



Cashline™

Operating

**for software O-Level
with Multi Denomination Feature**



Rev. 2.0

April 2005

Cashline™
Operating
O-Level

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April 2005 / Rev. 2.0

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Introduction

This manual aims to give a description of machine components, software menus and functions needed for operating an Atronic Cashline™ machine. It covers operator selectable machine configuration available after Initial Setup has been carried out.

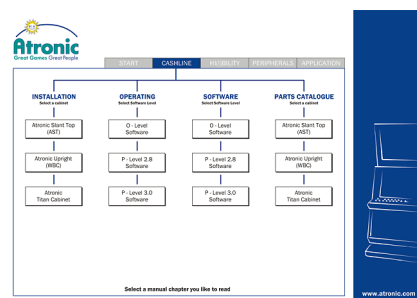


Topics covered by additional manuals

- Installation and Commissioning
(incl. safety instructions, technical data, etc.)
-> See manual "Installation" for a specific cabinet.
- Software / Basic Setup
(Clear Memory Procedure, Initial Setup, Paytable Configuration, PC Setup, etc.)
-> See manual "O-Level Software".
- 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" for a specific cabinet.

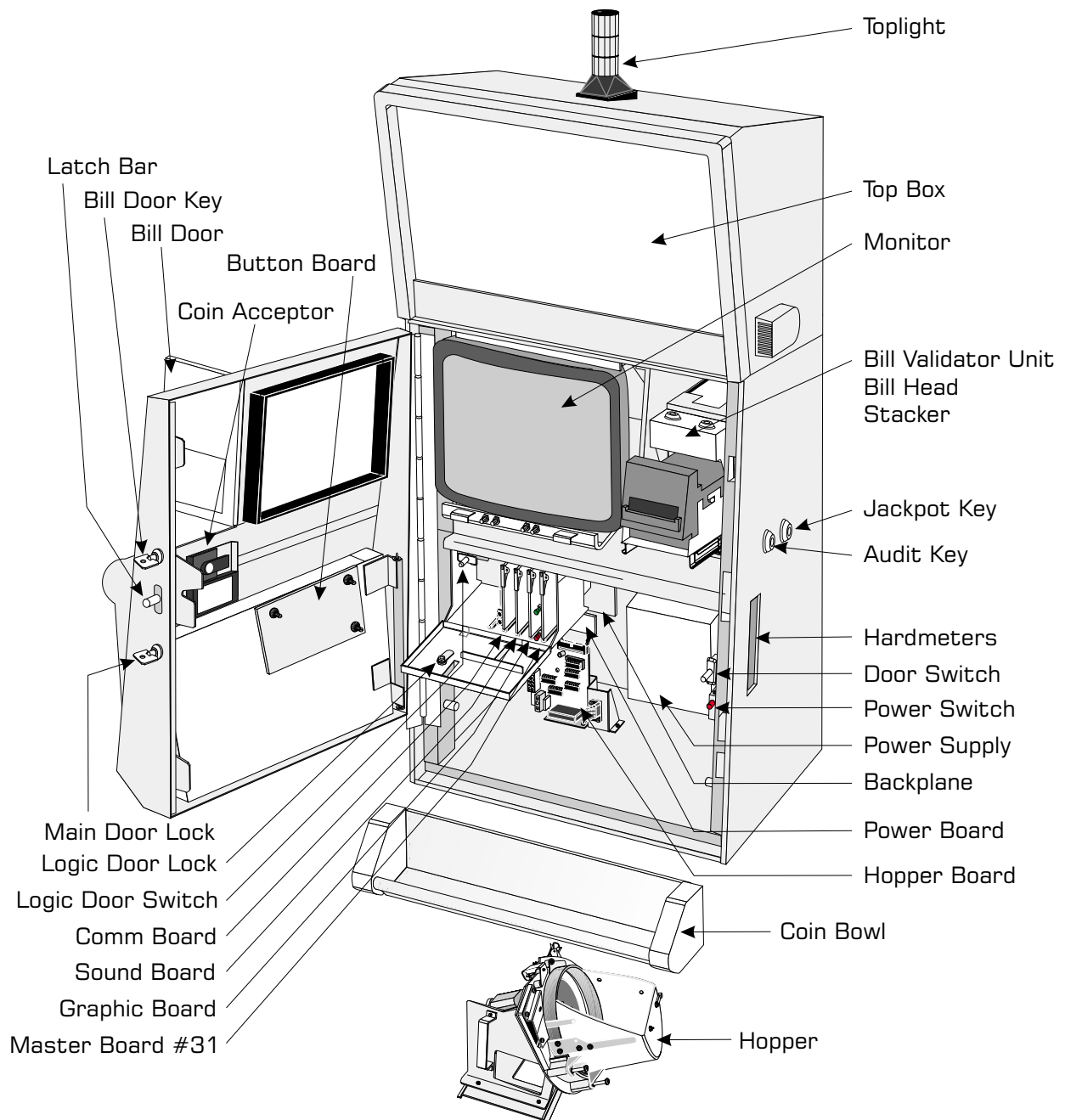
Note:

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

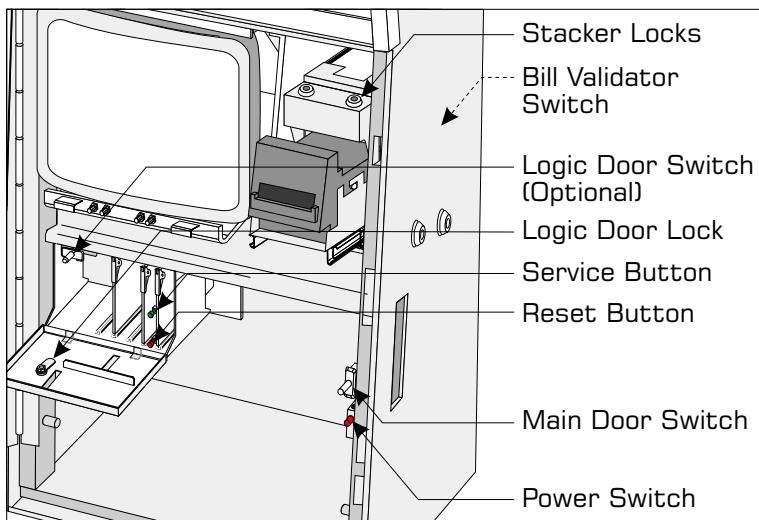
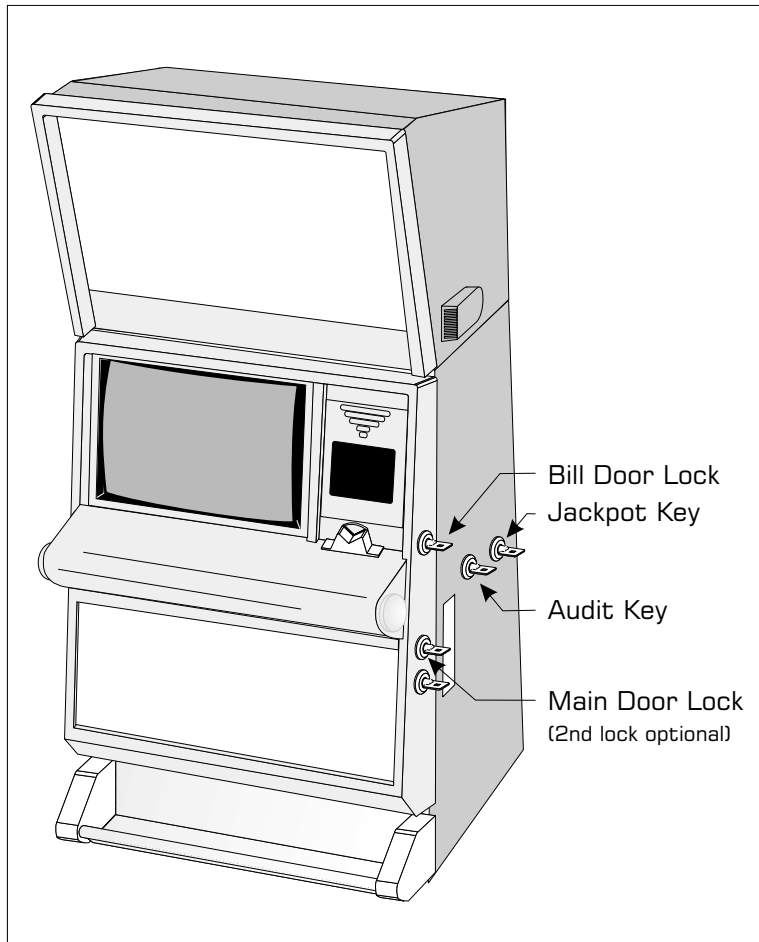


If this manual did not come with this CD-ROM, please ask Atronic Technical Service for a free copy.

Overview - Machine Components Atronic Wide Body Cabinet (WBC)



Overview - Locks, Keys and Switches Atronic Wide Body Cabinet (WBC)



Components

Audit Key

Activates the Audit Menu and illuminates hardmeters. It also clears status and error messages.

Jackpot Key

Jackpot Key confirms handpays and Jackpot wins.

Bill Door Lock

Unlocking the bill door allows the validator and stacker to be removed without unlocking the main door.

Main Door Lock

Allows access to the machine components via the Main Door.

Stacker Locks

Unlock to remove bill stacker.

Bill Validator Switch

Removal of validator and stacker is detected by this switch.

Logic Door Lock and Switch

The logic box is equipped with a lock and an (optional) detection switch.

Service Button (Green)

Pressing the Service Button (with Main Door open) activates Service Menu.

Reset Button (Red)

Initiates a soft reset of the machine.

