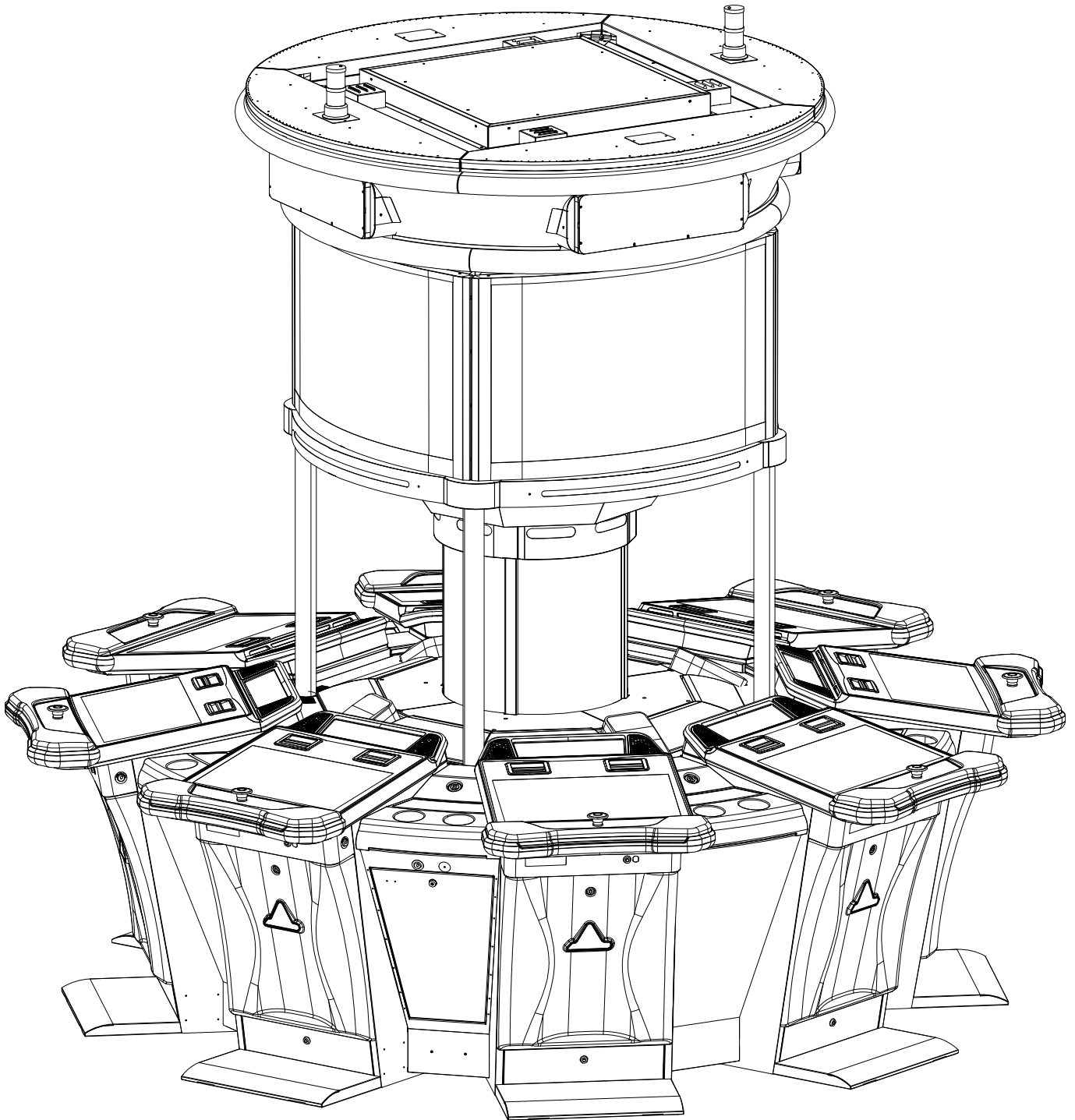


# DRAGON SIC BO



## Important notice

### **ATTENTION!**

It is necessary to periodically clean the Wheel Bank, Dice Field etc., according to the prescribed procedure.

It is also strongly recommended to replace the Ball (for Roulette), Clapper (pointer for Big Wheel or Wheel of Wealth) and Dice (for Sic Bo and Craps) if these items are suspected to have developed any abrasions or damage, and to replace these items when their defined usage period has expired.

Furthermore, if abnormal behavior of the machine is observed despite adherence to the prescribed maintenance procedures previously described, please immediately contact the Customer Technical Support or your Sales Representative/Representative Agent. Please notice that failure to adhere to the aforementioned prescribed procedures could result in machine trouble that may not be covered under the conditions of the guarantee.

For any questions regarding maintenance, machine check-up, or the expendable replacement parts, please contact the Customer Technical Support or your Sales Representative/Representative Agent in your area.

### **重要通知**

Wheel Bank、Dice Field 等部件需要按照指定方法定期的进行清理。

除了因为磨损或者损坏进行更换以外，我们也非常建议您在使用了超出规定时间后，定期的更换小球(轮盘)，拍板，骰子(骰宝，花旗骰)等部件。

并且，当进行上述维护步骤时如果游戏机有任何异常时，请迅速与我们的营销人员，服务窗口，供应商取得联系。如果没有按照上述规定的步骤而引起游戏机发生任何的故障问题，不包含在保修之内。请见谅。

关于本公司游戏机的整備，点检以及消化品的交换，如果您有任何疑问，请联系我们的销售人员，服务窗口或者您所在区域的代理商。

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## General Information

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### Introduction

This manual is intended to provide information regarding machine operation for operators, owners, and qualified maintenance/service personnel.

It is strongly recommended that this manual be read thoroughly before starting up the machine. Please keep this manual at hand to be used whenever necessary.

### Technical Support

INTERBLOCK Luxury Gaming Products d.d., INTERBLOCK ASIA PACIFIC Pty Ltd, INTERBLOCK CASINO PRODUCTS CANADA Inc., INTERBLOCK ASIA PACIFIC Pty Ltd, INTERBLOCK USA L.C. are all dedicated to providing high quality service and maintenance. Please feel free to contact your local distributor office at any time. (See back page for contact listings)

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This manual may be subject to change without prior notice.

## Safety Instructions

### Definition of Safety Vocabulary

The words DANGER, WARNING, and CAUTION are used in this manual to indicate hazard levels.

#### **DANGER!**

The DANGER mark warns of immediate hazards, which WILL result in severe personnel injury or death.

#### **WARNING!**

The WARNING mark warns of immediate hazards, which may result in severe personnel injury or death.

#### **CAUTION!**

The CAUTION mark warns of hazards or unsafe practices, which may result in minor personnel injury or product/property damage.

#### **CALL SERVICE IMMEDIATERY!**

This message implies that the operator is recommended to contact the Customer Technical Support. (See back page for contact listings.)

#### **NOTE:**

The NOTE mark brings to attention important operation points.

## Installation

### **WARNING!**

To prevent an accident or a fire;

- ◇ Install the machine on flat, stable, well-constructed floor.
- ◇ Keep the machine away from direct sunlight.
- ◇ Keep the machine away from dust.
- ◇ Keep the machine away from water and other liquids.
- ◇ Do not install the machine outdoors.
- ◇ Keep the machine away from vibration.
- ◇ Keep the machine away from dangerous articles.
- ◇ Keep the machine away from disaster prevention facilities. (e.g. emergency exits/stairs, fire hydrants, fire extinguishers)
- ◇ **If the Projector is installed, please use the machine in an ambient with a temperature below 30°C. If the ambient temperature exceeds 30°C, the security function of the Projector may put it into a light off status.**

## Replacement of Lithium Batteries

### **CAUTION!**

Risk of Explosion.

When exchanging the lithium batteries, use an officially provided lithium battery.

Risk of Explosion if lithium battery is Replaced by an Incorrect type.

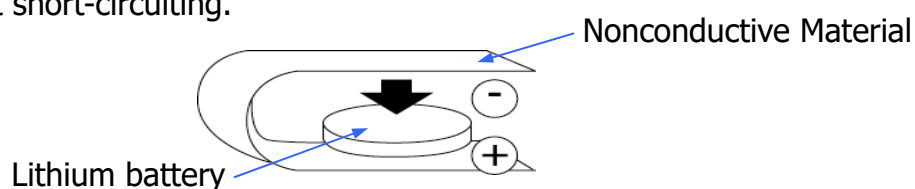
## Disposal of Lithium Batteries

### **WARNING!**

Risk of Injury or Fire.

Proper care is necessary with the disposal of lithium batteries. Improper disposal may result in the heating or ignition of the batteries, which may cause personal injury or fire. CR Coin Lithium Batteries contain Perchlorate material – special handling may apply.

Lithium batteries contain flammable substances (e.g. lithium metal and organic solvents). Electric power may remain in used batteries. Wrap the + and – electrodes with nonconductive material to prevent short-circuiting.



## Environmental Specifications

Refer to "**Machine Specifications**".

## Grounding

The machine must be grounded to prevent current leakage.



### **WARNING!**

Risk of Electric Shock. The warranty is not valid for accidents (including failures) caused by improper grounding.

## Others



### **WARNING!**

The machine should never be modified in any way.

Modification may cause accident or failure.

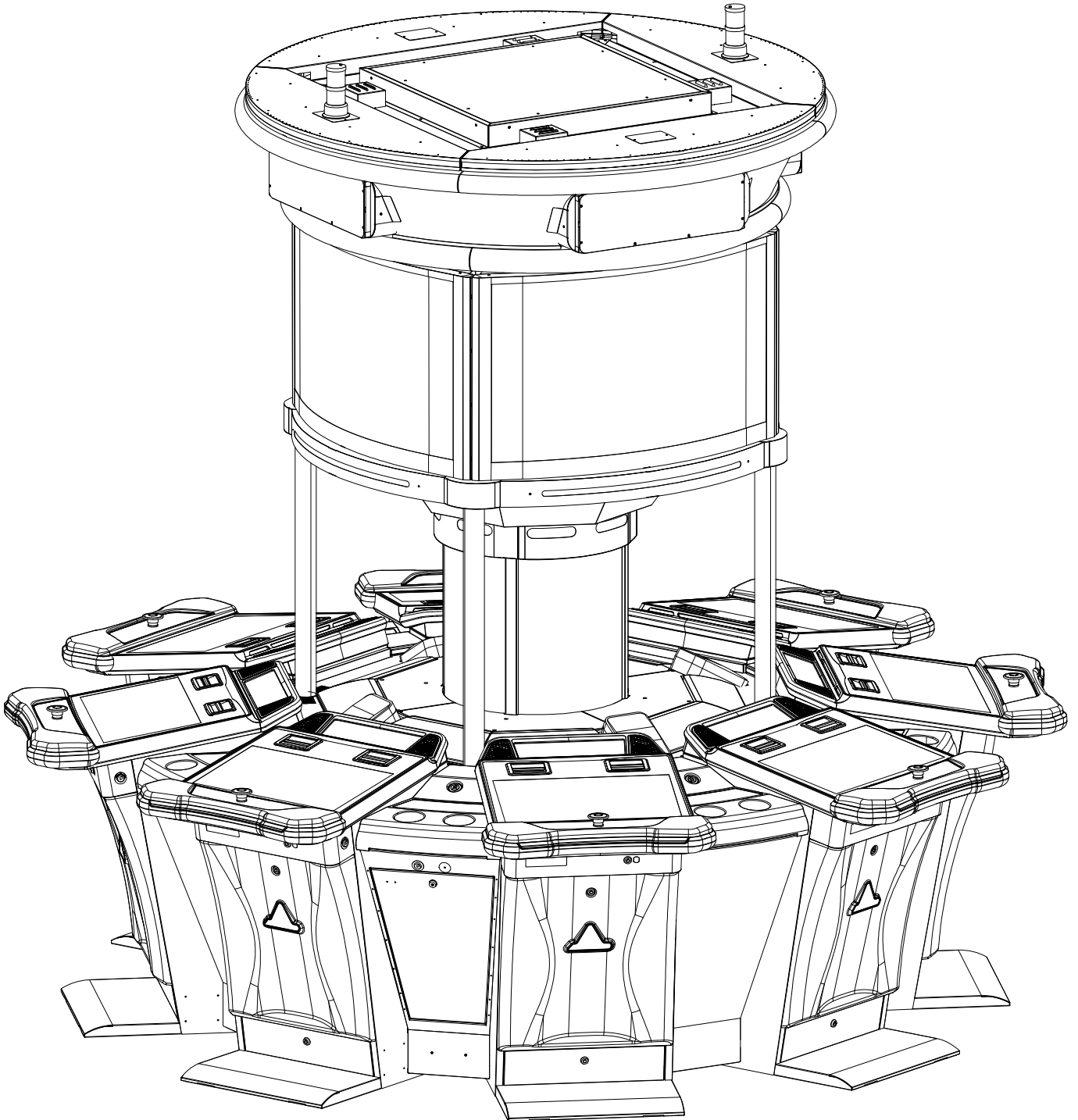
The warranty is not valid for accidents (including failures) caused by modification.

- ◇ Only qualified personnel shall assemble, install, maintain, inspect, and/or enact any troubleshooting measures to the machine.
- ◇ Do not sit, stand or put heavy objects on the machine. A dented machine may cause malfunctioning.
- ◇ When smoke and/or an unknown malfunction is detected, immediately turn off the power switches and then turn off the power source breakers in that order.
- ◇ Before servicing the machine, turn off the power switches to prevent electricity-related accidents and hazards.
- ◇ Never use chemical dusters, paint thinner, benzene, alcohol, or synthetic detergent for cleaning the machine. Damage may be caused to the machine surface.
- ◇ Electrostatic discharges may damage the internal components of the machine. Anti-static measures (e.g. touching a metal door knob, use of non-static gloves) are necessary when accessing the inside of the cabinet.
- ◇ This machine is for use in commercial areas. Use in residential areas is prohibited.

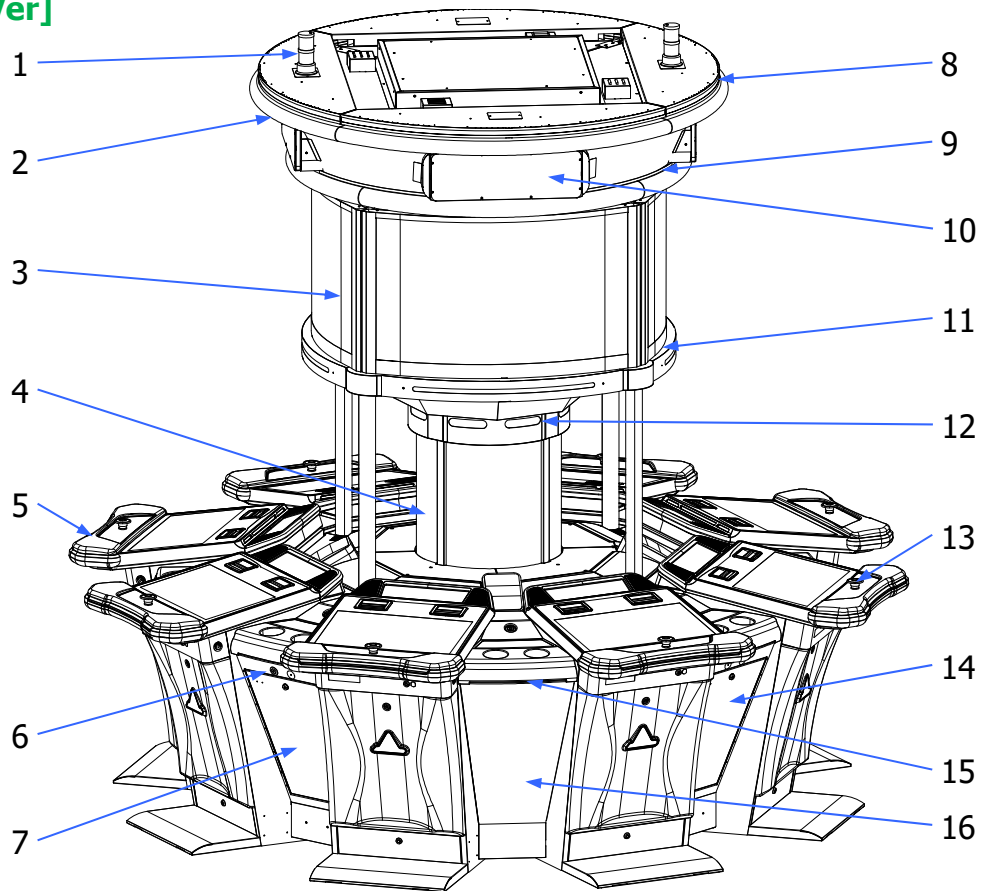
# Chapter 1

## Major Components

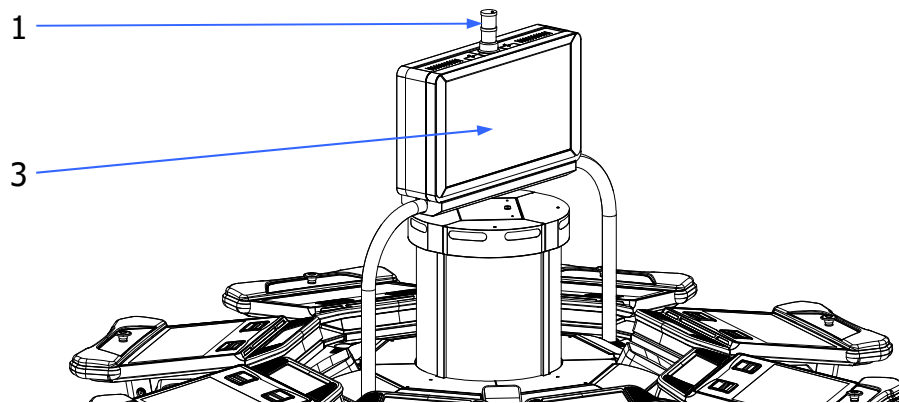
### 1. 1: Appearance of Whole Machine



## 1. 2: Outside View of Center Unit [High PID Ver]

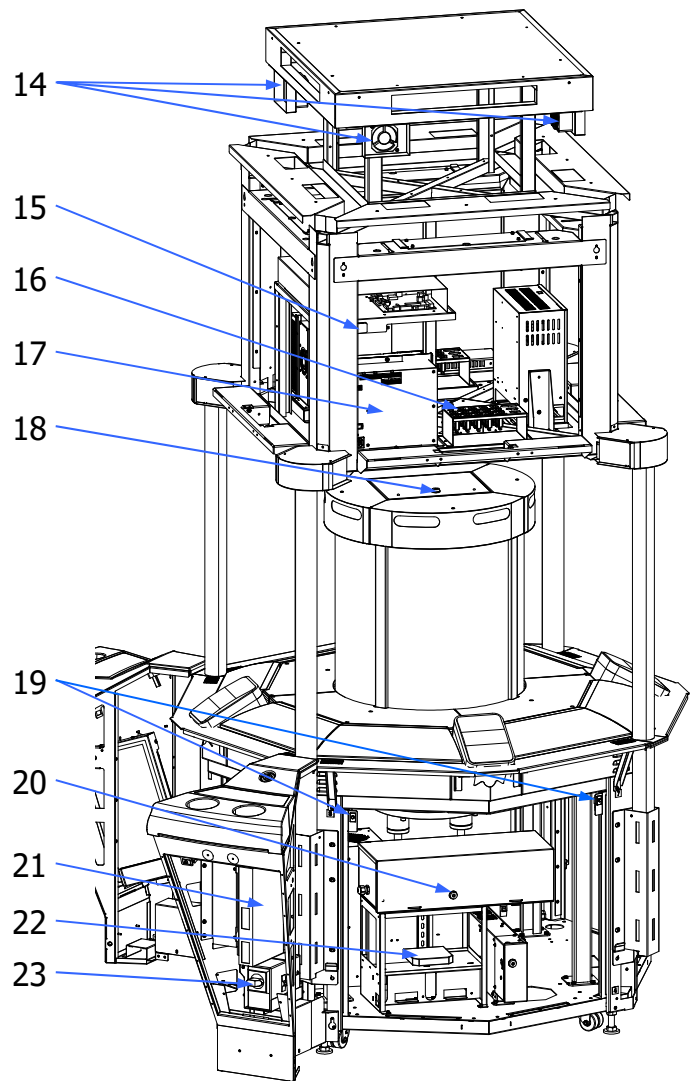
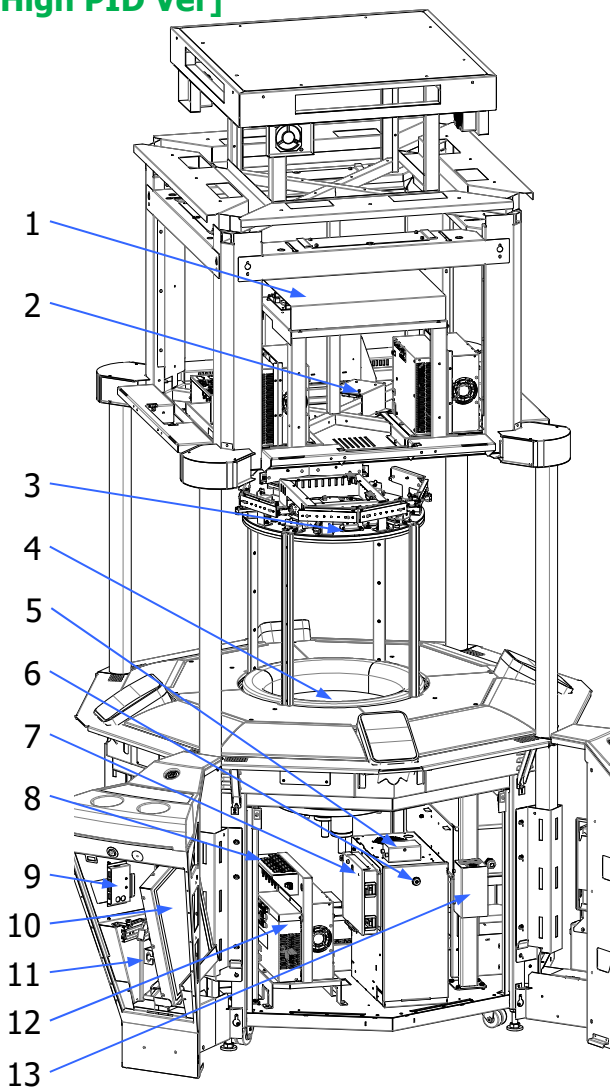


## [Low PID Ver]



- |    |                       |     |                                |
|----|-----------------------|-----|--------------------------------|
| 1. | Tower Light(Optional) | 8.  | Top Sign LED                   |
| 2. | Top Sign Unit         | 9.  | Relief LED                     |
| 3. | LCD Unit              | 10. | Dot Matrix Unit                |
| 4. | Center Unit           | 11. | BTM Cover LED                  |
| 5. | Station               | 12. | Head(Field Area) Cover LED     |
| 6. | RESET/AUDIT Keyswitch | 13. | Shooter Button                 |
| 7. | Control Spacer Door   | 14. | Pow Switch and HUB Spacer Door |
|    |                       | 15. | Spacer LED                     |
|    |                       | 16. | Spacer Unit                    |

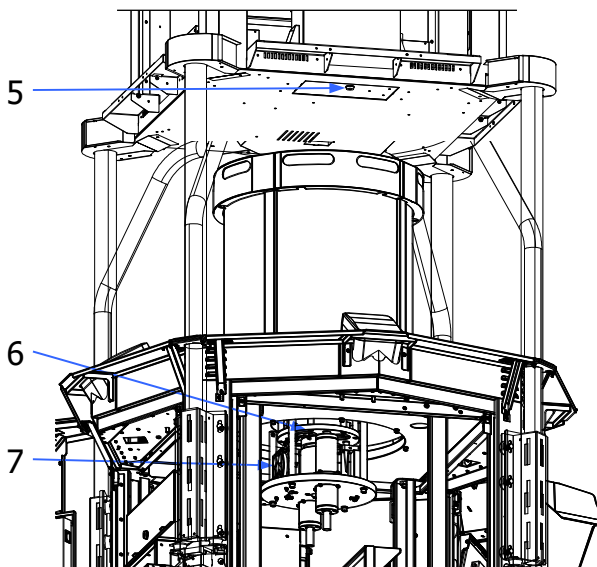
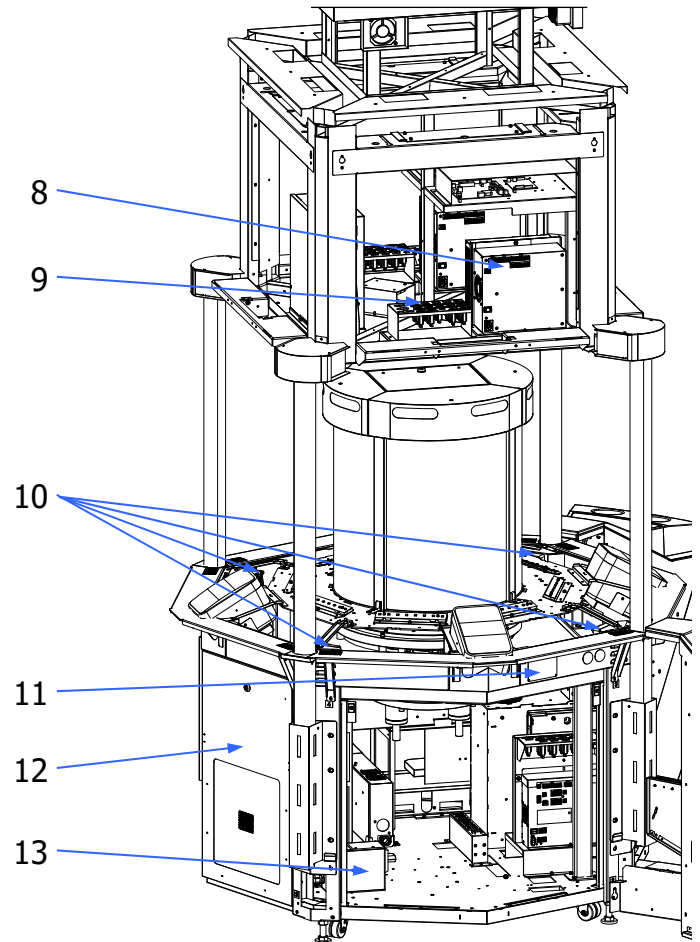
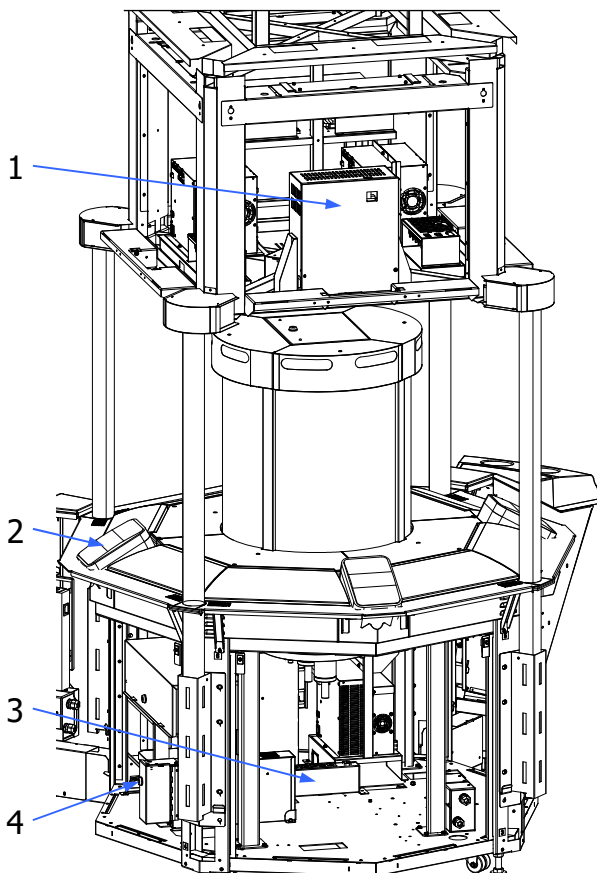
### 1. 3: Inside View of Center Unit [High PID Ver]



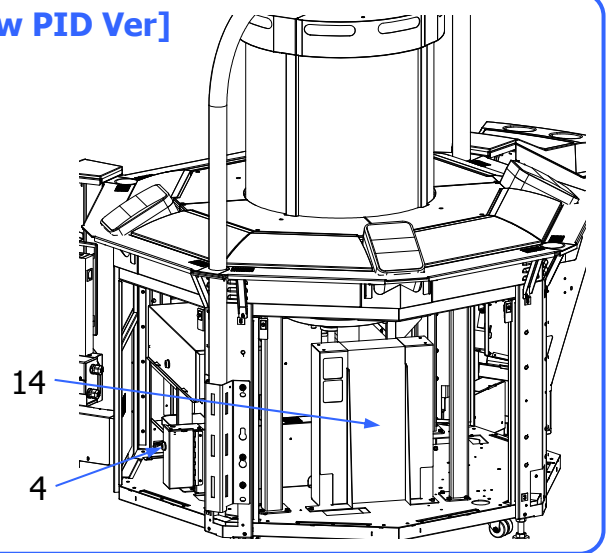
1. PCB Cover
2. SERIAL POWER(SERI PWR) PCB BRKT
3. Network Camera
4. Dice Field
5. Tinker Board Unit
6. Security Cage Door Lock
7. IO Case Unit
8. Breaker Unit
9. 2CH KVM Switch
10. LCD Control Pad
11. GAT3(D SUB) Connector(Optional)
12. Main Power Unit
13. Power Relay Unit

14. Fans(Top Fan)
15. USB HUB
16. Breakers(Power A Unit)
17. Power A Unit
18. Head Door Lock
19. Center Door Switches
20. Driver Case Cover Lock
21. Switching HUB
22. Audio Module
23. Main Power Switch

[High PID Ver]



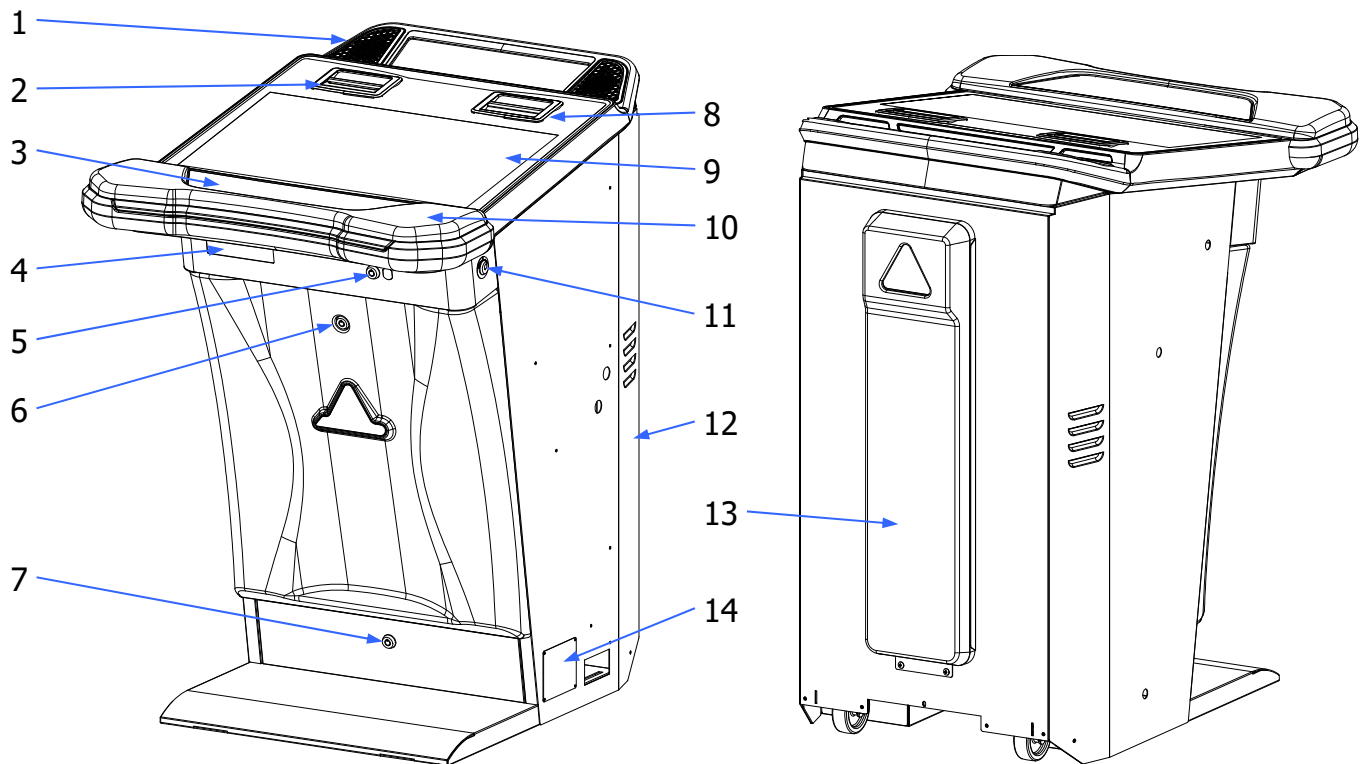
[Low PID Ver]



1. AP-X Unit
2. Speakers
3. Power Distribution Unit
4. ETD PC Case Door Lock
5. AP-X PID Door Lock
6. DICE Generator Unit(Actuator)
7. DICE Generator Fan

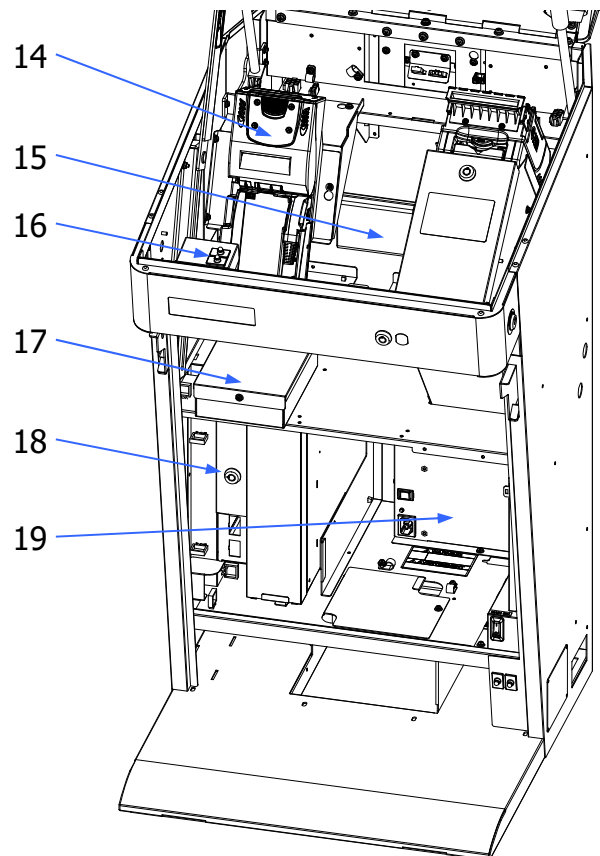
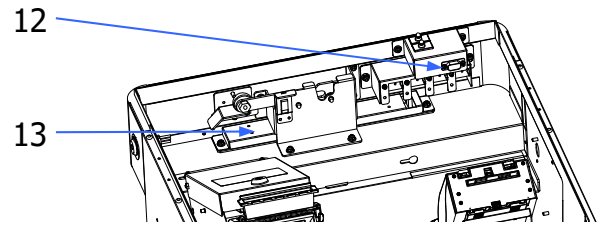
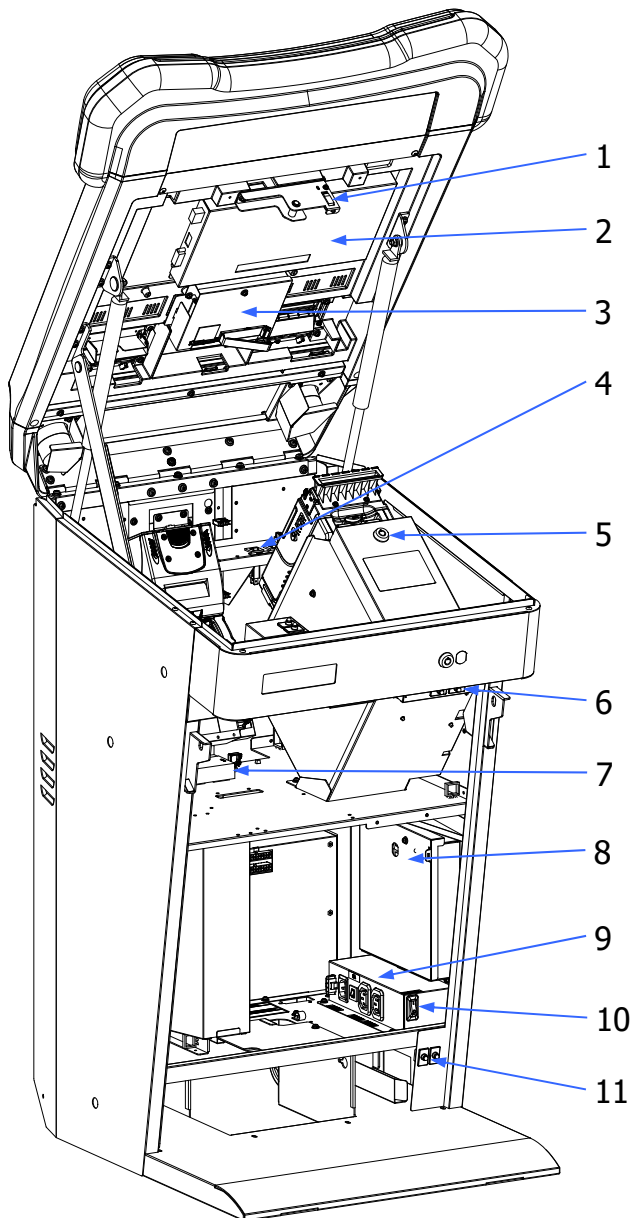
8. Power B Unit
9. Breakers(Power B Unit)
10. Fans(Cabinet Fan)
11. Serial Plate
12. Center Unit Doors
13. PID Power Switch unit
14. Signage Controller Unit

### 1. 4: Outside View of Station



- |   |                            |
|---|----------------------------|
| 1. Speakers   | 8. BILL Chute              |
| 2. Printer Chute  | 9. Top Door                |
| 3. Control Panel  | 10. Arm Rest(Pad)          |
| 4. Mechanical Meters(Counter)<br>:Used only in the regions that use the<br>mechanical meters. | 11. RESET/AUDIT Key Switch |
| 5. Top Door Lock  | 12. Cabinet                |
| 6. Front Door Lock  | 13. Back LED(Optional)     |
| 7. Bottom Door Lock   | 14. Serial Plate           |

## 1. 5: Inside View of Station



1. Top Door Sensor
2. LCD Monitor
3. Touch Screen PCB
4. Breakers
5. BILL Case(BV CASE) Door Lock
6. Front Door Switch and Sensor
7. DDC/EDID Emulator
8. IO Case
9. Plug-in Unit(AC Base)
10. Power Switch
11. Bottom Door Switch

12. GAT3(D SUB) Connector(Optional)
13. Front LED
14. Ticket Printer
15. Audio Module PCB
16. Top Door Switch
17. SUB IO Case(Optional)
18. Security Cage Front Cover Lock
19. Power Supply

## Chapter 2

### Preparation before Operation

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#### 2. 1: Power ON

Before turning on the power, refer to "**Install Check List**" at Chapter 2 of the SERVICE Manual to check that all the following procedures have been completed.

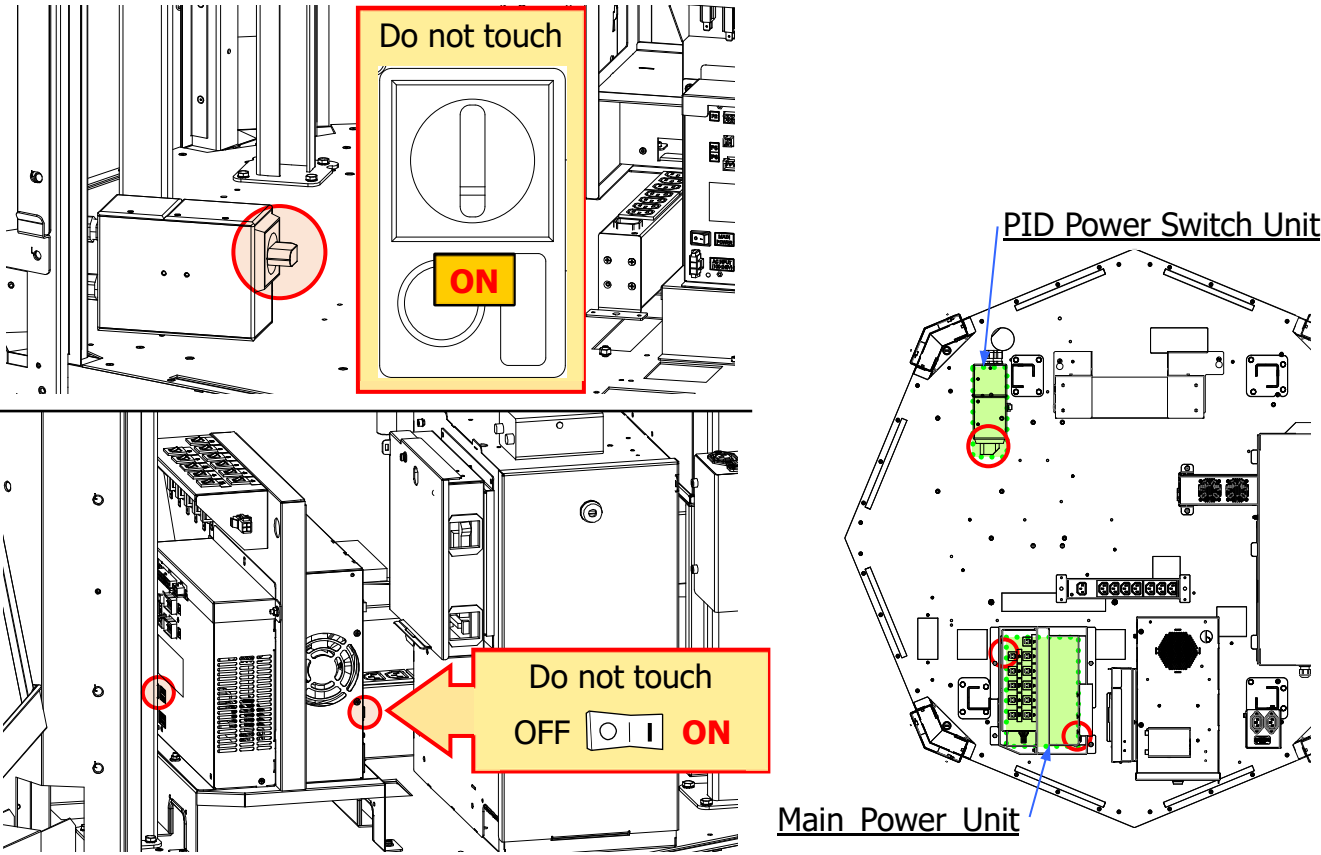
- ◇ Replacement of the locks.
- ◇ Set the Slide Switch on the AX-GMEM PCB to the back position.
- ◇ Set the DIP Switches on the (STW)BODY PCB to ON.
- ◇ All the cable connectors are securely connected and the machine is properly grounded.

**CAUTION!**

**[High PID Unit]**

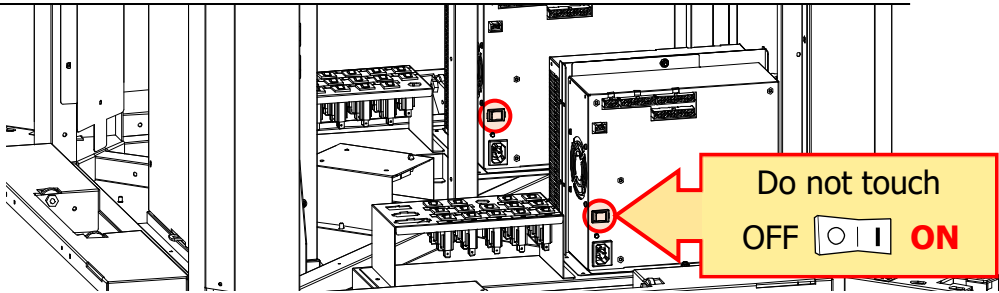
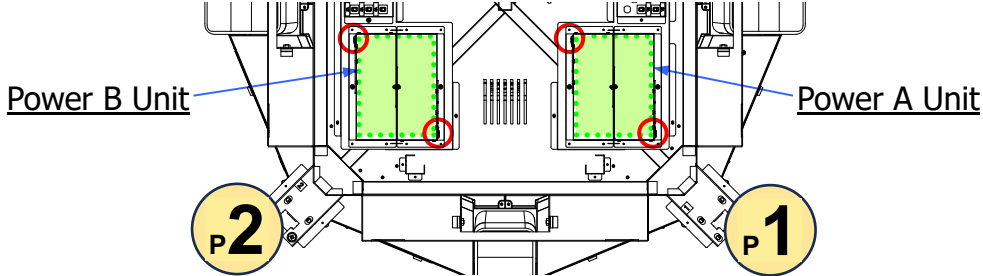
Make sure that the switch of the PID Power Switch unit (for **High PID**) and the 2 switches of the Main Power Unit, which are placed inside the Center Unit, are switched to ON.

**Please leave this switch on ON and do not change its status.**



Make sure that the 4 Switches of the Power A Unit and Power B Unit, that are inside the PID Unit, are switched to ON.

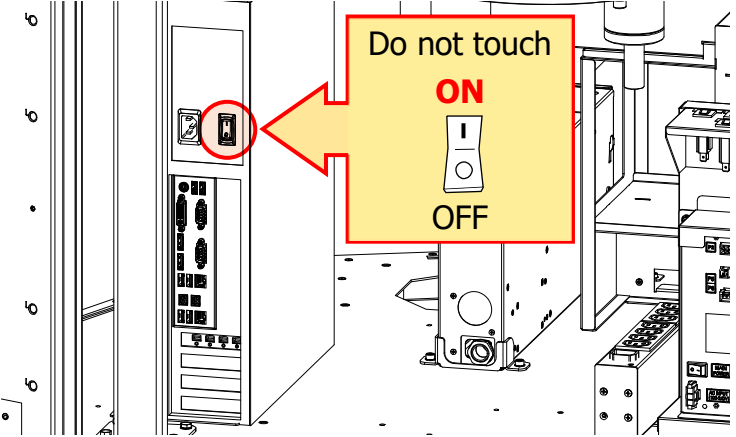
**Please leave this switch on ON and do not change its status.**



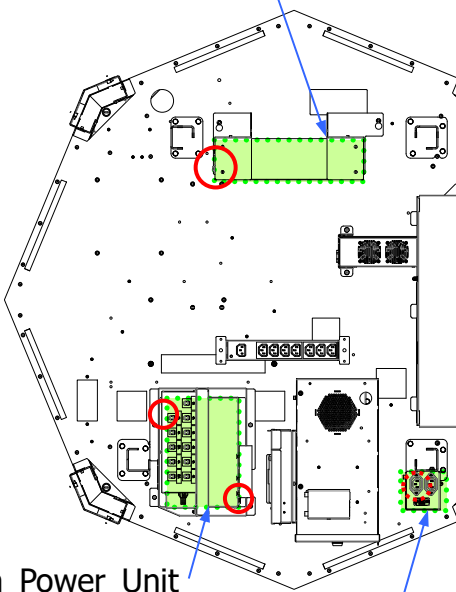
**[Low PID Unit]**

Make sure that the switch of the Signage Controller Unit (for **Low PID**), the 2 switches of the Main Power Unit and the one under the Power Relay Unit, which are placed inside the Center Unit, are switched to ON.

**Please leave this switch on ON and do not change its status.**

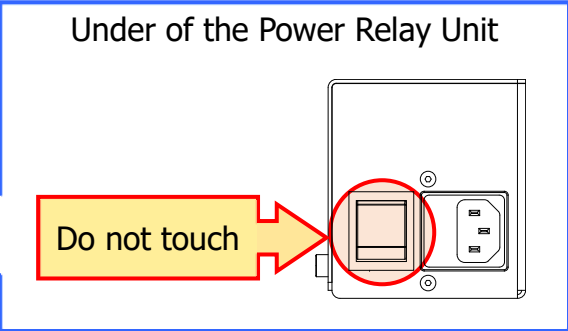
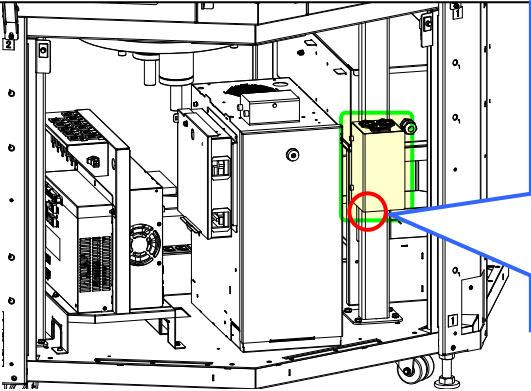
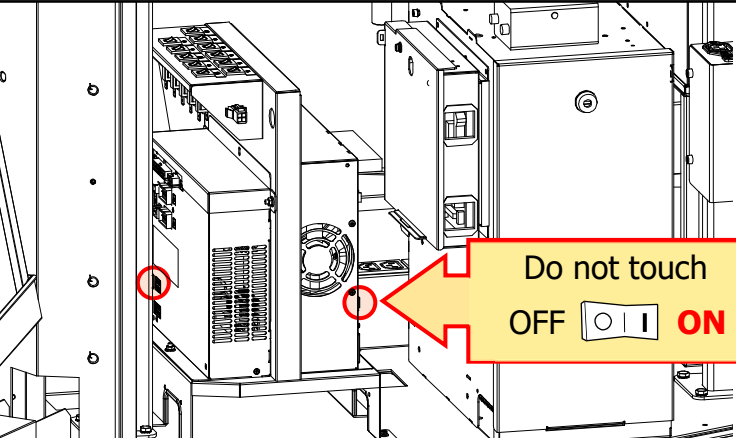


Signage Controller Unit



Main Power Unit

Power Relay Unit

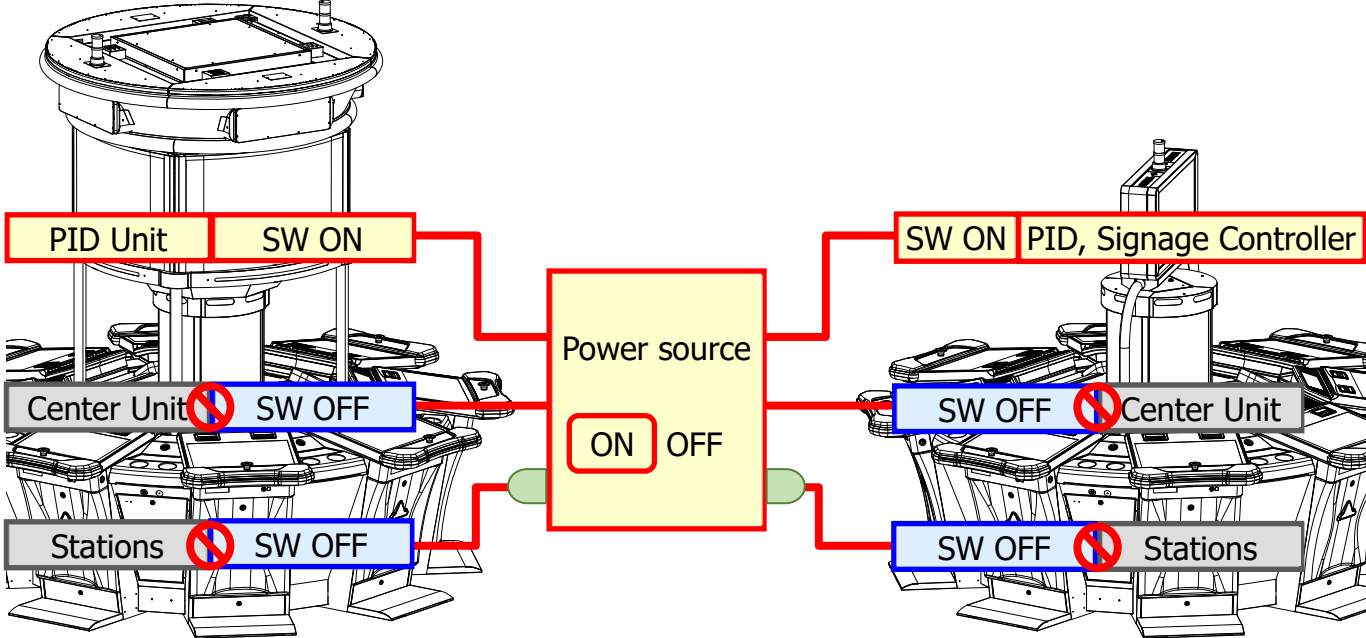


**2. 1. 1: Turn on the Center Unit**

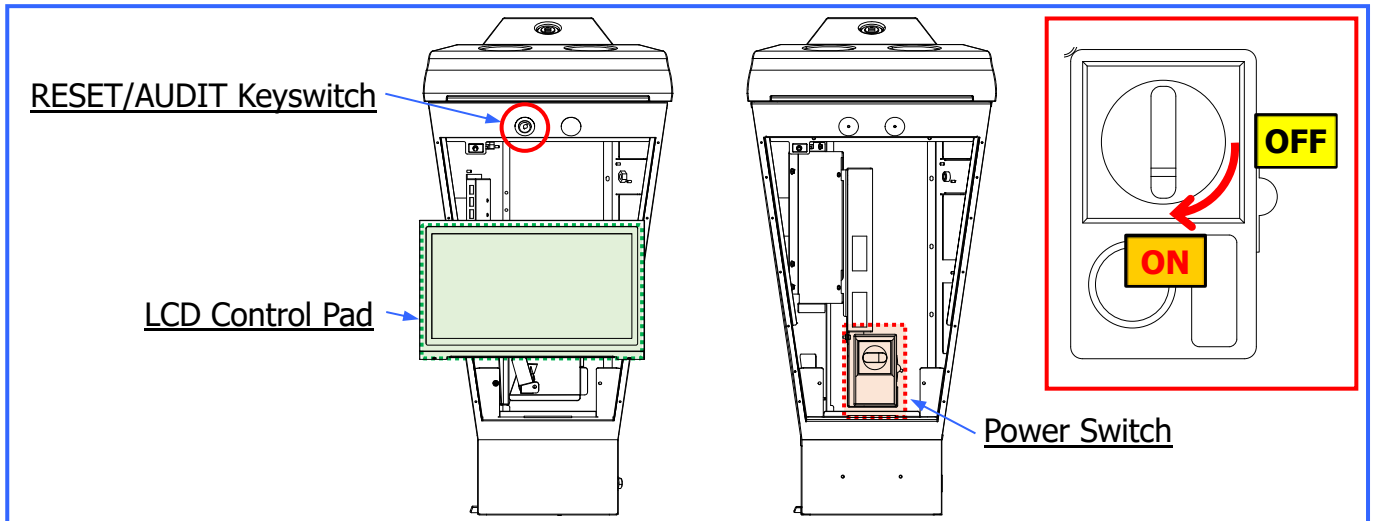
- 1. First turn ON the power source. The devices directly connected to the power source will boot up.

