Bally
GAMING • SYSTEMS ®

GameMaker ®

MODULE 2

MK2-V7MOD-0005

SETUP AND OPERATIONS

Bally Gaming and Systems

6601 South Bermuda Road Las Vegas, NV 89119

Module 2
Setup and Operations Table of Contents

Module 2
Setup and Operations Table of Contents (cont.)

Module 2 Setup and Operation

This module describes specifications, installation, configuration and operation of Game Maker® and Game Maker-7200™ machines.

Specifications

Electrical Specifications

Line Voltage	100/240 VAC 50/60 Hz			
Power Supply Output	+5, +12, -12, 115VAC Isolation Transformer			
Machine State	**Idle**	**Play**	**Payout**	**Maximum Theoretical Draw**
Current @ 110VAC	1.1 Amp	1.2 Amp	1.7 Amp	2.35 Amp
Current @ 220VAC	.55 Amp	.6 Amp	.85 Amp	1.18 Amp
Power	121W	132W	187W	259W

Environmental Specifications

Ambient Temperature:

Max: 100º F (38º C) Min: 40º F (4º C)

Maximum Relative Humidity: 90%

Average Heat From Machine: 600 BTU/Hr.

Physical Specifications
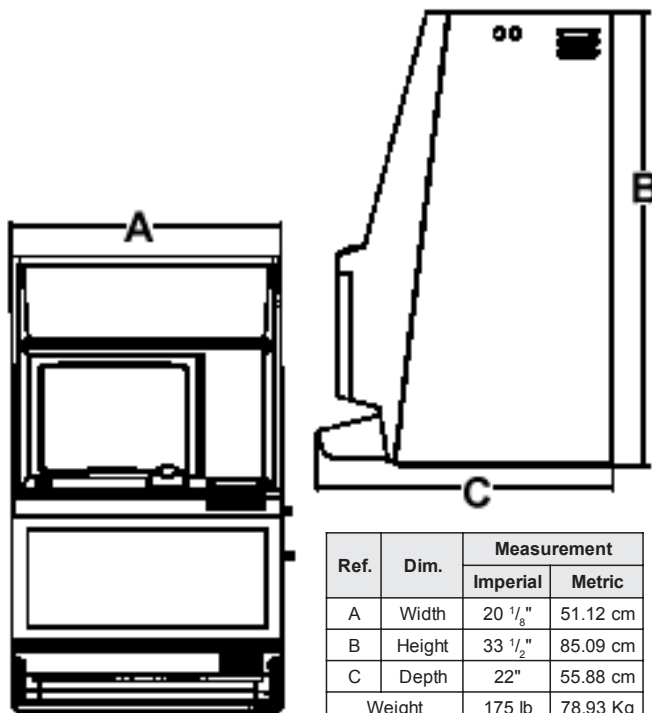
Ref.	Dim.	Measurement	
		Imperial	**Metric**
A	Width	20 $\frac{1}{8}$"	51.12 cm
B	Height	33 $\frac{1}{2}$"	85.09 cm
C	Depth	22"	55.88 cm
	Weight	175 lb	78.93 Kg

Game Maker 7214™

Ref.	Imperial	Metric
A	7 $\frac{15}{32}$"	18.95 cm
B	8 $\frac{15}{16}$"	22.68 cm
C	3 $\frac{21}{32}$"	9.30 cm
D	2 $\frac{9}{32}$"	5.79 cm
E	2 $\frac{3}{4}$"	6.99 cm
F	1 $\frac{5}{8}$"	4.14 cm
G	1 $\frac{1}{16}$"	2.70 cm
H	2 $\frac{11}{16}$"	6.83 cm
J	11 $\frac{5}{16}$"	28.73 cm
K	12 $\frac{1}{2}$"	31.75 cm
L	14 $\frac{5}{8}$"	37.15 cm
M	7 $\frac{7}{16}$"	18.89 cm
N	6 $\frac{27}{32}$"	17.40 cm
P	2 $\frac{7}{16}$"	6.17 cm
Q	$\frac{5}{16}$"	.79 cm
R	12 $\frac{1}{2}$"	31.75 cm
S	14 $\frac{5}{8}$"	37.15 cm
T	1 $\frac{21}{32}$"	4.21 cm
U	3 $\frac{17}{32}$"	8.97 cm
V	3 $\frac{1}{16}$"	2.70 cm
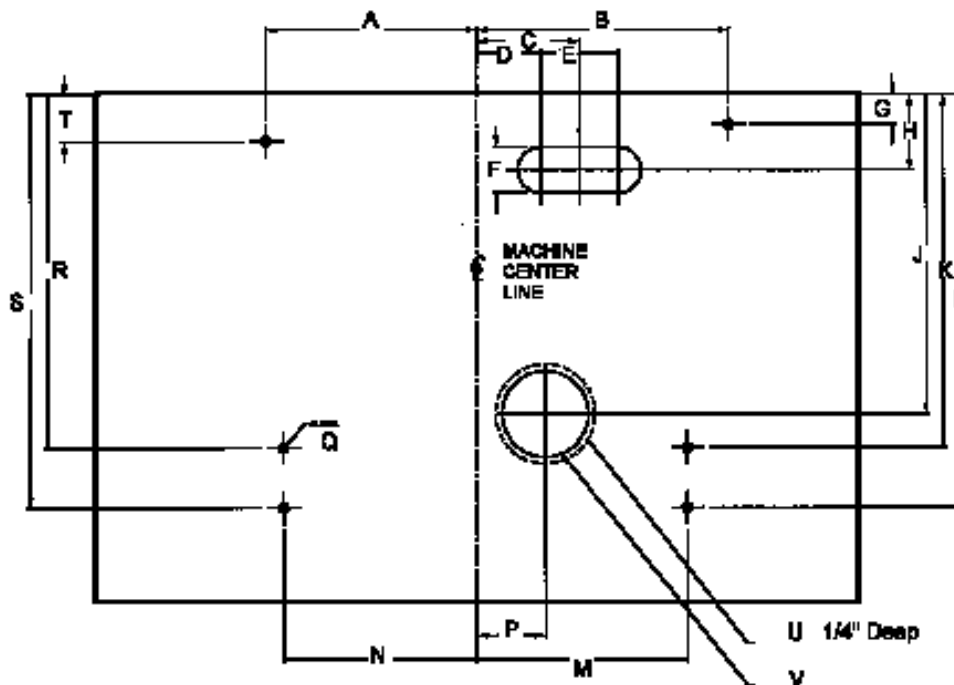
Mounting Detail - Game Maker-7214™

Specifications (cont.)

Physical Specifications (cont.)

Game Maker 7217™

Ref.	Dim.	Measurement	
		Imperial	Metric
A	Height	35 $^{37}/_{64}$"	90.37 cm
B	Width	21 $^{3}/_{8}$"	54.31 cm
C	Depth	22 ½"	57.15 cm
	Weight	268 lb	121.56 Kg
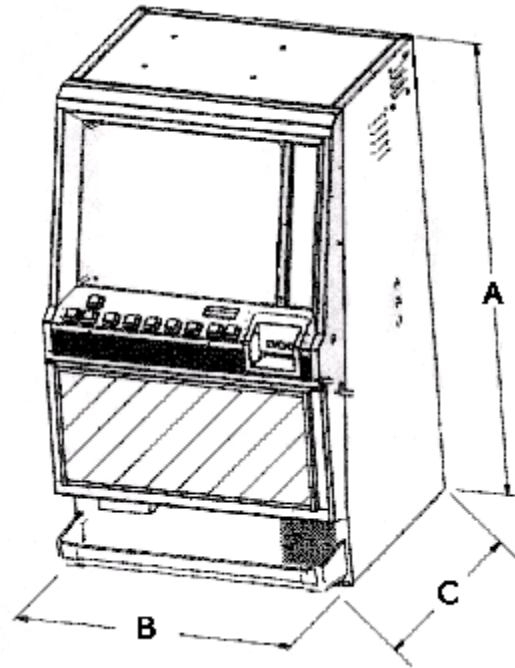
Ref.	Imperial	Metric
A	8 $^{3}/_{16}$"	20.80 cm
B	9 $^{15}/_{64}$"	24.41 cm
C	2 $^{3}/_{4}$"	7.01 cm
D	3"	7.62 cm
E	1 $^{3}/_{4}$"	4.47 cm
F	2 $^{1}/_{16}$"	5.26 cm
G	3 $^{1}/_{16}$"	7.80 cm
H	12 $^{49}/_{64}$"	32.44 cm
J	13 $^{1}/_{2}$"	34.32 cm
K	15 $^{5}/_{8}$"	39.70 cm
L	3 $^{17}/_{32}$"	8.97 cm
M	77 $^{1}/_{16}$"	7.77 cm
N	8 $^{7}/_{32}$"	20.85 cm
P	3 $^{3}/_{4}$"	9.55 cm
Q	7 $^{1}/_{2}$"	19.02 cm
R	ø $^{7}/_{16}$"	ø 1.12 cm
S	15 $^{5}/_{8}$"	39.70 cm
T	10 $^{7}/_{16}$"	26.52 cm
U	3 $^{1}/_{16}$"	7.77 cm
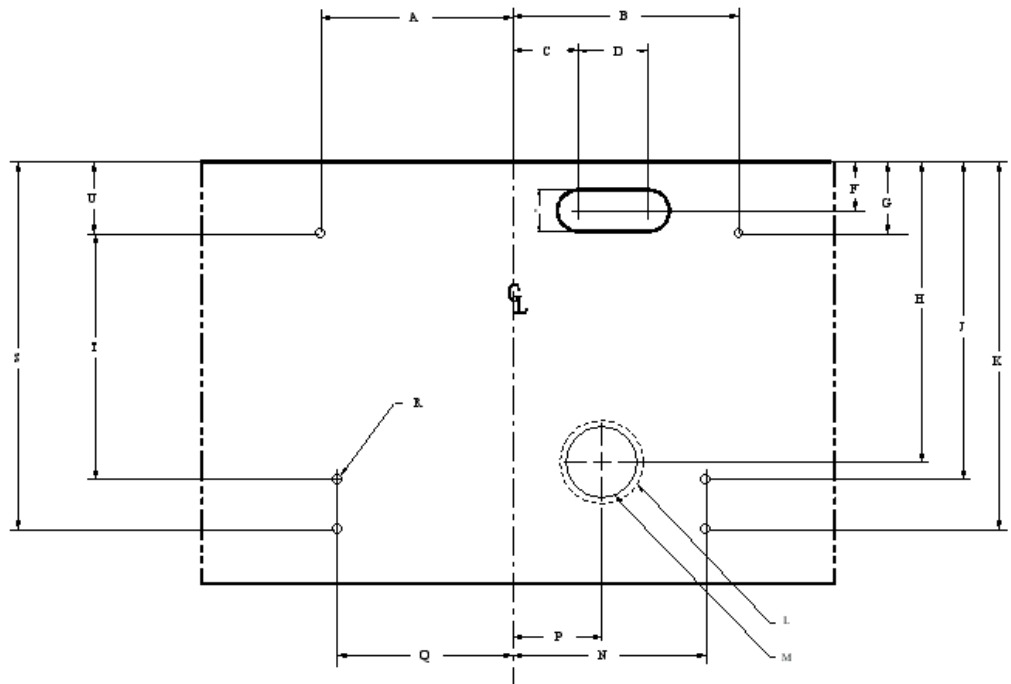
Mounting Detail - Game Maker-7217™

Specifications (cont.)

Physical Specifications (cont.)

Game Maker-7219™

Ref.	Dim.	Measurement	
		Imperial	**Metric**
A	Height	34 $\frac{11}{16}$"	88.09 cm
B	Width	21 $\frac{1}{2}$"	54.64 cm
C	Depth	25 $\frac{29}{64}$"	64.64 cm
Weight		276 lb	125.19 Kg
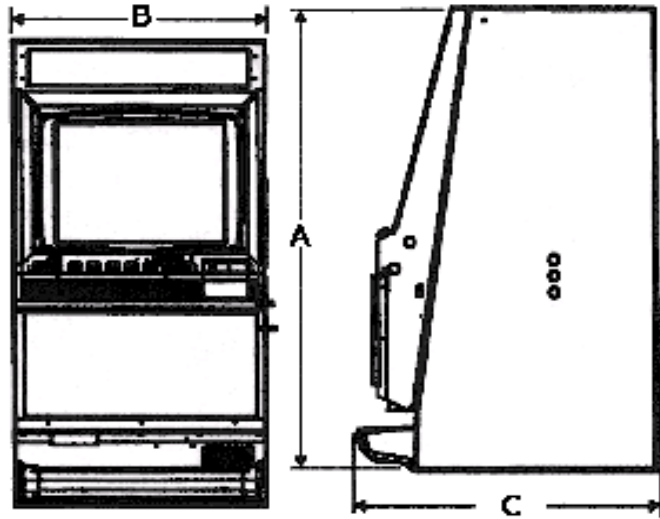
Ref.	Imperial	Metric
A	8 $\frac{3}{16}$"	20.80 cm
B	9 $\frac{15}{64}$"	24.41 cm
C	2 $\frac{3}{4}$"	7.01 cm
D	3"	7.62 cm
E	1 $\frac{3}{4}$"	4.47 cm
F	2 $\frac{1}{16}$"	5.26 cm
G	3 $\frac{1}{16}$"	7.80 cm
H	15 $\frac{49}{64}$"	40.06 cm
J	16 $\frac{1}{2}$"	41.94 cm
K	18 $\frac{5}{8}$"	47.32 cm
L	3 $\frac{17}{32}$"	8.97 cm
M	3 $\frac{1}{16}$"	7.77 cm
N	8 $\frac{7}{32}$"	20.85 cm
P	3 $\frac{3}{4}$"	9.55 cm
Q	7 $\frac{1}{2}$"	19.02 cm
R	ø $\frac{7}{16}$"	ø 1.12 cm
S	18 $\frac{5}{8}$"	47.32 cm
T	13 $\frac{7}{16}$"	34.14 cm
U	3 $\frac{1}{16}$"	7.77 cm
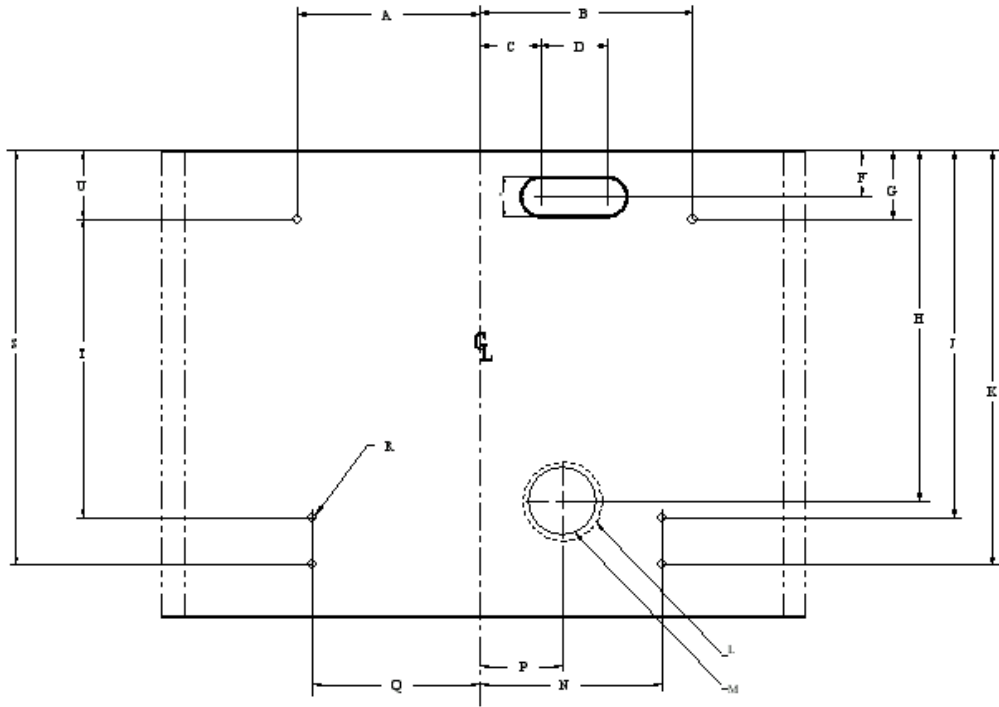
Mounting Detail—Game Maker-7219™

Specifications (cont.)

Physical Specifications (cont.)

Game Maker® V7000 Upright Cabinet with 14-inch Monitor

Ref.	Dim.	Measurement	
		Imperial	Metric
A	Height	33 1/2"	85.09 cm
B	Width	18 7/8"	47.94 cm
C	Depth	21 1/4"	53.97 cm
Min. Spacing		6 1/2"	16.51 cm
Weight		175 lb	79.37 Kg
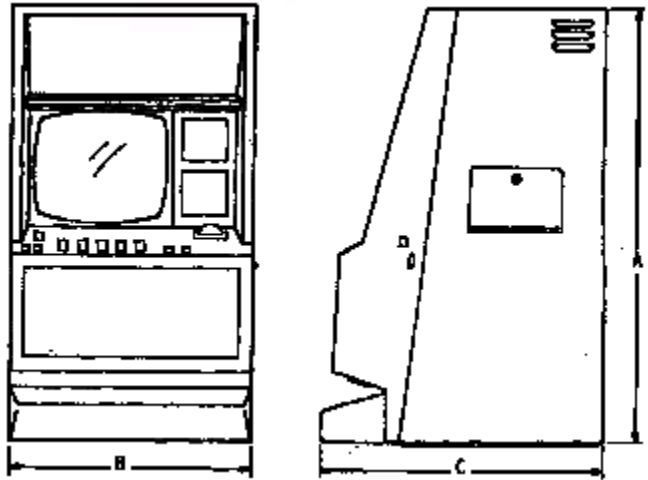
Ref.	Imperial	Metric
A	8"	20.32 cm
B	6 7/8"	17.46 cm
C	5 7/8"	14.92 cm
D	2 9/16"	6.51 cm
E	11 3/8"	28.89 cm
F	11 11/16"	29.67 cm
G	5 3/8"	13.65 cm
H	7 1/4"	18.42 cm
J	3 3/4"	9.53 cm
K	12 3/16"	30.96 cm
L	3/8"	.95 cm
M	1 1/4"	4.45 cm
N	2 3/8"	6.03 cm
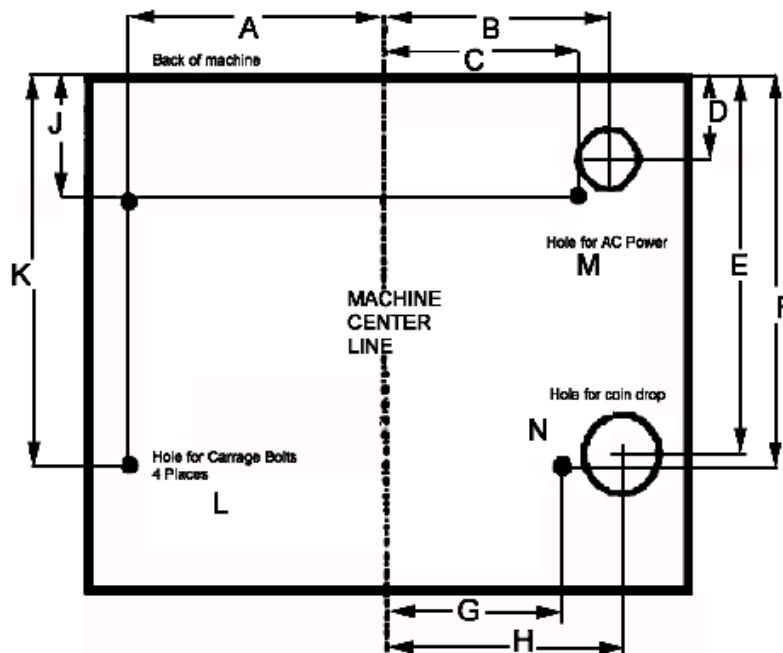
Mounting Detail - V7000 Upright Cabinet with 14-inch Monitor

Specifications (cont.)

