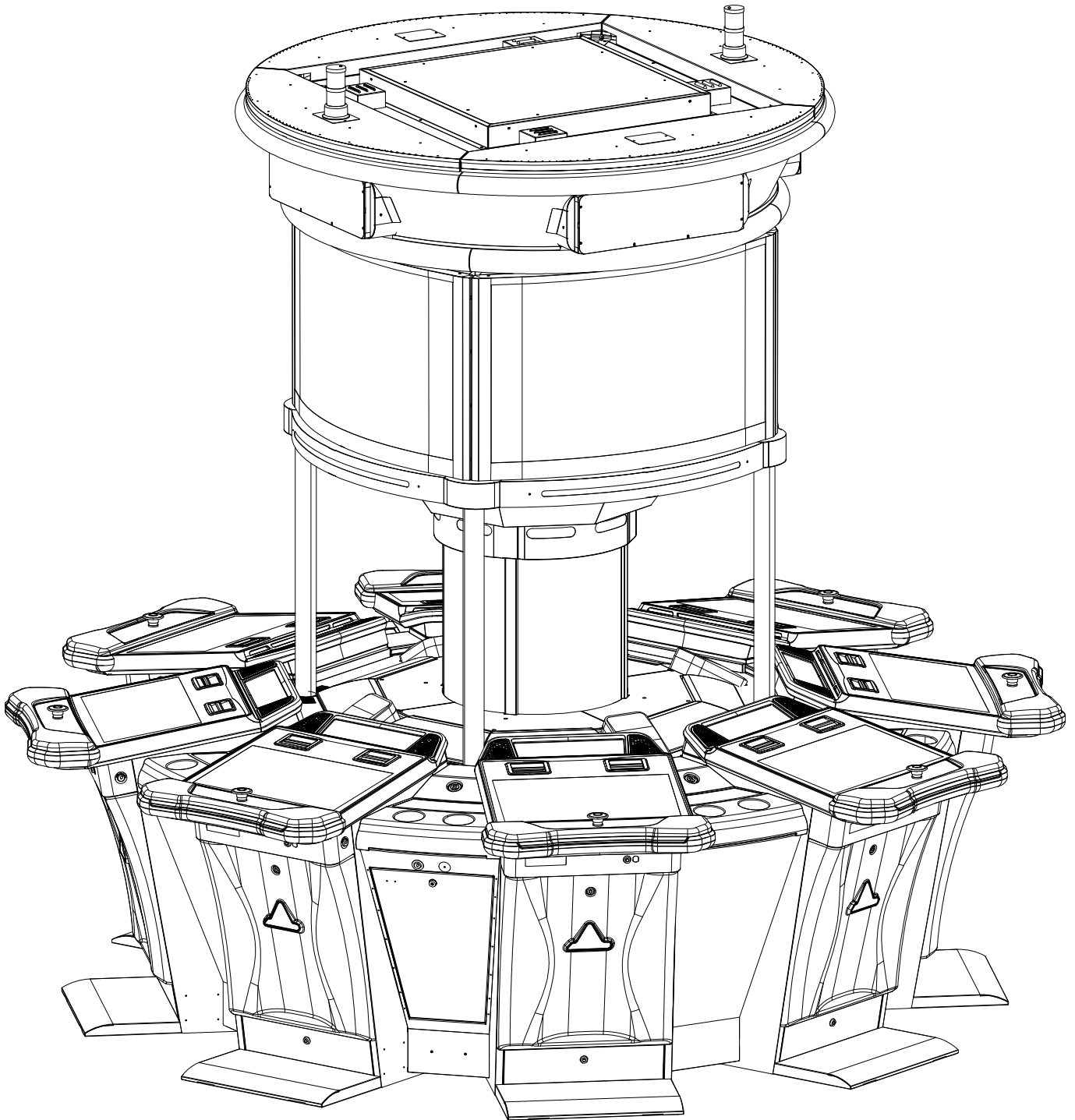


DRAGON SIC BO



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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9. 5	___ Environment	_____ 9-3
9. 6	___ Bills Capacity	_____ 9-3

Appendix

Glossary	_____ A-1
----------	-----------

Block Diagram and Wiring Diagram

General Information

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.

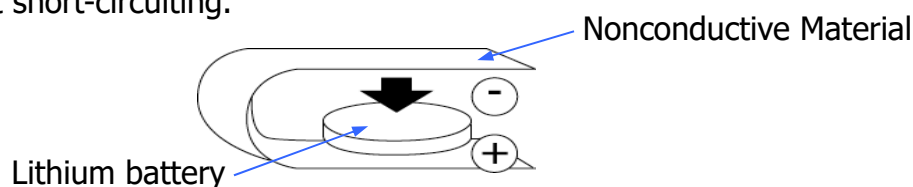
Disposal of Lithium Batteries

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.

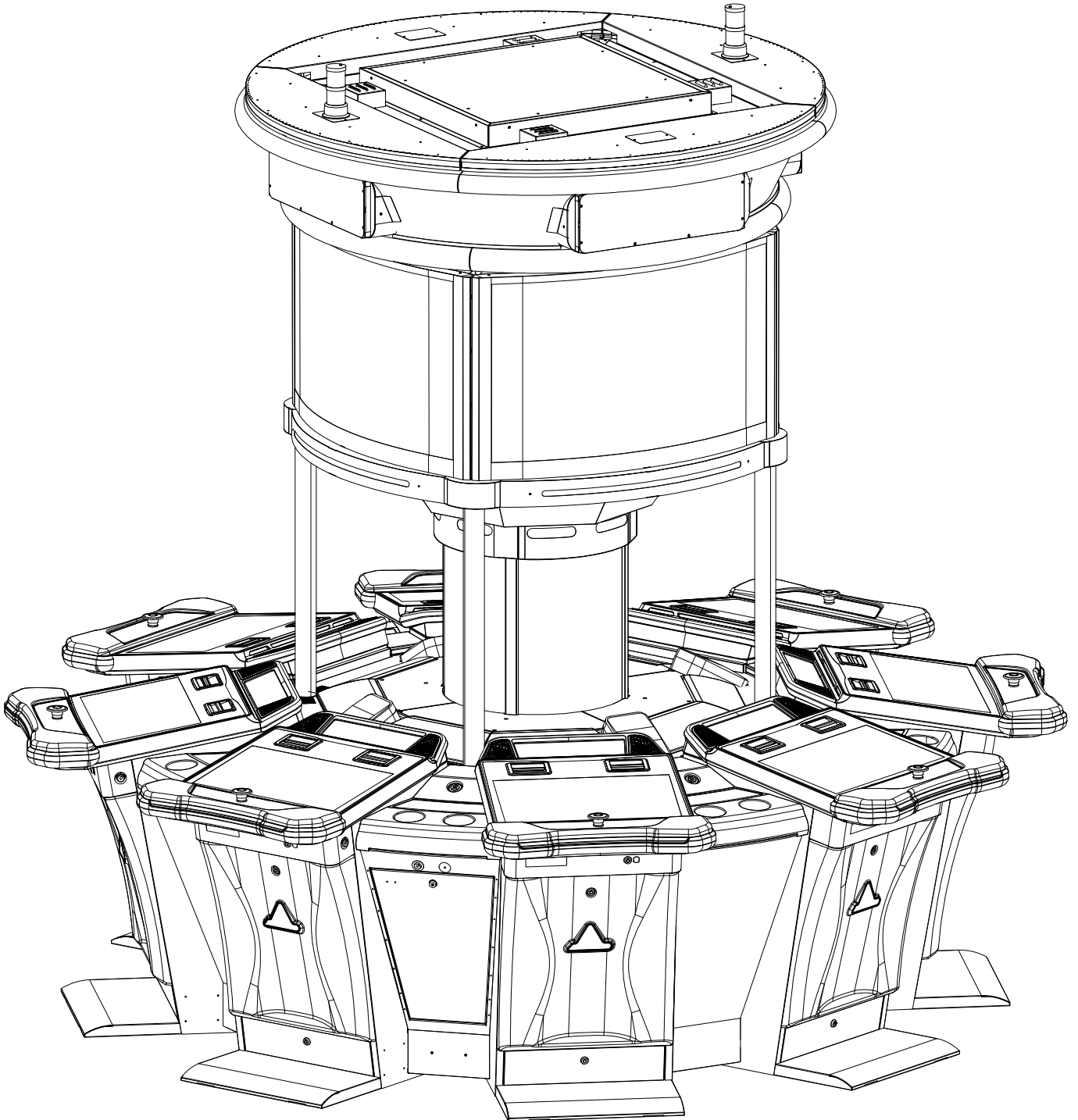
The warranty is not valid for accidents (including failures) caused by modification.

- ◇ 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.

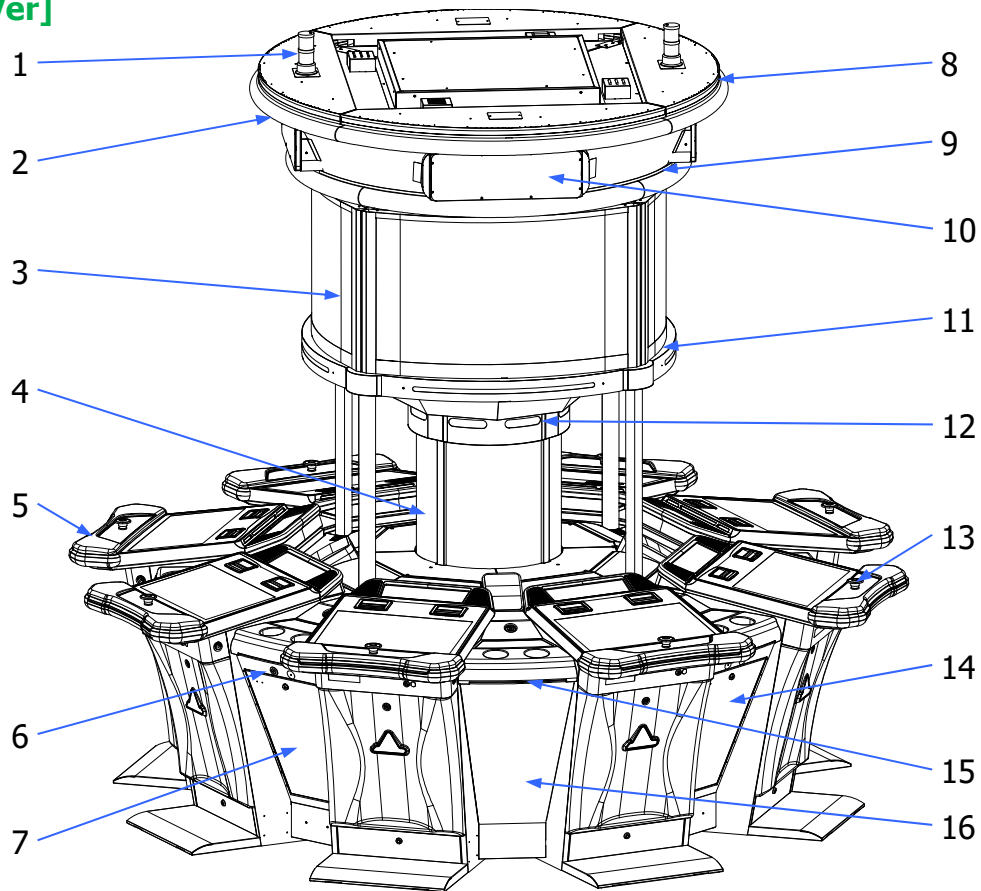
Chapter 1

Major Components

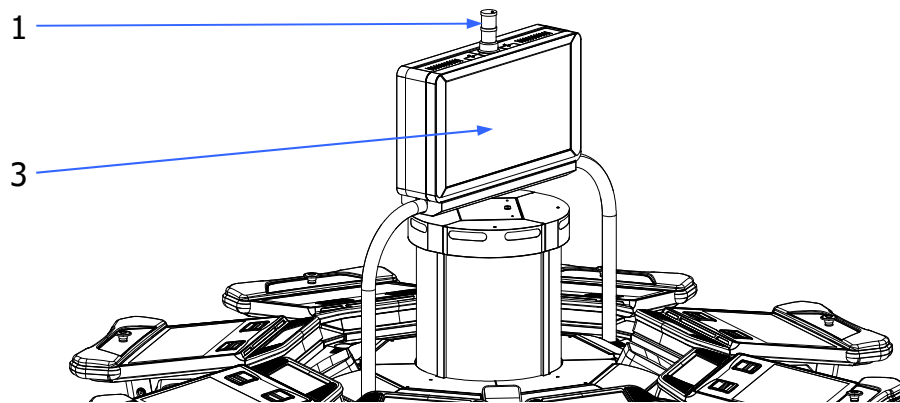
1. 1: Appearance of Whole Machine



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

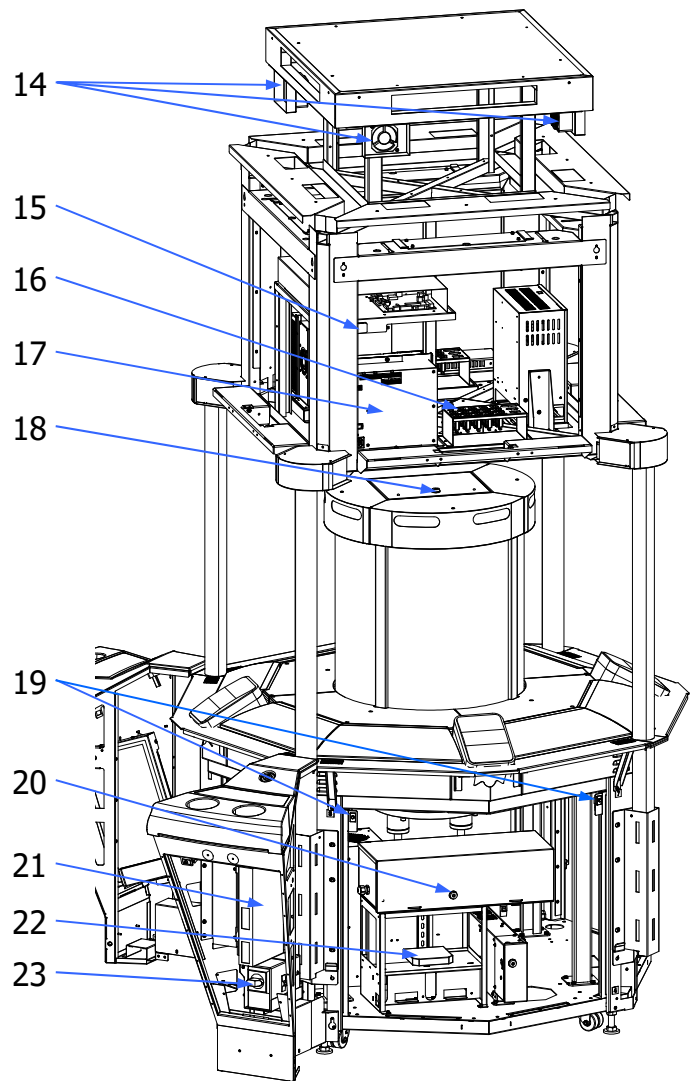
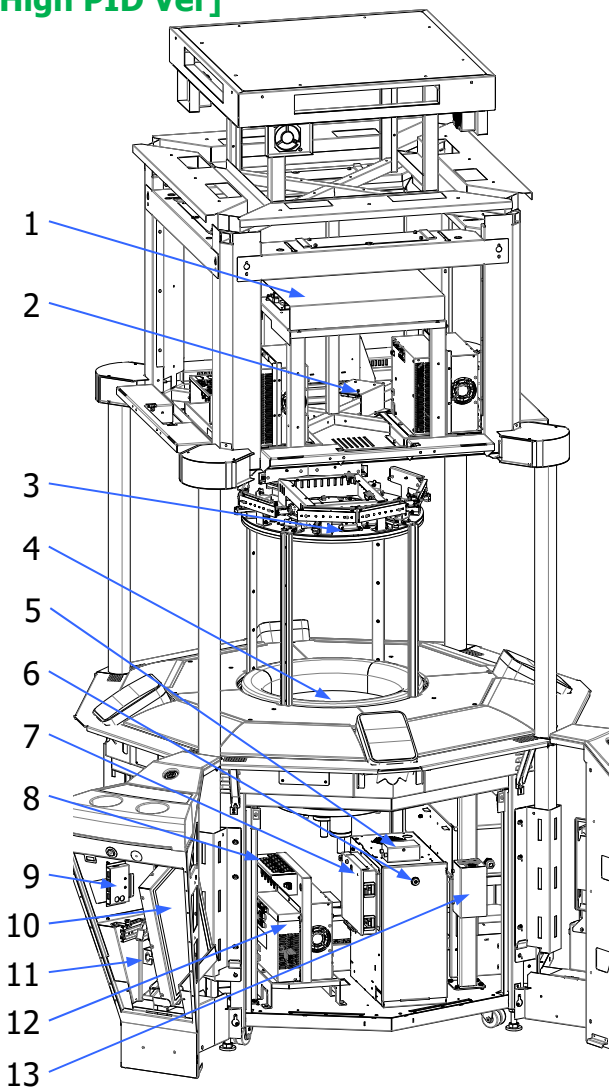


[Low PID Ver]



- | | | | |
|----|-----------------------|-----|--------------------------------|
| 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 |

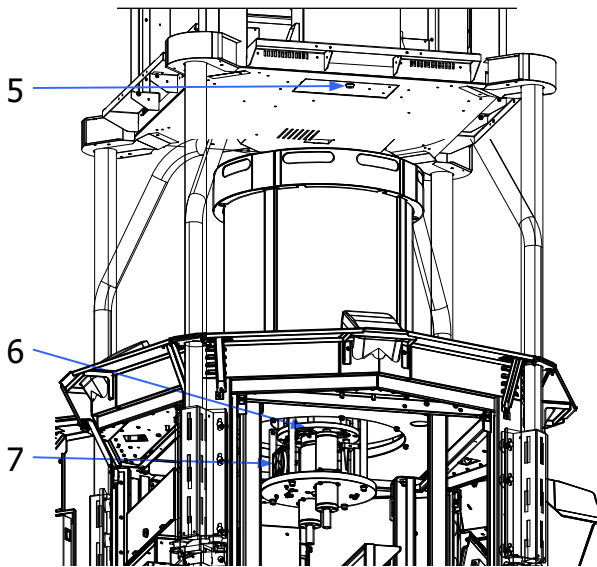
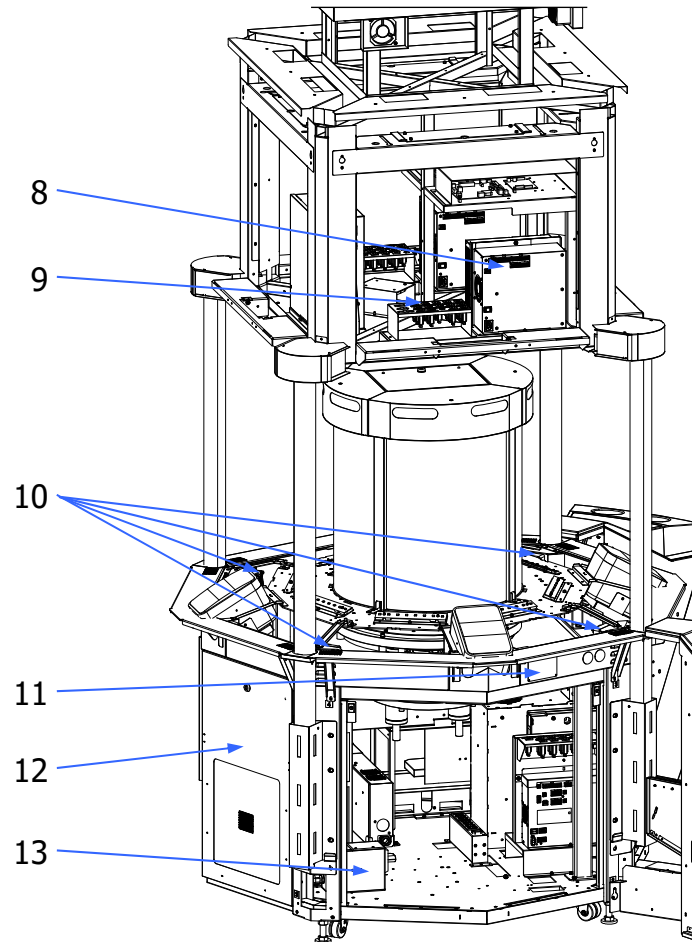
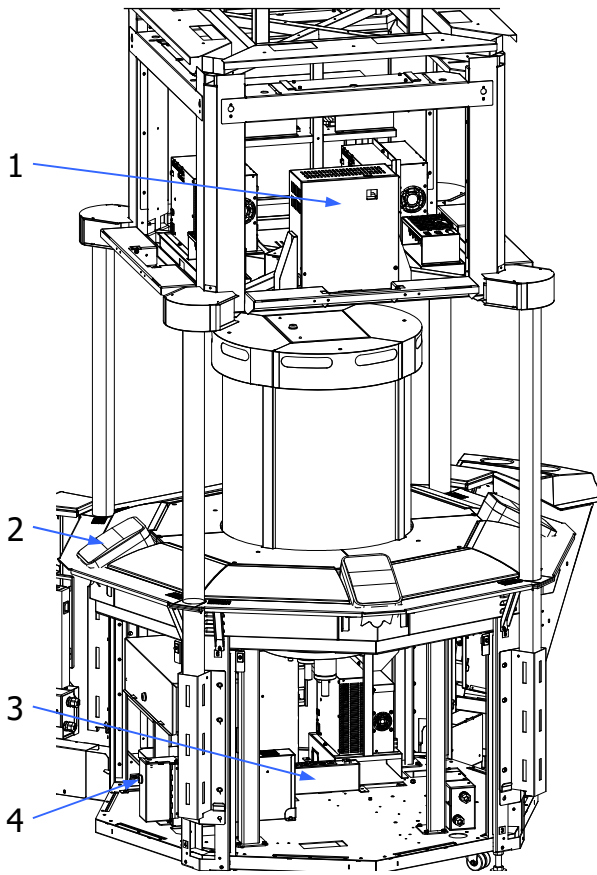
1. 3: Inside View of Center Unit [High PID Ver]



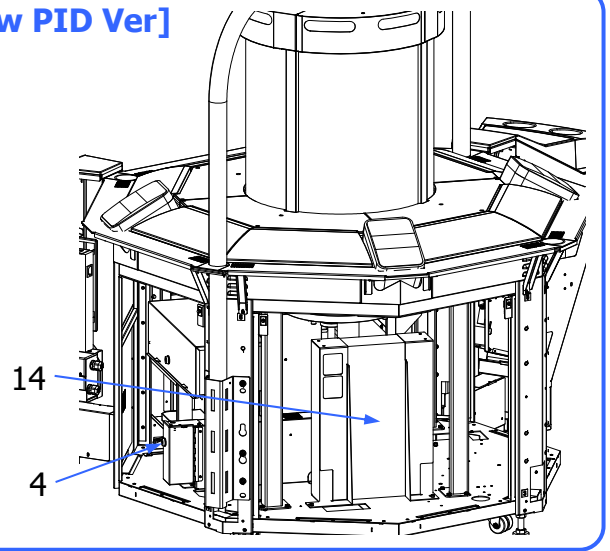
1. PCB Cover
2. SERIAL POWER(SERI PWR) PCB BRKT
3. Network Camera
4. Dice Field
5. Tinker Board Unit
6. Security Cage Door Lock
7. IO Case Unit
8. Breaker Unit
9. 2CH KVM Switch
10. LCD Control Pad
11. GAT3(D SUB) Connector(Optional)
12. Main Power Unit
13. Power Relay Unit

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]



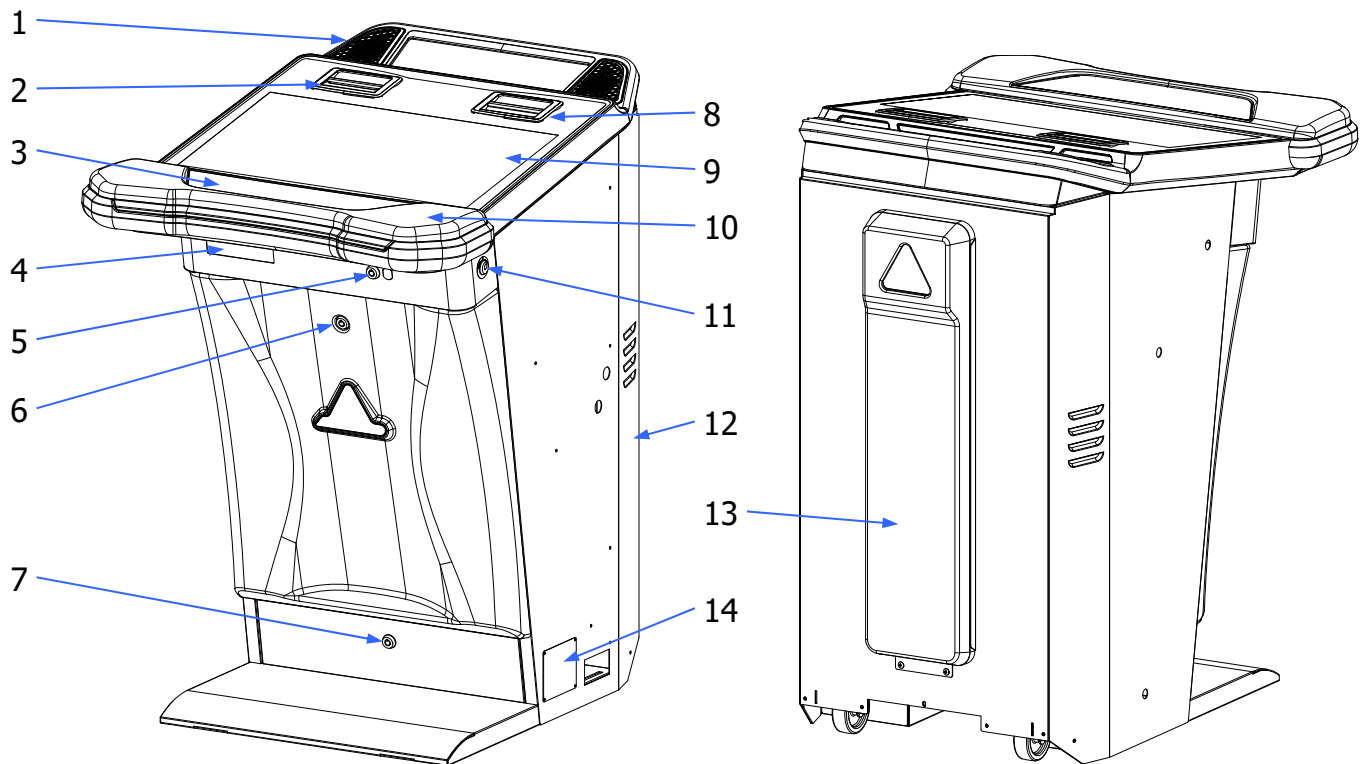
[Low PID Ver]



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

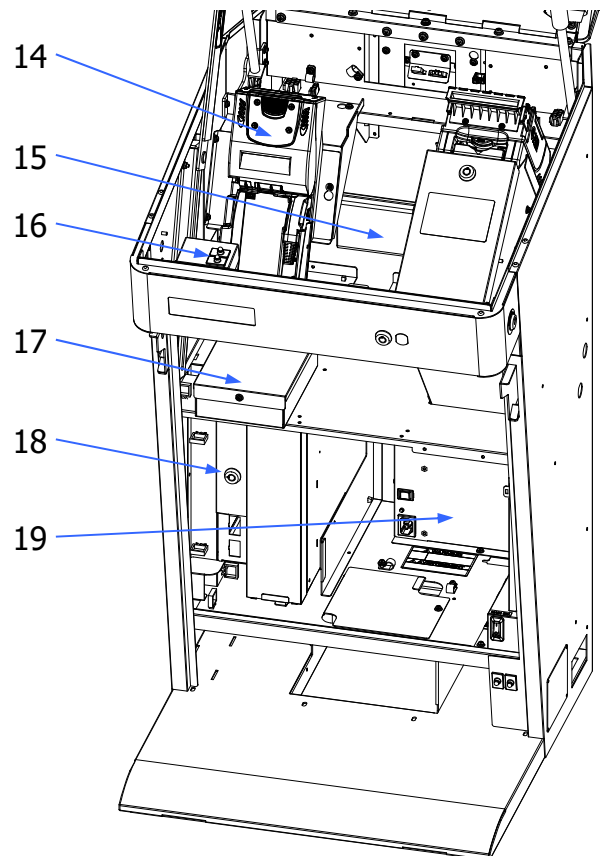
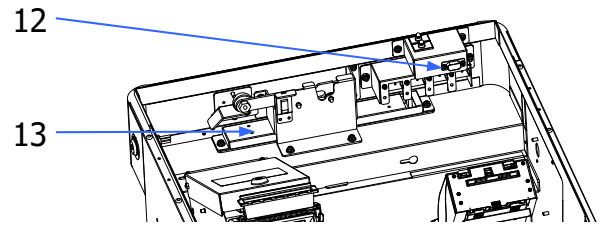
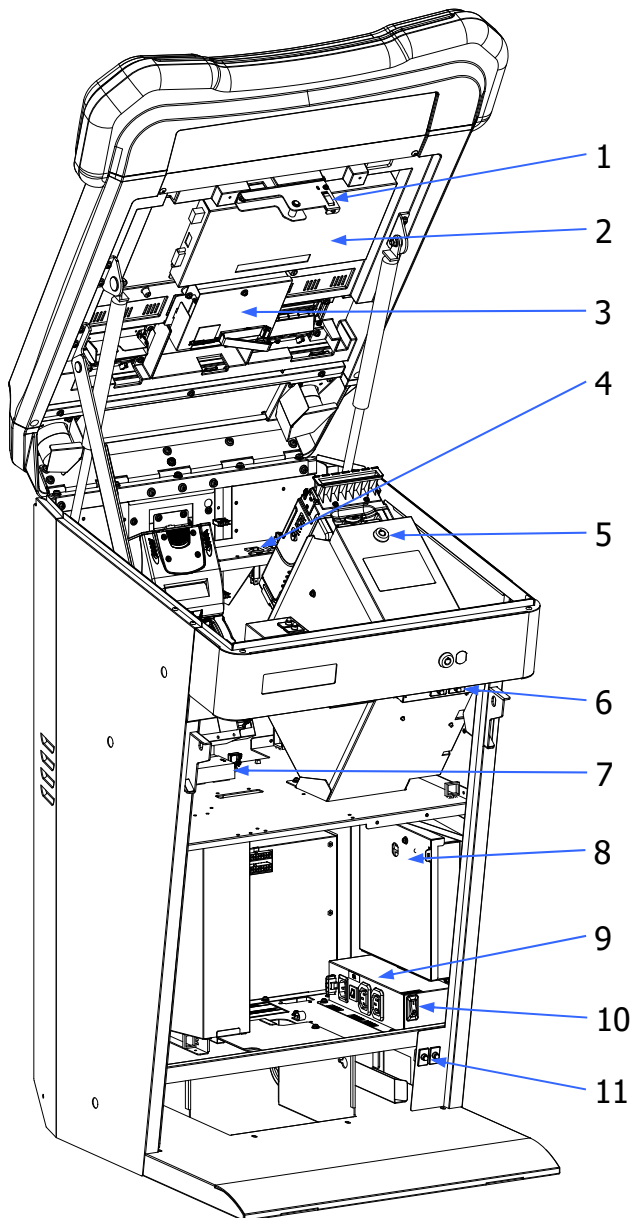
8. Power B Unit
9. Breakers(Power B Unit)
10. Fans(Cabinet Fan)
11. Serial Plate
12. Center Unit Doors
13. PID Power Switch unit
14. Signage Controller Unit

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)
:Used only in the regions that use the
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

Hardware Instruction for Center Unit

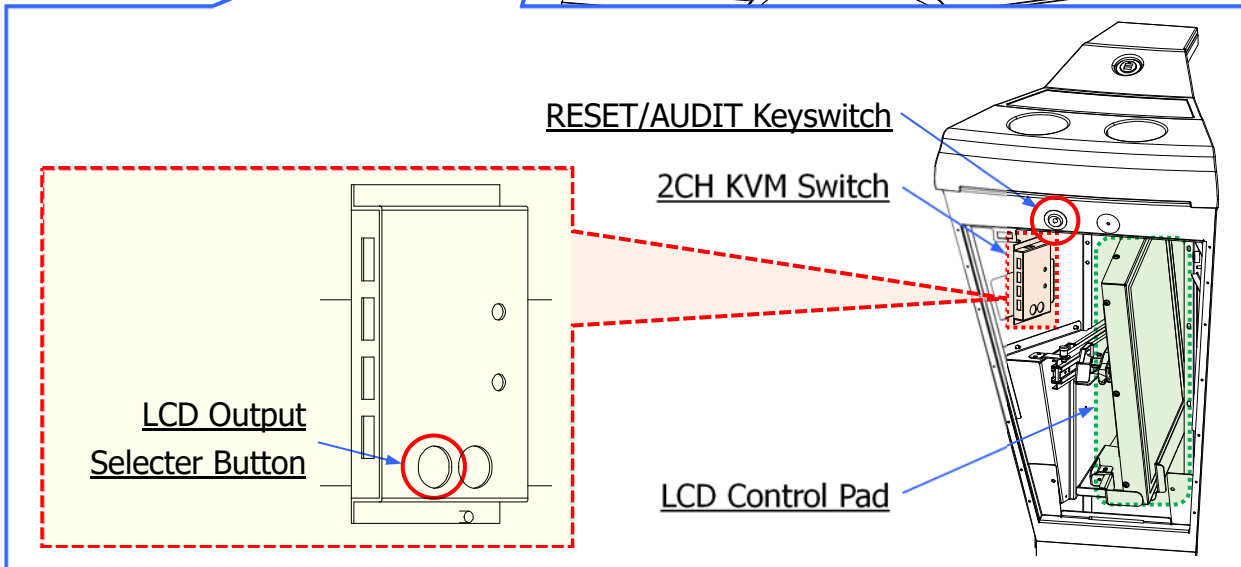
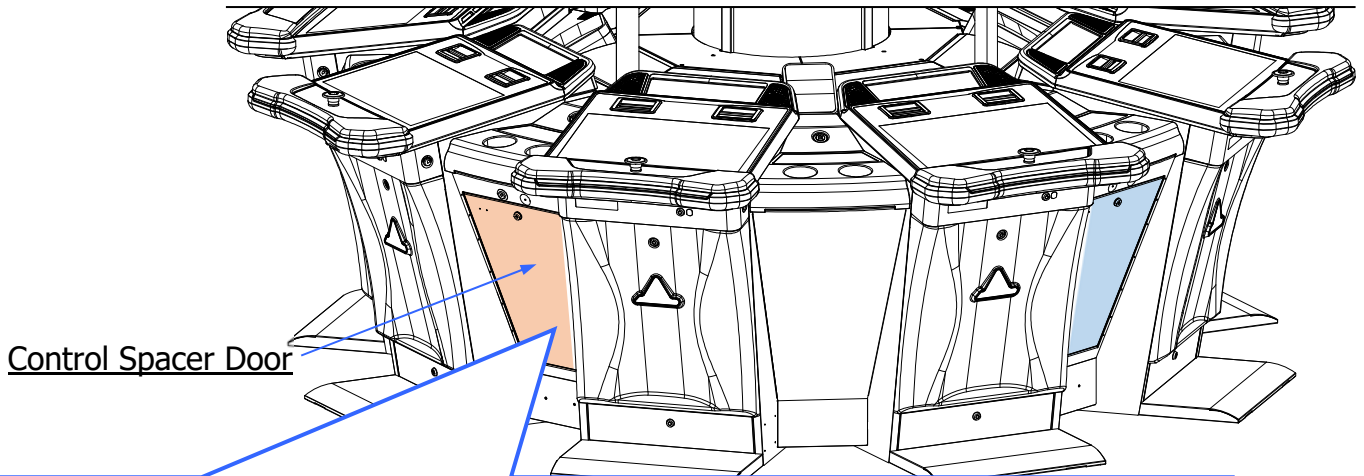
2. 1: Opening Doors of the Center Unit

NOTE:

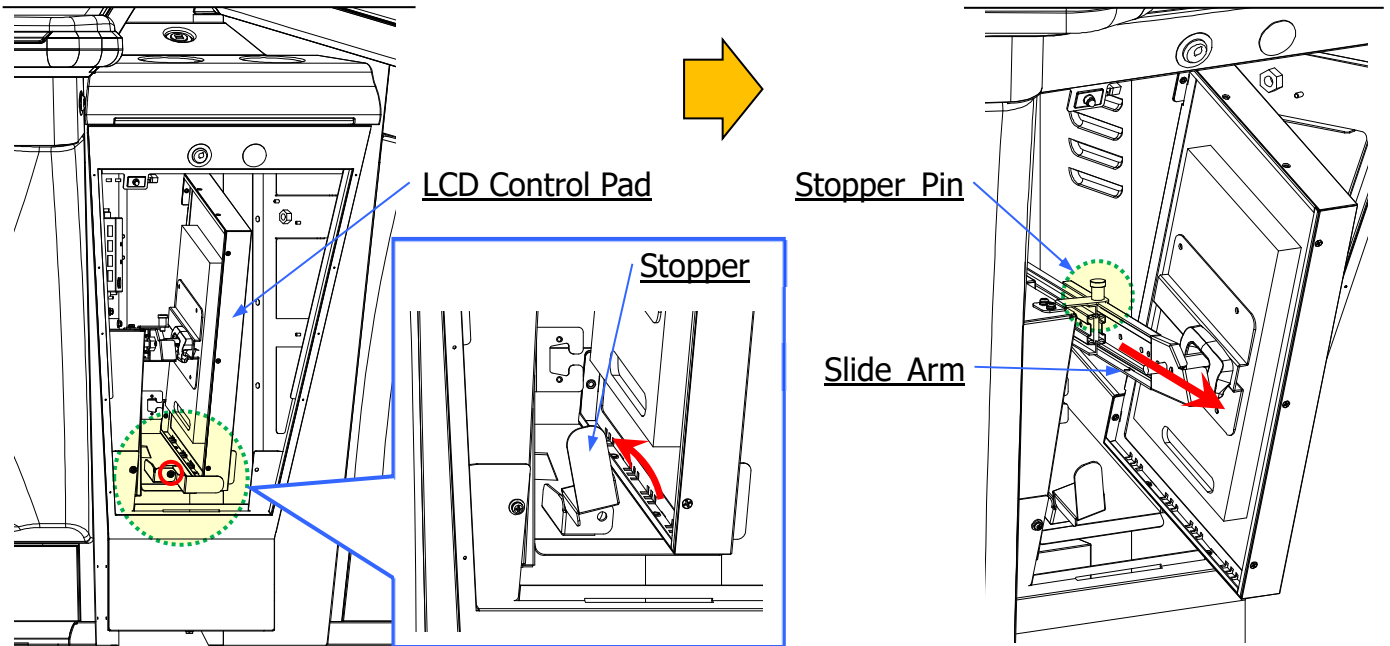
Refer "**Disassembly**" at Chapter 6 for the location of the Door Switch of each section.

- How to Open the Control Spacer Door -

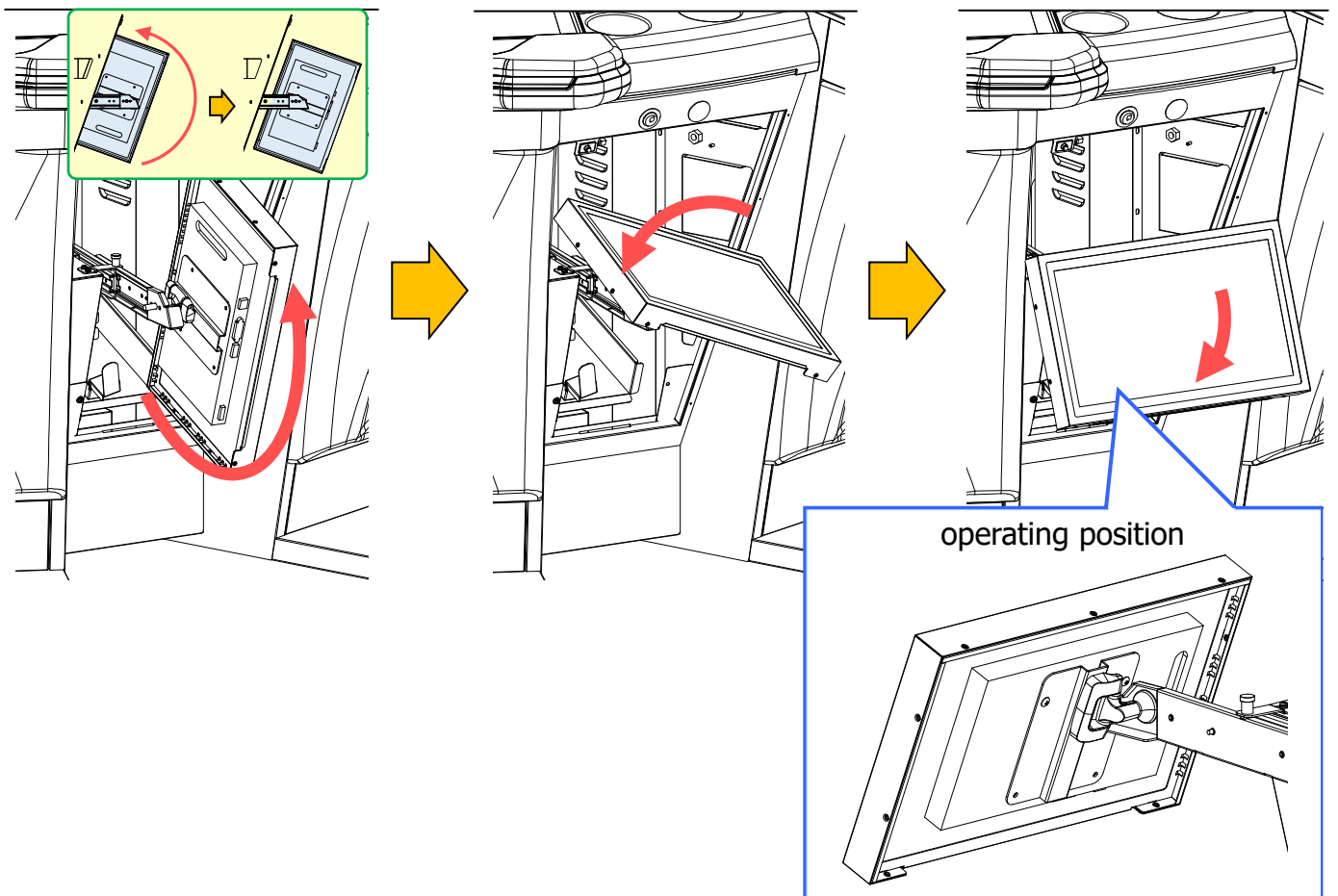
1. Unlock and remove the Control Spacer Door.



2. Remove one screw to rise the Stopper, then draw the LCD Control Pad until the Stopper Pin locks, and secure the Slide Arm.

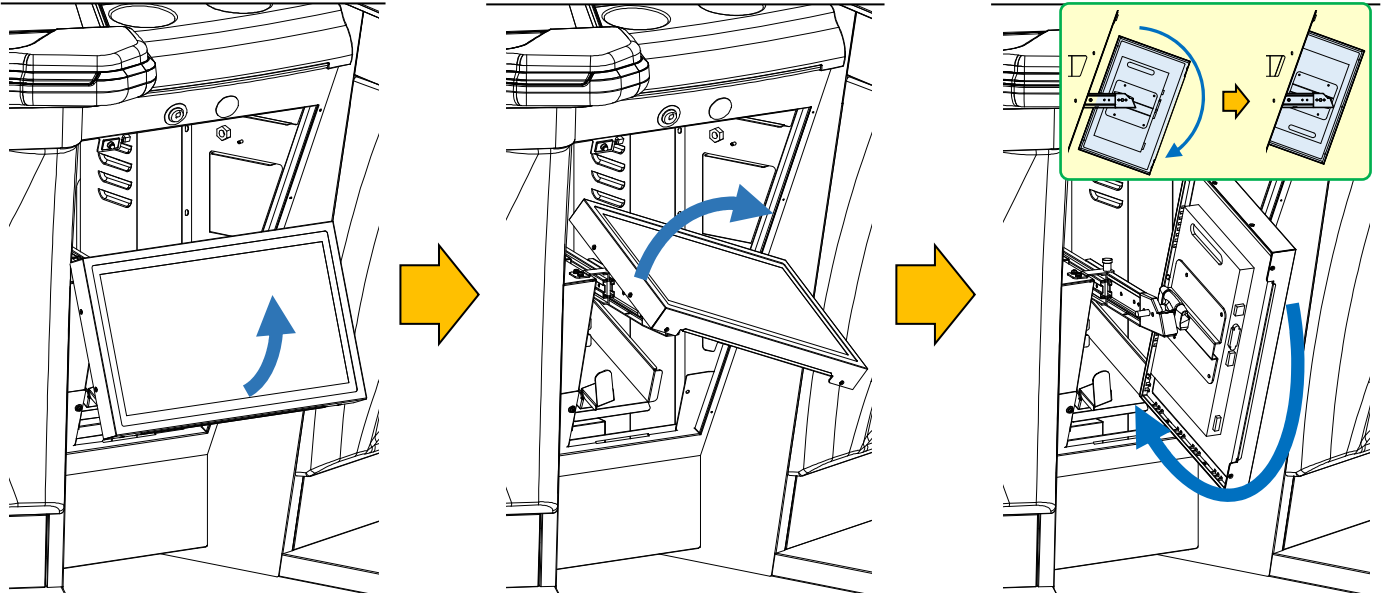


3. Rotate the LCD Control Pad, following the arrows and the procedure order as shown by the illustration below, then set it to the operating position, while paying attention to the connected cables.



- How to Close the Control Spacer Door -

1. Rotate the LCD Control Pad, following the arrows and the procedure order as shown by the illustration below, then rotate it to the position for storing, while paying attention to the connected cables.

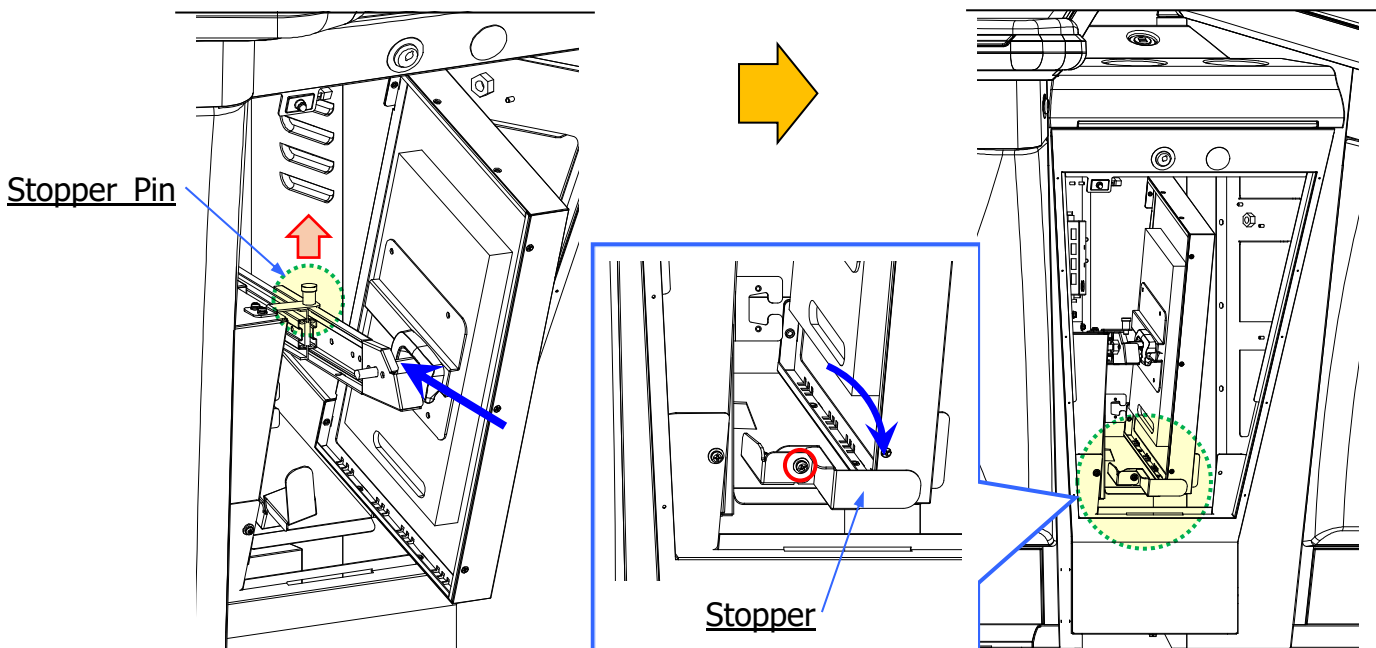


2. Push in the LCD Control Pad keeping the Stopper Pin pulled up, then lower the Stopper.



CAUTION!

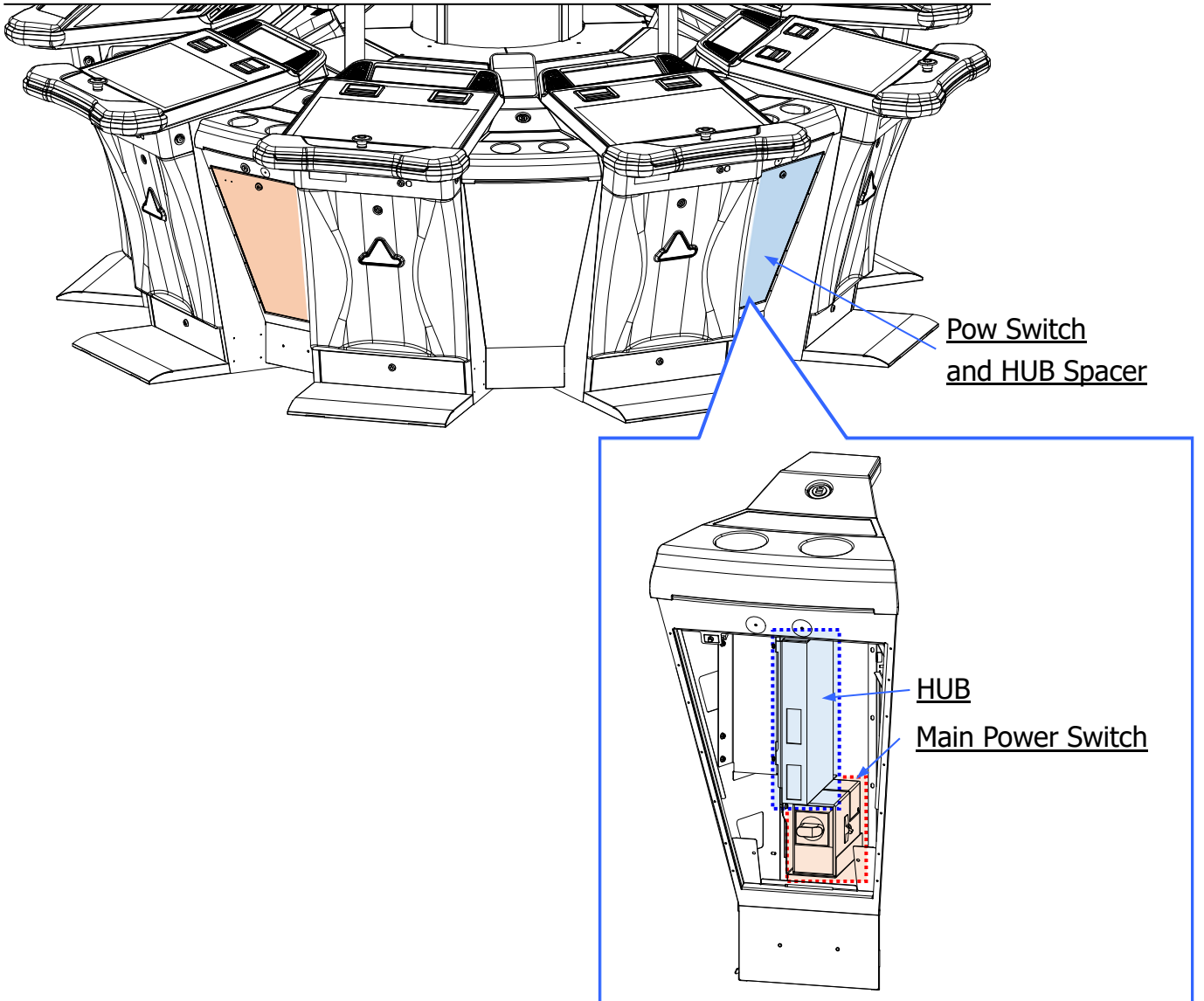
Pay attention not to pinch the cables.



3. Return the Control Spacer Door to its original position.

- How to Open the Pow Switch and HUB Spacer Door-

1. Unlock and remove the Pow Switch and HUB Spacer Door.

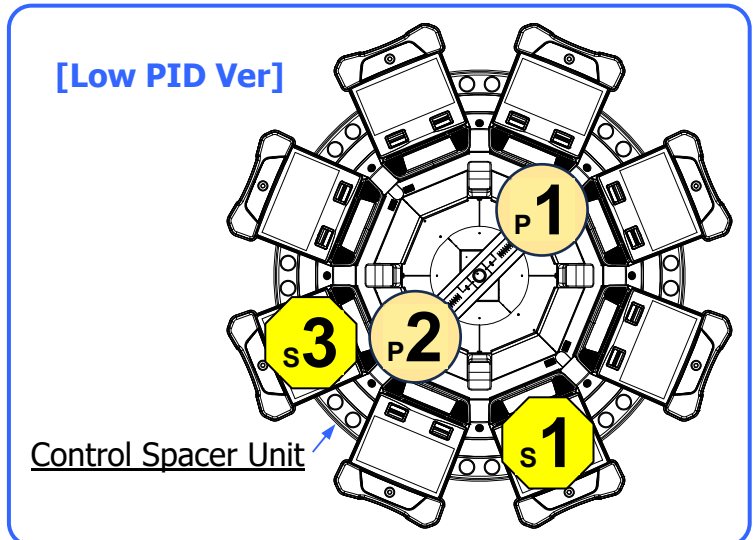
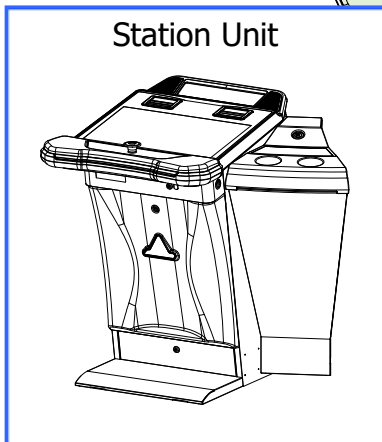
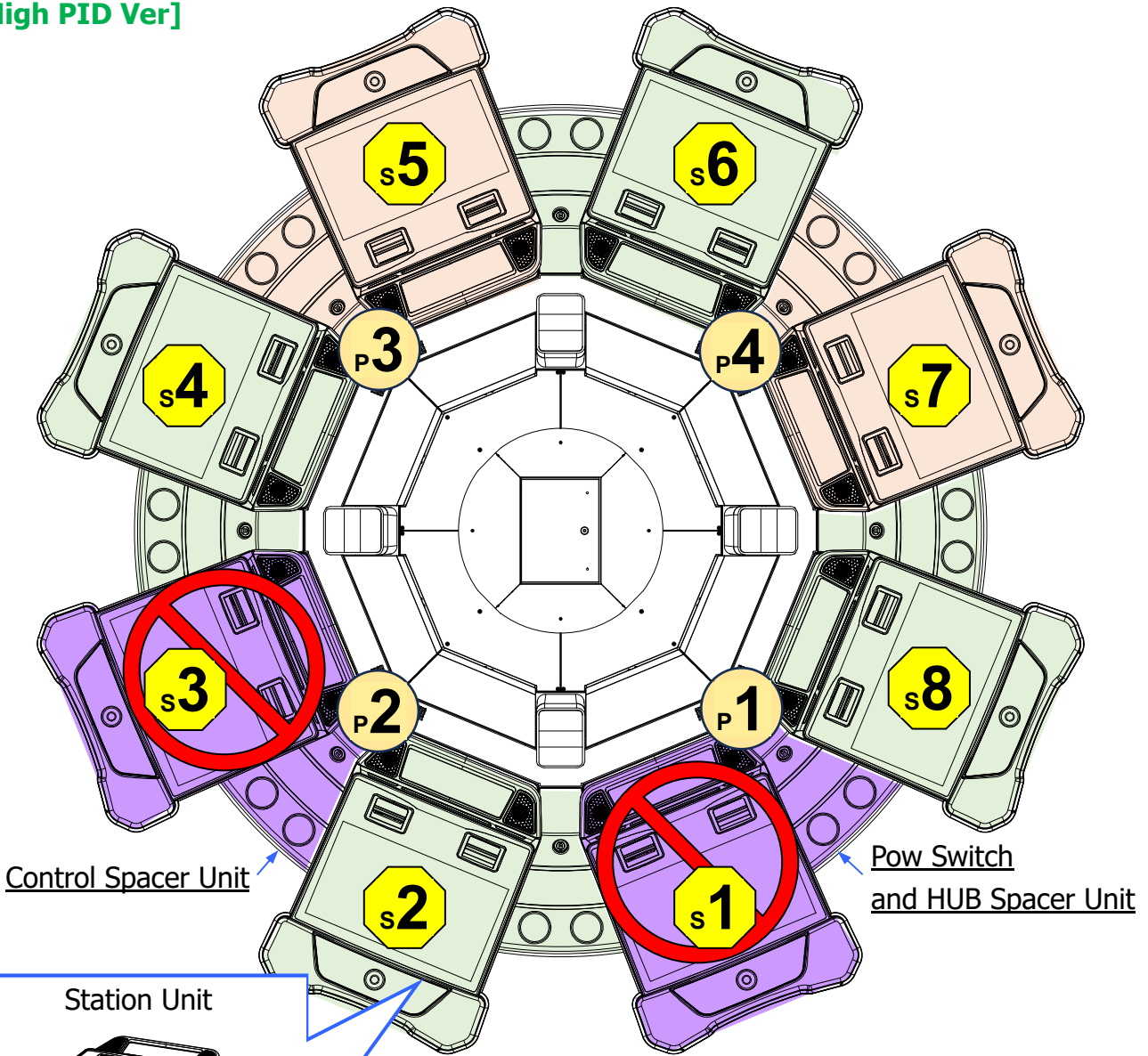


- How to Open the Center Unit Doors -

1. Refer to "Disassembly" on Chapter 6, to detach the Station Units from the Center Unit.

s1 = Station **p1** = Pole **c1** = Corner

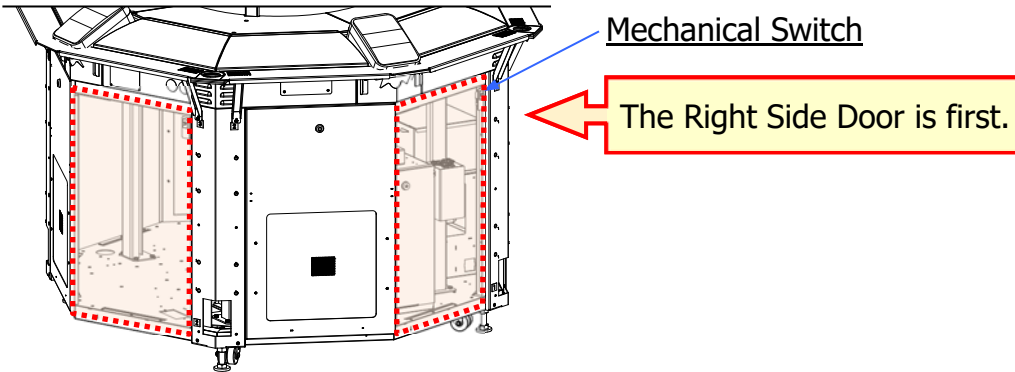
[High PID Ver]



2. Unlock and remove the Doors of the Center Unit.

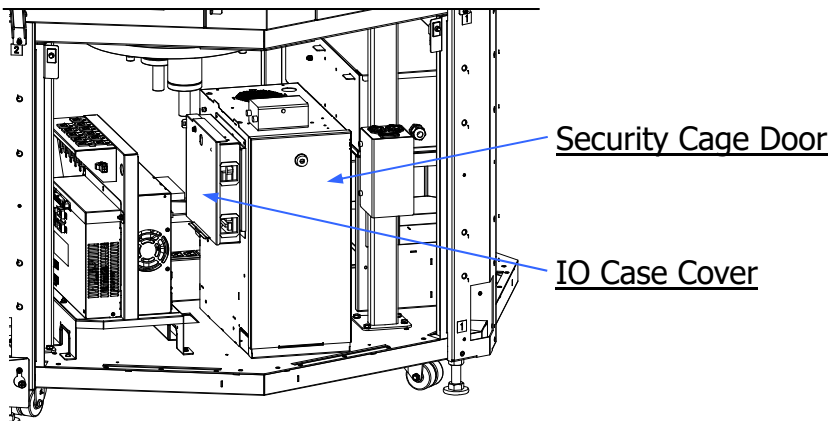
i NOTE:

Remove first the door on the right side, and then the one on the left side.



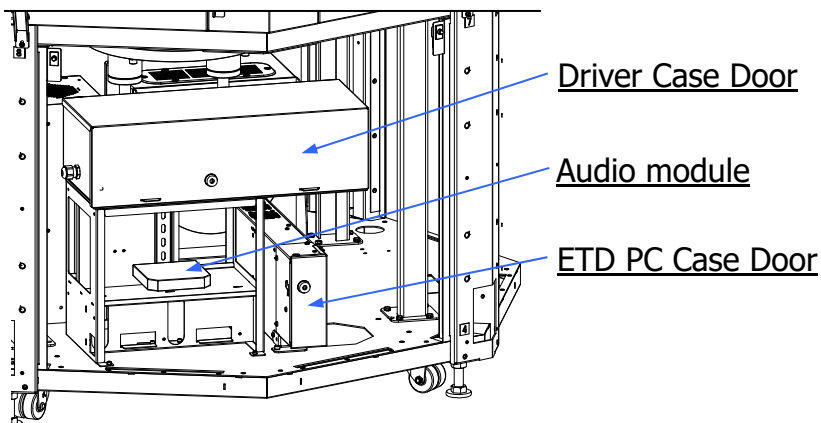
- How to Open the Security Cage Door and IO Case -

Refer to "Accessing the Security Cage, the Tinker Board Unit, the IO Case and the Main Power Unit" at Chapter 6



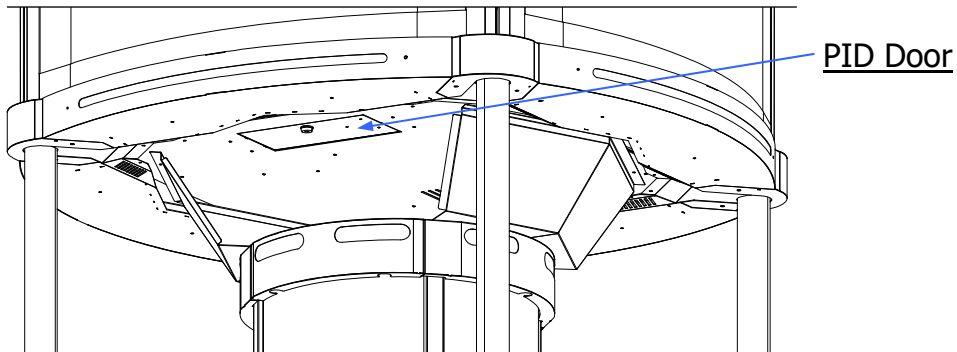
- How to Open the Driver Case -

Refer to "Accessing the Driver Case, the ETD PC Case, the Audio module and the DICE Generator Fan" at Chapter 6



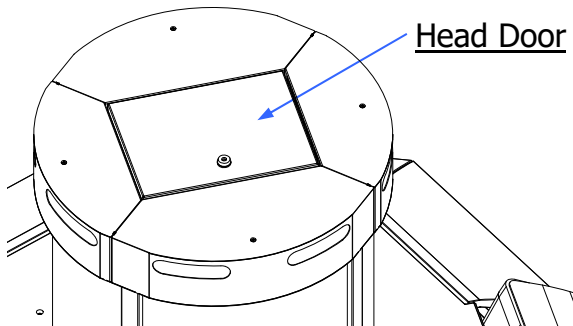
- How to Open the PID Door of the High PID Unit –

Refer to "PID Door for the AP-X" at Chapter 6.



- How to Open the Head Door of the Field Top -

Refer to "Network Camera, Field LED PCB and Dice Field" at Chapter 6.



2. 2: Dimensions

2. 2. 1: Whole Machine Dimension

The Whole Machine dimensions are depicted below.

