OFF: Invalid. ON: Valid.
Partial Pay Coins	Maximum number of coins paid by hopper.
Partial Pay Ticket	Maximum amount in US\$ paid by Ticket.
Max. Credit	Maximum number of credit in coins.
Ultimate Full Lock	Amount paid for a full lock.
Machine #	Machine Number for Player Tracking System.

A confirmation screen appears when you select the “Save changes to backup” item. The **CASH OUT** button saves the new settings. The **SELECT 5 LINES** button cancels the save new settings.

When the item is selected, The **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button moves the cursor to the next item. The **SELECT 3 LINES** moves the cursor to the previous item. The **SELECT 5 LINES** button selects the item where the cursor is placed.

When setting up the option, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button switches the item. The **SELECT 3 LINES** button switches the item conversely.

When setting up the value of option, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button increases the value on the cursor. The **SELECT 3 LINES** button decreases the value on the cursor. The **SELECT 5 LINES** button moves the cursor to the next figure.

## Coin Acceptor Option

COIN ACCEPTOR OPTION	
Option	Description
Coin Acceptor	OFF: un-used.CN130: Coin Mech.MC40: MC40WB
Coin Drop Sensor	OFF: Invalid. ON: Valid

Checks and changes Coin Acceptor Option setting.

When the item is selected, The **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button moves the cursor to the next item. The **SELECT 3 LINES** moves the cursor to the previous item. The **SELECT 5 LINES** button selects the item where the cursor is placed.

When setting up the option, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button switches the item. The **SELECT 3 LINES** button switches the item conversely.

When setting up the value of option, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button increases the value on the cursor. The **SELECT 3 LINES** button decreases the value on the cursor. The **SELECT 5 LINES** button moves the cursor to the next figure.

## Bill Validator Option

Checks and changes Bill Validator Option setting. When the item is selected, The **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button moves the cursor to the next item. The **SELECT 3 LINES** moves the cursor to the previous item. The **SELECT 5 LINES** button selects the item where the cursor is placed.

When setting up the option, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button switches the item. The **SELECT 3 LINES** button switches the item conversely.

When setting up the value of option, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button increases the value on the cursor. The **SELECT 3 LINES** button decreases the value on the cursor. The **SELECT 5 LINES** button moves the cursor to the next figure.

# Konami Gaming, Inc.

## Bill Validator Option (cont.)

BILL VALIDATOR OPTION	
Option	Description
Bill Validator	OFF: UN-used. JCM WBA: JCM-WBA used.
Accept Bill \$1	OFF: Rejected. ON: \$1 bill accepted.
Accept Bill \$2	OFF: Rejected. ON: \$2 bill accepted.
Accept Bill \$5	OFF: Rejected. ON: \$5 bill accepted.
Accept Bill \$10	OFF: Rejected. ON: \$10 bill accepted.
Accept Bill \$20	OFF: Rejected. ON: \$20 bill accepted.
Accept Bill \$50	OFF: Rejected. ON: \$50 bill accepted.
Accept Bill \$100	OFF: Rejected. ON: \$100 bill accepted.
Accept Bill \$500	OFF: Rejected. ON: \$500 bill accepted.
Redeem Voucher	OFF: Rejected. ON: Accepted.
Bill Stacker Alarm	OFF: Call Attendant action not taken. (Game by coin permitted) ON: Call Attendant action taken.

## Touch Screen Option

Checks and changes Touch Screen Option setting.

When the item is selected, The **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button moves the cursor to the next item. The **SELECT 3 LINES** moves the cursor to the previous item. The **SELECT 5 LINES** button selects the item where the cursor is placed.

When setting up the option, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button switches the item. The **SELECT 3 LINES** button switches the item conversely.

When setting up the value of option, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button increases the value on the cursor. The **SELECT 3 LINES** button decreases the value on the cursor. The **SELECT 5 LINES** button moves the cursor to the next figure.

TOUCH SCREEN OPTION	
Option	Description
Touch Screen	OFF: Not used (this release)

## Door Option

Checks and changes Door Option setting.

When the item is selected, The **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button moves the cursor to the next item. The **SELECT 3 LINES** moves the cursor to the previous item. The **SELECT 5 LINES** button selects the item where the cursor is placed.

When setting up the option, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button switches the item. The **SELECT 3 LINES** button switches the item conversely.

When setting up the value of option, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button increases the value on the cursor. The **SELECT 3 LINES** button decreases the value on the cursor. The **SELECT 5 LINES** button moves the cursor to the next figure.

DOOR OPTION	
Option	Description
Sub Door	OFF: Sub door open/closure not checked. ON: Sub door open/closure checked.
Bill Door	OFF: Bill door open/closure not checked. ON: Bill door open/closure checked.
Logic Door	OFF: Logic door open/closure not checked. ON: Logic door open/closure checked.
Cash Box Door	OFF: Cash Box door open/closure not checked. ON: Cash Box door open/closure checked.
Maintenance Door	OFF: Maintenance door open/closure not checked. ON: Maintenance door open/closure checked.
Fill Box Door	OFF: Fill Box door open/closure not checked. ON: Fill Box door open/closure checked.
Top Box Door	OFF: Top box door open/closure not checked. ON: Top box door open/closure checked.

# Konami Gaming, Inc.

## EM Counter Option

Checks and changes EM Counter Option setting.

When the item is selected, The **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button moves the cursor to the next item. The **SELECT 3 LINES** moves the cursor to the previous item. The **SELECT 5 LINES** button selects the item where the cursor is placed.

When setting up the option, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button switches the item. The **SELECT 3 LINES** button switches the item conversely.

When setting up the value of option, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button increases the value on the cursor. The **SELECT 3 LINES** button decreases the value on the cursor. The **SELECT 5 LINES** button moves the cursor to the next figure.

EM COUNTER OPTION	
Option	Description
EM counter 1 (Total In)	OFF: Not used. ON: Attach.
EM counter 2 (Total Out)	OFF: Not used. ON: Attach.
EM counter 3 (Total Drop)	OFF: Not used. ON: Attach.
EM counter 4 (Jackpot Attendant Pay)	OFF: Not used. ON: Attach.
EM counter 5 (Total Bill)	OFF: Not used. ON: Attach.
EM counter 6	OFF: Not used. ON: Attach.
EM counter 7	OFF: Not used. ON: Attach.
EM counter 8	OFF: Not used. ON: Attach.
EM counter 9	OFF: Not used. ON: Attach.
EM counter 10	OFF: Not used. ON: Attach.
EM counter Access	OFF: EM COUNTER EXISTS not checked. ON: EM COUNTER EXISTS checked.

## Sound Option

Checks and changes Sound Option setting.

When the item is selected, The **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button moves the cursor to the next item. The **SELECT 3 LINES** moves the cursor to the previous item. The **SELECT 5 LINES** button selects the item where the cursor is placed.

When setting up the option, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button switches the item. The **SELECT 3 LINES** button switches the item conversely.

When setting up the value of option, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button increases the value on the cursor. The **SELECT 3 LINES** button decreases the value on the cursor. The **SELECT 5 LINES** button moves the cursor to the next figure.

SOUND OPTION	
Option	Description
Volume Level	Sound Volume. 0: Silent 1: Loud

## Hopper Option

Checks and changes Sound Option setting.

When the item is selected, The **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button moves the cursor to the next item. The **SELECT 3 LINES** moves the cursor to the previous item. The **SELECT 5 LINES** button selects the item where the cursor is placed.

When setting up the option, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button switches the item. The **SELECT 3 LINES** button switches the item conversely.

When setting up the value of option, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button increases the value on the cursor. The **SELECT 3 LINES** button decreases the value on the cursor. The **SELECT 5 LINES** button moves the cursor to the next figure.

HOPPER OPTION	
Option	Description
Hopper	OFF: Not used. ON: Attach.

# Konami Gaming, Inc.

## Printer Option

Checks and changes Printer Option setting.

When the item is selected, The **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button moves the cursor to the next item. The **SELECT 3 LINES** moves the cursor to the previous item. The **SELECT 5 LINES** button selects the item where the cursor is placed.

When setting up the option, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button switches the item. The **SELECT 3 LINES** button switches the item conversely.

When setting up the value of option, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button increases the value on the cursor. The **SELECT 3 LINES** button decreases the value on the cursor. The **SELECT 5 LINES** button moves the cursor to the next figure.

PRINTER OPTION	
Option	Description
Printer On/Off	OFF: Not used. ON: Attach.
Printer Type	OFF: Not used. Ithaca Series700: Ithaca Series700 used.

## Online System Option

Checks and changes Printer Option setting.

When the item is selected, The **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button moves the cursor to the next item. The **SELECT 3 LINES** moves the cursor to the previous item. The **SELECT 5 LINES** button selects the item where the cursor is placed.

When setting up the option, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button switches the item. The **SELECT 3 LINES** button switches the item conversely.

When setting up the value of option, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button increases the value on the cursor. The **SELECT 3 LINES** button decreases the value on the cursor. The **SELECT 5 LINES** button moves the cursor to the next figure.

ONLINE SYSTEM OPTION	
Option	Description
Online Type	OFF: Not used. SAS: SAS.
Terminal ID	Machine Address.
SAS Validation Number	EGM calculation: EGM Calculation.Calc. With ID: Calculated with ID. Host Calculation: Host Calculation.
SDS Total Drop	Total Drop: Equivalent to total drop of Electro magnetic counter. Physical Coin Drop: Only physical drop coin.

## Screen Option

Checks and changes Screen Option setting.

When the item is selected, The **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button moves the cursor to the next item. The **SELECT 3 LINES** moves the cursor to the previous item. The **SELECT 5 LINES** button selects the item where the cursor is placed.

When setting up the option, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button switches the item. The **SELECT 3 LINES** button switches the item conversely.

When setting up the value of option, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button increases the value on the cursor. The **SELECT 3 LINES** button decreases the value on the cursor. The **SELECT 5 LINES** button moves the cursor to the next figure.

SCREEN OPTION	
Option	Description
Denomi Display	OFF: Denomination not displayed on the screen. ON: Denomination displayed on the screen.
Jackpot Display	OFF: None support the "Jackpot". ON: Support the "Jackpot".

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## Game Option

Checks and changes Game Option setting.

When the item is selected, The **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button moves the cursor to the next item. The **SELECT 3 LINES** moves the cursor to the previous item. The **SELECT 5 LINES** button selects the item where the cursor is placed.

When setting up the option, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button switches the item. The **SELECT 3 LINES** button switches the item conversely.

When setting up the value of option, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button increases the value on the cursor. The **SELECT 3 LINES** button decreases the value on the cursor. The **SELECT 5 LINES** button moves the cursor to the next figure.

GAME OPTION	
Option	Description
Machine Percent	The theoretical machine payout percentage.
Play Line Max	The maximum play line.
Bet Max	The maximum bet.

Game Option can only be changed with an All Reset.

## Diagnostic

Checks and changes Diagnostic Option setting.

When the item is selected, The **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button moves the cursor to the next item. The **SELECT 3 LINES** moves the cursor to the previous item. The **SELECT 5 LINES** button selects the item where the cursor is placed.

When setting up the option, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button switches the item. The **SELECT 3 LINES** button switches the item conversely.

When setting up the value of option, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button increases the value on the cursor. The **SELECT 3 LINES** button decreases the value on the cursor. The **SELECT 5 LINES** button moves the cursor to the next figure.

DIAGNOSTIC OPTION	
Option	Description
System Information	Displays information about the system.
Touch Screen	Checks the operation of the touch screen.
In-Port	Checks the operation of the in-port.
Out-Port	Checks the operation of the out-port.
Coin Acceptor	Checks the operation of the coin acceptor.
Bill Validator	Checks the operation of the bill validator.
Coin Hopper	Checks the operation of the coin hopper.
Ticket Printer	Checks the operation of the ticket printer.
CD-ROM Drive	Checks the operation of the CD-ROM drive.
Thermometer	Checks the operation of the thermometer.
Sound	Checks and changes the sound.
Screen	Displays the test screen.
Communication Information	Displays information about communication.
Game Test	Performs the tests associated with the game concerned.
I/O Test Extras	Checks the components other than the above.
Return to previous menu	Returns to the previous menu.

## System Information

Checks and changes Diagnostic Option setting.

When the item is selected, The **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button moves the cursor to the next item. The **SELECT 3 LINES** moves the cursor to the previous item. The **SELECT 5 LINES** button selects the item where the cursor is placed.

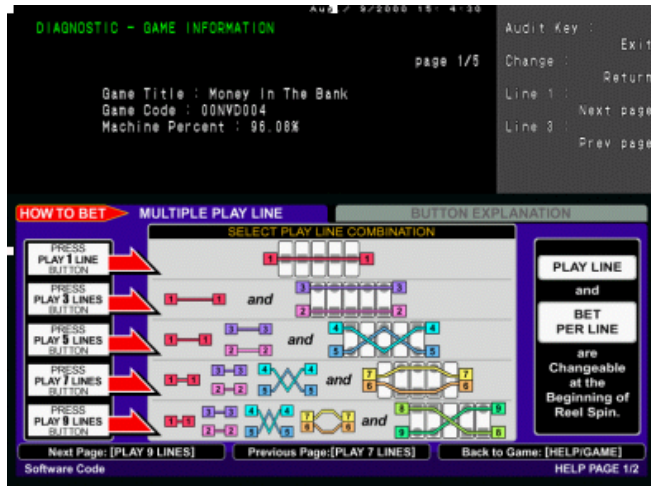
SYSTEM INFORMATION	
Menu	Description
ROM Information	Displays information about the on-board ROM and EL Key.
Game Information	Displays information about the game.
Return to previous menu	Returns to the previous menu.

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## Game Information

Displays information about the game as well as the pay table and rules for the game. The **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button displays the next page. The **SELECT 3 LINES** button displays the previous page.

GAME INFORMATION	
Item	Description
Game Title	Name of the on-board game.
Game Code	Code of the on-board game.
Machine Percent	Machine payout percentage of the current game.



## Touch Screen (Not activated on this release)

Displays information about the touch screen. The **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button displays the next page. The **SELECT 3 LINES** button displays the previous page.

TOUCH SCREEN INFORMATION	
Item	Description
Controller ID	Checks the controller ID of the touch screen.
Game Code	Touch Test
Calibration	Performs a location calibration of the touch screen.
Return to previous menu	Returns to the previous menu.

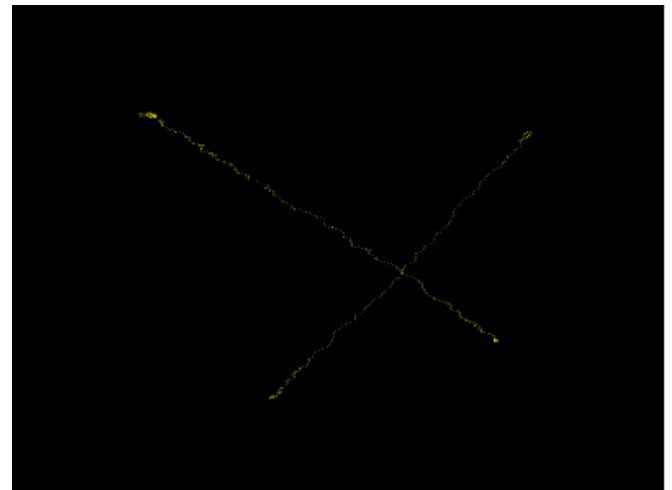
## Controller ID

Checks the controller ID of the touch screen. The **CHANGE** button returns to the previous menu. The **CASH OUT** button resets the touch screen error.

CONTROLLER ID INFORMATION	
Item	Description
CONTROLLER TYPE	Controller type of the touch screen.
CONTROLLER VERSION	Controller version of the touch screen.

## Touch Test

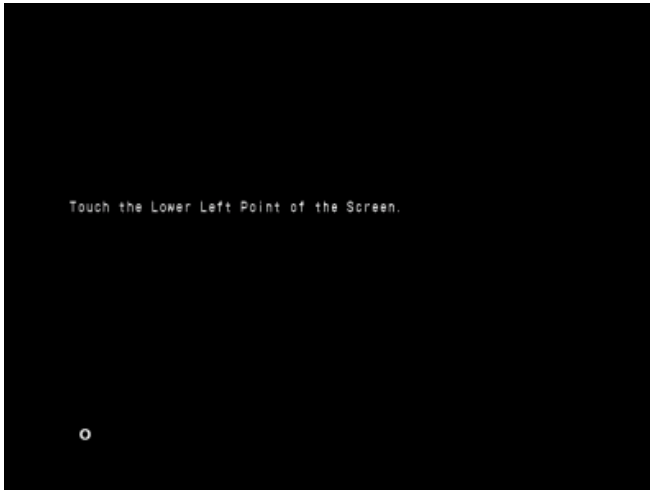
Checks the operation of the touch screen. This screen lets you check the coordinate adjustment of the touch screen. A point will be displayed at the position where you touched with your finger. Any button returns to the previous menu.



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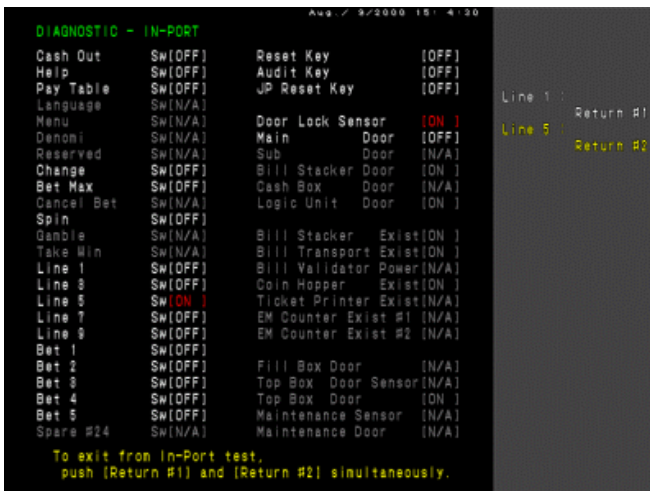
## Calibration

Performs a location calibration of the touch screen. Touching the center of the circle in the corner performs the automatic location calibration of the touch screen. Any button returns to the previous menu.



## In-Port (Button/Mechanical Switch Test)

Checks the operation of the in-port. This screen let you check the operation of each in-port. The indication of the applicable part changes from “OFF” to “ON”. “N/A” appears for the item not mounted. Press both the **SELECT 1 LINE** and **SELECT 5 LINES** returns to the previous menu.



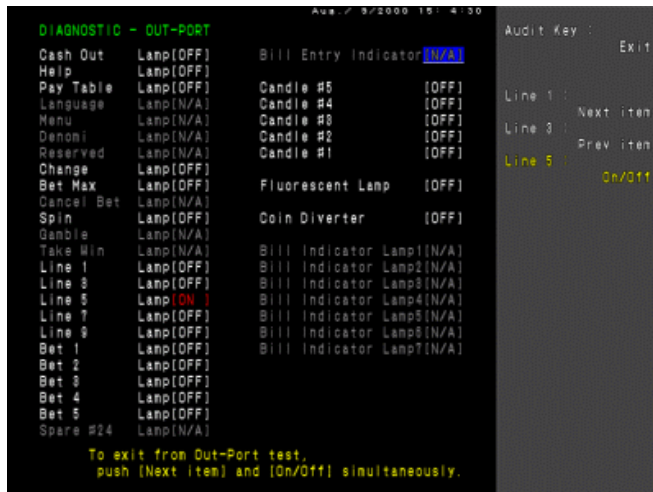
ITEMS WHOSE OPERATION CAN BE CHECKED	
Function	Item
Button	Cash Out
	Help
	Pay Table
	Language
	Menu
	Denomination
	Reserved
	Change
	Bet Max
	Cancel Bet
	Spin
	Gamble
	Take Win
	Line 1
	Line 3
	Line 5
	Line 7
	Line 9
	Bet 1
	Bet 2
	Bet 3
	Bet 4
	Bet 5
	Spare #24
Key Switch	Reset Key
	Audit Key
	JP Reset Key
Other Sensor or Switch	Door Lock Sensor
	Main Door
	Sub Door
	Bill Stacker Door
	Cash Box Door
	Logic Unit Door
	Bill Stacker Exist
	Bill Transport Exist
	Bill Validator Power
	Coin Hopper Exist
	Ticket Printer Exist
	EM Counter Exist #1
	EM Counter Exist #2
	Fill Box Door
	Top Box Door Sensor
	Top Box Door
	Maintenance Sensor
	Maintenance Door



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## Out-Port (Lamp Check)

You can check the operation of the out-port. This screen let you check the operation of each out-port. The indication of the applicable part changes from "OFF" to "ON". "N/A" appears for the item not mounted. The **SELECT 1 LINE** button moves the cursor to the next item. The **SELECT 3 LINES** button moves the cursor to the previous item. The **SELECT 5 LINES** button switches the value of the item where the cursor is placed. Press both the **SELECT 1 LINE** and **SELECT 5 LINES** buttons returns to the previous menu.



ITEMS WHOSE OPERATION CAN BE CHECKED	
Function	Item
Button Lamp	Cash Out Help Pay Table Language Menu Denomination Reserved Change Bet Max Cancel Bet Spin Gamble Take Win Line 1 Line 3 Line 5 Line 7 Line 9 Bet 1 Bet 2 Bet 3 Bet 4 Bet 5 Spare #24
LED	Bill Entry Indicator Bill Indicator Lamp 1 Bill Indicator Lamp 2 Bill Indicator Lamp 3 Bill Indicator Lamp 4 Bill Indicator Lamp 5 Bill Indicator Lamp 6 Bill Indicator Lamp 7
Other items	Candle #5 Candle #4 Candle #3 Candle #2 Candle #1 Fluorescent Lamp Coin Diverter

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## Coin Acceptor

Checks the operation of the coin acceptor. The **CHANGE** button returns to the previous menu. The **CASH OUT** button resets the coin acceptor error. The **SELECT 1 LINE** button moves the cursor to the next item. The **SELECT 3 LINES** button moves the cursor to the previous item. The **SELECT 5 LINES** button switches the value of the item where the cursor is placed.

COIN ACCEPTOR	
Item	Description
Coin Acceptor	Switches the coin acceptor status between the enable and disable.
Coin Diverter	Switches the coin diverter path status between the cash box and the coin hopper.
Coin In	Displays the number of coins inside.
Cash Box In	Displays the number of coins inside the cash box.
Fail Cash Box In	Displays the number of coins inside the cash box by mistake.
Excessive Coin In	Displays the number of coins inserted after the coin acceptor stops accepting coins.
Acceptor In Pass Coin	Displays the number of coins that passed coin acceptor.
Coin In Upper Pass Coin	Displays the number of coins that passed coin in sensor upper.
Coin In Lower Pass Coin	Displays the number of coins that passed coin in sensor lower.

## Bill Validator

Checks the operation of the bill validator. When the bill validator is idle. The **CHANGE** button returns to the previous menu. The **CASH OUT** button resets the bill validator error. The **SELECT 5 LINES** button switches the value of the item where the cursor is placed.

When a bill is in escrow. The **SELECT 1 LINE** button rejects the bill. The **SELECT 3 LINES** button stacks the bill. The **SELECT 5 LINES** button switches the value of the item where the cursor is placed.

BILL VALIDATOR	
Item	Description
ROM Version	ROM version of the bill validator..
BOOT Version	Boot version of the ROM.
Bill Insert	Switches the bill validator state between enable and disable.
Bill In Escrow	Displays the amount of the inserted bill.
Total Bill	Displays the amount of the stored bill.
Bill Reject Status	Displays the status of the rejected bill.
Bill	Accept: Bill enabled
\$1	Disable: Rejected. Enable: \$1 bill accepted.
\$2	Disable: Rejected. Enable: \$2 bill accepted.
\$5	Disable: Rejected. Enable: \$5 bill accepted.
\$10	Disable: Rejected. Enable: \$10 bill accepted.
\$20	Disable: Rejected. Enable: \$20 bill accepted.
\$50	Disable: Rejected. Enable: \$50 bill accepted.
\$100	Disable: Rejected. Enable: \$100 bill accepted.
\$500	Disable: Rejected. Enable: \$500 bill accepted.

## Hopper

Checks the operation of the coin hopper. **CHANGE** returns to the previous menu. The **CASH OUT** button resets the coin hopper error. The **SELECT 1 LINE** button adds one to the number of coins. The **SELECT 3 LINES** button subtracts one from the number of coins. The **SELECT 5 LINES** button performs payout.

HOPPER	
Item	Description
Coin Pay	Sets the number of coins to be paid.
Coin Paid	Displays the number of paid coins.
Total Paid	Displays the total number of paid coins.
Over Paid	Displays the number of overpaid coins.
Runaway Paid	Displays the number of runaway paid coins.
Over Flow Sensor	Full: The coin hopper is full. Not Full: The coin hopper is not full.
Coin Switch #1	Off/On.

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## Ticket Printer

Checks the operation of the ticket printer. The **CHANGE** button returns to the previous menu. The **CASH OUT** button resets the ticket printer error. The **SELECT 5 LINES** button prints out the test information.

## CD-ROM Drive

Checks the operation of the CD-ROM drive. The **CHANGE** button returns to the previous menu. The **SELECT 5 LINES** button resets the CD-ROM drive error.

## Thermometer

Checks the operation of the thermometer. The **CHANGE** button returns to the previous menu.

THERMOMETER	
Item	Description
Warning Temperature Level	Temperature at which the machine warns.
Lockout Temperature Level	Temperature at which the machine locks out.
Current Temperature	Current Temperature
Temperature log	Temperature log

## Sound

Checks and changes the sound. The **SELECT 1 LINE** button moves the cursor to the next item. The **SELECT 3 LINES** button moves the cursor to the previous item. The **SELECT 5 LINES** button selects the item where the cursor is placed.

When the sound plays, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button increases the value. The **SELECT 3 LINES** button decreases the value.

The **SELECT 5 LINES** button plays the sound. The **SELECT 7 LINES** button stops the sound.

A confirmation screen appears when you select the "Change to default settings" item. The **CASH OUT** button defaults the settings. The **SELECT 5 LINES** button cancels changing to default settings.

A confirmation screen appears when you select the "Save changes to backup" item. The **CASH OUT** button saves the new settings. The **SELECT 5 LINES** button cancels saving the new settings.

A confirmation screen appears when you return to the previous menu after modifying settings in this screen. The screen asks you to confirm your changes before exiting the current menu.

The **CHANGE** button cancels to return to the previous menu. The **CASH OUT** button saves the new settings and return to the previous menu. The **SELECT 5 LINES** button cancels saving the new settings and return to the previous menu.

A confirms screen appears when you return to the game screen after modifying settings in this screen. The screen asks you to confirm your changes before exiting the current menu.

The **CHANGE** button cancels to return to the game screen. The **CASH OUT** button saves the new settings and return to the game screen. The **SELECT 5 LINES** button cancels saving the new settings and return to the game screen.

