Game Software – Quick Reference Cards
Vision Series® and S2000™ Series Release 9

These cards summarize the software menus available in *Vision Series®* software, Release 9.

Related Manuals

Game Software: Vision Series® and S2000™ Products Release 9
p/n 821-359-XX

> **Note:** *Some of the options on these cards may or may not be displayed, depending on the version of software or game type you have installed.*

For further software information, contact your IGT representative to request an appropriate Program Summary Report (PSR) for a detailed description of the game software version you are currently using. PSRs for specific game programs can also be downloaded from the IGT products area of IGT's Web site.
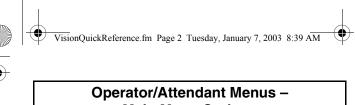
Web site:	*http://*www.IGT.com
E-mail:	Webmaster@IGT.com
Tel:	775-448-1826

Toll-Free Access

North America:	1-800-688-7890
International:	1-800-342-5694

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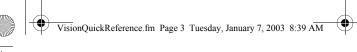| Operator/Attendant Menus – Main Menu Options	
Option	**Description**
[1] Accounting	Access information regarding meters, accounting, security, error accounting, and program version.
[2] History	Display information regarding machine and game history. Some functions may not be available depending upon machine configuration.
[3] Options	Configures machine and game options. Available only on the *Operator* Menu.
[4] I/O Tests	Test machine component and peripheral functions, such as sound, video, hoppers and bill acceptors. Some functions may not be available depending upon machine configuration.
[5] Game Tests	Test paytables, reel strips and bonus devices (if present). Available only on the *Operator* Menu.
[6] Out of Service Mode	Render the machine inoperable without turning the power off. Causes an "Out of Service" message to display on the LCD. Available only on the *Operator* Menu.

Operator/Attendant Menus – Main Menu Options (cont'd)	
Option	**Description**
[7] Key Chip Config	Access restricted key chip functions to set up bonus games or other high security machine options.
[8] Setups And Info	The LCD controller board controls the display for these options and stores them in flash memory. Refer to the Program Summary Report (PSR) for the specific ATA version installed.

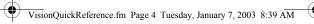| Accounting Menu Options	
Option	**Description**
[1.1] Terminal Accounting	View cumulative and period accounting meters data, including money accounting meters, terminal statistics, bill accounting meters and EFT accounting meters.
[1.2] Game Accounting	View game and event meters, including coin in and out, games played, games won, jackpot hand pays, canceled credits, bonus won and system bonus won.

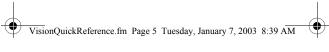| Accounting Menu Options (cont'd)	
Option	**Description**
[1.3] Bonus Specific Meters	View bonus game-specific meters and statistics. Available only if the game is configured for generic bonus games, or specific bonus games that contain game-specific accounting.
[1.4] Security Accounting	View security accounting meters such as the number of games played since the last main door open and the number of times the processor tray was opened.
[1.5] Error Accounting	View machine tilt information such as coin in jams, coin sequencing tilts, hopper tilts and bill validator tilts.
[1.6] Version Accounting	Display version information for both machine and peripheral software, including Game PROM version number, bill validator version number, and ticket printer version number.
[1.7] Master Progressive Accounting	View the number of progressive hits at all levels supported by the game.
[1.8] WAMM Accounting	View accounting information on meters sent to a WAMM COMM in response to a meter poll.

Accounting Menu Options (cont'd)	
Option	**Description**
[1.9] PSAMS Accounting	View terminal and game accounting meters for machines using the Progressive Security and Accounting Management System.

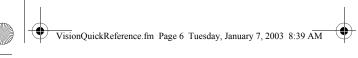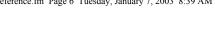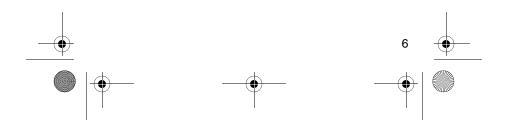| History Menu Options	
Option	**Description**
[2.1] Game	Display the last 25 games played, beginning with the most recent game.
[2.2] Main Event History	Display a record of all activity with event date and time, including entry into and exit from menus, errors, and option changes. The most recent event is shown first.
[2.3] Security History	Display all game security-related events, such as machine power up, door access, and key chip menu access. The most recent event is shown first.
[2.4] Tilt History	Display tilt events with date and time they occurred. The most recent event is shown first.

History Menu Options (cont'd)	
Option	**Description**
[2.5] Money-In History	View information about the bills, tickets and EFT credits accepted, with date and time of acceptance, beginning with the most recent transaction.
[2.6] Money-out History	Display information about credits paid via ticket, money or EFT. The display includes the date and time of the transaction beginning with the most recent activity.
[2.7] Progressive History	Display a record of progressive jackpot hit information, such as the jackpot date, time, amount, and level for all progressive controllers. This menu item is available only for non-WAP games.
[2.8] System Bonus History	Display the last 25 bonuses awarded. Each record contains the total amount of credits awarded, the tax status, and the bonus type.

