



e-motion Hi(!)bility™  
**Software / Basic Setup**  
**A-Level**

**Rev. 1.6**

October 2004

[www.atronic.com](http://www.atronic.com)

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October 2004

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## Introduction

This manual aims to give a description of all Basic Set-up procedures needed for commissioning of an *Atronic e-motion™* machine, based on Atronic's technology platform *Hi(!)bility™*.

It is based on recent *Hi(!)bility™* STD software versions

Base: HBS-STD-3.0.0.150  
(Release W1.4 / A-Level)  
Main: HGM-STD-ATLA-3.0.1.92

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**Read this Manual carefully  
BEFORE performing any procedure  
described in this manual!**

**The following special equipment is needed to perform the procedures described in this manual!**

- **RAM Reset EPROM**

*p/n 65998561 HMB-RRES01*

- **Comm board Clear EPROM**

*p/n 65998560 Q-CB-RAM-CLEAR*

- **Jackpot configuration software "Alinkconfig for Windows"**

*(if Jackpot configuration is required)*

*p/n 65508530 PC Setup ALINK A03A-AC08B*

**Please contact Atronic Technical Service to obtain appropriate equipment.**

**Tel.: (+49) 5741 273 720**

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## **Topics to be found in additional manuals**

**Following topics can be found in manual "Operating".**

- Components
- Operating procedures
- Maintenance

**Following topics are covered by additional manuals:**

- Installation and Commissioning  
(incl. safety instructions, technical data, etc.)  
-> See manual "Installation".
- Linked Progressive Jackpot Configuration  
-> See manual "Progressive Jackpots".
- OEM Peripherals  
(Coin- and bill acceptors, hopper, printer, etc.)  
-> See topic "Peripherals" on Atronic Service CD.
- Spare Parts  
-> See "Parts Catalogue".

**Note:**

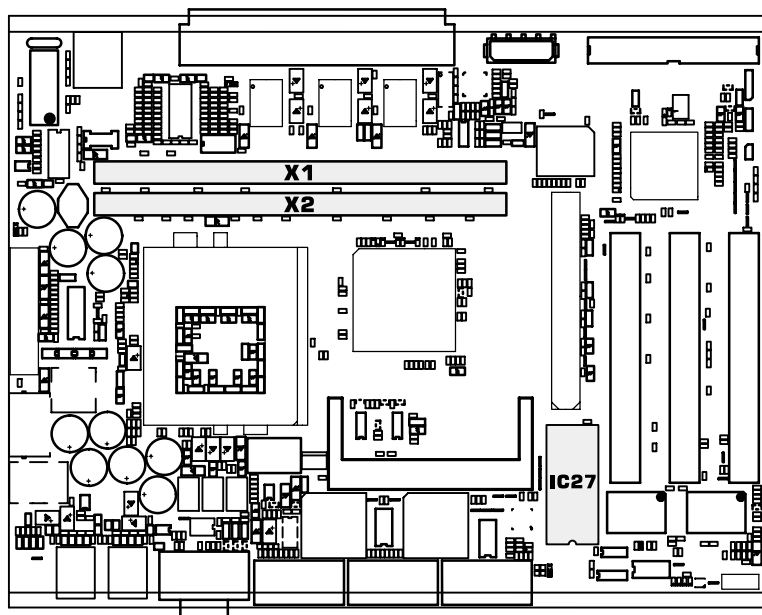
*All mentioned manuals can be found on a CD-ROM titled "**Atronic Service manual 2005**"*

*If this manual did not come with this CD-ROM, please ask Atronic Technical Service for a free copy.*

## Software Descriptions & Locations

Platform Specifier	System Media Specifier	Jurisdiction Specifier	Software Name	Major Version	Minor Version	Patch Level	Build Number	Software Type	Software Location
H	CD	STD	XANA	2	2	2	21	Multimedia SW Version	DVD-Drive
H	BI	STD		1	1	0	11	Multimedia BIOS Version	Multimediaboard
H	BS	STD		3	0	0	150	Base Version	Main board
H	GM	STD	XANA	3	0	0	16	Game Version	
5-09-05-A98								Paytable Version	
H0050201								Tiny Version	
Q_-S5-ME-STD_-B-08A								Commboard Version	Comm board

## Hi(!)bility Multimediaboard



### Multimedia Software (CD-Rom / DVD-Drive)

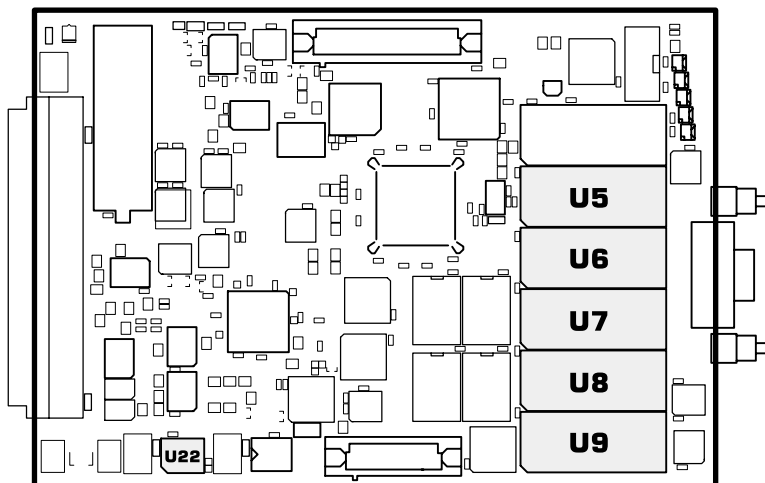
All graphic and sound files, as well as the Windows CE operating system is stored on the Multimedia Software CD-Rom. The Windows CE OS is used for Multimedia only, no security relevant game routines are performed on the Multimediaboard.

### Multimedia BIOS (IC27)

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

## Software Descriptions & Locations

### Hi(!)bility Main board



#### **Base Software (U5 & U6)**

The two Base Software EPROMs contain the operating system for all security relevant game routines. It also calculates the Statistics (Hard and Soft meters).

#### **Game Software (U7 & U8)**

All game-play function is loaded from the Game software EPROMs.

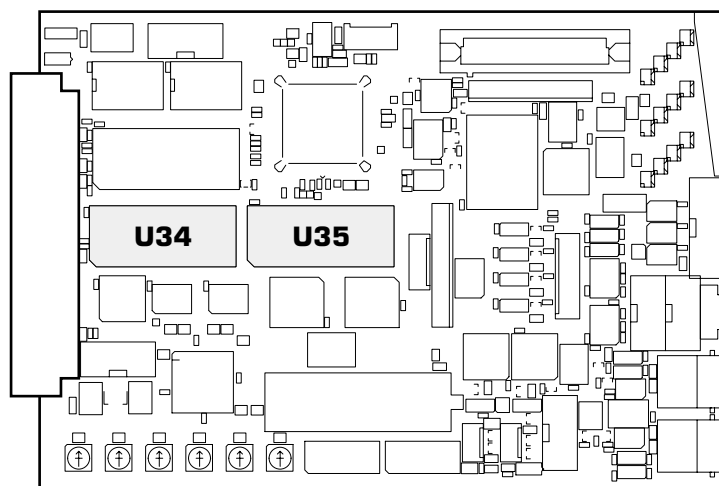
#### **Paytable Software (U9)**

The Paytable EPROM contains the Paytable mathematics.

#### **Security Chip / Tiny (U22)**

The Security chip contains security information for games. Available as a "Standalone" or a "Progressive" version.

### Comm board 68k



#### **Comm board Software (U34 & U35)**

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



## Clear Memory Procedure

### Introduction

The clear memory procedure is required to change the machine configuration (Initial Setup and Jackpot Configuration) by means of RAM Reset and Comm board Clear EPROMs.



**Check and set DIP-switches on Comm board before performing Clear Memory Procedure! DIP Switch settings see Appendix page 60 - 61.**

**For Jackpot configuration a PC Setup kit and the "CNFA08" (DOS version)- or "Alink Setup" (Windows version) configuration software is required, see page 32!**

**The clear memory procedure covers:**

### RAM Reset 01

Resetting the machine by means of RAM Reset 01 EPROM (Labeled "HMB-RRES01").

Statistical data and Softmeters cleared	Init Setup settings cleared	Menu Setup settings cleared
Yes	Yes	Yes

### Comm board Clear

Clearing the Comm board data by means of Comm board Clear EPROM (Labeled "Q-CB-RAM-CLEAR").

## CLEAR MEMORY

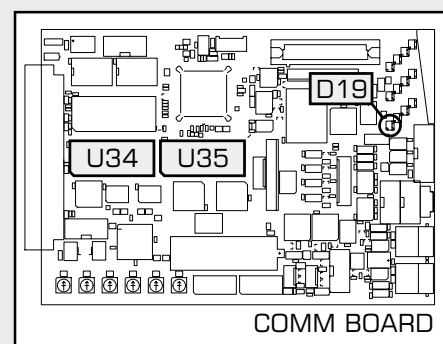
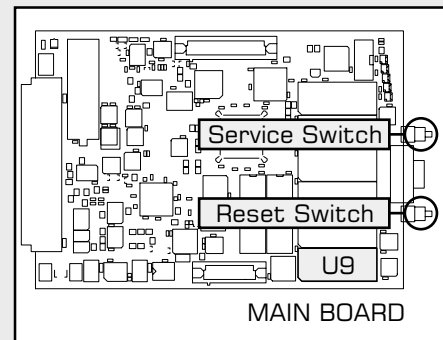
### Clear Memory Procedure w. RAM Reset 01

1. Open the Main door.
2. Turn the machine power off.
3. Open the Logic box door.
4. Remove Main & Comm board.
5. Replace Paytable EPROM U9 on the Main board with the CLEAR EPROM HMB-RRES01.
6. Replace Comm EPROMS U34 & U35 on the Comm board with COMM CLEAR EPROMS U34 & U35.
7. Reinstall Main & Comm board and turn machine power on.
8. Wait approximately 4 minutes. An audible signal and a message on the Main TFT display confirms the RAM Reset.  
A flashing LED (D19) on the Comm board confirms the COMM BOARD CLEAR.
9. Turn the machine power off.
10. Remove the Main & Comm board.
11. Replace the CLEAR EPROM HMB-RRES01 with original Paytable EPROM U9 on the Main board.
12. Replace COMM CLEAR EPROMS with original Comm EPROMS U34 & U35 on the Comm board.
13. Reinstall Main & Comm board and turn machine power on.
14. Wait approximately 4 minutes until a message is displayed on the Main TFT display and follow the instructions on screen.  
(Press reset button).
15. The machine is now ready for Initial Setup.  
Proceed with Initial Setup procedure on page 11.