[High PID Unit]

[Low PID Unit]



- Unlock and detach the Control Spacer Door, and if necessary, set the LCD Control Pad to the operating position. Please refer to **"Opening Doors of the Center Unit"** at Chapter 2 of the SERVICE Manual. Then unlock and detach the Main Power Switch and HUB Spacer Door, then turn to ON the Power Switch of the Center Unit. While the POWER UP SELF TEST is performed, the item [Program test] is displayed as [NOW CHECKING]. When the check is successfully completed the display turns to [OK]. At this point, close the Door that was detached.

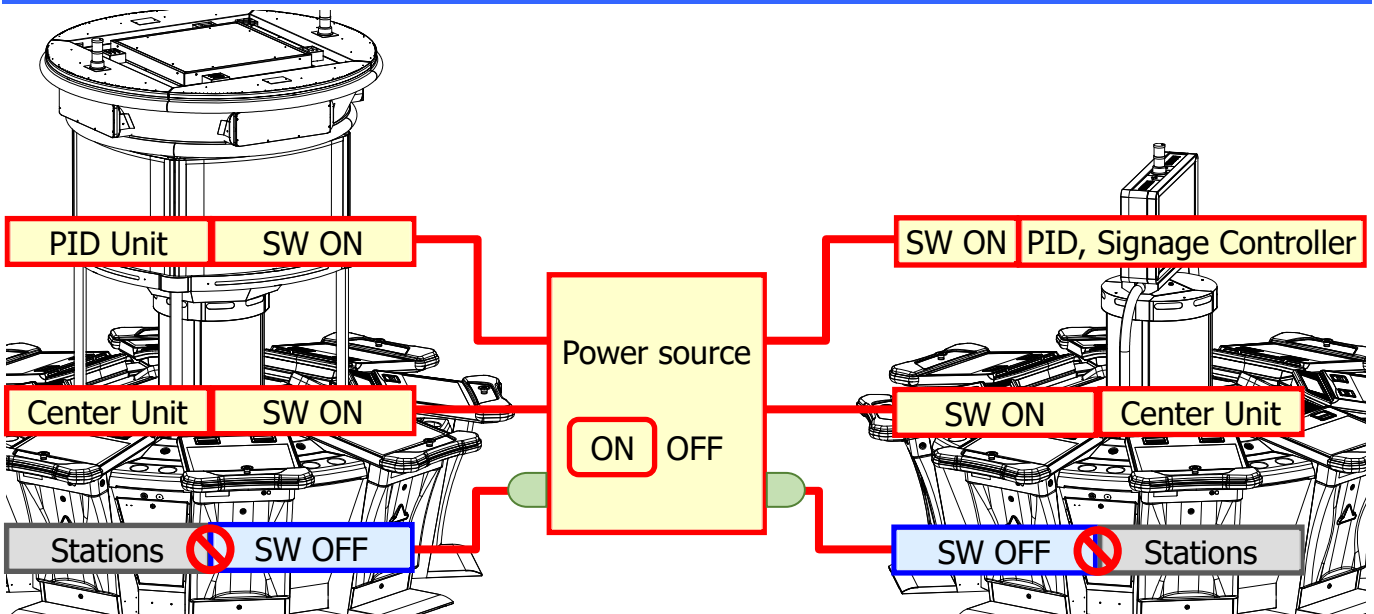


**CAUTION!**

When doing "Power OFF-ON" wait at least 15 seconds before power On.

**NOTE:**

- If an error appears during the POWER UP SELF TEST, the activation of the Machine halts. Refer to Chapter 8 **"Error Messages"** to clear it.
- If it is necessary to perform the RAM Clear (Memory Clear), refer to **"Memory Clear Procedure"** on Chapter 6 of the SERVICE Manual.



## 2. 1. 2: Turn on the Stations

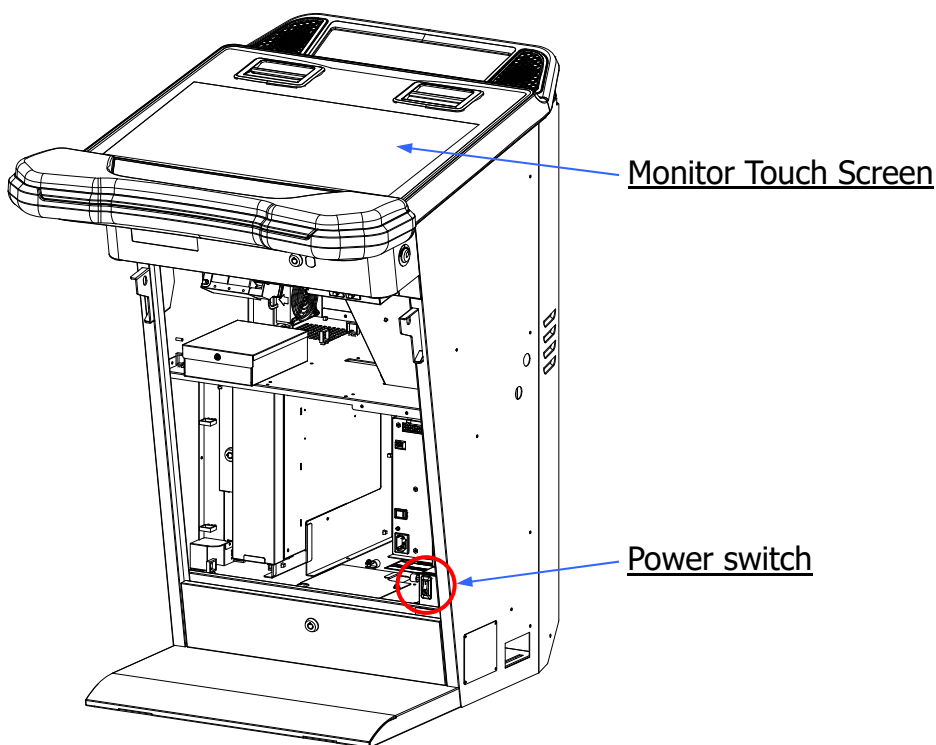
1. Turn ON the Power Switch and close the Front Door. While the POWER UP SELF TEST is performed, the item [Program test] is displayed as [NOW CHECKING]. When the check is successfully completed the display turns to [OK].

### CAUTION!

- When doing "Power OFF-ON" wait at least 15 seconds before power On.
- Do not touch the Touch Screen when [NOW CHECKING] is displayed. This may lead to Touch Screen malfunction.

### NOTE:

- If an error appears during the POWER UP SELF TEST, the activation of the Machine halts. Refer to Chapter 8 "**Error Messages**" to clear it.
- If it is necessary to perform the RAM Clear (Memory Clear), refer to "**Memory Clear Procedure**" on Chapter 6 of the SERVICE Manual.



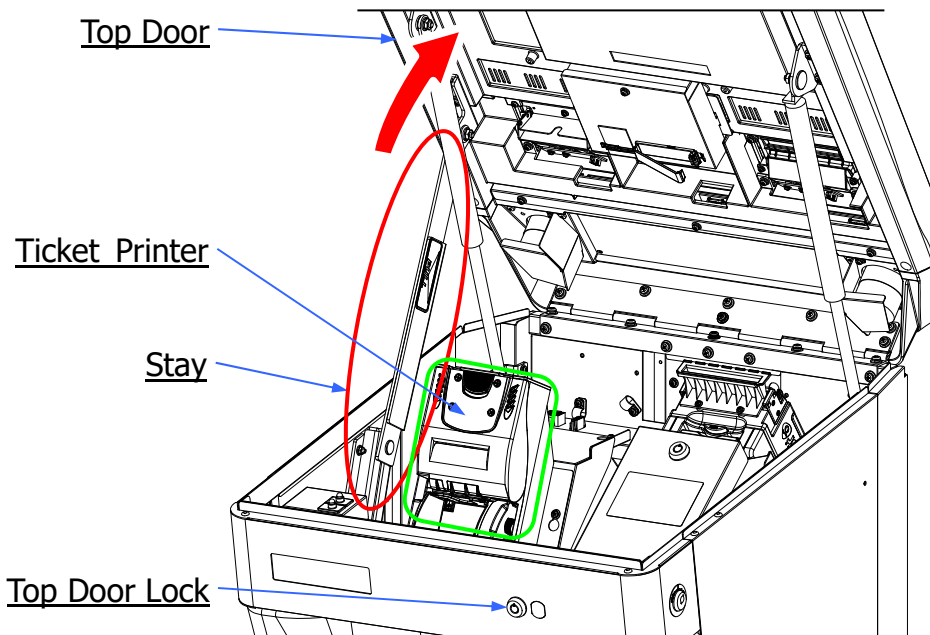
### 2. 1. 3: Loading Tickets

Follow the procedure below to refill the tickets in the Ticket Printer, or when the message [TICKET PRINTER PAPER LOW] is displayed on the Monitor.

1. Open the Top Door and locate the Ticket Printer.

**⚠ CAUTION!**

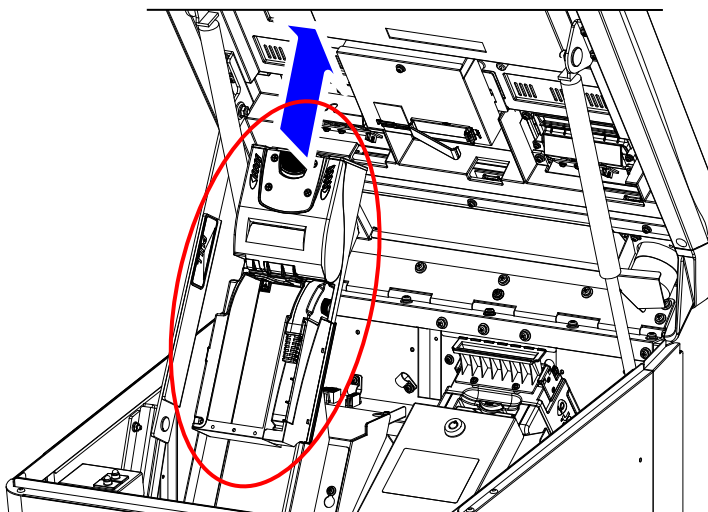
Hold the Top Door until you are sure that the Stay bar is locked, which will ensure that the Top Door will not suddenly close.



2. Slightly pull up the Ticket Printer at the angle shown below.

**⚠ CAUTION!**

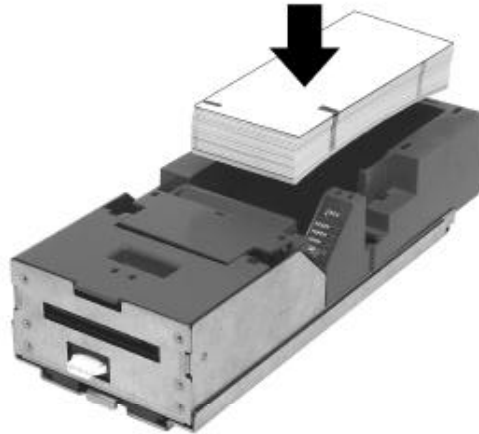
Make sure not to get fingers caught when taking the Ticket Printer in and out.



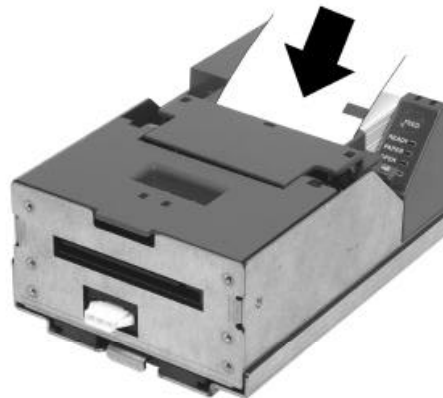
**i NOTE:**

The procedure for loading tickets into the printer is the same for most printer makers. Please check the instruction manual of the individual printer for details.

3. Load tickets into the ticket supply tray, making sure that the black dots are positioned as shown below, on the upper face of the side toward the ticket exit.



4. Feed the paper into the paper-loading slot until the printer takes hold of the paper. The machine automatically completes the feeding process.



5. When loading the ticket is complete, put the Ticket Printer back in place.

**! CAUTION!**

Make sure that the Ticket Printer is put firmly back in place. Failure to do so may cause future machine problems.

6. When the Top Door is locked, the Monitor message will disappear.

## Chapter 3

### How to play

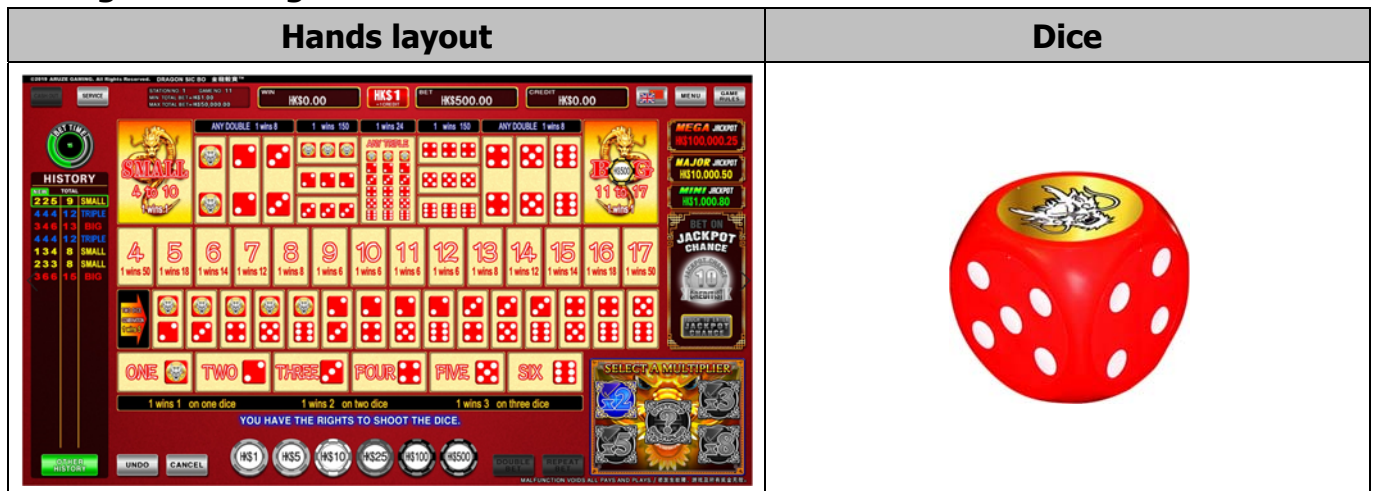
#### 3. 1: Game Rules and RNG

##### 3. 1. 1: Game Rules

SIC-BO is an ancient Chinese game, played with three dice.

In a SIC-BO game play, you bet on the numbers and/or combination of numbers you think will appear after the three dice are mechanically shaken.

##### - Image for base game -



**It is recommended to replace the dice for Dragon Sic Bo every 6 months.**

**There are 2 Side Games on "DRAGON SIC BO".** Set them on **"PROGRESSIVE SETTINGS"** or at "MULTIPLIER SPOT" on **"IMPORTANT SETTINGS"** described at Chapter 4 of the SERVICE Manual.

<b>Outline of the Side Games.</b>	
<b>JACKPOT CHANCE Game</b>	<b>MULTIPLIER Game</b>
<b>Betting time of the Option Game</b>	
The Player places the BET on the [JACKPOT CHANCE] Spot during the Bet Time.	Occurs automatically for every Player who bets on the SIC-BO game. During the Bet Time, the Player chooses one of the MULTIPLIER symbols. In case of no choice from the player, a symbol is selected automatically.
<b>WIN conditions for the Side Game</b>	
After the Dice Result is determined, the JACKPOT CHANCE game can start if the Dice combination shows 2 [Dragons] or 3 [Dragons], and the prize is paid according to the settings.	If a multiplier symbol is scattered over a Spot where the player placed a BET, the ODDS for that Spot are awarded multiplied according to the symbol.

## [JACKPOT CHANCE Game]

If "JACKPOT CHANCE" on "**PROGRESSIVE SETTINGS**", described at Chapter 4 of the SERVICE Manual, is set to **STANDALONE**, it is possible to participate to the "JACKPOT CHANCE Game" by placing a Bet on the [JACKPOT CHANCE] Spot.

### [Characteristics JACKPOT CHANCE game]

- All the players can place an optional BET to entry the JACKPOT CHANCE game.
- If a Minimum Bet amount required to participate in the Side Game was set at "MIN. BET FOR SIDE BET (CREDITS)" on "**GAME SETTINGS**", described at Chapter 4 of the SERVICE Manual, it is possible to participate in the SIC-BO Game only if the bet amount for the SIC-BO Game is higher than that Minimum Bet.
- The JACKPOT CHANCE game starts after the Dice Result is determined.
- The Player places the BET on the [JACKPOT CHANCE] Spot during the Bet Time.



- After the Dice Result is determined, the JACKPOT CHANCE game can start if the Dice combination shows 2 [Dragons] or 3 [Dragons].
- The Signage shows the JACKPOT symbols (MEGA, MAJOR, MINI) and the 5 PRIZE symbols (Fixed value. The amount can be checked on the HELP). One of those is drawn, and the players that entered the JACKPOT CHANCE game are awarded the prize.
- If set to **PROGRESSIVE JACKPOT**, each Jackpot level increases. If a JACKPOT symbol (MEGA, MAJOR, MINI) is drawn, the prize is awarded as the increased part divided by the number of the participants, added to the Jackpot level value. An estimation of the final win amount can be checked on the chart displayed when pressing the [JACKPOT CHANCE] button.

Jackpot prizes are paid according to the number of players entered in the JACKPOT CHANCE. See game rules for more details.

JACKPOT	JACKPOT PRIZE RANGE	
	1 PLAYER	8 PLAYERS
MEGA JACKPOT	HK\$100,000.00	HK\$100,000.00
MAJOR JACKPOT	HK\$10,000.00	HK\$10,000.00
MINI JACKPOT	HK\$1,000.00	HK\$1,000.00

ENTER BET      EXIT

- If set to **FIXED JACKPOT**, each Jackpot level is fixed. If a JACKPOT symbol (MEGA, MAJOR, MINI) is drawn, the entire Jackpot level value will be awarded.

## [MULTIPLIER Game]

If "MULTIPLIER SPOT" on "**IMPORTANT SETTINGS**", described at Chapter 4 of the SERVICE Manual, is set to **ON**, the [Multiplier selector] is displayed on the Game Screen (**Refer to 3.1.2**)

### [Characteristics MULTIPLIER game]

- MULTIPLIER Game occurs automatically for every Player who bets on the SIC-BO game.
- The MULTIPLIER Game starts after the Bet Time is concluded.
- The player choose a MULTIPLIER symbol out of [x2, x3, x5, x8 or Mystery multiplier], the options on the [Multiplier selector]. If no choice is made, the multiplier is [x2] or the symbol selected for the previous Game play.
- If [Mystery multiplier] symbol is selected, after the Bet Time is closed, a multiplier out of [x2, x3, x5, x8] is automatically selected. The number of symbols scattered on the spots can be higher or lower than when [x2, x3, x5, x8] is selected.
- After the Bet Time is closed, several multiplier symbols are scattered over the BET spots on the Pay Table layout.



- If a multiplier symbol is scattered over a Spot where the player placed a BET, the ODDS for that Spot are awarded according to the multiplier displayed on the symbol. (**Refer to 3.1.3 RESULT**)
- For more details, please refer to "MULTIPLIER SPOT" on "**IMPORTANT SETTINGS**" at Chapter 4 of the SERVICE MANUAL.




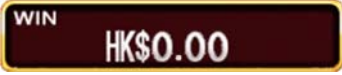








### 3. 1. 2: Station Screen and Game Buttons





Station screen when the AREA BET SIDE GAME DISPLAY










The elements displayed on the game screen may depend on the game settings selected on both the Center Unit and the Station.






#	ITEM	DESCRIPTION
1		Cash out the accumulated credit.
		Button to call an attendant.
2		Information about the station, the number of played games, the maximum and minimum bet allowed.
3		WIN meter. Touch this icon to change the display to [CREDIT] or [CASH].
		Denomination indicator.
		BET meter. Touch this icon to change the display to [CREDIT] or [CASH].
		CREDIT meter Touch this icon to change the display to [CREDIT] or [CASH].
4		Button to change the language between English and Chinese. The flag representing English may vary depending on jurisdiction.
		Opens the menu window.  <ul style="list-style-type: none"> <li>→ Volume regulation</li> <li>→ Brightness regulation</li> <li>→ Drag chip function mode</li> <li>→ Cancel Button mode</li> </ul>
		Opens the window for Game Rules.
5		Bet time indicator.
6	<b>BET AREA</b>	The bet spots are displayed.

#	ITEM	DESCRIPTION
7		Shows the actual value of the Jackpot for each level.
8		Side game entry button. Used to bet on the JACKPOT CHANCE game. Once a bet is placed on the side game, the button can be used to cancel the bet on the side game.
9		The game results of last 21 games are displayed. Each game result shows, from left to right, (1) number of the dice 1, dice 2, dice 3 (2) total of three dice (3) BIG, SMALL or TRIPLE
10		Displays detailed hit statistics, as illustrated below. The screen changes every time the button is touched.



#	ITEM	DESCRIPTION
11		<p>Set the value of the bet Chip by selecting one of the chips displayed. Refer to "BET BUTTON VALUE xx" in "<b>GAME SETTINGS</b>" at chapter 4 of the SERVICE Manual.</p>
12		<p>Place the same bet as the one placed as previous game.</p>
12		<p>Doubles the current credit bet.</p>
13	<p>MULTIPLIER SELECTION/ LIVE WINDOW</p>	<p>The Multiplier selector is displayed if "MULTIPLIER SPOT" on "<b>IMPORTANT SETTINGS</b>", described at Chapter 4 of the SERVICE Manual, is set to <b>ON</b>.</p> <p>When the Bet Time is concluded, it changes to the live view window of the Dice field.</p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;">  <p>[Multiplier selector]</p> </div> <div style="text-align: center;">  <p>[Live window]</p> </div> </div> <p>Touch on the button at the upper left corner to change the display to the [Compact window view] or to the [Extended window view].</p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;">  <p>[Compact window view]</p> </div> <div style="text-align: center;">  <p>[Extended window view]</p> </div> </div>

#	ITEM	DESCRIPTION
14		Undo the last action of the Player. It is possible to return up to 50 actions.
	 Can be changed to "ALL CANCEL" in AUDIT	<p><b>Method 1:</b> Press the CANCEL button first, and then the chip you want to cancel. To place a new bet, press the CANCEL button again.</p> <p><b>Method 2:</b> Drag the chip(s) you want to cancel out of the bet table.</p> <p><b>NOTE:</b> Any BET placed on JACKPOT CHANCE must be cancelled before those placed on the SIC-BO game, if a Minimum Bet amount required to participate in the Side Game was set at "MIN. BET FOR SIDE BET (CREDITS)" on "<b>GAME SETTINGS</b>", described at Chapter 4 of the SERVICE Manual.</p>
	 Can be changed to "CANCEL" in AUDIT	Press the ALL CANCEL button to cancel all the bets placed.
15	SHOOTER BUTTON	The player selected as shooter can shoot the dice by pressing this physical button or the on screen button.

The BET cancel method can be set as explained below, by referring to "CANCEL BUTTON FUNCTION" and "DRAG CHIP" on "**GAME SETTINGS**" at Chapter 4 of the SERVICE Manual.

		Setting of "CANCEL BUTTON FUNCTION"	
		<b><u>ONE CHIP CANCEL MODE</u></b> [CANCEL]	<b><u>ALL CHIPS CANCEL MODE</u></b> [ALL CANCEL]
Setting of "DRAG CHIP"	<b><u>ENABLED</u></b>	Press the [CANCEL] first, and then touch the chips to cancel. Press [CANCEL] again to start again placing bets. <b>Else, drag away from their BET spot the chips to cancel.</b>	Press [ALL CANCEL] to cancel all the bets. <b>Else, drag away from their BET spot the chips to cancel.</b>
	<b><u>DISABLE</u></b>	Press the [CANCEL] first, and then touch the chips to cancel. Press [CANCEL] again to start again placing bets.	Press [ALL CANCEL] to cancel all the bets.

### 3. 1. 3: Game Flow

#### - BASIC GAME FLOW -

One game cycle is composed of step A to D as follows

A) **BET TIME STARTS** (It is possible to bet on the **[SIDE GAME]**)



B) **BET TIME ENDS**



C) **SHOOTER TIME**



D) **RESULT**



E) **JACKPOT CHANCE** (if triggered)

**i NOTE:**

If no player places a bet, the Bet Time will repeat.

**BET TIME STARTS**

During this time, players can place their bets. Bet procedure is explained below.

✳️There are 2 Side Games on "DRAGON SIC BO". (Refer to 3.1.1)

1. It is possible to choose the Chip value by selecting a Chip on the CHIP SELECTOR. (In the capture below, "\$1" chip is selected).



2. Touch a Bet spot on the Game Screen to place the bet.



3. Chips will appear over the bet spots where a bet has been placed, as illustrated in the figure below.



**BET TIME ENDS**

The bet time ends when the BET TIME COUNTER reaches to "0" (SEC).

BET TIME COUNTER



When the BET TIME COUNTER reaches to 0 (SEC).

No More Bets Display



**i NOTE:**

- If "GREY CHIP FUNCTION" on "**GAME SETTINGS**", described at Chapter 4 of the SERVICE Manual, is set to **ENABLED**, BET CHIPS that do not reach the Minim Bet are displayed in grey, and returned to the Player at the end of the Bet Time.
- The Minimum Bet can be set at "MINIMUM TOTAL PLAY CREDIT" on "**GAME SETTINGS**", described at Chapter 4 of the SERVICE Manual.

**SHOOTER TIME**

A player can shoot the dice by pressing the Shooter Button.

**i NOTE:**

- Set how long the machine will wait for the Shooter to shoot the dice at "DICE SHOOTING TIME (SECONDS)" on "**GAME SETTINGS**", described at Chapter 4 of the SERVICE Manual.
- Set how the Player will get the shooter rights by choosing one of the options **OFF**, **BET VALUE**, **BY TURN** as "PLAYER DICE SHOOTING" on "**GAME SETTINGS**", described at Chapter 4 of the SERVICE Manual.

**OFF**

The machine automatically shoots the Dice.

**BET VALUE**

The right to shoot the dice goes to the player who placed the highest bet, as long as the total bet value is higher than the value of "DICE SHOOTING VALUE" on "**GAME SETTINGS**", described at Chapter 4 of the SERVICE Manual. In case the same amount is reached by more than one player, the shooter will be whoever placed the bet first. If the shooter does not press the button before the shooting Time count reaches "0", the machine automatically shakes the dice.

**BY TURN**

The right to shoot the dice goes by turn to any player who placed a bet. If the shooter does not press the button before the shooting Time count reaches "0", the machine automatically shakes the dice.

**RESULT**

When the dice stop, the result is confirmed and the win from the base BET and the MULTIPLIER Game is determined.

※ In case of no entry to the JACKPOT CHANCE Game, the game ends.

**- Screen Shot when the player wins -****i NOTE:**

The maximum number of credits that can be accumulated on the CREDIT METER can be set as "CREDIT UP LIMIT" on "**AUDIT SETTINGS**", described at Chapter 5 of the SERVICE Manual.

**JACKPOT CHANCE**

※ In case of entry to the JACKPOT CHANCE Game, the game continues to the JACKPOT CHANCE.

The win from the JACKPOT CHANCE game is added to the win from the base BET and the MULTIPLIER Game.

**Display on signage during JACKPOT CHANCE**



### 3. 2: Bet types and Pay Table

#### List of Available BETS

The following is a list of the available bets:

<b>Bet Type</b>	<b>ODDS</b>
<b>Big</b>	The total score of the dice is between 11 and 17. Triples are excluded.
<b>Small</b>	The total score of the dice is between 4 and 10 Triples are excluded.
<b>Any Number</b>	Any specific number from 1 to 6.
<b>Dice Total</b>	The total of the three dice is a specific number from 4 to 17.
<b>Two Dice Combination</b>	Two of the dice show a specific combination of two different numbers (for example, 3 and 4).
<b>Double</b>	Any pair (for example two 1's). Two dice show the same numbers as selected.
<b>Triple</b>	Specific triples (for example three 1's). Three dice show the same numbers as selected.
<b>Any Triple</b>	Any triples (for example three 1's). Three of the dice show the same number, which can be any number from 1 to 6.

**List of ODDS**

There are 6 ODDS types that can be set at "ODDS TYPE" on "**IMPORTANT SETTING**", described at Chapter 4 of the SERVICE Manual.

The display of the "DICE TOTAL" spots on the BET area change according to the "ODDS TYPE" selected:

**TYPE A**

4 1 wins 50	5 1 wins 18	6 1 wins 14	7 1 wins 12	8 1 wins 8	9 1 wins 6	10 1 wins 6	11 1 wins 6	12 1 wins 6	13 1 wins 8	14 1 wins 12	15 1 wins 14	16 1 wins 18	17 1 wins 50
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**TYPE B**

4 1 wins 50	5 1 wins 30	6 1 wins 18	7 1 wins 12	8 1 wins 8	9 1 wins 6	10 1 wins 6	11 1 wins 6	12 1 wins 6	13 1 wins 8	14 1 wins 12	15 1 wins 18	16 1 wins 30	17 1 wins 50
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**TYPE C**

4 1 wins 62	5 1 wins 31	6 1 wins 18	7 1 wins 12	8 1 wins 8	9 1 wins 7	10 1 wins 6	11 1 wins 6	12 1 wins 7	13 1 wins 8	14 1 wins 12	15 1 wins 18	16 1 wins 31	17 1 wins 62
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**TYPE D**

4 1 wins 69	5 1 wins 34	6 1 wins 20	7 1 wins 13	8 1 wins 9	9 1 wins 7	10 1 wins 6	11 1 wins 6	12 1 wins 7	13 1 wins 9	14 1 wins 13	15 1 wins 20	16 1 wins 34	17 1 wins 69
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**TYPE E**

4 1 wins 65	5 1 wins 32	6 1 wins 19	7 1 wins 12	8 1 wins 8	9 1 wins 7	10 1 wins 6	11 1 wins 6	12 1 wins 7	13 1 wins 8	14 1 wins 12	15 1 wins 19	16 1 wins 32	17 1 wins 65
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**TYPE F**

4 1 wins 53	5 1 wins 30	6 1 wins 18	7 1 wins 12	8 1 wins 8	9 1 wins 6	10 1 wins 6	11 1 wins 6	12 1 wins 6	13 1 wins 8	14 1 wins 12	15 1 wins 18	16 1 wins 30	17 1 wins 53
----------------	----------------	----------------	----------------	---------------	---------------	----------------	----------------	----------------	----------------	-----------------	-----------------	-----------------	-----------------

The following shows the ODDS of each type:

Bets	TYPE A ODDS	TYPE B ODDS	TYPE C ODDS	TYPE D ODDS	TYPE E ODDS	TYPE F ODDS
<b>Big</b>	1 wins 1					
<b>Small</b>	1 wins 1					
<b>Any Number</b>						
Any specific on 1 dice	1 wins 1					
Any specific on 2 dice	1 wins 2					
Any specific on 3 dice	1 wins 3	1 wins 3	1 wins 12	1 wins 12	1 wins 12	1 wins 3
<b>Dice Total</b>						
4	1 wins 50	1 wins 50	1 wins 62	1 wins 69	1 wins 65	1 wins 53
5	1 wins 18	1 wins 30	1 wins 31	1 wins 34	1 wins 32	1 wins 30
6	1 wins 14	1 wins 18	1 wins 18	1 wins 20	1 wins 19	1 wins 18
7	1 wins 12	1 wins 12	1 wins 12	1 wins 13	1 wins 12	1 wins 12
8	1 wins 8	1 wins 8	1 wins 8	1 wins 9	1 wins 8	1 wins 8
9	1 wins 6	1 wins 6	1 wins 7	1 wins 7	1 wins 7	1 wins 6
10	1 wins 6	1 wins 6	1 wins 6	1 wins 6	1 wins 6	1 wins 6
11	1 wins 6	1 wins 6	1 wins 6	1 wins 6	1 wins 6	1 wins 6
12	1 wins 6	1 wins 6	1 wins 7	1 wins 7	1 wins 7	1 wins 6
13	1 wins 8	1 wins 8	1 wins 8	1 wins 9	1 wins 8	1 wins 8
14	1 wins 12	1 wins 12	1 wins 12	1 wins 13	1 wins 12	1 wins 12
15	1 wins 14	1 wins 18	1 wins 18	1 wins 20	1 wins 19	1 wins 18
16	1 wins 18	1 wins 30	1 wins 31	1 wins 34	1 wins 32	1 wins 30
17	1 wins 50	1 wins 50	1 wins 62	1 wins 69	1 wins 65	1 wins 53

Bets	TYPE A ODDS	TYPE B ODDS	TYPE C ODDS	TYPE D ODDS	TYPE E ODDS	TYPE F ODDS
<b>Two Dice Combination</b>						
1 and 2	1 wins 5	1 wins 5	1 wins 6	1 wins 6	1 wins 6	1 wins 5
1 and 3						
1 and 4						
1 and 5						
1 and 6						
2 and 3						
2 and 4						
2 and 5						
2 and 6						
3 and 4						
3 and 5						
3 and 6						
4 and 5						
4 and 6						
5 and 6						
<b>Any Triple</b>	1 wins 24	1 wins 24	1 wins 31	1 wins 34	1 wins 32	1 wins 26
<b>Double</b>						
Two 1's	1 wins 8	1 wins 8	1 wins 12	1 wins 12	1 wins 12	1 wins 10
Two 2's						
Two 3's						
Two 4's						
Two 5's						
Two 6's						
<b>Triple</b>						
Three 1's	1 wins 150	1 wins 150	1 wins 190	1 wins 209	1 wins 200	1 wins 161
Three 2's						
Three 3's						
Three 4's						
Three 5's						
Three 6's						



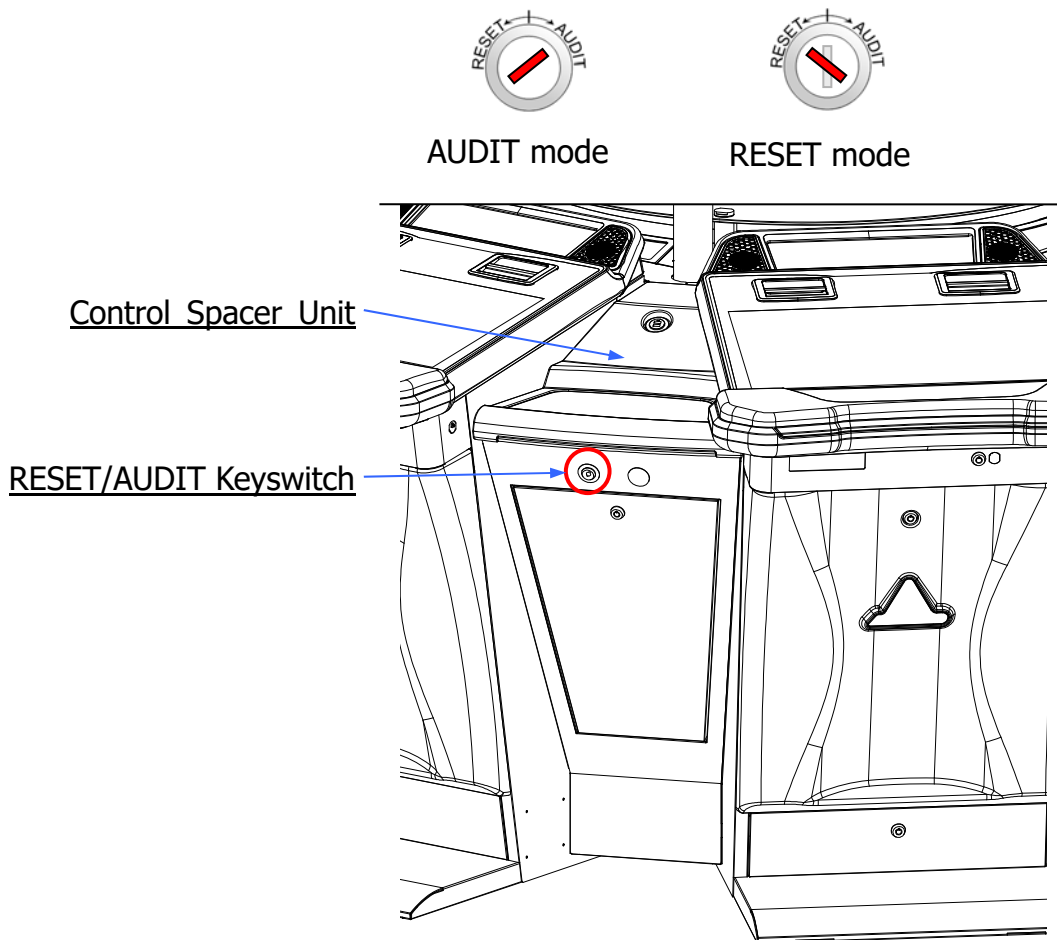
## Chapter 4

### Attendant Service for Center Unit

#### 4. 1: RESET/AUDIT Key Switches

A RESET/AUDIT keyswitch is provided on the Control Spacer Unit.

Turn the key to the AUDIT position to actuate the AUDIT mode, and turn the key to the RESET position to actuate the RESET mode.



## 4. 2: Tower Light on Center Unit

Available Tower Light types are 2 tiers (USA or Canada), 2 tiers (SAGMA), and 3 tiers. The Tower Light indicates various statuses of the machine by the blinking of its lights.

### Center Unit Events

#### 2 tiers

The tower light has 2 tiers of blue and white.

The function of this light is outlined below:

Event	Action
No event	Both the top and bottom tiers are OFF.
Tilt	The top tier flashes.
Door open	The bottom tier flashes.
Jackpot / Handpay condition	Both the top and bottom tiers flash alternately.

#### 3 tiers

The tower light has 3 tiers of green, red, and yellow.

The function of this light is outlined below:

Event	Action
No event	Three tiers are OFF.
Jackpot / Handpay condition	The top tier turns ON.
Tilt on MAIN UNIT	The bottom tier flashes.
Tilt on STATION UNIT	The top tier flashes.
Door open on MAIN UNIT	The bottom tier flashes.
Door open on STATION UNIT	The middle tier flashes.

**Station Events****2 tiers (SAGMA) for South Africa**

Condition	Top	Bottom
Idle	OFF	OFF
Change button	ON	OFF
Error	Flash	OFF
Door open	OFF	Flash
Error + Door open	Flash Simultaneously	
Jackpot / Attendant pay	Flash Alternately	
Jackpot / Attendant pay + Door open	Flash	ON
Door open→closed	OFF	ON
Door open→closed + Error solved	OFF	ON
Door open→closed + Error unsolved	Flash Simultaneously	
Door open→closed + Attendant pay	OFF	ON

**2 tiers (USA) for USA and for Canada**

Condition	Top	Bottom
Idle	OFF	OFF
Change button	ON	OFF
Disabled Mode	ON	ON
Error	Slow Flash	OFF
Audit	Fast Flash	OFF
Jackpot / Attendant pay	Slow Flash Simultaneously	
Door open	OFF	Flash
Change button+ Door Open	OFF	Flash
Disabled Mode + Door Open	ON	Flash
Error + Door Open	Slow Flash	Flash
Audit + Door Open	Fast Flash	Flash
Jackpot / Attendant pay + Door Open	Slow Flash	Fast Flash
Bill Stacker Door Open	OFF	Fast Flash
Change button + Bill Stacker Door Open	OFF	Fast Flash
Disabled Mode + Door Open + Bill Stacker Door Open	ON	Fast Flash
Error + Door Open + Bill Stacker Door Open	Slow Flash	Fast Flash
Audit + Door Open + Bill Stacker Door Open	Fast Flash	Fast Flash
Jackpot / Attendant pay + Bill Stacker Door Open	Slow Flash	Fast Flash

### 3 tiers

(Indicated by the Top and Middle tiers, the Bottom tier lights according to the Center unit condition)

Condition	Top	Middle
Idle	OFF	OFF
Change button	OFF	ON
Error	Flash	OFF
Audit	Slow Flash	OFF
Jackpot / Attendant pay	ON	ON
Door open	OFF	Slow Flash
Error + Door open	Flash	Slow Flash
Audit + Door open	Slow Flash	Slow Flash
Jackpot / Attendant pay + Door open	ON	Slow Flash

**i NOTE:**

**Disabled mode:**

The machine is placed in an unplayable state to let the authorized personnel access to the set-up or recall functions of the game.

**Door open → closed:**

When an opened door was closed, the tower light keeps flashing until the end of the next game or for 120 seconds.

### 4. 3: Daily Servicing

#### Check the Dice

- ◇ Inspect the dice. Clean them if they got dirty.



#### **CAUTION!**

Never use chemical dust cloth, thinner, benzine or alcohol.  
Damage may be caused to the surface of the machine.

#### Clean the Machine

- ◇ Clean the machine surface.



#### **CAUTION!**

Never use chemical dust cloth, thinner, benzine or alcohol.  
Damage may be caused to the surface of the machine.

- ◇ Clean the monitor screen with clean, soft cloth.



#### **CAUTION!**

Do not use a wet cloth or rub the screen.  
Damage may be caused to the screen surface.



## Chapter 5

### Attendant Service for Stations

#### 5. 1: RESET/AUDIT Key Switches

A RESET/AUDIT keyswitch is provided on each station.

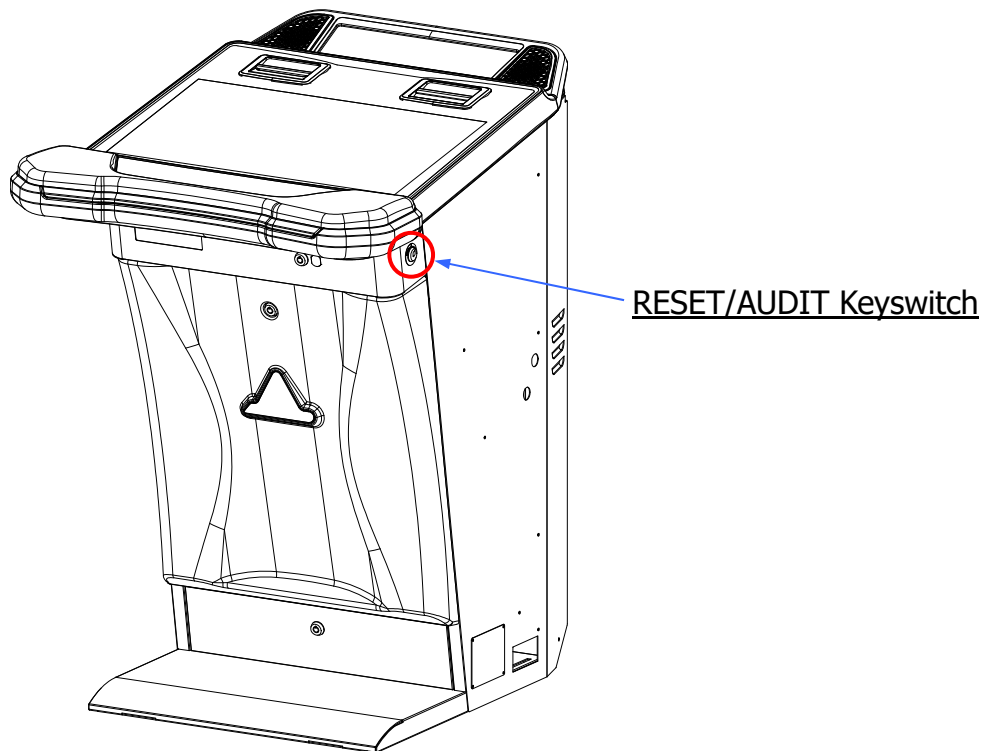
Turn the key to the AUDIT position to actuate the AUDIT mode, and turn the key to the RESET position to actuate the RESET mode.



AUDIT mode



RESET mode



#### 5. 2: Indication Lights on Station

When an Error, Attendant pay, Call attendant and Door open event occurs on the station, the Top Door lights flashes in red and blue alternately on the Station.

### 5. 3: Daily Servicing

#### Clean the Machine

- ◇ Clean the machine surface.



#### **CAUTION!**

Never use chemical dust cloth, thinner, benzine or alcohol.  
Damage may be caused to the surface of the machine.

- ◇ Clean the monitor screen with clean, soft cloth.



#### **CAUTION!**

Do not use a wet cloth or rub the screen.  
Damage may be caused to the screen surface.

## 5. 4: Clearing BILL Acceptor Jam

If a BILL is stuck or jammed into the BILL Acceptor, a [BILL ACCEPTOR JAM] message is displayed on the Monitor screen.

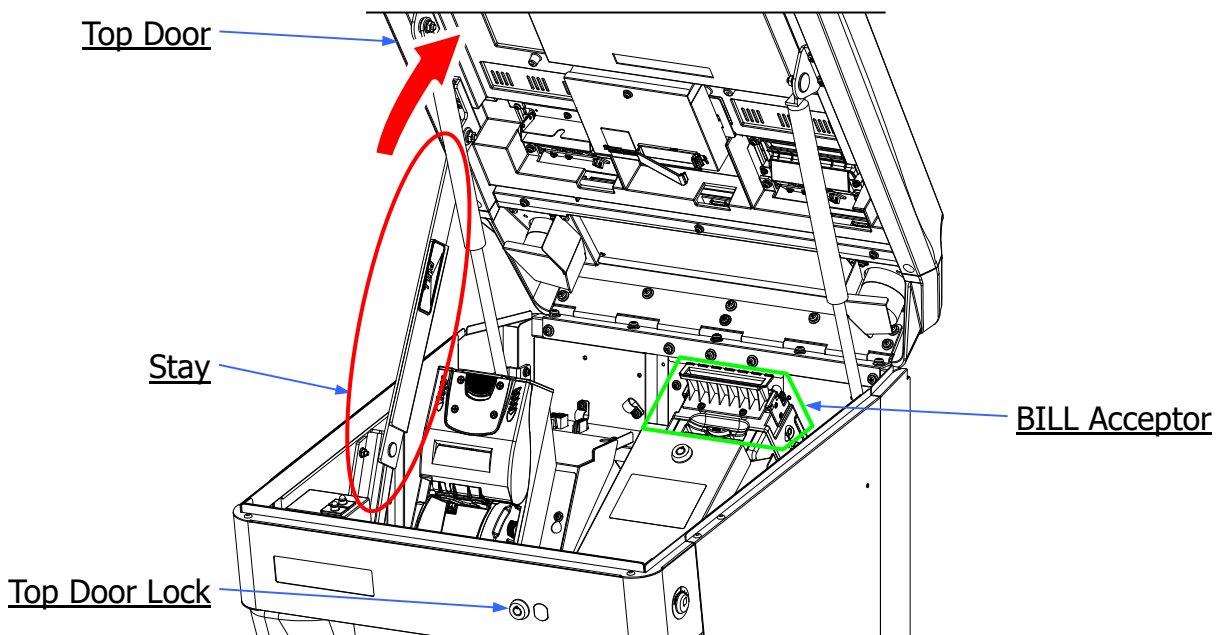
Use the following procedures to clear the jam.

