



Cashline™

Operating P-Level 2.8

Rev. 1.0

April 2004

www.atronic.com

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P-Level 2.8

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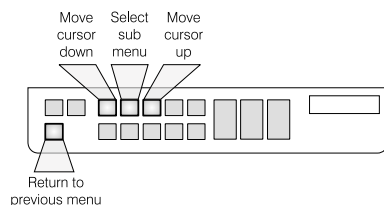
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April 2004

Operating Instructions

The processes and procedures on the Atronic Cashline machines are initiated via audit key, jackpot key, service button, reset button and the four buttons on the front panel.

- The jackpot key switch confirms hand pays and substantial wins. It also resets the hopper refill error message.
- The audit key switch activates the audit menu, which allows access to statistical information. It also clears status and error messages.
- The service button activates the service menu, which allows access to test functions and machine setup.
- The reset button is used to reset the machine and to initialize the machine data.
- Navigation in all the menus is carried out by four buttons on the button panel.
The relevant buttons are lit for easy identification.



- The hard meters, the coin value and several limits must be configured after a RAM reset.
- The pay table and percentage can be selected by means of a configuration key EPROM.
- Game features are configured in menu setup in the service menu.
- Additional settings, (e.g. coin in procedure), can be configured via the DIP-switches on the master board.

See page 4

See page 7

See page 19

See manual "software"

See manual "software"

See manual "software"

See page 28

See manual "software"

Handpays and Jackpots

Hand Pay

A hand pay is necessary when:

- The hopper is empty and the hand pay mode is activated.
The machine has to be reset with the jackpot key and the payout amount has to be hand paid.
- The credits to be cashed out are over the maximum hopper payout value.
Depending on the machines configuration the hopper pays out:
 - the maximum hopper payout value
DIP setting: S1/3 OFF; S1/4 OFF
 - or*
 - down to the next hundred
DIP setting: S1/3 ON; S1/4 OFF
 - or*
 - no coins
DIP setting: S1/3 OFF; S1/4 ON

Coins above the hopper payout level have to be hand paid. To return to game mode, the machine has to be reset with the jackpot key.

Jackpot

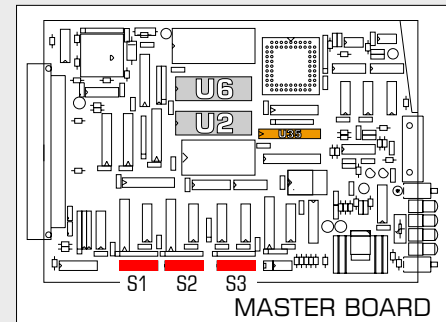
A jackpot event occurs when the top award is hit or a win exceeds the Celebration Limit, the machine locks up and must be reset.

Reset machine with jackpot key and execute jackpot pay.

If the machine is part of a progressive link, reset machine according to the in-house procedures.

Note:

Hand pay mode is configured via DIP-switches on the master board.



Max. hopper payout is configured in MENU SETUP/HOPPER PAYOUT LIMIT.

OPERATING INSTRUCTIONS

Tipping Money

If Tipping Money has been enabled in the Initial Set-up, an additional "Tip button" will be introduced to the "Cashout Request" screen (*figure 1*).

1. If the "Return to game button" is pushed, the machine returns to normal game mode.
2. If the "Tip button" is pushed, the "Tip screen" (*figure 2*) will be displayed.
This menu gives the option to select an amount for a tip that can be cashed out either by hopper (Cash Tip) or ticket printer (Print Tip).

The tip amount has to be a whole dollar value.

*Example: Coin Value: 0,25\$, 0,50\$
The tip amount has to be at least 1\$*

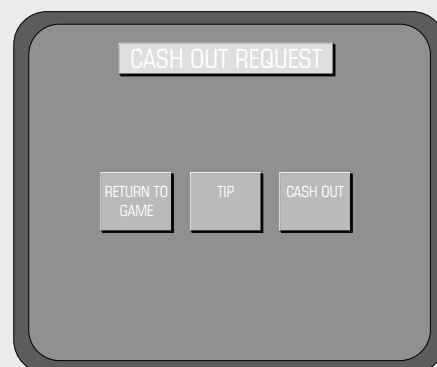
If "Cash Tip" is pushed, and the selected tip amount is higher than the **hopper payout limit** or the **ticket base value (pay mode Ticket II)**, the tip will be forced to one of the limits. An error message will be displayed and it is necessary to push the "Cash Tip button" again to confirm the tip and start the payout process.