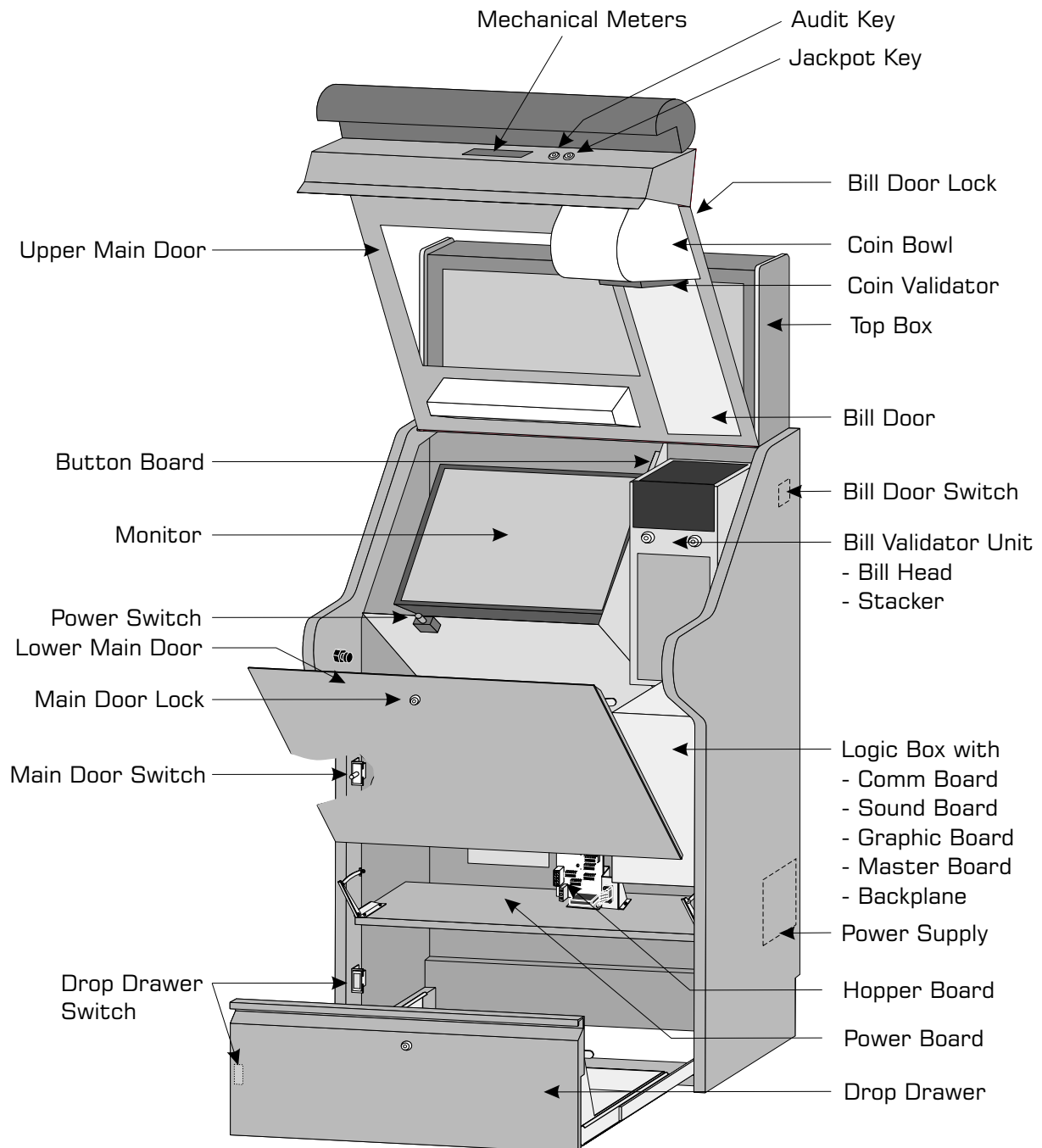
Main Door Switch

Detects Main Door openings.

Power Switch (Red)

Switches power supply on/off

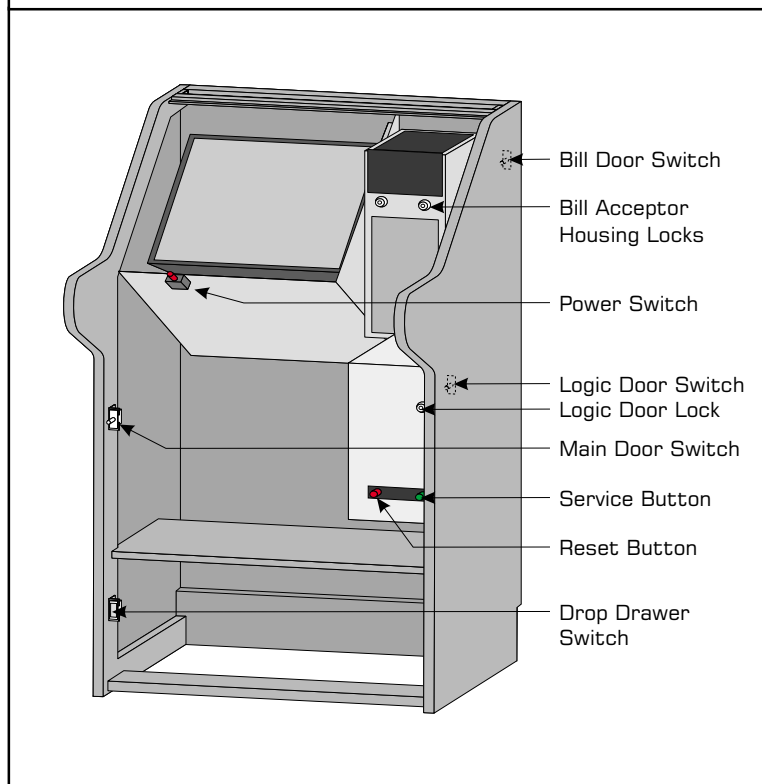
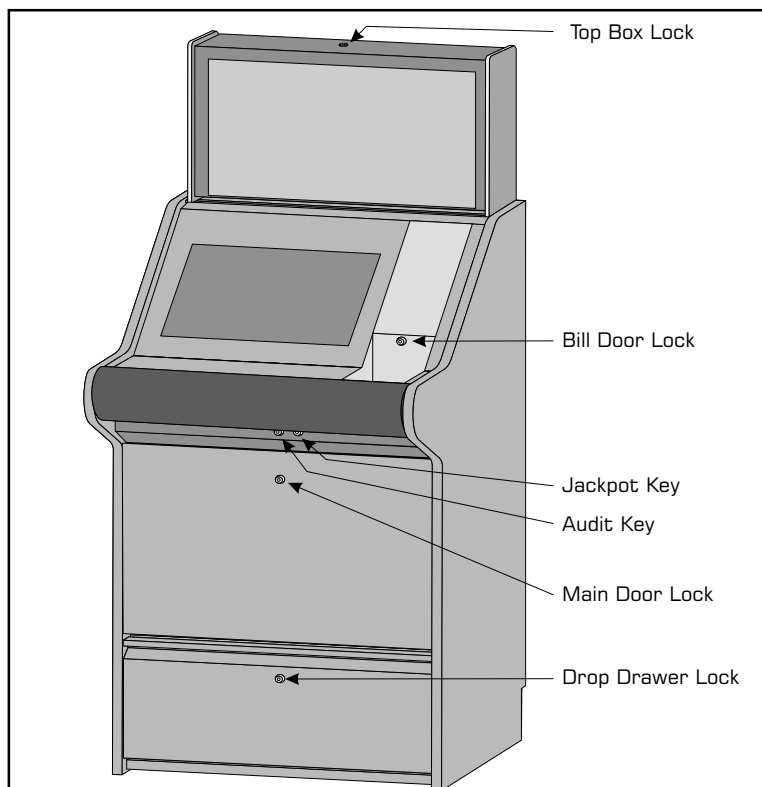
Overview - Machine Components Atronic Slant Top (AST)



Note:

All following figures in this manual show WBC machines only, because handling of both cabinet types is similar. Use this drawing to locate components.

Overview - Locks, Keys and Switches Atronic Slant Top (AST)



Components

Top Box Lock

Opens the Top Box.

Bill Door Lock

Unlocking the Bill door allows the Validator and Stacker to be removed without unlocking the Main Door.

Audit Key

Activates the Audit Menu and illuminates hardmeters. It also clears status and error messages.

Jackpot Key

Jackpot Key confirms handpays and Jackpot wins.

Main Door Lock

Unlocks the upper and lower Main Door.

Drop Drawer Lock

Unlocks the Drop Drawer.

Bill Acceptor Housing Locks

Allows the removal of the stacker from the Validator enclosure.

Power Switch

The power switch (with red cap) is mounted to the monitor holding device.

Logic Door Lock and Switch

The logic box is equipped with a lock and an (optional) detection switch.

Main Door Switch

Detects main door openings.

Service Button (Green)

Pressing the Service Button (with Main Door open) activates Service Menu.

Reset Button (Red)

Initiates a soft reset of the machine.

Drop Drawer Switch

Detects drop drawer openings.

Components

Main Control Elements

Main processes and procedures on Atronic Cashline™ machines are initiated via **Audit Key**, **Jackpot Key**, **Service Button** and **Reset Button**.

Audit Key

The Audit Key switch activates the **Audit Menu**, which gives access to several bookkeeping statistics, the service game and touch screen calibration.

Audit Key also clears status and error messages and lits the hardmeters.

Shipping lock (Camlock R02001) has to be replaced by a Casino specific lock for appropriate security.

Jackpot Key

The Jackpot Key confirms handpays, substantial wins* and triggers additional Jackpot Key functions*.

(*depends on software configuration)

Shipping lock (Camlock R02002) has to be replaced by a Casino specific lock for appropriate security.

Service Button

The Service Button activates the **Service Menu** (with the main door open), which allows access to test functions and machine setup.

Reset Button

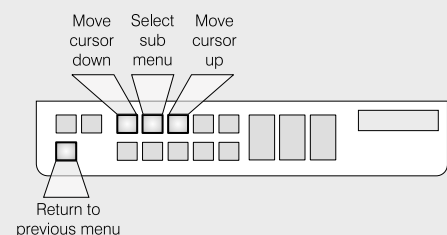
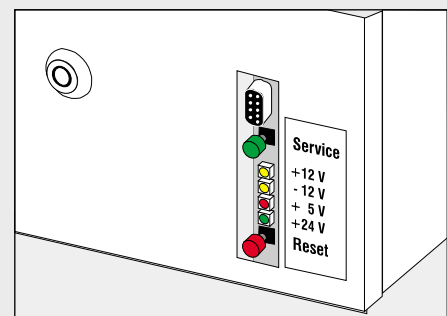
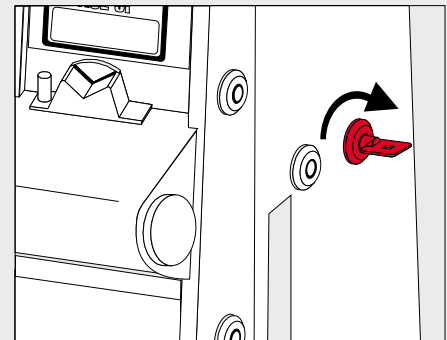
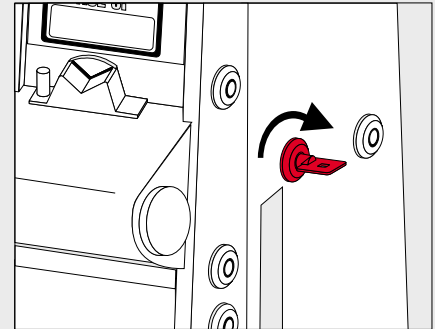
The Reset Button is used to reset the machine and to initialize the machine data.

Menu Navigation

Navigation in Audit- and Service Menu is carried out by four buttons on the button panel. The relevant buttons are lit for easy identification.

A highlighted menu item changes font color from GREEN to YELLOW.

Note:
Figures show WBC (upright) machines.