1. Unlock the Top Door Lock and open the Top Door. Locate the BILL Acceptor.

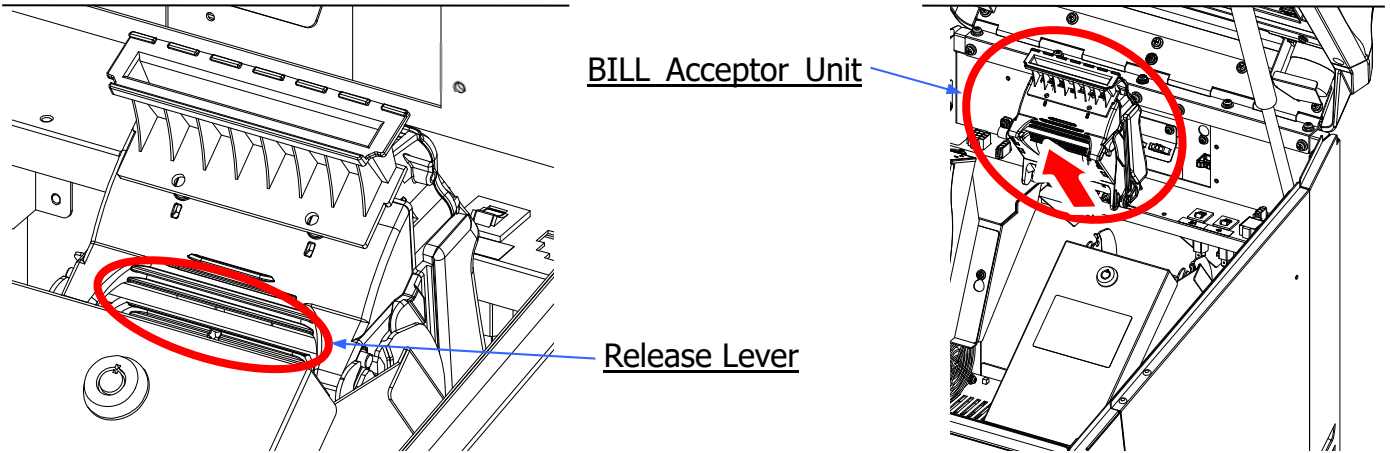


### **CAUTION!**

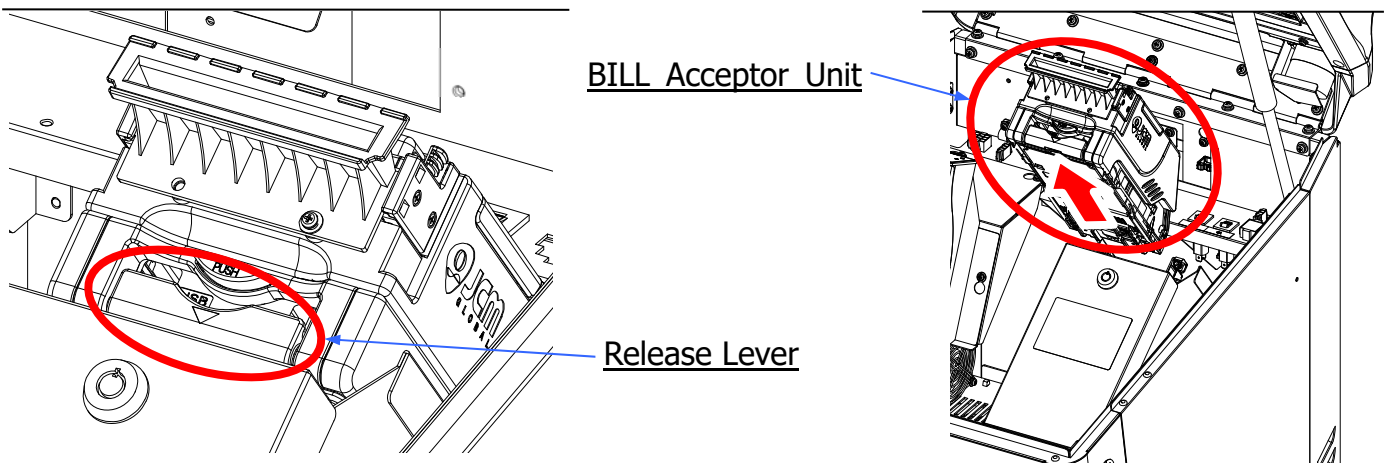
Hold the Top Door until you are sure that the Stay bar is locked, which will ensure that the Top Door will not suddenly close.



2. Pull the Release Lever below the BILL Acceptor, and then take out the BILL Acceptor Unit.  
**- For a MEI BILL Acceptor Unit -**

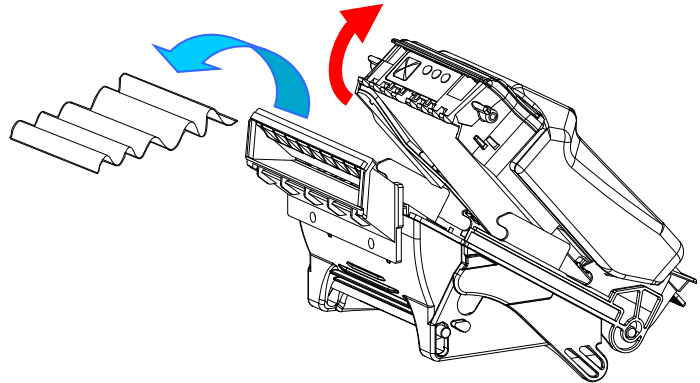
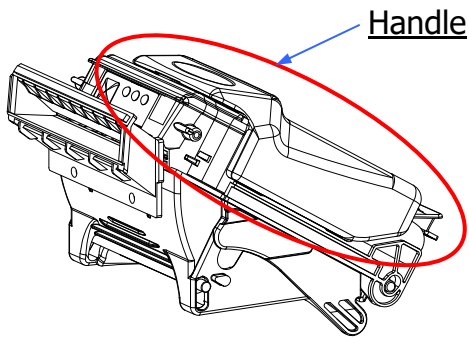


- For BILL Acceptor Units other than MEI -**

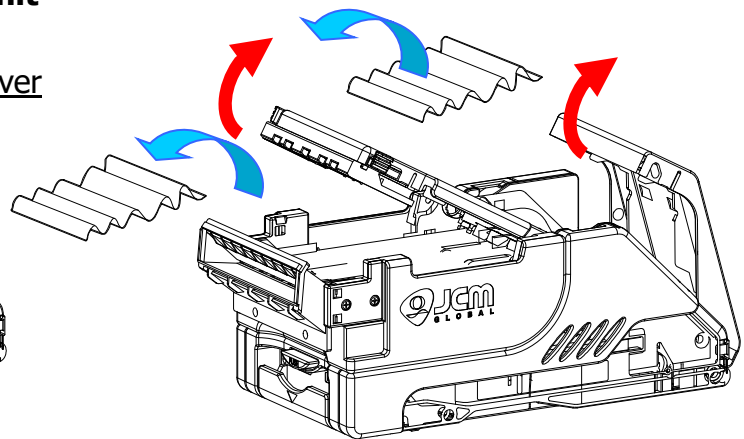
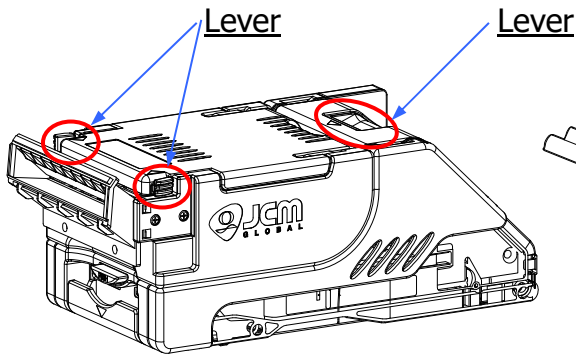


3. Open the top lid of the BILL Acceptor Unit, and then take out the jammed BILL.

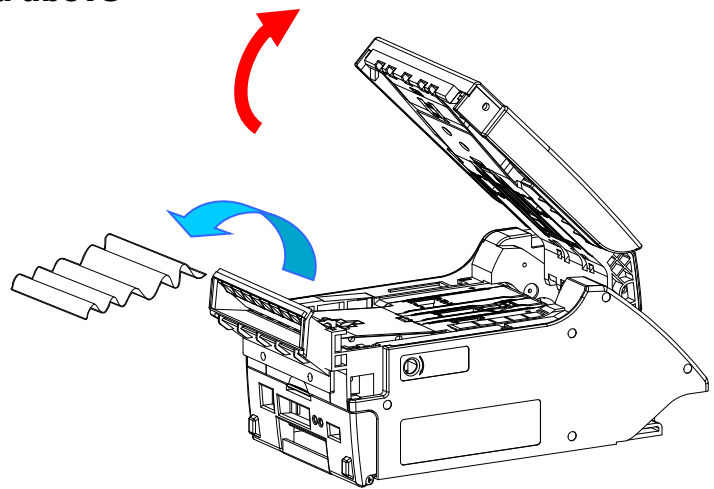
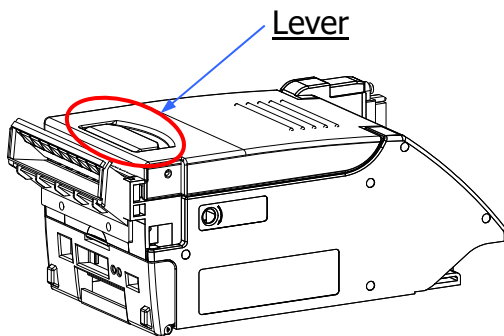
- For a MEI BILL Acceptor Unit -



- For a JCM iVIZION BILL Acceptor Unit -



- For BILL Acceptor Units not explained above -



**i NOTE:**

For BILL Acceptor Units other than MEI and JCM, the procedure is the same for most makers. Please refer to their individual BILL Acceptor Unit Manual.

4. After removing the jam from the BILL Acceptor Unit, put it back into place.



**CAUTION!**

Make sure that the BILL Acceptor Unit is put firmly back in place. Failure to do so may cause future machine problems.

5. When the Top Door is locked, the displayed error message will disappear.

## 5. 5: Clearing Ticket Jam

### **i NOTE:**

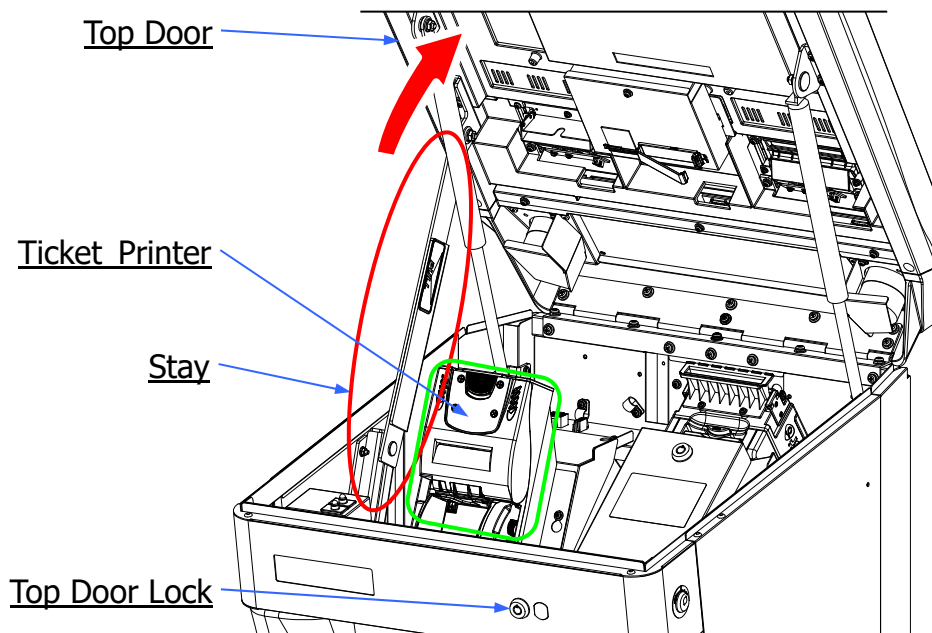
Refer to “**Loading Tickets**” at Chapter 2 to load tickets into the Ticket Printer.

If a ticket is jammed into the Ticket Printer, the message [TICKET PRINTER PAPER JAM] is displayed on the Monitor screen. Follow the procedure below to clear the ticket of the paper jam.

1. Open the Top Door and locate the Ticket Printer.

### **! CAUTION!**

Make sure that the Top Door does not close during the procedure, by keeping a hand on the door until the Stay is locked.

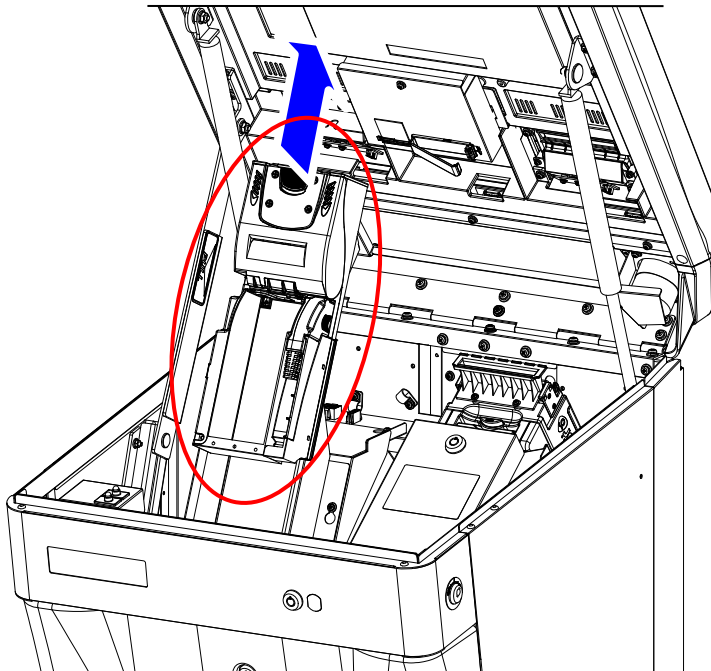


2. Slightly pull up the Ticket Printer at the angle shown below.



**CAUTION!**

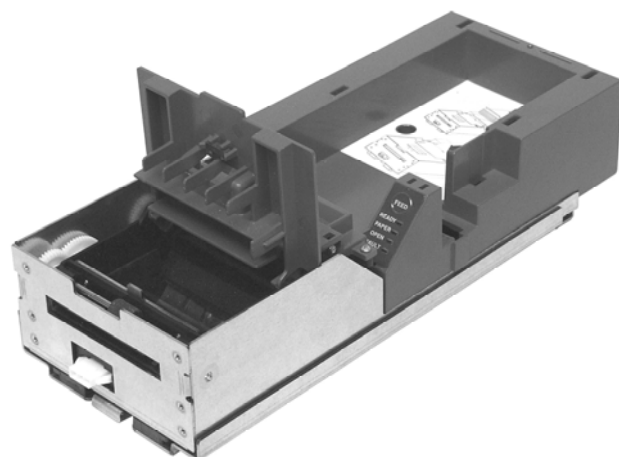
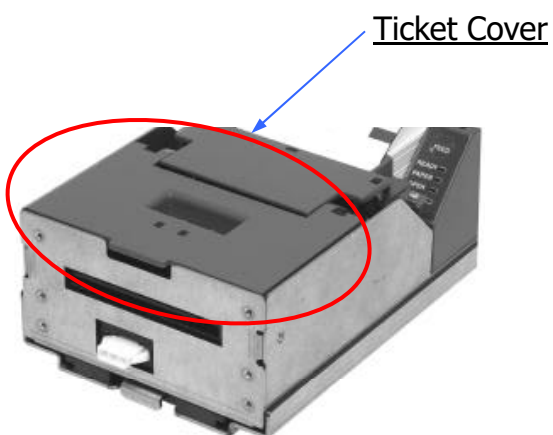
Make sure not to get fingers caught when taking the Ticket Printer in and out.



3. Open the top lid of the Ticket Printer, and remove the jammed ticket.

**- For EPIC950 (Ithaca) -**

Hold open the Ticket Cover, remove the jammed ticket, and then close the cover after checking that no paper debris is remaining.



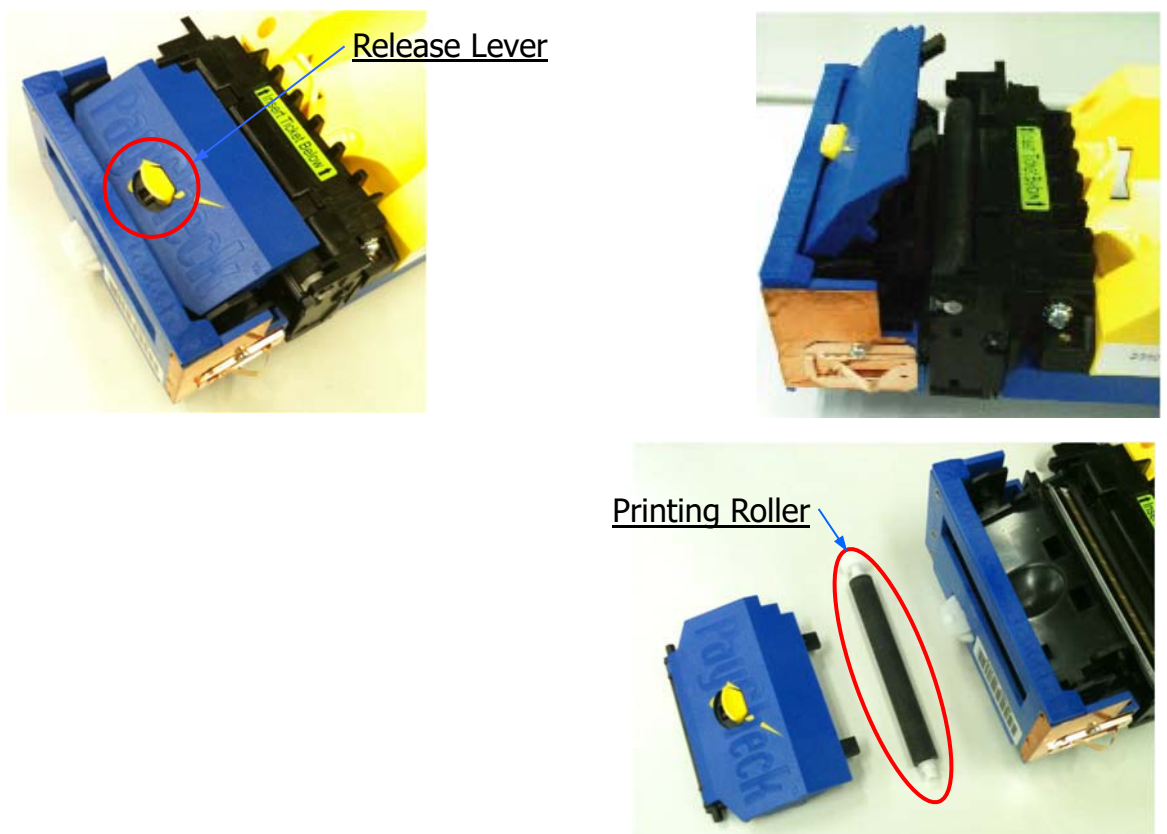
**- For GEN2 UNIVERSAL / GEN3 (Future Logic) / GEN5 -**

Pull the Release Lever and then open the Cover. Remove the paper jam. It is also okay to pull the Feed Mechanism Release Lever. After checking that there is no paper debris remaining, close the Cover.



**- For Paycheck4 (Nanoptix) / NextGen -**

Pull the Release Lever and open the Cover, and then take out the jammed paper. It is also possible to take out the cover and Printing Roller. Make sure to check that there is no paper debris left inside before closing the Cover.



4. After removing the jammed paper from the Ticket Printer, put it back into place.



**CAUTION!**

Make sure that the Ticket Printer is put firmly back in place. Failure to do so may cause machine malfunctions or errors.

5. When the Top Door is locked, the displayed message will disappear.

## 5. 6: Attendant Pay (Canceling Credit)

This cabinet has a configurable Attendant Pay function, which allows for Attendant Pay lock ups and credit payment done through attendants.

### 5. 6. 1: Attendant Pay Cases

There are 2 situations in which Attendant Pay will occur.

- ◇ When a credit amount to be cashed out is over the configured limit.
- ◇ When a Win that is over the configured limit occurs.

When one of the conditions stated above occurs, the machine enters Attendant Pay lock up mode. The game cannot be continued without attendant intervention to reset the Attendant Pay lock up.

#### **i NOTE:**

It is possible to change the conditions for the occurrence of an Attendant pay by setting "CREDIT UP LIMIT", "TICKET PAY LIMIT", "THRESHOLD AMOUNT", "RESET JACKPOT TO CR. METER LIMIT", "JACKPOT HAND PAY LIMIT" on "**Audit Settings**" or "CELEBRATION WIN LIMIT" on "**Celebration Settings**", all described at Chapter 5 of the SERVICE Manual.

### 5. 6. 2: Attendant Pay Reset

Reset Attendant Pay by the following procedure:

1. The value to be hand paid is displayed on the HAND PAY banner.
2. Take note of the displayed values.
3. Pay the value to the player.
4. Turn the RESET keyswitch.



#### **i NOTE:**

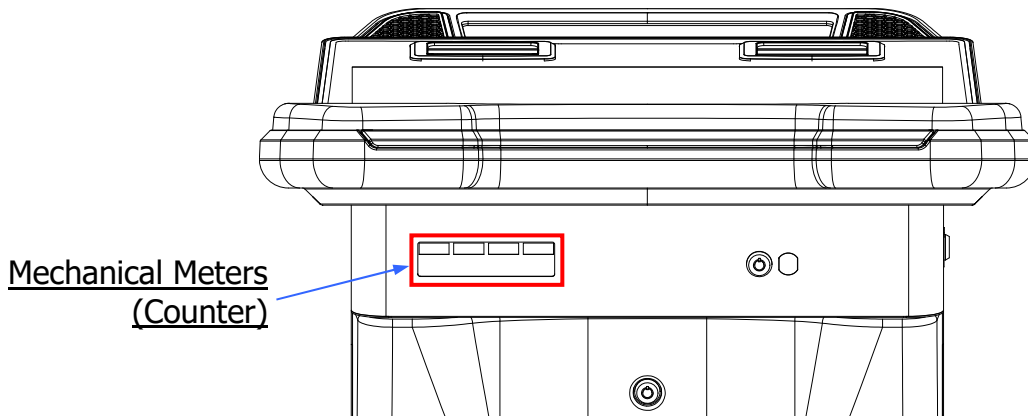
Depending on Machine settings and Casino Host settings, there may be cases when a ticket pays out the credit after the Attendant Pay RESET. In such a case, there is no need for an attendant to directly pay cash to the player.

## 5. 7: Mechanical Meters (Counter) :Option

The Mechanical Meters are found under the Arm Rest, and can be seen from the outside. The Mechanical Meters can display up to 7-digit numbers, and resets to 0000000 after 9999999.

**i NOTE:**

- Mechanical Meters(Counter) may not be equipped depending on specifications.
- Mechanical Meters(Counter) can be enabled or disabled even when they are equipped.



### 5.7.1: Mechanical Meters (Counter) Arrangement and Counted Data

**i NOTE:**

Mechanical meters do not function when on "**Hardware Settings**" described at Chapter 5 of the SERVICE Manual, the setting of "MECHANICAL METER TYPE" is set to **NONE**.

◇ When "MECHANICAL METER TYPE" is set to **PATTERN 1**.

Hand Pay /Jackpot	Total Out	Total In	Total BILL

Meters	DESCRIPTION
Hand Pay / Jackpot	The value paid out for credit wins, jackpots, and handpays.
Total Out	The cumulative value won on this machine.
Total In	The cumulative value bet on this machine.
Total BILL	The total value of all BILLS accepted.

◇ When "MECHANICAL METER TYPE" is set to **PATTERN 2**.

Total cash in	Total cash out	Wagered	Game won

Meters	DESCRIPTION
Total cash in	The total cash value accepted by the machine.
Total cash out	The total cash value paid out by the machine.
Wagered	The cumulative value bet on this machine.
Game won	The cumulative value won on this machine.



## Chapter 6

### AUDIT Mode for Center Unit (Operation)

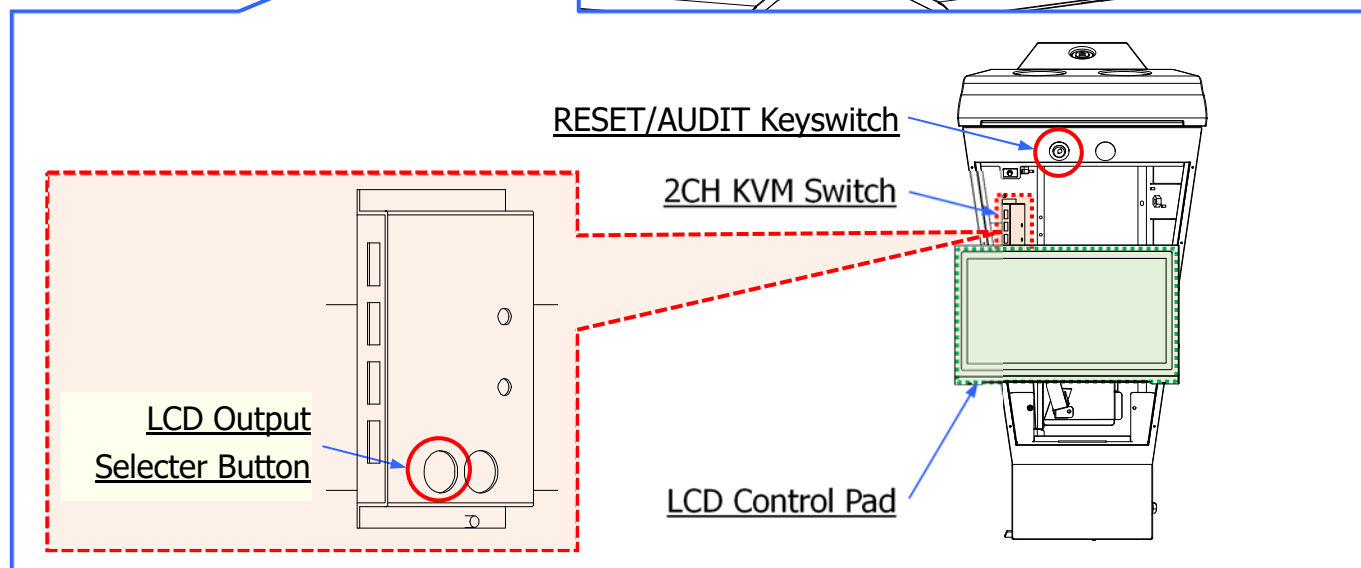
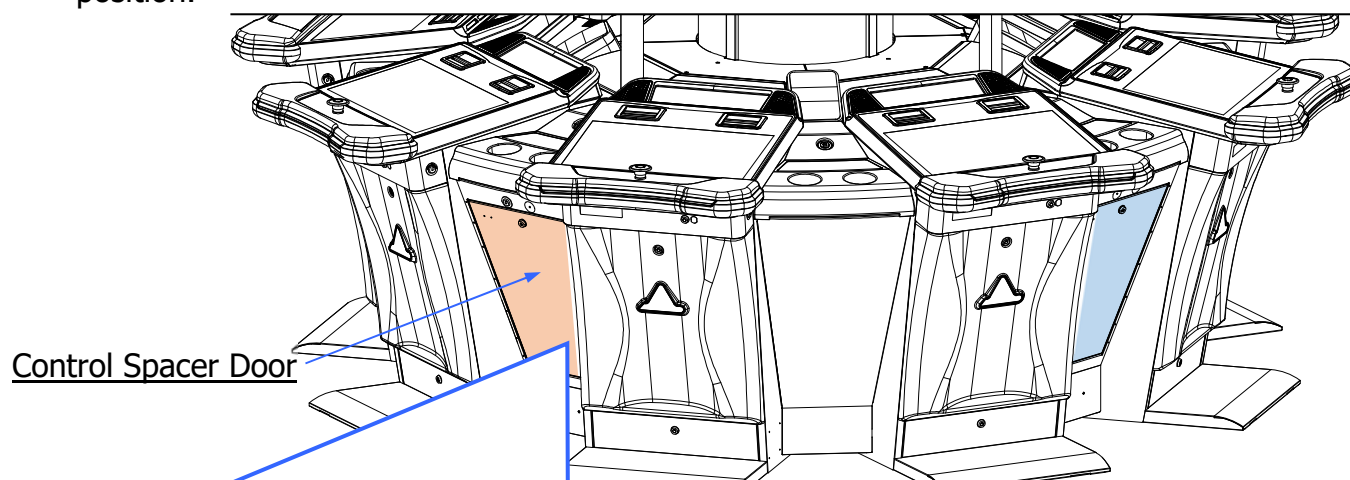
#### Accessing – AUDIT mode - Top Menu

When the Machine is in idle mode (not during game or error status), the AUDIT menu can be accessed by the following procedure:

#### CAUTION!

To change the settings there should be no credit on the Stations connected to the Center Unit.

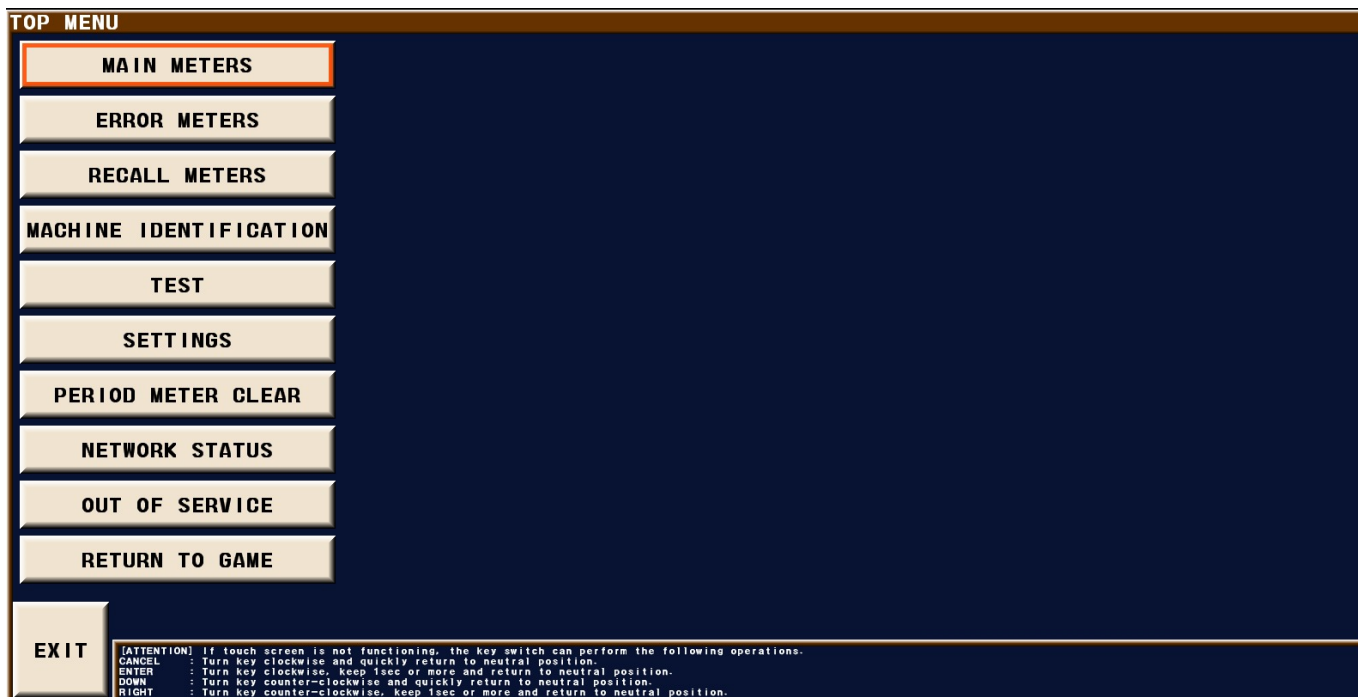
1. Refer to **“Opening Doors of the Center Unit”** at Chapter 2 of the SERVICE Manual to unlock and detach the Control Spacer Door, and set the LCD Control Pad to the operating position.



- To call the AUDIT mode, turn the RESET/AUDIT Key Switch to the AUDIT position, and return it to the neutral position.



- The menu can be selected by using the buttons on the screen.



## Structure of Audit Mode

The items explained in this manual are written in blue.

**i NOTE:**

The items listed above may vary or not be displayed, according to the different jurisdictions.

ROOT MENU	SUB MENU
<b>MAIN METERS</b> (Displayed only if the Control Spacer Door is open)	<b>MASTER METERS</b>
	<b>DICE RESULT METERS</b>
	<b>RESULT LIST</b>
	<b>PROGRESSIVE METERS</b>
	<b>MACAU JACKPOT EVENTS</b>
<b>ERROR METERS</b> (Displayed only if the Control Spacer Door is open)	<b>SYSTEM ERRORS</b>
	<b>DOOR EVENTS</b>
	<b>ONLINE COMMUNICATION ERRORS</b>
	<b>TICKET PRINTER ERRORS</b>
	<b>NETWORK CONDITION METERS</b>
	<b>LIVE CAMERA ERRORS</b>
	<b>DICE UNIT ERRORS</b>
<b>RECALL METERS</b> (Displayed only if the Control Spacer Door is open)	<b>DOOR HISTORY</b>
	<b>ERROR HISTORY</b>
	<b>ALL EVENT HISTORY</b>
	<b>PROGRESSIVE HISTORY</b>
	<b>TIME CHANGE IN INTERNAL CLOCK</b>
	<b>TIME DIFFERENCE OCCURRENCE BY HOUR</b>
	<b>SAS COMMUNICATION LOG</b>
	<b>TIME SYNCH HISTORY</b>
	<b>SNAPSHOT – GAME DATA</b>
	<b>SNAPSHOT – ERROR DATA</b>
	<b>DICE ERROR HISTORY</b>
	<b>CHI SQUARE TEST</b>

ROOT MENU	SUB MENU
<b>MACHINE IDENTIFICATION</b> (Displayed only if the Control Spacer Door is open)	<b>VERSION INFORMATION</b>
	<b>PSD VERIFICATION (CRC)</b>
	<b>PSD VERIFICATION (HMAC-SHA1)</b>
	<b>PSD VERIFICATION (SHA1)</b>
	<b>GAME INFORMATION</b>
	<b>HARDWARE INFORMATION</b>
	<b>SUBMISSION INFORMATION</b>
<b>TEST</b> See Service Manual, Chapter 4 (for Main)	<b>MONITOR TEST</b>
	<b>LIVE CAMERA TEST</b>
	<b>INPUT TEST</b>
	<b>OUTPUT TEST</b>
	<b>SERIAL TEST</b>
	<b>SOUND TEST</b>
<b>SETTINGS</b> See Service Manual, Chapter 4 (for Main)	<b>HARDWARE SETTINGS</b>
	<b>DICE UNIT SETTINGS</b>
	<b>LIVE CAMERA SETTINGS</b>
	<b>VOLUME SETTINGS</b> (Can be set also if there is credit on the Stations)
	<b>AUDIT SETTINGS</b>
	<b>IMPORTANT SETTINGS</b> (Set only if the Security Door is open)
	<b>GAME SETTINGS</b> <b>MIN/MAX TIMER SCHEDULE SETTING</b> <b>BET SETTINGS</b> <b>TIMER SETTINGS</b> <b>EXTRA SETTINGS</b> <b>SIGNAGE DIRECTION</b>
	<b>GAME SOUND SETTINGS</b>
	<b>ONLINE SYSTEM SETTINGS</b> (Set only if the Security Door is open)
	<b>PROGRESSIVE SETTINGS</b> (Set only if the Security Door is open)
	<b>OTHER SETTINGS</b> <b>CLOCK SETTINGS</b> <b>ADDITIONAL SETTINGS</b> <b>MACHINE INFORMATION SETTINGS</b>

ROOT MENU	SUB MENU
<b>PERIOD METER CLEAR</b> (Can be performed only if the Control Spacer Door is open)	
<b>OUT OF SERVICE</b> (Can be performed only if the Control Spacer Door is open)	
<b>EXPORT LOG DATA</b> See Service Manual, Chapter 4 (for Main)	(option for MACAU version)

## 6. 1: Main Meters

### TOP MENU>MAIN METERS

This item allows to check different Meters recorded by the machine.

**i NOTE:**

If necessary, refer to **"Memory Clear Procedure"** on Chapter 6 of the SERVICE MANUAL to perform the RAM Clear (Memory Clear).

#### MAIN METERS

MASTER METERS

PROGRESSIVE METERS

DICE DATA

RESULT LIST

RETURN TO PREVIOUS MENU

EXIT

[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.  
CANCEL : Turn key clockwise and quickly return to neutral position.  
ENTER : Turn key clockwise, keep 1sec or more and return to neutral position.  
DOWN : Turn key counter-clockwise and quickly return to neutral position.  
RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.

### 6.1.1: Master Meters

#### TOP MENU>MAIN METERS>MASTER METERS

**i NOTE:**  
NEVADA Version displays different items. (refer to 6.1.1.1).

MASTER METERS PAGE(1/2)

Meter Name	Permanent	Period
TOTAL GAME TIMES	64	64
TOTAL PLAYED GAME TIMES	64	64
TOTAL BET (VALUE)	\$22,370.00	\$22,370.00
TOTAL WON (VALUE)	\$23,549.16	\$23,549.16
TOTAL HOUSE GAIN (VALUE)	-\$1,179.16	-\$1,179.16
TOTAL PAY OUT (%)	105.27%	105.27%
TOTAL CASH IN (VALUE)	\$94,500.00	\$94,500.00
TOTAL CASH OUT (VALUE)	\$95,679.16	\$95,679.16
TOTAL ATTENDANT PAID (VALUE)	\$95,679.16	\$95,679.16
COIN IN	\$22,370.00	\$22,370.00
COIN OUT	\$23,549.16	\$23,549.16
ATTENDANT PAID JACKPOTS	\$0.00	\$0.00
ATTENDANT PAID CANCELLED CREDITS	\$95,679.16	\$95,679.16

EXIT    1    2    [ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.  
 CANCEL : Turn key clockwise and quickly return to neutral position.  
 DOWN : Turn key counter-clockwise and quickly return to neutral position.  
 RIGHT : Turn key counter-clockwise, keep lock or more and return to neutral position.

MASTER METERS PAGE(2/2)

Meter Name	Permanent	Period
TOTAL BET (CONNECTED MACHINES)	\$22,370.00	N/A
TOTAL WON (CONNECTED MACHINES)	\$23,549.16	N/A
PARTICIPATED MACHINES	1	N/A

EXIT    1    2    [ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.  
 CANCEL : Turn key clockwise and quickly return to neutral position.  
 DOWN : Turn key counter-clockwise and quickly return to neutral position.  
 RIGHT : Turn key counter-clockwise, keep lock or more and return to neutral position.

ITEM	DESCRIPTION
<b>TOTAL GAME TIMES</b>	The cumulative number of games played on the Center Unit.
<b>TOTAL PLAYED GAME TIMES</b>	The total number of games bet on all the stations.
<b>TOTAL BET (VALUE)</b>	The total value of credits bet on all the stations.
<b>TOTAL WON (VALUE)</b>	The total value of credits won on all the stations.
<b>TOTAL HOUSE GAIN (VALUE)</b>	The value of credits calculated by [TOTAL BET – TOTAL WON].
<b>TOTAL PAY OUT (%)</b>	The payout percentage calculated by [TOTAL WON / TOTAL BET].
<b>TOTAL CASH IN (VALUE)</b>	The total value the stations accepted by coins, bills, tickets, cashless cards, etc.
<b>TOTAL CASH OUT (VALUE)</b>	The total value the stations paid out including attendant's handpays, tickets, cashless cards, etc.
<b>TOTAL ATTENDANT PAID (VALUE)</b>	The total value the stations paid out by attendant's handpays.
<b>COIN IN</b>	The total value of all the bets from all the stations.
<b>COIN OUT</b>	The total value of all wins from all the stations, paid by the machine.
<b>ATTENDANT PAID JACKPOTS</b>	The total value paid out by attendant's handpay, for all the stations.
<b>ATTENDANT PAID CANCELLED CREDITS</b>	The total value the stations paid out and was cancelled by an attendant.
<b>TOTAL BET (CONNECTED MACHINES)</b>	The sum of the bets sent by all the Stations connected to the Center Unit.
<b>TOTAL WON (CONNECTED MACHINES)</b>	The sum of the wins hit by all the Stations connected to the Center Unit
<b>PARTECIPATED MACHINES</b>	The total number of Stations connected to the Center Unit

**6.1.1.1: Master Meters (for NEVADA)****TOP MENU>MAIN METERS>MASTER METERS****i NOTE:**

In NEVADA Version, the Master Meters displays as following.

MASTER METERS PAGE (1/2)		
Meter Name	Permanent	Period
COIN IN	\$0.00	\$0.00
COIN OUT	\$0.00	\$0.00
COIN DROP	N/A	N/A
PHYSICAL COIN IN	N/A	N/A
PHYSICAL COIN OUT	N/A	N/A
ATTENDANT PAID JACKPOTS	\$0.00	\$0.00
ATTENDANT PAID CANCELLED CREDITS	\$0.00	\$0.00
BILL IN	\$0.00	\$0.00
NUMBER OF GAMES PLAYED SINCE POWER RESET	0	0
NUMBER OF GAMES PLAYED SINCE DOOR CLOSE	0	0
NUMBER OF GAMES PLAYED SINCE RAM CLEAR	0	0
NUMBER OF INAPPROPRIATE COINS	N/A	N/A
COIN DROP (Since the last clearance)	N/A	N/A
BILL IN (Since the last clearance)	N/A	\$0.00
TOTAL GAME TIMES	0	0
TOTAL PLAYED GAME TIMES	0	0
TOTAL BET (VALUE)	\$0.00	\$0.00
TOTAL WON (VALUE)	\$0.00	\$0.00
TOTAL HOUSE GAIN (VALUE)	\$0.00	\$0.00
TOTAL PAY OUT (%)	0.00%	0.00%
TOTAL CASH IN (VALUE)	\$0.00	\$0.00
TOTAL CASH OUT (VALUE)	\$0.00	\$0.00
TOTAL ATTENDANT PAID (VALUE)	\$0.00	\$0.00

MASTER METERS PAGE (2/2)		
Meter Name	Permanent	Period
TOTAL BET (CONNECTED MACHINES)	\$0.00	N/A
TOTAL WON (CONNECTED MACHINES)	\$0.00	N/A
PARTICIPATED MACHINES	0	N/A

ITEM	DESCRIPTION
<b>COIN IN</b>	The total value of all the bets from all the stations.
<b>COIN OUT</b>	The total value of wins paid by all the stations.
<b>COIN DROP</b>	The total amount of coins that entered the Coin Drop Box.
<b>PHYSICAL COIN IN</b>	The actual amount of inserted coins.
<b>PHYSICAL COIN OUT</b>	The actual amount of paid coins.
<b>ATTENDANT PAID JACKPOTS</b>	The total value paid out by attendant's handpay, for all the stations.
<b>ATTENDANT PAID CANCELLED CREDITS</b>	The total value the stations paid out and was cancelled by an attendant.
<b>BILL IN</b>	The total value of BILLS inserted into the Station.
<b>NUMBER OF GAMES PLAYED SINCE POWER RESET</b>	The total number of games played since the last time the power was turned on.

ITEM	DESCRIPTION
<b>NUMBER OF GAMES PLAYED SINCE DOOR CLOSE</b>	The total number of games played since the last time the door was closed. This meter is cleared every time the door is closed.
<b>NUMBER OF GAMES PLAYED SINCE RAM CLEAR</b>	The total number of games played since the last RAM Clear.
<b>NUMBER OF INAPPROPRIATE COINS</b>	N/A
<b>COIN DROP (Since the last clearance)</b>	N/A
<b>BILL IN (Since the last clearance)</b>	The total value of BILLS inserted into the machine since the last time the BILL stacker was cleared.
<b>TOTAL GAME TIMES</b>	The cumulative number of games played on the Center Unit.
<b>TOTAL PLAYED GAME TIMES</b>	The total number of games bet on all the stations.
<b>TOTAL BET (VALUE)</b>	The total value of credits bet on all the stations.
<b>TOTAL WON (VALUE)</b>	The total value of credits won on all the stations.
<b>TOTAL HOUSE GAIN (VALUE)</b>	The value of credits calculated by [TOTAL BET – TOTAL WON].
<b>TOTAL PAY OUT (%)</b>	The payout percentage calculated by [TOTAL WON / TOTAL BET].
<b>TOTAL CASH IN (VALUE)</b>	The total value the stations accepted by coins, bills, tickets, cashless cards, etc.
<b>TOTAL CASH OUT (VALUE)</b>	The total value the stations paid out including attendant's handpays, tickets, cashless cards, etc.
<b>TOTAL ATTENDANT PAID (VALUE)</b>	The total value the stations paid out by attendant's handpays.
<b>TOTAL BET (CONNECTED MACHINES)</b>	The sum of the bets sent by all the Stations connected to the Center Unit.

ITEM	DESCRIPTION
<b>TOTAL WON (CONNECTED MACHINES)</b>	The sum of the wins hit by all the Stations connected to the Center Unit
<b>PARTECIPATED MACHINES</b>	The total number of Stations connected to the Center Unit

## 6. 1. 2: Dice Result Meter

### TOP MENU>MAIN METERS>DICE RESULT METER

DICE RESULT METER			
Meter	Name	Permanent	Period
DICE1	[1]	2	2
DICE1	[2]	0	1
DICE1	[3]	1	1
DICE1	[4]	0	0
DICE1	[5]	0	1
DICE1	[6]	1	1
DICE2	[1]	0	0
DICE2	[2]	1	1
DICE2	[3]	0	0
DICE2	[4]	0	0
DICE2	[5]	2	2
DICE2	[6]	1	1
DICE3	[1]	0	0
DICE3	[2]	0	0
DICE3	[3]	3	3
DICE3	[4]	1	1
DICE3	[5]	0	0
DICE3	[6]	0	0

EXIT      SYSTEM SOFTWARE [Z2MGU-GEN-0201]      OS VERSION []      29/05/2024 05:21:44  
 GAME SOFTWARE [X23M03-DSBM-ZA-0103-D01-PRESEN]      GAME GAL ID [1B72]      DEALER TERMINAL

**[ATTENTION]** If touch screen is not functioning, the key switch can perform the following operations.  
**CANCEL** : Turn key clockwise and quickly return to neutral position.

ITEM	DESCRIPTION
<b>DICE 1 [x]</b>	The number of times the result of Dice1 was the indicated number.
<b>DICE 2 [x]</b>	The number of times the result of Dice2 was the indicated number.
<b>DICE 3 [x]</b>	The number of times the result of Dice3 was the indicated number.

### 6. 1. 3: Progressive Meters

TOP MENU>MAIN METERS>PROGRESSIVE METERS

PROGRESSIVE METERS	
PROGRESSIVE TOTAL METER	
PROGRESSIVE 1 METER	
PROGRESSIVE 2 METER	
PROGRESSIVE 3 METER	
PROGRESSIVE 4 METER	
PROGRESSIVE 5 METER	
PROGRESSIVE 6 METER	
PROGRESSIVE 7 METER	
PROGRESSIVE 8 METER	
RETURN TO PREVIOUS MENU	

#### 6. 1. 3. 1: Progressive Total Meter

TOP MENU>MAIN METERS>PROGRESSIVE METERS>PROGRESSIVE TOTAL METER

PROGRESSIVE TOTAL METER		
Meter Name	Permanent	Period
ALL PROGRESSIVE GAMES WON	0	0
ALL PROGRESSIVE TOTAL WIN (VALUE)	\$0.00	\$0.00

ITEM	DESCRIPTION
<b>ALL PROGRESSIVE GAMES WON</b>	How many times a Progressive Prize of any level has been hit.
<b>ALL PROGRESSIVE TOTAL WIN (VALUE)</b>	The total amount won as result of the hit of a Progressive Prize of any level.

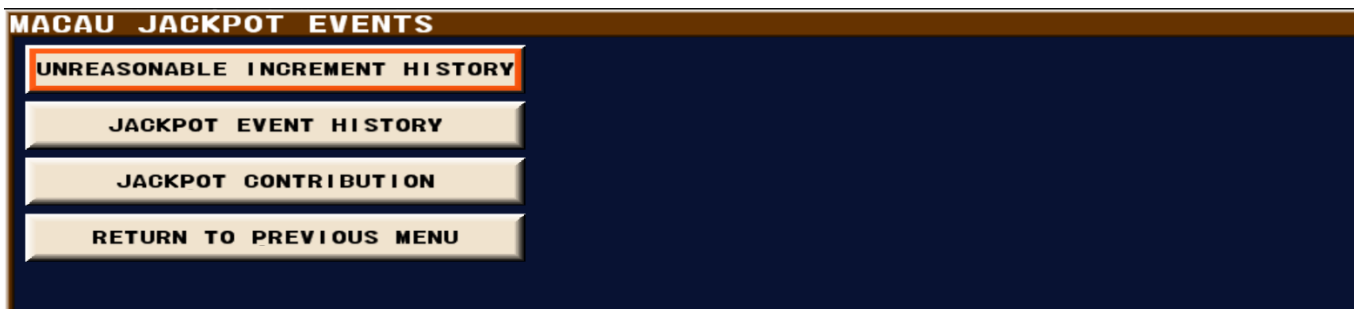
**6. 1. 3. 2: Progressive 1-8 Meter****TOP MENU>MAIN METERS>PROGRESSIVE METERS>PROGRESSIVE XX METER**

PROGRESSIVE 1 METER		
Meter Name	Permanent	Period
PROGRESSIVE GAMES WON	0	0
PROGRESSIVE TOTAL WIN (VALUE)	\$0.00	\$0.00
CURRENT (VALUE)	\$5,000.00	N/A
HIDDEN (VALUE)	\$0.00	N/A
OVER FLOW (VALUE)	\$0.00	N/A
RESET VALUE	\$5,000.00	N/A
CURRENT INCREMENT AMOUNT	\$5,000.00	N/A
CURRENT ALL INCREMENT AMOUNT	\$0.00	N/A

ITEM	DESCRIPTION
<b>PROGRESSIVE GAMES WON</b>	How many times the relative Progressive Prize level has been hit.
<b>PROGRESSIVE TOTAL WIN (VALUE)</b>	The total amount won as result of the hit of the relative Progressive Prize level.
<b>CURRENT (VALUE)</b>	The actual value of the relative Progressive Prize level.
<b>HIDDEN (VALUE)</b>	The hidden value of the relative Progressive Prize level.
<b>OVER FLOW (VALUE)</b>	The overflow value (value exceeding the upper limit) of the relative Progressive Prize level.
<b>RESET VALUE</b>	The base value of the relative Progressive Prize level.
<b>CURRENT INCREMENT AMOUNT</b>	The value of the Progressive increment, including the Start up value of one station.
<b>CURRENT ALL INCREMENT AMOUNT</b>	The value of the Progressive increment, including the Start up value of all the stations.

## 6. 1. 4: MACAU Jackpot Events

TOP MENU>MAIN METERS>MACAO JACKPOT EVENTS



### 6. 1. 4. 1: Unreasonable Increment History

TOP MENU>MAIN METERS>MACAO JACKPOT EVENTS >

UNREASONABLE INCREMENT HISTORY

**i NOTE:**

Display of the last 25 times an incorrect contribution for the Side Game was sent by the Stations.

UNREASONABLE INCREMENT HISTORY					
No.	STATION No.	AMOUNT (CURRENCY)	JACKPOT IDENTIFICATION	DATE (m/d/y)	TIME (h:m:s)

ITEM	DESCRIPTION
<b>STATION NO.</b>	The station that sent the incorrect contribution amount.
<b>AMOUNT (CURRENCY)</b>	The incorrect side bet amount.
<b>JACKPOT IDENTIFICATION</b>	The Jackpot Level(s) affected by the incorrect contribution.
<b>DATE(d/m/y)</b>	The date when the incorrect contribution occurred. The format displayed follows the currency settings.
<b>TIME(h:m:s)</b>	The time when the incorrect contribution occurred.

## 6. 1. 4. 2: Jackpot Event History

TOP MENU>MAIN METERS>MACAO JACKPOT EVENTS > JACKPOT EVENT HISTORY

### **i** NOTE:

Display of the last 25 jackpot hits.

JACKPOT EVENT HISTORY	
LAST JACKPOT EVENT	
2nd LAST JACKPOT EVENT	
3rd LAST JACKPOT EVENT	
RETURN TO PREVIOUS MENU	

Select [xxx JACKPOT EVENT] to display the relative information.

LAST JACKPOT EVENT						
No.	STATION No.	AMOUNT WIN	JP LEVEL	DATE (m/d/y)	TIME (h:m:s)	PAYMENT METHOD
1	1	\$2,046.39	2	08/03/2018	14:24:20	TO CREDITS METER

ITEM	DESCRIPTION
<b>STATION NO.</b>	The identification number of the station that was awarded with the Jackpot.
<b>AMOUNT WIN</b>	The amount of the prize awarded to the station.
<b>JP LEVEL</b>	The Jackpot Level that was won.
<b>DATE(d/m/y)</b>	The date when the Jackpot was hit. The format displayed follows the currency settings.
<b>TIME(h:m:s)</b>	The time when the Jackpot was hit.
<b>PAYMENT METHOD</b>	The method of payment of the Jackpot Win.

### 6. 1. 4. 3: Jackpot Contribution

#### TOP MENU>MAIN METERS>MACAO JACKPOT EVENTS > JACKPOT CONTRIBUTION

Display of the contribution for the Side Game that was sent by the Station up to the current moment.