Physical Specifications (cont.)

Game Maker® V7000 Casino

Ref.	Dim.	Measurement	
		Imperial	Metric
A	Height	46"	116.84 cm
B	Width	21 $\frac{1}{4}$"	53.97 cm
C	Depth	15 "	38.10 cm
D	Depth (Overall)	19 $\frac{5}{8}$"	49.83 cm
Min. Spacing		6 $\frac{1}{2}$"	16.51 cm
Weight		235 lb	106.59 Kg

Ref.	Imperial	Metric
A	28"	71.12 cm
B	17 $\frac{15}{32}$"	44.37 cm
C	6 $\frac{17}{32}$"	14.92 cm
D	3 $\frac{7}{32}$"	8.15 cm
E	7 $\frac{1}{2}$"	19.05 cm
F	11 $\frac{1}{16}$"	28.09 cm
G	14"	35.56 cm
H	21 $\frac{15}{32}$"	54.53 cm
J	1 $\frac{13}{16}$"	4.60 cm
K	2 $\frac{13}{64}$"	5.59 cm
L	10"	25.40 cm
M	12 $\frac{5}{8}$"	32.11 cm
N	18"	45.72 cm
P	1 $\frac{1}{2}$"	3.81 cm
Q	3"	7.62 cm
R	$\frac{7}{16}$"	1.12 cm
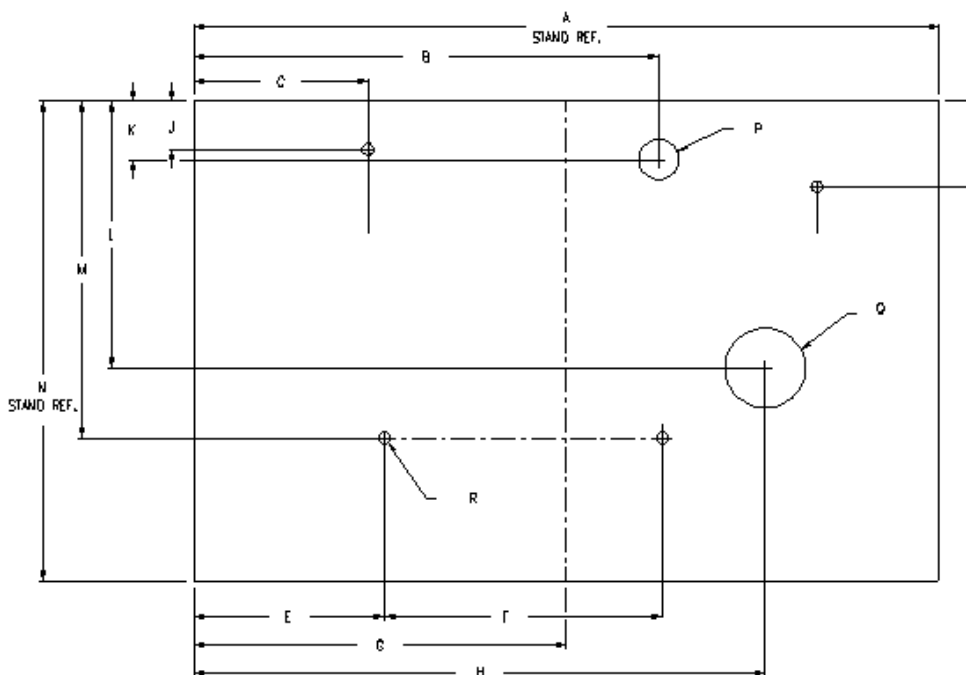
Mounting Detail - V7000 Casino

Specifications (cont.)

Physical Specifications (cont.)

Game Maker® V7000 with 20-inch Monitor

Ref.	Dim.	Measurement	
		Imperial	Metric
A	Height	38"	96.34 cm
B	Width	21 $\frac{1}{4}$"	53.98 cm
C	Depth	25 $\frac{1}{4}$"	64.10 cm
Minimum Spacing		6 $\frac{1}{2}$"	16.51 cm
Weight		230 lb	106.33 Kg

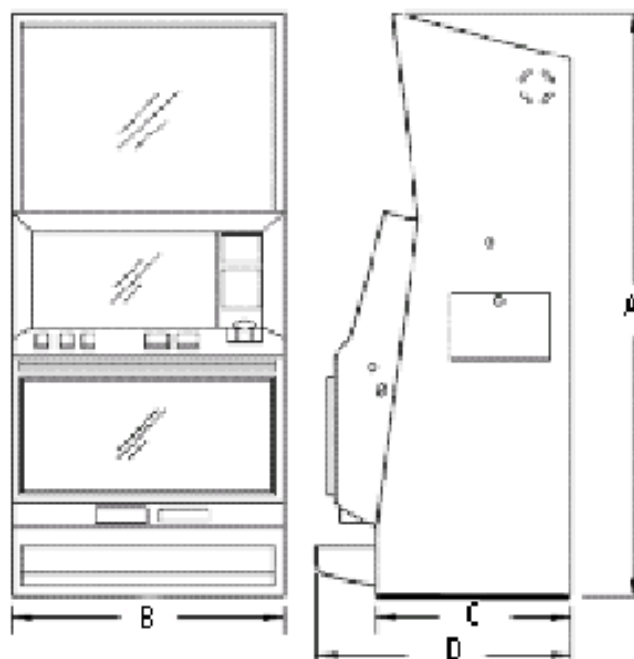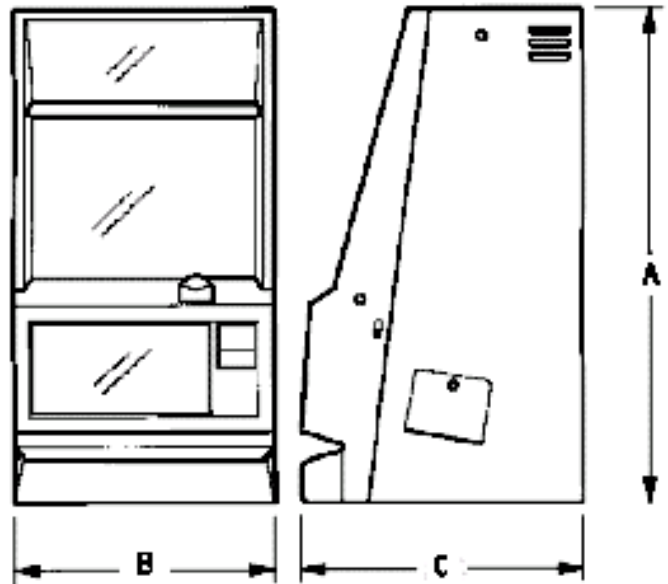| Ref.	Imperial	Metric
A	9 $\frac{1}{4}$"	23.49 cm
B	6 $\frac{15}{32}$"	16.43 cm
C	1 $\frac{1}{2}$"	3.81 cm
D	R1 X 4"	2.54 X 4 cm
E	$\frac{15}{16}$ X 4"	.79 X 4 cm
F	$\frac{13}{16}$"	2.06 cm
G	2 $\frac{1}{8}$"	5.40 cm
H	2 $\frac{5}{8}$"	6.67 cm
J	15 $\frac{7}{16}$"	39.21 cm
K	16 $\frac{1}{4}$"	41.28 cm
L	3 $\frac{17}{32}$"	8.97 cm
M	3 $\frac{1}{16}$"	7.78 cm
N	9 $\frac{1}{4}$"	71.95 cm
P	4 $\frac{1}{16}$"	10.32 cm
Q	8 $\frac{11}{32}$"	21.19 cm
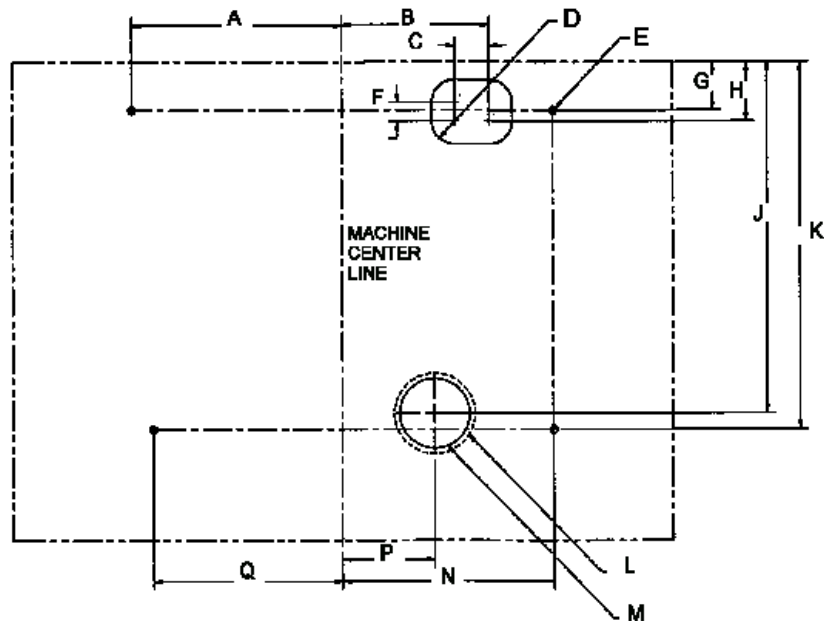
Mounting Detail - V7000 Upright Cabinet with 20-inch Monitor

Specifications (cont.)

Physical Specifications (cont.)

Game Maker® Bartop

Weight: 159 lb (72.12 Kg)

Ref.	Imperial	Metric
A	16 $\frac{3}{4}$"	42.55 cm
B	27"	68.58 cm
C	1"	2.54 cm
D	26 $\frac{1}{8}$"	66.34 cm
E	24 $\frac{1}{8}$"	61.26 cm
F	23 $\frac{1}{2}$"	59.69 cm
G	24 $\frac{11}{32}$"	61.82 cm
H	$\frac{1}{4}$"	.64 cm
J	$\frac{15}{16}$"	.79 cm
K	12 $\frac{1}{32}$"	30.56 cm
L	1 $\frac{3}{8}$"	3.48 cm
M	1 $\frac{1}{16}$"	2.69 cm
N	16"	40.64 cm
P	12 $\frac{9}{32}$"	31.19 cm
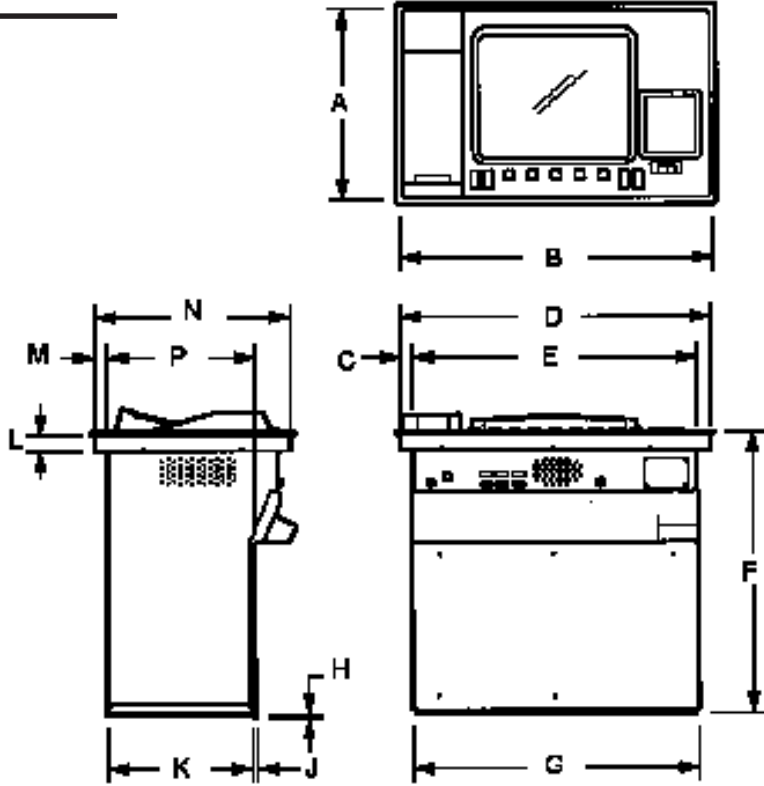
Ref.	Imperial	Metric
A	27 $\frac{1}{16}$"	68.73 cm
B	26 $\frac{1}{4}$"	66.68 cm
C	24"	62.38 cm
D	16 $\frac{9}{16}$"	42.70 cm
E	16 $\frac{1}{8}$"	40.97 cm
F	14 $\frac{5}{16}$"	36.35 cm
G	R $\frac{1}{4}$"	R 6.4 cm
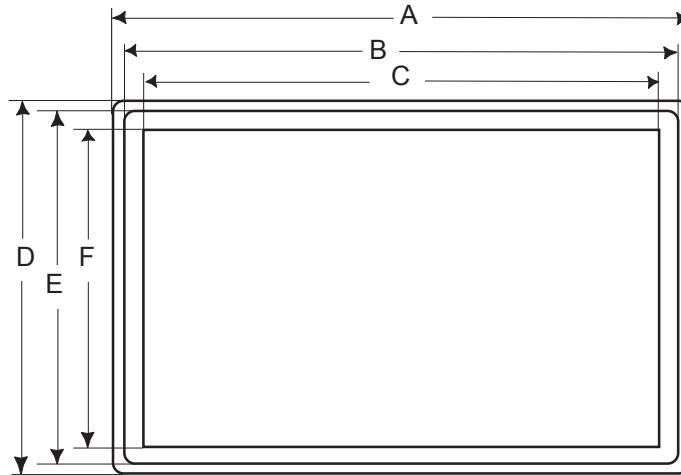
Bartop Cutout

Specifications (cont.)

Physical Specifications (cont.)

Slant Top

Ref.	"S" Style		"S Extended" Style	
	Inches	Centimeters	Inches	Centimeters
A	50 7/8"	129.24 cm	53 3/8"	135.57 cm
B	39 1/4"	99.70 cm	39 1/4"	99.70 cm
C	20 5/8"	52.39 cm	20 5/8"	52.39 cm
D	22 1/8"	56.20 cm	22 1/8"	56.20 cm
E	31 3/8"	64.10 cm	31 3/8"	64.10 cm
F	28 1/16"	75.57 cm	28 1/16"	75.57 cm
Weight	345 lbs	156.49 kg	348 lbs	157.85 kg
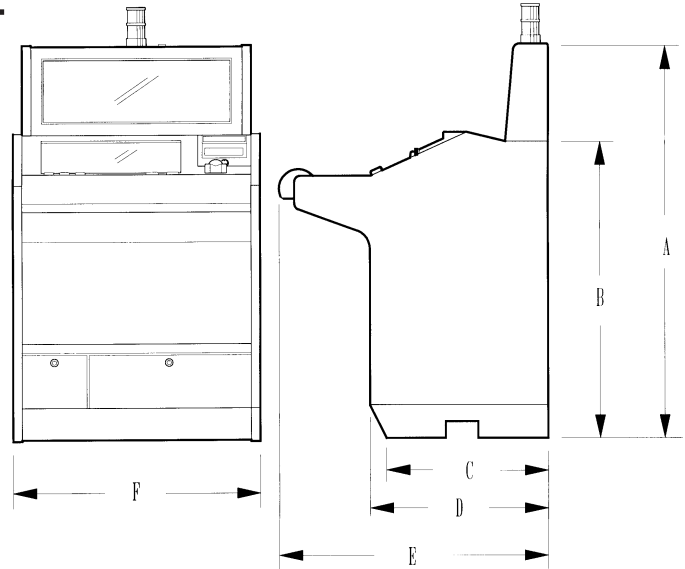
Installing the machine

Installation Check List

☐ Review environmental and power requirements

☐ Unpack and inspect machine

☐ Secure the machine to the stand or bar counter

☐ Install locks

☐ Setup

☐ SafeRAM™ Clear

☐ Set EEPROM options

☐ Set game options

Review Power and Environmental Requirements

Line power must provide an earth ground for safe operation. Do not overload the circuit. Consider no more than six machines at 110VAC for each 20 Amp circuit.

The Game Maker® radiates radio frequency energy. Although it complies with Subpart J and Part 15 of FCC regulations, use of the machine may interfere with radio communication.

Ensure ventilation is adequate for the number of machines in an area.

Unpack and Inspect Machine

Unpack and inspect the machine. If the machine is damaged, contact your Bally Gaming and Systems Distributor or Customer Service Representative for Return Merchandise Authorization (RMA) information.

Carefully unpack and remove all loose parts. Verify the power cord is properly routed out of the cabinet. Remove all packing materials and parts from the hopper. Locate the included cloth bag of lock cams and mounting hardware.

Verify Specific Model Information (SMI) documentation before continuing installation.

Secure the Machine to the Stand or Bar Counter

Upright and Casino

Remove the hopper. Mark the center of the stand. Drill the required mounting, drop chute, and power cord holes.

Use a lifting device to place the machine on the stand. Route the power cord where it will not be pinched,

Installing the machine (cont.)

abraded, or otherwise damaged. Bolt the machine to the stand using all four provided mounting bolts. Inspect for loose connectors and verify all circuit boards are firmly seated.

BARTOP

Ensure the cutouts conform to the recommended dimensions. Secure the bezel into the cutout. Using a lifting device, place the machine into the opening. Fasten the machine to the bezel, and route the power cord to the power source. Inspect for loose connectors and verify all printed circuit boards are firmly seated.
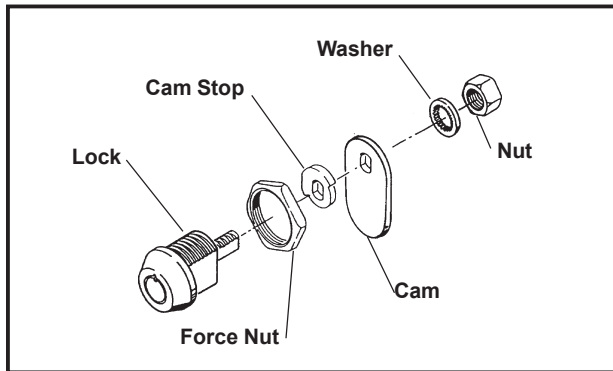
Lock and Cam Assembly

Install Locks

Door, stand, and other high-security locks should be ordered by the Operator from a reliable lock supplier. See Module 3 Assemblies, Parts and Hardware for lock specifications.

