

ROT.O.GOLD



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Introduction

Congratulations on your purchase of one of the most advanced pieces of gaming equipment ever produced. By choosing the Leisure Time Technology, Inc. Pot-O-Gold machine, you have tapped into a vast resource of engineering and manufacturing capabilities, geared 100% to your profitability. We have spent many years developing the Pot-O-Gold family of products into what we believe are the best machines in the world. To take full advantage of your investment, please take the time to thoroughly review this manual. If you have any questions, concerns or comments, don't hesitate to contact our Customer Service/Technical Support Hotline at 1-800-448-4263.

About This Manual

The basic format of this manual is as follows:

Each of the Sections contains one or more Chapters. Each Chapter breaks down into Topics. Each Topic breaks down into paragraphs, parts and sub-parts. Each page is marked with the following:

- a) The Section number
- b) The Chapter number
- c) The Chapter description
- d) A page number that restarts to 1 for each new Chapter

OHIO GOLD

1 SECTION

 INTRODUCTION

Chapter 1: *General Information*

Frequently Used Terms

Throughout this manual, several terms and conventions are used that might not seem self-evident. Below is a partial list of these:

1. **Player Select Screen**

When the Player Select feature is enabled, this is the Screen that displays all the games available for play.

2. **Gamescreen**

Once a player touches one of the game buttons in the Player Select Screen, the appropriate Gamescreen is displayed. This is the screen displayed during actual game play. This is the only screen displayed when the Player Select feature is disabled.

3. **"Credit" Register**

The displayed amount of credit(s) available for game play.

4. **"Bet" Register**

The monetary value of the Current Wager, or the number of credits wagered.

5. **"Wins" Register**

The displayed amount of credit(s) won in the last completed game.

6. **"Last" Register**

The displayed amount of credit(s) won in the previous game (prior to the amount won that is displayed in the "Wins" register).

7. **Error Flag**

One of 32 errors that can be triggered. Some are not really errors, but merely exception conditions. All errors show up in the lower left corner of the screen, and are cleared by momentarily engaging the Attendant keyswitch.

8. **Attendant Keyswitch**

The attendant keyswitch comes from the factory set up for a #754 key. The attendant keyswitch has two major functions; to clear error flags, and to set the Out of Order mode. This is a relatively low security level key, normally given to location personnel other than supervisors. It does not allow access to critical machine functions.

9. **Supervisor's Keyswitch**

This Keyswitch comes from the factory set up for a #2205 key. Momentarily engaging this keyswitch brings the machine to the Operator Menu (Diagnostics mode). This key is also used to change software-configurable options, and to perform many other operator-oriented functions. This key is normally reserved for management-level personnel, as it accesses functions of the machine that, if handled improperly, could make the machine inoperative.

10. **Operator Menu**

This is a machine mode not accessible by the player. In the Operator Menu Screen, each button takes you to a different screen. There are Config Screens, Accounting Screens, and Diagnostic Screens. There are even some functions that you cannot access, because the button has been removed. This is why you will sometimes see

NOTE: This system has been designed with the idea that access to the Operator Menu will ONLY be by trained personnel. There are very few safeguards once in the Operator Menu.

NOTE: Gateway buttons (buttons that get you into different screens) do not follow this color coding scheme.

“holes” in the button layout. Each screen will be described in detail later, but a brief overview of the button color/security conventions is in order here. There are multiple levels of security that can be assigned to a Button in a particular screen:

- a. **Blue=Unrestricted** - The function can be initiated simply by touching the button.
- b. **Red=Keyed** - The supervisor's key must be held in the engaged position while touching the button. An “Access Denied” sound will be heard if the key is not engaged.
- c. **Purple=Restricted** - The Supervisor's keyswitch must be engaged AND Dipswitch #8 must be active.
- d. **Grey=Locked** - This function type cannot be affected by the operator. If connected to a host system, the host can affect the function.
- e. **Invisible = Same as Locked, but the button cannot be seen.**

11. Numeric Keypad

In the Configuration Screens, some of the function buttons require input of numeric data (the machine number, for instance). When the function button is activated, a numeric keypad pops up on the screen to allow for the entry of the data. It functions just like a calculator keypad.

12. Various Machine Modes

The machine can be in any one of five operational modes within the two main state modes (Gameplay & Diagnostics). The operational modes really only matter when in the Gameplay mode. The five operational modes are:

a. **Demo**

In the Demo mode, no money is required to play the machine. Whenever the credit register is less than the amount being played, \$50.00 is added to the credit register. In this mode, hard meters are not incremented, no money is accepted, and the Cash Out button is disabled. Accounting is not affected in the Demo mode. Also, progressives do not increment and cannot be won.

b. **Normal**

This is the standard operating mode.

c. **Tournament**

In the Tournament mode, no money is required to play the machine. This mode is the same as the Demo mode in that hard meters are not incremented, no money is accepted, and the Cash Out button is disabled. Accounting is also not affected in the Tournament mode. See Section III for more information on running tournaments.

d. **Disabled**

This mode can be set either manually (from the Terminal Config Screen), or automatically, using the ON/OFF TIMES Screen. In this mode, no money is accepted, and the machine can not be played.

e. **Out of Order**

This mode is much like the Disabled mode, but is set and cleared by engaging the Attendant keyswitch for 5 seconds.

13. Dipswitches

On the T340 Logic board, there is a bank of 8 dipswitches. From Left (1) to Right (8) the functions are as follows:

a. Dipswitches 1, 2 and 3

Set the board up for use in a particular style cabinet, per the table below.

Dipswitch			Cabinet Style
1	2	3	13" Wooden Pushbutton
Down	Down	Down	19" Wooden Touchscreen
Up	Down	Down	19" Casino Style Touchscreen
Down	Up	Down	13" Casino Style Pushbutton
Up	Up	Down	19" Sit Down Touchscreen
Down	Up	Up	Cluster Controller
Up	Down	Up	Invalid
Down	Up	Up	Invalid

b. Dipswitch 4

Up = Microtouch touchscreen

Down = Interaction Systems Touchscreen

c. Dipswitch 5

Up = tells the software to expect, use and test a POG Data³ in position U10.

Down = tells the software to ignore U10.

d. Dipswitch 6

Up = Used only on boards installed in 13" wooden pushbutton machines. Tells the software to program the 34010 MPU Video registers for a 25 MHz clock. U52 MUST be a 25 MHz TTL oscillator, or there will be no horizontal lock.

Down = Used on all other cabinet styles. Tells the software to program the 34010 Video Registers for a 22.1184 MHz clock. U52 must be a 22.1184 MHz TTL oscillator, or the picture will tear horizontally.

e. Dipswitch 7

Up = Fools the software into thinking that someone's always pushing the Play button.

Down = Autoplay off.

f. Dipswitch 8

Up = In this position, the following conditions apply:

f.1. When the machine first boots up, it goes into the Operator Menu instead of out to the Gameplay mode.

f.2. Normally, if there is a problem with the printer, or no printer is connected, a "Printer Error" flag is set. This error is disabled when switch #8 is active (up). This assumes that the printer type is set to anything other than "NO PRINTER" in the Terminal Config screen.

f.3. Restricted (Purple) buttons become Keyed (Red) buttons.

WARNING: This switch is the single most powerful and dangerous function switch in the system!

It should now be obvious that this dipswitch should not be taken lightly. As an aid to personnel in identifying a situation where dipswitch #8 was left UP, a flashing border message is displayed at all times when in the Gameplay mode.

14. Lockout

The term "Lockout" is actually used in the reverse sense of its English definition. If we say that the lockout is engaged, we mean that the machine will accept money. If the lockout is disengaged, the machine will NOT accept any money. The reasoning for this carries over from the use of mechanical coin acceptors. These acceptors have a lockout coil that, when at rest (when no power is applied to the coil) its armature falls into the path of the coin mechanism, diverting all coins to the reject side. When power is applied to the lockout coil, it pulls (engages) the armature, taking it out of the coin path.

It is important to note that the machine will NOT accept money (the lockout will "drop out") under the following conditions:

1. Any of the three doors (Main, Cash or Logic) are open.
2. Any error flag is set.
3. The Max Cash In (described later) has been exceeded.
4. A ticket is pending or being printed.
5. The machine is in Diagnostics mode (except for the Money Tests Screen).
6. The machine's Operational Mode is anything other than Normal.

15. Integrated Progressive

A jackpot award that grows in value through the use of a contribution system which applies a small percentage of the cash played on a particular game to the jackpot. The jackpot may only be won by attaining a certain game outcome. In essence, the progressive is linked to an award tier, usually at some elevated bet level, such as Max Bet.

16. POG422

A multi-drop version of the standard RS422 hardware serial communications protocol, where two serial data lines and two handshake signals travel on balanced differential paired wires. In banked environments, the POG422 bus is what connects the machines together.

17. Master/Slave

The Pot-O-Gold architecture has been designed from the ground up to support linked machine play for banked progressives, Multiple Player Dependent (MPD) gameplay, etc. The software is divided into Master and Slave partitions. A configurable option in Main Config enables or disables the

Master partition in the software. When enabled, the Master partition controls all game play, not only for the resident machine, but for all machines connected to the resident machine which share the same bank number. So, only one machine in a bank of connected machines can be configured as the Master. All others must be configured as Slaves.

When a patron initiates play or enrolls in a scheduled game, all game-outcome-determining random numbers actually come from the Master machine. All relevant game play information is transmitted from the Slave to the Master. The Master then plays an abbreviated version of the game to determine whether a progressive has been won, and then sends the random numbers and the updated progressive value back to the Slave, so that it can be displayed to the Player.

Chapter 2: *Installation*

Unpacking from the Re-usable Box

NOTE: This discussion applies to both casino style and sit-down machines, unless otherwise noted.

NOTE: Do not attempt to truck the machine from the front! You not only risk marring the finish, but the drop bowl cannot withstand the weight.

NOTE: Do not attempt to install any machine on a base made from particle board, unless you can absolutely verify that the glue is 100% waterproof.

NOTE: These instructions do not apply to multiple machine bases or carousels.

NOTE: Do not attempt to lift a machine if you have back problems. Always wear appropriate weight lifting harnesses. The Pot-O-Gold 19" Casino Style Touchscreen machine weighs close to 300 pounds! Always observe standard lifting procedures (use the legs, not the back).

Machines shipped from the factory are packaged in a custom, re-usable box. Each box is marked with the machine's model number and serial number, as well as the Customer's name and Customer ID Number.

To unpack the machine:

A. First cut the banding clips which are clipped on top of the box and remove.

B. Next, slide the shell up over the machine. The machine is covered with a plastic bag. Do not cut it. Simply slide it up and off the machine.

If you are going to move the machine with a hand truck, untape and then unfold only one of the side flaps of the box bottom. This will allow you to roll up to the machine without destroying the box bottom. Once the casino style machine is free of the box, it can be safely trucked from either side or the back. The sit-down machine should be trucked from the right side (if you are facing the machine).

Installing onto the Base (Casino Style Machines)

(This is the recommended but not the required procedure). Before installing the machine onto the base, ensure that the base is both level AND stable. All high quality bases have leg levelers installed in all four corners. Adjust them appropriately, then move the base to a location you can get behind. Position the machine face-front directly **BEHIND** the base. Tilt the machine back until it reaches its balancing point. From here on out this is a 2 person job. If you have never lifted a Pot-O-Gold machine before, test the weight by positioning yourselves on either side of the machine and lifting up a few inches, then back down. Be sure one hand is properly supporting the back of the machine, while the other is grasping the bottom, not the drop bowl. When ready, lift the machine and move towards the base. Since the machine is tilted back at a 45 degree angle, the front edge should clear the rear edge of the base. Don't be alarmed if the bottom of the machine makes contact with the rear edge of the base. Just ensure that it does so past the midway point towards the back of the machine. It will then be safe to tilt the machine upright while sliding it forward onto the base.

Note that sit-down machines are not installed onto any type of base.

Opening the Main Door (Casino Style Machines)

With the machine now squarely set on top of the base, it is safe to open the main door. Locate a set of keys, which should be in the coin bowl. For casino installations, check with a Leisure Time Technology representative for the location of keys. The keys are color-coded per the table below:

Color	#	Lock Description
White	72351	Main Door
Orange	5424	Bill Acceptor Door
Blue	2203	Logic Cage
Green	754	Attendant's Keyswitch
Red	2205	Supervisor's Keyswitch

NOTE: Remember to have the white key turned before attempting to close the door.

To open the main door, follow these simple steps:

1. While standing in front of the machine, insert the white key into the main door lock, which is located on the right side of the door. Turn the key.
2. Locate the upper right corner of the black plastic monitor bezel, where it meets the metal door. Apply a small amount of upwards pressure with your left hand, and hold.
3. Insert your index finger into the lifting recess, located just below the lock. Lift the recess until it tops out.
4. The door should now swing freely.

To close the door: (you should be able to use the reverse procedure). The main door key must be turned for the door to close, otherwise the locking bar can't properly engage the cabinet. **Something to remember;** because this is a touch screen device, the door cannot simply glide shut. The bezel on the door must apply pressure to the gasketing, to provide the necessary seal. This is why it helps to apply a small amount of "closing pressure" to the door while lifting and lowering the locking bar recess.

Opening the Padded Armrest (Sit-Down Machines)

To open the Padded Armrest, simply locate a set of keys, which were shipped separately. (The keys are color-coded per the table shown below). Use the white key to unlock the Armrest, then pull towards you until the padded rail comes free.

Color	#	Lock Description
White	72351	Padded Armrest, LED Sign, Access Panel, Tower Face
Orange	5424	Bill Acceptor Door, Drop Door
Blue	2203	Logic Cage (Located behind the Armrest Area)
Green	754	Attendant's Keyswitch
Red	2205	Supervisor's Keyswitch

Bolting The Machine Down

With the door open, slide the machine until you can see that the holes in the bottom of the cabinet match up with the holes in the base. Drop two bolts through the two holes referenced in fig. 2.2, and tighten appropriately, depending on the style base. If necessary, you can remove the Hopper/Printer by simply grasping the handle and pulling towards you.

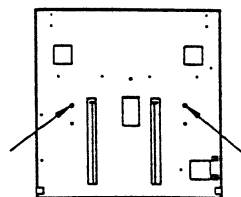


fig 2.2

To replace the hopper/printer, reverse the procedure.

Installing the Change Candle (Casino Style Machines)

Unwrap the change candle from the bubble pack. Right now, the only thing holding the seven plastic pieces together is the wing nut. The key to installing the change candle is to keep the cap compressed against the tiers and the plastic base, even after removing the wing nut. For those with small hands who cannot cradle the candle in one hand while removing the nut with the other, the easiest way to proceed is to set the edge of the change candle base on the front top edge of the main cabinet, and apply pressure to the top of the candle with one hand, while spinning the wing nut off with the other.

With both hands holding the candle together, position it onto the hole pattern formed in the top of the cabinet. The plastic bolt goes through the rear hole, and the harness goes through the front. Keeping one hand on the change candle cap, reach in behind the meter housing and re-install the wing nut until it's tight. Connect the connector.

Installing the Change Candle (Sit-Down Machines)

Using the white key, unlock the LED sign. Pull the front panel of the LED up and towards you until it comes free. Next, unwrap the change candle from the bubble pack. Right now, the only thing holding the seven plastic pieces together is the wing nut. The key to installing the change candle is to keep the cap compressed against the tiers and the plastic base, even after removing the wing nut. For those with small hands who cannot cradle the candle in one hand while removing the nut with the other, the easiest way to proceed is to set the edge of the change candle base on the front top edge of the LED, and apply pressure to the top of the candle with one hand, while spinning the wing nut off with the other.

With both hands holding the candle together, position it onto the hole pattern formed in the top of the cabinet. The plastic bolt goes through the rear hole, and the harness goes through the front. Keeping one hand on the change candle cap, re-install the wing nut until it's tight. Now connect the connector and replace the front panel of the LED sign.

Connecting the POG422 Cables (Casino Style Machines)

Locate the POG422 bracket on the back wall, near the bottom right corner of the cabinet. There are two 15-position D-Sub connectors that are used to connect the machine to other machines. The two connectors are wired in parallel and are identical. A good practice, however, is to feed the POG422 inter-machine cable (a gray cable with 15-position D-Sub connectors on both ends) from the machine on the left up to the left D-Sub connector, and feed a cable from the right D-Sub to the machine on the right.

To connect, simply push the connector on until it is fully seated, then tighten the jackscrews.

