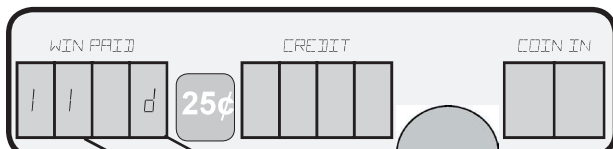


Machine Options

Machine options are set through Diagnostic Function #11, Game Optioning. Options cannot be changed during a game or when credits are available. Attempting to change options with credits will display **Err** in WIN PAID.

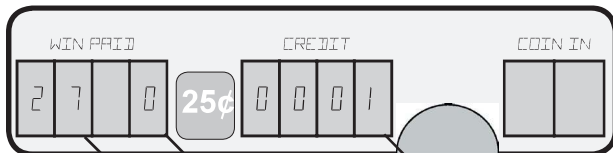
With the door open, press the TEST button until the Message Center displays **11 d** indicating Diagnostic Function #11 selected. The Message Center responds as follows:



The 11 in the WIN PAID display represents Diagnostic Function #11

The "d" in the WIN PAID display indicates a diagnostic function is accessed

The machine then cycles to the first option (see note), Option 27, and displays the current setting as follows:



The 27 in WIN PAID indicates Option 27 Bet Mode (refer to the Option table)

The "0" in WIN PAID indicates an option is accessed

The 0001 in CREDIT shows the machine is optioned for credit as the wager mode

Use the SPIN button to increment or the CHANGE button to decrement the numerical settings. Press and hold the buttons to rapidly advance to the setting.

To advance to the next option, use the PSEUDO COIN or BET MAX button. To review the previous option, use the BET ONE button.

Exit and save the options at any time by pressing the RESET button, TEST button, or by closing the door.



Note: If Market Code = 12, the MPU TEST button is inactive. A second key switch provides TEST functions.

#	Option	Setting	Description
27	Bet Mode	(0001) 0003	Credit game Coin to credit (Default if MC=16)
26	Rebet-Autospin	0000	No rebet, no autospin
		(0001)	No rebet, autospin at max wager
		0002	No rebet, autospin at max coins or wager
		0003	Rebet, no autospin
		0004	Rebet, autospin at max credits
0005	Rebet, autospin at max coins or credits		

#	Option	Setting	Description
09	Jackpot Bell	0000	No bell
		0001	Bell rings on all wins
		0002	Rings on wins of 20 or more
		0003	Rings on wins of 50 or more
		0004	Rings on wins of 100 or more
		0005	Rings on wins of 200 or more
		(0006)	Rings on wins causing lockup
10	Coin Denomination (Read-Only; Coin Denomination is set by DS2 Sw 1, 2, 3, and 4.)	0000	500
		0001	250
		0002	100
		0003	50
		0004	25
		0005	20
		0006	10
		0007	5
		0008	2
		0009	1
		0010	0.5
		0011	0.25
		0012	0.2
		0013	0.1
		0014	0.05
		0015	0.01
		0016	4
0017	2.5		
11	Change Coin/Credit	0000 (0001)	Coins from hopper Credits to CREDIT meter
02	Progressive Type	(0000)	Off — lockup JPS for awarding prizes
		0001	SPL — Serial Progressive Link
		0002	PPL — Parallel Progressive Link
		0003	MAPS® — Multi Area Progressive System
		0004	S/MPI — Serial/Multiplex Progressive Interface
		0005	MPI — Multiplex Progressive Interface
		0006	SAS® — Progressive V3.XX
		0007	OTT — Over the Top
0008	SAS® — Progressive V4.XX		
07	Number of External Game Jackpots	(0000)	None
		0001	One
		0002	Two
		0003	Three
		0004	Four
18	Jackpot 4 Signal	(0000)	Combination of 2 & 3
		0001	Combination of 1 & 2
		0002	Combination of 1 & 3
		0003	Combination of 1, 2, & 3
		0004	Discrete Serial (Mikohn®)
80	Test 2 & 10 Enable	(0000)	Off
		0001	Test 2 output to electromechanical meters, or Test 10, External Jackpot Signal.
01	Tournament Minutes	(0000)	Off
		0001-0099	Minutes for tournament
47	Attract Feature	0000	Off
		(0001)	On
38	Reel Stop Sound	(0000)	Sound from speaker
		0001	Handle solenoid click
48	Tower Configuration	(0000)	This Option has specialized settings. See page 2-18.
		0001-0007	
50Hi	Machine ID	(0000) 0000-9999	Upper four digits of 8-digit identification number.
50Lo	Machine ID	(0000) 0000-9999	Lower four digits of 8-digit identification number.
54	Coin Hopper Pay Amount	(0000) 0000-9999	Amount paid from hopper upon a lockup under the settings of 56 Credit Lockup and 51 Credit Limit.
56	Credit Collect Lockup	(0800) 0000-9999	Number of credits for a lockup upon any collect. Cannot be greater than Option 67, Maximum Voucher Pay. If MC=16, default is 4999.
62	Tournament Kitty	(0000) 0000-9999	Starting amount of credits for tournament operation.
63	Reset Prog. Amt. ((MC=3 or MC=4))	(0000) 0000-9999	Credits added to counter upon progressive jackpot reset.
78Lo	Machine Number	(0000) 0000-0032	S/MPI identification number (Must match progressive controller).