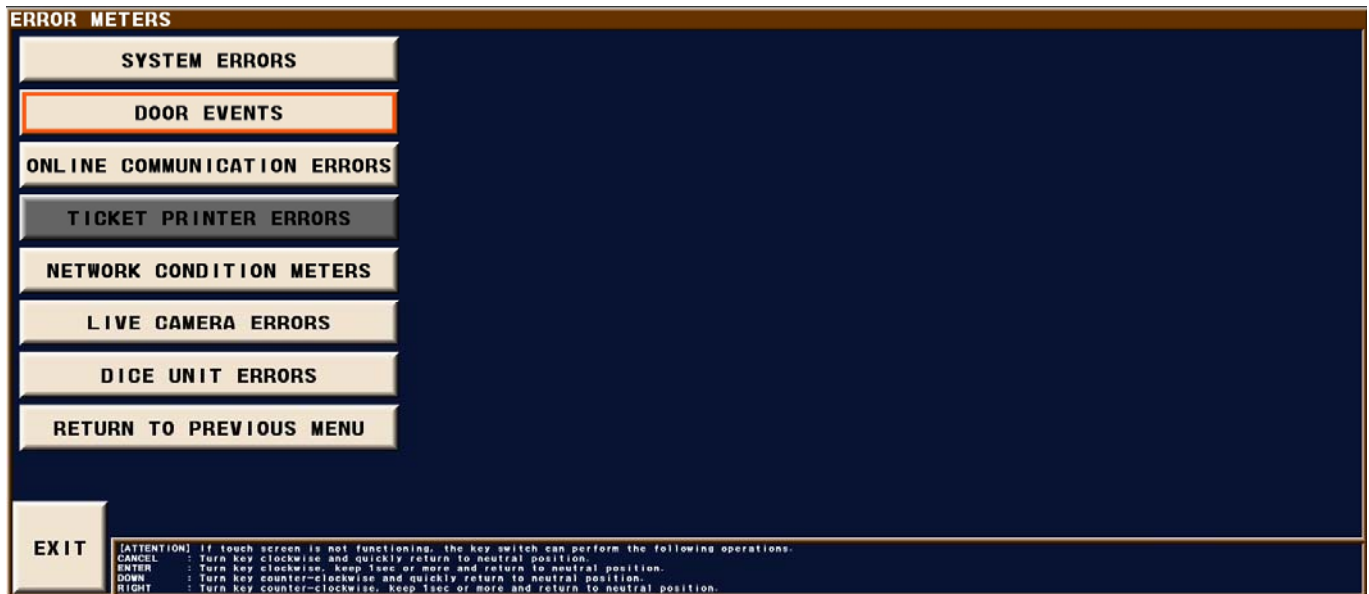
JACKPOT CONTRIBUTION	
JACKPOT/STATION No.	TOTAL CONTRIBUTION
MEGA	\$4,639.00
MAJOR	\$4,639.00
MINI	\$4,639.00
1	\$0.00
2	\$0.00
3	\$0.00
4	\$0.00
5	\$0.00
6	\$0.00
7	\$0.00

ITEM	DESCRIPTION
<b>JACKPOT/ STATION NO.</b>	<b>Upper rows:</b> each jackpot level of Progressive awards. <b>Bottom rows:</b> the identification number of the station that contributed to the jackpot
<b>TOTAL CONTRIBUTION</b>	<b>Upper rows:</b> the amount of the increment sent from all the stations to each Jackpot Level. <b>Bottom rows:</b> the amount of the increment sent from each station to all the Jackpot Levels.

## 6. 2: Error Meters

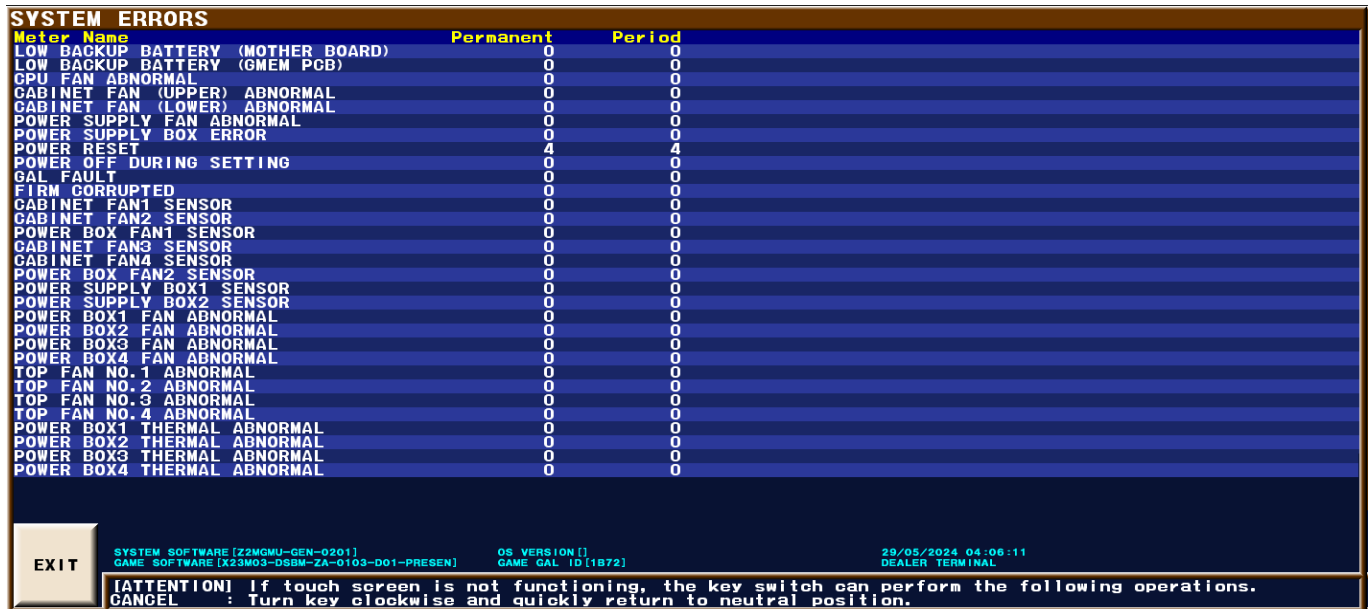
### TOP MENU>ERROR METERS

This item allows to check the logs of each Error category.



### 6. 2. 1: System Errors

#### TOP MENU>ERROR METERS>SYSTEM ERRORS



ITEM	DESCRIPTION
<b>LOW BACKUP BATTERY (XX)</b>	The cumulative number of times a low power level was detected on the backup battery of each PCB.
<b>CPU FAN ABNORMAL</b>	The cumulative number of times the number of revolutions of the CPU fan has been abnormal.

ITEM	DESCRIPTION
<b>CABINET FAN (UPPER)/(LOWER) ABNORMAL</b>	The cumulative number of times the number of revolutions of each cabinet fan was abnormal.
<b>POWER SUPPLY FAN ABNORMAL</b>	The cumulative number of times an anomaly was detected on the number of rotations of the Power Supply Fan.
<b>POWER SUPPLY BOX ERROR</b>	The cumulative number of times an anomaly was detected on the Power Supply Fan.
<b>POWER RESET</b>	The cumulative number of times the machine recovered from power down or an instantaneous power failure since the last RAM clear.
<b>POWER OFF DURING SETTINGS</b>	The number of times the power was turned down during the System Settings Configuration
<b>GAL FAULT</b>	The number of times the GAL could not be read while the game was in progress.
<b>FIRM CORRUPTED</b>	The number of times a FIRMWARE change was detected.
<b>CABINET FAN 1-2-3-4 SENSOR</b>	The cumulative number of times the number of revolutions of each cabinet fan was abnormal.
<b>POWER BOX FAN 1-2 SENSOR</b>	The cumulative number of times the temperature of each power supply box fan was abnormally high.
<b>POWER SUPPLY BOX 1-2 SENSOR</b>	The cumulative number of times the number of revolutions of each power box fan was abnormal.
<b>POWER BOX 1-4 FAN ABNORMAL</b>	The cumulative number of times the number of revolutions of each power box fan was abnormal.
<b>TOP FAN No.1-4 ABNORMAL</b>	The cumulative number of times the number of revolutions of each top fan was abnormal.
<b>POWER BOX 1-4 THERMAL ABNORMAL</b>	The number of times an abnormal temperature was detected on each Power Box.

## 6. 2. 2: Door Events

### TOP MENU>ERROR METERS>DOOR EVENTS

DOOR EVENTS		
Meter Name	Permanent	Period
MAIN DOOR OPEN	18	18
MAIN DOOR OPEN (OPTICAL SENSOR)	0	0
SECURITY CAGE OPEN	18	18
IO CASE DOOR OPEN	0	0
DRIVER CASE DOOR OPEN	0	0
HUB CORNER DOOR OPEN	0	0
SPACER CONTROL DOOR OPEN	0	0
ETD PC CASE DOOR OPEN	0	0
FIELD AREA DOOR OPEN	0	0
MAIN DOOR ACCESS DURING POWER DOWN	0	0
SECURITY CAGE ACCESS DURING POWER DOWN	0	0
IO CASE DOOR ACCESS DURING POWER DOWN	0	0
DRIVER CASE DOOR ACCESS DURING POWER DOWN	0	0
HUB CORNER DOOR ACCESS DURING POWER DOWN	0	0
SPACER CONTROL DOOR ACCESS DURING POWER DOWN	0	0
ETD PC CASE DOOR ACCESS DURING POWER DOWN	0	0

ITEM	DESCRIPTION
<b>xx DOOR OPEN or xx SENSOR OPEN or xx CAGE OPEN</b>	The number of times the specified door or cage was opened.
<b>xx ACCESS DURING POWER DOWN</b>	The number of times a specific door or cage was opened while the power was turned OFF.

## 6. 2. 3: Online Communication Errors

### TOP MENU>ERROR METERS>ONLINE COMMUNICATION ERRORS

ONLINE COMMUNICATION ERRORS		
Meter Name	Permanent	Period
COMMUNICATION DATA ERROR	0	0
COMMUNICATION OFFLINE ERROR	0	0
MACHINE DISABLE FROM HOST	0	0
HOST COMMUNICATION LINK DOWN	0	0

ITEM	DESCRIPTION
<b>COMMUNICATION DATA ERROR</b>	The number of times a COMMUNICATION DATA ERROR occurred.
<b>COMMUNICATION OFFLINE ERROR</b>	The number of times that errors such as no communication with the Data Communication Host or cable disconnections occurred.
<b>MACHINE DISABLE FROM HOST</b>	The number of times the machine was disabled when it received a DISABLE command from the Data Communication Host.
<b>HOST COMMUNICATION LINK DOWN</b>	The number of times communication errors with the Host occurred.

## 6. 2. 4: Ticket Printer Errors

Not used for this title.

## 6. 2. 5: Network Condition Meters

### TOP MENU>ERROR METERS>NETWORK CONDITION METERS

NETWORK CONDITION METERS		
Meter Name	Permanent	Period
NETWORK ERROR	45612	0
SEND PACKET COUNT	45612	0
SEND ERROR RATE	0.000%	0
SEND RETRY COUNT	45612	0
SEND COMPLETE COUNT	10830840	use60
ACK ADDITION TIME	237	use60
ACK AVERAGE TIME	1000214	use60
RECEIVE ERROR PACKET COUNT		0
ACK MAXIMUM TIME		0
CONNECTED COUNT		0
DISCONNECTED COUNT		0

ITEM	DESCRIPTION
<b>NETWORK ERROR</b>	The number of times an error occurred in the communication with another Center Unit (Server).
<b>SEND PACKET COUNT</b>	The number of times a data transmission was sent to the Station.
<b>SEND ERROR COUNT</b>	The number of times data transmission to the Station failed.
<b>SEND ERROR RATE</b>	The rate of failed data transmissions to the Station.
<b>SEND RETRY COUNT</b>	The number of times a data transmission was re-sent again to the Station.
<b>SEND COMPLETE COUNT</b>	The number of times data transmission to the Station succeeded.
<b>ACK ADDITION TIME</b>	The total response time to data transmissions from the Station.
<b>ACK AVERAGE TIME</b>	The average response time to data transmissions from the Station.
<b>RECEIVE ERROR PACKET COUNT</b>	The number of times data transmission from the Station failed.
<b>ACK MAXIMUM TIME</b>	The longest response time to a data transmission from the Station.
<b>CONNECTED COUNT</b>	The number of times communication with the Station was established.
<b>DISCONNECTED COUNT</b>	The number of times it was not possible to transmit data to the Station.

## 6. 2. 6: Live Camera Errors

### TOP MENU>ERROR METERS>LIVE CAMERA ERRORS

LIVE CAMERA ERRORS		
Meter Name	Permanent	Period
LIVE CAMERA DISCONNECTED	6	6

ITEM	DESCRIPTION
<b>LIVE CAMERA DISCONNECTED</b>	The cumulative number of times it was not possible to connect to the live camera (excluding during troubles on the station).

## 6. 2. 7: Dice Unit Errors

### TOP MENU>ERROR METERS>DICE UNIT ERRORS

DICE UNIT ERRORS		
Meter Name	Permanent	Period
SELF CHI SQUARE TEST FAILURE	0	0
DICE AND FIELD MAINTENANCE REQUIRED	0	0
LIVE CAMERA DISCONNECTED	0	0
TIME DIFFERENCE IN MAIN INTERNAL CLOCK	0	0
DICE RESHOOT COUNT	65	3
DICE UNIT DISCONNECTED	4	0
PLEASE INPUT PASSWORD	0	0
IMPROPER ACTUATOR OPERATION	0	0
DICE UNIT INITIALIZATION FAILURE	0	0
FAILED TO DETECT RF TAG IN DICE	0	0
INVALID MID OF TAG IN DICE	0	0
UNMATCH MID OF TAG IN DICE	0	0
UNABLE TO OPEN SERIAL PORT FOR RF TAG	0	0
UNMATCH ORG OF TAG IN DICE	0	0
INVALID ETD STATE ERROR	0	0
DICE CONFIGURATION ERROR	0	0
DICE VIBRATION ERROR	0	0
DICE DETECTION ERROR	0	0
DICE ANGLE ERROR	0	0
DICE FAILURE	0	0
DICE CHANGE SOON	0	0
DICE CHANGE NOW	0	0
DICE STATISTICS ERROR	0	0
DICE CORRELATION ERROR	0	0
HARDWARE ERROR	1218181	0
ETD ERROR	0	0
ETD IN SERVICE MODE	1	0
POWER SUPPLY FAILURE	0	0
TILT EVENT DETECTED	0	0
TEMPERATURE TOO HIGH	0	0
ETD TAMPER SWITCH OPEN	1	0
TILT TAMPER SWITCH OPEN	0	0
MAIN UNIT IN ERROR	0	0
NO DICE	0	0
CONSECUTIVE SAME RESULTS FOR ONE DICE	0	0
CONSECUTIVE SAME RESULTS FOR ALL DICE	0	0
CONSECUTIVE NO DICE	2	0
CONSECUTIVE NO RESULTS OF ANY SPOT ON DICE (DICE A)	0	0
CONSECUTIVE NO RESULTS OF ANY SPOT ON DICE (DICE B)	0	0
CONSECUTIVE NO RESULTS OF ANY SPOT ON DICE (DICE C)	0	0
NO DICE LOCKUP INTERVAL	0	0

EXIT

SYSTEM SOFTWARE [Z2H0MU-GEN-0204-TEST] OS VERSION [FS10001921] 10/18/2024 13:55:57  
 GAME SOFTWARE [X23M03-DSUM-ZA-0105-SHOW] GAME GAL ID [1872] DEALER TERMINAL

[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.  
 CANCEL : Turn key clockwise and quickly return to neutral position.

ITEM	DESCRIPTION
SELF CHI SQUARE TEST FAILURE	Not relevant for this version.
DICE AND FIELD MAINTENANCE REQUIRED	
LIVE CAMERA DISCONNECTED	
TIME DIFFERENCE IN MAIN INTERNAL CLOCK	
DICE RESHOOT COUNT	
DICE UNIT DISCONNECTED	The number of times it was not possible to detect the Dice Unit.
PLEASE INPUT PASSWORD	The number of times a password was requested to clear an error.

ITEM	DESCRIPTION
<b>IMPROPER ACTUATOR OPERATION</b>	Not relevant for this version.
<b>DICE UNIT INITIALIZATION FAILURE</b>	
<b>FAILED TO DETECT RF TAG IN DICE</b>	
<b>INVALID MID OF TAG IN DICE</b>	
<b>UNMATCH MID OF TAG IN DICE</b>	
<b>UNABLE TO OPEN SERIAL PORT FOR RF TAG</b>	
<b>UNMATCH CRC OF TAG IN DICE</b>	
<b>INVALID ETD STATE ERROR</b>	The number of times the ETD was not in the correct state to process the command sent by the Center Unit.
<b>DICE CONFIGURATION ERROR</b>	The number of times the ETD configuration was detected as not valid for the chosen game type.
<b>DICE VIBRATION ERROR</b>	The number of times Dice vibration errors were observed during the [Lottery] state
<b>DICE DETECTION ERROR</b>	The number of times Dice detection algorithm could not reach a reliable Dice read.
<b>DICE ANGLE ERROR</b>	The number of times the Dice detection algorithm detected cocked/burning dice.
<b>DICE FAILURE</b>	The number of times one or more dice have been found to be broken or invalid
<b>DICE CHANGE SOON</b>	The number of times the message [Dice Change soon] message appeared because the Dice were nearing the end of lifetime.
<b>DICE CHANGE NOW</b>	The number of times the message [Dice Change now] message appeared because the Dice arrived at end of their lifetime and had to be replaced.
<b>DICE STATISTICS ERROR</b>	The number of times a Dice Statistics error occurred.

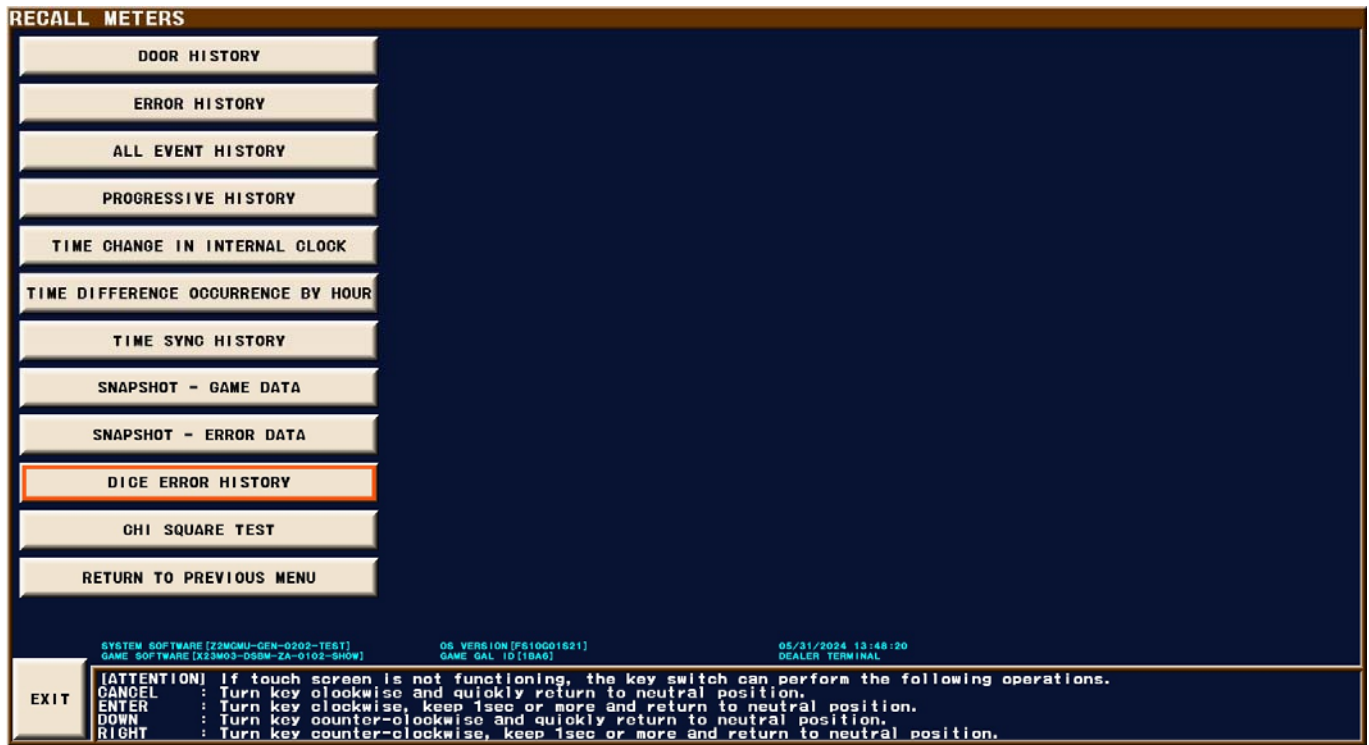
ITEM	DESCRIPTION
<b>DICE CORRELATION ERROR</b>	The number of times a Dice Correlation error occurred.
<b>HARDWARE ERROR</b>	The number of times the ETD detected a hardware error condition on Dice electronics or mechanics that did not allow normal game operation.
<b>ETD ERROR</b>	The number of times the ETD detected a software, configuration or communication error that did not allow normal game operation
<b>ETD IN SERVICE MODE</b>	The number of times the ETD software switched to Service Mode.
<b>POWER SUPPLY FAILURE</b>	The number of times the ETD detected a power supply issue where one or more voltage levels were outside of allowed operating parameters.
<b>TILT EVENT DETECTED</b>	The number of times the Tilt module reported a serious disturbance of the generator operation that could influence the generator integrity.
<b>TEMPERATURE TOO HIGH</b>	The number of times the ETD reported one or more module detected a generator overheating condition
<b>ETD TAMPER SWITCH OPEN</b>	The number of times the ETD box tamper switch was opened.
<b>TILT TAMPER SWITCH OPEN</b>	The number of times the Tilt (cupola) module tamper switch was opened.
<b>MAIN UNIT IN ERROR</b>	The number of times the ETD received an Error status command from the Main Unit.
<b>NO DICE</b>	The number of times that the Dice Spot Reading Sensor detected a [NO DICE condition] (it was not possible to detect more than 1 dice).
<b>CONSECUTIVE SAME RESULTS FOR ONE DICE</b>	The number of times that one of the 3 dice showed the same spot over 4 times in a row.
<b>CONSECUTIVE SAME RESULTS FOR ALL DICE</b>	The number of times the 3 dice showed the same spot over 4 times in a row.
<b>CONSECUTIVE NO DICE</b>	The number of times a [NO DICE condition] (only 1 or less dice could be read) continued to occur even after 3 times the dice was reshoot because [NO DICE condition] occurred.

ITEM	DESCRIPTION
<b>CONSECUTIVE NO RESULT OF ANY SPOTS ON DICE (DICE-A)/(DICE-B)/(DICE-C)</b>	The number of times that a definite spot was shown on each dice for more than the predetermined number of times consecutively.
<b>NO DICE LOCKUP INTERVAL</b>	The number of times the machine locked up due to the repetition of [NO DICE condition] (only 1 or less dice could be read) reaching the set limit. Refer to "NO DICE LOCKUP INTERVAL" of " <b>Dice Unit Settings</b> " described at Chapter 4 of the SERVICE Manual.

### 6. 3: Recall Meters

#### TOP MENU>RECALL METERS

This item allows to check records of each Event.

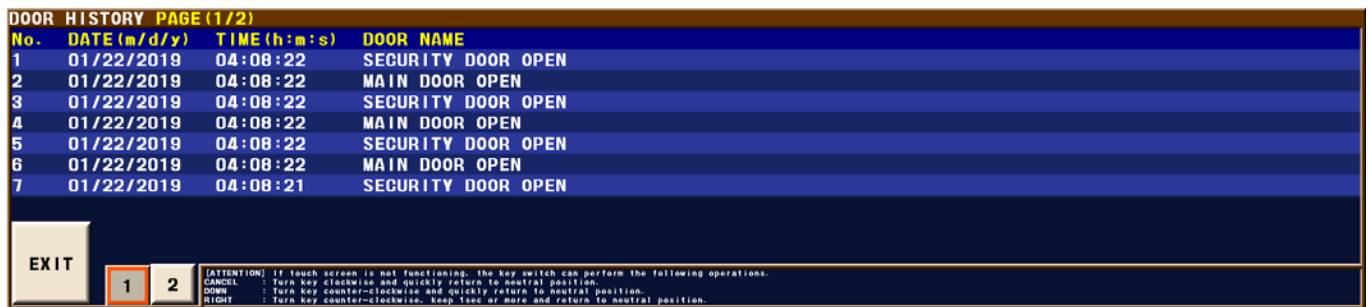


※The description of items not relevant to this Game will be omitted.

#### 6. 3. 1: Door History

##### TOP MENU>RECALL METERS>DOOR HISTORY

**NOTE:**  
 You can see the history of the last 35 door open events at most.



### 6.3.2: Error History

TOP MENU>RECALL METERS>ERROR HISTORY

#### CALL SERVICE IMMEDIATERY!

The following errors could potentially cause serious financial loss to the casino.  
If the same error occurs consecutively, immediately turn off the machine and call the official customer service

#### NOTE:

You can see the history of the last 50 errors at most.

#### ERROR HISTORY

No.	DATE (m/d/y)	TIME (h:m:s)	ERROR NAME
1	08/03/2018	14:25:05	GAME FAILURE ERROR

### 6.3.3: All Event History

TOP MENU>RECALL METERS>ALL EVENT HISTORY

#### NOTE:

You can see the history of the last 100 events at most.

#### ALL EVENT HISTORY PAGE (1/3)

No.	DATE (m/d/y)	TIME (h:m:s)	EVENT NAME	COUNT/CASH VALUE
1	01/22/2019	04:08:22	SECURITY DOOR CLOSED	1
2	01/22/2019	04:08:22	MAIN DOOR CLOSED	1
3	01/22/2019	04:08:22	SECURITY DOOR OPEN	1
4	01/22/2019	04:08:22	MAIN DOOR OPEN	1
5	01/22/2019	04:08:22	SECURITY DOOR CLOSED	1
6	01/22/2019	04:08:22	MAIN DOOR CLOSED	1
7	01/22/2019	04:08:22	SECURITY DOOR OPEN	1
8	01/22/2019	04:08:22	MAIN DOOR OPEN	1
9	01/22/2019	04:08:22	SECURITY DOOR CLOSED	1
10	01/22/2019	04:08:22	MAIN DOOR CLOSED	1
11	01/22/2019	04:08:22	SECURITY DOOR OPEN	1

EXIT

1 2 3

[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations:  
 CANCEL : Turn key clockwise and quickly return to neutral position.  
 DOWN : Turn key counter-clockwise and quickly return to neutral position.  
 RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.

### 6.3.4: Progressive History

TOP MENU>RECALL METERS>PROGRESSIVE HISTORY

#### NOTE:

Display of the records of last 100 Progressive Wins.

#### PROGRESSIVE HISTORY

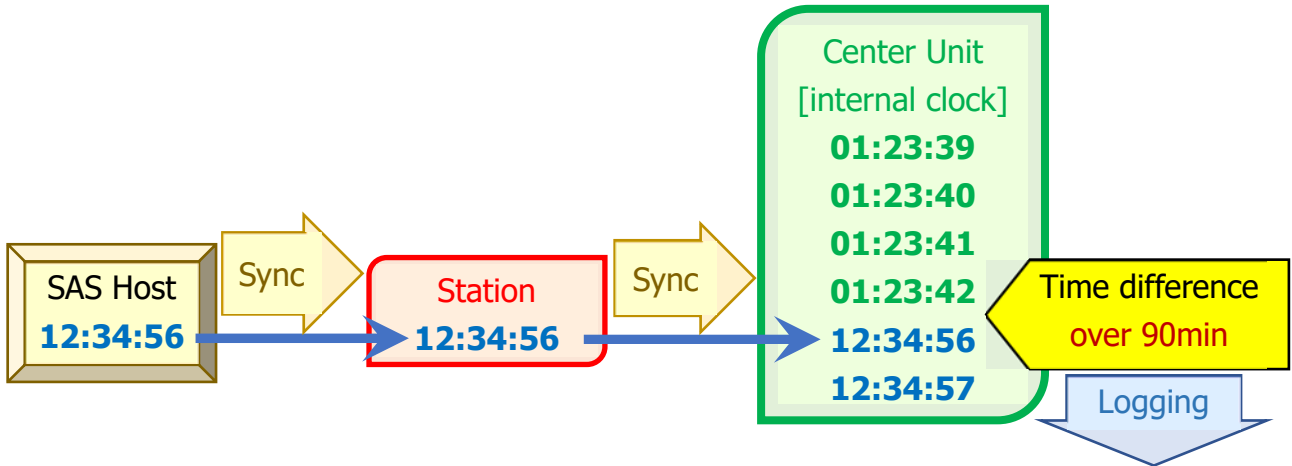
No.	DATE (m/d/y)	TIME (h:m:s)	[LEVEL]	[STATION ID]	AMOUNT (\$)	STATUS
-----	--------------	--------------	---------	--------------	-------------	--------

### 6.3.5: Time Change In Internal Clock

#### TOP MENU>RECALL METERS>TIME CHANGE IN INTERNAL CLOCK

**i NOTE:**

Since the Center Unit is synchronized to the time information received from the SAS Host through the Station, The Center Unit constantly performs a self-verification of its [internal clock]. If this causes a time difference of 90 minutes or more, a log is saved. A maximum of 30 log items is displayed, and older logs are deleted.



TIME CHANGE IN INTERNAL CLOCK			
No.	DATE (m/d/y)	TIME (h:m:s)	GAP
[Empty table area]			
EXIT			
<small>[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.                      CANCEL : Turn key clockwise and quickly return to neutral position.</small>			

ITEM	DESCRIPTION
<b>No.</b>	Number
<b>DATE(m/d/y)</b>	The date when the Time difference occurred on the Center Unit.
<b>TIME(h : m : s)</b>	The time when the Time difference occurred on the Center Unit.
<b>GAP</b>	Amount of the Time difference (minutes).

### 6.3.6: Time Difference Occurrence By Hour

#### TOP MENU>RECALL METERS>TIME DIFFERENCE OCCURRENCE BY HOUR

#### **i** NOTE:

The number of occurrences that gets recorded in "Time Change In Internal Clock" (refer to 6.3.5), are summed up as they happened at the same time each day, and that cumulative number is displayed in the [COUNT] column. (The maximum number of occurrences is 999,999).

#### TIME DIFFERENCE OCCURRENCE BY HOUR

TIME (h:m:s)	COUNT
00:00:00 to 00:59:59	0
01:00:00 to 01:59:59	0
02:00:00 to 02:59:59	0
03:00:00 to 03:59:59	0
04:00:00 to 04:59:59	0
05:00:00 to 05:59:59	0
06:00:00 to 06:59:59	0
07:00:00 to 07:59:59	0
08:00:00 to 08:59:59	0
09:00:00 to 09:59:59	0
10:00:00 to 10:59:59	0
11:00:00 to 11:59:59	0
12:00:00 to 12:59:59	0
13:00:00 to 13:59:59	0
14:00:00 to 14:59:59	0
15:00:00 to 15:59:59	0
16:00:00 to 16:59:59	0
17:00:00 to 17:59:59	0
18:00:00 to 18:59:59	0
19:00:00 to 19:59:59	0
20:00:00 to 20:59:59	0
21:00:00 to 21:59:59	0
22:00:00 to 22:59:59	0
23:00:00 to 23:59:59	0

EXIT

[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.  
 CANCEL : Turn key clockwise and quickly return to neutral position.

### 6.3.7: SAS Communication Log

#### TOP MENU>RECALL METERS>SAS COMMUNICATION LOG



#### CAUTION!

This function can be used to examine the log of the data communication. Refer to "ADDITIONAL SETTING" on "**Other Settings**" described at Chapter 4 of the SERVICE MANUAL to first set the "SAS COMMUNICATION LOG OUTPUT" to **256** or **2048** to create a new log. When set on **DISABLE** it is possible to check the log that was recorded by pressing [SAVE]. After the check, **make sure to switch it back to DISABLE before returning to the game operations.**

**SAS COMMUNICATION LOG**

MAIN PORT

EXTEND PORT 1

EXTEND PORT 2

RETURN TO PREVIOUS MENU

---

**EXTEND PORT 2 PAGE (1/7)**

HH:MM:SS.mSec	DATA
06:56:43.451	< 01
06:56:43.249	< 01
06:56:43.047	< 01
06:56:42.845	< 01
06:56:42.643	< 01
06:56:42.439	< 01
06:56:42.237	< 01
06:56:42.034	< 01
06:56:41.831	< 01
06:56:41.629	< 01
06:56:41.427	< 01
06:56:41.225	< 01
06:56:41.023	< 01
06:56:40.821	< 01

START STOP SAVE 1 2 3 4 5 6 7 EXIT

[START] is used to restart the update after it was paused.

[STOP] is used to pause the update, so that the connection condition can be easily read.

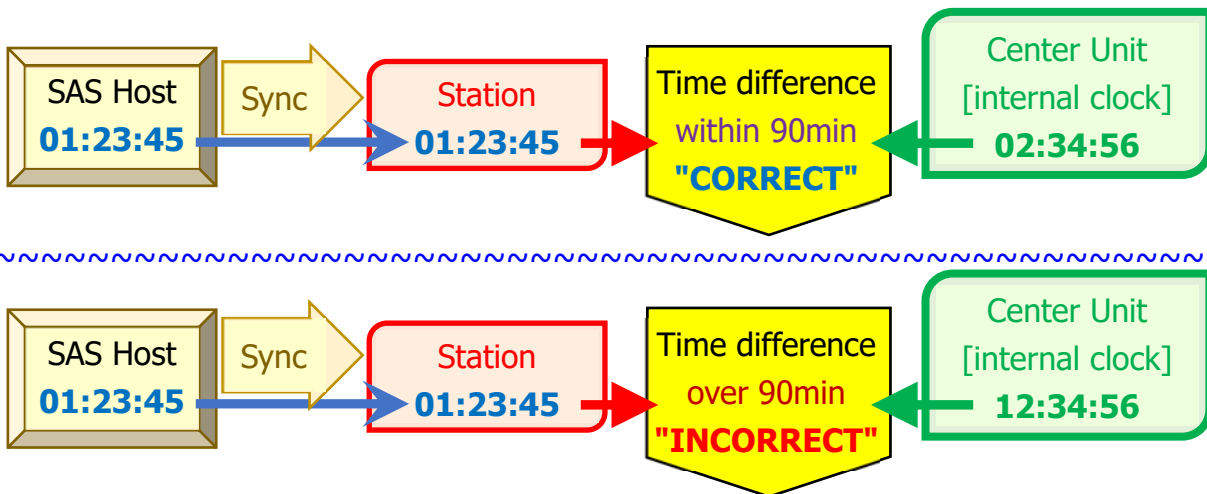
[SAVE] is used to save on the Backup Memory the condition information, as at the moment of the pause.

### 6. 3. 8: Time Sync History

#### TOP MENU>RECALL METERS>TIME SYNC HISTORY

**NOTE:**

Since the Center Unit is synchronized to the time information received from the SAS Host through the Station, the [Time from the SAS host] that is received is verified with the time when the [Time from the SAS host] is received according to the Center Unit [Internal clock]. If the time difference is 90 minutes or more, the result will be displayed as [INCORRECT], otherwise it will be displayed as [CORRECT].



TIME SYNC HISTORY				
STATION No.	RECEIVED DATE	DATE FROM BS		RESULT
1	11/26/2021 04:15:46	11/26/2021	05:00:00	CORRECT
2	---	---	---	---
3	---	---	---	---
4	---	---	---	---
5	---	---	---	---
6	---	---	---	---
7	---	---	---	---
8	---	---	---	---
9	---	---	---	---
10	---	---	---	---

EXIT

[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations:  
CANCEL : Turn key clockwise and quickly return to neutral position.

ITEM	DESCRIPTION
<b>STATION No.</b>	Id number of the Station.
<b>RECEIVED DATE</b>	The time when the [Time from the SAS host] was received from each Station, according to the Center Unit [Internal clock].
<b>DATE FROM BS</b>	The [Time from the SAS host] received from each Station.
<b>RESULT</b>	Result of the verification.

### 6.3.9: Snapshot – Game Data

#### TOP MENU>RECALL METERS>SNAPSHOT – GAME DATA

**i NOTE:**

You can see the snapshot of the last 50 [VALID] games.

SNAPSHOT – GAME DATA PAGE (1/2)

No.	DATE (m/d/y)	TIME (h:m:s)	GAME No.	[D] [D]
1	12/08/2022	16:21:49	64	[ 7]
2	12/08/2022	16:21:19	63	[ 9]
3	12/08/2022	16:20:47	62	[ 3]
4	12/08/2022	16:20:16	61	[10]
5	12/08/2022	16:19:45	60	[ 8]
6	12/08/2022	16:19:13	59	[ 5]
7	12/08/2022	16:18:42	58	[10]
8	12/08/2022	16:18:11	57	[ 5]
9	12/08/2022	16:17:39	56	[ 6]
10	12/08/2022	16:17:09	55	[ 4]
11	12/08/2022	16:16:39	54	[ 6]
12	12/08/2022	16:16:09	53	[ 6]
13	12/08/2022	16:15:40	52	[ 6]
14	12/08/2022	16:15:09	51	[ 9]
15	12/08/2022	16:14:38	50	[ 6]
16	12/08/2022	16:14:08	49	[ 6]
17	12/08/2022	16:13:37	48	[ 6]
18	12/08/2022	16:13:06	47	[12]
19	12/08/2022	16:12:36	46	[ 7]
20	12/08/2022	16:11:51	45	[ 7]
21	12/08/2022	16:11:20	44	[ 5]
22	12/08/2022	16:10:50	43	[ 9]
23	12/08/2022	16:10:19	42	[ 8]

EXIT UP DOWN 1 2 ENTER

[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.  
 CANCEL : Turn key clockwise and quickly return to neutral position.  
 ENTER : Turn key clockwise, keep 1sec or more and return to neutral position.  
 DOWN : Turn key counter-clockwise and quickly return to neutral position.  
 RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.

#### Snapshot view.



### 6.3.10: Snapshot – Error Data

#### TOP MENU>RECALL METERS>SNAPSHOT – ERROR DATA

**i NOTE:**

You can see the snapshot of the last 50 [NOT VALID] games.

SNAPSHOT – ERROR DATA					
No.	DATE (m/d/y)	TIME (h:m:s)	GAME No.	[RESULT]	Error
1	05/29/2024	16:13:19	2	--NO DATA--	ETD IN SERVICE MODE
2	05/29/2024	16:12:41	1	--NO DATA--	Error other than ETD Error.
3	05/29/2024	15:40:15	1	--NO DATA--	CONSECUTIVE NO DICE

EXIT	SYSTEM SOFTWARE [Z2MGMU-GEN-0202-TEST]	OS VERSION [F810G01S21]	05/31/2024 13:48:41
	GAME SOFTWARE [X23M03-DSBM-ZA-0102-SHOW]	GAME GAL ID [1BA6]	DEALER TERMINAL

**[ATTENTION]** If touch screen is not functioning, the key switch can perform the following operations.  
 CANCEL : Turn key clockwise and quickly return to neutral position.  
 ENTER : Turn key clockwise, keep 1sec or more and return to neutral position.  
 DOWN : Turn key counter-clockwise and quickly return to neutral position.

#### Snapshot view.



### 6. 3. 11: Dice Error History

#### TOP MENU>RECALL METERS>DICE ERROR HISTORY

##### **i** NOTE:

You can see the errors for the last 50 games.

#### DICE ERROR HISTORY

No.	Game count	DATE (d/m/y)	TIME (h:m:s)	NAME
[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations. CANCEL : Turn key clockwise and quickly return to neutral position.				

EXIT

SYSTEM SOFTWARE [Z2MGU-GEN-0201]  
GAME SOFTWARE [X23M03-DSBM-ZA-0103-DO1-PRESEN]OS VERSION []  
GAME GAL ID [1872]29/05/2024 04:06:58  
DEALER TERMINAL

### 6. 3. 12: Chi Square Test

#### TOP MENU>RECALL METERS>CHI SQUARE TEST

##### **i** NOTE:

You can see the result of the last 40 Chi square test.

#### CHI SQUARE TEST

No.	DATE (m/d/y)	TIME (h:m:s)	ID	GAMES	RESULT
1	10/18/2024	11:35:36	3	1000	PASS (1.328)
2	10/18/2024	11:35:36	2	1000	PASS (9.044)
3	10/18/2024	11:35:36	1	1000	PASS (2.540)
4	10/17/2024	16:43:13	3	1000	PASS (0.752)
5	10/17/2024	16:43:13	2	1000	PASS (1.604)
6	10/17/2024	16:43:13	1	1000	PASS (2.036)
7	10/17/2024	08:22:48	3	1000	PASS (6.620)
8	10/17/2024	08:22:48	2	1000	PASS (9.428)
9	10/17/2024	08:22:48	1	1000	PASS (3.068)
10	10/17/2024	00:02:12	3	1000	PASS (4.772)
11	10/17/2024	00:02:12	2	1000	PASS (4.724)
12	10/17/2024	00:02:12	1	1000	PASS (2.756)
13	10/16/2024	15:39:55	3	1000	PASS (2.168)
14	10/16/2024	15:39:55	2	1000	PASS (11.732)
15	10/16/2024	15:39:55	1	1000	PASS (4.772)
16	10/15/2024	16:53:28	3	1000	PASS (2.360)
17	10/15/2024	16:53:28	2	1000	PASS (4.232)
18	10/15/2024	16:53:28	1	1000	PASS (1.508)
19	10/13/2024	10:09:39	3	1000	PASS (15.800)

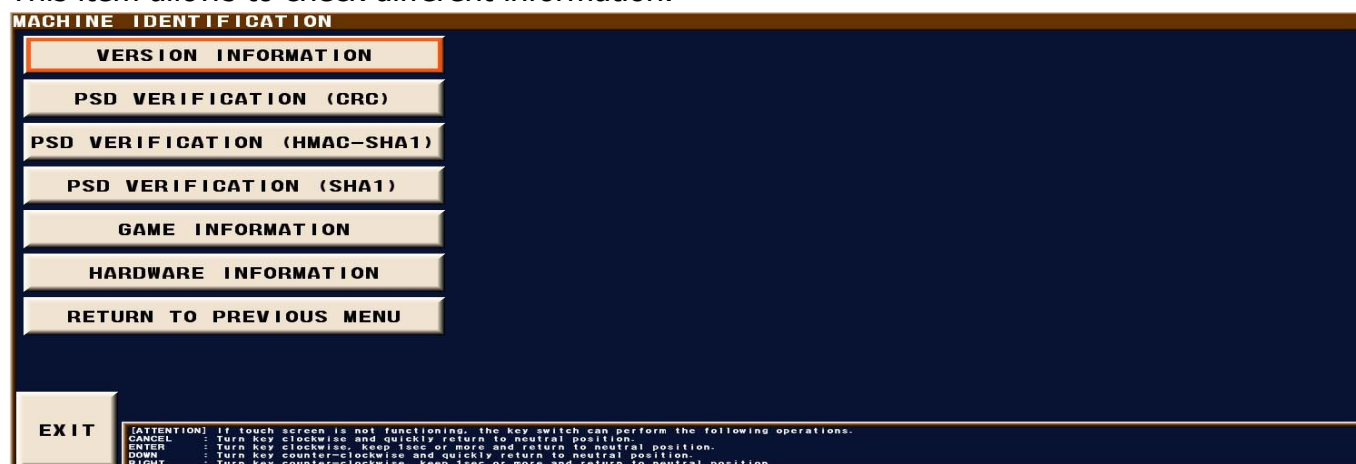
SYSTEM SOFTWARE [Z2MGU-GEN-0204-TEST]  
GAME SOFTWARE [X23M03-DSBM-ZA-0105-SHOW]OS VERSION [F810G01S21]  
GAME GAL ID [1872]10/18/2024 14:10:48  
DEALER TERMINAL

[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.  
CANCEL : Turn key clockwise and quickly return to neutral position.

## 6. 4: Machine Identification

### TOP MENU>MACHINE IDENTIFICATION

This item allows to check different information.



### 6. 4. 1: Version Information

#### TOP MENU>MACHINE IDENTIFICATION> VERSION INFORMATION



ITEM	DESCRIPTION
<b>SYSTEM SOFTWARE</b>	The version number of the SYSTEM SOFTWARE.
<b>GAME SOFTWARE</b>	The version number of the GAME SOFTWARE.
<b>GAME GAL ID</b>	The Game GAL ID number.
<b>BODY PCB FIRMWARE</b>	The firmware number of the relative PCB.
<b>OS VERSION</b>	The version number of the Operating System.
<b>MEDIA VERSION</b>	The version of the currently used media type.
<b>SSD SERIAL NUMBER</b>	The serial number of the SSD.
<b>GAME RESOURCE</b>	The version number of the Source Code for game.
<b>ETD SOFTWARE</b>	The version number of the ETD (RASPBERRY PI) code version.
<b>NCU SOFTWARE</b>	The version number of the NCU (RASPBERRY PI) code version.

## 6. 4. 2: PSD Verification (CRC)

### TOP MENU>MACHINE IDENTIFICATION>PSD VERIFICATION (CRC)



[SEED] is used to change the SEED Value.

[START] is used to start the calculation.

[STOP] is used to stop the calculation.

The default value is "00".

When [START] is pressed, the calculation begins and the result will be displayed after a period of time.

When the [SEED] button is pressed, the following page is displayed.



The default value is "00".

[DEL] is used to delete one selected character.

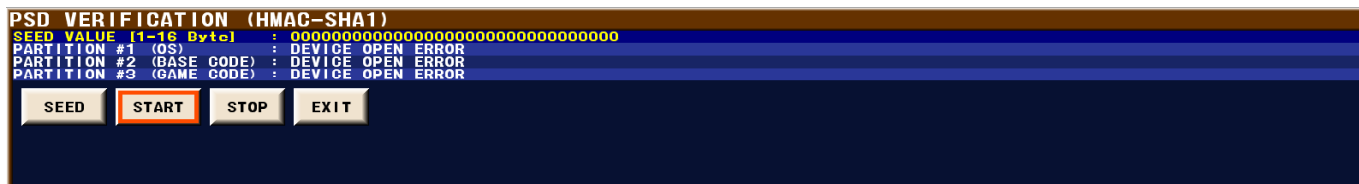
[CLEAR] is used to delete all the selected characters.

[CANCEL] is used to reset the characters to the previous state.

[ENTER] is used to confirm the seed value.

### 6. 4. 3: PSD Verification (HMAC-SHA1)

#### TOP MENU>MACHINE IDENTIFICATION>PSD VERIFICATION (HMAC-SHA1)



[SEED] is used to change the SEED Value.

[START] is used to start the calculation.

[STOP] is used to stop the calculation.

The default value is "00".

When [START] is pressed, the calculation begins and the result will be displayed after a period of time.

When the [SEED] button is pressed, the following page is displayed.



The default value is "00".

[DEL] is used to delete one selected character.

[CLEAR] is used to delete all the selected characters.

[CANCEL] is used to reset the characters to the previous state.

[ENTER] is used to confirm the seed value.

### 6. 4. 4: PSD Verification (SHA1)

#### TOP MENU>MACHINE IDENTIFICATION>PSD VERIFICATION (SHA1)



[START] is used to start the calculation.

[STOP] is used to stop the calculation.

The default value is "00".

When [START] is pressed, the calculation begins and the result will be displayed after a period of time.

## 6. 4. 5: Game Information

### TOP MENU>MACHINE IDENTIFICATION>GAME INFORMATION

GAME INFORMATION PAGE (1/2)	
<b>GENERAL INFORMATION</b>	
GAME TITLE	DRAGON SIC B0
VARIATION	8
PAYTABLE ID	1b7308
GAME DENOMINATION	\$1.00
CONTRIBUTING EGM	8
NUMBER OF BET SPOT	51
<b>GAME RTP</b>	
EXPECTED OVERALL RTP	92.01%
FINAL MACHINE HOLD %	7.99%
MAIN GAME RTP (SIC B0 GAME)	97.50%
SIDE GAME RTP (JACKPOT CHANCE)	86.52%
<b>RTP DIFFERENTIAL</b>	
MINIMUM BET PER GAME ON TIME SCHEDULE A (PER STATION)	1 ( \$1.00 )
MAXIMUM BET PER GAME ON TIME SCHEDULE A (PER STATION)	5000 ( \$5,000.00 )
MINIMUM BET PER GAME ON TIME SCHEDULE B (PER STATION)	5 ( \$5.00 )
MAXIMUM BET PER GAME ON TIME SCHEDULE B (PER STATION)	10000 ( \$10,000.00 )
MINIMUM BET PER GAME ON TIME SCHEDULE C (PER STATION)	25 ( \$25.00 )
MAXIMUM BET PER GAME ON TIME SCHEDULE C (PER STATION)	50000 ( \$50,000.00 )
JACKPOT CHANCE ENTRY FEE (CREDITS)	10 ( \$10.00 )
EXIT      1      2      [CANNOT EXCEED "MINIMUM TOTAL PLAY CREDIT" SET CONFIGURATION AGAIN. [ATTENTION] If touch screen is not functioning, the key switch can perform the following operations. CANCEL : Turn key clockwise and quickly return to neutral position. DOWN : Turn key counter-clockwise and quickly return to neutral position. RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.	

GAME INFORMATION PAGE (2/2)	
<b>SIGNATURE INFORMATION</b>	
CRC SIGNATURE	NOT CALCULATED
PARTITION #1 (OS) SHA1 SIGNATURE	NOT CALCULATED
PARTITION #2 (BASE CODE) SHA1 SIGNATURE	NOT CALCULATED
PARTITION #3 (GAME CODE) SHA1 SIGNATURE	NOT CALCULATED
PARTITION #1 (OS) HMAC-SHA1 SIGNATURE	NOT CALCULATED
PARTITION #2 (BASE CODE) HMAC-SHA1 SIGNATURE	NOT CALCULATED
PARTITION #3 (GAME CODE) HMAC-SHA1 SIGNATURE	NOT CALCULATED
EXIT      1      2      [ATTENTION] If touch screen is not functioning, the key switch can perform the following operations. CANCEL : Turn key clockwise and quickly return to neutral position. DOWN : Turn key counter-clockwise and quickly return to neutral position. RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.	

### General Information

ITEM	DESCRIPTION
<b>GAME TITLE</b>	The title of the game
<b>VARIATION</b>	The PO variation number.
<b>PAYTABLE ID</b>	The GAL number and the PO Variation.
<b>GAME DENOMINATION</b>	The game denomination
<b>CONTRIBUTING EGM</b>	The number of Stations connected to the Center Unit.
<b>NUMBER OF BET SPOT</b>	The number of the spots on which it is possible to place a bet.

**Game RTP**

<b>ITEM</b>	<b>DESCRIPTION</b>
<b>EXPECTED OVERALL RTP</b>	The theoretical RTP of the Main game and the Side game.
<b>FINAL MACHINE HOLD %</b>	The machine hold calculated as 100% – OVERALL RTP
<b>MAIN GAME RTP (SIC BO GAME)</b>	The RTP for the Main game (Sicbo game) only.
<b>SIDE GAME RTP (JACKPOT CHANCE)</b>	The RTP for the Side game (Jackpot Chance).

**RTP Differential**

<b>ITEM</b>	<b>DESCRIPTION</b>
<b>MINIMUM BET PER GAME ON TIME SCHEDULE A- B- C (PER STATION)</b>	The MINIMUM bet allowed by the station during each scheduled time (Refer to " TIME SCHEDULE SETTING" on " <b>Game Settings</b> " described at Chapter 4 of the SERVICE MANUAL.
<b>MAXIMUM BET PER GAME ON TIME SCHEDULE A- B- C (PER STATION)</b>	The maximum bet allowed by the station if a bet is placed on all the available bet spots, not including the side game, during each scheduled time Refer to " TIME SCHEDULE SETTING" on " <b>Game Settings</b> " described at Chapter 4 of the SERVICE MANUAL.
<b>JACKPOT CHANCE ENTRY FEE(PER STATION)</b>	The number of credits that must be paid to participate to the Side Game.