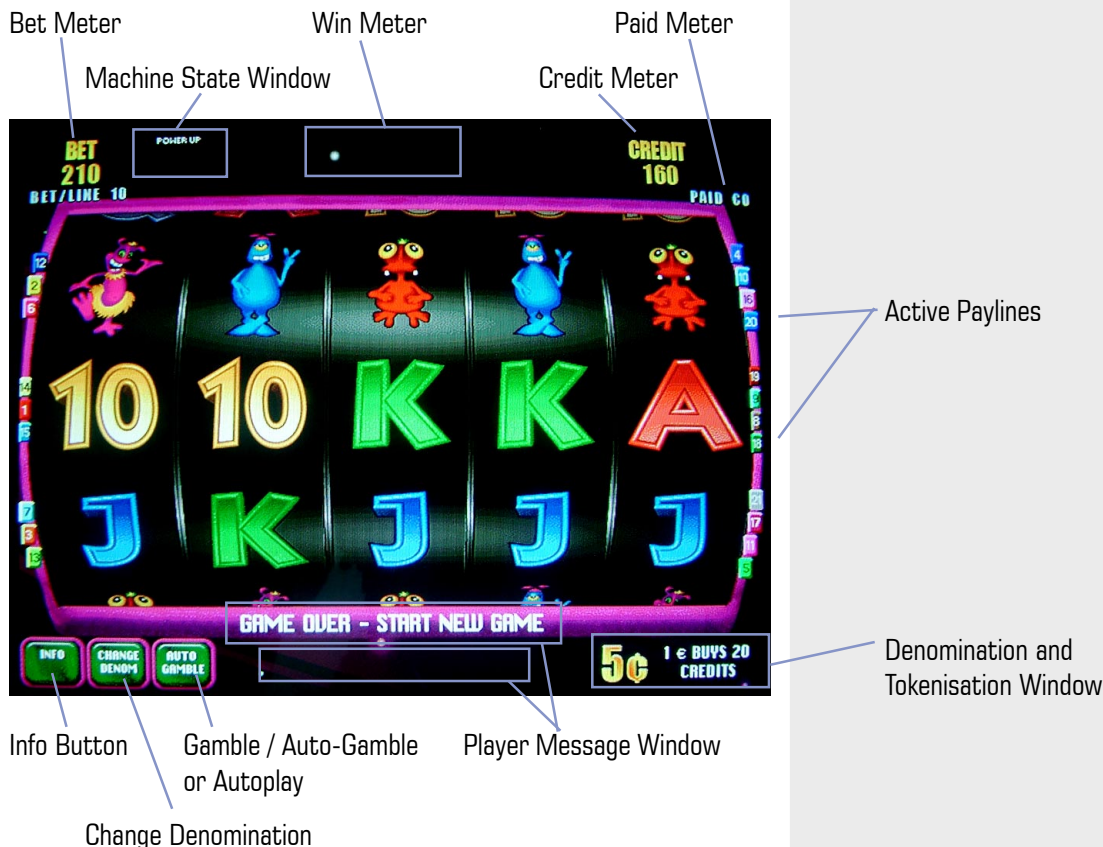


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Game Play

Game Screen

The game screen shows all player relevant information during game play and additional information in case of an unexpected machine state (e.g. Main Door open).



Info Screen

Player relevant information can be displayed by activating the INFO button (button panel or on-screen). Displayed info screen provides information about:

- General game rules
- Paytable
- Payout handling
- Winning combinations
- Scattered wins
- Bonus features

Info Screen can also be activated with no credits on the credit meter. Return to game by touching the RETURN TO GAME on-screen button or by pressing the INFO button.

PAYTABLE 5c 1 € BUYS 20 CREDITS

PRESS INFO BUTTON TO RETURN TO GAME

1 CREDIT BET PER LINE
THE MORE LINES YOU PLAY, THE MORE CHANCES YOU HAVE TO WIN.

	x5	10000		x5	500
	x4	250		x4	175
	x3	110		x3	100
	x2	2		x2	1
	x5	350			
	x4	150			
	x3	65			
	x2	1			

SUBSTITUTE
SUBSTITUTES FOR ALL SYMBOLS EXCEPT AND 5 H

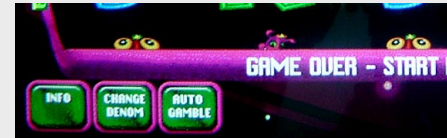
RETURN TO GAME SEE PAYTABLE SEE BONUS FEATURE SEE GAME FEATURE

Game Play

Change Denomination

If the MULTI DENOMINATION FEATURE has been enabled, up to 5 player selectable denomination presets are available for gameplay.

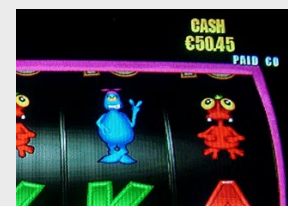
1. Touch the CHANGE DENOM on-screen button in the lower left corner of the game screen or touch the denomination window in the lower right corner of the game screen.
2. A denomination selection window is displayed, showing all available denomination presets. The current denomination is highlighted.
- While this window is displayed, the credit meter shows cash values.
3. Touch a denomination for game play.
4. The new denomination setting (for example 5c) is displayed in the denomination window in the lower right corner of the game screen.



Toggle Feature Credit Meter

If MULTI DENOMINATION FEATURE and SET TOGGLE FEATURE CREDIT METER have been enabled, it is possible to change the credit meter display from *credits* to *cash*.

Simply touch the credit meter area to change display.



Select Bet

Depending on active credits, possible bets are indicated by lit and flashing buttons.

- Possible LINE selections are visualized by lit buttons.
- Possible BET PER LINE selections are visualized by flashing buttons.
- If MAX BET is possible this button will flash, too.

1. Select the number of LINES to play.
All possible BET PER LINE settings are flashing.
2. Select the number of credits to BET PER LINE.
The game starts immediatly with the selected bet.

$$\text{TOTAL BET} = \text{LINES} \times \text{BET PER LINE}$$

If a certain combination is not lit, there are not enough active credits to play this bet. Insert money, play another bet or select a lower denomination.

Win Presentation

When a valid bet has been selected, the reels spin for some seconds before they stop.

No winning combination on any active pay line

- Game routine is over.
- If credits remain on the credit meter, another bet can be placed. GAME OVER - START NEW GAME is displayed.
- If no credits remain on the credit meter, more credits must be added to start another bet. GAME OVER - INSERT MONEY is displayed.

Winning combination on one or more active pay line(s)

- Win presentation is displayed. It toggles between each win on each active payline, showing winning combination and win amount.
- All winning combinations on active pay line(s) are added together = Total Win.
- GAMBLE button is lit and Double Up feature is available (if enabled). PRESS "GAMBLE" FOR DOUBLE UP OR START NEW GAME is displayed.
- If AUTO GAMBLE is activated the Double Up feature starts automatically.



Cashline™ button panel USB
style, variation 5-21-10.



Double Up Feature (Gamble)

After a win the Double Up feature can be activated by pressing the GAMBLE button. This feature gives players the option to wager won credits in an additional bet. Players can guess color or suit of the next drawn card and touch the corresponding on-screen button.

RED or BLACK pays 2 times the wager, HEARTS, DIAMONDS, CLUBS or SPADES pays 4 times the wager, in case of a right guess. In case of a wrong guess the bet is lost.

With each Double Up bet players can choose to play HALF GAMBLE or FULL GAMBLE. If HALF GAMBLE is activated only half the amount is wagered, while the other half is paid to the credit meter.

TAKE WIN will end the Double Up feature (which is also possible without placing any bet at all). Wins amount is booked to the credit meter.

Double Up Setup

Enter *Service Menu / Menu Setup / Double Up Setup* to configure Double Up feature.

Set DOUBLE MODE to *Red / Black* to enable Double Up feature. The number of allowed double up steps can be configured to 1x, 5x or MAX ALLOWED (which is only limited by the machines top award).

If AUTO DOUBLE is set to *Playerselectable*:

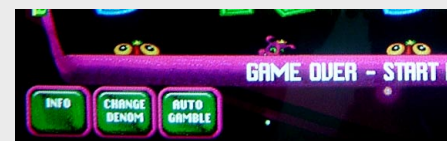
Press Gamble button while no game is in progress to activate Auto Gamble mode. If activated, Double Up feature starts automatically after a game with a win.

Autoplay / Continuous Play

If AUTOPLAY / CONTINUOUS PLAY has been enabled during Initial Setup, an on-screen Autoplay button is displayed. Touching this button starts gaming (with the current bet setting) in autoplay mode until any other button is pressed or any area of the touch screen is touched. Autoplay games are faster than single games.

Continuous Play allows to initiate a continuous play by holding one button pressed that starts a game.

Game Play



Note:

Autoplay / Continuous Play is available only with particular games.

The Autoplay on-screen button is displayed instead of the Auto Gamble button, if both modes are enabled.

Cash Out

Press the CASH OUT button located on the button panel to collect credits. Amounts not exceeding the HOPPER PAYOUT LIMIT are paid from the hopper.

If the number of coins to be cashed out is exceeding the HOPPER PAYOUT LIMIT the machine locks into handpay mode. Handling depends on Master Board DIP Switch setting.

Switch		Description
1-3	1-4	
		Over maximum payout limit procedure
OFF	OFF	Pay limit from hopper, rest hand paid
OFF	ON	Total amount is hand paid
ON	OFF	Pay coins from hopper until amount reaches next full hundred, rest is hand paid

Booked to a Smart Card (optional)

Accumulated Credits can be booked to a Smart Card by means of a Cashless System.

System Shutdown (if applicable)

If a shutdown command was sent by an accounting system, the machine locks but the cash out button is still active, allowing a cash out.

Residual Credits Payout

Residual credits are credits that remain on the credit meter after a payout, because the remaining credit value is less than one coin's credit value. RESIDUAL CREDITS PAYOUT has to be configured during Initial Setup. Available options are:

- **CASHABLE / PLAYABLE**
If residual credits remain after a cashout, the player can either press CASH OUT again, which results in a handpay **or** play off the residual credits.
- **FORCED PLAYOFF**
Residual credits have to be played off in normal game play. No cashout of residual credits allowed.
- **PLAY OFF FEATURE**
A screen similar to the Double Up screen is displayed, allowing players to gamble residual credits up to a full coin, which is paid out immediately.

Note:

HOPPER PAYOUT LIMIT (in coins) can be adjusted in "Service Menu / Menu Setup / Hopper Payout Limit".

Note:

See also manual "Software / Basic Setup" chapter "Initial Setup / Residual Credits Payout" for details.

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Operating Procedures

Operating Procedures

This chapter describes operating procedures regarding handpays, Jackpot wins, Hopper empty/Hopper jam, Remote credit function and service game.

Handpay

A handpay is initiated if, ...

- the hopper is empty and Hopper Empty Procedure is set to hand pay mode (DIP S1/2 set to OFF).

Switch		Description
1-2		Hopper empty procedure
ON		Hopper must be refilled, payout continues after main door is closed
OFF		Left amount is hand paid

- a hopper jam is detected and Hopper Jam Procedure is set to handpay mode (DIP S2/3 set to OFF).

Switch		Description
2-3		Hopper jam procedure
ON		Hopper jam must be cleared, payout continues after main door is closed
OFF		Left amount is hand paid

- a cashout is exceeding the "Hopper Payout Limit".

Over maximum payout limit procedure is configured via DIP S1/3 and S1/4.