Machine Options (cont.)

#	Option	Setting	Description
78Hi	SAS® ID	(0000) 0001-9997 9998 9999	None SAS® 3.X, 4.X and 5.X / GRIPS Coin Free (MC=6) Non-Cashable Credits
04	Even Handpay - Collect Lockup	(0000) 0001 0002 0003 0004	Off Even Handpay by 10's Even Handpay by 100's Even Handpay by 1000's Machine Pays to Next 1.00
51	Credit Top Limit	(0800) 0000-9999	Maximum number of credits allowed on CREDIT meter. Follows Option 56 by default. If MC=16, default is 4999.
03	Tournament Seconds	(0000) 0001-0059	Seconds for Tournament
22*	Tokenization (All Markets Except 16, 27, and 30 - See Below)	(0000) 0001	Off 1.0 Token
	Second Coin Denomination (MC=16)	(0001) 0002 0003 0004 0005	1.0 Wager Coin (1:1) 0.50 Wager Coin (1:2) 0.20 Wager Coin (1:5) 0.10 Wager Coin (1:10) 0.05 Wager Coin (1:20)
	Tokenization (MC = 27)	0001 0002 0003	\$2 Token \$1 Token \$10 Token
	Tokenization (MC = 30)	0001 0002 0003 0004	\$2 Token \$5 Token \$10 Token \$100 Token
70 71 72	MAPS® Progressive Cabinet ID	0000	The ID can be represented as XXXXYYYYZZZZ where Option 70=XXXX, Option 71=YYYY and Option 72=ZZZZ.
58	Win Lockup	(0800) 0000-9999	Amount of win for a lockup. follows Option 56 by default. Must be greater than Option 57 SAS® Lockup if SAS® enabled. If MC=16, default is 4999.
06	Progressive Group ID	(0000) 0000-0255	SAS® Progressive V4.XX Group ID
57	SAS® Lockup (MC=6)	0800 (0000)- 9999	A win that is less than the setting of Option 58, Win Lockup, and greater than the setting of Option 57, SAS® Lockup, causes a win lockup that is released by the Host Accounting System. Option 90, Host Remote Jackpot Release, must be set to enable this option.
12	Win Lockup Credit Release	(0000) 0001-9999	Off Win lockup credits lower than the setting of Option 12 which are added to CREDIT meter by actuation of a second key switch.
90	Host Remote Jackpot Release	(0000) 0001	Off Lockups may be released by Host.
91	Host Queue	(0000) 0001	No Queue Multiple lockups queued for processing.
95	Voucher Denomination Mismatch	(0000) 0001	Redeemable vouchers must be evenly divisible by the machine's denomination to be accepted by the machine. Machine accepts all vouchers and prints a change voucher for odd amount.
73	Voucher Validation Level	0000 0001 0002 0003	Standard Host Enhanced Validation Host Secure Enhanced Validation Host System Validation
76	Voucher Receipt Enable	(0000) 0001	Printer dispensed only redeemable vouchers. Printer dispenses redeemable vouchers and informational receipts.