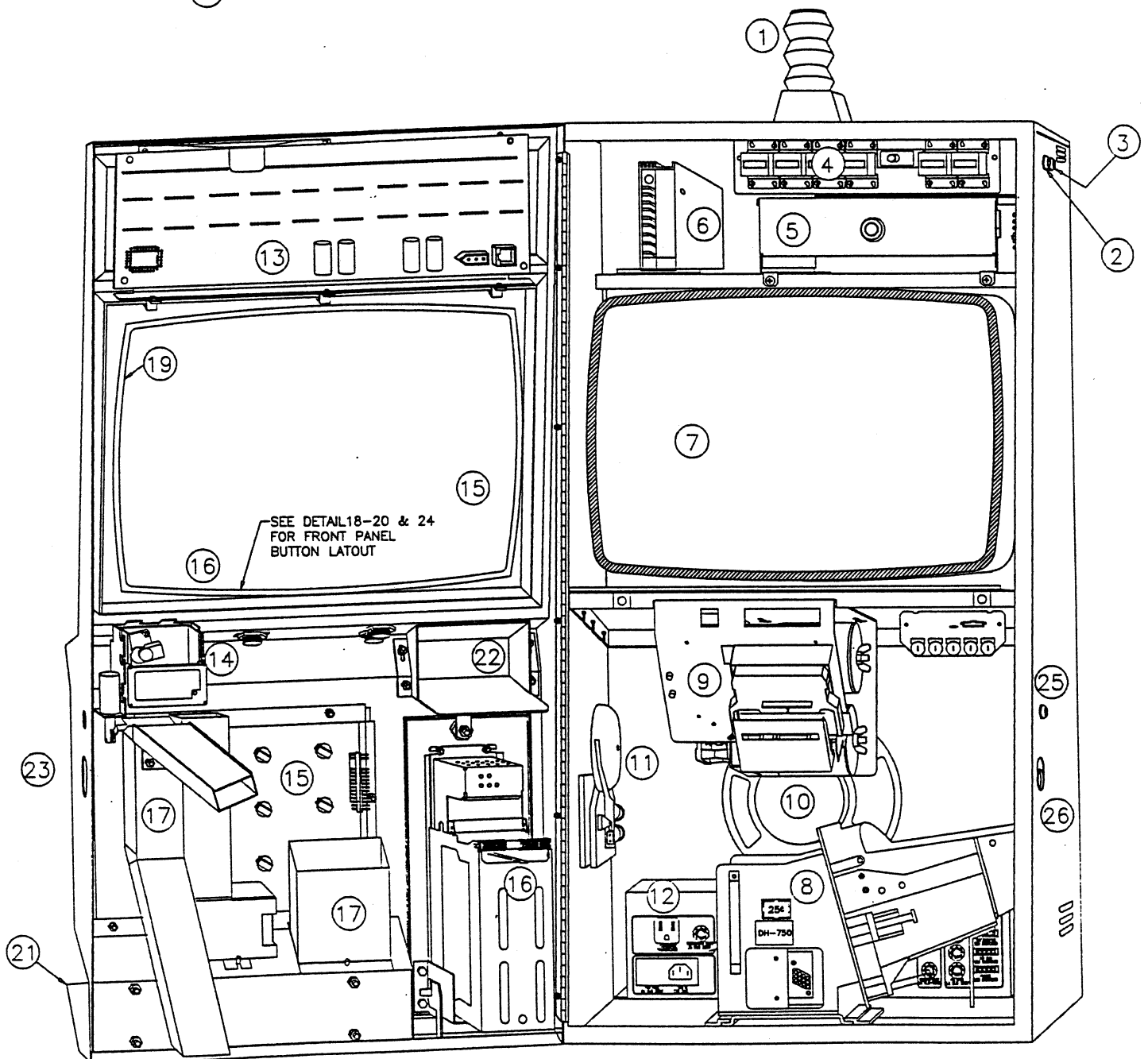
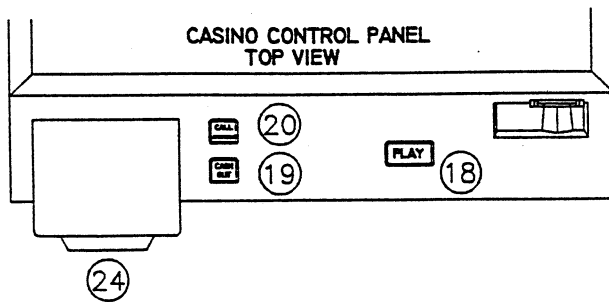
Connecting the POG422 Cables (Sit Down Machines)

From behind the machine, locate the service drawer next to the floor on the left side. Pull the latch pin down to release the drawer and pull the drawer out. There are two open 15-position D-Sub connectors on a bracket, which are used to connect the machine to other machines. The two connectors are wired in parallel and

Notice: It is very important to tighten the jackscrews, as improperly connected cables can damage the drivers on the T340 board and cause data errors.

are identical. A good practice, however, is to feed the POG422 inter-machine cable (a gray cable with 15-position D-Sub connectors on both ends) from the machine on the left up to the left D-Sub connector, and feed a cable from the right D-Sub to the machine on the right.

To connect, simply push the connector on until it is fully seated, then tighten the jackscrews.



Main Cabinet

Refer to Fig. 3.1 during this discussion.

External

1. Change Candle

The change candle has 3 tiers per the list below:

a. Tier 1 = Red Flashes when there is a winner of a particular value.

b. Tier 2 = White Flashes whenever any door is open or any error flag is set.

c. Tier 3 = Blue

1) Lights steady when an internal communications error has taken place.

2) Lights steady when any message appears at the top of the screen while in the Gameplay mode (i.e., when any door- Main, Cash or Logic- has been opened, when Dipswitch number 8 is UP, or after a power up). In the case of a door opening or power up, one complete game must be played before the blue light will go off, even after the door is closed.

3) Flashes in conjunction with tier 2 when the Call Attendant switch is activated.

2. Attendant Keyswitch

Used to clear errors, and to set or clear the Out of Order Mode.

3. Supervisor's Keyswitch

Gains access to the Operator Menu. Also allows certain configurable registers to be changed.

Internal

The top section of the main cabinet is referred to as the Logic Area. The following sub-assemblies are mounted here.

4. Hard Meter Bracket

There are either four or five hard meters mounted to the hard meter bracket. The left-most meter will always be Meter A, while the right-most will be Meter D or E. For a full description of these meters, refer to Section 3, Chapter 4, Terminal Config. Note that the Main Door Switch is also mounted on this bracket.

5. Logic Cage

The Turbo340 logic board is located within this cage. The Turbo340 board is the main logic board, and contains all the software to make the machine function.

6. Power Supply

The power supply is sometimes referred to as the switching regulator. It converts the 120 VAC (Volts of Alternating Current) coming in from the wall outlet to the +5, +12, and -12 VDC (Volts of Direct Current) needed to run most of the internal components of the machine.

NOTE: High voltage near these subassemblies.

CAUTION! Use extra care when working around the AC Distribution Box. It contains 120VAC at every connector. Also note that the fuses and connectors mounted to the left of the main power switch ARE ALWAYS LIVE whenever the line cord (main power cord) is plugged in. If in doubt, be safe, not sorry! Unplug the machine from the wall.

7. Monitor

The monitor area contains one item; the monitor. The monitor used is a high rel, casino-grade type fitted with a capacitive touchscreen. It has been specially modified to work with the unique sync and video signals produced by the Turbo340 board. The touchscreen controller is mounted inside the frame of the monitor, and can be serviced by removing the monitor.

The Lower Cabinet Area houses the following sub-assemblies:

8. Hopper/Printer

There may be either a hopper or a printer in this location. There may also be a combination of the two, in which case the hopper will fit into this area, while the printer will be mounted directly above.

9. Printer

There may be a printer here, either with or without a hopper below.

10. Speaker

An 8-Watt speaker is used to minimize distortion coming from the Yamaha FM synthesizer on the Turbo340 board.

11. Bell

The bell is used to indicate large wins.

12. AC Distribution Box

The AC distribution box is the main connection point for all the high voltage in the machine. The line cord plugs into the Power Entry Module, which is located at the bottom left corner. The main power switch for the machine is located near the center. Each main feed has its own fuse.

Main Door

Internal

Refer to Fig. 3.1 during this discussion.

13. 9 Color LED Sign

The LED Sign is used to display the current progressive amount.

14. Back-channel Assembly

The back-channel assembly holds the electronic coin comparator and routes coins to their appropriate destination.

15. Belly Glass

The machine comes standard with an incandescent belly glass lamp board, which allows for animation. If desired, it can be replaced with a fluorescent assembly.

16. Bill Acceptor

The bill acceptor comes with a 600 note magazine, which is the largest capacity that will fit and still clear the hopper/printer. Note that the bills are not accessible by opening the Main Door. The bill door must be opened.

17. Ticket Chute

The ticket chute guides tickets from the printer to the drop bowl. It can be replaced with a cover plate for machines without printers.

CAUTION! High voltage near these assemblies.

External

Refer to Fig. 3.2 during this discussion.

18. Game Play Button

This button is used to activate gameplay.

19. Cash Out Button

This button is used to cash out credit on the machine.

20. Call Attendant Button

This button is used to summon an Attendant to the machine. When activated, the two lower tiers of the change candle flash.

21. Bezel

The bezel provides the ability to seal the door where it meets the monitor.

22. Coin Head

The coin head is engraved with the appropriate denomination coin. It can also have the casino's name engraved on it, in some markets, at a nominal extra charge.

23. Drop Bowl

The drop bowl holds coins and/or printed tickets.

24. Card Reader Bezel

Used to mount a player tracking card reader.

25. Main Door Lock

The main door lock takes the white key.

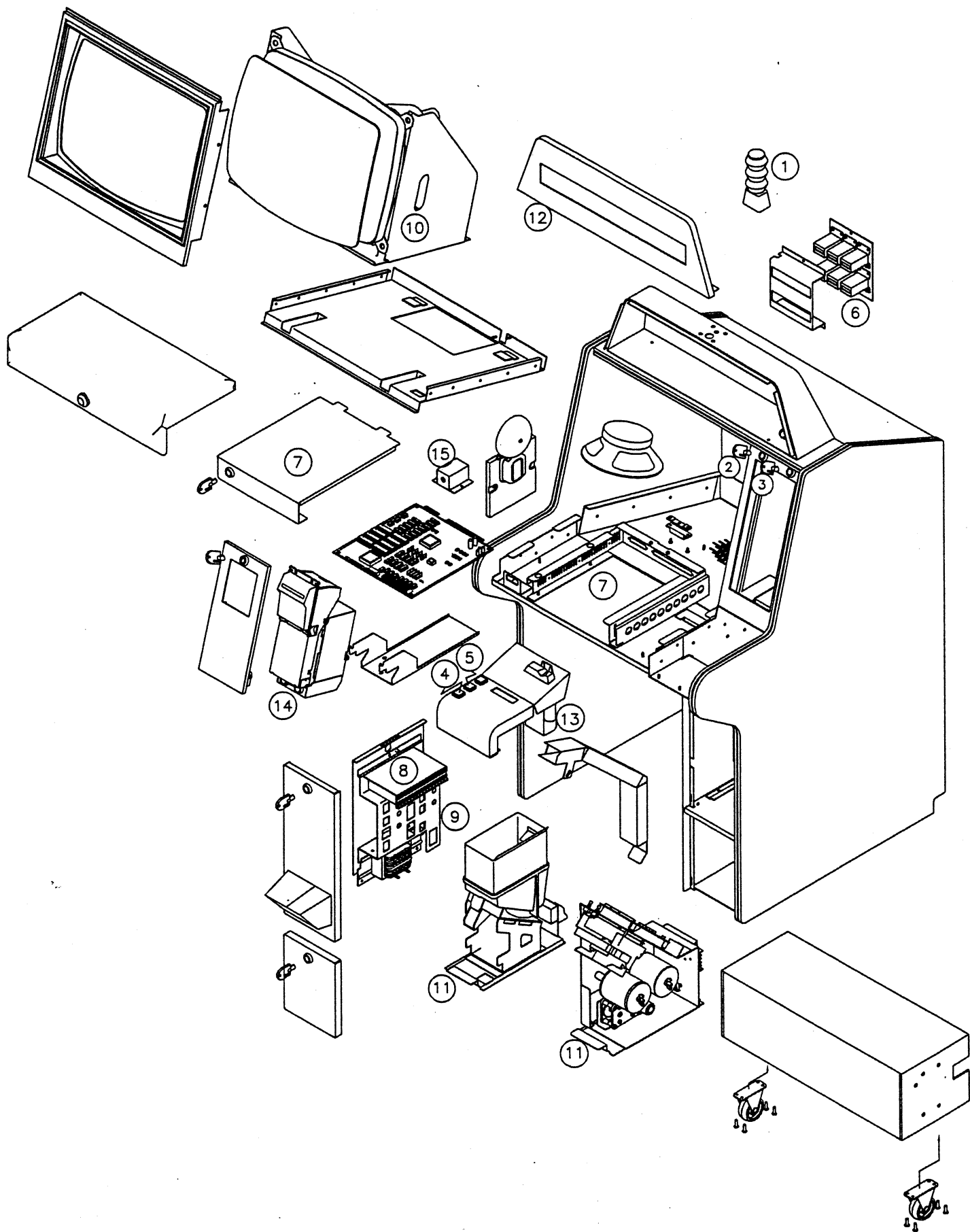
26. Locking Bar Recess

With the key turned, the locking bar recess is lifted to disengage the locking bar from the cabinet, so the door can be pulled open.

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Chapter 3.1: Casino Style Cabinet Overview

SECTION 1 Set Up



Refer to Fig. 3.2.1 during this discussion.

1. Change Candle

The change candle has 3 tiers per the list below:

A. Tier 1 = Red Flashes when there is a winner of a particular value.

B. Tier 2 = White Flashes whenever any door is open or any error flag is set.

C. Tier 3 = Blue

- 1) Lights steady when an internal communications error has taken place.
- 2) Lights steady when any message appears at the top of the screen while in the Gameplay mode (i.e., when any door- Main, Cash or Logic- has been opened, when Dipswitch number 8 is UP, or after a power up). In the case of a door opening or power up, one complete game must be played before the blue light will go off, even after the door is closed.
- 3) Flashes in conjunction with tier 2 when the Call Attendant switch is activated.

2. Attendant Keyswitch

Used to clear errors.

3. Supervisor's Keyswitch

Gains access to the Operator Menu. Also allows configurable registers to be changed.

4. Game Play Button

This button is used to activate gameplay.

5. Cash Out Button

This button is used to cash out credit on the machine.

6. Hard Meter Bracket

There are either four or five hard meters mounted behind the Bill Acceptor. The left-most meter will always be Meter A, while the right-most will be Meter D or E. For a full description of these meters, refer to Appendix A.

7. Logic Cage

The Turbo340 logic board is located within this cage. The Turbo340 board is the main logic board, and contains all the software to make the machine function.

8. Power Supply

The power supply is sometimes referred to as the switching regulator. It converts the 120 VAC (Volts of Alternating Current) coming in from the wall outlet to the +5, +12, and -12 VDC (Volts of Direct Current) needed to run most of the internal components of the machine.

9. AC Distribution Box

The AC distribution box is the main connection point for all the high voltage in the machine. The line cord plugs into the Power Entry Module, which is located in a locked drawer behind the machine. The Power Entry Module is then connected to the AC Distribution Box. Note that each main feed has its own fuse.

NOTE: High voltage near these subassemblies.

CAUTION! Use extra care when working around the AC Distribution Box. It contains 120VAC at every connector. Also note that the fuses and connectors mounted to the left of the main power switch ARE ALWAYS LIVE whenever the line cord (main power cord) is plugged in. If in doubt, be safe, not sorry! Unplug the machine from the wall.

10. Monitor

The monitor area contains one item; the monitor. The monitor used is a high rel, casino-grade type fitted with a capacitive touchscreen. It has been specially modified to work with the unique sync and video signals produced by the Turbo340 board.

11. Hopper/Printer

There may be either a hopper or a printer in this location. (The printer is shown in place, while the hopper is pictured in front of the machine).

12. 9 Color LED Sign

The LED Sign is used to display the current progressive amount.

13. Back-channel Assembly

The back-channel assembly, which holds the electronic coin comparitor and routes coins to their appropriate destination, is mounted to the Printer/Hopper door.

14. Bill Acceptor

The bill acceptor comes with a 600 note magazine, which is the largest capacity that will fit and still clear the hopper/printer.

15. Main Power Switch

This switch is used to power the machine up and down.

WARNING! Severe shock hazard exists if not plugged into a grounded outlet.

Plugging in the Line Cord

Casino style machines ship with their line cords in the coin bowl. Sit-down machines come with the power cord in the cashbox. Untwist the wire tie and plug one end of the cord into the Power Entry Module, and the other end into a GROUND^{ED} 120VAC outlet. The outlet **MUST** be grounded. Do not attempt to power the machine up if the ground prong is missing from the line cord. Do not use a cheater plug. Have the outlet replaced by a qualified electrician if the ground is missing. An inexpensive line analyzer can be obtained from any Radio Shack store. The part number is 22-101. The line analyzer will tell you if there are any abnormalities with the wiring of the outlet.

Some Background

The reason the ground is so important is not simply because of the danger of an accident, but because without it, the whole cabinet floats at 60VAC! The incoming 120VAC can contain a lot of noise generated from things like neon signs and refrigeration compressors. Also, the machine itself generates some noise of its own, so a filter is necessary. This EMI/RFI (Electro-Magnetic Interference/Radio Frequency Interference) filter captures noise riding on the Hot and Neutral lines and shunts it to earth ground. The conductors (which are coils, in this case) are connected to the incoming AC. On the output side of the coils are two capacitors. One side of each capacitor is tied to its respective coil, while the other sides are tied together, then to the earth ground tie point. All the sheet metal in the cabinet is also tied to this same earth ground tie-point. So, if the earth ground tie-point is left floating with no connection to ground, there is a leakage path through the capacitors, providing a limited-current capacity circuit potential of 60VAC!

Initial Power Up

With the machine plugged into the grounded outlet, turn it on by flipping the Main Power Switch up. On Casino style machines, the switch can be found on the AC Distribution panel. On the Sit Down model, the switch is mounted just to the left of the Logic Cage, behind the Padded Armrest.

When the machines are shipped from the factory, Dipswitch #8 is left Up (active), and the Turbo340 board is put into an initialization mode. This is done by intentionally corrupting all 10,752 triple redundancy registers located in the POG Data³. The monitor will come up displaying a warning which informs you that the EPROM Checksums do not match stored values. You will be asked to verify the checksums shown on the screen and then to activate the Supervisor's keyswitch to continue. Next, the screen shown in fig. 4.1 will appear. Momentarily engage the supervisor's keyswitch with the red key. The system will now go through and preset all the registers back to their factory defaults. After presetting the registers, the system will perform the normal power up tests, and then go into the Operator Menu. There are up to 36 Gateway Buttons in the Operator Menu screen that will get you into the various Configuration, Accounting and Diagnostic screens. For detailed information about these screens, refer to Section 3, Software Reference.

NOTE:
For Sit-Down Machines, the monitor's remote control board is located in the Padded Armrest area.