#### Caution:

*Make sure to have the EPROM mounted correct. The sockets' groove and the EPROMs groove have to point to the same direction. Wrong insertion will cause permanent damage to EPROMs and boards.*



## INITIAL SETUP

### Initial Setup

After a RAM Reset has been completed, machine and software are ready to be configured. This basic machine and software configuration is called Initial Setup.

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

Some items require additional input for configuration. Touching the SET button will display an alphanumeric keyboard, number pad or additional option sets.

The selection of some options will enable further options to be configured. For example: When an In-Multiplier other than 1 is chosen, the Tokenisation-String and Residual Credit Payout options must be configured.

After the last page of options has been configured, a Summary page is displayed.



**Carefully check all setting before confirming the summary. Any later change of Initial Setup settings will require a new RAM Reset procedure.**

If all settings are correct, confirm summary by touching the YES button. If any setting is incorrect, refuse summary by touching the NO button.

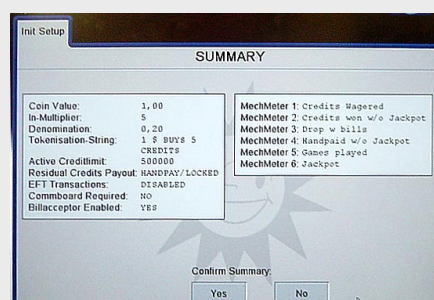
If the machine is equipped with a configurable payable, the machine will automatically enter Paytable Configuration after Initial Setup has been completed.

**Note:**

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

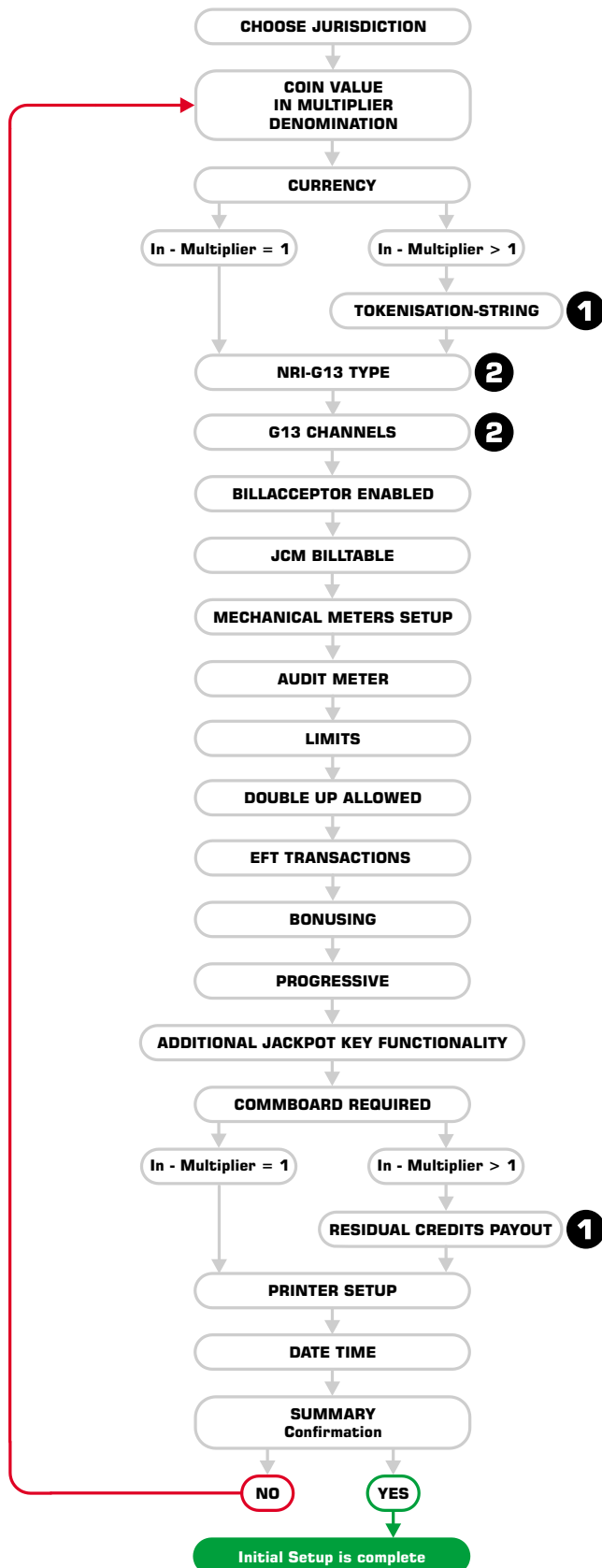
**Note:**

*For Initial Setup option definitions and examples go to pages 13 - 19.*



## INITIAL SETUP

- 1** TOKENISATION ONLY!
- 2** NRI-G13 COIN COMPARITOR ONLY!



## CHOOSE JURISDICTION

- Select the desired Jurisdiction.

## SET COIN VALUE

- Select the value of the coins that Coin-In and Coin-Out are customized for.

## SET IN-MULTIPLIER

- The In-Multiplier defines the number of credits, that one coin will buy. The default value for In-Multiplier is 1. To tokenize the machine, touch the SET button and enter the desired In-Multiplier. Touch the ACCEPT button to confirm input.

## DENOMINATION

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

## SET CURRENCY

- Select the currency symbol of the denomination being displayed on-screen.
- **SET NEW CURRENCY**  
If a specific currency symbol is not available, touch the SET button and enter an 3 digit abbreviation of the currency. Touch the ACCEPT button to confirm settings.

## TOKENISATION STRING

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

Altering the Tokenisation String only changes the Tokenisation String presentation to the player. It will not change the Tokenisation calculation within the machine!

## INITIAL SETUP

### **Example:**

*Accepted coin is 1 US-Dollar and should buy 4 credits.*

*Set coin value = 1*

*Set in-multiplier = 4*

*Denomination = 0.25*

*Set currency = \$*



*Displayed textbox will be:*

**1.00 \$ BUYS 4 CREDITS**

### **Note:**

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

## INITIAL SETUP

### NRI-G13 TYPE

- Select SLOW for multi channel operating and FAST for single channel operating. With FAST selected, the coin insert speed can be up to 6 coins per second without any malfunction.

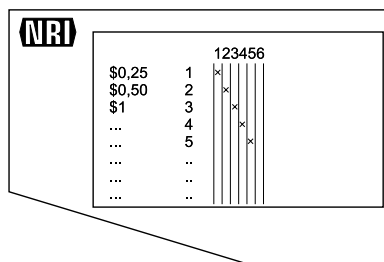
**Note:**

Item "NRI-G13 TYPE" and "G13 CHANNELS" are only available if a NRI G13 Coin Comparitor is installed.

### G13 CHANNELS

- If the coin acceptor is configured to accept more than one type of coins, an (additional) multiplier for each channel can be set. See label on front of the G13 acceptor to check which coin corresponds to which channel.

Label



	1	2	3	4	5	..
\$0,25						
\$0,50						
\$1						
...						
...						
...						
...						
...						

If only one type of coin is used set all channels to 1.

- **HOPPER CHANNEL**

If more than one type of coins is accepted by the coin acceptor, use the Hopper Channel option to define the desired hopper coin. All inserted hopper channel coins are separated to the hopper, the rest goes to drop box. If only one type of coin is used define channel 1 as hopper channel.

### BILL ACCEPTOR ENABLED

- Mark the Yes or No radio button to enable or disable bill acceptor.

### JCM BILLTABLE

- Shows the billtable, touch the values to change the billtable.

## MECHANICAL METERS SETUP

- Mechanical meters 2 thru 5 can be redefined. Mechanical meters 1 and 6 cannot be changed. Press the SET button to view a set of options for that meter and select the desired meter mode.

### MECHANICAL METER 2

- *COINS OUT*
- *CREDITS WON WITHOUT JACKPOT*
- *CREDITS WON WITH JACKPOT*

### MECHANICAL METER 3

- *DROP WITH BILLS*
- *DROP WITHOUT BILLS*

### MECHANICAL METER 4

- *HANDPAID WITHOUT JACKPOT*
- *HANDPAID WITH JACKPOT*
- *GAMES WON*

### MECHANICAL METER 5

- *GAMES PLAYED*
- *BILLS IN CREDITS*
- *BILLS IN CURRENCY*

**Note:**

*Mechanical Meter 1 and 6 are not programmable. They will be automatically set to:*

**Mechanical Meter 1**

*Credits Wagered  
(Mech. Meter label: Credits Wagered)*

**Mechanical Meter 6**

*Jackpot  
(Mech. Meter label: Jackpot)*

**For a detailed Mechanical Meter description see Appendix page 57.**

### **AUDIT METER**

- Select *Enable* or *Disable*.  
This option defines handling of "Audit Errors". If the software detects discrepancies of machine internal transactions, the message "Audit Error" is displayed and the machine locks. If *disabled*, the audit error can be confirmed by turning the Audit key. If *enabled*, the audit error can only be cleared by means of a Ram reset. Recommended setting is *Disable*.

### **LIMITS**

- **CREDIT LIMIT**

This value defines the maximum amount of credits that can be accumulated to the Credit meter. Credit Limit is adjusted in credits and the default setting is 5.000.000.

$5.000.000 * \text{DENOMINATION} = \text{VALUE IN CURRENCY}$

Touch the SET button to adjust the Credit Limit between 1 and 9.999.999 credits.

If the Credit Limit is reached, the machine is not allowed to book any credits to the Credit meter. Coin- and bill acceptor are locked.

