



## **Program Summary Report: S-Plus Stepper Slot Version SP1048**

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### **COMPLETE SET OF SLOT GAME CHIPS**

- Game PROM** Programmable Read-Only Memory. The game program is stored on this PROM. The PROM is a 27C512 device, and the label indicates S-PLUS GAME, the version (SP1048), and the game type.
- Data PROM** The companion data PROM is a 27C64 device that identifies the reel-strip symbols and determines the game type, pay table values, progressive capability, number of reels, maximum bet, and whether the game is a multi-line game, multi-coin game, scattered pay, or buy-a-pay game. The label indicates S-PLUS REEL and the SS number that identifies the pay table.
- Set Chip** IGT utility program SET058 is required to enable/disable the bill acceptor, enable/disable the coupon capability or the SAS Electronic Funds Transfer (EFT) option, modify the denomination, and modify the standalone progressive option. SET076 can be used to set all options except the coupon capability and the SAS EFT options. For information about using the set chip, refer to the section of this PSR titled *Using the Set Chip*.

*NOTE: The EFT option and the coupon capability may not be approved in all jurisdictions. Contact your IGT representative for more information. A set chip that enables/disables the coupon capability will be released at a future date.*

### **GAME TYPES**

Type 0 (no special features), Type 1 (Slam Dunk, Balloon Bars, etc.), Type 4 (Spin 'Til You Win), and Type 5 (4th of July).

### **FEATURES AND CAPABILITIES**

- Bill Acceptor** Uses ID-023. Acceptable bill denominations are \$1, \$2, \$5, \$10, \$20, \$50, and \$100. Use the set chip to enable or disable the bill acceptor. If DIP switch 4 is on, the bills-to-hopper option is automatically enabled, and all inserted bills are paid from the hopper, regardless of the game's credit type. If DIP switch 4 is off, the operator can specify in self test how inserted bills are paid. Payment can follow the player-initiated credit type, it can be set to override the game's credit type and always pay cash only, or it can be set to override the player-initiated credit type and always pay credits only.
- Bill Rejection Feature** Bills are rejected if any of the following conditions occur: a \$5 bill is inserted and the game denomination is \$2, a \$50 bill is inserted and the game denomination is \$20, the game denomination is higher than the bill denomination, (in bills-to-credit mode) the credit value of the accepted bill plus any credits on the game exceeds the bill/coupon acceptor credit limit set in the self test mode, or (in bills-to-hopper mode) the coin/credit value of the accepted bill exceeds the hopper limit or bill/coupon acceptor credit limit.
- Coupon Transactions** To use this feature, the bill acceptor must be enabled and capable of accepting coupons and bills, the communication type must be Bally's

XMISER, and the machine must be connected to a game monitoring unit (GMU) that uses the XMISER protocol with coupon capability. Promotional (restricted) and cashable credit (unrestricted) coupons are accepted. When promotional and cashable credits are accumulated, the game wagers credits in the following order: (a) promotional coupon credits; (b) cashable coupon credits and credits from inserted bills; and (c) won credits. Coupons are rejected if the value of the coupon plus the credits accumulated on the credit meter exceeds the bill/coupon credit limit set in the self test mode. Coupons are also rejected if the credit option is set to the standard credit/noncredit mode. Coupon transactions and meters are displayed in the statistical data mode.

☆ *New*

Credit Limit

The game's credit limit is set in the self test mode. The maximum number of credits that can be accumulated through coupon or EFT transactions cannot exceed the game's credit limit.

Denomination  
Modifications

Requires the set chip. When the denomination is set to zero (none), the bill acceptor is disabled (if present), the game does not display progressive amounts, and all progressive wins cause the game to go to a hand-pay condition. The denomination can be set at \$0.01, \$0.05, \$0.10, \$0.25, \$0.50, \$1, \$2, \$5, \$10, \$20, \$25, \$50, \$100, or zero (none). If the coupon capability or the EFT option is selected (using the set chip), the denomination can also be set at \$500 or \$1,000.