## Screen

Checks the monitor using a test screen. When the item is selected, the **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button moves the cursor to the next item. The **SELECT 3 LINES** button moves the cursor to the previous item. The **SELECT 5 LINES** button selects the item where the cursor is placed.

When test screen is displayed, any button returns to the previous menu.

MONITOR TEST SCREEN	
Item	Description
Color Bar Screen	Displays a color bar.
Crosshatch Screen	Displays crosshatching.
White Screen	Displays a white screen.
Red Screen	Displays a red screen.
Green Screen	Displays a green screen.
Blue Screen	Displays a blue screen.
Return to previous menu	Returns to the previous menu.

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## Communication Information

Displays information about communication. The **CHANGE** button returns to the previous menu.

COMMUNICATION INFORMATION	
Item	Description
Terminal ID (Machine Address)	Online System Machine Address.
Online System	On-board online accounting system and its operation status.
ROM code & version	ROM code and ROM version on Communication PCB.
Bill Denominations	Displays the setting values related to the bill acceptance.
Bill Validator	Displays it whether the bill validator is enabled.
\$1	Disable: Rejected. Enable: \$1 bill accepted.
\$2	Disable: Rejected. Enable: \$2 bill accepted.
\$5	Disable: Rejected. Enable: \$5 bill accepted.
\$10	Disable: Rejected. Enable: \$10 bill accepted.
\$20	Disable: Rejected. Enable: \$20 bill accepted.
\$50	Disable: Rejected. Enable: \$50 bill accepted.
\$100	Disable: Rejected. Enable: \$100 bill accepted.
\$500	Disable: Rejected. Enable: \$500 bill accepted.
Ticket data	Displays information printed on the ticket.
Location	Location of casino.
Street address	Address.
City/State/Zip	Address and Zip code.
Ticket expires	Expiration date of the ticket.
Sound	Displays the setting values related to sound.
All sounds	Disable: Play all sounds. Enable: Not play all sounds.
Reel sounds	Disable: Play reel sounds. Enable: Not play reel sounds.

## Game Test

Checks the specifications for the installed game (i.e. combination test, RNG test). The **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button moves the cursor to the next menu. The **SELECT 3 LINES** button moves the cursor to the previous menu. The **SELECT 5 LINES** button selects the menu where the cursor is placed.

Select the game name to access the the next sub-menu.

## Combination Test

Checks the winner's payout by switching the location of each reel. The **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button moves the cursor to the next item. The **SELECT 3 LINES** button switches the selected item. The **SELECT 5 LINES** button switches the selected item conversely.

COMBINATION TEST	
Item	Description
Normal Model	Normal Mode: Switches to the reel and payout in the normal mode. Feature Mode: Switches to the reel and payout in the feature mode.
Feature Mode	
Total Line	Selects the number of lines to determine the winning.
Bet per Line	Selects the number of bets for each line.
Total Bet	Displays the total number of bets.
Total Won	Displays the total payout (the number of coins).
Hand	Displays the name of won hand.

## RNG Test (Not Enabled)

Inspects the on-board RNG (Random Number Generator). The **CHANGE** button returns to the previous menu. The **SELECT 5 LINES** button switches the value of the item where the cursor is placed.

RNG TEST	
Item	Description
Communication Check	Execute: Executes the RNG test. Stop: Stops the RNG test.
Communication Count	Displays the number of times the RNG is sent.

# Konami Gaming, Inc.

## I/O Test Extras

Checks additional I/O operation. The **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button moves the cursor to the next menu. The **SELECT 3 LINES** button moves the cursor to the previous menu. The **SELECT 5 LINES** button selects the menu where the cursor is placed.

I/O TEST EXTRAS	
Item	Description
EM Counter	Checks the operation of the EM counter.
Prog. & SDS	Outputs the progressive port signal and SDS signal.
UART	Checks the UART (Universal Asynchronous Receiver Transmitter).
Option In-Port	Checks the operation of the in-port.
Option Out-Port	Checks the operation of the out-port.
Return to previous menu	Returns to the previous menu.

## EM Counter

Increments the EM counters 1-10 where the cursor is placed by one using the increase value (+) button. The **CHANGE** button returns to the previous menu. The **CASH OUT** button resets the EM counter error. The **SELECT 1 LINE** button moves the cursor to the next item. The **SELECT 3 LINES** button moves the cursor to the previous item. The **SELECT 5 LINES** button increments the EM counter.

## Progressive & SDS

Outputs the progressive port signal and SDS signals. The **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button moves the cursor to the next item. The **SELECT 3 LINES** button moves the cursor to the previous item. The **SELECT 5 LINES** button switches the value of the item where the cursor is placed.

PROGRESSIVE AND SDS
Port
Progressive Out-Port #1
Progressive Out-Port #2
Progressive Out-Port #3
Progressive Out-Port #4
SDS Serial Data
SDS Serial Clock
SDS Coin Out
SDS Coin In
SDS Coin Drop
SDS Total In
SDS Diverter On
SDS Change Req.
SDS Power On
SDS Game Start
SDS Hopper Motor
SDS Total Out
SDS Insert Coin
SDS Reserve #1
SDS Reserve #2

## UART

Checks the UART (Universal Asynchronous Receiver Transmitter). The **CHANGE** button returns to the previous menu. The **SELECT 5 LINES** button switches the value of the item where the cursor is placed.

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## UART (cont.)

UART	
Item	Description
GAME SCREEN	
Com0	Used bill validator port.
Com1	Used printer port.
Com2	Checks the Communication port #2 (TEST PORT).
Com3	Checks the Communication port #3 (EXTEND INTERNAL PORT).
Com4	Checks the Communication port #3 (COIN ACCEPTOR PORT).
Com5	Used touch screen port.

## Option In-Port

Checks the operation of the in-port. This screen let you check the operation of each in-port. The indication of the applicable part changes from "OFF" to "ON". "N/A" appears for the item not mounted. The **CHANGE** button returns to the previous menu.

OPTION IN PORT
Port
Under Flow Sensor
Coin Switch #2
Coin Acceptor Tilt
Coin Acceptor Sense
Coin Acceptor Credit
Coin Drop Sensor #1
Coin Drop Sensor #2
Coin Drop Sensor #3
Coin Drop Sensor #4
Coin Reserved
Bill Validator Failure
Bv Reserved #1
Bv Reserved #2
Printer Failure
Printer Paper Low
Printer Paper Carrier5
Printer Paper Carrier4
Printer Paper Carrier3
Printer Paper Carrier2
Printer Paper Carrier1
Handle Home
Handle Start
Handle Return
Circuit Breaker 24vDC-1
Circuit Breaker 24vDC-2
Circuit Breaker 24vDC-3

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## Option Out-Port

You can check the operation of the out-port. The screen let you check the operation of each out-port. The indication of the applicable part changes from "OFF" to "ON". "N/A" appears for the item not mounted. The **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** moves the cursor to the next item. The **SELECT 3 LINES** button moves the cursor to the previous item. The **SELECT 5 LINES** button switches the value of the item where the cursor is placed.

OPTION OUT PORT	
Port	
Hopper Escalator	
Hopper Brake	
Hopper Reverse	
Power Save FI Lamp	
Power Save Screen	
Handle Solenoid	

## Clock & Misc.

You can check and change the date and time of the internal clock and other data setting.

Date & Time Inputs the date and time of the internal clock in the following format:

month/day/year hour:minute:second

When the item is selected, the **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button moves the cursor to the next item. The **SELECT 3 LINES** button moves the cursor to the previous item. The **SELECT 5 LINES** button selects the item where the cursor is placed.

When setting up the value of an option, the **CHANGE** button returns to the item select screen. The **SELECT 1 LINE** button increases the value on the cursor. The **SELECT 3 LINES** button decreases the value on the cursor. The **SELECT 5 LINES** button moves the cursor to next.

A confirmation screen appears when you select the "Change to default settings" item. The **CASH OUT** button defaults the settings. The **SELECT 5 LINES** button cancels the change to default settings.

A confirmation screen appears when you select the "Save changes to backup" item. The **CASH OUT** button saves the new settings. The **SELECT 5 LINES** button cancels the save.

A confirmation screen appears when you return to the previous menu after modifying settings in this screen. The screen asks you to confirm your changes before exiting the current menu. The **CHANGE** button cancels and returns to the previous menu. The **CASH OUT** button saves the new settings and returns to the previous menu. The **SELECT 5 LINES** button cancels the new settings and returns to the previous menu.

A confirmation screen appears when you return to the game screen after modifying settings in this screen. The screen asks you to confirm your changes before exiting the current menu. The **CHANGE** button cancels to return to the game screen. The **CASH OUT** button saves the new settings and returns to the game screen. The **SELECT 5 LINES** button cancels the new settings and return to the game screen.

## Print Audit Information

Allows printing of specific items (see table below). The **CHANGE** button returns to the previous menu. The **SELECT 1 LINE** button moves the cursor to the next menu. The **SELECT 3 LINES** button moves the cursor to the previous menu. The **SELECT 5 LINES** button selects the menu where the cursor is placed.

PRINT INFORMATION	
Menu	Description
Software Meters	Print out the Software Meters information.
Event	Print out the Event information.
Re-print Ticket	Re-print out the Ticket.
Return to previous menu	Returns to the previous menu.

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## Print Software Meters

Allows printing of specific items (see table below). The **CHANGE** button returns to the previous menu. The **CASH OUT** button resets the ticket printer error. The **SELECT 1 LINE** button moves the cursor to the next item. The **SELECT 3 LINES** button moves the cursor to the previous item. The **SELECT 5 LINES** button selects the item where the cursor is placed.

A confirmation screen appears when you select an item. The **CASH OUT** button prints out the selected information. The **SELECT 5 LINES** button cancels printing out the selected information.

PRINT SOFT METERS	
Item	Description
Audit Meters - General	Print out the Audit Meters - General information.
Audit Meters - Detail	Print out the Audit Meters - Detail information.
Bill Meters	Print out the Bill Meters information.
Cashouts	Print out the Cashouts information.
Ticket Outs	Print out the Ticket Outs information.
Game Meters - General	Print out the Game Meters - General information.
Game Meters - Detail	Print out the Game Meters - Detail information.

## Print Event Meters and Event Logs

Allows printing of specific items (see tables below). The **CHANGE** button returns to the previous menu. The **CASH OUT** button resets the ticket printer error. The **SELECT 1 LINE** button moves the cursor to the next item. The **SELECT 3 LINES** button moves the cursor to the previous item. The **SELECT 5 LINES** button selects the item where the cursor is placed.

### Print Event Meter

Allows printing of data from the event meter. The **CHANGE** button returns to the previous menu. The **CASH OUT** button resets the ticket printer error. The **SELECT 1 LINE** button moves the cursor to the next item. The **SELECT 3 LINES** button moves the cursor to the previous item. The **SELECT 5 LINES** button selects the item where the cursor is placed.

A confirmation screen appears when you select an item. The **CASH OUT** button prints out the selected information. The **SELECT 5 LINES** button cancels printing out the selected information.

## Print Event Log

Allows printing of a range of data from the event log. The **CHANGE** button returns to the previous menu. The **CASH OUT** button resets the ticket printer error. The **SELECT 1 LINE** button moves the cursor to the next item. The **SELECT 3 LINES** button moves the cursor to the previous item. The **SELECT 5 LINES** button selects the item where the cursor is placed.

When setting up the index. The **CHANGE** button returns to the item select screen. The **CASH OUT** button resets the ticket printer error.

The **SELECT 1 LINE** button increases the selected index. The **SELECT 3 LINES** button decreases the selected index.

A confirms screen appears when you select an item. The **CASH OUT** button prints out the selected information. The **SELECT 5 LINES** button cancels to print out the selected information.

## Re-print Ticket

Allows re-printing of specific items. The **CHANGE** button returns to the previous menu. The **CASH OUT** button resets the ticket printer error. The **SELECT 1 LINE** button moves the cursor to the next item. The **SELECT 3 LINES** button moves the cursor to the previous item. The **SELECT 5 LINES** button selects the item where the cursor is placed.

A confirmation screen appears when you select an item. The **CASH OUT** button prints out the selected information. The **SELECT 5 LINES** button cancels printing out the selected information.

## Out of Service

Displays "Out of Service" message and locks the machine.

When "Out of Service" message appears on this screen, it does not accept any operation. Turn the Reset Key Switch (returns to the previous menu) or Audit Key (returns to the game screen).



## Module 3

### Parts, Assemblies & Hardware

# 3

#### Overview

This module describes maintenance work in the following procedures to prevent injury and equipment damage in the course of work, and increase the work efficiency. This manual is intended for experienced maintenance personnel working on gaming machines.

#### ◆ Removal

Describes how to remove components from the cabinet. Note that you may need special tools depending on the type of component you want to remove.

#### ◆ Disassembly

Describes how to disassemble the components. Disassemble the component that you removed from the cabinet into parts on which you can perform maintenance.

#### ◆ Assembly

Describes how to assemble the parts. Be careful not to make wrong connections when you assemble the parts including the harness connections. Incorrect assembly may cause malfunctions or failures.

#### ◆ Installation

Describes how to install the components in the cabinet.

#### ◆ Check

Describes how to determine whether or not you have successfully completed the maintenance. You may have to check by the Audit mode depending on the type of component.



**CAUTION:** Installation, maintenance, or service of this equipment must be performed **ONLY** by Konami Gaming Inc. supervised personnel. All in-the-field modifications must be performed by, or under supervision of, Konami Gaming Inc. personnel. Konami Gaming Inc. cannot be held liable for damages or injuries arising from improper or unsupervised installation, modification, or use of equipment not manufactured or approved by Konami Gaming Inc. This equipment is designed as a gaming device for amusement only, for sale and use in jurisdictions permitting such devices. Distributors, Operators, and Users are not to modify the equipment for any other use. Konami Gaming Inc. cannot be held liable for damages or injuries resulting from use or modification of this equipment.



**CAUTION:** PCB may contain a lithium battery. Danger of explosion if battery is incorrectly replaced. Replace only with the same, or equivalent type recommended by the manufacturer.



**WARNING:** Power to the machine must be turned off prior to cleaning the inside of the machine or removing any mechanical or electrical assembly. Unplug the machine.



**WARNING:** Hazardous high voltage exists within the cabinet even with machine power off and the power cord unplugged! Use extreme caution when removing electrical assemblies to avoid personal injury. Discharge body static **BEFORE** touching PCBs to avoid damaging electrostatic sensitive components. Only qualified personnel should attempt servicing this machine.

#### Required Tools

Phillips screwdriver (No. 1 and No. 2)  
Small Phillips screwdrivers (No. 0 and No. 1)  
Phillips screwdriver (No. 2)  
4 to 13 mm nut driver or ratchet wrench  
4 to 13 mm wrench  
22 to 24 mm double-end wrench  
Hand riveter  
Two pairs of long-nose pliers (regular nose and needle nose)  
Pliers  
Tester  
Crimping tool for connectors  
Plastic ties  
Wire stripper  
Pin extractor  
Mounting tool for play buttons (Star Point)  
IC extractor  
Wire cutters

# Konami Gaming, Inc.

## Commonly-Used Hardware

The following table shows the hardware that this electronic gaming machine uses. Using the incorrect hardware may damage the equipment.

### Hardware Employed:

FASTENER NAME	DESCRIPTION	FASTENER NAME	DESCRIPTION
Phillips recessed pan head screw	A typical screw used for fastening parts. This screw has a pan head.	Phillips recessed pan head machine screw (small and circular)	A Phillips recessed pan head screw with a lock washer and a flat washer (polished and circular). The force of a spring prevents the screw from loosening. This screw protects the bearing surface and equalizes the forces exerted on the surface.
Phillips recessed pan head machine screw (polished and circular)	A Phillips recessed pan head screw with a lock washer and a flat washer (polished and circular). The force of a spring prevents the screw from loosening. This screw protects the bearing surface and equalizes the forces exerted on the surface.	Phillips recessed pan head machine screw (polished and circular)	A Phillips recessed pan head screw with a lock washer and a flat washer (polished and circular). The force of a spring prevents the screw from loosening. This screw protects the bearing surface and equalizes the forces exerted on the surface.
Phillips recessed pan head machine screw with toothed lock washer	A Phillips recessed pan head screw with a toothed lock washer. The force of toothed part where it digs in prevents the screw from loosening.	Phillips recessed pan head tapping screw (for plastic parts)	A self-tapping screw, which fastens plastic, parts with a prepared hole.
Carriage bolt	A bolt with a square neck under the rounded head. The square neck has an external diameter the same as that of its screw thread, or has a partial thread, which is slightly larger than its thread. This bolt is inserted into a square hole and tightened using a nut.	Toothed lock washer (inner tooth)	The force of the toothed part where it digs in prevents the screw from loosening.
Flat washer (polished and circular)	This washer protects the bearing surface and equalizes the forces exerted on the surface.	Hexagonal nut	A typical female part used to fasten parts using a male screw.
E-ring	This ring is fitted into slot inside or outside of a tube or shaft. A force of its spring prevents the ring from being removed.	Toothed washer nut	A hexagonal nut with a toothed washer at its bottom. The force of the toothed part where it digs in prevents the screw from loosening.
Phillips recessed countersunk screw	A typical screw used for fastening parts. This screw has a countersunk head.	Wing nut	Wing shape head screw, which is fastened by the hand.
Hexagonal nut with a flange	The hexagonal nut has a flange at its bottom. This nut enlarges the area of the bearing surface.	Blind rivet	This rivet can be secured from one side using the special tool to save on labor as required.

FASTENER NAME	DESCRIPTION	FASTENER NAME	DESCRIPTION
Spring pin	The force of this pin allows the screw to be fastened easily.	Spacer	This is a cylindrical shape and provides space for tightening a screw.
Dorm nut	This nut is cover main screw head.		

# Konami Gaming, Inc.

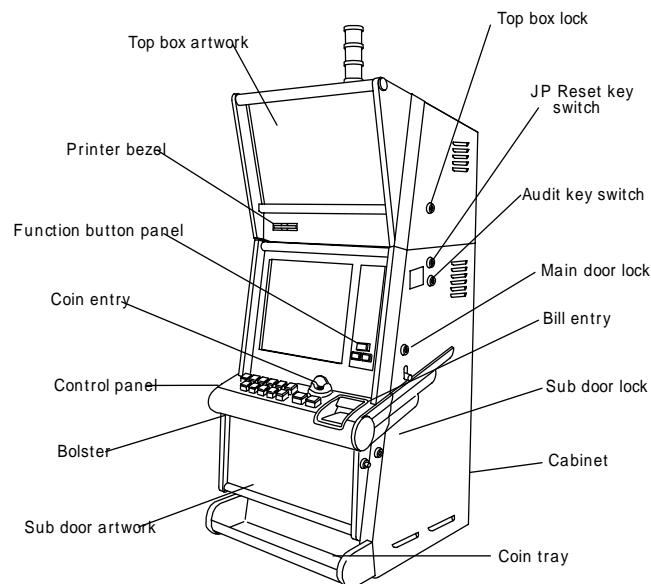
## FUNCTIONAL OVERVIEW

This chapter describes names and functions of the main parts.

Outside component  
Inside component  
Door component

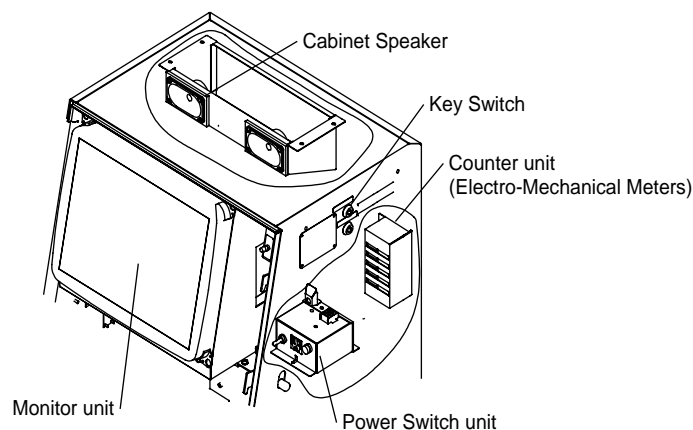
## Outside Components

Use the illustration below to identify the major outside components.

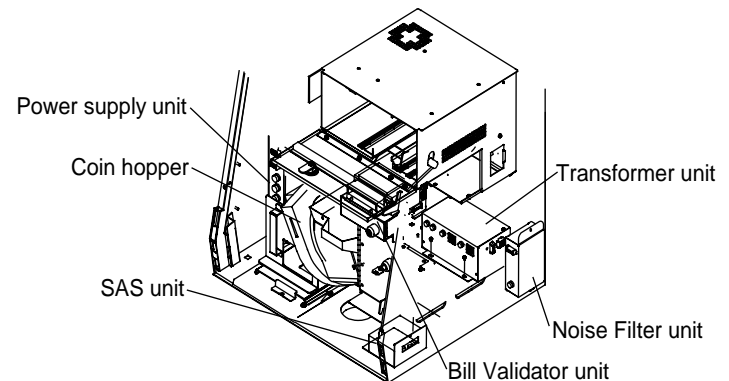


## Inside Components

Use the following illustrations to identify the major inside components.

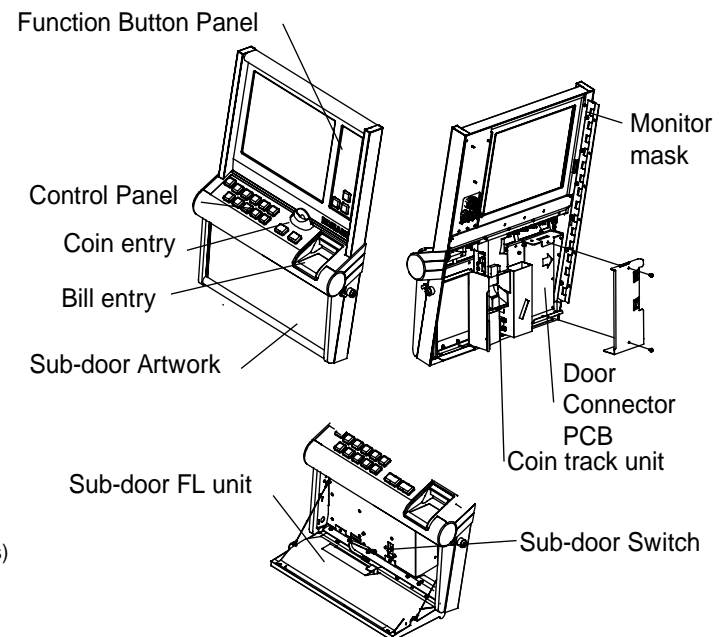


## Inside Components (cont.)



## Door Components

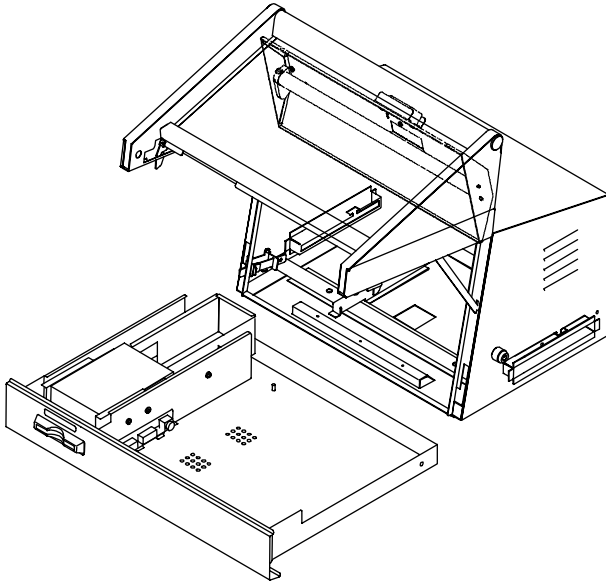
Use the following illustrations to identify the major door components.



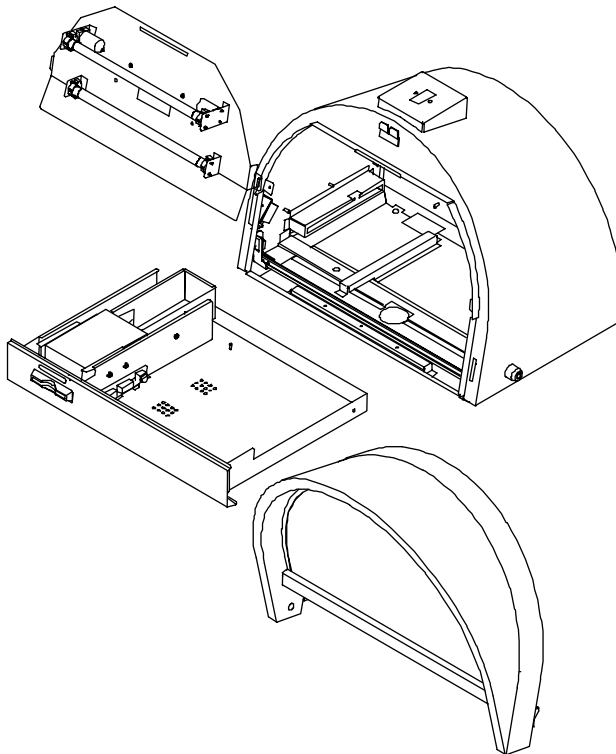
# Konami Gaming, Inc.

## Top Box

B-top



R-top



## Part Removal and Assembly

This section shows how to remove and assemble various components in the machine.

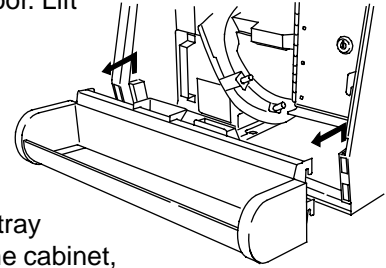
### Coin Tray

#### Removal

Open the main door. Lift the coin tray and pull it towards you, and remove it from the cabinet.

#### Installation

Fit the left and right hooks of the coin tray in the grooves inside the cabinet, and push them downward. Close the main door.



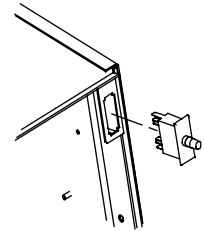
### Main Door Switch

#### Removal

Open the main door. Remove all harness wires from the rear end. Pull out the main door switch, pushing on its top and bottom.

#### Installation

Insert the switch from the front side. Insert harness wires in their mating terminals correctly.



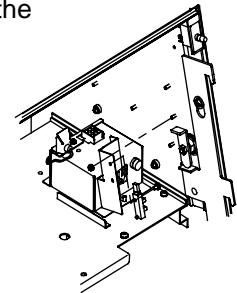
### Door Lock Sensor

#### Removal

Open the main door. Remove the harness from the door lock sensor. Remove the two M4 nuts to remove the metal plate securing the door lock sensor. Remove the M4 screw that secures the sensor to the metal plate.