#	Option	Setting	Description		
61	Machine Directed Payment Configuration	(0001) 0002 0003	Hopper Only Printer Only Printer and Hopper		
81	Coin Acceptor Enable	0000 (0001)	No Coin Acceptor Coin Acceptor Enabled		
74	Voucher Expiration	0000 (0001)- 0255	No Expiration Days Before Voucher Expires		
	(MC=00)	0000 (0030)- 0255	No Expiration Days Before Voucher Expires		
64	Minimum Voucher Pay	8000 (0000)- 9999	Minimum credits paid by voucher.		
67	Maximum Voucher Pay	(8000) 0000-9999	Maximum credits paid by voucher.		
14	Even Voucher Pay	(0000) 0001 0002 0003 0004 0005 0006 0007 0008 0009 0010	Off Even Voucher Pay by 1.00 Even Voucher Pay by 2.00 Even Voucher Pay by 5.00 Even Voucher Pay by 10.00 Even Voucher Pay by 20.00 Even Voucher Pay by 50.00 Even Voucher Pay by 100.00 Even Voucher Pay by 200.00 Even Voucher Pay by 500.00 Even Voucher Pay by 1000.00		
		77A 77B 77C	Site Location Label	(0100) 00-FF	Allows the operator to enter three (3) lines of address to be printed on vouchers.
		08	Credit Snap	(0000) 0001	Wins added incrementally to CREDIT meter. Wins over 20 added as a sum to CREDIT meter.
		05	Even Handpay-Win Lockup	(0000) 0001 0002 0003 0004	Off Even Handpay by 10's Even Handpay by 100's Even Handpay by 1000's Machine Pays to Next 1.00
		20	Extra Coin	(0000) 0001	Extra coins returned to the player. Extra coins applied to wager for next game.
		68	Game Sounds	0000 (0001)	Disables ProSound™ Board I or II, and uses internal device for sound (re-play reelspin sounds) External ProSound I or II Board (regular reelspin sounds)
		23	GRIPS® Host	(0000) 0001	No GRIPS® Host, or MC=28 without AFT GRIPS Host (Also 78Hi>0000)
		92	SAS® Bonusing	(0000) 0001 0002 0003	Disabled SAS® 5.01 Bonusing Only AFT Bonusing Only Both SAS® 5.01 and AFT Bonusing
		98	Primary Host	(0000) 0001 0002	Host Disabled SAS® Host (Also 78Hi>0000) SDS® Host
		99	Secondary Host	(0000) 0001 0002	Host Disabled SAS® Host (Also 78Hi>0000) SDS® Host
69	Coin Acceptor	(0000) 0001	Coin Mechanisms, Inc. CC-16 IDX X-20 (Default if MC=16)		
19Hi	Asset Number	(0000)- 9999	Allows the operator to enter the upper four digits of the Asset Number.		
19Lo	Asset Number	(0000)- 9999	Allows the operator to enter the lower four digits of the Asset Number.		
17	Set SAS® Version	(0000) 0001	SAS® 5.01 SAS® 6.01		
93	Bank Meter Transfer (MC=16)	(0000) 0001	No transfer to bank meter. Transfers 2€ from bank to credit each time the TRANSFER button is pressed.		
75	Coins to Dispense (MC=16)	(0125) 0000-9999	Number of coins to dispense for diagnostic (Float Level).		

Machine Options (cont.)

#	Option	Setting	Description
29	AFT Registration	0000	Exit
		0001	Initiate AFT registration cycle
		0002	Cancel AFT registration
79	VLC Identification	0000- (4000)	The ID is represented by numbers 0000-4000, 4000 is the default. VLC Jurisdictions only.
24	Print Promotional/ Restricted Vouchers	(0000)	Disallow printing of Promotional/Restricted vouchers.
		0001	Allow printing of Promotional/Restricted vouchers.

* Option 22, Tokenization, is only displayed if DS 3, Switch 6 is in the OFF position.

Option Descriptions

01 Tournament Minutes

With additional hardware and specific software, the ProSlot® 6000 supports a variety of tournament operations. See Module 12, Tournament Operation for more information.