Electronic Funds  
Transfer

To use this feature, the IGT SAS EFT system must be used; otherwise, the normal IGT SAS protocol functions but none of the EFT features work. Downloads are not accepted if they exceed the credit limit. Downloaded promotional credits are intended for game play only and cannot be uploaded or cashed. Promotional credits are wagered before any other accumulated credits. If any non-cashable credits are downloaded, all credits on the machine are considered non-cashable and can only be uploaded or played.

Hand-Pay Display

The hand-pay display option can be enabled or disabled in the self test mode. If enabled, the amount to be hand paid by an attendant is displayed in the Credits and the Winner Paid windows. This information alternates with the amounts normally displayed in these windows. The hand-pay amount contains leading zeros instead of blanks so that it can be identified easily. This information is displayed in the last games recall. The tilt error codes 3100 (for an extra coin out), and 3200 (for a coin-out tilt) appear in the alternating display if these conditions occur while the machine is in the hand-pay condition.

Information Systems  
Compatibility

SIS/SDS (SMART), Bally's serial SDS (XMISER), Wide Area Marketing Monitoring system (WAMM/CCOM), and IGT SAS with EFT capability.  
*NOTE: For route operations, it is strongly recommended that SAS be selected as the communication type.*

Mechanical Meters

Counts coins in, coins out, drop, jackpots x 10, canceled credits, and games played.

*★ New*

Power Reset  
Notification

When the power has been reset, the game flashes the Insert Coin lamp until the player plays one complete game.

Progressive  
Features/Displays

Nonprogressive; link or standalone progressive; single-level or double-level progressive; and an 8 x 8 progressive display.

*★ New:* Standalone progressive capability has been added.

*★ New*

Reduced Hopper Fills

To prevent the hopper from being emptied when a player cashes out a large number of credits, a credit limit, a hopper limit, and a jackpot limit can be specified in the self test mode. The game always attempts to direct a win to the credit meter, unless adding the win to the meter exceeds the credit limit. If the win cannot be applied to the credit meter, the game attempts to pay the win from the hopper. Wins and cash outs greater than the hopper limit create a hand-pay condition, as does any win that exceeds the jackpot limit. For example, if the jackpot limit is set to the coin/credit equivalent of \$1,200, the game will lock up for W2-G reporting, when needed. If the hopper limit is set to a low amount and the credit limit is set to a large amount, the player could accumulate a large number of credits, but hopper fills would be reduced because a large cash out would create a hand-pay condition.

Reel Reset

To indicate that the reels are not spinning and stopping for a new game, the reels stop in reverse order (5, 4, 3, 2, 1) when resetting. The reels also stop in reverse order when the last games recall function is entered.

Reel Stops

Capable of handling 512 stops per reel.

Reel Tilt

If a reel tilt occurs while the reels are spinning, the affected reel(s) spin very slowly, even with the door open, until the tilt is cleared. All reel tilts are treated as hard tilts and require an attendant to reset the machine. To reset a reel tilt that occurs during game play while the reels are spinning, the operator must open the main door, turn the jackpot reset key, and close the door.

*★ New:* All reel tilts are treated as hard tilts instead of soft tilts.

*★ New*

Service (Door-Just-Closed) Notification

The Coins Played lamp flashes from the time the door is closed until the end of one complete game.

Two-Stage Candle

The top level signifies tilt/change conditions; the bottom level signifies jackpot/door-open conditions. If the drop door is opened while the drop-door option is enabled, the door-open candle flashes at twice the normal door-open rate. If the game is disabled, both levels are lit.

*✕ Removed:* The door-open candle (bottom level) no longer continues to flash once the main door is closed. Instead, the door-open candle now returns to its previous game status prior to the door being opened (off, on, or flashing).