#### Installation

Secure the sensor to the metal plate with the M4 screw. Secure the metal plate mounting the door lock sensor to the cabinet with two M4 nuts. Connect the harness.



# Konami Gaming, Inc.

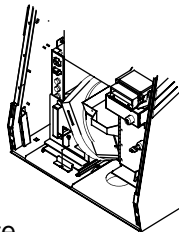
## Coin Hopper

### Removal

Open the main door. Remove the coin tray. Remove the M5 and metal plate for shipment that secure the hopper bottom (only at the time of first installation). Pull out the hopper towards you.

### Installation

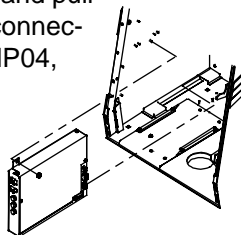
Install the hopper. Secure the hopper with the M5 screw and metal plate for shipment.



## Power Supply Unit

### Removal

Turn the Power switch OFF, and pull out the AC cord. Pull out the five connectors (CNP01, CNP02, CNP03, CNP04, CNP06). Remove the M4 nut securing the FG lead from the cabinet. Remove the M4 nut securing the power supply unit. Remove the power supply unit, pulling it slightly towards you.



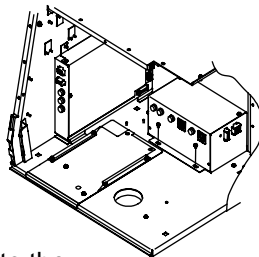
### Installation

Secure the power supply unit to the cabinet with one M4 nut. Be careful not to catch the harness on the unit.

## Transformer Unit

### Removal

Turn the power switch OFF, and pull out the AC cord. Pull out the five connectors (CNO01, CNO02, CNO03, CNO04, CNO07). Remove the one M5 screw and remove hopper drawer connector from cabinet. Remove the M4 nut securing the FG lead from the cabinet. Remove the two M5 screws securing the transformer unit.



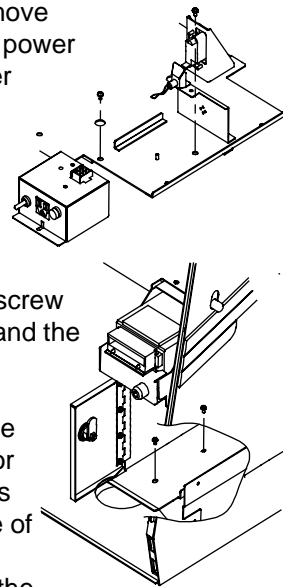
### Installation

Secure the transformer unit to the cabinet with two M5 screws. Be careful not to catch the harness on the unit or the cabinet. Install the FG lead on the cabinet with an M4 washer and M4 nut. Install connectors (CNO01, CNO02, CNO03, CNO04, CNO07). Install hopper drawer connector with the one M5 screw.

## Bill Validator Unit

### Removal

Open the main door. Remove power switch unit.(following 8.7 power switch unit) Open the bill stacker door. Push the bill stacker lever downward, and remove the bill stacker. Remove the two M5 screws securing the middle shelf and the bill validator case from the shelf. Remove the one M4 screw and the one M5 screw securing the bill validator case and the base from the inside of the bill validator case. Pull the bill validator case half way out of the cabinet. Remove the harness for the bill validator and the harness for the switch from the rear side of the case. Remove the FG lead from the bill validator case and the cabinet by removing the one M4 nut secured to the cabinet. Pull out the bill validator case from the cabinet.



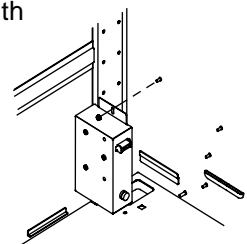
### Installation

Place the bill validator case on the base and push it half the way in. Secure the FG lead between the bill validator case and the cabinet with one M4 nut. Install the bill validator harness connector and the switch harness connector. Push the bill validator case, and check the screw hole locations of the middle shelf and the bill validator case. Secure the bill validator base to the base with one M4 screw and one M5 screw from the inside of the bill validator case. Secure the bill validator case to the middle shelf with two M5 screws from the upper side of the shelf. Install the bill stacker on the bill validator. Install power switch unit.(following 8.7 power switch unit) Close the bill stacker door. Then close the main door.

## Noise Filter Unit

### Removal

Turn the power switch OFF, and pull out the AC cord. Push the AC cord into the drop box. Do not bundle the AC cord with a string. Remove the FG lead (yellow spirals on green background) and the AC cord FG lead (green) from the cabinet. Remove the M4 nut securing the noise filter unit, lift the unit lightly and take it out. Pull out the AC cord from the slot stand base.



# Konami Gaming, Inc.

## Installation

Put the AC cord from the cabinet into the slot stand/base. Hook the pawl located in the bottom of the noise filter unit on the cabinet, and secure its top with an M4 nut. Install the FG lead on the cabinet. Insert the connector (CNF01).

## SAS Unit



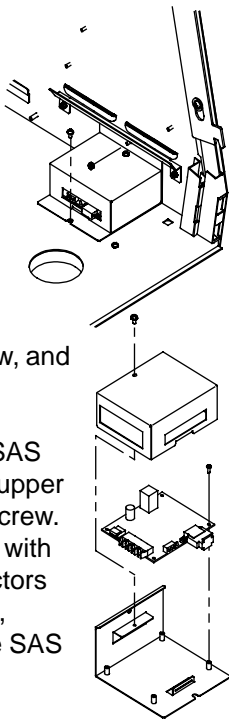
**CAUTION:** PCBs are electrostatic sensitive! Discharge body static prior to handling any PCB to prevent damage or destruction of static sensitive components.

### Removal

Open the main door. Turn the power switch off, and pull out the AC cord. Remove the four connectors from the SAS unit (EI connector X 1, optical fiber x 2, MATE-N-LOK connector X 1). Remove the M4 screw securing the cabinet and SAS unit. Then remove the SAS unit. Remove the M4 screw securing the top cover of the SAS unit. Remove the M3 screw, and take out the SAS PCB.

### Installation

Secure the SAS PCB to the SAS unit with an M3 screw. Secure the upper cover of the SAS unit with an M4 screw. Secure the SAS unit to the cabinet with an M4 screw. Connect four connectors (EI connector • ~1, optical fiber X 2, MATE-N-LOK connector X1) to the SAS unit.



## Logic Unit



**CAUTION:** PCBs are electrostatic sensitive! Discharge body static prior to handling any PCB to prevent damage or destruction of static sensitive components.

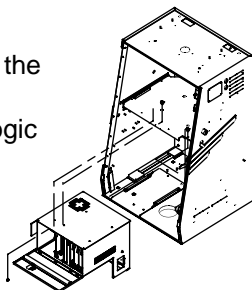
## Logic Unit Cover

### Removal

Open the main door. Remove the coin tray. Remove the coin hopper. Remove two M4 screws from the logic unit cover.

### Installation

Secure the logic unit cover with two M4 screws. Install the coin hopper. Install the coin tray.



## I/O Drive A Board (IOAB)

### Removal

Turn the power switch off. Open the logic door. Open the upper and lower clips of the IOAB towards you, and pull out the board, holding the clips.

### Installation

Open the main door, and check that the power supply is turned OFF. Open the logic box cover by turning its key counterclockwise. Insert the IOAB in the security box, aligning it to the upper and lower rails in its position inside the box. Then press the upper and lower clips of the board, pushing the board until you hear a click sound. After checking that all boards are inserted, close the logic door. (See illustration on next page).

## I/O Drive B Board (IOBB)

### Removal

Turn the power switch off. Open the logic door. Open the upper and lower clips of the IOBB towards you, and pull out the board, holding the clips.

### Installation

Open the main door, and check that the power supply is turned OFF. Open the logic box cover by turning its key counterclockwise. Insert the IOBB in the security box, aligning it to the upper and lower rails in its position inside the box. Then press the upper and lower clips of the board, pushing the board until you hear a click sound. After checking that all boards are inserted, close the logic door. (See illustration on next page).

## Main Control Board (MCTB)

### Removal

Turn the power switch off. Open the logic door. Remove the M4 screws securing MCTB unit to the logic unit. Hold the metal part on the logic door switch, and pull out the MCTB unit. Place the MCTB unit in a place convenient for work, with the MCTB facing up. From the MCTB side, remove the logic door switch harness and CD-ROM harness from the MCTB. Remove the M3 screws securing the MCTB to the MCTB unit. Then remove the board, being careful not to hit the board on the metal plate.

### Installation

Place the MCTB unit in a place convenient and comfortable for work. First, secure the MCTB to the MCTB unit metal plate with M3 screws. Insert the logic door switch harness and CD-ROM harness mounted on the MCTB unit in the specified positions. Insert the MCTB unit in the specified position of the logic unit. Secure the MCTB unit to the logic unit with M4 screws. Check that the boards are inserted fully. Close the logic door. (See illustration on next page).

# Konami Gaming, Inc.

## Communication Board (COMB)

### Removal

Turn the power switch off. Open the logic door. Open the upper and lower clips of the COMB towards you, and pull out the board, holding the clips.

### Installation

Open the main door, and check that the power supply is turned OFF. Open the logic box cover by turning its key counterclockwise. Insert the COMB in the security box, aligning it to the upper and lower rails in its position inside the box. Then press the upper and lower clips of the board, pushing the board until you hear a click sound. After checking that all boards are inserted, close the logic door.

## Backboard (BCKB)

### Removal

Turn the power switch off. Remove the hopper. Remove monitor. Remove logic unit cover. Remove wing nuts and cable pass through plates on left and right side of logic unit. Remove all cables connected to main control board. Remove 4 M4 screws from mounting plate above logic unit. Slide logic unit out while feeding cables through the cable pass throughs. Remove the logic unit. Place the logic unit in a place convenient and comfortable for work. Remove the boards from the BCKB if each board is inserted in the logic unit. Remove the two M4 screws from the metal plate securing the door connector PCB harness. Remove the door connector PCB harness (CNB01) and the left DC-fan harness (CNB37) from the BCKB. Remove the five M4 screws from the partitioning metal plate of the logic unit. Remove the fifteen M3 screws from the BCKB. Pull out the BCKB from the lower part of the logic unit. Be careful not to catch the BCKB on the logic unit's metal plate.

### Installation

Place the logic unit in a place convenient and comfortable for work. Insert the BCKB in the logic box, sliding the board through the lower part of the box.

Secure the BCKB to the logic box with fifteen M3 screws.



**NOTE :** Each M3 screw secures a grounded connection between the BCKB board and the game. All screws are required for proper operation.

Slide logic unit in while feeding cables through the cable pass throughs. Install 4 M4 screws from mounting plate above logic unit. Install all cables connected to main control board. Install wing nuts and cable pass through plates on left and right side of logic unit. Install logic unit cover. Install monitor. Install the hopper. Insert the DC-Fan harness in the (CNB37), and the door connector PCB harness in the (CNB01). Secure the logic unit's partitioning metal plate with five M4 screws. Secure the door connector PCB harness metal with two M4 screws. Secure the logic unit to the cabinet. Insert the boards, and close the logic box cover.

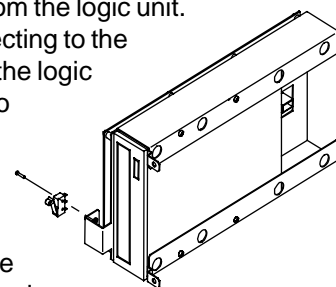
## Logic Door Switch

### Removal

Remove the MCTB from the logic unit. Remove the harness connecting to the logic door switch. Remove the logic door switch by removing two M2 screws.

### Installation

Secure the logic door switch to the MCTB with two M2 screws. Connect the harness connecting to the logic door switch. Put the MCTB back in the logic unit.





# Konami Gaming, Inc.

## Monitor Unit

### Removal

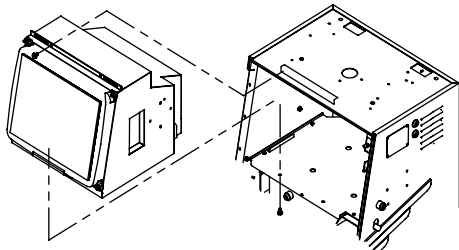
Turn the power switch off. Open the main door, and remove the coin tray and the coin hopper.

Remove the upper part of monitor from the cabinet by removing the two M5 screws securing it.

Remove the lower part of monitor from the middle shelf by removing the two M5 screws securing it. Pull out the monitor towards you.

### Installation

Put the monitor in the specified position. Install the monitor power connector and the touch panel connector. Secure the lower part of monitor to the middle shelf with two M5 screws. Secure the upper part of monitor to the cabinet with two M4 screws.



**WARNING:** Turn machine power off. Unplug machine from power source. The monitor assembly contains hazardous high voltage even with machine power off and unplugged! Do not touch the tube yoke area or any electrical components. Only qualified personnel should handle the monitor.

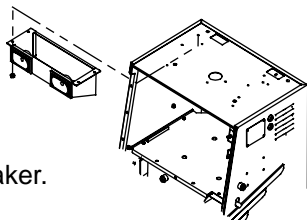
## Cabinet Speaker

### Removal

Remove the monitor unit (see the section about the monitor). Remove the speaker cable from right side of speaker. Remove four M4 nuts from the cabinet speaker.

### Installation

Start working without the monitor unit installed. Place the cabinet speaker in the specified position and secure it with four M4 nuts. Connect the speaker cable to right side of speaker. Install the monitor (see the section about the monitor).



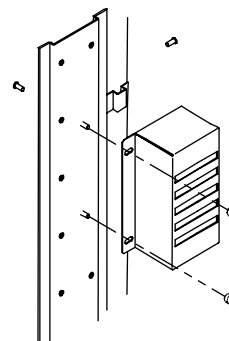
## Counter Unit (Electr-Mechanical Meters)

### Removal

Turn the power switch off. Remove the two M4 nuts securing the meter PCB cover sheet metals to the cabinet. Remove the meter PCB together with the cover sheet metals, being careful of the harness. Remove the meter PCB from the cover sheet metals (two M4 screws per cover sheet metal). Disconnect the connector.

### Installation

Connect the connector. Install the cover sheet metals to the meter PCB (two M4 screws per cover sheet metal). Secure the meter PCB to the cabinet with two M4 nuts, being careful of the harness. Turn the power switch on.



## Counter Unit Lamp

### Removal

Open the main door and turn the power off. Remove the harness connecting to the counter lamp.

Remove the sheet metal for securing the counter lamp from the power switch unit by removing a M4 screw.

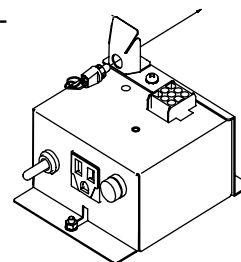
### Installation

Secure the sheet metal for securing the counter lamp to the power switch unit with a M4 screw.

Connect the harness connecting to the counter lamp.



**WARNING:** Counter lamps can reach a high temperature when lit for long periods of time. Exercise caution when touching the bulb.



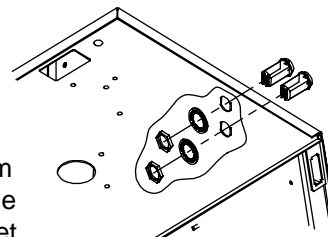
## Key Switch (Audit and JP Reset)

### Removal

Open the main door. Remove the harness from the key switch. Remove the 3/4-28 UNF nut and washer from the key switch. Remove the 9/32-28 UNF nut and washer from the key cylinder. Remove the key cylinder from the cabinet.

### Installation

Insert the key cylinder in the cabinet. Install the 9/32-28 UNF nut and washer on the key cylinder. Secure the 3/4-28 UNF nut and washer to the key switch. Connect the harness to the key switch.





# Konami Gaming, Inc.

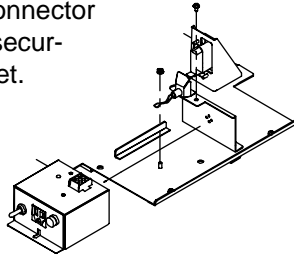
## Power Switch Unit

### Removal

Turn the power switch OFF, and pull out the AC cord. Pull out the connector (CNH01). Remove the M4 nut securing the FG lead from the cabinet. Remove one M4 screw and one M4 nut from the power switch unit.

### Installation

Secure the power switch unit to the cabinet with one M4 screw and one M4 nut. Install the FG lead with M4 washer and M4 nut. Install the connector (CNH01).



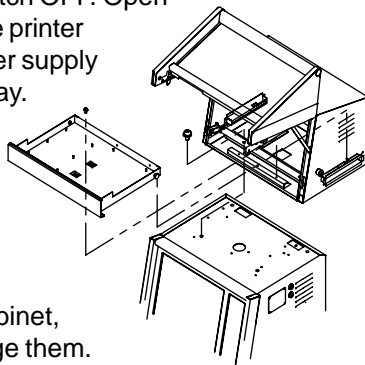
## Top Box

### B-top Unit

The B-top unit is configured as illustrated below.

### Removal

Turn the power switch OFF. Open the top door. Remove the printer connector, then the power supply and finally the top box tray. Remove all the harness connectors (e.g., top box door switch, candle, FL unit, printer, power supply) from the cabinet, and keep them in the cabinet, taking care not to damage them. Remove the four M8 screws from the top box bottom. Remove the top box with its door closed for safety.



### Installation

Close and lock the top box door. Place the top box on the machine cabinet. Open top box door. Install the four M8 screws securing the top box to the cabinet. Install all the harness connectors (e.g., top box door switch, candle, FL unit, printer, power supply) from the cabinet, and keep them in the cabinet, taking care not to damage them. Install the top box tray, then the power supply and finally the printer connector.

### B-top Ticket Printer

### Removal

Unlock and open the door. Pull out the top box tray. (The tray is secured with two M4 screws at shipment, but you do not have to secure it at this installation.) Remove the printer connectors. Remove the base plate mounting the printer from the top box tray.

Remove the printer from the base plate.

### Installation

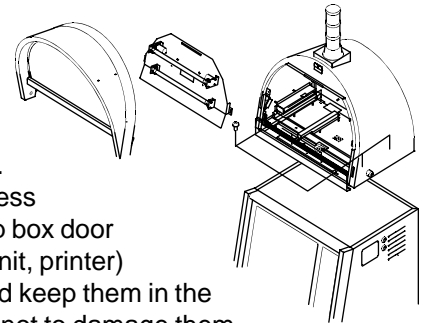
Secure the printer to the base plate. Secure the base plate mounting the printer to the top box tray. Return the top box tray to its original position. (The tray is secured with an M4 screw at shipment, but you do not have to secure it at this installation phase.) Connect the printer connectors, and push the tray inside.

## R-top Unit

The R-top unit is configured as illustrated below.

### Removal

Turn the power switch OFF. Open the top door. Remove R-top FL unit. Remove the printer connector, and the top box tray. Remove all the harness connectors (e.g., top box door switch, candle, FL unit, printer) from the cabinet, and keep them in the cabinet, taking care not to damage them. Remove the four M8 screws from the top box bottom. Remove the top box.



### Installation

Place the top box on the machine cabinet. Install the four M8 screws from the top box bottom. Install all the harness connectors (e.g., top box door switch, candle, FL unit, printer) from the cabinet, and keep them in the cabinet, taking care not to damage them. Install the printer connector, and the top box tray. Install the R-top FL unit. Close the top door.

## Ticket Printer

Same procedure R-top ticket printer and B-top ticket printer, Refer to B-top ticket printer.

## Coin Drop Box Switch

### Removal

Open the main door, and remove the BCKB cover from logic box cover. Remove harness from CNB11 on BCKB. Remove coin drop box door switch from coin drop box. Remove coin drop box switch through base hole.

### Installation

Install coin drop box switch through base hole. Install coin drop box switch to drop box door. Connect harness to CNB11 on BCKB.

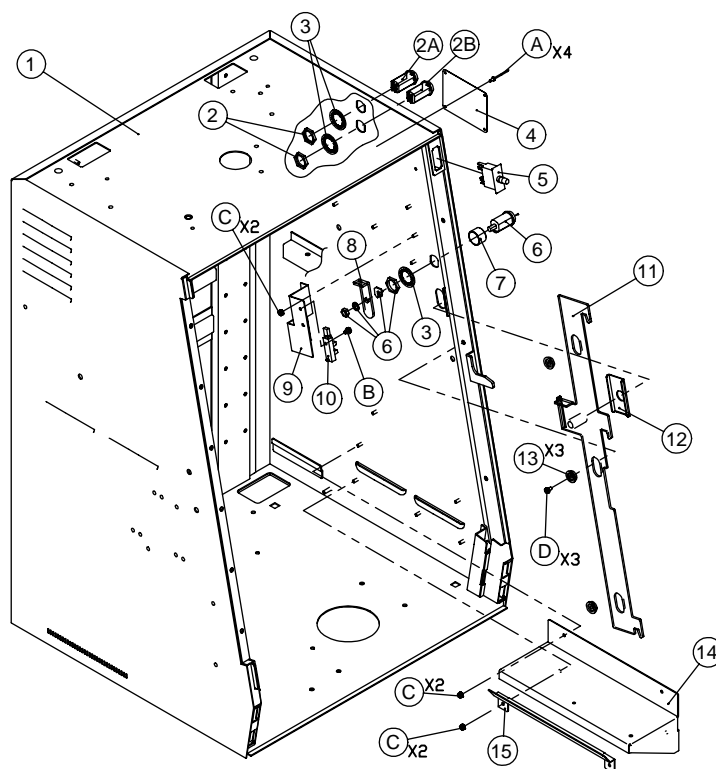
# Konami Gaming, Inc.

## Parts Identification

This section displays exploded views and part descriptions to enable identification of machine components.

### Cabinet 1

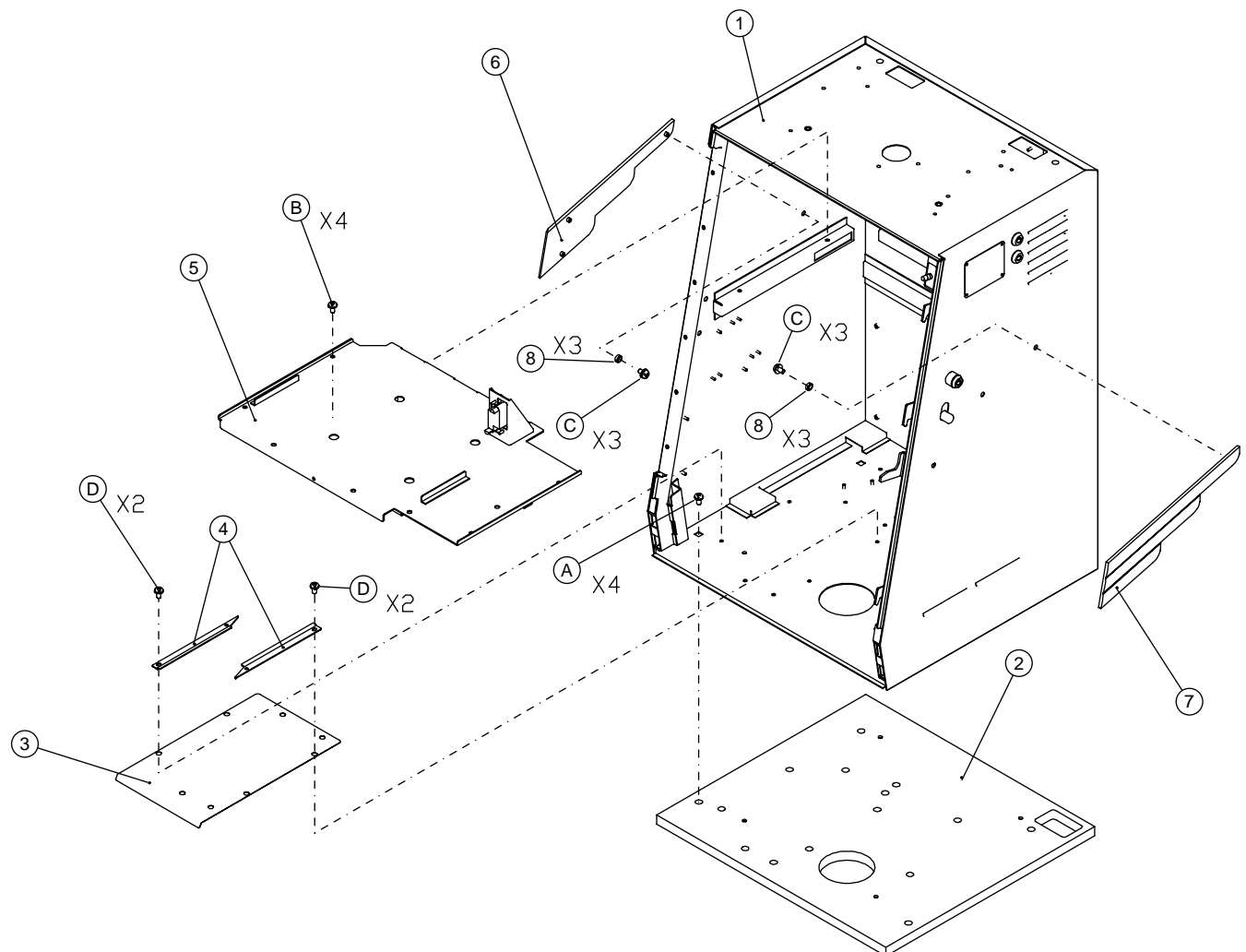
ITEM	DESCRIPTION
1.	Frame, Cabinet
2.1	Key Switch, Reset (2A)
2.2	Key Switch, Jackpot (2B)
3.	Key Washer, D19
4.	Serial Plate, Cabinet
5.	Switch
6.	Key Cylinder
7.	Spacer, Key, Cabinet
8.	Key Plate, Cabinet
9.	Stand Sensor, Cabinet
10.	Photo Sensor
11.	Hook Plate, Cabinet
12.	Key Mask, Cabinet
13.	Guide Hook, Cabinet
14.	Base, Bill Validator
15.	Liquid Guard, Cabinet
A	Blind Rivet
B	CRPH w/Toothed Washer M4
C	Nut w/Toothed Washer M4
D	CRPH w/Toothed Washer M5 X 10