02 Progressive Type

Progressive operation is controlled by the interaction of Option 02, Progressive Type; Option 07, Number of Jackpots; Option 78Lo, Machine Number; and Option 18, Jackpot 4 Operation. Option 02 defines the protocol.

OFF (0000) no progressive jackpot.

Serial Progressive Link (0001) supports a bidirectional RS-232 serial link.

Parallel Progressive Interface Link (0002) supports discrete jackpot and total in signals through opto-isolators.

Multi-Area Progressive System (0003) supports a bidirectional RS-232 serial link for Bally Thrillions™. Once set, changing the option requires a SafeRAM™ Clear.

Serial Multiplexed Progressive Interface (0004) supports multiplexed jackpot and total in signals. The machine receives jackpot values through the RS-485 connection J14. Used for Game generated and Mystery Jackpots.

Multiplexed Progressive Interface (0005) is the same as setting 0004 without the connection at J14 for RS-485 return.

SAS® 3.x Host Progressive (0006) supports IGT's SAS® 3.x Host Progressive system.

Over the Top (0007) supports the OTT Bonusing feature.

SAS® 4.x Host Progressive (0008) supports IGT's SAS® 4.x Host Progressive system.

03 Tournament Seconds

The number of seconds for a tournament. Added to minutes set by Option 01. See Module 12, Tournament Operation.

04 Even Hand Pay—Collect Lockup

When enabled, Even Hand Pay allows a partial payment upon a Collect Lockup from a coin hopper to an even amount. The partial payment can be configured to even thousands, hundreds, or tens. Alternatively, it can pay to the next 1.00.

For example, a Collect Lockup of 12,924 with Option 54, Coin Hopper Pay Amount, set to 500 will result in the following:

Collect Lockup of 12,924 Coins			
Setting		Hopper Pay	Attendant Pay
0000	Off	500	12424
0001	Even 10's	504	12420
0002	Even 100's	524	12400
0003	Even 1000's	924	12000
0004	Next 1.00	Operation depends upon coin denomination setting of DS2.	

05 Even Hand Pay—Win Lockup

When enabled, Even Hand Pay allows a partial payment from the coin hopper upon a Win Lockup to an even amount. The partial payment can be configured to even thousands, hundreds, or tens. Alternatively, it can pay to the next 1.00 (see example for Option 04).

06 Progressive Group ID

Machine ID to support the SAS® v6.xx Host Progressive system.

07 Number of External Game Jackpots

The available jackpots are determined by the SMI. Option 07 specifies the number of jackpots available for a progressive.

08 Credit Snap

Wins can accumulate incrementally in the credit meter, or wins over 20 can quickly appear in the credit meter as one sum.

09 Jackpot Bell

Option 09 configures the operation of any available bell hardware.

10 Coin Denomination

Denomination is set once after a SafeRAM™ Clear by the switch positions of DS2 on the MPU board. The current selection is shown through Diagnostic Function #1, Model Information, or by Function #11, Option 10.

Machine Options (cont.)

11 Change Coin/Credit

Bill acceptor operation can be configured independently from the settings of Option 27, Bet Mode. The setting 0000 dispenses coins from the hopper for all accepted bills.

12 Win Lockup Credit Release

If supported, an Attendant may release a machine from a win lockup less than or equal to the Win Lockup Credit Release value and transfer the jackpot credits to the credit meter instead of canceling the credits and paying the Player in cash.

14 Even Voucher Pay

The machine can be configured to print redeemable vouchers in even values from 1.00 to 1,000.00.

17 Set SAS® Version

The machine can be set for SAS® Version 5.01 or 6.01.

18 Jackpot 4 Signal

The ProSlot® 6000 has only three discrete jackpot signals. If four jackpots are supported by the SMI, the settings of Option 18 determine how the fourth jackpot is represented.

The setting 0000 causes JP2 and JP3 to activate upon the fourth level jackpot. By the combination of JP2 and JP3 signals active simultaneously, JP4 can be inferred.

- 0001 is the same as setting 0000 using JP1 and JP2
- 0002 uses JP1 and JP3
- 0003 uses JP1, JP2, and JP3
- 0004 communicates the jackpot serially

19Hi / 19Lo Asset Number

An eight digit asset number is configurable. The first set of four numbers is entered into 19Hi, the second set of four numbers is entered into 19Lo.