## CLEARING CMOS TILTS

### ★ New

The "61\_3" error code indicates that the game detects a hardware malfunction. To clear this tilt, open the door and press the self test switch for 2 to 3 seconds. When the switch is released, a "61\_1" error code appears in the Winner Paid window. To clear this condition, close the door and turn the jackpot reset key. CMOS memory is not cleared in this tilt condition.

## DIP SWITCH OPTIONS

The dual in-line package switch selection chart is located on the processor board tray. The options for this machine are: reel-spin sound (switch 3), bills-to-hopper enabled or bill acceptor payment set in self test (switch 4), progressive enable/disable (switch 5), high/low progressive (switch 6), and double or single progressive (switch 7). DIP switches 1, 2, and 8 have no function in this version. The DIP switch configuration is displayed in the self test mode. DIP switch changes do not take effect when credits are accumulated; the changes are recognized when credits are reduced to zero.

✕ *Removed:* DIP switches 1 and 2 to specify the hopper limit.

### ★ New

## USING THE SET CHIP

The coupon capability, EFT, and standalone progressive options cannot be modified with the set chip until some self test parameters are set. Prior to installing the set chip, install the game chip and enter the self test mode. For coupon capability, enter the accounting system communication type page and select Bally's XMISER. For EFT capability, select IGT SAS, then enter the SAS communication address page and select a non-zero address. For the standalone progressive option, set the DIP switches to the proper positions, enter the progressive options self test page, and specify at least one level as standalone progressive. Install the set chip.

Press the self test switch to step through the set chip option pages.

*NOTE: After any change has been made, save the option(s) by stepping through to the last page and exiting.*

Bill Acceptor Enable/  
Disable Option <0> [9]

Enables/disables the bill acceptor. Options are enabled {1} or disabled {0}. To change this option, press the Spin Reels player switch.

Coupon Capability or  
SAS EFT Option <0> [11]

If the communication type is XMISER, this page determines whether the coupon capability is enabled {1}, or disabled {0}. If the communication type is SAS, this page determines whether SAS EFT is enabled {1}, or disabled {0}. To change this option, press the Spin Reels player switch.

Denomination  
Selection <6>

Allows the operator to specify the game denomination. Winner Paid window = denominations greater than \$50. Credits window = denomination in cents. Press the Spin Reels player switch to step through denominations.

### ★ New

Standalone Progressive  
Setup <9>

This setup is only displayed if at least one progressive level is specified as standalone. Press the self test switch to advance from one standalone parameter to the next. To select the digit to be changed, turn the jackpot

reset key. Press the Spin Reels player switch to increment the value of the currently selected digit. Press the self test switch to save selected parameters. Upper portion of progressive display unit = amounts and data for the primary standalone progressive award. Lower portion of progressive display unit = amounts and data for the secondary standalone progressive award. Primary-level parameters are progressive reset amount [1], maximum progressive amount [2], progressive percentage [3], and current progressive amount [4]. Secondary level parameters are progressive reset amount [5], maximum progressive amount [6], progressive percentage [7], and current progressive amount [8].

## SELF TEST MODE

Pressing the self test switch “pages” forward through the self test mode. To move through the options pages within page zero <0>, turn the jackpot reset key. To change settings within an options page, press the Spin Reels player switch. To increment digits in the pages following page zero, turn the jackpot reset key. During a tilt condition or while credits are accumulated, only the WAMM/CCOM machine address and bill acceptor tilt mode can be selected or altered. The numbers appearing below enclosed in < > represent the self test page number, [ ] represent the option number, and { } represent the setting. The self test pages appear in the order listed below.

⌘ *Removed:* Bet One Credit player switch to page forward. Play Max Credits player switch to page backward.

Accounting System

Communication Type

Determines the communication type on channel A (DCS port). Options are none {0}, Bally’s serial SDS (XMISER) {1}, or IGT SAS (Standard and EFT) {2}.

SAS Communication

Address <0>

This page is displayed only if the communication type is SAS. When using the SAS protocol, a machine address is required to distinguish one machine from another. The valid address range is {001} to {127}.