- If the Credit limit would be exceeded by inserting a coin, bill or coupon, this coin, bill or coupon is rejected and the message "Coin (or bill, or coupon) Value Exceeds Maximum Credit" is displayed.
- If the Credit Limit is exceeded with a win, this situation is handled as adjusted with option CREDIT LIMIT PAYOUT.

- **CREDIT LIMIT PAYOUT**

Select WHOLE WIN or PARTLY.

- If set to WHOLE WIN, the whole win amount is paid out.
- If set to PARTLY, only the amount exceeding the Credit Limit is paid out.



### **DOUBLE UP ALLOWED**

- Select *Yes* or *No* to enable or disable the double up feature.

### **EFT TRANSACTIONS**

- Communication with external EFT (Electronic Funds Transfer) System.

### **BONUSING**

- The Bonusing feature (player bonuses generated by external tracking/accounting systems) can be *Disabled* or *Enabled*.

### **PROGRESSIVE**

- **IN MACHINE PROGRESSIVE**

If *enabled*, the machine assumes that the top price is paid external and will show win amount "0", in case of a top award hit. Use for price Jackpots. Default setting is *disabled*.

- **PROGRESSIVE GROUP#**

Some progressive jackpot systems utilize different jackpot groups. In this menu the group number (1-254) can be entered.

**Leave Group at 0 (zero) for:**

- non progressive mode
- Mikohn Progressive via ALink
- Atronic Progressive Link (APL)

**Set Group # for:**

- System Progressive

### **ADDITIONAL JP KEY FUNCTIONALLITY**

- Select On or Off to enable or disable the JP key remote function. If enabled the attendant can add or clear credits to/from the credit meter by means of the Jackpot Key.

**Note:**

*To run a machine in progressive mode a progressive Security Chip (Tiny) is required! Please contact Atronic Technical Service for further information.*

**Note:**

*For detailed information on progressive Jackpot configuration see manual "Progressive Jackpots".*

**Note:**

*For additional information see manual "Operating" - chapter Remote Mode.*

### COMMBOARD REQUIRED

- If enabled, the Main board will lock-up and display "COMMUNICATION WITH COMMBOARD NOT ESTABLISHED", if communication between Comm board and System could not be established.

### RESIDUAL CREDIT PAYOUT

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

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

Mark the radio button of the Residual Credit Payout handling option desired.

#### HANDPAY / LOCKED

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

#### HANDPAY / PLAYABLE

When residual credits are remaining after payout, the customer is given the choice to "press cashout for handpay or continue gameplay". If now the cashout button is pressed, the machine goes into handpay but the player panel stays active. If a new bet is played the machine returns to game mode and sends a "Handpay cancelled" message to the system.

#### No HANDPAY

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

#### **Note:**

*Set to YES if communication to online system is vital.*

## INITIAL SETUP

### PRINTER SETUP

- Select *None* or *Enhanced* for Voucher Validation as required by the host system.  
If *Enhanced* mode was selected, additionally the Validation Security can be enabled or disabled.

### DATE TIME

- Set the clock / date in this menu.  
Setting date and time is especially necessary to have correct data in the machines' event log.

### INITIAL SETUP SUMMARY

After the last page of options has been configured, a Summary page is displayed.

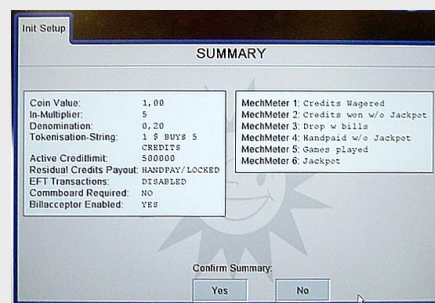


**Carefully check all setting before confirming the summary. Any later change of Initial Setup settings will require a new RAM Reset procedure.**

- If all settings are correct, confirm summary by touching the YES button. At this point Initial Setup is finished.
- If any setting is incorrect, refuse summary by touching the NO button. Initial Setup will start again from the beginning. All values remain as adjusted in the first pass of Initial Setup.

### FURTHER PROCEDURE

- If the machine is equipped with a configurable payable, proceed with Paytable Configuration procedure on next page.
- If the machine is equipped with a non-configurable payable, proceed with Service Menu settings on page 21.



## Paytable Configuration

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

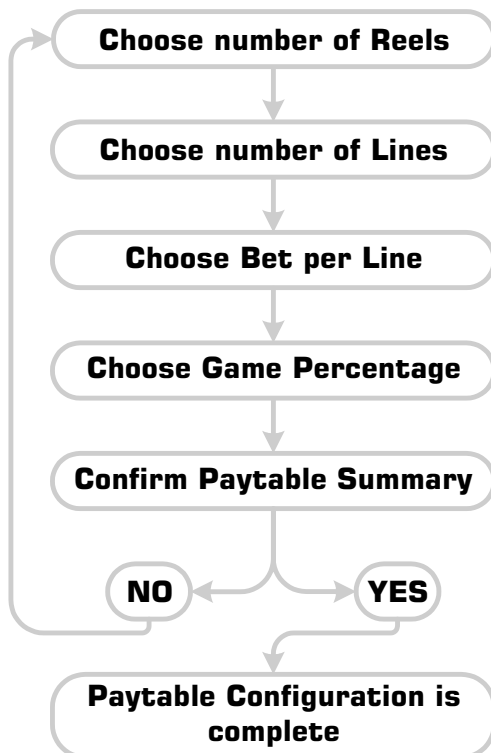
Mark the radio buttons for the desired paytable setting and touch the SAVE AND CONTINUE button on each of the Paytable Configuration pages.



**NUMBER OF LINES and BET PER LINE must be set according to the installed button panel.**

When the last page has been saved, a confirmation page is displayed.

- If all settings are correct, confirm by touching the YES button. At this point Paytable Configuration is finished.
- If any setting is incorrect, refuse by touching the NO button. Paytable Configuration will start again from the beginning.



**Note:**

*As most games are intended to operate with 5 reels only, SET NUMBER OF REELS is left out for those games.*

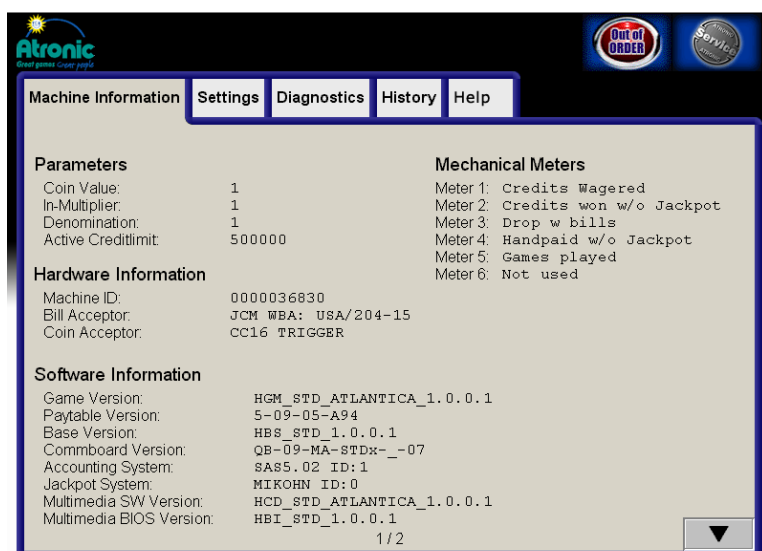
**Note:**

*Paytable Configuration is not available in all jurisdictions!*

## Service Menu

To access Service Menu, press the Service Button at the Logic box. To exit the Service Menu, press the Service Button again or close the main door.

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



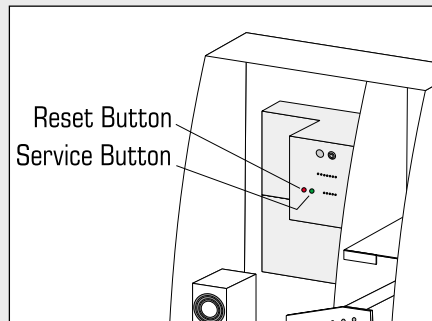
The Service Menu consists of folders that contain pages of information and settings. To navigate to the desired folder, touch the Folder Tab. Some folders contain multiple pages. To navigate to pages within a folder, touch the Page Tab.

Some menus have more than one page, which is indicated at the bottom of each page. Use the up and down arrows to scroll through the pages.

### Pop-up Help

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

## SERVICE MENU



## Input Assistance

For Service Menu Pages that contain configurable options, pop-up Keyboards, Number pads, Option sets and Sliders are displayed to assist the input.