Switch		Description
1-3	1-4	Over maximum payout limit procedure
OFF	OFF	Pay limit from hopper, rest hand paid
OFF	ON	Total amount is hand paid
ON	OFF	Pay coins from hopper until amount reaches next full hundred, rest is hand paid

Handpay Reset Procedure

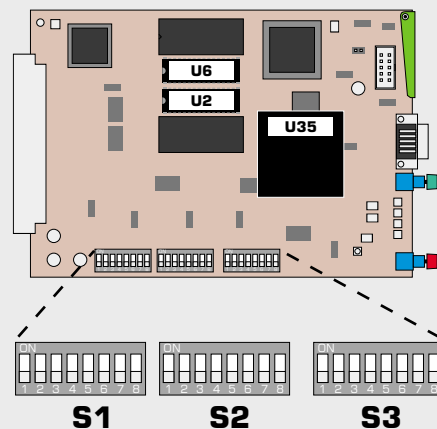
When a handpay occurs, turn the Jackpot Key to reset the handpay message and to clear credits from the credit meter.

Remove Jackpot Key to return to game mode.

Handpay Cancel Allowed Feature

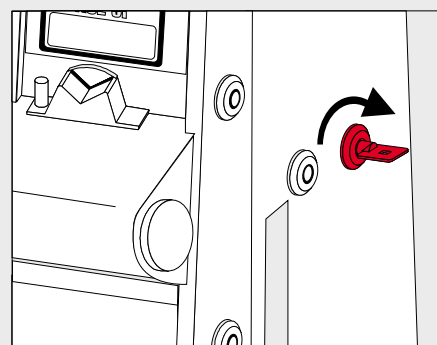
If the "Handpay Cancel Allowed Feature" has been enabled during Initial Setup, players can cancel a handpay (initiated by a cash out) by resume playing.

Master Board #31 DIP switches



Note:

Hopper Payout Limit is configured in MENU SETUP/HOPPER PAYOUT LIMIT.



Note:

See manual "Software / Basic Setup" for "Handpay Cancel Allowed Feature".

Jackpot

A Jackpot event occurs if the machines top award was hit or if a win exceeds the adjusted Celebration Limit, resulting in a handpay.

Top Award (non progressive Jackpot)

If the top award has been hit:

1. The message "CONGRATULATIONS! PLEASE CALL ATTENDANT - XXX \$" is displayed.
2. Jackpot animation starts.
3. Whole win (Top award + any additional wins) is shown on the win meter.
4. Turn Jackpot Key to reset machine.
5. Whole win (incl. additional wins) has to be hand paid.

Progressive Jackpot

If a progressive Jackpot has been hit:

1. The message "CONGRATULATIONS! PLEASE CALL ATTENDANT FOR JACKPOT" is displayed.
2. Jackpot animation starts.
3. Jackpot value is shown on In-Machine display and overhead display (if applicable).
4. Additional wins are displayed separately on the Win Meter.
5. Whole win amount (progressive amount + any additional wins) is shown on handpay popup window.
6. Turn Jackpot Key to reset machine. Jackpot animation and message disappear.
7. Whole win amount has to be hand paid.

Exceeding Celebration limit

See chapter Celebration Limit on page 22.

Hopper Empty / Hopper Jam

Hopper Empty / Hopper Jam Cancel Allowed Feature

The "Hopper Empty / Hopper Jam - Cancel Allowed" feature gives players the option to resume gameplay in case of a Hopper empty or a Hopper jam condition.

DIP switch setting

Handling of these conditions is configured with DIP switch S1/2 (hopper empty) and S2/3 (hopper jam) on the Master Board.

<i>Switch</i>		<i>Description</i>
1-2		Hopper empty procedure
ON		Hopper must be refilled, payout continues after main door is closed
OFF		Left amount is hand paid

<i>Switch</i>		<i>Description</i>
2-3		Hopper jam procedure
ON		Hopper jam must be cleared, payout continues after main door is closed
OFF		Left amount is hand paid

- DIP switch S1/2 and/or S2/3 set to "ON":
In this description called "**Refill Mode**".
- DIP switch S1/2 and/or S2/3 set to "OFF":
In this description called "**Handpay Mode**".

Hopper Empty / Hopper Jam

Actions in Handpay Mode*

** see previous page*

1. Tilt top light starts to flash.
2. Event is reported to system.
3. Message is displayed on screen

HOPPER JAM - CALL ATTENDANT FOR HANDPAY OR PRESS ANY PLAY BUTTON TO CONTINUE WITH GAMEPLAY

or

HOPPER EMPTY - CALL ATTENDANT FOR HANDPAY OR PRESS ANY PLAY BUTTON TO CONTINUE WITH GAMEPLAY

Actions If player continues game play

4. "Cancelled Handpay Message" is sent to the system.
5. Tilt toplights keep on flashing.
6. HOPPER JAM or HOPPER EMPTY is displayed.
7. All error conditions are reset and the reset is reported to system after door closed event.

Actions if player does not continue game play

4. Normal Handpay handling.
5. Error conditions are reset and the reset is reported to system after Jackpot Key has been turned.

Actions in Refill Mode*

1. Tilt top light starts to flash.
2. Event is reported to system.
3. Message is displayed on screen

PRESS ANY PLAY BUTTON IF YOU WANT TO CONTINUE TO PLAY UNTIL ATTENDANT ARRIVES TO CLEAR THE HOPPER JAM

or

PRESS ANY PLAY BUTTON IF YOU WANT TO CONTINUE TO PLAY WHILE YOUR HOPPER FILL ARRIVES.

Actions If player continues game play

1. Tilt top lights keep on flashing.
2. HOPPER JAM or HOPPER EMPTY is displayed.
3. All error conditions are reset and the reset is reported to system after door closed event.

Actions if player does not continue game play

1. All error conditions remain active until all error conditions are reset and the reset is reported to the system after door closed event.

Remote Credit Function

This function can be enabled during PC Setup via selection "Software Switches and Limits".



Not available in all jurisdictions!

Only possible while in normal game mode (not during Jackpot or handpay).

1. Turn Jackpot Key to activate remote credit key function. REMOTE is displayed in the game screen.
2. Use the corresponding (lit) buttons to add/deduct or clear credits (see figure).

Previously added credits can also be deducted from credit meter, but not below the credit meter start value. The credit value added or deducted on each keypress depends on the setting *Menu Setup / Remote Credit* (range 100 - 1000 accounting credits). Added / deducted credit value is measured in adjusted Accounting Denomination.

Use the "Cash Out" button to clear all credits from the credit meter.

3. Remote credit transactions are booked to softmeters KEY CREDIT IN/OUT.

Service Game

-> Audit Menu / Service Game

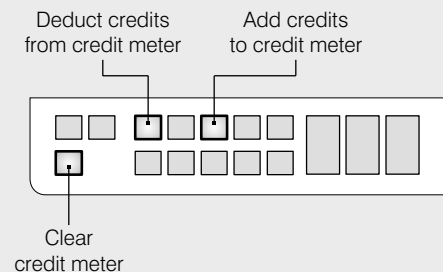
This function allows simulated game play for test or promotional purposes. Service Game is only possible while front door is open and no credits are on the credit meter.

Credit meter will be set to 1000 "virtual" credits, which can be played but not cashed out. Hardmeters and statistic data are not influenced by service games.

To leave Service Game close front door and remove Audit Key.

Note:

See also manual "Software / Basic Setup" chapter "PC Setup".



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.

Case 1 -

SEND CREDITS set to TO PLAYER CARD

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

1. Jackpot animation starts.
2. A message is displayed
CONGRATULATIONS! 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 upon key release.



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

Case 2 -

SEND CREDITS set to TO HANDPAY

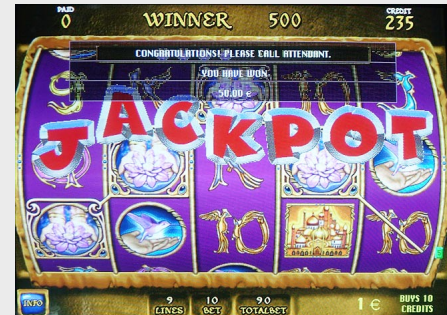
A win equals or exceeds the adjusted LOWER LIMIT but not the UPPER LIMIT.

1. Jackpot animation starts.
2. A message is displayed
CONGRATULATIONS! PLEASE CALL ATTENDANT.
YOU HAVE WON XX <currency>.
3. An attendant must clear Jackpot animation and message by means of the Jackpot key and carry out a handpay.

Case 3 -

Win exceeds Upper Limit

A win equaling or exceeding the adjusted UPPER LIMIT always results in a handpay.
Handling is the same as in case 2.



Jackpot animation with handpay message.

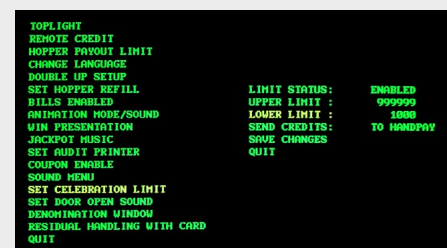
Pre-requirements for Celebration Limit:

A Commboard has to be installed.

Jackpot Meter Reporting has to be set to EXTENDED or EXTENDED WITH COINS OUT.

Bonusing has to be disabled.

To adjust upper- and lower limit values, Commboard DIP switch S5/6 has to be set to ON.



Configure Celebration Limit with function SERVICE MENU / MENU SETUP / SET CELEBRATION LIMIT.

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Audit Menu

The **Audit Menu** gives access to machine information, several (bookkeeping) statistics, service game and touch screen calibration.

Audit Menu Overview

After turning the Audit Key the Audit Menu is displayed on screen. Following sub-menus are available:

Configurations	page 25
Statistics	page 25
Standard	page 26
Extended	page 30
Extended w. Coins Out	page 35
Cashless & Progressive	page 39
Statistics / Game	page 41
Statistics / Denomination	page 43
Last 10 Games	page 45
Last 10 Bills	page 46
Last 10 Bonus Awards	page 46
Last 25 Cashless In	page 46
Last 25 Cashless Out	page 46
Last Payouts	page 46
Last Refills	page 46
Last Progressive Jackpots	page 46
View PC-Setup	page 47
Service Game	page 47
Calibrate Touch	page 47

Menu Navigation

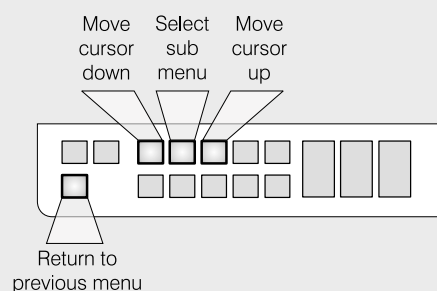
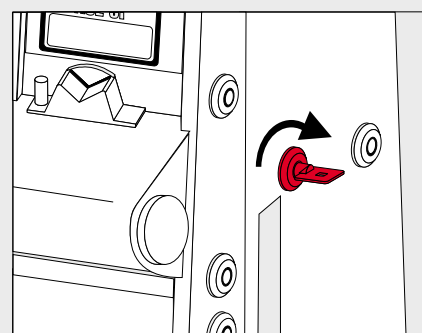
With the lit buttons, the desired sub-menu can be highlighted and activated. A highlighted menu item changes font color from green to yellow.