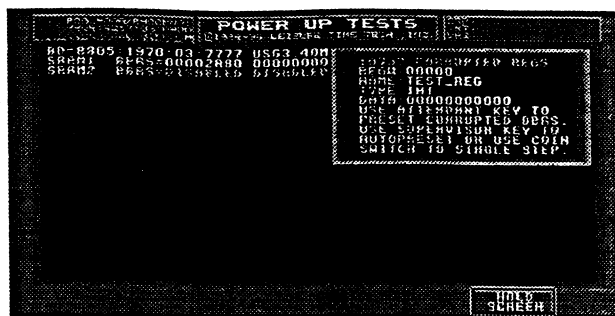


fig. 4.1

We set up the machine by first aligning the touchscreen. To begin, the position and size of the picture must be checked. Locate the gateway button marked MONITOR ADJUST on the right side of the Operator Menu and touch it. You will see a cross-hatch pattern like the one shown in fig. 4.2. You should be able to see all four border lines.

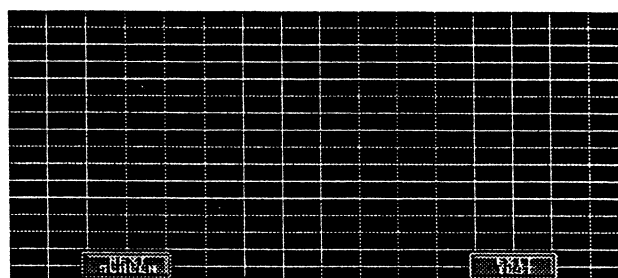


fig. 4.2

With the door closed and locked, you should be able to touch just outside of the four corners. If you can't, you will need to adjust the image size and/or position. To do this, locate the monitor's remote control board, which is mounted below the CRT. Refer to fig. 4.3 for the location of each adjustment knob. Adjust the picture until it is correct, then exit out to the Operator Menu.

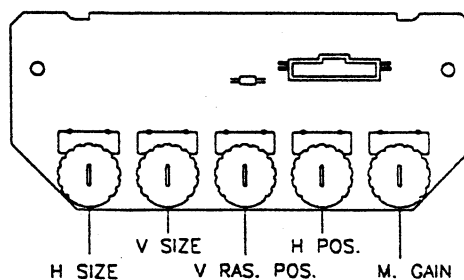


fig. 4.3

The gateway button in the upper right-most corner of the Operator Menu is marked TOUCHSCREEN. Touch it, and you will go into the Touchscreen Tests screen. Touch the screen square in the middle. You should see a white zero with a dot in the middle of it. This zero should come up right under your finger. Now

NOTE: Remember, the touchscreen is a piece of glass mounted to the monitor's CRT. This means it can create a parallax problem. When aligning the touch screen, stand or sit on a stool, just as if you were a player. Keep your head still. Don't try to compensate for the parallax by moving your head to be parallel with the prompt. You'll only amplify the problem to a player, because he or she will not be moving like that.

touch near the upper left and right corners of the screen. Calibration errors are worst near the edges of the screen. When the machines are aligned in Atlanta, Georgia, they are very accurate. But major changes in humidity and other environmental conditions will cause mis-alignment.

Aligning the ISI Touchscreen

Follow the procedure outlined below to realign an ISI touchscreen. If you have a MicroTouch touchscreen, follow the procedure at the end of this chapter.

A. Touch the screen in such a way as to have the zeros showing up on the START SKEW ALIGN button (as in fig. 4.4). Note that if the screen is not responding, you may activate the Attendant keyswitch to highlight this button (or to tab between any of the buttons at the top of this screen). Then you can activate the Supervisor's keyswitch as described in item D below.



fig. 4.4

B. Make sure that the last place you touch is over the button, then don't touch anymore.

C. Temporarily close and lock the main door, being careful NOT to touch the screen.

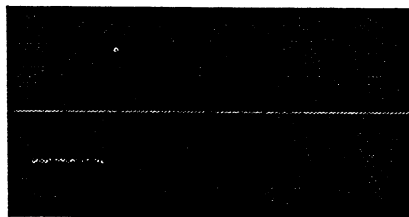


fig. 4.5

D. Momentarily engage the Supervisor's keyswitch. You will be brought to the Skew Alignment screen (See fig. 4.5). The only text on the screen should read "SKEW PROMPT : 01." You should be standing square in front of the machine, not off to one side, and you should have your arms against your sides. With your active hand, reach out with your index finger only, and touch the screen for 1/2 second over where the two red lines intersect (half-way up the screen on the very left edge). If you were successful, the intersection should have moved over to the right side of the screen. The text should now say "SKEW PROMPT : 02." Refer to fig. 4.6 for the sequence of the skew prompts. There are 14 in all. Be sure not to touch anything with your inactive hand during the alignment procedure. The touchscreen is very sensitive in this mode. After the procedure is complete, you will be returned to the previous screen, where you should test your work. If for some reason the zeros seem to come up farther out towards the edges of the screen than where you're

touching (when you are touching near the edges), try re-aligning the touchscreen again, but on the prompts that border the edges (i.e., 01, 02, 03, 04, 05, 09, 10 and 14) touch 1/8" further out than where the lines intersect. Still touch directly on the other prompts.

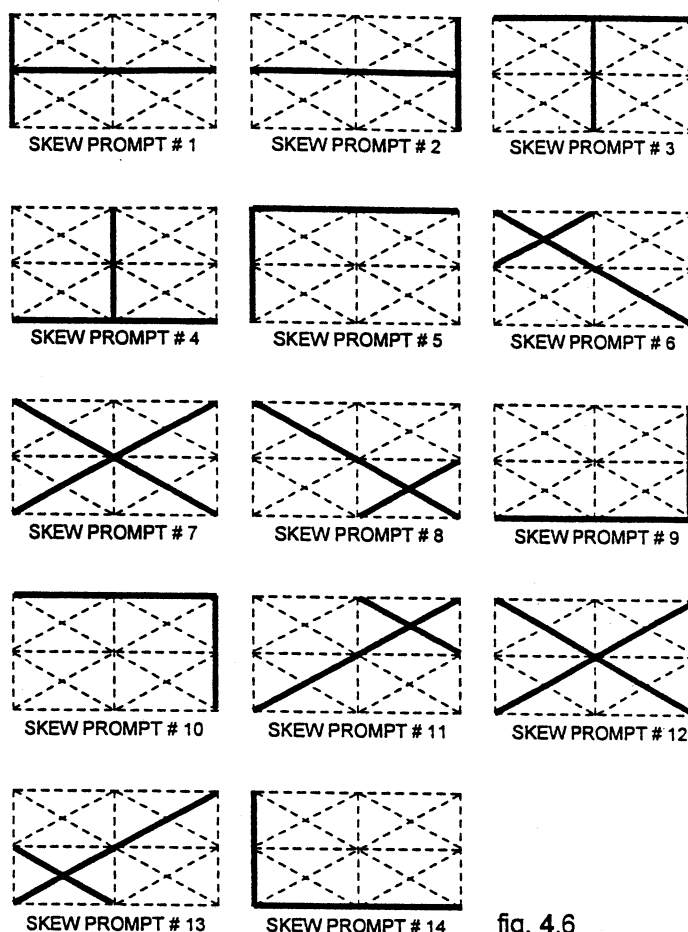


fig. 4.6

Now that the touchscreen is aligned, exit out of the Touchscreen Testscreen. The machine is now ready to be configured. Some general operating principles are discussed in the next chapter, but they assume that the factory defaults will be in use. To find out more about changing configuration options, refer to Section 3, Software Reference.

Aligning the Microtouch touchscreen

To align the Microtouch touchscreen, follow this procedure:

- Touch the screen so that the white zeros appear on the "START TOUCH CAL-IBRT" button (as in fig. 4.7). Note that if the screen is not responding, you may activate the Attendant keyswitch to highlight this button (or to tab between any of the buttons at the top of this screen). Then you can activate the Supervisor's keyswitch as described in item D below.



fig. 4.7

- B. Be sure that the last place you touch is over the button, then don't touch anymore.
- C. Temporarily close and lock the main door, being careful NOT to touch the screen.
- D. Momentarily engage the Supervisor's keyswitch. You will be brought to the Touch Calibration screen. (See fig. 4.8). The only text on the screen should read "TOUCH SPOT TO CALIBRATE FIRST POINT." You should be standing square in front of the machine, not off to one side, and you should have your arms against your sides. With your active hand, reach out with your index finger only, and touch the screen for 1/2 second on the "X" mark. Now the "X" mark will appear near the upper right corner of the screen. Touch the mark as before. Be sure not to touch anything with your inactive hand during the alignment procedure as the touchscreen is very sensitive in this mode.

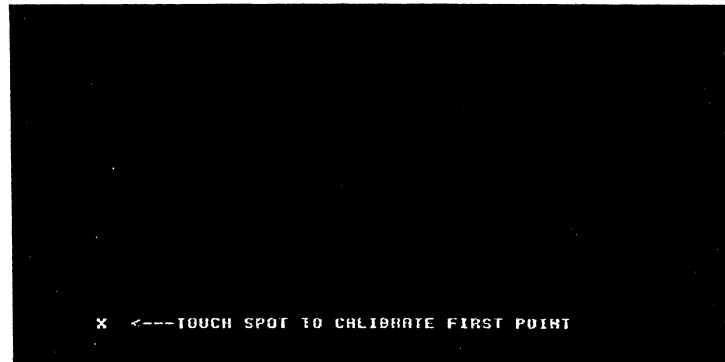


fig. 4.8

After the procedure is complete, you will be returned to the previous screen where you should test your work. Once the touchscreen is aligned, exit out of the Touchscreen Testscreen. The machine is now ready to be configured. Some general operating principles are discussed in the next chapter, but they assume that the factory defaults will be in use. To find out more about changing configuration options, refer to Section 3, Software Reference.

Machine Banking

Every Pot-O-Gold machine has a multiple partitioned, multi-tasking, interrupt driven, imbedded operating system. Two of the partitions are labeled Master and Slave. The Slave partition interfaces directly with each game that is being played on the machine. In Poker, for instance, when a patron presses the DEAL button, the Slave partition is responsible for getting the cards needed to play the game. It does this by issuing a request out on the POG422 inter-machine bus. This full duplex, cross-monitored serial communications bus allows machines to be banked together for Multiple-Player-Dependent (MPD) operation. There are two sides to the bus; Master and Slave. Slaves issue requests to the Master on the Slave channel, and receive responses on the Master channel. Multi-drop RS422 is used because it is a rugged, industrialized multi-drop hardware protocol. All machines ride (i.e., communicate) on the same set of wires. Each machine has a unique electronic serial number (called the Terminal ID) embedded in its T340 logic board. They issue cards, keno balls, pulltabs, etc.. They also calculate and

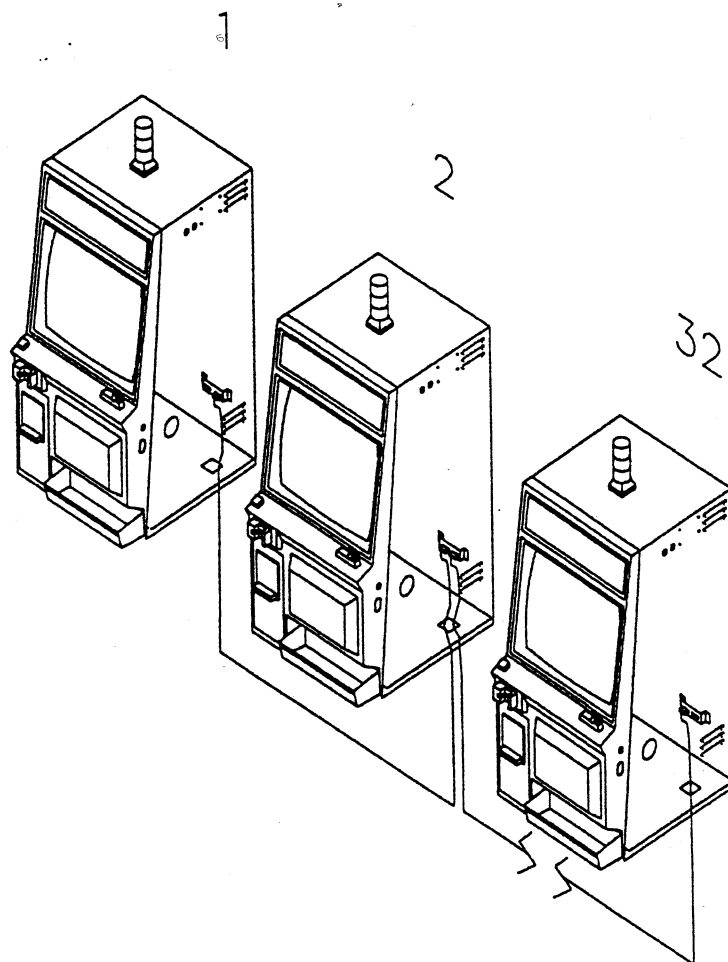


fig. 5.1

track each game's integrated progressive, when enabled. The physical implementation of a Pot-O-Gold bank is shown in fig. 5.1. There is a POG422 bracket just to the right of the speaker and above the A.C. Distribution Box. (For Sit-Down

NOTE: Although the illustration in fig. 5.1 shows casino style machines, this discussion also applies to Sit-Down machines.

Machines, the POG422 bracket is in the cable drawer). The two 15 position D-Sub connectors are wired in parallel, with a tap that goes to the T340 logic board. An inter-machine cable is used to connect each machine to the next. It doesn't matter which connector is used for a particular cable, since the connectors are wired in parallel. Also, a slave machine can be turned off, and the rest of the machines on the bank will still be able to communicate with the Master. The exception to this is in large banks (the maximum bank size is 32 machines), when all but one or two machines are shut off. This presents enough of an unterminated wire length to cause communications problems, since the lines are not completely biased when the driver circuits are not powered.

Assuming that you have physically placed and connected a group of Pot-O-Golds together, the next step is to test the M/S (Master/Slave) Link. Before this can be done, one of the machines (usually on the "left" end of the bank) must be designated as the Master.

From the Operator Menu, go into Main Config by touching the Gateway button. The function button in the upper left corner of the screen is labeled SYSTEM. Note that there are two settings, Master and Slave, and that Slave is highlighted. Engage the supervisor's keyswitch with the red key and touch the button. The Master setting is now highlighted.

On all the machines, go into the Local Net Tests screen. This screen is accessed from the Operator Menu. You should see what is shown in fig. 5.2.



The function button in the lower left corner of the screen is labeled SENDCOMM REQUEST. On the Master machine first, then on each Slave machine, hit this button. You should see the pattern shown in fig. 5.3 on the hash-mark scope located on the lower half of the screen. This yellow line shows the status of the various signals. For a detailed explanation of this scope, refer to Section 3, Software Reference. If you instead see the pattern shown in fig. 5.4, this indicates that the machine is not communicating with the Master.



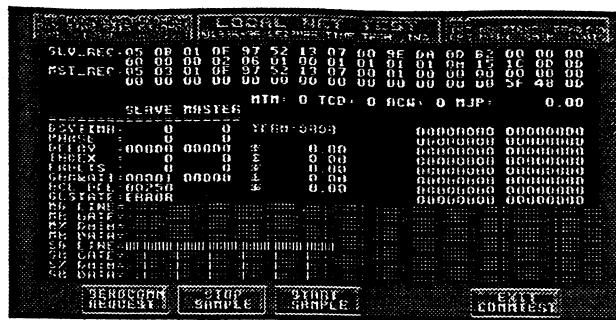


fig. 5.4

You will undoubtedly see that a Master Reply Timeout Error has been set, indicated by the message in the right caption box at the top of the screen.

At this point, the machines are actually ready to go live. Obviously, there are other testing procedures, such as on-line DCS tests, hopper tests, etc., which must be performed before the machines can be played. This text assumes the factory defaults will be in use. To re-configure the bank with non-factory settings, you should first thoroughly review Section 3, Software Reference. It explains the ramifications of all configuration settings, as well as the procedure of Transferring Master Config data to Slave machines.



 OPERATION

Overview

Once the machine is properly configured, the amount of work required to keep it operating correctly is minimal. There are some features and functions of the machine that, if used properly, will make life easier. Many of these are operator-configurable, as each location may or may not desire a particular feature. For detailed descriptions of these options, refer to the reference section. This section is dedicated to outlining basic operating procedures. During the discussions, it is assumed that you are capable of maneuvering around in the Operator Menu, and are familiar with the button procedures and security conventions.

Recommended Key Distribution

Key distribution is obviously a serious matter. Careful thought and consideration from the beginning will prevent major nightmares down the road. As a general rule, stay on the conservative side. When the machines are shipped from the factory, they have our standard locks installed. Since everybody gets the same locks, it is a good idea to change them out with lock that you purchase directly from a lock manufacturer. Just remember:

- 1) The locks installed at the factory fall under the classification of "Medium Security Tubular Camlocks." Any lock you purchase should have the same or higher security classification, or they will be subject to picking, etc.
- 2) Throughout this manual, we use the key color to identify which key to use in a particular situation. The plastic jackets can be removed from the factory keys and installed on the new keys. You can also purchase the jackets separately, or have them pre-installed on your new keys. Just remember to follow the same color-coding scheme, so you don't have to constantly translate.

Normally the following distribution scheme will suffice for a location, whether the machines are owned by the casino, or by a route operator.

A. White - Main Door/Main Access

Any technician or supervisor certified by Leisure Time Technology at the Operator Level or above.

B. Orange - Bill Door

Any bondable employee charged with the task of removing money from the machine for either collection purposes, Voucher Bank purposes, or for clearing bill acceptor jams.

C. Blue - Logic Cage

Any technician or supervisor certified by Leisure Time Technology at the Operator Level or above.

D. Green - Attendant Keyswitch

Any employee charged with the task of monitoring the machines for general, proper operation.

NOTE: Base drop door falls under this class as well.

E. Red - Supervisor's Keyswitch

This key is reserved for certified technicians and supervisors. **Something to remember:** If in doubt; over-train, don't under-train. From past experience, we have found that lack of training, not malice, has caused the greatest number of problems.

Performing a Pull

Removing cash from the machine is normally referred to as any one of the following:

- 1) Pull
- 2) Drop
- 3) Collection

Depending on whether the machine has a printer or hopper, the collection procedure varies radically. For machines with hoppers, the collection procedure will be dictated by the on-line DCS. For machines with printers, use the following instructions as a basic guideline. Customize them to your needs.