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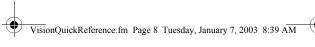| Options Menu	
Option	**Description**
[3.1] Machine Options	Configure credit mode, drop door candle indication, time setup, machine limits, partial pay, hand pay amounts, game speed, W2-G, serial number, printer, and split pay parameters.
[3.2] Sound Options	Adjust game and attract mode volume, reel spin and stop sounds, the mechanical bet and credit roll-up sounds. Configure sound options specifically for the multimedia lite board.
[3.3] Bill Acceptor	Enable or disable the bill acceptor. Set the bill pay mode, configure bill acceptor tilt handling and the bill rejection limit.
[3.4] Communication Options	Configure SAS, Bally Miser and WAMM/LAP setups.
[3.5] Download	Download software to NETPLEX™ devices such as the bill acceptor, or reprogram the LCD.
[3.6] Bonus Graphic Theme Setup	Select a video graphic theme to display for each bonus game type. This option is available only on machines with generic bonus games.

Options Menu (cont'd)	
Option	**Description**
[3.7] Game Selection	Enables the player to play games without releasing the player panel switch. This option is available only on the international version PROM.
[3.8] Language Options	Select the language displayed to the player, terminal, operator, and attendant on the VFD and LCD. This option is available only with the international version PROM.
[3.9] Tournament Options	Enable or disable tournament game mode, and enter tournament settings. This option is available only when the tournament game type is used.

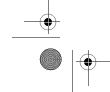| I/O Tests Menu Options	
Option	**Description**
[4.1] Input Tests	Tests door, cabinet and processor inputs.
[4.2] Output Tests	Tests door and cabinet outputs and processor board LEDs.
[4.3] Auto-Configure NETPLEX™ Devices	Performs auto-configuration of NETPLEX™ devices such as the bill validator, VFD, printer and spectrum display.

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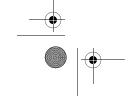| I/O Tests Menu Options (cont'd) ||
Option	Description
[4.4] Sound Test	Tests the standard game sounds programmed for the machine. Test the multimedia lite board sound file.
[4.5] 7-Seg Test	Tests the seven-segment displays.
[4.6] Dot Matrix Display Test	Tests the vacuum fluorescent display.
[4.7] Hopper/ Printer	Tests the hopper to make sure it is functioning properly and reports hopper statistical information. Test the printer to ensure it is functioning properly.
[4.8] Bill Acceptor	Tests the acceptance or rejection of bills, and perform cyclic redundancy checks.
[4.9] Bonus Device Test	Test bonus game device features for WAP and standalone progressive machines.
[4.10] Reel Lamps Test	Tests reel lamp operation for back-lit reels on the light board.

Game Tests Menu Options	
Option	**Description**
[5.1] Reel Strip Test	Verify that symbols appearing on the reels are correct, and that reels spin to the correct stops.
[5.2] Base Paytable Test	Verify base-game payouts for any reel stop and wager combination.
[5.3] Bonus Paytable Test	Verify payouts for bonus steps and wager combinations in the bonus round.

The following options are available only after performing the key chip procedure. Refer to Section 4 of the *Game Software: Vision Series® and S2000™ Products – Release 9* (p/n 821-359-XX) for detailed instructions.

Key Chip Config I Menu Options	
Option	**Description**
[7.1.1] Denomination	Set the denomination of the hopper and coin acceptor, and configure the valid denominations available to the player.
[7.1.2] Game Selection	Determine the game's paytable. This screen cannot be accessed if only one paytable is available.
[7.1.3] Bonus Menu	If the base PROM supports stand-alone bonus games, select the standalone bonus game. Configure global options, SAS bonusing, SAS link bonusing, and configure the link for the bonus game.
[7.1.4] Progressive/ WAP System Setup	Configure features and levels for progressive (non-WAP) or Wide Area Progressive (WAP) games.
[7.1.5] EFT Control	Determine the mode of EFT operation – disabled, controlled by the SAS controller or controlled by the Bally controller.

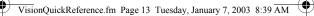| Key Chip Config I Menu Options (cont'd)	
Option	**Description**
[7.1.6] Machine Type	Configure the machine type – upright or slant-top.
[7.1.7] Token Setup	Configure the credit value for a token.
[7.1.8] Candle Stage Setup	Select the appropriate candle type for the machine. This option is available only on the international version PROM.
[7.1.9] Money Format	Set the bill acceptor currency symbol, thousand separator, and decimal separator. This option is available only on the international version PROM.
[7.1.10] Options	Select hard meter monitoring options. Enable/disable player-initiated cashouts of partial token credits. Configure hard meter monitoring options for the Coin Drop mechanical meter (international version PROM only).

Key Chip Config II Menu Options	
Option	**Description**
[7.2.1] Validation	Configure SAS validation to verify payouts and hand pays for the *EZ Pay*TM Ticket System.
[7.2.2] Printer	Enable or disable the ticket printer, enable or disable printing of receipts for jackpots and hand pays.
[7.2.3] Voucher	Enable or disable ticket redemption by the machine.
[7.2.4] Remote Hand Pay Reset	Enable or disable remote hand pay resets by a SAS controller.
[7.2.5] Coinless Mode	Enable or disable coinless mode. If enabled, the coin acceptor and hopper are disabled, and all credits are non-cashable.