If "Print Tip" is pushed, a voucher will be printed.

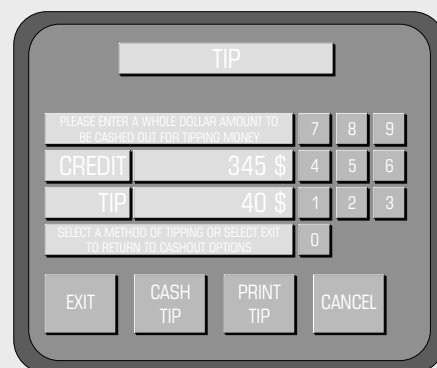
3. If the "Cash Out button" (*figure 1*) is pushed, a payout depending on the machine configuration will take place.

Note:

Depending on the machine configuration some menus may or may not be available!



(figure 1)



(figure 2)

Note:

Ticket Base Value / pay mode
Ticket II see section software page
22 / 23

Hopper Payout Limit (Service
Menu / Menu Setup / Hopper
Payout Limit) see page 28

OPERATING INSTRUCTIONS

Cashout Options

If "Cashout Options" has been enabled in the Initial Setup, an additional "Cashout Ticket + Coins button" will be introduced to the "Cashout Request" screen (figure 1).

1. If the "Return to game button" is pushed, the machine returns to normal game mode.
2. If the "Cashout Ticket+Coins button" is pushed, the "Cashout Ticket+Coins screen" (figure 2) will be displayed. This menu gives the option to decide how the cashout is splitted into coins (paid by hopper) and ticket (voucher). If the "Cash Out button" (figure 2) is pushed, and the selected hopper amount is higher than the "Cashout Option Amount", the hopper amount will be forced to the "Cashout Option Amount" limit. Remaining credits will be paid via ticket.

The ticket amount has to be a full credit value and at least the value of one credit.

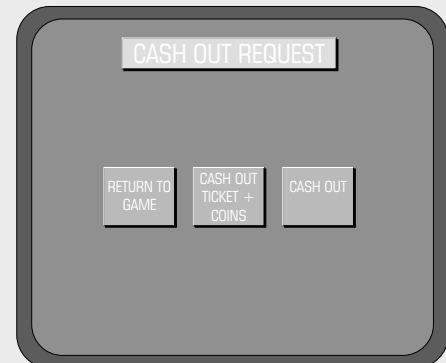
The hopper amount has to be a whole dollar amount.

Example: Coin Value: 0,25\$, 0,50\$
The hopper amount has to be at least 1\$

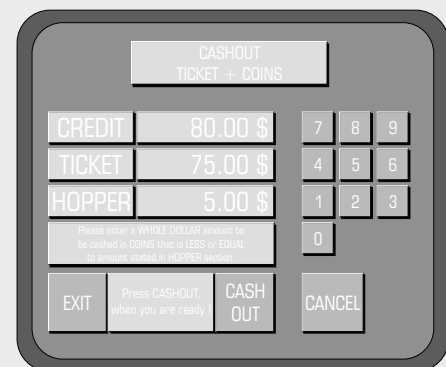
3. If the "Cash Out button" (figure 1) is pushed, a payout depending on the machine configuration will take place.

Note:

Hopper and ticket printer has to be installed and configured via PC-Setup!



(figure 1)



(figure 2)

Note:

Cashout Options Amount (Service Menu / Menu Setup / Hopper Payout Limit) see page 28

Audit Menu

The audit menu gives access to several statistics, the service game and the touch screen calibration. After turning the audit key the menu is displayed on the screen.

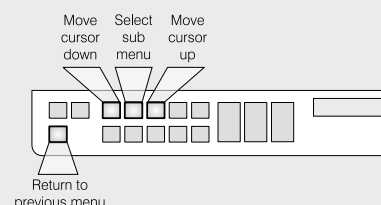
With the lit buttons, the desired sub-menu can be highlighted and activated.