20 Extra Coin

If coins accepted by the machine register in BET (see Option 27, Bet Mode), the machine may accept coins beyond the maximum wager for a game. These additional coins may be applied to the next game, or returned to the Player.



Note: A SafeRAM™ Clear is required to change Tokenization settings.

22 Tokenization (All markets except 16, 27, and 30)

With some versions of Mains, setting Option 27, Bet Mode, to 0003 (Coin to Credit) and Option 22 to 0001 sets the coin value at 1.00. The denomination of the machine as set by DS2 represents the value of each credit. For example, if DS2 is 0011 (.25), then each coin adds four credits. If DS2 is 0014 (.05), then each coin would add 20 credits.

Upon cashout, the credits decrease the number of credits appropriately for each coin paid. If there are fewer credits than the value of the coin, it is possible to have uncollectible credits remaining after a cashout.

ProSlot/ProVideo					
DIP Switch 3				Option Setting	Credits Added per Keypad Turn
SW1	SW2	SW3	SW4		
ON	ON	ON	ON	0000 (default)	1000
OFF	ON	ON	ON	0001	750
ON	OFF	ON	ON	0002	500
OFF	OFF	ON	ON	0003	400
ON	ON	OFF	ON	0004	300
OFF	ON	OFF	ON	0005	200
ON	OFF	OFF	ON	0006	100
OFF	OFF	OFF	ON	0007	90
ON	ON	ON	OFF	0008	80
OFF	ON	ON	OFF	0009	70
ON	OFF	ON	OFF	0010	60
OFF	OFF	ON	OFF	0011	50
ON	ON	OFF	OFF	0012	40
OFF	ON	OFF	OFF	0013	30
ON	OFF	OFF	OFF	0014	20
OFF	OFF	OFF	OFF	0015	10

Key-On Credits (Knock-Off) (International Main Programs only)



Note: If MC=16, Option 22 defaults to setting 0001.

If the optional hardware K-00694-0601 is installed, actuation of a key switch will remove all credits. Actuating the key switch while pressing CHANGE/SERVICE will add credits according to the machine's denomination as set by DS2.

22 Second Coin Denomination (MC=16, 27, and 30 ONLY)

If the machine's market code is 16, United Kingdom, or 30, Hong Kong, the ratio of credits per coin is set by Option #22, which can only be displayed if DS3, Switch 6 is in the OFF position.

Machine Options (cont.)

23 GRIPS® Host

The default setting is 0000, No GRIPS® Host. Enabling a GRIPS® Host requires this option and Option 78Hi to be set to 0001 or greater. If MC=28 and GRIPS® Host and without AFT, Option 23 must be set to 0000 and Option 78Hi to be set to 0001 or greater.

24 Print Promotional/Restricted Vouchers

The default setting is 0000, Disallow the printing of Promotional/Restricted Vouchers. This option communicates the machine whether or not to allow or disallow printing Promotional/Restricted Vouchers.

26 Rebet-Autospin

Rebet allows the Player to repeat the previous wager by pressing SPIN.

Autospin completes the game without waiting for the SPIN button to be pressed.

27 Bet Mode

The ProSlot® 6000™ provides two methods of accepting wagers:

- Credit
- Coin to credit

Credit (0001), where coins accepted appear in the credit in (bet) meter. Bill acceptor items, EFT transfers, and wins, appear in the credit meter.

Coin to credit (0003), where coins accepted, bill acceptor items, EFT transfers, and wins appear in the credit meter.

Note: 0003 is the only setting available if Market Code = 16 or 30, or Option 22, Tokenization, is set to 0001.

38 Reel Stop Sound

Each SMI includes digital audio accompaniment to many game functions. Option 38 allows selection of a *mechanical* sound for reel stops. The setting 0001 activates the handle release solenoid for each reel stop instead of a speaker sound.

47 Attract Feature

After a period of inactivity with no credits, feature lights will sequence. Option 47 turns the feature ON OR OFF.

48 Tower Configuration

The ProSlot® 6000 can support two-, three-, and four-tier towers. Except in markets where the tower operation is not selectable, the Operator can configure tower operation according to the

48 Tower Configuration (Cont.)

Tower Light Option table following.