Softmeter Limits

All soft meters in the Audit Menu have a minimum and maximum decimal value limit. The standard limits are 0 / 4294967295 for all meters.

Note:

This manual describes all possible settings of an O-Level software with Multi Denomination Feature. Depending on machine configuration and jurisdiction some menus are not shown or not used.



Configurations

This menu displays installed software versions and a detailed configuration overview. Consists of two pages.

We recommend to have this information at hand, if you contact Atronic Technical Service for support.



Statistics

This menu displays machines main statistics (softmeter). Number and type of meters depends on the meter mode setting made during Initial Setup. Three meter modes are available for selection:

- *Standard*
- *Extended*
- *Extended with Coins Out*

If *Multi Demomination Feature* has been enabled during Initial Setup, meter mode is automatically set fix to *Extended*.



All values are metered in currency, except counters or if otherwise noted.

Following pages will give a description of each single statistic meter. Depending on machine configuration some statistics may not be displayed.

Example: If "Bonusing" has been disabled, corresponding statistics are not displayed.

Statistics - Standard

Following statistics are displayed, if meter mode **Standard** has been set during Initial Setup.

INITIAL DATE

Date the statistics recording has started.
(Date of last Clear Memory / RAM Reset).

DENOMINATION

Adjusted denomination (Coin Value / In-Multiplier)

CREDITS WAGERED

Total value which has been bet.

CREDITS WON

Total value which has been won, **except progressive Jackpot wins!**

Note:

Total value of progressive Jackpot wins is booked to the "Progressive 1" soft meter, if applicable.

COINS OUT

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

HAND PAID WON

Total value of won credits hand paid + progressive and non-progressive Jackpot wins + key credit out.

TOTAL DROP

Total value from stacked bills and coins separated to dropbox.

COINS DROP

Total value from coins separated to dropbox.

Note:

*All values are metered in **currency**, except counters or if otherwise noted.*

Statistics - Standard continued

HAND PAID

Total value which has been hand paid (credits cancelled) **initiated automatically and/or by a cash out.** Including Key Credit Out and non progressive Jackpot wins.

Note:

Total value of progressive Jackpot wins is booked to the "Progressive 1" soft meter, if applicable.

GAMES PLAYED (counter)

Number of games played.

GAMES WON (counter)

Number of games won. Games lost in Double-Up feature are **not** booked to this meter.

JACKPOT

Non progressive configuration:
Amount of Top Award values won.

Progressive configuration:
Amount of progressive Jackpot values won.

JACKPOT HITS (counter)

Non progressive configuration:
Number of Top Award hits.

Progressive configuration:
Number of progressive Jackpot hits.

DOOR OPENS (counter)

Number of main door openings.

PHYSICAL COIN IN (counter)

Number of accepted coins.

PHYSICAL COIN OUT (counter)

Number of coins paid out by hopper.

TRUE IN

Total value from accepted coins and bills, transfers from card and key credits in.

TRUE OUT

Total value paid out by hopper or paid to card.

Note:

*All values are metered in **currency**, except counters or if otherwise noted.*

Note:

Top Award is only achievable when playing max credits bet per line.

Statistics - Standard continued

NET WIN

CREDITS WAGERED - CREDITS WON

CURRENT PAYOUT % (in %)

(CREDITS WON / CREDITS WAGERED) · 100

COINS OVERPAID (counter)

Number of coins overpaid by the hopper.

GAMES/DOOR (counter)

Number of games played since last main door opening.

GAMES/POWER (counter)

Number of games played since last power up.

LOGIC DOOR (counter)

Number of times the logic box was accessed.

DROP DOOR (counter)

Number of times the drop box was accessed.

BILLBOX DOOR (counter)

Number of times the bill door was accessed.

BILLACC STACKER (counter)

Number of bill stacker removals.

KEY CREDIT IN

Total value of credits added to the credit meter by means of Remote Credit function.

KEY CREDIT OUT

Total value of credits cleared from the credit meter by means of Remote Credit function.

DOUBLE UTILIZATION (in %)

(Double Up played / Double Up triggered) · 100

DOUBLE UP WAGERED

Value wagered in Double Up feature.

DOUBLE UP WON

Value won in Double Up feature.

DOUBLE UP PAYOUT % (in %)

(DOUBLE UP WON / DOUBLE UP WAGERED) · 100

Note:

All values are metered in **currency**, except counters or if otherwise noted.

Note:

Only applicable if a Logic Door Switch is installed.

Audit Menu

Statistics - Standard continued

PLAY OFF FEATURE*

UTILIZATION (in %)

(Feature played / Feature triggered) · 100

WAGERED

Total value wagered in Play Off Feature.

WON

Total value won in Play Off Feature.

PAYOUT % (in %)

Actual payout percentage in Play Off Feature.

HOPPER REFILL (in coins)

Number of coins refilled to hopper and confirmed in MENU SETUP / SET HOPPER REFILL.

HOPPER CONTENT (in coins)

Displays current hopper content. Initial value is the number of coins refilled, set via MENU SETUP / SET HOPPER REFILL.

NO. OF BILLS: xxx yyy (counter)

Number of accepted bills of a particular bill denomination (xxx = currency, yyy = value, according to bill table).

TOT. # OF BILLS (counter)

Total number of accepted bills.

TOT. BILLS CRED (in credits)

Total value of accepted bills in credits.

TOT. BILLS CURR

Total value of accepted bills in currency.

PROGRESSIVE 1

Number of progressive Jackpot hits and values won.

TOKENBOX IN

Total value of tokens separated to tokenbox.

TWO WAY GAMES

Number of games played with Win Two Ways enabled.

TWO WAY CDT. WAG

Total value wagered with Win Two Ways enabled.

Note:

All values are metered in **currency**, except counters or if otherwise noted.

***Note:**

Only available if Residual Credits Payout has been set to Play Off Feature.

Note:

Number of "NO. OF BILL: " meters depends on bill table.

Note:

Only available with Token separation!

Note:

Only available if the game supports Win Two Ways.

Statistics - Extended

Following statistics are displayed, if meter mode **Extended** has been set during Initial Setup or if the **Multi Denomination Feature** has been enabled.

INITIAL DATE:

Date the statistics recording has started.
(Date of last Clear Memory / RAM Reset).

DENOMINATION*

Adjusted denomination (Coin Value / In-Multiplier).

BASE / ACCOUNTING DENOMINATION**

If Multi Denomination Feature has been enabled, this is the base denomination for accounting purposes.

CREDITS WAGERED

Total value which has been bet.

CREDITS WON WITHOUT JP

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

CREDITS WON WITH JP

Total value which has 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, if applicable.

TOTAL DROP

Total value from stacked bills and coins separated to dropbox.

COINS DROP

Total value from coins separated to dropbox.

HAND PAID WITHOUT JP

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

Note:

*All values are metered in **currency**, except counters or if otherwise noted.*

* Only with Multi Denomination Feature disabled.

** Only with Multi Denomination Feature enabled.

Statistics - Extended continued

HAND PAID WITH JP (in credits)

Total value of all hand pays, **initiated automatically and/or by a cash out request.** Including Key Credit Out, bonus wins that directly end in a handpay and non progressive Jackpot win, **except progressive Jackpots.**

Note:

Total value of progressive Jackpot wins is booked to the "Progressive 1" soft meter, if applicable.

GAMES PLAYED (counter)

Number of games played.

GAMES WON (counter)

Number of games won. Games lost in Double-Up feature are **not** booked to this meter.

JACKPOT

Non progressive configuration:

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

Progressive configuration:

All wins that **directly** end in a handpay (wins above celebration limit or 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, if applicable.

JACKPOT HITS (counter)

Non progressive configuration:

Number of Top Award hits.

Progressive configuration:

Number of progressive Jackpot hits.

DOOR OPENS (counter)

Total number of main door openings.

Note:

*All values are metered in **currency**, except counters or if otherwise noted.*

Note:

Top Award is only achievable when playing max credits bet per line.

Audit Menu

Statistics - Extended continued

PHYSICAL COIN IN (counter)
Number of accepted coins.

PHYSICAL COIN OUT (counter)
Number of coins paid out by hopper.

TRUE IN
Total value from accepted coins and bills, transfers from card and key credits in.

TRUE OUT
Total value paid out by hopper or paid to card.

NET WIN
CREDITS WAGERED - CREDITS WON WITH JP

CURRENT PAYOUT % (in %)
CREDITS WON / CREDITS WAGERED · 100

CURRENT PAYOUT % W. BONUS (in %)
CREDITS WON WITH JP / CREDITS WAGERED · 100

CURRENT PAYOUT % W/O BONUS (in %)
(CREDITS WON WITH JP - Bonus awards) / CREDITS WAGERED · 100

COINS OVERPAID (counter)
Number of coins overpaid by the hopper.

GAMES/DOOR (counter)
Number of games played since last main door opening.

GAMES/POWER (counter)
Number of games played since the power up.

LOGIC DOOR (counter)
Number of times the logic box was accessed.

DROP DOOR (counter)
Number of times the drop box was accessed.

BILLBOX DOOR (counter)
Number of times the bill stacker was accessed.

BILLACC STACKER (counter)
Number of bill stacker removals.

Note:

*All values are metered in **currency**, except counters or if otherwise noted.*

Note:

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

Statistics - Extended continued

KEY CREDIT IN

Total value added to the credit meter by means of Remote Credit function.

KEY CREDIT OUT

Total value cleared from the credit meter by means of Remote Credit function.

DOUBLE UP UTILIZATION (in %)

Double Up played / Double Up triggered · 100

DOUBLE UP WAGERED

Value wagered in Double Up feature.

DOUBLE UP WON

Value won in Double Up feature.

DOUBLE UP PAYOUT % (in %)

DOUBLE UP WON / DOUBLE UP WAGERED · 100

PLAY OFF FEATURE*

UTILIZATION (in %)

(Feature played / Feature triggered) · 100

WAGERED

Total value wagered in Play Off Feature.

WON

Total value won in Play Off Feature.

PAYOUT % (in %)

Actual payout percentage in Play Off Feature.

HOPPER REFILL (in coins)

Number of coins refilled to hopper and confirmed in MENU SETUP / SET HOPPER REFILL.

HOPPER CONTENT (in coins)

Displays current hopper content. Initial value is the number of coins refilled, set via MENU SETUP / SET HOPPER REFILL.

NO. OF BILLS: xxx yyy (counter)

Number of accepted bills of a particular bill denomination (xxx = currency, yyy = value, according to bill table).

Note:

All values are metered in **currency**, except counters or if otherwise noted.

***Note:**

Only available if Residual Credits Payout has been set to Play Off Feature.

Audit Menu

Statistics - Extended continued

TOT. # OF BILLS (counter)

Total number of accepted bills.

TOT. BILLS CRED (in credits)

Total value of accepted bills in credits.

If Multi Denomination Feature is enabled this is measured in Accounting credits.

TOT. BILLS CURR

Total value of accepted bills in currency.