The following sub-menus are available:

Configurations	page 8
Statistics	page 8
EFT & Progressive	page 13
Last 10 Games	page 15
Last 10 Bills	page 16
Last 10 Bonus Awards	page 16
Last Payouts	page 16
Last 35 Voucher In	page 16
Last 35 Voucher Out	page 16
Last 10 Handpays	page 16
Jackpot Statistic	page 16
Last Progressive Jackpots	page 17
View PC-Setup	page 18
Service Game	page 18
Audit Print	page 18
Calibrate Touch	page 18

Note:

This manual covers the complete range of possible topics and settings for an P-level software. According to game type, machine configuration and jurisdiction some menus are not shown or not used.



Note:

For a detailed description of the game type see section software.

Configurations

- In this menu the software versions and configuration of the gaming machine are shown.

Statistics

Credits Wagered:

Total value which has been bet.
(in credits or currency, depending on the Meter Display Mode configuration in the Initial Setup)

Credits Won:

Total value which has been won, except wins that result in a hand pay.
(in credits or currency, depending on the Meter Display Mode configuration in the Initial Setup)

Total Drop:

Bills / Voucher in stacker + coins to dropbox.
(in credits)

Coins Drop:

Total value of coins to dropbox. (in credits)

Hand Paid:

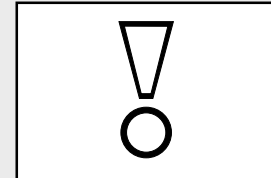
Total value which has been hand paid **initiated by a cash out**. Credits cancelled + key credit out.
(in credits)

Games Played:

Total number of games played.

Jackpot: (in credits)

- Non progressive configuration:
Total value of Top Awards won, including all wins that **directly** end in a hand pay (wins above the Win Limit, Celebration Limit and Active Credit Limit, including bonus wins that exceed these limits).
- Progressive configuration:
Total value of wins that **directly** end in a hand pay (wins above the Win Limit, Celebration Limit and Active Credit Limit, including bonus wins that exceed these limits), except progressive wins!



Note:

Different game types can give additional or different statistics.

Note:

Total value of progressive wins is booked to the "Progressive 1" soft meter and to the Cumulative Payout soft meter (Audit Menu/Jackpot Statistic)!

Statistics (cont.)

Jackpot Hits:

- Non progressive configuration:
Total number of Top Award hits.
- Progressive configuration:
Total number of progressive Jackpot hits.

Door Opens:

Total number of main door accesses.

Physical Coin In:

Total number of accepted coins.

Physical Coin Out:

Total number of coins paid by hopper.

True In:

Total value of accepted coins, bills, card cashable in, card non cashable in, card promotional in, voucher cashable, voucher non cashable *and* voucher promotional.
(in credits)

True Out:

Total value of cashed out coins, card cashable out, card non cashable out *and* voucher cashable out.
(in credits)

Printed Tickets:

Total number of printed tickets.

Net Win:

Total value of the difference between credits wagered and credits won (including Jackpot).
(in credits)

Credits Wagered - (Credits Won + Jackpot) = Net Win

Games Bet x X:

Number of games played with bet X.

Scattered Win:

Credits won with scattered wins.

Statistics (cont.)

2nd Screen Win:

Credits won in 2nd screen and wins from 3rd screen..

Current Payout %:

Ratio of credits won+Jackpot to credits wagered.
Expressed as a percentage.

$(\text{Credits Won} + \text{Jackpot}) / \text{Credits Wagered} * 100$

Payout % (with Bonus):

Ratio of credits won+Jackpot to credits wagered.
Expressed as a percentage.

$(\text{Credits Won} + \text{Jackpot}) / \text{Credits Wagered} * 100$

Payout % (w/o Bonus):

Ratio of credits won+Jackpot-Bonus Meter 1-5 to credits wagered. Expressed as a percentage.

$(\text{Credits Won} + \text{Jackpot} - \text{Bonus Meter 1-5}) / \text{Credits Wagered} * 100$

Coins Overpaid:

Total number of coins overpaid by the hopper.

Games/Door:

Total number of games played since the last main door access.

Games/Power:

Total number of games played since the last power up.

Logic Door:

Total number of times the logic box was accessed.

Drop Door:

Total number of times the drop box was accessed.

Billbox Door:

Total number of times the bill stacker was accessed.

Billacc Stacker:

Total number of bill stacker removals.