# Konami Gaming, Inc.

## Cabinet 2

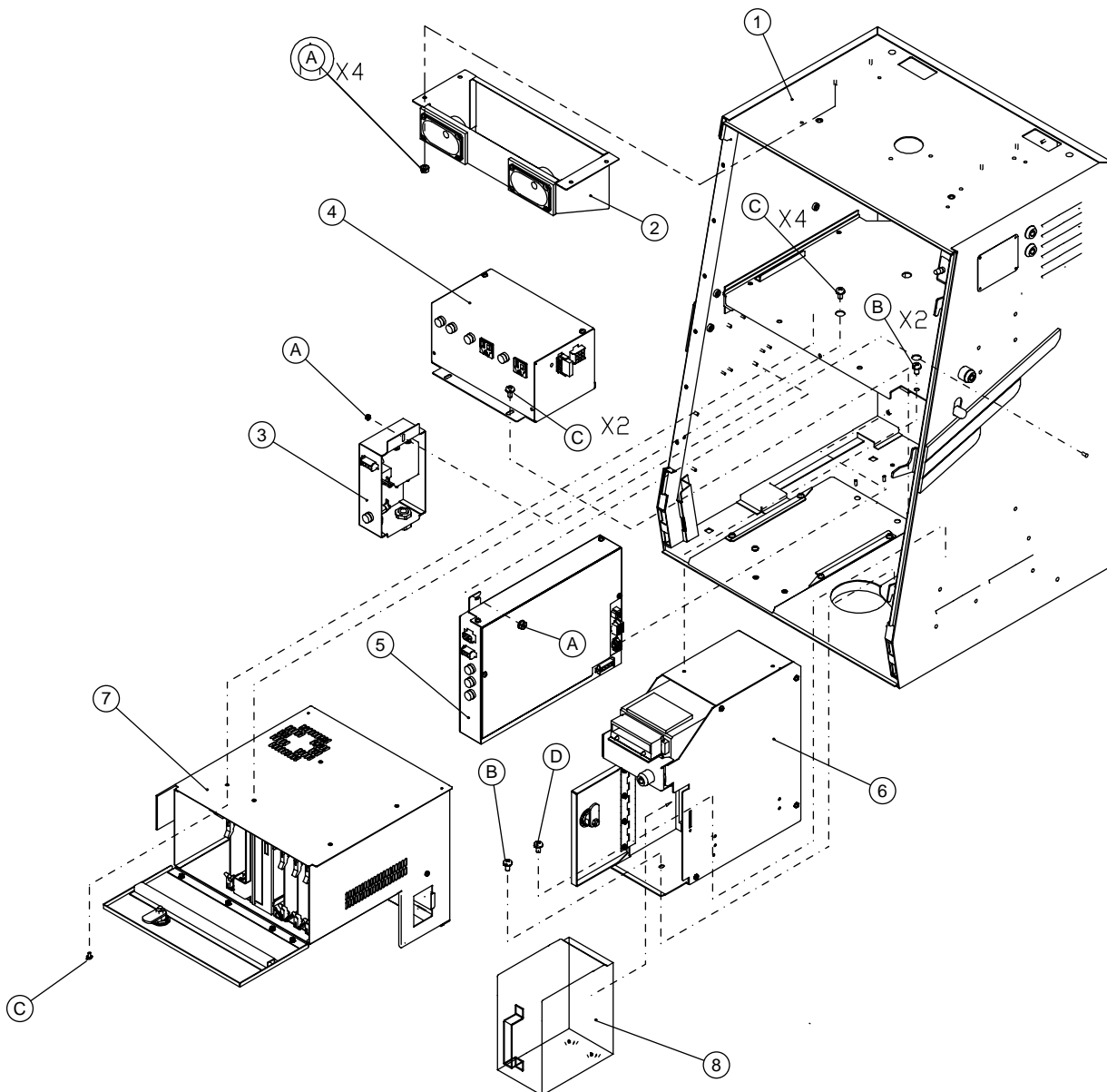
ITEM	DESCRIPTION
1.	Frame, Cabinet
2.	Base Plate, Cabinet
3.	Sheet, Hopper, Cabinet
4.	Guide, Hopper, Cabinet
5.	Middle Shelf Assembly
6.	Wing, Left, Cabinet
7.	Wing, Right, Cabinet
8.	Spacer, Cabinet
A	CRPH w/Toothed Washer M5 X 16
B	CRPH w/Toothed Washer M5 X 10
C	CRPH w/Double Washer M4 X 8
D	CRPH w/Double Washer M5 X 8



# Konami Gaming, Inc.

## Cabinet 3

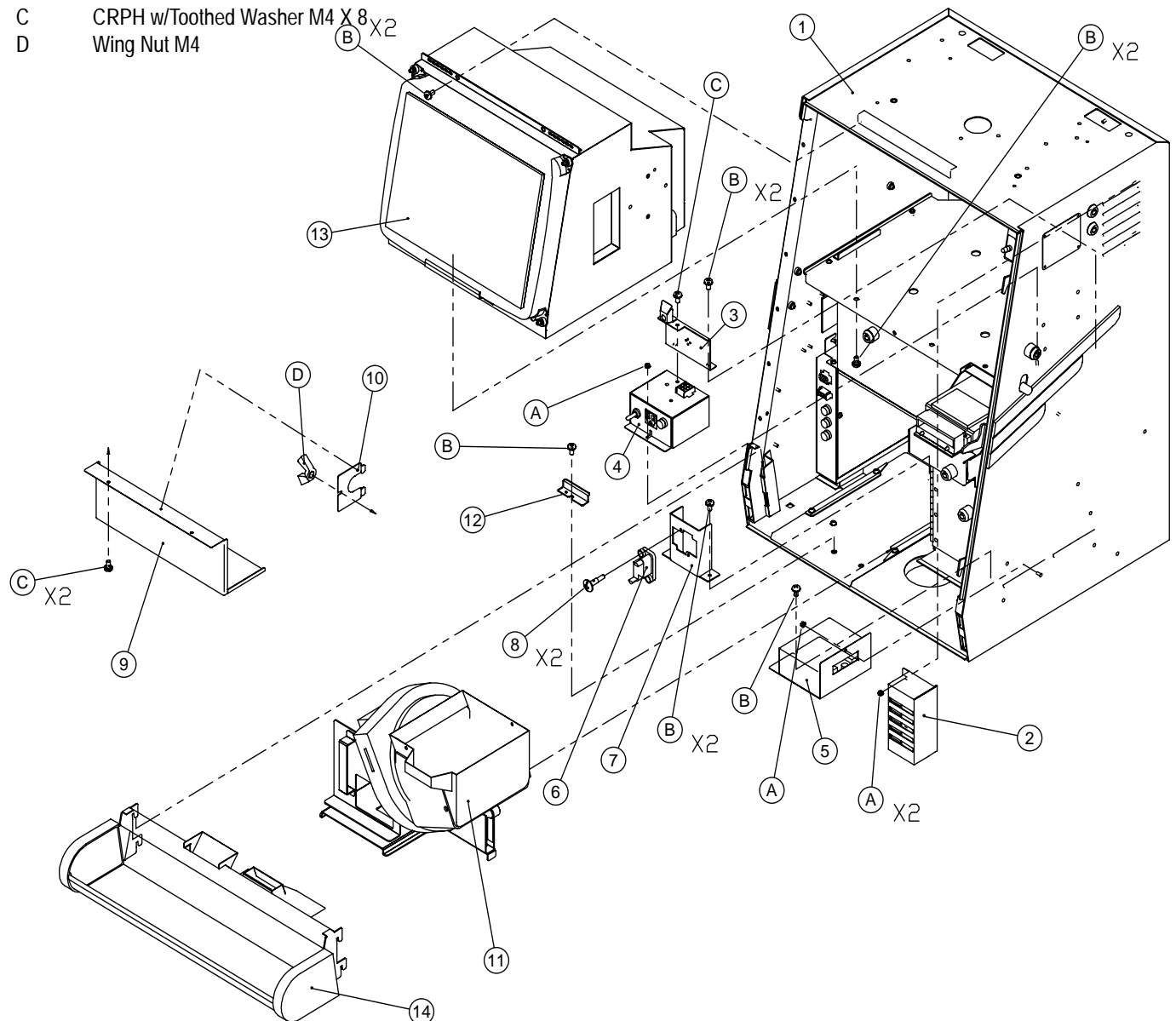
ITEM	DESCRIPTION
1.	Cabinet Assembly
2.	Speaker Assembly
3.	Noise Filter Unit
4.	Transformer Unit
5.	Power Supply Unit
6.	Bill Validator Unit
7.	Logic Unit
8.	Bill Validator Stacker
A	Nut w/Toothed Washer M4
B	CRPH w/Toothed Washer M5 X 10
C	CRPH w/Toothed Washer M5 X 8
D	CRPH w/Toothed Washer M4 X 8



# Konami Gaming, Inc.

## Cabinet 4

ITEM	DESCRIPTION
1.	Cabinet Assembly
2.	Counter Assembly
3.	Cover, Power Switch
4.	Power Switch Unit
5.	SAS Unit
6.	Connector, Hopper
7.	Bracket, Drawer A, Cabinet
8.	Drawer Screw
9.	Cover A, Logic
10.	Cover c, Logic
11.	Coin Hopper
12.	Stay, Hopper, Cabinet
13.	Monitor Unit
14.	Coin Tray Unit
A	Nut w/Toothed Washer M4
B	CRPH w/Toothed Washer M5 X 8
C	CRPH w/Toothed Washer M4 X 8
D	Wing Nut M4

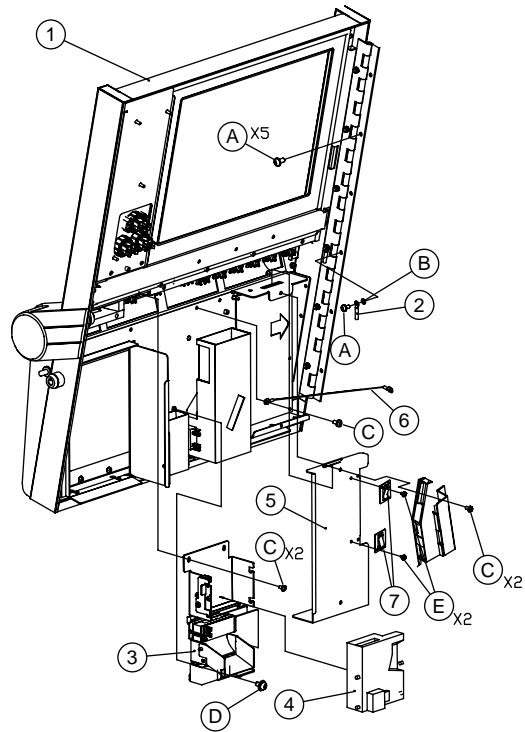


# Konami Gaming, Inc.

## Main Door

### ITEM DESCRIPTION

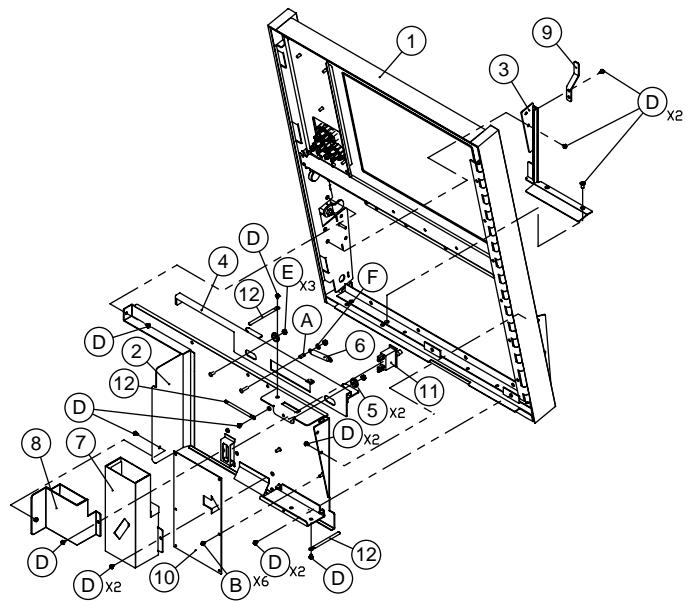
- 1. Door Assembly
- 2. Harness
- 3. Coin Track Assembly
- 4. Coin Acceptor
- 5. Cover, PCB
- 6. Wire
- 7. Fla Clip
- A CRPH w/Toothed Washer M5 X 10
- B Toothed Lock Washer D5
- C CRPH w/Toothed Washer M4 X 8
- D CRPH w/Double Washer M4 X 8
- E CRPH w/Double Washer M3 X 8



## Lower Door (1)

### ITEM DESCRIPTION

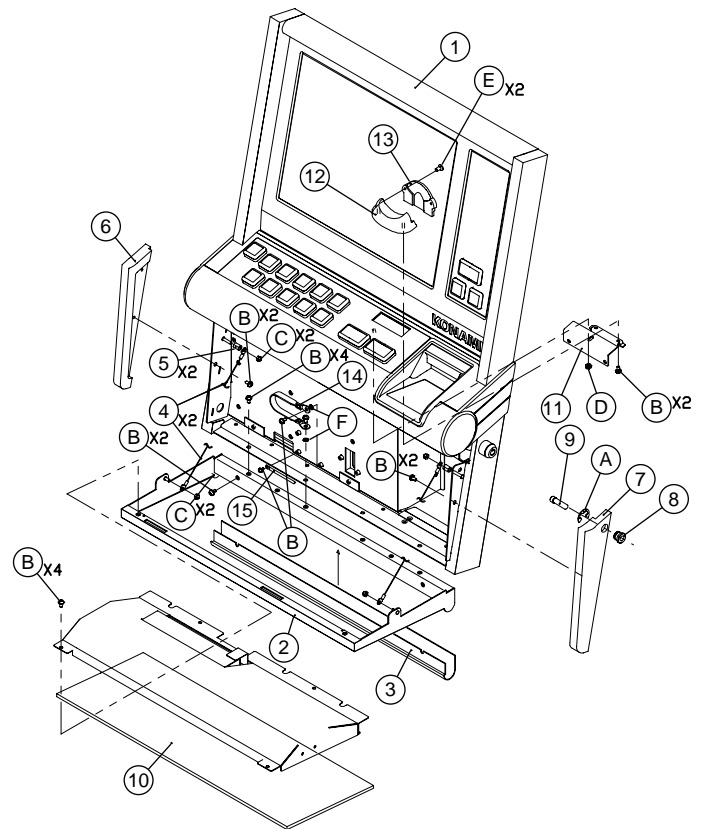
- 1. Door Assembly
- 2. Base Frame A
- 3. Base Frame B
- 4. Hook Plate
- 5. Guide Hook
- 6. Spring, Coil
- 7. Chute, Coin A
- 8. Chute, Coin B
- 9. Plate, Guard B
- 10. PCB Unit (DCNB-2)
- 11. Switch
- 12. Coating Clip
- A Spacer, D4 X 10
- B CRPH w/Double Washer M3 X 8
- C CR Flathead M4 X 6
- D CRPH w/Toothed Washer M4 X 8
- E Nut w/Toothed Washer M4
- F Plain Washer (L) M4



# Konami Gaming, Inc.

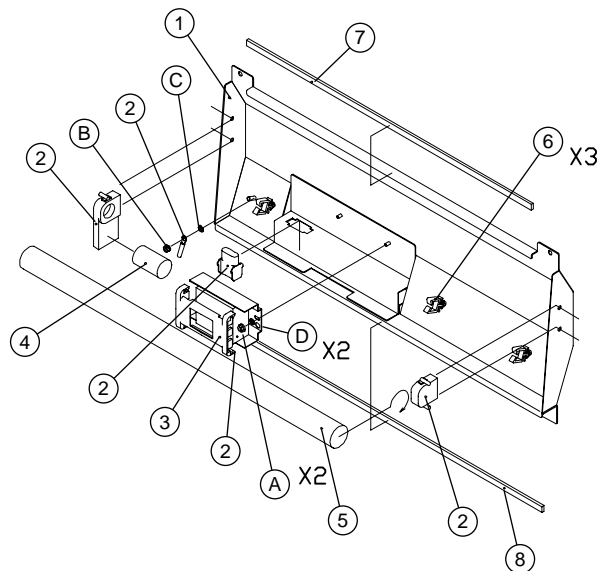
## Lower Door (2)

ITEM	DESCRIPTION
1.	Door Assembly
2.	Sub Frame A, Door
3.	Sub Frame B, Door
4.	Wire
5.	Spacer
6.	Cover (L) Door
7.	Cover (R) Door
8.	Guide, Button, Door
9.	Open Button, Door
10.	Belly Glass
11.	Bracket, Entry, Track
12.	Entry (F), Track
13.	Entry, (R) C25, Track
14.	Harness
15.	Coating Clip
A	E-Ring, D12
B	Flange Lock Nut M3
C	Domed Cap Nut M4
D	Nut w/Toothed Washer M4
E	CR Flathead M3 X 8
F	Toothed Lock Washer D3



## Belly Light

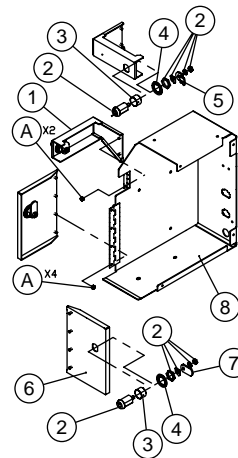
ITEM	DESCRIPTION
1.	Shadow Box
2.	Harness
3.	Cover, St Vessel
4.	Starter, Fluorescent
5.	Lamp, Fluorescent
6.	Wire Saddle
7.	C Rubber A, Door
8.	C Rubber B, Door
A	Flange Lock Nut M3
B	Nut w/Toothed Washer M4
C	Toothed Lock Washer D4
D	Toothed Lock Washer D3



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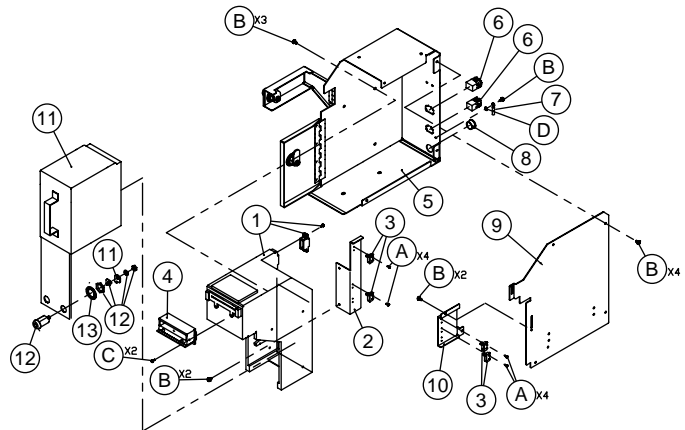
## Bill Validator (1)

ITEM	DESCRIPTION
1.	Door Assembly
2.	Key Cylinder
3.	Spacer, Key, Cabinet
4.	Key Washer D19
5.	Key Plate (A), Bill Validator
6.	Stacker Door, Bill Validator
7.	Key Plate (B), Bill Validator
8.	Box, Bill Validator
A	Nut w/Toothed Washer M4



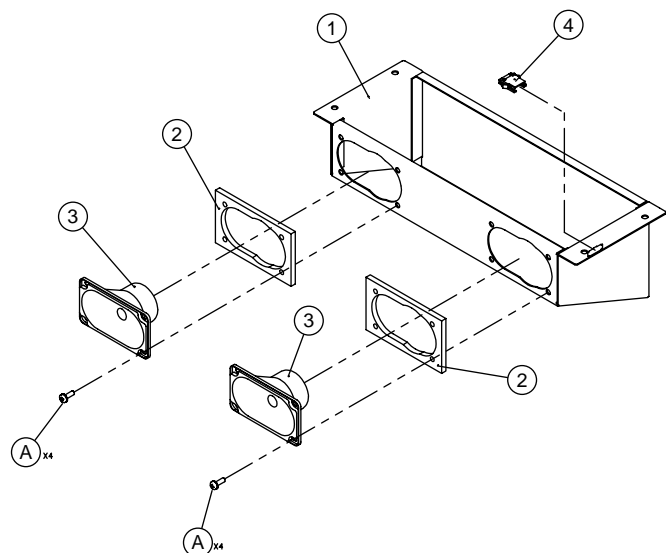
## Bill Validator (2)

ITEM	DESCRIPTION
1.	Bill Validator (Main Unit)
2.	Switch Assembly, JCM, Bill Validator
3.	Micro Switch
4.	J-Entry, (JCM-A), Bill Validator
5.	Box, Bill Validator
6.	Harness
7.	Harness
8.	Code Bush
9.	Cover, Bill Validator
10.	Cover Switch, Bill Validator
11.	Stacker, Bill Validator
12.	Key Cylinder
13.	Key Spacer D19
A	CRPH M2 X 10
B	CRPH w/Toothed Washer M4 X 8
C	CRPH w/Double Washer M3 X 12
D	Toothed Lock Washer D4



## Cabinet Speaker

ITEM	DESCRIPTION
1.	Box, Cabinet Speaker
2.	Plate, Cabinet Speaker
3.	Speaker
4.	Harness
A	CRPH w/Toothed Washer M4 X 12

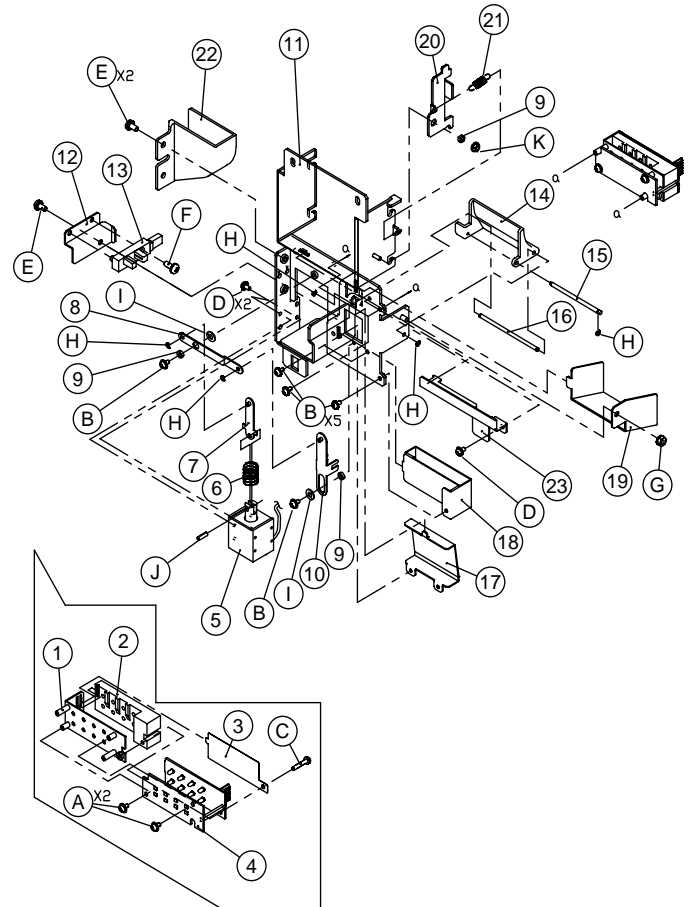




# Konami Gaming, Inc.

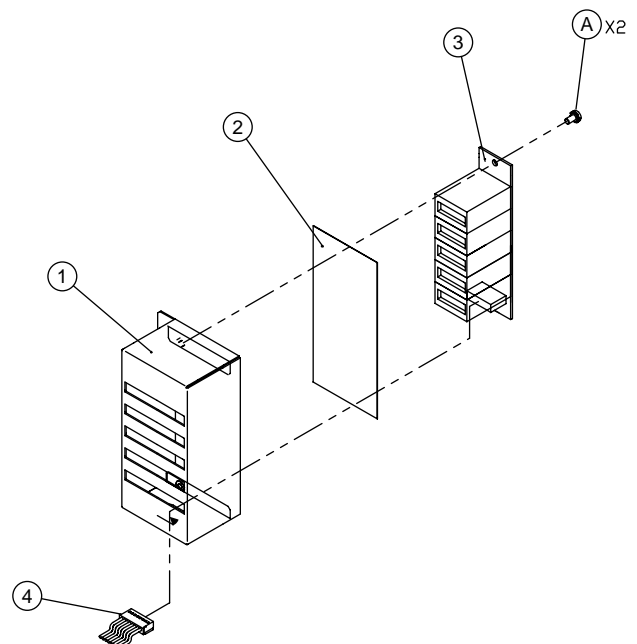
## Coin Track Assembly

ITEM	DESCRIPTION
1.	Base, PCB, Coin Track
2.	Holder, PCB, Coin Track
3.	Film, Coin Track
4.	PSB Unit (SCSA-2)
5.	Solenoid
6.	Spring, Coil
7.	Plate, Link-B, Coin Track
8.	Plate, Link-A, Coin Track
9.	Spacer
10.	Plate, Link-C, Coin Track
11.	Frame, Coin Track
12.	Stay Sensor, Coin Track
13.	Photo Sensor
14.	Guide, Coin
15.	Shaft Flap A, Coin Track
16.	Shaft Flap B, Coin Track
17.	Plate, Guide, Coin Track
18.	Chute, Coin, Coin Track
19.	Guide Coin C, Coin Track
20.	Holder Lever, Coin Track
21.	Spring, Coin Track
22.	Cover, Coin Track
23.	Guide Coin B, Coin Track
A	CRPH w/Double Washer M3 X 6
B	CRPH w/Double Washer M3 X 8
C	CRPH w/Double Washer M3 X 25
D	CRPH w/Toothed Washer M3 X 6
E	CRPH w/Toothed Washer M4 X 8
F	CRPH w/Toothed Washer M4 X 12
G	Nut w/Toothed Washer M4
H	E-Ring D2
I	Plain Washer D4
J	Roll Pin D3 X 10
K	Flange Lock Nut M3



## Electro-Mechanical Meters Assembly

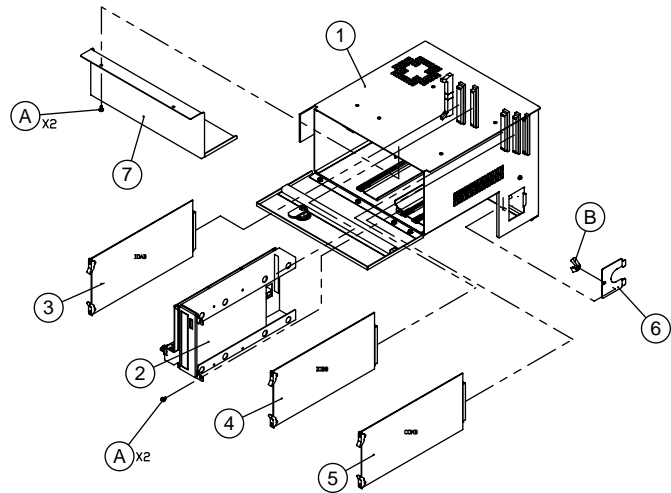
ITEM	DESCRIPTION
1.	Box, Counter, Cabinet
2.	Film, Cabinet
3.	PCB Unit (CTRB-2)
4.	Harness
A	CRPH w/Double Washer M4 X 8