Remove the large and small nuts from the keyed lock and insert the lock into the cabinet door opening. The notch on the lock face points upward. Secure the lock

⚡ **WARNING**: Features, operation, and presented accounting information depend upon Main EPROM version, Jurisdiction setting, and additional installed peripherals.

with the large nut. Place the cam stop on the lock cylinder. Attach the included lock cam to the back of the lock and verify it moves in the correct direction. Secure the lock cam with the washer and nut.

Setup

Plug the line cord into a grounded power source, but do not turn the machine on.

Battery Enable Procedure

The Lithium battery may be disabled for shipping or storage by having a nearby three-pin header labeled W17 in the OFF position. It must be enabled by moving the two-pin Burg jumper to ON before the machine will operate.

⚡ **WARNING**: Attempting to recharge Lithium batteries can cause them to explode. Replace failed batteries with Bally Gaming part E-00628-0023 or its equivalent.

EPROM Size Jumper Settings

The Game Maker® MPU board can accommodate EPROM sizes from 1M to 4M. Main versions prior to "Version 12" use 2M EPROMs. Main versions later than "Version 12" use 4M EPROMs. The illustration below shows jumper settings according to memory size.

EPROM Jumper Configuration
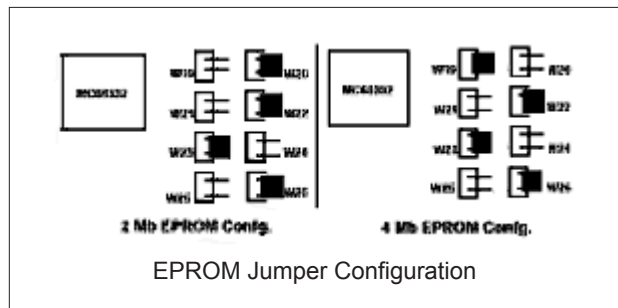
Dip Switch Operation

Dual In-line Package (DIP) switches DIPSW1 and DIPSW2 operate according to the following table:
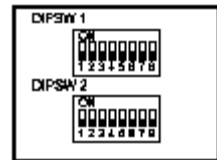
Some of the selections require specialized firmware installed in EPROM socket P10.

		DIPSW1		DIPSW2
Switch	Level	Description	Level	Description
1	ON	Autoplay	N/A	Reserved
2	ON	Ignore Checksum	ON	Deluxe Sound
3	ON	Show State Status	N/A	Reserved
4	ON	Host Override	ON	Enable 12 Button Deck
5	ON	Printer/Hopper Override	ON	Bill to Tray Option
6	ON	Watchdog Override	ON	Touchscreen Not Installed
7	ON	EEPROM Clear	ON	Enable Progressive Change
8	ON	SafeRAM™ Clear	ON	Show Error Log

Setup (Cont.)

SafeRAM™ Clear

SafeRAM™ Clear refers to erasing information stored within battery-backed random access memory (RAM). A SafeRAM™ Clear is essential before the first use, when Main program EPROMs are replaced, or if game memory becomes corrupted.

For a SafeRAM™ Clear, locate DIPSW1 along the battery side edge of the MPU board assembly and set DIPSW1-8 to ON. Some versions of Main programs require a EPROM labeled "V7S1000CLEAR-02" in socket P10. Upon ensuring the MPU assembly is firmly seated into the backplane board, turn the machine power ON. The message "SAFERAM CLEAR ENABLED" appears. Actuate the audit key switch.

Follow the displayed instructions by turning power OFF, setting DIPSW1-8 OFF, removing the CLEAR-02 EPROM from P10 if installed, and turning power ON. The screen then displays the settings for CURRENT JURISDICTION, PRIMARY HOST, SECONDARY HOST, SAS® VERSION, CHASSIS TYPE, COIN ACCEPTOR, BILL ACCEPTOR, HOPPER TYPE, DOUBLE DOWN, TOURNAMENT, SECONDARY DEVICE and RESIDUAL CREDIT MODE.

If the information is correct, the machine can be restarted by cycling power or pressing the RESET button located on the MPU assembly.
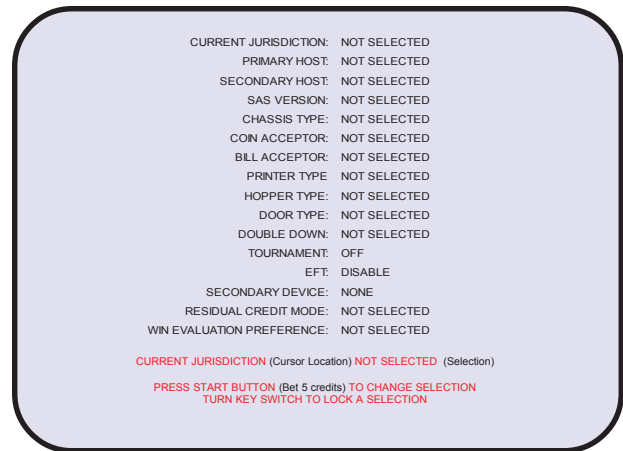
Set EEPROM Options

If the settings require change, actuate the audit key switch. Scroll through the available choices with DEAL/DRAW/START. Confirm each choice with the key switch.

Current Jurisdiction

CURRENT JURISDICTION, or Market Code, designates specific operation according to the requirements of a gaming control agency. Some jurisdictions are preset at the factory. The following table lists current Market Codes and Jurisdictions.

Jurisdiction Setting	Market	Jurisdiction Setting	Market
Locked	VLC	8	Puerto Rico
1	International 60 Hz	9	Delaware
2 (Locked)	New Jersey	10	New Mexico
3 (Locked)	GLI	11	OLGC
4	International 50 Hz	12	Swiss B No Bet Limit
5	Default	13	Swiss A Bet Limit
6	Uruguay	14	USAF 2000 Win Limit
7	South Africa	15	USAF No Win Limit

EEPROM Jurisdiction Selections

```
CURRENT JURISDICTION:    NOT SELECTED
PRIMARY HOST:    NOT SELECTED
SECONDARY HOST:    NOT SELECTED
SAS VERSION:    NOT SELECTED
CHASSIS TYPE:    NOT SELECTED
COIN ACCEPTOR:    NOT SELECTED
BILL ACCEPTOR:    NOT SELECTED
PRINTER TYPE    NOT SELECTED
HOPPER TYPE:    NOT SELECTED
DOOR TYPE:    NOT SELECTED
DOUBLE DOWN:    NOT SELECTED
TOURNAMENT:    OFF
EFT:    DISABLE
SECONDARY DEVICE:    NONE
RESIDUAL CREDIT MODE:    NOT SELECTED
WIN EVALUATION PREFERENCE:    NOT SELECTED

CURRENT JURISDICTION (Cursor Location) NOT SELECTED  (Selection)

PRESS START BUTTON (Bet 5 credits) TO CHANGE SELECTION
TURN KEY SWITCH TO LOCK A SELECTION
```

EE PROM Selection

Primary Host / Secondary Host

A Primary Host and Secondary Host cannot both use the same protocol. A dual Host system must use a combination of SAS® (2.xx - 5.xx) and SDS®. PRIMARY HOST must be set prior to setting SECONDARY HOST.

SAS® Version

SAS® VERSION refers to the communication protocol that is compatible with the version of Slot Accounting System Host computer. The choices for SAS® VERSION are 2.83, 2.84, 3.11, 3.13, 4.00, 4.02 and 5.01.

Chassis Type

The choices for CHASSIS TYPE are UPRIGHT, BARTOP, or SLANT. The selection determines the graphical display of status information when the door is open.

Coin Acceptor

The choices for COIN ACCEPTOR are COIN ACCEPTOR ONLY, COIN ACCEPTOR AND COD BOARD, or NRI. COIN ACCEPTOR ONLY and COIN ACCEPTOR AND COD BOARD refer to the presence or absence of a coin optic decoder (COD) board (Bally part # AS-03356-0303). Some versions of Main programs offer choices for Coin Mechanisms, Inc., CC-62 or CC-16 coin acceptors. The CC-62 does not require a COD board. The CC-16 does.

NRI refers to the National Rejectors, Inc., brand of programmable coin acceptors and the processing of coin information for this acceptor.

Other brands of coin acceptors may be compatible if they conform to the size and electrical operation of these acceptors.

Set EEPROM Options (cont.)

Bill Acceptor

The choices for BILL ACCEPTOR are NO BILL ACCEPTOR, JCM WBA, JCM DBV, GPT, ARDAC, AND MARS 1100 SERIES.

JCM WBA refers to Japan Cash Machine's World Bill Acceptor.

JCM DBV selects a communication protocol compatible with Japan Cash Machine models DBV145, DBV146, CBA135, SRA135, or IBA135.

GPT selects a protocol for models developed by Global Payment Technologies.

ARDAC refers to the bill acceptor manufactured by ARDAC, Inc.

MARS 1100 SERIES refers to the model manufactured by Mars Electronics International. It is also the correct setting for the Cashflow™ SC6600.

Printer Type

The Game Maker® will support thermal printers manufactured by Seiko Instruments, Inc., and Transact Technologies, Inc. The choices are SEIKO PRINTER, ITHAKA 800 PRINTER, or NONE. Select one choice to match the hardware installed in the machine.

Hopper Type

The choices for HOPPER TYPE are COIN, OR NONE. Select COIN if the machine has a coin-dispensing hopper.

Door Type

The choices for DOOR TYPE are MECHANICAL or PULSED OPTIC. The selections refer to the sensing device used to detect the opening of the main door.

Double Down

DOUBLE DOWN is ON or OFF. If ON, the opportunity to enable and configure this feature will be available under CONFIGURATION.

Tournament

TOURNAMENT is ON or OFF. If ON, the opportunity to enable and configure this feature will be available under CONFIGURATION.

EFT (Electronic Funds Transfer)

The choices for EFT are ENABLE or DISABLE. If enabled, credits can be added to the machine from a remote location by the accounting system Host computer.

Secondary Device

The choices for SECONDARY DEVICE are Bally or Anchor. The choices refer to the manufacturers of the peripheral device.

Residual Credit Mode

If a machine is configured so that one coin registers multiple credits (tokenization), it is possible to have credits remaining after a cashout. The selections for RESIDUAL CREDIT MODE refer to the disposition of the extra credits. The choices are NO GAMBLE AND NO ATTEN. PAY, ATTEN. PAY ONLY, GAMBLE ONLY, and GAMBLE OR ATTEN. PAY.

■ The NO GAMBLE AND NO ATTENDANT PAY setting forces a Player to continue playing until either the remaining credits equal zero; or they equal the exact value of a coin from the hopper.

■ ATTENDANT PAY ONLY requires an Attendant to remove the remaining credits from the machine by turning the Audit key switch and paying the Player.

■ GAMBLE ONLY enables a post game where all residual credits are wagered on a win-lose outcome. A win results in a coin from the hopper. A loss zeros the remaining credits. A Player's chance of winning a coin is proportional to the residual credits wagered:

> If a credit is 1/10th of a hopper coin, gambling one credit offers a Player a one-in-ten or 10% chance of receiving a coin.
>
> However, if nine residual credits are left, the Player has a 90% chance of receiving a coin for the residual credits.

■ GAMBLE OR ATTENDANT PAY provides the Player with all options for resolving residual credits.

Set EEPROM Options (cont.)

Win Evaluation Preference

The choices for WIN EVALUATION PREFERENCE are OHWP/PLS or LEGACY. If multiple progressive jackpots are available for the Player, the machine can be configured to award the largest of multiple eligible amounts. For example, a straight flush progressive win will be awarded for a royal flush if the straight flush progressive amount is larger than the progressive amount for the royal flush.

To enable the feature, set EVALUATION PREFERENCE to OHWP/PLS. To establish progressive levels that remain fixed at the associated win level, set the feature to LEGACY.

One-time configuration after a SafeRAM™ Clear

Following a SafeRAM™ Clear, on-screen instruction state that the DIP switches must be reset and special EPROMs, if installed, removed.

Touch Screen Calibration After SafeRAM™ Clear

After a successful SafeRAM™ Clear, the Game Maker® program automatically enters the CAL TOUCH SCREEN sub menu of the DIAGNOSTICS menu. Follow the on-screen instructions for hardware and software calibration.

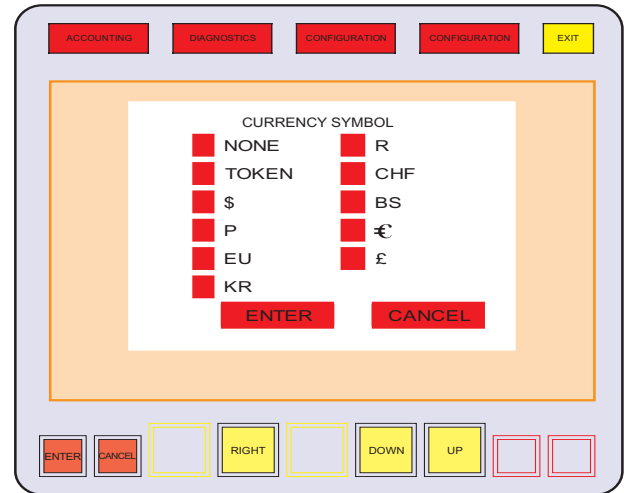### Currency Format Selection
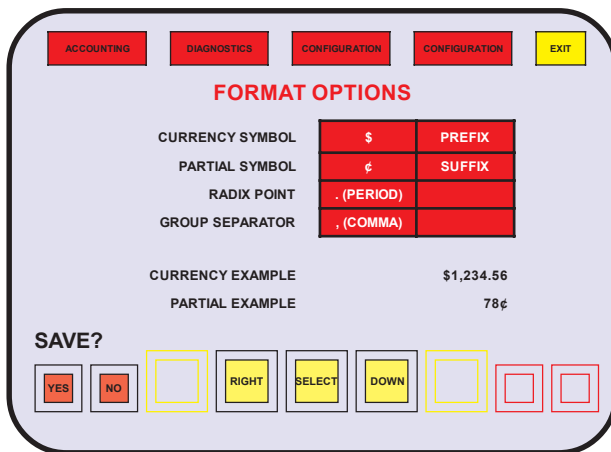
Currency Format Selection

Following the calibration of the touch screen, the Game Maker® initialization process requires a setting for how the bookkeeping records show monetary information.

The items can be selected only once. A SafeRAM™ Clear Procedure is required to change the selection once it is set and saved.

Selecting TOKEN or NONE will have bookkeeping records reflect credits (integers) instead of monetary (decimal) values. For example, .25 NONE selection will show "4" in a bookkeeping meter to reflect $1 worth of credits. .25 and $ will show "1.00" for the same value.
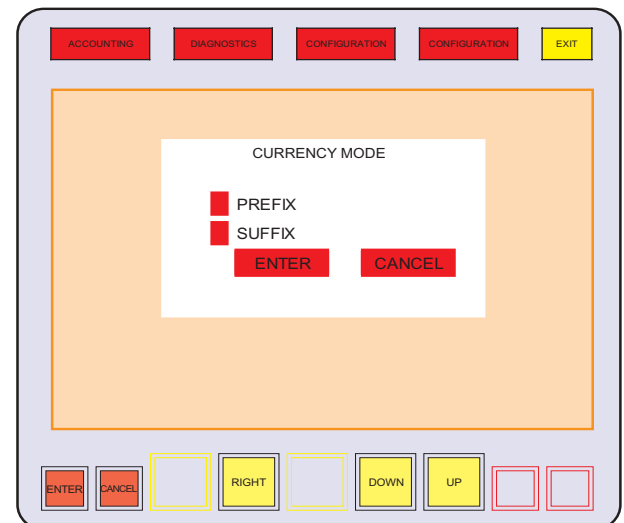
Touch the currency symbol icon in the menu to display the available symbols.

Currency Symbol

Currency Symbol

Select the currency symbol by touching the icon beside it. Then press enter to return to the format options menu.

Currency Mode (Suffix/Prefix Selection)

Setup (cont.)

One-time configuration after a SafeRAM™ Clear (cont.)

The selected symbol can appear as a prefix or suffix. Touch the suffix text icon to enter the currency mode menu. Touch the suffix or prefix icon, then touch ENTER to return to the format options menu.
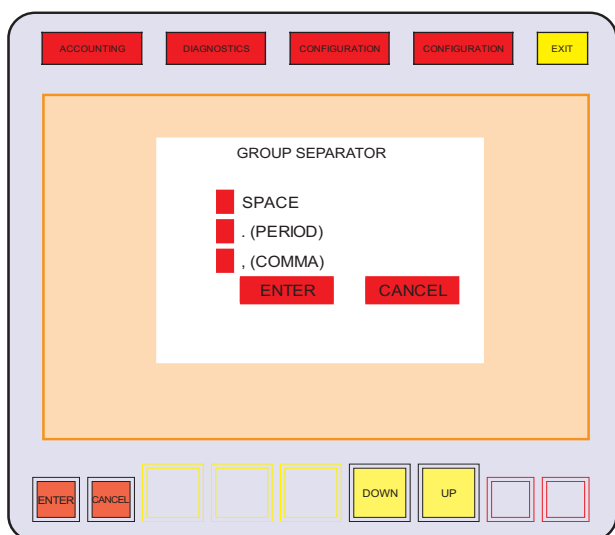
Radix Point
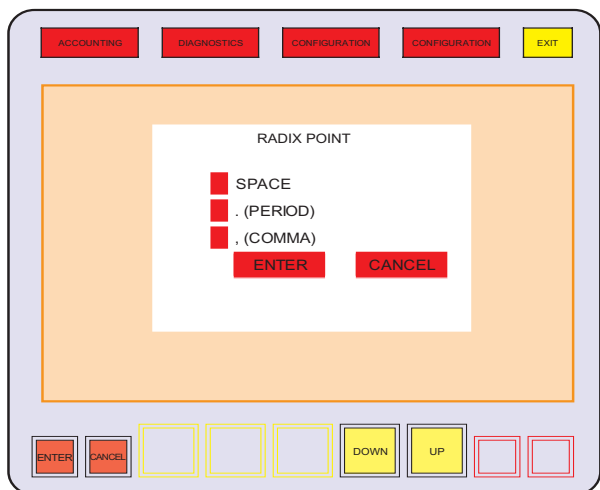
Radix Point

The radix point for values can be configured. Touch the radix point icon to enter the radix point selection menu. Touch the icon beside the text, then touch ENTER to return to the format options menu.
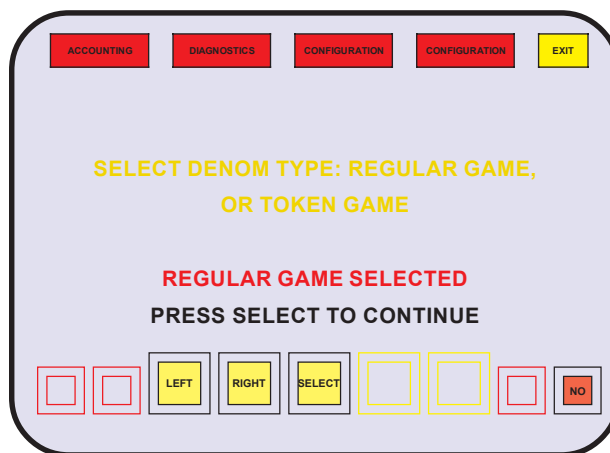
Group Separator

Group Separator

The punctuation separating groups of digits can be configured. Touch the group separator icon showing the current selection to enter the group separator selection menu. Touch the icon beside the text of the separator, then touch ENTER to return to the format options menu.