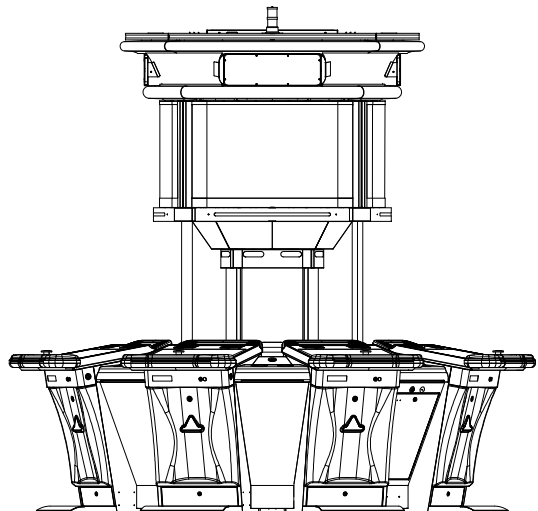
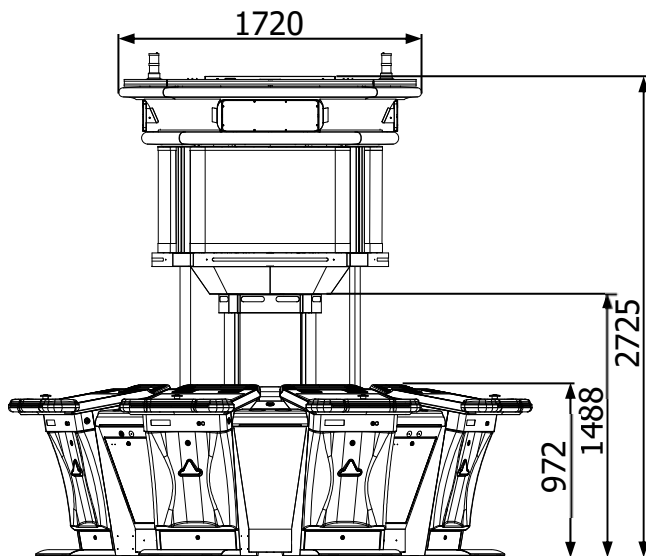
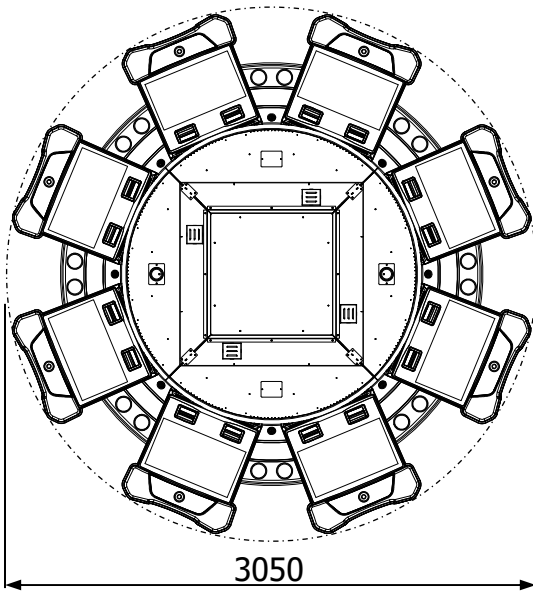
Secure enough space so that the doors can be easily opened for POWER-ON/OFF, maintenance, and so on.

- **Outer Dimension - Unit: mm** (excluding all parts sticking out)

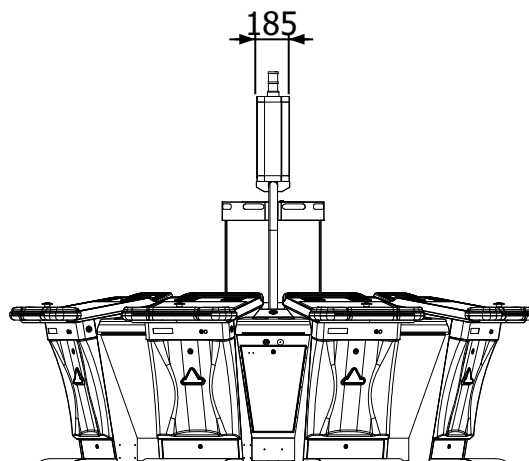
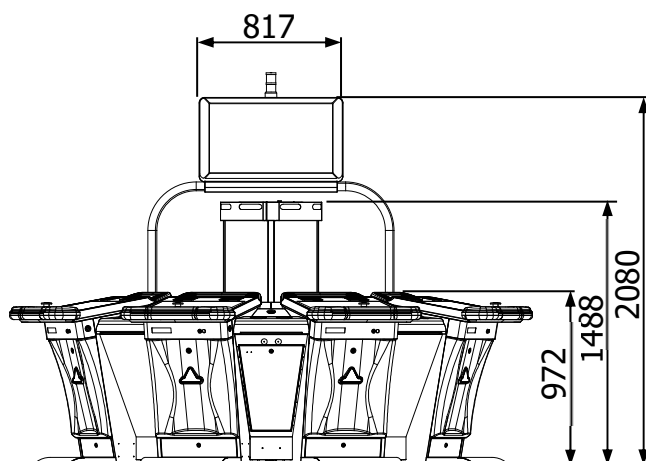
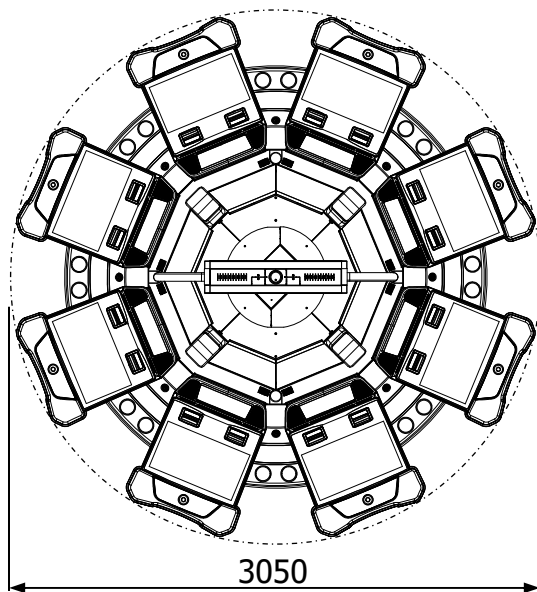
The TOWER LIGHT is optional.

Layout 8 Stations

[High PID Ver]



[Low PID Ver]



2. 3: Key Locks

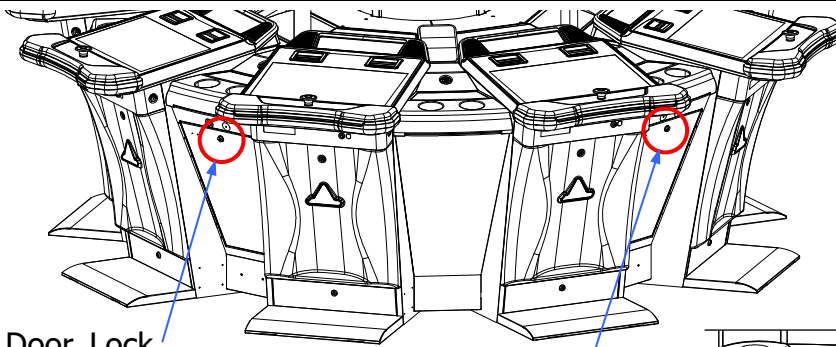
- Location of Locks -

The machine is shipped with generic door locks installed.

For increased security, the following door locks should be replaced:

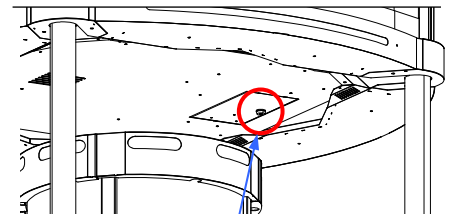
※For the Station, refer to “**Key Locks**” on Chapter 3.

Location of locks	Number of locks
Control Spacer Door	1
Pow Switch and HUB Spacer Door	1
Head Door	1
AP-X PID Door (High PID Unit only)	1
Center Unit Doors	8
Security Cage Door	1
Driver Case Door	1
ETD PC Case Door	1

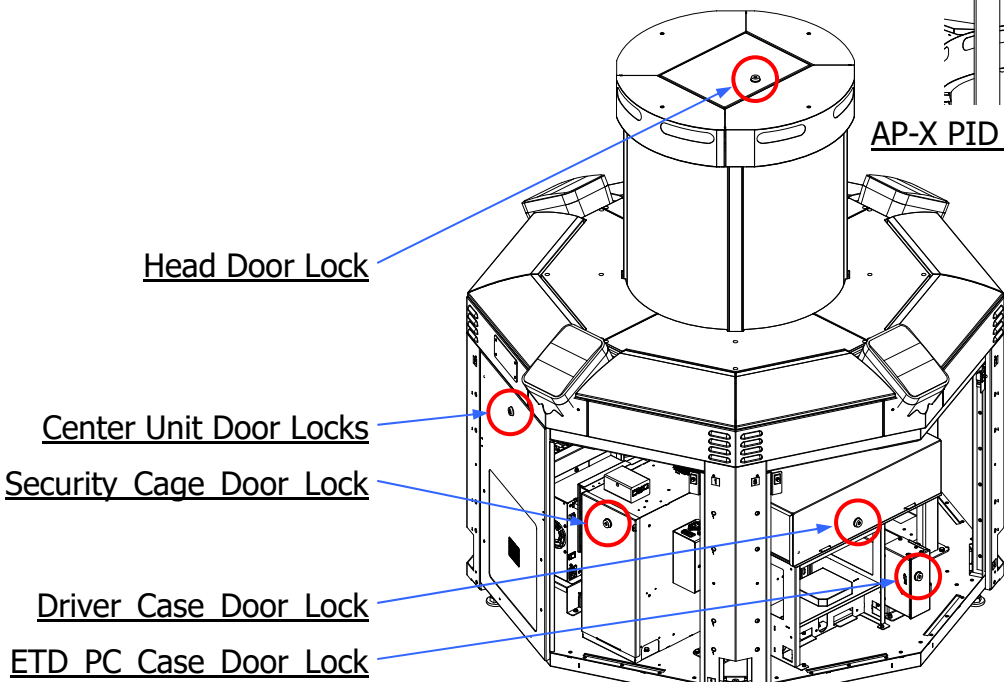


Control Spacer Door Lock

Pow Switch and HUB Spacer Door Lock



AP-X PID Door Lock



Head Door Lock

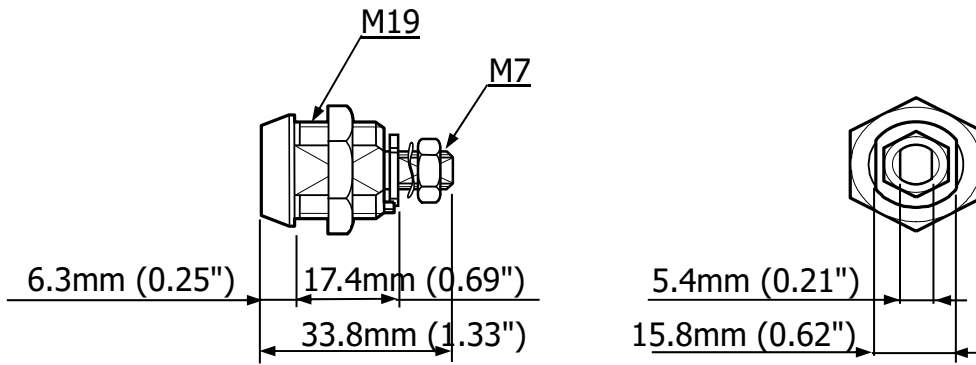
Center Unit Door Locks

Security Cage Door Lock

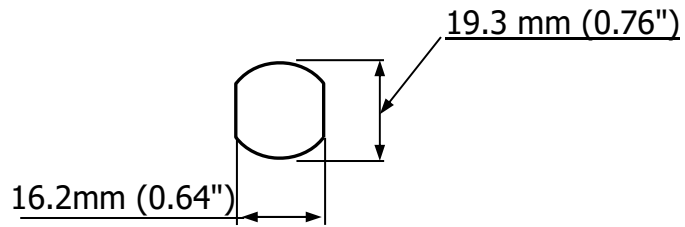
Driver Case Door Lock

ETD PC Case Door Lock

- Lock Dimensions -



- Lock Installing Hole -



2. 4: Hardware Setting

Hardware Settings are necessary for factory shipped products to be operational. Before commencing with operation, make sure to do the settings explained below.



CAUTION!

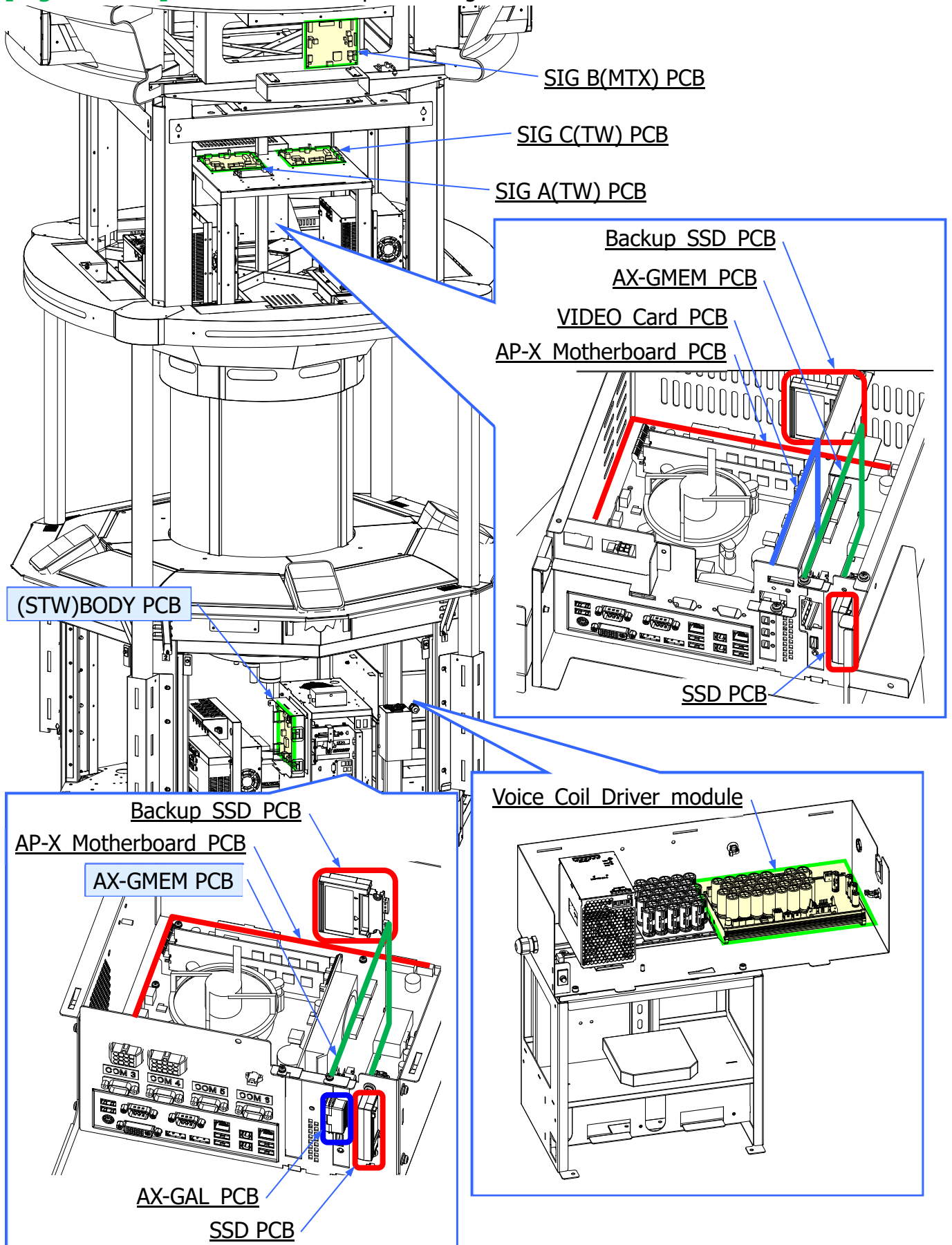
Hardware Settings must be done by authorized personnel.

Once Hardware Settings are updated, all the Software Meters will be cleared to zero.

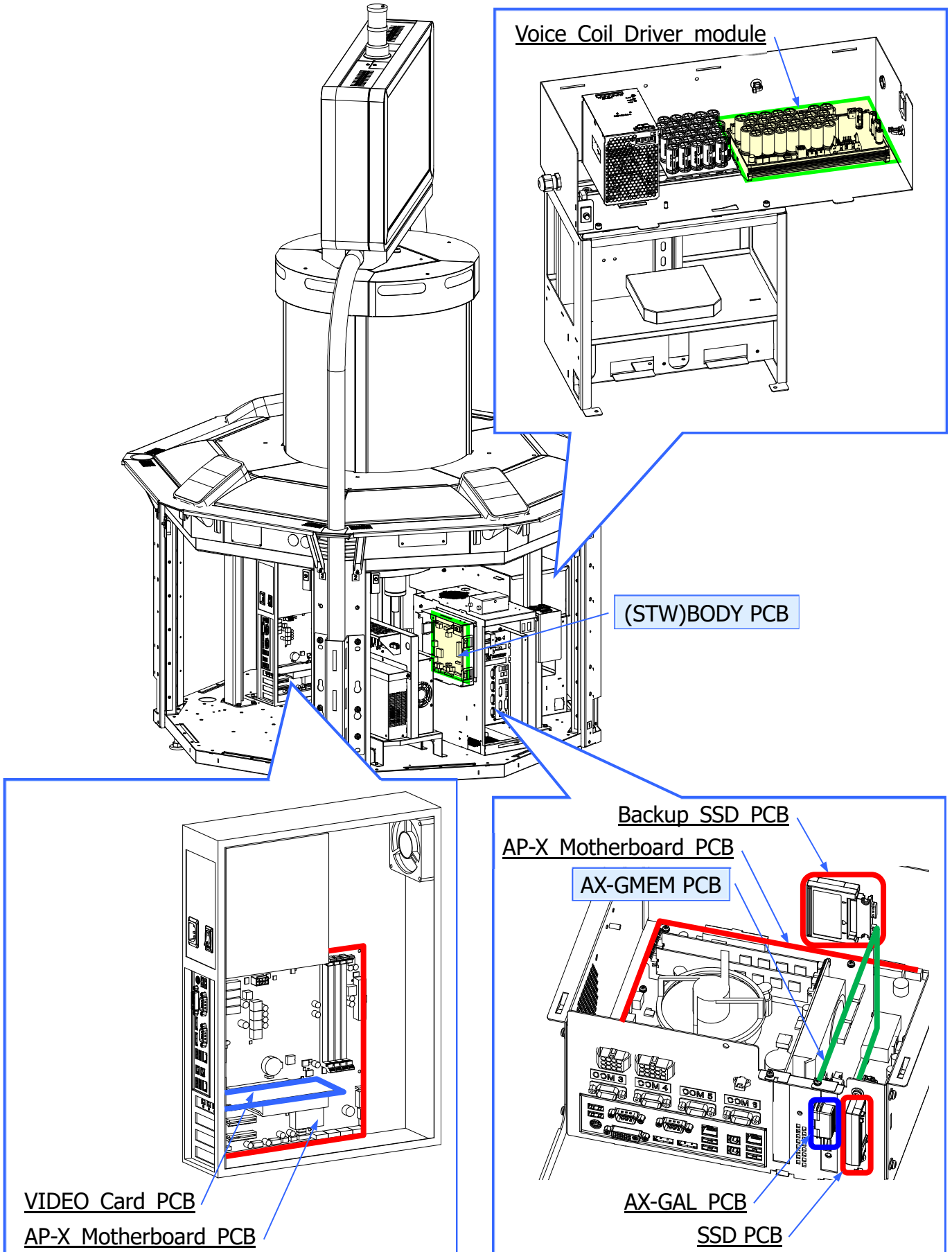
Make sure to take note of all necessary Software Meters before updating.

- Location of PCBs -

[High PID Ver] The PCBs that require setting are shown inside a box below.

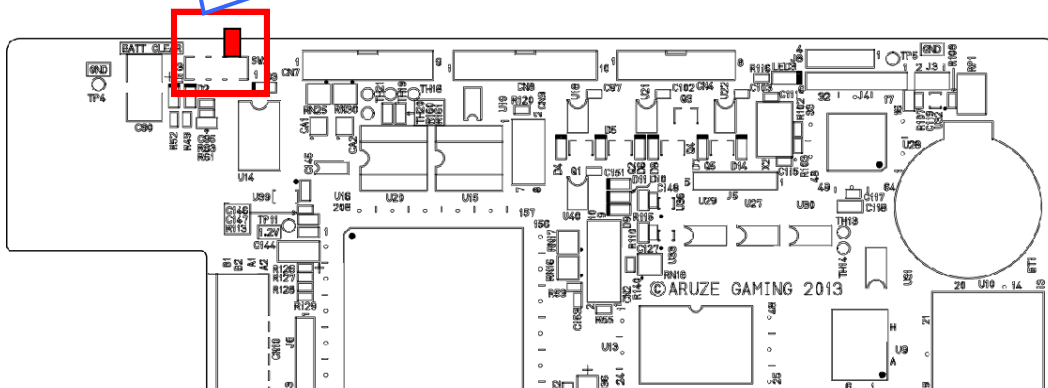
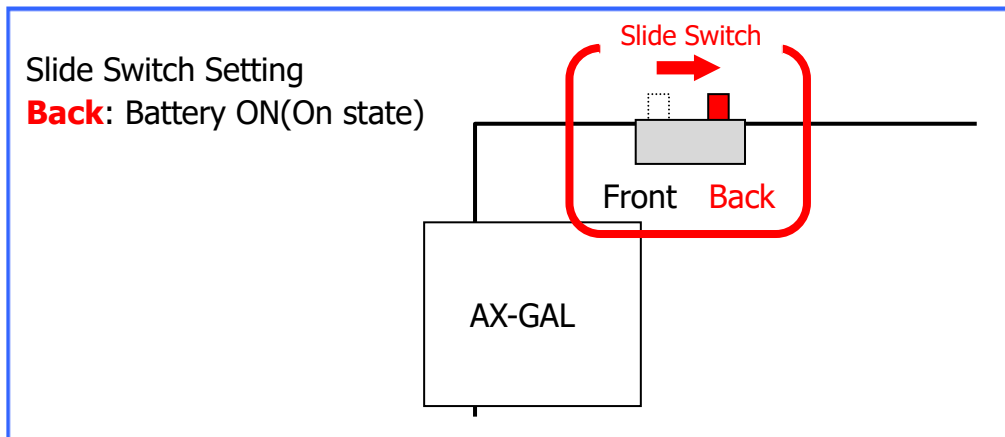
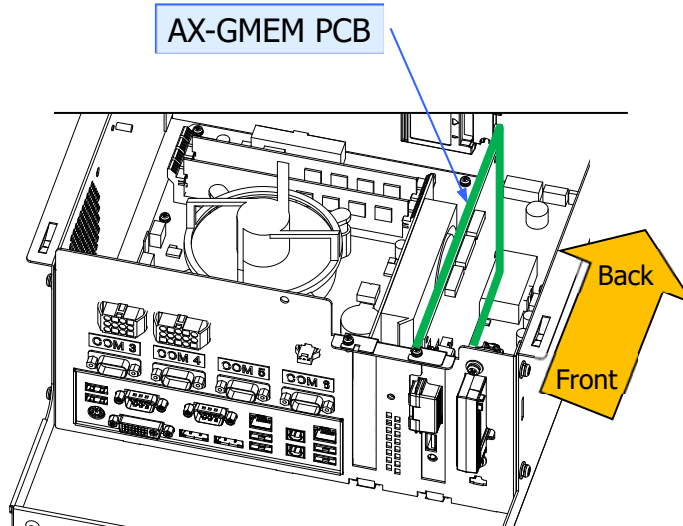


[Low PID Ver]



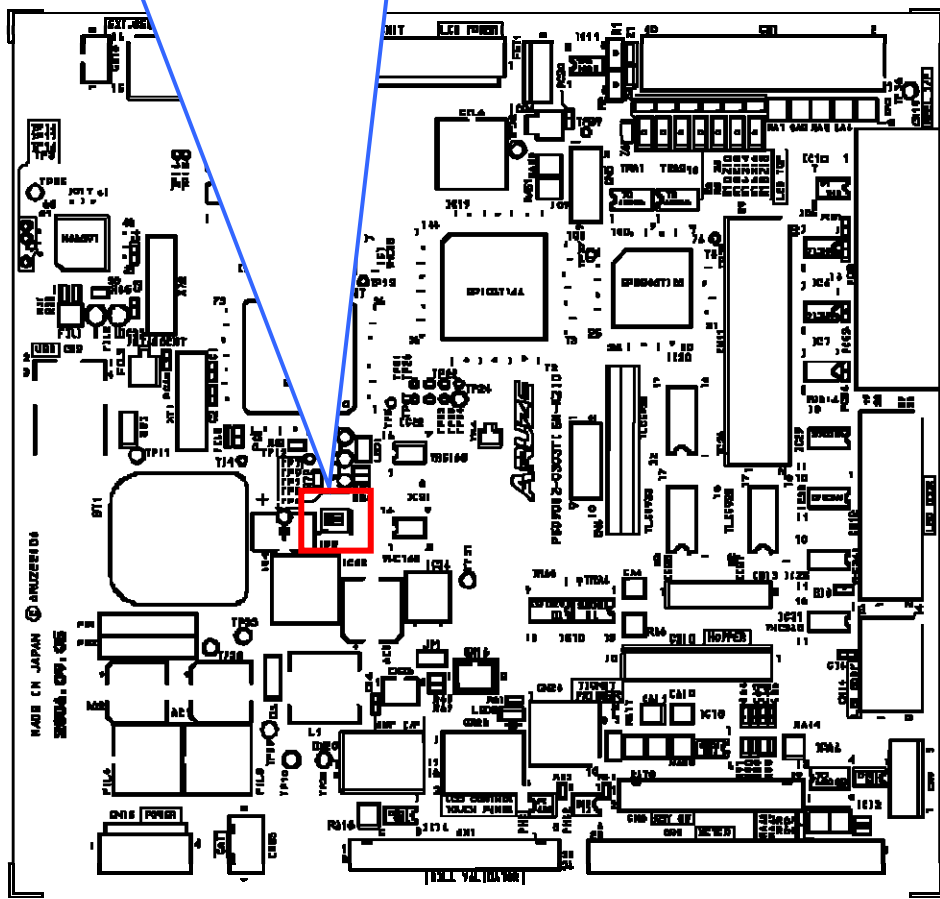
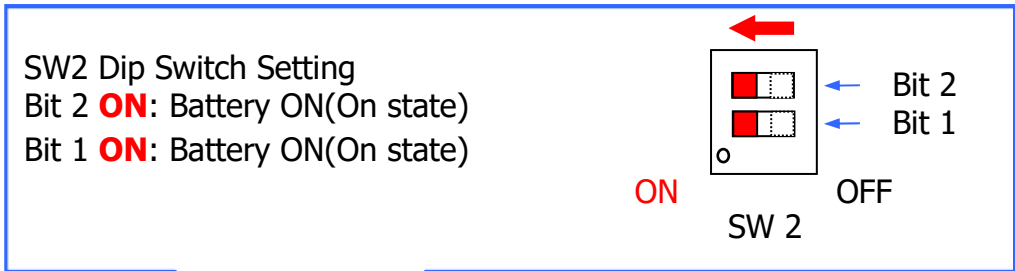
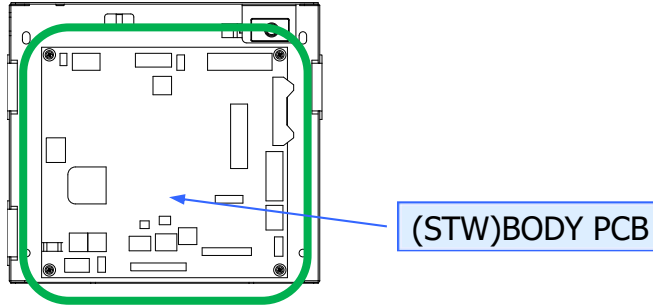
- AX-GMEM PCB -

PCB	Onboard Switch/Jumper	Factory Setting	Setting for Operation	Description
AX-GMEM PCB	S2 (Slide Switch)	Front (Battery OFF)	Back (Battery ON)	The switch for Backup Battery ON-OFF



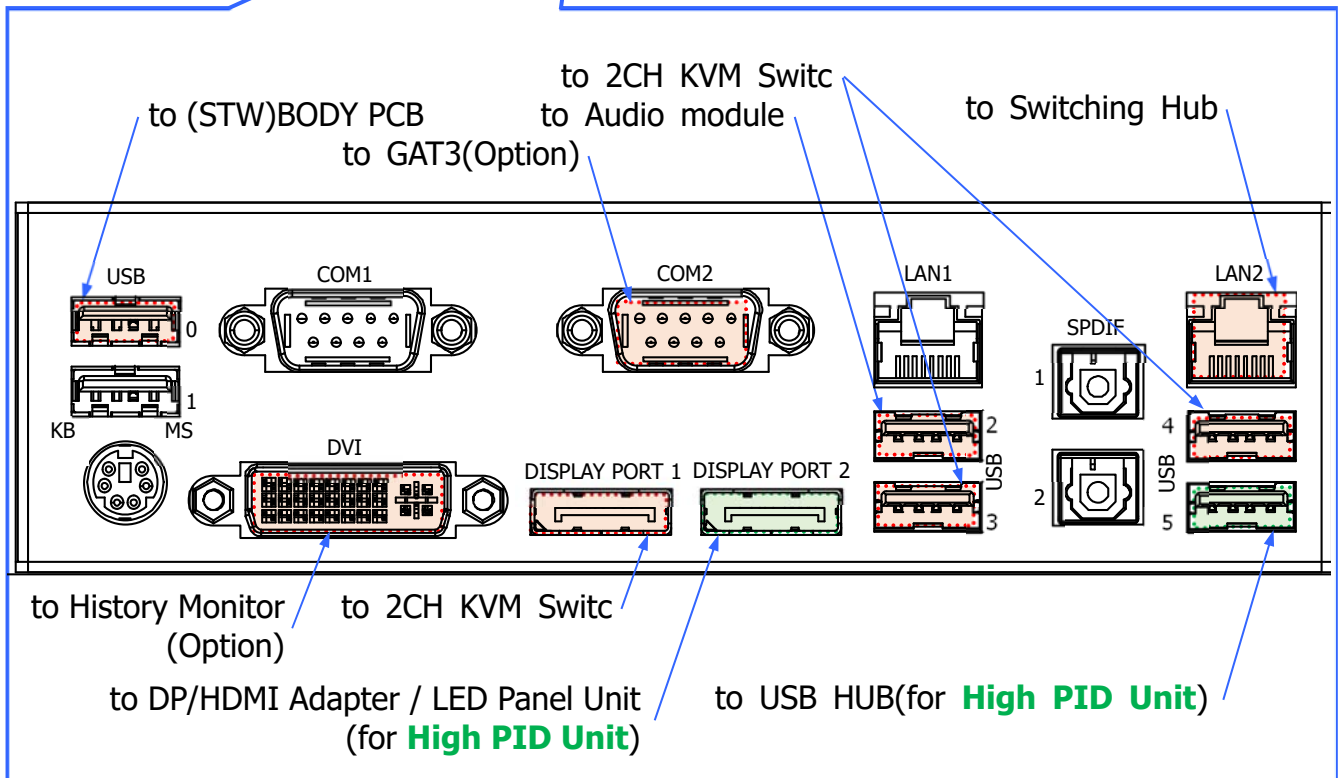
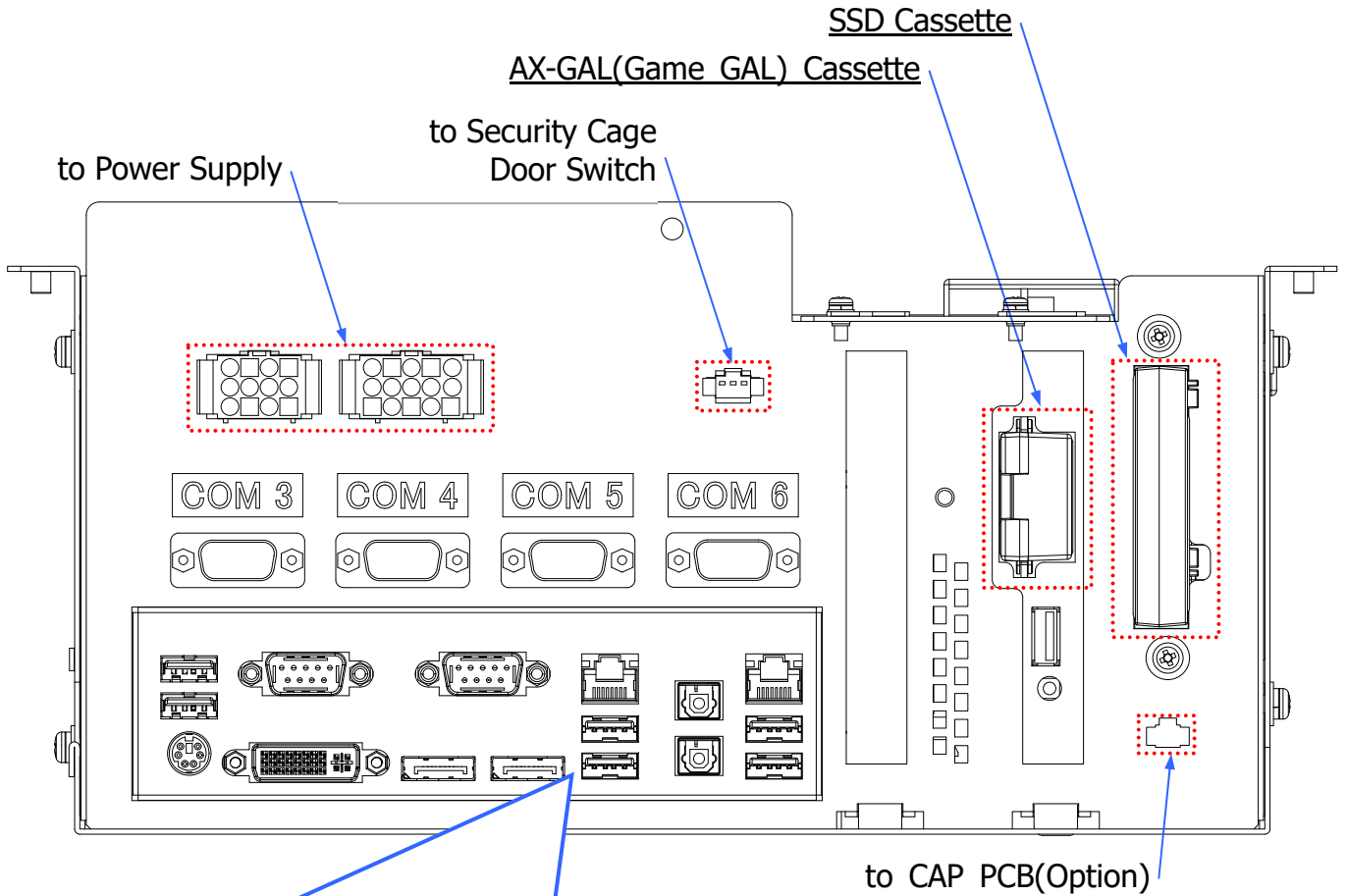
- (STW)BODY PCB -

PCB	Onboard Switch/Jumper	Factory Setting	Setting for Operation	Description
(STW)BODY PCB	SW2(2 Bit Dip Switch)	All OFF (Invalid)	All ON	The switch for enabling the Backup Battery

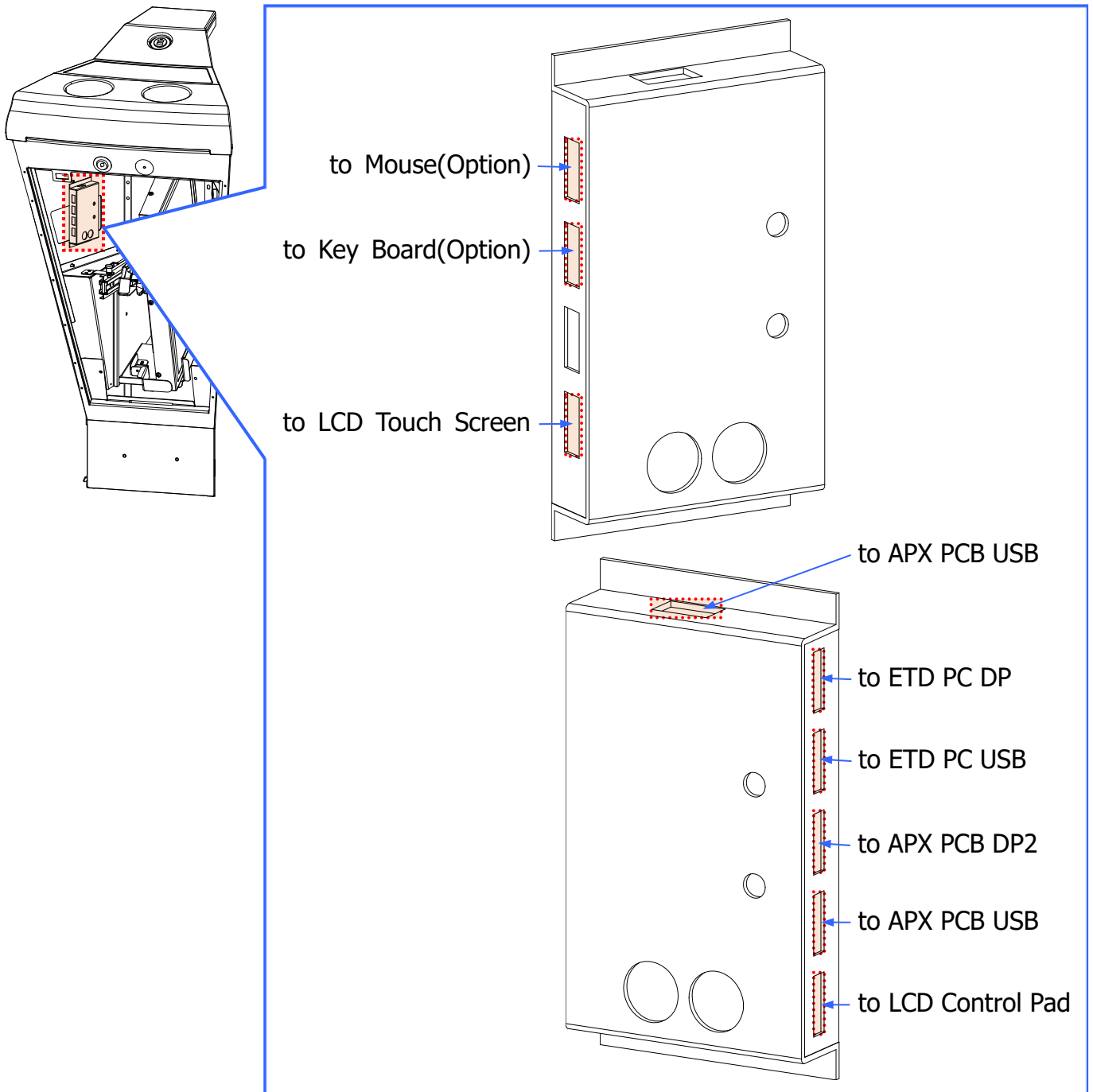


2. 5: Cable Connections

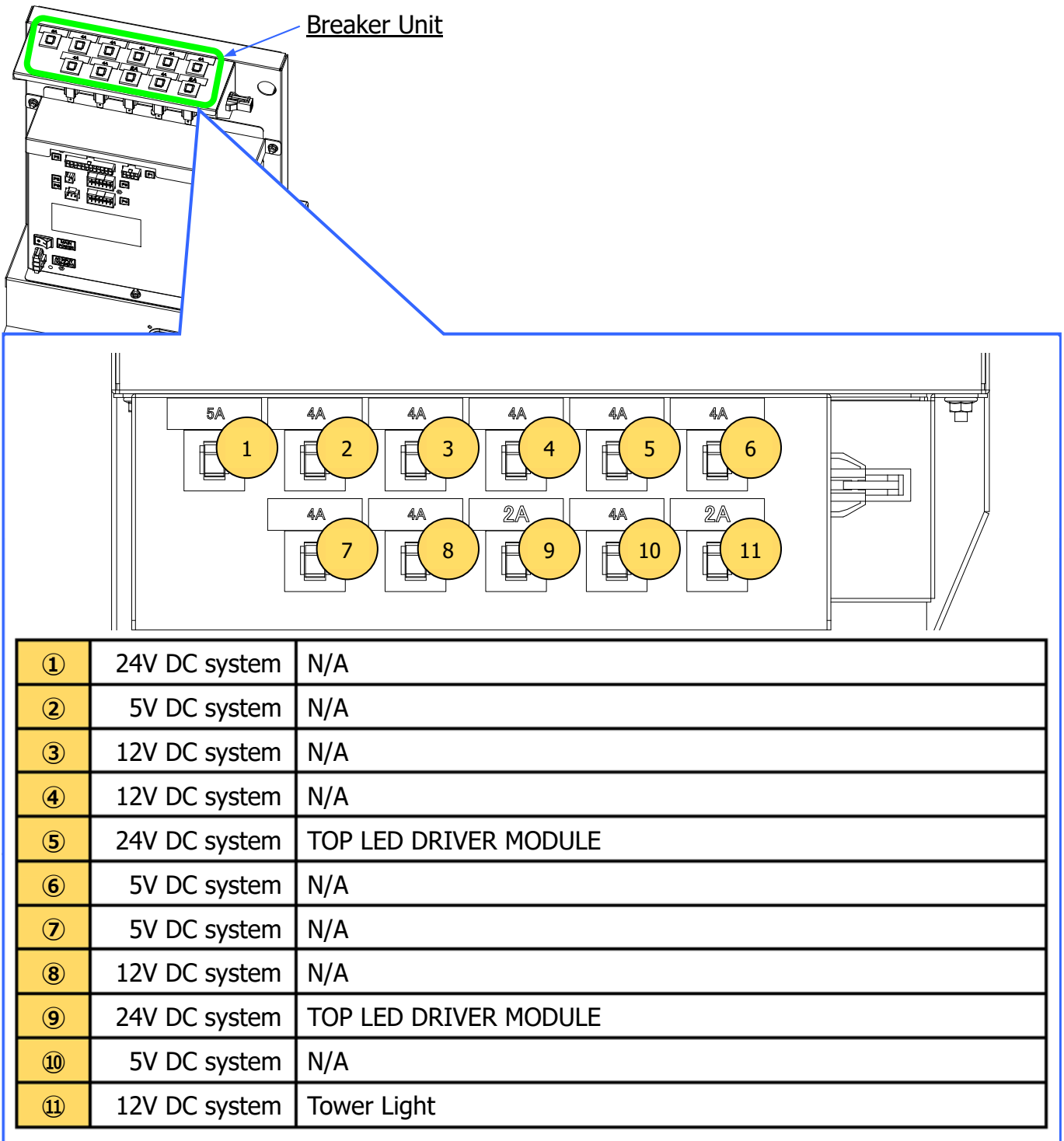
[Center Unit]- Front View of SECURITY CAGE -



[Center Unit]- Front and Rear View of 2CH KVM Switch -



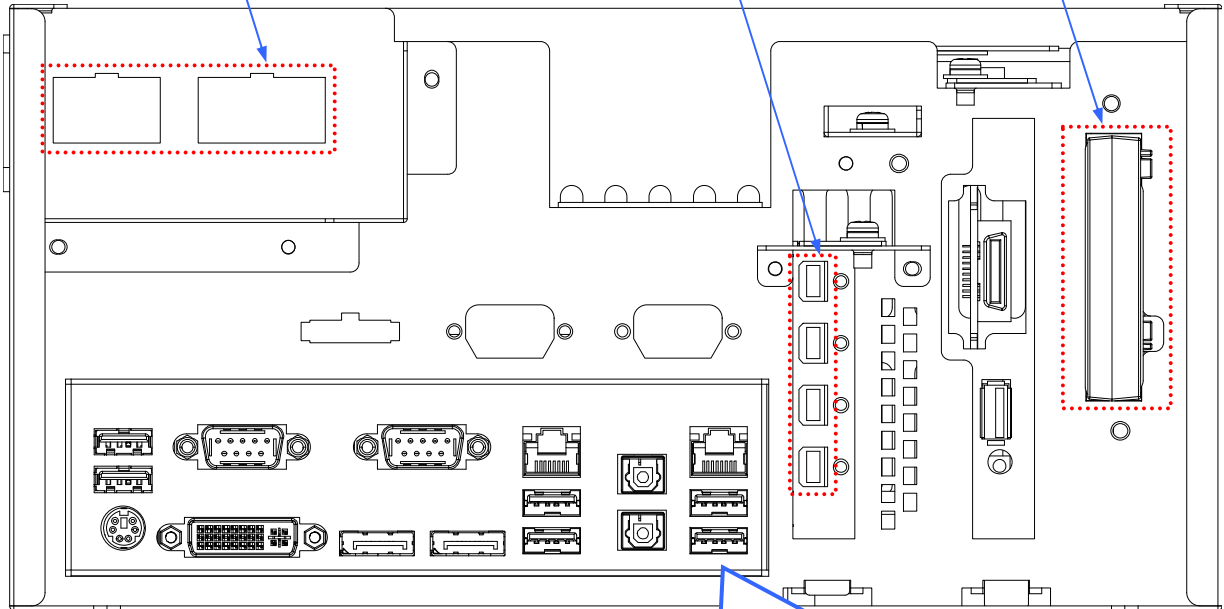
[Center Unit]- Front View of Breaker Unit of the Main Power Unit -



[High PID Unit]- Front View of AP-X Unit -

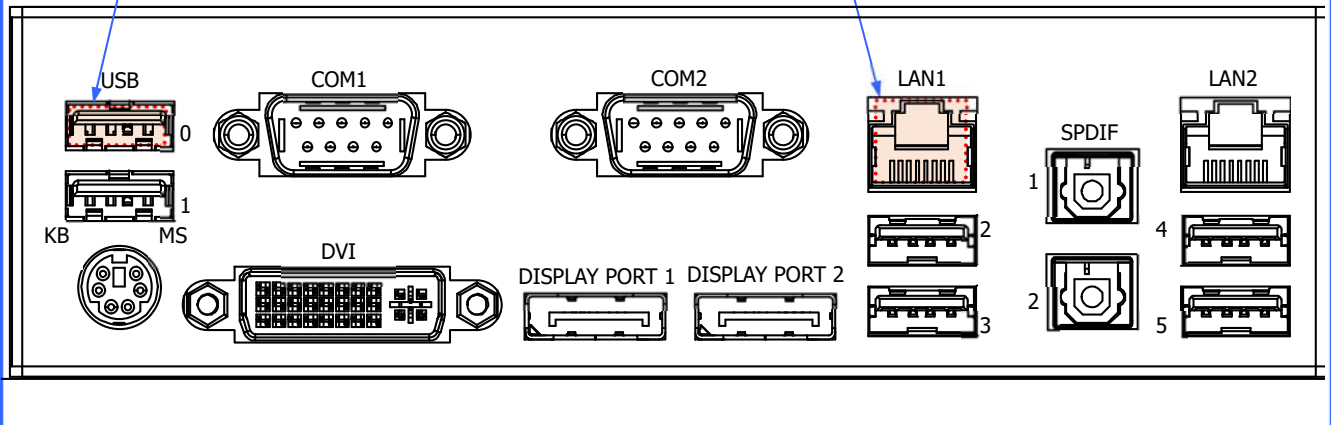
to LCD Units(From the top, DP1>DP2>DP3>DP4)
to Power Supply

SSD Cassette

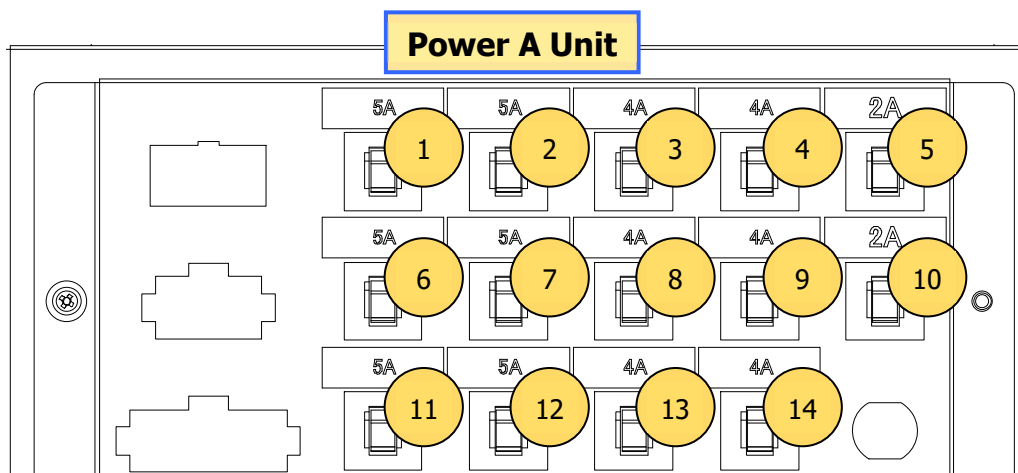
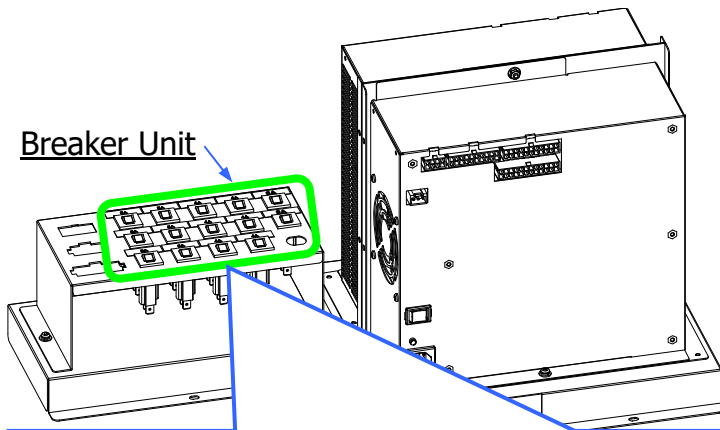


to Key Board(Optional)

to Switching Hub

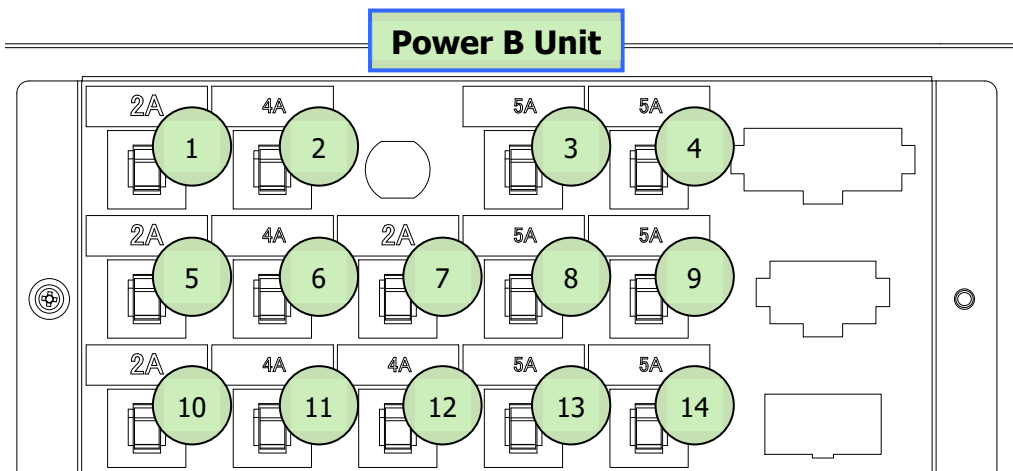
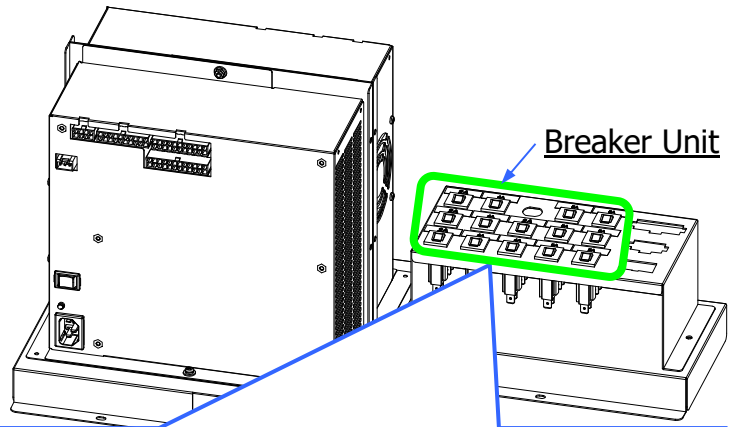


[High PID Unit]- Front View of Breaker Unit of the Power A Unit -



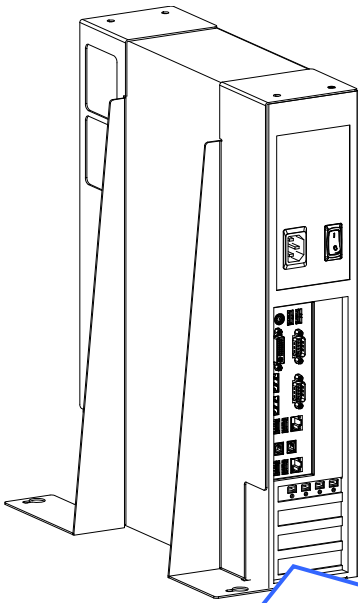
①	5V DC system	DOT LED MATRIX #6
②	5V DC system	DOT LED MATRIX #3
③	12V DC system	TOP AND BOTTOM SIGNAGE LED
④	24V DC system	LCD #2
⑤	12V DC system	TOP FAN #2
⑥	5V DC system	DOT LED MATRIX #5
⑦	5V DC system	DOT LED MATRIX #2
⑧	12V DC system	TOP AND BOTTOM SIGNAGE LED
⑨	24V DC system	LCD #1
⑩	12V DC system	TOP FAN #1
⑪	5V DC system	DOT LED MATRIX #4
⑫	5V DC system	DOT LED MATRIX #1
⑬	24V DC system	LCD #2
⑭	24V DC system	LCD #1

[High PID Unit]- Front View of Breaker Unit of the Power B Unit -

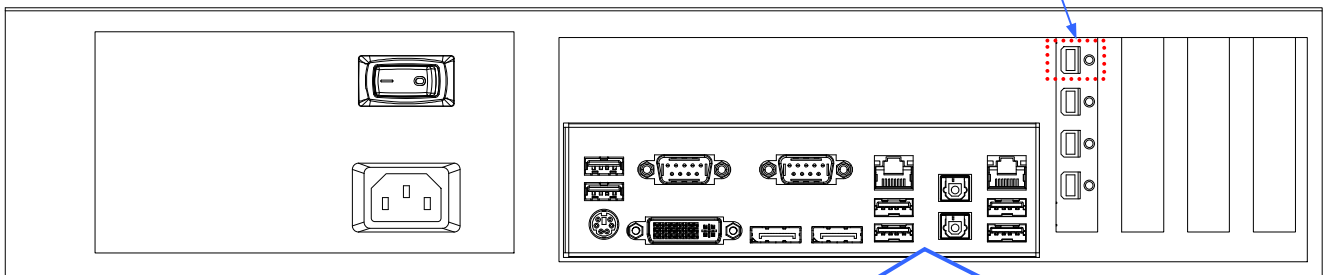


①	12V DC system	TOP FAN #4
②	24V DC system	LCD #4
③	5V DC system	DOT LED MATRIX #9
④	5V DC system	DOT LED MATRIX #12
⑤	12V DC system	TOP FAN #3
⑥	24V DC system	LCD #3
⑦	12V DC system	M3IO BOARDS
⑧	5V DC system	DOT LED MATRIX #8
⑨	5V DC system	DOT LED MATRIX #11
⑩	24V DC system	M3IO BOARDS
⑪	24V DC system	LCD #3
⑫	24V DC system	LCD #4
⑬	5V DC system	DOT LED MATRIX #7
⑭	5V DC system	DOT LED MATRIX #10

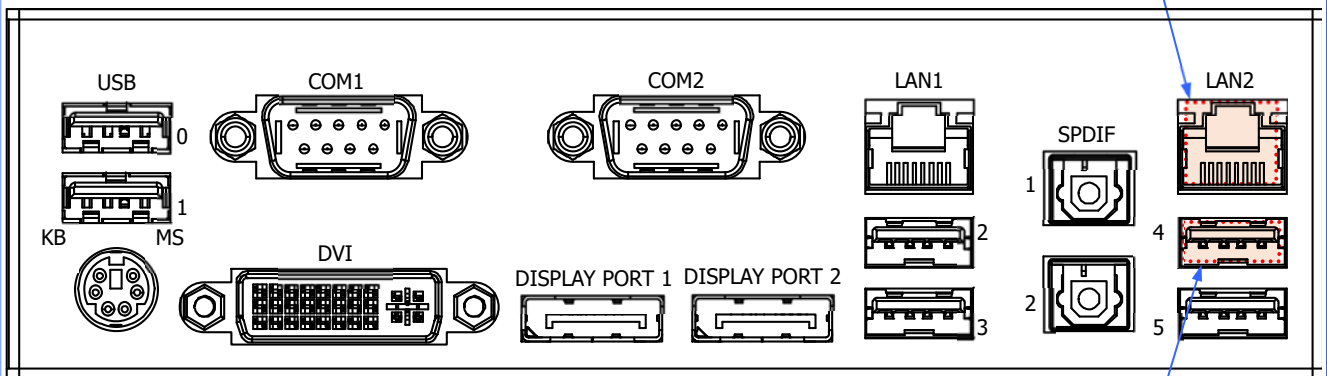
[Low PID Unit]- Front View of Signage Controller Unit (AP-X link Controller) -



to LCD Units



to Switching Hub



for Service

2. 6: Install Check List

Check that the following steps have been taken before turning on the power.

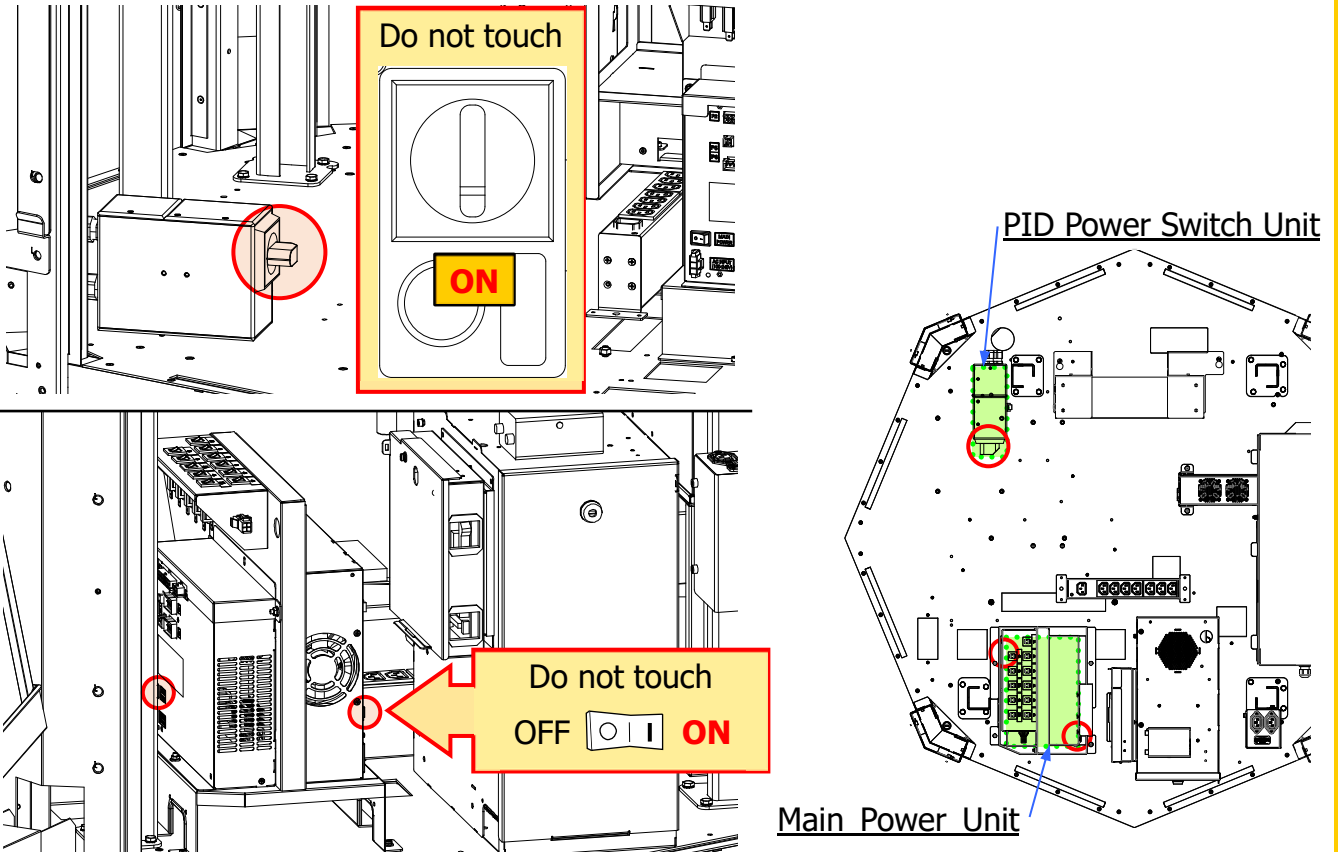
- ◇ Replacement of the locks. **(Refer to 2.3).**
- ◇ Set the Slide Switch on the AX-GMEM PCB to the back position. **(Refer to 2.4).**
- ◇ Set the DIP Switches on the (STW)BODY PCB to ON. **(Refer to 2.4).**
- ◇ All the cable connectors are securely connected and the machine is properly grounded.

⚠ CAUTION!

[High PID Unit]

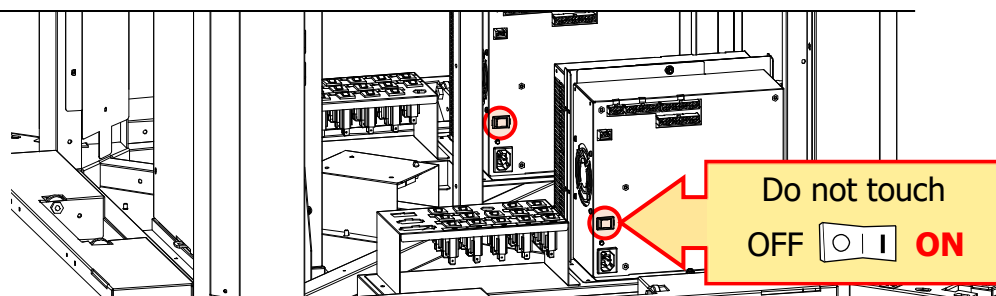
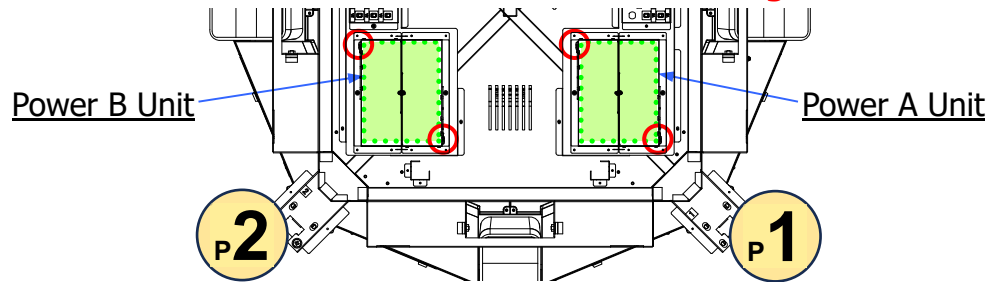
Make sure that the switch of the PID Power Switch unit (for **High PID**) and the 2 switches of the Main Power Unit, which are placed inside the Center Unit, are switched to ON.

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.

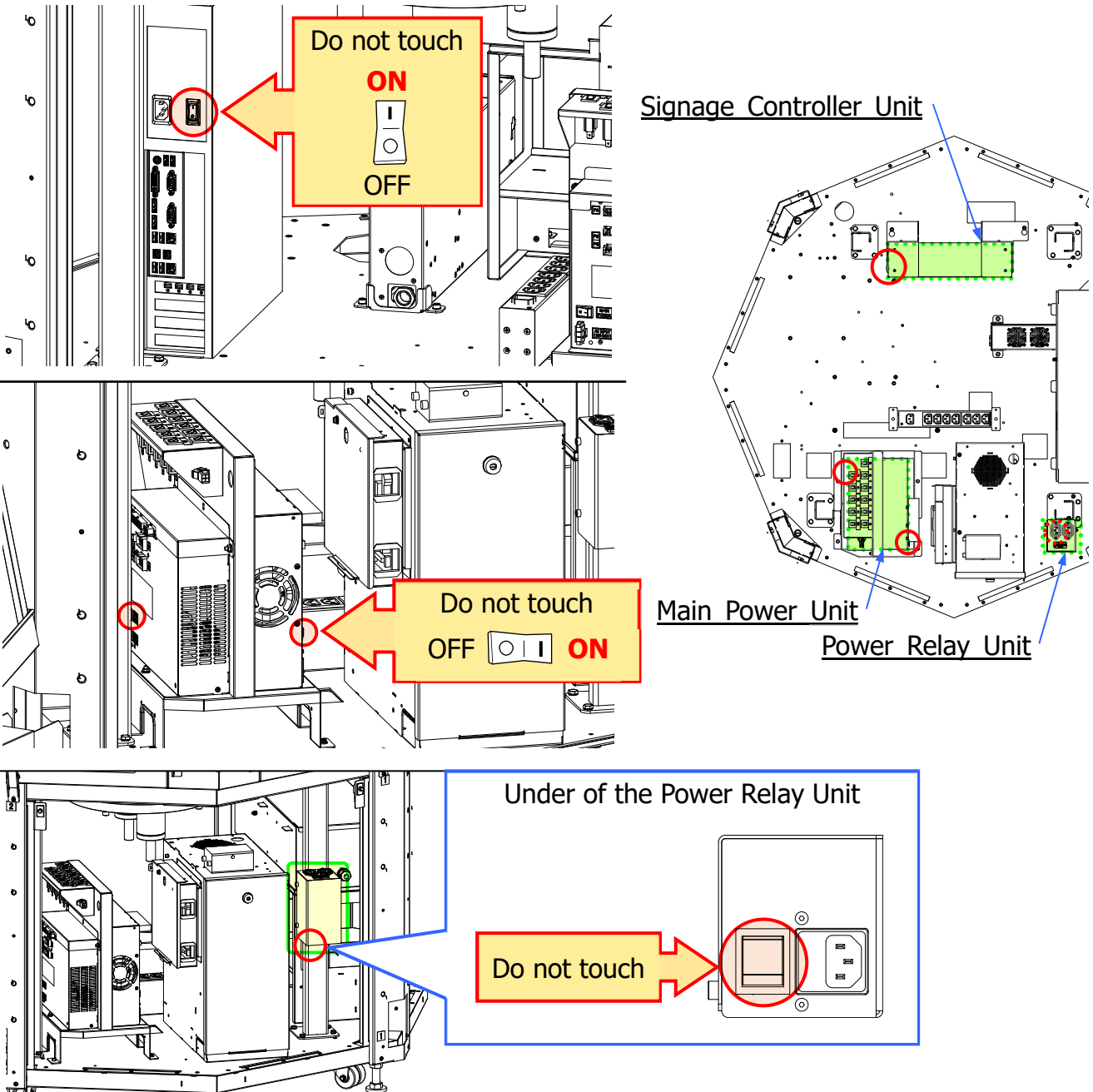


⚠ CAUTION!