Assuming only one pull a day, and that general accounting data is also desired:

Casino Style Machine

- A. Using the orange key, open the bill door and remove the bills through either of the side openings. Close the bill door.
- B. Open the base and remove the quarters. Close the base..
- C: Using the red key, go to the Operator Menu and select TERMINL AUDIT.
- D. Turn and hold the red key, then hit the button marked "PRINT COMBO TICKET AND CLR."
- E. A collection ticket will be printed that looks like the one in fig. 2.1 (see next page).

Sit-Down Machine

- A. Using the orange key, open the bill acceptor door and remove the stacker. Take the cash and replace the stacker. Close the bill acceptor door.
- B. Open the drop door and remove the cashbox. Empty, then replace the cash box and relock the drop door.
- C. Using the red key, go to the Operator Menu and select TERMINL AUDIT.
- D. Turn and hold the red key, then hit the button marked "PRINT COMBO TICKET AND CLR."
- E. A collection ticket will be printed that looks like the one in fig. 2.1.

SECTION 2 Operation

REMEMBER:

This information is NOT cleared until the Audit screen is exited in the normal way.

NOTE: All errors will flash "CALL ATTENDANT." It's the OTHER Message being flashed that is important to remember.

LEISURE TIME TECH. V:POG 400D/R400M03 *
TERM#000001 - BANK#01

<LEISURE TIME TECH.>
***** VALID ON THIS DATE ONLY! *****
LICENSE#0005 TERMINAL#5213 BR#03 MK#0400

15:13:12 ** 02/10/97
<<<< MASTER >>>>
TICKET#00000001 --- CREDIT VALUE = \$0.25
*** DAILY TICKET ***

DESCRIPTION	MASTER	PERIOD	DAILY
CASH IN \$	307.75	307.75	307.75
CASH OUT \$	353.75	353.75	353.75
CASHPLAY \$	1157.25	1157.25	1157.25
CASH WON \$	1195.25	1195.25	1195.25
NET HOLD \$	-46.00	-46.00	-46.00
ADJ HOLD \$	-30.00	-30.00	-30.00
OUT/HOLD %	112/-12	112/-12	112/-12
HIT RATIO%	44.9%	44.9%	44.9%
CASH WON %	103.3%	103.3%	103.3%
BILL/COIN%	13/ 87	13/ 87	13/ 87
LAST CLEAR	10:13:16 12/17/96	10:13:16 12/17/96	10:13:16 12/17/96

VOID IF MUTILATED VAL# 5460EB18
COPYRIGHT 1986-96 LEISURE TIME TECH. INC.

fig. 2.1

E. Hit the button marked EXIT AUDIT. Note that you do not actually exit. The first actuation of the button performs the actual clear of both the Daily column and the Cash-In-Game statistics. The stats are not really cleared when the ticket is printed so that if the printer gets jammed or runs out of paper, the machine can be powered down while still in the Audit screen, then powered up to correct the printer problem. The Audit screen can then be re-entered and the ticket printed without the loss of data.

Handling Errors

There are 32 individual errors that can occur during operation. Some are not really errors, just exception conditions. For a detailed explanation of each error, see the software reference section under Error Stats. Errors show up in the lower left corner of the screen, when the machine is in the Gameplay Mode. When it's in the Diagnostics Mode, the errors show up in the upper right hand corner. When in the Gameplay Mode, a yellow window is displayed that alternately flashes between "CALL ATTENDANT" and the specific error condition. It is very important to look at the window to determine the specific error that is pending. Depending on which error it is, different procedures apply. All errors are cleared with the Attendant Keyswitch (Green key).

Recall History

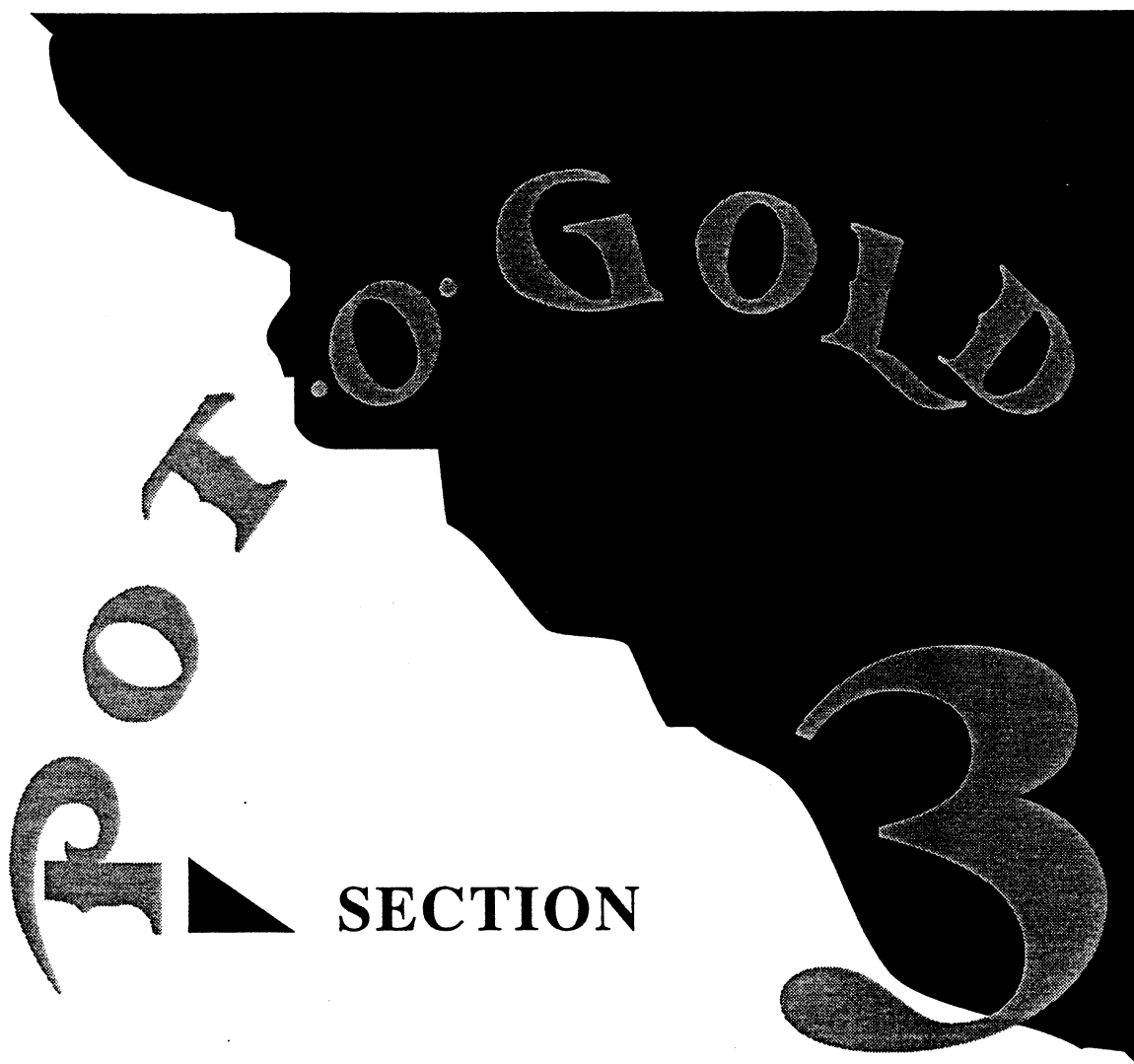
This subject is explained in full detail in the reference section, under Software Reference - Recall History. However, a brief discussion of its use is in order here. Probably the single most common problem that will arise during operation of a machine is a customer complaint regarding the bill validator. Customers will say that they put a \$20.00 bill in, and did not get any credit, or got the wrong credit.

The vast majority of the time the bill was rejected and landed on the floor without being noticed. Or the customer may have only thought it was a twenty, when it was actually a ten. To distinguish between fraud, honest mistakes and machine malfunction, the Recall History screen is invaluable. This screen is accessed while in the Diagnostics Mode, from the Operator Menu. In the Recall History screen, the last 16 (or 15, in the case of Games Played) occurrences of twelve different event categories can be viewed, per the list below:

- A. Games Played and Won
- B. Coins Inserted
- C. Bills Accepted
- D. Vouchers Printed
- E. Hopper Activities
- F. Power Ups and Downs
- G. Hand Pays
- H. Jackpot Wins
- I. Hopper Fills
- J. Door Openings and Closings
- K. Errors
- L. Master Jackpots

In the example of the bill validator, if a customer claimed that a twenty dollar bill was inserted and accepted, but only one dollar of credit was issued, the following procedure could be used:

With both the red and orange keys in your possession, go into the Recall History screen and press the button marked "Bills-In." The last 16 bills accepted will be displayed, with the top line being the most recent. To verify the claim, look at the top line. If it says \$1.00, open the bill door and swing the stacker magazine out to view the last bill stacked. If the top line says \$20.00, note the time/date stamp value over on the right. Next, hit the button marked "Bet/Wins." Looking at the time/date stamp of the last 8 games played, determine if they come after the \$20.00 bill was inserted. Obviously, if the customer inserted money, played some games (perhaps \$19.00 worth), then realized a shortage, that's a bit too late.



SECTION

SOFTWARE REFERENCE

We are very proud of what we have accomplished at Leisure Time Technology, Inc. The Pot-O-Gold machine represents many man-years of intense research and development, especially with respect to the software. We have taken an approach that differs significantly from most other manufacturers. Instead of developing individual software versions for the different markets we service, we have developed a system of controls that allows us to carry all of the features from the previous version of software to the current one. This means we have a linear design path, which is far superior to the traditional branch methodologies. We are capable of supporting all of our different markets, all of the different cabinet styles, and all of our previous customers with ONE version of system software, dubbed the "Gold Standard." Installed on each T340 logic board are six 1 Megabit EPROMS which comprise three 16 bit banks. The chips designated U3 and U7 form the first set, and U4 and U8 comprise the second. Two chips are used because the system bus is 16 bits wide, while the chips are only 8 bits wide. These four chips make up the system firmware. A version number is assigned to each new release.

Since the system is so standardized, there must be a way to customize what is presented to the operator and the patron. The chips in locations U5 and U9 do this. These are the Gameroms, and they hold all of the information necessary to properly configure the system side. Essentially, a different Gamerom set is generated for each new market. The set offers only those features appropriate to that market. This is why the layout of some of the diagnostics screens looks like swiss cheese. Options and functions not supported by a particular market are omitted. Each Gamerom is given a unique version name. So, the overall firmware set then consists of 4 system EPROMS and 2 Gamerom EPROMS.

In the following chapters, there are detailed descriptions of the various screens that can be found in the Diagnostics mode. The text assumes familiarity with the terms and conventions described in Section 1, Chapter 1.

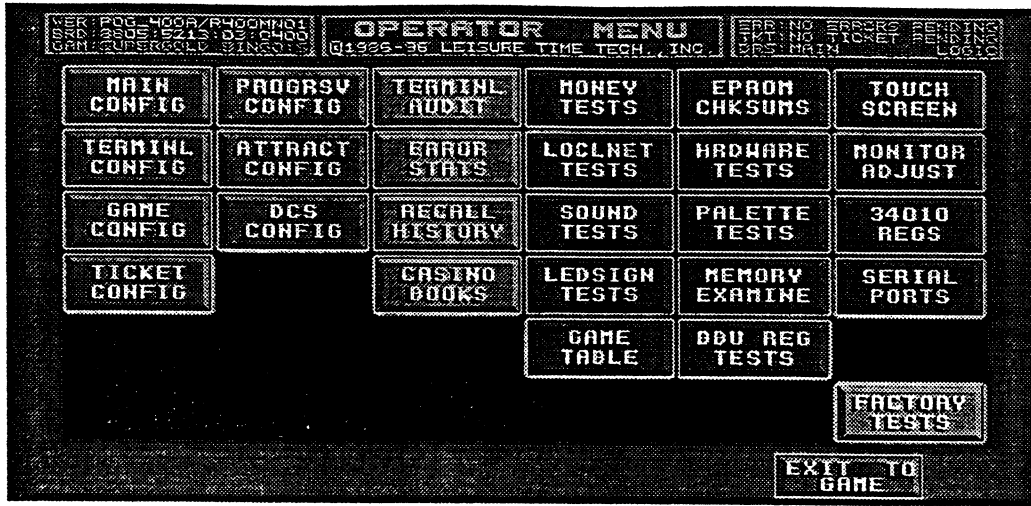


fig. 2.1

Functional Description



fig. 2.2

This is the root screen for the Diagnostics Mode, and is the screen that comes up after momentary activation of the supervisor's keyswitch. It is from this screen that you have access to various other screens which are used for terminal configuration, accounting and diagnostics. You access these through the Gateway buttons shown in fig. 2.1.

At the top of all screens, there are two caption boxes. The one on the left is shown in fig. 2.2. The top line displays the System and Gamerom firmware version numbers. The second line shows the following T340 board information, separated by colons:

- A. The License I.D. (This is not the casino's machine license, but the manufacturer's license in certain markets.)
- B. The terminal I.D.
- C. The Board rev.
- D. The Leisure Time Technology Market Code.

The third line displays the name of the last game played, and the System mode (Master or Slave). This Letter will be printed in Green if there is a 1 Meg. Data³ installed. It will be printed in Red if there is a 256K Data³ installed. Note that POG 4.00 code will not operate with a 256K Data³ installed.



fig. 2.3

The right box displays the information shown in fig. 2.3. The top line shows any pending error flags. The second line shows any pending tickets. The third line displays the status of the three monitored doors. If the label is flashing, the door is believed to be open.

**MAIN
CONFIG**

**TERMINL
CONFIG**

**GAME
CONFIG**

**TICKET
CONFIG**

**PROGRSV
CONFIG**

**ATTRACT
CONFIG**

**DCS
CONFIG**

**TERMINL
AUDIT**

**ERROR
STATS**

**RECALL
HISTORY**

**CASINO
BOOKS**

In between the two caption boxes is the title box. This will always tell you what screen you're in. From the Operator Menu, the following screens may be accessed:

Main Config

This screen is used to configure general machine options. See Chapter 3.

Terminal Config

This screen is used to configure the physical aspects of the machine. This screen also shows the status of the dipswitches. See Chapter 4.

Game Config

This screen contains subordinate screens that are used to configure all options for all available games. See Chapter 5.

Ticket Config

This screen is used to view the ticket header, set ticket options and diagnose printer problems. See Chapter 6.

Progressive Config

This screen is only used by supervisors in situations where it is necessary to preset a progressive to a particular value. See Chapter 7.

Attract Config

This screen is used to configure options which affect the Attract Mode. See Chapter 8.

DCS Config

This screen is used to configure options to tailor meter functions and RS232 parameters so that they comply with a particular on-line data collection system. See Chapter 9.

Terminal Audit

This is the main accounting screen for machines with printers. Audit tickets are printed in this screen. See Chapter 10.

Error Stats

Information on any of the 32 errors can be found in this screen. Errors can also be cleared in this screen. See Chapter 11.

Recall History

Text based historical Data for 12 different event categories can be viewed here. See Chapter 12.

Casino Books

This is the soft meter screen for machines with hoppers. The register labels have been renamed to follow casino terminology. See Chapter 13.

TOUCH SCREEN
MEMORY EXAMINE
34010 REGS
PALETTE TESTS
HARDWARE TESTS
EPROM CHKSUMS
GAME TABLE
LED SIGN TESTS
SOUND TESTS
LOCAL NET TESTS
MONEY TESTS

Money Tests This screen is used to diagnose problems with the coin mech, bill acceptor and hopper without corrupting the integrity of the accounting data. See Chapter 14.
Local Net Tests This screen is used to test and debug the POGRS422 inter-machine bus. See Chapter 15.
Sound Tests This screen is primarily used to diagnose problems with the audio system components. See Chapter 16.
LED Sign Tests This screen is primarily used on machines with optional 9-color bit-mapped LED Progressive displays. See Chapter 17.
Game Table This screen is used to verify the contents of the Gamroms, and the Gamrom Mapping.
Eprom Checksums This screen is used to verify the integrity of the firmware. See Chapter 18.
Hardware Tests This screen shows the status of all the parallel I/O nodes. It also allows you to test the change candle and bell. See Chapter 19.
Palette Tests This screen is used to diagnose problems with the T340's color circuitry. See Chapter 20.
34010 Regs This screen is primarily used by Leisure Time Technology, Inc. Software Engineers, but can give insight to low-level system diagnostics.
Memory Examine This screen is used to view the contents of the system DRAM. See Chapter 21.
Touch Screen This screen allows you to test, diagnose and cure problems with the touchscreen. See Chapter 22

**MONITOR
ADJUST**

**SERIAL
PORTS**

**FACTORY
TESTS**

Monitor Adjust

There are multiple test patterns on this screen that aid in properly aligning the picture on the monitor. See Chapter 23.

Serial Ports

This screen is used to view the activities occurring on the eight serial ports of the T340 logic board. See Chapter 24.

Factory Tests

This screen contains sensitive, highly volatile functions which, for example, could completely wipe out the data stored in the LTT Data³. See Chapter 25.

Note that in many of the screens described above, you will be asked to enter information on a "pop-up keypad." One of these keypads is shown below in figure 2.4 for reference.

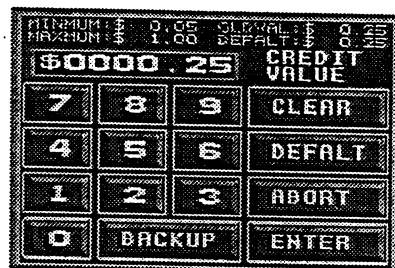


fig. 2.4

To enter a new value on the keypad, first press the "clear" button. Then simply type in the new value. (The acceptable range for the numbers is shown at the top left of the pad. Also, at the top right, the old value and the default values are shown). When the new number has been entered satisfactorily, press the "enter" button and the keypad disappears. The new value should appear on the button originally pressed.

If at any point in this process you decide not to change the original value, press the "abort" button and the keypad will disappear, and no change in the value will have taken place.