Note:

The Payout % (with Bonus) and Payout % (w/o Bonus) meter are only available if bonusing has been enabled in the Initial Setup and a bonus has been sent from an accounting system to the machine.

In this case the Current Payout % meter is not available anymore!

Statistics (cont.)

Double Utilization:

Ratio of double-up played to sum of double-up feature has been triggered.

$\text{Double-Up Played} / \text{sum of Double-Up has been triggered} * 100$

Double-Up Wagered:

Total value which have been bet in double-up feature. (in credits)

Double-Up Won:

Total value which have been won in double-up feature. (in credits)

Double-Up Payout%:

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

$\text{Double-Up Won} / \text{Double-Up Wagered} * 100$

USD 1:

Number of 1USD bills.

USD 5:

Number of 5USD bills.

USD 10:

Number of 10USD bills.

USD 20:

Number of 20USD bills.

USD 50:

Number of 50USD bills.

USD 100:

Number of 100USD bills.

Tot. # of Bills:

Total number of accepted bills.

Tot. Bills Cred:

Total value of inserted bills. (in credits)

Statistics (cont.)

Tot. Bills Curr:

Total value of inserted bills. (in currency)

Progressive 1:

Number of progressive hits and sum of progressive values won.
(in credits)

Graphic Reset:

Number of graphic resets.

Note:

Internal use only!

EFT & Progressive

(Electronic Fund Transfer)

Tot. Active Credits:

Actual playable credits on the machine

Cashable + Non Cashable + Promotional Credits = Tot. Active Credits

Active Cashable:

Actual cashable credits on the machine

Active Non-Cashable:

Actual non-cashable credits on the machine

Active Promotional:

Active promotional credits on the machine

Card Cashable In:

Sum of cashable credits received from any system

Card Cashable Out:

Sum of cashable credits cashed out to any system

Card Non-Cashable In:

Sum of non-cashable credits received from any system

Card Non-Cashable Out:

Sum of non-cashable credits cashed out to any system

Card Promotional In:

Sum of promotional credits received from any system

Card Promotional Out:

Option not used

Cleared Credits:

Sum of all credits that have been cleared by any system (with Dacom only)

Bonus Meter 1:

System bonus deductible (in credits)

Bonus Meter 2:

System bonus non-deductible (in credits)

Bonus Meter 3:

System Bonus wager matched (in credits)

Bonus Meter 4:

Option not used

Note:

This manual covers the complete range of possible topics and settings for an P-level software. According to game system, machine configuration and jurisdiction some menus are not shown or not used.

Note:

Bonus meters are only active if the system supports bonusing and bonusing is enabled in the Initial Setup!

EFT & Progressive (cont.)

Bonus Meter 5:

Option not used

Progressive 1-8:

Gives number of hits and total value for each progressive level. (in currency)

Voucher:

Voucher In:

Accumulated accepted cashable vouchers

Voucher Out:

Accumulated printed cashable vouchers

Promo In:

Option not used

Promo Out:

Option not used

Accepted:

Total number of accepted vouchers

Printed:

Total number of printed vouchers

Hand pay with Voucher:

Accumulated handpay value (in credits) caused by a cashout and a voucher has been printed.

Hand pay w/o Voucher:

Accumulated handpay value (in credits) caused by a cashout and no voucher has been printed

win with Voucher:

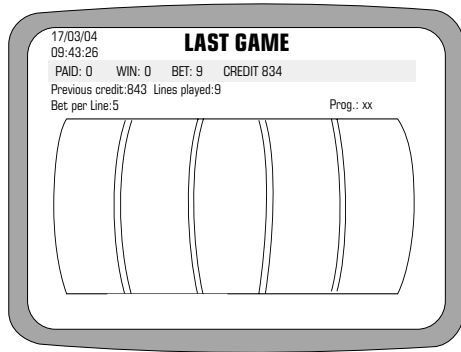
Accumulated handpay value (in credits) caused by a single win and a voucher has been printed

win w/o Voucher:

Accumulated handpay value (in credits) caused by a single win and no voucher has been printed

Last 10 Games

- This selection shows statistics of the last 10 games. Each game will be displayed separately.



Time Stamp:

Shows the time the game was played.

Paid:

Total number of credits paid out after a game from the hopper, hand pay, cashless out and ticket printer.