Denom Type (Credits per Coin Setup)

Regular Game or Token Game

The machine can be configured to apply multiple credits for each coin in through the coin acceptor and out through the coin hopper. REGULAR GAME associates one credit per coin. TOKEN GAME allows one coin to equal multiple credits for accepted coins through the coin acceptor and dispensed coins by the hopper. Touch LEFT or RIGHT to toggle choice, then touch SELECT. Touch YES to confirm and save selection.

Denomination

The selection for Coin Denomination is the value of a coin accepted by the coin acceptor and dispensed by the hopper. Touch the value of the coin where it appears in the menu, then touch SELECT. Confirm by touching YES when asked to save changes.
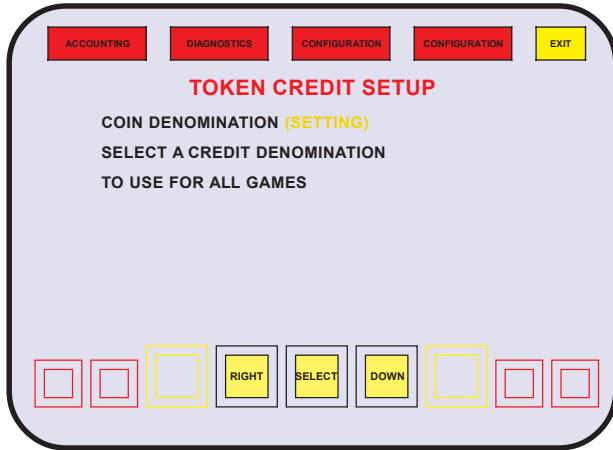

Coin Acceptor Coin Denomination

Setup (cont.)

One-time configuration after a SafeRAM™ Clear (cont.)

Multiple Credit Configuration

ACCOUNTING	DIAGNOSTICS	CONFIGURATION	CONFIGURATION	EXIT

TOKEN CREDIT SETUP

COIN DENOMINATION (SETTING)

SELECT A CREDIT DENOMINATION
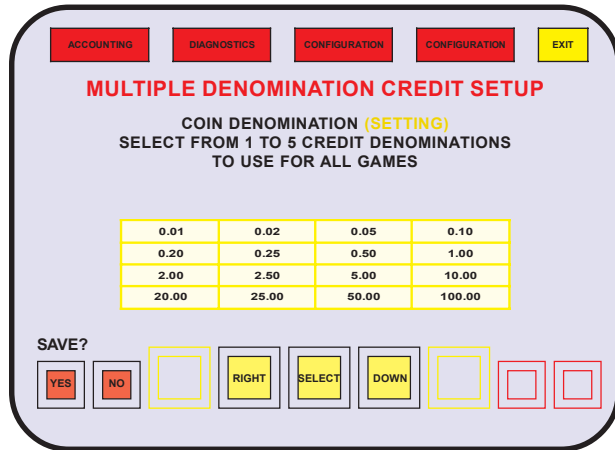TO USE FOR ALL GAMES

| | | | RIGHT | SELECT | DOWN | | | |

Token Credit Setup

If TOKEN GAME was selected to accumulate multiple credits for each coin through th coin acceptor, an opportunity is presented to select the value of each credit.
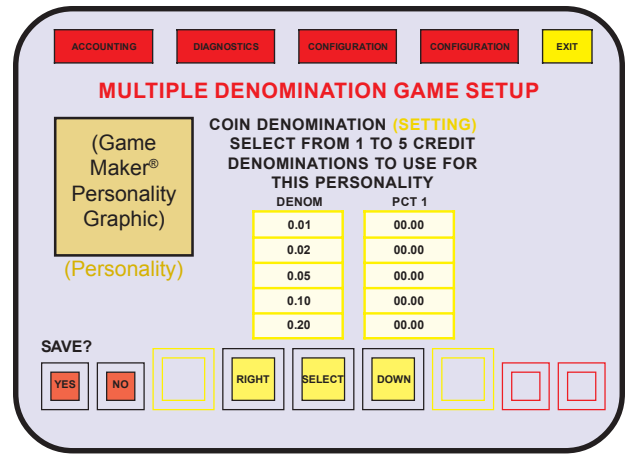
Touch the value of a credit where it is presented in the menu, then touch SAVE.

Multiple Denomination Setup

ACCOUNTING	DIAGNOSTICS	CONFIGURATION	CONFIGURATION	EXIT

MULTIPLE DENOMINATION CREDIT SETUP

COIN DENOMINATION (SETTING)
SELECT FROM 1 TO 5 CREDIT DENOMINATIONS
TO USE FOR ALL GAMES

0.01	0.02	0.05	0.10
0.20	0.25	0.50	1.00
2.00	2.50	5.00	10.00
20.00	25.00	50.00	100.00

SAVE?
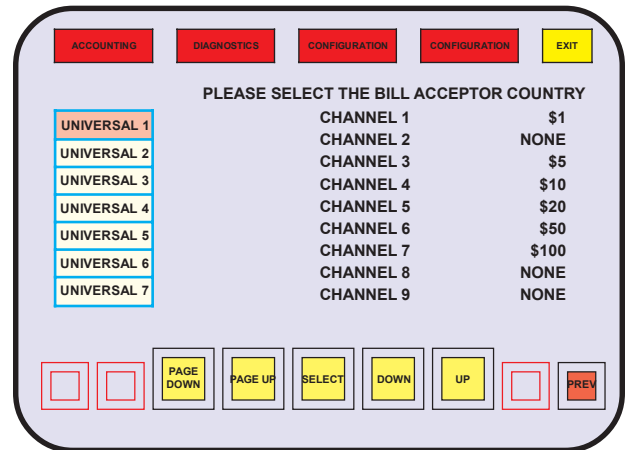
| YES | NO | | RIGHT | SELECT | DOWN | | | |

Multiple Denomination Setup

The Game Maker® Main program provides an opportunity to set a value for each unit of wager that may be different from the denomination of the coin acceptor. Up to five different values can be selected for all games.

ACCOUNTING	DIAGNOSTICS	CONFIGURATION	CONFIGURATION	EXIT

MULTIPLE DENOMINATION GAME SETUP

(Game Maker® Personality Graphic)

(Personality)

COIN DENOMINATION (SETTING)
SELECT FROM 1 TO 5 CREDIT
DENOMINATIONS TO USE FOR
THIS PERSONALITY

DENOM	PCT 1
0.01	00.00
0.02	00.00
0.05	00.00
0.10	00.00
0.20	00.00

SAVE?

| YES | NO | | RIGHT | SELECT | DOWN | | |

Multiple Denomination Game Setup

Each installed Personality will be presented for one-time configuration. Changes require a SafeRAM™ Clear.

ACCOUNTING	DIAGNOSTICS	CONFIGURATION	CONFIGURATION	EXIT

PLEASE SELECT THE BILL ACCEPTOR COUNTRY

UNIVERSAL 1	CHANNEL 1	$1
UNIVERSAL 2	CHANNEL 2	NONE
UNIVERSAL 3	CHANNEL 3	$5
UNIVERSAL 4	CHANNEL 4	$10
UNIVERSAL 5	CHANNEL 5	$20
UNIVERSAL 6	CHANNEL 6	$50
UNIVERSAL 7	CHANNEL 7	$100
	CHANNEL 8	NONE
	CHANNEL 9	NONE

| | | PAGE DOWN | PAGE UP | SELECT | DOWN | UP | | PREV |

Bill Acceptor Country

Bill Acceptor Configuration

Bill denominations accepted must match assignments established in the machine's bill acceptor. There is only one correct setting. Individual bill acceptance or rejection can be selected by switches in the bill acceptor.

Touch the text icon of a table to view a list of bill denominations and channels.

Touch SELECT. Confirm the selection by touching yes to save. Advance to the next menu by touching PREV.

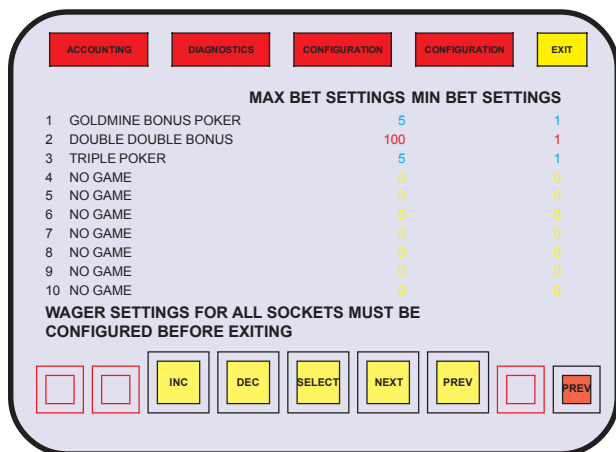The following table lists the available channel assignments:

Bill Acceptor Channel Assignments Table									
Group	Channel								
	1	2	3	4	5	6	7	8	9
Universal 1	1	2	5	10	20	50	100	200	500
Universal 2		100							
Universal 3	100	200	500	1000	2000	5000	10000	20000	
Universal 4	10	20	50	100	200	500	1000	5000	100000
Universal 5	1000	2000	5000	10000	20000	50000	100000		
Universal 6	1	5	10	20					
Universal 7	10	25	50	100	250	500	1000	2000	

Enabled ☐
Disabled ▨

Setup (cont.)

One-time configuration after a SafeRAM™ Clear (cont.)

Adjustable Maximum and Minimum Bet

		ACCOUNTING	DIAGNOSTICS	CONFIGURATION	CONFIGURATION	EXIT

MAX BET SETTINGS MIN BET SETTINGS

		MAX BET SETTINGS	MIN BET SETTINGS
1	GOLDMINE BONUS POKER	5	1
2	DOUBLE DOUBLE BONUS	100	1
3	TRIPLE POKER	5	1
4	NO GAME	0	0
5	NO GAME	0	0
6	NO GAME	0	0
7	NO GAME	0	0
8	NO GAME	0	0
9	NO GAME	0	0
10	NO GAME	0	0

WAGER SETTINGS FOR ALL SOCKETS MUST BE
CONFIGURED BEFORE EXITING

INC   DEC   SELECT   NEXT   PREV   PREV

Adjustable Wager Setup

Some games include the ability to adjust wager settings. Changeable settings appear in red in the menu. SELECT enters the value. The selection must be confirmed with by touching SAVE.

Upon exiting, the machine will present the Audit Key administration menu.

Machine Operation

JOKER POKER

HI-LO ROYAL JOKER POKER

HIGH FIVES

KENO

BLACKJACK

DEUCES WILD

TOUCH SYMBOL TO SELECT GAME

CREDIT 0.00

0.05   0.10   0.20   0.25   0.50

Game Menu

Selecting a Game to Play

The Game Maker® allows the Player to choose from a selection of games. The selection is determined by the Personality EPROMs installed in MPU board

sockets P1 through P10. If multiple denominations are enabled, the current denomination is highlighted. The Player can choose a different denomination. Selecting the game's icon presents the play screen for the game.

HELP (instruction) screens and pay tables are available for some games. EXIT will leave HELP or PAY TABLE and return to the game. Selecting MENU returns to the game menu.

Playing a Game

The Player must wager at least one credit to play a game. Credits are awarded from wins, or purchased by the Player. Credits or their value display next to the text CREDIT.

Credits are wagered by selecting BET ONE or BET MAX. Wagers may be adjusted by selecting the arrows on either side of BET, located in the upper right of the screen.

MAX BET will wager all available credits or the maximum wager for the game, whichever requires fewer credits.

Once credits are wagered, the game begins by selecting DEAL/DRAW/START. Upon completion of the game, winning combinations increment CREDITS and WIN according to the game's pay table.

Once the game is over and any winnings are accounted for, the Player may play the same game again, select a different game, or collect all remaining credits. If a different game is selected, credits are carried over to the new game.

To collect, or "cash-out," the Player selects the COLLECT icon. Depending upon machine configuration, coins are paid from the hopper; a credit voucher is created and dispensed; or the value of the credits are transferred to the Player's account.

Releasing a Jackpot Lockup

When a win exceeds a configured value, the machine indicates a jackpot lockup condition by illuminating a tower light, playing a jackpot melody, displaying a message across the screen, and suspending further play. The jackpot condition must be released by an Attendant or by a system Host.

Audit Key Menu

The audit key menu displays all electronic accounting, diagnostic, and game configuration selections. It consists of three sub menus; ACCOUNTING, DIAGNOSTICS, and CONFIGURATION.

Only ACCOUNTING is accessible with the main door closed. To view the complete audit key menu, open the main door or deck, and actuate the audit key switch.

The Game Maker® responds to selections by touching the icon or menu representing the selection. The choice activates when the finger lifts from the touch screen.

Another way to select is to use the icons at the bottom of the screen. Activating these icons directs a highlighted box cursor to a location or activates the choice.

The icons are:

- LEFT moves highlight one column left.

- RIGHT moves highlight one column right.

- SELECT activates the selection at the cursor.

- DOWN moves highlight down within column.

- UP moves highlight up within column.

A third way to select is to use the deck buttons. For each icon there is an associated illuminated deck button.
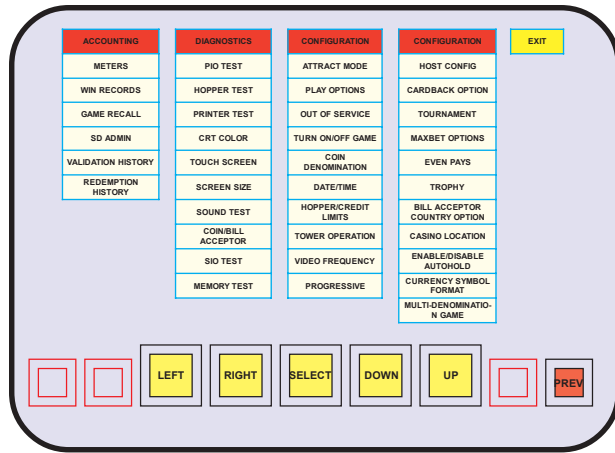
Audit Key Menu
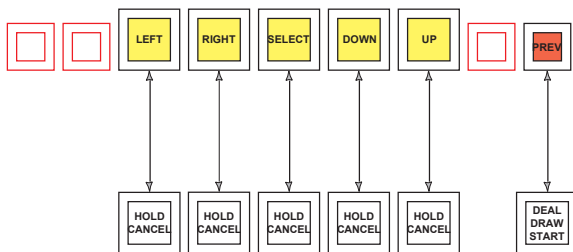
Deck Buttons and Icons

Accounting

The Game Maker® records and stores accounting information in electromechanical counters (hard meters) and electronic counters (soft meters).

Electromechanical Meters

Electromechanical meters are located inside the machine's cabinet. The meters are numbered one through five. The information recorded is determined by jurisdiction.

The labels for the meters vary, but are usually TOTAL IN, TOTAL OUT, and DROP. Other information may be ATTENDANT PAID, and BILL CREDITS. Additional information that may be recorded with electromechanical meters may be SUPER (highest award) JACKPOTS, number of times the main door has been opened, and the number of games.

The following tables list three meter group assignments (A, B, and C) according to the EEPROM setting for JURISDICTION.

Table of Meter Groups A, B, and C

Electromechanical Meters			Meter Group		
Meterl #	Label	Description	A	B	C
1	Total In	Counts each credit wagered.	X	X	X
2	Total Out	Counts each credit won without a win lockup.	X	X	X
3	Drop	Counts each coin sent to the drop bucket.	X		X
		Counts each coin sent to the drop bucket and each credit from the bill acceptor.		X	
4	Attendant Paid	Counts credits paid to a Player by an attendant upon a win (jackpot) lockup.	X	X	X
5	Bill Credits	Counts credits for bill transactions.	X		
	Games Played	Incremetns once for each game completion.		X	
	Jackpots	Increments once each time the top award has been won.			X

Table of Meter Groups by Jurisdiction Setting

Meter Group Assignments by Market					
Jurisdiction Setting	Market	Meter Group	Jurisdiction Setting	Market	Meter Group
Locked	VLC	None	8	Puerto Rico	C
1	International 60 Hz	B	9	Delaware	A
2	New Jersey	None	10	New Mexico	B
3	GLI	A	11	OLGC	B
4	International 50 Hz	A	12	Switzerland B w/out Bet Limit	B
5	Default	B	13	Switzerland A w/Bet Limit	A
6	Uruguay	A	14	USAF w/2000 Win Limit	B
7	South Africa	A	15	USAF w/out Win Limit	B

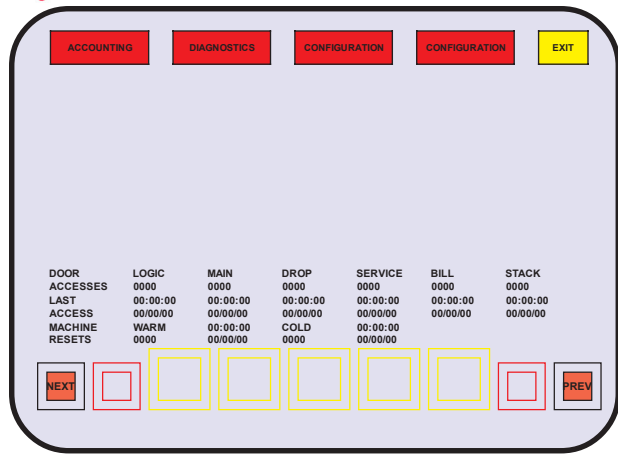# Accounting (cont.)