# Konami Gaming, Inc.

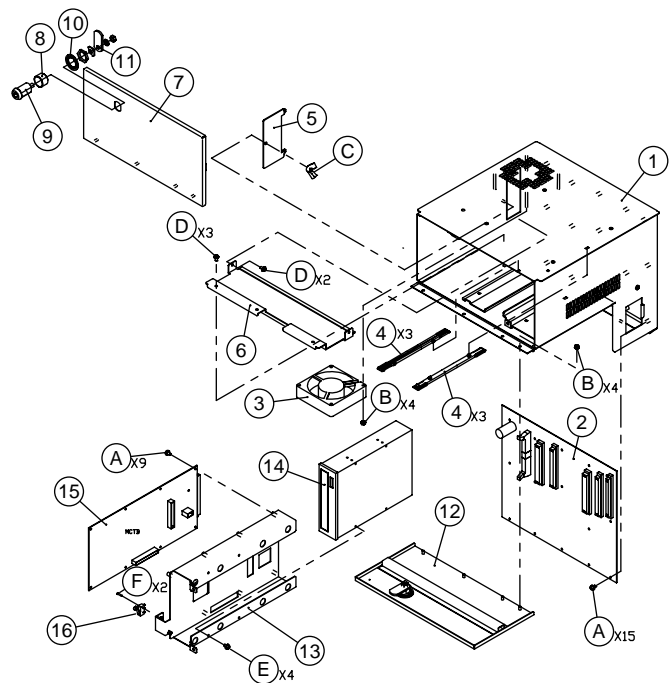
## Logic Unit (1) Assembly

ITEM	DESCRIPTION
1.	Frame, Logic Assembly
2.	CD-ROM Drive
3.	PCB Unit (IOAB-2)
4.	PCB Unit (IOBB-2)
5.	PCB Unit (COMB-2)
6.	Cover (C), Logic Unit
7.	Cover (A), Logic Unit
A	CRPH w/Toothed Washer M4 X 8
B	Wing Nut M4



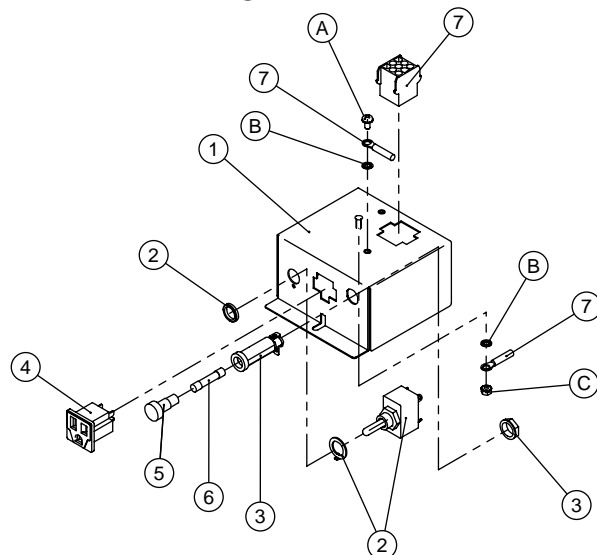
## Logic Unit (2) Assembly

ITEM	DESCRIPTION
1.	Frame, Logic Assembly
2.	PCB Unit (BCKB-2)
3.	Fan
4.	Guide Rail
5.	Cover (B), Logic Assembly
6.	Plate, Logic Assembly
7.	Door, Logic Assembly
8.	Spacer, Key, Cabinet
9.	Key Cylinder
10.	Key Washer D19
11.	Plate, Lock
12.	Logic Door Assembly
13.	Box CD-ROM Drive
14.	CD-ROM Drive, ATAPI
15.	PCB Unit (MCTB-2)
16.	Micro Switch
A	CRPH w/Double Washer M3 X 6
B	Nut w/Toothed Washer M4
C	Wing Nut M4
D	CRPH w/Toothed Washer M4 X 8
E	CRPH w/Double Washer M3 X 5
F	CRPH M2 X 10



## Power Switch Assembly

ITEM	DESCRIPTION
1.	Box, Power Switch
2.	Switch
3.	Fuse Holder
4.	Outlet
5.	Fuse Holder, Knob
6.	Fuse (2A)
7.	Harness
A	CRPH w/Toothed Washer M4 X 8
B	Toothed Lock Washer D4
C	Nut w/Toothed Washer M4

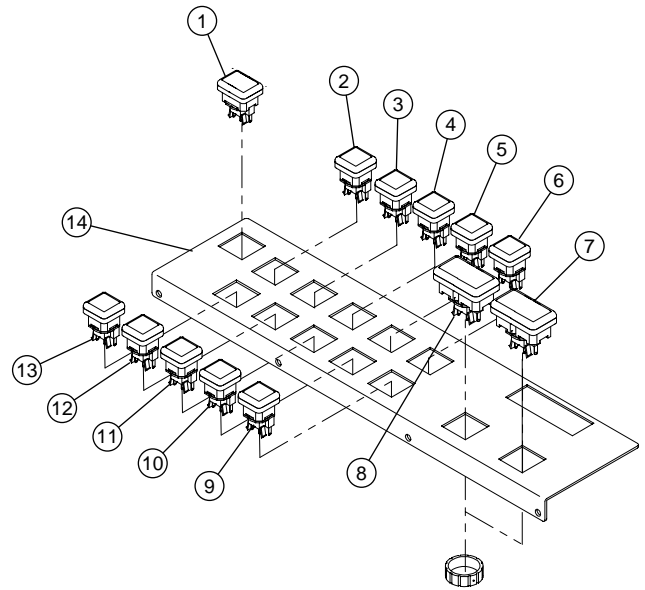


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## Button Panel Assembly

### ITEM DESCRIPTION

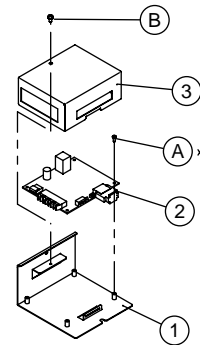
1. Push Button, "Change"
2. Push Button, "Select 1"
3. Push Button, "Select 3"
4. Push Button, "Select 5"
5. Push Button, "Select 7"
6. Push Button, "Select 9"
7. Push Button, "Spin"
8. Push Button, "Bet Max"
9. Push Button, "Bet 5"
10. Push Button, "Bet 4"
11. Push Button, "Bet 3"
12. Push Button, "Bet 2"
13. Push Button, "Bet 1"
14. Panel, SLT5, Door



## SAS Unit Assembly

### ITEM DESCRIPTION

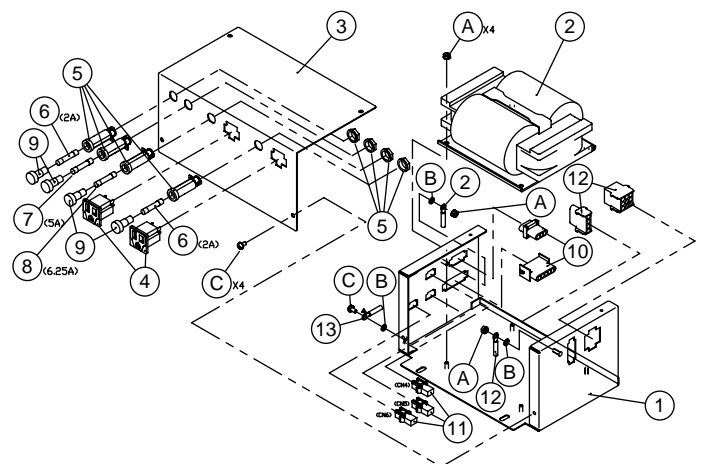
1. Base, SAS Unit
2. PCB Unit (SASB-2)
3. Cover, SAS Unit
- A CRPH w/Double Washer M3 X 8
- B CRPH w/Toothed Washer M4 X 6



## Transformer Unit Assembly

### ITEM DESCRIPTION

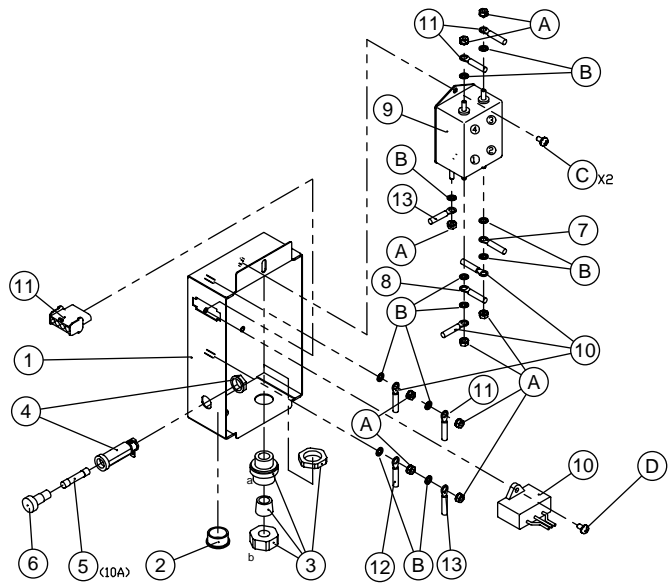
1. Base, Transformer
2. Transformer
3. Cover, Transformer
4. Outlet
5. Fuse Holder
6. Fuse (2A)
7. Fuse (5A)
8. Fuse (6.25A)
9. Fuse Holder, Knob
10. Harness
11. Harness
12. Harness
13. Harness
- A Nut w/Toothed Washer M4
- B Toothed Lock Washer D4
- C CRPH w/Toothed Washer M4 X 8



# Konami Gaming, Inc.

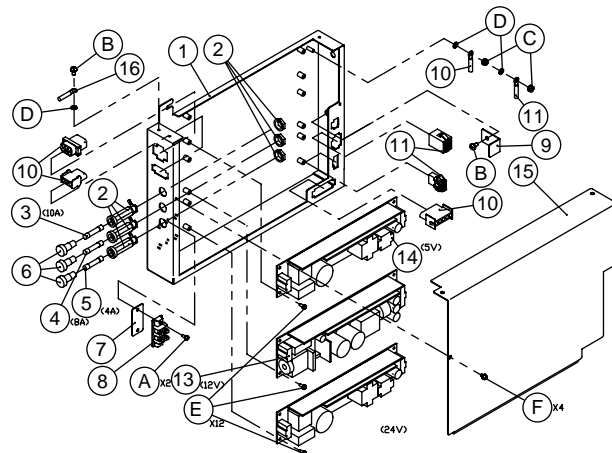
## Noise Filter Assembly

ITEM	DESCRIPTION
1.	Box, Noise Filter
2.	Code Bush
3.	Bush
4.	Fuse Holder
5.	Fuse (10A)
6.	Fuse Holder, Knob
7.	Harness
8.	Harness
9.	Noise Filter
10.	Surge Absorber
11.	Harness
12.	Harness
13.	Harness
A	Nut w/Toothed Washer M4
B	Toothed Lock Washer D4
C	CRPH w/Toothed Washer M4 X 8
D	CRPH w/Toothed Washer M4 X 12



## Power Supply Assembly

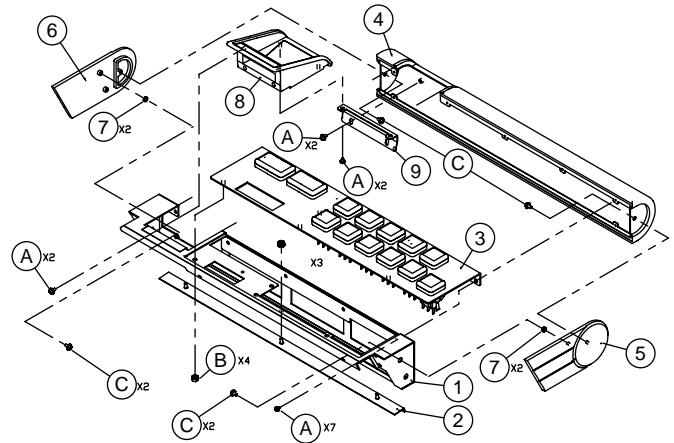
ITEM	DESCRIPTION
1.	Box, Power Supply
2.	Fuse Holder
3.	Fuse (10A)
4.	Fuse (8A)
5.	Fuse (4A)
6.	Fuse Holder, Knob
7.	Base Terminal, Power Supply
8.	Terminal
9.	Blind Plate, Power Supply
10.	Harness
11.	Harness
12.	Switching Regulator
13.	Switching Regulator
14.	Switching Regulator
15.	Cover, Power Supply
16.	Harness
A	CRPH w/Double Washer M3 X 12
B	CRPH w/Toothed Washer M4 X 8
C	Nut w/Toothed Washer M4
D	Toothed Lock Washer D4
E	CRPH w/Double Washer M3 X 8
F	CRPH w/Double Washer M4 X 8



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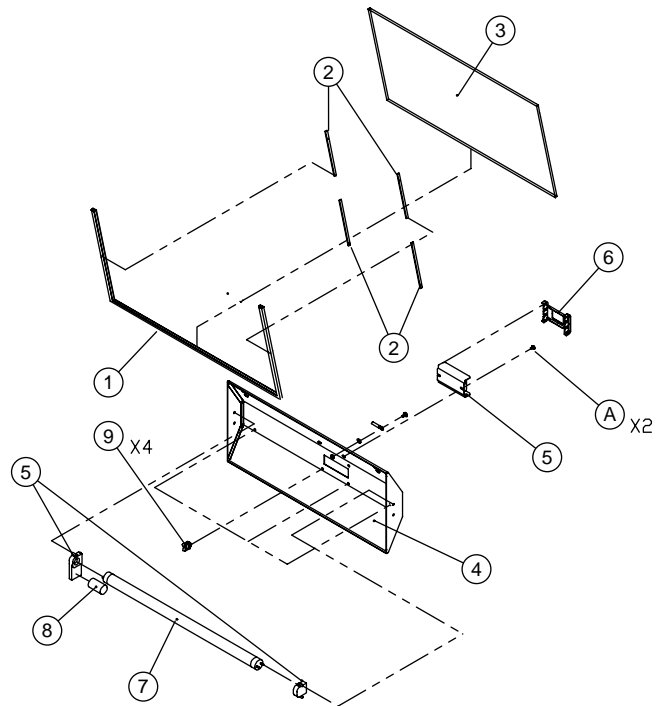
## Control Panel Assembly

ITEM	DESCRIPTION
1.	Control Panel, Door
2.	Plate, Guide A, Door
3.	Button Panel Assembly
4.	Bolster, Door
5.	Wing, Left, Door
6.	Wing, Right, Door
7.	Spacer, Cabinet
8.	Bill Entry Assembly
9.	Stay Bill Entry
A	CRPH w/Toothed Washer M4 X 8
B	Nut w/Toothed Washer M4
C	CRPH w/Double Washer M4 X 8



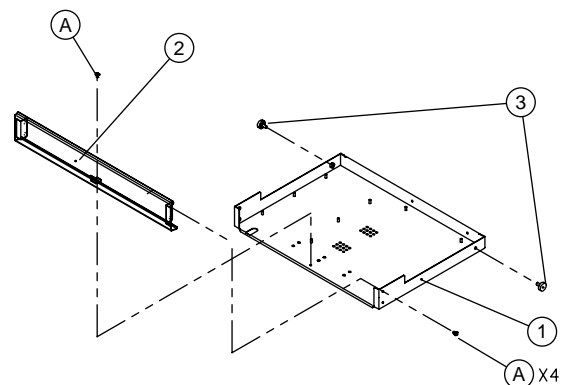
## B-Top Top Box Assembly (1)

ITEM	DESCRIPTION
1.	Frame, Glass, B-Top
2.	C-Rubber, B-Top
3.	Glass (Game Specific)
4.	Shadow Box, B-Top
5.	Harness
6.	Cover, St Vessel
7.	Lamp, Fluorescent
8.	Starter, Fluorescent
9.	Wire Saddle
A	CRPH w/Toothed Washer M3 X 6
B	CRPH w/Toothed Washer M4 X 8
C	Toothed Lock Washer D4



## B-Top Top Box Assembly (2)

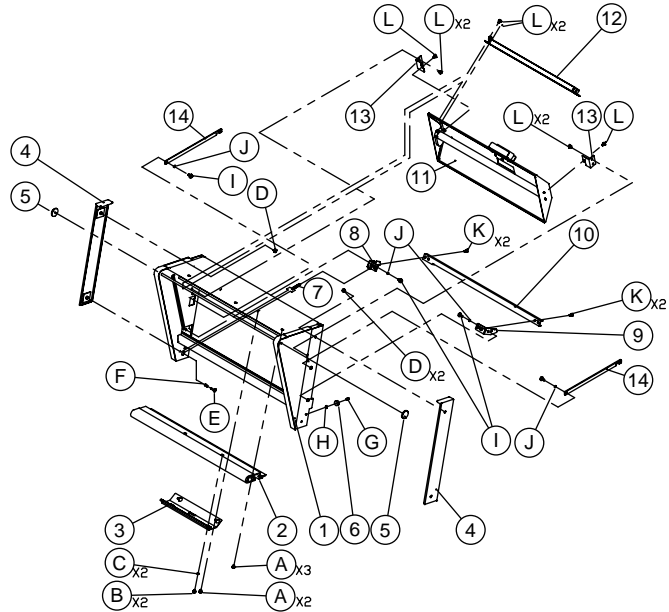
ITEM	DESCRIPTION
1.	Tray, B-Top
2.	Face (C), B-Top
3.	Roller
A	CRPH w/Toothed Washer M4 X 8



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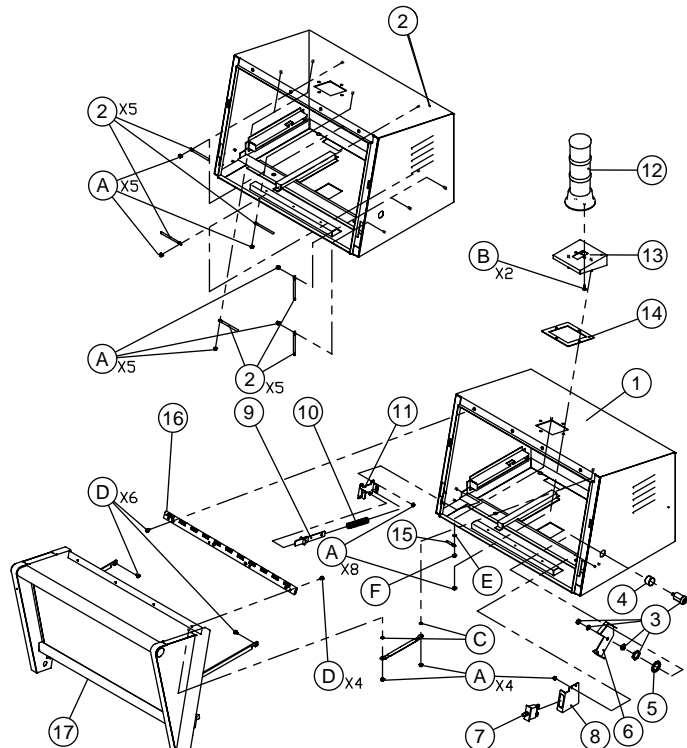
## B-Top Top Box Assembly (3)

ITEM	DESCRIPTION
1.	Frame (A), B-Top
2.	Frame (B), B-Top
3.	Stay (C), B-Top
4.	Cover, B-Top
5.	Cosmetic End Cap, B-Top
6.	Rubber Foot
7.	Spring
8.	Hook (A), B-top
9.	Hook (B), B-Top
10.	Hook (C), B-Top
11.	B-Top Shadow Box Assembly
12.	Stay (A), B-Top
13.	Stay (B), B-Top
14.	Stopper, B-Top
A	CRPH w/Toothed Washer M4 X 8
B	CRPH w/Double Washer M4 X 8
C	Spacer D4 X 3
D	CRPH w/Double Washer M4 X 6
E	CRPH w/Double Washer M4 X 14
F	Spacer D4 X 8
G	CRPH w/Double Washer M3 X 8
H	Plain Washer M5
I	CRPH w/Double Washer M5 X 10
J	Spacer D5 X 5
K	CRPH w/Toothed Washer M5 X 8
L	CRPH w/Toothed Washer M5 X 10



## B-Top Top Box Assembly (4)

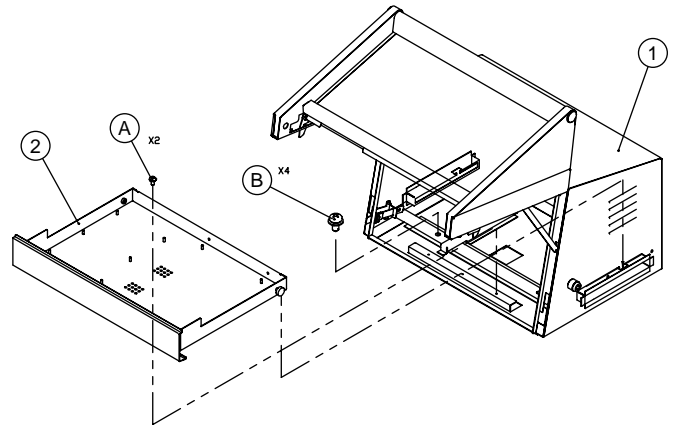
ITEM	DESCRIPTION
1.	Box, B-Top
2.	Coating Clip
3.	Key Cylinder
4.	Spacer, Key, Cabinet
5.	Key Washer D19
6.	Key Plate, B-Top
7.	Switch
8.	Bracket, Switch, B-Top
9.	Plate Damper, B-Top
10.	Damper, B-Top
11.	Base, Damper, B-Top
12.	Candle (Signal Tower)
13.	Base Candle, B-Top
14.	Sheet Candle, B-Top
15.	Harness
16.	Hinge, B-Top
17.	B-Top Door Assembly
A	Nut w/Toothed Washer M4
B	CHRP No. 8-32UNC 3/4"
C	Toothed Lock Washer D4
D	CRPH w/Toothed Washer M4 X 8
E	Toothed Lock Washer D4
F	Nut w/Toothed Washer M4



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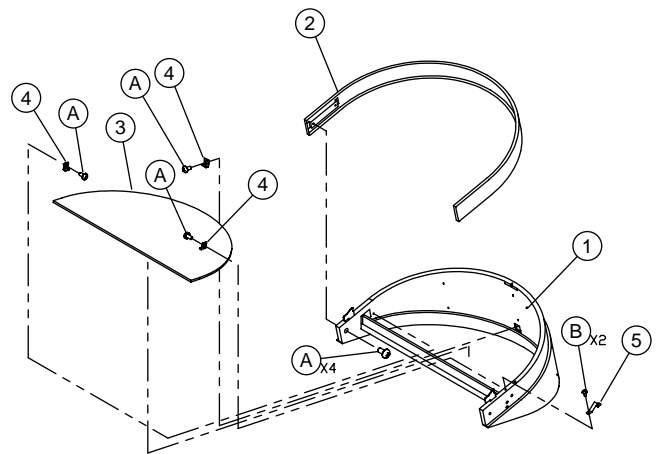
## B-Top Top Box Assembly (5)

ITEM	DESCRIPTION
1.	Top Box Assembly
2.	Tray Assembly
A	CRPH w/Toothed Washer M4 X 8
B	CRPH w/Double Washer M8 X 20



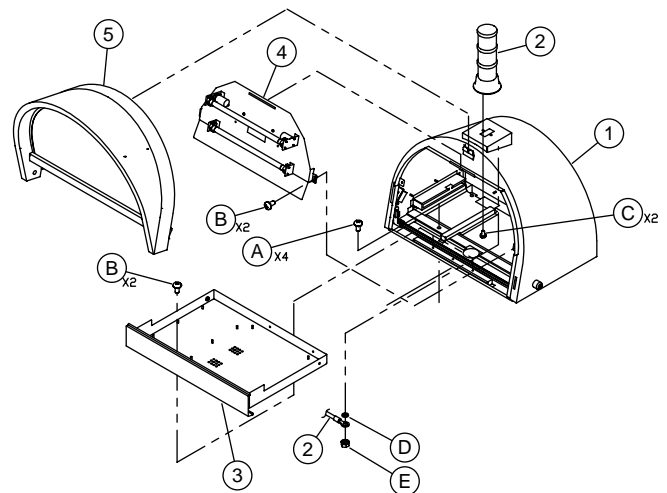
## R-Top Top Box Assembly (1)

ITEM	DESCRIPTION
1.	Door Frame, R-Top
2.	Ribbon, R-Top
3.	Glass (Game Specific)
4.	Holder, Glass (A), R-Top
5.	Push Switch, R-Top
A	CRPH w/Toothed Washer M4 X 6
B	CRPH w/Toothed Washer M3 X 6



## R-Top Top Box Assembly (2)

ITEM	DESCRIPTION
1.	Assembly, R-Top
2.	Candle (Signal Tower)
3.	Assembly, Tray
4.	Assembly, Upper Fluorescent
5.	Assembly, R-Top Door
A	CRPH w/Double Washer M8 X 20
B	CRPH w/Toothed Washer M4 X 6
C	CHRP No. 8-32UNC 3/4"
D	Toothed Lock Washer D4
E	Nut w/Toothed Washer M4

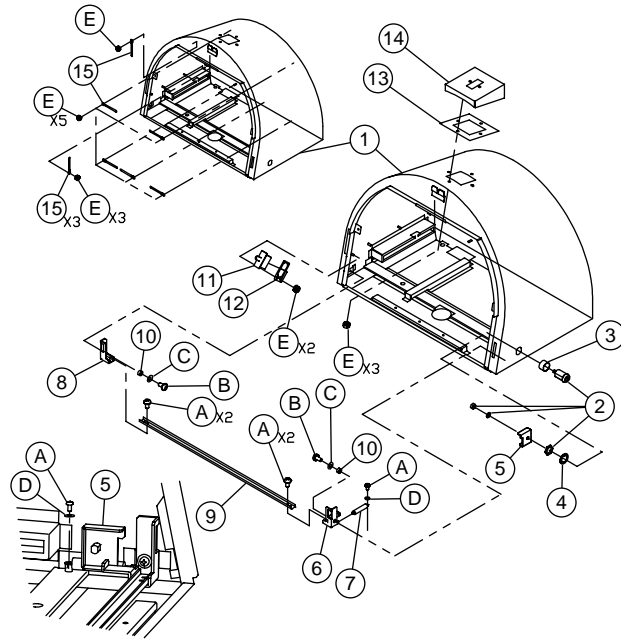


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## R-Top Top Box Assembly (3)

### ITEM DESCRIPTION

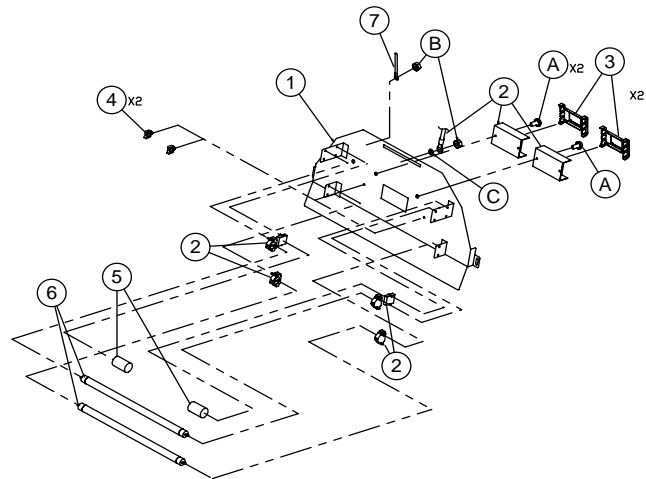
1. Box, R-Top
2. Key Cylinder
3. Spacer, Key, Cabinet
4. Key Washer
5. Release Lock, R-Top
6. Hook Lock (A), R-Top
7. Spring
8. Hook Lock (B), R-Top
9. Bar Lock, R-top
10. Spacer
11. Door Switch
12. Base Switch, R-Top
13. Spacer, Candle, R-Top
14. Base, Candle, R-Top
15. Coating Clip
- A CRPH w/Toothed Washer M3 X 6
- B CRPH w/Toothed Washer M4 X 10
- C Washer D5
- D Washer D4
- E Nut w/Toothed Washer M4



## R-Top Top Box Assembly (4)

### ITEM DESCRIPTION

1. Reflector, R-Top
2. Harness
3. FL-10W Cover
4. Wire Saddle
5. Starter, Fluorescent
6. Lamp, Fluorescent
7. Coating Clip
- A CRPH w/Toothed Washer M3 X 6
- B Nut w/Toothed Washer M4
- C Toothed Lock Washer D4





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## Module 4

### Troubleshooting

# 4

#### Suspended Operation

##### Jackpot Reset

If the jackpot is won, the game is suspended. Insert the key into the JP reset key switch and turn it 90° clockwise after receiving the jackpot to return to the ordinary game.