[Low PID Unit]

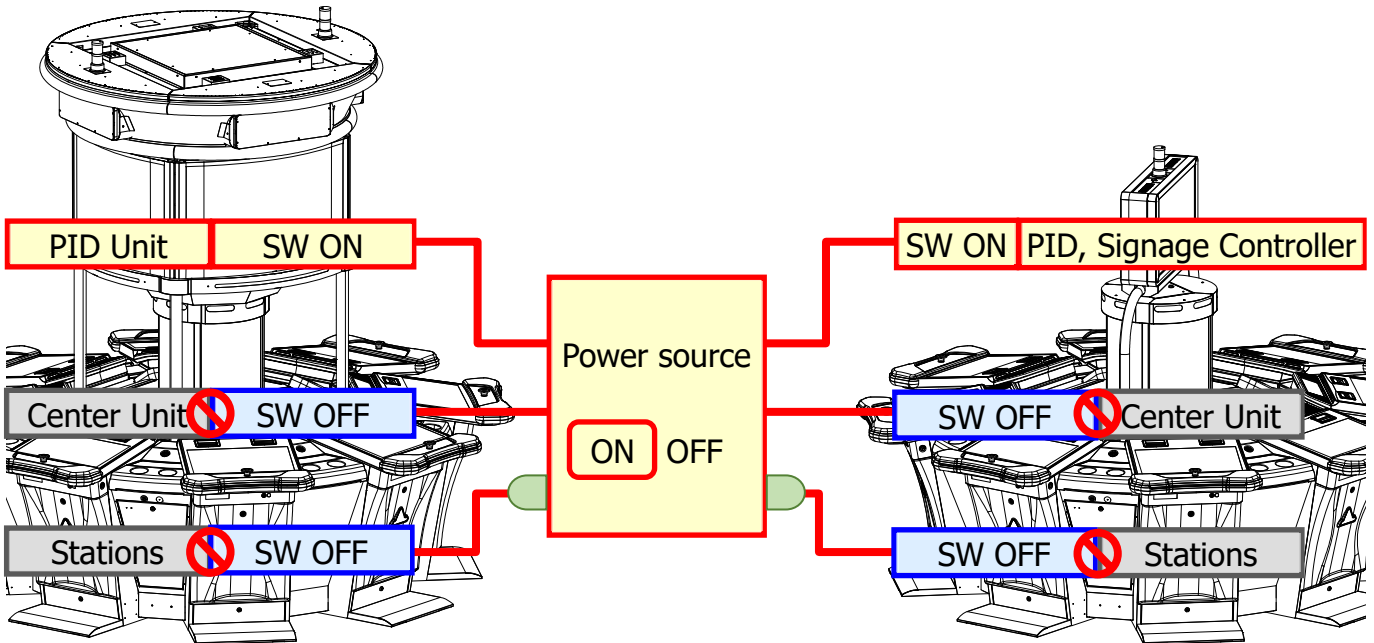
Make sure that the switch of the Signage Controller Unit (for **Low PID**), the 2 switches of the Main Power Unit and the one under the Power Relay Unit, which are placed inside the Center Unit, are switched to ON.

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

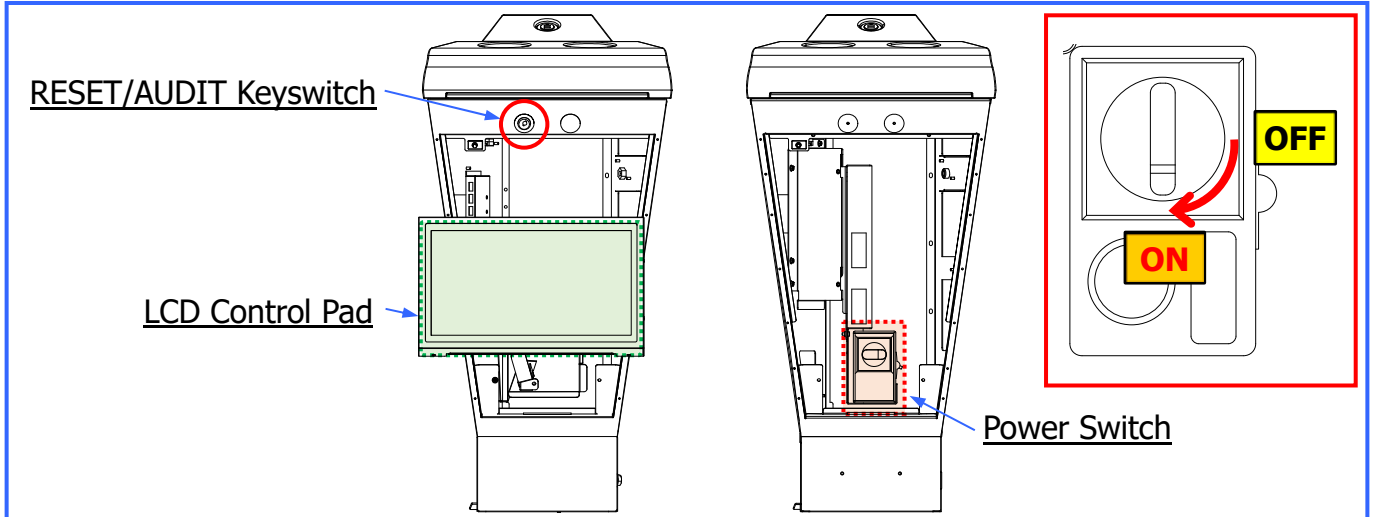


2. 7: Turn on the Center Unit

1. Before turning ON the machine, make sure that all the checkpoints have been covered. **(Refer to 2.6).**
2. First turn ON the power source. The devices directly connected to the power source will boot up.



- Unlock and detach the Control Spacer Door, and if necessary, set the LCD Control Pad to the operating position. **(Refer to 2.1)** Then unlock and detach the Pow Switch and HUB Spacer Door, then turn to ON the Power Switch of the Center Unit. **(Refer to 2.1)**. 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.

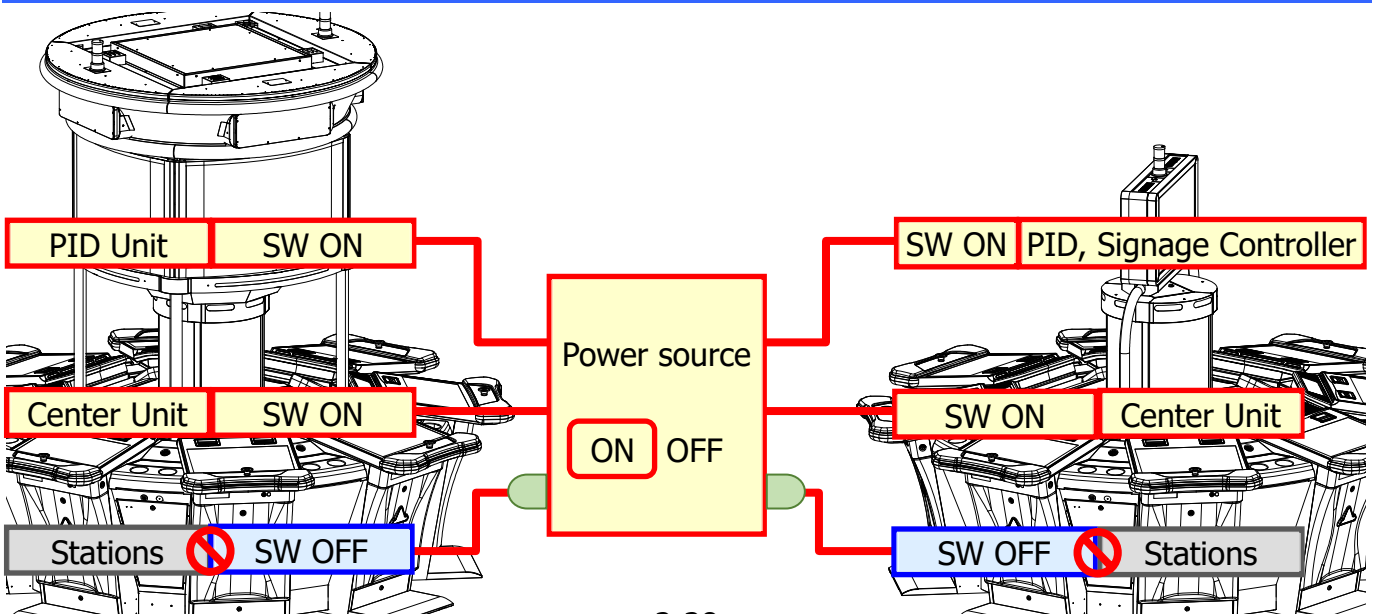


⚠ CAUTION!

- When doing "Power OFF-ON" wait at least 15 seconds before power On.
- Stations power should be OFF at this stage.

i NOTE:

- If an error appears on the Center Unit, refer to OPERATION Manual 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.



2. 8: **Checking the Machine**

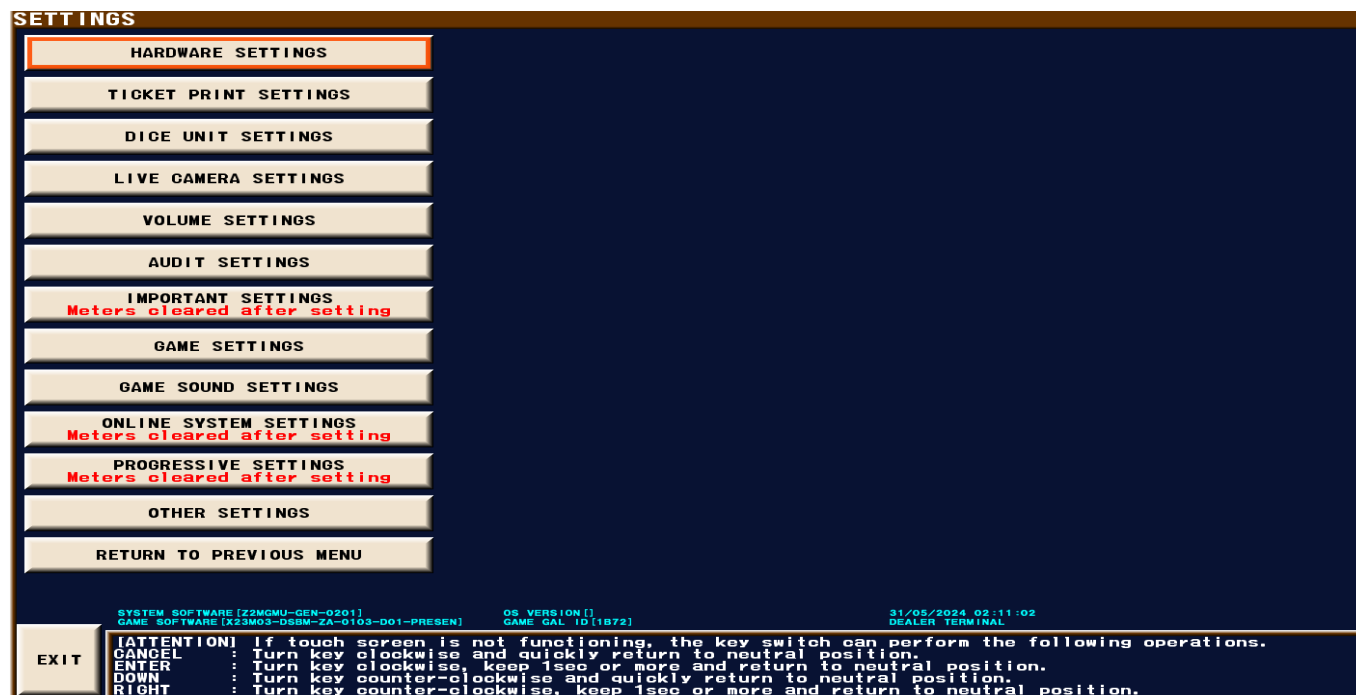
After power up, check the points below to make sure that there are no problems or errors before formal operation.

- ◇ Are there any door events or errors during power up?
- ◇ Are there any strange sounds or smells coming from the machine?
- ◇ Is the Monitor displaying correctly?
- ◇ Are all the luminaries lighting up properly?
- ◇ Refer to "**Version Information**" at Chapter 6 of the OPERATION Manual, to check that the Software version is the same as the Software Version approved for installation.
- ◇ Refer to "**Input Test**" and "**Output Test**" at Chapter 4 to test the proper functionality of Sensors, RESET/AUDIT key switches etc.
- ◇ Refer to "**Sound Test**" at Chapter 4 to test that the Game sounds play correctly.

2. 9: Machine Setup (Software Setting) for Operation

The following settings should be checked and/or configured depending on the jurisdiction of use.

TOP MENU>SETTINGS> SETTINGS



Hardware Settings (Refer to 4.8.1)

Change the settings of each hardware device of the Center Unit.

Ticket Print Settings (Refer to 4.8.2)

Change the settings relative to the Ticket Printer.

Dice Unit Settings (Refer to 4.8.3)

Settings relative to the Dice Unit.

Live Camera Settings (Refer to 4.8.4)

Settings relative to the Camera view.

Volume Settings (Refer to 4.8.5)

Adjust the volume of each Sound.

Audit Settings (Refer to 4.8.6)

Change the settings of functions relative to the credit transfer.

Important Settings / Basic Settings (Refer to 4.8.7)

Change the settings and check the information relative to Currency, Denomination etc.

Game Settings (Refer to 4.8.8)

Change the settings relative to the Game specifications.

Game Sound Settings (Refer to 4.8.9)

Change the game sound settings.

Online System Settings (Refer to 4.8.10)

Change the settings relative to the Online System.

Progressive Settings (Refer to 4.8.11)

Change the settings relative to the Progressive function.

Other Settings (Refer to 4.8.12)

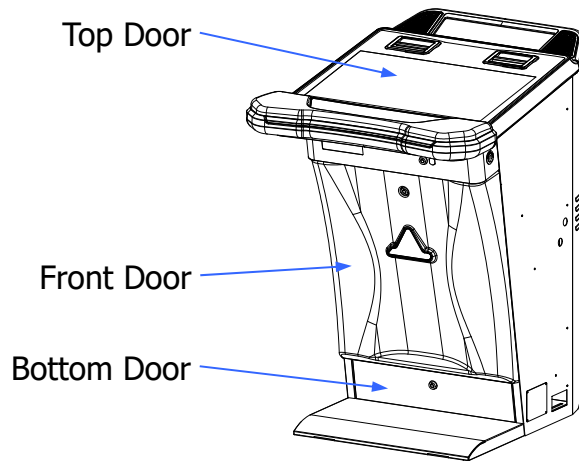
Change the settings of extra functions.



Chapter 3

Hardware Instruction for Stations

3. 1: Opening the Doors of the Station

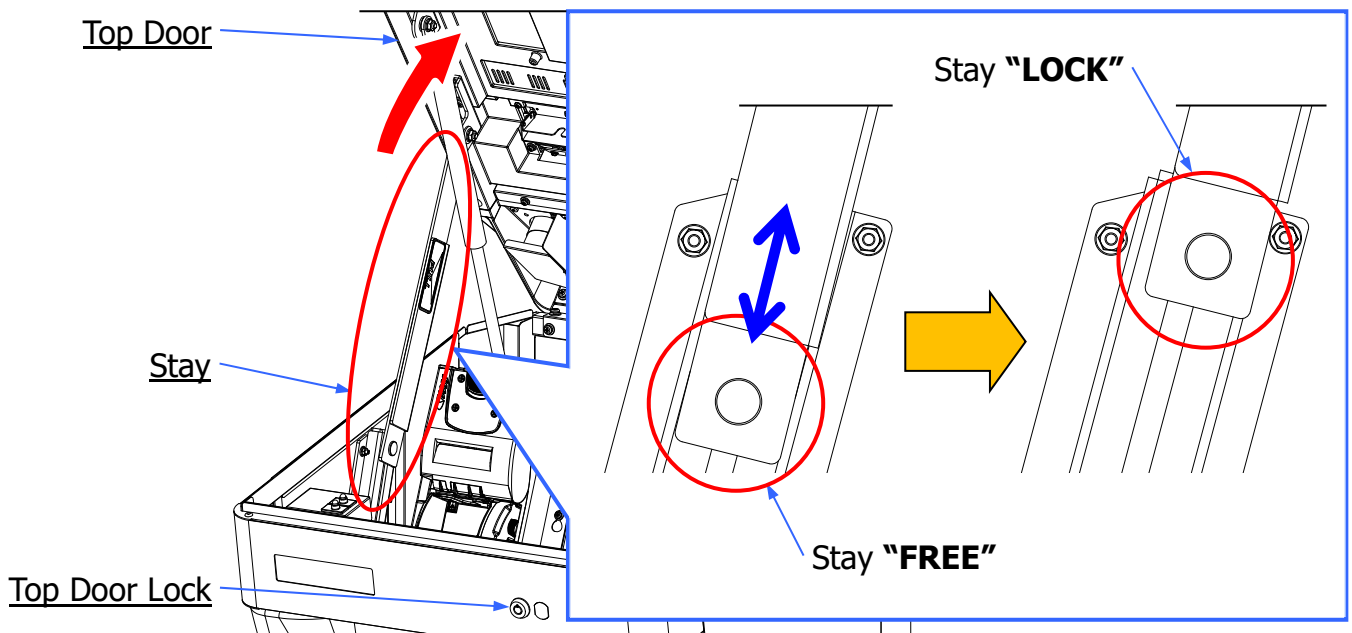


- How to Open the Top Door of the Station -

Unlock the Top Door Lock on the front of the Cabinet, and then open the Top Door.

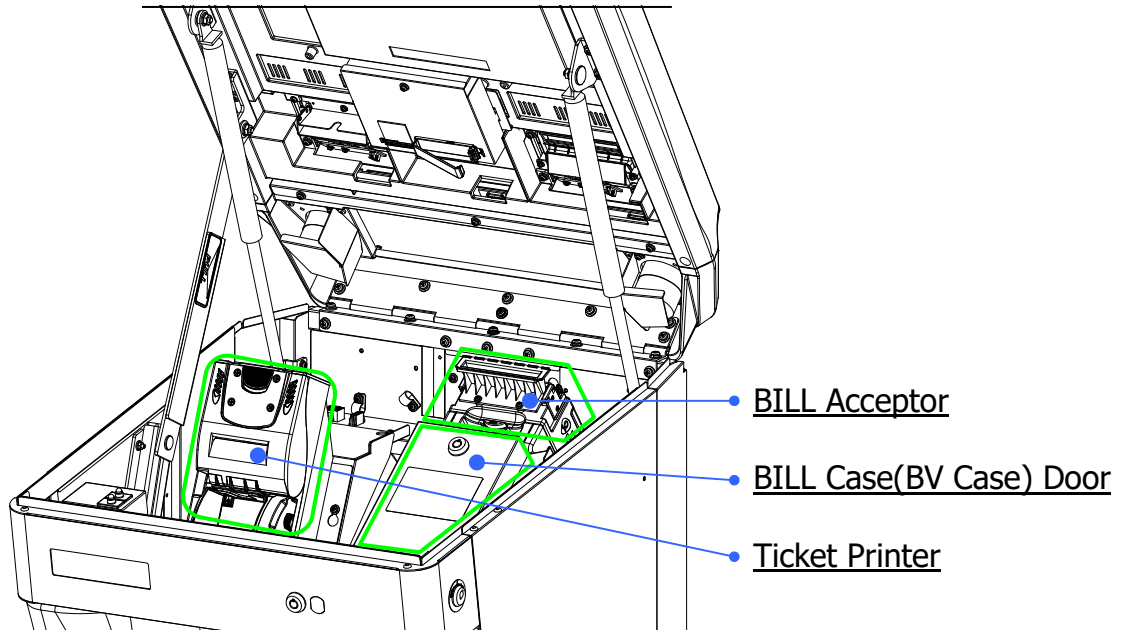
CAUTION!

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.



- How to Close the Top Door of the Station -

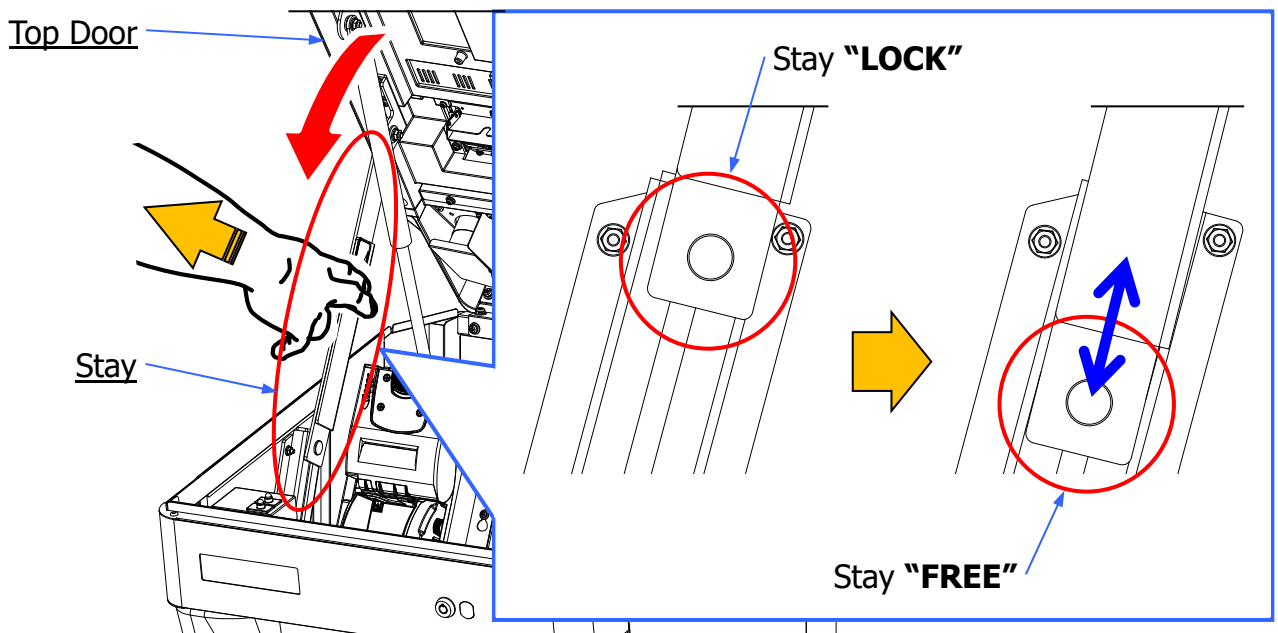
1. Confirm that the Ticket Printer, Bill Acceptor and BILL Case (BV CASE) Door are all fixed back in their designed place before closing the door.



2. Before closing the Top Door, pull the Top Door Stay bar to unlock it.

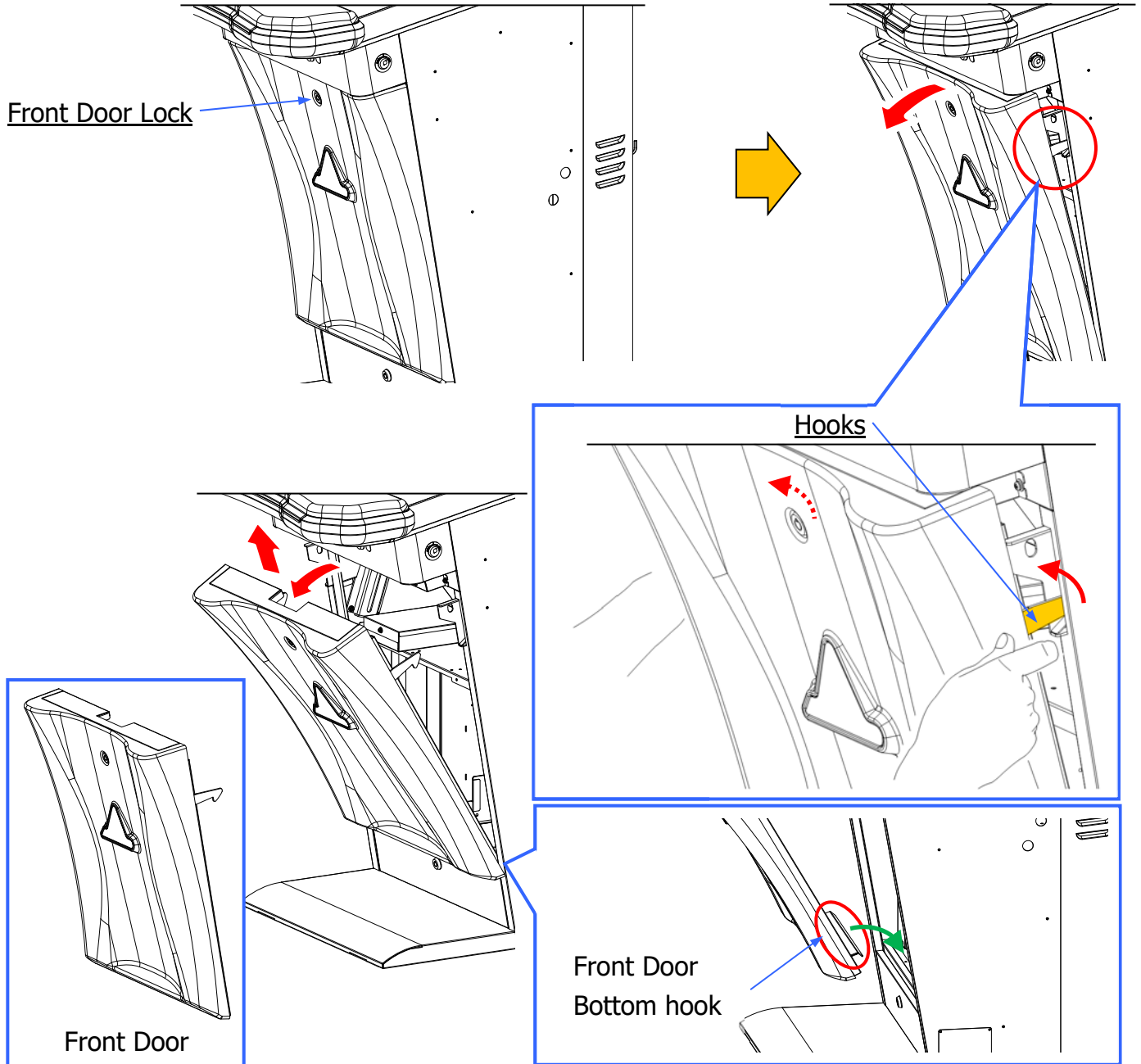
⚠ CAUTION!

In order to avoid injury or machine damage, always keep a hand on the door until it is firmly closed.



- How to Open the Front Door of the Machine -

Unlock the Front Door Lock on the front of the Cabinet, and the Front Door will slightly drop forward, kept by the hooks inside the Machine. While holding the Front Door, lift the yellow hooks on both the sides to detach the door.

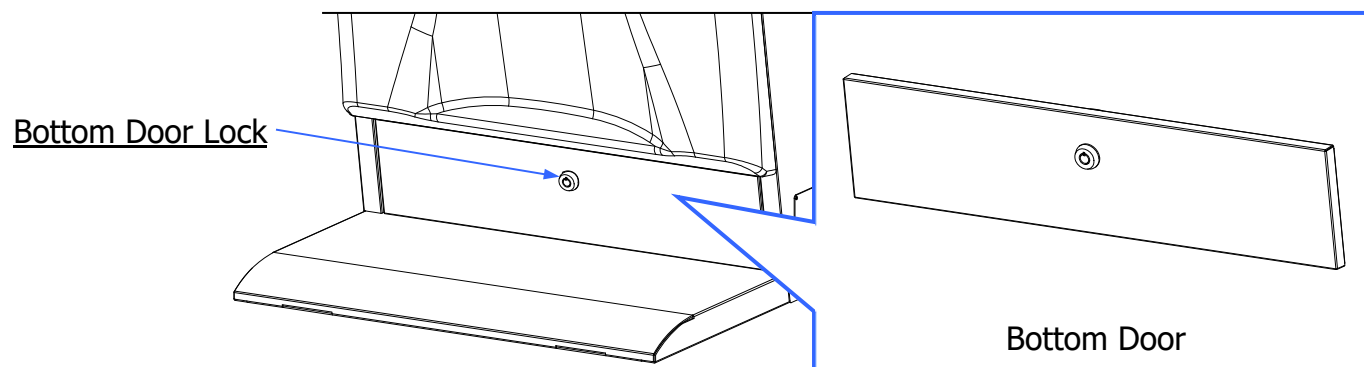


- How to Close the Front Door of the Machine -

Stuck the Bottom Hook of the Front door on the cabinet, and use it as a pivot to completely close the door. (Once the Front Door has been completely closed, even letting go of it, the door will catch on the yellow hooks on both sides and only slightly drop forward). When the Front Door is completely closed, lock the Front Door Lock.

- How to Open the Coin Bottom Door of the Station -

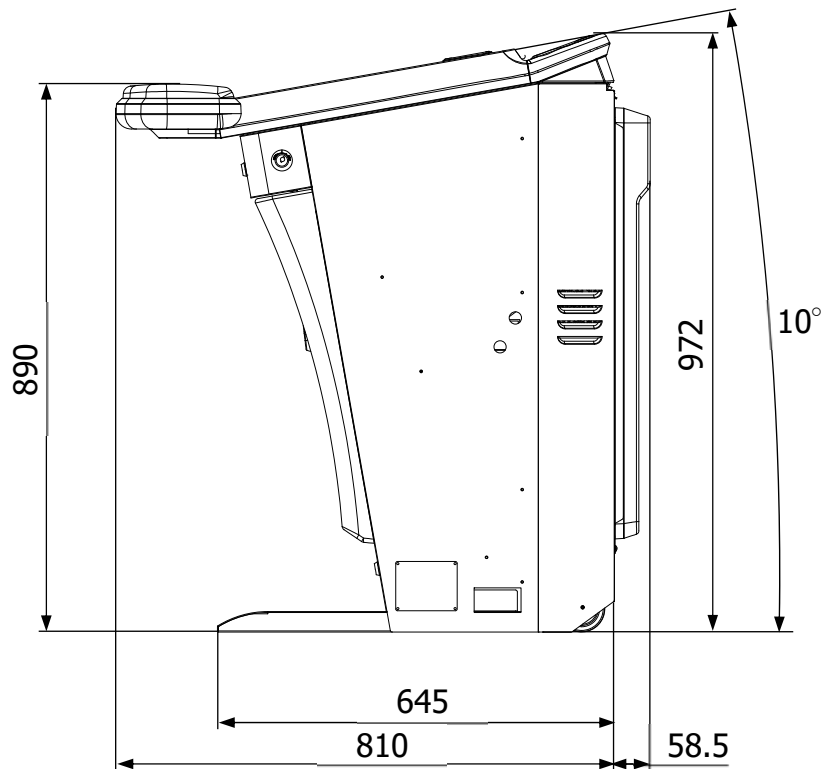
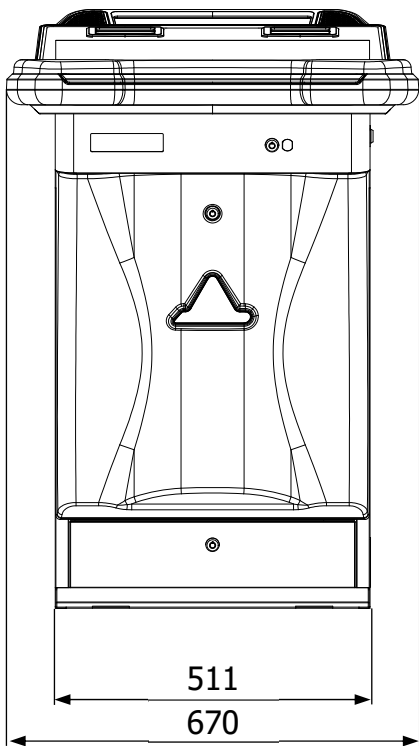
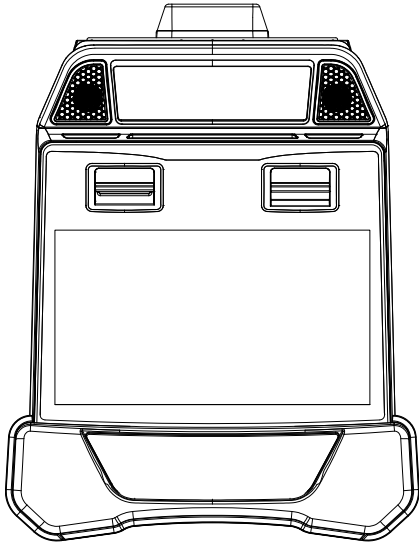
Unlock the Coin Bottom Door Lock on the front of the Cabinet, and then remove it.



3. 2: Dimensions

The cabinet dimensions are depicted below.

- **Outer Dimension** - **Unit: mm** (excluding all parts sticking out)



3. 3: Key Locks

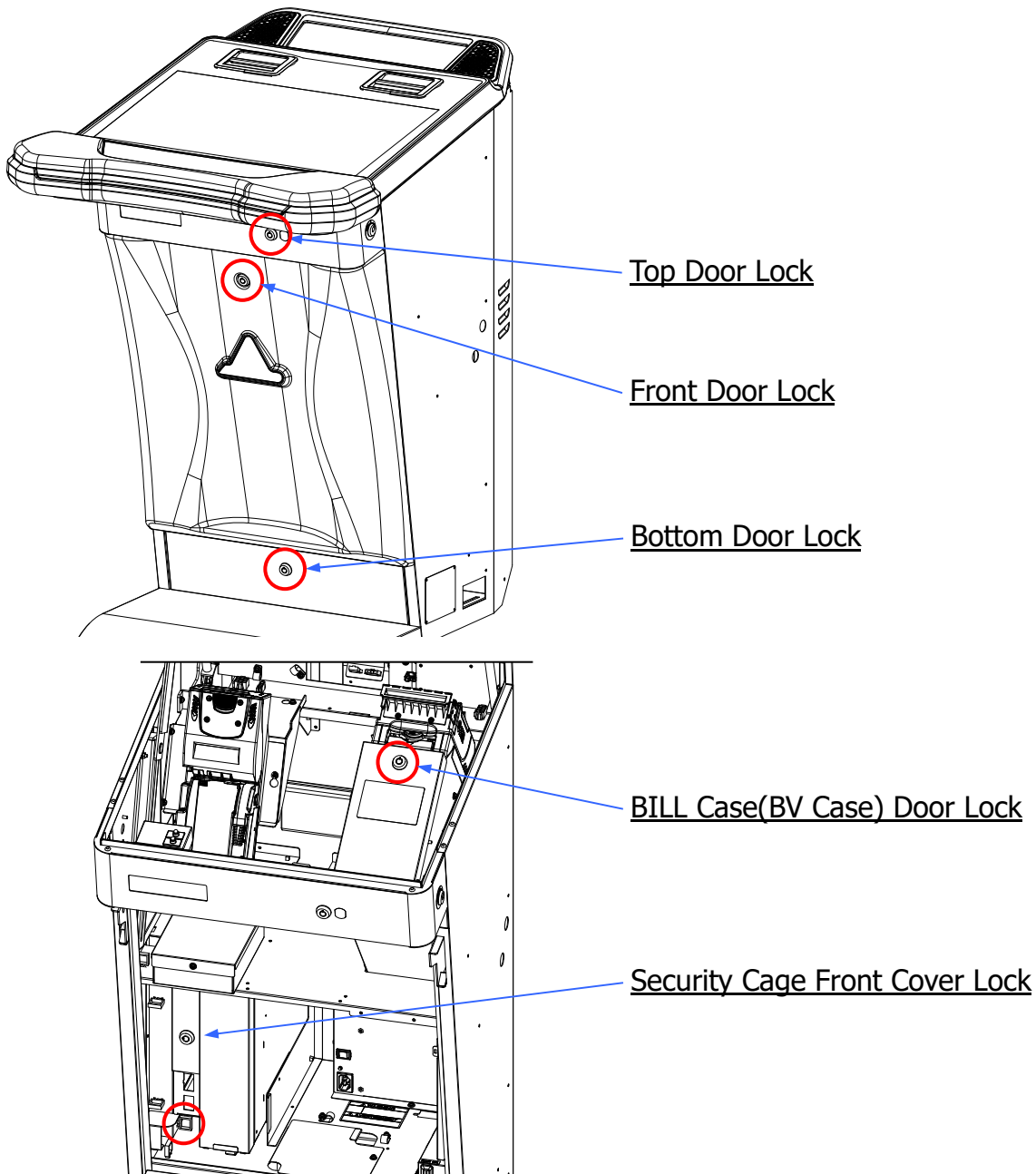
- Location of Locks -

The machine is shipped with generic door locks installed.

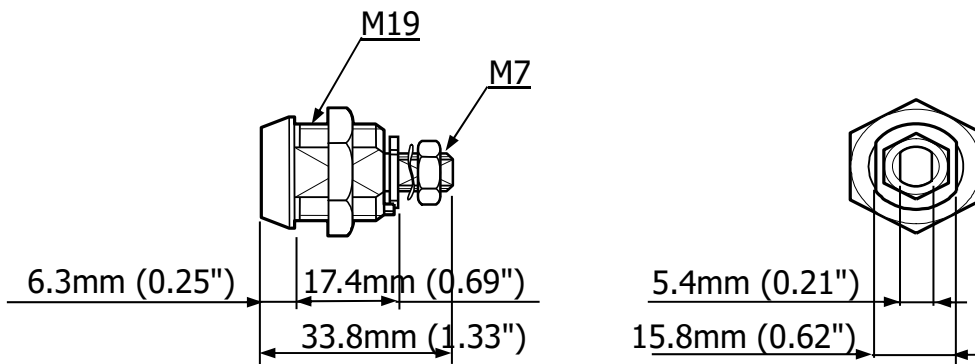
For increased security, the following door locks should be replaced:

※For the Center Unit, refer to "Key Locks" on Chapter 2

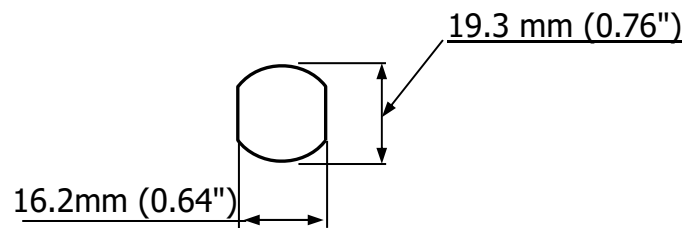
Location of locks	Number of locks
Top Door	1
Front Door	1
Bottom Door	1
BILL Case (BV Case) Door	1
Security Cage Front Cover	1



- Lock Dimensions -



- Lock Installing Hole -



3. 4: Hardware Setting

Hardware Settings are necessary for factory shipped products to be operational. Before commencing with operation, make sure to do the settings explained below.



CAUTION!

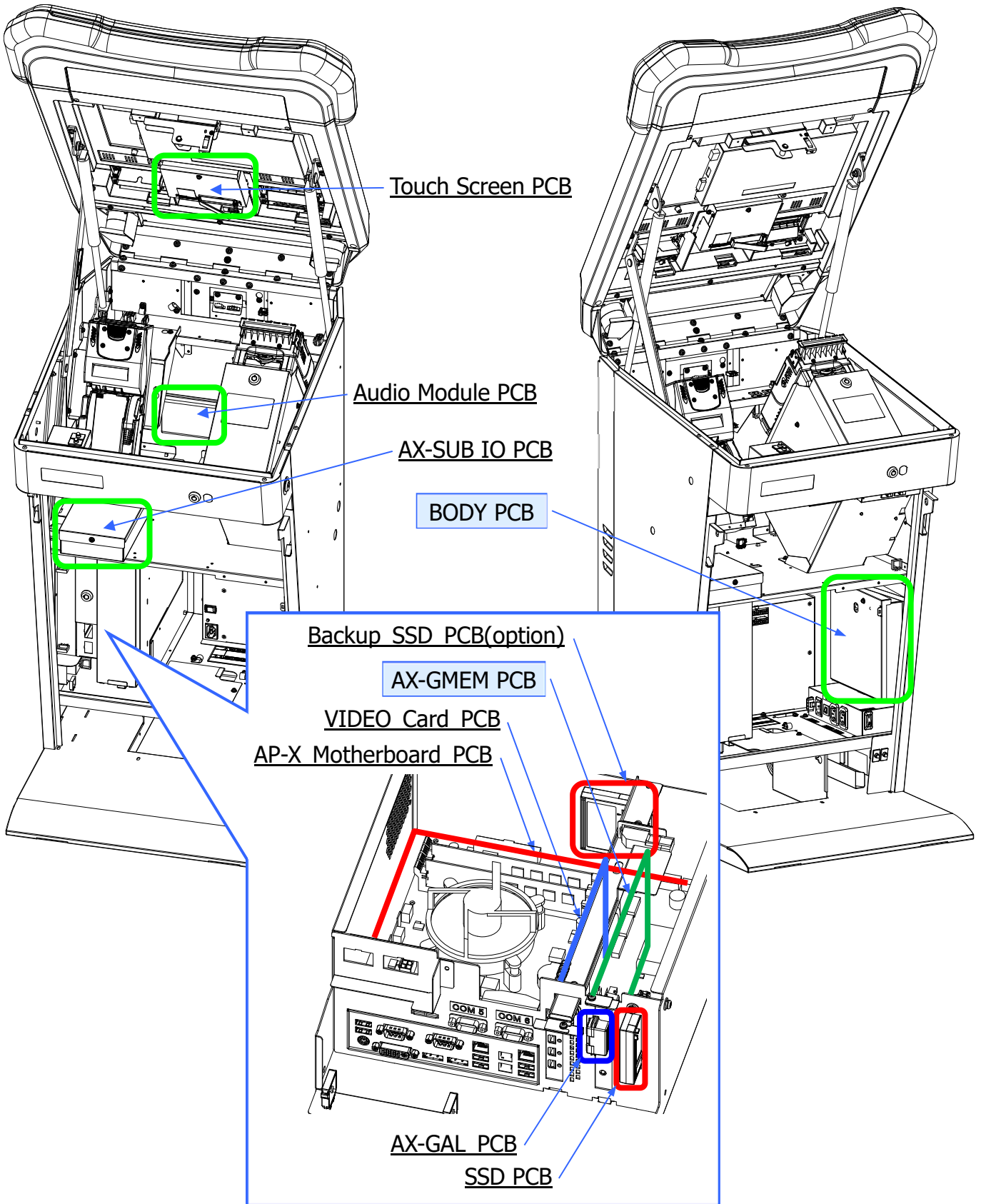
Hardware Settings must be done by authorized personnel.

Once Hardware Settings are updated, all the Software Meters will be cleared to zero.

Make sure to take note of all necessary Software Meters before updating.

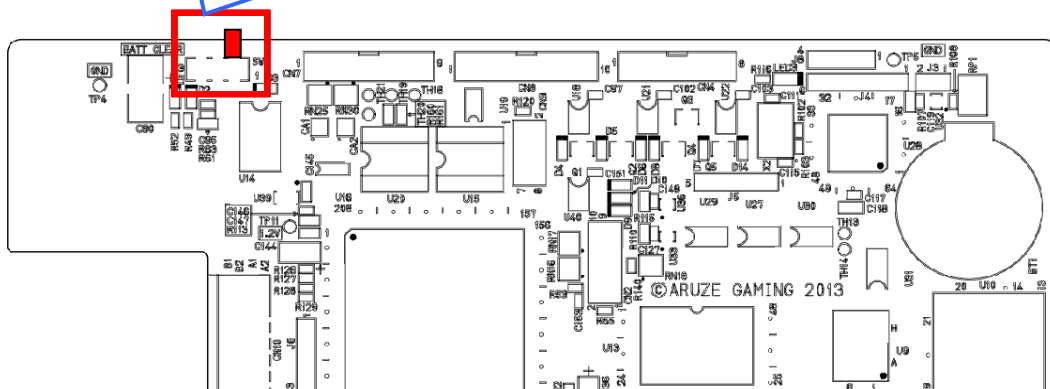
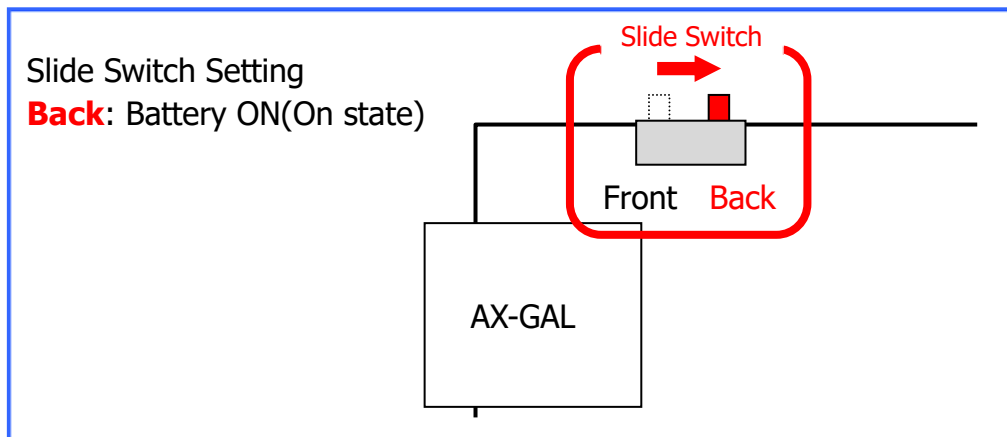
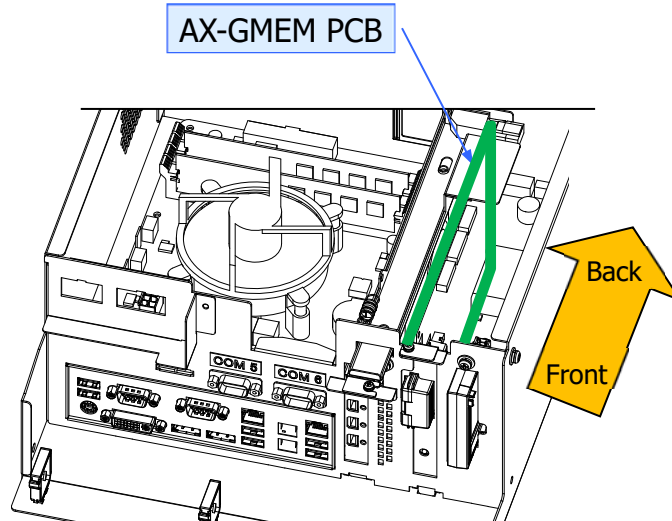
- Location of PCBs -

The PCBs that require setting are shown below inside a frame.



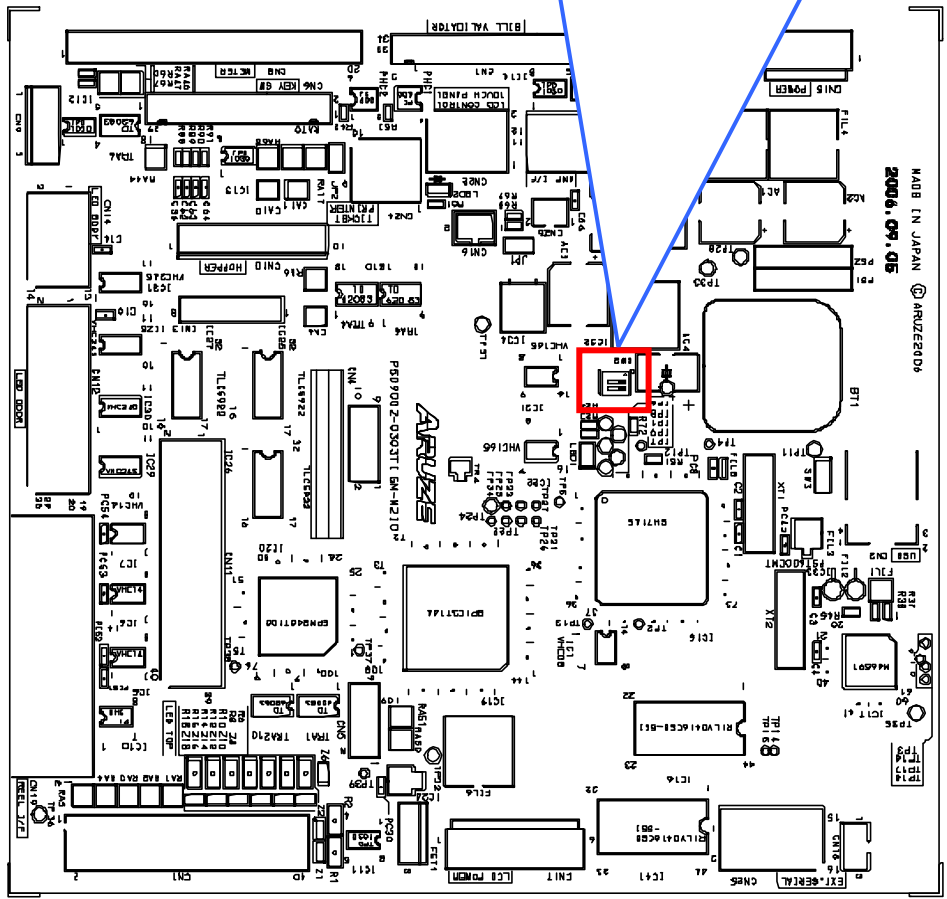
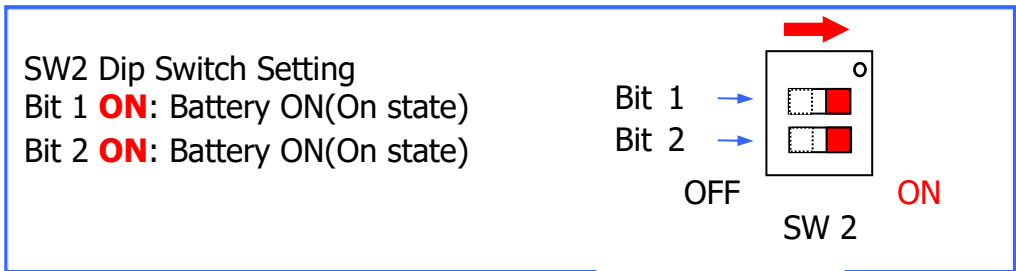
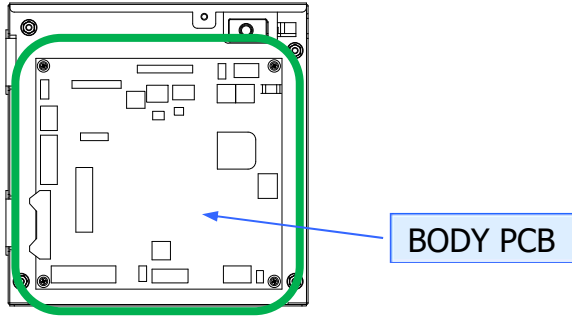
- AX-GMEM PCB -

PCB	Onboard Switch/Jumper	Factory Setting	Setting for Operation	Description
AX-GMEM PCB	S2 (Slide Switch)	Front (Battery OFF)	Back (Battery ON)	The switch for Backup Battery ON-OFF



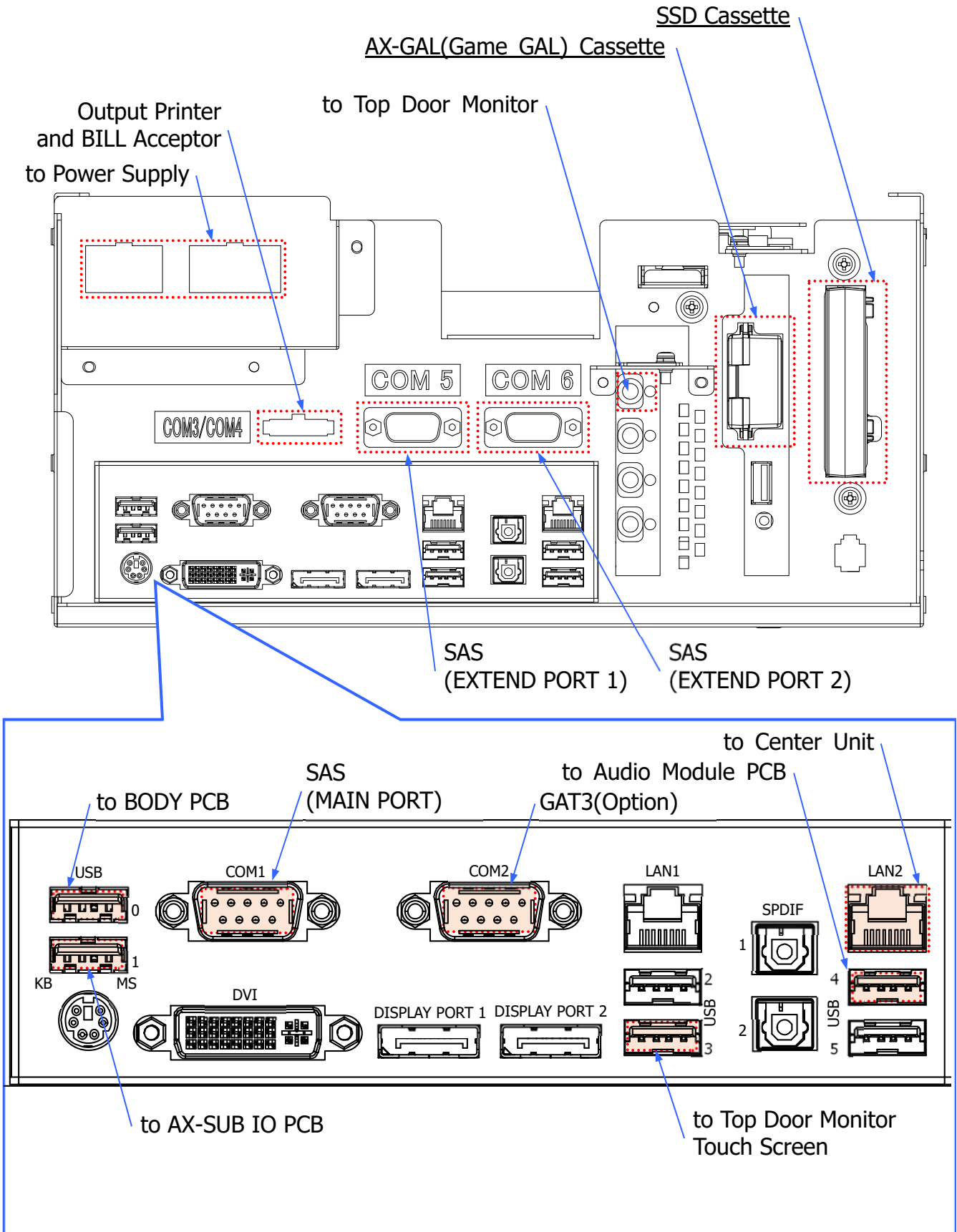
- BODY PCB -

PCB	Onboard Switch/Jumper	Factory Setting	Setting for Operation	Description
BODY PCB	SW2(2 Bit Dip Switch)	All OFF (Invalid)	All ON	The switch for enabling the Backup Battery

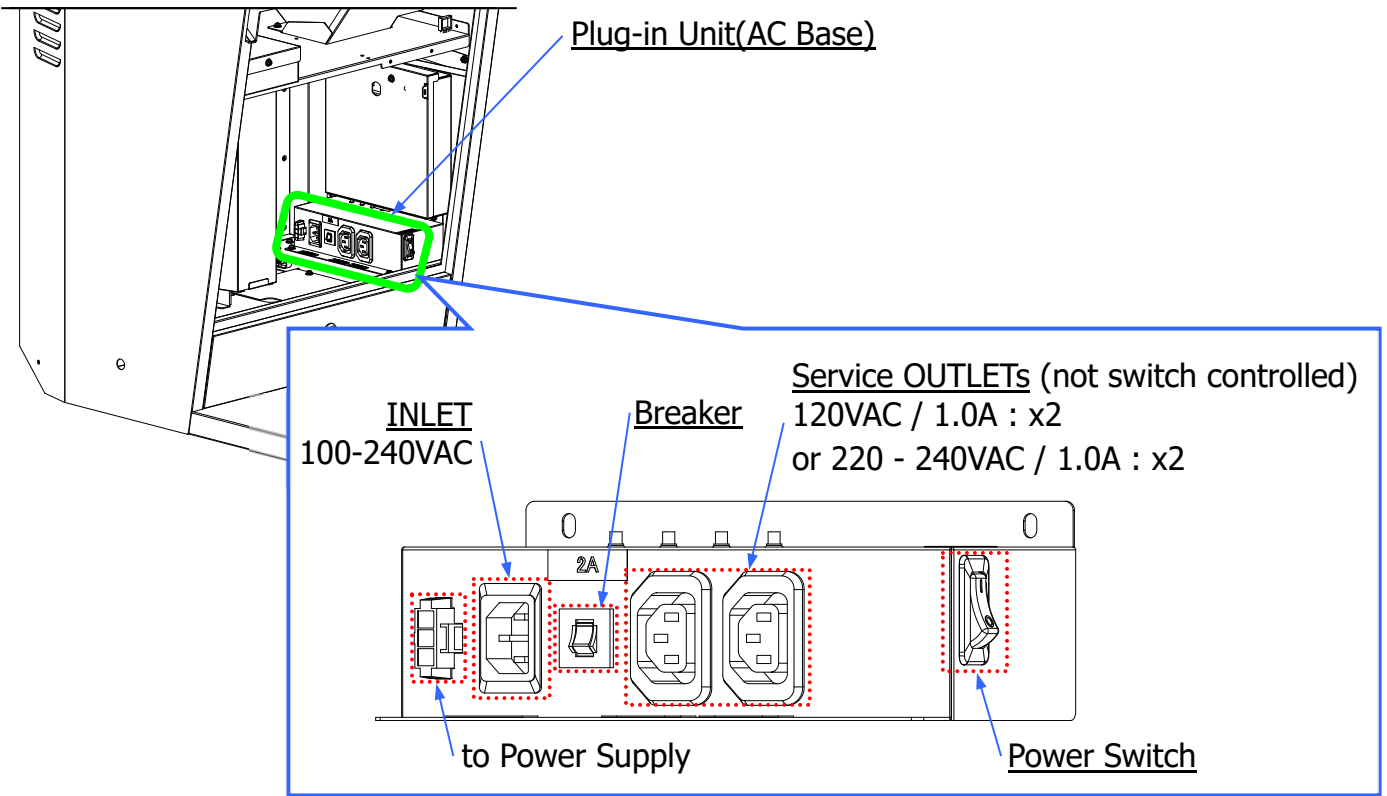


3. 5: Cable Connections

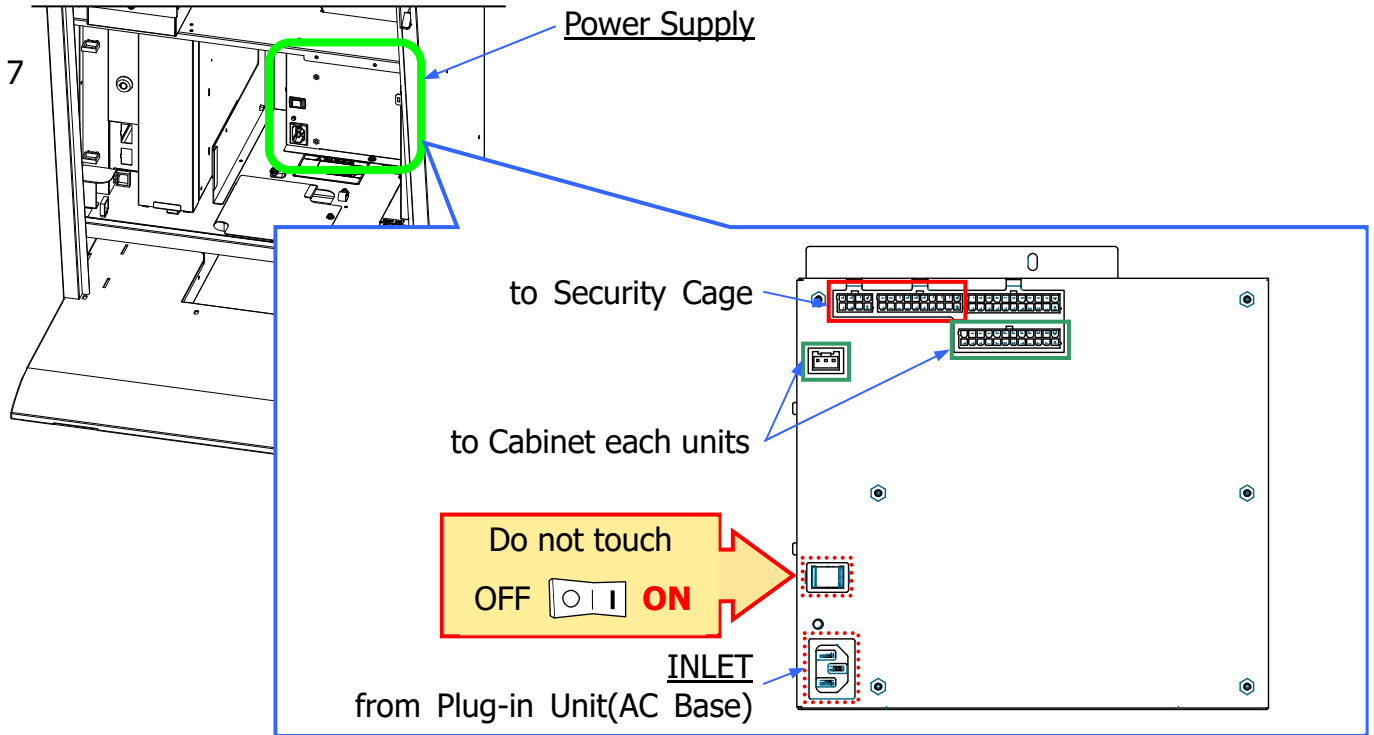
- Front View of SECURITY CAGE -



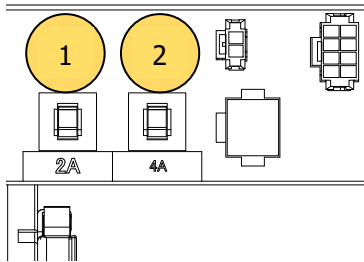
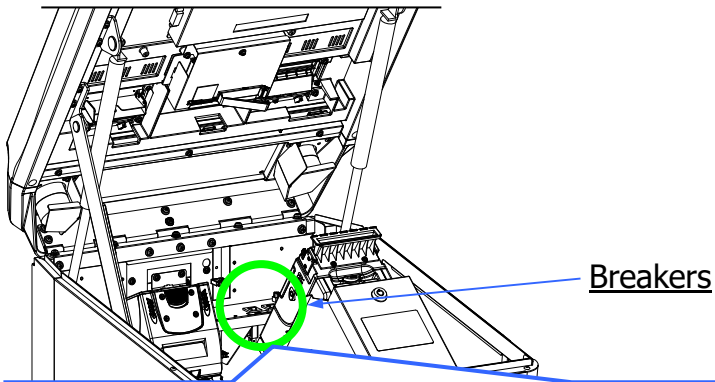
- Front View of Plug-in Unit(AC Base) -



- Front View of Power Supply -

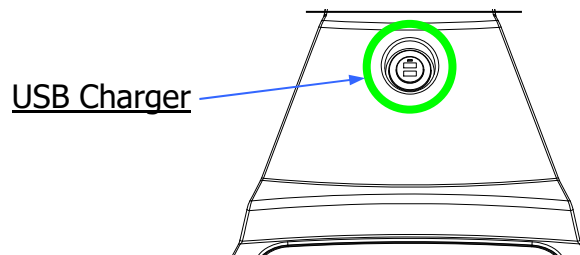


- Front View of Breakers -



①	12V DC system	Tape LED(Back LED Unit)
②	5V DC system	LED PCB(Back LED Unit, Spacer Unit) Photo Sensor(Lever Spacer Unit)

- USB Charger on the each Spacer Unit -



CAUTION!

Please do not use USB cables longer than 3m on the USB Charger.

3. 6: Install Check List

Check that the following steps have been taken before turning on the power.

- ◇ Replacement of the locks. **(Refer to 3.3)**
- ◇ Set the Slide Switch on the AX-GMEM PCB to the Back Position. **(Refer to 3.4)**
- ◇ Set the DIP Switches on the BODY PCB to ON. **(Refer to 3.3)**
- ◇ All the cable connectors are securely connected and the machine is properly grounded.