*NOTE: SAS is not enabled if the address is zero.*

WAMM/CCOM Address <0>

WAMM/CCOM is always installed on channel B (printer port). This page allows the setting of the CCOM address. The valid address range is {00} to {63}. Once a valid address is selected, the new value must be saved by pressing the Change switch. A tone sounds when the new address is accepted.

Player-Selectable

Credit <0> [5]

Options are standard credit or noncredit {0}, player-initiated credit {1} and player-initiated noncredit {2}. The player-initiated credit option defaults to the noncredit mode when the credit meter remains at zero for more than 30 seconds, or when any accumulated credits are cashed out. The player-initiated noncredit option defaults to the credit mode if (a) the game is idle for 30 seconds, and it remains in the credit mode when credits are cashed out, and (b) coupon credits are accumulated. If set to {0}, coupons are not accepted.

Mechanical Bell <0> [6]

Options are ring on hand pays only {0} or ring on all pays {1}.

Drop-Door Switch  
Enable/Disable <0> [7]

This page is always displayed, but it can only be programmed if there is no communication on channel A or if the communication type is XMISER. (The drop-door option is automatically enabled with SAS communications.) Options are enabled {1} or disabled {0}. If enabled, opening the drop (cash) door causes the door-open candle to flash at twice the door-open rate, and the number of times the drop door is opened is displayed in the statistical data mode.

Bill Acceptor Pay  
Mode <0> [8]

This option can be changed only if DIP switch 4 is off. Changes to this option are ignored when the credit type is noncredit. The options are pay coins from the hopper {2}, convert bills to credits {1}, or follow the player-initiated credit {0}. If set to follow the player-initiated credit, bills are converted to credits if the player has selected the credit mode, or paid from the hopper if the player has selected the noncredit mode.

Bill Acceptor Enabled/  
Disabled Display <0> [9]

Indicates whether the bill acceptor is enabled {1} or disabled {0}. The set chip is required to enable and disable the bill acceptor.

Extra Coins-In  
Option <0> [10]

Determines how to handle the extra coins that are received after the maximum bet is reached. Options are pay from the hopper {0} or automatically apply toward the next game {1}.

Coupon or EFT Enable/  
Disable Display <0> [11]

Indicates whether the coupon capability/EFT is enabled {1} or disabled {0}.

Hand-Pay Display  
Option <0> [13]

Options are enabled {1} or disabled {0}. If enabled, the hand-pay amount is displayed when the game goes into a hand-pay condition.

Bill Acceptor Tilt  
Mode Selection <0> [16]

This option can be changed only if the bill acceptor is enabled. Determines how bill acceptor tilts are handled. If set to no tilt {0}, game play continues. If set to soft tilt {1}, game play continues and the tilt lamp flashes until the tilt is cleared. Soft tilts can be cleared by a valid bill transaction, by closing the door, by entering the self test mode, by entering the display meters function in the statistical data mode, or by playing door-open games. If set to hard tilt {2}, the bill acceptor is disabled, game play halts, and the tilt lamp flashes until the tilt is cleared. Hard tilts are cleared by opening and closing the main door.

Country Code <0> [30]

Determines the country code associated with the bill acceptor. Options are United States {37} or Canada {7}.

## ★ New

Progressive Option  
Selection <0> [31]

This page is displayed only if DIP switch 5 is set for progressive (on position). Determines the type of progressive for the primary level. If DIP switch 7 is set for double-level progressive (on position), the secondary level also can be set in this page. The options are: both levels link progressive {01}, primary-level link progressive, secondary-level standalone progressive {02}, both levels standalone progressive {03}, and primary-level standalone progressive, secondary-level link progressive {04}.

*NOTE: Standalone progressive options must be enabled to set up standalone progressive parameters with the set chip. Standalone progressive data are displayed in page 9 of the self test mode.*

Partial Pay on Top  
Award Option <0> [34]

Determines whether a partial pay is made when the top award is hit. Options are enabled {1} or disabled {0}. If enabled, the amount paid is set in the partial pay amount page. If disabled, the entire top award amount must be hand paid.