Win:

Value which have been won. (in credits)

Bet:

Value which have been bet. (in credits)

Credit:

Value of credits remaining on the machine.

Bonus:

Total value of bonuses sent by an external system. (in credits)

Previous credit:

Value which has been on the machine before the displayed game was started. (in credits)

Lines played:

Number of lines bet for the displayed game (Video Slot only).

Bet per line:

Bet for each played line. (in credits)

Note:

According to game type additional statistics of wins in a feature game can be displayed.

Last 10 Bills

- This selection displays the value, date and the time of the last 10 notes which were accepted by the bill validator.

Last 10 Bonus Awards

- This selection displays the value, date, time and type of the last 10 bonus awards.

Last Payouts

- This selection displays the date, time, number of coins and coin value of the last 5 hopper payouts.

Last 35 Vouchers In

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

Last 35 Vouchers Out

- This selection displays the validation number, date, processing time, number of credits and coin value of the last 35 printed vouchers.

Last 10 Handpays

- This selection displays the validation number, date, processing time and number of credits of the last 10 handpays.

Jackpot Statistic

JP Hits Count:

Total number of progressive Jackpot hits.

Cumulative Payout:

Total progressive Jackpot payout value.
(in currency).

Current Value:

Current progressive Jackpot value. (in currency)

Jackpot Statistic (cont.)

Base Value:

Min. progressive Jackpot value after progressive Jackpot hit. (in currency)

Upper Limit:

Max. progressive Jackpot Value. (in currency)

Overflow:

This statistic meter shows the value which could not be accumulated to the progressive Jackpot value and the progressive Hidden Jackpot value because the Upper limit is reached. (in currency)

Increment:

Percentage value of credits bet, accumulated on the progressive Jackpot value.

Hidden Value:

Current progressive Hidden Jackpot value. (in currency)

Hidden Increment:

Percentage value of credits bet, accumulated on the progressive Hidden Jackpot value.

Reset Value:

Min. progressive Hidden Jackpot value after progressive Jackpot hit. (in currency)

Max. JP Payout:

Value of the highest progressive Jackpot hit. (in currency)

Min. JP Payout:

Value of the lowest progressive Jackpot hit. (in currency)

Last Progressive Jackpots

- This selection displays the date, time, level, hit counter and number of credits of the last 5 progressive jackpot wins.

View PC-Setup

- In this selection it is possible to display the current machine configuration. (The configuration can-**not** be changed in this selection)

Service Game

- This selection allows simulated game play (only possible while front door is open and no credits on credit meter). The credit meter will be set to 100 or 1000 credits, depending on the game system, hard meters and statistic data are not influenced by service games.

Audit Print

- This selection initiates a voucher print of the Statistics and EFT & Progressive menu.

Calibrate Touch

- This selection allows calibration of the touch screen where applicable.

Note:

In certain jurisdictions it is necessary to hold the red reset button to enter the service game.

Note:

Only available if a Westrex 4800 ticket printer instead of a hopper is used.

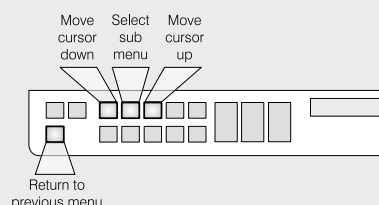
Note:

In certain jurisdictions it is necessary to hold the red reset button to enter the calibrate touch menu.

Service Menu

The service menu allows access to several test functions and game settings. The menu is activated by opening the main door and pressing the green service button on the Master Board.

With the lit buttons the desired sub-menu can be highlighted and activated.



The following sub-menus are available:

Configurations	page 20
Selftest	page 20
Last 10 Games	page 25
Last 10 Bills	page 26
Last 10 Bonus Awards	page 26
Last Payouts	page 26
Last 35 Vouchers In	page 26
Last 35 Vouchers Out	page 26
Last 10 Handpays	page 26
Jackpot Statistic	page 26
Last Progressive Jackpots	page 27
Menu Setup	page 28
Set Clock	page 30
Hopper Out (1)	page 30
Hopper Out (2)	page 30
Config Key Changes	page 30
Out Of Service	page 31

Note:

This manual covers the complete range of possible topics and settings for a P-level software. According to game type, machine configuration and jurisdiction some menus are not shown or not used.