Accounting Sub Menu
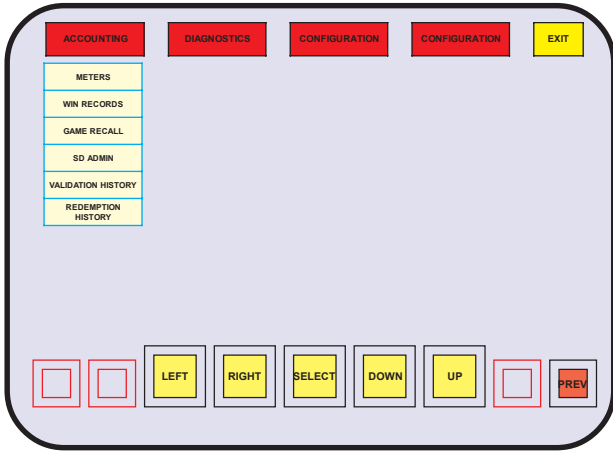
Accounting Sub Menu

The ACCOUNTING sub menu provides access to METERS, WIN RECORDS, GAME RECALL, SD ADMIN, VALIDATION HISTORY and REDEMPTION HISTORY.

METERS

METERS

Meters		
Bookkeeping and Event Counters		
Bill Acceptor Transactins		
Voucher and Coupon Accounting		
Game Activity		
Double or Nothing Activity		
Host Bonus Meters		
Win Lockup Summary		
Total Weighted Theoretical Percentage		
Internal Progressive Controller Records		
	Controllers 1-13	
	Controllers 14-25	
External Progressive Controller Records		
	Controllers 1-5	
	Controllers 6-10	
Slot Accounting System Summary		
	AFT Non Cashable Credit Transactions	
	AFT Cashable Credit Transactions	
	AFT Promotional Credit Transactions	
	AFT System Collect Tranactions	
	AFT Hopper Collect Transactions	

There are multiple screens of bookkeeping information available under the METERS sub menu. The information presented depends upon the Main program version and configuration settings.

Bookkeeping and Event Counters

Select METERS under the accounting sub menu to display the first (master meter) screen. NEXT and LAST icons navigate through the screens of information. Select PREV to return to the audit key menu, or EXIT to return to the game menu.

METER	DESCRIPTION
CURRENT CREDITS	Value of credits available to the Player when the machine returnes to normal operation.
ACCOUNTING DENOMINATION	Value of each credit
GAMES PLAYED SINCE RESET	Total of games completed since the last System Reset.
GAMES PLAYED SINCE DOOR CLOSED	Total of games completed since the closing of the Main Door.
TOTAL IN	Amount wagered on all games in machine.
TOTAL OUT	Amount of winnings paid by machine.
TOTAL DROP	Combined COIN TO DROP and BILL DROP.
TOTAL BILL ACC. IN	Amount of currency accepted.
ATTEN. PAID	Amount of credits paid by an attendant.
NET ATTEN. PAID	Amount of ATTEN. PAID for credits won by the Player.
PROG. JACKPOT	Quantity of jackpots hit for games configured for a progressive jackpot or merchandise award.
GAMBLE PLAYED	Residual credits wagered.
GAMBLE WON	Gambled credits won.
JACKPOT/HANDPAY	Portion of ATTEN. PAID resulting from a Win Lockup.
COIN ACCEPTOR	Amount accepted by coin acceptor.
HOPPER OUT	Amount dispensed by the hopper.
HOPPER OVERPAY	Amount of extra coins dispensed by the hopper.
BILL DROP	Amount of currency accepted.
COIN TO DROP	COIN ACCEPTOR that occurs while the hopper is full
SOFT COLLECT	Coins paid from the hopper from purchased credits.
SOFT ATTEN. PAID	Purchased credits paid by an Attendant. Purchased credits are from a bill transaction.
OTHER CREDIT	Electronic Transfers (EFT or ECT).
CANCEL CREDITS	Credits not from winning wagers paid by an attendant.
HOST BONUSES	Number of bonuses from SAS® host communications.
BONUSES PAID	An accumulated value of bonues from SAS® host communications.
SD WINS	Amount won from secondary device.
DOOR ACCESS LOGIC, MAIN, DROP, SERVICE, BILL, STACK	Number of times each door has been opened.
LAST ACCESS LOGIC, MAIN, DROP, SERVICE, BILL, STACK	Time and date stamp for the most recent access for each door.
MACHINE RESETS: WARM	Number of System Resets from causes other than power OFF.
MACHINE RESETS: COLD	Number of System Resets from Power OFF.

`ACCOUNTING`

`METERS`

METERS (cont.)
Bill Acceptor Transactions

Bill Acceptor Transactions

The bill acceptor transaction screen displays three groups of bill acceptor records: Last 10 Bills/Vouchers/Coupons, Bills/Vouchers/Coupons in Stacker, and Total Bills/Vouchers/Coupons.

The last 10 bill acceptor transactions by denomination, time and date are available for review. The current contents of the stacker sorted by denomination, is available; as well as a total item count—TOTAL IN. These records are zeroed when the stacker is removed.

A life-to-date record of all bill acceptor activity is available. These records will roll over, but cannot be altered. A SafeRAM™ Clear sets these values to zero.

Voucher and Coupon Transactions

Voucher Accounting

The totals for all vouchers and coupons are presented for review. The totals for items in the bill acceptor's stacker are zeroed when the stacker is removed.

Game Activity

Game Activity

A review of all money wagered for a game and the number of times the game has been played is available for all installed games. Games removed from a multi-game machine will automatically transfer the information to OTHER GAMES.

Double or Nothing Activity

Double or Nothing Activity

The number of times Players have accepted the Double or Nothing feature and the outcomes are available for review. Also available is the amount of money wagered and won by the feature.

Meters (cont.)

`METERS`

Host Bonus Meters

Host Bonus Meters

Bonus awards controlled by the Host are available for review. The awards are categorized as DEDUCTIBLE (wins), NON DEDUCTIBLE (promotional) and WAGER MATCH according to the capabilities of the Host.

Win Lockup Summary

Win Lockup Summary

A record of the amount of win lockups is kept for each game installed in the machine. If the win level is associated with a progressive jackpot, the amount is recorded separately. Host controlled progressive wins are also recorded separately.

Total Weighted Theoretical Percentage

Total Weighted Theoretical Percentage

Each of the games installed in a machine usually have different hold percentages. Also, some games may have more appeal in certain locations. The Total Weighted Theoretical Percentage accounts for these differences and calculates a payback percentage for all of the games according to the combined play. The following table describes the information included:

Table of Weighted Theoretical Percentage Information

Total Weighted Theoretical Percentage	
Heading	**Description**
SMI NUMBER	Specific Model Information (SMI) Number identifies the game for reference in the Product Reference Guide and other references. This number should match SMI documentation included with the machine.
OTHER INFO.	Information text labels stored in the EPROM about the game. For example, "T" for a tournament game.
GAME PCT.	Nominal and Basic percentage information is stored in the Personality EPROM. Which of the two percentages displayed depends upon Market Code. Nominal percentage includes bonuses for maximum-wager top awards. Basic percentage is the percentage of a single credit wager.
MONEY PLAYED	Value of wagers for the game.
WTD. PCT	The game's contribution to the total percentage for the machine. It is calculated by GAME PCT. times MONEY PLAYED.
TOTAL WEIGHTED THEORETICAL PERCENTAGE	The sum of WTD. PCT.

Accounting (cont.)

ACCOUNTING

Meters (cont.)

METERS

Internal Progressive Controller Records

Internal Progressive Controllers - Second Screen

If any of the 25 internal jackpot controllers are active, the transactions recorded are TOTAL IN, TOTAL OUT, and JACKPOT. The award is noted as DISPLAY MODE.

TOTAL IN and TOTAL OUT record the value of wagers and wins with each controller. DISPLAY MODE indicates an award that is a progressing monetary value, or a merchandise award. See Module 7, Progressives for more information. JACKPOT records each occurrence of a jackpot on each controller. A summation of the controllers is recorded in TOTAL.

External Progressive Controller Records

External Progressive Controllers - Second Screen

If any of the ten external controller interfaces are active, the number of occurrences are recorded for each win. See Module 7, Progressives for more information.

Slot Accounting System Information

Slot Accounting System Information

Slot Accounting System Information consists of a summary of Advance Fund Transfers (AFT). Also shown is the most recent transmission from the Host in hexadecimal notation, the Slave Address, and status.

Additional AFT Transaction Screens

AFT Non-Cashable Credit History

Host AFT records include separate screens that show the last five transactions and the transmission from the Host in hexadecimal notation for the following five categories: (1)Non-Cashable and (2)Cashable Credit Transactions, (3)Promotional Credit Transactions, (4) System Collect Transactions, and (5)Hopper Collect Transactions.

Each of the five screens are similar to the example shown for AFT Non-Cashable Credit History

Accounting (cont.)

ACCOUNTING

WIN RECORDS

WIN RECORDS

| ACCOUNTING | DIAGNOSTICS | CONFIGURATION | CONFIGURATION | EXIT |

DRAW POKER
NO GAME
NO GAME
NO GAME
NO GAME
NO GAME
NO GAME
NO GAME
NO GAME
NO GAME

SELECT   DOWN   UP   PREV
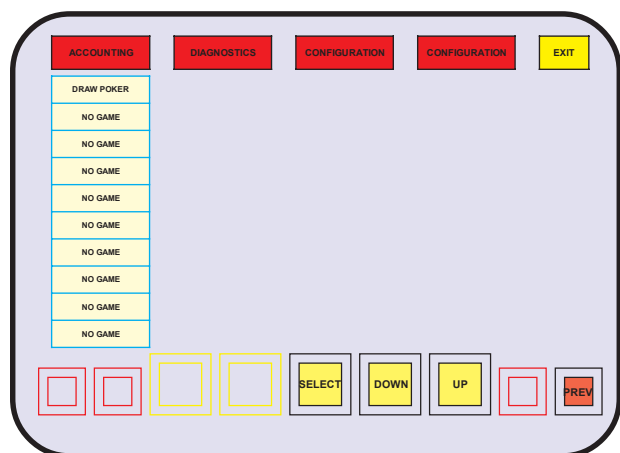
WIN RECORDS Sub Menu

Selecting WIN RECORDS presents a sub menu listing of the installed games.
Draw Poker (example) Win Records

| ACCOUNTING | DIAGNOSTICS | CONFIGURATION | CONFIGURATION | EXIT |

DRAW POKER

ROYAL FLUSH	**0**
STRAIGHT FLUSH	**0**
FOUR OF A KIND	0
FULL HOUSE	0
FLUSH	0
THREE OF A KIND	0
TWO PAIR	0
JACKS OR BETTER	0
NO WIN	0
TOTAL GAMES PLAYED	0

PREV
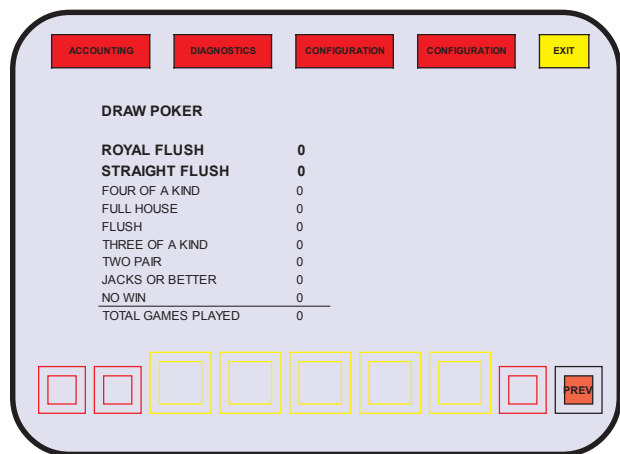
Win Records sub menu for DRAW POKER

When a game's text is selected, a listing of possible results, along with the number of occurrences, is presented.

GAME RECALL

GAME RECALL

| ACCOUNTING | DIAGNOSTICS | CONFIGURATION | CONFIGURATION | EXIT |

ALL GAMES
NO GAME
NO GAME
NO GAME
NO GAME
NO GAME
NO GAME
DRAW POKER
NO GAME
NO GAME

SELECT   DOWN   UP   PREV
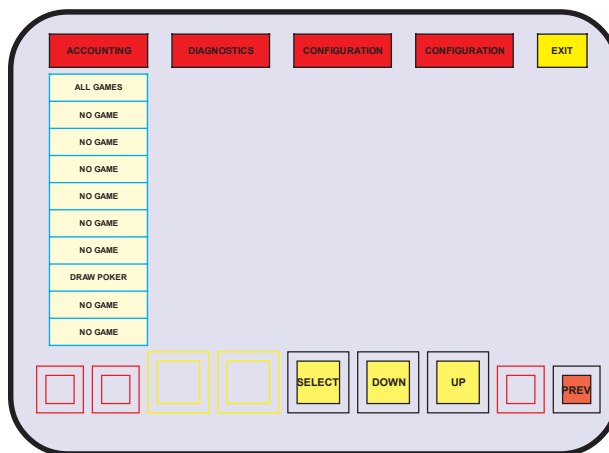
GAME RECALL Sub Menu

Selecting GAME RECALL presents a sub menu headed by the category ALL GAMES, and a listing of the games.

All Games
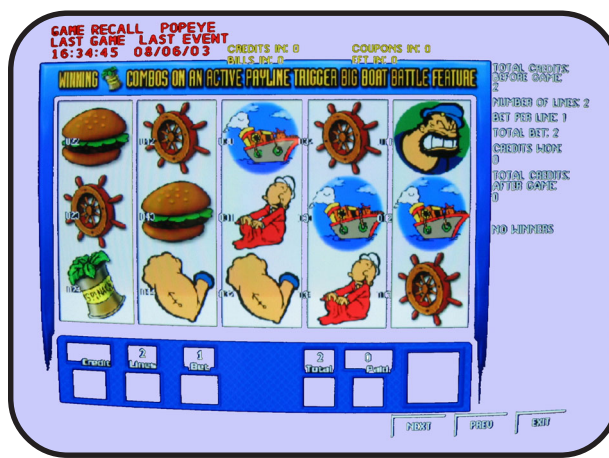
Game Recall (Popeye example)

Fifty events in occurrence order are available for review. The display includes the date and time the event occurred. An "event" is a completed game, or COLLECT. NEXT and PREV scroll through the 50 events.

Individual Game

Selecting an individual game from the multi-game menu will display the previous two completed games for the selected Personality.

Accounting (cont.)

`ACCOUNTING`

Secondary Device Admin.

`SD ADMIN`

Selecting SD ADMIN presents a listing of possible results, along with the number of occurrences relating to the secondary device installed on the machine.

Validation History

`VALIDATIOIN HISTORY`

PRINTED TICKET HISTORY provides a list of the last 35 voucher pays if the machine hopper is configured for SEIKO PRINTER or COIN AND SEIKO PRINTER. NEXT and PREV scroll through the 35 occurrences.

Redemption History

`REDEMPTION HISTORY`

CP - COUPON PROMOTIONAL
CC - COUPON CASHABLE
VP - VOUCHER PROMOTIONAL
VC - VOUCHER CASHABLE

Redemption History

REDEEM TICKET HISTORY provides a list of the last 35 voucher redemptions if the machine hopper is configured for SEIKO PRINTER or COIN AND SEIKO PRINTER. NEXT and PREV scroll through the 35 occurrences.

Diagnostics

`DIAGNOSTICS`

The Game Maker® provides user-controlled diagnostic functions for calibration and troubleshooting.

Diagnostics Sub Menu

The DIAGNOSTICS sub menu provides access to PIO TEST, HOPPER TEST, PRINTER TEST, CRT COLOR, TOUCH SCREEN, SCREEN SIZE, SOUND TEST, SIO TEST, COIN/BILL ACCEPTOR and MEMORY TEST.

Audit Key Menu

PIO Test

`PIO TEST`

PIO Test (DIP SW2 - 4 = OFF)

Activating PIO TEST presents a listing of parallel inputs and outputs. Pressing any switch, HOLD 1 for example, highlights the text in the listing to indicate proper function.

Touching the text in the OUTPUTS portion of the table will operate the listed output. Activating DEAL in the listing, for example, will light the DEAL/DRAW/START button lamp.

Diagnostics

PIO Test (cont.)

PIO TEST

All outputs can be momentarily activated by selecting AUTO-CYCLE OUTPUTS.

Electromechanical meters one through five are LOCKED to preserve accounting information, as indicated by red highlighting. Selecting OFF in the LOCK METERS area of the display allows testing of the electromechanical counters.
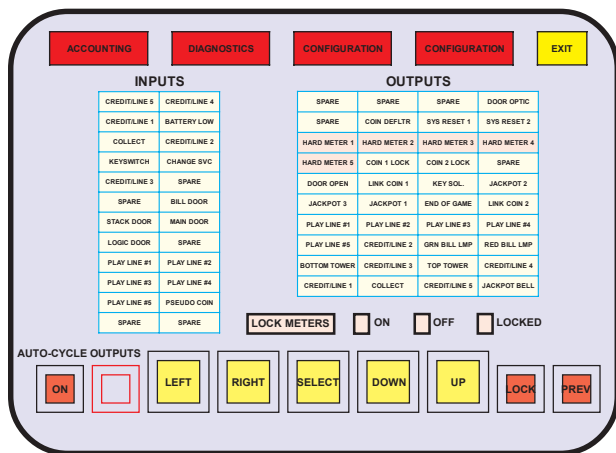
PIO Test (DIP SW2 - 4 = ON)

If DIPSW2—4 is set to ON, the INPUTS and OUTPUTS labels differ accordingly.

Hopper Test

HOPPER TEST

HOPPER TEST confirms proper function of the hopper drive circuitry and the coin level probe. Upon selection of HOPPER TEST, the status of the coin level is stated as "HOPPER BOWL SWITCH SHOWS: (status: full or not full)."

When the START icon is activated, the hopper attempts to dispense 10 coins. Each coin is counted by an on-screen counter as it passes through the coin switch. A status message appears upon completion as "HOPPER TEST COMPLETED SUCCESSFULLY" or "HOPPER FAILED". The test can be repeated by activating START.

PRINTER TEST

PRINTER TEST

The printer test provides printer control line status and the ability to print test tickets. A functioning printer displays status text NORMAL CONDITION, and each control line indicator displays green.

The SELF TEST icon activates the printer's self-test routine. The PRINT TICKET icon sends a test ticket through the printer.
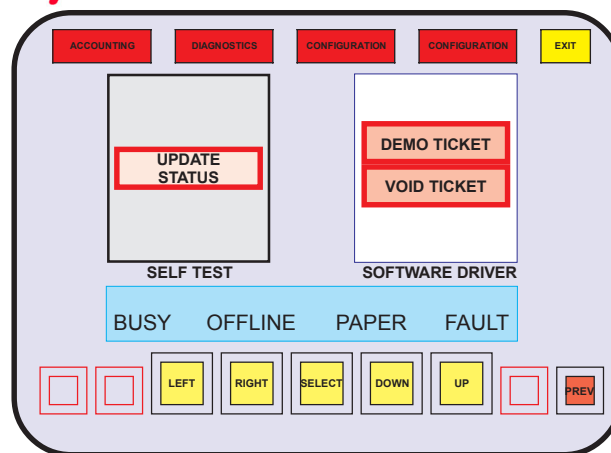
PRINTER TEST Sub Menu

CRT Color

CRT COLOR
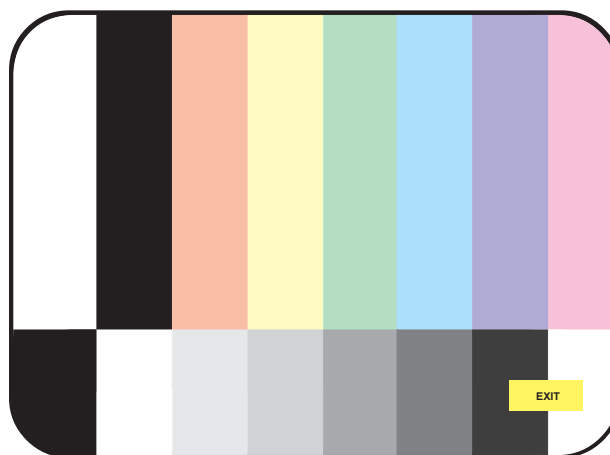
CRT COLOR Sub Menu

Activating CRT color presents a color test pattern where monitor contrast, brightness, and color adjustments can be verified.