**Signature Information**

<b>ITEM</b>	<b>DESCRIPTION</b>
<b>CRC SIGNATURE</b>	Shows the value calculated as PSD Verification (CRC).
<b>PARTITION #1 (OS) SHA1 SIGNATURE</b>	The value calculated of each partition as PSD Verification (SHA1).
<b>PARTITION #2 (BASE CODE) SHA1 SIGNATURE</b>	Same as above
<b>PARTITION #3 (GAME CODE) SHA1 SIGNATURE</b>	Same as above
<b>PARTITION #1 (OS) HMAC-SHA1 SIGNATURE</b>	The value calculated of each partition as PSD Verification (HMAC-SHA1).
<b>PARTITION #2 (BASE CODE) HMAC-SHA1 SIGNATURE</b>	Same as above
<b>PARTITION #3 (GAME CODE) HMAC-SHA1 SIGNATURE</b>	Same as above

## 6. 4. 6: Hardware Information

### TOP MENU>MACHINE IDENTIFICATION>HARDWARE INFORMATION

HARDWARE INFORMATION	
BIOS VERSION	NOT SUPPORTED
MOTHER BOARD TEMPERATURE	35 C
CPU TEMPERATURE	52 C
CPU FAN SPEED	3125 RPM
TOTAL MEMORY	6884.696 MB
FREE MEMORY	6541.136 MB
MINIMUM MEMORY	6540.328 MB
BATTERY VOLTAGE (MOTHER BOARD)	3.0 V
AUDIO MODULE	TYPE DP D

EXIT	SYSTEM SOFTWARE [Z2MGU-GEN-0201]	OS VERSION [ ]	28/05/2024 04:07:25
	GAME SOFTWARE [X23M03-DSBW-ZA-0103-001-PRESEN]	GAME GAL ID [1872]	DEALER TERMINAL
[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations. CANCEL : Turn key clockwise and quickly return to neutral position.			

ITEM	DESCRIPTION
<b>BIOS VERSION</b>	The version of the Motherboard BIOS.
<b>MOTHER BOARD TEMPERATURE</b>	The current temperature of the Motherboard.
<b>CPU TEMPERATURE</b>	The current temperature of the CPU.
<b>CPU FAN SPEED</b>	The current CPU fan speed.
<b>TOTAL MEMORY</b>	The total memory capacity.
<b>FREE MEMORY</b>	The amount of free memory available.
<b>MINIMUM MEMORY</b>	The current MINIMUM memory capacity.
<b>BATTERY VOLTAGE (MOTHER BOARD)</b>	The current battery voltage of the Motherboard backup battery.
<b>AUDIO MODULE</b>	The connected audio modules (TYPE USB or TYPE DP D).

### 6. 4. 7: Submission Information

#### TOP MENU>MACHINE IDENTIFICATION>SUBMISSION INFORMATION



**NOTE:**

SUBMISSION INFORMATION is displayed according to the settings, while GAME INFORMATION is displayed as well. Refer to "SUBMISSION INFORMATION" on "Game Settings" described at Chapter 4 of the SERVICE MANUAL.

**Page 1**

SUBMISSION INFORMATION	
<b>GENERAL INFORMATION</b>	
GAME TITLE	DRAGON SIC B0
VARIATION ID	8
PAYTABLE ID	1ba608
GAME DENOMINATION	HK\$1.00
CONTRIBUTING EGM	8
NUMBER OF BET SPOT	51
<b>GAME RTP</b>	
EXPECTED OVERALL RTP	92.011574%
FINAL MACHINE HOLD %	7.988426%
SIC B0 GAME RTP	79.296296%
MULTIPLIER CHANCE RTP	18.203704%
COMBINED RTP OF SIC B0 GAME + MULTIPLIER CHANCE	97.500000%
JACKPOT CHANCE RTP	86.523149%
TOTAL PROGRESSIVE RTP	70.129630%
TOTAL BONUS CREDIT PRIZE RTP	16.393519%
<b>RTP DIFFERENTIAL</b>	
MINIMUM RTP (SIC B0 GAME)	97.500000%
MAXIMUM RTP (SIC B0 GAME)	97.500000%
MINIMUM RTP (PROGRESSIVE + BONUS)	86.523149%
MAXIMUM RTP (PROGRESSIVE + BONUS)	86.523149%
JACKPOT CHANCE ENTRY FEE (CREDITS)	10 ( HK\$10.00 )
<b>MAIN GAME ODDS (SIC B0 GAME)</b>	
MINIMUM BET PER GAME ON TIME SCHEDULE A (PER STATION)	1 ( HK\$1.00 )
MAXIMUM BET PER GAME ON TIME SCHEDULE A (PER STATION)	5000 ( HK\$5,000.00 )
MINIMUM BET PER GAME ON TIME SCHEDULE B (PER STATION)	5 ( HK\$5.00 )
MAXIMUM BET PER GAME ON TIME SCHEDULE B (PER STATION)	10000 ( HK\$10,000.00 )
MINIMUM BET PER GAME ON TIME SCHEDULE C (PER STATION)	25 ( HK\$25.00 )
MAXIMUM BET PER GAME ON TIME SCHEDULE C (PER STATION)	50000 ( HK\$50,000.00 )
MAXIMUM ODDS	1200 to 1
MAXIMUM BET (FOR MAXIMUM ODDS) (PER STATION)	1000 ( HK\$1,000.00 )
MAXIMUM WIN PER GAME (PER STATION)	1200000 ( HK\$1,200,000.00 )
MAXIMUM PAY PER GAME (PER STATION)	1201000 ( HK\$1,201,000.00 )
<b>PROGRESSIVE (JACKPOT CHANGE)</b>	
--PROGRESSIVE LEVEL 1 (MEGA)--	
PROGRESSIVE LEVEL 1	MEGA (LEVEL 1)
MEGA PROGRESSIVE RTP	7.129630%
MEGA PROGRESSIVE STARTUP RTP	4.629630%
MEGA PROGRESSIVE INCREMENT	2.500000%
MEGA PROGRESSIVE STARTUP VALUE (MINIMUM VALUE)	HK\$100,000.00
MEGA PROGRESSIVE MAXIMUM VALUE	HK\$999,990.00
MEGA PROGRESSIVE HIT PROBABILITY	0.00000462962963
--PROGRESSIVE LEVEL 2 (MAJOR)--	
PROGRESSIVE LEVEL 2	MAJOR (LEVEL 2)
MAJOR PROGRESSIVE RTP	8.703704%
MAJOR PROGRESSIVE STARTUP RTP	3.703704%
MAJOR PROGRESSIVE INCREMENT	5.000000%
MAJOR PROGRESSIVE STARTUP VALUE (MINIMUM VALUE)	HK\$10,000.00
MAJOR PROGRESSIVE MAXIMUM VALUE	HK\$999,990.00
MAJOR PROGRESSIVE HIT PROBABILITY	0.00003703703704
--PROGRESSIVE LEVEL 3 (MINI)--	
PROGRESSIVE LEVEL 3	MINI (LEVEL 3)
MINI PROGRESSIVE RTP	54.296296%
MINI PROGRESSIVE STARTUP RTP	46.296296%
MINI PROGRESSIVE INCREMENT	8.000000%
MINI PROGRESSIVE STARTUP VALUE (MINIMUM VALUE)	HK\$1,000.00
MINI PROGRESSIVE MAXIMUM VALUE	HK\$999,990.00

EXIT

UP

DOWN

**CANNOT EXCEED "MINIMUM TOTAL PLAY CREDIT". SET CONFIGURATION AGAIN.**

[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.

CANCEL : Turn key clockwise and quickly return to neutral position.

DOWN : Turn key counter-clockwise and quickly return to neutral position.

RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.

**Page 2**

SUBMISSION INFORMATION	
MINI PROGRESSIVE HIT PROBABILITY	0.00462962962963
BONUS CREDIT PRIZE	
BONUS CREDIT PRIZE 1 RTP	1.578704%
BONUS CREDIT PRIZE 1 VALUE	100
BONUS CREDIT PRIZE 1 HIT PROBABILITY	0.00157870370370
BONUS CREDIT PRIZE 2 RTP	5.092593%
BONUS CREDIT PRIZE 2 VALUE	200
BONUS CREDIT PRIZE 2 HIT PROBABILITY	0.00254629629630
BONUS CREDIT PRIZE 3 RTP	4.861111%
BONUS CREDIT PRIZE 3 VALUE	300
BONUS CREDIT PRIZE 3 HIT PROBABILITY	0.00162037037037
BONUS CREDIT PRIZE 4 RTP	3.703704%
BONUS CREDIT PRIZE 4 VALUE	400
BONUS CREDIT PRIZE 4 HIT PROBABILITY	0.00092592592593
BONUS CREDIT PRIZE 5 RTP	1.157407%
BONUS CREDIT PRIZE 5 VALUE	500
BONUS CREDIT PRIZE 5 HIT PROBABILITY	0.00023148148148

EXIT

UP

DOWN

**CANNOT EXCEED "MINIMUM TOTAL PLAY CREDIT". SET CONFIGURATION AGAIN.**

[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.

CANCEL : Turn key clockwise and quickly return to neutral position.

DOWN : Turn key counter-clockwise and quickly return to neutral position.

RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.

**General Information**

<b>ITEM</b>	<b>DESCRIPTION</b>
<b>GAME TITLE</b>	The title of the game.
<b>VARIATION</b>	The PO variation number.
<b>PAYTABLE ID</b>	The GAL number and the PO Variation.
<b>GAME DENOMINATION</b>	The game denomination
<b>CONTRIBUTING EGM</b>	The number of Stations connected to the Center Unit.
<b>NUMBER OF BET SPOT</b>	The number of the spots on which it is possible to place a bet.

**Game RTP**

<b>ITEM</b>	<b>DESCRIPTION</b>
<b>EXPECTED OVERALL RTP</b>	The theoretical RTP of the Main game and the Side game.
<b>FINAL MACHINE HOLD %</b>	The machine hold calculated as $100\% - \text{OVERALL RTP}$
<b>SICBO GAME RTP</b>	The RTP for the Main game only.
<b>MULTIPLIER CHANCE RTP</b>	The RTP for the Multiplier Chance.
<b>COMBINE RTP OF SIC BO GAME + MULTIPLIER CHANCE</b>	The sum of the Sic Bo game RTP and the Multiplier chance RTP.
<b>JACKPOT CHANCE RTP</b>	The total RTP for the Jackpot Chance.
<b>TOTAL PROGRESSIVE RTP</b>	The RTP for the Progressive prize only.
<b>TOTAL BONUS CREDIT PRIZE RTP</b>	The RTP for the Bonus Credit prize only.

**RTP Differential**

<b>ITEM</b>	<b>DESCRIPTION</b>
<b>MINIMUM RTP (SIC BO GAME)</b>	The MINIMUM RTP for the Main Game.
<b>MAXIMUM RTP (SIC BO GAME)</b>	The MAXIMUM RTP for the Main Game.
<b>MINIMUM RTP (JACKPOT CHANCE)</b>	The MINIMUM RTP for the Side Game.
<b>MAXIMUM RTP (JACKPOT CHANCE)</b>	The MAXIMUM RTP for the Side Game.
<b>JACKPOT CHANCE ENTRY FEE(PER STATION)</b>	The number of credits that must be paid to participate to the Side Game.

**Main Game Odds <Sic Bo Game>**

<b>ITEM</b>	<b>DESCRIPTION</b>
<b>MINIMUM BET PER GAME ON TIME SCHEDULE A- B- C (PER STATION)</b>	The MINIMUM bet allowed by the station during each scheduled time (Refer to " TIME SCHEDULE SETTING" on " <b>Game Settings</b> " described at Chapter 4 of the SERVICE MANUAL.
<b>MAXIMUM BET PER GAME ON TIME SCHEDULE A- B- C (PER STATION)</b>	The MAXIMUM bet allowed by the station if a bet is placed on all the available bet spots, not including the side game, during each scheduled time Refer to " TIME SCHEDULE SETTING" on " <b>Game Settings</b> " described at Chapter 4 of the SERVICE MANUAL.
<b>MAXIMUM ODDS</b>	The highest odds for a spot of the Main Game.
<b>MAXIMUM BET (FOR MAXIMUM ODDS) (PER STATION)</b>	The MAXIMUM bet allowed by the station when betting on the spot with the highest odds.
<b>MAXIMUM WIN PER GAME (PER STATION)</b>	The highest amount (minus the bet amount) the station can return to the player as the result of one game, when one bet of the MAXIMUM allowed amount is placed on the spot with the highest odds. Only the main game is considered.
<b>MAXIMUM PAY PER GAME (PER STATION)</b>	The highest amount (including the bet amount) the station can return to the player as the result of one game, when one bet of the MAXIMUM allowed amount is placed on the spot with the highest odds. Only the main game is considered.

**Progressive <Jackpot Chance>**

ITEM	DESCRIPTION
<b>xx PROGRESSIVE RTP</b>	The progressive RTP for each Progressive level.
<b>xx PROGRESSIVE STARTUP RTP</b>	The RTP at the start for each Progressive level.
<b>xx PROGRESSIVE INCREMENT</b>	The increment percentage for each Progressive level.
<b>xx PROGRESSIVE STARTUP VALUE (MINIMUM VALUE)</b>	The start value for each Progressive level.
<b>xx PROGRESSIVE MAXIMUM VALUE</b>	The highest value possible for each Progressive level.
<b>xx PROGRESSIVE HIT PROBABILITY</b>	The probability to hit each Progressive level.
<b>BONUS CREDIT PRIZE 1-5 RTP</b>	The progressive RTP for each Bonus Credit Prize level.
<b>BONUS CREDIT PRIZE 1-5 VALUE</b>	The value of each Bonus Credit Prize level.
<b>BONUS CREDIT PRIZE 1-5 HIT PROBABILITY</b>	The probability to hit each Bonus Credit Prize level.

**6. 5: Test****TOP MENU >TEST**

Refer to SERVICE Manual Chapter 4.7 **"Test"** to perform test on the machine.

**6. 6: Settings****TOP MENU >SETTINGS**

Refer to SERVICE Manual Chapter 4.8 **"Settings"** to change the Settings of the machine.

## 6. 7: Period Meter Clear

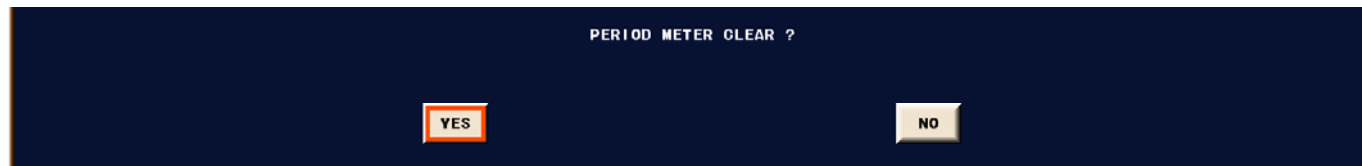
### TOP MENU>PERIOD METER CLEAR

#### **i** NOTE:

To perform this operation the Control Spacer Door must be open.

Select this item to display the screen below.

When touching [YES], all Period Meters will be cleared. Take NOTE of all necessary period meter information before selecting [YES].



## 6. 8: Out of Service

### TOP MENU>OUT OF SERVICE

#### **i** NOTE:

To perform this operation the Control Spacer Door must be open.

1. Select this item to display the screen below.



2. Turn the RESET/AUDIT Key Switch on the Reset position and then on the neutral position to return to the normal screen.



## 6. 9: Export Log Data

### TOP MENU>EXPORT LOG DATA

Refer to SERVICE Manual Chapter 4.11 "Export Log Data" to export and Information Log as CSV Data. (Exclusive option for MACAU).



## Chapter 7

### AUDIT Mode for Stations (Operation)

#### Accessing – AUDIT mode (Read Only) - Top Menu

When the game machine is in idle mode (not during game or error status), the AUDIT menu can be accessed by the following procedure:

**i NOTE:**

It is not necessary to open the Front Door to just display the AUDIT mode.

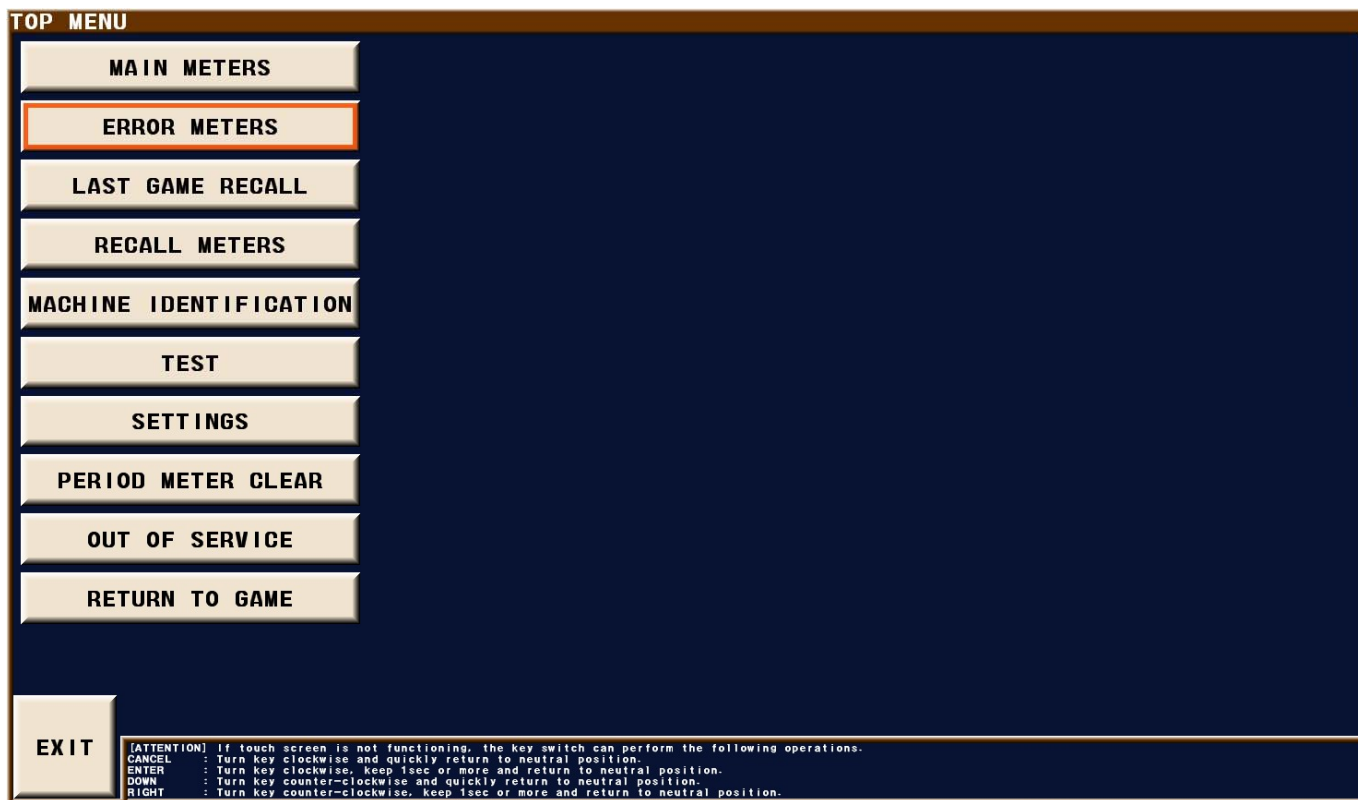
1. To call the AUDIT mode, turn the RESET/AUDIT Key Switch to the AUDIT position, and return it to the neutral position.



**i NOTE:**

When the currency is set to Hong Kong \$ or Macau Pataca, the error alarm that sounds when the [DOOR OPEN] error occurs can be turned off. Select [MUTE (SOUND)] from the top-right part of the screen. To turn the error alarm back on, select [UNMUTE (SOUND)].

2. The menu can be selected by touching the buttons on the screen, or by using the buttons on the control panel (if the model allows it).



## Structure of Audit Mode

The items explained in this manual are written in blue.

**i NOTE:**

The items listed above may vary or not be displayed, according to the different jurisdictions.

ROOT MENU	SUB MENU
<b>MAIN METERS</b>	<b>MASTER METERS</b>
	<b>NEVADA(or MACAU) METERS</b>
	<b>FRENCH METERS</b>
	<b>BILL METERS</b> (Accessible only if the BILL Acceptor is Enabled)
	<b>SYSTEM RELATED IN/OUT METERS</b>
	<b>ONLINE COMMUNICATION METERS</b>
	<b>GAME METERS</b>
	<b>WAGER CATEGORY METERS</b>
	<b>EXTRA GAME METERS</b>
	<b>PROGRESSIVE METERS</b>
<b>ERROR METERS</b>	<b>MECHANICAL METER ERRORS</b>
	<b>SYSTEM ERRORS</b>
	<b>DOOR EVENTS</b>
	<b>ONLINE COMMUNICATION ERRORS</b>
	<b>BILL ACCEPTOR ERRORS/EVENTS</b> (Accessible only if the BILL Acceptor is Enabled)
	<b>TICKET PRINTER ERRORS</b> (Accessible only if the Ticket Printer is Enabled)
	<b>NETWORK CONDITION METERS</b>
	<b>LIVE CAMERA ERRORS</b>
<b>LAST GAME RECALL</b>	<b>CURRENT GAME</b>
	<b>LAST GAME</b>
	<b>2nd LAST GAME</b>
	<b>3rd LAST GAME</b>
	<b>4th LAST GAME</b>
	<b>5th LAST GAME</b> ↓
	<b>50th LAST GAME</b>

ROOT MENU	SUB MENU
<b>RECALL METERS</b>	<b>BILL RECALL</b>
	<b>TICKET IN</b>
	<b>TICKET OUT</b>
	<b>CASHLESS TRANSACTION</b>
	<b>PROMOTIONAL TRANSACTION</b>
	<b>HOST BONUS TRANSACTION</b>
	<b>DOOR HISTORY</b>
	<b>ERROR HISTORY</b>
	<b>ALL EVENT HISTORY</b>
	<b>HAND PAY HISTORY</b>
	<b>PROGRESSIVE HISTORY</b>
	<b>TIME DIFFERENCE IN STATION INTERNAL CLOCK</b>
	<b>TIME DIFFERENCE BETWEEN STATION AND MAIN</b>
	<b>TIME DIFFERENCE OCCURRENCE BY HOUR</b>
	<b>SAS COMMUNICATION LOG</b>
<b>RETURN BET</b>	
<b>MACHINE IDENTIFICATION</b>	<b>VERSION INFORMATION</b>
	<b>PSD VERIFICATION (CRC)</b>
	<b>PSD VERIFICATION (HMAC-SHA1)</b>
	<b>PSD VERIFICATION (SHA1)</b>
	<b>GAME INFORMATION</b>
	<b>HARDWARE INFORMATION</b>
	<b>SUBMISSION INFORMATION</b>
<b>TEST</b> See SERVICE Manual, Chapter 5 (for Station)	<b>BILL ACCEPTOR TEST</b>
	<b>TICKET PRINT TEST</b>
	<b>MONITOR TEST</b>
	<b>TOUCH SCREEN TEST</b>
	<b>INPUT TEST</b>
	<b>OUTPUT TEST</b>
	<b>SERIAL TEST</b>
	<b>SOUND TEST</b>

ROOT MENU	SUB MENU	
<b>SETTINGS</b> See SERVICE Manual, Chapter 5 (for Station)	<b>HARDWARE SETTINGS</b>	
	<b>BILL ACCEPTOR SETTINGS</b>	
	<b>TICKET PRINT SETTINGS</b>	
	<b>TOUCH SCREEN SETTINGS</b> (Can be set if the Front door is closed)	
	<b>VOLUME SETTING</b> (Can be set if the Front door is closed)	
	<b>AUDIT SETTINGS</b>	
	<b>IMPORTANT SETTINGS</b> (Set only if the Security cage is open)	
	<b>GAME SETTINGS</b>	
	<b>HOST UNIT SETTINGS</b> (Read only) <b>DICE UNIT SETTINGS</b> <b>RTP SETTINGS</b> <b>TIME SCHEDULE SETTINGS</b> <b>BET SETTINGS</b> <b>TIMER SETTINGS</b> <b>EXTRA SETTINGS</b> <b>SIGNAGE DIRECTION</b>	
	<b>ONLINE SYSTEM SETTINGS</b> (Set only if the Security cage is open)	
	<b>PROGRESSIVE SETTINGS</b> (Read only)	
	<b>OTHER SETTINGS</b> <b>CLOCK SETTINGS</b> (Read only) <b>CELEBRATION SETTINGS</b> (Set only if the Security cage is open) <b>ADDITIONAL SETTINGS</b> (Set only if the Security cage is open) <b>MACHINE INFORMATION SETTINGS</b> (Set only if the Security cage is open)	
	<b>PERIOD METER CLEAR</b> (Can be performed only if the Front Door is open)	
	<b>OUT OF SERVICE</b> (Can be performed only if the Front Door is open)	

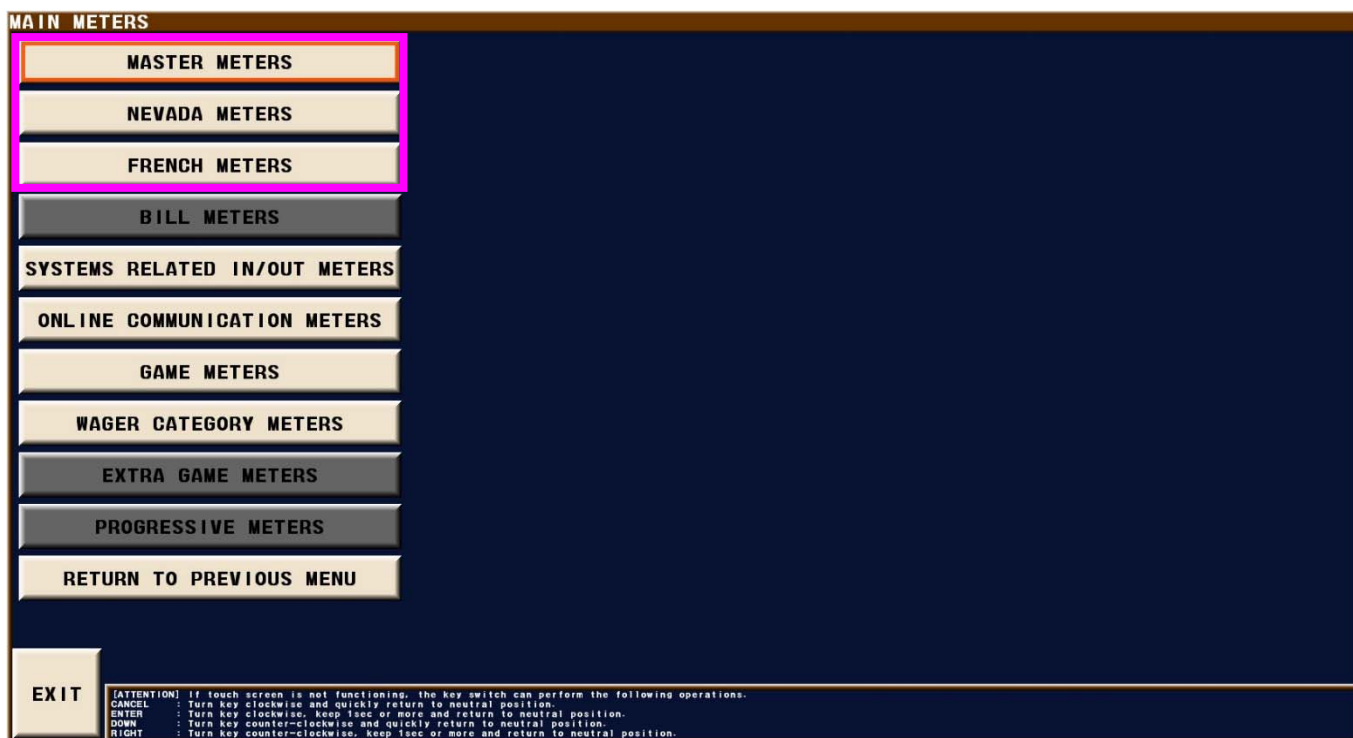
## 7. 1: Main Meters

### TOP MENU>MAIN METERS

This item allows to check different Meters recorded by the machine.

#### **i** NOTE:

- If necessary, refer to **"Memory Clear Procedure"** on Chapter 7 of the SERVICE MANUAL to perform the RAM Clear (Memory Clear).
- Refer to **"BILL Acceptor Settings"** on Chapter 5 of the SERVICE Manual to activate the **"BILL METERS"** function by setting "BILL ACCEPTOR" to **ENABLED**.
- The **"EXTRA GAME METERS"** are provided according to individual game titles, and can only be selected when they are available.
- The **"PROGRESSIVE METERS"** can only be selected when the game title contains Progressives.
- The meters marked by the pink frame will change depending on the jurisdiction.



## 7.1.1: Master Meters

### TOP MENU>MAIN METERS>MASTER METERS

#### **i** NOTE:

NEVADA Version displays different items. (refer to 7.1.1.1).

Meter Name	Permanent	Period
TOTAL BET	\$0.00	\$0.00
TOTAL WIN	\$0.00	\$0.00
TOTAL WIN (EXCEPT ATTENDANT PAY)	\$0.00	\$0.00
TOTAL CASH IN	\$0.00	\$0.00
TOTAL CASH OUT	\$0.00	\$0.00
TOTAL COINS IN	N/A	N/A
TOTAL COIN BOX DROP	N/A	N/A
MACHINE PAID WON (EXCEPT PROGRESSIVE)	\$0.00	\$0.00
JACKPOT PAY (EXCEPT PROGRESSIVE)	\$0.00	\$0.00
JACKPOT PAY (INCLUDE PROGRESSIVE)	\$0.00	\$0.00
CANCELLED CREDITS	\$0.00	\$0.00
HAND PAYS	\$0.00	\$0.00
TOTAL HOPPER PAY	N/A	N/A
HOPPER TEST PAY	N/A	N/A
TOTAL GAMES PLAYED	0	0
TOTAL GAMES PLAYED SINCE LAST POWER ON	0	N/A
TOTAL GAMES PLAYED SINCE LAST DOOR CLOSE	0	N/A
RESIDUAL CREDIT REMOVAL PLAY - TOTAL BET	N/A	N/A
RESIDUAL CREDIT REMOVAL PLAY - TOTAL WIN	N/A	N/A
RESIDUAL CREDIT REMOVAL PLAY - TIMES PLAYED	N/A	N/A
RESIDUAL CREDIT REMOVAL PLAY - TIMES WON	N/A	N/A
TOTAL BILL DROP	\$0.00	\$0.00
HOPPER REFILL	N/A	N/A
HOPPER LEVEL	N/A	N/A
TOTAL COIN BOX DROP (Since the last clearance)	N/A	N/A
TOTAL BILL DROP (Since the last clearance)	N/A	\$0.00
TOTAL TITO IN (AMOUNT)	\$0.00	\$0.00
TOTAL TITO IN (COUNT)	0	0
TOTAL TITO OUT (AMOUNT)	\$0.00	\$0.00
TOTAL TITO OUT (COUNT)	0	0

**EXIT**

\*TOTAL BILL DROP (Since the last clearance)\* meter is cleared when the Bill Acceptor Stacker is removed.  
 (ATTENTION) In case of no touch button or no respond even if touch, sometimes following operation is effective.  
 CANCEL Turn key clockwise and quickly returns to neutral position.

ITEM	DESCRIPTION
<b>TOTAL BET</b>	The total value of credits bet.
<b>TOTAL WIN</b>	The total value of credits won.
<b>TOTAL WIN (EXCEPT ATTENDANT PAY)</b>	The total value of wins including values won by SAS bonus, progressive jackpots, and residual credit removal plays, but excluding all hand pays.
<b>TOTAL CASH IN</b>	The total value of cash (BILL, ticket, card, etc) accepted by the machine. SAS bonus is excluded.
<b>TOTAL CASH OUT</b>	The total value of cash (hand pay, printed ticket, electronically transferred money etc) paid by the machine.
<b>TOTAL COINS IN</b>	N/A
<b>TOTAL COIN BOX DROP</b>	N/A
<b>MACHINE PAID WON (EXCEPT PROGRESSIVE)</b>	The total value of wins excluding hand paid wins, SAS bonus, progressive jackpot wins, and residual credit removal wins.

ITEM	DESCRIPTION
<b>JACKPOT PAY (EXCEPT PROGRESSIVE)</b>	The total value of hand paid wins, excluding SAS bonus and progressive wins.
<b>JACKPOT PAY (INCLUDE PROGRESSIVE)</b>	The total value of hand paid wins, including wins from SAS bonus and progressive jackpots.
<b>CANCELLED CREDITS</b>	The total value of cancelled credits that were hand paid.
<b>HAND PAYS</b>	The total value of all hand pays, including SAS Bonus and Progressives.
<b>TOTAL HOPPER PAY</b>	N/A
<b>HOPPER TEST PAY</b>	N/A
<b>TOTAL GAMES PLAYED</b>	The total number of games played. (1 game cycle indicates from when a wager is placed to when Win/Loose is determined.)
<b>TOTAL GAMES PLAYED SINCE LAST POWER ON</b>	The total number of games played since the last time the power was turned on.
<b>TOTAL GAMES PLAYED SINCE LAST DOOR CLOSE</b>	The total number of games played since the last time the door was closed. This meter is cleared every time the door is closed.
<b>RESIDUAL CREDIT REMOVAL PLAY-TOTAL BET</b>	N/A
<b>RESIDUAL CREDIT REMOVAL PLAY-TOTAL WIN</b>	N/A
<b>RESIDUAL CREDIT REMOVAL PLAY-TIMES PLAYED</b>	N/A
<b>RESIDUAL CREDIT REMOVAL PLAY-TIMES WON</b>	N/A
<b>TOTAL BILL DROP</b>	The total value of the BILLS stored in the BILL acceptor.
<b>HOPPER REFILL</b>	N/A
<b>HOPPER LEVEL</b>	N/A

ITEM	DESCRIPTION
<b>TOTAL COIN BOX DROP (Since the last clearance)</b>	N/A
<b>TOTAL BILL DROP (Since the last clearance)</b>	N/A
<b>TOTAL TITO IN (AMOUNT)</b>	The total amount from TICKET IN events.
<b>TOTAL TITO IN (COUNT)</b>	The total number of TICKET IN events.
<b>TOTAL TITO OUT (AMOUNT)</b>	The total amount from TICKET OUT events.
<b>TOTAL TITO OUT (COUNT)</b>	The total number TICKET OUT events.

### 7.1.1.1: NEVADA Meters

#### TOP MENU>MAIN METERS>NEVADA METERS

**i NOTE:**

In NEVADA Version, the Master Meters displays as following.

Meter Name	Permanent	Period
COIN IN	\$3,378.00	\$3,378.00
COIN OUT	\$0.00	\$0.00
COIN DROP	N/A	N/A
PHYSICAL COIN IN	N/A	N/A
PHYSICAL COIN OUT	N/A	N/A
ATTENDANT PAID JACKPOTS	\$3,025.28	\$3,025.28
ATTENDANT PAID CANCELLED CREDITS	\$128,622.00	\$128,622.00
BILL IN	\$0.00	\$0.00
NUMBER OF GAMES PLAYED SINCE POWER RESET	49	49
NUMBER OF GAMES PLAYED SINCE DOOR CLOSE	0	0
NUMBER OF GAMES PLAYED SINCE RAM CLEAR	49	49
NUMBER OF INAPPROPRIATE COINS	N/A	N/A
COIN DROP (Since the last clearance)	N/A	N/A
BILL IN (Since the last clearance)	N/A	\$0.00

**EXIT**

\*BILL IN (Since the last clearance) meter is cleared when the Bill Acceptor Stacker is removed.  
 (ATTENTION) If touch screen is not functioning, the key switch can perform the following operations.  
 CANCEL: Turn key clockwise and quickly return to neutral position.

ITEM	DESCRIPTION
<b>COIN IN</b>	The total of all bets (displayed in currency amount).
<b>COIN OUT</b>	The total WIN amount excluding hand pays, SAS bonus, progressives, progressive base values, and increments.
<b>COIN DROP</b>	N/A
<b>PHYSICAL COIN IN</b>	N/A
<b>PHYSICAL COIN OUT</b>	N/A
<b>ATTENDANT PAID JACKPOTS</b>	The total value of hand paid jackpots.
<b>ATTENDANT PAID CANCELLED CREDITS</b>	The total value of cancelled credits that were hand paid.
<b>BILL IN</b>	The total value of BILLS inserted into the machine.
<b>NUMBER OF GAMES PLAYED SINCE POWER RESET</b>	The total number of games played since the last time the power was turned on.
<b>NUMBER OF GAMES PLAYED SINCE DOOR CLOSE</b>	The total number of games played since the last time the door was closed. This meter is cleared every time the door is closed.
<b>NUMBER OF GAMES PLAYED SINCE RAM CLEAR</b>	The total number of games played since the last RAM Clear.

ITEM	DESCRIPTION
<b>NUMBER OF INAPPROPRIATE COINS</b>	N/A
<b>COIN DROP (Since the last clearance)</b>	N/A
<b>BILL IN (Since the last clearance)</b>	The total value of BILLS inserted into the machine since the last time the BILL stacker was cleared.

## 7.1.1.2: MACAU Meters

### TOP MENU>MAIN METERS>MACAU METERS

#### NOTE:

Refer to **"Important Settings / Basic Settings"** on Chapter 5 of the SERVICE Manual to display the **"MACAU METERS"** by setting "CURRENCY" to [Macau Pataca] or [Hong Kong Dollar].

MACAU METERS		
Meter Name	Permanent	Period
COIN IN	HK\$0.00	HK\$0.00
COIN OUT	HK\$0.00	HK\$0.00
COIN DROP	N/A	N/A
PHYSICAL COIN IN	N/A	N/A
PHYSICAL COIN OUT	N/A	N/A
ATTENDANT PAID JACKPOTS	HK\$0.00	HK\$0.00
ATTENDANT PAID CANCELLED CREDITS	HK\$0.00	HK\$0.00
BILL IN	HK\$0.00	HK\$0.00
NUMBER OF GAMES PLAYED SINCE POWER RESET	0	0
NUMBER OF GAMES PLAYED SINCE DOOR CLOSE	0	0
NUMBER OF GAMES PLAYED SINCE RAM CLEAR	0	0
NUMBER OF INAPPROPRIATE COINS	N/A	N/A
COIN DROP (Since the last clearance)	N/A	N/A
BILL IN (Since the last clearance)	N/A	HK\$0.00

EXIT

"BILL IN (Since the last clearance)" meter is cleared when the Bill Acceptor Stacker is removed.  
[ATTENTION] In case of no touch button or no respond even if touch, sometimes following operation is effective.  
CANCEL Turn key clockwise and quickly return to neutral position.

ITEM	DESCRIPTION
<b>COIN IN</b>	The total of all bets (displayed in currency amount).
<b>COIN OUT</b>	The total WIN amount excluding hand pays, SAS bonus, progressives, progressive base values, and increments.
<b>COIN DROP</b>	N/A
<b>PHYSICAL COIN IN</b>	N/A
<b>PHYSICAL COIN OUT</b>	N/A
<b>ATTENDANT PAID JACKPOTS</b>	The total value of hand paid jackpots.
<b>ATTENDANT PAID CANCELLED CREDITS</b>	The total value of cancelled credits that were hand paid.
<b>BILL IN</b>	The total value of BILLS inserted into the machine.
<b>NUMBER OF GAMES PLAYED SINCE POWER RESET</b>	The total number of games played since the last time the power was turned on.
<b>NUMBER OF GAMES PLAYED SINCE DOOR CLOSE</b>	The total number of games played since the last time the door was closed. This meter is cleared every time the door is closed.

ITEM	DESCRIPTION
<b>NUMBER OF GAMES PLAYED SINCE RAM CLEAR</b>	The total number of games played since the last RAM Clear.
<b>NUMBER OF INAPPROPRIATE COINS</b>	N/A
<b>COIN DROP (Since the last clearance)</b>	N/A
<b>BILL IN (Since the last clearance)</b>	The total value of BILLS inserted into the machine since the last time the BILL stacker was cleared.

### 7.1.1.3: FRENCH Meters

#### TOP MENU>MAIN METERS>FRENCH METERS

#### NOTE:

This item is displayed only in certain jurisdictions.

FRENCH METERS		
Meter Name	Permanent	Period
EXPECTED RTP (Return To Player)	95.11%	N/A
TOTAL IN	\$0.00	\$0.00
TOTAL OUT	\$0.00	\$0.00
CASH BOX	N/A	N/A
BILL IN	\$0.00	\$0.00
COIN IN	N/A	N/A
COIN OUT	N/A	N/A
CANCEL CREDIT	\$0.00	\$0.00
JACKPOT HANDPAY	\$0.00	\$0.00
VOUCHER IN	\$0.00	\$0.00
VOUCHER OUT	\$0.00	\$0.00

EXIT

[ATTENTION] In case of no touch button or no respond even if touch, sometimes following operation is effective:  
CANCEL : Turn key clockwise and quickly return to neutral position.

ITEM	DESCRIPTION
<b>EXPECTED RTP</b>	The expected RTP.
<b>TOTAL IN</b>	The total value of credits bet. Same as "TOTAL BET" on " <b>Master Meters</b> " (Refer to 7.1.1) .
<b>TOTAL OUT</b>	The total value of credits won. Same as "TOTAL WIN" on " <b>Master Meters</b> " (Refer to 7.1.1) .
<b>CASH BOX</b>	N/A
<b>BILL IN</b>	The total value of the BILLS stored in the BILL acceptor. Same as "TOTAL BILL DROP" on " <b>Master Meters</b> " (Refer to 7.1.1).
<b>COIN IN</b>	N/A
<b>COIN OUT</b>	N/A
<b>CANCEL CREDIT</b>	The total value of cancelled credits that were hand paid. Same as "CANCELLED CREDITS" on " <b>Master Meters</b> " (Refer to 7.1.1).
<b>JACKPOT HAND PAY</b>	The total value of hand paid wins, including wins from SAS bonus and progressive jackpots. Same as "JACKPOT PAY (INCLUDE PROGRESSIVE)" on " <b>Master Meters</b> " (Refer to 7.1.1).
<b>VOUCHER IN</b> (Displayed as "TICKET IN" in Macau version)	Same as "VOUCHER IN" on " <b>System Related In/Out Meters</b> " (Refer to 7.1.3).
<b>VOUCHER OUT</b> (Displayed as "TICKET IN" in Macau version)	Same as "VOUCHER OUT" on " <b>System Related In/Out Meters</b> " (Refer to 7.1.3).

**7.1.1.4: ONTARIO Meters****TOP MENU>MAIN METERS>ONTARIO METERS****i NOTE:**

This item is displayed only in ONTARIO version.

**ONTARIO METERS**

Meter Name	Permanent	Period
COIN IN	\$0.00	\$0.00
COIN OUT	\$0.00	\$0.00
COIN DROP	N/A	N/A
ATTENDANT PAID JACKPOTS	\$0.00	\$0.00
ATTENDANT PAID CANCELLED CREDITS	\$0.00	\$0.00
PHYSICAL COIN IN	N/A	N/A
PHYSICAL COIN OUT	N/A	N/A
BILL IN	\$0.00	\$0.00
VOUCHER IN	\$0.00	\$0.00
VOUCHER OUT	\$0.00	\$0.00
NON-CASHABLE ELECTRONIC PROMOTION IN	\$0.00	\$0.00
CASHABLE ELECTRONIC PROMOTION IN	\$0.00	\$0.00
NON-CASHABLE ELECTRONIC PROMOTION OUT	\$0.00	\$0.00
CASHABLE ELECTRONIC PROMOTION OUT	\$0.00	\$0.00
COUPON PROMOTION IN	\$0.00	\$0.00
COUPON PROMOTION OUT	\$0.00	\$0.00
MACHINE PAID EXTERNAL BONUS PAYOUT	\$0.00	\$0.00
ATTENDANT PAID EXTERNAL BONUS PAYOUT	\$0.00	\$0.00
ATTENDANT PAID PROGRESSIVE PAYOUT	\$0.00	\$0.00
MACHINE PAID PROGRESSIVE PAYOUT	\$0.00	\$0.00
MACHINE PAID MYSTERY JACKPOT PAYOUT	\$0.00	\$0.00
ATTENDANT PAID MYSTERY JACKPOT PAYOUT	\$0.00	\$0.00
PROGRESSIVE OCCURRENCE METER	0	0
TOTAL GAMES PLAYED (SINCE POWER RESET)	N/A	0
TOTAL GAMES PLAYED (SINCE DOOR CLOSE)	N/A	0
TOTAL GAMES PLAYED (SINCE RAM CLEAR)	N/A	0

EXIT

ITEM	DESCRIPTION
<b>COIN IN</b>	The total of all bets (displayed in currency amount).
<b>COIN OUT</b>	The total WIN amount excluding hand pays, SAS bonus, progressives, progressive base values, and increments.
<b>COIN DROP</b>	N/A
<b>ATTENDANT PAID JACKPOTS</b>	The total value of hand paid jackpots.
<b>ATTENDANT PAID CANCELLED CREDITS</b>	The total value of cancelled credits that were hand paid.
<b>PHYSICAL COIN IN</b>	N/A
<b>PHYSICAL COIN OUT</b>	N/A
<b>BILL IN</b>	The total value of BILLS inserted into the machine.
<b>VOUCHER IN</b>	Same as "VOUCHER IN" on " <b>System Related In/Out Meters</b> " ( <b>Refer to 7.1.3</b> ).
<b>VOUCHER OUT</b>	Same as "VOUCHER OUT" on " <b>System Related In/Out Meters</b> " ( <b>Refer to 7.1.3</b> ).
<b>NON-CASHABLE ELECTRONIC PROMOTION IN</b>	The total value of promotional non-cashable credits electronically received by the station.

ITEM	DESCRIPTION
<b>CASHABLE ELECTRONIC PROMOTION IN</b>	The total value of promotional cashable credits electronically received by the station.
<b>NON-CASHABLE ELECTRONIC PROMOTION OUT</b>	The total value of non-cashable credits electronically transferred from this station to a promotional account by means of external connection between the station and a cashless wagering system.
<b>CASHABLE ELECTRONIC PROMOTION OUT</b>	The total value of cashable credits electronically transferred from this station to a promotional account by means of external connection between the station and a cashless wagering system.
<b>COUPON PROMOTION IN</b>	The total value of all coupons accepted by the station.
<b>COUPON PROMOTION OUT</b>	The total value of all coupons issued by the station.
<b>MACHINE PAID EXTERNAL BONUS PAYOUT</b>	The total additional values awarded by an external bonusing system and paid by this station. (SAS MJT is included.)
<b>ATTENDANT PAID EXTERNAL BONUS PAYOUT</b>	The total additional values awarded by an external bonusing system and paid by an attendant.
<b>ATTENDANT PAID PROGRESSIVE PAYOUT</b>	The total values of progressive wins hand paid by an attendant.
<b>MACHINE PAID PROGRESSIVE PAYOUT</b>	The total values of progressive wins paid by the station.
<b>MACHINE PAID MYSTERY JACKPOT PAYOUT</b>	The total values of Mystery Jackpot wins paid by the station.
<b>ATTENDANT PAID MYSTERY JACKPOT PAYOUT</b>	The total values of Mystery Jackpot wins hand paid by an attendant.
<b>PROGRESSIVE OCCURRENCE METER</b>	The total number of progressive hits.
<b>TOTAL GAMES PLAYED (SINCE POWER RESET)</b>	The total number of games played since the last time the power was turned on.

ITEM	DESCRIPTION
<b>TOTAL GAMES PLAYED (SINCE DOOR CLOSE)</b>	The total number of games played since the last time the door was closed. This meter is cleared every time the door is closed.
<b>TOTAL GAMES PLAYED (SINCE RAM CLEAR)</b>	The total number of games played since the last RAM Clear.

## 7.1.2: BILL Meters

### TOP MENU>MAIN METERS>BILL METERS

**i NOTE:**

Refer to “**BILL Acceptor Settings**” on Chapter 5 of the SERVICE Manual to activate the “**BILL METERS**” function by setting “**BILL ACCEPTOR**” to **ENABLED**.

**BILL METERS PAGE (1/2)**

Meter Name	Permanent	Period
TOTAL ITEMS ACCEPTED (AMOUNT)	\$0.00	\$0.00
TOTAL ITEMS ACCEPTED (QUANTITY)	0	0
TOTAL BILLS ACCEPTED (AMOUNT)	\$0.00	\$0.00
TOTAL BILLS ACCEPTED (QUANTITY)	0	0
TOTAL BILLS REJECTED (QUANTITY)	0	0
VOUCHER IN (AMOUNT)	\$0.00	\$0.00
VOUCHER IN (QUANTITY)	0	0
COUPON PROMOTION IN (AMOUNT)	\$0.00	\$0.00
COUPON PROMOTION IN (QUANTITY)	0	0
TOTAL BILL DROP	\$0.00	\$0.00
BILL \$1 IN	0	0
BILL \$2 IN	0	0
BILL \$5 IN	0	0
BILL \$10 IN	0	0
BILL \$20 IN	0	0
BILL \$25 IN	0	0
BILL \$50 IN	0	0
BILL \$100 IN	0	0
BILL \$200 IN	0	0
BILL \$250 IN	0	0
BILL \$500 IN	0	0
BILL \$1,000 IN	0	0
BILL \$2,000 IN	0	0
BILL \$2,500 IN	0	0
BILL \$5,000 IN	0	0
BILL \$10,000 IN	0	0
BILL \$20,000 IN	0	0
BILL \$25,000 IN	0	0
BILL \$50,000 IN	0	0
BILL \$100,000 IN	0	0
BILL \$200,000 IN	0	0
BILL \$250,000 IN	0	0
BILL \$500,000 IN	0	0
BILL \$1,000,000 IN	0	0

1 2 EXIT

ITEM	DESCRIPTION
<b>TOTAL ITEMS ACCEPTED (AMOUNT)</b>	The total value of tickets and BILLS inserted into the BILL acceptor.
<b>TOTAL ITEMS ACCEPTED (QUANTITY)</b>	The total number of tickets and BILLS inserted into the BILL acceptor.
<b>TOTAL BILLS ACCEPTED (AMOUNT)</b>	The total value of BILLS inserted into the BILL acceptor.
<b>TOTAL BILLS ACCEPTED (QUANTITY)</b>	The total number of BILLS inserted into the BILL acceptor.
<b>TOTAL BILLS REJECTED (QUANTITY)</b>	The total number of BILLS rejected by the BILL acceptor.

ITEM	DESCRIPTION
<b>VOUCHER IN (AMOUNT)</b> (Displayed as "TICKET IN" in Macau version)	The total value of cashable tickets and non-restricted tickets accepted by the BILL acceptor.
<b>VOUCHER IN (QUANTITY)</b> (Displayed as "TICKET IN (QUANTITY)" in Macau version)	The total number of cashable tickets and non-restricted tickets accepted by the BILL acceptor.
<b>COUPON PROMOTION IN (AMOUNT)</b>	The total value of restricted tickets accepted by the BILL acceptor.
<b>COUPON PROMOTION IN (QUANTITY)</b>	The total number of restricted tickets accepted by the BILL acceptor.
<b>TOTAL BILL DROP</b>	The total value of the BILLS stored in the BILL acceptor.
<b>BILL xx IN</b>	The total number of specific BILLS accepted by the BILL acceptor. (ex. "BILL \$10 IN" shows the total number of \$10 BILLS accepted.) (The BILL value is dependent on the currency setting.)

### 7. 1. 3: System Related In/Out Meters

#### TOP MENU>MAIN METERS>SYSTEM RELATED IN/OUT METERS

SYSTEMS RELATED IN/OUT METERS		
Meter Name	Permanent	Period
ATTENDANT PAID PROGRESSIVE PAYOUT	\$0.00	\$0.00
MACHINE PAID PROGRESSIVE PAYOUT	\$0.00	\$0.00
MACHINE PAID EXTERNAL BONUS PAYOUT	\$0.00	\$0.00
ATTENDANT PAID EXTERNAL BONUS PAYOUT	\$0.00	\$0.00
VOUCHER IN	\$0.00	\$0.00
VOUCHER OUT	\$0.00	\$0.00
EFT IN	\$0.00	\$0.00
WAT IN	\$0.00	\$0.00
WAT OUT	\$0.00	\$0.00
NON-CASHABLE ELECTRONIC PROMOTION IN	\$0.00	\$0.00
CASHABLE ELECTRONIC PROMOTION IN	\$0.00	\$0.00
NON-CASHABLE ELECTRONIC PROMOTION OUT	\$0.00	\$0.00
CASHABLE ELECTRONIC PROMOTION OUT	\$0.00	\$0.00
COUPON PROMOTION IN	\$0.00	\$0.00
COUPON PROMOTION OUT	\$0.00	\$0.00
CASHABLE CREDITS WAGERED	\$0.00	\$0.00
NON-CASHABLE PROMOTION CREDITS WAGERED	\$0.00	\$0.00
CASHABLE PROMOTION CREDITS WAGERED	\$0.00	\$0.00

EXIT

[ATTENTION] In case of no touch button or no respond even if touch, sometimes following operation is effective.  
CANCEL : Turn key clockwise and quickly return to neutral position.