Note:

For a detailed description of the game type see section software.

Configurations

- In this menu the software versions and configuration of the gaming machine are shown.

Selftest

- Different components and their functions can be tested with this selection.

IIC-Port Driver Check

All I²C circuits are checked. In case of an error the defective component will be displayed.

Fault example:

BUTTON - BOARD

MAIN - BOARD

I²C - DRIVER U9

Voltage Check

The following voltages are checked:

24 Volt +12 Volt -12 Volt + 5 Volt

Fault example:

VOLTAGE FAILURE

Coin Diverter Check

The coin diverter is checked.

Fault example:

COIN DIVERTER SOLENOID ERROR

Top Light Test

The top light lamps are checked.

Fault example:

TOPLIGHT: UPPER LAMP DEFECTIVE

Selftest (cont.)

DIP-Switch Settings

The current Master Board DIP-switch settings can be checked in this selection.

Note:

DIP-switch settings can be viewed, not changed!

Sound Test

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

Lamp Test

The lamp test checks the button lamps.

Fault example:

BET4 - BUTTON LAMP DEFECTIVE

Note:

Does not work with LED buttons!

Serial I/O Test

The serial interface (SUB-D9 connector) on the master board is checked. (Only with test-plug.)

Note:

For internal use only.

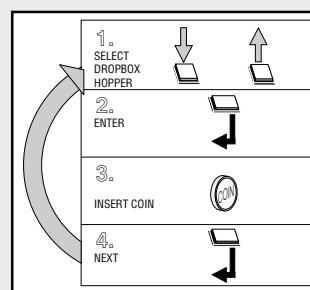
Switch Test

All switches and sensors can be tested in this selection. Closing a switch shows a "closed" message on the monitor.

Optoboard Test

The optoboard test checks all coin channeling optics.

Select the channel to the hopper or to the drop box and insert coins. An optic darkened by a falling coin changes from yellow to red.



Handle Test

Option not used.

Selftest (cont.)

Button Test

In the button test the panel buttons and the master board (service & reset) buttons will be checked. Buttons are shown yellow and will change to red as a button is activated.

EEPROM Test

All EEPROM's are tested.

Bill-Acceptor Status

The current status and operation mode of the stacker and acceptor is displayed.

With JCM bill acceptor:

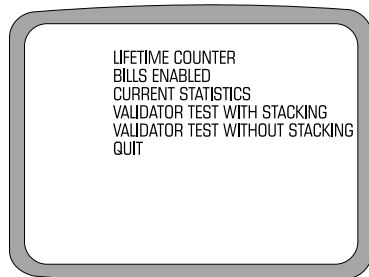
Status:	Initialised <i>or</i> Init Failed
Operation Mode:	Active
Stacker Status:	Active <i>or</i> Disconnected

With IBS bill acceptor:

Status:	Initialised <i>or</i> Init Failed
Operation:	Active
Stacker Status:	Attached <i>or</i> Disconnected

Bill-Acceptor Diagnostics

In this selection acceptor statistics are shown and the acceptor can be tested without stacking the bill.



Note:

The buttons used to control the menus are already shown red. Accessing this test is only possible if these buttons are functioning correctly.

Note:

For internal use only.

Note:

With a JCM Acceptor only "Validator test w. stacking" and "Validator test w/o. stacking" are available!

Self Test (cont.)

Billacceptor 8 Digit CRC (only IBS)

In this selection the checksum (8 digit crc) from the billvalidator firmware is shown.

Note:

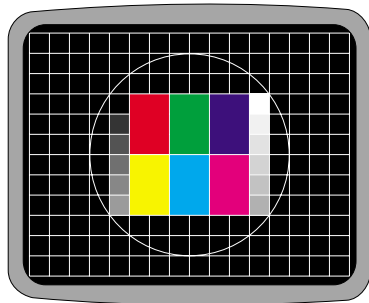
Only a few IBS bill acceptors does support the billacceptor 8 digit CRC feature!

Monitor Magnetic State

This selection checks the colour purity of the monitor. The whole screen should be homogenous red. If this is not the case check the degaussing coil.