PROGRESSIVE 1

Number of progressive Jackpot hits and values won.

TOKENBOX IN

Total value of tokens seperated to tokenbox.

TWO WAY GAMES

Number of games played with Win Two Ways enabled.

TWO WAY CDT. WAG

Total value wagered with Win Two Ways enabled.

Note:

*All values are metered in **currency**, except counters or if otherwise noted.*

Note:

Only available with Token seperation!

Note:

Only available if the game supports Win Two Ways.

Statistics - Extended with Coins Out

Following statistics are displayed, if meter mode **Extended with Coins Out** has been set during Initial Setup.

INITIAL DATE

Date the statistics recording has started.
(Date of last Clear Memory / RAM Reset).

DENOMINATION

Adjusted denomination (Coin Value / In-Multiplier).

CREDITS WAGERED

Total value which has been bet.

CREDITS WON

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

COINS OUT

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

TOTAL DROP

Total value from stacked bills and coins seperated to dropbox.

COINS DROP

Total value from coins seperated to dropbox.

HAND PAID WITHOUT JP

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

HAND PAID WITH JP

Total value of all hand pays **initiated automatically and/or by a cash out request**. Including Key Credit Out, bonus wins that directly end in a hand pay and non progressive Jackpot wins, **except progressive Jackpots**.

GAMES PLAYED (counter)

Number of games played.

Note:

*All values are metered in **currency**, except counters or if otherwise noted.*

Note:

Total value of progressive Jack-pot wins is booked to the "Pro-gressive 1" soft meter, if applicable.

Statistics - Extended with Coins Out

GAMES WON (counter)

Number of games won. Games lost in Double Up feature are **not** booked to this meter.

JACKPOT

Non progressive configuration:

All wins that **directly** end in a hand pay (wins above celebration limit or 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!**

JACKPOT HITS (counter)

Non progressive configuration:

Number of Top Award hits.

Progressive configuration:

Number of progressive Jackpot hits.

DOOR OPENS (counter)

Number of main door openings.

PHYSICAL COIN IN (counter)

Number of accepted coins.

PHYSICAL COIN OUT (counter)

Number of coins paid out by hopper.

TRUE IN

Total value from accepted coins and bills, transfers from card and key credits in.

TRUE OUT

Total value paid out by hopper or paid to card.

NET WIN

CREDITS WAGERED - CREDITS WON WITH JP

CURRENT PAYOUT % (in %)

CREDITS WON / CREDITS WAGERED · 100

Note:

*All values are metered in **currency**, except counters or if otherwise noted.*

Note:

Total value of progressive Jackpot wins is booked to the "Progressive 1" soft meter, if applicable.

Note:

Top Award is only achievable when playing max credits bet per line.

Statistics - Extended with Coins Out

CURRENT PAYOUT % W. BONUS (in %)

CREDITS WON WITH JP / CREDITS WAGERED · 100

CURRENT PAYOUT % W/O BONUS (in %)

(CREDITS WON WITH JP - Bonus awards) / CREDITS WAGERED · 100

COINS OVERPAID (counter)

Number of coins overpaid by hopper.

GAMES/DOOR (counter)

Number of games played since last main door opening.

GAMES/POWER (counter)

Number of games played since last power up.

LOGIC DOOR (counter)

Number of times the logic box was accessed.

DROP DOOR (counter)

Number of times the drop box was accessed.

BILLBOX DOOR (counter)

Number of times the bill stacker was accessed.

BILLACC STACKER (counter)

Number of bill stacker removals.

KEY CREDIT IN

Total value added to the credit meter by means of Remote Credit function.

KEY CREDIT OUT

Total value cleared from the credit meter by means of Remote Credit function.

DOUBLE UTILIZATION (in %)

Double Up played / Double Up triggered · 100

DOUBLE UP WAGERED

Total value wagered in double up feature.

DOUBLE UP WON

Total value won in Double Up feature.

DOUBLE UP PAYOUT%

DOUBLE UP WON / DOUBLE UP WAGERED · 100

Note:

All values are metered in **currency**, except counters or if otherwise noted.

Note:

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

Statistics - Extended with Coins Out

PLAY OFF FEATURE

UTILIZATION (in %)

(Feature played / Feature triggered) · 100

WAGERED

Total value wagered in Play Off Feature.

WON

Total value won in Play Off Feature.

PAYOUT % (in %)

Actual payout percentage in Play Off Feature.

HOPPER REFILL (in coins)

Number of coins refilled to hopper and confirmed in MENU SETUP / SET HOPPER REFILL.

HOPPER CONTENT (in coins)

Displays current hopper content. Initial value is the number of coins refilled, set via MENU SETUP / SET HOPPER REFILL.

NO. OF BILLS: xxx yyy (counter)

Number of accepted bills of a particular bill denomination (xxx = currency, yyy = value, according to bill table).

TOT. # OF BILLS (counter)

Total number of accepted bills.

TOT. BILLS CRED (in credits)

Total value of accepted bills in credits.

TOT. BILLS CURR

Total value of accepted bills in currency.

PROGRESSIVE 1

Number of progressive Jackpot hits and values won.

TOKENBOX IN

Total value of tokens separated to tokenbox.

TWO WAY GAMES

Number of games played with Win Two Ways enabled.

TWO WAY CDT. WAG

Total value wagered with Win Two Ways enabled.

Note:

All values are metered in **currency**, except counters or if otherwise noted.

***Note:**

Only available if Residual Credits Payout has been set to Play Off Feature.

Note:

Only available with Token separation!

Note:

Only available if the game supports Win Two Ways.

Cashless & Progressive

INITIAL DATE:

Date the statistics recording has started.
(Date of last Clear Memory / RAM Reset).

DENOMINATION*

Adjusted denomination (Coin Value / In-Multiplier).

BASE / ACCOUNTING DENOMINATION**

If Multi Denomination Feature has been enabled, this is the base denomination for accounting purposes.

TOT. ACTIVE CREDITS

Value of all playable credits on the machine.

ACTIVE CASHABLE + ACTIVE NONCASH + ACTIVE PROMO

ACTIVE CASHABLE

Value of cashable credits on the machine.

ACTIVE NONCASH

Value of non-cashable credits on the machine. These credits can only be cashed out to a system.

ACTIVE PROMO

Value of promotional credits on the machine. These credits can not be cashed out.

CARD CASHABLE IN

Value of cashable credits electronically received from a cashless wagering system.

CARD CASHABLE OUT

Value of cashable credits electronically cashed out to a cashless wagering system.

CARD NONCASH IN

Value of non-cashable credits electronically received from a cashless wagering system.

CARD NONCASH OUT

Value of non-cashable credits electronically cashed out to a cashless wagering system.

Note:

*All values are metered in **currency**, except counters or if otherwise noted.*

* Only with Multi Denomination Feature disabled.

**Only with Multi Denomination Feature enabled.

Audit Menu

Cashless & Progressive continued

CARD PROMO IN

Value of non-cashable promotional credits electronically received from a cashless wagering system.

CARD PROMO OUT

Option not used.

CLEARED CREDITS

(DACOM) Option not used.

ACCEPTED (counter)

Option not used.

COUPON CASHABLE

Option not used.

COUPON NONCASHABLE

Option not used.

COUPONS PROMOTIONAL

Option not used.

BONUS METER 1

System bonus deductible
or
Multiplied Jackpot deductible.

BONUS METER 2

System bonus non-deductible
or
Multiplied Jackpot non-deductible.

BONUS METER 3

System Bonus wager match play.

BONUS METER 4

Option not used.

BONUS METER 5

Option not used.

PROGRESSIVE 1

Displays number of hits and total value in currency of a progressive Jackpot, if applicable.

Note:

*All values are metered in **currency**, except counters or if otherwise noted.*

Note:

Bonus meters are only active if the system supports bonusing and bonusing has been enabled during Initial Setup.

Note:

Only available, if the machine is set up for progressive Jackpot.

Statistics / Game

This menu shows game statistics regarding to a particular payout percentages. Depending on Paytable Configuration 1 to 5 different payable settings are displayed for selection. Choose one and view following statistics.

Note:

The percentage value is indicated by the last 2 digits.

CREDITS WAGERED

Total value which has been bet.

CREDITS WON WITHOUT JP

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

JACKPOT

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

GAME HOLD (WITH BONUS)

Percentage value hold by the game.

GAME YIELD (WITH BONUS)

Current payout percentage including bonus awards.

CREDITS WON WITH JP / CREDITS WAGERED · 100

GAMES PLAYED (counter)

Number of games played.

GAMES WON (counter)

Number of games won. Games lost in Double-Up feature are **not** booked to this meter.

GAMES LOST (counter)

Number of games lost.

ATTENDAND PAID PROGRESSIVE PAYOUT

Option not used

ATTENDAND PAID EXTERNAL BONUS PAYOUT

Total value of additional amounts awarded as a result of an external bonusing system and paid by an attendant.

Statistics / Game continued

ATTENDAND PAID PAYTABLE WINS

Total value of payable wins paid by an attendant.

MACHINE PAID PROGRESSIVE PAYOUT

Option not used.

MACHINE PAID EXTERNAL BONUS PAYOUT

Total value of additional amounts awarded as a result of an external bonusing system and paid by the slot machine (Hopper payout or added to credit meter).

MACHINE PAID PAYTABLE WINS

Total value of payable wins, which are paid by the slot machine (Hopper payout or added to credit meter).

Statistics / Denomination

This menu shows game statistics regarding to a particular denomination. Depending on Paytable Configuration 2 to 5 different denomination settings are displayed for selection. Choose one and view following statistics.

CREDITS WAGERED

Total value which has been bet.

CREDITS WON WITHOUT JP

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

JACKPOT

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

GAME HOLD (WITH BONUS)

Percentage value hold by the game.

GAME YIELD (WITH BONUS)

Current payout percentage including bonus awards.

$\text{CREDITS WON WITH JP} / \text{CREDITS WAGERED} \cdot 100$

GAMES PLAYED (counter)

Number of games played.

GAMES WON (counter)

Number of games won. Games lost in Double-Up feature are **not** booked to this meter.

GAMES LOST (counter)

Number of games lost.

ATTENDAND PAID PROGRESSIVE PAYOUT

Option not used

ATTENDAND PAID EXTERNAL BONUS PAYOUT

Total value of additional amounts awarded as a result of an external bonusing system and paid by an attendant.

Statistics / Denomination continued

ATTENDAND PAID PAYTABLE WINS

Total value of payable wins paid by an attendant.

MACHINE PAID PROGRESSIVE PAYOUT

Option not used.

MACHINE PAID EXTERNAL BONUS PAYOUT

Total value of additional amounts awarded as a result of an external bonusing system and paid by the slot machine (Hopper payout or added to credit meter).

MACHINE PAID PAYTABLE WINS

Total value of payable wins, which are paid by the slot machine (Hopper payout or added to credit meter).

Audit Menu

Last 10 Games

This menu shows statistics of the last 10 games. Step through the games with the center lit button (select sub menu). The last game is displayed first.

Time Stamp

Shows time the displayed game was played.

Paid (in currency)

Value cashed out after displayed game was played.