Max Bet Autospin  
Option <0> [39]

Determines whether the reels spin automatically when the maximum bet is reached or when the Play Max Credits player switch is pressed. Options are disabled {0} and enabled {1}.

DIP Switch Configuration  
Display <0>

Displays whether the processor board DIP switches are on {1} or off {0}. The status of DIP switches 1 through 4 appears in the Winner Paid window, and the status of DIP switches 5 through 8 appears in the Credits window.

Input Tests <1>

Allows testing of machine inputs. The Winner Paid window indicates the input number and whether it is active {1} or inactive {0}. The input numbers are:

10	Coin in A	24	Reel mechanism
11	Coin in B	25	Self test switch
12	Coin in C	26	(Reserved)
13	Door closed	27	Bill acceptor
14	Hopper coin out	30	(Reserved)
15	Hopper weight	31	Drop door
16	Handle/Spin switch	32-	(Reserved)
		37	
17	Jackpot reset key	40	Reel #1
20	Bet One Credit	41	Reel #2
21	Play Max Credits	42	Reel #3
22	Cash Out	43	Reel #4
23	Change light	44	Reel #5

## Output Tests &lt;2&gt;

Allows testing of machine outputs. The Winner Paid window indicates the output number and whether it is active {1} or inactive {0}. The output numbers are:

10	Coin drop meter	27	(Reserved)
11	Coin out meter	31	Change candle lamp
12	Coin in meter	32	(Reserved)
13	B switch for SDS	33	Diverter
14	Hopper drive #2	34	Coin lockout
15	Stepper motor direction	35	Hopper drive #1
16	Mechanical bell	36	Payline lamp #1
17	Canceled credits meter	37	Payline lamp #2
20	Payline light #3	40	Stepper motor power
21	Payline light #4	41	Insert coin lamp
22	Payline light #5	42	Coin accepted lamp
23	Payline light #6	43	(Reserved)
24	Door optics transmitter	44	Play Max Credits lamp
25	(Reserved)	45	Bet One Credit lamp
26	Bill acceptor	46	Cash Out lamp

## Sound Test

Winner Paid window = 50. Tests sounds (coin insertion, maximum coins in, etc.).

## Song Test

This page is displayed only if the game is Type 4 or Type 5. Activates songs and allows selection of the song played during the Spin 'Til You Win and 4th of July modes. Turn the jackpot reset key to select and play a song. Press the self test switch to save the selection.

## Display Test &lt;8&gt;

Tests illumination on the player digital display and verifies that the digital display is receiving correct signals from the processor board.

## Hopper Test &lt;3&gt;

Tests the hopper operation by paying out ten coins. Turn the jackpot reset key to enter the hopper test.