If you ever need to reset the number to its factory default value, press the "default" button, followed by the "enter" button. The keypad will disappear, and the value will be reset to default.

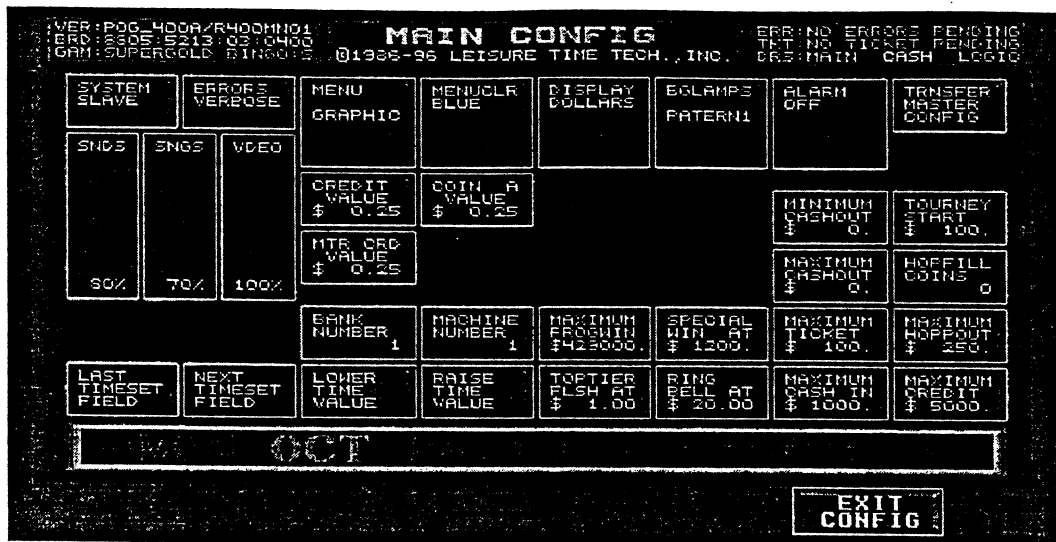


fig. 3.1

Functional Description

This screen is used to configure general machine options. This screen also shows the current local time and date.

The following functions are provided:

SYSTEM SLAVE

This button sets the overall system mode. When set to Slave, the machine must be connected via the POG422 bus to a Master. When set to Master, the machine will provide the necessary gameplay data to up to 30 Slave machines that can be connected to the POG422 bus. Master machines are responsible for issuing cards in Poker, balls in keno and Lotto games, and symbols in all 8-line games. Slaves cannot play any game without the data issued by the Master. Masters also calculate and determine progressive values and prizes. Note that to run a machine stand-alone, it must be configured as a Master.

All machines in a bank must have the same Bank Number (described later), or they will not communicate. This feature is present so that large physical groupings of machines (the maximum being 50) can all be linked on the same set of wires, but multiple banks can be set up. Even if physically connected via the POG422 bus, Master machines will not reply to requests from Slaves with a Bank Number that does not match the one stored in the Master.

ERRORS VERBOSE

This button changes the way errors are displayed. When set to Verbose, error messages show up with English descriptions. When set to code numbers, a number from 1 to 32 is used to identify the error. This message is only shown when the machine is in the gameplay mode, alternately flashing the message "CALL ATTENDANT."

MENU
GRAPHIC

MENUCLR
BLUE

DISPLAY
DOLLARS

BGLAMPS
PATTERN1

ALARM
OFF

TRANSFER
MASTER
CONFIG

NOTE:

If the factory defaults are changed in any way on the Master, it will be necessary to grab (i.e., transfer) the Master's config. data. ALL MACHINES IN A BANK MUST BE CONFIGURED IDENTICALLY. If in doubt, activate this function. It can be used at any time during normal operation or set-up.

SND	SONG	VIDEO
80%	70%	100%

CREDIT
VALUE
\$ 0.25

COIN A
VALUE
\$ 0.25

MTR CRD
VALUE
\$ 0.25

This button determines which type of Player Select Menu will appear. There is a graphical as well as a text only menu.

When set to blue, the Player Select Screen will have a blue background. Set it to black to have a black background.

This button determines whether money-related registers (such as Credit, Bet, Wins, etc.) are displayed in dollars and cents or as credits on game play screens.

This button affects how the belly glass lamps flash. The lamps can be set to be all on, all off, or to sequence through any one of three patterns.

This button determines whether a bell alarm will sound when the cash door is opened, or when any door is opened. Turning this button off disables the alarm.

Activation of this button will cause the Slave software in the machine to issue a request to either the Master machine or internal master software for a configuration packet. It is not necessary to use this button on a Master machine, but no harm will be done if it is used. This button is primarily used on Slave machines. Full configuration procedures are only necessary on the Master machine. Once the Master is set up the way you want it, this button is activated on each Slave machine, which will copy the configuration information in the Master to the Slave. Every configurable register except for System Mode, Bank Number and Machine Number will be copied. Upon activation of this function, the machine will reset to re-initialize dynamic variables stored in DRAM.

These three "Software Slide Pots" are used to set the level of incident sounds, songs, and monitor brightness. Touch directly on the button you wish to change. Slide your finger up or down, and the slide bar will follow.

This button is used to set the monetary value of credits in the system. This is separate from Game Credits, which are set independently for each game. This Register should always match the value for Coin A in machines with hoppers.

This button sets the monetary value of each coin accepted by the coin mech. It tells the system how much credit to issue for each pulse. The value of this register should match that of the system credit value. It should also match the denomination of both the coin head and hopper.

This button sets the monetary value reflected in each increment of the mechanical meters. There are five mechanical meters installed. From left to right they track; Coin In, Coin Out, Handle, Drop, and Credits Canceled.

TOURNEY
START
\$ 100.

HOPFILL
COINS
0

BANK
NUMBER
1

MACHINE
NUMBER
1

MAXIMUM
PROGWIN
\$429000

NOTE:

The system's progressive register rolls over at \$429,496.72. Progressives cannot go higher than this amount!

SPECIAL
WIN AT
\$ 1200.

MAXIMUM
TICKET
\$ 100.

MAXIMUM
HOPPOUT
\$ 250.

This button is used to set the amount of tournament credit available to the player at the beginning of a tournament. For a more detailed discussion of the Tournament Mode, refer to Chapter 4, Terminal Config.

This button is only used in environments where internal machine tracking of the hopper coin level is desired. This button sets the value for the number of coins that are used when performing a hopper fill. When doing a hopper fill, the attendant or technician/supervisor activates the Hopper fill button in the Money Tests Screen, which adds the number of coins set here to the internal hopper escrow counter, which is used to track the hopper coin level. The counter, in conjunction with the hopper low probe, can signal the on-line DCS of an impending hopper empty situation, before it actually occurs. This system is also used to determine whether or not a long absence of "Coin Outs" with the hopper activated is due to a jam or a hopper empty condition.

This button sets the Bank I.D. number, which associates this machine with other machines that are connected to it via the POG422 bus. For more information, refer to SYSTEM mode at the beginning of this chapter.

This button is used to uniquely identify a machine within a location. It is separate from the Terminal I.D., which is used by the internal system. This number can be an Asset Control number, or a number set according to physical grouping. It can be set to any number between 0 and 999,999 for most Gamerooms.

This button should be used primarily in markets where there is a maximum payout. It caps the progressive values for all games to the value set here. Progressive amounts accrued beyond this value are escrowed towards the next progressive. It is certainly possible to set this value such that the escrowed amount would continue to rise, and that progressive amounts would never deplete the amount escrowed. This has multiple ramifications, such as reduced actual payout percentage and the effective loss of a prize that grows in value. **Setting this number to zero disables the function.**

This button is used to lock the machine up and force a cashout of any One Win. Note that only the Win is cashed out. Any credit that was on the machine prior to the win will be left on the machine. This button is normally set to \$1,200.00, the point at which a W2G form is required.

This button sets the maximum voucher value that can be printed without an attendant, on machines with printers. If a person hits the Cash Out button when there is a credit balance higher than the value set here, the machine will lock up in a "Big Win" error. An attendant must then come over and manually reset the machine using the green key. The voucher will then be printed. In this way, an employee of the establishment has witnessed that the voucher was printed by the machine. The standard default value for this register is \$100.00, but it can be set as low or high as desired. Obviously, the lower the value, the higher the security, but at the cost of higher employee involvement.

This button sets the maximum amount that the hopper will even attempt to pay/out when the Cashout button is hit (on machines with hoppers). An example of this feature is when the button is set at \$100.00. On a quarter machine, this is obviously 400 coins. If the patron has 400 credits on the machine, and hits the Cashout button, the hopper will activate and dispense

LAST
TIMESSET
FIELD

NEXT
TIMESSET
FIELD

LOWER
TIME
VALUE

RAISE
TIME
VALUE

TOPTIER
FLSH AT
\$ 1.00

RING
BELL AT
\$ 20.00

MAXIMUM
CASH IN
\$ 1000.

MAXIMUM
CREDIT
\$ 5000.

400 coins, assuming they are available. If the patron instead has 401 credits when the Cashout button is activated, the machine will lock up in a Hand Pay Exception Condition, which will require an attendant to log the amount to be paid, which is displayed in the Error Flag Window, and then reset the machine using the Green key. The entire 401 credits is then cancelled (hand paid).

These two buttons are used to position the cursor in the Time/Date window. The cursor is indicated by the green text. This is the field that will be modified by activation of the Lower Time Value and Raise Time Value buttons.

These two buttons are used to set the correct time and date. They change the value of the field pointed to by the cursor, which is positioned by using the Last Timeset Field and Next Timeset field buttons.

Any single win over the value set here will flash the red tier of the change candle. Valid values are from \$0.00 (disabled) to \$999.99.

Any single win over the value set here will ring the bell. Valid values are from \$0.00 (bell rings for any winner) to \$999.99.

This button sets the value at which, when the amount of credit on the machine exceeds the value set here, the system will drop the lockout out and will not accept any more money. This is simply an added security feature, to protect against bill validator fraud. If someone figured out a way to beat the bill validator, having this function set to a low value (say \$100.00) would cap your potential single hit losses. The concept here is "If you've got \$100.00 on the machine why do you need to put more money in?!" Recommended values are in the range between \$50.00 and \$1,000.00.

This button sets the maximum amount of credit that can be on the machine before the machine locks up in an error, which will require an attendant to come over and clear the machine, which will result in a forced cash out of the entire credit balance.

Chapter 4 : Terminal Config.



fig. 4.1

Functional Description

This screen is used to configure the physical aspects of the machine. This screen also shows the status of the dipswitches. Because the same software is used in all the different cabinet styles (which are wired differently, depending on the peripherals installed), the software must be told what to expect from the hardware. The following functions are provided:

**PSELECT
ENABLED**

This button determines whether or not the Player Select feature will be active. When Player Select is disabled, only one game is available for play on the machine. The game to be played is selected in the Game Config screen (see Chapter 5).

When Player Select is enabled, a third screen is added in the Gameplay mode. Fig. 4.2 shows the Player Select Screen that will appear if "TEXT" is selected for MENUTYPE in Main Config. (For more information, see Chapter 3).



fig. 4.2

Fig. 4.3 shows the Player Select Screen that will appear if "GRAPHIC" is selected for MENUTYPE in Main Config. (For more information, see Chapter 3).

NOTE:

The Out of Order mode cannot be set while in the diagnostics mode. Going to diagnostics automatically clears the Out of Order mode.



fig. 4.3

The Player Select Screen contains up to ten or 12 Game Select buttons (depending on the Menu type selected) which, when activated, bring the player to the appropriate Gamescreen for the game to be played. The number of games offered is controlled from the Game Config screen.

When Player Select is enabled, an Exit Game button will appear on all of the game screens. Touching this button will allow the Player to return to the Player Select Menu.

This button selects the Terminal (machine) Operational mode. There are actually five operational modes within the two main State modes (Gameplay and Diagnostics). The operational modes really only matter when in the Gameplay mode. When set to Normal, the machine will accept money, allow wagers, and dispense coins or vouchers. When set to Demo or Tournament, no money will be accepted and the machine will not dispense coins or vouchers. Also, the hard meters are not incremented when a game is played, and progressives are neither incremented nor accessible.

To play a game in the Demo Mode, the player simply touches the screen once, which adds \$50.00 in "Demo Dollars" to the credit register. Subsequently, any time the amount played exceeds what is left in the credit register, \$50.00 in Demo Dollars is added to the credit register.

For more information on playing games in the Tournament Mode, refer to the discussion of the "Start Tourney Mode" button near the end of this chapter.

The machine can also be in two other modes that will not allow gameplay. The Disabled mode is described at the end of this chapter, and is set using the Manual Terminal Disable button, or the ON OFF Config Screen. The Out of Order mode is used by attendants to remove a machine from play, either to hold the machine for a customer, or because of a malfunction. To set the Out of Order mode, turn and hold the green key for five seconds while in the Gameplay mode, until the Out of Order screen comes up. To clear the Out of Order mode, again turn and hold the green key until the screen clears. Or use the red key to jump to Diagnostics, then exit back out to the Gameplay mode.

This button specifies the type of coin mech. installed in the machine. Note that it should be set to electronic for most machines, which means that a CC40 coin comparator is being used.

BILL-IN
SERIAL1

PRINTER
NO-PRNT

HOPPER
DH-750L

READER
NO-CARD

LED SIGN
USG LED

CASH OUT
VLT

COUT_TO
HOPPER

TOURNAMENT
MODE

The type of bill acceptor interface being used is determined by this button. The Pot-O-Gold machine does not use a pulse interface. It communicates serially with the bill acceptor. When set to serial 1, the information is transferred once. When set to serial 3, the information is transferred three times.

Many different printer types are supported by the software, although not all printers are available in all cabinet styles. Some casinos temporarily install printers so they can print Gamestat tickets (See Chapter 5).

This button defines the type of hopper installed.

This button should always be set to NO CARD unless a VISIONS on-line DCS is in use.

This button defines the type of LED display installed. This button should be set to No-Sign for machines without the integrated progressive feature.

This button is used to determine how wagering takes place in Poker games only. In CINCOUT mode, coins inserted while a Poker game is selected will go to the Coins In register, will be displayed in the Coins In area of the screen, and are posted directly to Bet. Bills inserted, game winnings and coins inserted while in the Game Menu will still go to the Credit register.

To wager from the Credit register, the player touches either the BET 1 CREDIT or BET MAX CREDIT button, as desired. The appropriate amount is removed from CREDIT and added to COINS-IN. Note that if the COINS-IN amount reaches the MAX BET amount, the game automatically starts. In this mode, also, once a Player has placed a bet, the game must be played.

When set to VLT, money put into the machine in any form will go to credit, and wagering in Poker will be the same as for all other games.

This button determines whether Cash Outs are routed to the Printer or to the Hopper. Note that improper setting of this switch in a printer-based machine will cause credit to be posted to the hopper's cash out escrow register. If this occurs, the register must be cleared in Factory Tests. For more information, see Chapter 25 of this section.

This button is activated at the beginning of tournament play. Some casinos regularly bank machines together for Player vs. Player tournaments. Each Player begins with the same amount of credit (this amount is set in Main Config). Once the Tournament Mode has been selected and the Players begin, gameplay goes on for a specified amount of time. At the end of this time period, the Player with the most tournament "money" wins, and the casino deactivates the Tournament Mode by touching the Termode button described earlier in this chapter. The machine will then return to the Normal Mode.



The Tournament Mode works just like the Demo Mode, except that credit is not added to the machine after the initial amount set in Main Config is given to the Player. Also, the Player's current amount of credit appears on the LED sign, instead of the progressive amount. (It is important to note here that the progressive for the tournament game being played should be disabled!)

Accounting is in no way affected by running the Tournament Mode. As mentioned above, to return to the Normal Mode, simply touch the Termode button once. The text appearing just above the "Start Tourney Mode" button will always let the operator know what mode the machine is currently in.

This button is used by technicians and supervisors to disable a machine in such a way that an attendant cannot clear it. Unlike the Out of Order mode, this mode is held in battery-backed memory. Turning the machine off or engaging the attendant keyswitch will not affect this mode. This mode is especially useful on Master Machines, as communications are not affected. Once this button is activated, the Disabled mode is set. To clear the machine back to Normal mode, activate the TERM MODE button, described earlier in this chapter.

DIPSWITCHES

On the T340 Logic board, there is a bank of 8 dipswitches. From left (1) to Right (8) the functions are as follows:

Dipswitch			Cabinet Style
1	2	3	
Down	Down	Down	13" Wooden Pushbutton
Up	Down	Down	19" Wooden Touchscreen
Down	Up	Down	19" Casino Style Touchscreen
Up	Up	Down	13" Casino Style Pushbutton
Down	Down	Up	19" Sitdown Touchscreen
Up	Down	Up	Cluster Controller
Down	Up	Up	Invalid
Up	Up	Up	Invalid

a. Dipswitches 1, 2 and 3

Set the board up for use in a particular style cabinet, per the table above.

b. Dipswitch 4

Up = Microtouch touchscreen

Down = Interaction Systems touchscreen

c. Dipswitch 5

Up = tells the software to expect, use and test a POG Data³ in position U10. This feature is only supported in the current system firmware, for use by GLI and LTT, so this switch should always remain Down.

Down = tells the software to ignore U10.

d. Dipswitch 6

Up = Used only on boards installed in 13" wooden pushbutton machines. Tells the software to program the 34010 MPU Video registers for a 25

MHz clock. The video clock MUST be a 25MHz TTL oscillator, or there will be no horizontal lock.

Down = Used on all other cabinet styles. Tells the software to program the 34010 Video Registers for a 22.1184 MHz clock. U52 must be a 22.1184 MHz TTL oscillator, or the picture will tear horizontally.

e. Dipswitch 7

Up = Fools the software into thinking that someone's always pushing the PLAY button.