3. 7: Turn on the Stations

1. Before turning ON the machine, make sure that all the checkpoints have been covered. **(Refer to 3.6).**
2. 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].

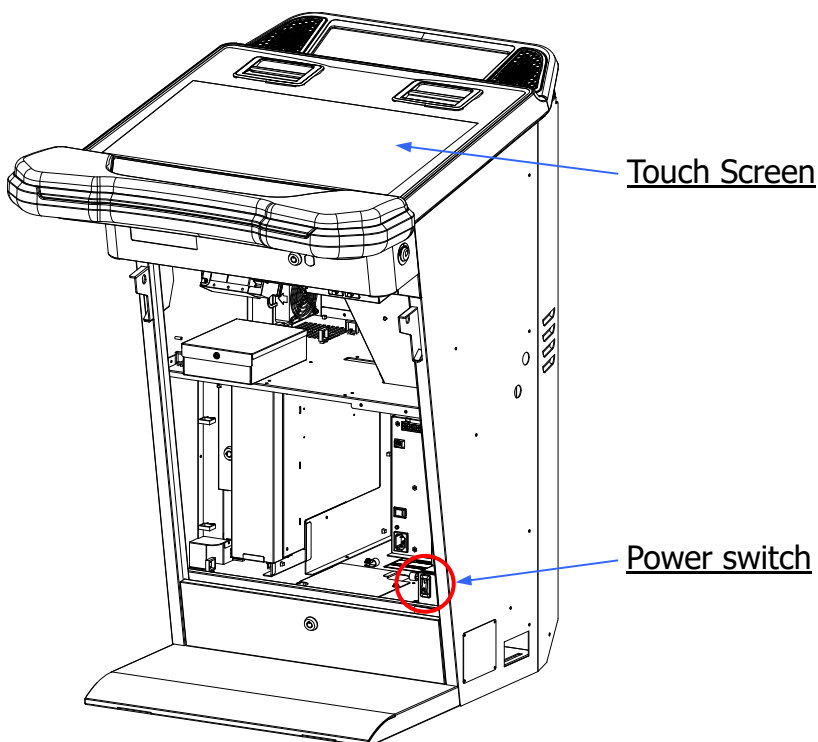


CAUTION!

- 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.

i NOTE:

- If an error appears on the Center Unit, refer to OPERATION Manual 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 7.



3. 8: **Checking the Machine**

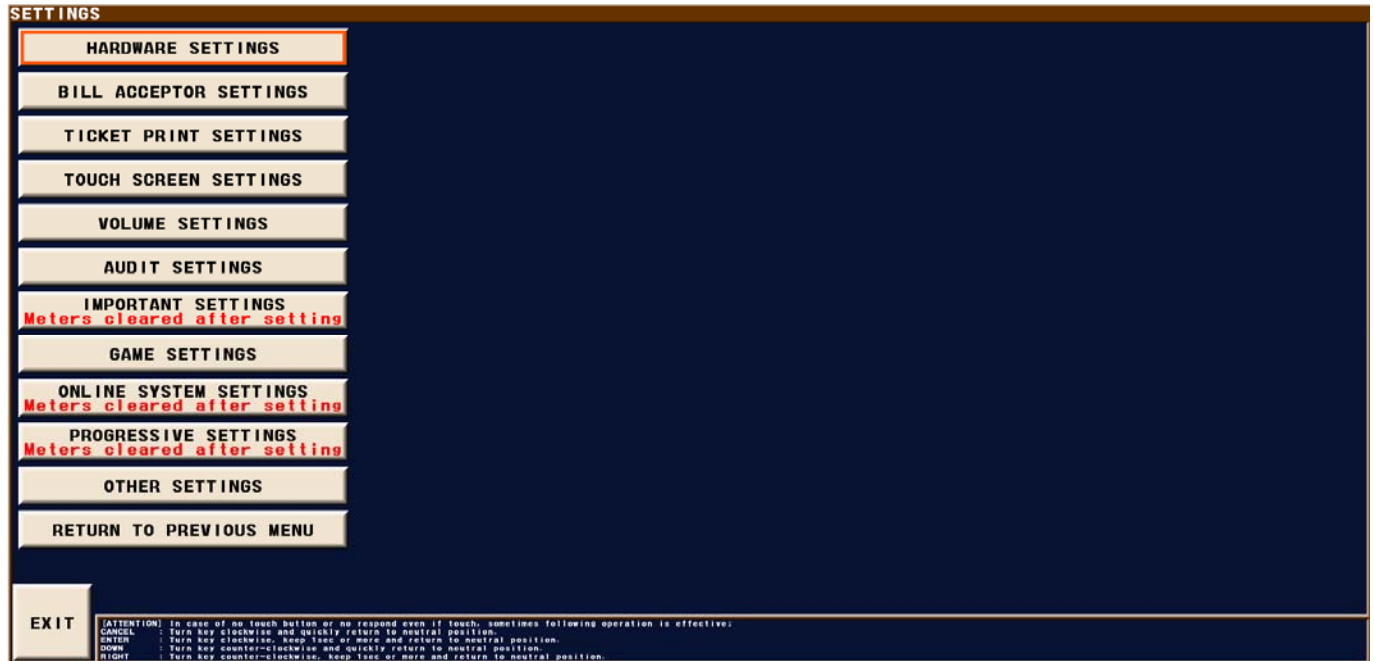
After power up, check the points below to make sure that there are no problems or errors before formal operation.

- ◇ Are there any door events or errors during power up?
- ◇ Are there any strange sounds or smells coming from the machine?
- ◇ Is the Monitor displaying correctly?
- ◇ Are all the luminaries lighting up properly?
- ◇ Refer to "VERSION INFORMATION" on "**MACHINE IDENTIFICATION**" at Chapter 7 of the OPERATION Manual, to check that the Software version is the same as the Software Version approved for installation.
- ◇ Refer to "**Input Test**" and "**Output Test**" at Chapter 5 to test the proper functionality of Game buttons, RESET/AUDIT key switches etc.
- ◇ Refer to "**Sound Test**" at Chapter 5 to test that the Game sounds play correctly.
- ◇ Refer to "**BILL Acceptor Test**" and "**Ticket Print Test**" at Chapter 5 to test that the BILLS and Tickets inserted in the machine are counted correctly.

3. 9: Machine Setup (Software Setting) for Operation

The following settings should be checked and/or configured depending on the jurisdiction of use.

TOP MENU>SETTINGS>SOFTWARE SETTINGS



Hardware Settings (Refer to 5.9.1)

Change the settings of each hardware device of the Station.

BILL Acceptor Settings (Refer to 5.9.2)

Change the settings relative to the BILL Acceptor.

Ticket Print Settings (Refer to 5.9.3)

Change the settings relative to the Ticket Printer.

Touch Screen Settings (Refer to 5.9.4)

Adjust the Touch Screen.

Volume Settings (Refer to 5.9.5)

Adjust the volume of each Sound.

Software Settings (Refer to 5.9.6)

Not used in this machine

Audit Settings (Refer to 5.9.7)

Change the settings of functions relative to the credit.

Important Settings / Basic Settings (Refer to 5.9.8)

Change the settings and check the information relative to Currency, Denomination etc.

Game Settings (Refer to 5.9.9)

Change the settings relative to the Bet Type function.

Online System Settings (Refer to 5.9.10)

Change the settings relative to the Online System.

Progressive Settings (Refer to 5.9.11)

Check the settings relative to the Progressive Game set on the Center Unit.

ARUZE Link Server Settings (Refer to 5.9.12)

Not used in this machine

Other Settings (Refer to 5.9.13)

Change the settings of extra functions.



Chapter 4

AUDIT Mode for Center Unit (Service)

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!

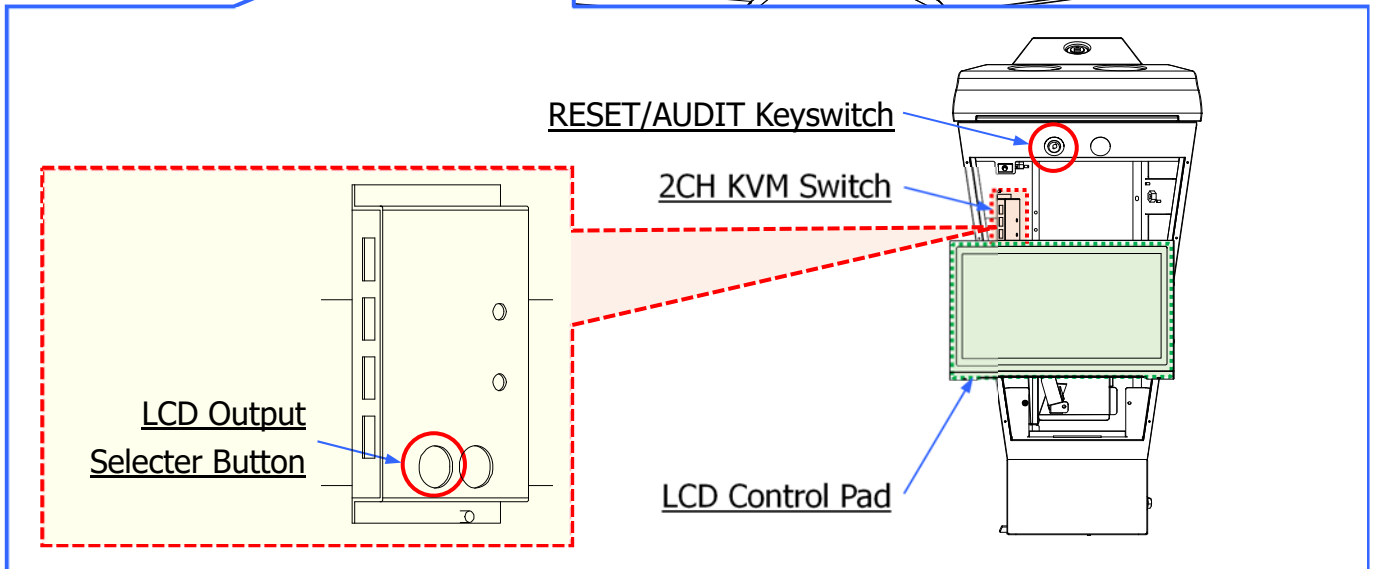
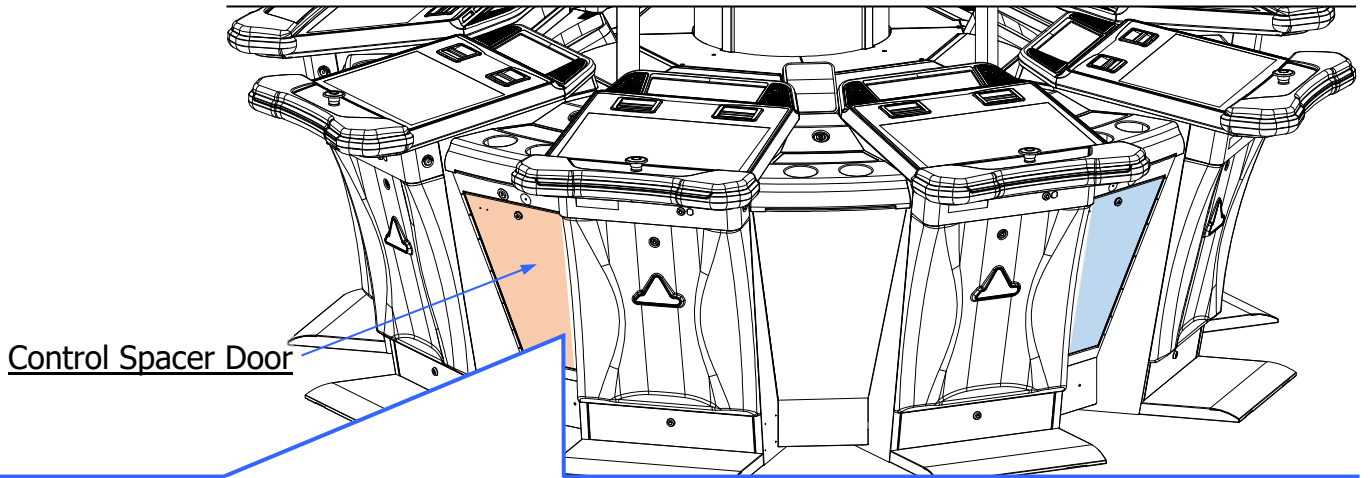
To change the settings there should be no credit on the Stations connected to the Center Unit.



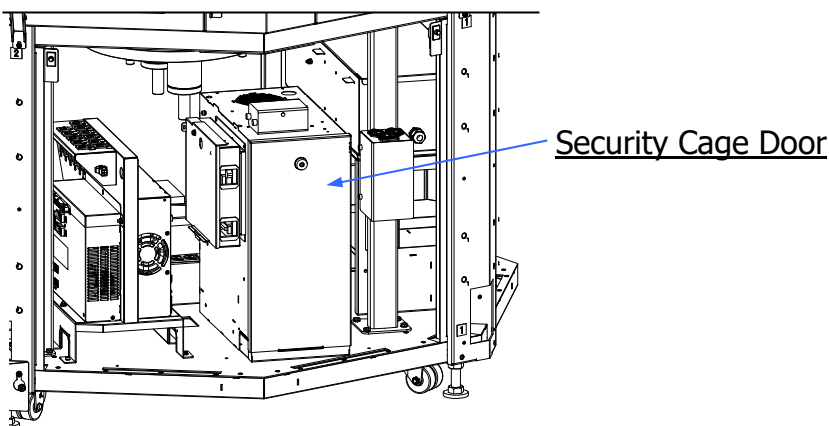
NOTE:

When the AUDIT mode is invoked, the games on this machine and on the connected stations are halted.

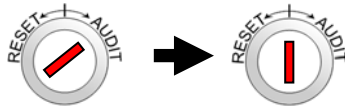
1. Refer to **"Opening Doors of the Center Unit"** at Chapter 2 to unlock and detach the Control Spacer Door, and set the LCD Control Pad to the operating position.



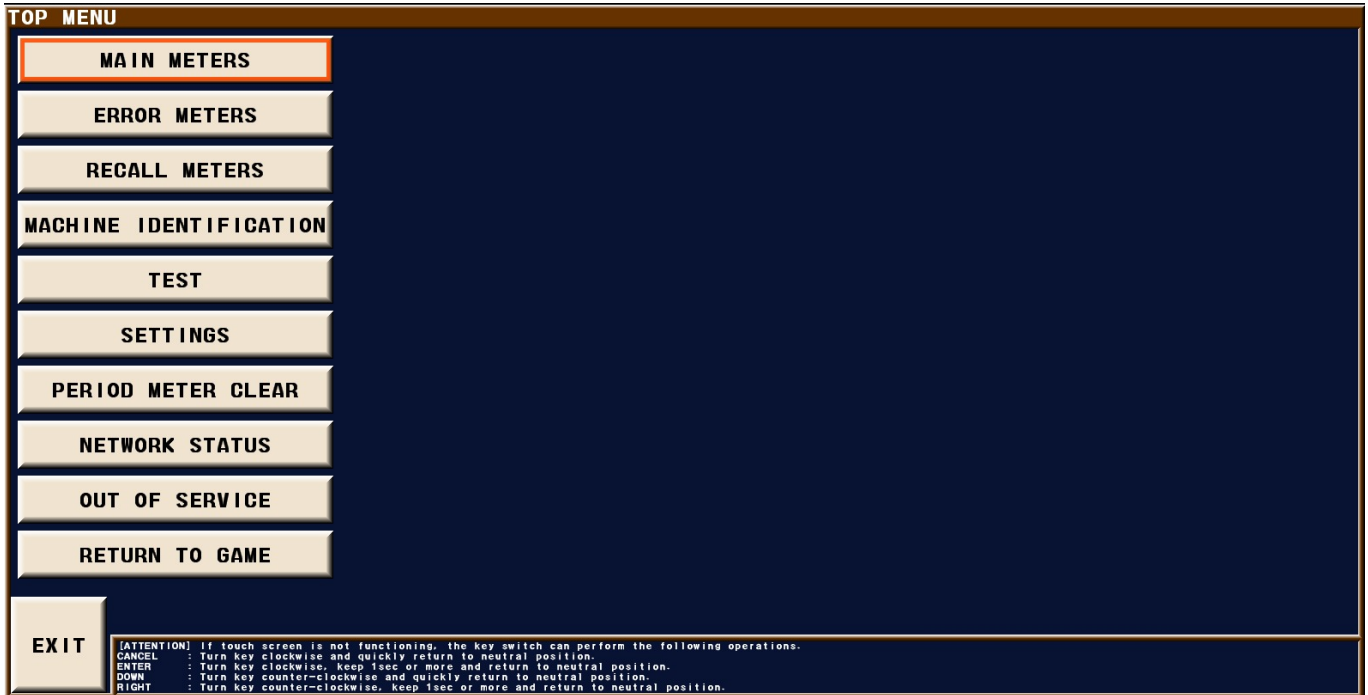
2. Open the doors as indicated by the instructions for each AUDIT setting item.



- 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
MAIN METERS See OPERATION Manual, Chapter 6	MASTER METERS
	DICE RESULT METERS
	RESULT LIST
	PROGRESSIVE METERS
	MACAU JACKPOT EVENTS
ERROR METERS See OPERATION Manual, Chapter 6	SYSTEM ERRORS
	DOOR EVENTS
	ONLINE COMMUNICATION ERRORS
	TICKET PRINTER ERRORS
	NETWORK CONDITION METERS
	LIVE CAMERA ERRORS
	DICE UNIT ERRORS
RECALL METERS See OPERATION Manual, Chapter 6	DOOR HISTORY
	ERROR HISTORY
	ALL EVENT HISTORY
	PROGRESSIVE HISTORY
	TIME CHANGE IN INTERNAL CLOCK
	TIME DIFFERENCE OCCURRENCE BY HOUR
	SAS COMMUNICATION LOG
	TIME SYNCH HISTORY
	SNAPSHOT – GAME DATA
	SNAPSHOT – ERROR DATA
	DICE ERROR HISTORY
	CHI SQUARE TEST

ROOT MENU	SUB MENU
MACHINE IDENTIFICATION See OPERATION Manual, Chapter 6	VERSION INFORMATION
	PSD VERIFICATION (CRC)
	PSD VERIFICATION (HMAC-SHA1)
	PSD VERIFICATION (SHA1)
	GAME INFORMATION
	HARDWARE INFORMATION
	SUBMISSION INFORMATION
TEST (Can be performed only if the Control Spacer Door is open)	MONITOR TEST
	LIVE CAMERA TEST
	INPUT TEST
	OUTPUT TEST
	SERIAL TEST
	SOUND TEST
SETTINGS (Can be set only if the Control Spacer Door is open)	HARDWARE SETTINGS
	TICKET PRINT SETTINGS
	DICE UNIT SETTINGS
	LIVE CAMERA SETTINGS
	VOLUME SETTINGS (Can be set also if there is credit on the Stations)
	AUDIT SETTINGS
	IMPORTANT SETTINGS (Set only if the Security Door is open)
	GAME SETTINGS MIN/MAX TIMER SCHEDULE SETTING BET SETTINGS TIMER SETTINGS EXTRA SETTINGS SIGNAGE DIRECTION
	GAME SOUND SETTINGS
	ONLINE SYSTEM SETTINGS (Set only if the Security Door is open)
	PROGRESSIVE SETTINGS (Set only if the Security Door is open)
	OTHER SETTINGS CLOCK SETTINGS ADDITIONAL SETTINGS MACHINE INFORMATION SETTINGS

ROOT MENU	SUB MENU
PERIOD METER CLEAR (Can be performed only if the Control Spacer Door is open)	
OUT OF SERVICE (Can be performed only if the Control Spacer Door is open)	
EXPORT LOG DATA (Can be performed only if the Control Spacer Door is open)	(option for MACAU version)

4. 1: Audit Mode Differences based on Settings

i NOTE:

The name of some AUDIT items changes according to the jurisdiction.

Jurisdiction	GLI, SABS, MACAU	CA	NV/AZ
IMPORTANT SETTINGS	IMPORTANT SETTINGS	IMPORTANT SETTINGS	BASIC SETTING

4. 2: Settings Menu Differences between NV GAL or SETTING GAL

i NOTE:

For specific jurisdictions, when changing the settings of the SUB MENUS in the light blue areas of the chart below, please refer to **"Configuring Settings by using a Setting GAL: for NEVADA/ARIZONA"** on Chapter 6 to change from the GAME GAL Cassette in use to the SETTING GAL Cassette.

ROOT MENU	SUB MENU
SETTINGS	HARDWARE SETTINGS
	TICKET PRINT SETTINGS
	DICE UNIT SETTINGS
	LIVE CAMERA SETTINGS
	VOLUME SETTINGS
	AUDIT SETTINGS
	IMPORTANT SETTINGS
	GAME SETTINGS
	GAME SOUND SETTINGS
	ONLINE SYSTEM SETTINGS
	PROGRESSIVE SETTINGS
	OTHER SETTINGS

4. 3: Main Meters

TOP MENU >MAIN METERS

Refer to OPERATION Manual Chapter 6.1 **"Main Meters"** to check the Meters recorded by the machine.

4. 4: Error Meters

TOP MENU >ERROR METERS

Refer to OPERATION Manual Chapter 6.2 **"Error Meters"** to check the logs of each Error category.

4. 5: Recall Meters

TOP MENU >RECALL METERS

Refer to OPERATION Manual Chapter 6.3 **"Recall Meters"** to check records of each Event.

4. 6: Machine Identification

TOP MENU >MACHINE IDENTIFICATION

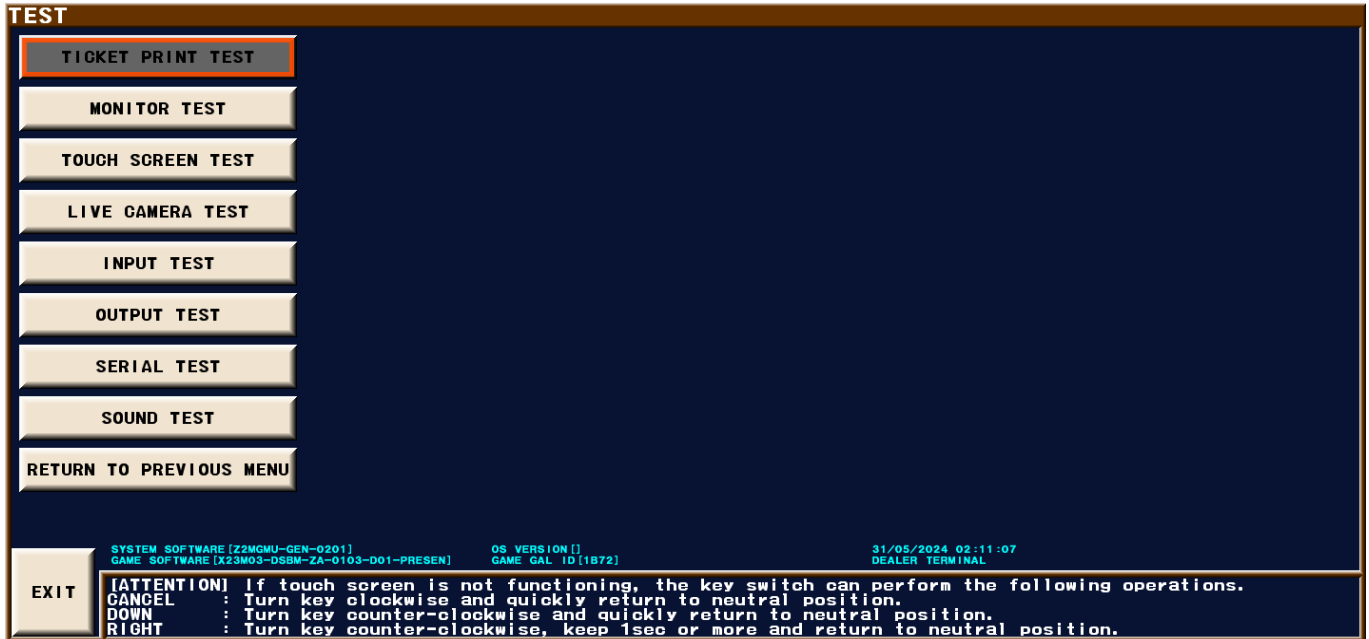
Refer to OPERATION Manual Chapter 6.4 **"Machine Identification"** to check various Information.

4. 7: Test

TOP MENU>TEST

i NOTE:

- To perform this operation the Control Spacer Door must be open.
- In ONTARIO version, if all the doors are closed when displaying any Test screen except Input Test, the game will automatically return to the game screen.



4. 7. 1: Monitor Test

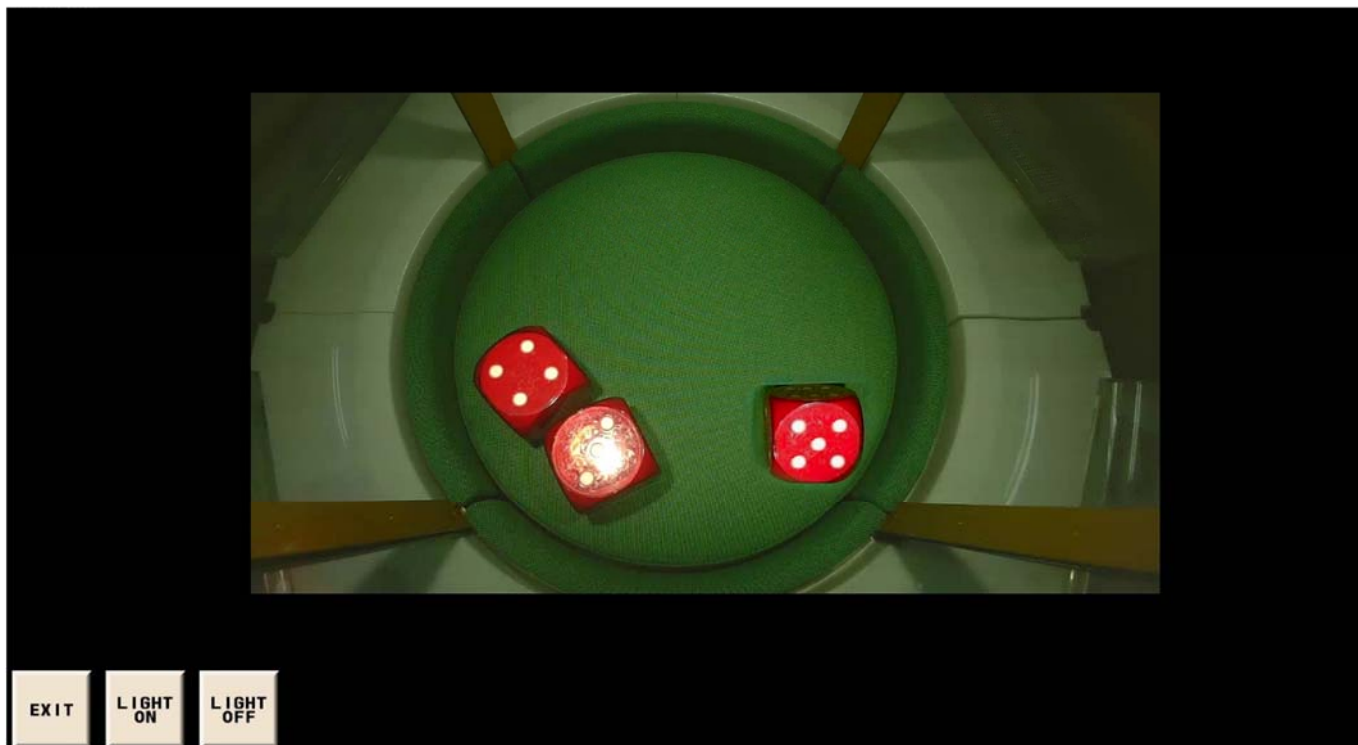
TOP MENU>TEST>MONITOR TEST

Select one of the Buttons below to display the relative color on the screen.



Example screenshot



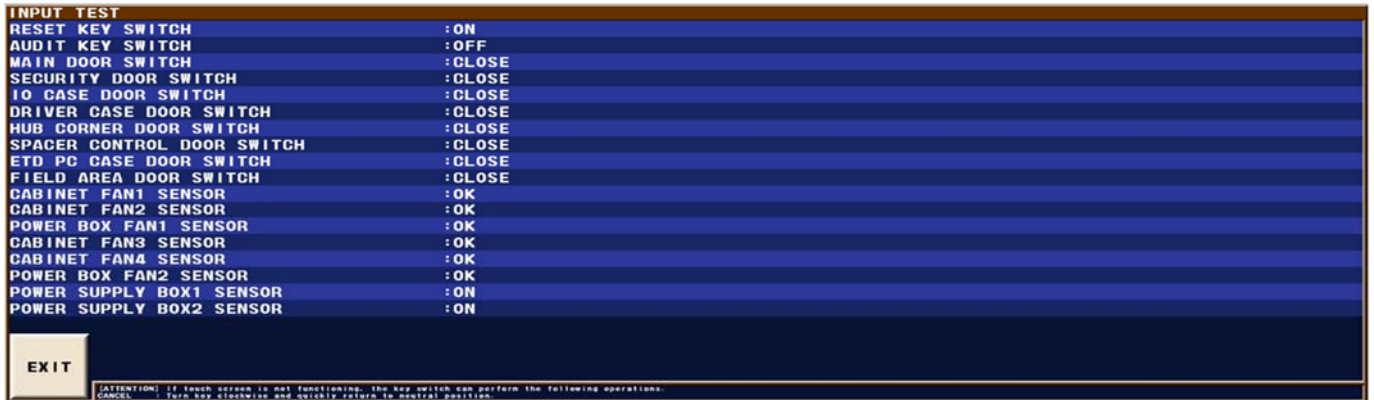
4. 7. 2: Live Camera Test**TOP MENU>TEST>LIVE CAMERA TEST**

ITEM	DESCRIPTION
EXIT	Exit Live Camera Test.
LIGHT ON	Sets the field light ON.
LIGHT OFF	Sets the field light OFF.

4. 7. 3: Input Test

TOP MENU>TEST>INPUT TEST

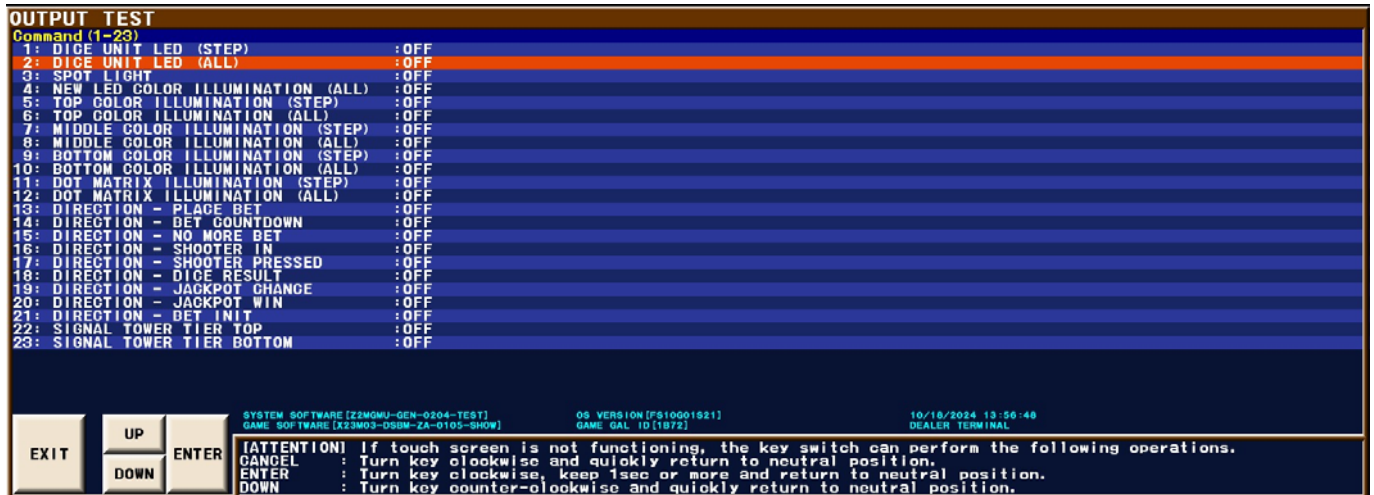
This item allows to check the operation of various functions.



4. 7. 4: Output Test

TOP MENU>TEST>OUTPUT TEST

This item allows to select each function in order to check the operation of the relative device.



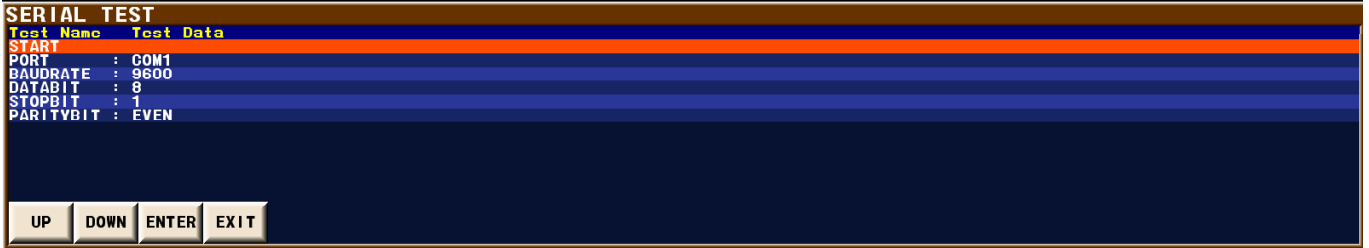
4. 7. 5: Serial Test

TOP MENU>TEST>SERIAL TEST

This item allows to perform a functionality test of the ports COM1-COM6.

i NOTE:

This item is displayed only if on **"Online System Settings"**(refer to 4.8.8) the setting **"SYSTEM TYPE"** is set to **NONE**.

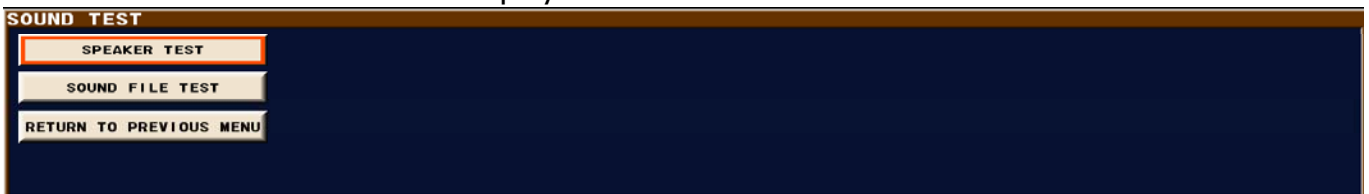


ITEM	Options
START	Start the serial test.
PORT	COM1 / COM2 / COM3 / COM4 / COM5 / COM6 / CANCEL
BAUDRATE	9600 / 19200 / 38400 / 115200 / CANCEL
DATABIT	7 / 8 / CANCEL
STOPBIT	1 / 2 / CANCEL
PARITYBIT	NONE / ODD / EVEN / CANCEL

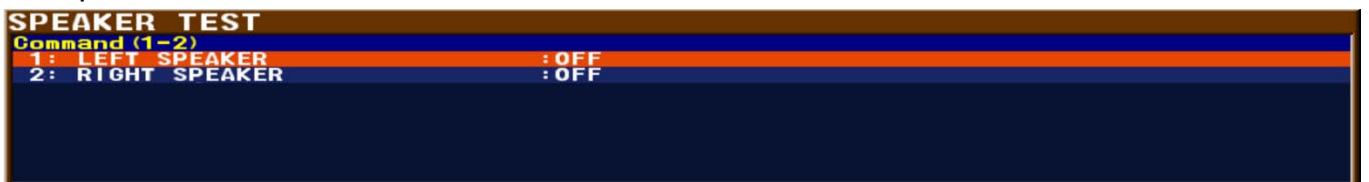
4. 7. 6: Sound Test

TOP MENU>TEST>SOUND TEST

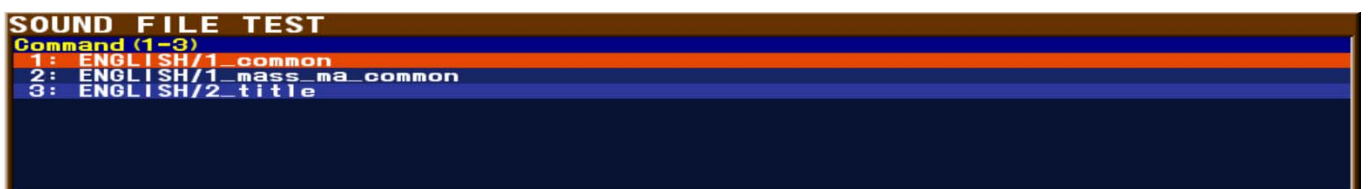
Select one of the Buttons below to play the relative sound.



Example screenshot of **SOUND TEST>SPEAKER TEST**



Example screenshot of **SOUND TEST>SOUND FILE TEST**



4. 8: Settings

TOP MENU>SETTINGS

i NOTE:

- To perform this operation the Control Spacer Door must be open.
- Displayed items may vary according to the game title.
- Most items cannot be set if the Security Door is closed; refer to the indications for each item for more details.
- To change the settings there should be no credit on the Stations connected to the Center Unit.
- Updating the following settings will clear all soft meters and reset them to zero. After the update it will be necessary to reboot the machine.

IMPORTANT SETTINGS

ONLINE SYSTEM SETTINGS

PROGRESSIVE SETTINGS

- ※ When using NEVADA GAL, the IMPORTANT SETTINGS will be displayed as BASIC SETTINGS.

SETTINGS

SYSTEM SOFTWARE [Z2MGU-GEN-0201] OS VERSION [] 31/05/2024 02:11:02
 GAME SOFTWARE [X23M03-DSBM-ZA-0103-PRESEN] GAME GAL ID [1872] DEALER TERMINAL

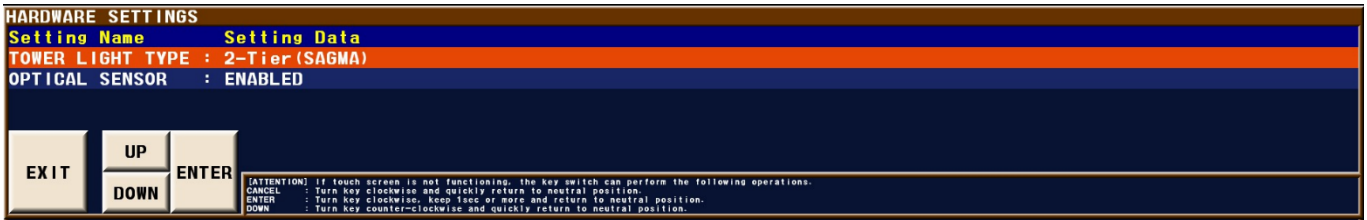
EXIT [ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.
 CANCEL : Turn key clockwise and quickly return to neutral position.
 ENTER : Turn key clockwise, keep 1sec or more and return to neutral position.
 DOWN : Turn key counter-clockwise and quickly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


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

4. 8. 1: Hardware Settings

TOP MENU>SETTINGS>HARDWARE SETTINGS

This item allows to change the settings of each hardware device.



ITEM	DESCRIPTION
TOWER LIGHT TYPE	Set the Tower Light functions: <u>NONE</u> <u>2-TIER(SAGMA) [DEFAULT]</u> <u>2-TIER(USA)</u> <u>2-TIER(CANADA)</u> <u>3-TIER</u>  NOTE: For NEVADA, the default is set to "2-Tier(USA)". For ONTARIO the default is set to "2-Tier(CANADA)".
LED BRIGHTNESS	The brightness of the LED illumination. <u>OFF</u> <u>LOW</u> <u>MIDDLE</u> <u>HIGH [DEFAULT]</u>

4. 8. 2: Ticket Print Settings

Not used for this title.

4. 8. 3: Dice Unit Settings

TOP MENU>SETTINGS>DICE UNIT SETTINGS

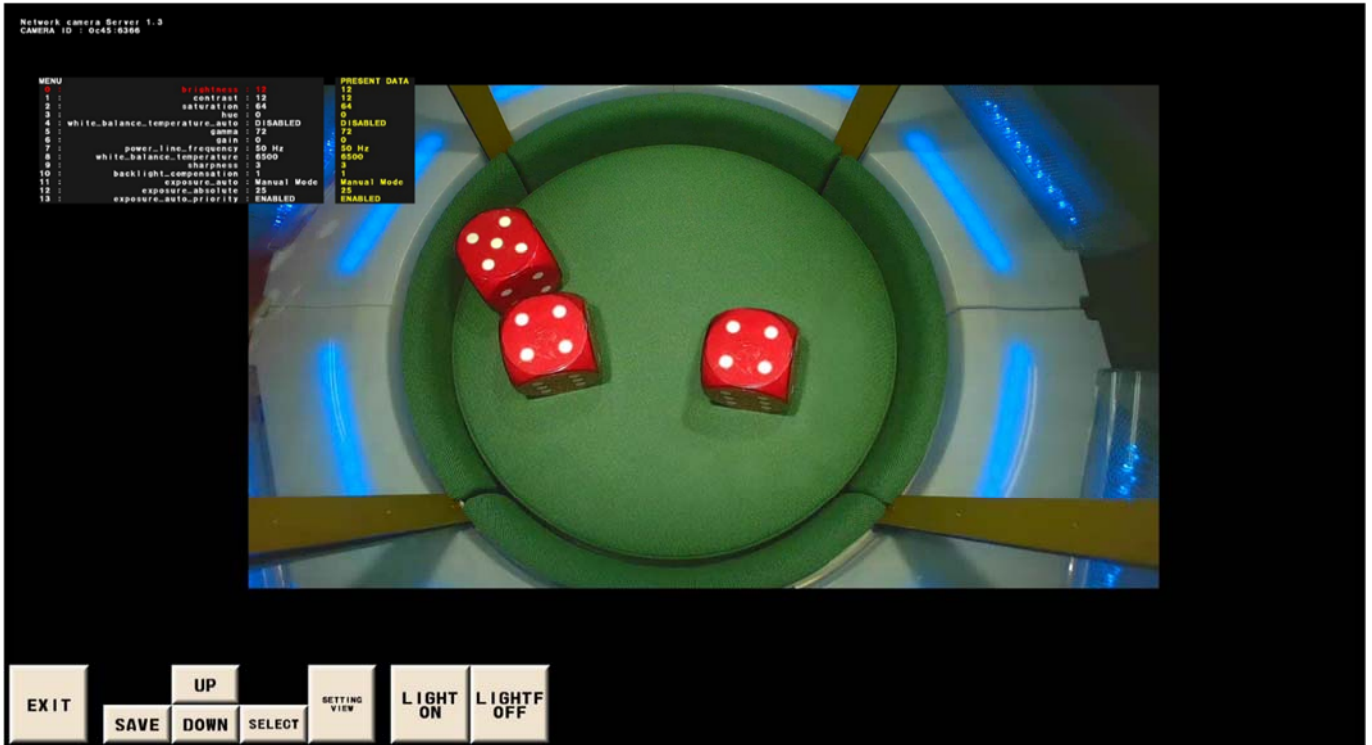


ITEM	DESCRIPTION
<p>NO DICE RESHOOT</p>	<p>Set if the Dice will be reshoot in case a [NO DICE condition] (only 1 or less dice could be read).</p> <p><u>ENABLED [DEFAULT]</u> The dice will be reshot and the reading is performed again.</p> <p><u>DISABLED</u> The machine locks up</p>
<p>NO DICE LOCKUP INTERVAL</p>	<p>Set the maximum number of times that [NO DICE condition] (only 1 or less dice could be read) can occur within 100 Games. If the limit is reached, the machine locks up.</p> <p><u>2, 3, 4, 5 [DEFAULT: 5]</u></p>
<p>BET CANCEL OPTIONS WHEN LOCKUP OCCURS</p>	<p>Set the bet cancel option</p> <p><u>KEEP ALL BETS</u> If a malfunction occurs during the game, the game will be suspended and will restart in the same bet condition after the malfunction is cleared.</p> <p><u>RETURN ALL BETS [DEFAULT]</u> Credits bet will be returned to the player upon attendant RESET for any lockup or interruption occurring on the Center Unit during game play.</p>
<p>CHI SQUARE FAILURE LOCK UP</p>	<p>Set the machine behavior in case the CHI Square test fails.</p> <p><u>WARNING ENABLED (LOW ALERT) [DEFAULT]</u> The machine locks up and [SELF CHI SQUARE TEST FAILURE] is displayed.</p> <p><u>WARNING ENABLED (HIGH ALERT)</u> The machine locks up and [DICE AND FIELD MAINTENANCE REQUIRED] is displayed</p> <p><u>DISABLED</u> The machine does not Lock Up. No message is displayed.</p>

ITEM	DESCRIPTION
LIVE CAMERA ERROR	Set the machine behavior in case a Camera Error occurs. <u>WARNING [DEFAULT]</u> The machine does not lock up. [LIVE CAMERA DISCONNECTED] is displayed. <u>LOCK UP</u> The machine locks up and [LIVE CAMERA DISCONNECTED] is displayed. <u>DISABLED</u> No error will be displayed.
TIME DIFFERENT ERROR	Set the behavior in case a time difference of 90 minutes or more is detected between the clock of the Center Unit and the clock of the Stations. <u>WARNING [DEFAULT]</u> The machine does not lock up. [TIME DIFFERENT ERROR] is displayed. <u>LOCK UP</u> The machine locks up and [TIME DIFFERENT ERROR] is displayed.
FIELD LIGHT ADJUSTMENT	Set the brightness of the Field LED light on the Dice Unit. <u>1-100 [DEFAULT: 25]</u>

4. 8. 4: Live Camera Settings

TOP MENU>SETTINGS>LIVE CAMERA SETTINGS



ITEM	DESCRIPTION
EXIT	Exit Live Camera Settings.
SETTING VIEW	Shows the Setting menu of the Camera on the top left of the screen.
LIGHT ON	Sets the field light ON.
LIGHT OFF	Sets the field light OFF.

4. 8. 5: Volume Settings

TOP MENU>SETTINGS>VOLUME SETTING

This item allows to adjust the volume of each Sound.

VOLUME SETTINGS	
Setting Name	Setting Data
MASTER VOLUME :	1
BGM VOLUME :	15
SE VOLUME :	15
VOICE VOLUME :	15
SYSTEM VOLUME :	15


ITEM	DESCRIPTION
MASTER VOLUME	Set the volume of general sounds. <u>1 - 30</u> [DEFAULT: 25]
BGM VOLUME	Set the volume of the BGM. <u>0 - 30</u> [DEFAULT: 15]
SE VOLUME	Set the volume of the sound effects can be set. <u>0 - 30</u> [DEFAULT: 15]
VOICE VOLUME	Set the volume of the Voice sound. <u>0 - 30</u> [DEFAULT: 15]
SYSTEM VOLUME	Set the volume of the error sounds. <u>1 - 30</u> [DEFAULT: 15]

4. 8. 6: Audit Settings

TOP MENU>SETTINGS>AUDIT SETTINGS

This item allows to check the number used for money transactions.

AUDIT SETTINGS	
Setting Name	Setting Data
ASSET NUMBER :	(UNREG) 0

ITEM	DESCRIPTION
ASSET NUMBER	The number used to verify the Machine for transactions such as AFT transfers.  NOTE: This item is displayed only if on "Online System Settings" (refer to 4.8.10) the setting "SYSTEM TYPE" is set to <u>IGT SAS 6.02</u> .

4. 8. 7: Important Settings / Basic Settings


TOP MENU>SETTINGS>IMPORTANT SETTINGS

NOTE:

- To perform this operation, the Security Cage Door must be open.
- When using NEVADA GAL, the IMPORTANT SETTINGS will be displayed as BASIC SETTINGS.
- All meters will be cleared when any changes are made to the **“Important Settings / Basic Settings”**.
- The value of progressive prizes will be reset to their base values when any changes are made to the **“Important Settings / Basic Settings”**. Use ADJUST VALUES on **“Progressive Setting”** to input the correct value.
- In specific jurisdictions, a Setting GAL is required to change the setting of some items. Please refer to **“Configuring Settings by using a Setting GAL: for NEVADA/ARIZONA”** on Chapter 6 to change from the GAME GAL Cassette in use to the SETTING GAL Cassette.


IMPORTANT SETTINGS	
Setting Name	Setting Data
CURRENCY	: Hong Kong Dollar
GAME DENOMINATION	: HK\$0.50
SAS ACCOUNTING DENOM	: ONE CENT
GAME IDENTIFICATION CODES	: UN
ODDS TYPE	: TYPE A
MULTIPLIER SPOT	: ENABLED
TOTAL GAME EXPECTED % OF MULTIPLIER SPOT	: 97.50%


EXIT	UP	ENTER	DOWN	<small>SYSTEM SOFTWARE [Z2MCMU-GEN-0201] GAME SOFTWARE [X23M03-DSBN-ZA-0103-D01-PRESEN]</small>	<small>OS VERSION [] GAME GAL ID [1B72]</small>	<small>29/05/2024 04:08:22 DEALER TERMINAL</small>
[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations. <small>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.</small>						

ITEM	DESCRIPTION
CURRENCY	Set a currency out of the options displayed as “Currency” (Refer to 4.8.5.1). The currency setting also affects how the date will be displayed.
GAME DENOMINATION	Set the value of 1 credit. (The actual correspondence of the numeric value to the monetary value varies according to the currency). <u>10c, 15c, 20c, 25c, 40c, 50c, \$1, \$2, \$5, \$10, \$20, \$25, \$50, \$100 [DEFAULT: \$1]</u>
SAS ACCOUNTING DENOM	Set the SAS Accounting Denominator. <u>ONE CENT [FIXED]</u>
GAME IDENTIFICATION CODES	Set the game identification code. <u>UN [DEFAULT]</u> <u>IB</u> <u>EL</u>  NOTE: This item can be set only after the ALL RAM Clear.

ITEM	DESCRIPTION																																																																																																																																														
ODDS TYPE	<p>Set the base payout percentage of the Sic Bo game, by selecting a type of ODDS.</p> <p>i NOTE: Odds Type is fixed to Type A in NEVADA Version.</p> <p>TYPE A: Payout 79.30% [DEFAULT] TYPE B: Payout 81.37% TYPE C: Payout 93.44% TYPE D: Payout 96.43% TYPE E: Payout 94.52% TYPE F: Payout 84.04%</p> <p>The following shows the ODDS for each type</p> <table border="1" data-bbox="469 853 1465 2040"> <thead> <tr> <th>Bets</th> <th>TYPE A</th> <th>TYPE B</th> <th>TYPE C</th> <th>TYPE D</th> <th>TYPE E</th> <th>TYPE F</th> </tr> </thead> <tbody> <tr> <td>Big</td> <td colspan="6" rowspan="2">1 wins 1</td> </tr> <tr> <td>Small</td> </tr> <tr> <td>Any Number</td> <td colspan="6" rowspan="2">1 wins 1</td> </tr> <tr> <td>Any specific on 1 dice</td> </tr> <tr> <td>Any specific on 2 dice</td> <td colspan="6" rowspan="2">1 wins 2</td> </tr> <tr> <td>Any specific on 3 dice</td> <td>1 wins 3</td> <td>1 wins 3</td> <td>1 wins 12</td> <td>1 wins 12</td> <td>1 wins 12</td> <td>1 wins 3</td> </tr> <tr> <td>Dice Total</td> <td colspan="6" rowspan="17"> <table border="1" data-bbox="469 1305 1465 2040"> <tbody> <tr><td>4</td><td>1 wins 50</td><td>1 wins 50</td><td>1 wins 62</td><td>1 wins 69</td><td>1 wins 65</td><td>1 wins 53</td></tr> <tr><td>5</td><td>1 wins 18</td><td>1 wins 30</td><td>1 wins 31</td><td>1 wins 34</td><td>1 wins 32</td><td>1 wins 30</td></tr> <tr><td>6</td><td>1 wins 14</td><td>1 wins 18</td><td>1 wins 18</td><td>1 wins 20</td><td>1 wins 19</td><td>1 wins 18</td></tr> <tr><td>7</td><td>1 wins 12</td><td>1 wins 12</td><td>1 wins 12</td><td>1 wins 13</td><td>1 wins 12</td><td>1 wins 12</td></tr> <tr><td>8</td><td>1 wins 8</td><td>1 wins 8</td><td>1 wins 8</td><td>1 wins 9</td><td>1 wins 8</td><td>1 wins 8</td></tr> <tr><td>9</td><td>1 wins 6</td><td>1 wins 6</td><td>1 wins 7</td><td>1 wins 7</td><td>1 wins 7</td><td>1 wins 6</td></tr> <tr><td>10</td><td>1 wins 6</td><td>1 wins 6</td><td>1 wins 6</td><td>1 wins 6</td><td>1 wins 6</td><td>1 wins 6</td></tr> 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Dice Total	<table border="1" data-bbox="469 1305 1465 2040"> <tbody> <tr><td>4</td><td>1 wins 50</td><td>1 wins 50</td><td>1 wins 62</td><td>1 wins 69</td><td>1 wins 65</td><td>1 wins 53</td></tr> <tr><td>5</td><td>1 wins 18</td><td>1 wins 30</td><td>1 wins 31</td><td>1 wins 34</td><td>1 wins 32</td><td>1 wins 30</td></tr> <tr><td>6</td><td>1 wins 14</td><td>1 wins 18</td><td>1 wins 18</td><td>1 wins 20</td><td>1 wins 19</td><td>1 wins 18</td></tr> <tr><td>7</td><td>1 wins 12</td><td>1 wins 12</td><td>1 wins 12</td><td>1 wins 13</td><td>1 wins 12</td><td>1 wins 12</td></tr> <tr><td>8</td><td>1 wins 8</td><td>1 wins 8</td><td>1 wins 8</td><td>1 wins 9</td><td>1 wins 8</td><td>1 wins 8</td></tr> <tr><td>9</td><td>1 wins 6</td><td>1 wins 6</td><td>1 wins 7</td><td>1 wins 7</td><td>1 wins 7</td><td>1 wins 6</td></tr> <tr><td>10</td><td>1 wins 6</td><td>1 wins 6</td><td>1 wins 6</td><td>1 wins 6</td><td>1 wins 6</td><td>1 wins 6</td></tr> <tr><td>11</td><td>1 wins 6</td><td>1 wins 6</td><td>1 wins 6</td><td>1 wins 6</td><td>1 wins 6</td><td>1 wins 6</td></tr> <tr><td>12</td><td>1 wins 6</td><td>1 wins 6</td><td>1 wins 7</td><td>1 wins 7</td><td>1 wins 7</td><td>1 wins 6</td></tr> <tr><td>13</td><td>1 wins 8</td><td>1 wins 8</td><td>1 wins 8</td><td>1 wins 9</td><td>1 wins 8</td><td>1 wins 8</td></tr> <tr><td>14</td><td>1 wins 12</td><td>1 wins 12</td><td>1 wins 12</td><td>1 wins 13</td><td>1 wins 12</td><td>1 wins 12</td></tr> <tr><td>15</td><td>1 wins 14</td><td>1 wins 18</td><td>1 wins 18</td><td>1 wins 20</td><td>1 wins 19</td><td>1 wins 18</td></tr> <tr><td>16</td><td>1 wins 18</td><td>1 wins 30</td><td>1 wins 31</td><td>1 wins 34</td><td>1 wins 32</td><td>1 wins 30</td></tr> <tr><td>17</td><td>1 wins 50</td><td>1 wins 50</td><td>1 wins 62</td><td>1 wins 69</td><td>1 wins 65</td><td>1 wins 53</td></tr> </tbody> </table>						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																																	
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17							1 wins 50	1 wins 50	1 wins 62	1 wins 69	1 wins 65	1 wins 53																																																																																																																																			

Bets	TYPE A	TYPE B	TYPE C	TYPE D	TYPE E	TYPE F
Two Dice Combination						
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						
Any Triple	1 wins 24	1 wins 24	1 wins 31	1 wins 34	1 wins 32	1 wins 26
Double						
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						
Triple						
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						

ITEM	DESCRIPTION
MULTIPLIER SPOT	<p>Activates the MULTIPLIER Game.</p> <p>If this item is set to <u>ON</u>, "TOTAL GAME EXPECTED % OF MULTIPLIER SPOT" is displayed, making it possible to set the Payout value.</p> <p><u>OFF</u></p> <p><u>ON [DEFAULT]</u></p> <p> NOTE: This item is fixed as <u>ON</u> in SINGAPORE version.</p>

ITEM	DESCRIPTION		
TOTAL GAME EXPECTED % OF MULTIPLIER SPOT	When the "MULTIPLIER SPOT" is set to ON , the Payout percentage increases from the original one. The increased value can be set here within the choices for the ODDS Type that was selected.		
	 NOTE: This item is displayed only when "MULTIPLIER SPOT" is set to ON . ※Items in red are not available on SINGAPORE version.		
	ODDS TYPE (set above)	Selectable P/O Percentage	Increment
	TYPE A Original P/O Percentage: 79.30%	<u>97.50%</u> [DEFAULT] <u>86.00%</u> <u>88.00%</u> <u>90.00%</u> <u>92.00%</u> <u>94.00%</u> <u>96.00%</u>	(+18.20%) (+6.70%) (+8.70%) (+10.70%) (+12.70%) (+14.70%) (+16.70%)
	TYPE B Original P/O Percentage: 81.37%	<u>97.50%</u> [DEFAULT] <u>86.00%</u> <u>88.00%</u> <u>90.00%</u> <u>92.00%</u> <u>94.00%</u> <u>96.00%</u>	(+16.13%) (+4.63%) (+6.63%) (+8.63%) (+10.63%) (+12.63%) (+14.63%)
	TYPE C Original P/O Percentage: 93.44%	<u>97.50%</u> [DEFAULT] <u>94.50%</u> <u>95.50%</u> <u>96.50%</u>	(+4.06%) (+1.06%) (+2.06%) (+3.06%)
	TYPE D Original P/O Percentage: 96.43%	<u>97.50%</u> [DEFAULT] <u>97.00%</u>	(+1.07%) (+0.57%)
	TYPE E Original P/O Percentage: 94.52%	<u>97.50%</u> [DEFAULT] <u>96.00%</u> <u>97.00%</u>	(+2.98%) (+1.48%) (+2.48%)
	TYPE F Original P/O Percentage: 84.04%	<u>97.50%</u> [DEFAULT] <u>86.00%</u> <u>88.00%</u> <u>90.00%</u> <u>92.00%</u> <u>94.00%</u> <u>96.00%</u>	(+13.46%) (+1.96%) (+3.96%) (+5.96%) (+7.96%) (+9.96%) (+11.96%)

4. 8. 7. 1: Currency

TOP MENU>SETTINGS>IMPORTANT SETTINGS>CURRENCY

i NOTE:

- To perform this operation, the Security Cage Door must be open.
- The Currency setting determinates the Date format.

For example, when the currency setting is set to **"Euro"**, the displayed date will be DD/MM/YYYY hh:mm:ss. Therefore the date and time displayed at a quarter past 2 and 28 seconds on the afternoon of August 16th, 2013 will be displayed as: 16/08/2013 14:15:28

The following are the possible options for currency.

CURRENCY		
Dollar	Thailand Baht	Swiss Frano
Hong Kong Dollar	Russian Ruble	Seychelles Rupee
South African Rand	Turkish Lira	Romanian Leu
Philippine Peso	Suriname Dollar	Chinese Yuan
Singapore Dollar	Georgia Lari	Nothing
Botswana Pula	Kazakhstan Tenge	CANCEL
Euro	Poland Zloty	
Macau Pataca	Canadian Dollar	
Malaysian Ringgit	Macedonia Denar	
Peso	Czech Koruna	
Korean Won	Pound	
Korean Won (Kangwon Land)	Rupee	

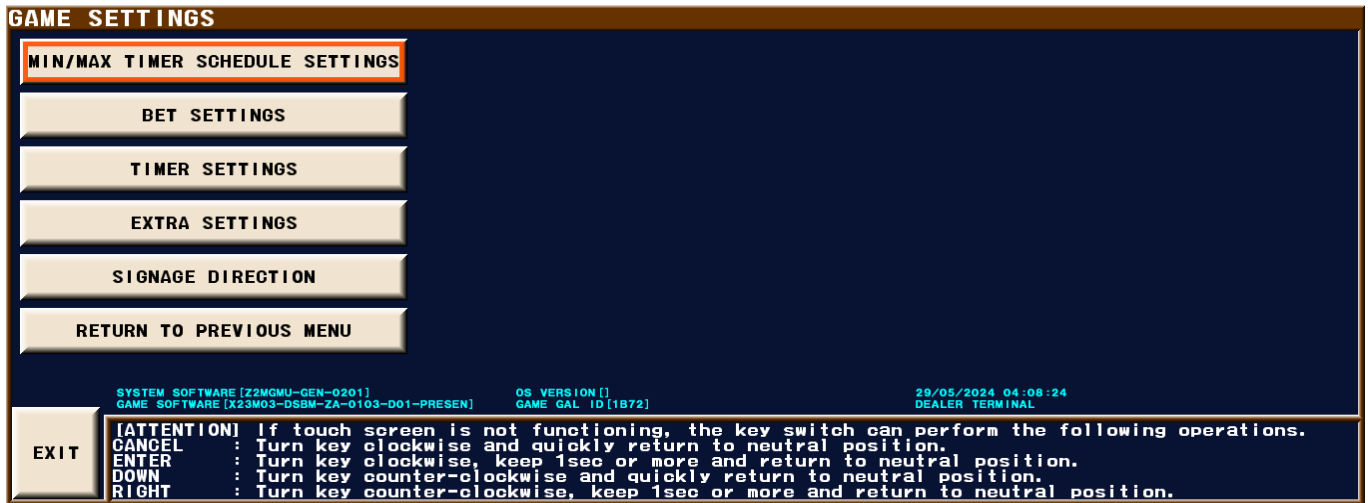
Currency Name	Displayed Currency	Displayed Date
Dollar [DEFAULT]	\$0.00	MM/DD/YYYY hh:mm:ss (special)
Hong Kong Dollar	HK\$0.00	DD/MM/YYYY hh:mm:ss (common)
South African Rand	R0.00	DD-MM-YYYY hh:mm:ss (special)
Philippine Peso	P0.00	DD/MM/YYYY hh:mm:ss (common)
Singapore Dollar	S\$0.00	DD/MM/YYYY hh:mm:ss (common)
Botswana Pula	P0.00	DD/MM/YYYY hh:mm:ss (common)
Euro	€0.00	DD/MM/YYYY hh:mm:ss (common)
Macau Pataca	MOP0.00	DD/MM/YYYY hh:mm:ss (common)
Malaysian Ringgit	RM0.00	DD/MM/YYYY hh:mm:ss (common)
Peso	\$0.00	DD/MM/YYYY hh:mm:ss (common)
Korean Won	W0	DD/MM/YYYY hh:mm:ss (common)
Korean Won (Kangwon Land)	W0	DD/MM/YYYY hh:mm:ss (common)
Thailand Baht	0.00B	DD/MM/YYYY hh:mm:ss (common)

Currency Name	Displayed Currency	Displayed Date
Russian Ruble	0.00R	DD/MM/YYYY hh:mm:ss (common)
Turkish Lira	L0.00	DD/MM/YYYY hh:mm:ss (common)
Suriname Dollar	SRD 0.00	DD/MM/YYYY hh:mm:ss (common)
Georgia Lari	0.00GEL	DD/MM/YYYY hh:mm:ss (common)
Kazakhstan Tenge	T0.00	DD/MM/YYYY hh:mm:ss (common)
Poland Zloty	0.00zł	DD/MM/YYYY hh:mm:ss (common)
Canadian Dollar	\$0.00	DD/MM/YYYY hh:mm:ss (common)
Macedonia Denar	0 MKD	DD/MM/YYYY hh:mm:ss (common)
Czech Koruna	0 CZK	DD/MM/YYYY hh:mm:ss (common)
Pound	£ 0.00	DD/MM/YYYY hh:mm:ss (common)
Rupee	Rs0	DD/MM/YYYY hh:mm:ss (common)
Swiss Franc	CHF0.00	DD/MM/YYYY hh:mm:ss (common)
Seychelles Rupee	SR0.00	DD/MM/YYYY hh:mm:ss (common)
Romanian Leu	Lei0.00	DD/MM/YYYY hh:mm:ss (common)
Chinese Yuan	¥0	YYYY/MM/DD hh:mm:ss (special)
Nothing	0	DD/MM/YYYY hh:mm:ss (common)

4. 8. 8: Game Settings

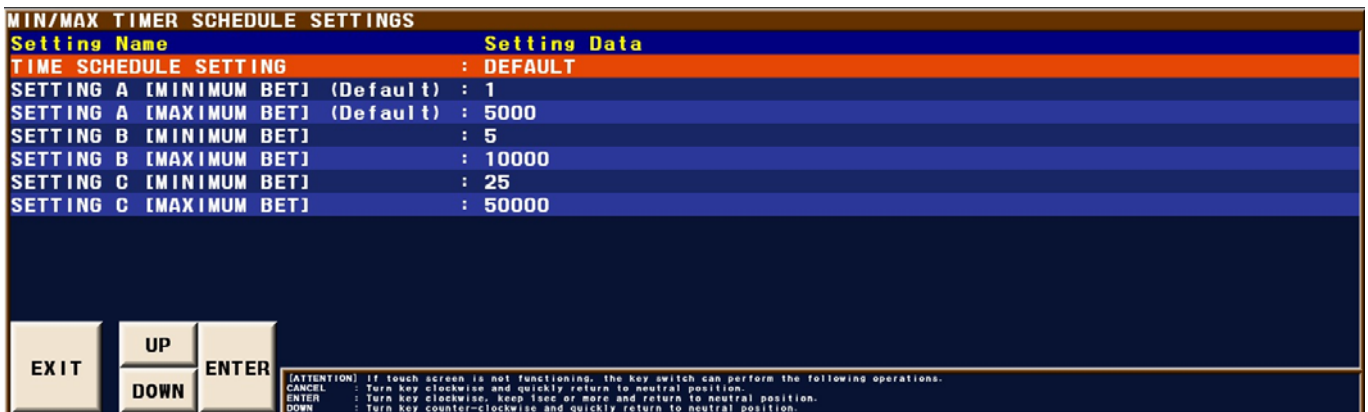
TOP MENU>SETTINGS>GAME SETTINGS

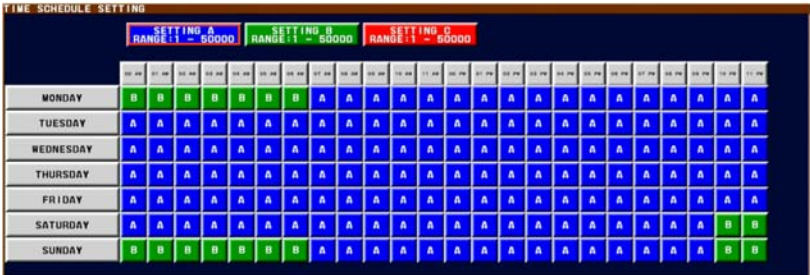
This item allows to change the settings relative to the Game specific functions.