Pay Table Test <4>	<p>The game type (0, 1, 4, or 5) and the first two digits of the reel-strip number are alternately displayed in the Winner Paid window. The version number and the last four digits of the reel-strip number are alternately displayed in the Credits window. To enter the pay table test, turn the jackpot reset key. To test pay table values, the physical stops for all the reels must be entered. To input and increment the physical stop, press the Spin Reels player switch. Winner Paid window = physical stop. Credits window = reel number. To select the next reel, turn the jackpot reset key. After selecting the physical stop for the last reel, turn the jackpot reset key to spin the reels to the entered physical stops. After the reels stop, the pay amount for the reel combination is displayed in the Winner Paid and Credits windows, and it alternates with the number of coins bet in the Winner Paid window. To view all award amounts, from one coin wagered up to the max bet, press the Spin Reels player switch.</p> <p>✧ <i>New:</i> Entering physical stops for all reels. Use of jackpot reset key to enter this test. Six-digit reel-strip numbers (previously four).</p>
Reel-Strip Test <5>	<p>Allows the operator to view the upper and lower virtual limits for all the reels by inputting the physical stops. Turn the jackpot reset key to enter the reel-strip test. To operate the reel-strip test, the physical stops for all the reels must be entered. To input and increment the physical stop, press the Spin Reels player switch. Winner Paid window = physical stop. Credits window = reel number. To select the next reel, turn the jackpot reset key. After selecting the physical stop for the last reel, turn the jackpot reset key to spin the reels to the entered physical stops. Winner Paid window = lower virtual limit. Credits window = upper virtual limit. The virtual limits alternate with the reel number. To view the next reel, press the Spin Reels player switch.</p> <p>✧ <i>New:</i> Entering physical stops for all reels.</p>
Denomination Display <6>	<p>Displays the current denomination. The set chip is required to change the denomination.</p> <p>✧ <i>Removed:</i> Setting the denomination in the self test mode.</p>
✧ <i>New</i> Hopper Limit <7> [1]	<p>Determines when hand pays and hopper pays occur.</p>
✧ <i>New</i> Jackpot Limit <7> [2]	<p>Any single win over this limit causes the machine to go to a hand-pay condition.</p>
✧ <i>New</i> Credit Limit <7> [3]	<p>Determines the maximum number of credits that can be accumulated.</p>
Bill/Coupon Acceptor Credit Limit <7>	<p>Determines the maximum amount of credits that can be accumulated before the game stops accepting bills and coupons.</p> <p>✧ <i>New:</i> This limit is now limited to \$2,500 or the credit limit (previously \$2,500 or the hopper limit).</p>

Partial Pay Amount <8>

Determines the number of coins paid from the hopper when a jackpot is hit, before a hand-pay condition occurs. If the selected value exceeds the hopper or jackpot limit, the game automatically resets it to zero.

☆ *New*: Cannot exceed jackpot limit.

☆ *New*

Standalone Progressive #1

Display <9>

This page is displayed only if the primary level is specified as standalone in the progressive option selection page and the primary progressive parameters are set with the set chip. Winner Paid window = primary-level parameter number. Upper portion of progressive display unit = amounts and data for the primary standalone progressive award.

☆ *New*

Standalone Progressive #2

Display <9>

This page is displayed only if the secondary level is specified as standalone in the progressive option selection page and the secondary progressive parameters are set with the set chip. Winner Paid window = secondary-level parameter number. Lower portion of progressive display unit = amounts and data for the secondary standalone progressive award.

Link Progressive Display <9>

This page is displayed only if DIP switch 5 is set for progressive (on position) and at least one level is specified as link in the progressive option selection page. Credits window = how many link levels are enabled {1} or {2}. Press the Spin Reels player switch to display link progressive information. Coins Played window = link progressive level 1 or 2. The external progressive display units show the link progressive amounts. The Winner Paid and Credits windows also display the link progressive amounts.

Rejected Bill Limit <11>

Determines the number of times bills can be rejected before the change lamp is switched on. The range is 0 to 99. If set to 0, the change lamp is not affected by rejected bills.

Out of Service Page <90>

If enabled {1}, this function renders the machine inoperative without turning the power off. To enable, close the main door while in this page. To disable, perform the following steps: open the main door; press the self test switch to enter the out of service mode page; then exit this self test page by pressing the Spin Reels player switch.

## STATISTICAL DATA MODE

Turn the jackpot reset key clockwise to enter the statistical data mode. Turn the jackpot reset key to move forward from one function to the next.

⌘ *Removed*: Bet One Credit player switch or Change switch to page forward. Play Max Credits player switch to page backward.

★ *New***WAMM/CCOM Address Display <blank>**

Turn the jackpot reset key while the machine is in the idle mode. Winner Paid window = WAMM/CCOM machine address that was set in the self test mode.