### Keyboard



### Number pad



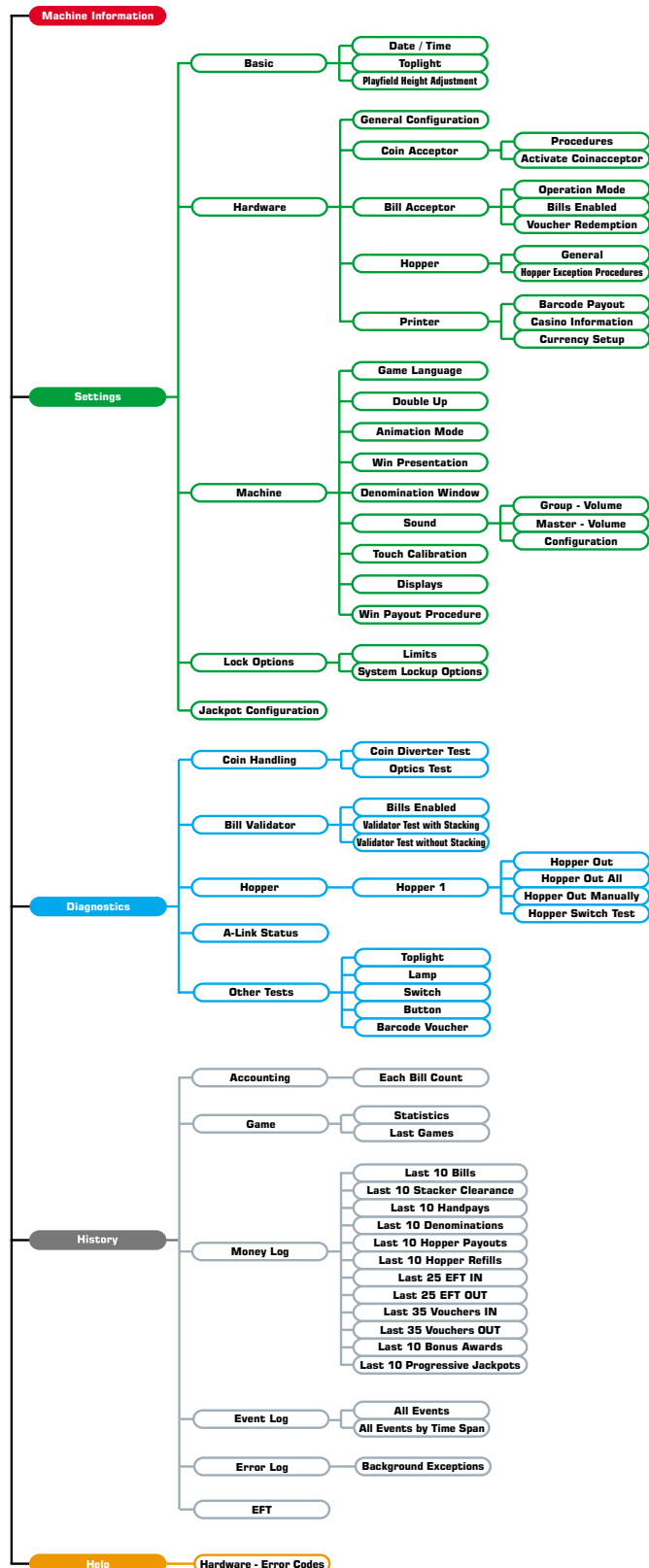
### Option Set



### Sliders

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

## Service Menu Flowchart



**Note:**

Some settings are not available in all jurisdictions!

## SERVICE MENU

### MACHINE INFORMATION

Basic machine information is displayed in this menu.

#### PARAMETERS

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

#### HARDWARE INFORMATION

Machine ID: The Unique ID number.  
Bill Acceptor: Type of Bill Acceptor and its software version.  
Coin Acceptor: Type of Coin Acceptor.

#### SOFTWARE INFORMATION

Shows the software versions used in the machine, as well as the Accounting and Progressive protocols and machine ID, that are in use.

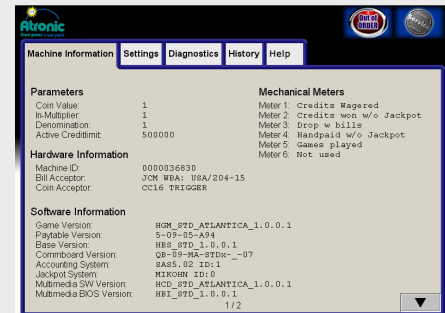
#### MECHANICAL METERS

Lists the Hardmeter definitions as defined during Initial Setup.

- page 2 -

#### ADDITIONAL INFORMATION

- Audit Meter  
Shows status, *Enabled* or *Disabled*
- Bonusing  
Shows status, *Enabled* or *Disabled*
- EFT-Transactions  
Shows status, *Enabled* or *Disabled*.
- JP Key Remote Mode  
Shows status, *On* or *Off*
- In Machine Progressive  
Shows status, *Enabled* or *Disabled*
- Progressive Group  
Displays Progressive Group number.
- Commboard required  
Shows status, *Yes* or *No*.





**MACHINE INFORMATION** continued

- Billacceptor  
Shows status, *Yes* or *No*.
- Jurisdiction  
Shows configured Jurisdiction.
- Residual Credits Payout  
Shows status, *Handpay/Locked*, *Handpay/Playable* or *No Handpay*.
- Currency  
Shows currency string.
- Validation Type  
Shows status, *None* or *Enhanced*.

**SETTINGS - BASIC**



**All changes in settings must be confirmed with "save changes".**

- To access the pages listed below, touch the Settings File tab and then touch the **BASIC** button.

**DATE / TIME**

Set internal time and date (e.g. for event log).

**TOP LIGHT**

The top light flashing patterns are configured in this menu page.

**PLAYFIELD HEIGHT ADJUSTMENT**

Set availability of playfield height adjustment to *Disable*, *Enable always* or *Enable only with credits*.

Configure automatic playfield alignment to move back to default position (top, middle, bottom) after X minutes in idle mode.

**Note:**

*It is recommended to set the playfield height adjustment to "Enable always" for promotional reasons.*

## **SETTINGS - HARDWARE**

- To access the pages listed below, touch the Settings File tab and then touch the **HARDWARE** button.

### **GENERAL CONFIGURATION**

These components can be enabled or disabled by checking the corresponding radio buttons. Confirm any changes with SAVE button.

- Coin Acceptor
- Bill Acceptor
- Hopper
- Ticket Printer

### **COIN ACCEPTOR**

- ***Procedure***

Select a coin diverter malfunction procedure. Machine locks with error message or Diverter malfunction is not reported to player.

- ***Activate Coin Acceptor***

Activate the Coin acceptor for programming procedure. Applicable for programmable coin acceptors only (e.g. NRI G13).

### **BILL ACCEPTOR**

- ***Operation Mode***

***Bill Validator operation mode***

Accepted bills are changed immediately by paying bill value from the hopper or value of accepted bill is added to credit meter.

- ***Bills Enabled***

In this menu the acceptance of each bill (value) can be enabled or disabled. After a Ram Reset all bills are set to enabled.

- ***Voucher Redemption (if applicable)***

In this menu Coupon Redemption can be enabled.

**SETTINGS - HARDWARE** continued

**HOPPER**

**General**

- **Hopper payout limit**  
Adjust the number of coins the Hopper will maximal pay out (on each payout request).
- **Hopper refill**  
Can be enabled or disabled.  
If enabled, in case of a hopper empty situation, a refill menu appears on-screen where the attendant can enter the refill value (in coins).

**Hopper exception procedures**

- **Hopper Empty Procedure**
  - If Hopper is empty, left amount is handpaid.

**or**

  - If Hopper is empty, Hopper must be refilled to continue payout.
- **Hopper Payout Limit Procedure**
  - Over Hopper Payout Limit, Hopper pays out until Hopper Payout Limit is reached, rest is handpaid.

**or**

  - Over Hopper Payout Limit, whole amount is handpaid.

**or**

  - Over Hopper Payout Limit, Hopper pays out until amount reaches next full hundred coins, rest is handpaid.
- **Hopper Jam Procedure**
  - If a Hopper Jam occurs, left amount is handpaid.

**or**

  - If a Hopper Jam occurs, the Hopper Jam has to be cleared. After the hopper drawer door is opened and closed, the payout continues.

**PRINTER**

Printers are configurable within this menu page.

## SETTINGS - MACHINE

- To access the pages listed below, touch the Settings File tab and then touch the **MACHINE** button.

These settings are configurable within this menu page:

- **GAME LANGUAGE**

Mark the desired language which is used for the game. Default setting is english.

- **DOUBLE UP**

Double Up option is only available if Double Up is enabled during Initial Setup.

The Double Up feature can be set to disable or Red/Black. Additionally the number of double up's can be selected (1x, 5x or max allowed).

- **ANIMATION MODE**

Option not used.

- **WIN PRESENTATION**

If DETAILED WIN PRESENTATION is set to ON, an additional window is displayed which shows winning combination and win amount. For more than one winning combinations (on different pay lines) the display toggles.

- **DENOMINATION WINDOW**

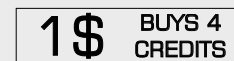
Allows to add a price per credit to the tokenisation window (in the lower right corner of the game screen). If activated, the price must be set with DENOMINATION WINDOW. 3 digits can be added.

**Note:**

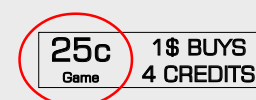
Double up configuration is only available, if the Service Menu has been entered with no credits on the credit meter.



Example:



Standard Window



Denomination Window added

**SETTINGS - MACHINE** continued

- **SOUND**

- **Group-Volume**

Set Open\_Door, System, Jackpot, Feature, Win and Base\_Game volume in this menu.

- **Master-Volume**

Set maximum volume of machine speakers and woofer in this menu.

- **Configuration - Jackpot Music**

The volume of the music which is played during jackpot celebration can be adjusted:

- SET HIGH:

Uses volume setting as adjusted in Group-Volume / Jackpot + 30%.

**or**

- ADJUSTABLE:

Uses volume setting as adjusted in Group-Volume / Jackpot.

**or**

- HIGH TO ADJUSTED:

Starts with high volume and fades after 45 sec. to the setting adjusted in Group-Volume / Jackpot.

- **Configuration - Door Open Sound**

Type and volume of the Door Open Sound can be adjusted in this menu:

- SINGLE (default):

One single sound is played when Main Door is opened. Uses volume setting as adjusted in Group-Volume / Open\_Door.

**or**

- CONTINUOUS / HIGH VOLUME:

A sound is played continuously while the Main Door is open. Uses the max volume setting as adjusted in Master-Volume.

**or**

- CONTINUOUS / ADJUSTABLE VOLUME:

A sound is played continuously while the Main Door is open. Uses volume setting as adjusted in Group-Volume / Open\_Door.

**SETTINGS - MACHINE** continued

- **TOUCH CALIBRATION**

This menu allows calibration of the touch screen. Touch the two rectangles displayed on the monitor, to recalibrate the touch screen, if necessary.

- **DISPLAYS**

Adjust brightness and contrast of the upper and lower TFT display in this menu.

- **WIN PAYOUT PROCEDURES**

These options are configurable within this menu page:

- All wins are added to credit meter. (Except you reach one of the limits)
- or**
- All wins are paid out by payout device immediately.

**SETTINGS - LOCK OPTIONS**

- **LIMITS**

- **Win Limit**

Enable or disable Win Limit.