ITEM	DESCRIPTION
<b>ATTENDANT PAID PROGRESSIVE PAYOUT</b>	The total value of hand pays resulting from a progressive win.
<b>MACHINE PAID PROGRESSIVE PAYOUT</b>	The total value of machine pays resulting from a progressive win.
<b>MACHINE PAID EXTERNAL BONUS PAYOUT</b>	The total value of additional wins awarded by an external bonus system and paid by the machine.
<b>ATTENDANT PAID EXTERNAL BONUS PAYOUT</b>	The total value of additional wins awarded by an external bonus system and hand paid by an attendant.
<b>VOUCHER IN</b> (Displayed as "TICKET IN" in Macau version)	The total value of cashable tickets and non-restricted tickets accepted by the BILL acceptor.
<b>VOUCHER OUT</b> (Displayed as "TICKET IN" in Macau version)	The total value of cashable tickets and non-restricted tickets that were printed. Payout receipts (hand pay and jackpots) are not included. However, the hand pay receipts are included in the NEVADA version.
<b>EFT IN</b>	Debit credit sent from the host to the station (AFT 40, 60)
<b>WAT IN</b>	Cashable credit sent from the host to the station (EFT 69, etc.)
<b>WAT OUT</b>	Cashable credit sent from the station to the host (EFT 64, etc.)

ITEM	DESCRIPTION
<b>NON-CASHABLE ELECTRONIC PROMOTION IN</b>	Restricted (promotional) credit sent from the host to the Station. (EFT 63, etc.)
<b>CASHABLE ELECTRONIC PROMOTION IN</b>	Non-Restricted (cashable) credit that is sent from the host to the Station. (EFT 62, etc.)
<b>NON-CASHABLE ELECTRONIC PROMOTION OUT</b>	Restricted (promotional) credit sent from the Station to the host. (EFT 6B)
<b>CASHABLE ELECTRONIC PROMOTION OUT</b>	Non-restricted (cashable) credit sent from the Station to the host.
<b>COUPON PROMOTION IN</b>	The value of promotional tickets accepted by the Station.
<b>COUPON PROMOTION OUT</b>	The value of promotional tickets printed by the station.
<b>CASHABLE CREDITS WAGERED</b>	The value of wagers from cashable credits.
<b>NON-CASHABLE PROMOTIONAL CREDITS WAGERED</b>	The value of wagers from restricted credits.
<b>CASHABLE PROMOTION CREDITS WAGERED</b>	The value of wagers from non-restricted promotional credit.

## 7. 1. 4: Online Communication Meters

## TOP MENU&gt;MAIN METERS&gt;ONLINE COMMUNICATION METERS

ONLINE COMMUNICATION METERS PAGE (1/5)	
0000	TOTAL COIN IN CREDITS 0
0001	TOTAL COIN OUT CREDITS 0
0002	TOTAL JACKPOT CREDITS 0
0003	TOTAL HAND PAID CANCELLED CREDITS 0
0004	TOTAL CANCELLED CREDITS 0
0005	GAMES PLAYED 0
0006	GAMES WON 0
0007	GAMES LOST 0
0008	TOTAL CREDITS FROM COIN ACCEPTOR 0
0009	TOTAL CREDITS PAID FROM HOPPER 0
000A	TOTAL CREDITS FROM COINS TO DROP 0
000B	TOTAL CREDITS FROM BILLS ACCEPTED 0
000C	CURRENT CREDITS 0
000D	TOTAL SAS CASHABLE TICKET IN (CENTS) \$0.00
000E	TOTAL SAS CASHABLE TICKET OUT (CENTS) \$0.00
000F	TOTAL SAS RESTRICTED TICKET IN (CENTS) \$0.00
0010	TOTAL SAS RESTRICTED TICKET OUT (CENTS) \$0.00
0011	TOTAL SAS CASHABLE TICKET IN (QUANTITY) 0
0012	TOTAL SAS CASHABLE TICKET OUT (QUANTITY) 0
0013	TOTAL SAS RESTRICTED TICKET IN (QUANTITY) 0
0014	TOTAL SAS RESTRICTED TICKET OUT (QUANTITY) 0
0015	TOTAL TICKET IN (CREDITS) 0
0016	TOTAL TICKET OUT (CREDITS) 0
0017	TOTAL ELECTRONIC TRANSFERS TO GAMING MACHINE (CREDITS) 0
0018	TOTAL ELECTRONIC TRANSFERS TO HOST (CREDITS) 0
0019	TOTAL RESTRICTED AMOUNT PLAYED (CREDITS) 0
001A	TOTAL NONRESTRICTED AMOUNT PLAYED (CREDITS) 0
001B	CURRENT RESTRICTED CREDITS (CREDITS) 0
001C	TOTAL MACHINE PAID PAYTABLE WIN (CREDITS) 0
001D	TOTAL MACHINE PAID PROGRESSIVE WIN (CREDITS) 0
001E	TOTAL MACHINE PAID EXTERNAL BONUS WIN (CREDITS) 0
001F	TOTAL ATTENDANT PAID PAYTABLE WIN (CREDITS) 0
0020	TOTAL ATTENDANT PAID PROGRESSIVE WIN (CREDITS) 0
0021	TOTAL ATTENDANT PAID EXTERNAL BONUS WIN (CREDITS) 0
0022	TOTAL WON CREDITS (CREDITS) 0
0023	TOTAL HAND PAID CREDITS (CREDITS) 0
0024	TOTAL DROP (CREDITS) 0
0025	GAMES SINCE LAST POWER RESET 0
0026	GAMES SINCE SLOT DOOR CLOSURE 0
0027	TOTAL CREDITS FROM EXTERNAL COIN ACCEPTOR (CREDITS) 0

1 2 3 4 5 EXIT

ONLINE COMMUNICATION METERS PAGE (2/5)	
0028	TOTAL CASHABLE TICKET IN (CREDITS) 0
0029	TOTAL REGULAR CASHABLE TICKET IN (CREDITS) 0
002A	TOTAL RESTRICTED PROMOTIONAL TICKET IN (CREDITS) 0
002B	TOTAL NONRESTRICTED PROMOTIONAL TICKET IN (CREDITS) 0
002C	TOTAL CASHABLE TICKET OUT (CREDITS) 0
002D	TOTAL RESTRICTED PROMOTIONAL TICKET OUT (CREDITS) 0
002E	ELECTRONIC REGULAR CASHABLE TRANSFERS TO GAMING MACHINE (CREDITS) 0
002F	ELECTRONIC RESTRICTED PROMOTIONAL TRANSFERS TO GAMING MACHINE (CREDITS) 0
0030	ELECTRONIC NONRESTRICTED PROMOTIONAL TRANSFERS TO GAMING MACHINE (CREDITS) 0
0031	ELECTRONIC DEBIT TRANSFERS TO GAMING MACHINE (CREDITS) 0
0032	ELECTRONIC REGULAR CASHABLE TRANSFERS TO HOST (CREDITS) 0
0033	ELECTRONIC RESTRICTED PROMOTIONAL TRANSFERS TO HOST (CREDITS) 0
0034	ELECTRONIC NONRESTRICTED PROMOTIONAL TRANSFERS TO HOST (CREDITS) 0
0035	TOTAL REGULAR CASHABLE TICKET IN (QUANTITY) 0
0036	TOTAL RESTRICTED PROMOTIONAL TICKET IN (QUANTITY) 0
0037	TOTAL NONRESTRICTED PROMOTIONAL TICKET IN (QUANTITY) 0
0038	TOTAL CASHABLE TICKET OUT (QUANTITY) 0
0039	TOTAL RESTRICTED PROMOTIONAL TICKET OUT (QUANTITY) 0
003E	NUMBER OF BILLS CURRENTLY IN THE STACKER 0
003F	TOTAL VALUE OF BILLS CURRENTLY IN THE STACKER (CREDITS) 0
0040	TOTAL NUMBER OF \$1.00 BILLS ACCEPTED 0
0041	TOTAL NUMBER OF \$2.00 BILLS ACCEPTED 0
0042	TOTAL NUMBER OF \$5.00 BILLS ACCEPTED 0
0043	TOTAL NUMBER OF \$10.00 BILLS ACCEPTED 0
0044	TOTAL NUMBER OF \$20.00 BILLS ACCEPTED 0
0045	TOTAL NUMBER OF \$25.00 BILLS ACCEPTED 0
0046	TOTAL NUMBER OF \$50.00 BILLS ACCEPTED 0
0047	TOTAL NUMBER OF \$100.00 BILLS ACCEPTED 0
0048	TOTAL NUMBER OF \$200.00 BILLS ACCEPTED 0
0049	TOTAL NUMBER OF \$250.00 BILLS ACCEPTED 0
004A	TOTAL NUMBER OF \$500.00 BILLS ACCEPTED 0
004B	TOTAL NUMBER OF \$1,000.00 BILLS ACCEPTED 0
004C	TOTAL NUMBER OF \$2,000.00 BILLS ACCEPTED 0
004D	TOTAL NUMBER OF \$2,500.00 BILLS ACCEPTED 0
004E	TOTAL NUMBER OF \$5,000.00 BILLS ACCEPTED 0
004F	TOTAL NUMBER OF \$10,000.00 BILLS ACCEPTED 0
0050	TOTAL NUMBER OF \$20,000.00 BILLS ACCEPTED 0
0051	TOTAL NUMBER OF \$25,000.00 BILLS ACCEPTED 0
0052	TOTAL NUMBER OF \$50,000.00 BILLS ACCEPTED 0
0053	TOTAL NUMBER OF \$100,000.00 BILLS ACCEPTED 0

1 2 3 4 5 EXIT

**ONLINE COMMUNICATION METERS PAGE (3/5)**

0054	TOTAL NUMBER OF \$200,000.00 BILLS ACCEPTED	0
0055	TOTAL NUMBER OF \$250,000.00 BILLS ACCEPTED	0
0056	TOTAL NUMBER OF \$500,000.00 BILLS ACCEPTED	0
0057	TOTAL NUMBER OF \$1,000,000.00 BILLS ACCEPTED	0
0058	TOTAL CREDITS FROM BILLS TO DROP	0
0059	TOTAL NUMBER OF \$1.00 BILLS TO DROP	0
005A	TOTAL NUMBER OF \$2.00 BILLS TO DROP	0
005B	TOTAL NUMBER OF \$5.00 BILLS TO DROP	0
005C	TOTAL NUMBER OF \$10.00 BILLS TO DROP	0
005D	TOTAL NUMBER OF \$20.00 BILLS TO DROP	0
005E	TOTAL NUMBER OF \$50.00 BILLS TO DROP	0
005F	TOTAL NUMBER OF \$100.00 BILLS TO DROP	0
0060	TOTAL NUMBER OF \$200.00 BILLS TO DROP	0
0061	TOTAL NUMBER OF \$500.00 BILLS TO DROP	0
0062	TOTAL NUMBER OF \$1,000.00 BILLS TO DROP	0
0063	TOTAL CREDITS FROM BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
0064	TOTAL NUMBER OF \$1.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
0065	TOTAL NUMBER OF \$2.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
0066	TOTAL NUMBER OF \$5.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
0067	TOTAL NUMBER OF \$10.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
0068	TOTAL NUMBER OF \$20.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
0069	TOTAL NUMBER OF \$50.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
006A	TOTAL NUMBER OF \$100.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
006B	TOTAL NUMBER OF \$200.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
006C	TOTAL NUMBER OF \$500.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
006D	TOTAL NUMBER OF \$1,000.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
006E	TOTAL CREDITS FROM BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
006F	TOTAL NUMBER OF \$1.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0070	TOTAL NUMBER OF \$2.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0071	TOTAL NUMBER OF \$5.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0072	TOTAL NUMBER OF \$10.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0073	TOTAL NUMBER OF \$20.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0074	TOTAL NUMBER OF \$50.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0075	TOTAL NUMBER OF \$100.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0076	TOTAL NUMBER OF \$200.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0077	TOTAL NUMBER OF \$500.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0078	TOTAL NUMBER OF \$1,000.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0079	WEIGHTED AVERAGE THEORETICAL PAYBACK PERCENTAGE	95.96%
0080	REGULAR CASHABLE TICKET IN (CENTS)	\$0.00
0081	REGULAR CASHABLE TICKET IN (QUANTITY)	0

1 2 **3** 4 5 EXIT

**ONLINE COMMUNICATION METERS PAGE (4/5)**

0082	RESTRICTED TICKET IN (CENTS)	\$0.00
0083	RESTRICTED TICKET IN (QUANTITY)	0
0084	NONRESTRICTED TICKET IN (CENTS)	\$0.00
0085	NONRESTRICTED TICKET IN (QUANTITY)	0
0086	REGULAR CASHABLE TICKET OUT (CENTS)	\$0.00
0087	REGULAR CASHABLE TICKET OUT (QUANTITY)	0
0088	RESTRICTED TICKET OUT (CENTS)	\$0.00
0089	RESTRICTED TICKET OUT (QUANTITY)	0
008A	DEBIT TICKET OUT (CENTS)	\$0.00
008B	DEBIT TICKET OUT (QUANTITY)	0
008C	VALIDATED CANCELLED CREDIT HANDPAY, RECEIPT PRINTED (CENTS)	\$0.00
008D	VALIDATED CANCELLED CREDIT HANDPAY, RECEIPT PRINTED (QUANTITY)	0
008E	VALIDATED JACKPOT HANDPAY, RECEIPT PRINTED (CENTS)	\$0.00
008F	VALIDATED JACKPOT HANDPAY, RECEIPT PRINTED (QUANTITY)	0
0090	VALIDATED CANCELLED CREDIT HANDPAY, NO RECEIPT (CENTS)	\$0.00
0091	VALIDATED CANCELLED CREDIT HANDPAY, NO RECEIPT (QUANTITY)	0
0092	VALIDATED JACKPOT HANDPAY, NO RECEIPT (CENTS)	\$0.00
0093	VALIDATED JACKPOT HANDPAY, NO RECEIPT (QUANTITY)	0
00A0	IN-HOUSE CASHABLE TRANSFERS TO GAMING MACHINE (CENTS)	\$0.00
00A1	IN-HOUSE CASHABLE TRANSFERS TO GAMING MACHINE (QUANTITY)	0
00A2	IN-HOUSE RESTRICTED TRANSFERS TO GAMING MACHINE (CENTS)	\$0.00
00A3	IN-HOUSE RESTRICTED TRANSFERS TO GAMING MACHINE (QUANTITY)	0
00A4	IN-HOUSE NONRESTRICTED TRANSFERS TO GAMING MACHINE (CENTS)	\$0.00
00A5	IN-HOUSE NONRESTRICTED TRANSFERS TO GAMING MACHINE (QUANTITY)	0
00A6	DEBIT TRANSFERS TO GAMING MACHINE (CENTS)	\$0.00
00A7	DEBIT TRANSFERS TO GAMING MACHINE (QUANTITY)	0
00A8	IN-HOUSE CASHABLE TRANSFERS TO TICKET (CENTS)	\$0.00
00A9	IN-HOUSE CASHABLE TRANSFERS TO TICKET (QUANTITY)	0
00AA	IN-HOUSE RESTRICTED TRANSFERS TO TICKET (CENTS)	\$0.00
00AB	IN-HOUSE RESTRICTED TRANSFERS TO TICKET (QUANTITY)	0
00AC	DEBIT TRANSFERS TO TICKET (CENTS)	\$0.00
00AD	DEBIT TRANSFERS TO TICKET (QUANTITY)	0
00AE	BONUS CASHABLE TRANSFERS TO GAMING MACHINE (CENTS)	\$0.00
00AF	BONUS CASHABLE TRANSFERS TO GAMING MACHINE (QUANTITY)	0
00B0	BONUS NONRESTRICTED TRANSFERS TO GAMING MACHINE (CENTS)	\$0.00
00B1	BONUS NONRESTRICTED TRANSFERS TO GAMING MACHINE (QUANTITY)	0
00B8	IN-HOUSE CASHABLE TRANSFERS TO HOST (CENTS)	\$0.00
00B9	IN-HOUSE CASHABLE TRANSFERS TO HOST (QUANTITY)	0
00BA	IN-HOUSE RESTRICTED TRANSFERS TO HOST (CENTS)	\$0.00
00BB	IN-HOUSE RESTRICTED TRANSFERS TO HOST (QUANTITY)	0

1 2 3 **4** 5 EXIT

**ONLINE COMMUNICATION METERS PAGE (5/5)**

00BC	IN-HOUSE NONRESTRICTED TRANSFERS TO HOST (CENTS)	\$0.00
00BD	IN-HOUSE NONRESTRICTED TRANSFERS TO HOST (QUANTITY)	0

1 2 3 4 **5** EXIT

The items described in credits are in ACCOUNTING DENOMINATION units. (= \$0.01 units)

### 7.1.5: Game Meters

#### TOP MENU>MAIN METERS>GAME METERS

GAME METERS PAGE(1/3)

Meter Name	Permanent	Period
PAYOUT %	0.000%	0.000%
PAYOUT % (INCLUDE PROGRESSIVE)	0.000%	0.000%
GAMES WON	0	0
GAMES LOST	0	0
WIN 1000000 OR MORE CREDITS	0	0
WIN 500000 - 999999 CREDITS	0	0
WIN 100000 - 499999 CREDITS	0	0
WIN 50000 - 99999 CREDITS	0	0
WIN 10000 - 49999 CREDITS	0	0
WIN 5000 - 9999 CREDITS	0	0
WIN 1000 - 4999 CREDITS	0	0
WIN 500 - 999 CREDITS	0	0
WIN 200 - 499 CREDITS	0	0
WIN 100 - 199 CREDITS	0	0
WIN 1 - 99 CREDITS	0	0

EXIT    1    2    3    [ATTENTION] If touch screen is not functioning, the key switch can perform the following operations:  
 CANCEL : Turn key clockwise and quickly return to neutral position.  
 DOWN : Turn key counter-clockwise and quickly return to neutral position.  
 RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.

GAME METERS PAGE(2/3)

Meter Name	Permanent	Period
TIMES BET - BIG OR SMALL	0	0
TOTAL BET - BIG OR SMALL	HK\$0.00	HK\$0.00
TIMES WON - BIG OR SMALL	0	0
TOTAL WON - BIG OR SMALL	HK\$0.00	HK\$0.00
TIMES BET - TRIPLE	0	0
TOTAL BET - TRIPLE	HK\$0.00	HK\$0.00
TIMES WON - TRIPLE	0	0
TOTAL WON - TRIPLE	HK\$0.00	HK\$0.00
TIMES BET - ANY TRIPLE	0	0
TOTAL BET - ANY TRIPLE	HK\$0.00	HK\$0.00
TIMES WON - ANY TRIPLE	0	0
TOTAL WON - ANY TRIPLE	HK\$0.00	HK\$0.00
TIMES BET - DOUBLE	0	0
TOTAL BET - DOUBLE	HK\$0.00	HK\$0.00
TIMES WON - DOUBLE	0	0
TOTAL WON - DOUBLE	HK\$0.00	HK\$0.00
TIMES BET - DICE TOTAL 4 AND 17	0	0
TOTAL BET - DICE TOTAL 4 AND 17	HK\$0.00	HK\$0.00
TIMES WON - DICE TOTAL 4 AND 17	0	0
TOTAL WON - DICE TOTAL 4 AND 17	HK\$0.00	HK\$0.00
TIMES BET - DICE TOTAL 5 AND 18	0	0
TOTAL BET - DICE TOTAL 5 AND 18	HK\$0.00	HK\$0.00
TIMES WON - DICE TOTAL 5 AND 18	0	0
TOTAL WON - DICE TOTAL 5 AND 18	HK\$0.00	HK\$0.00
TIMES BET - DICE TOTAL 6 AND 15	0	0
TOTAL BET - DICE TOTAL 6 AND 15	HK\$0.00	HK\$0.00
TIMES WON - DICE TOTAL 6 AND 15	0	0
TOTAL WON - DICE TOTAL 6 AND 15	HK\$0.00	HK\$0.00
TIMES BET - DICE TOTAL 7 AND 14	0	0
TOTAL BET - DICE TOTAL 7 AND 14	HK\$0.00	HK\$0.00
TIMES WON - DICE TOTAL 7 AND 14	0	0

EXIT    1    2    3    [ATTENTION] If touch screen is not functioning, the key switch can perform the following operations:  
 CANCEL : Turn key clockwise and quickly return to neutral position.  
 DOWN : Turn key counter-clockwise and quickly return to neutral position.  
 RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.

GAME METERS PAGE(3/3)

Meter Name	Permanent	Period
TOTAL WON - DICE TOTAL 7 AND 14	HK\$0.00	HK\$0.00
TIMES BET - DICE TOTAL 8 AND 13	0	0
TOTAL BET - DICE TOTAL 8 AND 13	HK\$0.00	HK\$0.00
TIMES WON - DICE TOTAL 8 AND 13	0	0
TOTAL WON - DICE TOTAL 8 AND 13	HK\$0.00	HK\$0.00
TIMES BET - DICE TOTAL 9 AND 12	0	0
TOTAL BET - DICE TOTAL 9 AND 12	HK\$0.00	HK\$0.00
TIMES WON - DICE TOTAL 9 AND 12	0	0
TOTAL WON - DICE TOTAL 9 AND 12	HK\$0.00	HK\$0.00
TIMES BET - DICE TOTAL 10 AND 11	0	0
TOTAL BET - DICE TOTAL 10 AND 11	HK\$0.00	HK\$0.00
TIMES WON - DICE TOTAL 10 AND 11	0	0
TOTAL WON - DICE TOTAL 10 AND 11	HK\$0.00	HK\$0.00
TIMES BET - TWO DICE COMBINATION	0	0
TOTAL BET - TWO DICE COMBINATION	HK\$0.00	HK\$0.00
TIMES WON - TWO DICE COMBINATION	0	0
TOTAL WON - TWO DICE COMBINATION	HK\$0.00	HK\$0.00
TIMES BET - ANY NUMBER	0	0
TOTAL BET - ANY NUMBER	HK\$0.00	HK\$0.00
TIMES WON - ANY NUMBER	0	0
TOTAL WON - ANY NUMBER	HK\$0.00	HK\$0.00

EXIT    1    2    3    [ATTENTION] If touch screen is not functioning, the key switch can perform the following operations:  
 CANCEL : Turn key clockwise and quickly return to neutral position.  
 DOWN : Turn key counter-clockwise and quickly return to neutral position.  
 RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.

ITEM	DESCRIPTION
<b>PAYOUT %</b>	The payout percentage (fundamentally $WIN \div BET$ ) based on aggregate results. If SAP is set, the base value of the progressive is included. SAS bonus is excluded.
<b>PAYOUT % (INCLUDE PROGRESSIVE)</b>	The payout percentage (fundamentally $WIN \div BET$ ) based on aggregate results. Including all progressive wins. SAS bonus is excluded.
<b>GAMES WON</b>	The number of games with a payout (games with wins over 0 credits).
<b>GAMES LOST</b>	The number of games with no payout (games with a payout of 0 credits).
<b>WIN xx-xx CREDITS</b>	The number of games with a specific payout amount range, after any Gamble plays. (ex. " <b>WIN 1000-4999 CREDITS</b> "). The " <b>WIN 1 –99 CREDITS</b> " range includes all wins greater than 0 credits, such as 0.5 credits.
<b>TIMES BET - xx</b>	The number of times a bet was placed on each bet spot.
<b>TOTAL BET - xx</b>	The amount of all the bets placed on each bet spot.
<b>TIMES WON - xx</b>	The number of times a bet placed on each Bet option won.
<b>TOTAL WON - xx</b>	The total amount won from bets placed on each Bet option.

### 7. 1. 6: Gamble Meters

Not used in this machine

### 7.1.7: Wager Category Meters

#### TOP MENU>MAIN METERS>WAGER CATEGORY METERS

WAGER CATEGORY METERS			
Meter Name		Permanent	Period
BIG or SMALL THEORETICAL PAYBACK	97.50%	0	0
TRIPLE THEORETICAL PAYBACK	97.50%	0	0
ANY TRIPLE THEORETICAL PAYBACK	97.50%	50	50
DOUBLE THEORETICAL PAYBACK	97.50%	0	0
TOTAL NUMBER "4/17" THEORETICAL PAYBACK	97.50%	0	0
TOTAL NUMBER "5/16" THEORETICAL PAYBACK	97.50%	0	0
TOTAL NUMBER "6/15" THEORETICAL PAYBACK	97.50%	0	0
TOTAL NUMBER "7/14" THEORETICAL PAYBACK	97.50%	1	1
TOTAL NUMBER "8/13" THEORETICAL PAYBACK	97.50%	26	26
TOTAL NUMBER "9/12" THEORETICAL PAYBACK	97.50%	75	75
TOTAL NUMBER "10/11" THEORETICAL PAYBACK	97.50%	75	75
TWO DICE COMBINATION THEORETICAL PAYBACK	97.50%	128	128
ANY NUMBER THEORETICAL PAYBACK	97.50%	131	131
JACKPOT CHANCE THEORETICAL PAYBACK	86.52%	10	10
WEIGHTED PAYTABLE THEORETICAL PAYBACK:		95.80%	95.80%
ACTUAL WEIGHTED MACHINE HOLD:		4.20%	4.20%

EXIT	<small>SYSTEM SOFTWARE [22MGST-GEN-0202-001]                  GAME SOFTWARE [223M04-DBSE-2A-0103-001-PRFEN] OS VERSION [ ]                  GAME CAL ID [1873] 31/05/2024 02:12:00                  STATION ID NUMBER [1]</small>
<small>[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.                  CANCEL Turn key clockwise and quickly return to neutral position.</small>	

ITEM	DESCRIPTION
<b>xx THEORETICAL PAYBACK</b>	The Theoretical Payout for each Bet category.
<b>WEIGHTED PAYTABLE THEORETICAL PAYBACK</b>	$\frac{[\text{Total sum of (Value of each meter * each category percentage)}]}{(\text{Sum of all credits in each category})} * 100$
<b>ACTUAL WEIGHTED MACHINE HOLD</b>	The machine hold calculated as 100% minus WEIGHTED PAYTABLE THEORETICAL PAYBACK.

### 7.1.8: Extra Game Meters

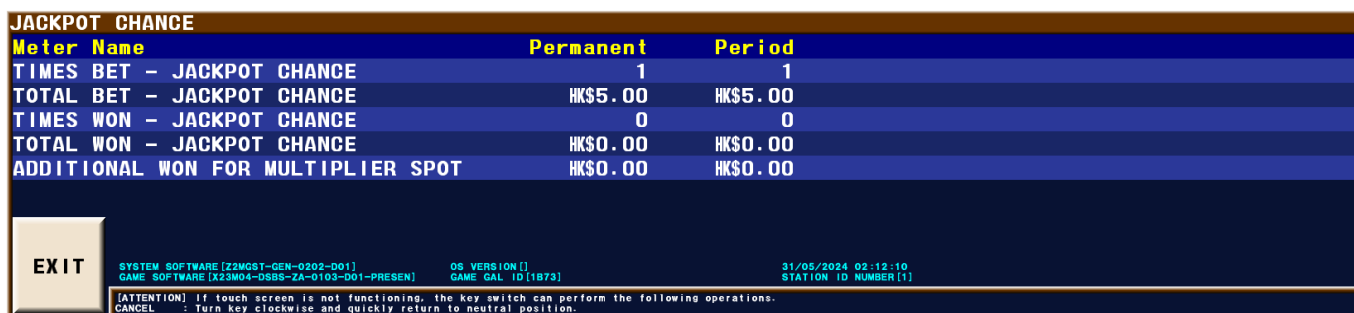
#### TOP MENU>MAIN METERS>EXTRA GAME METERS

This item shows detailed meters for the Side Game.



#### 7.1.8.1: Jackpot Chance

#### TOP MENU>MAIN METERS>EXTRA GAME METERS>JACKPOT CHANCE



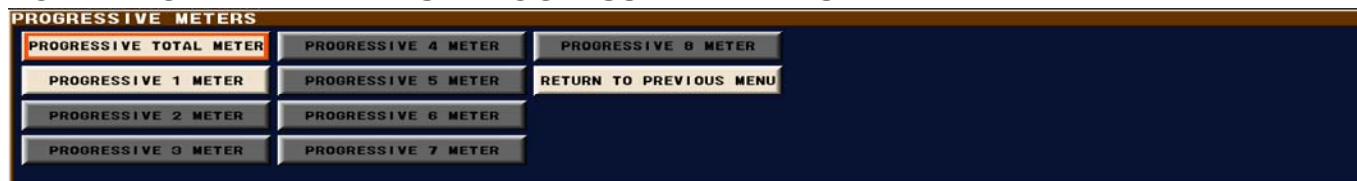
ITEM	DESCRIPTION
<b>TIMES BET – JACKPOT CHANCE</b>	The number of times a bet has been placed as Jackpot Chance entry fee.
<b>TOTAL BET – JACKPOT CHANCE</b>	The total amount of all the bets placed as Jackpot Chance entry fee.
<b>TIMES WON – MEGA/MAJOR/ MINI/ BONUS</b>	The number of times each Jackpot level was hit.
<b>TOTAL WON - MEGA/MAJOR/ MINI/BONUS</b>	The amount won as prizes for each Jackpot level.
<b>TOTAL WON - ALL</b>	The total amount won as prizes for all the Jackpot levels.
<b>ADDITIONAL WON FOR MULTIPLIER SPOT</b>	The extra amount added to the win because of the Multiplier feature.

### 7.1.9: Multi Denom Meters

Not used in this machine

### 7. 1. 10: Progressive Meters

#### TOP MENU>MAIN METERS>PROGRESSIVE METERS



#### 7. 1. 10. 1: Progressive Total Meter

#### TOP MENU>MAIN METERS>PROGRESSIVE METERS>PROGRESSIVE TOTAL METER

PROGRESSIVE TOTAL METER		
Meter Name	Permanent	Period
TOTAL WIN WITHOUT PROGRESSIVE	\$0.00	\$0.00
ALL PROGRESSIVE GAMES WON	0	0
ALL PROGRESSIVE TOTAL WIN (VALUE)	\$0.00	\$0.00

ITEM	DESCRIPTION
<b>TOTAL WIN WITHOUT PROGRESSIVE</b>	The total value of all wins excluding (1) SAS bonus wins and (2) progressive wins.
<b>ALL PROGRESSIVE GAMES WON</b>	The total number of all progressive wins on the machine.
<b>ALL PROGRESSIVE TOTAL WIN (VALUE)</b>	The total value of all progressive wins that occurred on this station.

#### 7. 1. 10. 2: Progressive 1-8 Meters

#### TOP MENU>MAIN METERS>PROGRESSIVE METERS>PROGRESSIVE 1-8 METERS

PROGRESSIVE 1 METER		
Meter Name	Permanent	Period
PROGRESSIVE GAMES WON	0	0
PROGRESSIVE TOTAL WIN (VALUE)	\$0.00	\$0.00
CURRENT (VALUE)	\$20,000.00	N/A

ITEM	DESCRIPTION
<b>PROGRESSIVE GAMES WON</b>	The total number of the progressive wins won.
<b>PROGRESSIVE TOTAL WIN (VALUE)</b>	The total value of the progressive wins won.
<b>CURRENT (VALUE)</b>	The total value of the progressive prizes that can be won.

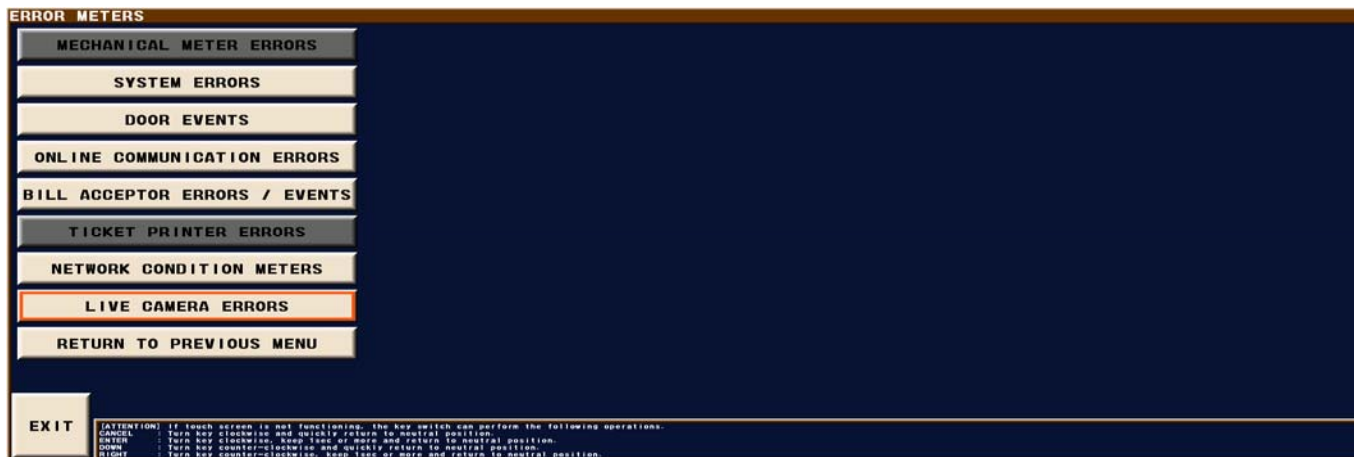
#### 7. 1. 11: Progressive Meters (Server)

Not used in this machine

## 7. 2: Error Meters

### TOP MENU>ERROR METERS

This item allows to check the logs of each Error category. When a hardware or a function is disabled, the relative button is grayed out.



### 7. 2. 1: Mechanical Meter Errors

#### TOP MENU>ERROR METERS>MECHANICAL METER ERRORS

**NOTE:**

The meters #1 to #4 are arranged from left to right.

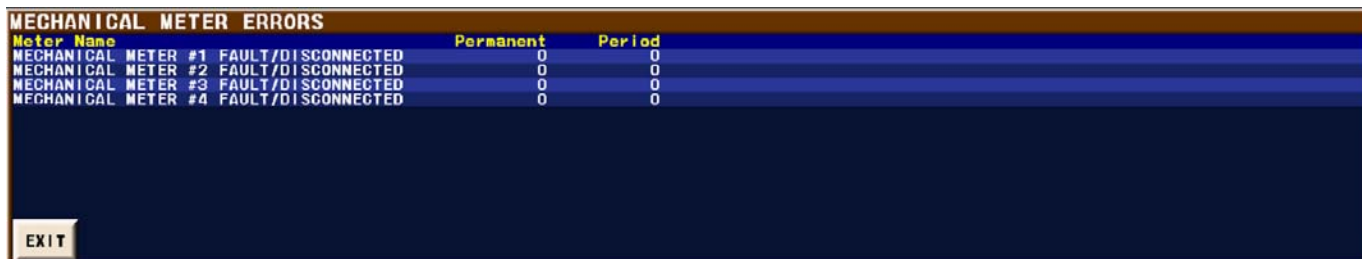
The meter assignment may vary according to specification settings.

#### "PATTERN 1"

Hand Pay /Jackpot	Total Out	Total In	Total BILL

#### "PATTERN 2"

Total cash in	Total cash out	Wagered	Game won



ITEM	DESCRIPTION
<b>MECHANICAL METER xx FAULT / DISCONNECTED</b>	The number of times a malfunction caused by disconnection etc. was detected on each Mechanical Meter.

## 7. 2. 2: System Errors

### TOP MENU>ERROR METERS>SYSTEM ERRORS

SYSTEM ERRORS		
Meter Name	Permanent	Period
LOW BACKUP BATTERY (MOTHER BOARD)	0	0
LOW BACKUP BATTERY (GMEM PCB)	0	0
CPU FAN ABNORMAL	0	0
CABINET FAN (LEFT) ABNORMAL	0	0
CABINET FAN (RIGHT) ABNORMAL	0	0
POWER SUPPLY FAN ABNORMAL	0	0
POWER SUPPLY BOX ERROR	0	0
POWER RESET	1	1
COMMUNICATION #10 ERROR (SUB 10 00)	0	0
POWER OFF DURING SETTING	0	0
GAL FAULT	0	0
FIRM CORRUPTED	0	0
UNREASONABLE METER INCREMENT	0	0

EXIT

[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.  
CANCEL : Turn key clockwise and quickly return to neutral position.

ITEM	DESCRIPTION
<b>LOW BACKUP BATTERY (XX)</b>	The number of times a low power level was detected for each Memory Battery.
<b>CPU FAN ABNORMAL</b>	The number of times an error condition was detected with the rotation frequency of the CPU Fan.
<b>CABINET FAN (LEFT) ABNORMAL</b>	The number of times an error condition was detected with the rotation frequency of the left cabinet Fan.
<b>CABINET FAN (RIGHT) ABNORMAL</b>	The number of times an error condition was detected with the rotation frequency of the right cabinet Fan.
<b>POWER SUPPLY FAN ABNORMAL</b>	The number of times an error condition was detected with the rotation frequency of the Power Box Fan.
<b>POWER SUPPLY BOX ERROR</b>	The number of times it was revealed an excessive temperature on the Power Box.
<b>POWER RESET</b>	The number of times the power has been turned ON. (After RAM Clear, the count is 1.)
<b>COMMUNICATION #aa ERROR (XX PCB)</b>	The cumulative number of times an error was detected on the communication with the indicated PCB.
<b>TOUCH SCREEN DISCONNECTED</b>	The number of times a communication error was detected with the Touch Screen.
<b>POWER OFF DURING SETTING</b>	The number of times the power supply was disconnected during the setting of the configurations.
<b>GAL FAULT</b>	The number of times the GAL data could not be read.
<b>FIRM CORRUPTED</b>	The number of times the firmware was detected as being changed.
<b>UNREASONABLE METER INCREMENT</b>	The number of times a station sent an incorrect contribution for the Side game award (for example a value different than the fixed side bet entry fee).

### 7. 2. 3: Reel Errors

Not used in this machine

### 7. 2. 4: Door Events

#### TOP MENU>ERROR METERS>DOOR EVENTS

DOOR EVENTS		
Meter Name	Permanent	Period
TOP DOOR OPEN (MECHANICAL SWITCH)	6	6
TOP DOOR OPEN (OPTICAL SENSOR)	0	0
FRONT DOOR OPEN (MECHANICAL SWITCH)	10	10
FRONT DOOR OPEN (OPTICAL SENSOR)	3	3
BILL STACKER DOOR OPEN	0	0
SECURITY CAGE OPEN	9	9
BODY PCB CASE OPEN	0	0
BOTTOM DOOR OPEN	0	0
TOP DOOR ACCESS DURING POWER DOWN	0	0
FRONT DOOR ACCESS DURING POWER DOWN	0	0
SECURITY CAGE ACCESS DURING POWER DOWN	0	0
BODY PCB CASE ACCESS DURING POWER DOWN	0	0
BILL STACKER DOOR ACCESS DURING POWER DOWN #0	0	0
BOTTOM DOOR ACCESS DURING POWER DOWN	0	0

EXIT

[ATTENTION] In case of no touch button or no respond even if touch, sometimes following operation is effective.  
CANCEL Top key, Stop key and Quick key return to normal position.

ITEM	DESCRIPTION
<b>xx DOOR OPEN or xx CAGE OPEN</b>	The number of times the specified door or cage was opened.
<b>xx ACCESS DURING POWER DOWN</b>	The number of times a specific door or cage was opened while the power was turned OFF.

### 7. 2. 5: Online Communication Errors

#### TOP MENU>ERROR METERS>ONLINE COMMUNICATION ERRORS

ONLINE COMMUNICATION ERRORS		
Meter Name	Permanent	Period
COMMUNICATION DATA ERROR	0	0
COMMUNICATION OFFLINE ERROR	0	0
MACHINE DISABLE FROM HOST	0	0
HOST COMMUNICATION LINK DOWN	0	0

EXIT

ITEM	DESCRIPTION
<b>COMMUNICATION DATA ERROR</b>	The number of times a COMMUNICATION DATA ERROR occurred.
<b>COMMUNICATION OFFLINE ERROR</b>	The number of times errors such as no communication with the Data Communication Host or a cable disconnection occurred.
<b>MACHINE DISABLE FROM HOST</b>	The number of times the machine was disabled when it received a DISABLE command from the Data Communication Host.
<b>HOST COMMUNICATION LINK DOWN</b>	The number of times communication errors with the Host occurred.

## 7. 2. 6: BILL Acceptor Errors/Events

### TOP MENU>ERROR METERS>BILL ACCEPTOR ERRORS/EVENTS

#### **i** NOTE:

“**BILL Acceptor Errors/Events**” is active only when on “**BILL Acceptor Settings**” described at Chapter 5 of the SERVICE Manual, the setting “**BILL ACCEPTOR**” is set to **ENABLED**.

BILL ACCEPTOR ERRORS / EVENTS		
Meter Name	Permanent	Period
BILL STACKER JAM	0	0
BILL ACCEPTOR JAM	0	0
BILL STACKER REMOVED	0	0
BILL STACKER FULL	0	0
BILL ACCEPTOR COMMUNICATION ERROR	3	3
BILL ACCEPTOR FAILURE	0	0
BILL ACCEPTOR PAUSE	0	0
BILL ACCEPTOR CHEAT	0	0
EXCESSIVE BILL REJECTS	0	0

EXIT

[ATTENTION] In case of no touch button or no respond even if touch, sometimes following operation is effective:  
CANCEL : Turn key clockwise and quickly return to neutral position.

ITEM	DESCRIPTION
<b>BILL STACKER JAM</b>	The number of times a BILL or ticket jammed inside the BILL stacker.
<b>BILL ACCEPTOR JAM</b>	The number of times a BILL or ticket jammed in the BILL acceptor.
<b>BILL STACKER REMOVED</b>	The number of times the BILL stacker was removed.
<b>BILL STACKER FULL</b>	The number of times the BILL stacker become full.
<b>BILL ACCEPTOR COMMUNICATION ERROR</b>	The number of times a BILL Acceptor Communication Error was detected.
<b>BILL ACCEPTOR FAILURE</b>	The number of times a BILL Acceptor Failure error condition occurred.
<b>BILL ACCEPTOR PAUSE</b>	The number of times a BILL Acceptor Pause error occurred.
<b>BILL ACCEPTOR CHEAT</b>	The number of times a BILL Acceptor Cheat error occurred.
<b>EXCESSIVE BILL REJECTS</b>	The number of times a [EXCESSIVE BILL REJECT] occurred. (ex. an inserted BILL is rejected 10 consecutive times, a counterfeit BILL is detected, built-up dust is blocking the BILL acceptor, etc.)

## 7. 2. 7: Ticket Printer Errors

### TOP MENU>ERROR METERS>TICKET PRINTER ERRORS

#### **i** NOTE:

Refer to “**Ticket Print Settings**” on Chapter 5 of the SERVICE Manual to activate the “**TICKET PRINTER ERRORS**” function by setting “PRINTER TYPE” to **ENABLED**.

#### TICKET PRINTER ERRORS

Meter Name	Permanent	Period
TICKET PRINTER OPEN	0	0
TICKET PRINTER PAPER EMPTY	0	0
TICKET PRINTER PAPER LOW	0	0
TICKET PRINTER PAPER JAM	0	0
TICKET PRINTER DISCONNECTED	0	0
TICKET PRINT TIMED OUT	0	0

EXIT

ITEM	DESCRIPTION
<b>TICKET PRINTER OPEN</b>	The number of times the ticket printer door was opened.
<b>TICKET PRINTER PAPER EMPTY</b>	The number of times the printer ran out of paper.
<b>TICKET PRINTER PAPER LOW</b>	The number of times the printer was low on paper.
<b>TICKET PRINTER PAPER JAM</b>	The number of times a paper jam occurred with the printer.
<b>TICKET PRINTER DISCONNECTED</b>	The number of times the printer’s connection was disconnected.
<b>TICKET PRINT TIMED OUT</b>	The number of times the printer timed out.

## 7. 2. 8: Extension Unit Errors

Not used on this machine

## 7. 2. 9: Specific Device Errors

Not used on this machine

## 7. 2. 10: Network Condition Meters

### TOP MENU>ERROR METERS>NETWORK CONDITION METERS

NETWORK CONDITION METERS	
Meter Name	Permanent
SERVER NETWORK ERROR	6
SEND PACKET COUNT	16589
SEND ERROR COUNT	0
SEND ERROR RATE	0.000%
SEND RETRY COUNT	0
SEND COMPLETE COUNT	16589
ACK ADDITION TIME	5670743 usec
ACK AVERAGE TIME	341 usec
RECEIVE ERROR PACKET COUNT	0
ACK MAXIMUM TIME	1322 usec
CONNECTED COUNT	1
DISCONNECTED COUNT	132

EXIT

ATTENTION! In case of no touch button or no respond even if touch, sometimes following operation is effective:  
CANCEL Turn key clockwise and quickly return to neutral position.

ITEM	DESCRIPTION
<b>SERVER NETWORK ERROR</b>	The number of times an error occurred in the communication with the Center Unit (Server).
<b>SEND PACKET COUNT</b>	The number of times a data transmission was sent to the Center Unit.
<b>SEND ERROR COUNT</b>	The number of times data transmission to the Center Unit failed.
<b>SEND ERROR RATE</b>	The rate of failed data transmissions to the Center Unit.
<b>SEND RETRY COUNT</b>	The number of times a data transmission was re-sent again to the Center Unit.
<b>SEND COMPLETE COUNT</b>	The number of times data transmission to the Center Unit succeeded.
<b>ACK ADDITION TIME</b>	The total response time to data transmissions from the Center Unit.
<b>ACK AVERAGE TIME</b>	The average response time to data transmissions from the Center Unit.
<b>RECEIVE ERROR PACKET COUNT</b>	The number of times data transmission from the Center Unit failed.
<b>ACK MAXIMUM TIME</b>	The longest response time to a data transmission from the Center Unit.
<b>CONNECTED COUNT</b>	The number of times communication with the Center Unit was established
<b>DISCONNECTED COUNT</b>	The counter keeps increasing at regular intervals when it is not possible to transmit data to the Center Unit.

## 7.2.11: Live Camera Errors

### TOP MENU>ERROR METERS>LIVE CAMERA ERRORS

LIVE CAMERA ERRORS		
Meter Name	Permanent	Period
LIVE CAMERA DISCONNECTED	1	1

EXIT

(ATTENTION) If touch screen is not functioning, the key switch can perform the following operations.  
CANCEL : Turn key clockwise and quickly return to neutral position.

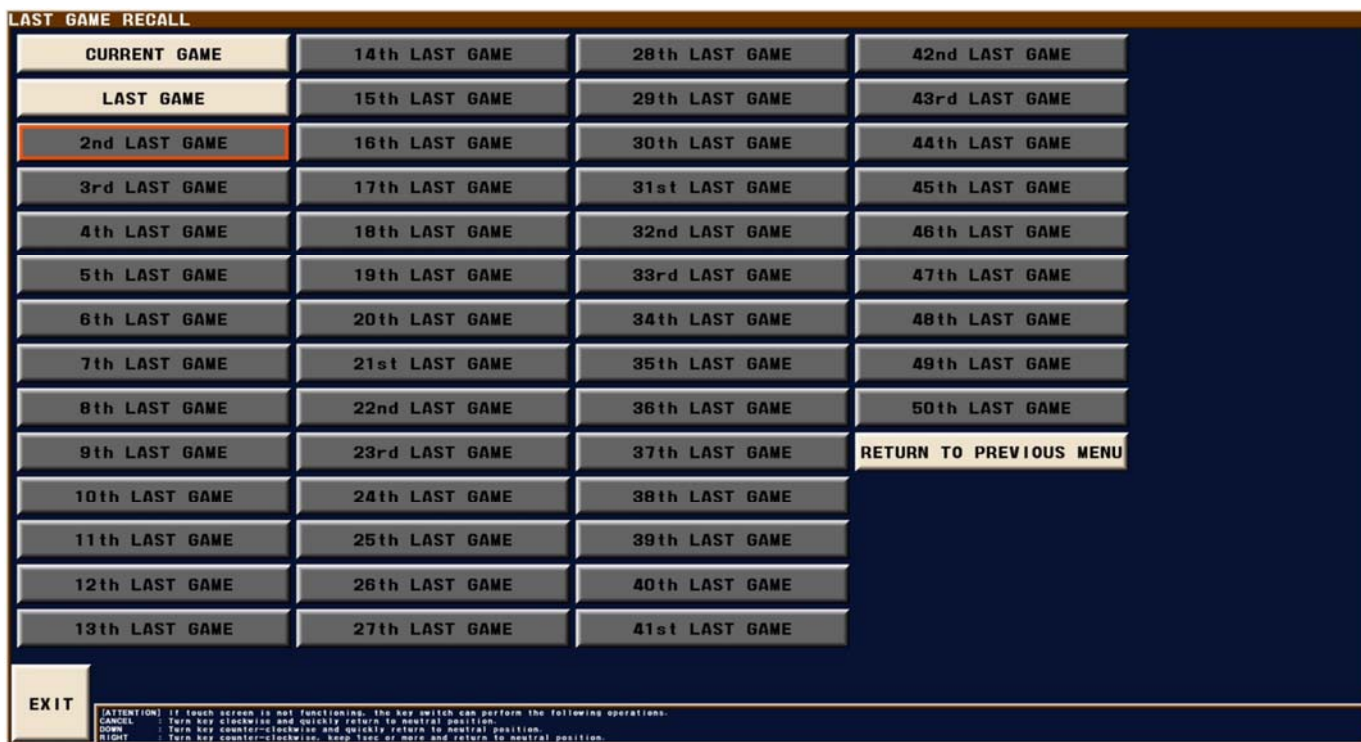
ITEM	DESCRIPTION
<b>LIVE CAMERA DISCONNECTED</b>	The cumulative number of times it was not possible to connect to the live camera (excluding during troubles on the station).

### 7.3: Last Game Recall

#### TOP MENU>LAST GAME RECALL

**i NOTE:**

- Recall the last 50 games, including the game currently in play.
- If there is no game information stored, the buttons will be gray and cannot be selected.



ITEM	DESCRIPTION
<b>CURRENT GAME</b>	Recall information of the game currently in play. <b>(Refer to 7.3.1)</b>
<b>LAST GAME</b>	Recall information of the last completed game. <b>(Refer to 7.3.2)</b>
<b>2nd - 50th LAST GAME</b>	Recall information of the past games before the LAST GAME. <b>(Refer to 7.3.3)</b>

#### [ How to Check Last Game Recall ]

Select the game to recall by using the [CURRENT GAME] or the [LAST GAME x] button, to display the game result in its meter values.

Press the [ENTER] button to replay animation of the game result.

Press [BET INFO] button to display detailed information of the Bet.

Press [NEXT STEP] to replay a different step of the game for each push of the button.

Press [NEXT GAME] button to recall 1 game past the game that was selected.

### 7.3.1: Current Game

#### TOP MENU>LAST GAME RECALL>CURRENT GAME

#### Page 1

CURRENT GAME PAGE (1/3)	
LAST PLAY INFORMATION (1/2)	
CREDIT BET	0.00
CREDIT REMAINED ON CREDIT METER	6458.36 (\$6,458.36)
BILLS ADDED (CENTS)	\$0.00
TICKETS ADDED (CENTS)	\$0.00
CASHLESS ADDED (CENTS)	\$0.00
HOST BONUS ADDED (CENTS)	\$0.00
+-----	
TOTAL CENTS ADDED	\$0.00
TICKETS COLLECTED (CENTS)	\$0.00
CASHLESS COLLECTED (CENTS)	\$0.00
TOTAL HANDPAY (CENTS)	\$0.00
+-----	
TOTAL CENTS COLLECTED	\$0.00
JACKPOT PAID	\$0.00
COIN IN	\$74.00
COIN OUT	\$32.36
ATTENDANT PAID JACKPOT	\$0.00
ATTENDANT PAID CANCELLED CREDITS	\$0.00
BILL IN	\$0.00
VOUCHER IN	\$0.00
VOUCHER OUT	\$0.00
ELECTRONIC FUNDS TRANSFER IN	N/A
WAGERING ACCOUNT TRANSFER IN	\$6,500.00
WAGERING ACCOUNT TRANSFER OUT	\$0.00
NON-CASHABLE ELECTRONIC PROMOTION IN	\$0.00
CASHABLE ELECTRONIC PROMOTION IN	\$0.00
NON-CASHABLE ELECTRONIC PROMOTION OUT	\$0.00

EXIT

PREVIOUS GAME

NEXT GAME

<<

>>

ENTER

[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.  
 CANCEL : Turn key clockwise and quickly return to neutral position.  
 ENTER : Turn key clockwise, keep 1sec or more and return to neutral position.  
 DOWN : Turn key counter-clockwise and quickly return to neutral position.  
 RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.