TOUCH SCREEN

TOUCH SCREEN

There are two sub menu selections under TOUCH SCREEN: CAL TOUCH SCREEN and TEST TOUCH SCREEN.

Cal Touch Screen

CAL TOUCH SCREEN

The touch screen senses capacitive changes when an area contacts human skin. It reports the X, Y coordinates serially to the MPU. CAL TOUCH SCREEN assures accurate positioning in relation to the icons presented on the screen. This procedure is forced after a SafeRAM™ Clear.

Test Touch Screen

TEST TOUCH SCREEN

Calibration of the touch screen can be verified by activating TEST TOUCH SCREEN. Once the test is activated, the machine will echo contact with the touch screen with an orange cross.

Diagnostics (cont.)

DIAGNOSTICS

SCREEN SIZE

SCREEN SIZE

RECALIBRATE TOUCH SCREEN AFTER CHANGING SCREEN SIZE

EXIT
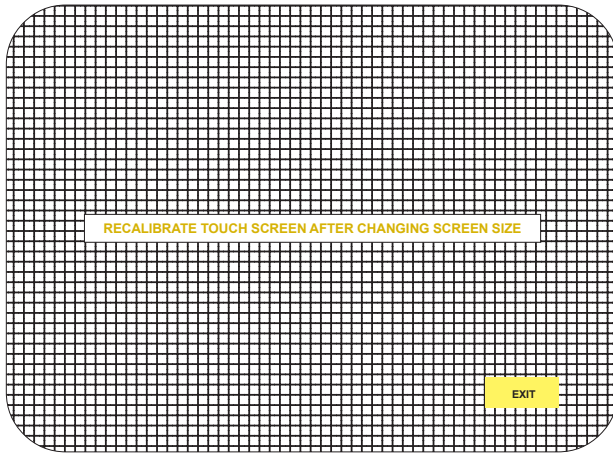
Screen Size

Activating SCREEN SIZE presents a crosshatch test pattern where monitor size, position, and pin cushion control adjustments can be verified. The touch screen must be calibrated if any monitor position adjustments have been made.

SOUND TEST

SOUND TEST

ACCOUNTING	DIAGNOSTICS	CONFIGURATION	CONFIGURATION	EXIT

COIN IN	MAX COIN	BUTTON	WIN 1	LOCKUP
JACKPOT	SERVICE	DOOR OPEN	TILT	MISTAKE
REEL SPIN	REEL STOP	CARD FLIP	LAST STOP	REEL COCK
COIN OUT	NUMBER MATCH	NUMBER PICK	TONE	OFF
OFF	OFF	OFF	OFF	OFF
OFF	OFF	OFF	OFF	OFF

LEFT RIGHT SELECT DOWN UP PREV
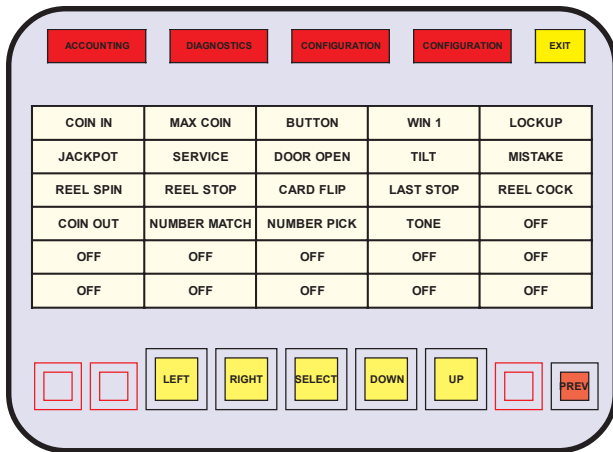
Sound Test

Upon selection of SOUND TEST, a matrix of events is presented. Select the event from the menu to hear the associated sound.

COIN/BILL ACCEPTOR

COIN/BILL ACCEPTOR

The COIN/BILL ACCEPTOR sub menu enables the coin acceptor and bill acceptor for diagnostics. When a bill is presented to the bill acceptor, the value of the bill is reported and the credits that would be posted is

ACCOUNTING	DIAGNOSTICS	CONFIGURATION	CONFIGURATION	EXIT

BILL ACCEPTOR TEST　　　　　**COIN ACCEPTOR TEST**

PLEASE INSERT BILL/VOUCHER/COUPON
TEST SHOULD VALIDATE THEN RETURN BILL/VOUCHER/COUPON,　　**COIN IN**
REJECTED BILLS/VOUCHERS/COUPONS ARE INVALID

BILL ACCEPTOR STATE

BILL ACCEPTOR PROTOCOL

BILL METER　　　　　**ERROR SIGNAL**

DENOMINATION

0.05

MODEL CODE　　　INTERFACE
COUNTRY CODE　　VERSION
MODEL NO.　　　　DATE
STACKER TYPE　　CRC

LEFT RIGHT SELECT DOWN UP PREV

Coin Acceptor and Bill Acceptor Test

shown; or the bill is rejected. The bill is returned. The progress is displayed during the process.

Some models of bill acceptors are capable of communicating internal identification and settings. If it is available, the information is shown during diagnostics.

When a coin is inserted through the coin accepter, the state of each signal of the coin acceptor is displayed. As a coin passes through the acceptor, the status of the signals are reported. The quantity of credited coins is displayed.

SIO TEST

SIO TEST

ACCOUNTING	DIAGNOSTICS	CONFIGURATION	CONFIGURATION	EXIT

TOUCH SCREEN
COMM PORT

SELECT DOWN UP PREV
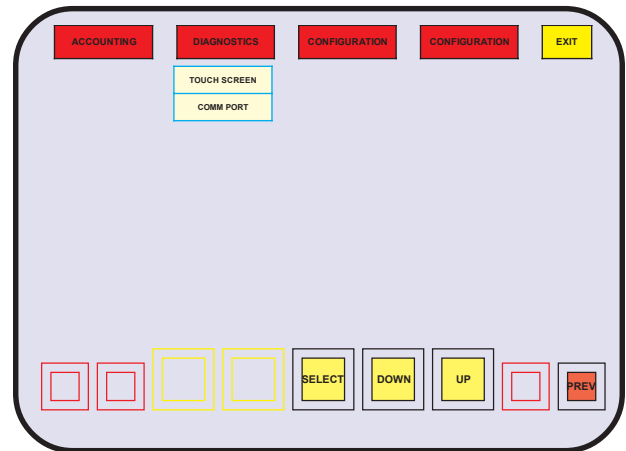
Audit Key Menu

The SIO TEST checks the serial ports. Upon activation, a sub menu of the available serial ports is presented. For each serial port, three tests are available: INTERNAL LOOPBACK, EXTERNAL LOOPBACK, ECHO REMOTE DATA.

Bally
GAMING•SYSTEMS®

Diagnostics (cont.)

DIAGNOSTICS

SIO Test (Cont.)

SIO TEST

Internal Loopback

| ACCOUNTING | DIAGNOSTICS | CONFIGURATION | CONFIGURATION | EXIT |

SERIAL PORT UNDER TEST: TOUCH SCREEN PORT
TEST MODE: INTERNAL LOOPBACK

| SENT | RECEIVED | MISSED | ERROR |
| 9999 | 9999 | 9999 | 9999 |

| INTERNAL LOOPBACK | EXTERNAL LOOPBACK | ECHO REMOTE DATA |

| | | LEFT | RIGHT | SELECT | DOWN | UP | | PREV |

SIO Test - Touch Screen Port

Not all UARTs support local loopback. UARTs not supporting this feature fail even though they work perfectly in actual use.

The port sends a data string to itself and verifies that it received it correctly. Counters record the number of bytes sent, the bytes received, bytes not received, and bytes received that did not match the byte sent.

| ACCOUNTING | DIAGNOSTICS | CONFIGURATION | CONFIGURATION | EXIT |

SERIAL PORT UNDER TEST: COMM PORT
TEST MODE: INTERNAL LOOPBACK

| SENT | RECEIVED | MISSED | ERROR |
| 9999 | 9999 | 9999 | 9999 |

| INTERNAL LOOPBACK | EXTERNAL LOOPBACK | ECHO REMOTE DATA |

| | | LEFT | RIGHT | SELECT | | | | PREV |

SIO Test - Comm Port

External Loopback

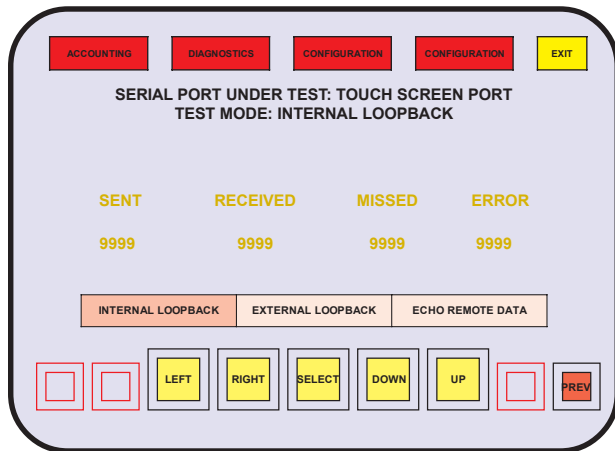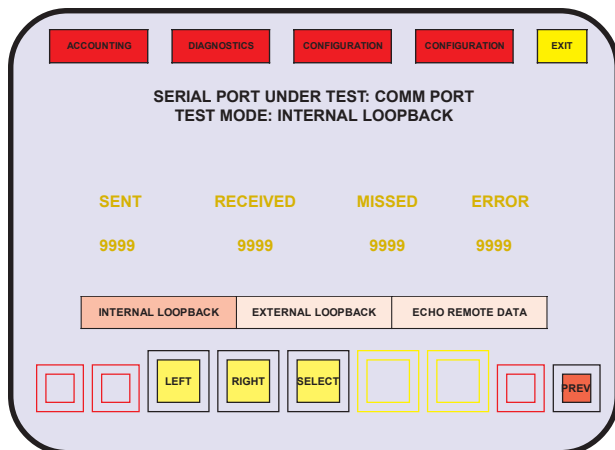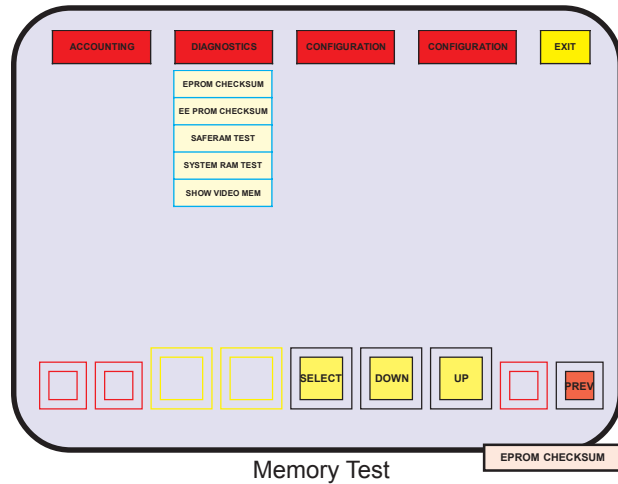This test requires hardware modifications to connect the transmission wire to the receive wire of the port. See Module 9, Overall Wiring Diagrams for signal locations. The counters record the same information as in INTERNAL LOOPBACK.

Echo Remote Data

Counters are replaced with actual data. The data display is in HEX and ASCII.

Memory Test

MEMORY TEST

| ACCOUNTING | DIAGNOSTICS | CONFIGURATION | CONFIGURATION | EXIT |

EPROM CHECKSUM
EE PROM CHECKSUM
SAFERAM TEST
SYSTEM RAM TEST
SHOW VIDEO MEM

| | | | | SELECT | DOWN | UP | | PREV |

EPROM CHECKSUM

Memory Test

MEMORY TEST examines EPROM, EEPROM, and RAM. It also displays information about the contents of EPROMs and the EEPROM. The status of the EPROMs and EEPROM is evaluated by calculating a checksum and comparing it with a stored value.

RAM and SafeRAM™ are evaluated by write-read tests. SafeRAM™ is also checked by comparing a calculated checksum with the known value.

EPROM Checksum

| ACCOUNTING | DIAGNOSTICS | CONFIGURATION | CONFIGURATION | EXIT |

SCKT	PASS/FAIL	CHKSUM	SMI	OTHER	PCT.	GAME
MO	PASS	3AEE	M1000B	0604-17		
M1	PASS	4B06	M4000B	0604-17		
P1	PASS	0B01	P0006	0400-00	99.38	DRAW POKER
P2	EMPTY					
P3	EMPTY					
P4	EMPTY					
P5	EMPTY					
P6	EMPTY					
P7	EMPTY					
P8	EMPTY					
P9	EMPTY					
P10	EMPTY					

| | | LEFT | RIGHT | SELECT | DOWN | UP | | PREV |
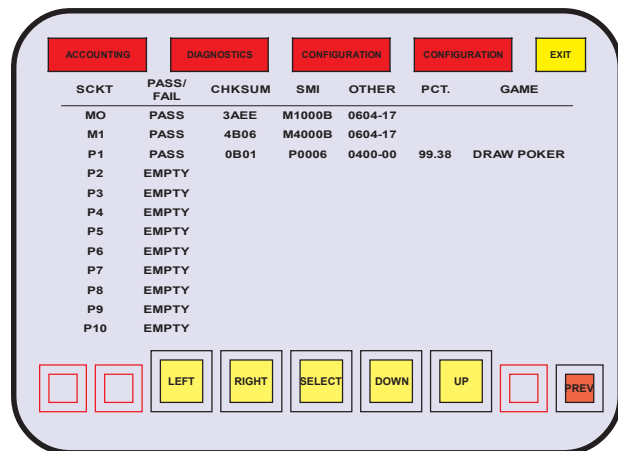
EPROM Checksum

The EPROM CHECKSUM will display a listing of Main EPROMs in sockets M0 and M1, and all Personalities installed in sockets P1 through P10. The information includes socket number, pass or fail status, checksum, creation date, SMI, other labels, percentage, and the name of the game.

Memory Test (Cont.)

MEMORY TEST

SCKT

The socket locations on the MPU board where EPROMS are installed are labels as described in the following table:

MPU Board AS-03356-0246					
Label	Socket	EPROM	Label	Socket	EPROM
M0	U51	Main	P5	U52	Personality
M1	U58	Main	P6	U59	Personality
P1	U78	Personality	P7	U67	Personality
P2	U79	Personality	P8	U73	Personality
P3	U86	Personality	P9	U80	Personality
P4	U46	Personality	P10	U87	Personality

Pass/Fail

The checksum of the EPROM is calculated and compared to a know value stored in memory. Successful completion is noted in PASS/FAIL.

TYPE

The EPROM memory capacity is listed as TYPE.

CHECKSUM

The checksum of the EPROM is displayed.

DATE

The creation date of the program stored in the EPROM is displayed.

SMI

SMI is the Specific Model Information number for the game. Bally Gaming and Systems Model Development refers to SMI numbers for game reference purposes.

Other

The numbers listed under OTHER are revision levels of the development. For example, Main EPROM at M0 may have EPROM label V7M1000C2104-24. Numbers that would be included under OTHER are 2104-24.
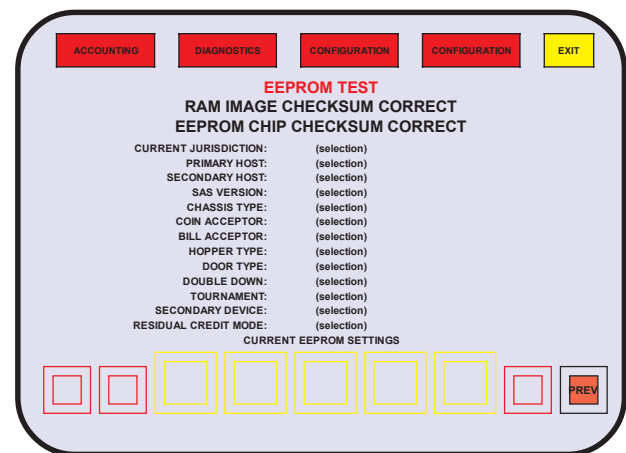
Pct.

The documented payback percentage of the game is listed under PCT. Refer to the SMI Documentation Package included with the machine for more information.

Game

A listing for the game as it appears in the Product Reference Guide and in the SMI Documentation Package appears under GAME. The Main EPROMs at M0 and M1 are not named, and show as blank.

EEPROM Checksum

EE PROM Checksum

Selecting EEPROM CHECKSUM initiates a self-test and displays the results. It also shows the configuration information currently stored.
RAM IMAGE refers to the contents of the EEPROM as it was copied to SafeRAM™, where a checksum was calculated and compared the stored value.

SafeRAM Test

Selecting SAFERAM TEST begins, then displays the results of a self-test of memory where critical machine information is stored in triplicate.
The battery status is also displayed.

System RAM Test

Selecting SYSTEM RAM TEST displays the result of a self-test of "scratchpad" memory.

Show Video Mem

SHOW VIDEO MEM displays the video image contents of Graphic EPROMs G1 and G2. Use LEFT, RIGHT, UP and DOWN icons to scroll the display.