**Display Meters Function <1>**

Coins Played = 1. Winner Paid = Group number, alternating with the first four digits of the meter value. Credits = Meter number, alternating with the last four digits of the meter value. Press the Spin Reels player switch to display the first meter in a group and to page through meters within a group. Turn the jackpot reset key to advance from one group to the next (and to the next page of this mode). The groups and meters appear in the following order:

**Master Money Accounting <1>**

01 Coins in (total wagers)  
 02 Coins out  
 03 Drop (bill/coin)  
 04 Drop (coin)  
 05 Canceled credits (hand-paid cash out amount in coins)  
 06 Amount of jackpots in coins  
 07 Physical coins inserted  
 08 Coins dispensed by the hopper  
 09 Credits played  
 10 Credits won  
 11 Credits paid

**Period Bill Accounting <5>**

01 \$1 bills accepted since last meter reset  
 02 \$2 bills accepted since last meter reset  
 03 \$5 bills accepted since last meter reset  
 04 \$10 bills accepted since last meter reset  
 05 \$20 bills accepted since last meter reset  
 06 \$50 bills accepted since last meter reset  
 07 \$100 bill accepted since last meter reset  
 08 Bills accepted since last meter reset  
 09 Coins or credits dispensed for bills since last meter reset  
 10 Dollar value of all bills accepted since last meter reset

**Master Statistics Accounting <2>**

01 Games played  
 02 Games won  
 03 Games lost  
 04-13 Games played with from 1 to 10 coins in (number of coins in depends on options)

**Security Accounting <6>**

01 Games played since last main door closed  
 02 Games played since last power up  
 03 Door opens  
 04 Coin drop door opens

**Master Bill Accounting <3>**

01 \$1 bills accepted  
 02 \$2 bills accepted  
 03 \$5 bills accepted  
 04 \$10 bills accepted  
 05 \$20 bills accepted  
 06 \$50 bills accepted  
 07 \$100 bills accepted  
 08 Bills accepted  
 09 Coins or credits dispensed for bills  
 10 Dollar value of bills accepted  
 11 Bill acceptor cash box removed  
 12 Bill acceptor cash box full

**Error Accounting <7>**

01 Coin-in tilts  
 02 Hopper-empty tilts  
 03 Coin-out tilts  
 04 Power resets  
 05 Processor board battery tilts  
 06 Reel #1 tilts  
 07 Reel #2 tilts  
 08 Reel #3 tilts  
 09 Reel #4 tilts  
 10 Reel #5 tilts  
 11 Reel mechanism tilts  
 12 Bill acceptor stacker jams  
 13 Bill acceptor hardware tilts  
 14 Bill acceptor reverse bills

**Master EFT Accounting <4>**

01 Cashable credits downloaded  
 02 Non-cashable credits downloaded  
 03 Promotional credits downloaded  
 04 Credits cashed out to the system

**Progressive Accounting <8>**

01 Total progressive hits  
 02 (Reserved)

- 03 Primary progressive hits
- 04 Secondary progressive hits

#### **Last 10 Games Recall Function <2>:**

Pressing the Spin Reels player switch causes the reels to spin and stop, in reverse (5, 4, 3, 2, 1) order, to the position of the previous game, beginning with the most recent game. Winner Paid = the number and the virtual position of the reel before any "nudging" is done. Credits = game being displayed. If the game is Type 1, the Credits window also indicates the number and physical position of the reel after any nudging is done. If the game is Type 4 or Type 5, the Credits window also indicates either 0 (standard game) or 1 (free spin). After the last reel has been displayed, the Coins Played, Winner Paid, and Credits windows contain their normal information for the last game. The hand-pay information is also displayed during the last games recall if the hand-pay display option is enabled and a hand pay occurred.

After the above game information is displayed, pressing the Spin Reels player switch causes additional information to be displayed. If cash outs occurred, Winner Paid = last cash out amount. Credits = total cash out amount since the end of this game (additional cash outs can occur from EFT downloads and using the machine to change a bill after it has been added to the credit meter). If cash outs did not occur, this page is not displayed.

Press the Spin Reels player switch to cause the reels spin to the positions of the previous game.

★ *New:* The number of games recalled has increased from five to 10. Last and total cash out information.