- ON:  
Win Limit is set fixed to 1200 currency units (Example: \$1200). If the win limit is exceeded in a single game, the message 'CONGRATULATION - CALL ATTENDANT FOR HANDPAY' is displayed on screen (accompanied by a Jackpot Celebration) and must be cleared by means of the Jackpot Key.
  - OFF:  
Win Limit is not active (default).

## SETTINGS - LOCK OPTIONS continued

### • **Celebration Limit**

By means of the Celebration Limit it is possible to have the Jackpot Animation started, if a win resulting from a single game exceeds an adjusted value.

#### **Celebration Limit Destination set to CARD**

A win equals or exceeds the adjusted LOWER LIMIT, but not the UPPER LIMIT.

1. Jackpot animation starts.
2. A message is displayed  
PLEASE CALL ATTENDANT  
YOU HAVE WON XX <currency>.
3. An attendant must clear Jackpot animation and message by means of the Jackpot key.
4. If a valid player card is applicable the win amount is booked to player card.



#### **Important!**

If **no** valid player card is applicable (or no card reader is installed), the win amount is booked to the **credit meter** instead!

#### **Celebration Limit Destination set to HANDPAY**

A win equals or exceeds the adjusted LOWER LIMIT but not the UPPER LIMIT.

1. Jackpot animation starts
2. A message is displayed  
CALL ATTENDANT FOR HANDPAY XX <currency>.
3. An attendant must clear Jackpot animation and message by means of the Jackpot key and carry out a handpay.

#### **Win exceeds Upper Limit**

A win equaling or exceeding the adjusted UPPER LIMIT always results in a handpay.

### • **SYSTEM LOCKUP OPTION**

Machine behavior in case a shutdown command was sent by the online system:

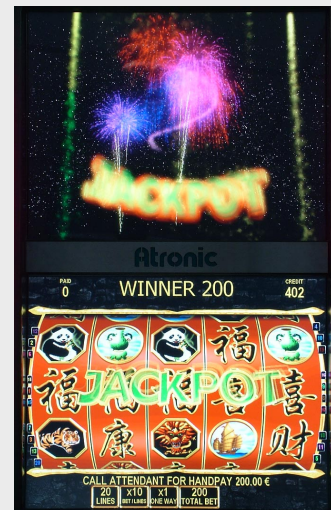
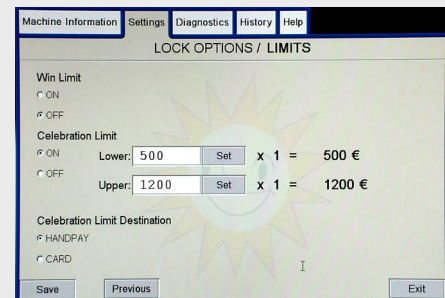
- Credits remain on game

**or**

- Cashout cashable credits

#### **Note:**

*Celebration Limit is only available, if a Comm board is installed and "Bonusing" was disabled during Initial Setup.*



Jackpot animation on both screens.

## **SETTINGS - JACKPOT CONFIGURATION**

In this routine a progressive Jackpot (e.g. Atronic Progressive Link) can be configured by means of external "CNFA08" configuration software (DOS version) or "Alinkconfig for Windows" configuration software (Windows version).

**Note:**

See manual "**Progressive Jackpots**" for detailed information!



## **DIAGNOSTICS**

The Diagnostic Folder gives access to several in-machine hardware tests.

- **COIN HANDLING**

- ***Coin Diverter Test***

- The coin diverter solenoid is checked.

- ***Optics Test***

- The Optics Test checks the coin channeling optics (light barriers).

Select the channel to hopper, drop box or to coin bowl (reject) and insert coin. When the coin has passed the optics, the displayed colour changes from grey to green. If the displayed color changes to red the test has failed.

- **BILL VALIDATOR**

- ***Bills Enabled***

- A billtable overview is displayed within this menu page.

- ***Validator Test with Stacking***

- A bill validator test with stacking the bill can be performed within this test function.

- ***Validator Test without Stacking***

- A bill validator test without stacking the bill can be performed within this test function.

**DIAGNOSTICS** continued

- **HOPPER**

**Hopper 1**

- **Hopper Out**

With the Hopper out test routine the proper adjustment of the hopper coin switch can be tested. Use the "SET" button to change the number of coins paid out by hopper (default 10) during Hopper Out Test. Check that the hopper pays out the correct number of coins!

- **Hopper Out All**

With the Hopper Out All test routine the hopper pays out the whole hopper content. The payout can be stopped by touching the "CANCEL TEST" button displayed in the lower right.

- **Hopper Out Manually**

With the Hopper Out Manually test routine the hopper pays out coins as long as the "HOPPER OUT MANUALLY" button is touched.

- **Hopper Switch Test**

With the Hopper Switch Test routine the switching period of the hopper count switch is tested. By touching the "HOPPER SWITCH TEST" button the hopper will perform a coin out until the hopper is empty or the "CANCEL TEST" button, displayed in the lower right, is touched.

The switching period values (in msec) are displayed. If any of the values is below 12 msec the hopper count switch has to be re-adjusted.

*See manual Peripherals/Hopper Suzo STC-Series for details.*

**DIAGNOSTICS** continued

- **ALINK STATUS**

Displays the ALink Status (Master / Slave / Ready / Error) for each ALink address 01-32.

**Note:**

*Applicable only if machines are linked via ALink or if machine is configured for ALink Standalone progressive Jackpot.*

- **OTHER TESTS**

- **Toplight**

The top light lamps are checked.

- **Lamp**

The lamp test checks the bulbs of the machine.

**Note:**

*Test will not work, if the button lamps are equipped with LEDs.*

- **Switch**

Switches and sensors can be tested in this menu. Activating a switch by hand should change the displayed state. Following switches are shown:

Logic Door, Drop Door, Billbox Door, Hopper Drawer Switch, Hopper Count Switch, Hopper Highlevel, Jackpot Key, Audit Key and Stacker Switch.

- **Button**

In this menu button panel and service buttons can be checked.

- **Barcode Voucher**

If a Ticket Printer is installed and configured a test voucher can be printed.

## **HISTORY (Overview)**

Soft meters and other game and machine statistics can be found in folder HISTORY.

### **Accounting**

Each Bill Count

### **Game**

Statistics

Last Games

### **Money Log**

Last 10 Bills

Last 10 Stacker Clearance

Last 10 Handpays

Last 10 Denominations

Last 10 Hopper Payouts

Last 10 Hopper Refills

Last 25 EFT In

Last 25 EFT Out

Last 35 Voucher In (optional)

Last 35 Voucher Out (optional)

Last 10 Bonus Awards

Last 10 Progressive Jackpots

### **Event Log**

All Events

All Events by Time Span

### **Error Log**

Background Exceptions

### **EFT**

Jackpot Statistics

***For detailed HISTORY FOLDER description refer to pages 43 - 56!***

## **HELP**

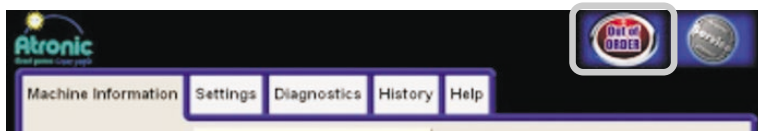
- In this folder a hardware error-code listing is available. Use this listing to get information and a solution for a hardware error that has occurred.

## OUT OF SERVICE

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

### ***To place the machine into Out Of Service mode:***

1. Open the Main door.
2. Press Service button.
3. Touch the OUT OF ORDER button displayed in the upper right corner.



The "Out of Service" screen is displayed.

4. Close and Lock the Main door.

### ***To remove the machine from Out Of Service mode:***

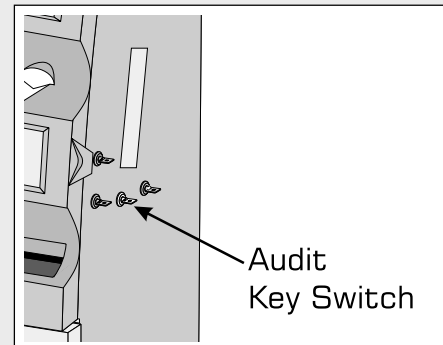
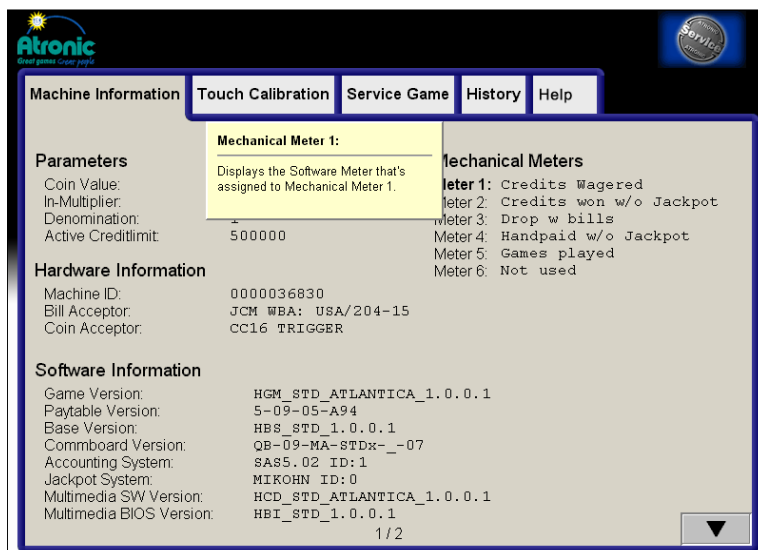
1. Open the Main door.
2. Press Service button again.
3. Close and lock the Main door.