Tower Lights Setting	Function	Tower Display
2-Light (0000)	Service Jackpot Tilts Door(s) Hopper Pay	Top Flashing Top Steady Bottom Flashing Bottom Steady Not Applicable
3-Light 0001	Service Jackpot Tilts Door(s) Hopper Pay	Bottom Flashing Top Flashing Top Steady Middle Steady Middle Flashing Not Applicable
4-Light 0002	Service Jackpot Tilts Door(s) Hopper Pay	Middle Flashing Top Steady Middle Flashing Bottom Steady Not Applicable
2-Light 0003	Service Jackpot Tilts Door(s) Hopper Pay	Top Flashing Top Steady Bottom Flashing Bottom Steady Top Steady
3-Light 0004	Service Jackpot Tilts Door(s) Hopper Pay	Bottom Flashing Top Flashing Middle Flashing Bottom Steady Not Applicable
3-Light 0005	Service Jackpot Tilts Door(s) Hopper Pay	Bottom Flashing Top Flashing Top Steady Middle Steady Middle Flashing Not Applicable
2-Light 0006	Service Jackpot Tilts Door(s) Hopper Pay Host Disabled	Top Steady Top Flashing Top Flashing Bottom Flash (or Fast Flash if Drop)* Not Applicable Top and Bottom Steady
2-Light 0007	Service Jackpot Tilts Door(s) Hopper Pay Host Disabled Administration	Top Steady Tom and Bottom Slow Flash Top Slow Flash Bottom Flash (or Fast Flash if Drop) Not Applicable Top and Bottom Steady Top Fast Flash

*Light Remains Illuminated until the Start of the Next Game.



NOTE: Tower configuration is not selectable if the factory option Data Vault™ is installed. In addition, the CHANGE/SERVICE light will flash at five second intervals to indicate an error condition.

50Hi, 50Lo Game ID

Eight-digit Operator-accessible identification field.

51 Credit Top Limit

The Credit Top Limit is the most credits the machine will allow. A win less than Option 58, Win Lockup Limit that causes the limit to be exceeded will instead be paid directly to the Player.

Machine Options (cont.)

54 Coin Hopper Pay Amount



NOTE: Option #54, Coin Hopper Pay Amount, must equal Option #56 for a partial payment from the hopper.

Maximum coins paid from the hopper upon a collect lockup. Remaining credits must be paid by an Attendant.

56 Credit Collect Lockup



NOTE: The value of Option 56, Credit Collect Lockup, cannot exceed the value of Option 67, Maximum Voucher Pay.

Value of credits if exceeded upon cashout that causes a win lockup. An Attendant must pay the difference of the remaining credits and Option 54, Coin Hopper Pay Amount.

57 SAS® Lockup

If MC=6 and Option 78Hi SAS®ID is 9999 or 9998, Option 57 is available. Any win greater than or equal to Option 57 and less than Option 58, Win Lockup, will cause a lockup. The WIN PAID portion of the Message Center alternates "SP (amount)" and "PD 0." Upon release of the lockup by the Attendant and a successful transfer of credits to the Player's card, the Message Center shows "PD (amount)" in WIN PAID.

58 Win Lockup



NOTE: Options 51 and 58 automatically follow Option 56 settings.

The number of credits for a single winning combination when exceeded to cause a collect lockup.

61 Machine Directed Payment Configuration

The machine can be configured for operation with a printer and coin hopper, or with either individually.

62 Tournament Kitty

Starting credits for tournament. See Module 12, Tournament Operation.

63 Reset Progressive Amount

Value in credits to add to a counter each time an external top jackpot award is won. The option is available only in markets 3 and 4.

64 Minimum Voucher Pay

The minimum value of a voucher can be established.

66 PRD Sound Enable

The PRD Sound Enable option setting is for top boxes equipped with separate sound capabilities. It should have PRD Sound disabled as this option can cause incompatibility between machine and top box sound.

67 Maximum Voucher Pay

The maximum value of a coupon or voucher can be established. The maximum voucher pay must be greater than Option 56, Credit Collect Lockup. Software safeguards against conflicting values.