##### Attendant Pay

When the number of coins to be paid is more than the number of coins set for the “attendant pay”, the game is suspended and the attendant pays. Insert the key into the JP reset key switch and turn it 90° clockwise after the attendant pays to return to the ordinary game. You can set the number of coins the attendant pays in the Audit mode.

##### Error Message in Display

If an error message appears on the screen, the game is suspended until you recover from the error. If the error message is left on the screen and you cannot restart the game even though you have recovered from the error, insert the key into the Reset key switch and turn it 90° clockwise to return to the ordinary game. If an error message appears, refer to the troubleshooting section of this manual.

##### Coin Jamming

Open the main door and check the location the coins are jammed.

##### When the Coins are Jammed in the Coin Acceptor:

Open the main door. Remove the harness from the coin acceptor. Press the lever on the side of the coin track unit and remove the coin acceptor from the coin track unit.

Refer to the coin acceptor instruction manual provided by the manufacturer for more information.

Install the coin acceptor into the coin track unit. Connect the connector to the coin acceptor. Close the main door.

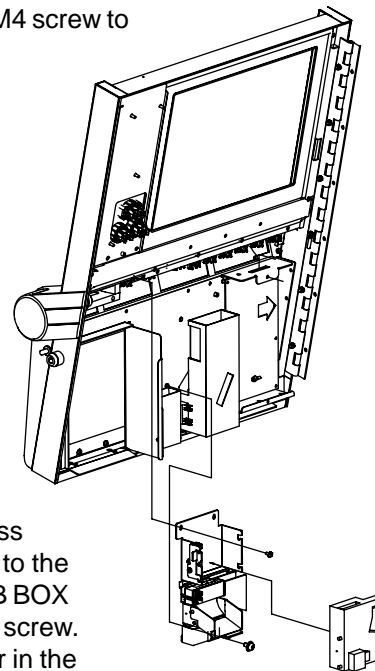
##### When the Coins are Jammed in the Coin Track Unit:

Open the main door. Remove the connector from the coin acceptor. Press the lever on the side of the

coin track unit and remove the coin acceptor from the coin track unit.

Remove the one M4 screw to remove the DCNB BOX cover. Remove the connector of the wire harness from the coin track unit. Remove the two M4 toothed pan-head screws and one M4 screw to remove the coin track unit. Remove the coins jammed in the coin track unit. Install the coin track unit using the two M4 screws and one M4 screw. Connect the wire harness from the coin track unit to the DCNB. Install the DCNB BOX cover using the one M4 screw. Install the coin acceptor in the coin track unit. Install the connector in the coin acceptor.

Close the main door.



# Konami Gaming, Inc.

## Troubleshooting Chart

Use the following charts to troubleshoot and diagnose errors.

### Error Code Chart

Error Code	Description	Action	Reset Type
228	BILL TRANSPORT REMOVED	Attach bill transport.	Auto reset
229	BV COM ERROR	Check cable connections to bill validator.	Auto reset
230-232	BV ERROR	Check bill validator.	Auto reset
233	BILL STACKING ERROR	Check bill validator.	Auto reset

### DCNB (Door Connector PCB) Error

Error Code	Description	Action	Reset Type
270	DCNB DISCONNECT	Check Door Connector PCB Circuit	Auto reset
271-284	DCNB ERROR	Check Door Connector PCB Circuit	Auto reset

### RTC (Real Time Clock) Error

Error Code	Description	Action	Reset Type
300-301	RTC ERROR	Restart (Re-power up) machine. If this error happens again, Check Main Control PCB.	Reset-key

## Electronic Key Error

Error Code	Description	Action	Reset Type
310	EL KEY REMOVED	Set Electronic Key properly on Main Control PCB.	Reset-key
311	EL KEY CHANGED	Attendant reset.	Reset-key
312	EL KEY CRC ERROR	Replace with valid Electronic Key.	Reset-key
313	EL KEY DATA LOST	Replace with valid Electronic Key.	Reset-key
314	EL KEY TYPE ERROR	Replace with valid Electronic Key.	Reset-key
315-317	EL KEY ERROR	Check Electronic Key. If this error happens again, check Main Control PCB.	Reset-key

# Konami Gaming, Inc.

## Communication Error

COMMUNICATION ERROR			
400	COM DISCONNECT	Connect Communication PCB properly.	Auto reset
401	COM CPLD ERROR	Replace Communication PCB.	Auto reset
402	COM DPRAM ERROR	Replace Communication PCB.	Auto reset
403	COM NO RESPONSE	Restart (Re-power up) machine. If this error happens again, Check Communication PCB.	Auto reset
404	COM DATA ERROR	Restart (Re-power up) machine. If this error happens again, Check Communication PCB.	Auto reset
405	COM ROM VERSION	Replace with valid ROM on Communication PCB.	Reset-key
406	COM RAM	Restart (Re-power up) machine. If this error happens again, Check Communication PCB.	Reset-key
407	COM ROM CRC	Replace with valid ROM on Communication PCB.	Reset-key
411	COM HOST TIMEOUT	Check the connection port on Communication PCB and its cable for connection to external host.	Auto reset

## Touch Screen Error

Error Code	Description	Action	Reset Type
450	TS DISCONNECT ERROR	Check connection cable for Touch Screen device.	Auto reset
451	TS INITIAL ERROR	Restart (Re-power up) machine again.	Reset-key
452-455	TS COMMUNICATION ERROR	Check Touch Screen device.	Auto reset
456	TS CONTROLLER ERROR	Check Touch Screen device.	Reset-key

## CDrom Error

Error Code	Description	Action	Reset Type
480	CDROM READ ERROR	If this error happens continuously, replace CD-ROM media or CD-ROM device.	Reset-key
481	CDROM MISC ERROR	If this error happens continuously, replace CD-ROM media or CD-ROM device.	Reset-key
482	CDROM VALIDATION ERROR	Replace with valid CD-ROM media.	Reset-key
483	CDROM MEDIA CHANGED	Replace with valid CD-ROM media.	Auto reset

# Konami Gaming, Inc.

## Thermometer Error

Error Code	Description	Action	Reset Type
500	THERMOMETER SYSTEM FAIL	Restart (Re-boot) machine. If this error happens again,check the Main Control PCB.	Reset-key
501	THERMOMETER ERROR	Restart (Re-boot) machine. If this error happens again,check the Main Control PCB.	Reset-key
502	THERMOMETER DATA ERROR	Check Main Control PCB.	Reset-key
503-504	DEVICE OVER HEAT	Turn Main Power Switch off for a while.	Reset-key

## Printer Error

Error Code	Description	Action	Reset Type
700	PRINTER DISCONNECT	Check the printer and its cable.	Auto reset
701	PRINTER OFF LINE	Restart (Re-power up) machine. If this error happens again,check the printer.	Auto reset
702	PRINTER PAPER OUT	Fill the paper.	Auto reset
703	PRINTER JAM	Remove jammed paper.	Reset-key
704	PRINTER COMMUNICATI-ON ERROR	Restart (Re-power up) machine. If this error happens again,check the printer.	Reset-key
705	PRINTER POWER OFF ERROR	Attendant reset	Reset-key
706	TICKET PAY ERROR	To reprint the ticket, reset attendant message.To cancel print the ticket and request hand pay,turn the jackpot-key while pushing cashout button.	JP Reset-key

## ROM Version Error

Error Code	Description	Action	Reset Type
810	ROM VERSION ERROR	Replace Program with valid Program ROM.	Reset-key

## RAM Error

Error Code	Description	Action	Reset Type
821	BACKUP DATA ERROR	All Clear RAM procedure is required.	Reset-key

## EEPROM Error

Error Code	Description	Action	Reset Type
830	EEPROM DATA LOST	All Clear RAM procedure required.	Reset-key
831-832	EEPROM ERROR	Restart (Re-power up) machine. If this error happens again,check Main Control PCB.	Reset-key

## Low Battery Voltage Error

Error Code	Description	Action	Reset Type
881	LOW BATTERY VOLTAGE(RTC)	Replace RTC backup battery on Main Control PCB.	Reset-key
882	LOW BATTERY VOLTAGE(NVM-B0)	Replace NVMB0 backup battery on Main Control PCB.	Reset-key
883	LOW BATTERY VOLTAGE(NVM-B1)	Replace NVMB1 backup battery on Main Control PCB.	Reset-key

## Program Error

Error Code	Description	Action	Reset Type
890	GAME MEMORY CORRUPTED	Serious problem in memory device.Use EL-Key to perform All Reset	Reset-key

# Konami Gaming, Inc.

## Self Diagnostics On Bootsequence

Error Code	Description	Action	Reset Type
900	WORK RAM ERROR	Serious problem in memory device.	
901	PROGRAM ROM ERROR	Replace with valid Program ROM.	
902	DATA ROM ERROR	Replace with valid Data ROM.	
905	MCTB DISCONNECT	Connect Main Control PCB properly.	
906	IOAB DISCONNECT	Connect I/O Drive A PCB properly.	
907	IOBB DISCONNECT	Connect I/O Drive B PCB properly.	
909	COMB DISCONNECT	Connect Communication PCB properly.	
910	MCTB CPLD ERROR	Check Main Control PCB.	
911	IOAB CPLD ERROR	Check I/O Drive A PCB and Backboard.	
912	IOBB CPLD ERROR	Check I/O Drive B PCB and Backboard.	
914	COMB CPLD ERROR	Check Communication PCB and Backboard.	
915	GRAPHIC RAM ERROR	Check Main Control PCB.	
921	NVMB0 DISCONNECT	Insert NV Memory PCB0 properly.	
922	NVMB1 DISCONNECT	Insert NV Memory PCB1 properly.	
925	AC MONITOR FAIL	Check AC line. (24V, 115V)	
926	BACKUP RAM ERROR	Check Main Control PCB.	

Error Code	Description	Action	Reset Type
927	BACKUP DATA CLEARED	Change Electronic Key.	
928	BACKUP DATA ERROR	All Clear RAM procedure is required.	
930	EL KEY ERROR	Replace with valid Electronic Key.	
931	EL KEY ERROR - PROGRAM ROM CRC	Use matched Electronic Key with valid Program ROM.	
932	EL KEY ERROR - DATA ROM CRC	Use matched Electronic Key with valid Data ROM.	
933	EL KEY REMOVED	Set Electronic Key properly.	
934	EEPROM ERROR	Check Main Control PCB.	
935-936	SOUND RAM ERROR	Check I/O Drive A PCB and Backboard.	
937	SOUND DATA ERROR	Check CDROM device or CDROM media.	
940	CDROM ERROR	Check CDROM device or CDROM media.	

## CPU Exception Error

Error Code	Description	Action	Reset Type
950-963	*CPU exception errors description	Serious problem in system.	

# Konami Gaming, Inc.

## Door Error (During Power Down)

Error Code	Description	Action	Reset Type
980 981 982 983 984 990 991	MAIN DOOR ACCESSED DROP DOOR ACCESSED LOGIC DOOR ACCESSED SUB DOOR ACCESSED BILL DOOR ACCESSED MAINTENANCE DOOR ACCESSED FILL DOOR ACCESSED	Attendant reset	Reset-key
985 986 987 988 989 992 993	LOGIC DOOR PORT MAIN DOOR PORT BILL DOOR PORT DROP DOOR PORT SUB DOOR PORT MAINTENANCE DOOR PORT FILL DOOR PORT	Check door sensor circuit.	Reset-key

## Contact KGI

Contact KGI if you cannot solve the problem by the solutions above.

## Module 5

### Maintenance

# 5



**WARNING:** Power to the machine must be turned off prior to cleaning the inside of the machine or removing any mechanical or electrical assembly. Unplug the machine.

### Maintenance Chart

Perform maintenance periodically according to the following table.

MAINTENANCE CHART			
Item	1 month	3 months	6 months
Outer			
Cleaning	Yes		
Monitor glass			
Cleaning	Yes		
Degaussing	Yes		
FL and starter			
Light test		Yes	
Button			
Light test		Yes	
Movement test		Yes	

### Outer Cleaning

#### Cleaning the Cabinet

Wipe the cabinet with a soft cloth using a cleaner, which is usually used in casino.



**Caution :** Do not spray the cleaner into the vents directly, it may cause damage to internal components or assemblies.

#### Cleaning the Artwork

Wipe the sub-door artwork and top artwork with a soft cloth using a glass-only cleaner.



**Caution :** Do not subject the glass to an impact, it may break. Use care when removing the glass as some sharp edges may be encountered.

#### Cleaning the Plated Parts

Wipe plated parts such as a control panel, wing, doorframe with a soft cloth using a dedicated cleaner.



**Caution :** Do not spray the cleaner on the play button on the control panel directly, it may cause damage.

#### Cleaning the Coin Tray

Wipe the coin tray with a soft cloth using a non-abrasive cleaner.

#### Cleaning the Coin Track Unit

#### Cleaning the Coin Entry

Wipe the coin entry with a soft cloth using a non-abrasive cleaner.



**Caution :** Do not spray the cleaner on the coin entry directly, it may get into the cabinet and cause damage.

#### Cleaning the Coin Acceptor

Wipe the dust and dirt from the coins off the coin acceptor periodically.

Refer to their instruction manuals for more information.

#### Cleaning the Diverter

Wipe the dust and dirt from the coins off the coin Diverter flapper with a soft brush periodically.

#### Cleaning the Coin Drop Sensor

Wipe the dust and dirt from the coins off the coin drop sensor with a soft brush periodically.



**CAUTION:** PCBs are electrostatic sensitive! Discharge body static prior to handling any PCB to prevent damage or destruction of static sensitive components.

#### Cleaning the Coin Chute

Wipe the coin chute with a soft cloth using a non-abrasive cleaner.



# Konami Gaming, Inc.

## Cleaning the Monitor Screen

Wipe the monitor screen with a soft cloth using a non-abrasive cleaner.

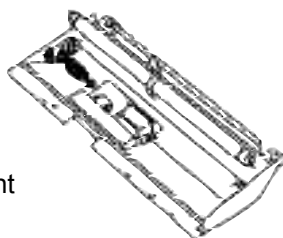
## Degauss

When the monitor becomes magnetized, degauss it using a demagnetizer. Turning off the power switch and on again activates a degauss coil of the monitor to degauss the monitor.

## Changing the Fluorescent Lamps and Starters

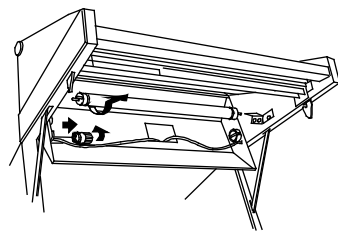
### Sub-door Fluorescent

Open the sub door. Remove the harness for the sub door FL lamp from the main door. Remove the five M4 screws and remove the sub door FL unit. Change Fluorescent Lamp.



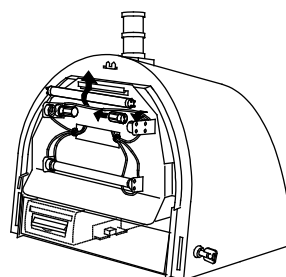
### B-top Fluorescent

Open the top door. Remove the harness for the B-top FL from the top-door. Loosen the M5 screw of the FL stopper on the right side of the door unit, slide the FL box to the left, turning it downward to open it. (The FL stopper on the left side, which is used in shipment, may be removed). Replace the FL lamp and the glow lamp.



### Roundtop Fluorescent

Remove the top door. Replace the FL lamp and the glow lamp.



## Changing Play Button and Function Button

### Change Button

Remove the harness from the button. Remove A counterclockwise to remove it, and remove the button unit.



### Change Button Lamp

Remove the harness on which the button is installed. Turn "B" part counterclockwise until a click heard, and remove it. Remove button lamp.

## Changing the Fuses

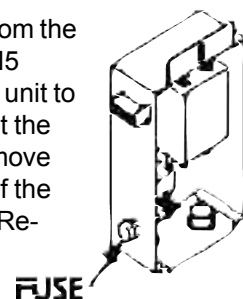


**Caution :** Turn off the power switch and remove the AC plug before you attempt to change the fuse.

Change the fuse according to the following procedure. Turn the knob counterclockwise while pressing it to remove it from the cabinet. Remove the fuse from the knob and replace with the new one. Turn the knob clockwise while pressing it to mount the knob on the cabinet. Make sure that the knob does not become detached by pulling the knob lightly after you mount it.

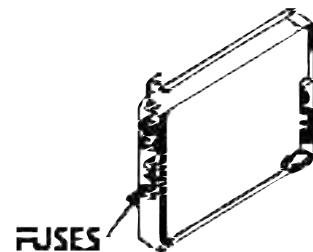
### Noise Filter Unit Fuse

Remove the two M5 screws from the middle shelf and one M4 and one M5 screws from inside the bill validator unit to remove the noise filter unit. Pull out the bill validator unit toward you and remove the two connectors from the back of the unit to remove the noise filter unit. Replace the fuse according to the procedure above.



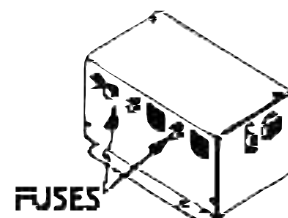
### Power supply Unit Fuse

Remove the hopper unit. Replace the fuse according to the procedure above.



### Transformer Unit Fuse

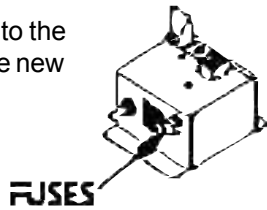
Remove the hopper unit. Replace the fuse according to the procedure above. Replace with the new fuse that has the rating written on the seal.



# Konami Gaming, Inc.

## Power switch Unit fuse

Replace the fuse according to the procedure above. Replace with the new fuse that has the rating written on the seal.



## Changing the Batteries

The MCTB is equipped with two batteries and the MVMB on the MCTB is equipped with one battery.

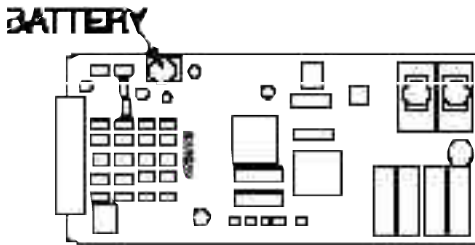


**WARNING:** The improper changing of the battery may cause a loss of data. After changing the battery, you may need to change the EL-key and initialize the system.

## Removal

Open the logic door and remove the MCTB. Remove the coin-style battery by pressing the tab in the center with your finger or a pen point.

Silk screen MCTB



## Installation

The coin-style battery has polarity. Insert the battery into the battery holder with the positive terminal side up. Snap in the battery with a light pressure. The battery is a CR2032 (JIS) or equivalent. Make sure that the battery is inserted into the battery holder with the

BATTERY SPECIFICATIONS				
Model	Nominal voltage (V)	Nominal capacity (mAh)	Dimensions (mm)	Discharge current (mA)
CR2032	3	220	Positive terminal side $\phi 20.0$ Negative terminal side $\phi 17.1$ Thickness 3.2	0.2

positive terminal side up.

## Changing the Denomination

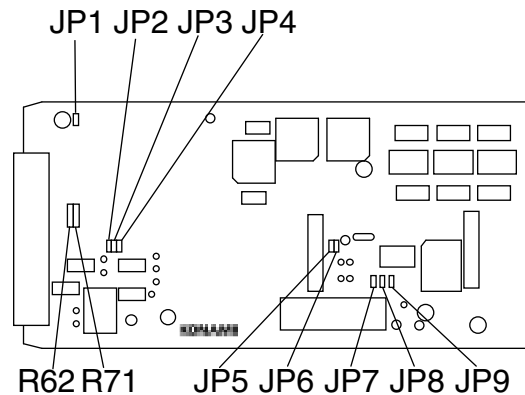
Perform All Reset to change the denomination. You can change the denomination from SYSTEM OPTION of the procedure for All Reset.



**Caution :** All Reset clears all data stored in the backup memory, including the credit, software meter and game log.

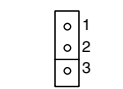
## JUMPER SOCKETS

The options on the cabinet, including the bill validator, are set by the jumper sockets on each board. This chapter describes the jumper sockets and how to



set each option.

## I/O Drive A Board (IOAB)



Jumper socket



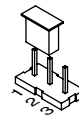
Connection between 1 and 2 (default)



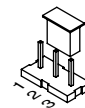
Connection between 2 and 3



Jumper socket



Connection between 1 and 2 (default)



Connection between 2 and 3

The following shows the jumper sockets (JP1) which are tinning-soldered between 1 and 2, or 2 and 3. The R62 and R71 are the axial lead-type resistors with an arbitrary resistance.

# Konami Gaming, Inc.

## JP1:

You can select between 1-2 and 2-3. Normally, it is fixed to 1-2.

1-2: The JTAG pin of the CPLD is controlled from the MCTB-2. (default)

2-3: The JTAG pin of the CPLD is controlled from the personal computer outside by isolating it from the MCTB.

## JP2, JP3 and JP4:

You can select the required special drive circuit when the WBS-11-SS is used as a bill validator. All the jumper sockets must be the same setting.

1-2: Dedicated to the WBS-11-SS (default)

2-3: Normal RS-232C level

## JP5 and JP6:

You can select the sound mixer board. The sound mixer board is optional. Use connectors CNI03 and CNI04 to connect it to the IOAB-2. Both the jumper sockets must be the same setting.

1-2: Not used (default)

2-3: Used

## JP7, JP8 and JP9:

You can select the sound effect IC (YSS915).

The sound effect IC is optional. All the jumper sockets must be the same setting.

1-2: Not used (default)

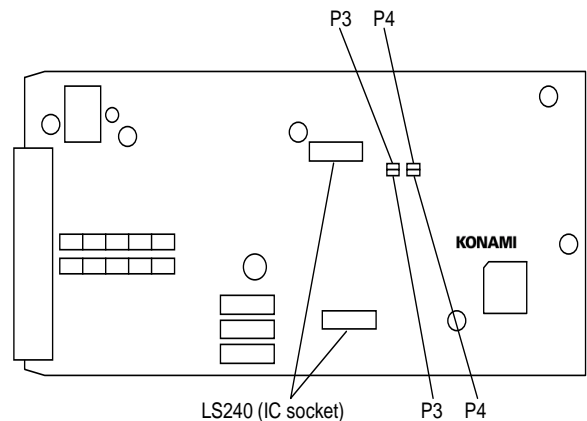
2-3: Used

## R62:

This resistor has an arbitrary resistance (default = 470 ohm) to avoid an overload to the light emitting material of the photo coupler. This overload can occur because there is no load resistance for the photo coupler of the bill validator.

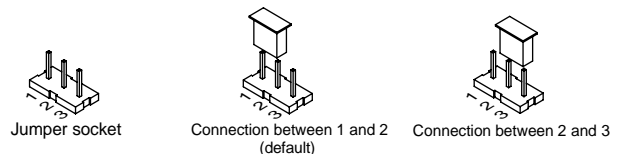
## R71:

This resistor has an arbitrary resistance (default = 0 ohm) to avoid an overload to the light emitting material of the photo coupler. This overload can occur because there is no load resistance for the photo coupler of the printer.



## I/O Drive A Board (IOAB)

The following shows the jumper connections



between 1 and 2, and 2 and 3 for the JP1 through JP4

JP1: You can select the polarity of the brake signal of the hopper motor to stop the brake when resetting.

1-2: 0: Brake on, 1: Brake off (default)

2-3: 0: Brake off, 1: Brake on

## JP2:

You can select between 1-2 and 2-3. . Normally, it is fixed to 1-2.

1-2: The JTAG pin of the CPLD is controlled from the MCTB-2. (default)

2-3: The JTAG pin of the CPLD is controlled from the personal computer outside by isolating it from the MCTB.

## JP3:

You can select the polarity of the power control signal of the coin acceptor to turn off the power when resetting. The coin acceptor power control feature is optional.

1-2: 0: Low output 1: High output (default)

2-3: 0: High output 1: Low output

## JP4:

You can select the polarity of the power control signal of the hopper to turn off the power when resetting. The hopper power control feature is optional.

1-2: 0: Low output 1: High output (default)

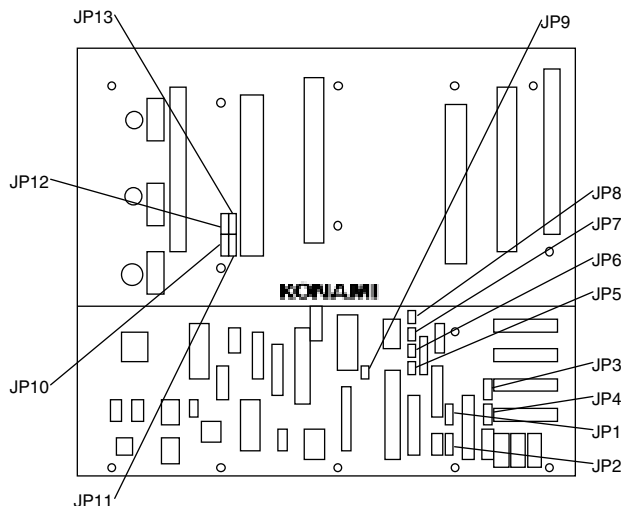
2-3: 0: High output 1: Low output

## LS240 (IC socket):

Changing these two ICs to LS244 reverses the

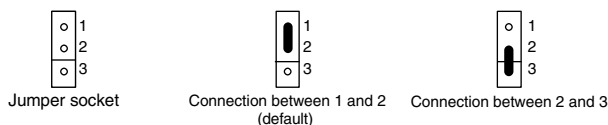
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LS240: Negative logic (default)

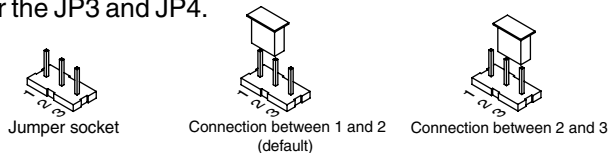


LS244: Positive logic.