4. 8. 8. 1: Min/Max timer Schedule Settings

TOP MENU>SETTINGS>GAME SETTINGS>MIN/MAX TIMER SCHEDULE SETTINGS



ITEM	DESCRIPTION
<p>TIME SCHEDULE SETTING</p>	<p>Set the MINIMUM BET and MAXIMUM BET values by hour for each day of the week. The bet values will automatically change according to the Time Chart.</p> <ul style="list-style-type: none"> ·First choose a button between [SETTING A], [SETTING B] or [SETTING C], then touch the cell to set in the Time Chart. (It is also possible to select a day of the week [line] or a time slot [column]). ·The MINIMUM BET and MAXIMUM BET values for [SETTING A], [SETTING B] or [SETTING C], can be changed also after the setting of the Time Chart. (Refer to "SETTING A or SETTING B or SETTING C [MINMUM BET]", "SETTING A or SETTING B or SETTING C [MAXIMUM BET]"). <p>Example: During regular operation hours the bet allowed is MIN 1 / MAX 100, during Saturday and Sunday from 10 pm to 6 am peak operation hours it should change to MIN 50 / MAX 500.</p> <p>For regular operation hours set [SETTING A] to MIN 1 / MAX 100 For peak operation hours set [SETTING B] to MIN 50 / MAX 500 Using the Time Chart, Select [SETTING B] for Saturday and Sunday from 10 pm to 6 am and [SETTING A] for all the other cells. The allowed bets are now MIN 1 / MAX 100 during regular hours, and MIN 50 / MAX 500 from 10 pm to 6 am on Saturdays and Sundays.</p> <p>An advance notice is displayed on each player terminal at the moment of changing settings. refer to "Game Flow" on Chapter 3.2.1 of the OPERATION MANUAL. If a game is in play at that moment, the setting change will be effective after the end of the series.</p> 
<p>SETTING A or SETTING B or SETTING C [MINMUM BET]</p>	<p>Set the MINIMUM BET value of "SETTING A", "SETTING B" or "SETTING C" for the "TIME SCHEDULE SETTING".</p> <p><u>1 - 1000</u> [DEFAULT: 1]</p>
<p>SETTING A or SETTING B or SETTING C [MAXIMUM BET]</p>	<p>Set the MAXIMUM BET value of "SETTING A", "SETTING B" or "SETTING C" for the "TIME SCHEDULE SETTING".</p> <p><u>1 - 999999</u> [DEFAULT: 50000]</p>

4. 8. 8. 2: Bet Settings

TOP MENU>SETTINGS>GAME SETTINGS> BET SETTINGS

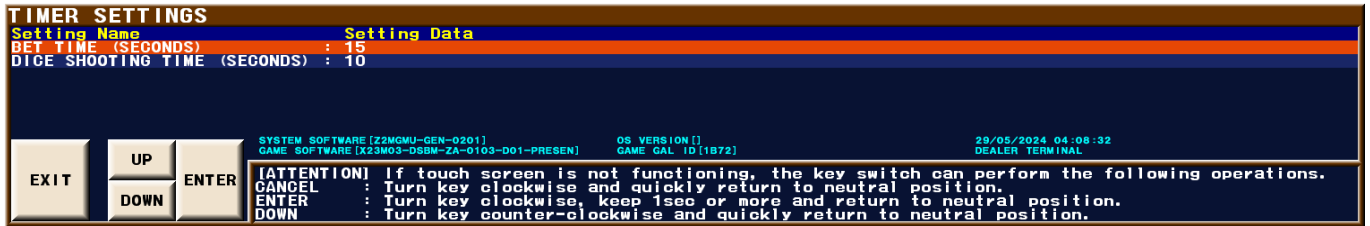
BET SETTINGS	
Setting Name	Setting Data
BET BUTTON VALUE 1	: 1
BET BUTTON VALUE 2	: 5
BET BUTTON VALUE 3	: 10
BET BUTTON VALUE 4	: 25
BET BUTTON VALUE 5	: 100
BET BUTTON VALUE 6	: 500
MINIMUM BET FOR SPOT 01 (BIG OR SMALL)	: 1
MAXIMUM BET FOR SPOT 01 (BIG OR SMALL)	: 3000
MINIMUM BET FOR SPOT 02 (TRIPLE)	: 1
MAXIMUM BET FOR SPOT 02 (TRIPLE)	: 1000
MINIMUM BET FOR SPOT 03 (ANY TRIPLE)	: 1
MAXIMUM BET FOR SPOT 03 (ANY TRIPLE)	: 1000
MINIMUM BET FOR SPOT 04 (DOUBLE)	: 1
MAXIMUM BET FOR SPOT 04 (DOUBLE)	: 1000
MINIMUM BET FOR SPOT 05 (DICE TOTAL 4 AND 17)	: 1
MAXIMUM BET FOR SPOT 05 (DICE TOTAL 4 AND 17)	: 1000
MINIMUM BET FOR SPOT 06 (DICE TOTAL 5 AND 16)	: 1
MAXIMUM BET FOR SPOT 06 (DICE TOTAL 5 AND 16)	: 1000
MINIMUM BET FOR SPOT 07 (DICE TOTAL 6 AND 15)	: 1
MAXIMUM BET FOR SPOT 07 (DICE TOTAL 6 AND 15)	: 1000
MINIMUM BET FOR SPOT 08 (DICE TOTAL 7 AND 14)	: 1
MAXIMUM BET FOR SPOT 08 (DICE TOTAL 7 AND 14)	: 1000
MINIMUM BET FOR SPOT 09 (DICE TOTAL 8 AND 13)	: 1
MAXIMUM BET FOR SPOT 09 (DICE TOTAL 8 AND 13)	: 1000
MINIMUM BET FOR SPOT 10 (DICE TOTAL 9 AND 12)	: 1
MAXIMUM BET FOR SPOT 10 (DICE TOTAL 9 AND 12)	: 1000
MINIMUM BET FOR SPOT 11 (DICE TOTAL 10 AND 11)	: 1
MAXIMUM BET FOR SPOT 11 (DICE TOTAL 10 AND 11)	: 1000
MINIMUM BET FOR SPOT 12 (TWO DICE COMBINATION)	: 1
MAXIMUM BET FOR SPOT 12 (TWO DICE COMBINATION)	: 1000
MINIMUM BET FOR SPOT 13 (ANY NUMBER)	: 1
MAXIMUM BET FOR SPOT 13 (ANY NUMBER)	: 1000

EXIT	UP	ENTER	SYSTEM SOFTWARE [Z2MGMU-GEN-0201] GAME SOFTWARE [X23M03-DSBW-ZA-0103-D01-PRESEN]	OS VERSION [] GAME GAL ID [1872]	29/05/2024 04:08:29 DEALER TERMINAL
<p>[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.</p> <p>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.</p>					

ITEM	DESCRIPTION
BET BUTTON VALUE xx	Set the value for each bet button. It is not possible to set [BET BUTTON VALUE 1 (or 2 or 3)] to DISABLED . <u>1, 5, 10, 20, 25, 50, 100, 500, 1 000, 5000, 10000, DISABLED</u>
MINIMUM BET FOR XX	Set the minimum bet needed to play on each Bet Spot. This setting is limited to values equal or less than the setting of "MAXIMUM BET CREDIT" for the relative bet spot, if it is less than 1000. [DEFAULT: 1]
MAXIMUM BET FOR XX	Set the maximum bet value or multiple value for each Bet spot. The setting of the relative Bet Spot is from is "MINIMUM BET FOR xx" to 99,999. The setting is limited to values less than the lower out of "SETTING A(or B/C) [MAXIMUM BET]" (Refer to 4.8.1.1). [DEFAULT: 1000]

4. 8. 8. 3: Timer Settings

TOP MENU>SETTINGS>GAME SETTINGS>TIMER SETTINGS



ITEM	DESCRIPTION
BET TIME (SECONDS)	Set the duration of the Bet Time. <u>20-60 [DEFAULT: 30]</u>
DICE SHOOTING TIME (SECONDS)	Set the time limit for the shooter to shoot the Dice. After the set time is passed, the Dice are automatically shot. <u>5 - 15 [DEFAULT: 10]</u>
RESULT TIME	Set how long the game results will be displayed. <u>LONG</u> About 7 seconds. <u>SHORT [DEFAULT]</u> About 4 seconds.


4. 8. 8. 4: Extra Settings

TOP MENU>SETTINGS>GAME SETTINGS>EXTRA SETTINGS

Setting Name	Setting Data
MIN.BET FOR SIDE GAME BET (CREDITS)	: 0
NUMBER OF STATIONS	: 8
LANGUAGE SELECTION	: ENGLISH
GRAY CHIP FUNCTION	: DISABLED
DRAG CHIP	: DISABLED
CANCEL BUTTON FUNCTION	: SELECTABLE
SIMULTANEOUS BETS (BIG / SMALL)	: DISABLED
VALUE INDICATION	: ENABLED
SUBMISSION INFORMATION ON	: ENABLED
PLAYER DICE SHOOTING	: BY TURNS
DICE SHOOTING VALUE	: 10
NEW YORK LOTTERY	: ENABLED
ENGLISH DEFAULT	: DISABLED

EXIT	UP	ENTER	DOWN	SYSTEM SOFTWARE [Z2MGU-GEN-0201] GAME SOFTWARE [X23M03-DSM-ZA-0103-D01-PRESEN] OS VERSION [1] GAME GAL ID [1B72] 28/05/2024 04:08:34 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.				

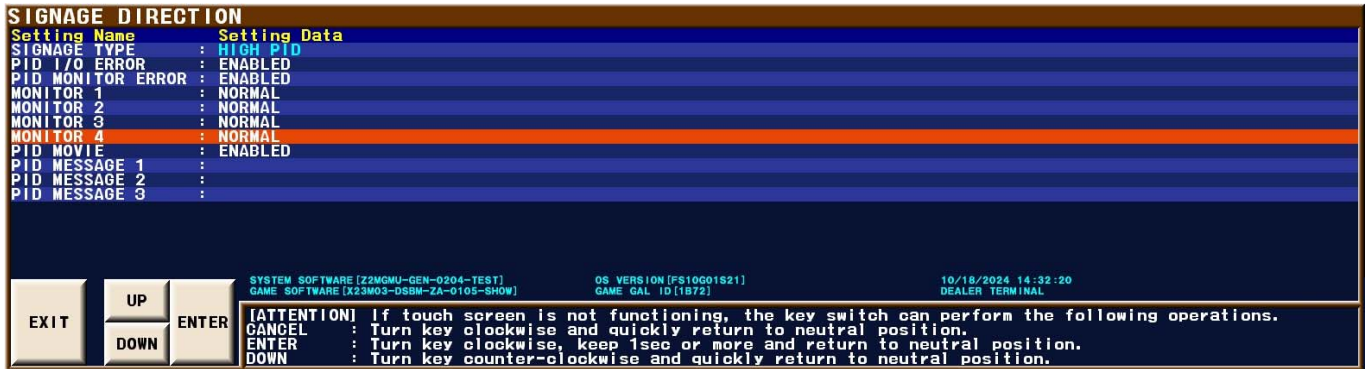
ITEM	DESCRIPTION
MIN.BET FOR SIDE GAME BET (CREDITS)	<p>Set the minimum bet needed on the main game to play the Side Game.</p> <p>If this item is set to 0, it will be possible to play the Side Game even without any bet placed on the Main Game.</p> <p>0 - 100 [DEFAULT: 0] Minimum setting and DEFAULT for NEVADA version: 1]</p>
NUMBER OF STATIONS	<p>Set the number of stations connected to the Central Unit.</p> <p>8-50 [DEFAULT: 8]</p>
LANGUAGE SELECTION	<p>Select the language to be displayed on the game screen.</p> <p>CHINESE ENGLISH [DEFAULT]</p> <p>i NOTE: This item may not be settable according to the jurisdiction.</p>
GREY CHIP FUNCTION	<p>Chips that do not reach the minimum allowed for the bet are displayed in grey and returned to the player at the start of the game.</p> <p>DISABLED [DEFAULT] for NEVADA version ENABLED [DEFAULT] except NEVADA version</p>
DRAG CHIP	<p>Allows to move Chips already placed to other Bet Spots.</p> <p>ENABLED [DEFAULT] DISABLED</p>

ITEM	DESCRIPTION
CANCEL BUTTON FUNCTION	Set the functionality for the [CANCEL] or [ALL CANCEL] button. <u>ONE CHIP CANCEL MODE</u> [CANCEL] button is displayed. Bet Chips can be canceled one by one. <u>ALL CHIPS CANCEL MODE</u> [ALL CANCEL] button is displayed. All the bet Chips are canceled together. <u>SELECTABLE [DEFAULT]</u> A pop-up menu is displayed to let the player chose one of the two options.
SIMUTANEOUS BET (BIG/SMALL)	Set if it will be possible to place opposite bets (BIG & SMALL) at the same time. <u>ENABLED</u> <u>DISABLED [DEFAULT]</u>
VALUE INDICATION	The monetary value is displayed over the chips even when the screen display is changed to credit value. <u>DISABLED</u> <u>ENABLED [DEFAULT]</u>
SUBMISSION INFORMATION ON	Set to <u>ENABLED</u> to display "SUBMISSION INFORMATION" in the AUDIT page " MACHINE IDENTIFICATION ". It will be displayed wile [GAME INFORMATION] is displayed as well. (For more information, please refer to " Submission Information " at chapter 6 of OPERATION Manual.) <u>DISABLED [DEFAULT]</u> <u>ENABLED</u>  NOTE: This item is fixed to <u>ENABLED</u> if on " Important Settings / Basic Settings "(refer to 4.8.7) the setting "CURRENCY" is set to <u>Hong Kong Dollar</u> or <u>Macau Pataca</u> .

ITEM	DESCRIPTION
PLAYER DICE SHOOTING	<p>Set how the players can have the rights to shoot the Dice.</p> <p><u>OFF</u></p> <p>The machine automatically shoots the Dice.</p> <p><u>BET VALUE [DEFAULT]</u></p> <p>The right to shoot the Dice goes to the player that placed the highest bet, whose value exceeds the setting of "DICE SHOOTING VALUE". In case more bets of the same amount are placed, the right goes to the player that placed it first.</p> <p><u>BY TURNS</u></p> <p>The Dice shooter right is given to the players that placed a BET, in turn.</p>
DICE SHOOTING VALUE	<p>Set the amount that the players must bet to participate to compete for the right to shoot the Dice.</p> <p><u>1 - 100000 [DEFAULT: 10]</u></p> <p><u>i</u> NOTE: This item is displayed only if "PLAYER DICE SHOOTING" is set to <u>BET VALUE</u>.</p>
NEW YORK LOTTERY	<p>Set to <u>ENABLED</u> only for jurisdictions that require the message [This is a lottery game and the results are not affected by any element of skill]. The wording displayed in the Help will change.</p> <p><u>DISABLED [DEFAULT]</u></p> <p><u>ENABLED</u></p>
ENGLISH DEFAULT	<p>Set if the language will automatically switch to English, in case it was set to another language and one minute has passed since the credits were cashed out.</p> <p><u>DISABLED [DEFAULT]</u></p> <p><u>ENABLED</u></p>

4. 8. 8. 5: Signage Direction

TOP MENU>SETTINGS>GAME SETTINGS>SIGNAGE DIRECTION



ITEM	DESCRIPTION
SIGNAGE TYPE	Set the Signage Type. <u>STANDARD [DEFAULT]</u> <u>LOW PID</u> <u>HIGH PID</u> <u>SIDE PID</u>
MONITOR 1-4	Set the direction of the images. <u>NORMAL [DEFAULT]</u> <u>INVERT</u> Rotates the direction of the images by 180°.
PID I/O ERROR	<div style="border: 2px solid green; padding: 5px; margin-bottom: 10px;"> <p>i NOTE: This item is for maintenance purpose only, do not change from its [DEFAULT] setting.</p> </div> Set the detection of the errors relative to the PID fans. <u>ENABLED [DEFAULT]</u> <u>DISABLED</u> TOP FAN NO.1 ABNORMAL TOP FAN NO.2 ABNORMAL TOP FAN NO.3 ABNORMAL TOP FAN NO.4 ABNORMAL POWER BOX2 THERMAL ABNORMAL POWER BOX3 FAN ABNORMAL POWER BOX4 FAN ABNORMAL POWER BOX3 THERMAL ABNORMAL POWER BOX4 THERMAL ABNORMAL POWER BOX1 FAN ABNORMAL POWER BOX2 FAN ABNORMAL POWER BOX1 THERMAL ABNORMAL

ITEM	DESCRIPTION
PID MONITOR ERROR	<p>i NOTE: This item is for maintenance purpose only, do not change from its [DEFAULT] setting.</p> <p>Set the detection of the monitor errors.</p> <p><u>ENABLED</u> [DEFAULT] <u>DISABLED</u></p>
PID MOVIE	<p>Set the display of an animation effect when in demo mode.</p> <p><u>ENABLED</u> <u>DISABLED</u> [DEFAULT]</p>
PID MESSAGE 1-3	<p>i NOTE: This item is for maintenance purpose only.</p>

4. 8. 9: Game Sound Settings

TOP MENU>SETTINGS>GAME SOUND SETTINGS

GAME SOUND SETTINGS	
Setting Name	Setting Data
STATION COUNT DOWN SOUND :	ENABLED

EXIT	SYSTEM SOFTWARE [Z2MGU-GEN-0201]	OS VERSION []	29/05/2024 04:08:41
	GAME SOFTWARE [X23MO3-DSBM-ZA-0103-D01-PRESEN]	GAME GAL ID [1872]	DEALER TERMINAL

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

ITEM	DESCRIPTION
STATION COUNT	Plays a Countdown sound at the end of the Bet time.
DOWN SOUND	<u>ENABLED</u> [FIXED]

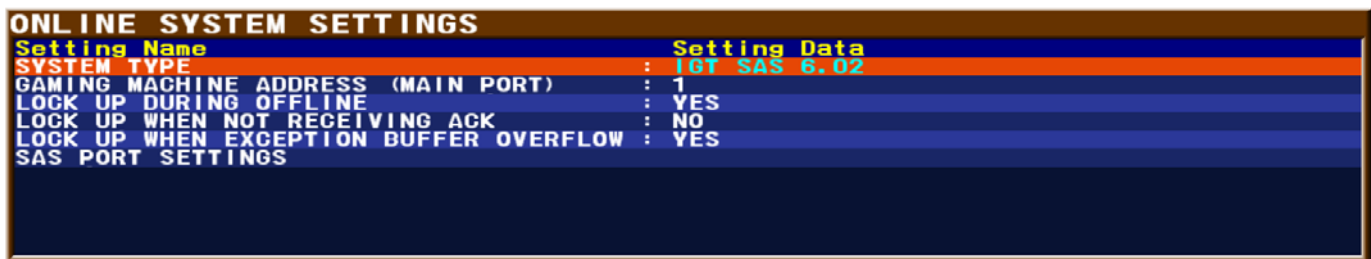
4. 8. 10: Online System Settings

TOP MENU>SETTINGS>ONLINE SYSTEM SETTINGS


This item allows to change the settings relative to the Online System.

i NOTE:

- To perform this operation, the Security Cage Door must be open.
- The value of progressive prizes will be reset to their base values when any changes are made to the **"Online System Settings"**. Use ADJUST VALUES on **"Progressive Setting"** to input the correct value.
- (Except in ONTARIO version) All meters will be cleared when any changes are made to the **"Online System Settings"**.



ITEM	DESCRIPTION
SYSTEM TYPE	<p>Set the Online System.</p> <p><u>NONE</u> [DEFAULT] <u>IGT SAS 6.02</u></p> <p>i NOTE:</p> <ul style="list-style-type: none"> ·If this item is set to <u>NONE</u>, other items will not be displayed. ·To use Paltronics connection, set this item to <u>IGT SAS 6.02</u>.
GAMING MACHINE ADDRESS (MAIN PORT)	<p>Set the ID that identifies the cabinet for the SAS communication (with the basic SAS Port).</p> <p><u>1 - 127</u> [DEFAULT: 1]</p> <p>i NOTE:</p> <p>In WEST VIRGINIA version this item can be modified only at the first access to the AUDIT after the RAM clear. After exiting the audit once, the item will be gray out.</p>
LOCKUP DURING OFFLINE	<p>When the SAS System OFFLINE, the machine will lock up.</p> <p><u>NO</u> <u>YES</u> [DEFAULT]</p> <p>i NOTE:</p> <p>This item is not displayed in WEST VIRGINIA version.</p>

ITEM	DESCRIPTION
LOCK UP WHEN NOT RECEIVING ACK	Set the behavior in case a [HOST COMMUNICATION LINK DOWN] error occurs. <u>NO [DEFAULT]</u> A [Warning] will be displayed on the top left of the game screen, but the game continues. <u>YES</u> The machine locks up.  NOTE: This item is not displayed in WEST VIRGINIA version.
LOCK UP WHEN EXCEPTION BUFFER OVERFLOW	Set the behavior of the machine when an [EXCEPTION BUFFER OVERFLOW] error occurs. <u>NO</u> A [Warning] will be displayed on the top left of the game screen, but the game continues. <u>YES [DEFAULT]</u> The machine locks up.

4. 8. 10. 1: SAS Port Settings

TOP MENU>SETTINGS>ONLINE SYSTEM SETTINGS>SAS PORT SETTINGS

SAS PORT SETTINGS	
Setting Name	Setting Data
SYSTEM TYPE	IGT SAS 6.02
GAMING MACHINE ADDRESS (MAIN PORT)	1
GAMING MACHINE ADDRESS (EXTEND PORT 1)	1
GAMING MACHINE ADDRESS (EXTEND PORT 2)	1
PRIMARY PORT (WAIT STARTUP FROM HOST)	NOT USE

ITEM	DESCRIPTION
SYSTEM TYPE	The SAS System Type
GAMING MACHINE ADDRESS (MAIN PORT)	The address of the main SAS Port. <u>1 - 127</u> [DEFAULT: 1]
GAMING MACHINE ADDRESS (EXTEND PORT 1)	The address of Extend Port 1. <u>1 - 127</u> [DEFAULT: 1]
GAMING MACHINE ADDRESS (EXTEND PORT 2)	The address of Extend Port 2. <u>1 - 127</u> [DEFAULT: 1]
PRIMARY PORT (Wait Startup From Host)	Set which port is used for the connection to the Main Host. <u>NOT USE</u> [DEFAULT] not displayed in WEST VIRGINIA <u>MAIN PORT</u> [DEFAULT] for WEST VIRGINIA <u>EXTEND PORT 1</u> <u>EXTEND PORT 2</u>

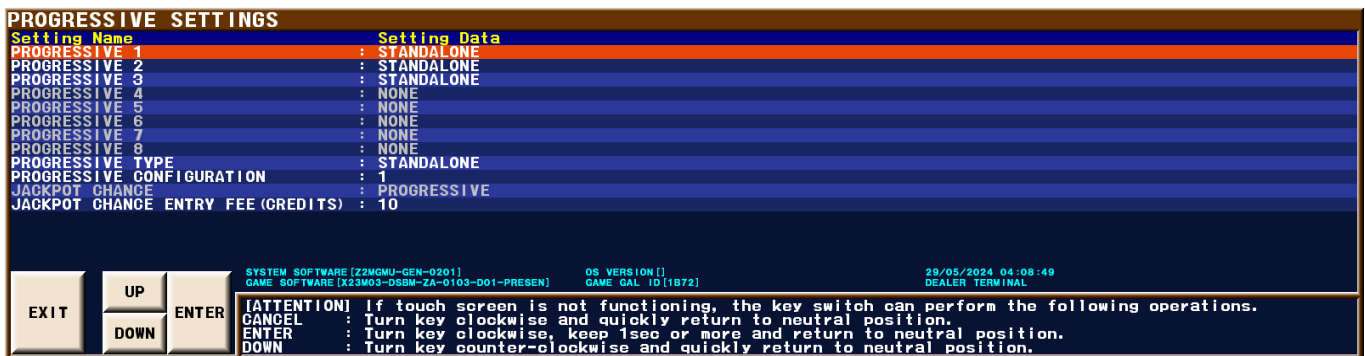
4. 8. 11: Progressive Settings

TOP MENU>SETTINGS>PROGRESSIVE SETTINGS

This item allows to change the settings relative to the Progressive function.

i NOTE:

- To perform this operation, the Security Cage Door must be open.
- All meters will be cleared when any changes are made to the **"Progressive Settings"**.
- In specific jurisdictions, a Setting GAL is required to change the setting of some items.
Please refer to **"Configuring Settings by using a Setting GAL: for NEVADA/ARIZONA"** on Chapter 6 to change from the GAME GAL Cassette in use to the SETTING GAL Cassette.



ITEM	DESCRIPTION
PROGRESSIVE 1-8	Select a Progressive level to display the relative setting screen for "Progressive level Settings" (refer to 4.8.11.1) i NOTE: Only Progressive 1-3 are available.
PROGRESSIVE TYPE	Set this item to STANDALONE to enable the Side Game and display a setting screen when the relative Progressive level is selected. STANDALONE [DEFAULT] NONE

ITEM	DESCRIPTION						
PROGRESSIVE CONFIGURATION	Set the progressive configuration, as indicated in the chart below.						
	PROGRESSIVE CONFIGURATION						
		1	2	3	4	5	6
	Mega jackpot start value	100,000	50,000	100,000	50,000	100,000	50,000
	Mega jackpot Increment	2.50%	2.50%	2.50%	2.50%	2.50%	2.50%
	Major jackpot start value	10,000	5,000	10,000	5,000	10,000	5,000
	Major jackpot Increment	5.00%	5.00%	5.00%	5.00%	5.00%	5.00%
	Mini jackpot start value	1,000	1,000	1,000	1,000	1,000	1,000
	Mini jackpot Increment	8.00%	8.00%	8.00%	8.00%	8.00%	8.00%
	Fixed 1	100	100	100	100	100	100
	Fixed 2	200	200	200	200	200	200
	Fixed 3	300	300	300	300	300	300
	Fixed 4	400	400	400	400	400	400
	Fixed 5	500	500	500	500	500	500
		7	8	9	10	11	12
	Mega jackpot start value	50,000	50,000	100,000	50,000	50,000	50,000
	Mega jackpot Increment	0.00%	0.00%	0.00%	0.00%	0.00%	0%
	Major jackpot start value	5,000	5,000	10,000	5,000	5,000	5,000
	Major jackpot Increment	0.00%	0.00%	0.00%	0.00%	0.00%	0%
	Mini jackpot start value	1,000	1,000	1,000	1,000	1,000	1,000
	Mini jackpot Increment	0.00%	0.00%	0.00%	0.00%	0.00%	0%
	Fixed 1	0	100	100	100	0	100
	Fixed 2	0	200	200	200	0	200
	Fixed 3	300	300	300	300	300	300
	Fixed 4	400	400	400	400	400	400
	Fixed 5	500	500	500	500	500	500

ITEM	DESCRIPTION
JACKPOT CHANCE	Set this item to <u>STANDALONE</u> to enable the Side Game and display a setting screen when the relative Progressive level is selected. (Refer to 4.8.11.1) <u>STANDALONE</u> [DEFAULT] <u>NONE</u>
JACKPOT CHANCE ENTRY FEE(CREDITS)	Set the betting amount (entry fee) for the Side Game "JACKPOT CHANCE". <u>1-100</u> [DEFAULT: 10]



4. 8. 11. 1: Progressive Level Settings

TOP MENU>SETTINGS>PROGRESSIVE SETTINGS>PROGRESSIVE x

This item allows to set the relative Progressive levels.

PROGRESSIVE 1	
Setting Name	Setting Data
PROGRESSIVE TYPE	: STANDALONE
INCREMENT RATE	: 2.50%
BASE VALUE	: \$100,000.00
CURRENT VALUE LIMIT	: \$99,999,999.00
HIDDEN INCREMENT RATE	: DISABLED
SECONDARY INCREMENT RATE	: SAME AS [INCREMENT RATE]
ADJUST VALUES	

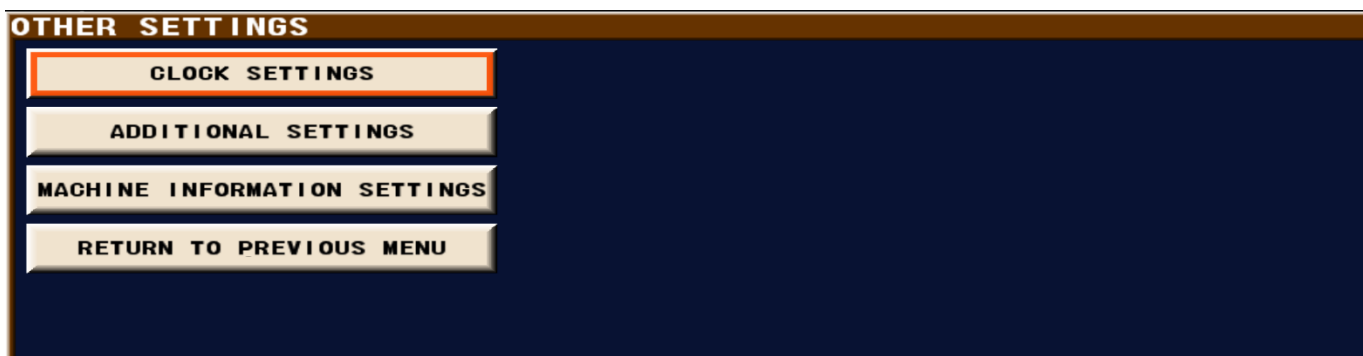
EXIT	UP	ENTER	SYSTEM SOFTWARE [Z2MGU-GEN-0204-TEST] GAME SOFTWARE [X23M03-DSBM-ZA-0105-SHOW]	OS VERSION [FS10001921] GAME GAL ID [1872]	10/18/2024 13:58:57 DEALER TERMINAL
[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations. CANCEL : Turn key clockwise 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.					

ITEM	DESCRIPTION
PROGRESSIVE TYPE	The Progressive type.
INCREMENT RATE	The setting for the increment rate (percentage of the bet) added to the progressive base value.
BASE VALUE	The setting for the base value of the progressive.
CURRENT VALUE LIMIT	The setting for the maximum value of the progressive. (This item can't be set to a number lower than the CURRENT VALUE).
HIDDEN INCREMENT RATE	The setting for the added increment rate (percentage of the bet) that is not added to the displayed progressive.
SECONDARY INCREMENT RATE	The setting for the increment rate (% of the bet) that is added to the progressive once the Progressive LIMIT VALUE is reached.
ADJUST VALUES  NOTE: Refer to above.	Use this item to restore the Data that was reset by RAM Clear. <u>CURRENT (VALUE)</u> <u>HIDDEN (VALUE)</u> <u>OVERFLOW (VALUE)</u>  NOTE: First set <u>all the items besides "ADJUST VALUES"</u> , and save the changes. Reboot the machine, input only the value for "ADJUST VALUES", then save again before starting the game operations. If the procedure is not performed in the correct order, it is possible that the values that were inputted may change.

4. 8. 12: Other Settings

TOP MENU>SETTINGS>OTHER SETTINGS




This item allows to change the settings of extra functions.



ITEM	DESCRIPTION
CLOCK SETTINGS	The date and time are displayed according to the input from the SAS System. The date format is displayed is dependent on the Currency Setting. The time is displayed as (hour:minute:second)
ADDITIONAL SETTINGS	Change the Additional Settings. More details are described at "Additional Settings" (Refer to 4.8.12.1).
MACHINE INFORMATION SETTINGS	Displays the Asset Number, and can be used to input the Floor Location and the Serial Number. <u>ASSET NUMBER</u> The Machine Authentication number used for AFT transfers. (Read Only) <u>FLOOR LOCATION</u> The Floor Location can be set. SAS LP B7 <u>SERIAL NUMBER</u> The Serial Number can be set. SAS LP 54

4. 8. 12. 1: Additional Settings

TOP MENU>SETTINGS>OTHER SETTINGS>ADDITIONAL SETTINGS

ITEM	DESCRIPTION
ERROR CONTINUES SOUNDING	Set how the Error sound will play. <u>NO</u> [DEFAULT] The sound will play for only a few seconds. <u>YES</u> The sound will play until the error is cleared.
SAS COMMUNICATION LOG OUTPUT	Refer to " SAS Communication Log " at Chapter 6.3 of the OPERATION Manual and set the number of data entries to display. To check a new communication log, set this item to <u>256</u> or <u>2048</u> and then see the " SAS Communication Log ". When set on <u>DISABLE</u> it is possible to check the log already recorded by pressing [SAVE]. <u>DISABLE</u> [DEFAULT] <u>256</u> <u>2048</u>  CAUTION! Before restart the game operation, make sure to set this item to <u>DISABLE</u> .  NOTE: This item is displayed only if on " Online System Settings "(refer to 4.8.8) the setting " SYSTEM TYPE " is set to <u>IGT SAS 6.02</u> .
SAS EVENT LOG OUTPUT	Refer to " SAS Communication Log " at Chapter 6.3 of the OPERATION Manual and set the contents to display. <u>DISABLED</u> [DEFAULT] Only the request from the Host and their response from the machine are displayed. <u>ENABLED</u> With the request from the Host and their response from the machine, also the Machine events are displayed.  NOTE: This item is operative only when "SAS COMMUNICATION LOG OUTPUT" is set to <u>256</u> or <u>2048</u> . When set on <u>DISABLE</u> it is possible to check the log already recorded by pressing [SAVE].

4. 9: Period Meter Clear

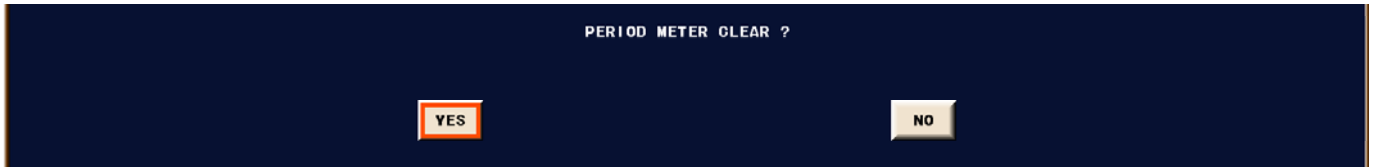
TOP MENU>PERIOD METER CLEAR

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].



4. 10: 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.



4. 11: Export Log Data

TOP MENU>EXPORT LOG DATA

i NOTE:

This item is an option for MACAU Version.

EXPORT LOG DATA

Command

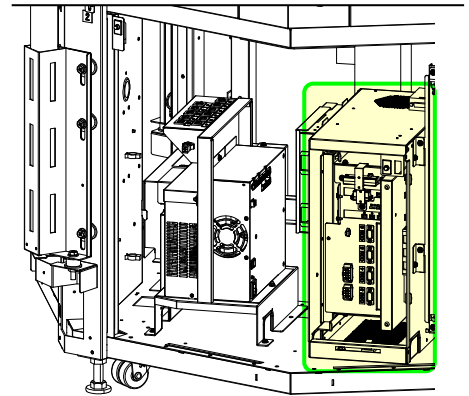
EXPORT LOG DATA : FINSH

STATUS

: PLEASE INSERT A USB FLASH

[PROCESS]

1. Refer to "**Accessing the Security Cage, the IO Case and the Main Power Unit**" at Chapter 6 to remove the Security Cage Door.



2. Insert the USB memory in any port of the Security Cage.
3. Select "EXPORT LOG DATA" on "**EXPORT LOG DATA**" to export an Information Log. (During the exporting process, it will be displayed the message [PLEASE WAIT].)
4. When the message [FINISH REMOVE USB] is displayed, the exporting process is completed. At this point, it is possible to extract the USB memory.

i NOTE:

The following messages will be displayed in case an error occurs. Please handle the problem according to its content.

[PLEASE INSERT A USB FLASH] is displayed if no USB memory is fully inserted in the USB port.

[FAILED FIVE TIMES CHECK] is displayed if the CVS DATA export process failed.

[CSV DETECTED IN USB PLEASE CLEAR THE USB] is displayed if a different CSV Data was left in the USB memory.

Chapter 5

AUDIT Mode for Stations (Service)

Accessing – AUDIT mode - Top Menu

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

 **CAUTION!**

It is not possible to change the settings if credit is left in the Stations.

 **NOTE:**

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

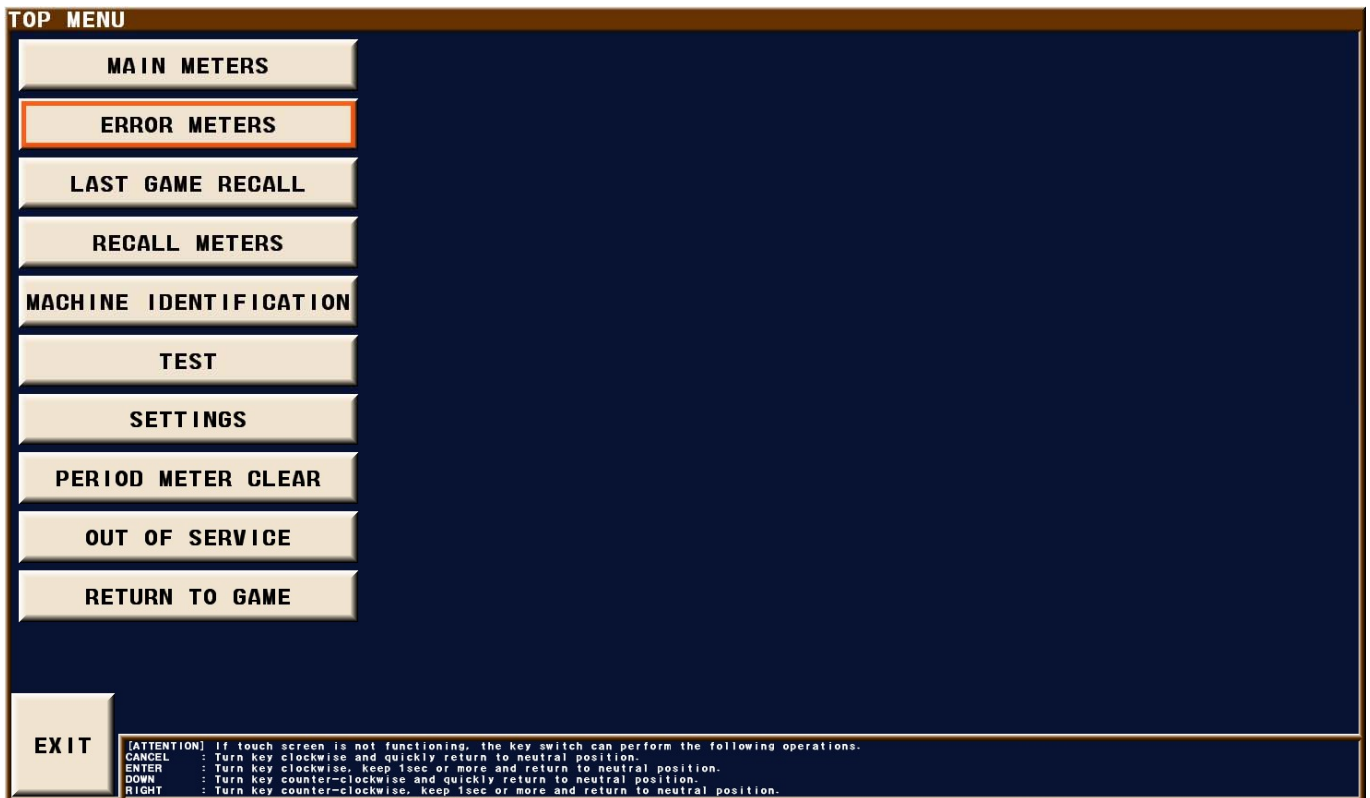
1. Open the door (Front door, Security Cage door) indicated by the instructions for each AUDIT setting item.
2. To call the AUDIT mode, turn the RESET/AUDIT Key Switch to the AUDIT position, and return it to the neutral position.



 **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)"**.

3. 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
MAIN METERS See OPERATION Manual, Chapter 7	MASTER METERS
	NEVADA(or MACAU) METERS
	FRENCH METERS
	BILL METERS (Accessible only if the BILL Acceptor is Enabled)
	SYSTEM RELATED IN/OUT METERS
	ONLINE COMMUNICATION METERS
	GAME METERS
	WAGER CATEGORY METERS
	EXTRA GAME METERS
	PROGRESSIVE METERS
ERROR METERS See OPERATION Manual, Chapter 7	MECHANICAL METER ERRORS
	SYSTEM ERRORS
	DOOR EVENTS
	ONLINE COMMUNICATION ERRORS
	BILL ACCEPTOR ERRORS/EVENTS (Accessible only if the BILL Acceptor is Enabled)
	TICKET PRINTER ERRORS (Accessible only if the Ticket Printer is Enabled)
	NETWORK CONDITION METERS
	LIVE CAMERA ERRORS
LAST GAME RECALL See OPERATION Manual, Chapter 7	CURRENT GAME
	LAST GAME
	2nd LAST GAME
	3rd LAST GAME
	4th LAST GAME
	5th LAST GAME
	50th LAST GAME AME

ROOT MENU	SUB MENU
RECALL METERS See OPERATION Manual, Chapter 7	BILL RECALL
	TICKET IN
	TICKET OUT
	CASHLESS TRANSACTION
	PROMOTIONAL TRANSACTION
	HOST BONUS TRANSACTION
	DOOR HISTORY
	ERROR HISTORY
	ALL EVENT HISTORY
	HAND PAY HISTORY
	PROGRESSIVE HISTORY
	TIME DIFFERENCE IN STATION INTERNAL CLOCK
	TIME DIFFERENCE BETWEEN STATION AND MAIN
	TIME DIFFERENCE OCCURRENCE BY HOUR
SAS COMMUNICATION LOG	
RETURN BET	
MACHINE IDENTIFICATION See OPERATION Manual, Chapter 7	VERSION INFORMATION
	PSD VERIFICATION (CRC)
	PSD VERIFICATION (HMAC-SHA1)
	PSD VERIFICATION (SHA1)
	GAME INFORMATION
	HARDWARE INFORMATION
	SUBMISSION INFORMATION
TEST (Can be performed only if the Front door is open)	BILL ACCEPTOR TEST
	TICKET PRINT TEST
	MONITOR TEST
	TOUCH SCREEN TEST
	INPUT TEST
	OUTPUT TEST
	SERIAL TEST
	SOUND TEST

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

5. 1: Audit Mode Differences based on Settings

i NOTE:

The name of some AUDIT items changes according to the jurisdiction.

Jurisdiction	GLI, SABS, MACAU	CA	NV/AZ
MASTER METERS	MASTER METERS	MASTER METERS	NEVADA METERS
NEVADA/MACAU METERS	MACAU METERS	NEVADA METERS	Not Displayed
FRENCH METERS	FRENCH METERS	FRENCH METERS	Not Displayed
IMPORTANT SETTINGS	IMPORTANT SETTINGS	IMPORTANT SETTINGS	BASIC SETTING

5. 2: Settings Menu Differences between NV GAL or SETTING GAL

No settings require the use of a SETTING GAL Cassette.

5. 3: Main Meters

TOP MENU >MAIN METERS

Refer to OPERATION Manual Chapter 7.1 **"Main Meters"** to check the Meters recorded by the machine.

5. 4: Error Meters

TOP MENU >ERROR METERS

Refer to OPERATION Manual Chapter 7.2 **"Error Meters"** to check the logs of each Error category.

5. 5: Last Game Recall

TOP MENU >LAST GAME RECALL

Refer to OPERATION Manual Chapter 7.3 **"Last Game Recall"** to check records of the past games, including the game ongoing.

5. 6: Recall Meters

TOP MENU >RECALL METERS

Refer to OPERATION Manual Chapter 7.4 **"Recall Meters"** to check records of each Event.

5. 7: Machine Identification

TOP MENU >MACHINE IDENTIFICATION

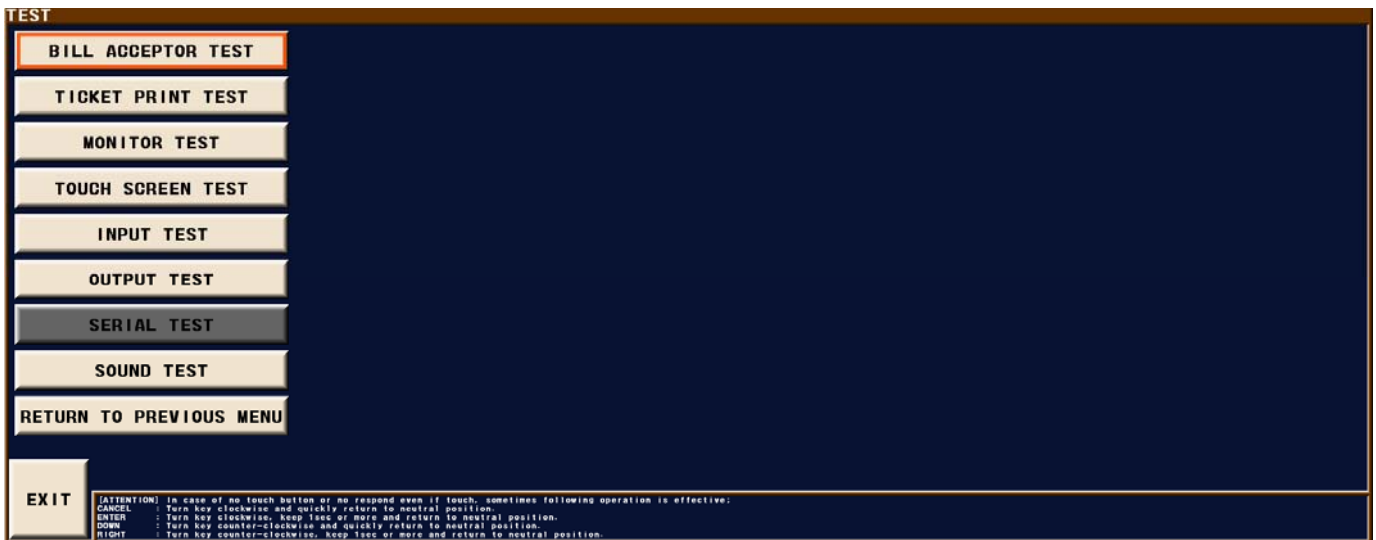
Refer to OPERATION Manual Chapter 7.5 **"Machine Identification"** to check various Information.

5. 8: Test

TOP MENU>TEST

i NOTE:

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



5. 8. 1: BILL Acceptor Test

TOP MENU>TEST>BILL ACCEPTOR TEST

i NOTE:

- This item is displayed only if on "BILL Acceptor Settings"(refer to 5.9.2) the setting "BILL ACCEPTOR" is set to **ENABLED**.
- This test displays the BILL/ticket type and code when a BILL or ticket is inserted.

5. 8. 2: Ticket Print Test

TOP MENU>TEST>TICKET PRINT TEST

i NOTE:

- This item is displayed only if on "Ticket Print Settings"(refer to 5.9.3) the setting "PRINTER TYPE" is set to **ENABLED**.
- The Ticket Print Test is started when [TEST START] is pressed.

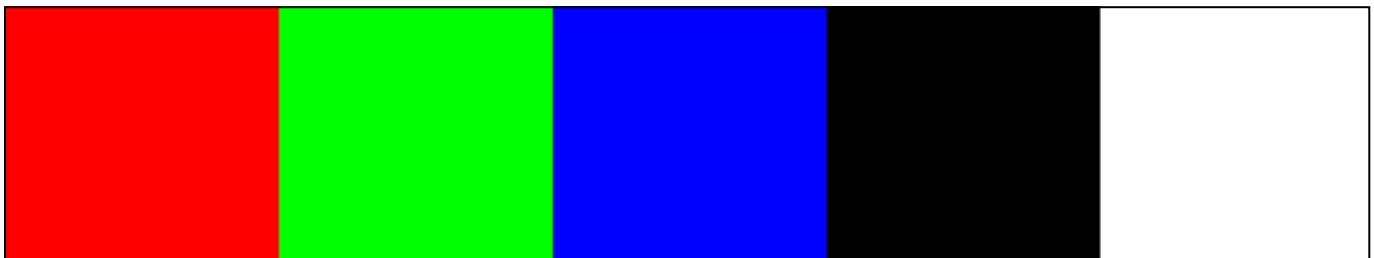
5. 8. 3: Monitor Test

TOP MENU>TEST>MONITOR TEST

Select one of the Buttons below to display the relative color on the screen.



Example screenshot



5. 8. 4: Touch Screen Test

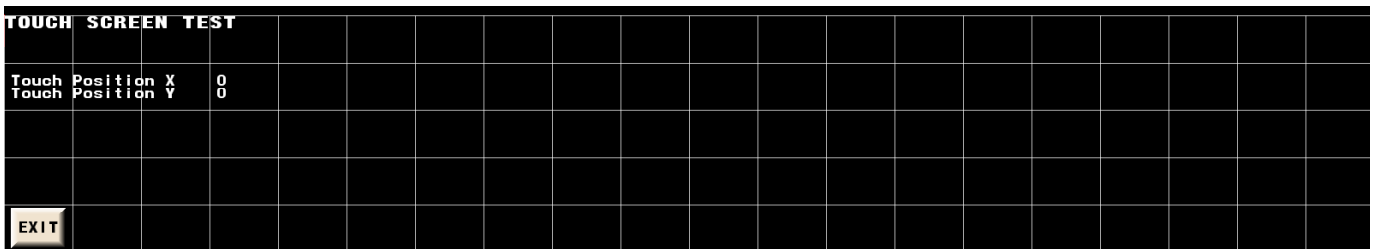
TOP MENU>TEST>TOUCH SCREEN TEST



CAUTION!

It is not possible to properly calibrate the screen if the following conditions are not fulfilled.
If the difference is relevant, repeat again the calibration procedure.

- When performing the Calibration settings, the Top Door must be locked.
- Do not touch the cabinet with any part of the body except the finger touching the screen.



ITEM	DESCRIPTION
TOUCH SCREEN TEST	Displays a cursor on the screen and the coordinates of the point of touch.

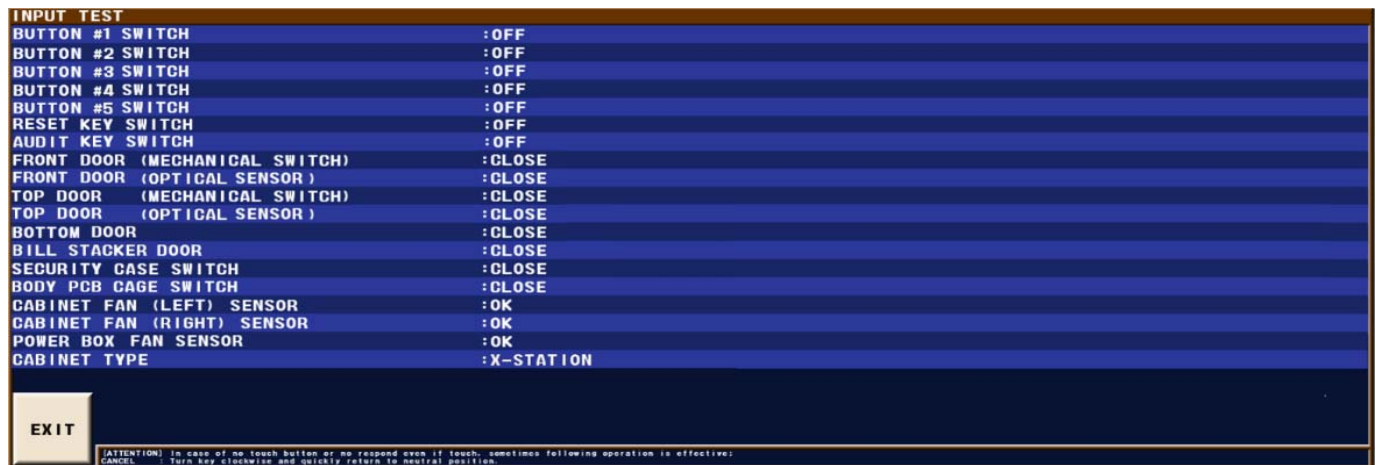
5. 8. 5: Reel Test

Not used on this machine

5. 8. 6: Input Test

TOP MENU>TEST>INPUT TEST

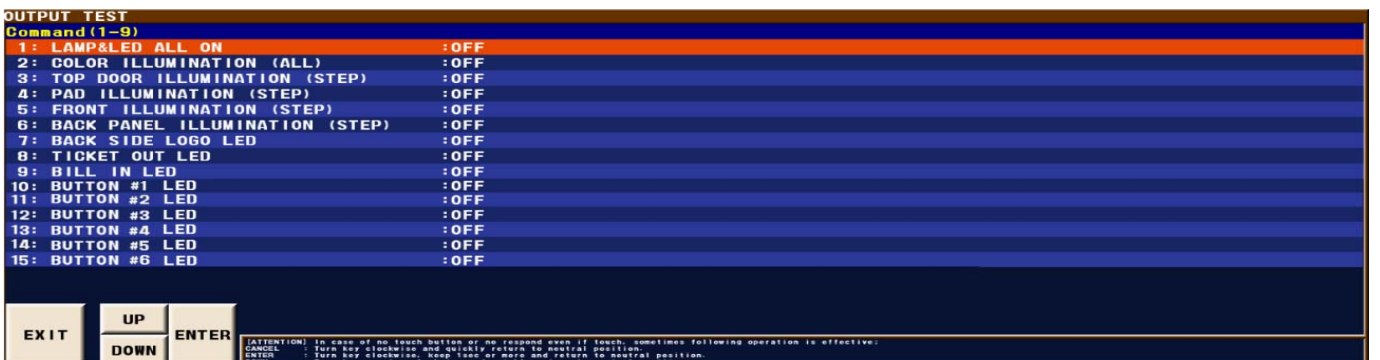
This item allows to check the operation of various functions.



5. 8. 7: Output Test

TOP MENU>TEST>OUTPUT TEST

This item allows to select each function in order to check the operation of the relative device.



5. 8. 7. 1: Illumination LED

This item allows to check the Illumination LED. Select one item to automatically turn on the LED.

Structure of LED Test

TOP MENU>TEST>OUTPUT TEST>LAMP&LED ALL ON

- >COLOR ILLUMINATION (ALL) ※no function
- >TOP DOOR ILLUMINATION (STEP)
- >PAD ILLUMINATION (STEP)
- >FRONT ILLUMINATION (STEP)
- >BACK ILLUMINATION (STEP)
- >TICKET OUT LED
- >BILL IN LED
- >BACK SIDE LOGO LED

TOP MENU>TEST>OUTPUT TEST>LAMP&LED ALL ON

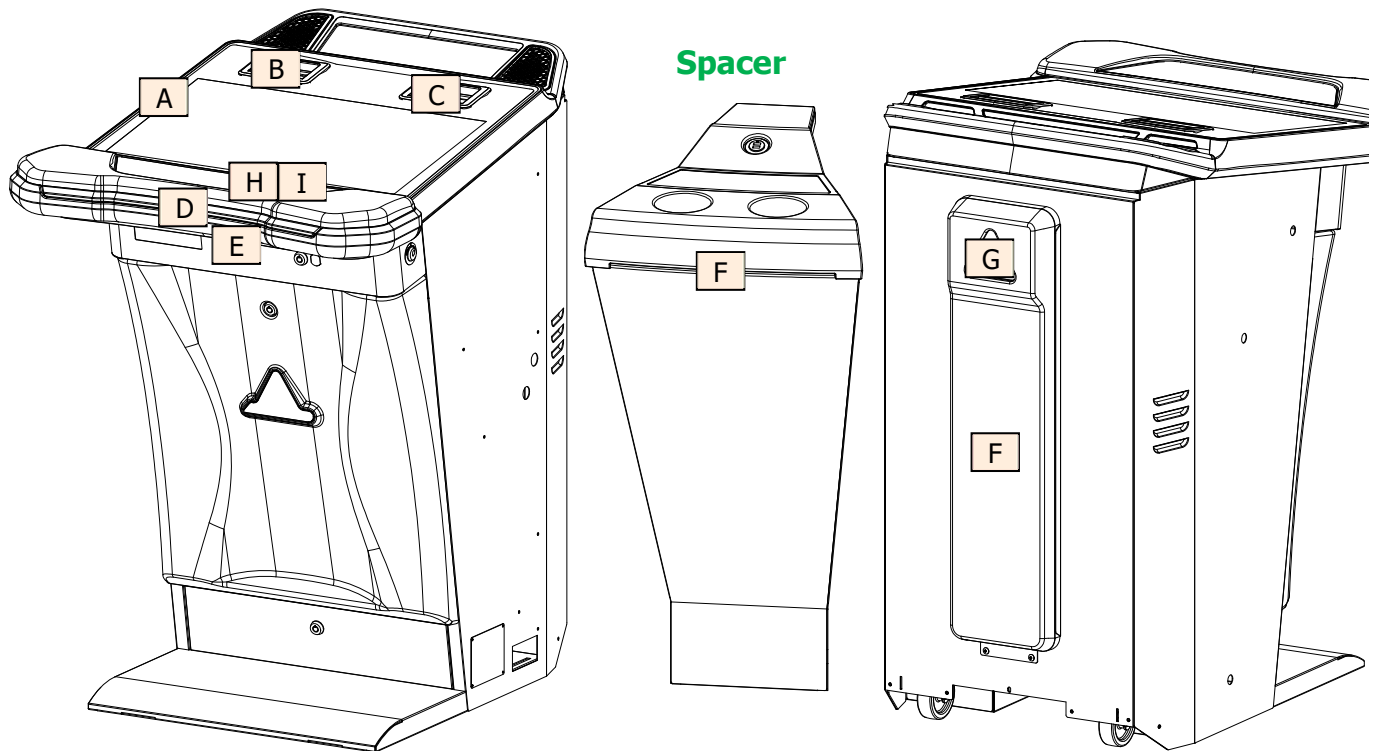
The LEDs position is as indicated in the map.

The LEDs illuminate following the order indicated by the numbers on the table.

i NOTE:

According to the machines, also a Spacer may be attached to the Stations as shown below.

The LEDs location map



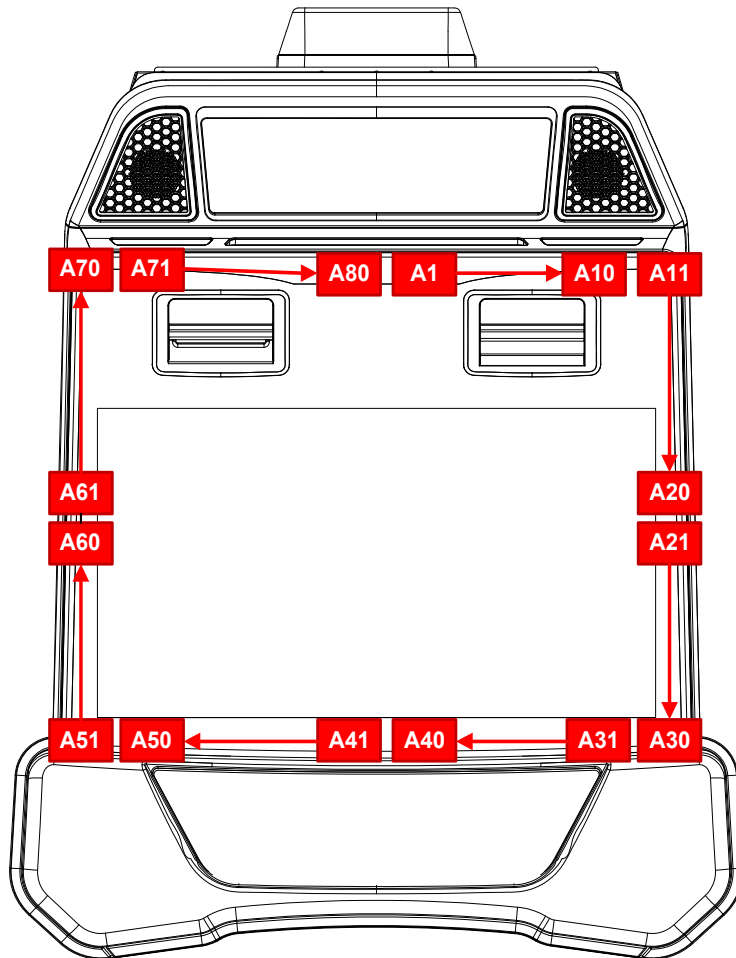
LAMP&LED ALL ON		
Rotation	No.	NAME
/	1	A : WHITE
		B : BLUE
		C : BLUE
		D : WHITE
		E : WHITE
		F : WHITE
		G : WHITE

TOP MENU>TEST>OUTPUT TEST>TOP DOOR ILLUMINATION (STEP)

The LEDs position is as indicated in the map.

The LEDs illuminate following the order indicated by the numbers on the table.

The LEDs location map (TOP VIEW)



TOP DOOR ILLUMINATION (STEP)		
Rotation	No.	NAME
↓	1	A1
	9	A9
	10	A10
	11	A11
	12	A12
	78	A78
	79	A79
	80	A80

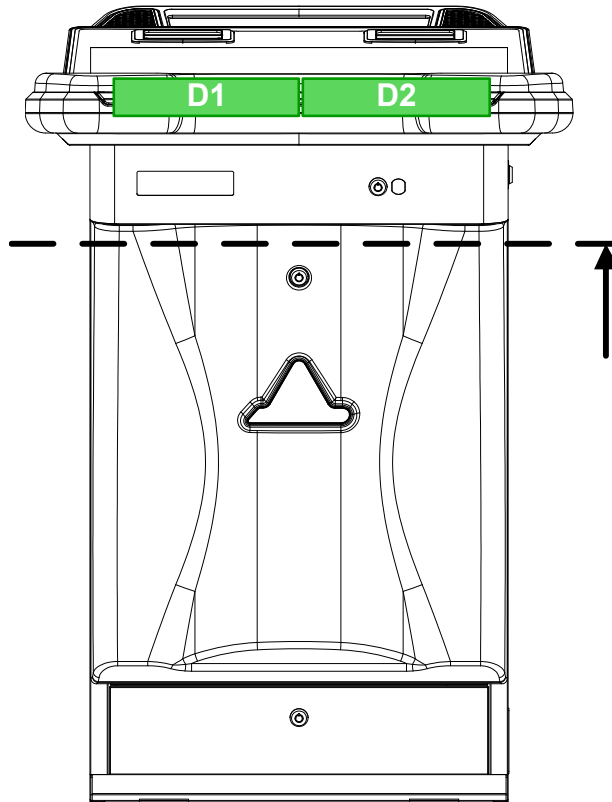
Illumi LED lights in the Following order :
R(Red) >G(Green) >B(Blue) >W(White)

**TOP MENU>TEST>OUTPUT TEST>PAD ILLUMINATION (STEP)
>FRONT ILLUMINATION (STEP)**

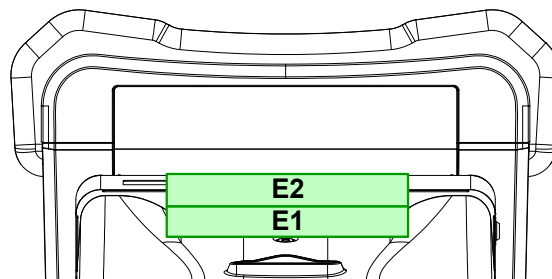
The LEDs position is as indicated in the map.

The LEDs illuminate following the order indicated by the numbers on the table.