LIVE CAMERA DISCONNECTED

#### Page 2

CURRENT GAME PAGE (2/3)	
LAST PLAY INFORMATION (2/2)	
CASHABLE ELECTRONIC PROMOTION OUT	\$0.00
COUPON PROMOTION IN	\$0.00
COUPON PROMOTION OUT	\$0.00
MACHINE PAID EXTERNAL BONUS PAYOUT	\$0.00
ATTENDANT PAID EXTERNAL BONUS PAYOUT	\$0.00
ATTENDANT PAID PROGRESSIVE PAYOUT	N/A
MACHINE PAID PROGRESSIVE PAYOUT	N/A

EXIT

PREVIOUS GAME

NEXT GAME

<<

>>

ENTER

[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.  
 CANCEL : Turn key clockwise and quickly return to neutral position.  
 ENTER : Turn key clockwise, keep 1sec or more and return to neutral position.  
 DOWN : Turn key counter-clockwise and quickly return to neutral position.  
 RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.

#### Page 3

CURRENT GAME PAGE (3/3)	
ERROR EVENT(S) --- OCCURRED	
MAIN UNIT ERROR	
MAIN UNIT MAINTENANCE	

EXIT

PREVIOUS GAME

NEXT GAME

<<

>>

ENTER

[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.  
 CANCEL : Turn key clockwise and quickly return to neutral position.  
 ENTER : Turn key clockwise, keep 1sec or more and return to neutral position.  
 DOWN : Turn key counter-clockwise and quickly return to neutral position.  
 RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.

ITEM	DESCRIPTION
<b>CREDIT BET</b>	The number of credits bet since the end of the previous game.
<b>CREDIT REMAINED ON CREDIT METER</b>	The current number of credits remaining on the credit meter.
<b>BILLS ADDED (CENTS)</b>	The value of BILLS inserted since the end of the previous game.
<b>TICKETS ADDED (CENTS)</b>	The value of tickets inserted since the end of the previous game.
<b>CASHLESS ADDED (CENTS)</b>	The value paid out from electronic transfers since the end of the previous game.
<b>HOST BONUS ADDED (CENTS)</b>	The value of bonuses inserted by the host since the end of the previous game.
<b>TOTAL CENTS ADDED</b>	The total value of all credits inserted into the machine since the end of the previous game.
<b>TICKETS COLLECTED (CENTS)</b>	The total value of credits paid out by the ticket printer during the game.
<b>CASHLESS COLLECTED (CENTS)</b>	The total value of credits paid out by electronic transfer during the game.
<b>TOTAL HAND PAY (CENTS)</b>	The total value of credits paid by hand pay during the game.
<b>TOTAL CENTS COLLECTED</b>	The total value of credits paid out since the end of the previous game.
<b>JACKPOT PAID</b>	The total value of all Progressive Jackpots paid out during the game.
<b>COIN IN</b>	The total of all bets (displayed in currency amount)
<b>COIN OUT</b>	The total WIN amount excluding hand pays, SAS bonus, progressives, progressive base values, and increments.
<b>ATTENDANT PAID JACKPOT</b>	The total value of hand pays excluding SAS bonus. The BASE VALUE and INCREMENT VALUE are also excluded.
<b>ATTENDANT PAID CANCELLED CREDITS</b>	The total value of hand pays which is a result of the pay out operation. This value is accumulated from prior games.
<b>BILL IN</b>	The total value of all BILLS inserted into the Machine. This value is accumulated from prior games.

ITEM	DESCRIPTION
<b>VOUCHER IN</b> (Displayed as "TICKET IN" in Macau version)	Same as "VOUCHER IN" on " <b>System Related In/Out Meters</b> " <b>(Refer to 7.1.3).</b>
<b>VOUCHER OUT</b> (Displayed as "TICKET IN" in Macau version)	Same as "VOUCHER OUT" on " <b>System Related In/Out Meters</b> " <b>(Refer to 7.1.3).</b>
<b>ELECTRONIC FUNDS TRANSER IN</b>	The total value of Debit Credit transferred from the Host to the Machine. AFT 4060. This value is accumulated from prior games.
<b>WAGERING ACCOUNT TRANSFER IN</b>	The total value of Cashable Credit transferred from the Host to the Machine. EFT 69 etc. This value is accumulated from prior games.
<b>WAGERING ACCOUNT TRANSFER OUT</b>	The total value of Cashable Credit transferred from the Machine to the Host. EFT 64 etc. This value is accumulated from prior games.
<b>NON-CASHABLE ELECTRONIC PROMOTION IN</b>	The total value of Restricted (Promotional) Credit transferred from the Host to the Machine. EFT 63 etc. This value is accumulated from prior games.
<b>CASHABLE ELECTRONIC PROMOTION IN</b>	The total value of Non-Restricted (Cashable) Credit transferred from the Host to the Machine. EFT 62 etc. This value is accumulated from prior games.
<b>NON-CASHABLE ELECTRONIC PROMOTION OUT</b>	The total value of Restricted (Promotional) Credit transferred from the Machine to the Host. EFT 6B
<b>CASHABLE ELECTRONIC PROMOTION OUT</b>	The total value of Non-Restricted (Cashable) Credit transferred from the Machine to the Host. This value is accumulated from prior games.
<b>COUPON PROMOTION IN</b>	The total value of Promotional Tickets accepted by the machine. This value accumulates from prior games.
<b>COUPON PROMOTION OUT</b>	The total value of Promotional Tickets printed out by the machine. This value accumulates from prior games.
<b>MACHINE PAID EXTERNAL BONUS PAYOUT</b>	The total value of payout excluding hand pays which is awarded as SAS bonus.

ITEM	DESCRIPTION
<b>ATTENDANT PAID EXTERNAL BONUS PAYOUT</b>	The total value of hand pays which are awarded as SAS bonus. This value accumulates from prior games.
<b>ATTENDANT PAID PROGRESSIVE PAYOUT</b>	The total value of Progressive wins paid by an attendant. This value accumulates from prior games.
<b>MACHINE PAID PROGRESSIVE PAYOUT</b>	The total value of Progressive Wins paid by the Machine. This value accumulates from prior games.
<b>ERROR EVENT(S)</b>	If an error occurs before the start of a game, the displayed message will change from [NONE] to [OCCURED]. A list of errors that occurred will appear.

## 7.3.2: Last Game

## TOP MENU&gt;LAST GAME RECALL&gt;LAST GAME

## Page 1

LAST GAME PAGE (1/3)	
LAST PLAY INFORMATION (1/2)	
CREDIT BET	69.00
CREDIT REMAINED ON CREDIT METER	1431.00 (\$1,431.00)
WON (EXCEPT BONUS)	0.00
HOST BONUS WON (DURING GAME)	0
PLAYER DENOM	\$1.00
CREDIT END	1431.00
BILLS ADDED (CENTS)	\$0.00
TICKETS ADDED (CENTS)	\$0.00
CASHLESS ADDED (CENTS)	\$0.00
HOST BONUS ADDED (CENTS)	\$0.00
+-----	
TOTAL CENTS ADDED	\$0.00
TICKETS COLLECTED (CENTS)	\$0.00
CASHLESS COLLECTED (CENTS)	\$0.00
TOTAL HANDPAY (CENTS)	\$0.00
FORGED LOST COLLECTED (CENTS)	\$0.00
TIP AWARDED (CENTS)	\$0.00
+-----	
TOTAL CENTS COLLECTED	\$0.00
JACKPOT PAID	\$0.00
PROGRESSIVE PRIZES	N/A
GAME START DATE	12/13/2022 12:58:28
GAME END DATE	12/13/2022 12:58:47
COIN IN	\$69.00
COIN OUT	\$0.00
ATTENDANT PAID JACKPOT	\$0.00
EXIT	PREVIOUS GAME NEXT GAME << >> ENTER
<small>METERS UPDATED AT GAME END.  [ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.  CANCEL : Turn key clockwise and quickly return to neutral position.  ENTER : Turn key clockwise, keep 1sec or more and return to neutral position.  DOWN : Turn key counter-clockwise and quickly return to neutral position.  RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.</small>	

ALL DOOR CLOSED

## Page 2

LAST GAME PAGE (2/3)	
LAST PLAY INFORMATION (2/2)	
ATTENDANT PAID CANCELLED CREDITS	\$0.00
BILL IN	\$0.00
VOUCHER IN	\$0.00
VOUCHER OUT	\$0.00
ELECTRONIC FUNDS TRANSFER IN	N/A
WAGERING ACCOUNT TRANSFER IN	\$1,500.00
WAGERING ACCOUNT TRANSFER OUT	\$0.00
NON-CASHABLE ELECTRONIC PROMOTION IN	\$0.00
CASHABLE ELECTRONIC PROMOTION IN	\$0.00
NON-CASHABLE ELECTRONIC PROMOTION OUT	\$0.00
CASHABLE ELECTRONIC PROMOTION OUT	\$0.00
COUPON PROMOTION IN	\$0.00
COUPON PROMOTION OUT	\$0.00
MACHINE PAID EXTERNAL BONUS PAYOUT	\$0.00
ATTENDANT PAID EXTERNAL BONUS PAYOUT	\$0.00
ATTENDANT PAID PROGRESSIVE PAYOUT	N/A
MACHINE PAID PROGRESSIVE PAYOUT	N/A
EXIT	PREVIOUS GAME NEXT GAME << >> ENTER
<small>METERS UPDATED AT GAME END.  [ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.  CANCEL : Turn key clockwise and quickly return to neutral position.  ENTER : Turn key clockwise, keep 1sec or more and return to neutral position.  DOWN : Turn key counter-clockwise and quickly return to neutral position.  RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.</small>	

## Page 3

LAST GAME PAGE (3/3)	
ERROR EVENT (S) --- NONE	
EXIT	PREVIOUS GAME NEXT GAME << >> ENTER
<small>METERS UPDATED AT GAME END.  [ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.  CANCEL : Turn key clockwise and quickly return to neutral position.  ENTER : Turn key clockwise, keep 1sec or more and return to neutral position.  DOWN : Turn key counter-clockwise and quickly return to neutral position.  RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.</small>	

ITEM	DESCRIPTION
<b>CREDIT BET</b>	The number of credits bet since the end of the previous game.
<b>CREDIT REMAINED ON CREDIT METER</b>	The current number of credits remaining on the credit meter.
<b>WON (EXCEPT BONUS)</b>	The number of credits won, excluding any bonus wins.
<b>HOST BONUS WON (DURING GAME)</b>	N/A
<b>PLAYER DENOM</b>	Shows the denomination selected to play the game.
<b>CREDIT END</b>	The number of credits remaining on the meter at the end of the LAST GAME that was recalled.
<b>BILLS ADDED (CENTS)</b>	The value of all BILLS inserted during the game.
<b>TICKETS ADDED (CENTS)</b>	The value of all tickets inserted during the game.
<b>CASHLESS ADDED (CENTS)</b>	The value of all cashless credits transferred during the game.
<b>HOST BONUS ADDED (CENTS)</b>	The value of bonuses inserted by the host during the game.
<b>TOTAL CENTS ADDED</b>	The total value inserted during the game.
<b>TICKETS COLLECTED (CENTS)</b>	The total value paid out by tickets during the game.
<b>CASHLESS COLLECTED (CENTS)</b>	The total value paid out by cashless credits transfer during the game.
<b>TOTAL HANDPAY (CENTS)</b>	The total value paid out by hand pay (cancel credit) during the game.
<b>TOTAL CENTS COLLECTED</b>	The total value of all payouts during the game.
<b>JACKPOT PAID</b>	The value of progressive pays during the game.
<b>PROGRESSIVE PRIZES</b>	The amount won as progressive prizes.
<b>GAME START DATE</b>	Record of the time at the start of the game.
<b>GAME END DATE</b>	Record of the time at the end of the game.

ITEM	DESCRIPTION
<b>COIN IN</b>	The total of all bets (displayed in currency amount)
<b>COIN OUT</b>	The total WIN amount excluding hand pays, SAS bonus, progressives, progressive base values, and increments.
<b>ATTENDANT PAID JACKPOT</b>	The total value of hand pays excluding SAS bonus. The base value and increment value are also excluded.
<b>ATTENDANT PAID CANCELLED CREDITS</b>	The total value of hand pays which is a result of the pay out operation. This value is accumulated from prior games.
<b>BILL IN</b>	The total value of all BILLS inserted into the Machine. This value is accumulated from prior games.
<b>VOUCHER IN</b> (Displayed as "TICKET IN" in Macau version)	Same as "VOUCHER IN" on " <b>System Related In/Out Meters</b> " (Refer to 7.1.3).
<b>VOUCHER OUT</b> (Displayed as "TICKET IN" in Macau version)	Same as "VOUCHER OUT" on " <b>System Related In/Out Meters</b> " (Refer to 7.1.3).
<b>ELECTRONIC FUNDS TRANSFER IN</b>	The total value of Debit Credit transferred from the Host to the Machine. AFT 4060 This value is accumulated from prior games.
<b>WAGERING ACCOUNT TRANSFER IN</b>	The total value of Cashable Credit transferred from the Host to the Machine. EFT 69 etc. This value is accumulated from prior games.
<b>WAGERING ACCOUNT TRANSFER OUT</b>	The total value of Cashable Credit transferred from the Machine to the Host. EFT 64 etc. This value is accumulated from prior games.
<b>NON-CASHABLE ELECTRONIC PROMOTION IN</b>	The total value of Restricted (Promotional) Credit transferred from the Host to the Machine. EFT 63 etc. This value is accumulated from prior games.
<b>CASHABLE ELECTRONIC PROMOTION IN</b>	The total value of Non- Restricted (Cashable) Credit transferred from the Host to the Machine. EFT 62 etc. This value is accumulated from prior games.
<b>NON CASHABLE ELECTRONIC PROMOTION OUT</b>	The total value of Restricted (Promotional) Credit transferred from the Machine to the Host. EFT 6B

ITEM	DESCRIPTION
<b>CASHABLE ELECTRONIC PROMOTION OUT</b>	The total value of Non-Restricted (Cashable) Credit transferred from the Machine to the Host. This value is accumulated from prior games.
<b>COUPON PROMOTION IN</b>	The total value of Promotional Tickets accepted by the machine. This value accumulates from prior games.
<b>COUPON PROMOTION OUT</b>	The total value of Promotional Tickets printed out by the machine. This value accumulates from prior games.
<b>MACHINE PAID EXTERNAL BONUS PAYOUT</b>	The total value of payout excluding hand pays which is awarded as SAS bonus.
<b>ATTENDANT PAID EXTERNAL BONUS PAYOUT</b>	The total value of hand pays which are awarded as SAS bonus. This value accumulates from prior games.
<b>ATTENDANT PAID PROGRESSIVE PAYOUT</b>	The total value of Progressive wins paid by an attendant. This value accumulates from prior games.
<b>MACHINE PAID PROGRESSIVE PAYOUT</b>	The total value of Progressive Wins paid by the Machine. This value accumulates from prior games.
<b>ERROR EVENT(S)</b>	If an error occurs before the start of a game, the displayed message will change from [NONE] to [OCCURED]. A list of errors that occurred will appear.

### 7.3.3: 2nd to 50th Last Games

#### TOP MENU>LAST GAME RECALL>2nd-50th LAST GAME

##### Page 1

10th LAST GAME PAGE (1/3)	
LAST PLAY INFORMATION (1/2)	
CREDIT BET	69.00
CREDIT REMAINED ON CREDIT METER	1431.00 (\$1,431.00)
WON (EXCEPT BONUS)	0.00
HOST BONUS WON (DURING GAME)	0
PLAYER DENOM	\$1.00
CREDIT END	1431.00
BILLS ADDED (CENTS)	\$0.00
TICKETS ADDED (CENTS)	\$0.00
CASHLESS ADDED (CENTS)	\$0.00
HOST BONUS ADDED (CENTS)	\$0.00
+-----	
TOTAL CENTS ADDED	\$0.00
TICKETS COLLECTED (CENTS)	\$0.00
CASHLESS COLLECTED (CENTS)	\$0.00
TOTAL HANDPAY (CENTS)	\$0.00
FORGED LOST COLLECTED (CENTS)	\$0.00
TIP AWARDED (CENTS)	\$0.00
+-----	
TOTAL CENTS COLLECTED	\$0.00
JACKPOT PAID	\$0.00
PROGRESSIVE PRIZES	N/A
GAME START DATE	12/13/2022 12:58:28
GAME END DATE	12/13/2022 12:58:47
COIN IN	\$69.00
COIN OUT	\$0.00
ATTENDANT PAID JACKPOT	\$0.00
EXIT	PREVIOUS GAME NEXT GAME << >> ENTER

METERS UPDATED AT GAME END  
[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations:  
CANCEL : Turn key clockwise and quickly return to neutral position.  
ENTER : Turn key clockwise, keep 1sec or more and return to neutral position.  
DOWN : Turn key counter-clockwise and quickly return to neutral position.  
RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.

##### Page 2

10th LAST GAME PAGE (2/3)	
LAST PLAY INFORMATION (2/2)	
ATTENDANT PAID CANCELLED CREDITS	\$0.00
BILL IN	\$0.00
VOUCHER IN	\$0.00
VOUCHER OUT	\$0.00
ELECTRONIC FUNDS TRANSFER IN	N/A
WAGERING ACCOUNT TRANSFER IN	\$1,500.00
WAGERING ACCOUNT TRANSFER OUT	\$0.00
NON-CASHABLE ELECTRONIC PROMOTION IN	\$0.00
CASHABLE ELECTRONIC PROMOTION IN	\$0.00
NON-CASHABLE ELECTRONIC PROMOTION OUT	\$0.00
CASHABLE ELECTRONIC PROMOTION OUT	\$0.00
COUPON PROMOTION IN	\$0.00
COUPON PROMOTION OUT	\$0.00
MACHINE PAID EXTERNAL BONUS PAYOUT	\$0.00
ATTENDANT PAID EXTERNAL BONUS PAYOUT	\$0.00
ATTENDANT PAID PROGRESSIVE PAYOUT	N/A
MACHINE PAID PROGRESSIVE PAYOUT	N/A
EXIT	PREVIOUS GAME NEXT GAME << >> ENTER

METERS UPDATED AT GAME END  
[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations:  
CANCEL : Turn key clockwise and quickly return to neutral position.  
ENTER : Turn key clockwise, keep 1sec or more and return to neutral position.  
DOWN : Turn key counter-clockwise and quickly return to neutral position.  
RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.

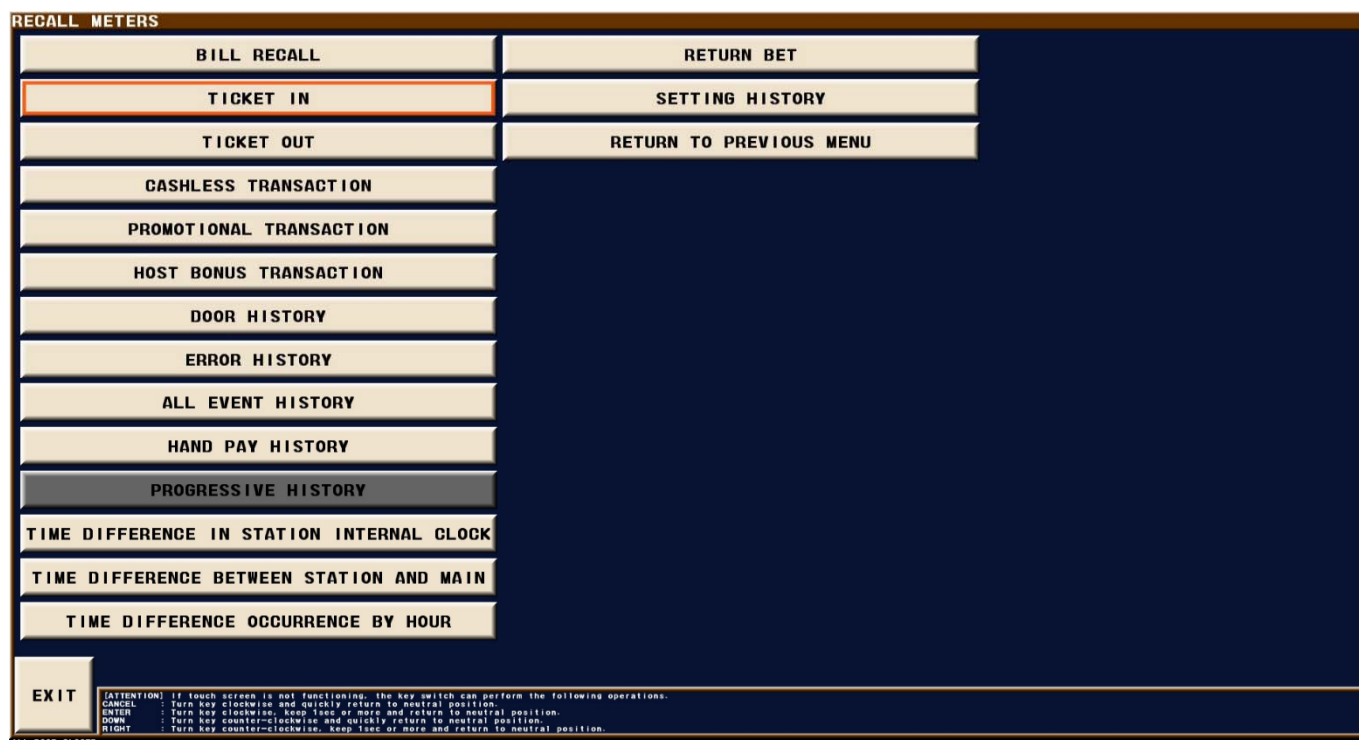
##### Page 3

10th LAST GAME PAGE (3/3)	
ERROR EVENT (S) --- OCCURRED	
LOWER DOOR OPEN (MECHANICAL SWITCH)	
SECURITY CAGE OPEN	
PREVIOUS GAME	NEXT GAME << >> ENTER EXIT

## 7. 4: Recall Meters

### TOP MENU>RECALL METERS

This item allows to check records of each Event.



※The description of items not relevant to will be omitted.

ITEM	DISPLAYED INFORMATION	DISPLAYED NUMBER
<b>BILL RECALL</b>	No., Date, Time, Amount	Last 10 BILLS inserted
<b>TICKET IN</b>	No., Date, Time, Amount, Ticket ID	Last 35 tickets inserted
<b>TICKET OUT</b>	No., Date, Time, Amount, Ticket ID, Type	Last 35 tickets printed
<b>CASHLESS TRANSACTION</b>	No., Date, Time, Transaction ID, Amount, Event	Last 100 transactions
<b>PROMOTIONAL TRANSACTION</b>	No., Date, Time, Transaction ID, Amount, Event	Last 100 transactions
<b>HOST BONUS TRANSACTION</b>	No., Date, Time, Transaction ID, Amount, Event	Last 100 transactions
<b>DOOR HISTORY</b>	No., Date, Time, Door Name	Last 35 door events
<b>ERROR HISTORY</b>	No., Date, Time, Error Name	Last 50 error events
<b>ALL EVENT HISTORY</b>	No., Date, Time, Event Name, Count/Cash Value	Last 100 events
<b>HAND PAY HISTORY</b>	No., Date, Time, Amount,	Last 100 events
<b>PROGRESSIVE HISTORY</b>	No., Date, Time, Lv.,Amount, Status	Last 100 Progressive wins

ITEM	DISPLAYED INFORMATION	DISPLAYED NUMBER
<b>TIME DIFFERENCE IN STATION INTERNAL CLOCK</b>	No., Date, Time, Gap( <b>Refer to 7.4.2</b> )	Last 30 events
<b>TIME DIFFERENCE BETWEEN STATION AND MAIN</b>	No., Date, Time, Gap( <b>Refer to 7.4.3</b> )	Last 30 events
<b>TIME DIFFERENCE OCCURRENCE BY HOUR</b>	Time, Count( <b>Refer to 7.4.4</b> )	The count resets at 999,999
<b>SAS COMMUNICATION LOG</b>	HH:MM:SS.mSec, Data( <b>Refer to 7.4.1</b> )	<b>Refer to 7.4.1</b>
<b>RETURN BET</b>	No., Date, Time, Amount, Method( <b>Refer to 7.4.5</b> )	Last 30 return bet events

Example screenshot of **RECALL METER>CASHLESS TRANSACTION**

CASHLESS TRANSACTION					
No.	DATE (m/d/y)	TIME (h:m:s)	TR. ID	AMOUNT (\$)	EVENT
1	12/03/2013	10:41:46		\$5.00	WAT IN
2	12/03/2013	10:41:45		\$5.00	WAT IN

Example screenshot of **RECALL METER>DOOR HISTORY**

ERROR HISTORY				
No.	DATE (m/d/y)	TIME (h:m:s)	ERROR NAME	
1	12/13/2017	09:53:12	TICKET PRINTER DISCONNECTED	
2	12/13/2017	09:53:00	BILL ACCEPTOR COMMUNICATION ERROR	
3	12/13/2017	09:37:46	BILL ACCEPTOR COMMUNICATION ERROR	
4	12/13/2017	04:44:33	MAIN UNIT ERROR	
5	12/13/2017	04:44:10	MAIN UNIT ERROR	
6	12/13/2017	04:39:20	SERVER NETWORK ERROR	
7	12/13/2017	04:33:15	SERVER NETWORK ERROR	
8	12/13/2017	04:33:00	SERVER NETWORK ERROR	
9	12/13/2017	04:32:45	SERVER NETWORK ERROR	
10	12/13/2017	04:32:19	SERVER NETWORK ERROR	

Example screenshot of **RECALL METER>ALL EVENT HISTORY**

ALL EVENT HISTORY PAGE (1/4)				
No.	DATE (m/d/y)	TIME (h:m:s)	EVENT NAME	COUNT/CASH VALUE
1	12/13/2017	09:53:12	TICKET PRINTER DISCONNECTED	1
2	12/13/2017	09:53:00	BILL ACCEPTOR COMMUNICATION ERROR	1
3	12/13/2017	09:52:16	SECURITY CAGE CLOSED	1
4	12/13/2017	09:52:16	FRONT DOOR CLOSED (MECHANICAL SWITCH)	1
5	12/13/2017	09:52:15	SECURITY CAGE OPEN	1
6	12/13/2017	09:52:15	FRONT DOOR OPEN (MECHANICAL SWITCH)	1
7	12/13/2017	09:52:15	CREDIT(S) AMOUNT	\$0.00
8	12/13/2017	09:52:15	PAYOUT END	1
9	12/13/2017	09:52:15	CANCEL HAND PAY	\$50.00

Example screenshot of **RECALL METER>SETTING HISTORY**

SETTING HISTORY PAGE (1/2)						
No.	DATE (m/d/y)	TIME (h:m:s)	ID	NAME	FROM	TO
1	01/22/2019	05:57:57	yyyy	BILL ACCEPTOR	ENABLED	DISABLED
2	01/22/2019	05:57:36	yyyy	BILL ACCEPTOR	DISABLED	ENABLED
3	01/22/2019	05:57:13	yyyy	AFTER THIRD BET TIME (SECONDS)	MANUAL	10
4	01/22/2019	05:57:13	yyyy	SECOND BET TIME (SECONDS)	MANUAL	15
5	01/22/2019	05:57:13	yyyy	COMBOUT BET TIME (SECONDS)	MANUAL	10

## 7.4.1: SAS Communication Log

### TOP MENU>RECALL METERS>SAS COMMUNICATION LOG



#### CAUTION!

This function can be used to examine the log of the data communication. Refer to "ADDITIONAL SETTING" on "**Other Settings**" described at Chapter 5 of the SERVICE MANUAL to first set the "SAS COMMUNICATION LOG OUTPUT" to **256** or **2048** to create a new log. When set on **DISABLE** it is possible to check the log that was recorded by pressing [SAVE]. After the check, **make sure to switch it back to DISABLE before returning to the game operations.**

#### SAS COMMUNICATION LOG

MAIN PORT

EXTEND PORT 1

EXTEND PORT 2

RETURN TO PREVIOUS MENU

#### EXTEND PORT 2 PAGE (1/7)

HH:MM:SS.mSec	DATA
06:56:43.451	< 01
06:56:43.249	< 01
06:56:43.047	< 01
06:56:42.845	< 01
06:56:42.643	< 01
06:56:42.439	< 01
06:56:42.237	< 01
06:56:42.034	< 01
06:56:41.831	< 01
06:56:41.629	< 01
06:56:41.427	< 01
06:56:41.225	< 01
06:56:41.023	< 01
06:56:40.821	< 01

START STOP SAVE 1 2 3 4 5 6 7 EXIT

[START] is used to restart the update after it was paused.

[STOP] is used to pause the update, so that the connection condition can be easily read.

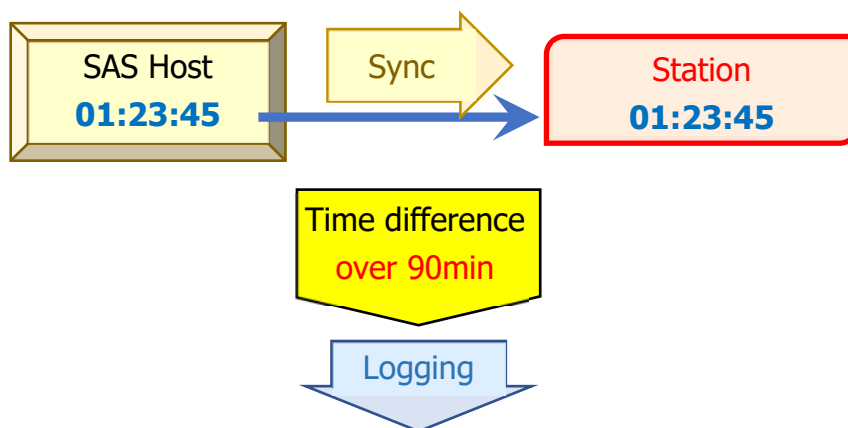
[SAVE] is used to save on the Backup Memory the condition information, as at the moment of the pause.

### 7. 4. 2: Time Difference In Station Internal Clock

#### TOP MENU>RECALL METERS>TIME DIFFERENCE IN STATION INTERNAL CLOCK

**i NOTE:**

The [Time from the SAS Host] that is received from the SAS Host is verified with the time when the [Time from the SAS Host] is received according to the Station [internal clock]. If the time difference is 90 minutes or more, a log is saved. A maximum of 30 log items is displayed, and older logs are deleted.



TIME DIFFERENCE IN STATION INTERNAL CLOCK

No. DATE(m/d/y) TIME(h:m:s) GAP

EXIT

[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.  
 CANCEL : Turn key clockwise and quickly return to neutral position.

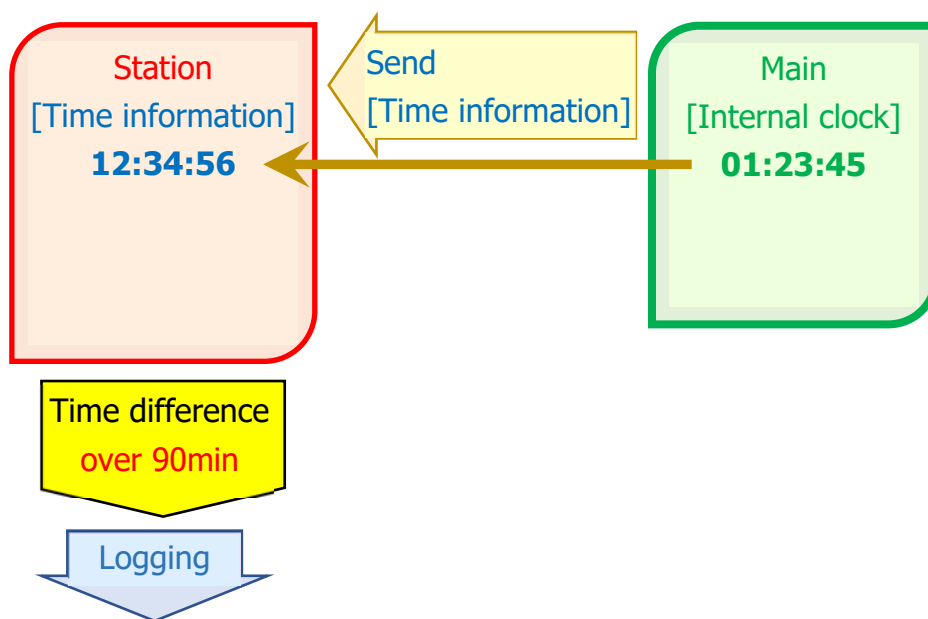
ITEM	DESCRIPTION
<b>No.</b>	Number
<b>DATE(m/d/y)</b>	The date when the Time difference occurred on the Station.
<b>TIME(h : m : s)</b>	The time when the Time difference occurred on the Station.
<b>GAP</b>	Amount of the Time difference (minutes).

### 7. 4. 3: Time Difference Between Station And Main

#### TOP MENU>RECALL METERS>TIME DIFFERENCE BETWEEN STATION AND MAIN

##### **i** NOTE:

The [Time information] that the Station receives from the Main is verified with the time when the [Time information] is received according to the Station [internal clock]. If the time difference is 90 minutes or more, a log is saved. A maximum of 30 log items is displayed, and older logs are deleted.



#### TIME DIFFERENCE BETWEEN STATION AND MAIN

No. DATE (m/d/y) TIME (h:m:s) GAP

EXIT

[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.  
CANCEL : Turn key clockwise and quickly return to neutral position.

ITEM	DESCRIPTION
<b>No.</b>	Number.
<b>DATE(m/d/y)</b>	The date when the Time difference between the [Time information] received from the Main and the Station [internal clock] occurred.
<b>TIME(h : m : s)</b>	The time when the Time difference between the [Time information] received from the Main and the Station [internal clock] occurred.
<b>GAP</b>	Amount of the Time difference (minutes).

### 7.4.4: Time Difference Occurrence By Hour

#### TOP MENU>RECALL METERS>TIME DIFFERENCE OCCURRENCE BY HOUR

#### **i** NOTE:

The number of occurrences that gets recorded in "Time Difference In Station Internal Clock" (refer to 7.4.2) and "Time Difference Between Station And Main" (refer to 7.4.3), are summed up as they happened during the same hour each day, and that cumulative number is displayed in the [COUNT] column. (The maximum number of occurrences is 999,999).

#### TIME DIFFERENCE OCCURRENCE BY HOUR

TIME (h:m:s)	COUNT
00:00:00 to 00:59:59	0
01:00:00 to 01:59:59	0
02:00:00 to 02:59:59	0
03:00:00 to 03:59:59	0
04:00:00 to 04:59:59	0
05:00:00 to 05:59:59	0
06:00:00 to 06:59:59	0
07:00:00 to 07:59:59	0
08:00:00 to 08:59:59	0
09:00:00 to 09:59:59	0
10:00:00 to 10:59:59	0
11:00:00 to 11:59:59	0
12:00:00 to 12:59:59	0
13:00:00 to 13:59:59	0
14:00:00 to 14:59:59	0
15:00:00 to 15:59:59	0
16:00:00 to 16:59:59	0
17:00:00 to 17:59:59	0
18:00:00 to 18:59:59	0
19:00:00 to 19:59:59	0
20:00:00 to 20:59:59	0
21:00:00 to 21:59:59	0
22:00:00 to 22:59:59	0
23:00:00 to 23:59:59	0

EXIT

[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.  
 CANCEL : Turn key clockwise and quickly return to neutral position.

## 7.4.5: Return Bet

### TOP MENU>RECALL METERS >RETURN BET

**i NOTE:**

You can see records of the last 30 Bet Returns due to a Lockup.

RETURN BET					
No.	DATE (m/d/y)	TIME (h:m:s)	GAME No.	AMOUNT (\$)	METHOD
1	04/19/2022	01:38:58	14	\$6.00	VOID GAME
2	04/19/2022	01:38:28	11	\$4.00	CANCEL BET
3	04/19/2022	01:35:45	10	N/A	KEEP ALL BET
4	04/19/2022	01:34:33	8	\$6.00	CANCEL BET

EXIT

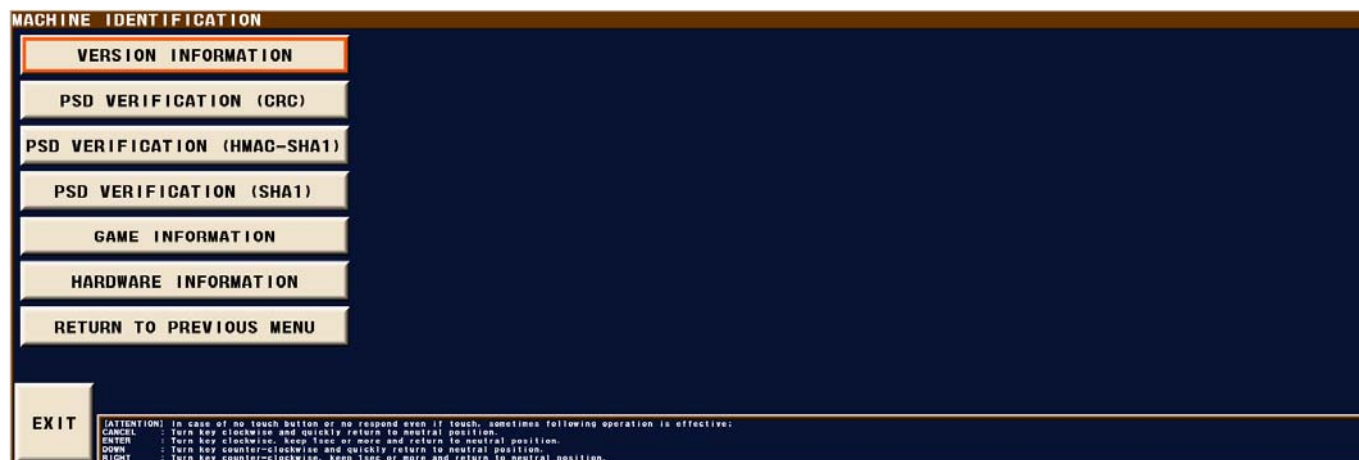
[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.  
CANCEL : Turn key clockwise and quickly return to neutral position.

ITEM	DESCRIPTION
<b>No.</b>	Number.
<b>DATE(m/d/y)</b>	The date when the Lockup on the station occurred.
<b>TIME(h : m : s)</b>	The time when the Lockup on the station occurred.
<b>AMOUNT</b>	The amount of the Bets that were canceled when the Lockup occurred.  <b>i NOTE:</b> [N/A] is displayed in case of [KEEP ALL BET].
<b>METHOD</b>	How the Bets were handled when the Lockup occurred. [CANCEL BET]: The Bets were cancelled. [KEEP ALL BET]: The Bets were kept. [VOID GAME]: The game was voided and the bets nulled.

## 7. 5: Machine Identification

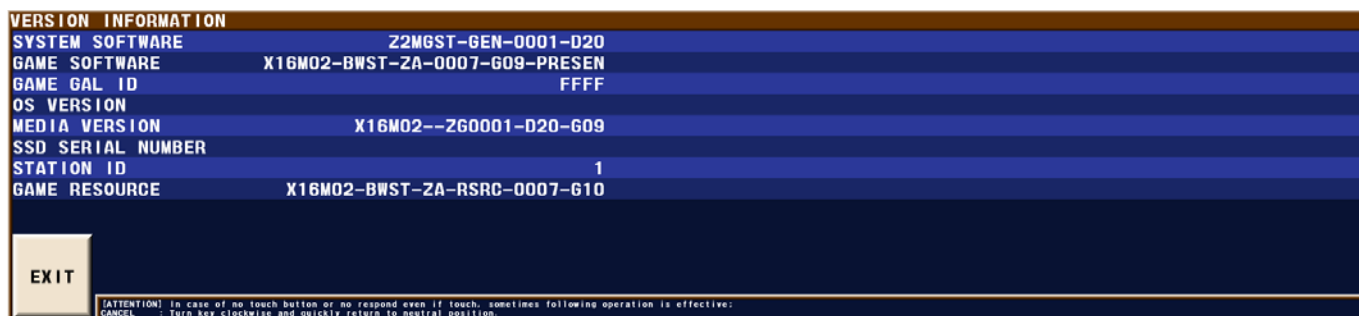
### TOP MENU>MACHINE IDENTIFICATION

This item it is possible to check different information.



### 7. 5. 1: Version Information

#### TOP MENU>MACHINE IDENTIFICATION>VERSION INFORMATION



ITEM	DESCRIPTION
<b>SYSTEM SOFTWARE</b>	The version number of the system software.
<b>GAME SOFTWARE</b>	The version number of the GAME SOFTWARE.
<b>GAME GAL ID</b>	The Game GAL ID number.
<b>BODY PCB FIRMWARE</b>	The version number of the BODY PCB Firmware.
<b>OS VERSION</b>	The version number of the Operating System.
<b>MEDIA VERSION</b>	The version of the currently used media type.
<b>SSD SERIAL NUMBER</b>	The serial number of the SSD.
<b>STATION ID</b>	The Station unit ID number.
<b>GAME RESOURCE</b>	The version number of the Source Code for game.

## 7. 5. 2: PSD Verification (CRC)

### TOP MENU>MACHINE IDENTIFICATION>PSD VERIFICATION (CRC)



[SEED] is used to change the SEED Value.

[START] is used to start the calculation.

[STOP] is used to stop the calculation.

The default value is "00".

When [START] is pressed, the calculation begins and the result will be displayed after a period of time.

When the [SEED] button is pressed, the following page is displayed.



The default value is "00".

[DEL] is used to delete one selected character.

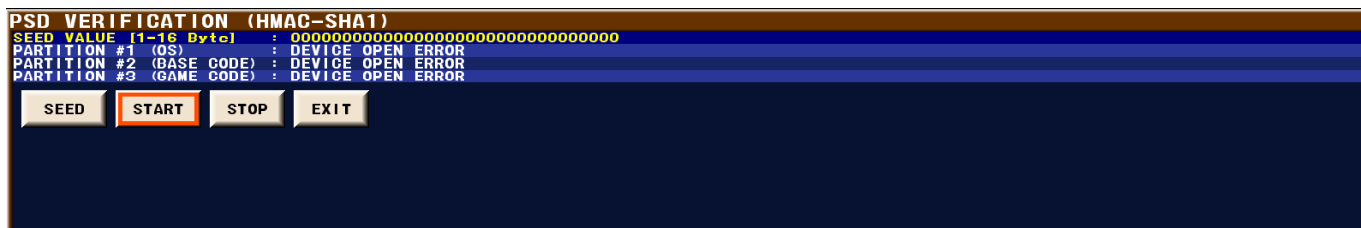
[CLEAR] is used to delete all the selected characters.

[CANCEL] is used to reset the characters to the previous state.

[ENTER] is used to confirm the seed value.

### 7. 5. 3: PSD Verification (HMAC-SHA1)

#### TOP MENU>MACHINE IDENTIFICATION>PSD VERIFICATION (HMAC-SHA1)



[SEED] is used to change the SEED Value.

[START] is used to start the calculation.

[STOP] is used to stop the calculation.

The default value is "00".

When [START] is pressed, the calculation begins and the result will be displayed after a period of time.

When the [SEED] button is pressed, the following page is displayed.



The default value is "00".

[DEL] is used to delete one selected character.

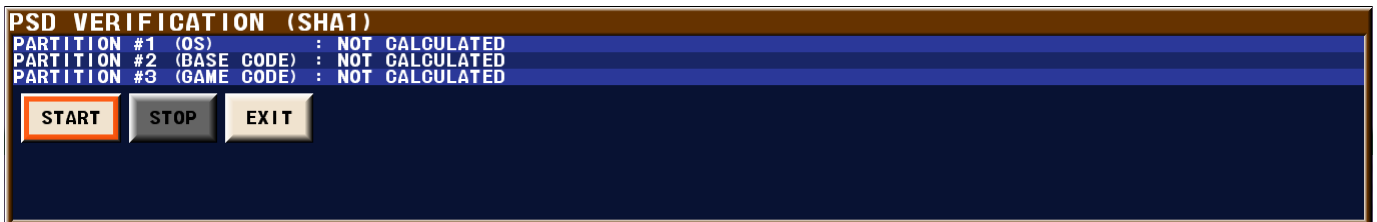
[CLEAR] is used to delete all the selected characters.

[CANCEL] is used to reset the characters to the previous state.

[ENTER] is used to confirm the seed value.

### 7. 5. 4: PSD Verification (SHA1)

#### TOP MENU>MACHINE IDENTIFICATION>PSD VERIFICATION (SHA1)



[START] is used to start the calculation.

[STOP] is used to stop the calculation.

The default value is "00".

When [START] is pressed, the calculation begins and the result will be displayed after a period of time.

## 7.5.5: Game Information

### TOP MENU>MACHINE IDENTIFICATION>GAME INFORMATION

GAME INFORMATION PAGE (1/2)	
GENERAL INFORMATION	
GAME TITLE	DRAGON SIC B0
VARIATION	8
PAYTABLE ID	1b7308
GAME DENOMINATION	\$1.00
CONTRIBUTING EGM	8
NUMBER OF BET SPOT	51
GAME RTP	
EXPECTED OVERALL RTP	92.01%
FINAL MACHINE HOLD %	7.99%
MAIN GAME RTP (SIC B0 GAME)	97.50%
SIDE GAME RTP (JACKPOT CHANCE)	86.52%
RTP DIFFERENTIAL	
MINIMUM BET PER GAME ON TIME SCHEDULE A (PER STATION)	1 ( \$1.00 )
MAXIMUM BET PER GAME ON TIME SCHEDULE A (PER STATION)	5000 ( \$5,000.00 )
MINIMUM BET PER GAME ON TIME SCHEDULE B (PER STATION)	5 ( \$5.00 )
MAXIMUM BET PER GAME ON TIME SCHEDULE B (PER STATION)	10000 ( \$10,000.00 )
MINIMUM BET PER GAME ON TIME SCHEDULE C (PER STATION)	25 ( \$25.00 )
MAXIMUM BET PER GAME ON TIME SCHEDULE C (PER STATION)	50000 ( \$50,000.00 )
JACKPOT CHANCE ENTRY FEE (CREDITS)	10 ( \$10.00 )

EXIT

1 2

[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.  
 CANCEL : Turn key clockwise and quickly return to neutral position.  
 DOWN : Turn key counter-clockwise and quickly return to neutral position.  
 RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.

GAME INFORMATION PAGE (2/2)	
SIGNATURE INFORMATION	
CRC SIGNATURE	NOT CALCULATED
PARTITION #1 (OS) SHA1 SIGNATURE	NOT CALCULATED
PARTITION #2 (BASE CODE) SHA1 SIGNATURE	NOT CALCULATED
PARTITION #3 (GAME CODE) SHA1 SIGNATURE	NOT CALCULATED
PARTITION #1 (OS) HMAC-SHA1 SIGNATURE	NOT CALCULATED
PARTITION #2 (BASE CODE) HMAC-SHA1 SIGNATURE	NOT CALCULATED
PARTITION #3 (GAME CODE) HMAC-SHA1 SIGNATURE	NOT CALCULATED

EXIT

1 2

[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.  
 CANCEL : Turn key clockwise and quickly return to neutral position.  
 DOWN : Turn key counter-clockwise and quickly return to neutral position.  
 RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.

**General Information** (Except "GAME TITLE" and "PAYTABLE ID", the items show values from the Center Unit)

ITEM	DESCRIPTION
<b>GAME TITLE</b>	The title of the game
<b>VARIATION</b>	The PO variation number.
<b>PAYTABLE ID</b>	The GAL number and the PO Variation.
<b>GAME DENOMINATION</b>	The game denomination
<b>CONTRIBUTING EGM</b>	The number of Stations connected to the Center Unit.
<b>NUMBER OF BET SPOT</b>	The number of the spots on which it is possible to place a bet.

**Game RTP** (All the items show values from the Center Unit)

ITEM	DESCRIPTION
<b>EXPECTED OVERALL RTP</b>	The theoretical RTP of the Main game and the Side game.
<b>FINAL MACHINE HOLD %</b>	The machine hold calculated as 100% – OVERALL RTP
<b>MAIN GAME RTP (SIC BO GAME)</b>	The RTP for the Main game (Sicbo game) only.
ITEM	DESCRIPTION
<b>SIDE GAME RTP (JACKPOT CHANCE)</b>	The RTP for the Side game (Jackpot Chance).

**RTP Differential** (All the items show values from the Center Unit)

ITEM	DESCRIPTION
<b>MINIMUM BET PER GAME ON TIME SCHEDULE A- B- C (PER STATION)</b>	The MINIMUM bet allowed by the station during each scheduled time (Refer to " TIME SCHEDULE SETTING" on " <b>Game Settings</b> " described at Chapter 4 of the SERVICE MANUAL.
<b>MAXIMUM BET PER GAME ON TIME SCHEDULE A- B- C (PER STATION)</b>	The maximum bet allowed by the station if a bet is placed on all the available bet spots, not including the side game, during each scheduled time Refer to " TIME SCHEDULE SETTING" on " <b>Game Settings</b> " described at Chapter 4 of the SERVICE MANUAL.
<b>JACKPOT CHANCE ENTRY FEE(PER STATION)</b>	The number of credits that must be paid to participate to the Side Game.

**Signature Information**

<b>ITEM</b>	<b>DESCRIPTION</b>
<b>CRC SIGNATURE</b>	Shows the value calculated as PSD Verification (CRC).
<b>PARTITION #1 (OS) SHA1 SIGNATURE</b>	The value calculated of each partition as PSD Verification (SHA1).
<b>PARTITION #2 (BASE CODE) SHA1 SIGNATURE</b>	Same as above
<b>PARTITION #3 (GAME CODE) SHA1 SIGNATURE</b>	Same as above
<b>PARTITION #1 (OS) HMAC-SHA1 SIGNATURE</b>	The value calculated of each partition as PSD Verification (HMAC-SHA1).
<b>PARTITION #2 (BASE CODE) HMAC-SHA1 SIGNATURE</b>	Same as above
<b>PARTITION #3 (GAME CODE) HMAC-SHA1 SIGNATURE</b>	Same as above

## 7.5.6: ONTARIO Game Option

### TOP MENU>MACHINE IDENTIFICATION>ONTARIO GAME OPTION

#### NOTE:

This item is displayed only in ONTARIO version.

#### ONTARIO GAME OPTION

COMMUNICATION PROTOCOL	NONE
CREDIT LIMIT	\$3000
HOPPER LIMIT	N/A
JACKPOT LIMITS	\$1200
ACCEPTOR LIMITS	\$3000
BILL REJECTION LIMIT	10
SPLIT PAY	N/A
TOWER LIGHT CONFIGURATION	2-Tier (CANADA)
(COLOUR)	BLUE
<b>MACHINE IDENTIFIER</b>	
(POLLING ADDRESS)	N/A
(POLLING ADDRESS EXTEND PORT 1)	N/A
(POLLING ADDRESS EXTEND PORT 2)	N/A
(TERMINAL ASSET #)	N/A

EXIT

[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.  
CANCEL : Turn key clockwise and quickly return to neutral position.