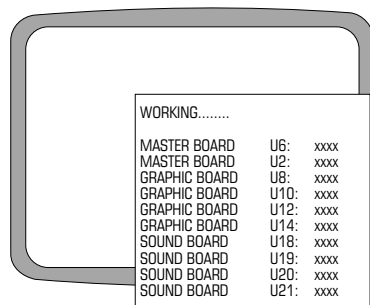
RGB Colour Test

A RGB test screen is displayed, to check screen size, colour balance, brightness and contrast. To adjust the monitor settings use the radio buttons located at the monitor.



Checksum Test

The EPROM's internal checksum is calculated. This can take some time. This graphic shows the result as "xxxx". Different game systems show different checksums. Each EPROM for a specific game software has its own checksum.



Self Test (cont.)

Main-Commboard Test

The transfer between the comm board and the master board is tested. (Only with test interface.)

Note:

For internal use only.

C-Board Speed Handshake

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

Note:

For internal use only.

Alink Status

Displays the Alink Status (Master / Slave) and the number of linked machines.

Note:

Only used where an A-Link is installed and configured.

Touch Status

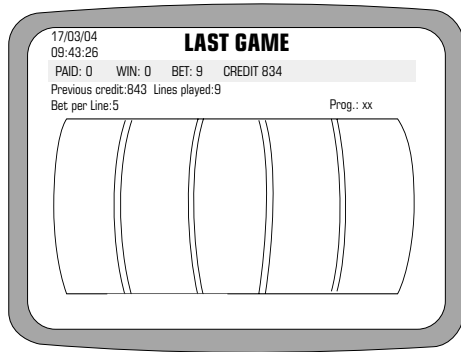
Displays the current status of the touch screen interface where applicable.

Fault example:

TOUCH CONTROLLER NOT CONNECTED

Last 10 Games

- This selection shows statistics of the last 10 games. Each game will be displayed separately.



Time Stamp:

Shows the time the game was played.

Paid:

Total number of credits paid out after a game from the hopper, hand pay, cashless out and ticket printer.

Win:

Value which have been won. (in credits)

Bet:

Value which have been bet. (in credits)

Credit:

Value of credits remaining on the machine.

Bonus:

Total value of bonuses sent by an external system. (in credits)

Previous credit:

Value which have been on the machine before the displayed game was started. (in credits)

Lines played:

Number of lines bet for the displayed game (Video Slot only).

Bet per line:

Bet for each played line. (in credits)

Note:

According to game type additional statistics of wins in a feature game will be displayed.

Last 10 Bills

- This selection displays the value, date and the time of the last 10 notes which were accepted by the bill validator.

Last 10 Bonus Awards

- This selection displays the value, date, time and type of the last 10 bonus awards.

Last Payouts

- This selection displays the date, time, number of coins and coin value of the last 5 hopper payouts.

Last 35 Vouchers In

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

Last 35 Vouchers Out

- This selection displays the validation number, date, processing time, number of credits and coin value of the last 35 printed vouchers.

Last 10 Handpays

- This selection displays the validation number, date, processing time and number of credits of the last 10 handpays.

Jackpot Statistic

JP Hits Count:

Total number of progressive Jackpot hits.

Cumulative Payout:

Total progressive Jackpot payout value.
(in currency)

Current Value:

Current progressive Jackpot value. (in currency)

Jackpot Statistic (cont.)

Base Value:

Min. progressive Jackpot value after progressive Jackpot hit. (in currency)

Upper Limit:

Max. progressive Jackpot Value. (in currency)

Overflow:

This statistic meter shows the value which could not be accumulated to the progressive Jackpot value and progressive Hidden Jackpot value because the Upper limit is reached. (in currency)

Increment:

Percentage value of credits bet, accumulated on the progressive Jackpot value.

Hidden Value:

Current progressive Hidden Jackpot value.
(in currency)

Hidden Increment:

Percentage value of credits bet, accumulated on the progressive Hidden Jackpot value.

Reset Value:

Min. progressive Hidden Jackpot value after progressive Jackpot hit. (in currency)

Max. JP Payout:

Value of the highest progressive Jackpot hit.
(in currency)

Min. JP Payout:

Value of the lowest progressive Jackpot hit.
(in currency)

Last Progressive Jackpots

- This selection displays the date, time, level, hit counter and number of credits of the last 5 progressive jackpot wins.

Menu Setup

Toplight

The top light lamps are operator programmable (reactions on different events).