Down = Autoplay off

f. Dipswitch 8

Up = In this position, the following conditions apply:

f.1. When the machine first boots up, it goes into the Diagnostics mode instead of out to the Gameplay mode.

f.2. Normally, if there is a problem with the printer, or no printer is connected, a "Printer Error" flag is set. This error is disabled when switch #8 is active.

f.3. Restricted (Purple) buttons become Keyed (Red) buttons.

It should now be obvious that this dipswitch should not be taken lightly. As an aid to personnel in identifying a situation where dipswitch #8 was left UP, a flashing border message is displayed at all times when in the Gameplay mode.

The status of all 8 dipswitches is shown here as follows:

A. Red = Disabled/Switch towards Board

B. Green = Active/Switch Away from Board



WARNING:

This switch is the single most powerful and dangerous function switch in the system!

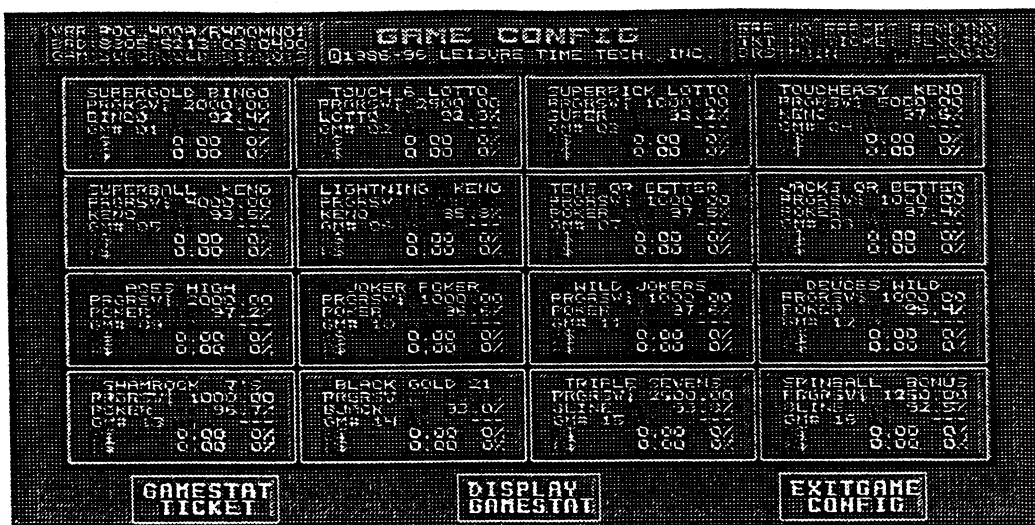


fig. 5.1

Functional Description

This screen contains Gateway Buttons which allow access to subordinate windows used to configure all options for all available games. Each game in the system has its own set of configurable registers. There is, therefore, a separate Config Window for each game. Access to this Window is attained by simply touching the appropriate Gateway Button here in the Main Game Config Screen. Once the Config Window has been accessed, the operator has the ability to change paytables, payouts, progressive and credit values, as well as options which affect the look and feel of each game.

In this screen a green square indicates a game which is enabled and will be available to the player, provided Player Select is enabled in Terminal Config. A game is enabled or disabled in the appropriate Config Window.

If Player Select is enabled, every green square up to a maximum of ten or twelve, depending on the type of Player Select Menu chosen in Main Config, will appear in the Game Menu. The order in which the enabled games appear here is the same order in which they will appear in the Menu.

If Player Select is not enabled, we recommend that only one game be turned on. All other games should be turned off if you choose to disable the Player Select feature.

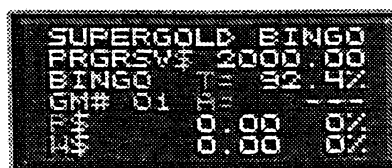


fig. 5.2

**DISPLAY
GAMESTAT**

**GAMESTAT
TICKET**

Fig. 5.2 shows a close-up of one of the Game Config Gateway Buttons. On the top line, the Gateway button displays the Gamename as it will appear on the Player Select Menu. The second line indicates the status of the progressive, which will either indicate the value of the progressive or read "disabled." The left side of lines three and four are used primarily by the software engineers at Leisure Time Technology. They show the internal Gametype and Gametype. The right side of lines three and four show the Target and current Actual win percentages. The fifth line down shows the total amount Played on this particular game, in dollars and cents, and the percentage that amount represents when compared with the total amount played on all games. Line six shows the same, but for the amount Won.

When this button is actuated with the red key engaged, the Game Statistics will be displayed, as in Fig. 5.3. From left to right, the following information is shown: the Game Name (enabled games are shown in green, disabled games in red), number of games played, number of "high bet" plays (i.e., bets high enough to meet jackpot eligibility requirements), number of games won, hit percentage (i.e., percentage of the total games played resulting in some type of winner), total amount of cash played, total amount of cash won, and the actual payout percentage. These totals do not include double-up statistics.

GAME NAME	GAMES PLAYED	HIT PCT	GAMES WON	HIT PCT	CASH PLAYED	CASH WON	PAYOUT PCT
SLURPOLA PRIMO	1	0.00	0	0.00	0.00	0.00	0.00
TORN R LOTTO	1	0.00	0	0.00	0.00	0.00	0.00
SPERMIO LOTTO	100	0.00	0	0.00	0.00	0.00	0.00
TOUGHNESS KENO	100	0.00	0	0.00	0.00	0.00	0.00
SPINBALL KENO	100	0.00	0	0.00	0.00	0.00	0.00
SPINBALL KENO	100	0.00	0	0.00	0.00	0.00	0.00
TANG OF BETTER	100	0.00	0	0.00	0.00	0.00	0.00
JACKS OR BETTER	100	0.00	0	0.00	0.00	0.00	0.00
JOHN FINGER	100	0.00	0	0.00	0.00	0.00	0.00
HOLD JACKS	100	0.00	0	0.00	0.00	0.00	0.00
GENIES HOLE	100	0.00	0	0.00	0.00	0.00	0.00
SHARKNO 7-3	100	0.00	0	0.00	0.00	0.00	0.00
SLAY KNO 7-3	100	0.00	0	0.00	0.00	0.00	0.00
TRIPLE SEVEN	100	0.00	0	0.00	0.00	0.00	0.00
SPINBALL KENO	100	0.00	0	0.00	0.00	0.00	0.00
DOUBLE-UPS	DEL-UPS	WON	PUSH	CASH BET	CASH WON		
LAST TIME GAMESTATS CLEARED	12	25	10	02/17/97			

fig. 5.3

Information on Double-Ups is shown near the bottom of the screen. The total number of double-ups is shown, followed by how many were won and how many resulted in a "push" (tie). This information is followed by the total cash bet and total cash won on double-ups. Finally, at the very bottom of the screen, the time and date of the last clear is shown.

When this button is actuated with the red key engaged, a Game Statistics Ticket, like the one in fig. 5.4, will be printed. This ticket contains the following information:

The Gamenummer and Gamename (Games shown in red and/or with an asterisk beside the game number are enabled), an asterisk to the right of the Gamename if there is a progressive option, the progressive base (i.e., the value at which the progressive begins), and the current value of the progressive.

In the middle of the ticket, the total cash played and cash won are

1-800-448-4263

Chapter 5: Game Config.

Software Reference

SECTION 3

Game Config. 5.3

A more detailed examination of all the available gametypes follows. Some Gameroms will contain at least one of every gametype, while others may have only a single game.

It is important to note here that, when touching any Card Game Config Gateway button for the first time after a power up, there will be a brief delay as graphics sets are decoded. Subsequently, the Config Screen will appear more rapidly.

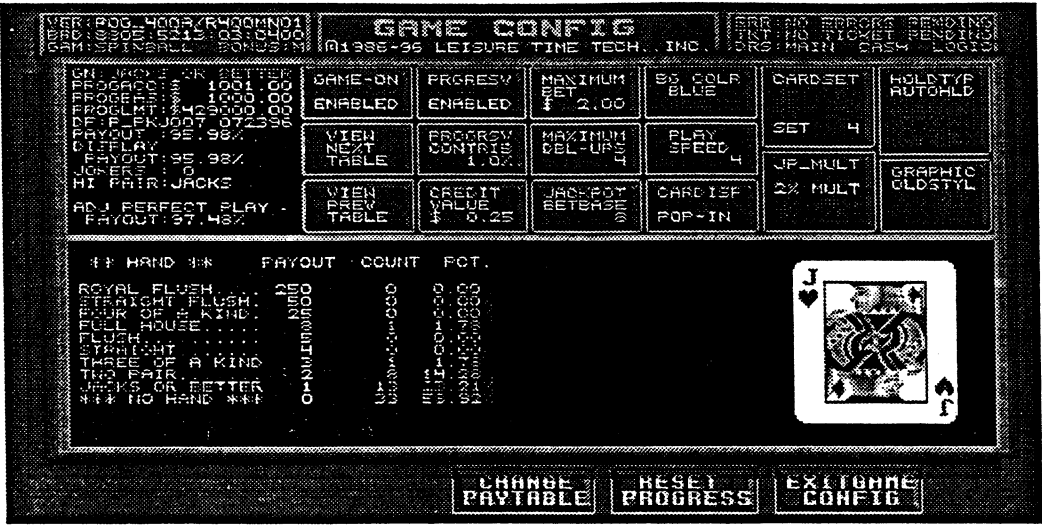


fig. 5.1.1

Functional Description

This window allows the operator to configure and view statistics for the Poker Game. Since the Config Windows for all Poker games have the same format, only one will be discussed.



fig. 5.1.2

Fig. 5.1.2 shows the Game Parameter Display Box. The first line shows the Game Name as it will appear on the Game Button in the Player Select Menu. The second line displays the progressive accumulator. This battery backed-up register will always retain and show the current value of the progressive. Line three shows the progressive base, or the value at which the progressive begins. Line four indicates the progressive limit, or the maximum value the progressive is allowed to attain in locations where a cap is desired. The fifth line shows the header label of the internal data file, which is also used on the Pot-O-Gold PAR Sheets. The sixth line shows the target payout percentage. Line eight is used to display the payout percentage of the preview payable, which is selected using the View Next and View Previous Table buttons, described later in this chapter. The ninth line indicates whether or not jokers will be in the deck. The tenth line describes the minimum requirements for a winning hand. Finally, at the bottom of the box, the adjusted payout shows the base payout plus the progressive and any jackpot multiplier. It is important to note that, for Poker, this number represents the maximum



payout percentage, assuming perfect play. The mean average payout can be as much as four to six points lower.

This button is used to manually enable or disable the game.

These buttons are used to view and select from among the paytables pre-stored for each game. To view the different paytables, touch the View Next Table or View Previous Table button, as appropriate. Once the desired paytable has been selected, turn and hold the red key, then touch the Change Paytable button, which is located at the bottom of the screen. The new paytable is now set.

This button is used to enable or disable the progressive feature.

This button is used to set the percentage of the total cash played that will be contributed to the progressive. This setting is only relevant for Master machines. It is important to note that a slave may show a different value here than that set in the Master, but the Master truly controls the percentage. To change the percentage value on the Master, turn and hold the red key, then touch the progressive contribution % button. A keypad will pop up. Press clear, the new percentage desired, then enter. The keypad will disappear and the new percentage will be shown on the PROGRESSIVE CONTRIBUTION button. Progressive contributions can be as low as .2%, as high as 10% and anything in between in .2% increments.

This button selects the monetary value of a credit for this particular game. To change the credit value, turn and hold the red key, then touch the button. A keypad will pop up. Press clear, the new value (in pennies), and enter. Note that in the upper left corner of the keypad box, maximum and minimum credit values appear.

This button sets the maximum amount of money that can be wagered in any one gameplay. To change the maximum bet value, turn and hold the red key, then touch the button. A key pad will pop up. Follow the same procedure as that described above for the Credit Value change. Again, maximum and minimum values are shown in the upper left corner of the keypad box.

This button sets the maximum number of times a player will be allowed to double up in the event of a win. To change this number, turn and hold the red key, then touch the button. The keypad will pop up. Press clear, enter the number of times double ups will be permitted, then enter.

This button sets how many credits a player must bet in order to be eligible for the jackpot (progressive) and the jackpot multiplier, described later in this chapter. To change this value, turn and hold the red key. Follow the procedure described above to enter a new value on the keypad. Note that the jackpot bet base will determine the progressive base, shown in the Game Parameter Display Box.

Once the progressive base, in addition to the paytable, has been set, there may be an incorrect value in the progressive accumulator. To rectify this, the progressive must be reset. To do this, turn and hold the red key, then hit the RESET PROGRESS button at the bottom of the screen. Resetting the progressive sets the accumulator to the base value.

BG COLOR
BLUE

When set to Blue, the Gamescreen background is set to blue. When set to Black, the background is black. Active buttons are a bright red, while inactive buttons are a dark red (See fig.5.1.3)

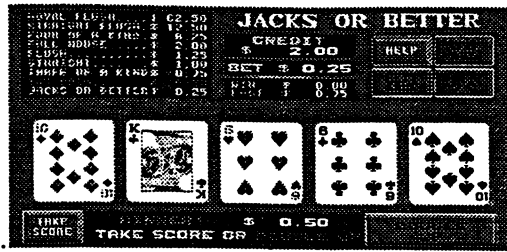


fig.5.1.3

PLAY
SPEED 7

This button sets the deal speed. The slowest is zero, while the fastest is seven. The default value is always 4.

CARD-ISP
POP-IN

This button determines whether dealt and drawn cards will spin onto the screen, or simply appear. Note that the spin setting should not be used with certain hold modes. The various hold modes are described shortly.

CARD-SET
SET 4

This button selects one of the graphics sets to be used on the cards for this Game. Examples are shown in figs. A.1-A.3.



fig. A.1

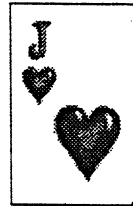


fig. A.2



fig. A.3

JF_MULT
2X MULT

This button is used to multiply the jackpot (progressive) base, if desired. Even if the progressive is turned off, this button is used to multiply the value of the top prize, and will affect your overall payout percentage.

As an example, if the 2X multiplier is selected by turning and holding the red key, then touching the button, the jackpot base will double (i.e., the progressive will begin at a higher value). As with any change in the progressive bet base, any change in the jackpot multiplier necessitates resetting the progressive, as previously explained. It is important to note that the adjusted payout increases as the multiplier increases.

HOLD-TYP
AUTOHLD

This button selects the style of play sequencing that is used. There are five possibilities:

- 1) With Autohold set, a box appears above each card, indicating the machine's recommendations on whether it will be automatically discarded or held. To change the designation on a particular card, the card must be touched before the Draw button is hit.
- 2) With Recallauto set, after the first five cards are dealt, hold markers are displayed for those cards that the machine believes should be held. If any card is

NOTE:
In Credit Mode, five columns of payable data are shown on the New Style screen, while in Cash Mode, only three columns are shown.



touched, those markers disappear. Touched cards will then be discarded, unless re-touched, when the Draw button is hit. Note that Recallauto works best with cards that pop in.

- 3) With Hold Game set, the machine will automatically hold all cards. To discard, a particular card must be touched.
- 4) With Discard Game set, the machine will automatically discard all cards. To hold, a card must be touched. (A "HELD" marker will appear and disappear above the cards as they are touched.)

5) With Recallhold set, no hold or discard markers appear. Any touched cards will be discarded, unless re-touched, when the Draw button is hit. However, if NO cards are touched, all will be discarded. As with Recallauto, Recallhold works only with cards that pop in.

This button is used to set the graphics mode for Poker games. The New Style (Extended) contains an extended payable with multiple columns showing the payable for different bet amounts, with the current bet amount highlighted.

Fig. 5.1.4 shows the New Style game screen, while fig. 5.1.5 shows the Old Style screen.