The LEDs location map (FRONT VIEW)



The LEDs location map (BOTTOM VIEW)



Illumi LED lights in the Following order :
R(Red) >G(Green) >B(Blue) >W(White)

PAD ILLUMINATION (STEP)		
Rotation	No.	NAME
↓	1	D1
	2	D2

FRONT ILLUMINATION (STEP)		
Rotation	No.	NAME
↓	1	E1
	2	E2

TOP MENU>TEST>OUTPUT TEST>BACK ILLUMINATION (STEP)

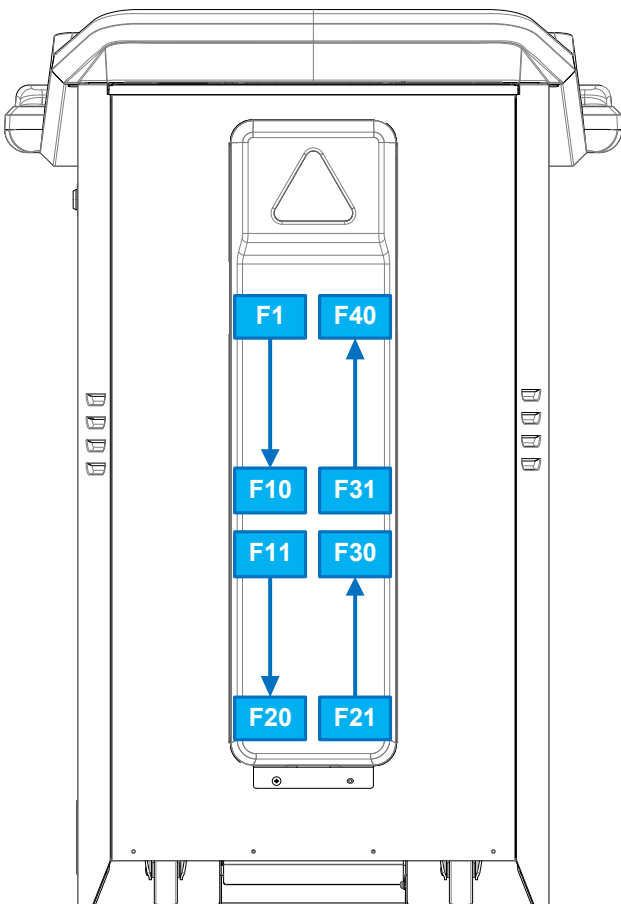
The LEDs position is as indicated in the map.

The LEDs illuminate following the order indicated by the numbers on the table.

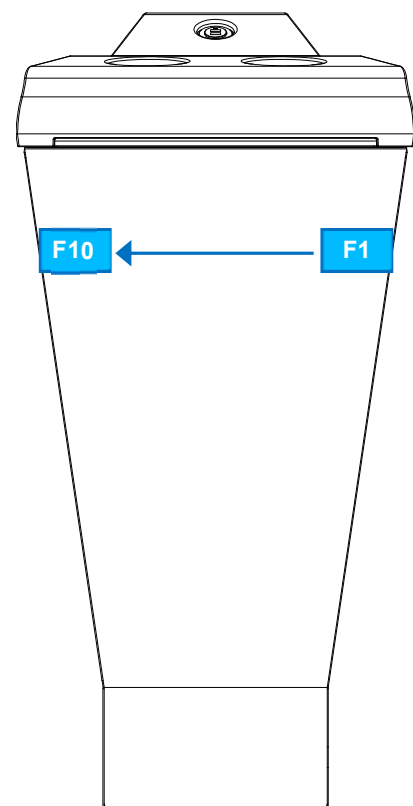
i NOTE:

If a Spacer is attached to the Station, the LED of the Spacer is synchronized with the BACK ILLUMINATION (STEP)

The LEDs location map (BACK SIDE VIEW)



The LEDs location map (on The SPACER)



BACK ILLUMINATION (STEP)		
Rotation	No.	NAME
↓	1	F1
	2	F2
	39	F39
	40	F40

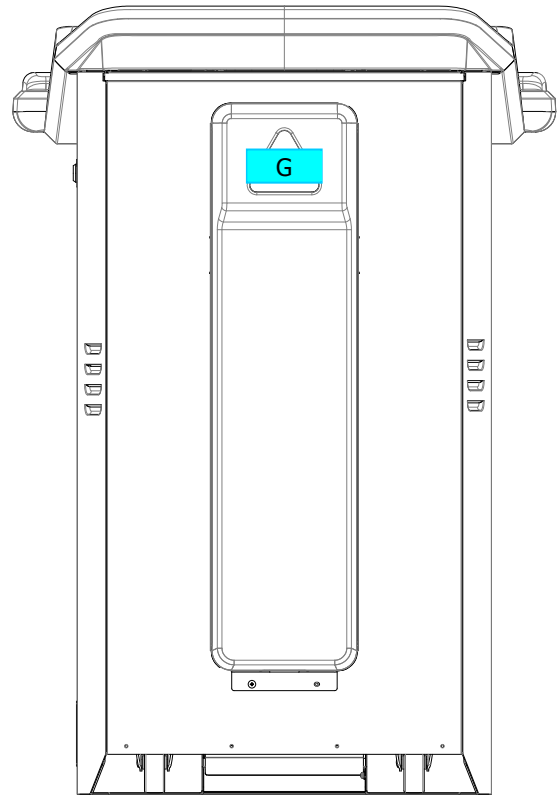
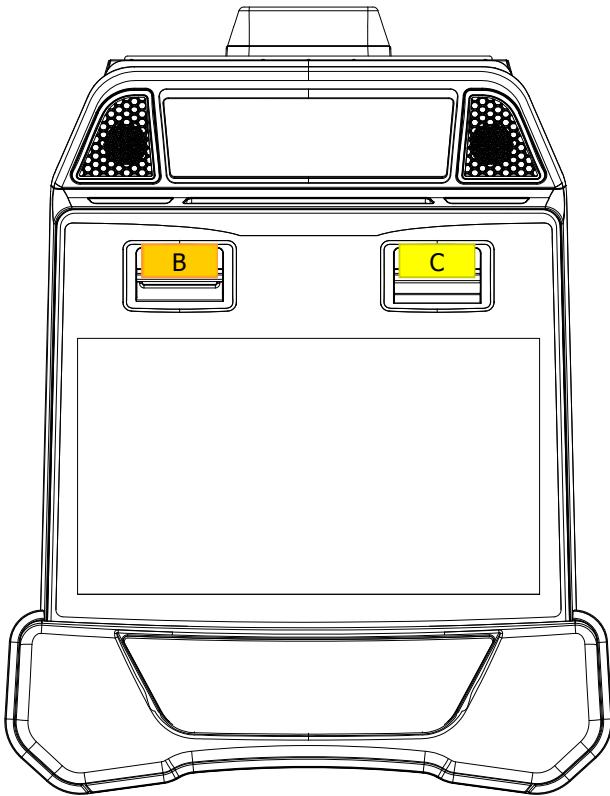
Illumi LED lights in the Following order :
R(Red) >G(Green) >B(Blue) >W(White)

TOP MENU>TEST>OUTPUT TEST>TICKET OUT LED
>BILL IN LED
>BACK SIDE LOGO LED

The LEDs position is as indicated in the map.

The LEDs illuminate following the order indicated by the numbers on the table.

The LEDs location map



TICKET OUT LED		
Rotation	No.	NAME
	1	B : BLUE

BILL IN LED		
Rotation	No.	NAME
	1	C : BLUE

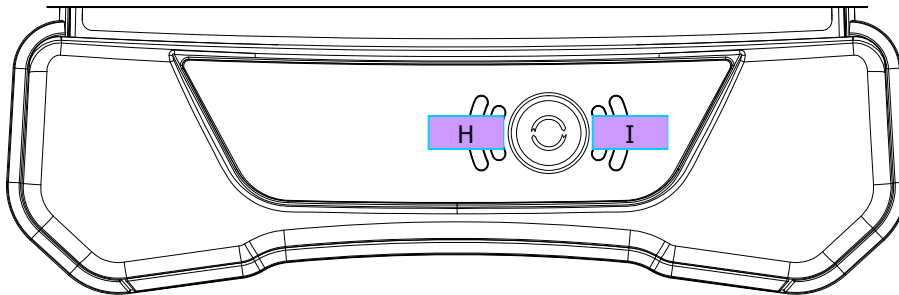
BACK SIDE LOGO LED		
Rotation	No.	NAME
	1	G : WHITE

- TOP MENU>TEST>OUTPUT TEST>BUTTON #1 LED
- >BUTTON #2 LED
- >BUTTON #3 LED
- >BUTTON #4 LED
- >BUTTON #5 LED
- >BUTTON #6 LED

The LEDs position is as indicated in the map.

The LEDs illuminate following the order indicated by the numbers on the table.

The LEDs location map



BUTTON #1 LED		
Rotation	No.	NAME
	1	H : BLUE
BUTTON #2 LED		
Rotation	No.	NAME
	1	H : GREEN
BUTTON #3 LED		
Rotation	No.	NAME
	1	H : RED

BUTTON #4 LED		
Rotation	No.	NAME
	1	I : BLUE
BUTTON #5 LED		
Rotation	No.	NAME
	1	I : GREEN
BUTTON #6 LED		
Rotation	No.	NAME
	1	I : RED

5. 8. 8: Serial Test

TOP MENU>TEST>SERIAL TEST

This item allows to perform a functionality test of the ports COM1-COM6.

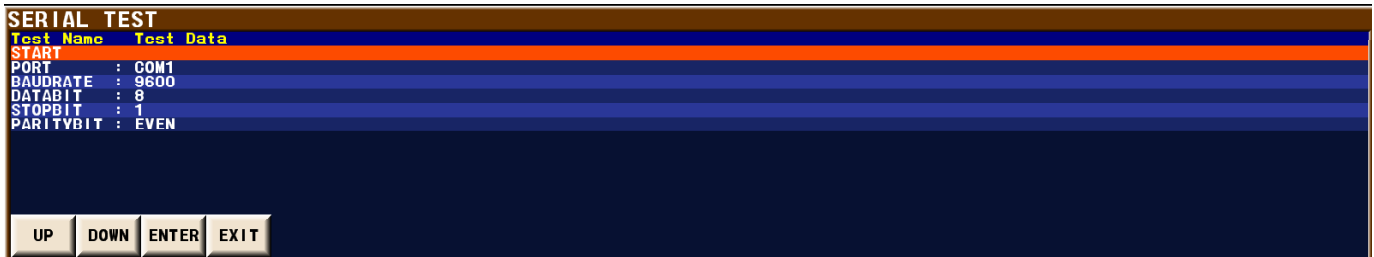
NOTE:

This item is displayed only if on

"BILL Acceptor Settings"(refer to (5.9.2) the setting " BILL ACCEPTOR" is set to **DISABLED**,

"Ticket Print Settings"(refer to 5.9.3) the setting " PRINTER TYPE" is set to **DISABLED**,

"Online System Settings"(refer to 5.9.11) the setting "SYSTEM TYPE" is set to **NONE**



ITEM	Options
START	Start the serial test.
PORT	COM1 / COM2 / COM3 / COM4 / COM5 / COM6 / CANCEL
BAUDRATE	9600 / 19200 / 38400 / 115200 / CANCEL
DATABIT	7 / 8 / CANCEL
STOPBIT	1 / 2 / CANCEL
PARITYBIT	NONE / ODD / EVEN / CANCEL

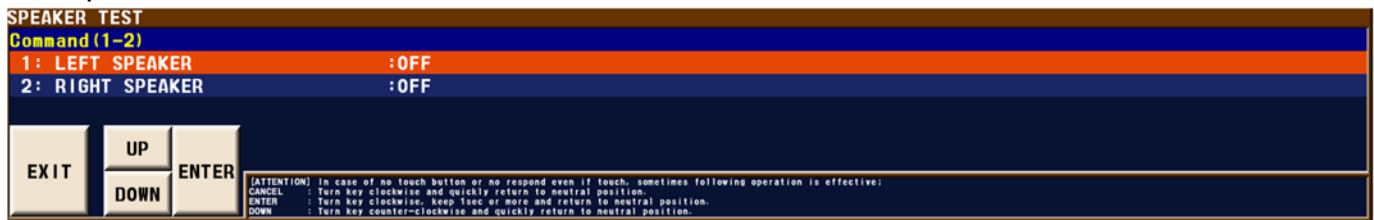
5. 8. 9: Sound Test

TOP MENU>TEST>SOUND TEST

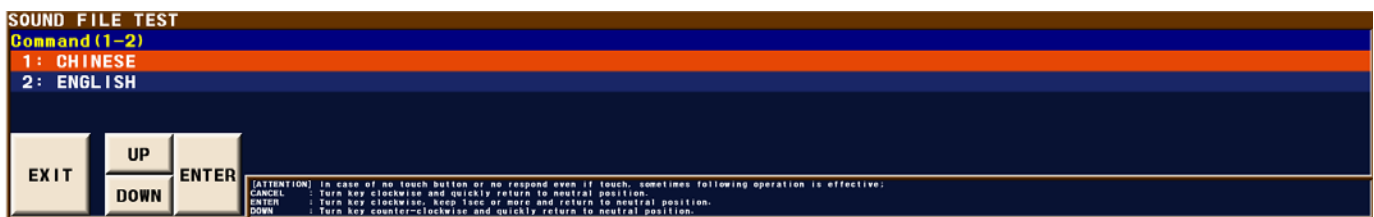
Select one of the Buttons below to play the relative sound.



Example screenshot of SOUND TEST>SPEAKER TEST



Example screenshot of SOUND TEST>SOUND FILE TEST



5. 8. 10: LCD Button Test

Not used on this machine

5. 8. 11: Extension Unit Test

Not used on this machine

5. 8. 12: Extend LED Test

Not used on this machine

5.9: Settings

TOP MENU>SETTINGS

i NOTE:

- To perform this operation, the Front Door must be open.
- Most items cannot be set if the Security Cage is closed; refer to the indications for each item for more details.
- It is not possible to change the settings if credit is left in the Stations.
- Updating the following settings will clear all soft meters and reset them to zero. After the update it will be necessary to reboot the machine.

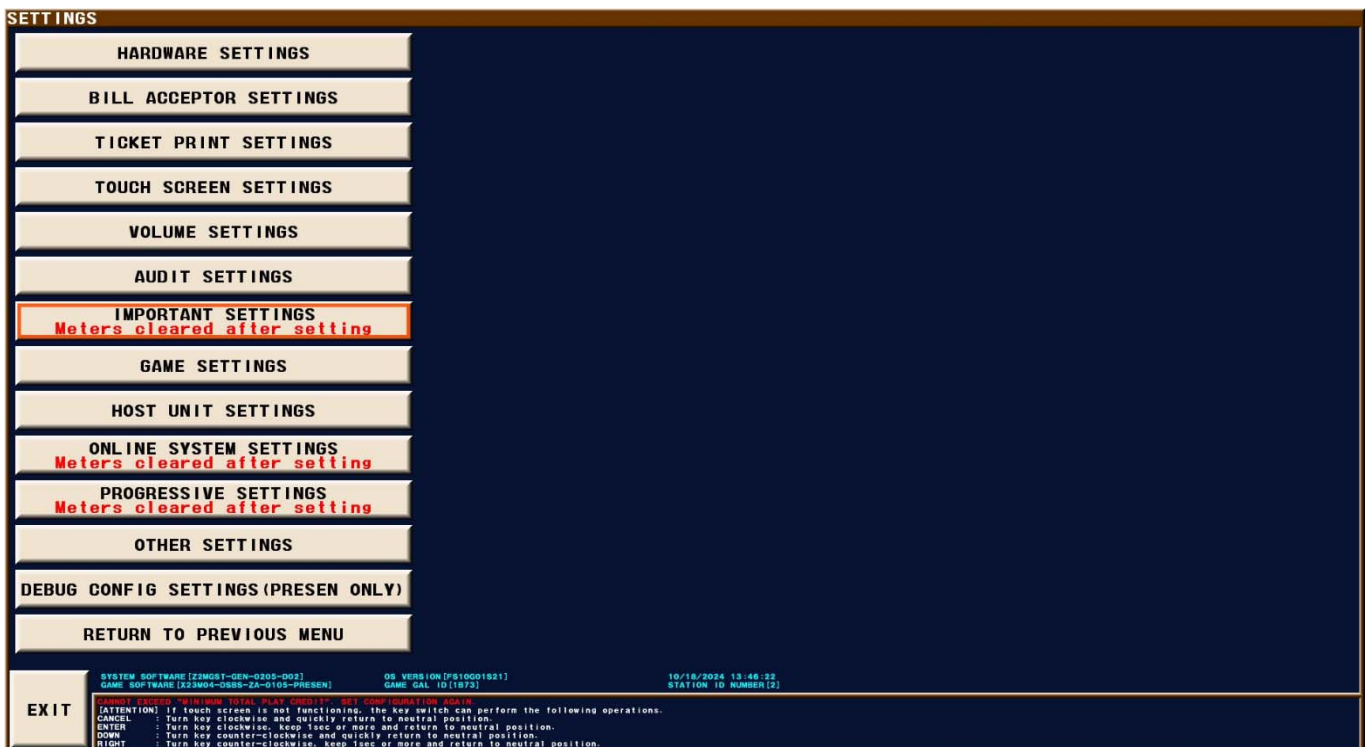
IMPORTANT SETTINGS

ONLINE SYSTEM SETTINGS

PROGRESSIVE SETTINGS

CELEBRATION SETTINGS

- ✘ When using Nevada GAL, the IMPORTANT SETTINGS will be displayed as BASIC SETTINGS.



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

5.9.1: Hardware Settings

TOP MENU>SETTINGS>HARDWARE SETTINGS

This item allows to change the settings of each hardware device.

Setting Name		Setting Data
CONTROL PANEL TYPE	:	USA
MECHANICAL METER TYPE	:	PATTERN 1
LED BRIGHTNESS	:	100%
LED COLOR (BACK)	:	ORANGE
LED COLOR (FOOT)	:	ORANGE
OPTICAL SENSOR	:	ENABLED

EXIT	UP	ENTER
	DOWN	

[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.
 ENTER : Turn key clockwise, keep base of meter and return to neutral position.
 DOWN : Turn key counter-clockwise and quickly return to neutral position.

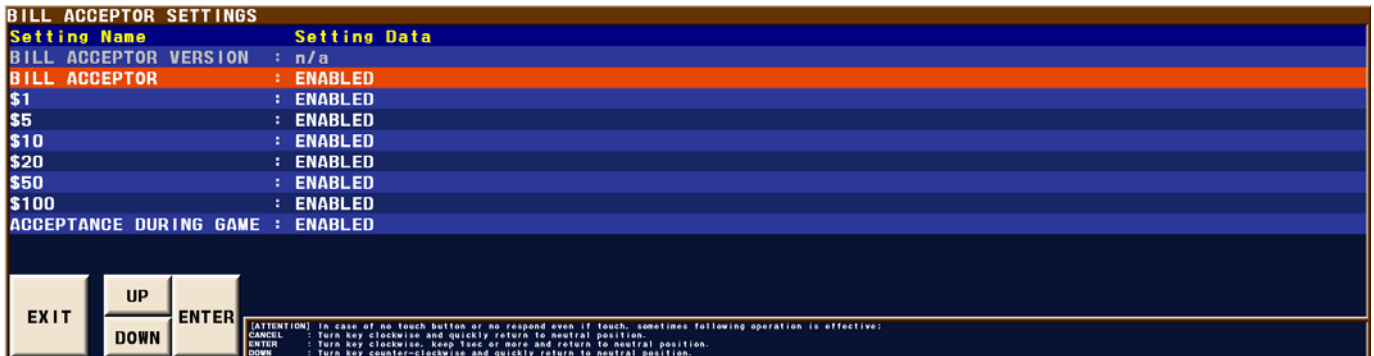
ITEM	DESCRIPTION
CONTROL PANEL TYPE ※Option	Read Only. USA [DEFAULT] i NOTE: This item is not displayed in NEVADA and ARIZONA version, and is read only in all the other jurisdictions.
MECHANICAL METER TYPE	Set one of the PATTERNS for the display of the Mechanical meters. NONE The mechanical meters are N/A. PATTERN 1 Hand pay/Jackpot Pay, Total Out, Total In, Total Bill. PATTERN 2 Total cash in, Total cash out, Wagered, Game won. i NOTE: The default value is dependent on the jurisdiction. This item is not displayed in NEVADA and ARIZONA version.
LED BRIGHTNESS ※Option	Set the intensity of the LED lights: <u>100%, 80%, 64%, 46%, 36%, 18%, Cancel</u> [DEFAULT: 100%]

ITEM	DESCRIPTION
LED COLOR (BACK) ※Option	Set the color of the Back Illumination LED <u>ORANGE [DEFAULT]</u> <u>RED</u> <u>BLUE</u> <u>GREEN</u> <u>YELLOW</u> <u>CYAN</u> <u>VIOLET</u> <u>WHITE</u> <u>OFF</u>
LED COLOR (FOOT) ※Option	Set the color of the Front Illumination LED. <u>ORANGE [DEFAULT]</u> <u>RED</u> <u>BLUE</u> <u>GREEN</u> <u>YELLOW</u> <u>CYAN</u> <u>VIOLET</u> <u>WHITE</u> <u>OFF</u>
OPTICAL SENSOR	Set the use of the Front Door Optical Sensor function. <u>ENABLED</u> <u>DISABLED [DEFAULT]</u>

5.9.2: BILL Acceptor Settings

TOP MENU>SETTINGS>BILL ACCEPTOR SETTINGS

This item allows to change the settings relative to the bill acceptor functions.



ITEM	DESCRIPTION
BILL ACCEPTOR VERSION	The Firmware version of the bill acceptor.
BILL ACCEPTOR	Set the use of the bill acceptor function. <u>ENABLED [DEFAULT]</u> <u>DISABLED</u>
\$xx	Set if bills of each value can be accepted by the validator. <u>ENABLED [DEFAULT]</u> <u>DISABLED</u>
ACCEPTANCE DURING GAME	Set if the bills will be accepted during play. <u>ENABLED [DEFAULT]</u> <u>DISABLED</u>

5.9.3: Ticket Print Settings

TOP MENU>SETTINGS>TICKET PRINT SETTINGS

This item allows to change the settings relative to the ticket printer functions.

i NOTE:

The display of this item depends on the setting of "PRINTER TYPE" and on the setting of "SYSTEM TYPE" and "CASHOUT VALIDATION" on "**Online System Settings**" that is described later on this chapter.

Page 1

Setting Name	Setting Data
HARDWARE VERSION	: NONE
FIRMWARE VERSION	: NONE
PRINTER TYPE	: ENABLED
USE PRINTER AS CASHOUT DEVICE	: YES
PRINT RESTRICTED TICKETS	: YES
TICKETS FOR FOREIGN RESTRICTED AMOUNTS	: YES
VALIDATE HANDPAYS AND HANDPAY RECEIPTS	: NO
USE PRINTER AS HANDPAY RECEIPT DEVICE	: ---
PRINT AFT RECEIPT	: YES
TICKET REDEMPTION	: YES
CASH TO	: HOST
HOST FAILED	: CONTINUE

EXIT UP ENTER
 << DOWN >>

[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.
 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

Setting Name	Setting Data
HORIZONTAL PRINTING (max 40) (TICKET/RECEIPT)	
VENUE NAME (TICKET/RECEIPT)	:
VENUE ADDRESS 1 (TICKET/RECEIPT)	:
VENUE ADDRESS 2 (TICKET/RECEIPT)	:
HOST ID	: 0
CASHABLE EXPIRATION	: 30 days
RESTRICTED DEFAULT EXPIRATION	: 30 days

EXIT UP ENTER
 << DOWN >>

[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

Setting Name	Setting Data
VERTICAL PRINTING (max 22) (AFT RECEIPT)	
VENUE NAME (AFT RECEIPT)	:
VENUE ADDRESS 1 (AFT RECEIPT)	:
VENUE ADDRESS 2 (AFT RECEIPT)	:

EXIT UP ENTER
 << DOWN >>

[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
HARDWARE VERSION	The hardware version of the ticket printer.
FIRMWARE VERSION	The firmware version of the ticket printer.
PRINTER TYPE	Set the use of the ticket printer function. <u>ENABLED</u> <u>DISABLED [DEFAULT]</u>
USE PRINTER AS CASHOUT DEVICE	Set the use of the cashable tickets print function. <u>YES [DEFAULT]</u> <u>NO</u>
PRINT RESTRICTED TICKETS	Set the use of the restricted tickets print function. (For restricted credits from Ticket In) <u>YES [DEFAULT]</u> <u>NO</u> <u>i</u> NOTE: This item is displayed only if "USE PRINTER AS CASHOUT DEVICE" described above is set to <u>YES</u> .
TICKETS FOR FOREIGN RESTRICTED AMOUNTS	Set the use of the restricted tickets print function. (For restricted credits from AFT) <u>YES [DEFAULT]</u> <u>NO</u> <u>i</u> NOTE: This item is displayed only if "USE PRINTER AS CASHOUT DEVICE" described above is set to <u>YES</u> .
VALIDATE HAND PAYS AND HAND PAY RECEIPTS	Hand Pay Validation Information is sent to the Host. <u>YES</u> <u>NO [DEFAULT]</u>
USE PRINTER AS HAND PAY RECEIPT DEVICE	Prints Hand Pay and Jackpot Hand Pay receipts. <u>YES [DEFAULT]</u> <u>NO</u> <u>NO (FORCE)</u> <u>YES (FORCE)</u> <u>i</u> NOTE: This item is displayed only if "VALIDATE HAND PAYS AND HAND PAY RECEIPTS" described above is set to <u>YES</u> .

ITEM	DESCRIPTION
PRINT AFT RECEIPT	Prints AFT receipts. <u>YES</u> [DEFAULT] <u>NO</u>
TICKET REDEMPTION	Set the use of the Ticket redemption function. <u>YES</u> [DEFAULT] <u>NO</u>
CASH TO	Set the priority cash out device. <u>HOST</u> [DEFAULT] <u>PRINTER (OR OTHER)</u>  NOTE: This item is displayed only when "PRINTER TYPE" is set to <u>ENABLED</u> and "CASHLESS TRANSFER FROM HOST (EX BONUS)" of " Online System Settings " is set to <u>YES</u> .
HOST FAILED	The AFT Connection Status.
HORIZONTAL PRINTING (max 40) (TICKET/RECEIPT)	Set the following items to be printed horizontally. VENUE NAME: (Up to 40 characters) The VENUE NAME. VENUE ADDRESS 1: (Up to 40 characters) The VENUE ADDRESS 1. VENUE ADDRESS 2: (Up to 40 characters) The VENUE ADDRESS 2. HOST ID The SAS Host ID. CASHABLE EXPIRATION: (default: 30 days) The expiration date of a cashable tickets and hand pay receipts. RESTRICTED DEFAULT EXPIRATION: (default 30 days) The expiration date of a promotional ticket.
VERTICAL PRINTING (max 22) (AFT RECEIPT)	Set the following items to be printed vertically. VENUE NAME (AFT RECEIPT): (Up to 22 characters) The VENUE NAME. VENUE ADDRESS 1(AFT RECEIPT): (Up to 22 characters) The VENUE ADDRESS 1. VENUE ADDRESS 2 (AFT RECEIPT): (Up to 22 characters) The VENUE ADDRESS 2

5.9.4: Touch Screen Settings

TOP MENU>SETTINGS>TOUCH SCREEN SETTINGS

This item allows to calibrate the Touch screen.



CAUTION!

It is not possible to properly calibrate the screen if the following conditions are not fulfilled.
If the difference is relevant, repeat again the calibration procedure.

- When performing the Calibration settings, the Top Door must be locked.
- Do not touch the cabinet with any part of the body except the finger touching the screen.

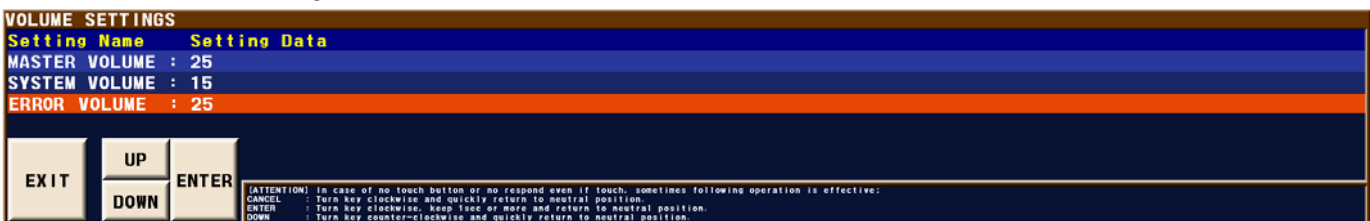


ITEM	DESCRIPTION
CALIBRATION SETTING	Calibrate the Touch screen. Follow the instruction displayed on the screen.
SENSOR RESET	Reset the sensor for the screen is reset. After reset, the screen changes to "CALIBRATION SETTING".

5.9.5: Volume Settings

TOP MENU>SETTINGS>VOLUME SETTING

This item allows to adjust the volume of each Sound.



ITEM	DESCRIPTION
MASTER VOLUME	Set the volume of the game sounds. 1 - 30 [DEFAULT: 25]
SYSTEM VOLUME	Set the volume for the system related sounds. 1 - 30 [DEFAULT: 15]
ERROR VOLUME	Set the volume for the error sounds. 1 - 30 [DEFAULT: 15]

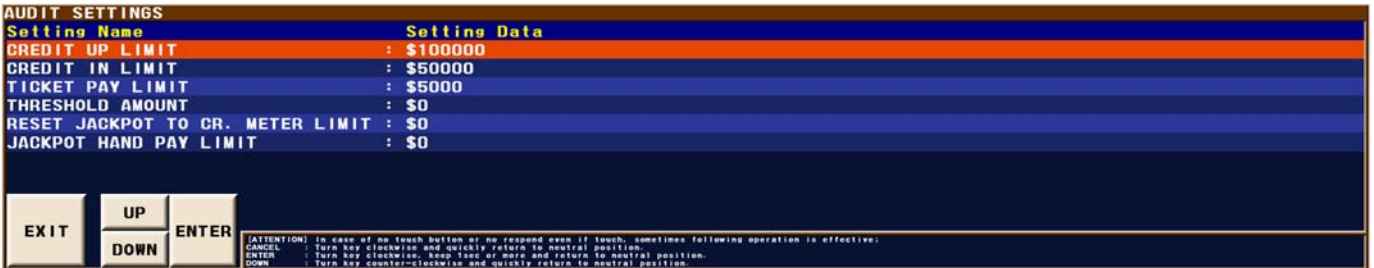
5.9.6: Software settings

Not used on this machine

5.9.7: Audit Settings

TOP MENU>SETTINGS>AUDIT SETTINGS

This item allows to change the settings relative to the Credit.



Example screenshot of AUDIT SETTINGS>CREDIT UP LIMIT



ITEM	DESCRIPTION
CREDIT UP LIMIT	<p>The maximum number of Credits that can be accumulated by the CREDIT METER.</p> <p>If this limit is exceeded by increasing credits to the Current Credit as result of a Win, the Credit is automatically cashed out.</p> <p>If this item is set lower than "CREDIT IN LIMIT", an error occurs. Please repeat one of the two settings.</p> <p><u>0 - 40,000,000</u> [DEFAULT: 100,000 DEFAULT for ONTARIO: 3000]</p>
CREDIT IN LIMIT	<p>The maximum number of CREDITS that can be added to the CREDIT METER.</p> <p>If this limit is exceeded by increasing credits to the Current Credit by BILLS or Card, the Credit is automatically cashed out.</p> <p>If this item is set higher than "CREDIT UP LIMIT", an error occurs. Please repeat one of the two settings.</p> <p><u>0 - 40,000,000</u> [DEFAULT: 50,000 DEFAULT for ONTARIO: 3000]</p>
TICKET PAY LIMIT	<p>The maximum value that can be paid out by tickets.</p> <p><u>0 - 40,000,000</u> [DEFAULT: 5,000 DEFAULT for ONTARIO: 3000]</p>

ITEM	DESCRIPTION
THRESHOLD AMOUNT	<p>If an amount exceeding "THRESHOLD AMOUNT" is cashed out without playing any game after inserting coins, bills or tickets, the "THRESHOLD AMOUNT EXCEEDED" error message appears and the machine locks up. The error can be reset by turning the RESET keyswitch.) Set to 0 to disable this function.</p> <p><u>0 - 40,000,000</u> [DEFAULT: 0]</p>
BILL REJECTION LIMIT	<p>Set the number of times a same BILL will be rejected. The machine locks up when the limit is reached.</p> <p><u>1 - 99</u> [DEFAULT: 10]</p> <p>i NOTE: This item is displayed only in ONTARIO Version.</p>
RESET JACKPOT TO CR. METER LIMIT	<p>If the Jackpot win exceeds the value of this setting, the machine locks up and Hand Pay is necessary to pay the won Credits.</p> <p>If a value lower than the setting of "JACKPOT HAND PAY LIMIT" is input, an error will occur.</p> <p><u>0 - 40,000,000</u> [DEFAULT: 0]</p>
JACKPOT HAND PAY LIMIT	<p>If the Jackpot win exceeds the value of this setting, a response from the SAS host is expected. According to that response, the machine will lock up and Hand Pay will be necessary to pay the won Credits, or it will be added to the credit meter without lock up.</p> <p>If a value higher than the setting of "RESET JACKPOT TO CR.LIMIT" is input, an error will occur.</p> <p>If set to 0 all wins will be paid by the machine.</p> <p><u>0 - 40,000,000</u> [DEFAULT: 0]</p>
ASSET NUMBER	<p>The number used to verify the Machine for transactions such as AFT transfers.</p> <p>i NOTE: This item is displayed only if on "Online System Settings"(refer to 5.9.11) the setting "SYSTEM TYPE" is set to <u>IGT SAS 6.02</u>.</p>

5.9.8: Important Settings / Basic Settings

TOP MENU>SETTINGS>IMPORTANT SETTINGS

This item allows to set and check the information relative to Currency, Denomination etc.

i NOTE:

- To perform this operation, the Security Cage Door must be open.
- When using NEVADA GAL, the IMPORTANT SETTINGS will be displayed as BASIC SETTINGS.
- All meters will be cleared when any changes are made to the **"Important Settings / Basic Settings"**.

IMPORTANT SETTINGS	
Setting Name	Setting Data
CURRENCY	: Dollar
GAME DENOMINATION	: \$1.00
SAS ACCOUNTING DENOM	: ONE CENT
BILL REJECTION LIMIT	: 10
GAME IDENTIFICATION CODES	: UN
STATION ID NUMBER	: 2

EXIT	SYSTEM SOFTWARE [Z2MGST-GEN-0205-002] GAME SOFTWARE [X23M04-DBBS-ZA-0105-PRESEN]	OS VERSION [PS10001521] GAME GAL ID [1873]	10/18/2024 13:44:43 STATION ID NUMBER [2]
<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
CURRENCY	Shows the setting of the Center Unit. Please refer to "CURRENCY" on "Important Settings / Basic Settings" at Chapter 4.
GAME DENOMINATION	Shows the setting of the Center Unit. Please refer to "GAME DENOMINATION" on "Important Settings / Basic Settings" at Chapter 4.
SAS ACCOUNTING DENOM	Shows the setting of the Center Unit. Please refer to "SAS ACCOUNTING DENOM" on "Important Settings / Basic Settings" at Chapter 4.
BILL REJECTION LIMIT	Set the number of times a same BILL will be rejected. The machine locks up when the limit is reached. 1 - 99 [DEFAULT: 10]
GAME IDENTIFICATION CODES	Set the game identification code. UN [DEFAULT] IB EL i NOTE: This item can be set only after the ALL RAM Clear.
STATION ID NUMBER	Set the ID number of the station. Be careful not to use the same ID of other Stations.
JURISDICTION	Input the jurisdiction i NOTE: This item is displayed only in ONTARIO version.

5.9.9: Game Settings

TOP MENU>SETTINGS>GAME SETTINGS

GAME SETTINGS	
Setting Name	Setting Data
LANGUAGE SELECT BUTTON	: UK / CHN
DEBUG AGING TYPE (Presen only)	: RANDOM BET

EXIT	UP	ENTER	SYSTEM SOFTWARE [Z2MGST-GEN-0202-D01]	OS VERSION []	31/05/2024 02:13:01
	DOWN		GAME SOFTWARE [X23M04-DSBS-ZA-0103-D01-PRESEN]	GAME GAL ID [1873]	STATION ID NUMBER [1]

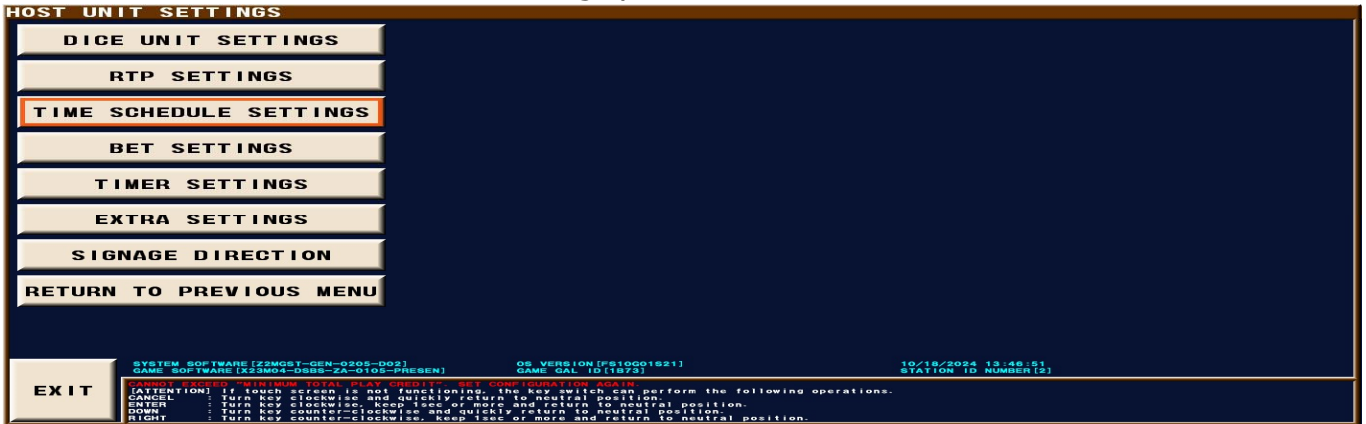
CANNOT EXCEED "MINIMUM TOTAL PLAY CREDIT". SET CONFIGURATION AGAIN.
[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.
CANCEL : Turn key clockwise and quickly return to neutral position.
ENTER : Turn key clockwise, keep 1sec or more and return to neutral position.
DOWN : Turn key counter-clockwise and quickly return to neutral position.

ITEM	DESCRIPTION
LANGUAGE SELECT BUTTON	<p>Set the language for voices and texts, and the display of the button for the player's language selection.</p> <p><u>DISABLED</u> The language is fixed on English, and no selection button is displayed</p> <p><u>UK/CHN [DEFAULT]</u></p> <p><u>USA/CHN [DEFAULT for ARIZONA, NEVADA, ONTARIO and WEST VIRGINIA version]</u></p>

5. 9. 10: Host Unit Settings

TOP MENU>SETTINGS>HOST UNIT SETTINGS

This item allows to check different settings performed on the Center Unit.



5. 9. 10. 1: Dice Unit Settings

TOP MENU>SETTINGS>HOST UNIT SETTINGS >DICE UNIT SETTINGS



ITEM	DESCRIPTION
NO DICE RESHOOT	Shows the setting on the Center Unit. Please refer to the relative item on "Dice Unit Settings" at Chapter 4.
NO DICE LOCKUP INTERVAL	Same as above
BET CANCEL OPTIONS WHEN LOCKUP OCCURS	Same as above
CHI SQUARE FAILURE LOCK UP	Same as above
LIVE CAMERA ERROR	Same as above
TIME DIFFERENT ERROR	Same as above
FIELD LIGHT ADJUSTMENT	Same as above

5. 9. 10. 2: RTP Settings

TOP MENU>SETTINGS>HOST UNIT SETTINGS >RTP SETTINGS

RTP SETTINGS	
Setting Name	Setting Data
ODDS TYPE	: TYPE A
MULTIPLIER SPOT	: ENABLED
TOTAL GAME EXPECTED % OF MULTIPLIER SPOT	: 97.50%

EXIT	SYSTEM SOFTWARE [Z2MGST-GEN-0205-D02]	OS VERSION [FS10G01S21]	18/18/2024 13:48:57
	GAME SOFTWARE [X23M04-DSBS-ZA-0105-PRESEN]	GAME GAL ID [1B73]	STATION ID NUMBER [2]
<small>CANNOT EXCEED MINIMUM TOTAL PLAY CREDITS SET CONF DURATION AREA [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
ODDS TYPE	Shows the setting on the Center Unit. Please refer to the relative item on "Important Settings/Basic Settings" at Chapter 4.
MULTIPLIER SPOT	Same as above
TOTAL GAME EXPECTED % OF MULTIPLIER SPOT	Same as above

5.9.10.3: Time Schedule Settings

TOP MENU>SETTINGS>HOST UNIT SETTINGS >TIME SCHEDULE SETTINGS

TIME SCHEDULE SETTINGS	
Setting Name	Setting Data
MINIMUM TOTAL PLAY CREDIT	: 1
MAXIMUM TOTAL PLAY CREDIT	: 5000
SETTING A [MINIMUM BET] (Default)	: 1
SETTING A [MAXIMUM BET] (Default)	: 5000
SETTING B [MINIMUM BET]	: 5
SETTING B [MAXIMUM BET]	: 10000
SETTING C [MINIMUM BET]	: 25
SETTING C [MAXIMUM BET]	: 50000

EXIT	<small>SYSTEM SOFTWARE [Z2MGST-GEN-0205-D02] OS VERSION [FS10001S21] GAME SOFTWARE [X23M04-DSBS-ZA-0105-PRESEN] GAME GAL ID [1873] 10/18/2024 13:47:06 STATION ID NUMBER [2]</small>
<small>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.</small>	

ITEM	DESCRIPTION
MINIMUM TOTAL PLAY CREDIT	Shows the current Total minimum bet value.
MAXIMUM TOTAL PLAY CREDIT	Shows the current Total Maximum bet value.
SETTING A or SETTING B or SETTING C [MINIMUM BET]	Shows the setting on the Center Unit. Please refer to the relative item on " Game Settings " at Chapter 4.
SETTING A or SETTING B or SETTING C [MAXIMUM BET]	Same as above 同上

5.9.10.4: Bet Settings

TOP MENU>SETTINGS>HOST UNIT SETTINGS>BET SETTINGS

BET SETTINGS PAGE (1/2)

Setting Name	Setting Data
BET BUTTON VALUE 1	: 1
BET BUTTON VALUE 2	: 5
BET BUTTON VALUE 3	: 10
BET BUTTON VALUE 4	: 25
BET BUTTON VALUE 5	: 100
BET BUTTON VALUE 6	: 500
MINIMUM BET FOR SPOT 01 (BIG OR SMALL)	: 1
MAXIMUM BET FOR SPOT 01 (BIG OR SMALL)	: 3000
MINIMUM BET FOR SPOT 02 (TRIPLE)	: 1
MAXIMUM BET FOR SPOT 02 (TRIPLE)	: 1000
MINIMUM BET FOR SPOT 03 (ANY TRIPLE)	: 1
MAXIMUM BET FOR SPOT 03 (ANY TRIPLE)	: 1000
MINIMUM BET FOR SPOT 04 (DOUBLE)	: 1
MAXIMUM BET FOR SPOT 04 (DOUBLE)	: 1000
MINIMUM BET FOR SPOT 05 (DICE TOTAL 4 AND 17)	: 1
MAXIMUM BET FOR SPOT 05 (DICE TOTAL 4 AND 17)	: 1000
MINIMUM BET FOR SPOT 06 (DICE TOTAL 5 AND 16)	: 1
MAXIMUM BET FOR SPOT 06 (DICE TOTAL 5 AND 16)	: 1000
MINIMUM BET FOR SPOT 07 (DICE TOTAL 6 AND 15)	: 1
MAXIMUM BET FOR SPOT 07 (DICE TOTAL 6 AND 15)	: 1000
MINIMUM BET FOR SPOT 08 (DICE TOTAL 7 AND 14)	: 1
MAXIMUM BET FOR SPOT 08 (DICE TOTAL 7 AND 14)	: 1000
MINIMUM BET FOR SPOT 09 (DICE TOTAL 8 AND 13)	: 1
MAXIMUM BET FOR SPOT 09 (DICE TOTAL 8 AND 13)	: 1000
MINIMUM BET FOR SPOT 10 (DICE TOTAL 9 AND 12)	: 1
MAXIMUM BET FOR SPOT 10 (DICE TOTAL 9 AND 12)	: 1000
MINIMUM BET FOR SPOT 11 (DICE TOTAL 10 AND 11)	: 1
MAXIMUM BET FOR SPOT 11 (DICE TOTAL 10 AND 11)	: 1000
MINIMUM BET FOR SPOT 12 (TWO DICE COMBINATION)	: 1
MAXIMUM BET FOR SPOT 12 (TWO DICE COMBINATION)	: 1000
MINIMUM BET FOR SPOT 13 (ANY NUMBER)	: 1

EXIT UP DOWN << >>

SYSTEM SOFTWARE [Z2MGST-GEN-0205-D02] OS VERSION [FS10G01S21] 10/18/2024 13:47:11
 GAME SOFTWARE [X23M04-DSBS-ZA-0105-PRESEN] GAME GAL ID [1B73] STATION ID NUMBER [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.

BET SETTINGS PAGE (2/2)

Setting Name	Setting Data
MAXIMUM BET FOR SPOT 13 (ANY NUMBER)	: 1000

EXIT UP DOWN << >>

SYSTEM SOFTWARE [Z2MGST-GEN-0205-D02] OS VERSION [FS10G01S21] 10/18/2024 13:47:11
 GAME SOFTWARE [X23M04-DSBS-ZA-0105-PRESEN] GAME GAL ID [1B73] STATION ID NUMBER [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.

ITEM	DESCRIPTION
BET BUTTON VALUE xx	Shows the setting on the Center Unit. Please refer to the relative item on "Game Settings" at Chapter 4.
MINIMUM BET FOR XX	Same as above
MAXIMUM BET FOR XX	Same as above

5.9.10.5: Timer Settings

TOP MENU>SETTINGS>HOST UNIT SETTINGS>TIMER SETTINGS

TIMER SETTINGS	
Setting Name	Setting Data
BET TIME (SECONDS)	: 15
DICE SHOOTING TIME (SECONDS)	: 10

EXIT	<small>SYSTEM SOFTWARE [Z2MGST-GEN-0205-D02] GAME SOFTWARE [X33M04-08B9-ZA-0105-PREGEN]</small>	<small>OS VERSION [PS10001S21] GAME GAL ID [1873]</small>	<small>10/18/2024 13:47:25 STATION ID NUMBER [2]</small>
<small>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.</small>			

ITEM	DESCRIPTION
BET TIME (SECONDS)	Shows the setting on the Center Unit. Please refer to the relative item on "Game Settings" at Chapter 4.
DICE SHOOTING TIME (SECONDS)	Same as above

5. 9. 10. 6: Extra Settings

TOP MENU>SETTINGS>HOST UNIT SETTINGS>EXTRA SETTINGS

EXTRA SETTINGS	
Setting Name	Setting Data
MIN.BET FOR SIDE GAME BET (CREDITS)	: 0 (\$0.00)
NUMBER OF STATIONS	: 8
GRAY CHIP FUNCTION	: ENABLED
DRAG CHIP	: ENABLED
CANCEL BUTTON FUNCTION	: SELECTABLE
SIMULTANEOUS BETS (BIG / SMALL)	: ENABLED
VALUE INDICATION	: ENABLED
SUBMISSION INFORMATION ON	: DISABLED
PLAYER DICE SHOOTING	: BET VALUE
DICE SHOOTING VALUE	: 25 (\$25.00)
NEW YORK LOTTERY	: DISABLED
ENGLISH DEFAULT	: DISABLED
STATION COUNT DOWN SOUND	: ENABLED

EXIT	SYSTEM SOFTWARE [Z2MGST-GEN-0205-D02] GAME SOFTWARE [X23M04-DSBS-ZA-0105-PRESEN]	OS VERSION [F610G01921] GAME GAL ID [1B73]	10/16/2024 13:47:32 STATION ID NUMBER [2]
<small>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.</small>			

ITEM	DESCRIPTION
MIN.BET FOR SIDE GAME BET (CREDITS)	Shows the setting on the Center Unit. Please refer to the relative item on " Game Settings " at Chapter 4.
NUMBER OF STATIONS	Same as above
GREY CHIP FUNCTION	Same as above
DRAG CHIP	Same as above
CANCEL BUTTON FUNCTION	Same as above
SIMUTANEOUS BET (BIG/SMALL)	Same as above
VALUE INDICATION	Same as above
SUBMISSION INFORMATION ON	Same as above
PLAYER DICE SHOOTING	Same as above
DICE SHOOTING VALUE	Same as above
NEW YORK LOTTERY	Same as above
ENGLISH DEFAULT	Same as above
STATION COUNT DOWN SOUND	Shows the setting on the Center Unit. Please refer to the relative item on " Game Sound Settings " at Chapter 4.

5.9.10.7: Signage Direction

TOP MENU>SETTINGS>HOST UNIT SETTINGS>SIGNAGE DIRECTION



ITEM	DESCRIPTION
SIGNAGE TYPE	Shows the setting on the Center Unit. Please refer to the relative item on "Game Settings" at Chapter 4.
PID MOVIE	Same as above

5.9.11: Online System Settings

TOP MENU>SETTINGS>ONLINE SYSTEM SETTINGS


This item allows to change the settings relative to the Online System.



i NOTE:

- To perform this operation, the Security Cage Door must be open.
- (Except in ONTARIO version) All meters will be cleared when any changes are made to the "Online System Settings".



ITEM	DESCRIPTION
SYSTEM TYPE	Set the Online System. <u>NONE</u> [DEFAULT] <u>IGT SAS 6.02</u> i NOTE: <ul style="list-style-type: none"> · If this item is set to <u>NONE</u>, other items will not be displayed. · To use Paltronics connection, set this item to <u>IGT SAS 6.02</u>.
GAMING MACHINE ADDRESS (MAIN PORT)	Set the ID that identifies the cabinet for the SAS communication (with the basic SAS Port). <u>1 - 127</u> [DEFAULT: 1] i NOTE: In WEST VIRGINIA version this item can be modified only at the first access to the AUDIT after the RAM clear. After exiting the audit once, the item will be gray out.
CASHLESS TRANSFER FROM HOST (EX BONUS)	EFT/AFT can be used. <u>NO</u> <u>YES</u> [DEFAULT]
LEGACY BONUS FROM HOST	[Legacy Bonuses / MJT from the Host] can be accepted. <u>NO</u> <u>YES</u> [DEFAULT]

ITEM	DESCRIPTION
AFT BONUS FROM HOST	[AFT Bonuses from the Host] can be accepted. <u>NO</u> <u>YES [DEFAULT]</u>
CASHOUT VALIDATION	Set the [Cashout Validation process setting] for the SAS System. <u>NONE [DEFAULT]</u> : TITO cannot be used <u>SECURED ENHANCED</u> : Processed in Secure Enhanced Mode <u>SYSTEM</u> : Processed in System Mode
TICKET DATA TRANSFER MODE	Set when the GP0x3D command should be sent. <u>MODE 1 TICKET FIRST [DEFAULT]</u> Send after the ticket is printed. <u>MODE 2 DATA FIRST</u> Send before the ticket is printed.
REPRINT TICKET	Allows re-printing of tickets. <u>NO [DEFAULT, fixed for ONTARIO version]</u> <u>YES</u>
SEND EXCEPTION (7E/7F) (Non-RTE)	When the mode is not set to RTE Mode, the 7E/7F (Game Start, End) events are sent to the host. <u>NO</u> <u>YES [DEFAULT]</u>
SEND EXCEPTION (54) WHEN PROGRESSIVE HANDPAID	Set if to send Exception 54 when a Handpay occurs. <u>NO [DEFAULT]</u> No Exception 54 is sent. But if during the same Game cycle at least one No Handpay Progressive occurs, the Exception 54 is sent only once. <u>YES</u> The Exception 54 is sent. An Exception 54 is sent for any Progressive WIN that occurs.
LOCKUP DURING OFFLINE	When the SAS System goes OFFLINE, the machine will lock up. <u>NO</u> <u>YES [DEFAULT]</u>  NOTE: This item is not displayed in WEST VIRGINIA version.

ITEM	DESCRIPTION
LOCK UP WHEN NOT RECEIVING ACK	<p>Set the behavior in case a [HOST COMMUNICATION LINK DOWN] error occurs.</p> <p><u>NO [DEFAULT]</u> A [Warning] will be displayed on the top left of the game screen, but the game continues.</p> <p><u>YES</u> The machine locks up.</p> <p> NOTE: This item is not displayed in WEST VIRGINIA version.</p>
LOCK UP WHEN EXCEPTION BUFFER OVERFLOW	<p>Set the behavior of the machine when an [EXCEPTION BUFFER OVERFLOW] error occurs.</p> <p><u>NO</u> A [Warning] will be displayed on the top left of the game screen, but the game continues.</p> <p><u>YES [DEFAULT]</u> The machine locks up.</p>
CASHOUT DURING LOCKUP FROM HOST	<p>Cashout is possible when the host has locked up the machine.</p> <p><u>ENABLED [DEFAULT]</u> <u>DISABLED</u></p>
RESPONSE OF SEND TOKEN DENOMINATION (B3)	<p>Set the response of the machine to the SAS System command LP 0xB3 (Token Denom).</p> <p><u>00 [DEFAULT]</u> <u>01</u></p>
SEND EXTRA GAME START EXCEPTION	<p>Set if a temporary Exception 7E will be sent in the moment when the first chip is placed during the bet time.</p> <p><u>ENABLED</u> <u>DISABLED [DEFAULT]</u></p> <p> NOTE: This item is displayed only when "SEND EXCEPTION (7E/7F) (Non-RTE)" is set to <u>YES</u>.</p>

5.9.11.1: SAS Port Settings

TOP MENU>SETTINGS>ONLINE SYSTEM SETTINGS>SAS PORT SETTINGS

SAS PORT SETTINGS	
Setting Name	Setting Data
SYSTEM TYPE	: 1GT SAS 6.02
GAMING MACHINE ADDRESS (MAIN PORT)	: 1
GAMING MACHINE ADDRESS (EXTEND PORT 1)	: 1
GAMING MACHINE ADDRESS (EXTEND PORT 2)	: 1
TICKET VALIDATION FUNCTION	: PORT 0 (MAIN)
AFT FUNCTION	: PORT 0 (MAIN)
BONUS FUNCTION	: PORT 0 (MAIN)
PROGRESSIVE FUNCTION	: PORT 0 (MAIN)
GENERAL CONTROL (HANDPAY RESET, W2-G)	: PORT 0 (MAIN)
PRIMARY PORT (WAIT STARTUP FROM HOST)	: NOT USE

EXIT UP ENTER
 DOWN

[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.

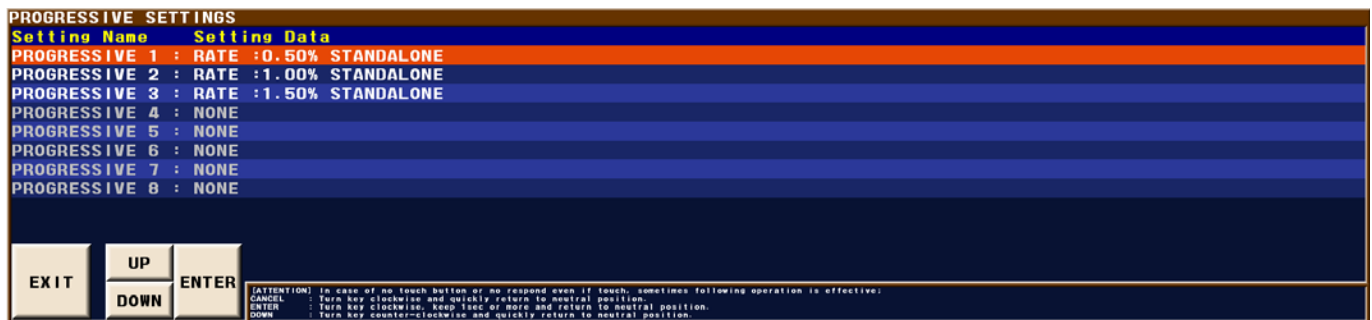
ITEM	DESCRIPTION
SYSTEM TYPE	The SAS System Type
GAMING MACHINE ADDRESS (MAIN PORT)	The address of the main SAS Port. <u>1 - 127 [DEFAULT: 1]</u>
GAMING MACHINE ADDRESS (EXTEND PORT 1)	The address of Extend Port 1. <u>1 - 127 [DEFAULT: 1]</u>
GAMING MACHINE ADDRESS (EXTEND PORT 2)	The address of Extend Port 2. <u>1 - 127 [DEFAULT: 1]</u>
TICKET VALIDATION FUNCTION	Set which port is used to communicate the [Ticket Validation Function command]. <u>NOT CONTROL</u> <u>PORT 0 (MAIN) [DEFAULT]</u> <u>PORT 1 (EXTEND)</u> <u>PORT 2 (EXTEND)</u>
AFT FUNCTION	Set which port is used to communicate the [AFT Function command]. <u>NOT CONTROL</u> <u>PORT 0 (MAIN) [DEFAULT]</u> <u>PORT 1 (EXTEND)</u> <u>PORT 2 (EXTEND)</u>

ITEM	DESCRIPTION
BONUS FUNCTION	Set which port is used to communicate the [Bonus Function command]. <u>NOT CONTROL</u> <u>PORT 0 (MAIN) [DEFAULT]</u> <u>PORT 1 (EXTEND)</u> <u>PORT 2 (EXTEND)</u>
PROGRESSIVE FUNCTION	Set which port is used to communicate the [Progressive Function command]. <u>NOT CONTROL</u> <u>PORT 0 (MAIN) [DEFAULT]</u> <u>PORT 1 (EXTEND)</u> <u>PORT 2 (EXTEND)</u>
GENERAL CONTROL (Hand Pay Reset, W2-G)	Set which port is used to communicate the [JACKPOT LOCKUP]. <u>NOT CONTROL</u> <u>PORT 0 (MAIN) [DEFAULT]</u> <u>PORT 1 (EXTEND)</u> <u>PORT 2 (EXTEND)</u>
PRIMARY PORT (Wait Startup From Host)	Set which port is used for the connection to the Main Host. <u>NOT USE [DEFAULT, not displayed in WEST VIRGINIA Ver.]</u> <u>MAIN PORT [DEFAULT for WEST VIRGINIA]</u> <u>EXTEND PORT 1</u> <u>EXTEND PORT 2</u>

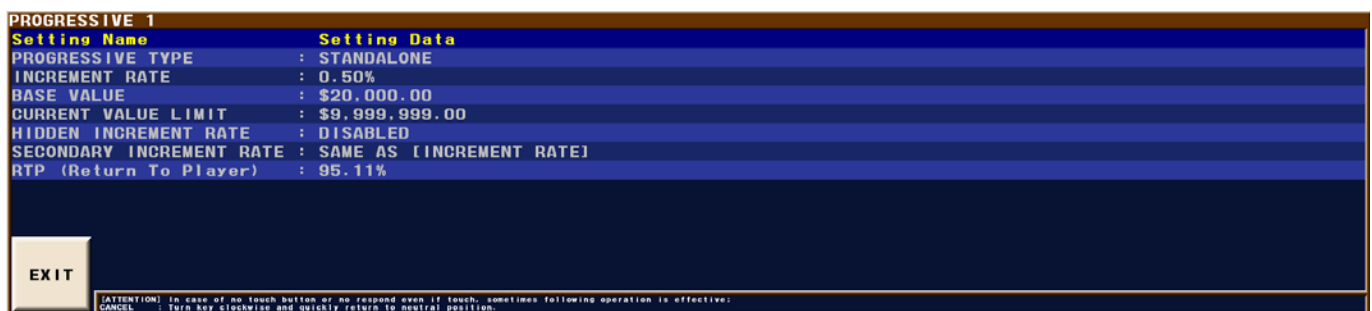
5.9.12: Progressive Settings

TOP MENU>SETTINGS>PROGRESSIVE SETTINGS

This item allows to check the settings of the Center Unit relative to the Progressive function.



Select a progressive level to display the detailed settings.



ITEM	DESCRIPTION
PROGRESSIVE TYPE	The Progressive Type.
INCREMENT RATE	The setting for the increment rate (percentage of the bet) added to the progressive base value.
BASE VALUE	The setting for the base value of the progressive.
CURRENT VALUE LIMIT	The setting for the maximum value of the progressive. (This item can't be set to a number lower than the CURRENT VALUE).
HIDDEN INCREMENT RATE	The setting for the added increment rate (percentage of the bet) that is not added to the displayed progressive.
SECONDARY INCREMENT RATE	The setting for the increment rate (% of the bet) that is added to the progressive once the Progressive LIMIT VALUE is reached.
RTP (Return To Player)	Expected Overall RTP + Increment Rate + Hidden Increment Rate

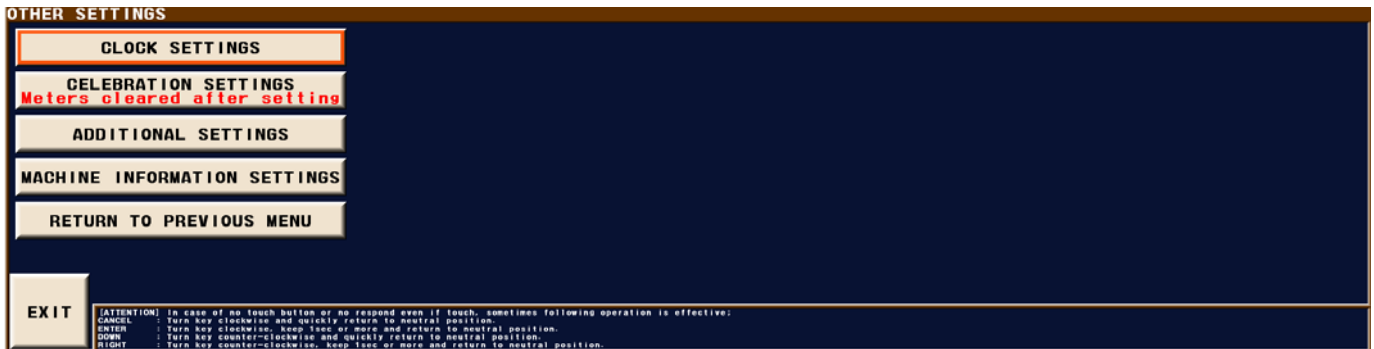
5.9.13: ARUZE Link Settings


Not used on this machine

5.9.14: Other Settings

TOP MENU>SETTINGS>OTHER SETTINGS

This item allows to change the settings of extra functions.



ITEM	DESCRIPTION
CLOCK SETTINGS	Shows the setting of the Center Unit.
CELEBRATION SETTINGS	Change the Celebration settings. More details are described at "Celebration Settings" (Refer to 5.9.14.1) .  NOTE: This item may not be displayed according to the jurisdiction.
ADDITIONAL SETTINGS	Change the Additional Settings. More details are described at "Additional Settings" (Refer to 5.9.14.2)
MACHINE INFORMATION SETTINGS	Displays the Asset Number, and can be used to input the Floor Location and the Serial Number. <u>ASSET NUMBER</u> The Machine Authentication number used for AFT transfers. (Read Only) <u>FLOOR LOCATION</u> The Floor Location can be set. SAS LP B7 <u>SERIAL NUMBER</u> The Serial Number can be set. SAS LP 54

5. 9. 14. 1: Celebration Settings

TOP MENU>SETTINGS>OTHER SETTINGS>CELEBRATION SETTINGS

i NOTE:

- To perform this operation, the Security Cage Door must be open.
- All meters will be cleared when any changes are made to the **"Celebration Settings"**.

CELEBRATION SETTINGS

```

Setting Name      Setting Data
USE CELEBRATION  : YES
CELEBRATION WIN LIMIT : $0
CASHLESS OUT CEL.WIN / CR.LIMIT : YES
CASH OUT CEL.WIN (NON-CASHLESS MODE) : YES
CASHLESS ONLY    : NO
  
```

UP DOWN ENTER EXIT

ITEM	DESCRIPTION
USE CELEBRATION	Set the Celebration function. <u>NO</u> [DEFAULT] <u>YES</u>
CELEBRATION WIN LIMIT	When a win over the set value occurs, a [CELEBRATION WIN] is displayed and the machine locks up. <u>0 - 40,000,000</u> [DEFAULT: \$0]
CASHLESS OUT CEL. WIN / CR. LIMIT	A Cashless payout will be made in case a Celebration Win or Credit Limit occurs. <u>NO</u> <u>YES</u> [DEFAULT]
CASH OUT CEL. WIN (NON-CASHLESS MODE)	When Cashless Payouts (EFT transfer) are not possible, Celebration wins are paid out. <u>NO</u> <u>YES</u> [DEFAULT]
CASHLESS ONLY	Set to "CASHLESS ONLY" mode. <u>NO</u> [DEFAULT] <u>YES</u>

5.9.14.2: Additional Settings



TOP MENU>SETTINGS>OTHER SETTINGS>ADDITIONAL SETTINGS


ADDITIONAL SETTINGS	
Setting Name	Setting Data
DISPLAY MESSAGE FOR STACKER FULL	: YES
ERROR SOUND SETTINGS	: BILL, STACKER, MAIN DOORS
BILL/STACKER LV 1	: 180 SEC
BILL/STACKER LV 2	: CONTINUOUS
MAIN DOORS	: CONTINUOUS
LINK PROGRESSIVE LOCK UP TIME	: 5 SEC
SAS COMMUNICATION LOG OUTPUT	: DISABLED
SAS EVENT LOG OUTPUT	: DISABLED
NON-CASHABLE ELECTRONIC PROMOTIONAL IN SOUND EFFECT	: ENABLED

UP DOWN ENTER EXIT

ITEM	DESCRIPTION
DISPLAY MESSAGE FOR STACKER FULL	<p>Set if a [STACKER FULL] message will be displayed when the BILL stacker becomes full. When the setting is set to <u>NO</u>, the information will be sent to the SAS system without any message appearing on the screen.</p> <p><u>NO</u> <u>YES [DEFAULT]</u></p>
ERROR SOUND SETTINGS	<p>Select which errors will be target of the setting of "Error sound".</p> <p><u>ALL ERRORS [DEFAULT for currencies except HKD or MOP].</u> The "error sound" stops after 3.5 seconds. This will happen for any kind of error.</p> <p><u>BILL AND STACKER DOORS</u> Select on "BILL/STACKER LV 1" the special "error sound" to play when the Bill Door or the Stacker Door are open. When any other error occurs, the "error sound" stops after 3.5 seconds.</p> <p><u>BILL, STACKER, MAIN DOORS [DEFAULT when currency is set to HKD or MOP]</u> Select on "BILL/STACKER LV 1" and "BILL/STACKER LV 2", it can be set the special "error sound" to play when the Bill Door or the Stacker Door are open. Then set on "MAIN DOORS" the length of the "error sound" to play when the Main Door, Lower Door, Lcd Door are open. When any other error occurs, the "error sound" stops after 3.5 seconds.</p>

ITEM	DESCRIPTION
BILL/STACKER LV 1	<p>Set the time length of the "1st Error sound" that plays when the Bill Door or the Stacker Door are open.</p> <p>[CASE 1] If "ERROR SOUND SETTINGS" is set to <u>BILL AND STACKER DOORS</u>. When the time set below for the "1st error sound" is passed, it changes into the "2nd error sound". Then, after 180 seconds it changes again to a Buzzer. The Buzzer continues until the error is cleared.</p> <p><u>0 - 10000 [DEFAULT: 30 sec]</u></p> <p>1st Sound (LV 1 set) > 2nd Sound (180 sec) > BUZZER >></p> <p>[CASE 2] If "ERROR SOUND SETTINGS" is set to <u>BILL, STACKER, MAIN DOORS</u>. When the time set below for the "1st error sound" is passed, it changes into the "2nd error sound". The "2nd error sound" continues until the error is cleared or after the time set at "BILL/STACKER LV2" (next item).</p> <p><u>0 - 10000 [DEFAULT: 180 sec]</u> <u>CONTINUOUS</u></p> <p>1st Sound (LV 1 set) > 2nd Sound (LV 2 set) >>></p> <p>i NOTE: This item is displayed only if the setting "ERROR SOUND SETTINGS" is set to <u>BILL AND STACKER DOORS</u> or <u>BILL, STACKER, MAIN DOORS</u>.</p>
BILL/STACKER LV 2	<p>Set the time length of the "2nd error sound" that plays when the Bill Door or the Stacker Door are open.</p> <p><u>3 - 10000</u> <u>CONTINUOUS [DEFAULT]</u></p> <p>1st Sound (LV 1 set) > 2nd Sound (LV 2 set) >>></p> <p>i NOTE:</p> <ul style="list-style-type: none"> · This item is displayed only if the setting "ERROR SOUND SETTINGS" is set to <u>BILL, STACKER, MAIN DOORS</u>. · Set this item together with "MAIN DOORS".