ITEM	DESCRIPTION
<b>COMMUNICATION PROTOCOL</b>	The set value for the communication protocol.
<b>CREDIT LIMIT</b>	The limit for the maximum credit up.
<b>HOPPER LIMIT</b>	N/A
<b>JACKPOT LIMITS</b>	The maximum value for the hand pay jackpot.
<b>ACCEPTOR LIMITS</b>	The limit for the maximum credit in.
<b>BILL REJECTION LIMIT</b>	The limit for the number of times a bill can be rejected.
<b>SPLIT PAY</b>	N/A
<b>TOWER LIGHT CONFIGURATION</b>	Read only. Fixed according to the jurisdictions.
<b>MACHINE IDENTIFIER</b>	Shows information about the machine. <b>POLLING ADDRESS</b> Shows the setting for the gaming machine address main port. <b>POLLING ADDRESS EXTEND PORT 1</b> Shows the setting for the gaming machine address extend port 1. <b>POLLING ADDRESS EXTEND PORT 2</b> Shows the setting for the gaming machine address extend port 2. <b>TERMINAL ASSET#</b> Shows the set asset number

## 7.5.7: Hardware Information

### TOP MENU>MACHINE IDENTIFICATION>HARDWARE INFORMATION

HARDWARE INFORMATION	
BIOS VERSION	NOT SUPPORTED
MOTHER BOARD TEMPERATURE	34 C
CPU TEMPERATURE	45 C
CPU FAN SPEED	3125 RPM
TOTAL MEMORY	6884.448 MB
FREE MEMORY	6565.936 MB
MINIMUM MEMORY	6564.608 MB
BATTERY VOLTAGE (MOTHER BOARD)	3.0 V
AUDIO MODULE	TYPE DP D

EXIT	SYSTEM SOFTWARE [Z2MGST-GEN-0202-DD1]	OS VERSION [1]	31/05/2024 02:18:31
	GAME SOFTWARE [X23MD4-DSBS-ZA-0103-DD1-PRESEN]	GAME CAL ID [1873]	STATION ID NUMBER [1]
<small>           CANCEL EXCEEDED MINIMUM TOTAL PLAY CREDITS USE CONFIGURATION MENU            [ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.            CANCEL : Turn key clockwise and quickly return to neutral position.         </small>			

ITEM	DESCRIPTION
<b>BIOS VERSION</b>	The version of the Motherboard BIOS.
<b>MOTHER BOARD TEMPERATURE</b>	The current temperature of the Motherboard.
<b>CPU TEMPERATURE</b>	The current temperature of the CPU.
<b>CPU FAN SPEED</b>	The current CPU fan speed.
<b>TOTAL MEMORY</b>	The total memory capacity.
<b>FREE MEMORY</b>	The amount of free memory available.
<b>MINIMUM MEMORY</b>	The current MINIMUM memory capacity.
<b>BATTERY VOLTAGE (MOTHER BOARD)</b>	The current battery voltage of the Motherboard backup battery.
<b>AUDIO MODULE</b>	The connected audio modules (TYPE USB or TYPE DP D).

### 7.5.8: Submission Information

#### TOP MENU>MACHINE IDENTIFICATION>SUBMISSION INFORMATION

**i NOTE:**

SUBMISSION INFORMATION is displayed according to the settings, while GAME INFORMATION is displayed as well. Refer to "SUBMISSION INFORMATION" on "Game Settings" described at Chapter 5 of the SERVICE MANUAL.

**Page 1**

SUBMISSION INFORMATION	
<b>GENERAL INFORMATION</b>	
GAME TITLE	DRAGON SIC B0
VARIATION	8
PAYTABLE ID	1ba608
GAME DENOMINATION	HK\$1.00
CONTRIBUTING EGM	8
NUMBER OF BET SPOT	51
<b>GAME RTP</b>	
EXPECTED OVERALL RTP	92.011574%
FINAL MACHINE HOLD %	7.988426%
SIC B0 GAME RTP	79.296296%
MULTIPLIER CHANGE RTP	18.203704%
COMBINED RTP OF SIC B0 GAME + MULTIPLIER CHANGE	97.500000%
JACKPOT CHANGE RTP	86.523149%
TOTAL PROGRESSIVE RTP	70.129630%
TOTAL BONUS CREDIT PRIZE RTP	16.393519%
<b>RTP DIFFERENTIAL</b>	
MINIMUM RTP (SIC B0 GAME)	97.500000%
MAXIMUM RTP (SIC B0 GAME)	97.500000%
MINIMUM RTP (PROGRESSIVE + BONUS)	86.523149%
MAXIMUM RTP (PROGRESSIVE + BONUS)	86.523149%
JACKPOT CHANGE ENTRY FEE (CREDITS)	10 ( HK\$10.00 )
<b>MAIN GAME ODDS (SIC B0 GAME)</b>	
MINIMUM BET PER GAME ON TIME SCHEDULE A (PER STATION)	1 ( HK\$1.00 )
MAXIMUM BET PER GAME ON TIME SCHEDULE A (PER STATION)	5000 ( HK\$5,000.00 )
MINIMUM BET PER GAME ON TIME SCHEDULE B (PER STATION)	5 ( HK\$5.00 )
MAXIMUM BET PER GAME ON TIME SCHEDULE B (PER STATION)	10000 ( HK\$10,000.00 )
MINIMUM BET PER GAME ON TIME SCHEDULE C (PER STATION)	25 ( HK\$25.00 )
MAXIMUM BET PER GAME ON TIME SCHEDULE C (PER STATION)	50000 ( HK\$50,000.00 )
MAXIMUM ODDS	1000 to 1
MAXIMUM BET (FOR MAXIMUM ODDS) (PER STATION)	1200000 ( HK\$1,200,000.00 )
MAXIMUM WIN PER GAME (PER STATION)	1201000 ( HK\$1,201,000.00 )
MAXIMUM PAY PER GAME (PER STATION)	1201000 ( HK\$1,201,000.00 )
<b>PROGRESSIVE (JACKPOT CHANGE)</b>	
--PROGRESSIVE LEVEL 1 (MEGA)--	
PROGRESSIVE LEVEL 1	MEGA (LEVEL 1)
MEGA PROGRESSIVE RTP	7.129630%
MEGA PROGRESSIVE STARTUP RTP	4.629630%
MEGA PROGRESSIVE INCREMENT	2.500000%
MEGA PROGRESSIVE STARTUP VALUE (MINIMUM VALUE)	HK\$100,000.00
MEGA PROGRESSIVE MAXIMUM VALUE	HK\$999,990.00
MEGA PROGRESSIVE HIT PROBABILITY	0.00000462962963
--PROGRESSIVE LEVEL 2 (MAJOR)--	
PROGRESSIVE LEVEL 2	MAJOR (LEVEL 2)
MAJOR PROGRESSIVE RTP	8.703704%
MAJOR PROGRESSIVE STARTUP RTP	3.703704%
MAJOR PROGRESSIVE INCREMENT	5.000000%
MAJOR PROGRESSIVE STARTUP VALUE (MINIMUM VALUE)	HK\$10,000.00
MAJOR PROGRESSIVE MAXIMUM VALUE	HK\$999,990.00
MAJOR PROGRESSIVE HIT PROBABILITY	0.00003703703704
--PROGRESSIVE LEVEL 3 (MINI)--	
PROGRESSIVE LEVEL 3	MINI (LEVEL 3)
MINI PROGRESSIVE RTP	54.296296%
MINI PROGRESSIVE STARTUP RTP	46.296296%
MINI PROGRESSIVE INCREMENT	8.000000%
MINI PROGRESSIVE STARTUP VALUE (MINIMUM VALUE)	HK\$1,000.00
MINI PROGRESSIVE MAXIMUM VALUE	HK\$999,990.00

**Page 2**

SUBMISSION INFORMATION	
MINI PROGRESSIVE HIT PROBABILITY	0.00462962962963
BONUS CREDIT PRIZE	
BONUS CREDIT PRIZE 1 RTP	1.578704%
BONUS CREDIT PRIZE 1 VALUE	100
BONUS CREDIT PRIZE 1 HIT PROBABILITY	0.0015787037037
BONUS CREDIT PRIZE 2 RTP	5.092593%
BONUS CREDIT PRIZE 2 VALUE	200
BONUS CREDIT PRIZE 2 HIT PROBABILITY	0.00254629629630
BONUS CREDIT PRIZE 3 RTP	4.861111%
BONUS CREDIT PRIZE 3 VALUE	300
BONUS CREDIT PRIZE 3 HIT PROBABILITY	0.00162037037037
BONUS CREDIT PRIZE 4 RTP	3.703704%
BONUS CREDIT PRIZE 4 VALUE	400
BONUS CREDIT PRIZE 4 HIT PROBABILITY	0.00092592592593
BONUS CREDIT PRIZE 5 RTP	1.157407%
BONUS CREDIT PRIZE 5 VALUE	500
BONUS CREDIT PRIZE 5 HIT PROBABILITY	0.00023148148148

**General Information** (Except "GAME TITLE" and "PAYTABLE ID", the items show values from the Center Unit)

ITEM	DESCRIPTION
<b>GAME TITLE</b>	The title of the game.
<b>VARIATION</b>	The PO variation number.
<b>PAYTABLE ID</b>	The GAL number and the PO Variation.
<b>GAME DENOMINATION</b>	The game denomination
<b>CONTRIBUTING EGM</b>	The number of Stations connected to the Center Unit.
<b>NUMBER OF BET SPOT</b>	The number of the spots on which it is possible to place a bet.

**Game RTP** (All the items show values from the Center Unit)

ITEM	DESCRIPTION
<b>EXPECTED OVERALL RTP</b>	The theoretical RTP of the Main game and the Side game.
<b>FINAL MACHINE HOLD %</b>	The machine hold calculated as 100% – OVERALL RTP
<b>SICBO GAME RTP</b>	The RTP for the Main game only.
<b>MLTIPLIER CHANCE RTP</b>	The RTP for the Multiplier Chance.
<b>COMBINE RTP OF SIC BO GAME + MULTIPLIER CHANCE</b>	The sum of the Sic Bo game RTP and the Multiplier chance RTP.
<b>JACKPOT CHANCE RTP</b>	The total RTP for the Jackpot Chance.
<b>TOTAL PROGRESSIVE RTP</b>	The RTP for the Progressive prize only.
<b>TOTAL BONUS CREDIT PRIZE RTP</b>	The RTP for the Bonus Credit prize only.

**RTP Differential** (All the items show values from the Center Unit)

ITEM	DESCRIPTION
<b>MINIMUM RTP (SIC BO GAME)</b>	The MINIMUM RTP for the Main Game.
<b>MAXIMUM RTP (SIC BO GAME)</b>	The MAXIMUM RTP for the Main Game.
<b>MINIMUM RTP (JACKPOT CHANCE)</b>	The MINIMUM RTP for the Side Game.
<b>MAXIMUM RTP (JACKPOT CHANCE)</b>	The MAXIMUM RTP for the Side Game.
<b>JACKPOT CHANCE ENTRY FEE(PER STATION)</b>	The number of credits that must be paid to participate to the Side Game.

**Main Game Odds <Sic Bo Game>** (All the items show values from the Center Unit)

ITEM	DESCRIPTION
<b>MINIMUM BET PER GAME ON TIME SCHEDULE A- B- C (PER STATION)</b>	The MINIMUM bet allowed by the station during each scheduled time (Refer to " TIME SCHEDULE SETTING" on " <b>Game Settings</b> " described at Chapter 4 of the SERVICE MANUAL.
<b>MAXIMUM BET PER GAME ON TIME SCHEDULE A- B- C (PER STATION)</b>	The MAXIMUM bet allowed by the station if a bet is placed on all the available bet spots, not including the side game, during each scheduled time Refer to " TIME SCHEDULE SETTING" on " <b>Game Settings</b> " described at Chapter 4 of the SERVICE MANUAL.
<b>MAXIMUM ODDS</b>	The highest odds for a spot of the Main Game.
<b>MAXIMUM BET (FOR MAXIMUM ODDS) (PER STATION)</b>	The MAXIMUM bet allowed by the station when betting on the spot with the highest odds.
<b>MAXIMUM WIN PER GAME (PER STATION)</b>	The highest amount (minus the bet amount) the station can return to the player as the result of one game, when one bet of the MAXIMUM allowed amount is placed on the spot with the highest odds. Only the main game is considered.
<b>MAXIMUM PAY PER GAME (PER STATION)</b>	The highest amount (including the bet amount) the station can return to the player as the result of one game, when one bet of the MAXIMUM allowed amount is placed on the spot with the highest odds. Only the main game is considered.

**Progressive <Jackpot Chance>**

<b>ITEM</b>	<b>DESCRIPTION</b>
<b>xx PROGRESSIVE RTP</b>	The progressive RTP for each Progressive level.
<b>xx PROGRESSIVE STARTUP RTP</b>	The RTP at the start for each Progressive level.
<b>xx PROGRESSIVE INCREMENT</b>	The increment percentage for each Progressive level.
<b>xx PROGRESSIVE STARTUP VALUE (MINIMUM VALUE)</b>	The start value for each Progressive level.
<b>xx PROGRESSIVE MAXIMUM VALUE</b>	The highest value possible for each Progressive level.
<b>xx PROGRESSIVE HIT PROBABILITY</b>	The probability to hit each Progressive level.
<b>BONUS CREDIT PRIZE 1-5 RTP</b>	The progressive RTP for each Bonus Credit Prize level.
<b>BONUS CREDIT PRIZE 1-5 VALUE</b>	The value of each Bonus Credit Prize level.
<b>BONUS CREDIT PRIZE 1-5 HIT PROBABILITY</b>	The probability to hit each Bonus Credit Prize level.

**7. 6: Test****TOP MENU >TEST**

Refer to SERVICE Manual Chapter 5.8 **"Test"** to perform test on the machine.

**7. 7: Settings****TOP MENU >SETTINGS**

Refer to SERVICE Manual Chapter 5.9 **"Settings"** to change the Settings of the machine.

## 7. 8: Period Meter Clear

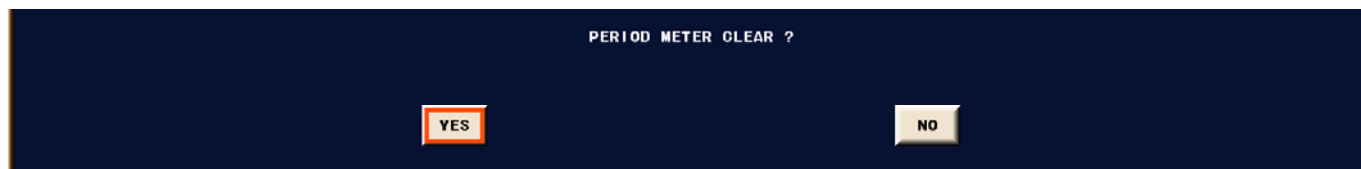
### TOP MENU>PERIOD METER CLEAR

**i NOTE:**

To perform this operation, the Front Door must be open.

Select this item to display the screen below.

When touching [YES], all Period Meters will be cleared. Take NOTE of all necessary period meter information before selecting [YES].



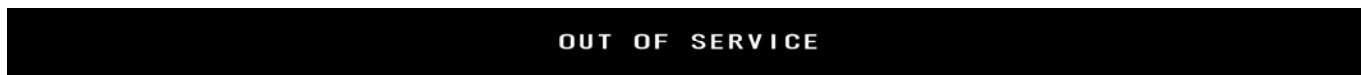
## 7. 9: Out of Service

### TOP MENU>OUT OF SERVICE

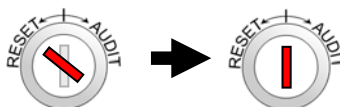
**i NOTE:**

To perform this operation, the Front Door must be open.

1. Select this item to display the screen below.



2. Turn the RESET/AUDIT Key Switch on the Reset position and then on the neutral position to return to the normal screen.



## Chapter 8

### Error Messages

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The machine comes with security and safety functions that detect abnormal operation and statuses. If an error or abnormal status is detected, an alarm will sound, the machine will lock up, and an error message will be displayed. (When a Tower light is installed on the machine, the error condition will display also there.)

The graph below shows possible error messages and how they are remedied. For individual error causes, refer to "**Troubleshooting**" on Chapter 8 of the SERVICE Manual.



#### **CALL SERVICE IMMEDIATELY!**

If an error persists or the same error repeats multiple times, contact your local office or distributor.

**8. 1: Error Messages for Center Unit****8. 1. 1: Errors during Power Up Test (in alphabetical order)**

#	Tests	Error Messages	Remedy	Refer to
1	2nd Backup memory Test	FAULT	RAM Clear	8.1.14
2	Backup memory Test	POWER OFF DURING WRITING/CRACKED	RAM Clear	8.1.3
3	Backup version Test	FAULT	RAM Clear	8.1.4
4	BODY PCB battery test	LOW	Power OFF>ON	8.1.5
5	BODY PCB communication test	DISCONNECTED	Power OFF>ON	8.1.6
6	BODY PCB test	CHANGED / CRACKED	Power OFF>ON	8.1.7
7	CPU fan test	FAULT	Power OFF>ON	8.1.8
8	EEPROM test (GMEM PCB)	FAULT	Power OFF>ON	8.1.9
9	GAL test	CHANGED / GAMEID UNMATCHED / FAULT	Power OFF>ON	8.1.10
10	GMEM PCB battery test	LOW	Power OFF>ON	8.1.11
11	GMEM PCB test	FAULT	Power OFF>ON	8.1.12
12	Monitor connection test	DISCONNECTED	Power OFF>ON	8.1.15
13	MOTHER BOARD battery test	LOW	Power OFF>ON	8.1.13
14	Touch screen connection test	DISCONNECTED	Power OFF>ON	8.1.2




## 8. 1. 2: Errors during Game (in alphabetical order)

### **CALL SERVICE IMMEDIATELY!**

If the following Critical errors happens even one time, turn immediately OFF the machine and contact your local office or distributor.

#	Error messages	ID	Remedy	Refer to
1	2ND BACKUP MEMORY ERROR	502	All Ram Clear	8.2.54
2	2ND BACKUP MEMORY ERROR (NO DATA)	503	All Ram Clear	8.2.55
3	BODY PCB CASE ACCESS DURING POWER DOWN	35	Reset Key	8.2.7
4	BODY PCB CHANGED	63	Reset Key	8.2.12
5	CABINET FAN 1 SENSOR	494	Automatic recovery	8.5.75
6	CABINET FAN 2 SENSOR	495	Automatic recovery	8.5.75
7	CABINET FAN 3 SENSOR	497	Automatic recovery	8.5.75
8	CABINET FAN 4 SENSOR	498	Automatic recovery	8.5.75
9	CAN NOT OPEN EEPROM	61	Power OFF>ON	8.2.13
10	COMMUNICATION #1 ERROR(BODY PCB)	13	Automatic recovery	8.2.14
11	COMMUNICATION #5 ERROR (NOKI PCB)	100	Automatic recovery	8.2.14
12	CONFIGURATION MISMATCH. SET THE CONFIGURATION AGAIN. (GAME DENOMINATION)	389 390 391	Power OFF>ON	8.5.2
13	CONFIGURATION SETTING IS CLEARED. SET THE CONFIGURATION AGAIN.	78 79	Power OFF>ON	8.5.3
14	CONSECUTIVE NO DICE	508	Reset Key	8.5.64
15	CONSECUTIVE NO RESULTS OF ANY SPOT ON DICE (DICE A)	509	Reset Key	8.5.65
16	CONSECUTIVE NO RESULTS OF ANY SPOT ON DICE (DICE B)	510	Reset Key	8.5.65
17	CONSECUTIVE NO RESULTS OF ANY SPOT ON DICE (DICE C)	N/A	Reset Key	8.5.65
18	CONSECUTIVE SAME RESULTS FOR ALL DICE	507	Reset Key	8.5.66
19	CONSECUTIVE SAME RESULTS FOR ONE DICE	506	Reset Key	8.5.66
20	CPU FAN ABNORMAL	59	Automatic recovery	8.2.15
21	DICE AND FIELD MAINTENANCE REQUIRED	478	Reset Key	8.5.67
22	DICE FAILURE	512	Reset Key	8.5.68

#	Error messages	ID	Remedy	Refer to
23	DICE UNIT DISCONNECTED	504	Reset Key	8.5.69
24	DICE UNIT SETTINGS HAVE BEEN CHANGED, PLEASE REBOOT	N/A	Power OFF>ON	8.5.70
25	DRIVER CASE DOOR ACCESS DURING POWER DOWN	488	Reset Key	8.2.7
26	DRIVER CASE DOOR OPEN	N/A	Automatic recovery	8.2.8
27	ETD PC CASE DOOR ACCESS DURING POWER DOWN	491	Reset Key	8.2.7
28	ETD PC CASE DOOR OPEN	N/A	Automatic recovery	8.2.8
29	EVENT BUFFER CORRUPT	168	Ram Clear.	8.2.16
30	EXCEPTION BUFFER OVERFLOW	167	Automatic recovery	8.2.17
31	FIELD AREA DOOR ACCESS DURING POWER DOWN	492	Reset Key	8.2.7
32	FIELD AREA DOOR OPEN	N/A	Automatic recovery	8.2.8
33	FIRM CORRUPTED	77	Power OFF>ON	8.2.19
34	GAME FAILURE ERROR	468	Reset key	8.5.71
35	GAL FAULT	144	Power OFF>ON	8.2.20
36	GMEM PCB CHANGED	362	Reset key	8.2.12
37	HUB CORNER DOOR ACCESS DURING POWER DOWN	498	Reset Key	8.2.7
38	HUB CORNER DOOR OPEN	N/A	Automatic recovery	8.2.8
39	IO BOX COVER OPEN	N/A	Automatic recovery	8.2.8
40	IO CASE DOOR ACCESS DURING POWER DOWN	487	Reset Key	8.2.7
41	IO CASE DOOR OPEN	N/A	Automatic recovery	8.2.8
42	LIVE CAMERA DISCONNECTED	469	Power OFF>ON	8.5.72
43	LOW BACKUP BATTERY (BODY PCB)	26	Automatic recovery	8.2.21
44	LOW BACKUP BATTERY (GMEM PCB)	25	Automatic recovery	8.2.22
45	LOW BACKUP BATTERY (MOTHER BOARD)	24	Automatic recovery	8.2.22
46	MAIN DOOR ACCESS DURING POWER DOWN	32	Reset Key	8.2.7
47	MAIN DOOR OPEN	N/A	Automatic recovery	8.2.8
48	MEDIA CORRUPTED	76	Ram Clear	8.2.44
49	MEDIA REMOVED. TURN OFF AND ON THE MACHINE	398 399	Power OFF>ON	8.2.25
50	NO DICE LOCKUP INTERVAL	513	Reset Key	8.5.73
51	NO DICE	505	Reset Key	8.5.74
52	NO.1 FAN ABNORMAL NO.2 FAN ABNORMAL NO.3 FAN ABNORMAL NO.4 FAN ABNORMAL	N/A	Reset Key	8.5.78

#	Error messages	ID	Remedy	Refer to
53	NO.1 MAIN DOOR OPEN NO.2 MAIN DOOR OPEN NO.3 MAIN DOOR OPEN	N/A	Automatic recovery	8.2.8
54	NO.1 SECURITY AREA DOOR OPEN NO.2 SECURITY AREA DOOR OPEN	N/A	Automatic recovery	8.2.8
55	POWER BOX 01 THERMAL ABNORMAL POWER BOX 02 THERMAL ABNORMAL POWER BOX 03 THERMAL ABNORMAL POWER BOX 04 THERMAL ABNORMAL	N/A	Power OFF 	8.5.79
56	POWER BOX FAN 01 ABNORMAL POWER BOX FAN 02 ABNORMAL POWER BOX FAN 03 ABNORMAL POWER BOX FAN 04 ABNORMAL	N/A	Reset Key	8.5.78
57	POWER BOX FAN 1 SENSOR	496	Automatic recovery	8.5.75
58	POWER BOX FAN 2 SENSOR	499	Automatic recovery	8.5.75
59	POWER OFF DURING SETTING	31	Reset Key	8.2.27
60	POWER SUPPLY BOX 1 SENSOR	500	Power OFF 	8.5.76
61	POWER SUPPLY BOX 2 SENSOR	501	Power OFF 	8.5.76
62	PRIMARY PORT OFFLINE ERROR	430	Automatic recovery	8.2.45
63	PROGRAM CORRUPTED	74	Ram Clear	8.2.30
64	RAM ERROR	73	Ram Clear	8.2.31
65	SECURITY DOOR ACCESS DURING POWER DOWN	36	Reset Key	8.2.7
66	SECURITY DOOR OPEN	N/A	Automatic recovery	8.2.8
67	SELF CHI SQUARE TEST FAILURE	477	Reset Key	8.5.67
68	SIDE SLIDE DOOR ACCESS DURING POWER DOWN		Reset Key	8.2.7
69	SIDE SLIDE DOOR OPEN	N/A	Automatic recovery	8.2.8
70	SIGNAGE TYPE SETTINGS HAVE BEEN CHANGED PLEASE REBOOT	N/A	Power OFF	8.5.80
71	SPACER CONTROL DOOR ACCESS DURING POWER DOWN	490	Reset Key	8.2.7
72	SPACER CONTROL DOOR OPEN	N/A	Automatic recovery	8.2.8
73	SPACER DRAIN DOOR OPEN	N/A	Automatic recovery	8.2.8
74	THRESHOLD AMOUNT EXCEEDED	395	Reset Key	8.2.33
75	TIME CLOCK MISMATCHED	422	Power OFF>ON	8.2.42
76	TIME DIFFERENT ERROR	474	Reset Key	8.5.77




#	Error messages	ID	Remedy	Refer to
77	TOP FAN NO.01 ABNORMAL TOP FAN NO.02 ABNORMAL TOP FAN NO.03 ABNORMAL TOP FAN NO.04 ABNORMAL	N/A	Reset Key	8.5.78

### 8. 1. 3: Errors during the connection to the host system (Ex: SAS) (in alphabetical order)

#	Error messages	ID	Remedy	Refer to
1	COMMUNICATION DATA ERROR	164	Automatic recovery	8.3.1
2	COMMUNICATION OFFLINE ERROR	165	Automatic recovery	8.3.2
3	HOST COMMUNICATION LINK DOWN	166	Automatic recovery	8.3.2
4	MACHINE DISABLED FROM HOST	169	Automatic recovery	8.2.23

### 8. 1. 4: ETD Errors (Occur when using Interblock Dice Generator) (In alphabetical order)

ETD Errors can occur at three different levels of severity:

#	Error Level	Remedy
1	<b>Low</b> No machine Lock-up	The error is cleared automatically.
2	<b>High</b> Machine Lock-up	Enter the Password to clear the error. 
3	<b>Critical</b> Machine Lock-up	Turn the Reset Key to open the Password input screen.  Enter the Password to clear the error. 

#	Error messages	Remedy
1	DICE ANGLE ERROR	Reset key or Password input
2	DICE CHANGE NOW	
3	DICE CHANGE SOON	
4	DICE CONFIGURATION ERROR	
5	DICE CORRELATION ERROR	
6	DICE DETECTION ERROR	
7	DICE FAILURE	
8	DICE STATISTICS ERROR	
9	DICE VIBRATION ERROR	
10	ETD ERROR	
11	ETD IN SERVICE MODE	
12	ETD TAMPER SWITCH OPEN	
13	HARDWARE ERROR	
14	INVALID ETD STATE ERROR	
15	MAIN UNIT IN ERROR	
16	POWER SUPPLY FAILURE	


## 8. 2: Error Messages for Station Unit

### 8. 2. 1: Errors during Power Up Test (in alphabetical order)

#	Tests	Error Messages	Remedy	Refer to
1	2nd Backup memory Test	FAULT	RAM Clear	8.1.14
2	Backup memory test	POWER OFF DURING WRITING / CRACKED	RAM Clear	8.1.3
3	Backup version test	FAULT	RAM Clear	8.1.4
4	BODY PCB battery test	LOW	Power OFF>ON	8.1.5
5	BODY PCB communication test	DISCONNECTED	Power OFF>ON	8.1.6
6	BODY PCB test	CHANGED / CRACKED	Power OFF>ON	8.1.7
7	CPU fan test	FAULT	Power OFF>ON	8.1.8
8	EEPROM test (GMEM PCB)	FAULT	Power OFF>ON	8.1.9
9	GAL test	CHANGED / GAMEID UNMATCHED / FAULT	Power OFF>ON	8.1.10
10	GMEM PCB battery test	LOW	Power OFF>ON	8.1.11
11	GMEM PCB test	FAULT	Power OFF>ON	8.1.12
12	MOTHER BOARD battery test	LOW	Power OFF>ON	8.1.13
13	Monitor connection test	DISCONNECTED	Power OFF>ON	8.1.15
14	Touch screen connection test	DISCONNECTED	Power OFF>ON	8.1.2

**8. 2. 2: Errors during Game (in alphabetical order)**

#	Error messages	ID	Remedy	Refer to
1	BASE PROTOCOL VERSION IS UNMATCHED	468	Power OFF>ON	8.5.47
2	BILL ACCEPTOR CHEAT	46	Reset Key	8.2.2
3	BILL ACCEPTOR COMMUNICATION ERROR	43	Automatic recovery	8.2.3
4	BILL ACCEPTOR FAILURE	44	Reset Key	8.2.4
5	BILL ACCEPTOR JAM	40	Reset Key	8.2.5
6	BILL ACCEPTOR PAUSE	45	Automatic recovery	8.2.6
7	BILL DROP DOOR OPEN	N/A	Automatic recovery	8.2.8
8	BILL STACKER DOOR ACCESS DURING POWER DOWN #0	403	Reset Key	8.2.7
9	BILL STACKER DOOR OPEN	N/A	Automatic recovery	8.2.8
10	BILL STACKER FULL	42	Automatic recovery	8.2.9
11	BILL STACKER JAM	39	Reset Key	8.2.10
12	BILL STACKER REMOVED	41	Automatic recovery	8.2.11
13	BODY PCB CASE ACCESS DURING POWER DOWN	35	Reset Key	8.2.7
14	BODY PCB CASE OPEN	N/A	Automatic recovery	8.2.8
15	BODY PCB CHANGED	65	Reset Key	8.2.12
16	BOTTOM DOOR ACCESS DURING POWER DOWN	37	Reset Key	8.2.7
17	BOTTOM DOOR OPEN	N/A	Automatic recovery	8.2.8
18	CABINET FAN (LEFT) ABNORMAL	85	Automatic recovery	8.2.49
19	CABINET FAN (RIGHT) ABNORMAL	86	Automatic recovery	8.2.49
20	CAN NOT OPEN EEPROM	63	Power OFF>ON	8.2.13
21	CASHOUT TO HOST FAILURE	399	Reset Key	8.2.53
22	CLIENT ID ERROR	465	Power OFF>ON	8.5.26
23	COMMUNICATION #1 ERROR(BODY PCB)	13	Automatic recovery	8.2.14
24	COMMUNICATION #10 ERROR(SUB IO 00)	112	Automatic recovery	8.2.14
25	CONFIGURATION MISMATCH. SET THE CONFIGURATION AGAIN. (GAME DENOMINATION)	391 392 393	Power OFF>ON	8.5.2
26	CONFIGURATION SETTING IS CLEARED. SET THE CONFIGURATION AGAIN.	80 81	Power OFF>ON	8.5.3
27	CPU FAN ABNORMAL	61	Automatic recovery	8.2.15
28	EVENT BUFFER CORRUPT	170	Ram Clear.	8.2.16
29	EXCEPTION BUFFER OVERFLOW	169	Automatic recovery	8.2.17
30	EXCESSIVE BILL REJECTS	47	Reset Key	8.2.18

#	Error messages	ID	Remedy	Refer to
31	FIRM CORRUPTED	79	Power OFF>ON	8.2.19
32	FRONT DOOR ACCESS DURING POWER DOWN	32	Reset Key	8.2.7
33	FRONT DOOR OPEN (MECHANICAL SWITCH)	N/A	Automatic recovery	8.2.8
34	FRONT DOOR OPEN (OPTICAL SENSOR)	N/A	Automatic recovery	8.2.8
35	GAL FAULT	146	Power OFF>ON	8.2.20
36	GAL MISMATCH(JURISDICTION)	486	Ram Clear	8.5.4
37	GAME PROTOCOL VERSION IS UNMATCHED	469	Power OFF>ON	8.5.48
38	GMEM PCB CHANGED	364	Reset key	8.2.12
39	LIVE CAMERA DISCONNECTED	471	Reset key	8.2.52
40	LOW BACKUP BATTERY (BODY PCB)	26	Automatic recovery	8.2.21
41	LOW BACKUP BATTERY (GMEM PCB)	25	Automatic recovery	8.2.22
42	LOW BACKUP BATTERY (MOTHER BOARD)	24	Automatic recovery	8.2.22
43	MACHINE DISABLE FROM HOST	171	Automatic recovery	8.2.23
44	MAIN UNIT DISABLE FROM HOST	477	Automatic recovery	8.5.7
45	MAIN UNIT ERROR	476	Automatic recovery	8.5.5
46	MAIN UNIT MAINTENANCE	478	Automatic recovery	8.5.6
47	MAIN UNIT SETTINGS CHANGED (CASH OUT THE CREDITS.)	479	Reset Key	8.5.8
48	MAIN UNIT SETTINGS CHANGED (TURN THE KEYSWITCH TO "RESET" TO CLEAR METERS.)	482	Reset Key	8.5.10
49	MAIN UNIT SETTINGS CHANGED. RAM CLEAR IS NECESSARY. AFTER RAM CLEAR, CREDIT BECOMES "0"(ZERO).	480 481	Ram Clear	8.5.9
50	MECHANICAL METER #1 FAULT/DISCONNECTED	16	Automatic recovery	8.2.24
51	MECHANICAL METER #2 FAULT/DISCONNECTED	17	Automatic recovery	8.2.24
52	MECHANICAL METER #3 FAULT/DISCONNECTED	18	Automatic recovery	8.2.24
53	MECHANICAL METER #4 FAULT/DISCONNECTED	19	Automatic recovery	8.2.24
54	MEDIA CORRUPTED	78	Ram Clear	8.2.44
55	MEDIA REMOVED. TURN OFF AND ON THE MACHINE	400 401	Power OFF>ON	8.2.25
56	NOT TOUCH SCREEN ID	84	Power OFF>ON	8.2.26
57	POWER OFF DURING SETTING	31	Reset Key	8.2.27
58	POWER SUPPLY BOX ERROR	128	Power OFF 	8.2.28
59	POWER SUPPLY FAN ABNORMAL	87	Automatic recovery	8.2.29
60	PRIMARY PORT OFFLINE ERROR	432	Automatic recovery	8.2.45

#	Error messages	ID	Remedy	Refer to
61	PROGRAM CORRUPTED	76	Ram Clear	8.2.30
62	PROTOCOL VIOLATION	472	Ram Clear	8.5.11
63	RAM ERROR	75	Ram Clear	8.2.31
64	REPRINT TICKET	73	Power OFF>ON	8.2.50
65	SECURITY CAGE ACCESS DURING POWER DOWN	36	Reset Key	8.2.7
66	SECURITY CAGE OPEN	N/A	Automatic recovery	8.2.8
67	SELF AUDIT ERROR	59	Ram Clear	8.2.32
68	STATION ID INVALID	484	Power OFF>ON	8.5.12
69	THRESHOLD AMOUNT EXCEEDED	397	Reset Key	8.2.33
70	TICKET HISTORY BUFFER FULL	58	Automatic recovery	8.2.34
71	TICKET PRINT TIMED OUT	88	Reset Key	8.2.35
72	TICKET PRINTER DISCONNECTED	53	Automatic recovery	8.2.36
73	TICKET PRINTER OPEN	48	Automatic recovery	8.2.37
74	TICKET PRINTER PAPER EMPTY	49	Automatic recovery	8.2.38
75	TICKET PRINTER PAPER JAM	51	Automatic recovery	8.2.39
76	TICKET PRINTER PAPER LOW	50	Automatic recovery	8.2.40
77	TICKET PRINTER PAPER NOT SET CORRECTLY	426	Reset Key	8.2.41
78	TICKET PRINTING ERROR	57	Reset Key	8.2.51
79	TIME CLOCK MISMATCHED	424	Power OFF>ON	8.2.42
80	TOP DOOR ACCESS DURING POWER DOWN	34	Reset Key	8.2.7
81	TOP DOOR OPEN (MECHANICAL SWITCH)	N/A	Automatic recovery	8.2.8
82	TOP DOOR OPEN (OPTICAL SENSOR)	N/A	Automatic recovery	8.2.8
83	TOUCH SCREEN DISCONNECTED	82	Automatic recovery	8.2.1
84	VALIDATION ID NOT CONFIGURED	56	Automatic recovery	8.2.43
85	VOID PRINTED TICKET AND REPRINT	72	Reset Key	8.2.51

### 8. 2. 3: Errors during the connection to the host system (Ex: SAS) (in alphabetical order)

#	Error messages	ID	Remedy	Refer to
1	COMMUNICATION DATA ERROR	166	Automatic recovery	8.3.1
2	COMMUNICATION OFFLINE ERROR	167	Automatic recovery	8.3.2
3	HOST COMMUNICATION LINK DOWN	168	Automatic recovery	8.3.2
4	MACHINE DISABLED FROM HOST	171	Automatic recovery	8.2.23

**8. 2. 4: Errors during the connection to the Center unit**

#	Error messages	ID	Remedy	Refer to
1	SERVER NETWORK ERROR	463	Reset key	8.5.1

## Chapter 9

### Machine Specifications

#### 9. 1: Cabinet Code(MODEL#)

Center Unit: PTWDG01  
Station: AXPS01

#### 9. 2: Overall Dimension

	Width	Height	Depth
Whole Machine Including <b>[High PID Unit]</b> Including 8pcs Stations layout Excluding Tower Light	3050 mm (120.08")	2725 mm (107.28")	3050 mm (120.08")
Whole Machine Including <b>[Low PID Unit]</b> Including 8pcs Stations layout Excluding Tower Light	3050 mm (120.08")	2080 mm (81.89")	3050 mm (120.08")
Station : Excluding Back LED Unit  : Including Back LED Unit	670 mm (26.38")	972 mm (38.27")	810 mm (31.89") 868 mm (31.17")

#### 9. 3: Weight

Center Unit Including <b>[High PID Unit]</b>	598 kg(1318.4 lbs)
Center Unit Including <b>[Low PID Unit]</b>	286 kg(630.5 lbs)
Station	90 x8 kg(1587.3 lbs)
Pow Switch and HUB Spacer Unit	12 kg(26.5 lbs)
Control Spacer Unit	20 kg(44.1 lbs)
Spacer Unit	10 x6 kg(132.3 lbs)

## 9. 4: Electrical Specifications

### Center Unit: PTWDG01

#### Power Requirements

<b>Input Voltage</b>	100 - 120VAC	220 - 240VAC
Input Frequency	50 / 60Hz	50 / 60Hz
<b>Mains Input Current</b>		
EGM Maximum (* Including Service Outlet)	5.8 A	3.5 A
EGM Typical	4.8 A	2.5 A
<b>Power Consumption at Nominal Voltage</b>		
EGM Typical	576 W	576 W
Typical Heat Load	1965 BTU/hr	1965 BTU/hr
<b>Maximum Load Current</b>		
Service Outlet	<b>N/A</b>	<b>N/A</b>
<b>Power Consumption at Nominal Voltage</b>		
EGM Maximum (excluding Service Outlet)	Maximum allowed by PSU	Maximum allowed by PSU

### Station: AXPS01

#### Power Requirements

<b>Input Voltage</b>	100 - 120VAC	220 - 240VAC
Input Frequency	50 / 60Hz	50 / 60Hz
<b>Mains Input Current</b>		
EGM Maximum (* Including Service Outlet)	4.7 A	3.7 A
EGM Typical	1.0 A	0.6 A
<b>Power Consumption at Nominal Voltage</b>		
EGM Typical	119 W	118 W
Typical Heat Load	404 BTU/hr	401 BTU/hr
<b>Maximum Load Current</b>		
Service Outlet	1A x 2	1A x 2
<b>Power Consumption at Nominal Voltage</b>		
EGM Maximum (excluding Service Outlet)	Maximum allowed by PSU	Maximum allowed by PSU

**9. 5: Environment**

Ambient temperature	0 through 40 degrees C
Ambient humidity	5 through 95% Free from dew condensation

**9. 6: BILLS Capacity**

Maker : Model	Capacity
JCM : UBA / i VIZION / i PRO	500 – 900 BILLS
Cash Code : CASH CODE ONE	600 – 900 BILLS
MEI : CASHFLOW	600 – 1200 BILLS



## Glossary

### A

#### **AFT**

Advanced Fund Transfer.

The transfer of funds between a gaming machine and a casino accounting system.

#### **Ante Bet**

An extra fee paid by the player to play the game, or to enable additional features.

#### **Asset Number**

A unique identifier or serial number attached to machines, equipment or parts.

#### **Attendant**

An employee of a casino who is responsible for customer service and machine maintenance.

#### **Audit (mode)**

The mode where it is possible to view gaming machine meters, statistics, etc. and perform non-player related functions.

#### **Award**

A payout associated with a unique combination of symbols or a game event as a result of wagering and game play that is displayed on the gaming machine.

#### **AX-GMEM PCB**

PCB located in the security cage.

### B

#### **Backup Memory Battery**

A small battery that enables the retention of RAM or similar memory in the event of power loss.

#### **Base Game**

The regular games that do not take place during a special condition, such as a bonus feature.

#### **Baud Rate**

A number related to the speed of data transmission in a system. The rate indicates the number of electrical oscillations per second that occurs within a data transmission. The higher the baud rate, the more bits per second that are transferred.

#### **BILL Acceptor**

The device using photo-optic, electromagnetic or magnetic sensors (internal or external to the gaming machine) and any additional devices used to validate a BILL and/or printed ticket.

#### **BODY PCB**

The PCB that controls all parts of the cabinet body, excluding the door.

**C****Cage**

Also referred to as a logic cage, or logic area  
It is a secure metal box that contains the game software, OS, memory and motherboard. The cage is located within the cabinet

**Cabinet**

The secure, metal enclosure that contains all software, hardware, displays, artwork and control panel

**Calibration**

The check or rectification of an adjustable instrument, in this case the LCD screens.

**Cancelled Credits**

Credits that are paid by manual cancellation at the gaming machine or by ticket payment to the player.

**Capacitor Unit**

Unit installed in order to reduce the substitution frequency of the backup battery that powers the data storage memory during the power down, and of the one that powers doors opening/closing monitoring circuit.

**Cash Out**

An option to remove current credit balance on a gaming machine. The balance is presented to the player in a medium that is readily exchanged for cash.

**Cashable Electronic Promotion**

The total value of cashable credits electronically transferred to a machine from a promotional account.

**Cashable Tickets**

Tickets that contain value that can be redeemed for cash.

**Cashless**

Cashless Wagering System = The collective hardware, software and other equipment used to facilitate wagering without chips, tokens, or other legal tender.

**Celebration**

A message or graphic displayed to signify a substantial win to the player.

**Celebration Win**

A substantial win that is accompanied by a notifying message.

**Communication Error**

A data or signal error that occurs between the gaming machine and the venue host

**Control Panel**

Also referred to as the button panel. Players are able to initiate game play, make selections, place bets, access game information, and make service requests through the pressing of buttons on the control panel.

**Configuration**

The Audit Menu for setting variation, denomination (also multi denomination), and other software setting.

**Coupon Promotion**

Coupon = A printed wagering instrument that has a fixed dollar wagering value that can only be used to acquire non-cashable credits.

**CPU Fan**

A fan incorporated in a cooling mechanism to safeguard the operation and performance of the Central Processing Unit.

**CRC**

Abbreviation for Cyclic Redundancy Check.

**Credit**

An indivisible unit that prescribes a monetary value within a gaming machine.

**Credit Meter**

Displays the amount of credits left in a gaming machine.

**D****Data Bit**

The number of bits used to represent one character of data. When transmitting ASCII text via modem, either seven or eight bits may be used. Most other forms of data require eight bits.

**Demonstration mode (Demo mode)**

A special animation that explains or presents the game and its features that is displayed when no game has been played for a preset time.

**Denomination (Denom)**

A monetary value assigned to a single credit.

**Drag Chips**

A function that allows the player to move chips already placed on the bet spots, in order to change the bet to a different spot, or to cancel the bets just by sweeping them, without using other buttons.

**Drop**

The total amount of money, tokens and wagering vouchers contained in the drop box, and any electronic money transfers made to the gaming machine through the use of a cashless wagering system.

**E****ECT**

Electronic Credit Transfer.

Transfer of credit between the machine and the Casino Host, for the purpose of cashless gaming.

**EFT**

Electronic Funds Transfer.

The transfer of cashable credits electronically from a financial institution to the machine via a cashless wagering system.

**Error Event**

An error that occurs in the game/base software, hardware or operation of the gaming machine. These errors are recorded in a log.

**Error Meters**

Meters that record the occurrence, type and time of an error on the game machine.

**External Bonus System**

Gaming device configured to participate in electronically communicated bonus award payments from a host system.

**F****Feature**

Any additional free game, metamorphosis of the basic game rules, or secondary choice necessary to complete a game (except gamble), is considered a feature.

**Feature Game**

An additional function not part of the base game that allows extra credits to be won. They may take the form of free games and/or second screen features.

**Firmware**

The embedded program memory of a computer.

**French Meters**

Audit meters found in the Main Meters that are for France. They do not appear when the jurisdictional setting is set to Nevada/Arizona.

**G****GAL**

Generic Array Logic device.

**Game History**

Display of information and result of the last games.

**Game ID**

A series of letters and/or numerals assigned to identify the game software.

**GMEM PCB**

A Printed Circuit Board harness in which the game software and base software contained on Compact Flash memory are inserted. This harness is then inserted into the motherboard located in the Logic Area.

**Grey chip function**

A function that let the player place temporary chips that do not fulfill the minimum bet requirement. Temporary chips are displayed in grey: if the minimum is reached within the bet time the chips change to the normal color and become valid, otherwise chips are canceled and the credit is returned to the player.

**H****Hand Pay**

When the pay out amount is too excessive, the cashier of the casino makes the payment instead of the machine.

**Help pages**

Description of the game rules available to the player.

**Host**

The communication and monitoring system maintained by the venue that is connected to all gaming machines.

**Host Bonus**

An electronically communicated prize sent from the host system to the gaming machine.

**I****Idle State**

The game machine is in an Idle State, including while the game is disabled, when there is no activity on the device, no credits, and no Error Conditions. The game is ready to be played.

**Important Settings**

The Audit Menu setting for currency used, game denomination, and SAS accounting denomination.

**Increment Rate**

The portion of the jackpot contributions that is incrementing the jackpot (as compared to funding the startup value).

**J****Jackpot**

The grand prize in the game, usually awarded as special feature when some conditions in the main game are fulfilled.

**Jam**

An obstruction occurrence related to peripheral gaming machine hardware, such as a ticket printer, BILL or coin acceptors.

**K****L****M****Macau Meters**

Audit Meters that display information for the Macau jurisdiction. (Do not appear in Nevada/Arizona jurisdiction configurations.)

**Machine Identification**

Found in the Audit Menu. Machine Identification consists of various game, system, and OS information, as well as verification details and game information.

**Main Meters**

The Audit Meters that contain fundamental game meter information: Master Meters, Nevada / Macau Meters, French Meters, BILL Meters, Systems Related In/Out Meters, Online Communication Meters, Game Meters, Gamble Meters, Wager Category Meters, and Progressive Meters. (Some meters may not appear depending on jurisdiction.)

**Master Meter**

A meter with values that are reset only when a memory reset is performed. This meter represents the total of all updates since the last memory reset.

**MD5**

A 32-digit hexadecimal number utilized to verify data integrity.

**Media**

Game and/or Base software

**Meter**

A non-volatile variable, storing gaming machine audit and other information.

**Meter Information**

The Audit Menu which contains software Meters.

**Minimum RTP**

Calculated to be the lowest Return to Player expressed in percentages.

**Multi Denom Meters**

Meters for multiple denomination data.

**N****Nevada Meters**

The Audit Meters specifically designed for the state of Nevada. The Nevada Meters take the place of the Main Meters when the jurisdictional setting is set to Nevada/Arizona.

**Note Acceptor**

See BILL Acceptor.

**O****Opposite Bets**

Pair of bet spots that predicts opposite results of the same event therefore exclude each other, such as "Black" and "Red" in Roulette, or "Pass line" and "Don't Pass line" in Craps.

**P****Payout**

The amount of money a gaming machine pays out to a player, usually measured as a percentage of the money a player pays to play the game.

**PCB**

Printed Circuit Board - the board used to connect together electronic components in a certain manner using tracks and holes to route the signals.

**Parity Bit**

A parity bit is a bit, with a value of 0 or 1, which is added to a block of data for error detection purposes. It gives the data either an odd or even parity, which is used to validate the integrity of the data.

**Period Meter**

A meter with values that are reset after a memory reset or after a planned external event (i.e. cash clearance). This meter represents the total of all updates since the last instance of the external event.

**Period Reset**

The action of resetting the Period Meter. This can be done by RAM Clear, or by changing specific settings in the Settings menu.

**Permanent Meter**

Meter information that is only cleared when an All RAM Clear is executed.

**PID**

Player Information Display.

Additional hardware displaying the game title, extra animation, information about the played games etc.

**Power odds**

A feature that activates after the bets are closed, increasing the payout of specific spots only for the current game.

**Printer**

See Ticket Printer.

**Progressive (Jackpot)**

A progressive jackpot is an incremental prize that increases by the accumulation of contributions from the turnover of the specified game, from a preset base value. It is reset to a different value (generally a base value plus possible secondary or overflow amounts) when the progressive prize is won.

**Progressive Meter**

The screen which shows the player the current jackpot size on a progressive gaming machine.

**Progressive Settings**

The settings in the Audit Menu for various Progressive Settings such as the increment and limit values.

**Progressive Reserve Pool**

An accumulated reservoir of jackpot monetary contributions.

**PSD Verification (HMAC-SHA1)**

PSD = Program Storage Device, and integrate circuit including Flash-ROM, RAM, Hard Disk and logic functions on a single chip.

HMAC-SHA1 = 'Keyed-Hash Message Authentication Code' utilizing an input key, the contents of a Program Storage Device, and the SHA-1 Hash Algorithm.

**Q****R****RAM**

Random Access Memory (RAM) is the electronic component used for computer workspace and storage of volatile information in a gaming device. The term does not include memory which is used exclusively for bit-mapped video displays.

**RAM Clear**

The process performed by a technician to reset the memory of a gaming machine, which restores the machine to its original state.

**RAM Clear SSD**

A special SSD that can be used to perform the Ram Clear.

**Recall Meters**

Meters that keep record of specific actions. (i.e. the last 35 tickets in, etc.)

**Restricted Credits**

Credits that are non-cashable. Used primarily for promotional reasons.

**RTP (Return to Player)**

The ratio of total wins (including progressives and other features) to the total turnover in a game cycle (note gamble bets do not affect turnover and total wins is only affected by the final gamble outcome).

**S****Signage**

See PID.

**Stacker**

A secure container in which tickets and bank notes are collected and stored from the bank note acceptor head.

**SSD**

Abbreviation for Solid State Drive.

**T****Ticket Printer**

A peripheral gaming device, the thermal printer prints cashable tickets containing monetary and venue identification, as well as redeemable vouchers.

**TITO**

Ticket In – Ticket Out System, which validates vouchers printed out by EGMs; the vouchers can either be redeemed for cash, or inserted for play into other EGMs that support this mechanism.

**Time Schedule Settings**

A feature that allows to schedule in advance the change of basic setting that will become automatically active without stopping the game operations.

**Theoretical Payback**

The expected total value of the awards paid by a game divided by the total wager made over an infinite number of games played.

**Tokenization**

Acceptance by a gaming machine of coins or banknotes which cannot be directly counted as credits; e.g. they must be converted into credits to match the value of the game denomination(s).

**Tower Light**

A three-color light atop the cabinet used to notify attendants of a game condition.

**Trigger**

To initiate a feature, or the event required to initiate a feature.

**U****USB charger**

Charger integrated in the cabinet for the power recharge of Players' personal devices.

**V****Voucher**

A printed wagering instrument that has a fixed dollar wagering value that can only be used to acquire an equivalent value of cashable credits or cash.

**W****Wager**

The total value of coins, currency, coupons, tokens or other approved credits that are required to activate a particular play.

**Wagering Account**

An electronic ledger wherein the following types of transactions relative to a mobile gaming system are recorded: deposits, withdrawals, amounts wagered, amounts paid on winning wagers, service or other transaction-related charges authorized by the patron, and adjustments to the account.

**WAT**

Wagering Account Transfer

“WAT In”= a meter that accumulates the total value of cashable credits electronically transferred to the machine from a wagering account by means of an external connection between the machine and a cashless wagering system.

**X****Y****Z**





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