### Audit Menu

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

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



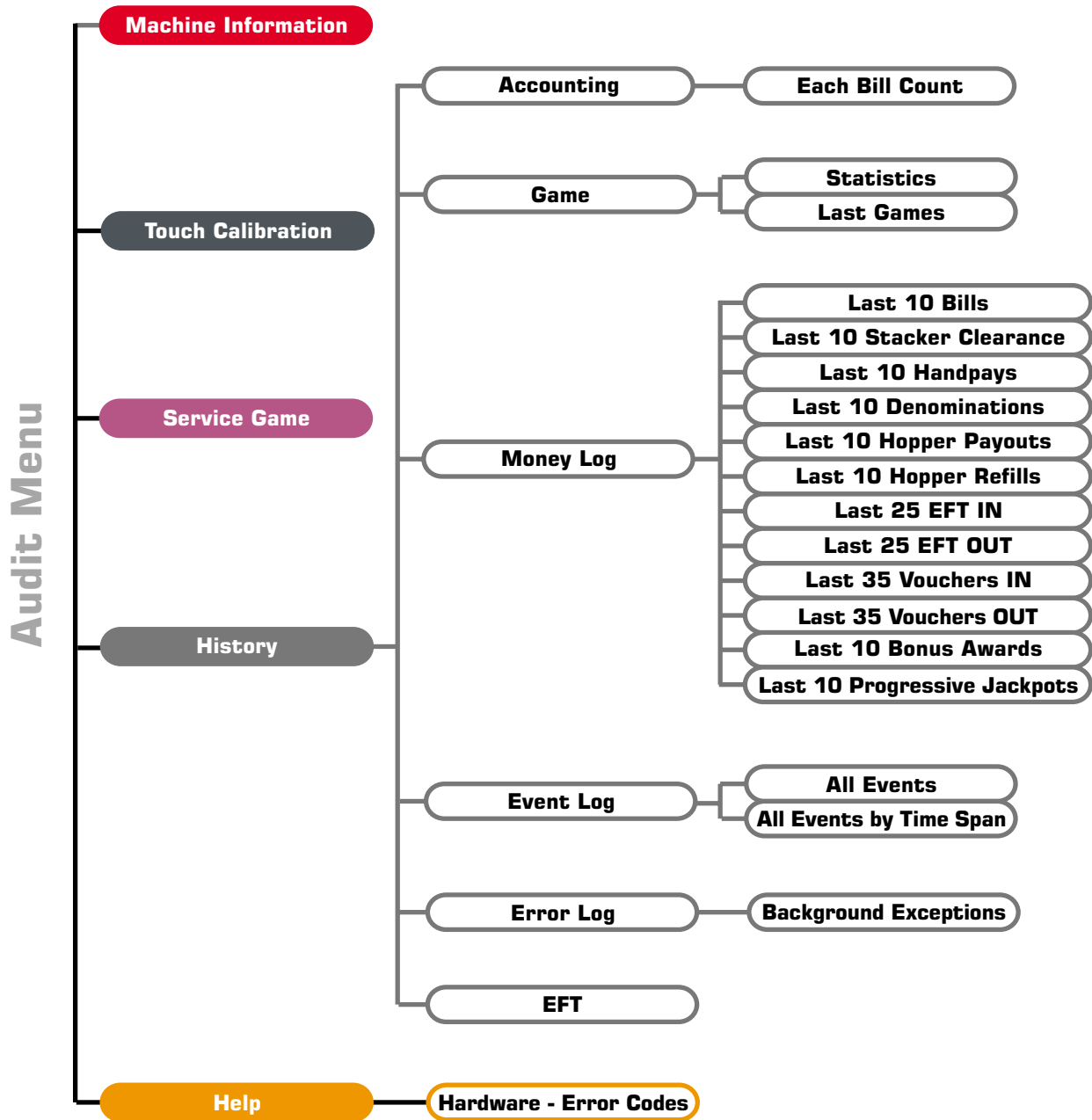
The Audit Menu consists of folders that contain pages of information. To navigate to the desired folder, touch the Folder Tab. Some folders contain multiple pages. To navigate to pages within a folder, touch the Page Tab.

Some menus have more than one page, which is indicated at the bottom of each page. Use the up and down arrows to scroll through the pages.

### Pop-up Help

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

## Audit Menu Flowchart



**Note:**

*Some statistics are not available in all jurisdictions!*

## **MACHINE INFORMATION**

Basic machine information is displayed in this menu.

### **PARAMETERS**

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

### **HARDWARE INFORMATION**

Machine ID: The Unique ID number.  
Bill Acceptor: Type of Bill Acceptor  
and its software version.  
Coin Acceptor: Type of Coin Acceptor.

### **SOFTWARE INFORMATION**

Shows the software versions used in the machine, as well as the Accounting and Progressive protocols and machine ID, that are in use.

### **MECHANICAL METERS**

Lists the Hardmeter definitions as defined during Initial Setup.

- page 2 -

### **ADDITIONAL INFORMATION**

- Audit Meter  
Shows status, *Enabled* or *Disabled*
- Bonusing  
Shows status, *Enabled* or *Disabled*
- EFT-Transactions  
Shows status, *Enabled* or *Disabled*.
- JP Key Remote Mode  
Shows status, *On* or *Off*
- In Machine Progressive  
Shows status, *Enabled* or *Disabled*
- Progressive Group  
Displays Progressive Group number.
- Commboard required  
Shows status, *Yes* or *No*.



**MACHINE INFORMATION** continued

- Billacceptor  
Shows status, *Yes* or *No*.
- Jurisdiction  
Shows configured Jurisdiction.
- Residual Credits Payout  
Shows status, *Handpay/Locked*, *Handpay/Playable* or *No Handpay*.
- Currency  
Shows currency string.
- Validation Type  
Shows status, *None* or *Enhanced*.

**TOUCH CALIBRATION**

- This menu allows calibration of the touch screen. Touch the two rectangles displayed on the monitor, to recalibrate the touch screen, if necessary.

**SERVICE GAME**

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

## **HISTORY (Overview)**

Soft meters and other game and machine statistics can be found in folder HISTORY.

### **Accounting**

Each Bill Count

### **Game**

Statistics

Last Games

### **Money Log**

Last 10 Bills

Last 10 Stacker Clearance

Last 10 Handpays

Last 10 Denominations

Last 10 Hopper Payouts

Last 10 Hopper Refills

Last 25 EFT In

Last 25 EFT Out

Last 35 Voucher In (optional)

Last 35 Voucher Out (optional)

Last 10 Bonus Awards

Last 10 Progressive Jackpots

### **Event Log**

All Events

All Events by Time Span

### **Error Log**

Background Exceptions

### **EFT**

Jackpot Statistics

***For detailed HISTORY FOLDER description refer to pages 43 - 56!***

### History Folder

- Shows the Statistics of the machine.



**Depending on machine configuration some statistic softmeter are not displayed.**

### ACCOUNTING

This page provides basic statistics including all Accounting meters.

#### **CREDITS WAGERED** (in credits)

Total number of credits which have been bet.

#### **CREDITS WON W/O JP** (in credits)

Total value which has been won, except wins/bonus wins that result directly in a hand pay because a limit was exceeded.

#### **CREDITS WON WITH JP** (in credits)

Total number of credits which have been won, except progressive Jackpots.

CREDITS WON W/O JP + Non progressive Jackpots + Bonus wins

#### **Note:**

*Total value of progressive Jackpot wins is booked to the "Progressive 1" soft meter (History / EFT)!*

#### **TOTAL DROP** (in credits)

Total value of credits from stacked bills and coins to dropbox.

#### **COINS DROP** (in credits)

Total value of credits from coins to dropbox.

#### **HAND PAID W/O JP** (in credits)

Total value of handpays **initiated by a cash out** (exceeding hopper payout limit; hopper empty or hopper jam) + key credit out.

#### **Note:**

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

$$\frac{2^{64}-1}{10000 * \text{Denomination [cent]}}$$

Exceptions are noted directly at the soft meter descriptions.

**ACCOUNTING** continued

**HAND PAID WITH JP** (in credits)

Total value of handpays (credits cancelled)  
**initiated automatically and/or by a cash out.**  
Including Key credit out, bonus wins that directly  
end in a hand pay and non progressive Jackpots,  
**except progressive Jackpots.**

**Note:**

*Total value of progressive Jackpot wins is booked  
to the "Progressive 1" soft meter (History / EFT)!*

**GAMES PLAYED**

Total number of games played.

**GAMES WON**

Total number of games won (games lost in Double-  
Up feature are **not** booked to this meter!).

**JACKPOT** (in credits)

Non progressive configuration:

All wins that **directly** end in a hand pay (wins  
above the celebration limit and active credit limit,  
including bonus wins that exceed these limits),  
**including Top Award wins!**

Progressive configuration:

All wins that **directly** end in a hand pay (wins  
above the celebration limit and active credit limit,  
including bonus wins that exceed these limits),  
**except progressive Jackpot wins!**

**Note:**

*Total value of progressive Jackpot wins is booked  
to the "Progressive 1" soft meter (History / EFT)!*

**JACKPOT HITS**

Non progressive configuration:  
Number of Top award hits.

Progressive configuration:  
Number of progressive Jackpot hits.

**DOOR OPENS**

Total number of main door opens.

**ACCOUNTING** continued

**PHYSICAL COIN IN**

Number of accepted coins.

**PHYSICAL COIN OUT**

Number of coins paid out by hopper.

**TRUE IN** (in credits)

Total number of credits from inserted coins, bills, cards, coupons and key credits.

**TRUE OUT** (in credits)

Total number of credits paid out by hopper and paid to card.

**NET WIN** (in credits)

CREDITS WAGERED - CREDITS WON WITH JP

**CURRENT PAYOUT %**

(CREDITS WON WITH JP / CREDITS WAGERED) \*100

**CURRENT PAYOUT % W. BONUS**

(CREDITS WON WITH JP / CREDITS WAGERED) \*100

**CURRENT PAYOUT % W/O BONUS**

((CREDITS WON WITH JP - All received Bonus awards) / CREDITS WAGERED) \*100

**COINS OVERPAID**

Total number of coins overpaid by the hopper.

**GAMES/DOOR**

Number of games played since last main door open.

**GAMES/POWER**

Number of games played since last power up.

**HOPPER DRAWER**

Number of hopper drawer opens.

**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 times the bill stacker was accessed.

**Note:**

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

NET WIN meter range is from  
-9223372036854775 to  
9223372036854775

**Note:**

*First time a bonus was sent, meter CURRENT PAYOUT % is replaced by meters CURRENT PAYOUT % W. BONUS and W/O BONUS.*

**ACCOUNTING** continued

**BILL ACCEPTOR STACKER**

Total number of bill stacker removals.