Win (in credits)

Credit value which has been won.

Bet (in credits)

Credit value which has been bet.

Credit (in credits)

Credits on the credit meter after displayed game was played.

Bonus (in credits or currency*)

Bonus sent by an external system.

Previous credit (in credits)

Credits on meter before game was started.

Lines played

Number of active pay lines of displayed game.

Bet per line (in credits)

Bet for each active pay line.

-page 2-

Denomination

Selected/adjusted denomination of displayed game.

Double Up

Shows a Double Up history of the displayed game.

Note:

According to game type additional statistics of wins in a feature game (2nd screen) are available.



*Note:

Is displayed in currency, if "Multi Denomination Feature" has been enabled during Initial Setup.

Last 10 Bills

This menu shows currency value, purchased credit value, date and time of the last 10 bills accepted by the bill validator.

Last 10 Bonus Awards

This menu shows credit value, date, time and type of the last 10 bonus awards.

Last 25 Cashless In

This menu shows credit value, date and time of the last 25 cashless transfers received from a booking device.

Last 25 Cashless Out

This menu shows credit value, date and time of the last 25 cashless transfers sent to a booking device.

Last Payouts

This menu shows date, time, number of coins and coin value of the last 5 hopper payouts.

Last Refills

This menu shows date, time and number of coins of the last hopper refills.

Last Progressive Jackpots

This menu shows date, time, level, hit counter and credit value of the last 5 progressive jackpot wins. Available only with "Multi Denomination Feature" disabled.

Note:

If Multi Denomination Feature is enabled, credits values are stated in Accounting Credits.

Note:

If Multi Denomination Feature is enabled, credits values are stated in Accounting Credits.

View PC-Setup

This menu shows current machine settings, which were configured by means of external PC-Setup configuration software. Configuration can **not** be altered in this menu.

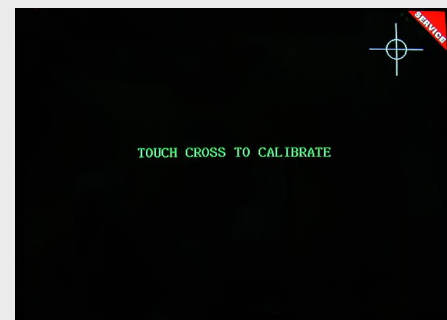
Service Game

This menu allows simulated game play for test or promotional purposes.

Service Game is only possible while Main Door is open and no credits are on the credit meter. Credit meter will be set to 1000 "virtual" credits, which can be played off, but not cashed out. Mechanical meters and internal statistical data are not influenced by service games. To leave the Service game close Main Door and remove Audit Key.

Calibrate Touch

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



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Service Menu

Service Menu

The **Service Menu** gives access to several (bookkeeping) statistics, test functions and operator selectable machine settings (Menu Setup and PC-Setup).

Activating Service Menu

1. Open Main Door.
2. Press Service Button at front of the Logic Box.
Service Menu is displayed on screen.

Following items are available:

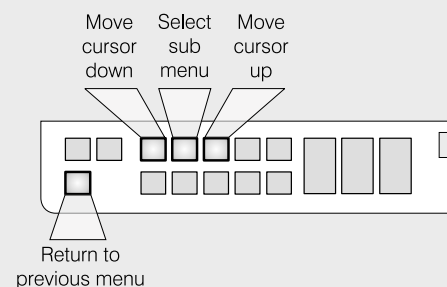
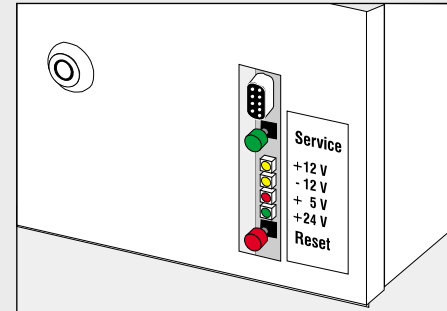
Configurations	page 50
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PC-Setup	page 59
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Menu Navigation

With the lit buttons, the desired sub-menu can be highlighted and activated. A highlighted menu item changes font color from green to yellow.

Note:

This manual describes all possible settings of an O-Level software with Multi Denomination Feature. Depending on machine configuration and jurisdiction some menus are not shown or not used.



Configurations

This menu displays installed software versions and a detailed configuration overview. Consists of two pages.

We recommend to have this information at hand, if you contact Atronic Technical Service for support.



Selftest

Several components can be tested for proper function within this menu. Some menu items will start an internal test routine. In case of an error the defective component is displayed.

IIC-PORT DRIVER CHECK

All I²C circuits are checked.

VOLTAGE CHECK

Following operating voltages are checked:
+24 Volt +12 Volt -12 Volt + 5 Volt

COIN DIVERTER CHECK

The coin diverter solenoid is checked.

TOP LIGHT TEST

The top light lamps are checked.

DIP-SWITCH SETTINGS

Current Master Board DIP-switch settings are displayed. Settings can be viewed, but not altered.

SOUND TEST

Function of 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 bulbs of the button panel.
Test not applicable with LED lit buttons.

Note:

Some tests which are intended for manufacturer use, are not applicable without additional test equipment.

Note:

See page 61 for Master Board DIP-switch functions.

Note:

If the buttons are equipped with LEDs, this test will show wrong results.

Service Menu

Selftest continued

SERIAL I/O TEST

Master Board serial interface (SUB-D9 connector) can be checked. (Only with additional test-plug).

SWITCH TEST

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 Count Switch, Hopper High Level, Jackpot Key, Audit Key.*

OPTOBOARD TEST

Test checks coin channeling optics (light barriers).

Select channel *to hopper* or *to drop box* and insert coin. When the coin has passed the optics the displayed color changes from yellow to red.

HANDLE TEST

Option not used.

BUTTON TEST

In this menu panel buttons, service buttons and Master Board buttons (service & reset) can be checked. Displayed color changes from yellow to red as a button is pressed. The 4 menu navigation buttons can not be tested with button test.

EEPROM TEST

Starts an internal EPROM test.

BILL-ACCEPTOR STATUS

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

BILL-ACCEPTOR DIAGNOSTICS

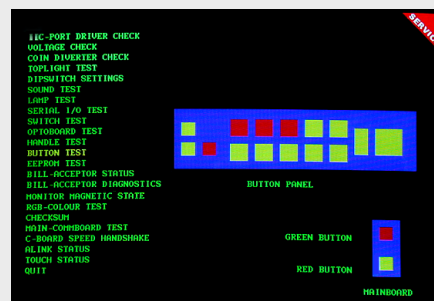
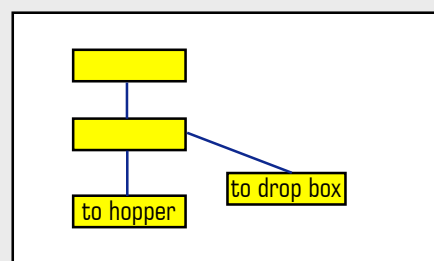
In this menu bill acceptor statistics are shown and the acceptor can be tested. Tests are only available, if the bill acceptor is initialised. With JCM™ acceptors only "Validator test w. stacking" and "Validator test w/o. stacking" is available.

MONITOR MAGNETIC STATE

Displays a complete red screen to check monitor for color purity and uniformity. Check monitor degaussing coil, if the screen is not uniformly red.

Note:

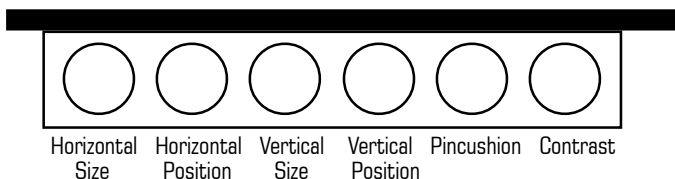
Manufacturer use. Additional test equipment needed.



Selftest continued

RGB COLOUR TEST

A RGB test screen is displayed, to check screen size, color balance, brightness and contrast. Use the 6 knobs at the monitor to adjust screen geometry and contrast.



CHECKSUM

EPROMs:

The checksum of each game EPROM is calculated.

Security device seed:

Manufacturer use only.

Security device checksum:

Calculates a MD5 checksum (manufacturer use only).

MAIN-COMMBOARD TEST

Data transfer between Comm board and Master board can be tested. (Only with test interface).

C-BOARD SPEED HANDSHAKE

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

ALINK STATUS

Applicable only if several machines are linked via Alink™ or if machine is configured for Alink™ Standalone progressive Jackpot.

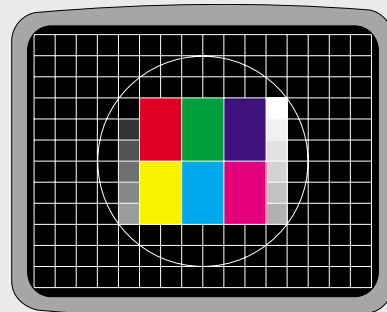
Shows Alink™ status (*Master / Slave / Ready / Error*) for each machine address 01-32.

Options *GHL Trigger Level* and *Game Phase* are not used (will show "0"). *CRC Errors* counts transaction frame errors on the Alink™ bus.

TOUCH STATUS

Displays current status of touch screen interface and controller. Option *Touch Counter* counts controller errors.

Service Menu



Note:

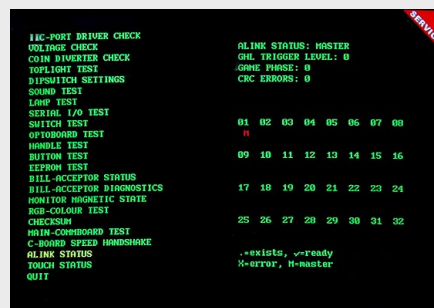
Layout of monitor controls may vary.

Note:

Manufacturer use. Additional test equipment needed.

Note:

Manufacturer use. Additional test equipment needed.



IEC-PORT DRIVER CHECK	ALINK STATUS: MASTER
VOLTAGE CHECK	GHL TRIGGER LEVEL: 0
COIN ACCEPTOR CHECK	GAME PHASE: 0
TUPLIGHT TEST	CRC ERRORS: 0
DIPSWITCH SETTINGS	
SOUND TEST	
LEMP TEST	
SERIAL I/O TEST	01 02 03 04 05 06 07 08
SWITCH TEST	
OPTIONBOARD TEST	09 10 11 12 13 14 15 16
HANDLE TEST	
BUTTON TEST	
EEPROM TEST	
BILL ACCEPTOR STATUS	17 18 19 20 21 22 23 24
BILL ACCEPTOR DIAGNOSTICS	
MONITOR MAGNETIC STATE	
RGB-COLOUR TEST	25 26 27 28 29 30 31 32
CHECKSUM	
MAIN-COMMBOARD TEST	
C-BOARD SPEED HANDSHAKE	..exists, ~ready
ALINK STATUS	N-error, N-master
TOUCH STATUS	
QUIT	

Last 10 Games

Same function as *Audit Menu / Last 10 Games*.
See description on page xx.