Example: In a 25¢ machine, the default for Option 67 is 8000, and the default for Option 56, Credit Collect Lockup, is 800. Option 67 can be set to any value between 800 and 9999. If Option 67 decrements, once 800 was reached, the next decrement would be 9999 instead of 799.

Alternately, if Option 67 increments, once 9999 was reached, the next increment would be 800 instead of 0.

If Option 67 should need to be set to a value less than 800 (500 for example), Option 56 would need to be changed to 500 first, followed by Option 67 being changed to 500.

Machines with printers use Option 67 as Credit Collect Lockup. Option 56 determines the maximum number of credits as coins that will be dispensed by a hopper, if one is installed; and the Minimum Voucher Pay, overriding the setting of Option #64, Minimum Voucher Pay.

68 Game Sounds

Machines without external ProSound™ I or ProSound™ II sound boards must enable Game Sounds to prevent incompatibility between internally and externally driven sounds.

69 Coin Acceptor

Option 69 selects Coin Acceptor Type. Set it to 0000 for Coin Mechanism, Inc. CC-16 or 0001 for IDX X-20. All jurisdictions except United Kingdom (MC=16) default to 0000. When MC=16, Option 69 is forced to setting 0001. The coin acceptor device

| - Revised, || - New
ProSlot® 6000

Machine Options (cont.)

driver interprets coin credit and coin error pulse trains differently based on Option 69.

70, 71, 72 MAPS Progressive Cabinet ID

Bally Multi Area Progressive System (MAPS) requires a unique ID. Options 70, 71, and 72 are 12-digit numbers set four digits at a time.

73 Voucher Validation Level

0000 Standard—The voucher sequence number increments. An eight-digit validation number is calculated from the date and time. The information is logged in the validation buffer and indexed by the sequence number. The host is neither contacted for validation, nor is it notified in advance of the coupon or voucher being printed.

0001 Host Enhanced—The voucher sequence number increments. A 16-digit validation number is calculated from the machine validation ID and the voucher sequence. The information is reported to the host, and logged in the validation buffer indexed by the sequence number. If communication with the host is lost, the machine will operate until the validation buffer is full. Restoration of communication with the host and subsequent reduction of records in the validation buffer restores machine operation.

0002 Host Secure Enhanced—Similar to setting 0001, Host Enhanced, except that communication must be maintained at all times. If communication is lost during a cashout, the machine will lock up requiring an Attendant pay before disabling with a no communication (91-0) tilt.

0003 Host System—The host is contacted for a voucher validation number. Upon receipt of the validation number, the machine prints the voucher, increments the voucher sequence number, and stores the information in the validation buffer indexed by the sequence number.

74 Voucher Expiration

The period of time when vouchers can be redeemed can be configured.

75 Coins to Dispense

Option 75 Coins to Dispense sets the number of coins to eject from the hopper during Diagnostic Test #15, Hopper Dump.

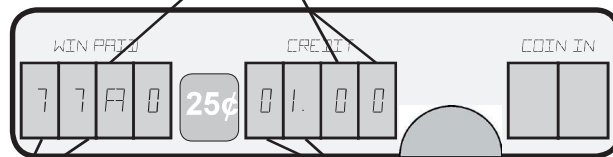
76 Voucher Receipt Enable

The printer can print informational receipts such as paid jackpots, as well as redeemable vouchers.

77 Site Location Label

The three lines of the address label are indicated as A, B, and C

The remaining two positions in CREDIT indicate the hexadecimal number of the printable ASCII character set, or 00



The 77 in the first two positions, and the 0 in the last position of WIN PAID indicate that Option 77 has been accessed

The first two positions in CREDIT indicate the character position in the address line (1-24)

A three-line address label can appear on each voucher. The information can be downloaded from a host, or entered manually through Option 77ABC.



NOTE: Navigation within an address line ends at a null entry (00).

Each line can have up to 24 characters. The characters are entered as a hexadecimal number of a printable ASCII character. The null character (00h) truncates the line at the point of entry, regardless of subsequent characters. This means that the Operator can blank the entire line by entering 00 in the first position without changing any of the remaining 23 characters.