**KEY CREDIT IN** (in credits)

Total number of credits added to the credit meter by means of remote credit function.

**KEY CREDIT OUT** (in credits)

Total number of credits cleared from the credit meter by means of remote credit function.

**2nd SCREEN WIN**

Credits won in second screen feature.

**SCATTERED WIN**

Credits won with scattered symbols.

**DOUBLE UTILIZATION %:**

(Number of Double Up entered / Number of won games when Double Up enabled) \*100

DOUBLE UTILIZATION %  
calculation is based on a meter  
range is from 0.0 to  
184467440737095.51

**DOUBLE UP WAGERED** (in credits)

Won credits wagered in double up feature.

**DOUBLE UP WON** (in credits)

Credits won in double up feature.

**DOUBLE UP PAYOUT %**

(DOUBLE-UP WON / DOUBLE-UP WAGERED) \*100

DOUBLE UP PAYOUT %  
calculation is based on a meter  
range is from 0.0 to  
184467440737095.51

**TOTAL BILLS CREDITS**

Total value of accepted bills in credits.

**TOTAL BILLS CURRENCY**

Total value of accepted bills in currency.

**COINS OUT** (in credits)

Total value of won credits wagered + won credits paid from hopper + credits booked to card.

**TOTAL BILL COUNT**

Total number of bills accepted.

**EACH BILL COUNT**

Number of each bill type accepted.

### GAME

Provides game specific statistics.

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

#### • STATISTICS

##### **CREDITS WAGERED** (in credits)

Total number of credits which have been bet.

##### **CREDITS WON W/O JP** (in credits)

Total value which has been won, except wins/ bonus wins that result directly in a hand pay because a limit was exceeded.

##### **CREDITS WON WITH JP** (in credits)

Total number of credits which have been won, except progressive Jackpots.

CREDITS WON W/O JP + Non progressive Jackpots + Bonus wins

##### **Note:**

*Total value of progressive Jackpot wins is booked to the "Progressive 1" soft meter (History / EFT)!*

##### **JACKPOT** (in credits)

Non progressive configuration:

All wins that **directly** end in a hand pay (wins above the celebration limit and active credit limit, including bonus wins that exceed these limits), **including Top Award wins!**

Progressive configuration:

All wins that **directly** end in a hand pay (wins above the celebration limit and active credit limit, including bonus wins that exceed these limits), **except progressive Jackpot wins!**

##### **Note:**

*Total value of progressive Jackpot wins is booked to the "Progressive 1" soft meter (History / EFT)!*

##### **Note:**

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

$$\frac{2^{64}-1}{10000 * \text{Denomination [cent]}}$$

Exceptions are mentioned directly at the soft meter.

• **STATISTICS** *continued*

**JACKPOT HITS**

Non progressive configuration:  
Number of Top award hits.

Progressive configuration:  
Number of progressive Jackpot hits.

**2nd SCREEN WIN**

Credits won in second screen feature.

**SCATTERED WIN**

Credits won with scattered symbols.

**CURRENT PAYOUT %**

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

**CURRENT PAYOUT % W. BONUS**

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

**CURRENT PAYOUT % W/O BONUS**

$((\text{CREDITS WON WITH JP} - \text{All received Bonus awards}) / \text{CREDITS WAGERED}) * 100$

**GAMES PLAYED**

Total number of games played.

**GAMES WON**

Total number of games won (games lost in Double-Up feature are **not** booked to this meter!).

**AVERAGE BET PER GAME:**

Shows the average bet per game.

**AVERAGE LINES PER GAME**

Shows the average number of lines per game.

**AUDIT METER**

Credit value discrepancy found by audit meter function (if enabled during Initial Setup).

**GAMES BET X**

Number of games played with a certain bet.

CURRENT PAYOUT % calculation is based on a meter range is from 0.0 to 184467440737095.51

**Note:**

*First time a bonus was sent, meter CURRENT PAYOUT % is replaced by meters CURRENT PAYOUT % W. BONUS and W/O BONUS.*

AVERAGE BET PER GAME meter range is from 0 to MAXBET

AVERAGE LINES PER GAME meter range is from 0 to MAXLINES



- **STATISTICS** *continued*

**GAMES X LINE**

Number of games played with a certain number of lines.

**LINE X / BET X**

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

- **LAST GAMES**

- When the Last Games folder is accessed, 10 buttons are displayed. Touch the button according to the game to be reviewed.  
For example, touch the Last Game button and a window will appear with following information:

- Date
- Time
- Paid
- Win
- Bet
- Credits before game start
- Credits after game initiation
- Credits before Double Up
- Credits Game (End)
- Lines played
- Bet per line
- Double Up Game
- Double Up played
- Bonus award
- Mystery Jackpot
- Progressive Jackpot

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

## MONEY LOG

Money IN & OUT transactions can be reviewed within these menu pages.

### **Last 10 Bills**

Screen displays Date (YY/MM/DD), Time (hh/mm/ss), Currency, Version and Value of the last 10 accepted bills.

### **Last 10 Stacker Clearance**

Screen displays Date (YY/MM/DD) and Time (hh/mm/ss) of the last 10 stacker clearances.

### **Last 10 Handpays**

Screen displays Date (YY/MM/DD), Time (hh/mm/ss), Money Paid, Credits Paid, Validation # and Type of the last 10 handpays.

### **Last 10 Denominations**

Screen displays Date (YY/MM/DD), Time (hh/mm/ss), Coin Value, In-Multiplier and Denomination of the last 10 denominations changes.

### **Last 10 Hopper Payouts**

Screen displays Date (YY/MM/DD), Time (hh/mm/ss) and Coins Paid of the last 10 payouts.

### **Last 10 Hopper Refills**

Screen displays last 10 hopper refills.

### **Last 25 EFT In**

Screen displays last 25 cashless transaction to the credit meter.



### **Last 25 EFT Out**

Screen displays last 25 cashless transaction from the credit meter.



### **Last 35 Voucher In**

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



**MONEY LOG** continued

**Last 35 Voucher Out**

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

**Last 10 Bonus Awards**

Screen displays the last 10 bonus awards.

**Last 10 Progressive Jackpots**

Screen displays the last 10 progressive jackpots.

**EVENT LOG**

**All Events**

Displays Date (YY/MM/DD), Time (hh/mm/ss) and Event description of a all events.

**All Events by Time Span**

Displays Date (YY/MM/DD), Time (hh/mm/ss) and Event description of events during a defined time span.

**ERROR LOG**

A log of occurred Background Exceptions.

**Note:**

*This log is intended for internal manufacturer use and should normally list no entries.*



**EFT (ELECTRONICAL FUND TRANSFER)**

PAGE 1/2

**TOTAL ACTIVE CREDITS**

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

**Note:**

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

**ACTIVE CASHABLE**

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

**ACTIVE NON-CASHABLE**

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

**ACTIVE PROMOTIONAL**

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

**CARD CASHABLE IN**

Sum of cashable credits received from a system.

**CARD CASHABLE OUT**

Sum of cashable credits cashed out to a system.

**CARD NON-CASHABLE IN**

Sum of non-cashable credits received from a system.

**CARD NON-CASHABLE OUT**

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

**CARD PROMOTIONAL IN**

Sum of promotional credits received from a system.

**CARD PROMOTIONAL OUT**

Sum of promotional credits cashed out to a system.

**CLEARED CREDITS**

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

**EFT (ELECTRONICAL FUND TRANSFER)** continued

**BONUS AWARDS DEDUCTIBLE**

Credits from bonus awards / Tax deductible.

**BONUS AWARDS NON-DEDUCTIBLE**

Credits from bonus awards / Non-deductible.

**BONUS AWARDS WAGER MATCH**

Credits from bonus awards / Wager match play.

**BONUS AWARDS MYSTERY**

Credits awarded by a mystery jackpot.

**PROGRESSIVE 1**

1    90141.51 \$  
      901415

First row shows number of hits and amount in currency of progressive Jackpot wins. Second row shows amount in credits.

PAGE 2/2

**VOUCHER**

# Currency  
# Credits  
# Counter

**VOUCHER IN**

Number of accepted vouchers.

**VOUCHER OUT**

Number of printed vouchers.

**PROMO IN**

Number of promotional vouchers accepted.

**PROMO OUT**

Meter not used.

**ACCEPTED**

Number of accepted vouchers.

**PRINTED**

Number of printed vouchers.

### **JACKPOT STATISTICS** (EFT / Jackpot Statistics)

Values in this menu are given in credits and in currency.

#### **JP HITS COUNT**

Number of progressive Jackpot hits.

#### **CUMULATIVE PAYOUT**

Total progressive Jackpot payout value.

#### **CURRENT VALUE**

Current progressive Jackpot value.  
(Credit value is rounded to full credits).

#### **BASE VALUE**

Min. progressive Jackpot value after progressive Jackpot hit.

#### **UPPER LIMIT**

Max. allowed progressive Jackpot Value. Further increments will go to Hidden Jackpot or Overflow.

#### **OVERFLOW**

Value which could not be accumulated to the progressive Jackpot or to the Hidden Jackpot, because their UPPER LIMIT was exceeded.

#### **INCREMENT**

Percentage value of credits wagered, which is paid into the progressive Jackpot for every game played.

#### **HIDDEN VALUE**

Current value of Hidden Jackpot.

#### **HIDDEN INCREMENT**

Percentage value of credits wagered, which is paid into the Hidden Jackpot for every game played.

#### **RESET VALUE**

Start up Jackpot value after a progressive Jackpot hit (Base Value + Hidden Value).

#### **MAX. JP PAYOUT**

Value of the highest progressive Jackpot pay.

#### **MIN. JP PAYOUT**

Value of the lowest progressive Jackpot pay.

**Note:**

*Item Jackpot Statistics is only available if the machine is configured to Atronic Progressive Link (APL).*

**Note:**

*For details about progressive Jackpot configuration, read manual "Progressive Jackpots".*

**Note:**

*Upper limit "0" = No limit.*

**HELP FOLDER**

In this folder a hardware error-code listing is available. Use this listing to get information and a solution for a hardware error that has occurred.