Hopper Payout Limit

The **hopper payout limit** for the different handpay modes can be set from 0 to 3000 coins.

The **cashout options amount** (max hopper payout) for "Cashout Options" can be set.

Change Language

The language of the text in normal game mode can be set to one of four languages or to player selectable. Up to four player selectable languages can be activated. The selection is changed with the change button on the button panel during the normal game mode.

Double Up Setup

The double up feature after a win can be enabled or disabled. Additionally, the type and the number of double up's can be selected and the auto double feature can be activated.

Bills Enabled *(only IBS)*

The acceptance for each programmed bill can be enabled or disabled separately.

Animation Mode/Sound

The animation mode, which demonstrates the game play during the idle mode (no credits on win or credit meter), can be enabled or disabled. Additionally, the sound during animation can be switched on/off.

Note:

Only available if "Cashout Options" is enabled in the Initial Setup!

For further information regarding "Cashout Options" see page 6

Note:

The auto double feature is not available in certain jurisdictions!

Menu Setup (cont.)

Win Presentation

When activated, the credits won for each winning combination is displayed.

Jackpot Music

The sound volume of the jackpot music can be adjusted:

Set High: Maximum volume

Adjustable: Uses the volume setting made in the "Sound Menu"

High to adjusted: Starts with maximum volume and fades after 45 sec. to the volume setting made in the "Sound Menu".

System Lockup Options

Configures handling of credits after a game lockup initiated by an accounting system. Only required in certain jurisdictions.

Voucher Redemption

Enables or disables voucher redemption (Ticket In - feature) and allows to set the bar code length when using a JCM bill acceptor.

Sound Menu

The sound volume during game mode can be adjusted and the reel random sound, a special sound while the reels are spinning, can be enabled.

Set Celebration Limit

If enabled, wins between the upper and lower limit can be send "to card" or "to handpay". If a wins exceeds the upper limit, it has to be hand paid. Dependant on the machines configuration and jurisdiction some settings can not be changed.

Note:

Celebration Limit is only available if bonusing is DISABLED in the Initial Setup and Commboard Required is set to YES!

Menu Setup (cont.)

Change Tokenwindow

The display of credits per coin (e.g. 1.00 \$ BUYS 2 CREDITS) can be changed.

Denomination Window

Allows to add the price per credit to the tokenisation window. If activated, the price must be set with via "Change Window" (3 digits).

Example: **1\$** BUYS 4 CREDITS

25c 1\$ BUYS 4 CREDITS
Game

Set Clock

- The internal clock of the machine can be set in this routine.

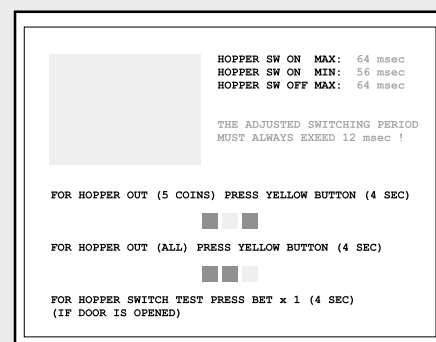
Highlight the figure to be changed and press the center button of the three lit buttons to start changing the value.

Hopper Out (Hopper 1, Hopper 2)

- With the Hopper out test routine the proper adjustment of the coin switch can be tested.
 - Select "Hopper out 1" and run the "Hopper out" test (default 5 coins) by pressing the middle lit button for 4 sec.
 - Make sure the exact number of coins are paid out.
 - Run the Hopper switch test: Press the left lit button for 4 sec. The Hopper will perform a coin out routine.
 - The switching period values (in msec) will be displayed. If any of the values is below 12 msec the count switch has to be readjusted.

Note:

Change Tokenwindow doesn't change the machines coin value or multiplier! The text must be set according to the machine configuration!



Note:

Residual hopper (hopper 2) only where applicable.

Config Key Changes

- After changing the machines reel and payable configuration with the config key the changes will be stored. The last ten configuration changes can be reviewed with this routine.

The configurations date and time, the config key version used, the changed payable (old and new payable) and some major statistical data will be shown.

Note:

For detailed information see manual "software" page 28.

Out Of Service

- To set the machine to "out of service" mode activate this routine. A "sleep mode" screen will be displayed. To reset the machine to game mode open the main door and press the green service switch.