ITEM	DESCRIPTION
MAIN DOORS	<p>Set the time length of the "error sound" that plays when the Main Door, Lower Door or Lcd Door are open.</p> <p><u>3 - 10000</u> <u>CONTINUOUS</u> [DEFAULT]</p> <div style="border: 1px solid black; padding: 2px; display: inline-block; margin: 5px 0;">"error" Sound (MAIN DOORS set) >>></div> <p style="text-align: center;"></p> <p>i NOTE:</p> <ul style="list-style-type: none"> · This item is displayed only if the setting "ERROR SOUND SETTINGS" is set to <u>BILL, STACKER, MAIN DOORS</u>. · Set this item together with "BILL/STACKER LV 2".
LINK PROGRESSIVE LOCK UP TIME	<p>Set how long the EGM should wait to receive the SAS Progressive current value. When the set time expires, the machine will lock up.</p> <p><u>5 SEC</u> [DEFAULT] <u>10 SEC</u> <u>20 SEC</u> <u>UNLIMITED</u> <u>CANCEL</u></p>
SAS COMMUNICATION LOG OUTPUT	<p>Refer to "SAS Communication Log" at Chapter 7.4 of the OPERATION Manual and set the number of data entries to display. To check a new communication log, set this item to <u>256</u> or <u>2048</u> and then see the "SAS Communication Log". When set on <u>DISABLE</u> it is possible to check the log already recorded by pressing [SAVE].</p> <p><u>DISABLE</u> [DEFAULT] <u>256</u> <u>2048</u></p> <p> CAUTION! Before restart the game operation, make sure to set this item to <u>DISABLE</u>.</p> <p>i NOTE: This item is displayed only if on "Online System Settings"(refer to 5.9.11) the setting "SYSTEM TYPE" is set to <u>IGT SAS 6.02</u>.</p>

ITEM	DESCRIPTION
SAS EVENT LOG OUTPUT	<p>Refer to "SAS Communication Log" at Chapter 7.4 of the OPERATION Manual and set the contents to display.</p> <p><u>DISABLED [DEFAULT]</u> Only the request from the Host and their response from the machine are displayed.</p> <p><u>ENABLED</u> With the request from the Host and their response from the machine, also the Machine events are displayed.</p> <p> NOTE: This item is operative only when "SAS COMMUNICATION LOG OUTPUT" is set to <u>256</u> or <u>2048</u>. When set on <u>DISABLE</u> it is possible to check the log already recorded by pressing [SAVE].</p>
NON-CASHABLE ELECTRONIC PROMOTIONAL IN SOUND EFFECT	<p>Set if a sound will be played when a Non-Cashable AFT is received.</p> <p><u>DISABLED</u> <u>ENABLED [DEFAULT]</u></p>

5. 10: Period Meter Clear

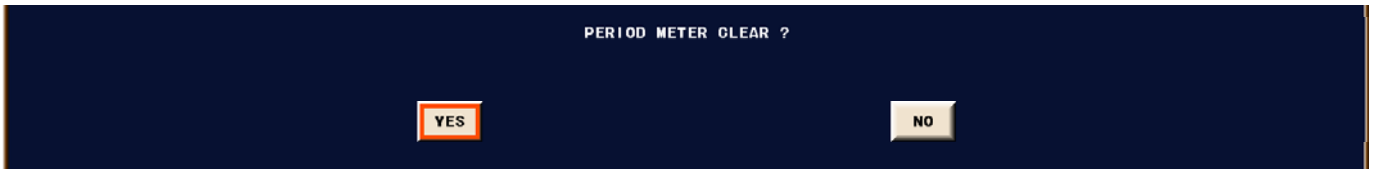
TOP MENU>PERIOD METER CLEAR

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].



5. 11: Out of Service

TOP MENU>OUT OF SERVICE

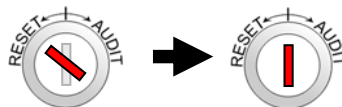
i NOTE:

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 6

General Servicing and Disassembly for Center Unit

6. 1: Memory Clear Procedure

6. 1. 1: Memory Clear Types

There are 2 types of Memory Clear Processes for deleting stored data.

- ◇ **RAM Clear** - Deleting the Permanent Meters while keeping the setting information intact.
- ◇ **All RAM Clear (All Memory Clear)** - Deleting all memory including setting information and backup data.



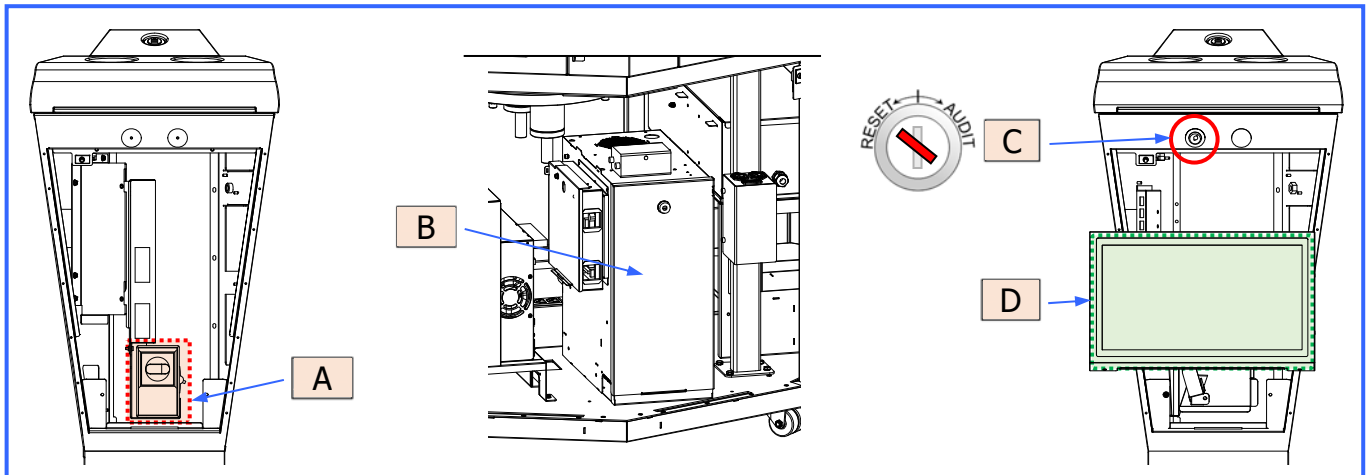
CAUTION!

- For both types of Memory Clear, all meter information stored will be deleted and reset.
- When updating software on the machine, always perform a **All RAM Clear**.
- After **All Ram Clear (All Memory Clear)**, all meter information stored and all of the settings will be deleted and reset. Taking note of all settings before executing **All Ram Clear (All Memory Clear)** is recommended.

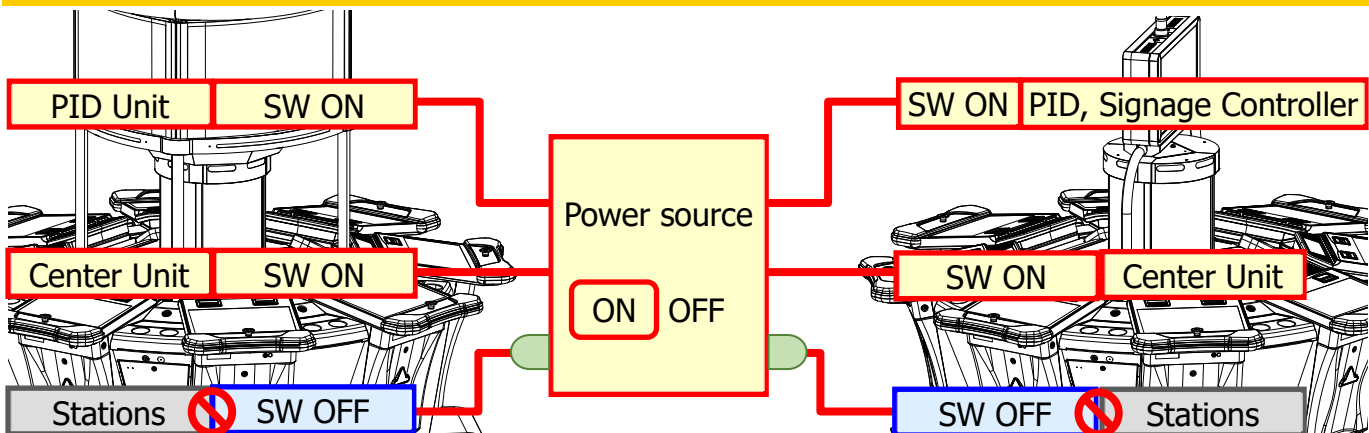
6. 1. 2: Common Memory Clear Procedure

The process to execute Memory Clear is different for **Ram Clear** and **All Ram Clear**. The procedure is as described below.

1. Remove the Pow Switch and HUB Spacer Door, and turn OFF the Power Switch of the Center Unit. **(Fig A)**
2. Detach the [Station 2 Unit] from the Center Unit **(Refer to 6.5.1)**.
3. Remove the Door of the Center Unit, and then remove the Security Cage Door. **(Fig B)**
4. Turn the RESET/AUDIT Key Switch to RESET. **(Fig C)**
5. Detach the Control Spacer Door and set the LCD Control Pad to the operating position **(Fig D)**. Please refer to **“Opening Doors of the Center Unit”** at Chapter 2 of the SERVICE Manual.
6. Turn to ON the Power Switch of the Center Unit. **(Fig A)**



⚠ CAUTION!
When doing “Power OFF-ON” wait at least 15 seconds before power On.



7. The message [Turn the key to the neutral position. The memory Clear method is selected by the next key operation] is displayed.

The procedure above is the same for both **RAM Clear** and **All RAM Clear**.

Which Memory Clear is done depends on the next procedure.

< In the case of **RAM Clear** >

8. Turn the RESET/AUDIT Key Switch to neutral.



9. Next, turn the key switch to AUDIT.



10. Finally, turn the key switch to neutral.



11. **RAM Clear** is completed when [RAM CLEAR completed.] is displayed on the screen.

i NOTE:

To cancel **RAM Clear** in the middle of the process, turn the key switch towards RESET at step 9.



< In the case of **All RAM Clear (ALL Memory Clear)** >

8. Keep pressing the blue square displayed on the bottom-right corner of the screen (when pressed, the square becomes red).



9. Turn the RESET/AUDIT Key Switch to neutral.



10. Next, turn the key switch to AUDIT.



11. Finally, turn the key switch to neutral.



12. Stop pressing the square.

13. **All RAM Clear** is completed when [ALL RAM CLEAR completed.] is displayed on the screen.

i NOTE:

If the the [A] key is released during the process explained in steps 8 and 9, only the **Ram Clear** operation will be done.

i NOTE:

To cancel **All RAM Clear** in the middle of the process, turn the key switch towards RESET at step 10.



When the game is booted up, on the screen the [SETTINGS] and [RETURN TO GAME] buttons are displayed. If it is necessary to change the settings, press the [SETTINGS] button. Please refer to Chapter 4 "**Settings**". If no setting is needed, press the [RETURN TO GAME] button and turn the power OFF, then close all the doors and return the Station Unit to its position.

6. 2: Changing the GAME

To change the Game, follow the procedure below to change the SSD of the Program Storage Media and the AX-GAL Casette necessary to boot up the game.

! WARNING!

Electrostatic discharge may damage internal components. When accessing the inside of the Cabinet, take anti-static measures (as wearing antistatic wrist band, etc.) before proceeding.

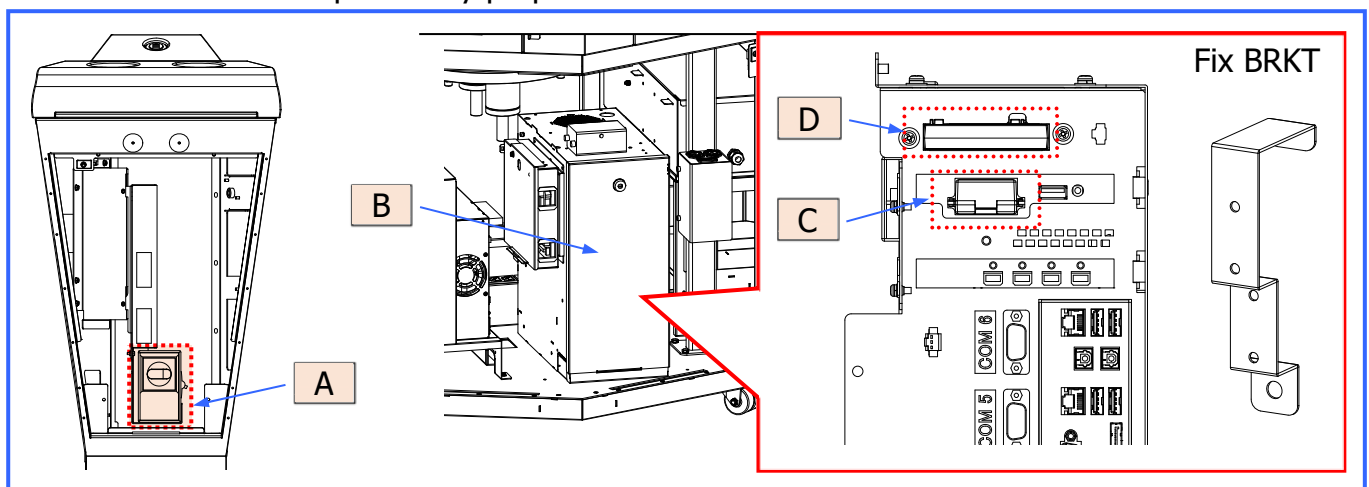
! CAUTION!

After **All Ram Clear(All Memory Clear)**, all meter information stored and all of the settings will be deleted and reset. Taking note of all settings before executing **All Ram Clear(All Memory Clear)** is recommended.

i NOTE:

To change the game on the Station, please refer to "**Changing the GAME**" at Chapter 7.

1. Prepare the replacement AX-GAL(Game GAL) Casette and SSD Casette.
2. Remove the Pow Switch and HUB Spacer Door, and turn OFF the Power Switch of the Center Unit. **(Fig A)**
3. Detach the [Station 2 Unit] from the Center Unit **(Refer to 6.5.1)**.
4. Remove the Door of the Center Unit, and then remove the Security Cage Door. **(Fig B)**
5. Detach the Fix BRKT and remove the AX-GAL(Game GAL) Casette currently inserted into the machine **(Fig. C)**, and replace it with the AX-GAL (GAME GAL) Casette previously prepared.
6. Remove the SSD Casette currently inserted into the machine **(Fig. D)**, and replace it with the SSD Casette previously prepared.



7. Perform the **All RAM Clear(All Memory Clear)**. **(Refer to 6.1.2)**

6. 3: **Configuring Settings by using a Setting GAL : for NEVADA/ARIZONA**

i NOTE:

This chapter refers to procedures needed only for specific jurisdictions.

A SETTING GAL Cassette and a Password are necessary to change specific ITEMS. Please refer to **(6.3.1)** for the ITEMS and to **(6.3.2)** for the procedure.

6. 3. 1: **Settings That Require a Setting GAL Cassette**

To change the ITEMS that are listed in the white cells of the chart below, it is necessary to replace the GAME GAL Cassette in use with a SETTING GAL Cassette. The other ITEMS can be changed without replacing the GAL Cassette.

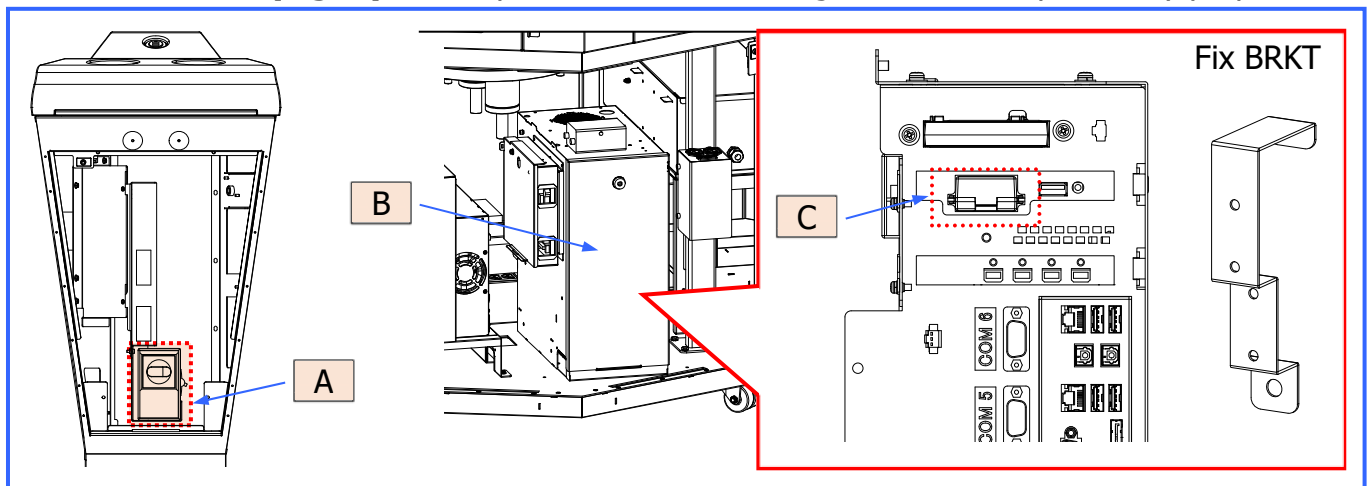
SUB MENU of SETTINGS	ITEM
HARDWARE SETTINGS	(ALL)
TICKET PRINT SETTINGS	(ALL)
DICE UNIT SETTINGS	(ALL)
LIVE CAMERA SETTINGS	(ALL)
VOLUME SETTINGS	(ALL)
AUDIT SETTINGS	(ALL)
IMPORTANT SETTINGS or BASIC SETTING	(ALL)
GAME SETTINGS	(ALL)
GAME SOUND SETTINGS	(ALL)
ONLINE SYSTEM SETTINGS	(ALL)
PROGRESSIVE SETTINGS	(ALL)
OTHER SETTINGS	(ALL)

6.3.2: How to Configure Settings using a Setting GAL

⚠ WARNING!

Electrostatic discharge may damage internal components. When accessing the inside of the Cabinet, take anti-static measures (as wearing antistatic wrist band, etc.) before proceeding.

1. Prepare a Setting GAL Cassette and the Setting Password.
2. Remove the Pow Switch and HUB Spacer Door, and turn OFF the Power Switch of the Center Unit. **(Fig A)**
3. Detach the [Station 2 Unit] from the Center Unit **(Refer to 6.5.1)**.
4. Remove the Door of the Center Unit, and then remove the Security Cage Door. **(Fig B)**
5. Detach the Fix BRKT and remove the AX-GAL (Game GAL) Cassette currently inserted into the machine **(Fig. C)**, and replace it with the Setting GAL Cassette previously prepared.



6. Perform the **RAM Clear**. **(Refer to 6.1)**
7. When **RAM Clear** is complete, the password input screen will automatically appear. Follow the directions on the screen and input the password by using the LCD Control Pad.
8. Press the [SETTINGS] button displayed on the screen to change the settings. Please refer to Chapter 4 "**Settings**".
9. When settings are complete, press [Exit] or [RETURN TO...] on the menu screen.
10. When the following message appears; [Touch [YES] to SAVE the Update. to CANCEL the Update, touch [NO].], press [YES]. (If the message does not appear, turn off the machine and move on to Step 12).
11. When the [Turn OFF and ON the machine to make the Update effective.] message appears, turn OFF the machine.

⚠ CAUTION!

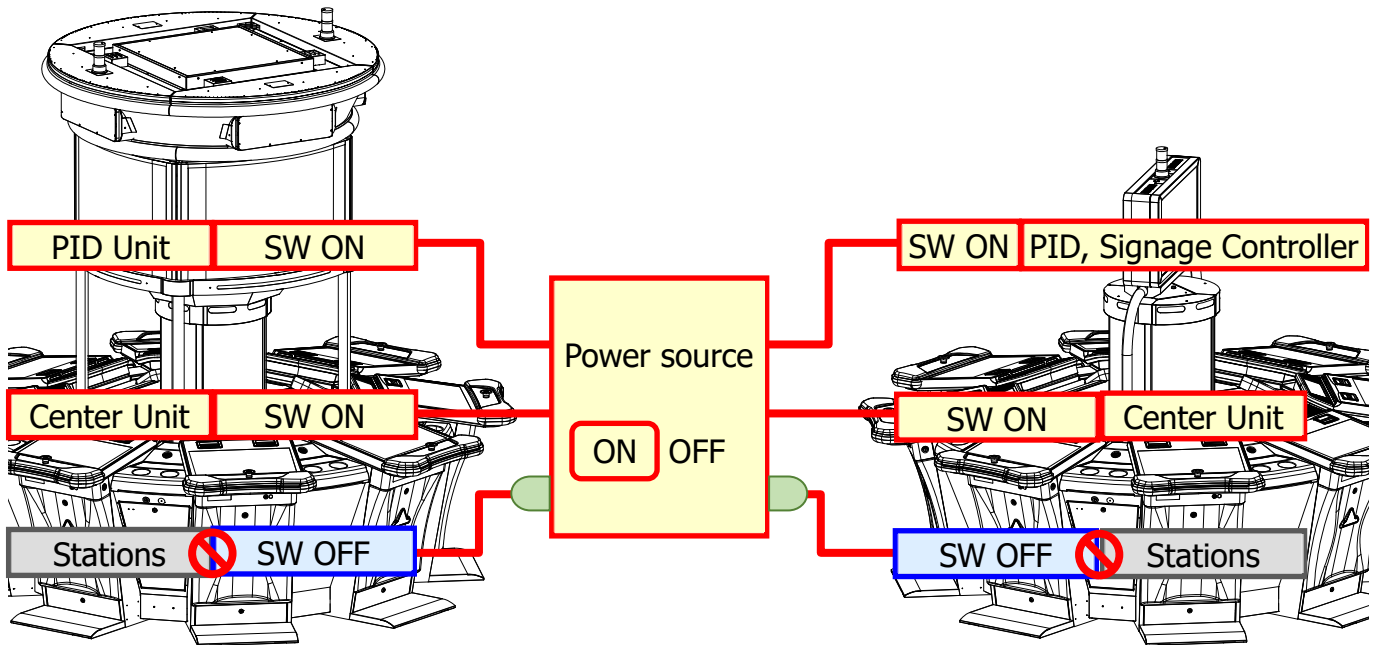
At step 11, do not turn on the machine at that point.

12. Remove the Setting GAL Cassette change it with the Game GAL Cassette back in.
13. Close the Security Cage Door and the Center Unit Door, the return the Station Unit previously detached to its original position.
14. Turn ON the Power Switch of the Center Unit and finally close all the doors.



CAUTION!

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



The Setting Procedure is finished.

6. 4: Maintenance Schedule

6. 4. 1: 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.

6. 4. 2: Weekly Servicing

Clean the Dice

- ◇ Clean the dice by using diluted synthetic detergent.



CAUTION!

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

- ◇ Check there is no crack or flaw on the dice.

6. 4. 3: Quarterly Servicing

 NOTE:

It is recommended to replace the dice every 6 months.

Check the Condition of the AC Cord

- ◇ Has the cord been damaged in any way?
- ◇ Is the plug securely plugged in?
- ◇ Is there any dust, garbage, or metal pieces accumulated in or around the plug?
- ◇ Are there any peeling parts or burn marks on the cord?



DANGER!

Damage to the cord may lead to fire or electric shock. If any damage is found or detected, immediately turn off the machine and contact your local office or distributor.

Check the Harnesses, Connectors, and Clamps of each Cabinet Part

- ◇ Are there any harnesses stuck between doors?
- ◇ Are all connectors properly and securely connected?
- ◇ Are all harnesses securely fastened by clamps?

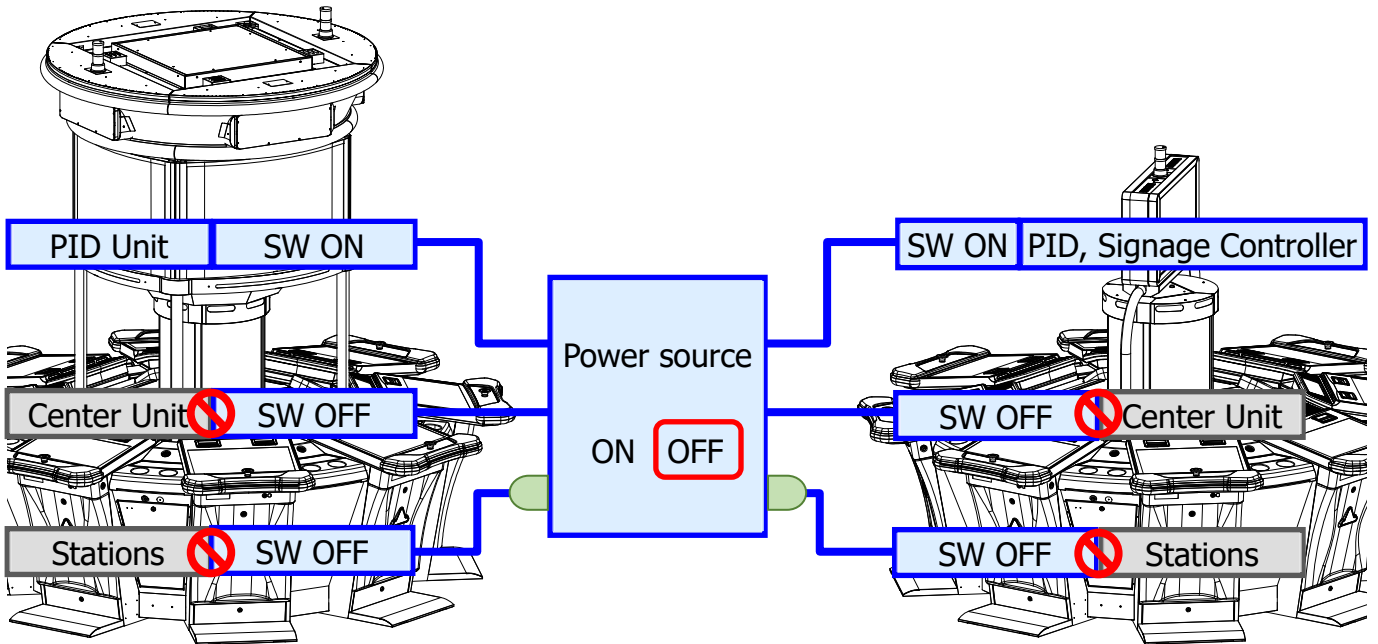
Check the Conditions of the Doors

- ◇ Are all the Door Switches operating properly?
- ◇ When lightly shaking the cabinet while the door is closed, does any Door Open Event occur?
- ◇ Are any of the doors distorted or damaged in any way?

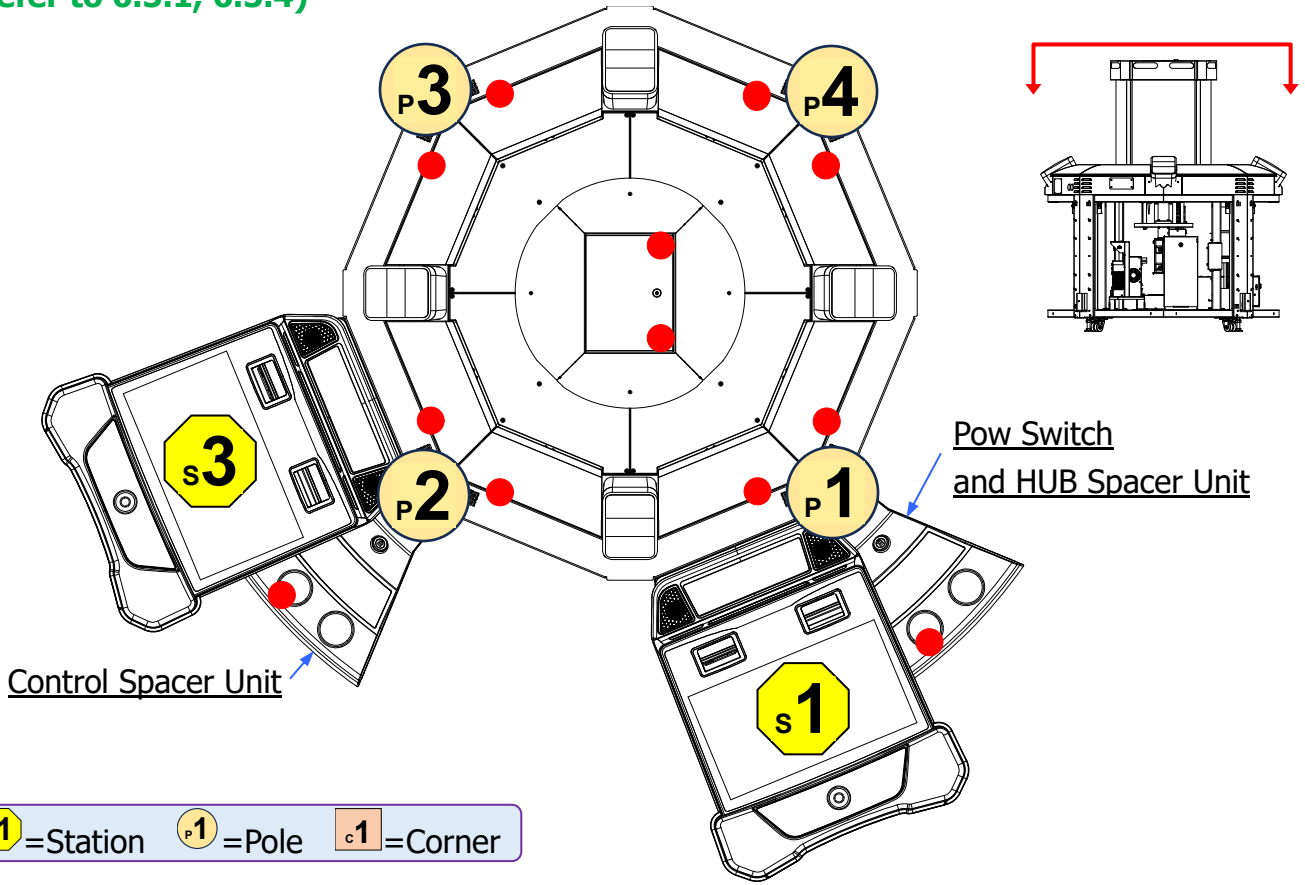
6. 5: Disassembly

DANGER!

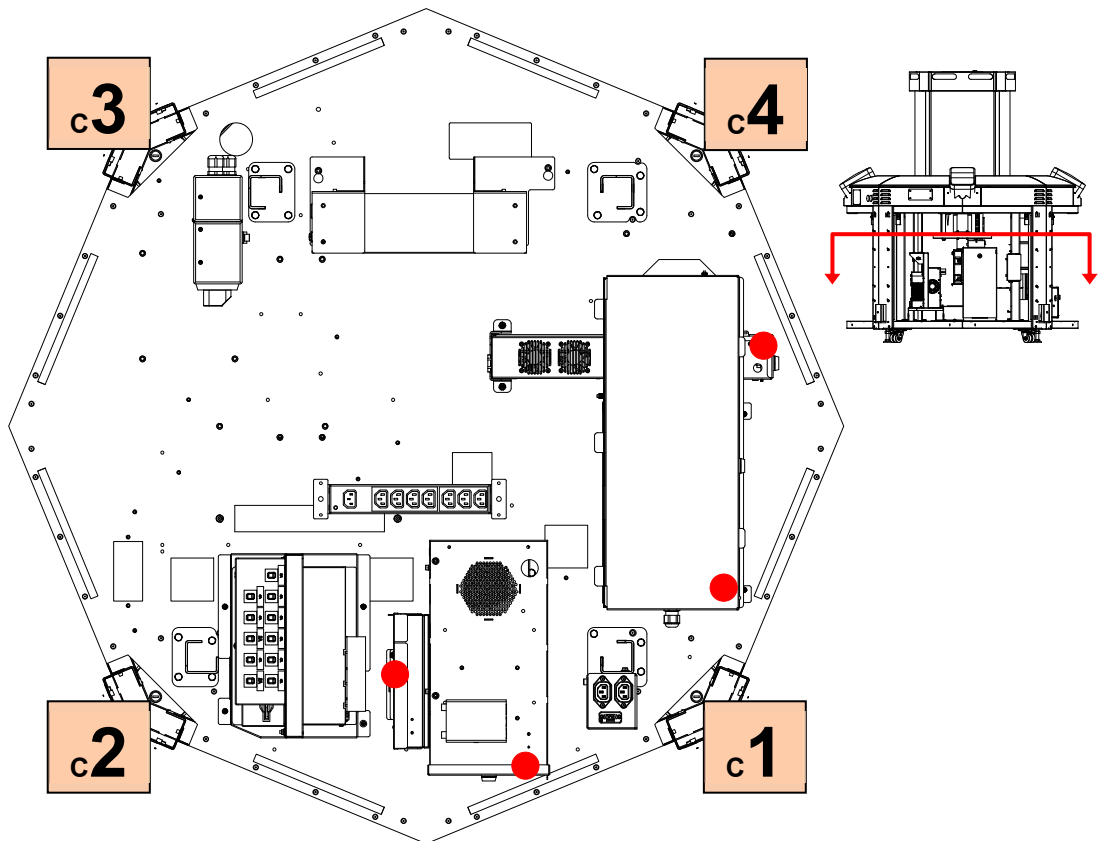
- Make sure that the machine is turned off before disassembling any components.
- Electrostatic discharge may damage internal components. When accessing the inside of the Cabinet, take anti-static measures (as wearing antistatic wristband etc.) before proceeding.



- Location of the Door Switch (●) in the Center Unit -
 (Refer to 6.5.1, 6.5.4)

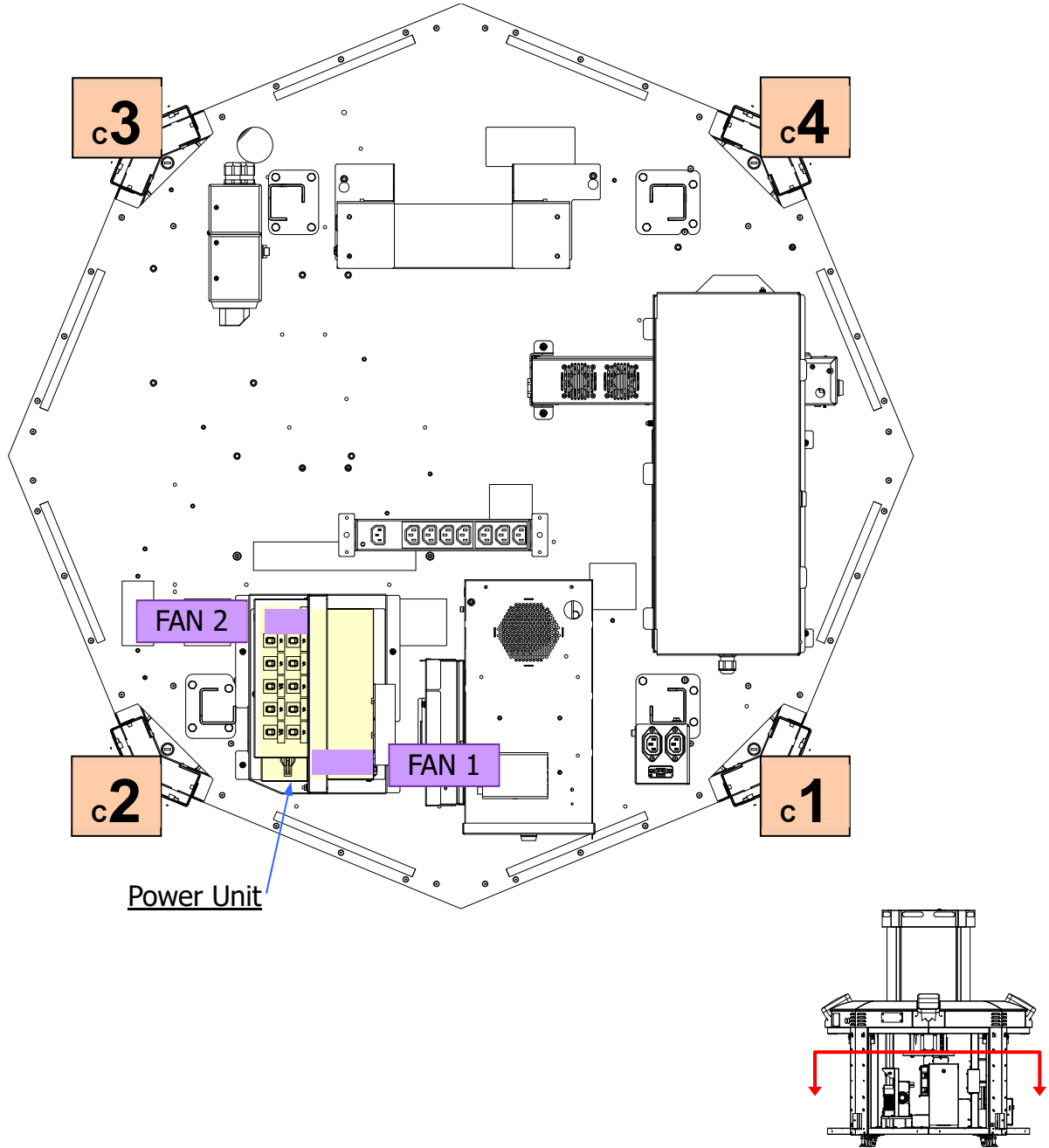


(Refer to 6.5.1.1, 6.5.1.4)






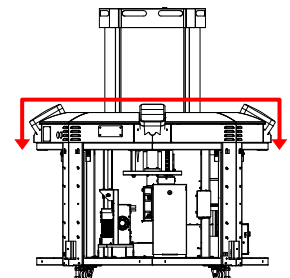
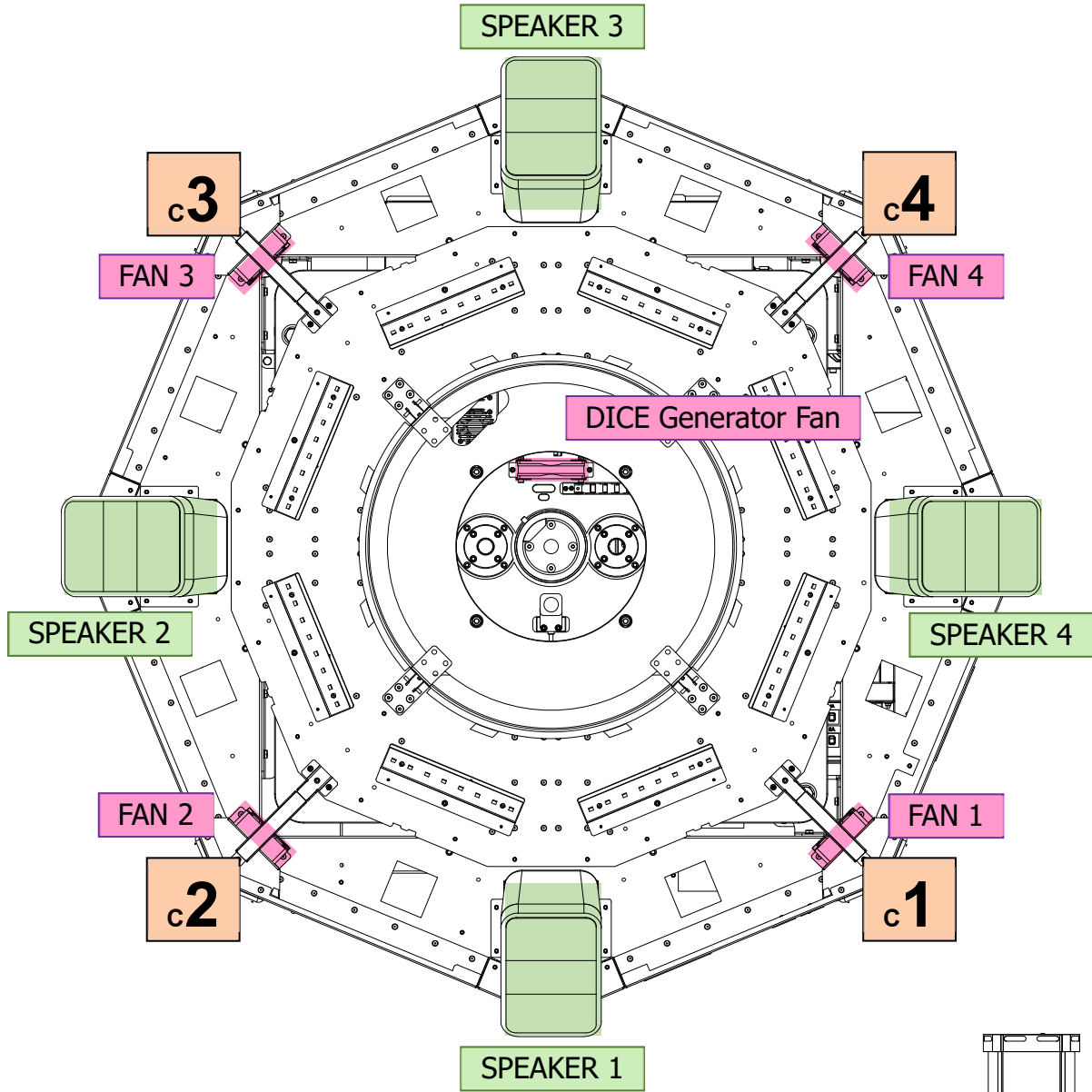
- Location of the Power Box Fans () in the Center Unit -
(Refer to 6.5.1.1)

s1 = Station **p1** = Pole **c1** = Corner



- Location of the Fans () and the Speakers () at the Center Unit -
(Refer to 6.5.2)

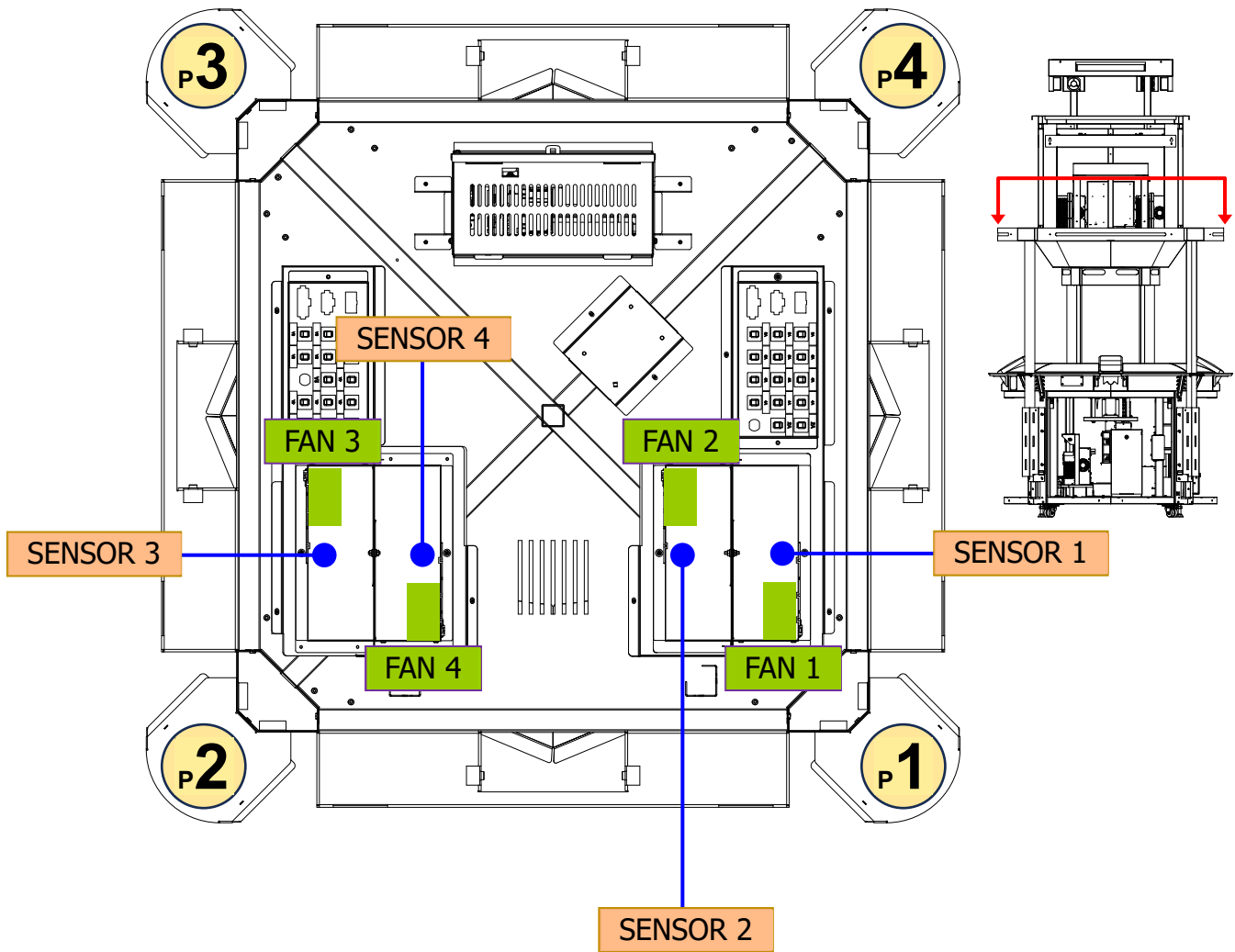
 =Station  =Pole  =Corner



**- Location of the Fans and the Sensors of the Power Box Unit in the High PID Unit -
(Refer to 6.5.7 or 6.5.9)**

s1 = Station **p1** = Pole **c1** = Corner

[High PID Ver]

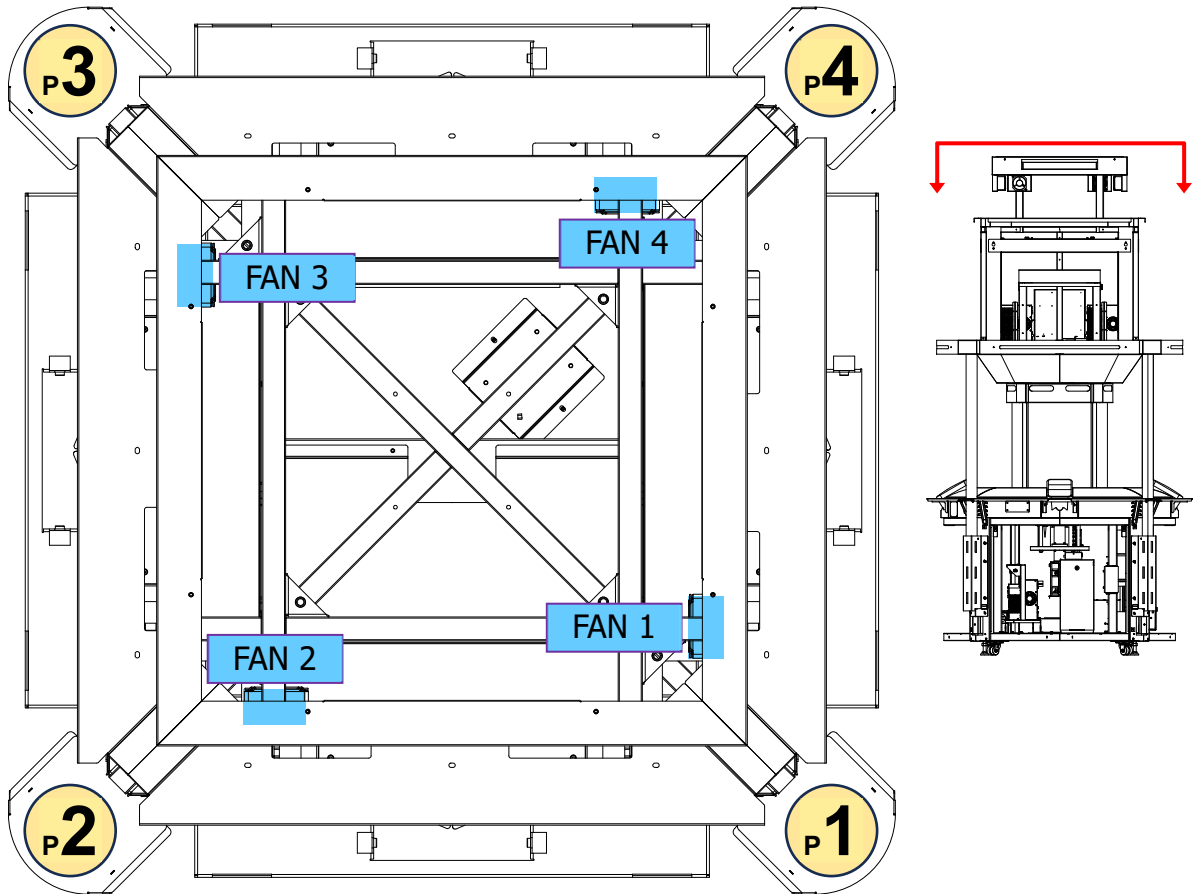


Location	Fan Name	Location	Sensor Name
FAN 1	Power Box 01 Fan	SENSOR 1	Power Box 01 Thermal
FAN 2	Power Box 02 Fan	SENSOR 2	Power Box 02 Thermal
FAN 3	Power Box 03 Fan	SENSOR 3	Power Box 03 Thermal
FAN 4	Power Box 04 Fan	SENSOR 4	Power Box 04 Thermal

**- Location of the Fans at the High PID Unit -
(Refer to 6.5.10)**

s1 = Station **p1** = Pole **c1** = Corner

[High PID Ver]



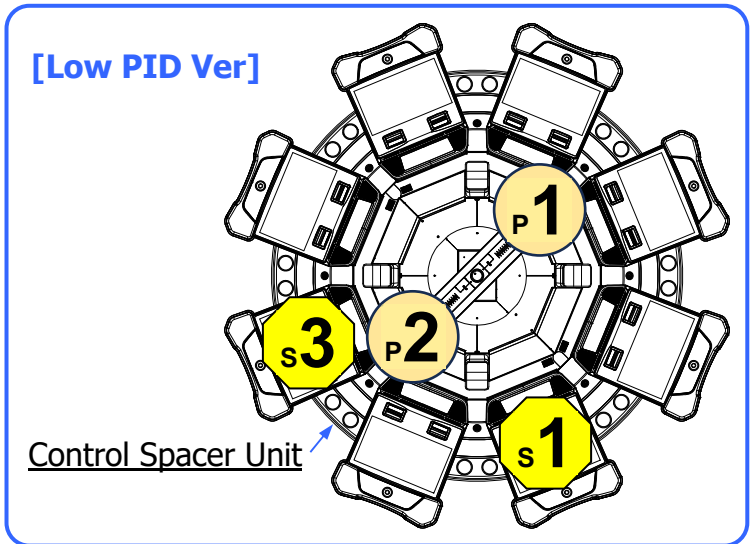
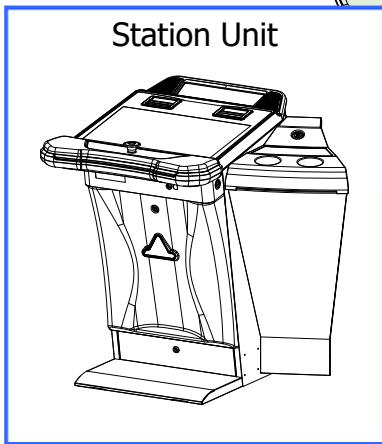
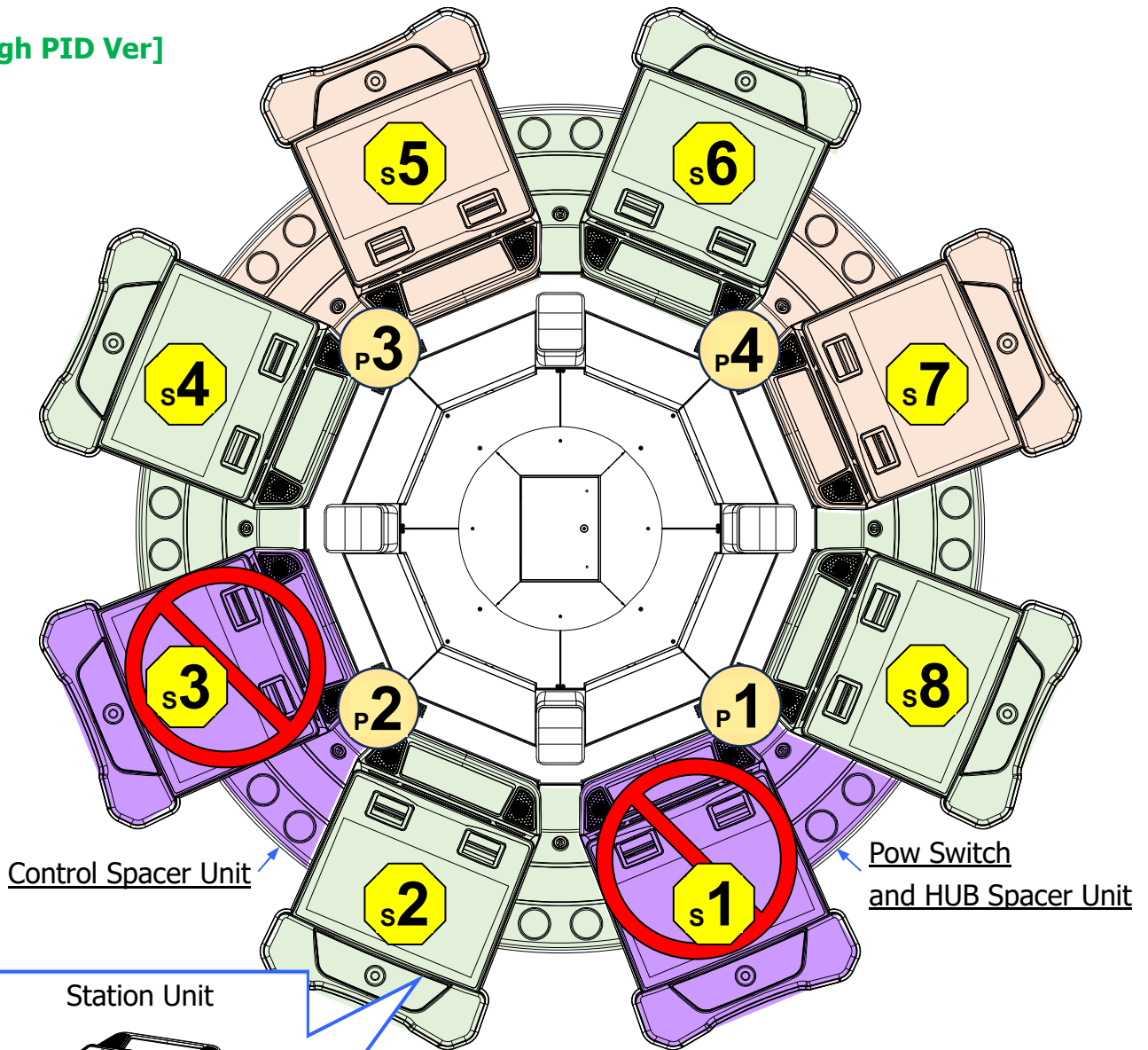
Location	Fan Name	Location	Fan Name
FAN 1	Top Fan No.01	FAN 3	Top Fan No.03
FAN 2	Top Fan No.02	FAN 4	Top Fan No.04

6. 5. 1: Separating the Stations from the Center Unit

Refer to the illustration below and check the layout of each Station Unit composed by Station and Spacer.

s1 = Station **p1** = Pole **c1** = Corner

[High PID Ver]

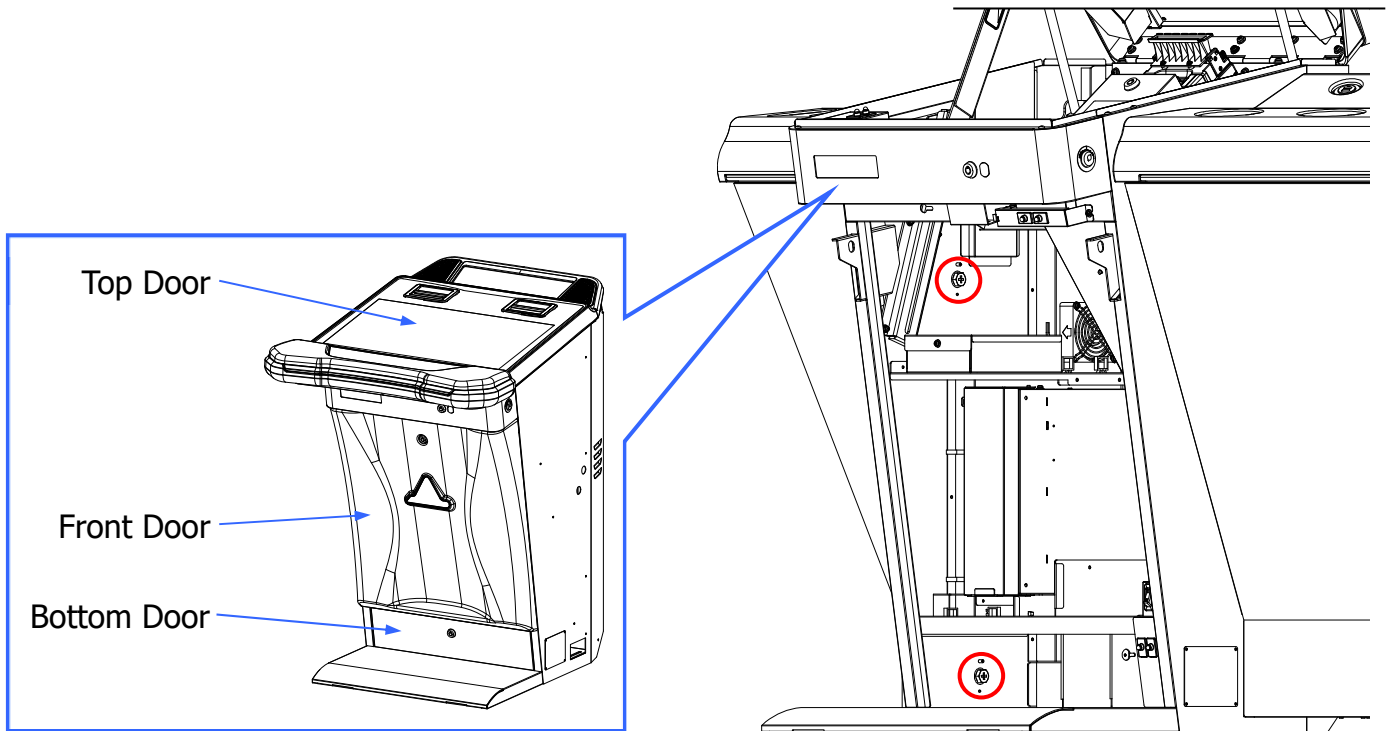


i NOTE:

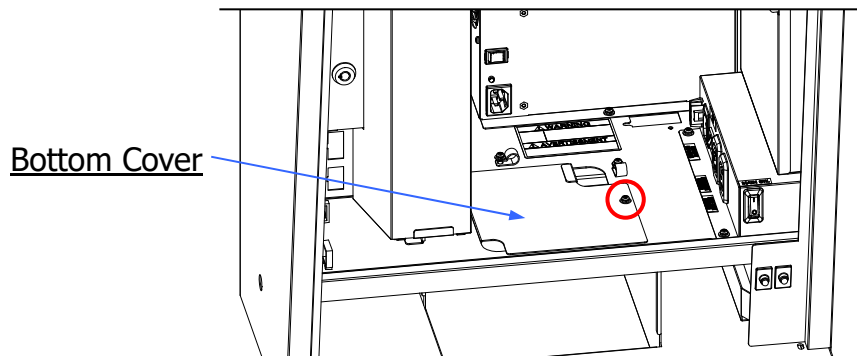
Separate each Station Unit from the Center Unit in the order indicated below.

The [Station 1 Unit], and the [Station 3 Unit] are connected by dedicated cables, so they will be the last to be detached. Refer to "Station 1 Unit (Pow Switch and HUB Spacer Unit)" for details about the [Station 1 Unit], and to "Station 3 Unit (Control Spacer Unit)" for details about the [Station 3 Unit].

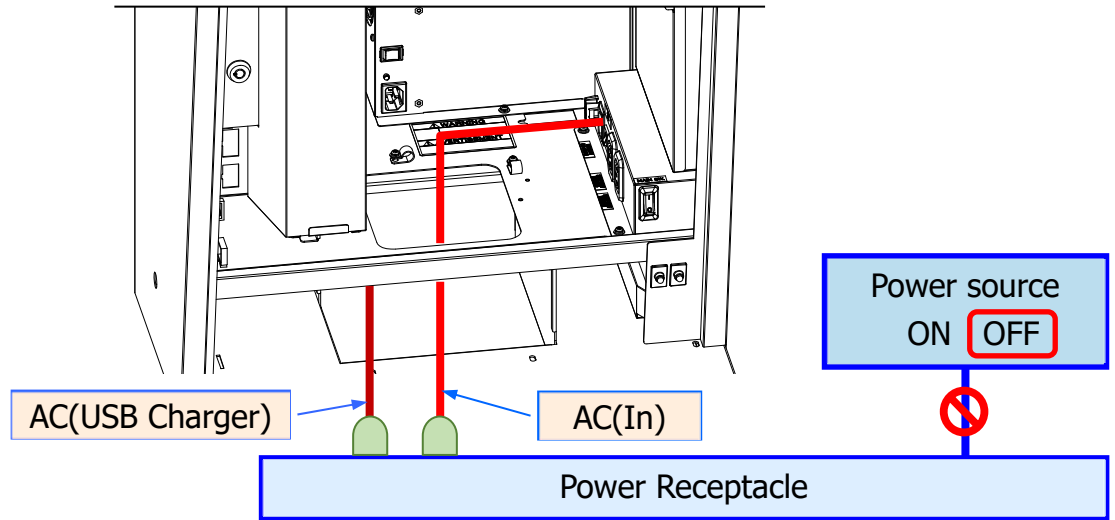
1. Unlock and remove the Front Door and the Bottom Door of each Stations, and then remove the 2 Bolts that affix the Station Unit.