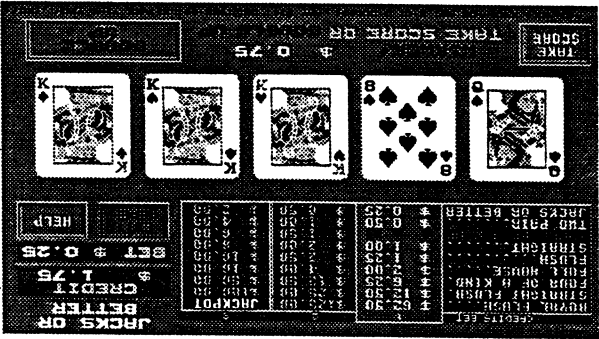


fig. 5.1.4



fig. 5.1.5

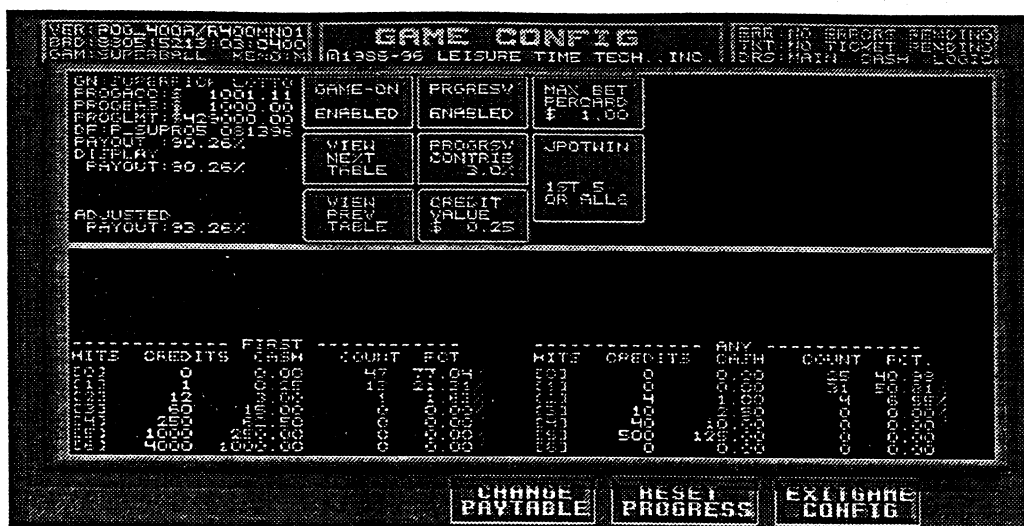


fig. 5.2.1

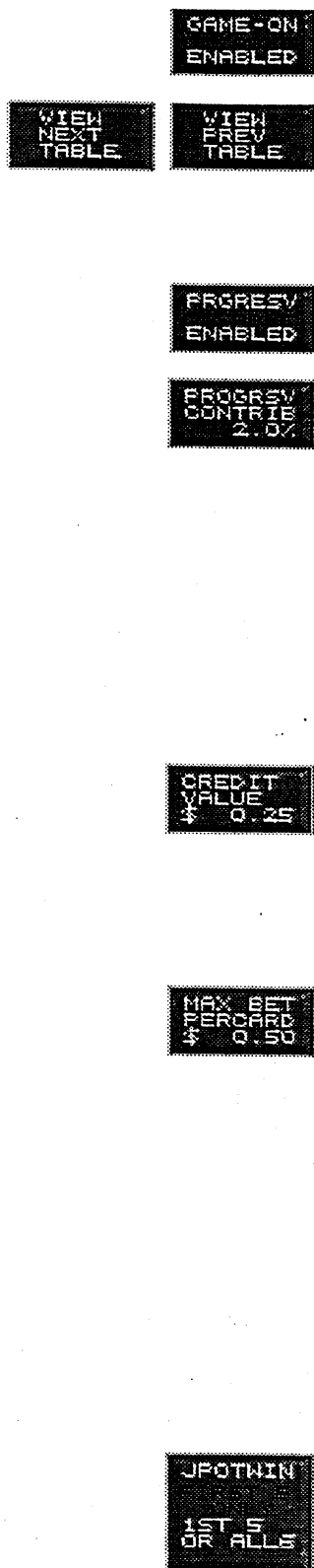
Functional Description

This screen allows the operator to configure and view statistics for the Superpick Lotto Game.



fig. 5.2.2

Fig. 5.2.2 shows the Game Parameter Display Box. The first line shows the Game Name as it will appear on the Game Button in the Player Select Menu. The second line displays the progressive accumulator. This battery backed-up register will always retain and show the current value of the progressive. Line three shows the progressive base, or the value at which the progressive begins. Line four indicates the progressive limit, or the maximum value the progressive is allowed to attain in locations where a cap is desired. The fifth line shows the header label of the internal data file, which is also used on the Pot-O-Gold PAR Sheets. The sixth line shows the target payout percentage. Line eight is used to display the payout percentage of the preview payable, which is selected using the View Next and View Previous Table buttons, described later in this chapter. Finally, at the bottom of the box, the adjusted payout shows the base payout plus the progressive.



This button is used to manually enable or disable the game.

These buttons are used to view and select from among the paytables pre-stored for this game. To view the different paytables, touch the View Next Table or View Previous Table button, as appropriate. Once the desired paytable has been selected, turn and hold the red key, then touch the Change Paytable button. The new paytable is now set.

This button is used to enable or disable the progressive feature.

This button is used to set the percentage of the total cash played that will be contributed to the progressive. This setting is only relevant for Master machines. It is important to note that a slave may show a different value here than that set in the Master, but the Master truly controls the percentage. To change the percentage value on the Master, turn and hold the red key, then touch the progressive contribution % button. A keypad will pop up. Press clear, the new percentage desired, then enter. The keypad will disappear and the new percentage will be shown on the PRGRESV CONTRIB button. Progressive contributions can be as low as .2%, as high as 10% and anything in between in .2% increments.

This button selects the monetary value of a credit for this particular game. This value should always remain at \$.25, unless the factory is consulted first. If a change is deemed necessary, turn and hold the red key, then touch the button. A keypad will pop up. Press clear, the new value (in pennies), and enter. Note that in the upper left corner of the keypad box, maximum and minimum credit values appear.

This button sets the maximum amount of money that the player may wager on any one card. To change the maximum bet value, turn and hold the red key, then touch the button. A key pad will pop up. Follow the same procedure as that described above for the Credit Value change. Again, maximum and minimum values are shown in the upper left corner of the keypad box. Note that the value set here will determine the progressive base, shown in the Game Parameter Display Box. Another important point to remember is that in order to be eligible for the progressive, a player must wager the Max Bet set here.

Once the progressive base, in addition to the paytable, has been set, there may be an incorrect value in the progressive accumulator. To rectify this, the progressive must be reset. To do this, turn and hold the red key, then hit the RESET PROGRESS button at the bottom of the screen. Resetting the progressive sets the accumulator to the base value.

This button determines whether the jackpot will be paid on the first five and all 6 hits, or on the first five hits only.

The Gamestats display is shown in fig. 5.2.3. The five left columns display information about "first" hits (i.e., hits which occur in the same order as the balls were drawn by the Master).

HITS	CREDITS	FIRST	COUNT	POT	HITS	CREDITS	CASH	COUNT	POT
1	1000000	1000000	1000000	1000000	1	1000000	1000000	1000000	1000000
2	1000000	1000000	1000000	1000000	2	1000000	1000000	1000000	1000000
3	1000000	1000000	1000000	1000000	3	1000000	1000000	1000000	1000000
4	1000000	1000000	1000000	1000000	4	1000000	1000000	1000000	1000000
5	1000000	1000000	1000000	1000000	5	1000000	1000000	1000000	1000000
6	1000000	1000000	1000000	1000000	6	1000000	1000000	1000000	1000000

fig. 5.2.3

The left-most (first) column lists the number of hits (0-6). The second column displays the payout value, in credits, for the corresponding number of hits. The third column displays the payout value, in cash, for the corresponding number of hits. The fourth column shows how many times each number of hits has occurred. Finally, the fifth column shows the occurrences as a function of percentage compared to all occurrences.

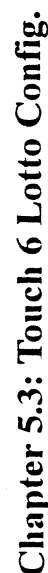
The five right-most columns display the same information as described above, but for “any” hits (i.e., hits that do not form a contiguous line from the leftmost digit).

1-800-448-4263

Chapter 5.2: *Superpick Lotto Config.*

Software Reference

SECTION 3

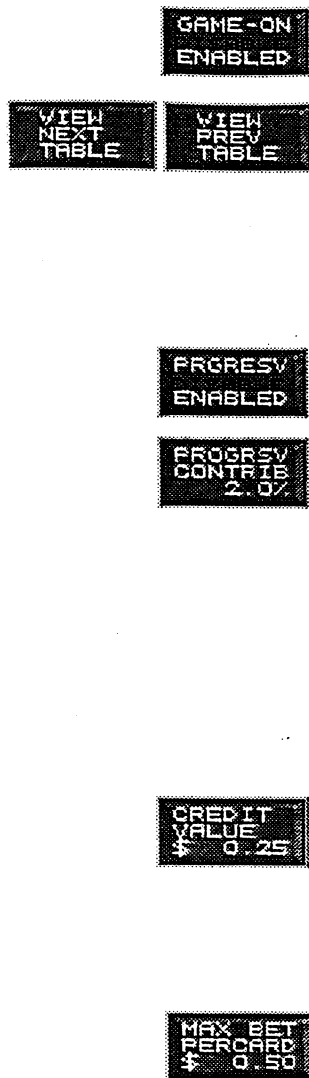


Software Reference

SECTION 3

[illegible]

The second line displays the progressive accumulator. This battery backed-up register will always retain and show the current value of the progressive. Line three shows the progressive base, or the value at which the progressive begins. Line four indicates the progressive limit, or the maximum value the progressive is allowed to attain in locations where a cap is desired. The fifth line shows the header label of the internal data file, which is also used on the Pot-O-Gold PAR Sheets. The sixth line shows the target payout percentage. Line eight is used to display the payout percentage of the preview payable, which is selected using the View Next and View Previous Table buttons, described later in this chapter. Finally, at the bottom of the box, the adjusted payout shows the base payout plus the progressive.



This button is used to manually enable or disable the game.

These buttons are used to select from among the paytables pre-stored for this game. The paytables are shown at the bottom of the screen. To select a different paytable, touch the View Next Table or View Previous Table button, as appropriate. The "Display" marker will move to highlight the paytable you have chosen. (See fig. 5.3.3). Once the desired paytable has been selected, turn and hold the red key, then touch the Change Paytable button. The new paytable is now set.

This button is used to enable or disable the progressive feature.

This button is used to set the percentage of the total cash played that will be contributed to the progressive. This setting is only relevant for Master machines. It is important to note that a slave may show a different value here than that set in the Master, but the Master truly controls the percentage. To change the percentage value on the Master, turn and hold the red key, then touch the progressive contribution % button. A keypad will pop up. Press clear, the new percentage desired, then enter. The keypad will disappear and the new percentage will be shown on the PROGRESV CONTRIB button. Progressive contributions can be as low as .2%, as high as 10% and anything in between in .2% increments.

This button selects the monetary value of a credit for this particular game. This value should always remain at \$.25, unless the factory is consulted first. If a change is deemed necessary, turn and hold the red key, then touch the button. A keypad will pop up. Press clear, the new value (in pennies), and enter. Note that in the upper left corner of the keypad box, maximum and minimum credit values appear.

This button defines the value of each Lotto ticket. The player may not adjust the bet value, as in Superpick Lotto. For example, if Max Bet Per Card is set to \$.50, each card that is turned on by the player will be valued at \$.50. The player may increase the bet only by playing more cards.

To change the maximum bet value, turn and hold the red key, then touch the button. A key pad will pop up. Follow the same procedure as that described above for the Credit Value change. Again, maximum and minimum values are shown in the upper left corner of the keypad box. Note that the value set here will determine the progressive base, shown in the Game Parameter Display Box.

Once the progressive base, in addition to the paytable, has been set, there may be an incorrect value in the progressive accumulator. To rectify this, the progressive must be reset. To do this, turn and hold the red key, then hit the RESET PROGRESS button at the bottom of the screen. Resetting the progressive sets the accumulator to the base value.

The Gamestats display is shown in fig. 5.3.3. Here the different paytables stored for this game are shown. You can scroll through to see additional:

DISPLAY CURRENT						
TBL 1	TBL 2	TBL 3	TBL 4	TBL 5	MORE	
25.12	25.31	25.00	25.00	25.00	25.00	
0.00	0.00	0.00	0.00	0.00	0.00	
0.00	0.00	0.00	0.00	0.00	0.00	
1.00	1.00	1.00	1.00	1.00	1.00	
6.50	7.50	8.00	8.00	8.00	8.00	
63.00	75.00	80.00	80.00	80.00	80.00	
JACKPOT	JACKPOT	JACKPOT	JACKPOT	JACKPOT	JACKPOT	
2500.00	2500.00	2500.00	2500.00	2500.00	2500.00	
					COUNT	PCT.
					12	6.66%
					7	23.33%
					2	6.66%
					0	0.00%
					0	0.00%

fig. 5.3.3

paytables by touching the View Next and View Prev Table buttons. As these buttons are hit, the "Display" marker will move to highlight the selected payable. The "Count" column shows how many times each number of hits has occurred. Finally, the "Pct." column shows the occurrences as a function of percentage compared to all occurrences.

SECTION 3

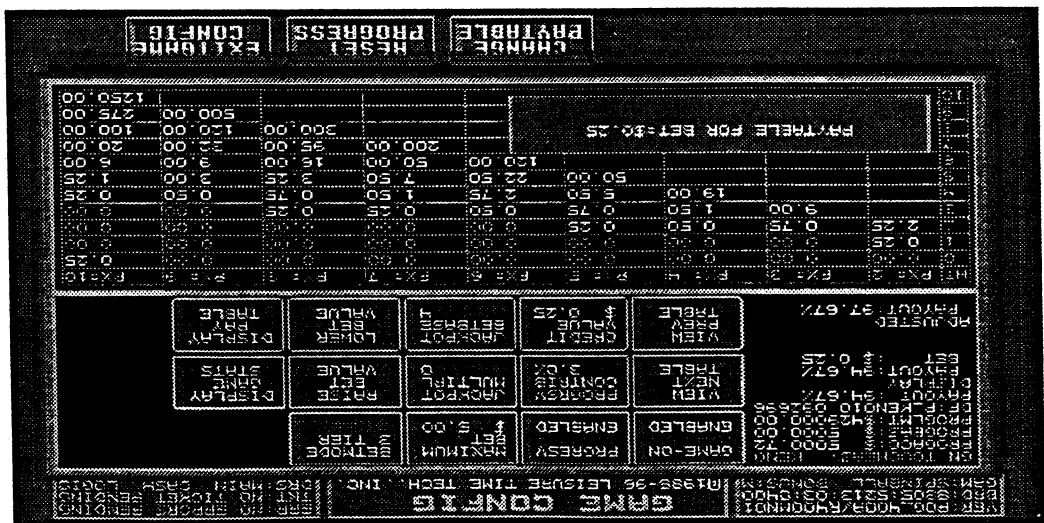
Software Reference

Chapter 5.3: Touch 6 Lotto Config.

1-800-448-4263

Functional Description

fig.. 5.4.1

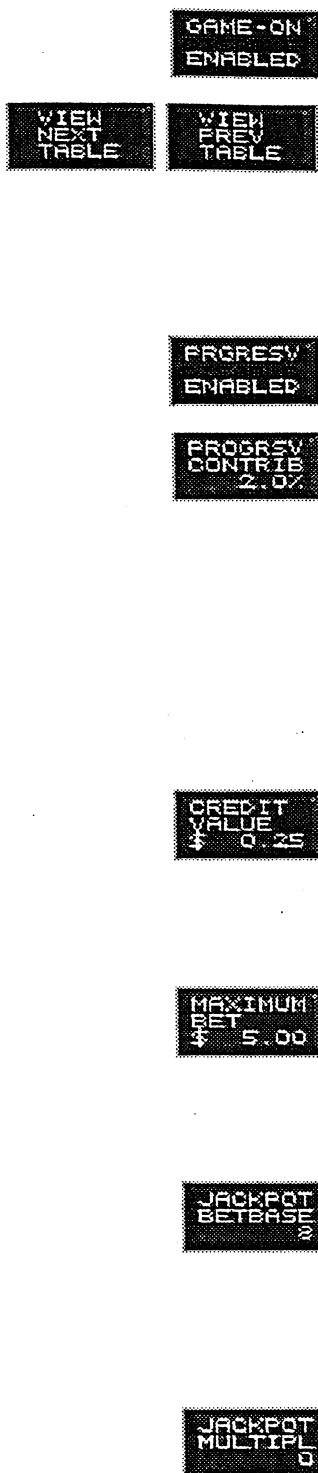


This window allows the operator to configure and view statistics for the Keno Game, (that is, all Keno games with the exception of Superball Keno).

fig. 5.4.2



Fig. 5.4.2 shows the Game Parameter Display Box. The first line shows the Game Name as it will appear on the Game Button in the Player Select Menu. The second line displays the progressive accumulator. This battery backed-up register will always retain and show the current value of the progressive. Line three shows the progressive base, or the value at which the progressive begins. Line four indicates the progressive limit, or the maximum value the progressive is allowed to attain in locations where a cap is desired. The fifth line shows the header label of the internal data file, which is also used on the Pot-O-Gold PAR Sheets. The sixth line shows the target payout percentage. Line eight is used to display the payout percentage of the preview payable, which is selected using the Raise and Lower Game Odds buttons, described later in this chapter. The ninth line indicates the bet value, which is changed by adjusting the View Next and View Previous Table buttons, described later. Finally, at the bottom of the box, the adjusted payout shows the base payout plus the progressive.



This button is used to manually enable or disable the game.

These buttons are used to view and select from among the paytables pre-stored for this game. To view the different paytables, touch the View Next Table or View Previous Table button, as appropriate. The paytable will appear in the lower half of the screen. Once the desired paytable has been selected, turn and hold the red key, then touch the Change Paytable button. The new paytable is now set.

This button is used to enable or disable the progressive feature.

This button is used to set the percentage of the total cash played that will be contributed to the progressive. This setting is only relevant for Master machines. It is important to note that a slave may show a different value here than that set in the Master, but the Master truly controls the percentage. To change the percentage value on the Master, turn and hold the red key, then touch the progressive contribution % button. A keypad will pop up. Press clear, the new percentage desired, then enter. The keypad will disappear and the new percentage will be shown on the PRGRESV CONTRIB button. Progressive contributions can be as low as .2%, as high as 10% and anything in between in .2% increments.

This button selects the monetary value of a credit for this particular game. To change, turn and hold the red key, then touch the button. A keypad will pop up. Press clear, the new value (in pennies), and enter. Note that in the upper left corner of the keypad box, maximum and minimum credit values appear.

This button sets the maximum amount of money that can be wagered in any one gameplay. To change the maximum bet value, turn and hold the red key, then touch the button. A key pad will pop up. Follow the same procedure as that described above for the Credit Value change. Again, maximum and minimum values are shown in the upper left corner of the keypad box.

This button sets how many credits a player must bet in order to be eligible for the jackpot (progressive). To change this value, follow the procedure described above to enter a new value on the keypad. Note that if the Betmode, described next, is set to Linear, the jackpot bet base will determine the progressive base, shown in the Game Parameter Display Box. If the Mode is set to 3 Tier, the progressive base depends on the jackpot multiplier setting.

This button is used to multiply the jackpot (progressive) base, if desired. Even if the progressive is turned off, this button is used to multiply the value of the top prize, and will affect the overall payout percentage.

As an example, if the 2X multiplier is selected by turning and holding the red key, then touching the button, the jackpot base will double (i.e., the progressive will begin at a higher value). As with any change in the progressive bet base, any change in the jackpot multiplier necessitates resetting the progressive, as previously explained. It is important to note that the adjusted payout increases as the multiplier increases. This can be seen by viewing the Adjusted Payout Percentage line of the Game Parameter Display box.

BETMODE
3 TIER

This button sets the Betmode. The 3 Tier mode uses a multiple tier payable. When the bet value is 1, 2 or 3 credits, the first tier is used. When the bet value is 4, 8, 12 or 16 credits, the second tier is used, and offers a slightly higher payout for the player than the first tier. (Note that once 4 credits have been reached, the next bet value jumps to 8 credits, rather than 5). Finally, if the bet value is 20 credits, the third tier is used, offering an even higher payout. If the 3 Tier mode is used, the progressive base depends on the jackpot multiplier setting.