## Backboard (BCKB)



The following shows the jumper sockets which are soldered using a lead wire between 1 and 2, and 2 and 3 for the JP3 and JP4.



The following shows the jumper connection between 1 and 2, and 2 and 3 for the JP1, JP2 and JP10 through JP13.



The following shows the jumper connection for the JP 5 through JP9.

JP1: (SDS-PAR-POW)

You can select between 1-2 (internal) and 2-3

(external).

1-2: +5 V power for the parallel SDS signal is supplied by this system. (INT-POW)

2-3: +5 V power for the parallel SDS signal is supplied by the Slot Data System (SDS). (EXT-POW) (Default)

JP2: (SDS-PAR-GND)

You can select between 1-2 (internal) and 2-3 (external).

1-2: The GND for the parallel SDS signal is supplied by this system. (INT- GND)

2-3: The GND for the parallel SDS signal is supplied by the SDS. (EXT- GND) (Default)

JP3: (SDS-SER-POW)

You can select between 1-2 (internal) and 2-3 (external).

1-2: +5 V power for the serial SDS signal is supplied by this system. (INT-POW)

2-3: +5 V power for the serial SDS signal is supplied by the SDS. (EXT-POW) (Default)

JP4: (SDS-SER-GND)

You can select between 1-2 (internal) and 2-3 (external).

1-2: The GND for the serial SDS signal is supplied by this system. (INT-GND)

2-3: The GND for the serial SDS signal is supplied by the SDS. (EXT- GND) (Default)

JP5-8: (PROGRESSIVE COMMON)

You can select between open and short.

Open: The GND for each progressive signal is supplied by each signal line. (EXT-GND) (Default)

Short: The GND for each progressive signal is supplied by this system. (INT-GND)

JP5: Progressive 1 (PG1)

JP6: Progressive 2 (PG2)

JP7: Progressive 3 (PG3)

JP8: Progressive 4 (PG4)

JP9: (MONITOR +5V)

You can select between open and short. Pin 9 is not connected to the standard monitor.

Short: +5 V power is supplied to pin 9. (+5V)

Open: Pin 9 is not connected to the monitor.

(Default)

JP10-13: (TO DCNB SPEAKER SIGNAL)

You can select between 1-2 and 2-3. All the jumper sockets must be the same setting to prevent the DCNB-2 and the route of the ribbon cable for connecting the DCNB-2 from being floated when the speaker is not connected to the DCNB-2. All the jumper sockets must be the same setting.

1-2: The sound output signal is applied to the speaker terminal connected to the DCNB-2. (TO DCNB)

2-3: The speaker terminal connected to the DCNB-2 is connected to the GND. (GND) (Default)

JP10: Left speaker + (SPEAKER L+)

JP11: Left speaker - (SPEAKER L-)

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## Module 6

### Overall Wiring Diagrams

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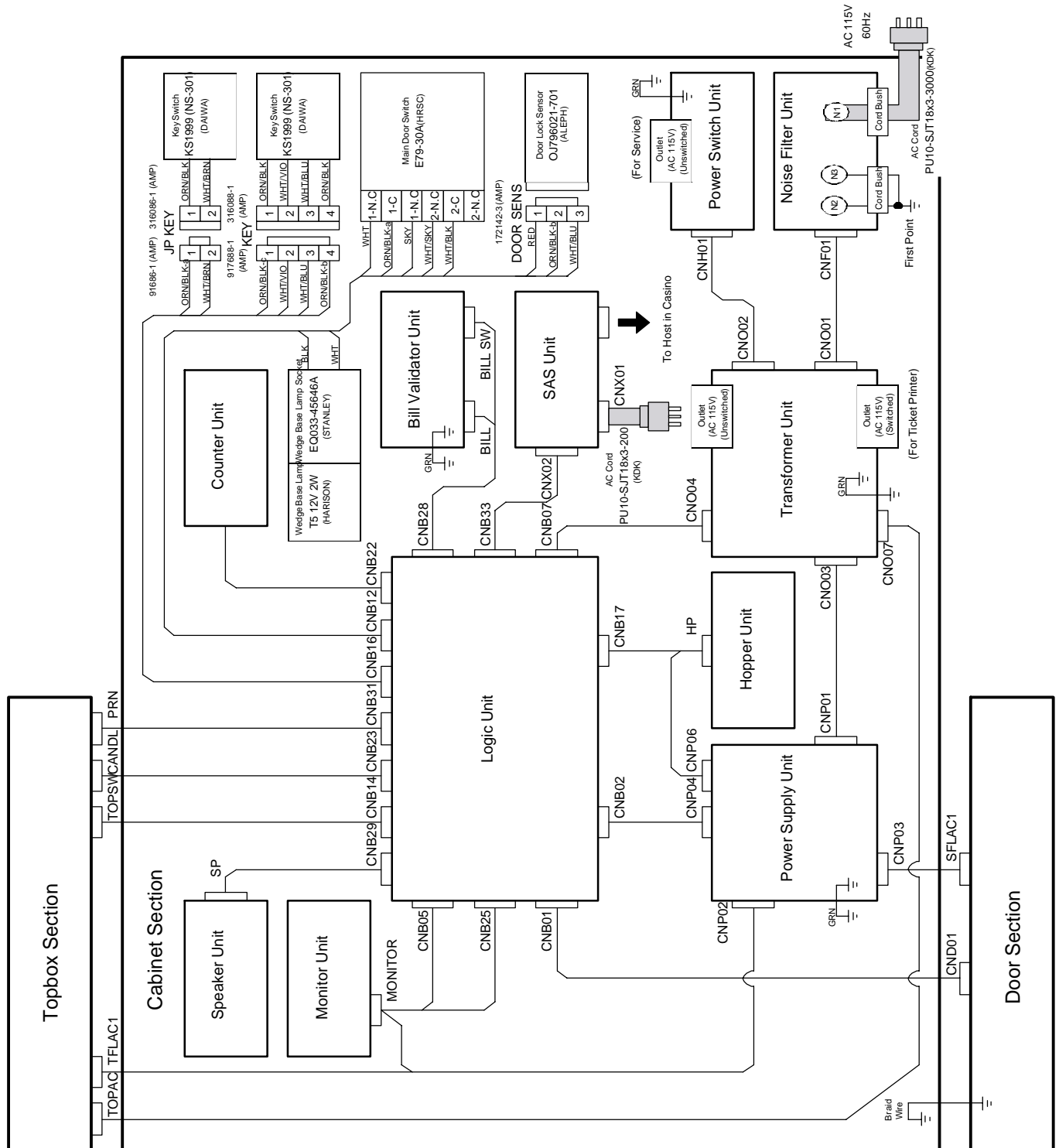
This chapter shows the overall wiring diagrams.

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**CAUTION:** PCBs are electrostatic sensitive!  
Discharge body static prior to handling any PCB  
to prevent damage or destruction of static  
sensitive components.

## Overall Wiring Diagram

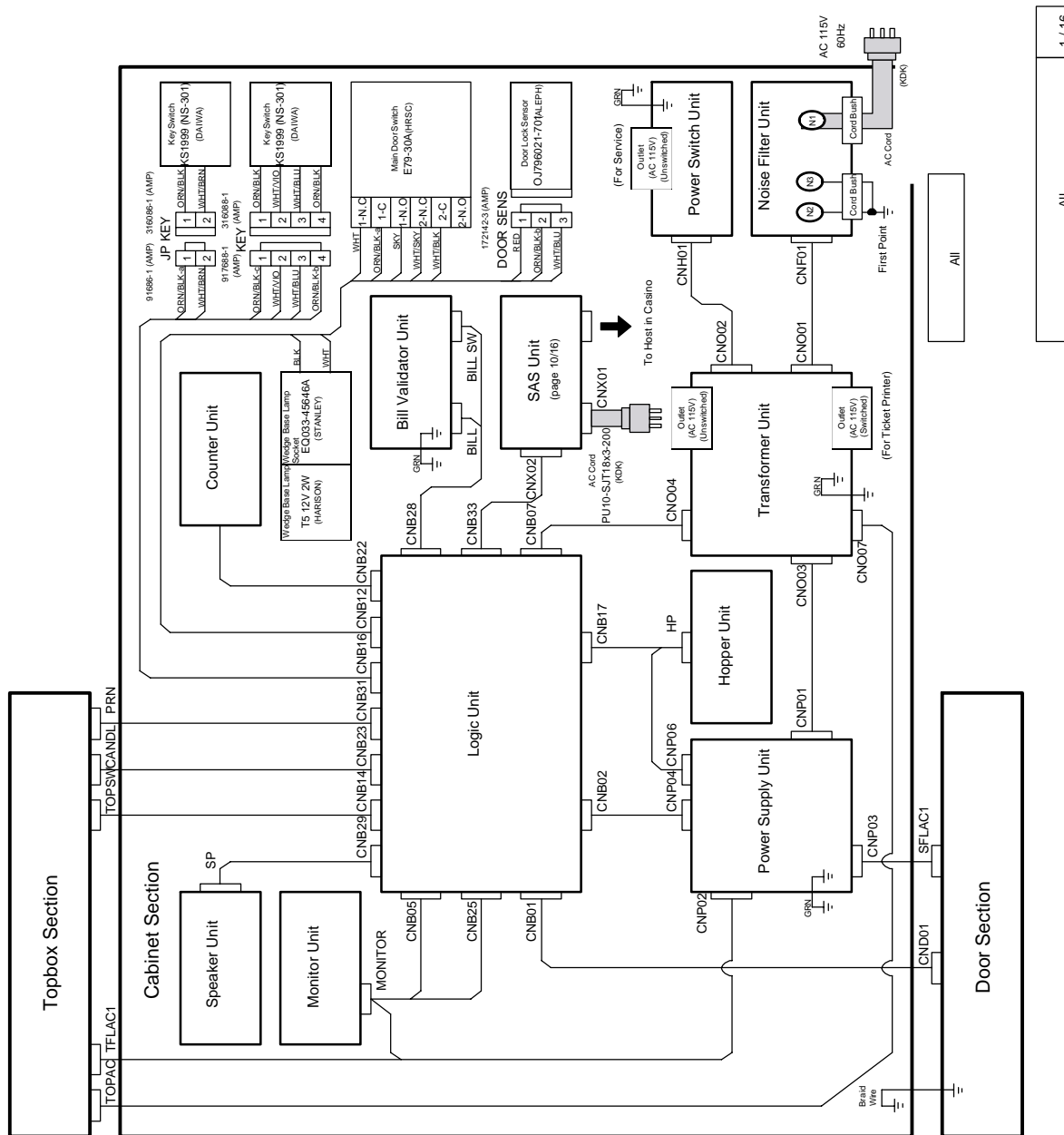


# Konami Gaming, Inc.

## Door Wiring Diagram



**CAUTION:** PCBs are electrostatic sensitive!  
Discharge body static prior to handling any PCB  
to prevent damage or destruction of static  
sensitive components.



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All

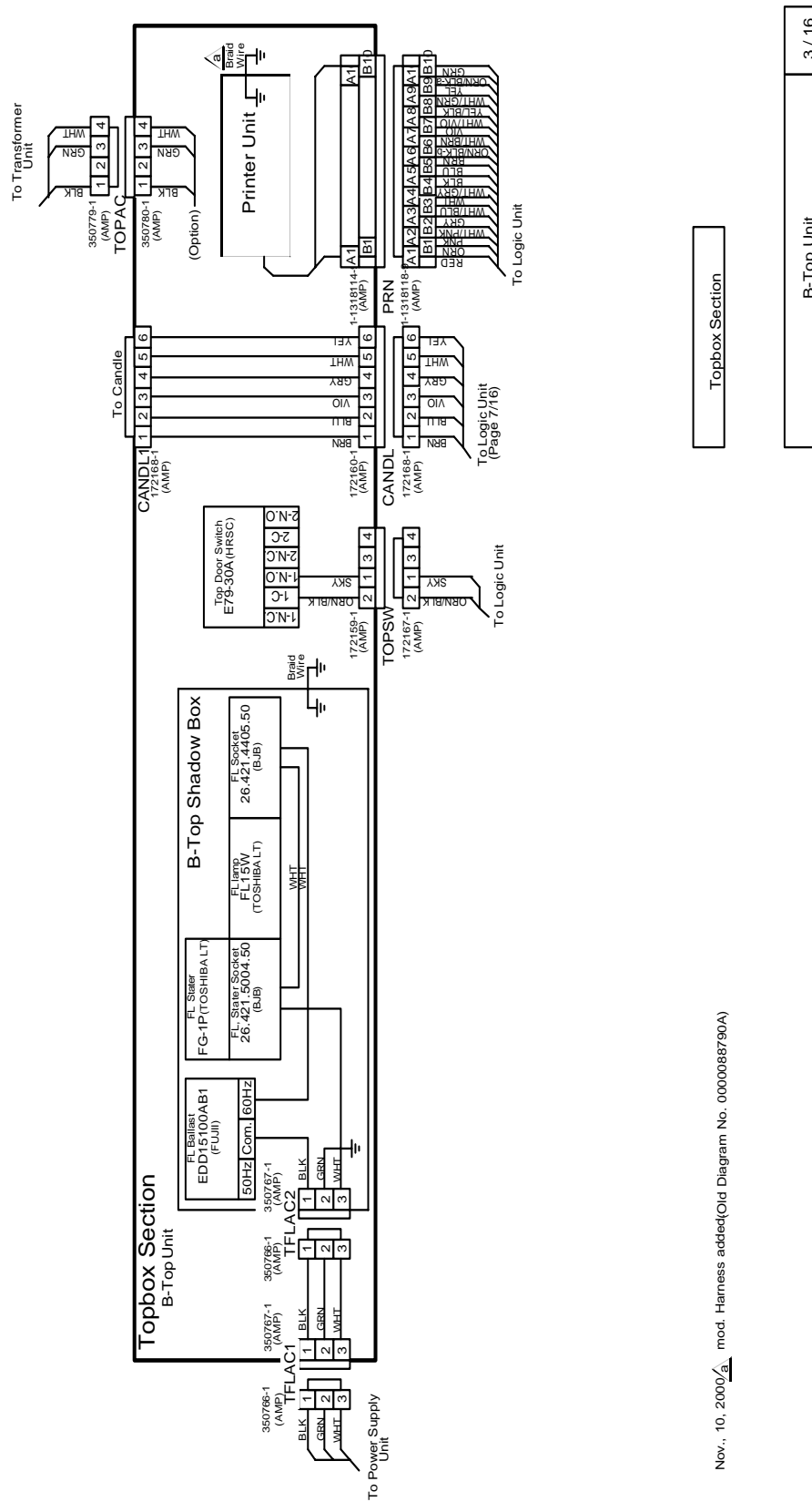


# Konami Gaming, Inc.



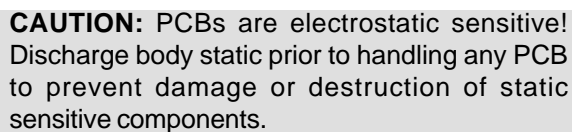
**CAUTION:** PCBs are electrostatic sensitive! Discharge body static prior to handling any PCB to prevent damage or destruction of static sensitive components.

## B-Top Box Wiring Diagram



Nov., 10, 2000/a mod. Harness added(Old Diagram No. 0000088790A)

## R-Top Box Wiring Diagram

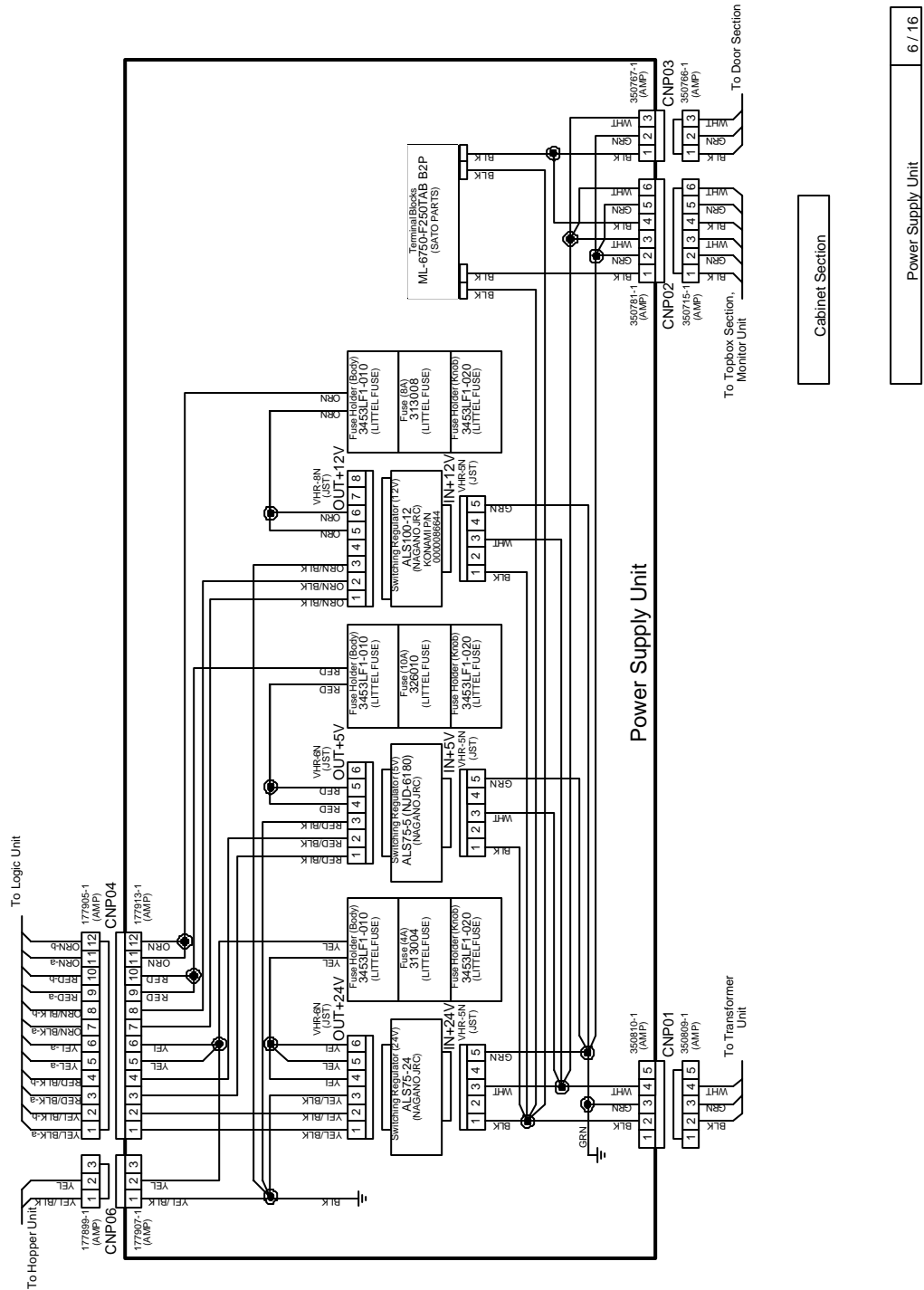


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**CAUTION:** PCBs are electrostatic sensitive! Discharge body static prior to handling any PCB to prevent damage or destruction of static sensitive components.

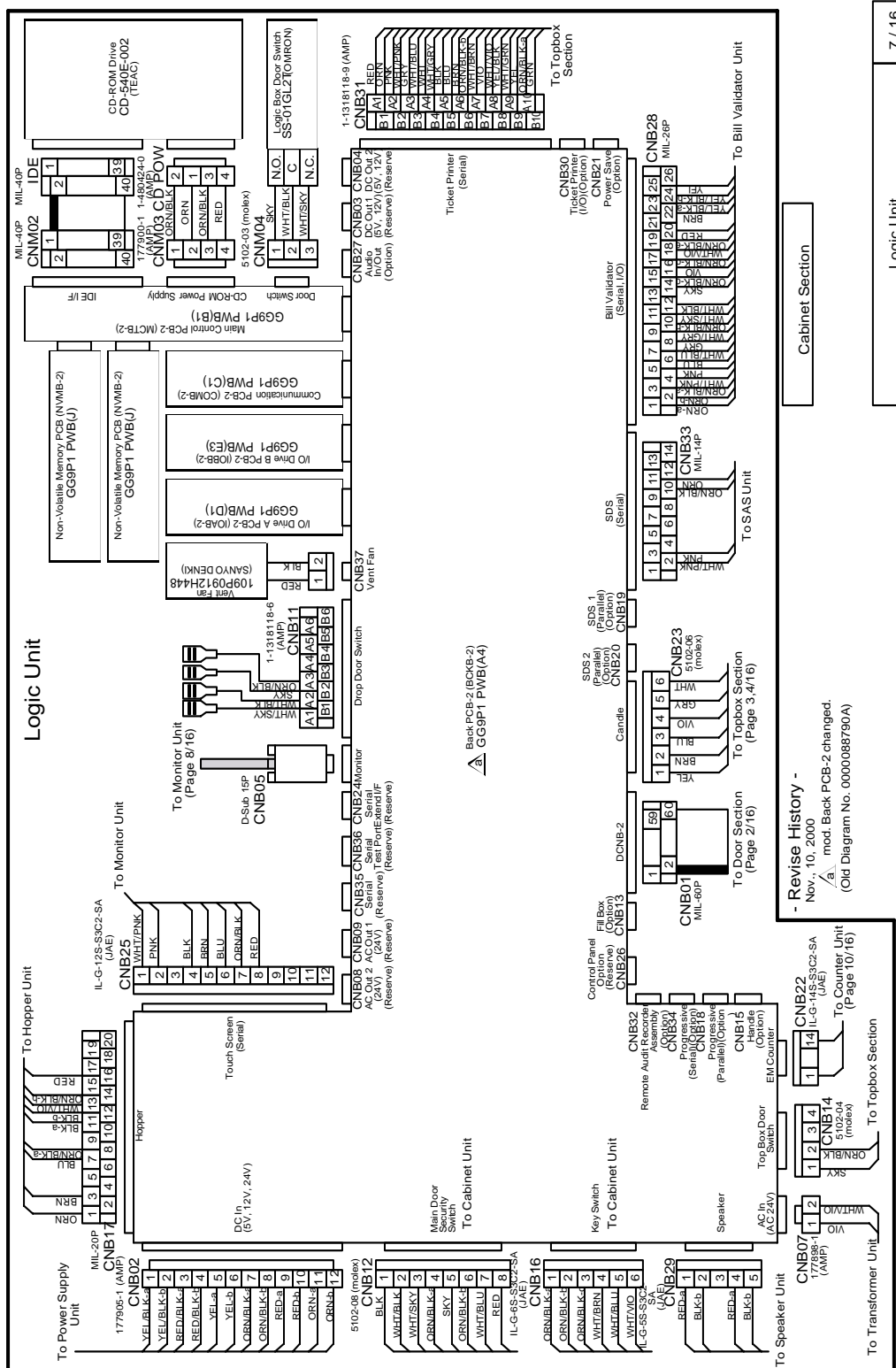
## All AC Wiring Diagram



## Logic Unit Wiring Diagram



**CAUTION:** PCBs are electrostatic sensitive! Discharge body static prior to handling any PCB to prevent damage or destruction of static sensitive components.

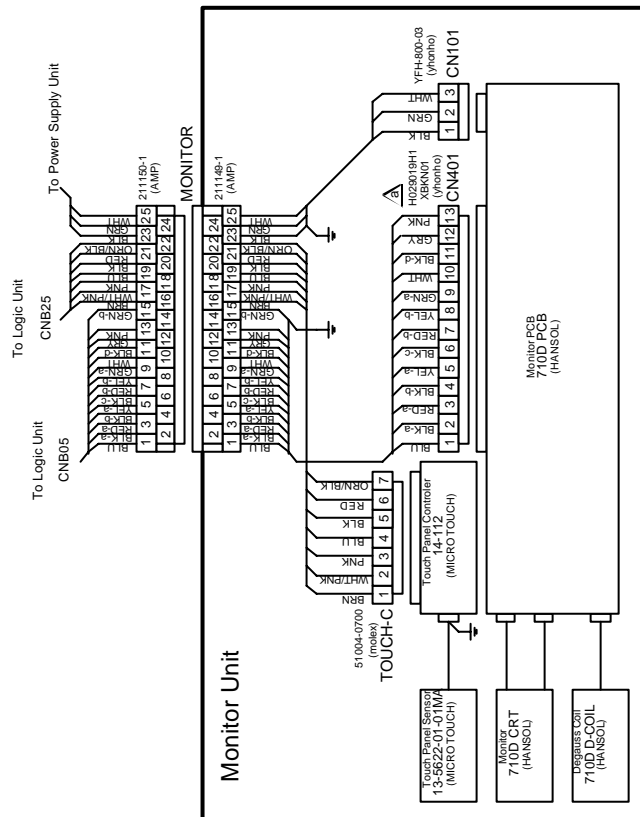


# Konami Gaming, Inc.



**CAUTION:** PCBs are electrostatic sensitive! Discharge body static prior to handling any PCB to prevent damage or destruction of static sensitive components.