**APPENDIX**



## **Mechanical Meter (Hardmeter)**

Turning the Audit Key illuminates the Mechanical Meter!

The Mechanical Meter are non-volatile bookkeeping devices of the following softmeter:

### **MECHANICAL METER 1**

#### ***CREDITS WAGERED***

*(Mechanical Meter label: Credits Wagered)*

Total number of credits which have been bet.

### **MECHANICAL METER 2**

Depending on configuration during Initial Setup Mechanical Meter 2 counts:

#### ***COINS OUT***

*(Mechanical Meter label: Coins Out)*

Total value of won credits wagered + won credits paid from hopper + credits booked to card.

**or**

#### ***CREDITS WON WITHOUT JACKPOT***

*(Mechanical Meter label: Coins Out)*

Total value which has been won, except wins/bonus wins that result directly in a hand pay because a limit was exceeded.

**or**

#### ***CREDITS WON WITH JACKPOT***

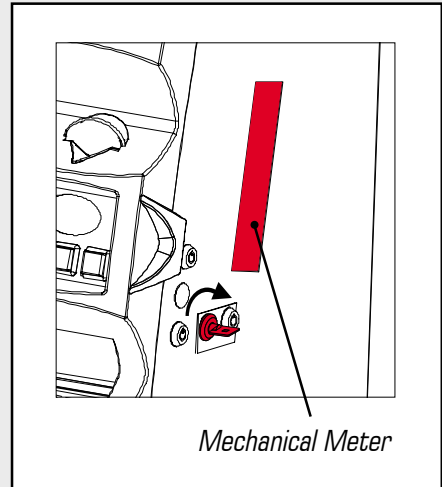
*(Mechanical Meter label: Coins Out)*

Total number of credits which have been won, except progressive Jackpots.

CREDITS WON W/O JP + Non progressive Jackpots + Bonus wins

#### ***Note:***

*Total value of progressive Jackpot wins is booked to the "Progressive 1" soft meter (History / EFT)!*



## **Mechanical Meter** continued

### **MECHANICAL METER 3**

Depending on configuration during Initial Setup  
Mechanical Meter 3 counts:

#### **TOTAL DROP**

*(Mechanical Meter label: Coins Drop)*

Total value of credits from stacked bills and coins to dropbox.

**or**

#### **COINS DROP**

*(Mechanical Meter label: Coins Drop)*

Total value of credits from coins to dropbox.

### **MECHANICAL METER 4**

Depending on configuration during Initial Setup  
Mechanical Meter 4 counts:

#### **HAND PAID WITHOUT JACKPOT**

*(Mechanical Meter label: Hand Paid)*

Total value hand pays **initiated by a cash out** (exceeding hopper payout limit; hopper empty or hopper jam) + key credit out.

**or**

#### **HAND PAID WITH JACKPOT**

*(Mechanical Meter label: Hand Paid)*

Total value of handpays (credits cancelled) **initiated automatically and/or by a cash out.** Including Key credit out, bonus wins that directly end in a hand pay and non progressive Jackpots, **except progressive Jackpots.**

#### **Note:**

*Total value of progressive Jackpot wins is booked to the "Progressive 1" soft meter (History / EFT)!*

**or**

#### **GAMES WON**

*(Mechanical Meter label: Hand Paid)*

Total number of games won (games lost in Double-Up feature are **not** booked to this meter!).

## **Mechanical Meter** continued

### **MECHANICAL METER 5**

Depending on configuration during Initial Setup  
Mechanical Meter 5 counts:

#### **GAMES PLAYED**

*(Mechanical Meter label: Games)*

Total number of games played.

**or**

#### **TOTAL BILLS CREDITS**

*(Mechanical Meter label: Games)*

Total value of accepted bills in credits.

**or**

#### **TOTAL BILLS CURRENCY**

*(Mechanical Meter label: Games)*

Total value of accepted bills in currency.

### **MECHANICAL METER 6**

#### **JACKPOT**

*(Mechanical Meter label: Jackpot)*

Non progressive configuration:

All wins that **directly** end in a hand pay (wins above the celebration limit and active credit limit, including bonus wins that exceed these limits),  
**including Top Award wins!**

Progressive configuration:

All wins that **directly** end in a hand pay (wins above the celebration limit and active credit limit, including bonus wins that exceed these limits),  
**except progressive Jackpot wins!**

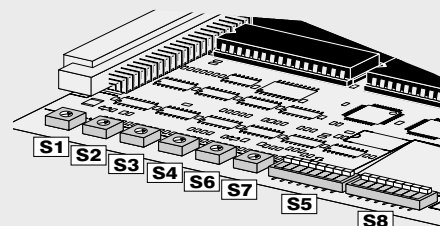
#### **Note:**

*Total value of progressive Jackpot wins is booked to the "Progressive 1" soft meter (History / EFT)!*

## DIP switch settings for Comm board software using SAS Protocol Q\_S5-xx-xxx

### Rotary Switches

Switch	Function
S1	EGMs Progressive System Address
S2	EGMs Progressive System Address
S3	EGMs Accounting System Address Channel 2 (Automatically enable 2nd Channel if set)
S4	EGMs Accounting System Address Channel 2 (Automatically enable 2nd Channel if set)
S6	EGMs Accounting System Address Channel 1
S7	EGMs Accounting System Address Channel 1



Comm board 68k, Rev 2.10

### DIP Switch Block S5

Switch			Function
5-1	5-2	5-3	
OFF	OFF	OFF	Mikohn MS-10 Progressive
ON	OFF	OFF	Accounting Progressive
OFF	ON	OFF	APL Progressive (if included in eprom)
ON	ON	OFF	Mikohn MS-27 Mystery
OFF	OFF	ON	Mikohn MS-27 Mystery + Progressive
ON	OFF	ON	Accounting System 3rd Channel
OFF	ON	ON	not used, defaults to Mikohn MS-10
ON	ON	ON	not used, defaults to Mikohn MS-10
5-4			
ON			APL EGM act as Master
OFF			APL EGM act as Slave
5-6			
ON			Activate implemented Accounting System
OFF			Disable implemented Accounting System
5-7			
ON			Handpay AND ticket overwritten if not read
5-8			
ON			Ticket info only will be overwritten if not read

### DIP Switch Block S8

Switch	Description	Affected LongPolls
<b>8-2</b>		
OFF	Prog JP Chann 1	0x80, 0x86
ON	Prog JP Chann 2	
<b>8-3</b>		
OFF	EFT Chann 1	0x22 to 0x26, 0x28, 0x29
ON	EFT Chann 2	0x62 to 0x67, 0x28, 0x29
<b>8-4</b>		
OFF	Bonus Chann 1	0x2E, 0x8A, 0x8B
ON	Bonus Chann 2	
<b>8-5</b>		
OFF	Control Chann 1	0x03 to 0x07, 0x0A to 0x0C
ON	Control Chann 2	0x94, 0xA8
<b>8-6</b>		
OFF	Coupon Chann 1	0x4C, 0x4D, 0x57, 0x58, 0x70, 0x71
ON	Coupon Chann 2	0x7D (Exp 0x3F, 0x57, 0x67, 0x68)
<b>8-7</b>		
OFF		CB sends Total drop meter to host
ON		CB sends Coin drop meter (Bally)
<b>8-8</b>		
ON		Message if accountingsystem isn't connected
OFF		No message if accountingsystem isn't connected

## DIP switch settings for Comm board software using GRIPS Protocol Q\_G4-xx-xxx

### Rotary Switches

Switch	Function
S1	EGMs Progressive System Address
S2	EGMs Progressive System Address
S3	EGMs Accounting System Address
S4	EGMs Accounting System Address
S6	EGMs Accounting System Address
S7	EGMs Accounting System Address

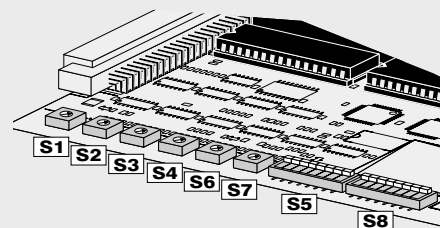
### DIP Switch Block S5

Switch			Function
5-1	5-2	5-3	
OFF	OFF	OFF	Mikohn MS-10 Progressive
ON	OFF	OFF	Accounting Progressive
OFF	ON	OFF	APL Progressive (if included in eeprom)
ON	ON	OFF	Mikohn MS-27 Mystery
OFF	OFF	ON	Mikohn MS-27 Mystery + Progressive
ON	OFF	ON	not used, defaults to Mikohn MS-10
OFF	ON	ON	not used, defaults to Mikohn MS-10
ON	ON	ON	not used, defaults to Mikohn MS-10
5-4			
ON			APL EGM act as Master
OFF			APL EGM act as Slave
5-6			
ON			Activate implemented Accounting System
OFF			Disable implemented Accounting System
5-7	5-8		
ON	OFF		Not used
OFF	ON		Not used

### DIP Switch Block S8

Switch	Description	Function
8-1		Not used
8-2		Not used
8-3		Not used
8-4		Not used
8-5		Not used
8-6		Not used
8-7		Not used
8-8		
ON		Message if accountingsystem isn't connected
OFF		No message if accountingsystem isn't connected

## APPENDIX



Comm board 68k, Rev 2.10

## Commboard EPROM Naming

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
Q	_	-	S	5	-	M	J	-	S	T	D	_	-	B	-	O	8	A

No.	Definition	Example
1	Communication Level	Q = Q-Level for Hi(!)bility
4-5	System/Protocol Identifier	S5 = SAS 5.xx, G4 = GRIPS 4.x
7	Hardware	M = M68332
8	Release	(A-Z)
10-12	Jurisdiction	STD = Standard (RoW)
15	Progressive Revision Level	A = APL, B = MS10/27, APL, System Prog. (SAS, Grips), 3 Channel Progressive (SAS only)
17-18	ALINK Config Version	08 = AC08EA.exe (or Windows Version)
19	Dongle version	A = TITO Dongle Type A