Last 10 Bills

This menu shows currency value, purchased credit value, date and time of the last 10 bills accepted by the bill validator.

Last 10 Bonus Awards

This menu shows credit value, date, time and type of the last 10 bonus awards.

Last 25 Cashless In

This menu shows credit value, date and time of the last 25 cashless transfers received from a booking device.

Last 25 Cashless Out

This menu shows credit value, date and time of the last 25 cashless transfers sent to a booking device.

Last Payouts

This menu shows date, time, number of coins and coin value of the last 5 hopper payouts.

Last Refills

This menu shows date, time and number of coins of the last hopper refills.

Last Progressive Jackpots

This menu shows date, time, level, hit counter and credit value of the last 5 progressive Jackpot wins.

Menu Setup

Within **Menu Setup** several operator selectable machine settings can be configured.



Within Menu Setup all changes in settings must be confirmed with *SAVE CHANGES*.

When saving was successful a short sound is played.

TOPLIGHT

The top light lamps are operator programmable. Light patterns can be assigned to an event.

Set TOP / CENTER / BUTTOM lamp to ON / FAST FLASH / SLOW FLASH / OFF for an particular event.

REMOTE CREDIT

This option sets the increment per keypress for the remote credit function (add credits).

HOPPER PAYOUT LIMIT

The HOPPER PAYOUT LIMIT (in coins) determines how many coins can be paid from the hopper on a single pay out. Set from 0 to 3000 coins.

CHANGE LANGUAGE

The language of the on-screen texts in normal game mode can be set to one of four languages or to PLAYER SELECTABLE. If PLAYER SELECTABLE is set, players can change languages by means of the "CHANGE" button on the button panel.

DOUBLE UP SETUP

Use this menu to configure Double Up settings.

DOUBLE MODE:	double disabled, red or black
MAXIMUM DOUBLE:	1x, 5x, Max. allowed
AUTO DOUBLE:	disabled, player selectable

SET HOPPER REFILL

The number of coins refilled to the hopper can be entered in this routine. Each refill must be confirmed with "SAVE CHANGES". Refill amount is booked to HOPPER REFILL and HOPPER CONTENT statistics.

Note:

If Multi Denomination Feature is enabled, value is stated in Accounting Credits.

Note:

Not applicable with all software versions. Some versions are single language only.

Note:

Double Up feature is not available in all jurisdictions.

See also page 14 for information about Double Up handling.

Menu Setup continued

BILLS ENABLED

Applicable with GPT™ bill acceptors only.

Acceptance of each programmed bill can be ENABLED or DISABLED separately.

ANIMATION MODE/SOUND

The animation mode is intended to attract players, while the machine is in idle mode (no credits on win or credit meter). Additionally, the sound during animation mode can be switched ON/OFF.

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.

JACKPOT MUSIC

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

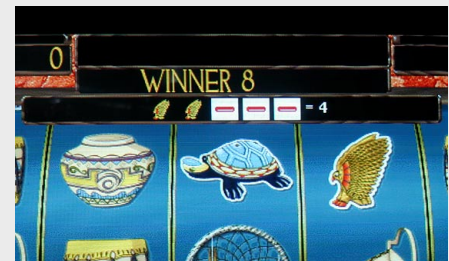
- | | |
|-------------------|--|
| SET HIGH: | Uses volume setting as adjusted in SOUND MENU + 30%. |
| ADJUSTABLE: | Uses volume setting as adjusted in SOUND MENU. |
| HIGH TO ADJUSTED: | Starts with high volume and fades after 45 sec. to the setting adjusted in the SOUND MENU. |

SYSTEM LOCKUP OPTIONS

Configures handling of remaining credits after a shutdown has been initiated by the accounting system. Select CASHOUT CASHABLE CREDITS or CREDITS REMAIN ON GAME. Item is not visible if no accounting system is connected or if the Comm board supports the "Lock with cashout enabled" command. Required only in some jurisdictions.

COUPON ENABLE

Option not used.



Menu Setup continued

SOUND MENU

The SOUND VOLUME during game play can be adjusted from 2 - 100. A sound example is played during adjustment. The REEL RANDOM SOUND, a special sound played while the reels are spinning, can be enabled or disabled.

JACKPOT MESSAGE

Adjust the Jackpot ingame display window (big/small) and enable or disable text scrolling.

SET CELEBRATION LIMIT

If enabled, a win exceeding the Celebration Limit starts the Jackpot animation and has to be confirmed by an attendant.

Use this menu to configure Celebration Limit settings. Comm Board DIP switch S5/6 must be set to ON to allow altering limit values.

LIMIT STATUS: set ENABLED or DISABLED.

UPPER LIMIT: (in currency) Wins exceeding this limit always initiate a handpay.

LOWER LIMIT: (in currency) Wins exceeding this limit are handled as adjusted with option SEND CREDITS.

SEND CREDITS: Wins exceeding the lower limit are paid TO PLAYER CARD or TO HANDPAY.

Note:

See page 22 for information about Celebration Limit handling.

SET DOOR OPEN SOUND

The door open alarm sound can be set to:

SINGLE:

Single sound, volume as adjusted in sound menu.

CONTINUOUS / HIGH VOLUME:

Continuous sound, high volume.

CONTINUOUS / ADJUSTABLE VOLUME:

Continuous sound, volume as adjusted in sound menu.

Menu Setup continued

DENOMINATION WINDOW

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

Example:

1\$ BUYS 4 CREDITS

Standard Window

25c 1\$ BUYS 4 CREDITS
Game

Denomination window added

Note:

If Multi Denomination Feature is enabled, DENOMINATION WINDOW is enabled and configured by default. CHANGE WINDOW is not possible.

RESIDUAL HANDLING WITH CARD

In case of Cashless Smartcard operation, following adjustment is possible:

FULL PAYOUT

All credits are allowed to be transferred to card.

MULTIPLE OF DENOMINATION

Only multiples of the denomination and no credit values lower than the denominations are allowed to be booked to the card. Residual credits remain on the credit meter and will be handled as adjusted during Initial Setup.

Service Menu

Set Clock

The internal clock of the machine can be set in this menu. Highlight the figure to be changed and press the center lit button to start changing the value.

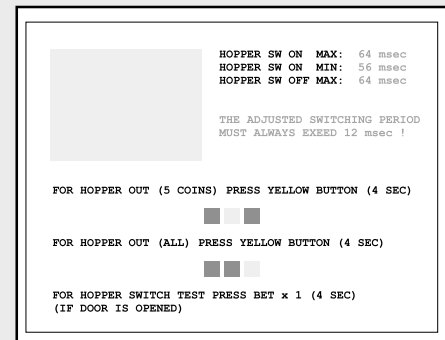
Date format: DD-MM-YYYY

Confirm setting with "Cash Out" button.

Hopper Out (Hopper 1)

By means of the HOPPER OUT test routine the hopper coin switch adjustment can be tested.

- Run HOPPER OUT (5 COINS) test by pressing the middle lit button for 4 sec.
- Make sure exact 5 coins were paid out.
- Repeat the test for additional security.
- Run HOPPER SWITCH TEST by pressing the left lit button for 4 sec. Hopper will perform a coin out until it is empty or Reset Button is pressed.
- 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 for details.



Hopper Out (Hopper 2)

Applicable only if a second (residual credits) Hopper is installed.

PC-Setup

Allows changes to the basic machine configuration by means of an external computer program.

Hardware settings, bill and coin values, software switches/limits and Jackpot configuration (if applicable) can be changed as required.

The appropriate configuration software version is displayed on screen.

See manual "Software / Basic Setup" for a detailed PC Setup description.

Config Key Changes

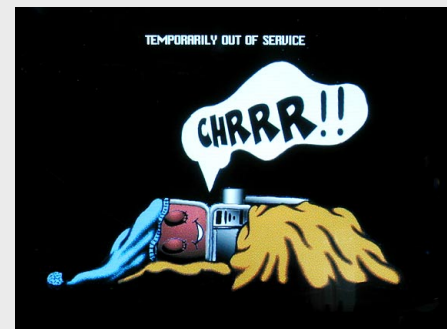
Shows DATE / TIME of last Paytable Configuration and the applied CONFIG KEY VERSION (EPROM version).

Displayed statistics are only supported, if Config Key procedure has been carried out separately, which is only supported by former software versions without Multi Denomination Feature.

Out Of Service

To set the machine to OUT OF SERVICE mode activate this routine. A sleep mode screen is displayed and the machine is not playable. This function can also be used to reserve the machine for a particular player.

To switch back to game mode, open Main Door and press Service Button.



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Master Board #31 DIP Switch Settings

Table refers to O-Level Main software.

Switch			Description
1-1			Holland specific requirements
ON			Holland requirements enabled
OFF			Holland requirements disabled
1-2			Hopper empty procedure
ON			Hopper must be refilled, payout continues after main door is closed
OFF			Left amount is hand paid
1-3 1-4			Over maximum payout limit procedure
OFF	OFF		Pay limit from hopper, rest hand paid
OFF	ON		Total amount is hand paid
ON	OFF		Pay coins from hopper until amount reaches next full hundred, rest is hand paid
1-5			ROM SIG calculation
ON			ROM SIG over first 128 byte of MAIN & PAYTABLE
OFF			ROM SIG over whole MAIN eprom
1-6			not used
1-7 1-8 2-2			Coin in procedure
ON	ON	OFF	Inserted coins are added to the BET or IN meter until maximum bet is reached, further coins are rejected
ON	ON	ON	Inserted coins are added to the BET or IN meter until maximum bet is reached, the game is started automatically at maximal bet
OFF	ON		Inserted coins are added to the BET or IN meter until maximum bet is reached, further coins are added to the CREDIT meter
OFF	OFF		Inserted coins are added to the CREDIT meter, the IN meter is not displayed

Switch			Description
2-1			Win payout procedure for all wins
ON			Pay win amount from the hopper
OFF			Add win amount to the credit meter
2-3			Hopper jam procedure
ON			Hopper jam must be cleared, payout continues after main door is closed
OFF			Left amount is hand paid
2-4			Bill validator usage
ON			Bill validator is enabled
OFF			Bill validator is disabled (not equipped)
2-5			Top prize won procedure
ON			GM assumes top prize is paid by some progressive system and will show win amount "0"
OFF			GM pays top prize amount according to pay table
2-6			not used
2-7			Game start
ON			Bet is forced before new game can be started
OFF			Game is started with last bet (only used by standard slot panel) (3 reel games)
2-8			Number of candles
ON			Top light with 2 lamps
OFF			Top light with 3 lamps

Switch			Description
3-1			not used
3-2			not used
3-3			not used
3-4			not used
3-5			not used
3-6			not used
3-7			Coin diverter malfunction procedure
ON			GM locks with error message
OFF			Diverter malfunction is not reported
3-8			Bill validator operation mode
ON			Accepted bills are changed immediately by paying bill value from the hopper
OFF			Value of accepted bill is added to the credit meter

Note:

Master Board DIP switches are factory pre-set according to customer requirements.

Please check for correct settings before putting the machine into operation.

Note:

If Multi Denomination Feature is enabled, configuration of an BET or IN meter is not possible.