The Linear mode uses only the first tier of the payable described above. In this mode, with the credit value set to a quarter, the bet value will be in multiples of a quarter. For example, the linear mode may have a bet value of 5 credits. Again, note that in this mode the jackpot bet base sets the value of the progressive base, while in the 3 Tier mode, the progressive base depends on the jackpot multiplier setting.

Once the progressive base, in addition to the payable, has been set, there may be an incorrect value in the progressive accumulator. To rectify this, the progressive must be reset. To do this, turn and hold the red key, then hit the RESET PROGRESS button at the bottom of the screen. Resetting the progressive sets the accumulator to the base value.

RAISE
TIME
VALUE

These two buttons are used for display purposes only. By raising and lowering the bet value, the payable display at the bottom of this screen will show the returns for that specific bet amount.

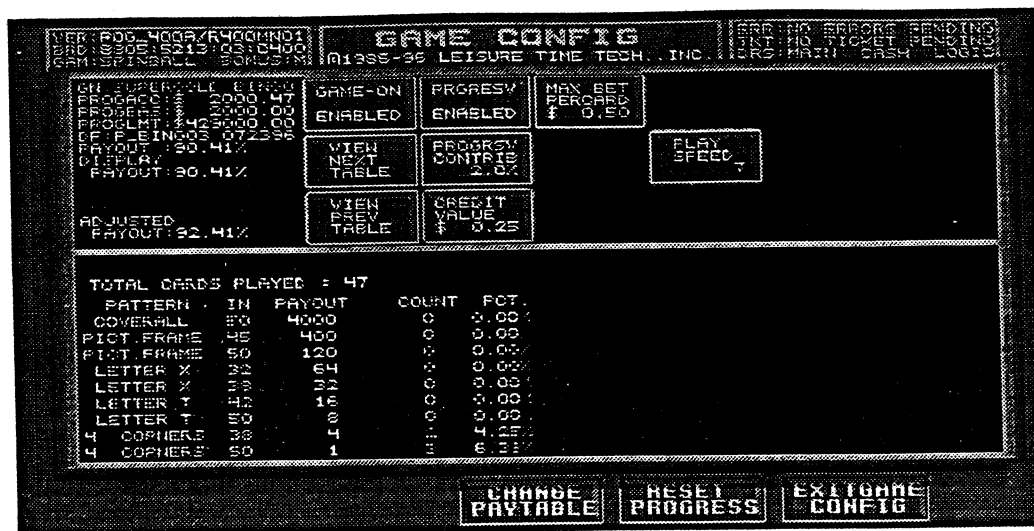
LOWER
TIME
VALUE

DISPLAY
GAME
STATS

This button, when touched, will show how many times each number of hits/picks has occurred in the past history of the game.

DISPLAY
PAY
TABLE

This button, when touched, will show the payable in the lower half of the screen. (Refer to fig. 5.4.1)



Functional Description

This window allows the operator to configure and view statistics for the Supergold Bingo Game.

```

GN: SUPERGOLD BINGO
PROGACC: $ 20000.47
PROGBAS: $ 20000.00
PROGLMT: $ 420000.00
DF: P_BINGO3 072396
PAYOUT: 90.41%
DISPLAY
PAYOUT: 90.41%

ADJUSTED
PAYOUT: 92.41%
  
```

fig. 5.5.2

Fig. 5.5.2 shows the Game Parameter Display Box. The first line shows the Game Name as it will appear on the Game Button in the Player Select Menu. The second line displays the progressive accumulator. This battery backed-up register will always retain and show the current value of the progressive. Line three shows the progressive base, or the value at which the progressive begins. Line four indicates the progressive limit, or the maximum value the progressive is allowed to attain in locations where a cap is desired. The fifth line shows the header label of the internal data file, which is also used on the Pot-O-Gold PAR Sheets. The sixth line shows the target payout percentage. Line eight is used to display the payout percentage of the preview payable, which is selected using the View Next and View Previous Table buttons, described later in this chapter. Finally, at the bottom of the box, the adjusted payout shows the base payout plus the progressive.



This button is used to manually enable or disable the game.

These buttons are used to view and select from among the paytables pre-stored for this game. To view the different paytables, touch the View Next Table or View Previous Table button, as appropriate. Once the desired paytable has been selected, turn and hold the red key, then touch the Change Paytable button. The new paytable is now set.

This button is used to enable or disable the progressive feature.

This button is used to set the percentage of the total cash played that will be contributed to the progressive. This setting is only relevant for Master machines. It is important to note that a slave may show a different value here than that set in the Master, but the Master truly controls the percentage. To change the percentage value on the Master, turn and hold the red key, then touch the progressive contribution % button. A keypad will pop up. Press clear, the new percentage desired, then enter. The keypad will disappear and the new percentage will be shown on the PRGRESV CONTRIB button. Progressive contributions can be as low as .2%, as high as 10% and anything in between in .2% increments.

This button selects the monetary value of a credit for this particular game. To change turn and hold the red key, then touch the button. A keypad will pop up. Press clear, the new value (in pennies), and enter. Note that in the upper left corner of the keypad box, maximum and minimum credit values appear.

This button sets the monetary value of each active card (a player may activate between one and four cards). To change the card value, turn and hold the red key, then touch the button. A key pad will pop up. Follow the same procedure as that described above for the Credit Value change. Again, maximum and minimum values are shown in the upper left corner of the keypad box. Note that the value set here will determine the progressive base, shown in the Game Parameter Display Box.

Once the progressive base, in addition to the paytable, has been set, there may be an incorrect value in the progressive accumulator. To rectify this, the progressive must be reset. To do this, turn and hold the red key, then hit the RESET PROGRESS button at the bottom of the screen. Resetting the progressive sets the accumulator to the base value.

This button sets the play speed. The slowest is zero, while the fastest is seven.

The Gamestats display is shown in fig. 5.5.3. The left column shows all the different side games, or winning patterns, such as Four Corners, Picture Frame, etc.. The second column specifies the maximum number of calls allowed to establish the pattern as a winner.

TOTAL CARDS PLAYED 347				
PATTERN	IN	PAYOUT	COUNT	PCT
COVERALL	150	4000	00	0.00%
PICT FRAME	150	400	00	0.00%
PICT FRAME	120	120	00	0.00%
LETTER X	64	64	00	0.00%
LETTER X	32	32	00	0.00%
LETTER T	16	16	00	0.00%
LETTER T	8	8	00	0.00%
4 CORNERS	4	4	00	0.00%
4 CORNERS	1	1	00	0.00%

fig. 5.5.3

The next column displays the payout for each pattern attained within the specific number of calls. The payout is in multiples of the credit value. The fourth column displays how many times each pattern has been hit during the course of operation. The right-most column displays the occurrences as a function of percentage compared to all occurrences.

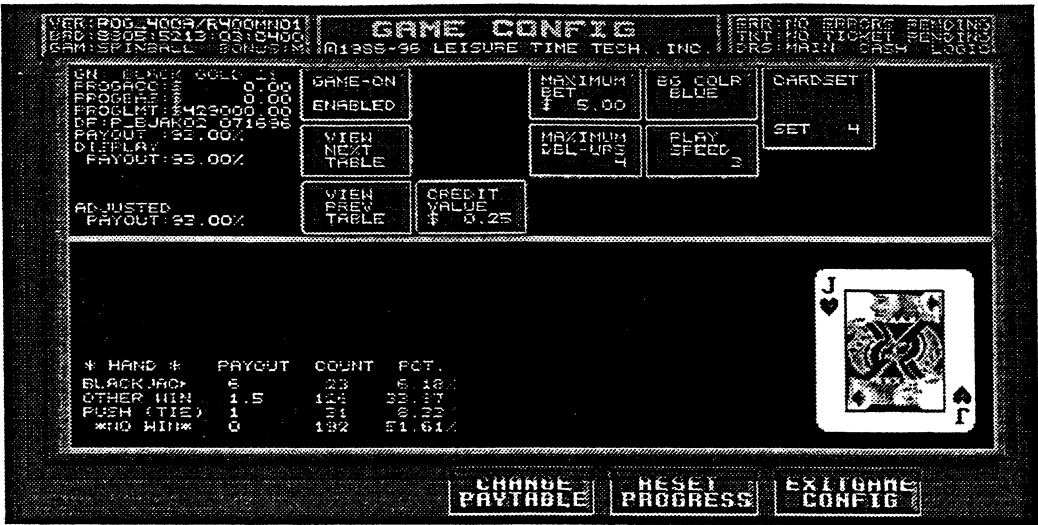


fig. 5.6.1

Functional Description

This window allows the operator to configure and view statistics for the Black Gold 21 Game.

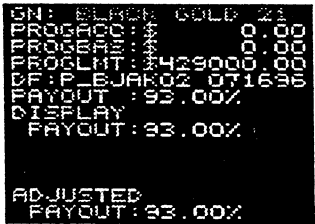


fig. 5.6.2

Fig. 5.6.2 shows the Game Parameter Display Box. The first line shows the Game Name as it will appear on the Game Button in the Player Select Menu. The second, third and fourth lines display information about this game's progressive, which is not enabled. The fifth line shows the header label of the internal data file, which is also used on the Pot-O-Gold PAR Sheets. The sixth line shows the target payout percentage. Line eight is used to display the payout percentage of the preview payable, which is selected using the View Next Table and View Previous Table buttons, described later in this chapter. Finally, at the bottom of the box, the adjusted payout, which is always the same as the base payout, is shown.



This button is used to manually enable or disable the game.



These buttons are used to view and select from among the paytables pre-stored for each game. To view the different paytables, touch the View Next Table or View Previous Table button, as appropriate. Once the desired payable has been selected, turn and hold the red key, then touch the Change Paytable button, which is located at the bottom of the screen. The new payable is now set.

This button selects the monetary value of a credit for this particular game. To change the credit value, turn and hold the red key, then touch the button. A keypad will pop up. Press clear, the new value (in pennies), and enter. Note that in the upper left corner of the keypad box, maximum and minimum credit values appear. Also note that the minimum bet increment will always be twice this amount.

This button sets the maximum amount of money that can be wagered in any one gameplay. To change the maximum bet value, turn and hold the red key, then touch the button. A key pad will pop up. Follow the same procedure as that described above for the Credit Value change. Again, maximum and minimum values are shown in the upper left corner of the keypad box.

This button sets the maximum number of times a player will be allowed to double up in the event of a win. To change this number, turn and hold the red key, then touch the button. The keypad will pop up. Press clear, enter the number of times double ups will be permitted, then enter.

When set to Blue, the Gamescreen background is blue. When set to Black, the background is black. Active buttons are a bright red, while inactive buttons are a dark red (See fig. 5.6.3).

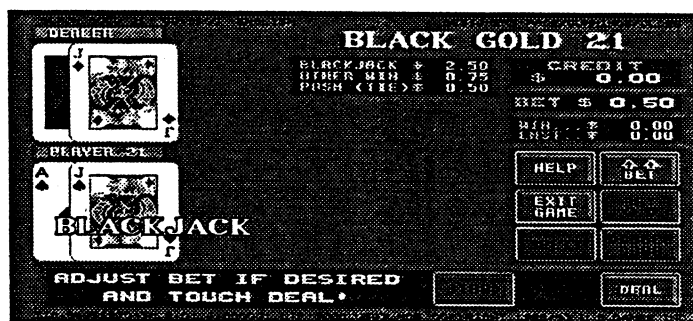


fig. 5.6.3

This button sets the deal speed. The slowest is zero, while the fastest is seven.



This button selects one of the graphics sets to be used on the cards for this Game. Examples are shown in figs. A.1-A.3.

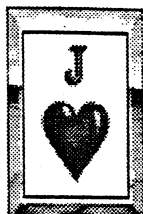


fig. A.1

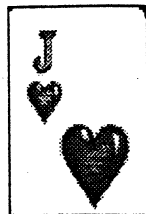


fig. A.2



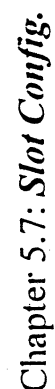
fig. A.3

The Gamestats display is shown in fig. 5.6.4. The left column shows the payable tier descriptions. The next column displays the return values for each tier.

* HAND *	PAYOUT	COUNT	PCT.
BLACKJACK	6	123	6.18%
OTHER WIN	1.5	108	5.54%
PUSH (TIE)	1	101	5.23%
NO WIN	0	182	9.11%

fig. 5.6.4

These are multiples of the credit value. The third column displays how many times each tier has been hit during the course of operation. The right-most column displays the occurrences as a function of percentage compared to all occurrences.

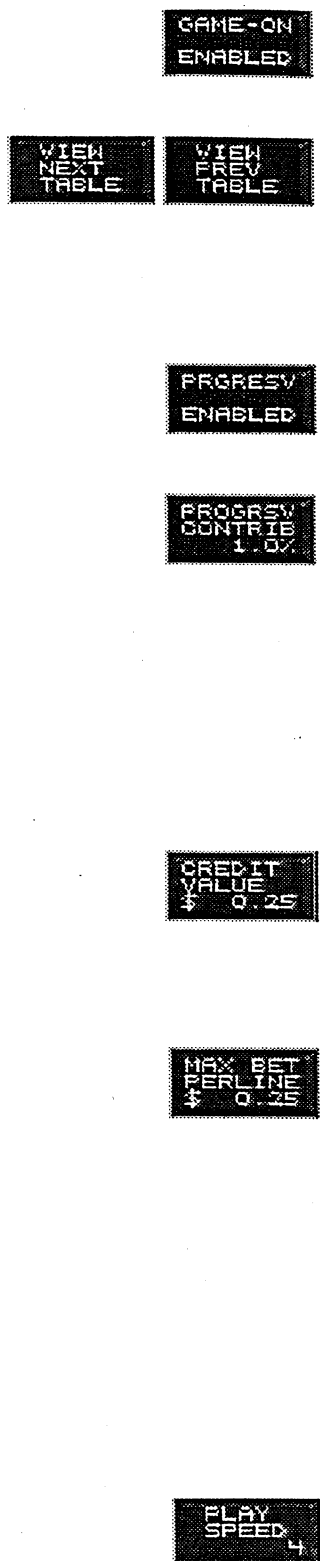


Software Reference

3 SECTION

[illegible]

Fig. 5.7.2 shows the Game Parameter Display Box. The first line shows the Game Name as it will appear on the Game Button in the Player Select Menu. The second line displays the progressive accumulator. This battery backed-up register will always retain and show the current value of the progressive. Line three shows the progressive base, or the value at which the progressive begins. Line four indicates the progressive limit, or the maximum value the progressive is allowed to attain in locations where a cap is desired. The fifth line shows the header label of the internal data file, which is also used on the Pot-O-Gold PAR Sheets. The sixth line shows the target payout percentage. Line eight is used to display the payout percentage of the preview payable, which is selected using the View Next and View Previous Table buttons, described later in this chapter. Finally, at the bottom of the box, the adjusted payout shows the base payout plus the progressive.



This button is used to manually enable or disable the game.

These buttons are used to view and select from among the paytables pre-stored for this game. To view the different paytables, touch the View Next Table or View Previous Table button, as appropriate. Once the desired paytable has been selected, turn and hold the red key, then touch the Change Paytable button. The new paytable is now set.

This button is used to enable or disable the progressive feature.

This button is used to set the percentage of the total cash played that will be contributed to the progressive. This setting is only relevant for Master machines. It is important to note that a slave may show a different value here than that set in the Master, but the Master truly controls the percentage. To change the percentage value on the Master, turn and hold the red key, then touch the progressive contribution % button. A keypad will pop up. Press clear, the new percentage desired, then enter. The keypad will disappear and the new percentage will be shown on the PRGRESV CONTRIB button. Progressive contributions can be as low as .2%, as high as 10% and anything in between in .2% increments.

This button selects the monetary value of a credit for this particular game. To change, turn and hold the red key, then touch the button. A keypad will pop up. Press clear, the new value (in pennies), and enter. Note that in the upper left corner of the keypad box, maximum and minimum credit values appear.

This button sets the maximum bet allowed per line (a player may bet on from one to eight lines). To change the line max bet value, turn and hold the red key, then touch the button. A key pad will pop up. Follow the same procedure as that described above for the Credit Value change. Again, maximum and minimum values are shown in the upper left corner of the keypad box. Note that the value set here will determine the progressive base, shown in the Game Parameter Display Box.

Once the progressive base, in addition to the paytable, has been set, there may be an incorrect value in the progressive accumulator. To rectify this, the progressive must be reset. To do this, turn and hold the red key, then hit the RESET PROGRESS button at the bottom of the screen. Resetting the progressive sets the accumulator to the base value.

This button sets the play speed. The slowest is zero, while the fastest is seven.

PATTERN				SINGLE LINE WINNERS			
PAYOUT	COUNT	PCT		PAYOUT	COUNT	PCT	
3 PAT 2-GOLD	2500	0.00		WATERMELON	200	0.00	1%
SILVER 7	1000	0.00		ORANGE	200	0.00	1%
STAR	750	0.00		PLUM	120	0.00	0.5%
BELL	500	0.00		LEMON	100	0.00	0.5%
TRIPLE BAR	200	0.00	1	ANY BAR	10	0.00	0.8%
DOUBLE BAR	150	0.00	0	3 CHERRY	8	0.00	1%
SINGLE BAR	100	0.00	0	1ST 2 CHERRY	4	0.00	0.8%
APPLE	60	0.00	0.1	1ST CHERRY	2	0.00	10.0%
BONUS SCREEN:	PATTERN	AVG PAY	COUNT PCT	TOTAL LINES: 3671			
	3 BONUS	40	32 0.9				

fig. 5.7.3

The Gamestats display is shown in fig. 5.7.3. The left column shows all the different winning patterns. The next column displays the payout for each pattern attained. The payout is in multiples of the credit value. The third column displays how many times each pattern has been hit during the course of operation. The fourth column displays the occurrences as a function of percentage compared to all occurrences.