## Monitor Unit Wiring Diagram



Cabinet Section

### Monitor Unit

8 /

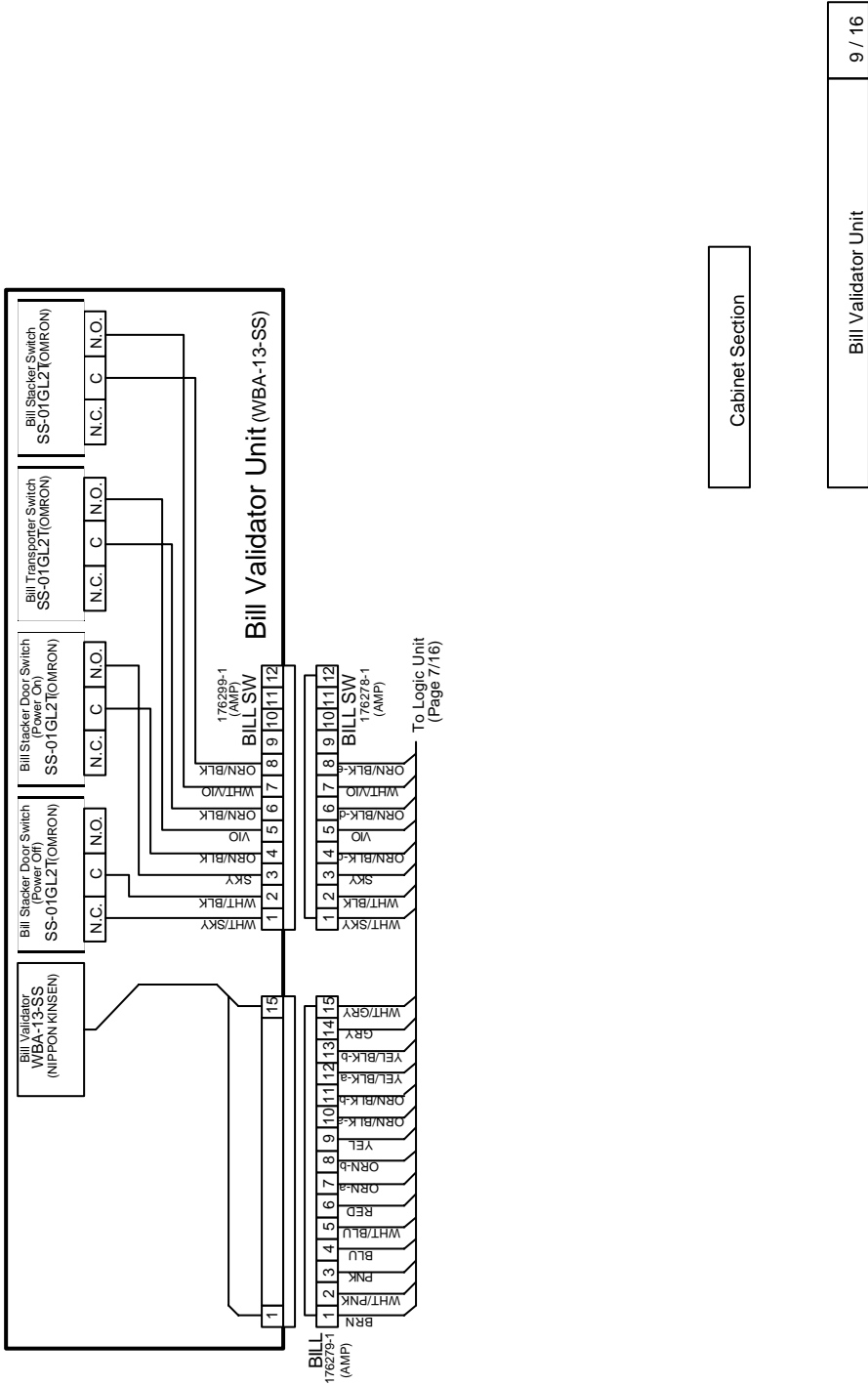
- Revise History -  
Nov., 10, 2000, /a mod. Connector name changed (Old Diagram No. 0000088790A)

# Konami Gaming, Inc.

## Bill Validator Unit Wiring Diagram



**CAUTION:** PCBs are electrostatic sensitive!  
Discharge body static prior to handling any PCB  
to prevent damage or destruction of static  
sensitive components.

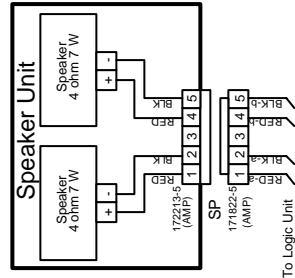
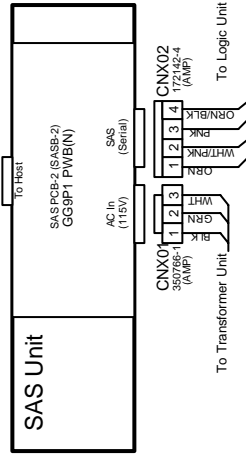
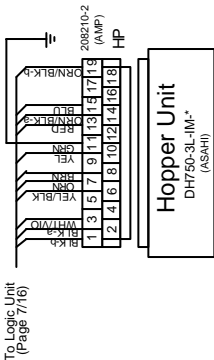
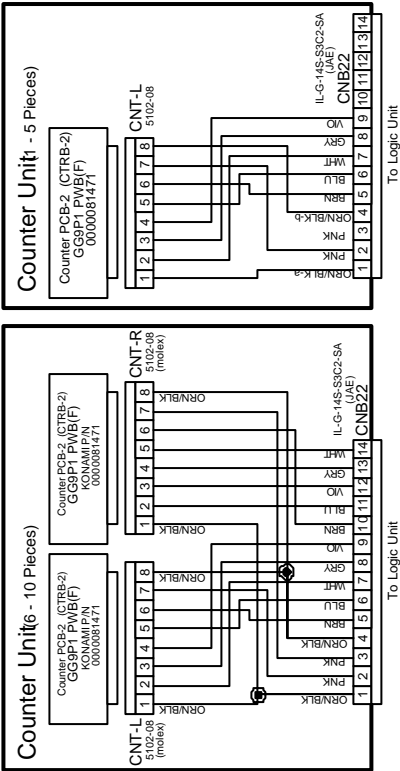


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## Other Cabinet Wiring Diagram



**CAUTION:** PCBs are electrostatic sensitive!  
Discharge body static prior to handling any PCB  
to prevent damage or destruction of static  
sensitive components.



Cabinet Section

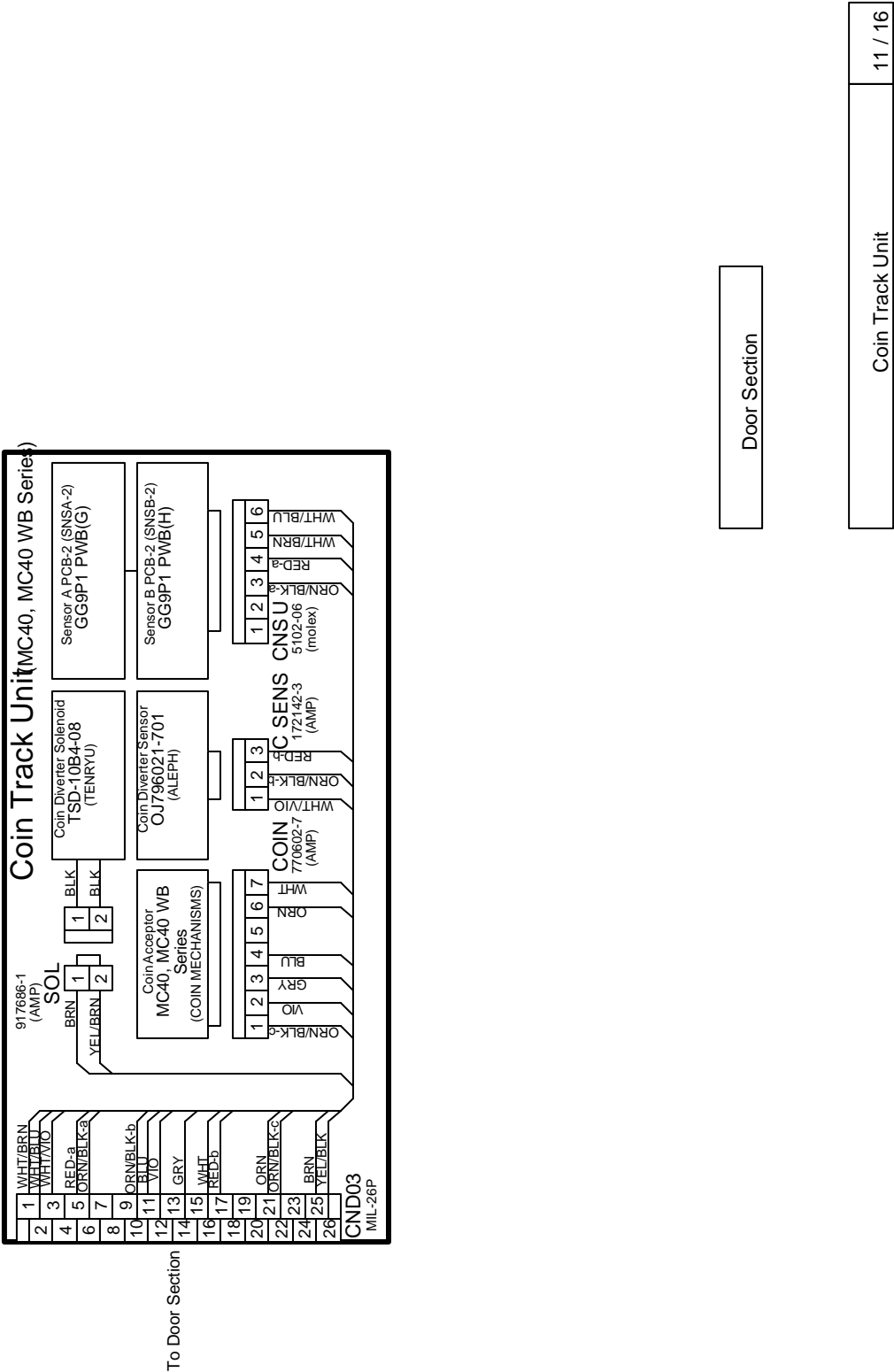
The Other Cabinet Units 10 / 16

# Konami Gaming, Inc.

## Coin Track Unit Wiring Diagram



**CAUTION:** PCBs are electrostatic sensitive!  
Discharge body static prior to handling any PCB  
to prevent damage or destruction of static  
sensitive components.



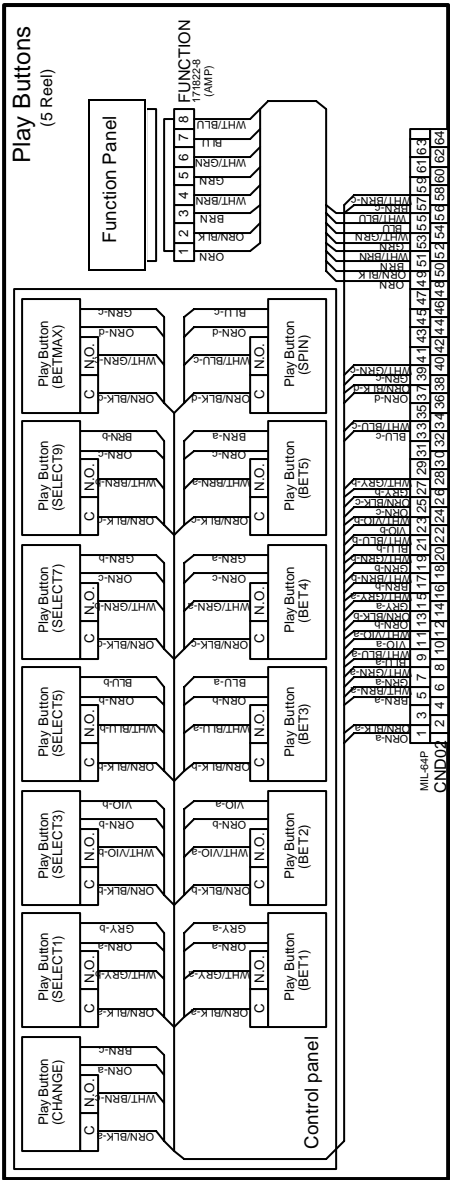


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**CAUTION:** PCBs are electrostatic sensitive!  
Discharge body static prior to handling any PCB  
to prevent damage or destruction of static  
sensitive components.

Play Button (5 Reel) Unit Wiring Diagram



Door Section

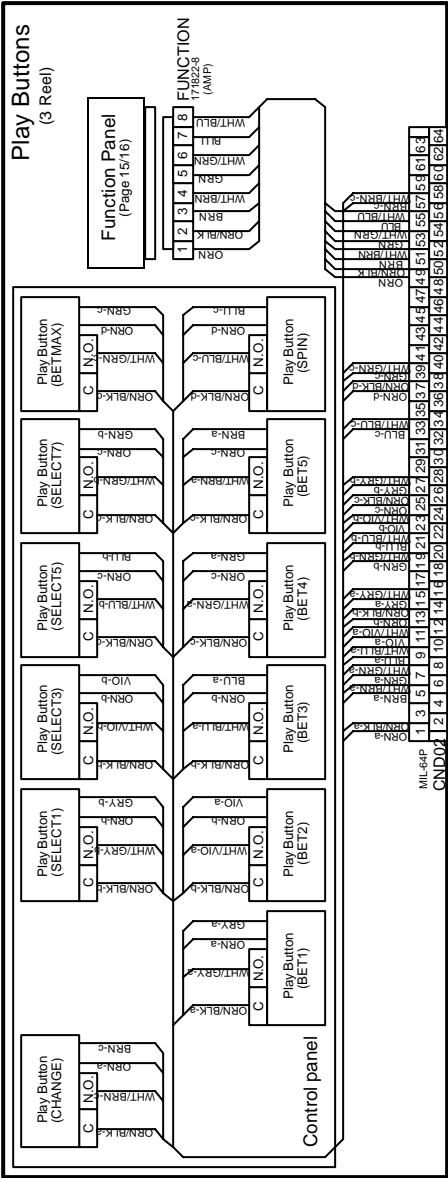
Play Button (5 Reel) 12 / 16

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**CAUTION:** PCBs are electrostatic sensitive!  
Discharge body static prior to handling any PCB  
to prevent damage or destruction of static  
sensitive components.

## Play Button (3 Reel)Unit Wiring Diagram



Door Section

Play Button (3 Reel) 13 / 16

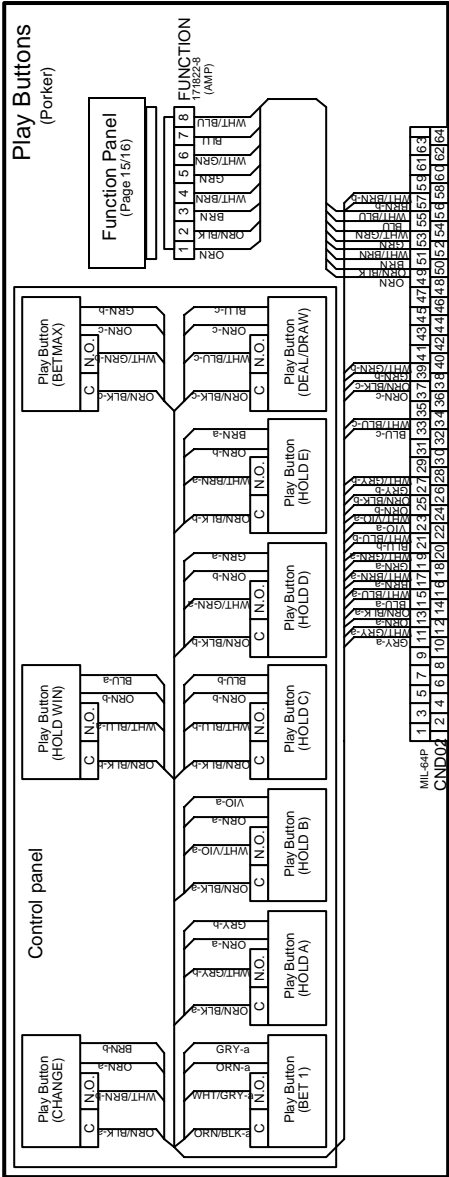
- Revise History -  
Dec., 1, 2000  add .3 Reel added. (Old Diagram No. 000008790A)

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**CAUTION:** PCBs are electrostatic sensitive!  
Discharge body static prior to handling any PCB  
to prevent damage or destruction of static  
sensitive components.

## Play Button (Poker) Unit Wiring Diagram



Door Section

Play Button (Poker) 14 / 16

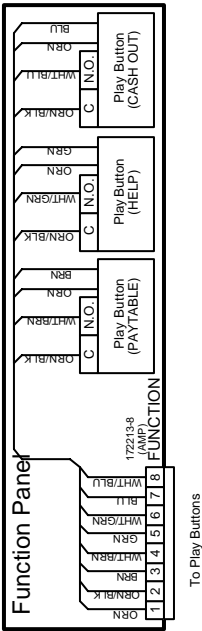
- Revise History -  
Dec., 1, 2000 / add, Poker added. (Old Diagram No. 0000088790A)

# Konami Gaming, Inc.

## Function Panel Unit Wiring Diagram



**CAUTION:** PCBs are electrostatic sensitive!  
Discharge body static prior to handling any PCB  
to prevent damage or destruction of static  
sensitive components.



Door Section

Function Panel 15 / 16

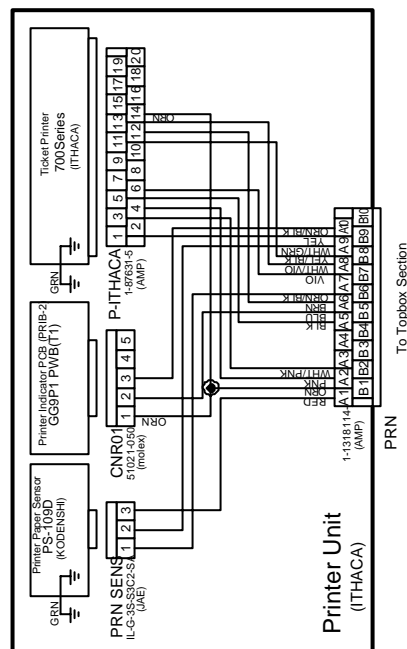
- Revise History -  
Dec., 1, 2000 /a\ add. Function Panel added. (Old Diagram No. 0000088790A)

# Konami Gaming, Inc.

## Printer Unit Wiring Diagram



**CAUTION:** PCBs are electrostatic sensitive! Discharge body static prior to handling any PCB to prevent damage or destruction of static sensitive components.



Topbox Section

Printer Unit

16 / 16

- Revise History -  
Nov., 10, 2000  mod. Printer Unit changed. (Old Diagram No. 00000088790A)

## Module 7

### Glossary & Index



#### A

**All Reset**

Clears the contents of the backup memory such as the credit, software meter, and game log and initializes the setting of the machine.

**Audit Key Switch**

Keyswitch located on the right side of the machine, used to access the audit menu.

**Audit Meters**

General and detailed meters tracking coin in, out, attendant pay and bill information.

#### B

**Backboard (BCKB-2)**

PCB located in the back of the logic unit housing.

**Bill Entry**

The plastic bezel that guides the bill from the front of the machine into the bill validator.

**Bill Meters**

Internal meters that track bills data.

**Bill Stacker Door Lock**

Lock on the door of the bill validator restricting access to the stacked bills.

**Bill Stacker Door Switch**

Security switch activates when bill stacker door is opened.

**Bill Stacker Switch**

Security switch that activates when stacker is removed.

**Bill Validator Unit (WBA 13-SS/JCM)**

Unit that accepts valid currency while rejecting invalid bills.

**Bolster**

Armrest

**B-top**

Intermediate top box.

**B-top Artwork**

Printed or silk-screened glass that is attached to the top box door and backlit to show game features or paytables.

**B-top FL Unit**

Upper fluorescent assembly that illuminates the B-top Artwork.

**B-top Ticket Printer**

Ticket printer mounted in the B-top top box.

#### C

**Cabinet Speaker**

Speaker mounted inside the machine cabinet.

**Candle**

Light mounted on the top of the machine, used to display errors, jackpots or other conditions.

**Cash Ticket Log**

Displays the history of cash ticket that occurred recently (ticket #, date & time, \$ amount of ticket paid, status and validation).

**Cashout Log**

Displays the history of cashout that occurred recently (date & time and amount).

**Clock**

Internal timing device used to track date, time and year of events.

**Coin acceptor**

Device to identify coins.

**Coin drop sensor**

Sensor to detect reverse coin movement.

**Coin Entry**

The location on the main door where coins are inserted into the machine.

**Coin Hopper**

Motor driven device used to return coins to the player.

**Coin Track Unit**

Name of the coin traveling path.

**Coin Tray**

Enclosure on the bottom of the main door used to catch and hold coins paid from the hopper.

# Konami Gaming, Inc.

## **Control Panel Unit**

Panel with play button.

## **Controller**

The touch screen controller.

## **Counter PCB**

PCB holding the EM meters.

## **Counter Unit**

Assembly consisting of the counter PCB and the housing, light and harness.

## **D**

---

## **Dashboard**

The dashboard displays the game status information, attendant message, game instruction, Denomination sign, and other meters.

## **DC Fan**

12VDC cooling fan.

## **Door Connector PCB**

PCB located on the inside of the main door close to the cabinet. It is the main hub for all door connections (buttons, coin comparator).

## **Door Lock Sensor**

Sensor used to determine the position of the door lock cam or door lock.

## **Drop Box Switch**

Switch used to determine when the drop door has been opened.

## **E**

---

## **EL Key**

The button that triggers a verification of checksums for the CD-ROM and the main program chip to see that they match.

## **EM Counter**

Electro-mechanical counter (meter).

## **Event**

An occurrence that is tracked by the soft meters for display in an event log.

## **Event Log**

Checks a list of the dates and times and the factors of Events that occurred recently.

## **Event Meter**

Checks cumulative number and the latest occurrence date and time of errors by the factor.

## **F**

---

## **Function Button**

Buttons attached to the monitor mask on the left side of the game (usually Cash Out, Pay Table and Help).

## **Function Button Panel**

The assembly holding the function buttons.

## **G**

---

## **Game Area**

The game area displays image that corresponds to game type.

## **Game Screen**

Game screen is composed of four areas, which are game area, sub game area, sub message area and dashboard.

## **H**

---

No entry

## **I**

---

## **I/O Test**

Input/output test.

## **J**

---

## **JP Reset**

Jackpot reset.

## **Jumper Sockets**

Sockets on a PCB allowing multiple settings by changing the configuration of shorting connector.

## **K**

---

## **Key Switch**

An electro-mechanical switch activated by using a key.

## **KMS**

KONAMI Maintenance System

# Konami Gaming, Inc.

## L

---

### **LED PCB**

PCB to control LED of bill acceptor.

### **Logic Door Lock**

Lock used to secure the logic door.

### **Logic Door Switch**

Switch used to monitor the logic door position (opened or closed).

## M

---

### **Machine Type**

Series name of the cabinet. GG9P1 for this cabinet.

### **Main Door**

The front door of the machine holding the player button panel, function button panel and the coin head.

### **Main Door Switch**

The switch monitoring the position of the main door (opened or closed).

### **Manufacture Date**

Date the machine was manufactured.

### **Menu**

The display structure for Software meters, Game recall meters, Event meters, Option meters, Diagnostic meters, Clock & misc. meters, and Print audit information.

### **Monitor Mask**

Panel to make the screen easy to see by blocking any light from the inside.

## N

---

No entry

## O

---

### **Operation buttons**

Buttons used to navigate the menu systems.

### **Out of Service**

An operator induced setting allowing no game play until reset.

## P

---

### **Play Button Panel**

The button panel holding the player buttons (Bet 1, Play 5 Lines).

### **Power Supply Unit**

The assembly on the right side of the cabinet next to the hopper holding the power supply.

### **Power Switch Unit**

The assembly next to the monitor holding the power switch.

## Q

---

No entry

## R

---

### **RAM**

Random access memory.

### **RNG Test**

Inspects the on-board RNG (Random Number Generator).

### **ROM**

Read only memory.

### **Reset-Key**

A keyswitch used to clear error messages, jackpots or attendant pays. Returns the machine to game play mode.

### **R-Top**

Round top.

### **R-Top Lock**

Round Top door lock. Used to secure the door to the top box.

## S

---

### **SAS Board**

Slot Accounting System I/F PCB.

### **Serial Number**

A unique number used to identify a particular machine.

### **Serial Number Plate**

Plate attached to side of machine with serial number, manufacturers date, and machine type stamped on.



# Konami Gaming, Inc.

## **SNS PCB**

PCB mounting the sensor to detect reverse coin movement

## **Software Meters**

Internal meters used to track money movement, events and errors.

## **Sub Game Area**

The Sub Game area displays the game title and featured game image.

## **Sub-Door**

The door mounted to the bottom of the main door. Allows access to the bill validator stacker assembly.

## **Sub-Door artwork**

Sub-door glass panel painted with the game design.

## **Sub-Door Shadow Unit**

Controls the light in the sub-door.

## **Sub-door switch**

Switch to sense sub-door opening or closing.

## **Sub-Message Area**

The sub-message area displays the online commercial message or another information message.

**T**

---

## **Top Box**

The upper enclosure mounted to the top of the cabinet.

## **Top Box Lock**

A lock to secure the top box door.

## **Touch Screen**

A cover over the monitor display allowing pressing of certain areas on the screen to act as buttons.

## **Transformer Unit**

Step down transformer mounted on the bottom of cabinet. Used when available voltage is 220VAC.

**U**

---

## **UART**

Universal Asynchronous Receiver Transmitter.

**V**

---

## **Video Monitor Unit**

17" RGB CRT used to display game information.

**W**

---

No entry

**X**

---

No entry

**Y**

---

No entry

**Z**

---

No entry

# Konami Gaming, Inc.

## Index

---

### Symbols

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012 DROP DOOR OPEN 9  
014 LOGIC DOOR OPEN 14  
024 TOP BOX DOOR OPEN 16  
106 SUB DOOR OPEN 14  
108 BILL DOOR OPEN 15  
981 DROP DOOR ACCESSED 9  
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VAC 11



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## Module 8

### Appendix

# 8

#### Expendable Supplies Chart

This section describes the extendable supplies. The following lists the frequently-replaced parts.

#### Fuse List

FUSE LIST				
Unit	Current rating	Voltage rating	Size	Part number
Noise Filter Unit	10 A	250 V	Ø.25" X 1.25"	490036
Switch Box Unit	2 A	250 V	Ø.25" X 1.25"	490033
Transformer Unit	6.25 A	250 V	Ø.25" X 1.25"	490035
	5 A	250 V	Ø.25" X 1.25"	490034
	2 A	250 V	Ø.25" X 1.25"	490033
Power Supply Unit	10 A	250 V	Ø.25" X 1.25"	490036
	8 A	250 V	Ø.25" X 1.25"	490037
	4 A	250 V	Ø.25" X 1.25"	490038

For how to replace the fuse, refer to the applicable section in the operation manual.

#### Fluorescent Lights and Glow Starters

FLUORESCENT LIGHTS AND GLOW STARTERS				
Unit	Lamp power rating	Voltage rating	Size	Part number
Door Unit	15 W	100 V	ø25.5 x 436 mm	0000001295
	-	100 V	ø21.5 x 33 - 36 mm	0000002943
Casino Top Unit	15 W	100 V	ø25.5 x 436 mm	0000002943
	-	100 V	ø21.5 x 33 - 36 mm	0000002943
R-top Unit	8 W	100 V	ø15.5 x 287 mm	0000002941
	-	100 V	ø21.5 x 33 - 36 mm	0000002942

For how to replace the fluorescent light and glow starter, refer to the applicable section in the operation manual.

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## Wedge Base Lamp List

WEDGE BASE LAMP LIST				
Unit	Current rating	Voltage rating	Size	Parts number
Door Unit	90 mA	14 V	W2.1 x 4.9d	No service
Cabinet Unit	150 mA	13.5 V	W2 x 4.6d	0000086655

For how to replace the wedge base lamp of the door unit, refer to the applicable section in the operation manual.

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