Configuration

The configuration sub menu provides access to ATTRACT MODE, PLAY OPTIONS, OUT OF SERVICE, TURN ON/OFF GAME, COIN DENOMINATION, DATE/TIME, HOPPER/CREDIT LIMITS, TOWER OPERATION, VIDEO FREQUENCY, PROGRESSIVE, HOST CONFIG, CARDBACK OPTION, MAXBET OPTIONS, EVEN PAYS, TROPHY, CASINO LOCATION, ENABLE/DISABLE AUTOHOLD, CURRENCY SYMBOL FORMAT, MULTI-DENOMINATION--CREDIT and MULTI-DENOMINATION--GAME.
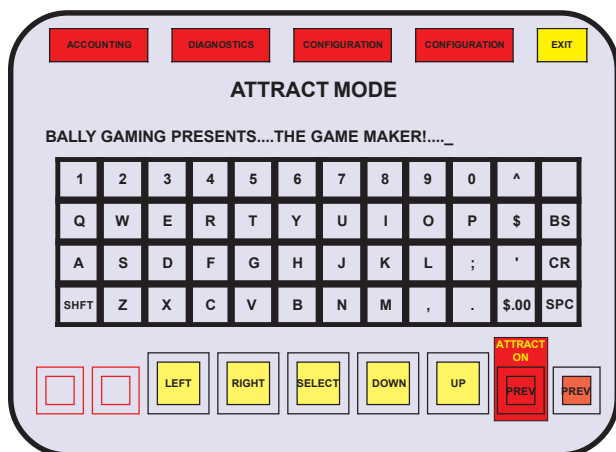
ATTRACT MODE
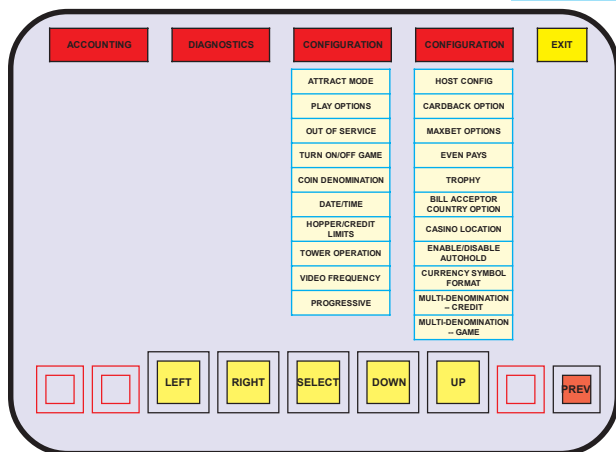
Audit Key Menu

The attract feature can be turned ON or OFF. If the feature is ON, the Game Maker® displays an attract feature after two minutes of inactivity with no credits.

A message scrolls across the screen. The default attract message is "BALLY GAMING PRESENTS. . . THE GAME MAKER! . . . " After 15 seconds the game menu appears. Ten seconds later, each individual game screen displays for five seconds. After the last game screen displays, the sequence repeats.


ATTRACT MODE Text Entry Keyboard

The message may contain up to 1,000 characters. To change the message, select CLEAR to erase the current text. Enter the new message by selecting the appropriate letters on the touch screen keyboard. Use the SPC key to add spaces between words. Extra spaces after the end of the message improves readability.

Select BS (backspace) to erase the last letter entered. SHFT (shift) adds more characters to the keyboard. When finished entering letters, select SAVE to keep the new message.

If the attract feature is OFF, the screen reverts to the game installed in Personality socket P1.

PLAY OPTIONS
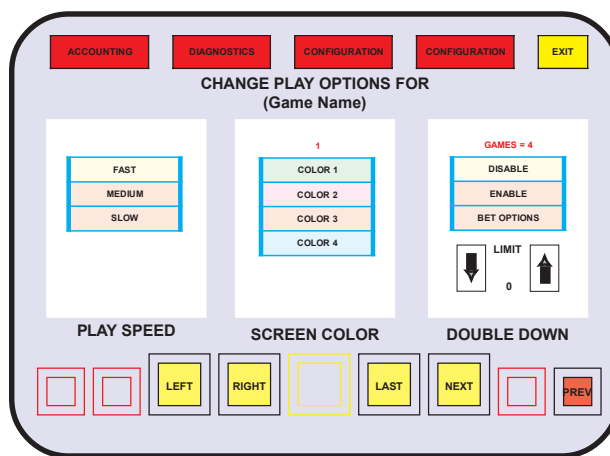
Play Options

(SPEED, SCREEN COLOR and DOUBLE DOWN)

The game speed, color scheme, and double-down are configured for each game in the play options sub menu. Selecting LAST and NEXT scrolls the installed Personalities for configuration.

Play Speed

PLAY SPEED refers to how fast cards are dealt, numbers are chosen, or how long the reels spin. Select the FAST, MEDIUM or SLOW icon to set the play speed for the selected game.

Screen Color

Four color schemes are available for each game. The number representing the current setting is shown above the selections. Select one of the COLOR icons to choose a color scheme.

PLAY OPTIONS (cont.)

PLAY OPTIONS

Double Down

The DOUBLE DOWN feature allows the Player the opportunity to increase the total win of a game by playing a double down game after the original game has completed. Double down is enabled during EEPROM optioning. Not all Personalities support the double down feature. If the double down feature is not available, it displays as a shaded icon on the play options screen.

LIMIT is the maximum double down win. The UP and DOWN arrow icons adjust LIMIT. If a double down win exceeds LIMIT, double down is not offered to the Player. The selection for LIMIT is for all Personalities, not just the game under configuration.

Select ENABLE to offer double down to a Player for the game under configuration. To configure the double down options, select BET OPTIONS. The double down box displays three new icons: TOTAL WIN, HALF WIN, and PLAYER ADJ.

For TOTAL WIN, the Player wagers the entire win on the double down hand. A double down win doubles the original win and may offer an opportunity to double down again. Another win increases the win to four times the original win. A double down loss leaves the Player with no win and ends the double down session.

For example, a win of five is wagered on a double down game and won. The opportunity to wager the total win of 10 will be offered. A win increases the total win to 20 (four times the original win of five). A loss leaves the Player with no win and ends the double down session.

For HALF WIN, the Player wagers half of the win on the double down hand. A double down win increases the win by half and offers the opportunity to wager half of the total win. A double down loss leaves the Player half of his original win and ends the double down session.

For example, a win of 10 is wagered on a double down game and won. The total win becomes 15, and the opportunity to play another double down game is offered. If the offer is accepted, seven credits are wagered. A double down win increases the total win to 22. A double down loss leaves the total win at eight, and the double down session is over.

For PLAYER ADJ., the Player controls wager for the double down hand. The wager is changed by the UP and DOWN arrow icons.
Any combination of the three choices can be selected for each game.

OUT OF SERVICE

OUT OF SERVICE

A machine can be removed from service without switching power OFF. When removed from service, the machine displays "GAME DISABLED—OUT OF SERVICE" until it is placed back into service.

TURN ON/OFF GAME

TURN ON/OFF GAME

A game can be removed from operation without affecting bookkeeping records or the other installed games. Select the desired game's icon. The icon becomes shaded, indicating the game is disabled and removed from the game menu. Select the icon again to enable the game.

COIN DENOMINATION
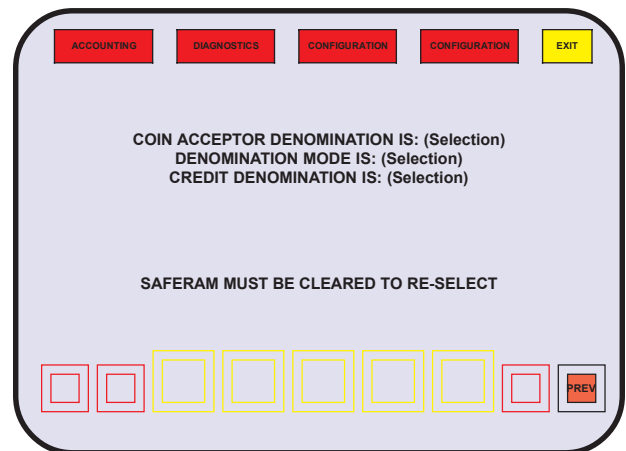
COIN DENOMINATION

Coin Denomination (Information Only)

Machine denomination is set once after a SafeRAM™ Clear. The current selection can be viewed by selecting COIN DENOMINATION.

> **NOTE:** A newly-installed Personality will be OFF. It must be turned ON in the CONFIGURATION sub menu before it will be available to a Player.

Configuration (cont.)

DATE/TIME

Date and Time

Game recall and other records include a time and date stamp. The correct settings ensure accurate reconciliation when reviewing the records.
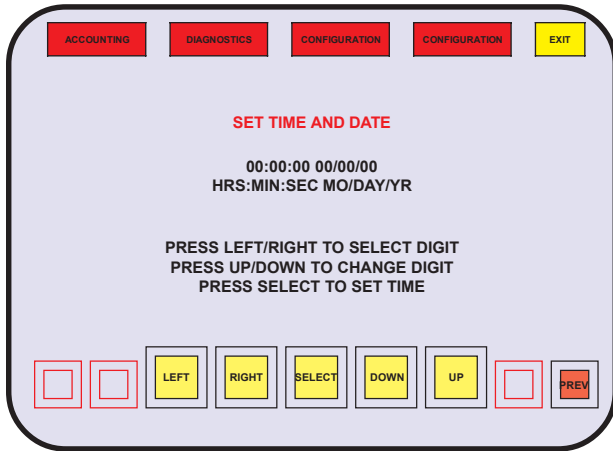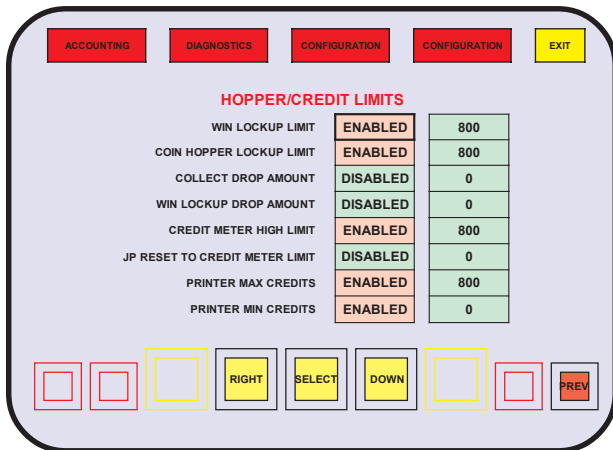
Enter the time in 24-hour format (HH:MM:SS). Enter the date as month, day, and last two digits of the year (MM:DD:YY). Example: January 31, 1999 at 4 P.M. is 16:00:00 01/31/99. After entering the time and date, use the SELECT icon to save the settings.

HOPPER/CREDIT LIMITS

Hopper Payout and Credit Meter Limits

The HOPPER/CREDIT LIMITS sub menu allows configuration of the automated payout operation of the machine. Values can be entered for the partial payment of win lockup, the win amount that causes a lockup, the value of the credit meter that will cause a lockup upon a cashout, and the highest number of credits the machine will register.

- WIN LOCKUP LIMIT—number of credits of a single winning combination, when exceeded, to cause a win (jackpot) lockup.

- COIN HOPPER LOCKUP LIMIT—number of credits, if exceeded, upon cashout that will cause a collect lockup.

- COLLECT DROP AMOUNT—the number of credits as coins from a coin hopper (if installed) upon a collect lockup.

- WIN LOCKUP DROP AMOUNT—The number of credits as coins from a coin hopper (if installed) upon a win lockup.

- CREDIT METER HIGH LIMIT—the maximum number of credits that will accumulate for a Player.

- JP RESET TO CREDIT METER LIMIT—the maximum number of credits that can be transferred to available credits by an Attendant or system Host upon a win lockup.

- PRINTER MAX CREDITS—the maximum credits that can be recorded upon a redeemable voucher.

- PRINTER MIN CREDITS—the minimum credits that can be recorded upon a redeemable voucher.

Configuration (cont.)

TOWER OPERATIONS

TOWER OPERATIONS
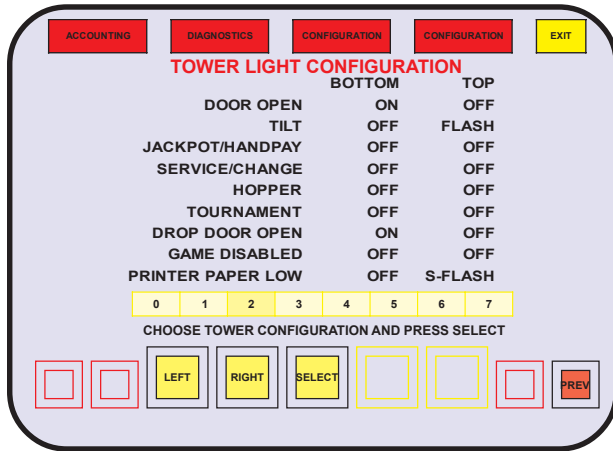
Tower Light Configuration

The Game Maker® can supports two-, three-, and four-tier towers. Use the numbered icons to display the available tower light operation. Use SELECT to choose the operation. "SAVE?" appears at the lower left of the screen. Touch YES to save the selected tower configuration.

Tower Lights	Setting	Function	Tower Display
2-Light	0	Door(s)	Bottom Steady
		Tilt	Bottom Flashing
		Jackpot	Top Steady
		Service	Top Flashing
		Hopper Pay	Not Applicable
		Host Disabled	Not Applicable
		Printer Jam or Empty	Top Flashing
		Paper Low	Top Slow Flash
*3-Light	1	Door(s)	Bottom / Middle Flashing (Top flash if Drop)
		Tilt	Bottom Flashing
		Jackpot	Top Flashing
		Service	Middle Flashing
		Hopper Pay	Not Applicable
		Host Disabled	Not Applicable
		Printer Jam or Empty	Middle Flashing
		Paper Low	Middle Slow Flash
4-Light	2	Door(s)	Bottom Steady
		Tilt	Top Flashing
		Jackpot	4th Light Steady (Light above top light)
		Service	Middle Flashing
		Hopper Pay	Not Applicable
		Host Disabled	Not Applicable
		Printer Jam or Empty	Middle Flashing
		Paper Low	Middle Slow Flash
2-Light	3	Door(s)	Bottom Steady
		Tilt	Bottom Flashing
		Jackpot	Top Steady
		Service	Top Flashing
		Hopper Pay	Top Steady
		Host Disabled	Not Applicable
		Printer Jam or Empty	Top Flashing
		Paper Low	Top Slow Flash
*3-Light	4	Door(s)	Bottom Steady
		Tilt	Middle Flashing
		Jackpot	Top Flashing
		Service	Bottom Flashing
		Hopper Pay	Not Applicable
		Host Disabled	Not Applicable
		Printer Jam or Empty	Bottom Flashing
		Paper Low	Bottom Slow Flash
*3-Light	5	Door(s)	Middle Flashing
		Tilt	Middle Steady
		Jackpot	Top Flashing
		Service	Bottom Flashing
		Hopper Pay	Not Applicable
		Host Disabled	Not Applicable
		Printer Jam or Empty	Bottom Flashing
		Paper Low	Bottom Slow Flash
2-Light	6	Door(s)	Bottom Flashing or Fast Flash if Drop+
		Tilt	Top Flashing
		Jackpot	Top Flashing
		Service	Top Steady
		Hopper Pay	Not Applicable
		Host Disabled	Top / Bottom Steady
		Printer Jam or Empty	Top Flashing
		Paper Low	Bottom Slow Flash
2-Light	7	Door(s)	Bottom Flash or Fast Flash if Drop
		Tilt	Top Slow Flash
		Jackpot	Top / Bottom Slow Flash
		Service	Top Steady
		Hopper Pay	Not Applicable
		Host Disabled	Top / Bottom Steady
		Printer Jam or Empty	Not Applicable
		Paper Low	Not Applicable
		Administration	Top Fast Flash

*Compatible only with a 10-button player panel.
+Light remains illuminated until the start of the next game.

TOWER LIGHT CONFIGURATION

| ACCOUNTING | DIAGNOSTICS | CONFIGURATION | CONFIGURATION | EXIT |

	BOTTOM	TOP
DOOR OPEN	ON	OFF
TILT	OFF	FLASH
JACKPOT/HANDPAY	OFF	OFF
SERVICE/CHANGE	OFF	OFF
HOPPER	OFF	OFF
TOURNAMENT	OFF	OFF
DROP DOOR OPEN	ON	OFF
GAME DISABLED	OFF	OFF
PRINTER PAPER LOW	OFF	S-FLASH

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |

CHOOSE TOWER CONFIGURATION AND PRESS SELECT
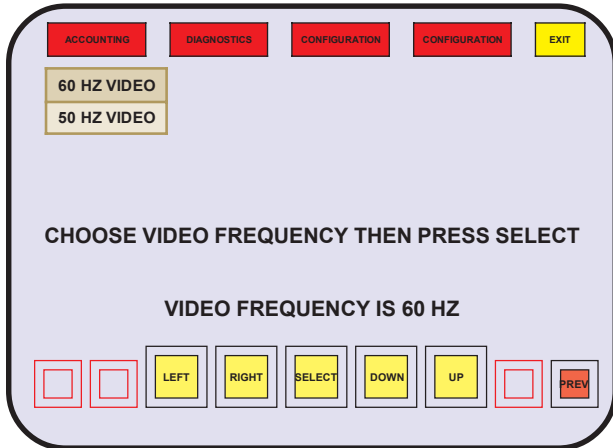
| | | LEFT | RIGHT | SELECT | | | | PREV |

Configuration (cont.)

Video Frequency

VIDEO FREQUENCY

The Game Maker® provides selection of 50 or 60 Hertz video timing to match the frequency of the power source.

CHOOSE VIDEO FREQUENCY THEN PRESS SELECT

VIDEO FREQUENCY IS 60 HZ

Video Frequency

PROGRESSIVE

PROGRESSIVE

The Game Maker® can support up to four separate external progressive controllers. It is capable of bidirectional operation with one controller. Expanded progressive operation is available that supports up to 10 separate controllers with bidirectional communication.

The Game Maker has 25 independent internal single-level controllers that can be distributed among the games. Each controller can be independently configured for a progressive jackpot or merchandise award; with standard or "Mystery" operation. For more information about progressive operation, see Module, 7 Progressive Operation.
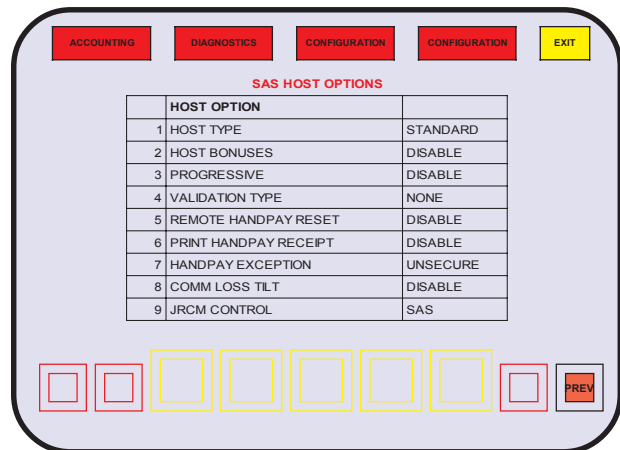
Host Configuration
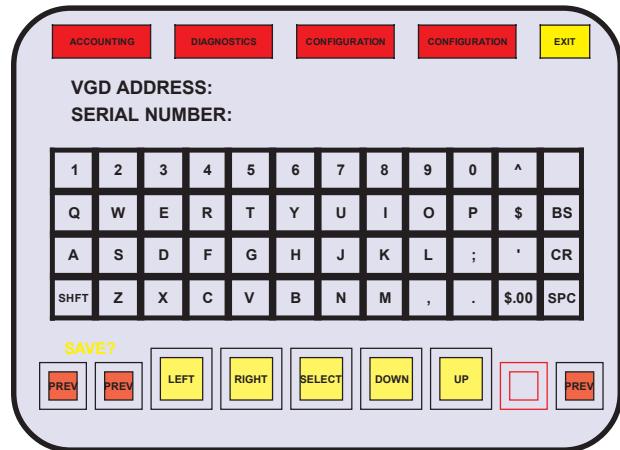
Host Configuration

Some versions of Main programs support SAS® protocol. The terminal information must be configured before communications begin. Until the terminal is configured, the machine remains in "Demo Mode." VGD ADDRESS accepts any number from 1 to 127. Consult SAS® documentation for the appropriate setting. Some systems require the address to be 1. CR (carriage return) enters the selection and advances to the next item.