#### **Bill Acceptor Transaction <9>:**

All LED displays show 9 until the Spin Reels player switch is pressed. Coins Played = last bill transaction 1 (most recent) through 5 (oldest). Winner Paid = number of coins dispensed or credits given, beginning with the most recent transaction. Credits = bill denomination.

#### **IGT Service Utility Information <3>:**

Coins Played = 3.

#### **Progressive Jackpot Recall <4>:**

Winner Paid = a number from 50 to 1. The progressive display shows the amount won, beginning with the most recent jackpot awarded.

#### **Electronic Funds Transfer (EFT) Transaction <5> through <9>:**

Turn the jackpot reset key to view each category; press the Spin Reels player switch to view the last five transactions within each category. The category is displayed in the Coins Played window: 5 = downloaded non-cashable credits, 6 = downloaded cashable credits, 7 = downloaded promotional credits, 8 = cash outs to the system, 9 = forced cash outs to the hopper. The far left digit in the Winner Paid window = 1 (acknowledgment received, transaction processed) or 0 (no acknowledgment, transaction not processed). The far right digits in the Winner Paid window indicate the transaction status: 00 = successfully completed, 01 = no game denomination set, 03 = downloaded credit not a multiple of game denomination, 04 = downloaded credit exceeds credit limit. The Winner Paid window also alternately displays the transaction number. The Credits window = number of credits transferred, alternating with the transaction reference number; 1 represents the most recent transaction and 5 represents the oldest.

#### **Clearing Resettable Bill Meters <10>:**

The resettable bill meters keep a count of the bill acceptor transactions since the last time the meter was cleared. If any of the resettable bill meters is not equal to zero, {8888} is displayed in both the Credits

and Winner Paid windows. Press the Spin Reels player switch to clear the resettable meters. {0000} is displayed in the Credits and Winner Paid windows when the meters are cleared.

### **Coupon Credits (or EFT) Meters Breakdown <12>:**

If the coupon capability is enabled, this page displays coupon credit meters. If EFT is enabled, this page displays EFT meters. If the main door is open, this function is not available for viewing. Pressing the Spin Reels player switch advances through the two coupon credits (or EFT) meters. If the Coins Played window = 1, the Credits window = promotional credits. If the Coins Played window = 2, the Credits window = buffered credits (bill transactions, cashable downloads, and non-cashable downloads through EFT).

### **Cumulative Coupon Capability Meters <17>**

Press the Spin Reels player switch to view each category. The category is displayed in the Coins Played window:

- 1 Total number of coupons accepted
- 2 Total number of cashable coupon credits
- 3 Total number of non-cashable coupon credits
- 4 Dollar value of cashable coupon credits
- 5 Dollar value of non-cashable coupon credits
- 6 Total dollar value of coupon credits (cashable and non-cashable)

### **Last 5 Coupon Transactions <18>**

Press the Spin Reels player switch to display the last five coupon transactions. Coins Played = 1 (most recent) through 5 (oldest). Winner Paid = number of coupon credits. The Credits window indicates the type of coupon transaction: 0 = no coupon transaction, 1 = promotional coupon credits, or 2 = cashable coupon credits.

### **REFERENCES**

Refer to the appropriate IGT publication for detailed information about S-Plus software and error resolutions: *Game Software -- S-Plus Products* p/n 821-206-0x, *Troubleshooting -- Game Machines* p/n 821-283-0x, or *S-Plus Diagnostic Card Set* p/n 821-154-0x. Refer to the Reel-Strip Listing for exact pay table information and symbol alignment on each reel. For CVT information, refer to *EZ Route CVT Operator's Guide* p/n 821-249-0x.

For additional information or to order manuals, contact IGT Customer Service, 9295 Prototype Drive, Reno, Nevada, (USA) 89511-8986; telephone 775-448-0364, between 8 a.m. and 4 p.m. PST; FAX 775-448-0675.

For viewing and downloading technical information, access the online Product Information Network at 800-448-1221.

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