Within the option, pressing COLLECT confines navigation to within the address line (BET MAX scrolls forward, BET ONE scrolls backward, SPIN increments value, CHANGE/SERVICE decrements value. Press COLLECT again to advance to the next line of address or the next option.

Hex	ASCII	Hex	ASCII	Hex	ASCII	Hex	ASCII
20	space	38	8	50	P	68	h
21	exclamation	39	9	51	Q	69	i
22	"quote	3A	:colon	52	R	6A	j
23	#	3B	;semicolon	53	S	6B	k
24	\$	3C	<	54	T	3C	l
25	%	3D	=	55	U	6D	m
26	&	3E	>	56	V	6E	n
27	'apostrophe	3F	?	57	W	6F	o
28	(40	@	58	X	70	p
29)	41	A	59	Y	71	q
2A	*asterick	42	B	5A	Z	72	r
2B	+	43	C	5B	[73	s
2C	,comma	44	D	5C	\	74	t
2D	-hyphen	45	E	5D]	75	u
2E	.period	46	F	5E	^circumflex	76	v
2F	/	47	G	5F	_underscore	77	w
30	0	48	H	60	grave	78	x
31	1	49	I	61	a	79	y
32	2	4A	J	62	b	7A	z
33	3	4B	K	63	c	7B	{
34	4	4C	L	64	d	7C	
35	5	4D	M	65	e	7D	}
36	6	4E	N	66	f	7E	~tilde
37	7	4F	O	67	g		

Hexadecimal numbers for ASCII printable characters.

Machine Options (cont.)

78Hi SAS® ID

SAS® 3.x, 4.x, 5.x or 6.x requires a setting—usually 0001. GRIPS® implementation of SAS® requires a setting of 9999.

If MC=06, SAS® includes an autoplay feature enabling a game to play without intervention. The coin and bill acceptors are disabled. Any activity at the machine or a command from the host will terminate autoplay.

If MC=6 and 78Hi=9999, the machine accepts coins and bills. If a Player's card is inserted, credits become non-cashable. A cashout transfers the credits to the Player's card.

If MC=6 and 78Hi=9998, the coin and bill acceptors are disabled until a Player's card is inserted. Credits are then transferred from the Host. A cashout transfers the credits to the Player's card.

78Lo Machine Number

S/MPI Identification Number. The setting must match the physical connection at the controller. See Module 7, Progressives, for more information.

79 VLC Identification

VLC Identification Number applies to the VLC jurisdictions only.

80 Test 2 and Test 10 Enable

Electromechanical meters are disabled during



Note: Option 80 is not available in Market Code 10.

diagnostics to preserve accounting information. In addition, external jackpot signals are disabled to prevent corruption of external progressive jackpots and false lockups. Option 80 overrides the feature to allow diagnostic testing of meter and jackpot outputs.

81 Coin Acceptor Enable

The coin acceptor can be disabled for coinless operation.

90 Host Remote Jackpot Release

If enabled, the host may release win lockups without a manual key switch actuation by an Attendant.

91 Host Queue

A queue can be enabled to ensure uninterrupted machine operation if the host is slow to respond.

92 SAS® Bonusing

SAS® Bonusing is a feature of the SAS® system that can provide additional awards to the Player. The default setting is 0000. Enabling SAS® Bonusing requires the setting to be changed to 0001 and Option 78Hi to be set to 0001 or greater.

93 Bank Meter Transfer

Option 93, Bank Meter Transfer, is only valid if MC=16. A Jackpot game is defined as one having a top payout of more than £25. If the Bank Meter Transfer option is set to 0001 and the game has a bank transfer button, then the Player may transfer £2 from the bank meter to the CREDIT meter each time the transfer button is pressed.

95 Voucher/Denomination Mismatch

A voucher presented to a machine for acceptance may not be evenly divisible by the machine's denomination. The setting determines whether a non-matching voucher is either rejected, or added to the credit meter and a redeemable voucher is given to the Player for the indivisible remainder.

98 Primary Host / 99 Secondary Host

A primary Host and secondary Host cannot both use the same protocol. A dual Host system must use a combination of SAS® (2.xx - 6.xx) and SDS®. Primary Host must be set prior to setting Secondary Host. Note: 78Hi still must be set.