The SERIAL NUMBER can be any six digit number. It can be used to identify SAS® terminals.

Upon entering VGD ADDRESS and SERIAL NUMBER, a CR (carriage return) will enter the selection and automatically advance to the HOST OPTIONS sub menu.

SAS® Host Options

SAS® Host Options

Upon entering VGD ADDRESS and SERIAL NUMBER, an opportunity to configure protocol features is presented. Touch the text of the Host option or the status to enter a configuration sub menu for the item.
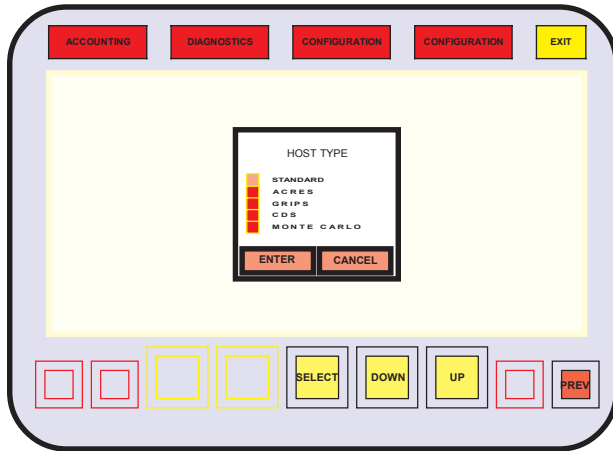
Configuration (cont.)
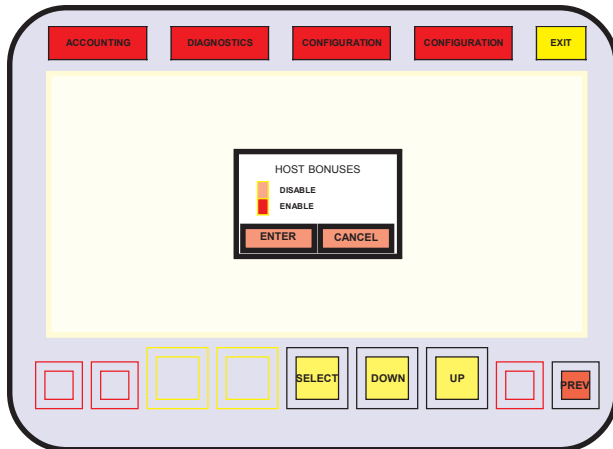
Host Configuration (cont)

HOST CONFIG

Host Type

Host Type

Hosts from some gaming equipment manufacturers vary the implementation of the SAS® protocol. The Host Type sub menu allows the selection of the operation by touching the icon beside the manufacturer of the Host.

Host Bonuses and Progressive

Enable/Disable

The SAS® protocol provides the capability for a Host to control award functions that usually require additional external bonus controllers or progressive jackpot controllers.

If the features are enabled in the Host and the machine, the Host can award additional credits to a Player, independent of the machine's pay table. Also, the Host can maintain a progressive jackpot, and award the jackpot to a winning Player's machine. Touching the text of the status of the feature activates a sub menu to change the enable or disable state.

Validation Type
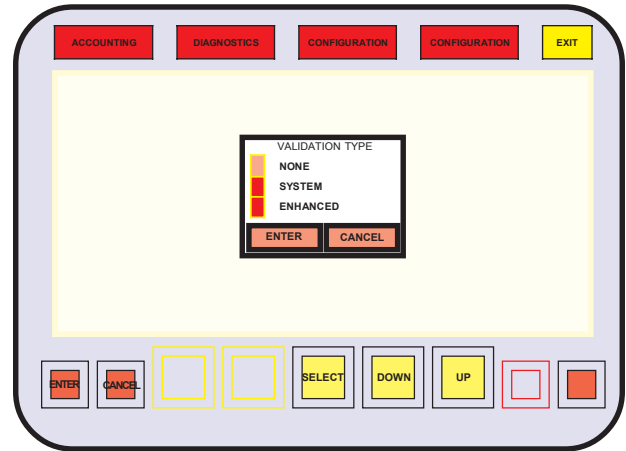
Validation Type

The SAS® protocol provides a method to verify vouchers and coupons presented by a Player for wager or payment; and Host validation of payments made by an Attendant.

SYSTEM

System validation allows the host to provide a 16-digit validation number, a system ID and sequence number.

ENHANCED

The machine generates a 16-digit validation number. The machine will disable until an ID and starting sequence number has been configured by the Host. Enhanced validation also allows the machine to validate Attendant payments where no receipt is printed.

Remote Handpay Reset
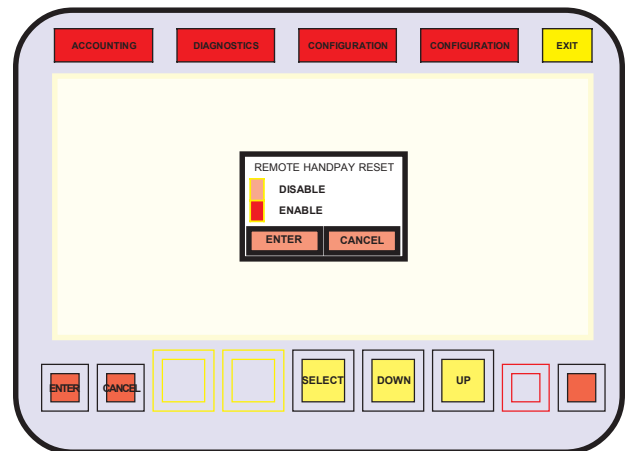
Remote Handpay Reset

If provided by the Host, a machine can be configured to allow a win lockup or credit collect lockup to be released automatically by the Host rather than by an Attendant turning a key switch.
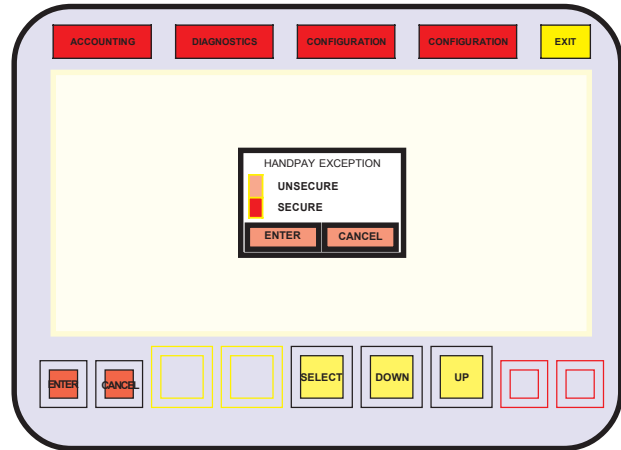
Configuration (cont.)

CONFIGURATION

### Host Configuration (cont)

HOST CONFIG

Handpay Exception

Handpay Exception

The machine can be configured to be compatible with SAS® protocol requirements for a win or credit collect lockup. Upon a lockup, the Host is signaled. It is signaled again when an Attendant releases the lockup.

If the option is set to UNSECURE, the information about the lockup is removed from the buffer after the actuation of the key switch. If there is communication failure between the machine and the Host, the information could be lost by the Host.

With the option set to SECURE, the machine will store up to five lockup events and continue to signal the Host and respond with information until the queue is empty.
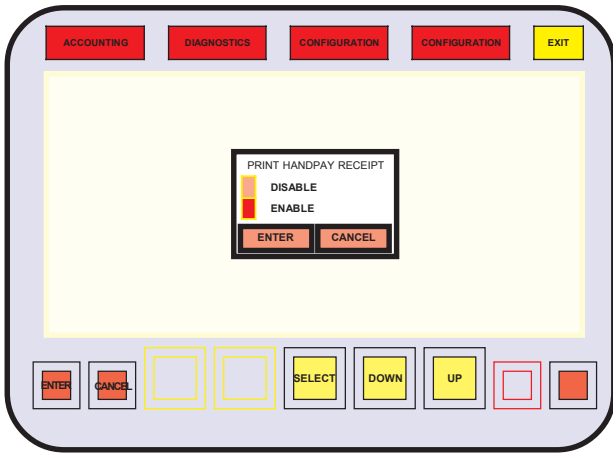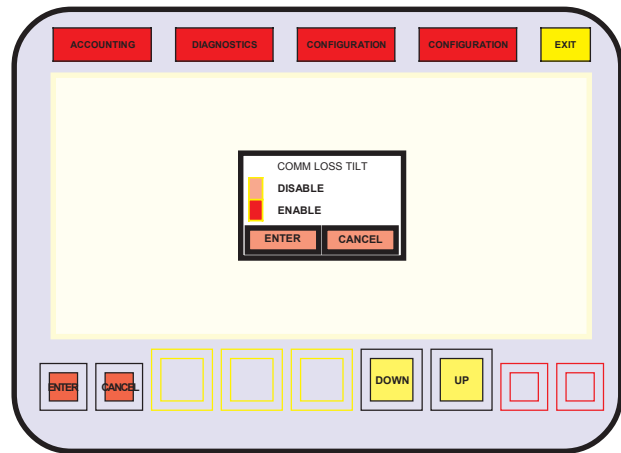

Print Handpay Receipt

Print Handpay Receipt

If the machine has a printer, it can be configured to print a record of each payment to a Player by an Attenandant

WARNING: An SDS® Host will not support the win lockup release feature. If an SDS Host is the primary or secondary Host, the feature will not be available.

Communication Loss Tilt

Communication Loss

The machine can be configured to disable itself if communication is lost between the machine and the Host.
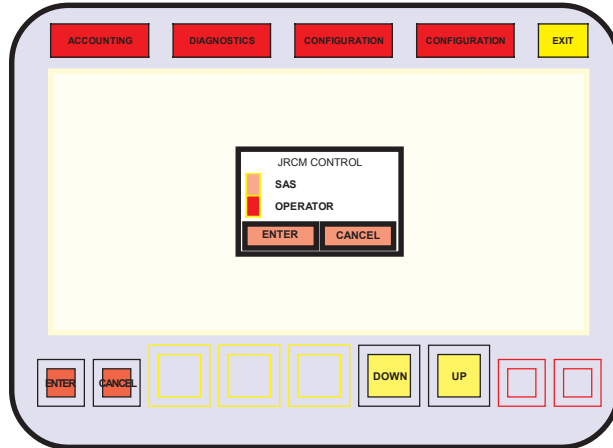
Configuration (cont.)

`CONFIGURATION`

Host Configuration (cont)

`HOST CONFIG`

Machine Enrollment

JRCM Control

JRCM Control

The machine can be configured to release win lockups and accumulate the credits in the credit display rather than have the credits cancelled and paid by an Attendant.

SAS

A win lockup that falls within parameters set in the HOPPER/CREDIT LIMITS sub menu, will accumulate as credits upon actuation of a second key switch by an Attendant. The Audit key switch will be disabled and not allow the credits to be cancelled and paid by the Attendant.

OPERATOR

A win lockup that falls within parameters set in the HOPPER/CREDIT LIMITS sub menu can either be cancelled and paid by an Attendant by actuating the Audit key switch; or released to accumulate as current credits when the Attendant actuates a second key switch.
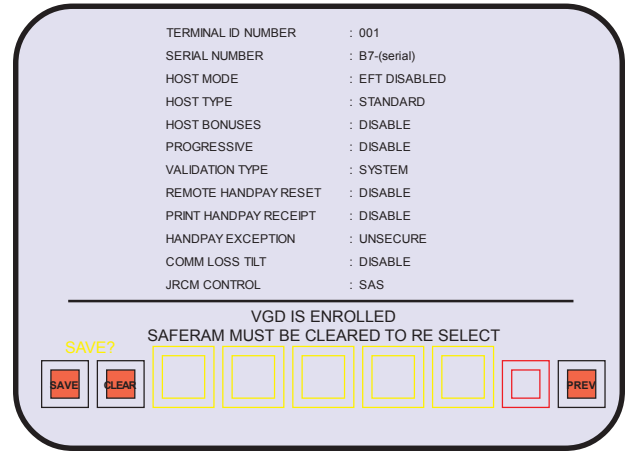
VGD Enrolled

Upon exiting the Host Configuration sub menu, a summary of settings is presented. The settings must be confirmed by touching the SAVE icon. Touching CANCEL will discard all Host Configuration settings and the machine will remain in Demo Mode.

Table of Host Configuration Selections

HOST CONFIGURATION		
TITLE	SELECTION	DEFINITION
HOST TYPE	STANDARD	Implementation of SAS® protocol for most manufacturers of Host systems.
	ACRES	Interpretations of SAS® protocol unique to Hosts manufactured by Acres Gaming, Inc.
	GRIPS	Interpretations of SAS® protocol unique to Hosts manufactured by GRIPS Electronic GmbH
	CDS	Interpretations of SAS® protocol unique to Hosts manufactured by Aristocrat Technologies, Inc.
	MONTE CARLO	Another variation of SAS® protocol.
HOST BONUSES	ENABLE or DISABLE	If enabled, the Host can award additional credits to a Player, independent of the paytable of a game.
PROGRESSIVE	ENABLE or DISABLE	If enabled, a progressive Jackpot can be controlled by the Host rather than from an additional progressive controller.
VALIDATION TYPE	NONE	There are no restrictions upon a redeemable ticket (Not recommended).
	SYSTEM	The System provides a 16-digit validation number at the time of a cashout that the machine adds to a redeemable ticket. The numbers must verify before the ticket will be paid.
	ENHANCED	The machine provides a 16-digit validation number to a redeemable ticket using a Host-provided seed received by the machine at configuration.
REMOTE HANDPAY RESET	ENABLE or DISABLE	If enabled, a Jackpot Lockup may be released by the Host rather a than by an Attendant
PRINT HANDPAY RECEIPT	ENABLE or DISABLE	If enabled, the machine can dispense informational receipts as well as redeemable vouchers.
HANDPAY/ EXCEPTION	UNSECURE	A lockup condition is processed by the machine, and communicated normally to the Host.
	SECURE	A minimum of five lockup events are buffered by the machine if the Host experiences communication faults.
COMM LOSS TILT	DISABLE	If enabled, a loss of communicatin with the Host causes a fatal exception at the machine.
JRCM CONTROL	SAS	The Host has the ability to enable and disable the Audit key and the Second key switches.
	OPERATOR	A jackpot lockup can be released by an Attendant by one of two ways if the win falls within parameters set in the HOPPER/CREDIT LIMITS submenu. See the CONFIGURATION submenu earlier in this chapter.

Configuration (cont.)

Cardback Option

CARDBACK OPTION
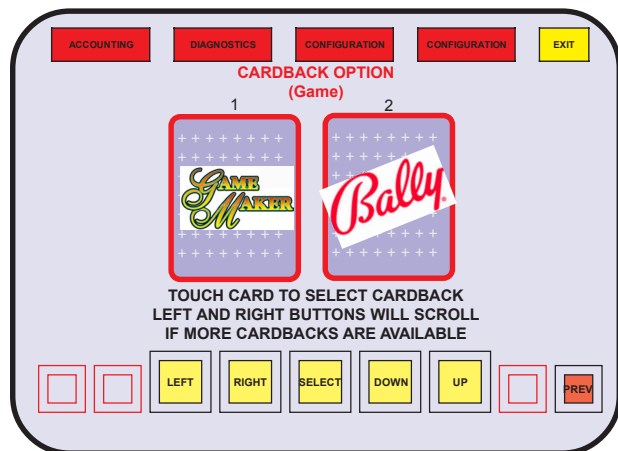
Cardback Option

Some versions of graphic EPROMs installed in MPU location G1 and G2 have a variety of cardbacks to select from. If double down is enabled and configured, any game can use an available cardback design. Otherwise, the cardbacks are used for card games. Use the DOWN and UP icons to scroll to the desired game, which displays at the top of the screen. Use the LEFT and RIGHT icons to scroll through available cardback designs. Use SELECT to associate the cardback with that game.

Maxbet Options

MAXBET OPTIONS

Current settings for the maximum credits that can be wagered for individual games can be verified from this sub menu. Not all games have a selectable MAXBET OPTION. The configuration menu only appears after a SafeRAM™ Clear.

EVEN PAYS

EVEN PAYS

When enabled, EVEN PAYS allows a partial payment of a win lockup as coins or a voucher so that the remaining amount an Attendant must pay is an even amount.

For example, depending upon the setting of EVEN HANDPAY, a collect lockup of 1,111 credits will cause the machine's hopper to dispense coins in one of the following ways:

Even Pays for 1,111 Credits	
Setting	**Result**
Off	No coins from the hopper and lockup for an Attendant to pay 1,111 credits.
10	One coin from the hopper and lockup for an Atendant to pay 1,110 credits.
100	11 coins from the hopper and lockup for an Atendant to pay 1,100 credits.
1000	111 coins from the hopper and lockup for an Atendant to pay 1,000 credits.

TROPHY

TROPHY

Some game Personalities offer additional awards for cumulative wins. If a malfunction changes the quantity, the TROPHY options allows a technician to enter the correct value once after a SafeRAM™ Clear.

Bill Acceptor Country Option

BILL ACCEPTOR COUNTRY OPTION

The Game Maker® is compatible with a variety of bill acceptors. The operation is selected when the machine is placed into operation (see page 12). BILL ACCEPTOR COUNTRY OPTION allows the Operator to view the current setting.

CASINO LOCATION

CASINO LOCATION

A property may have a designation within a Host system. Machines must be configured to operate with the Host, however the setting for the option may be overwritten by the Host once communication is established.

Enable/Disable Autohold

ENABLE/DISABLE AUTOHOLD

If the Main program version offers the feature where the cards of Players best poker hand is automatically held, ENABLE/DISABLE AUTOHOLD allows the feature to be turned OFF.

Currency Symbol Format

CURRENCY SYMBOL FORMAT

Denomination mode is selected when the machine is placed into operation (see page 12). CURRENCY SYMBOL FORMAT allows the Operator to view the current setting.

Multi-Denomination—Game

MULTI-DENOMINATION-- GAME

he configuration settings for wager units for each game is available for review.

⚠️ **NOTE:** Some versions of Game Maker® Mains may not include every feature described in this manual.