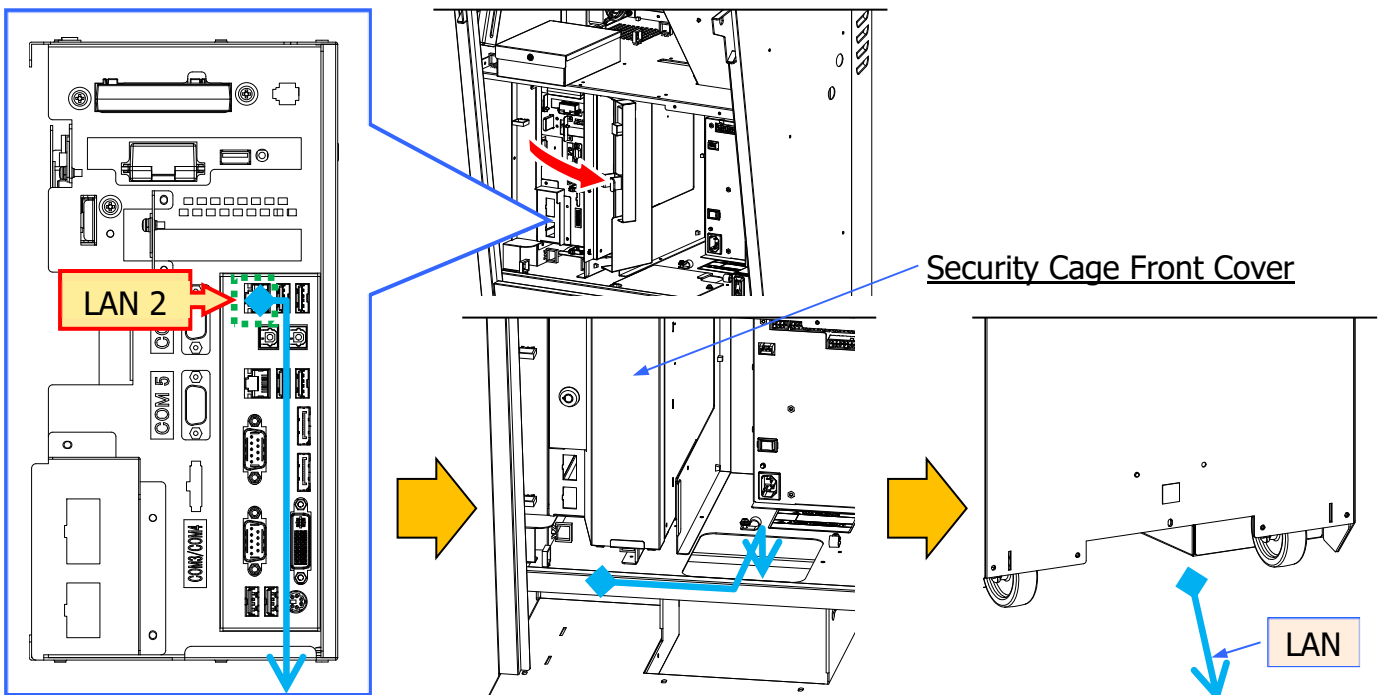
2. Remove 1 screw and detach the Bottom Cover on each station.



- Unplug the AC Cable of each station from the Power Receptacle. If the USB Charger is connected, unplug it as well. Arrange the unplugged cables so that they will not get in the way of the procedures.



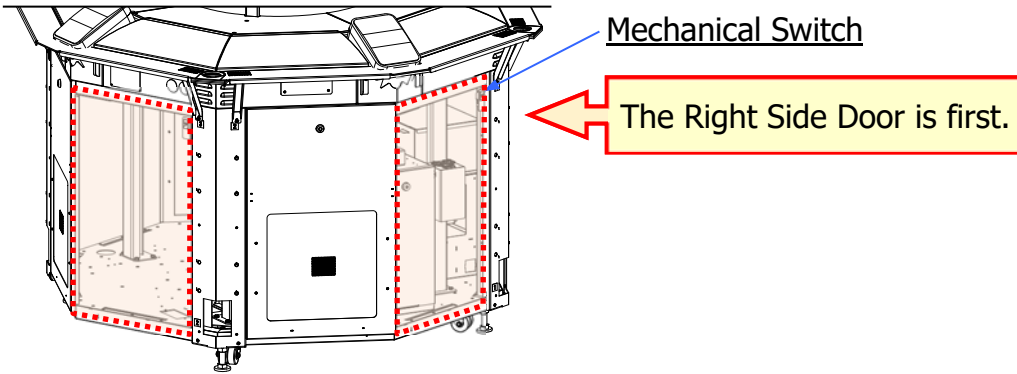
- Unlock the Security Cage Front Cover of each Station, and unplug the LAN Cables that are connected to the [LAN 2] Port. Arrange the cables outside the Station, so that they do not interfere with the next procedures.



5. By paying attention to the Cables that were removed, detach all the Station Units except [Station 1 Unit] and [Station 3 Unit].
6. Unlock and remove the Doors of the Center Unit.

i NOTE:

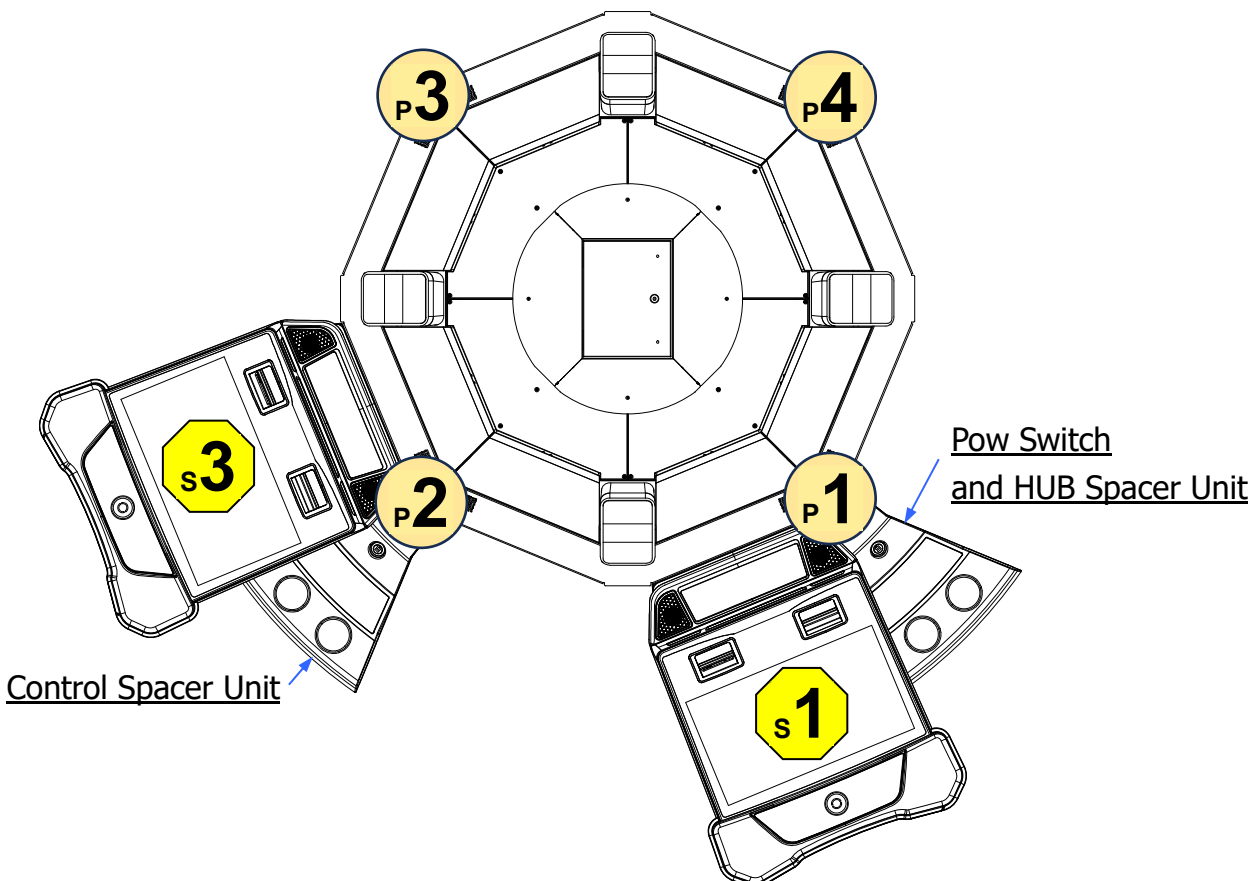
Remove first the door on the right side, and then the one on the left side.



i NOTE:

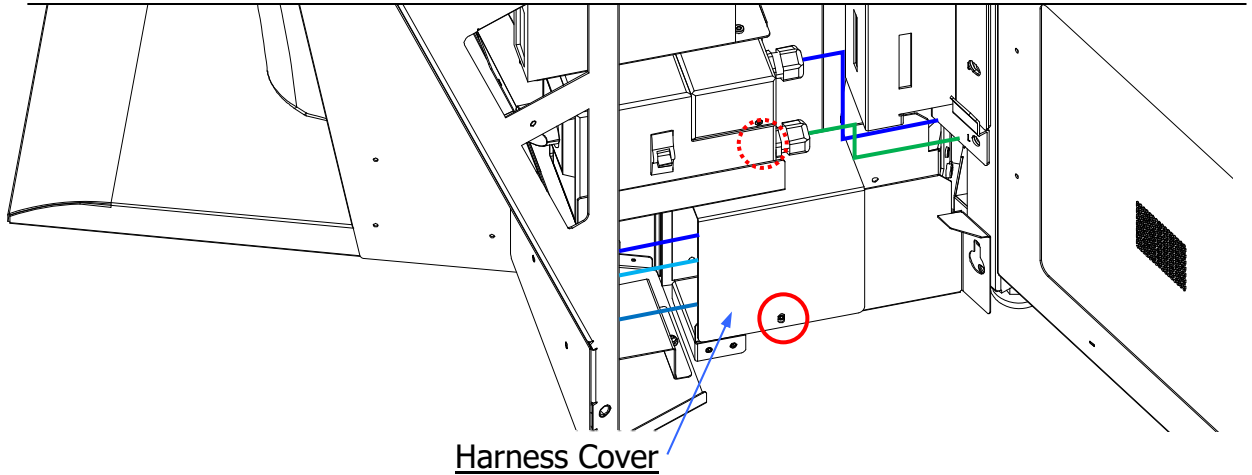
Each of [Station 1 Unit] (Pow Switch and HUB Spacer Unit) and [Station 3 Unit] (Control Spacer Unit) are connected with a specific cable. Refer to the following procedure to separate them.

s1 = Station **p1** = Pole **c1** = Corner

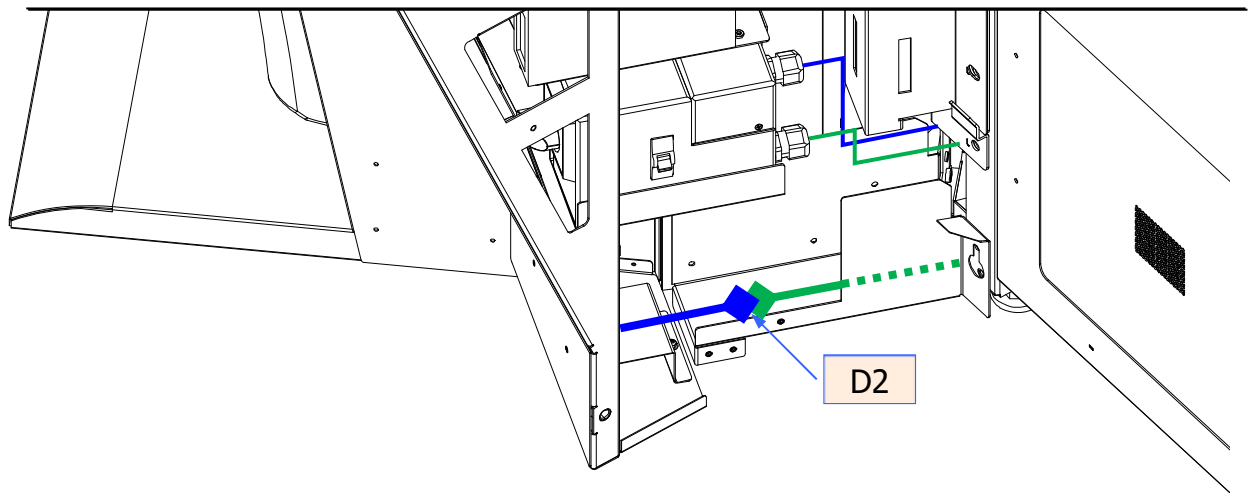


- Station 1 Unit (Pow Switch and HUB Spacer Unit) -

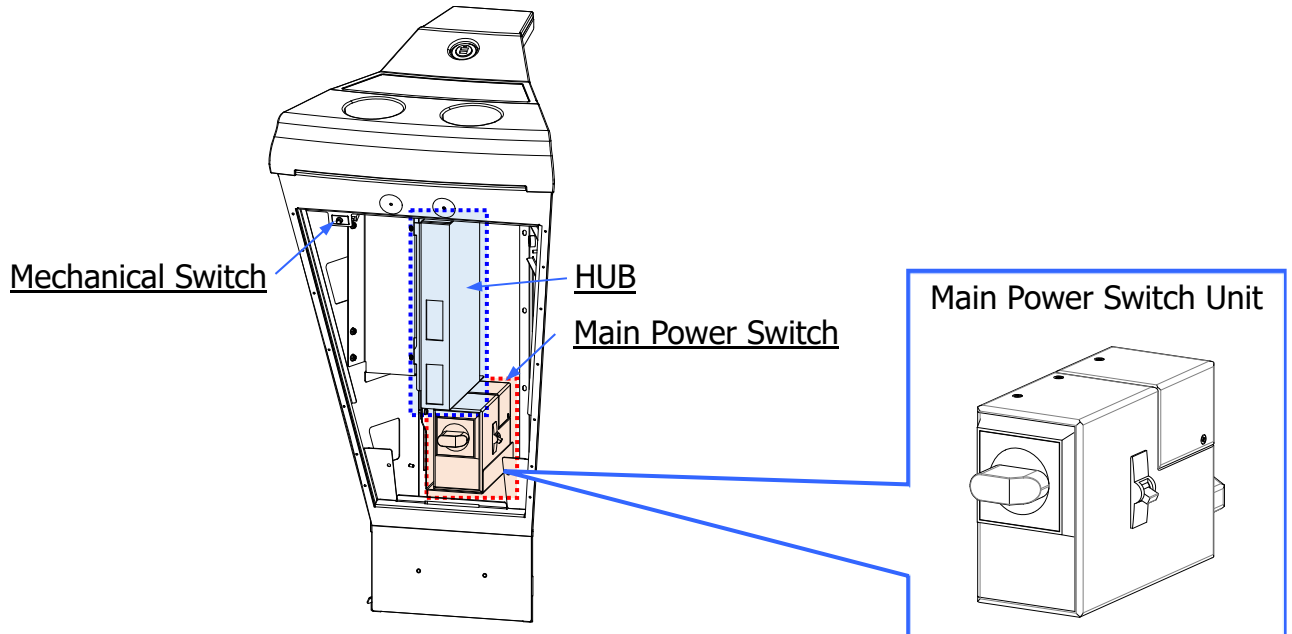
- A. Unlock and detach the Pow Switch and HUB Spacer Door.
- B. Remove the 2 screws that are below the [Pow Switch and HUB Spacer Unit] to remove the Harness Cover.



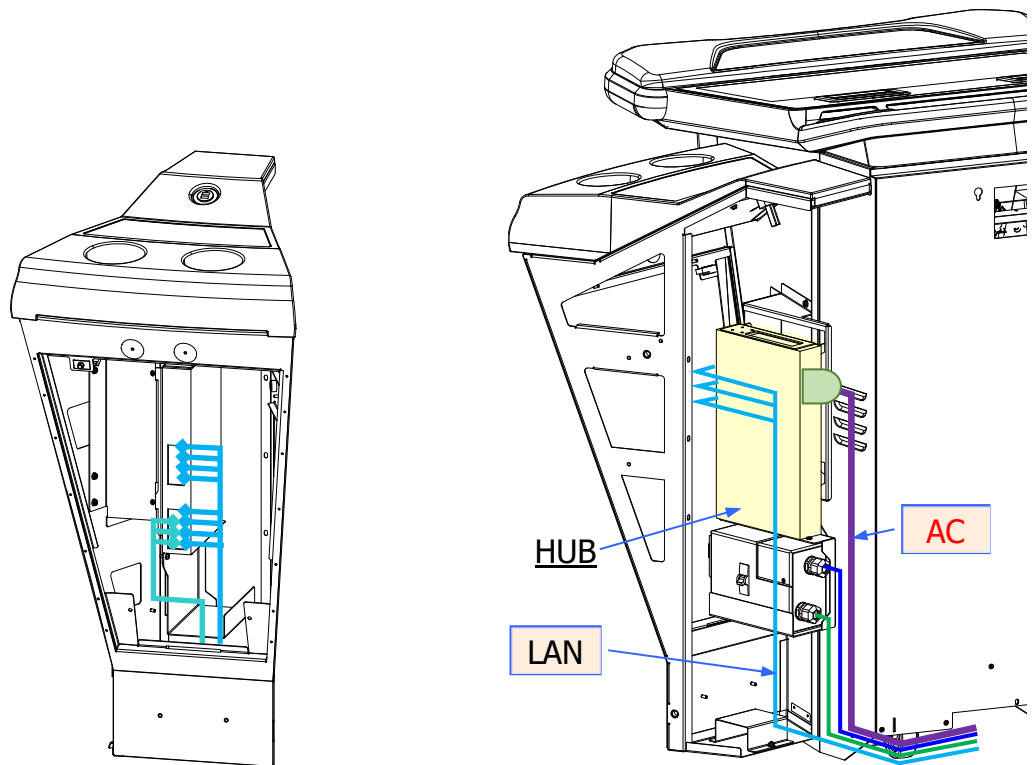
- C. Unplug the Connectors that are connected to the [Pow Switch and HUB Spacer Unit] as showed in the image below, and arrange them so that they do not interfere with the next procedures.



- D. While paying attention to the Cables that were removed, detach the Main Power Switch Unit from the BRKT, then arrange the cables so that they do not interfere with the next procedures.



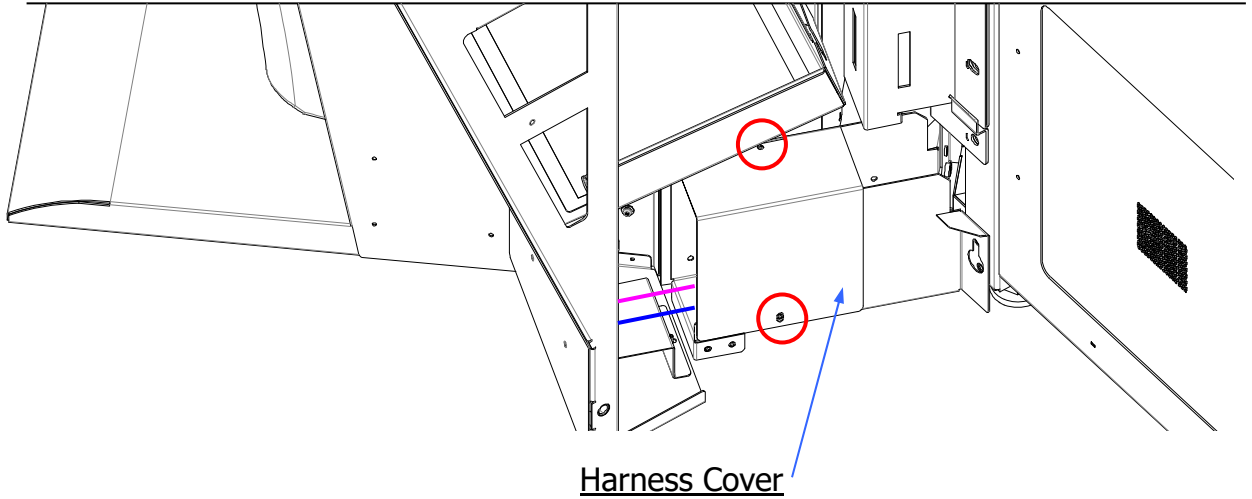
- E. Unplug the AC Cable and all the [LAN] Cables that are connected to the HUB. Arrange the cables so that they do not interfere with the next procedures.



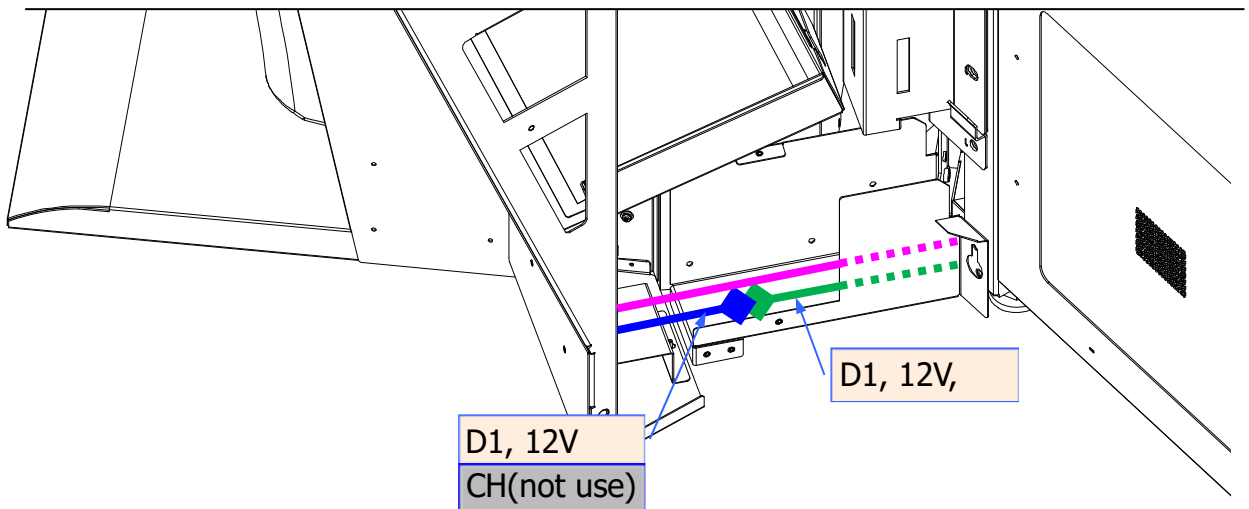
- F. By paying attention to the Cables that were removed, detach the [Station 1 Unit].

- Station 3 Unit (Control Spacer Unit) -

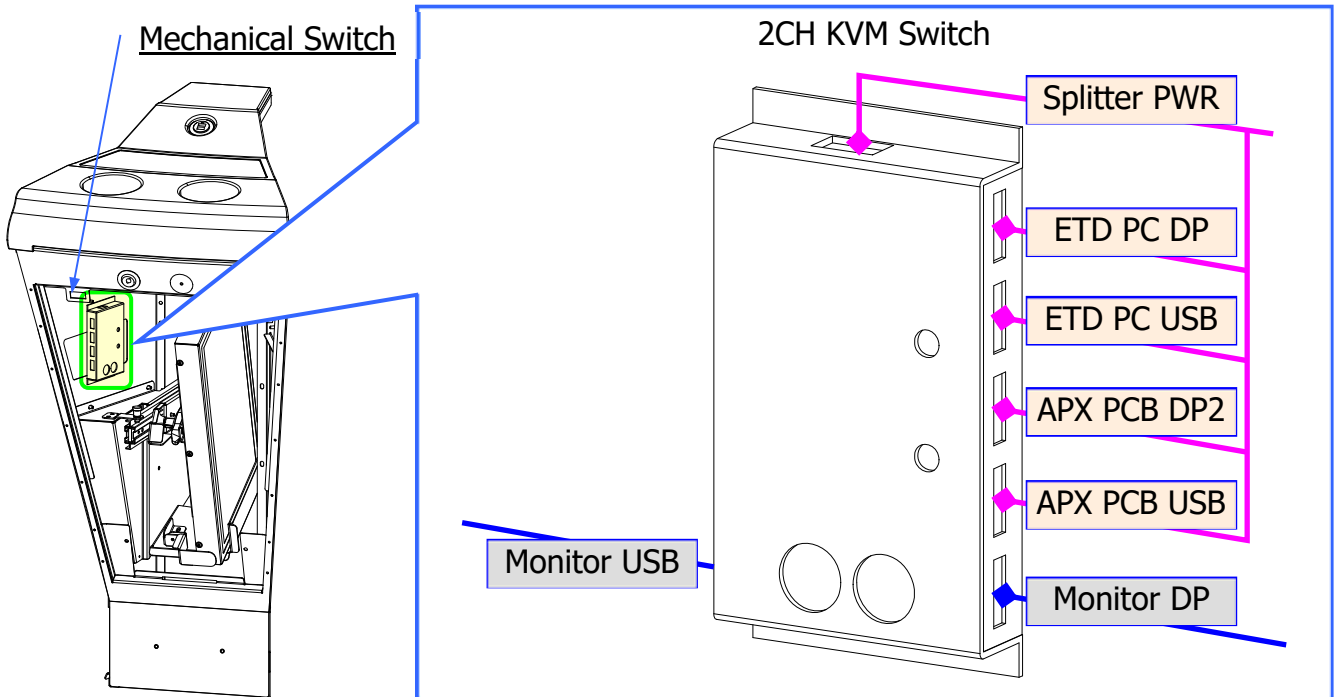
- A. Unlock and remove the Control Spacer Door.
- B. Remove the 2 screws that are below the [Control Spacer Unit] to remove the Harness Cover.



- C. Unplug the Connectors that are connected to the [Control Spacer Unit] as showed in the image below, and arrange them so that they do not interfere with the next procedures.



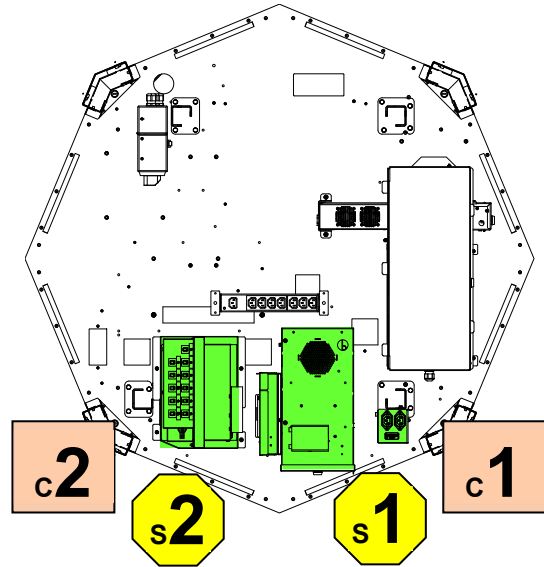
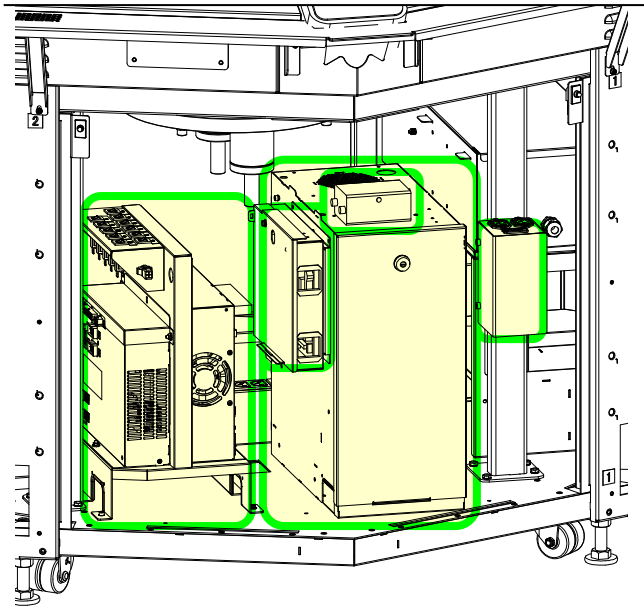
- D. Unplug the [DP] Connectors and [USB] Connectors that are connected to the 2CH KVM Switch, and arrange them so that they do not interfere with the next procedures.



- E. While paying attention to the Cables that were removed, detach the [Station 3 Unit].

6.5.1.1: Accessing the Security Cage, the Tinker Board Unit, the IO Case, the Main Power Unit and the Power Relay Unit

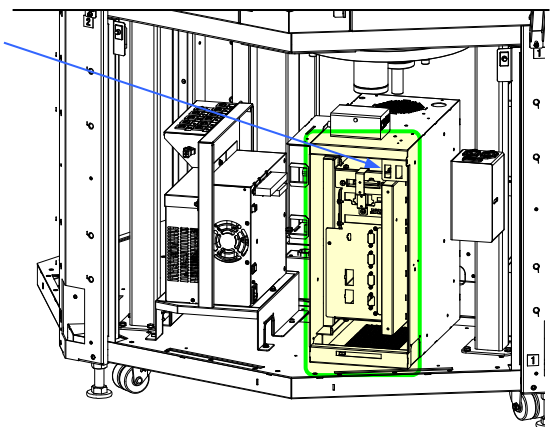
1. It is possible to access to the Security Cage, the Tinker Board Unit, the IO Case, the Main Power Unit and the Power Relay Unit by detaching the [Station 1 Unit] and [Station 2 Unit] from the Center Unit. **(Refer to 6.5.1)**



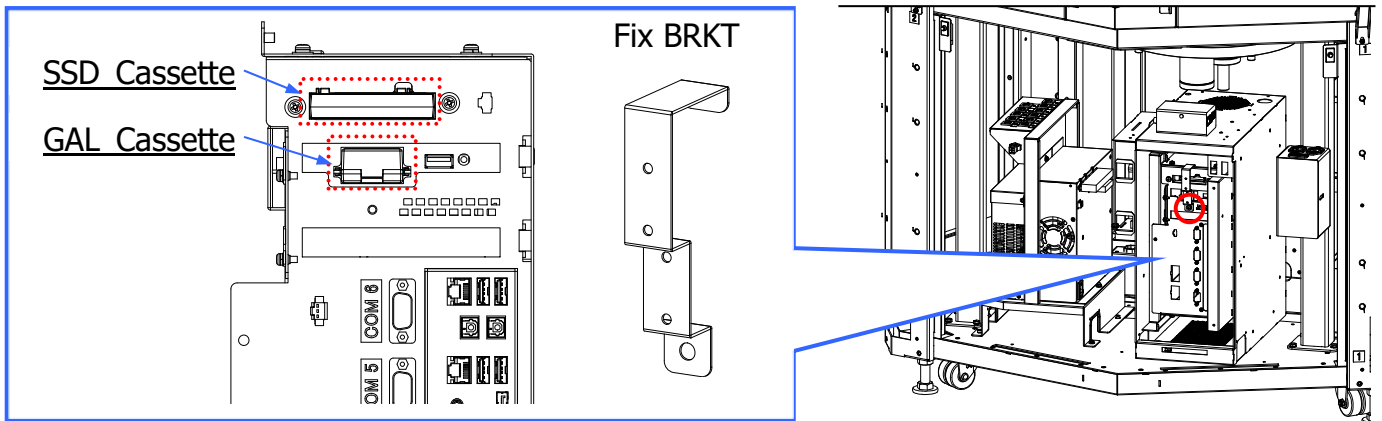
- Security Cage -

- A. Remove the Security Cage Door.

Mechanical Switch



B. Remove 1 screw and detach the Fix BRKT, to remove also the SSD and GAL Cassettes.



C. Disconnect all the Connectors linked to the Security Cage, and put them out of the way.

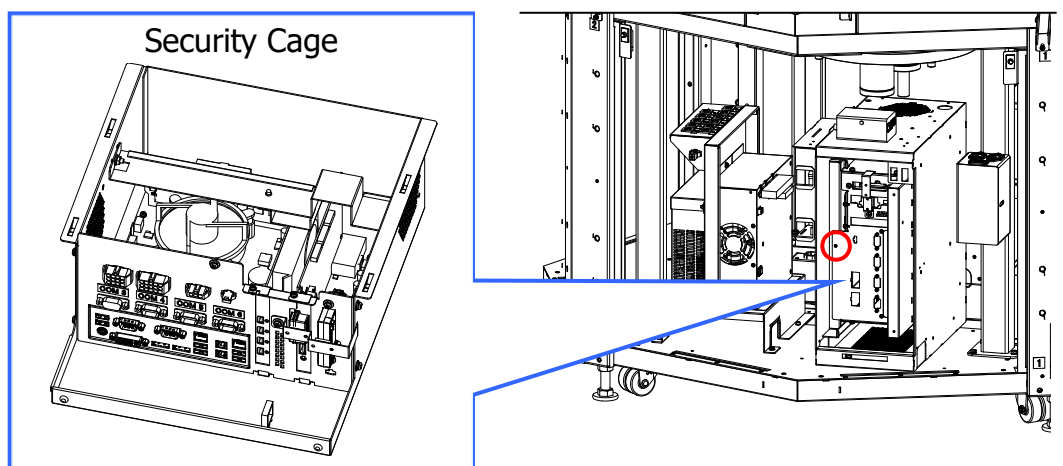
i NOTE:

Refer "**Cable Connections**" on Chapter 2 for the reconnection procedures of the connectors.

D. Draw out the Security Cage by removing 1 screw.

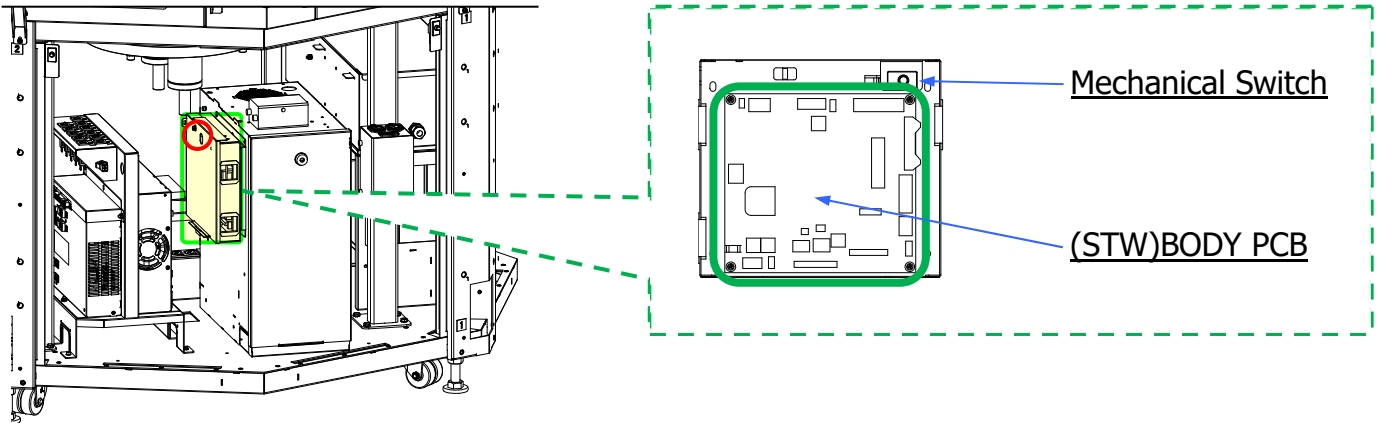
! WARNING!

Electrostatic discharge may damage internal components. When accessing the inside of the Cabinet, take anti-static measures (as wearing antistatic wrist band, etc.) before proceeding.



- IO Case -

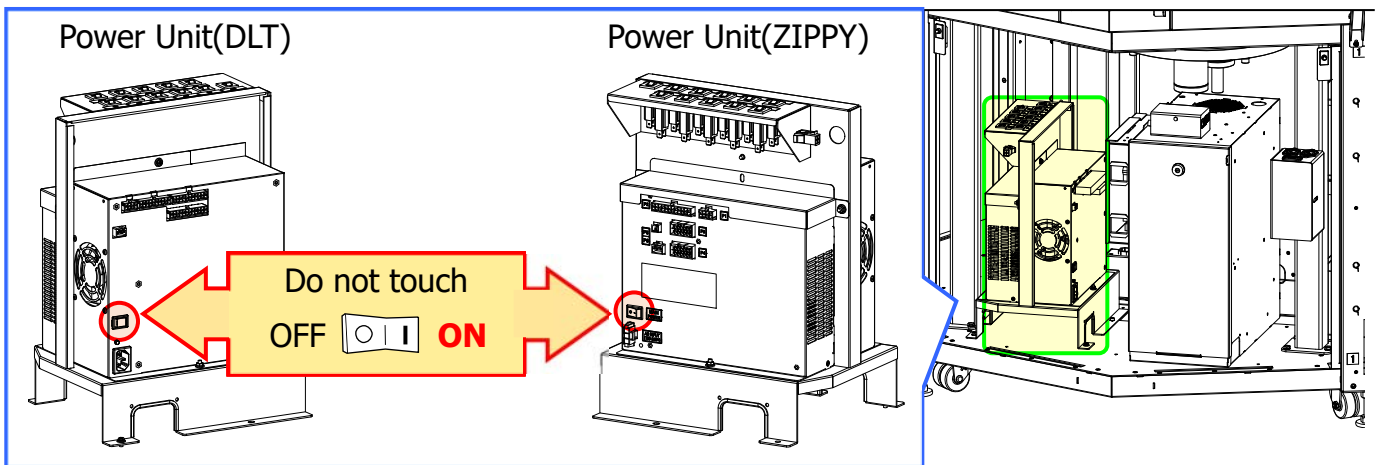
A. Remove 1 screw (or open the lock) to detach the IO Case Cover.



- Main Power Unit -

A. There is a power switch on each of the Power Units that compose the Main Power Unit.

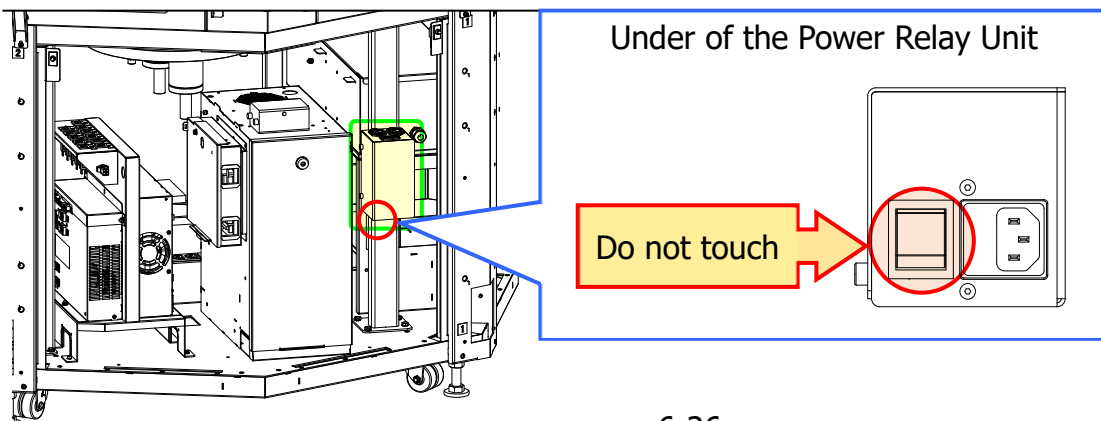
Please keep the switches on ON and do not change their status.



- Power Relay Unit -

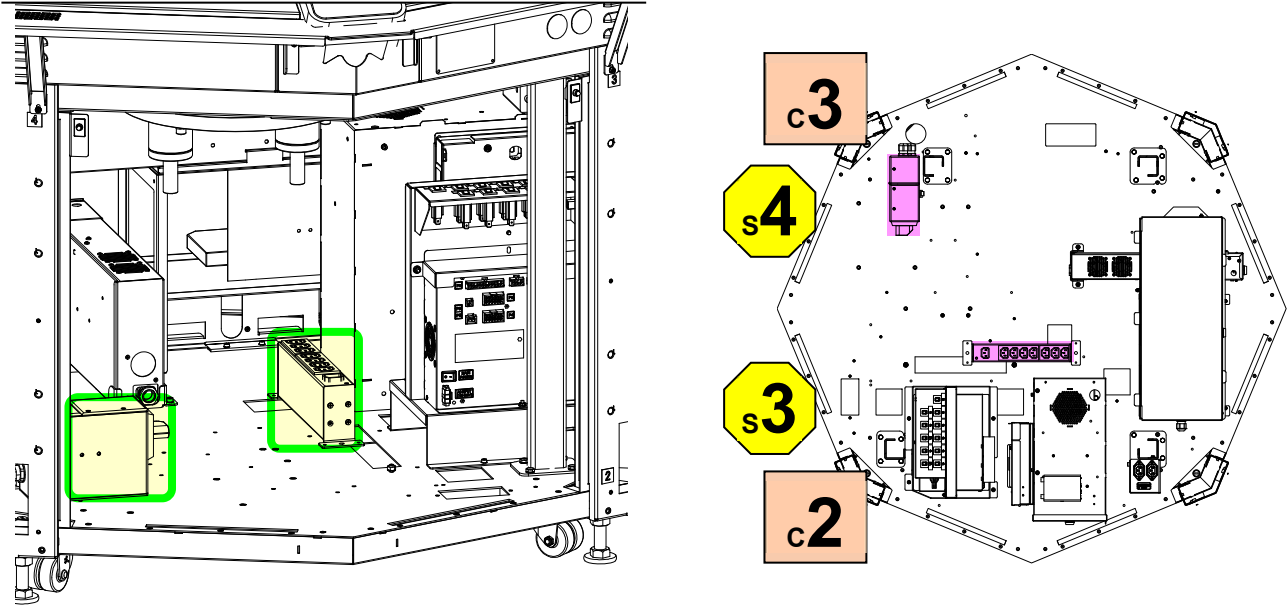
A. There is a switch on under of the Power Relay Unit.

Please keep the switch on ON and do not change its status.



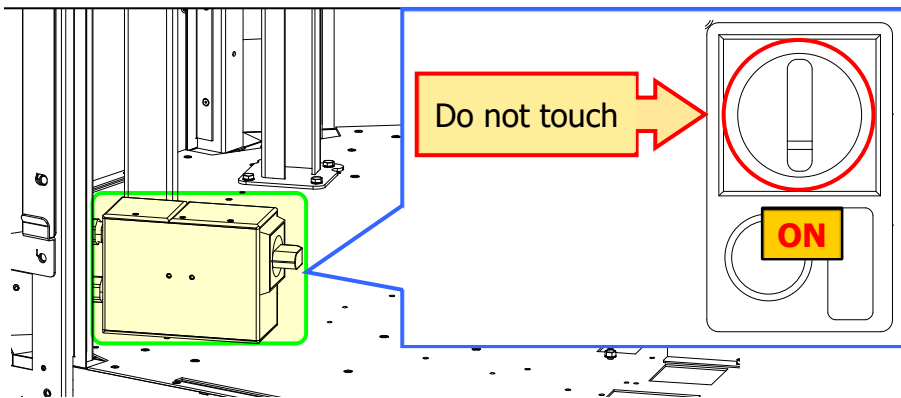
6. 5. 1. 2: Accessing the Power Distribution Unit and PID Power Switch unit

1. It is possible to access to the Power Distribution Unit and PID Power Switch unit by detaching the [Station 3 Unit] and [Station 4 Unit] from the Center Unit. **(Refer to 6.5.1)**



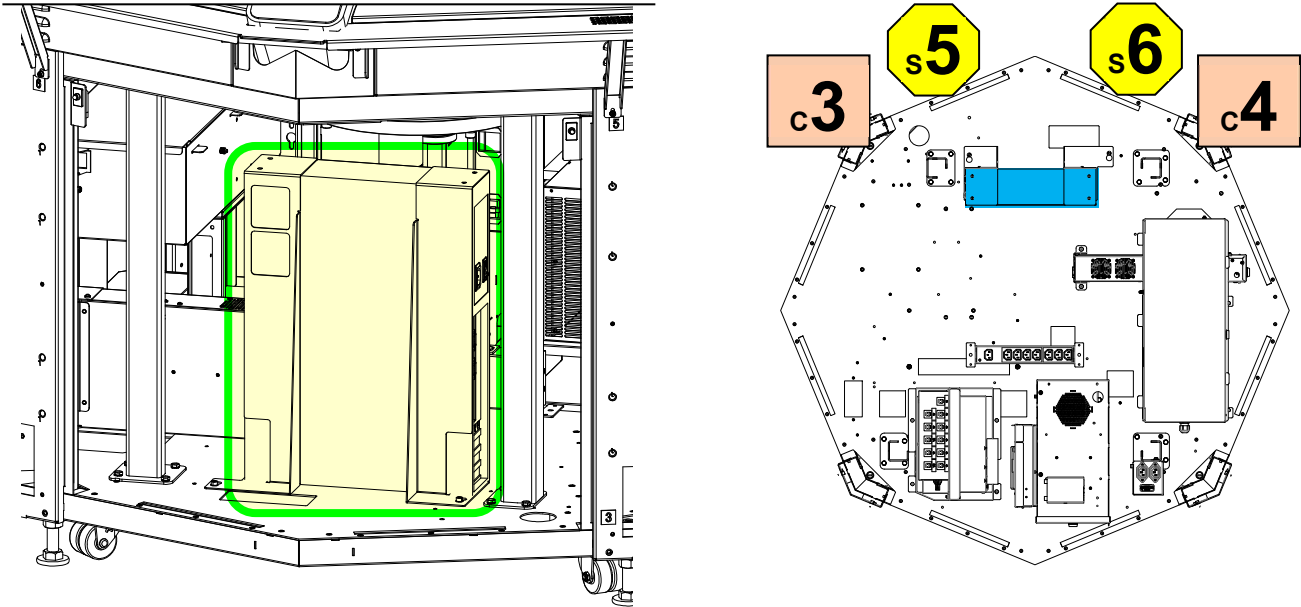
- PID Power Switch unit (for HIGH PID) -

- B. Please keep the switch on ON and do not change its status.



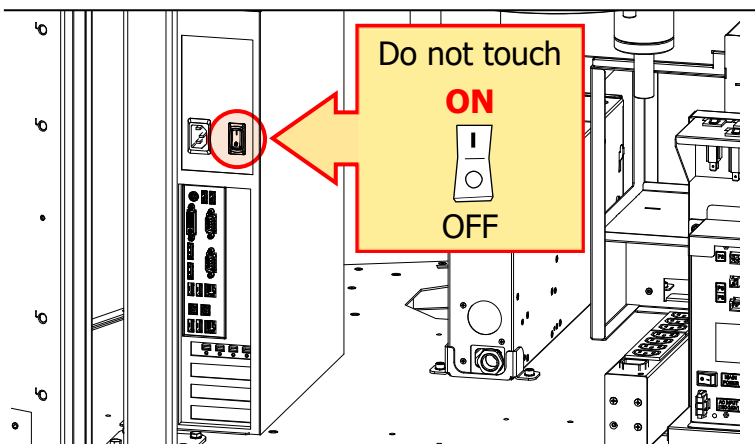
6. 5. 1. 3: [Low PID] Accessing the Signage Controller Unit (AP-X link Controller)

1. It is possible to access to the Signage Controller Unit (AP-X link Controller) by detaching the [Station 5 Unit] and [Station 6 Unit] from the Center Unit. **(Refer to 6.5.1)**



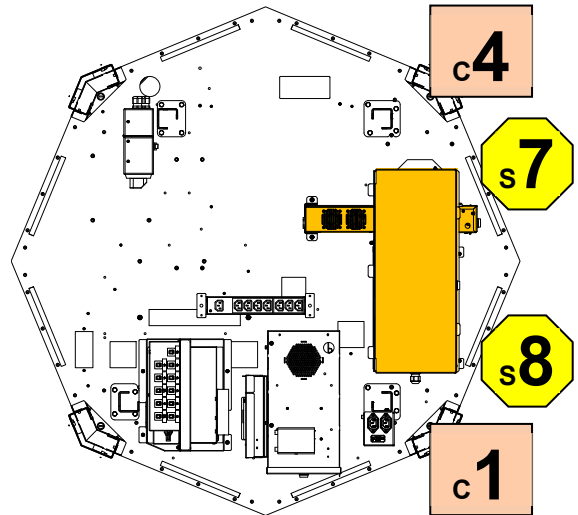
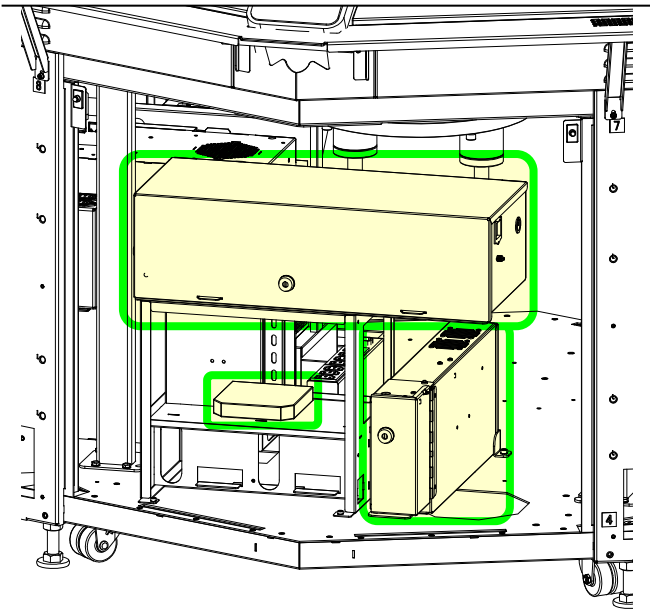
- Signage Controller Unit (AP-X link Controller) (for Low PID) -

- A. Please keep the switch on ON and do not change its status.



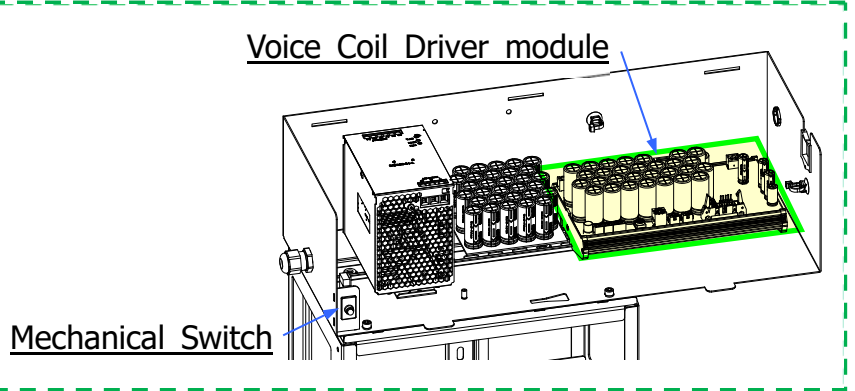
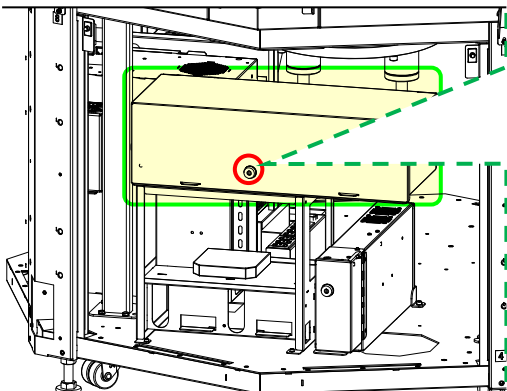
6.5.1.4: Accessing the Driver Case, the ETD PC Case, the Audio module and the DICE Generator Fan

1. It is possible to access to the Driver Case, the ETD PC Case, the Audio module and the DICE Generator Fan by detaching the [Station 7 Unit] and [Station 8 Unit] from the Center Unit. **(Refer to 6.5.1)**

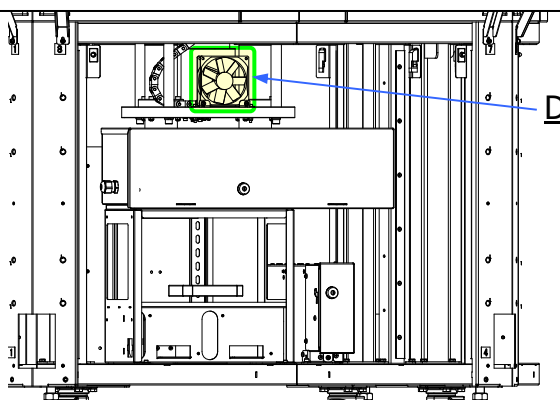


- Driver Case -

- A. Remove the Driver Case Door.



- DICE Generator Fan -



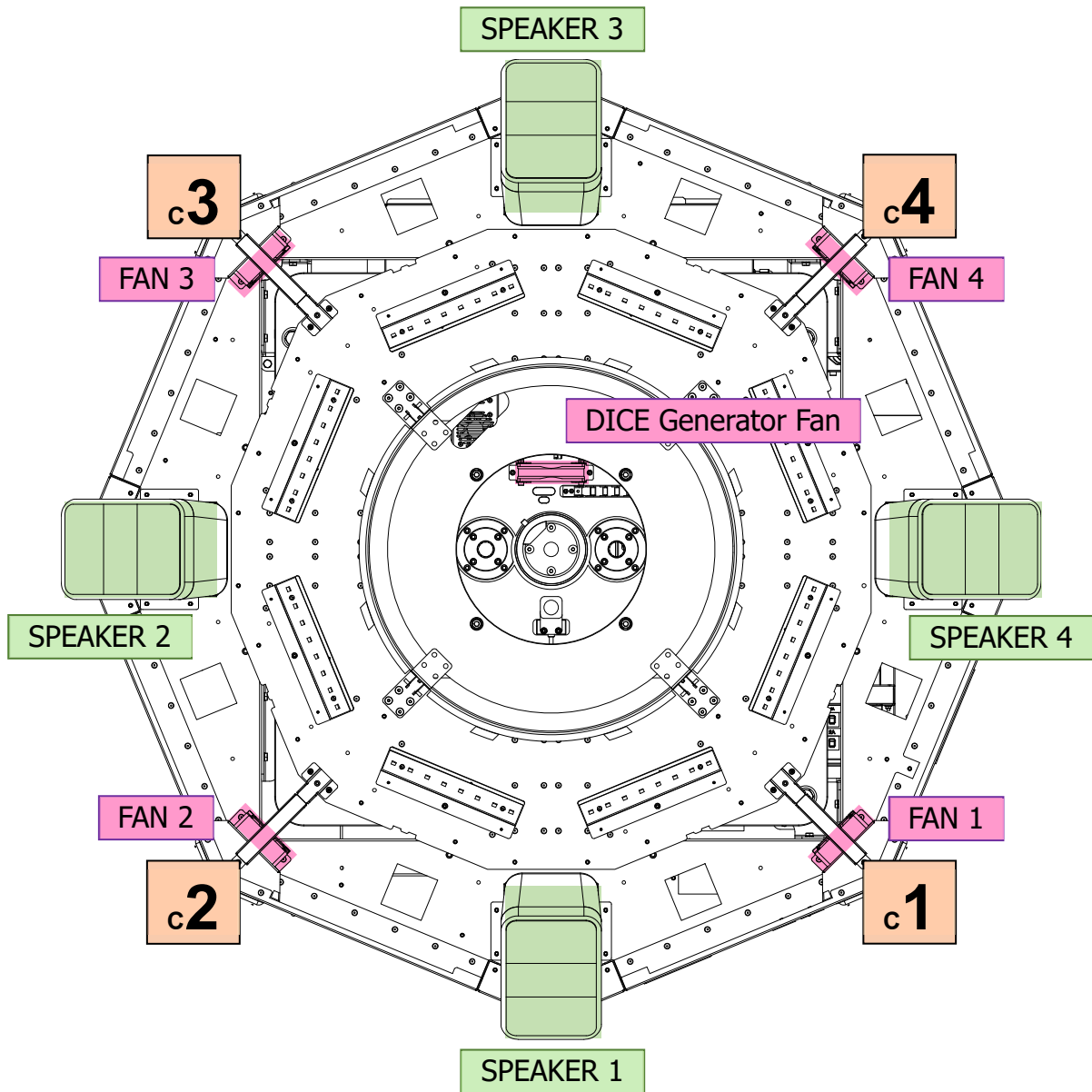
6.5.2: Speaker and Cabinet Fan

1. Refer to the illustration below to identify the position of the target Speaker and Cabinet Fan, and then detach the Station from the Center Unit. **(Refer to 6.5.1)**

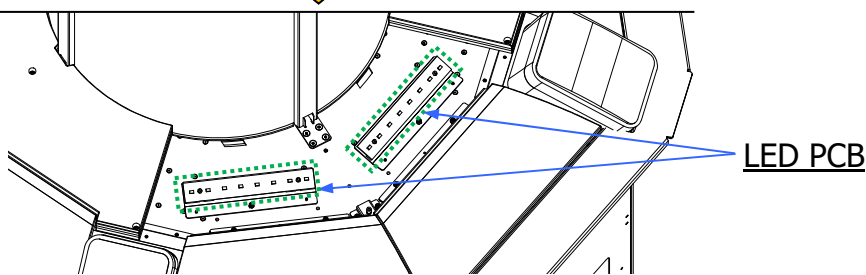
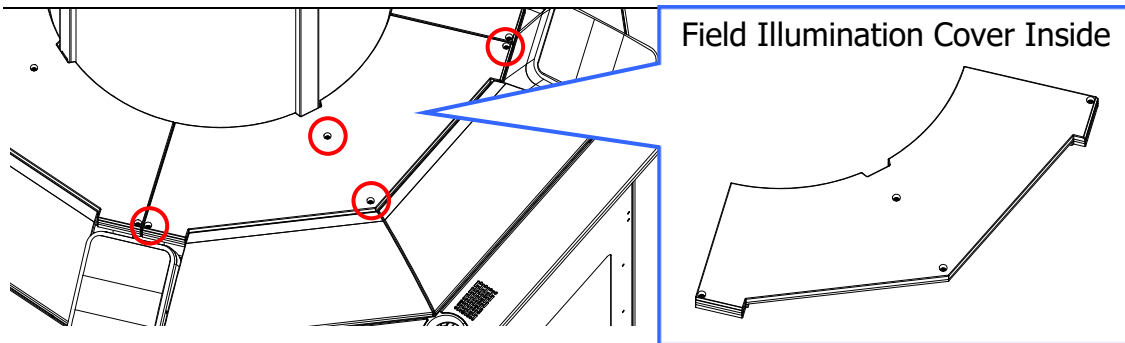
i NOTE:

For the **DICE Generator Fan** **(Refer to 6.5.1.4)**

s1 = Station **p1** = Pole **c1** = Corner



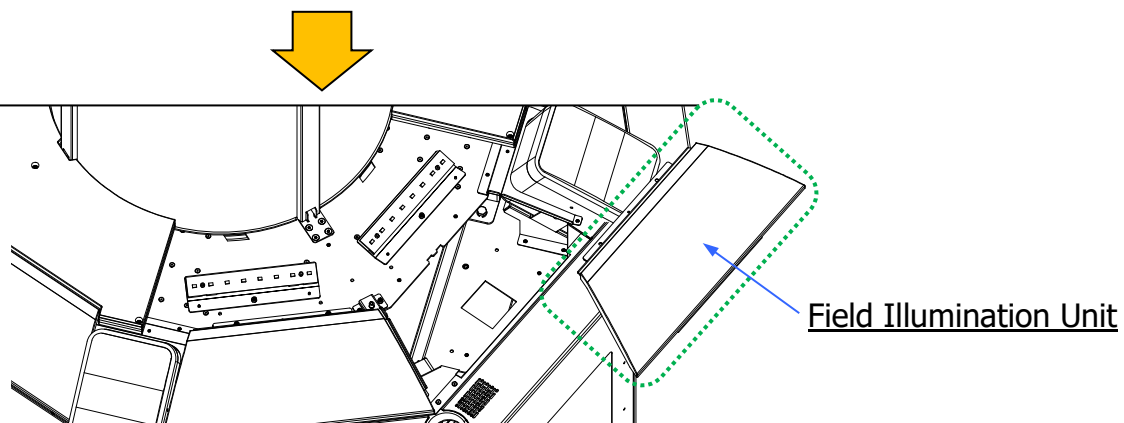
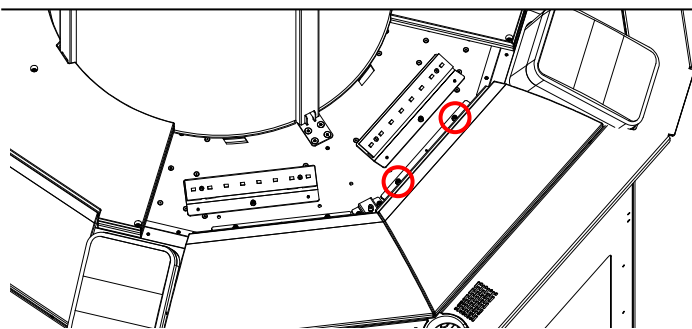
2. Remove the 4 screws to detach the Field Illumination Cover Inside.



3. Remove 2 screws to detach the Field Illumination Unit.

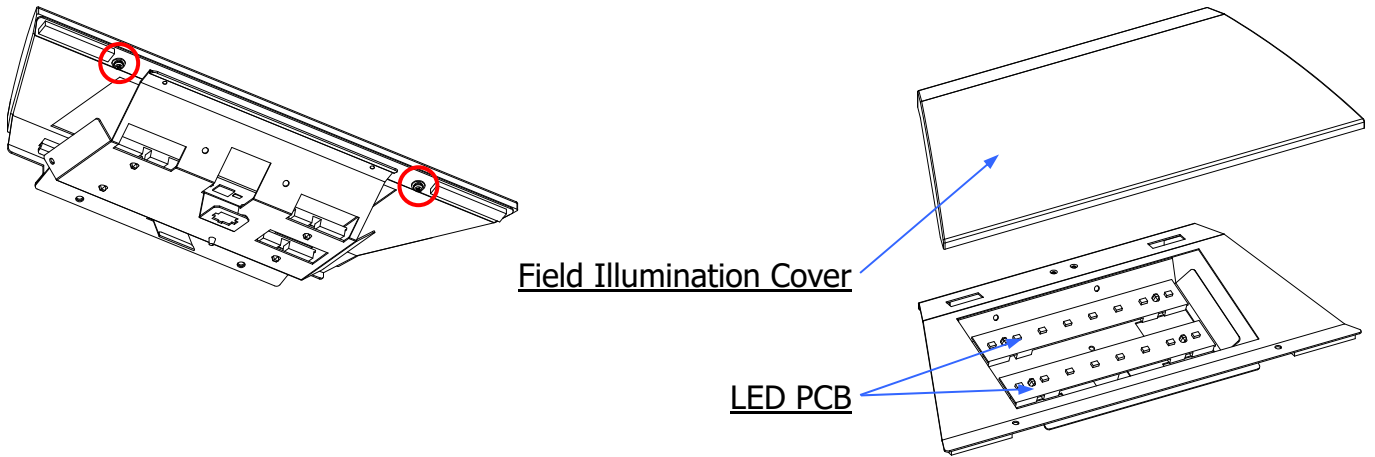
i NOTE:

A cable is connected to the Field Illumination Unit. Handle with care.



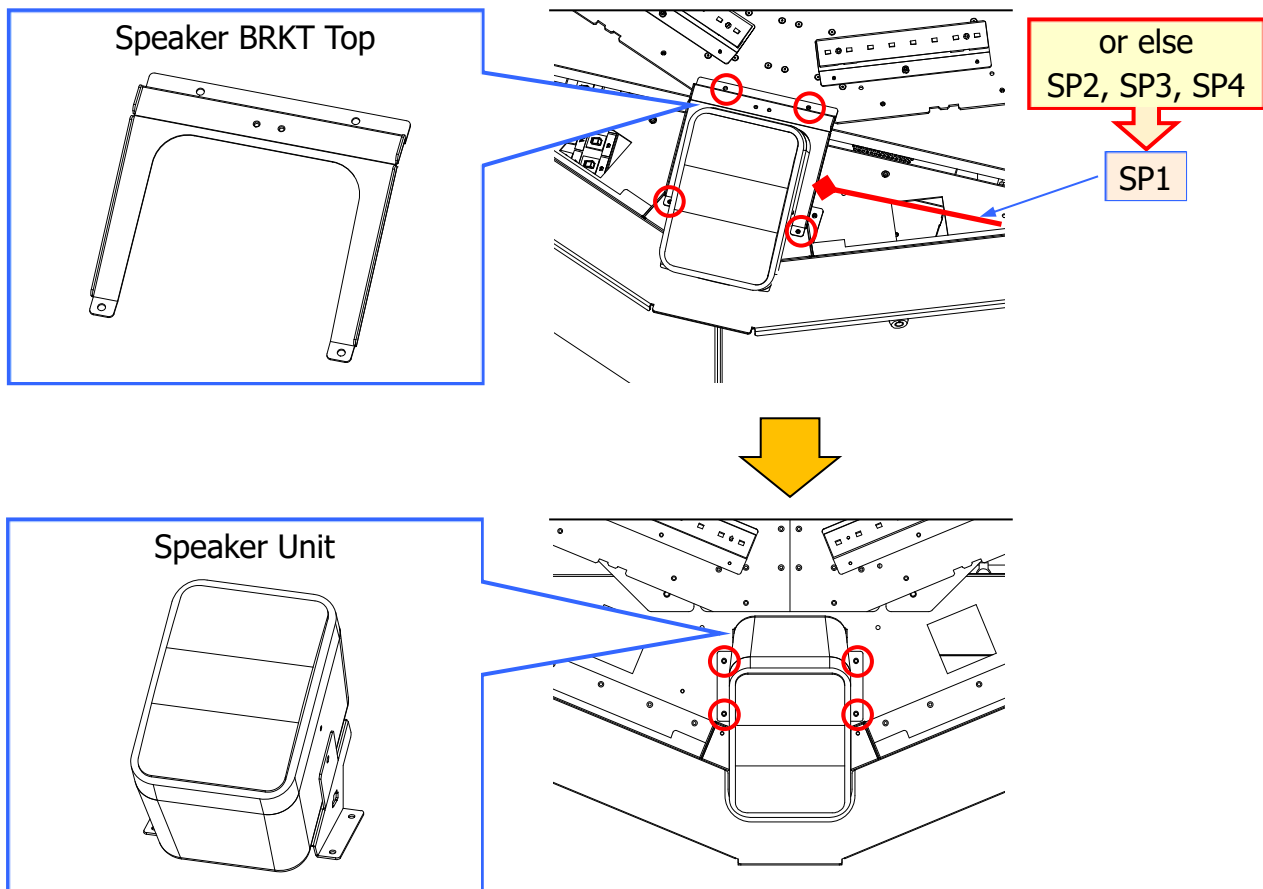
- Field Illumination -

A. Remove the 2 Screws to detach the Field Illumination Cover.



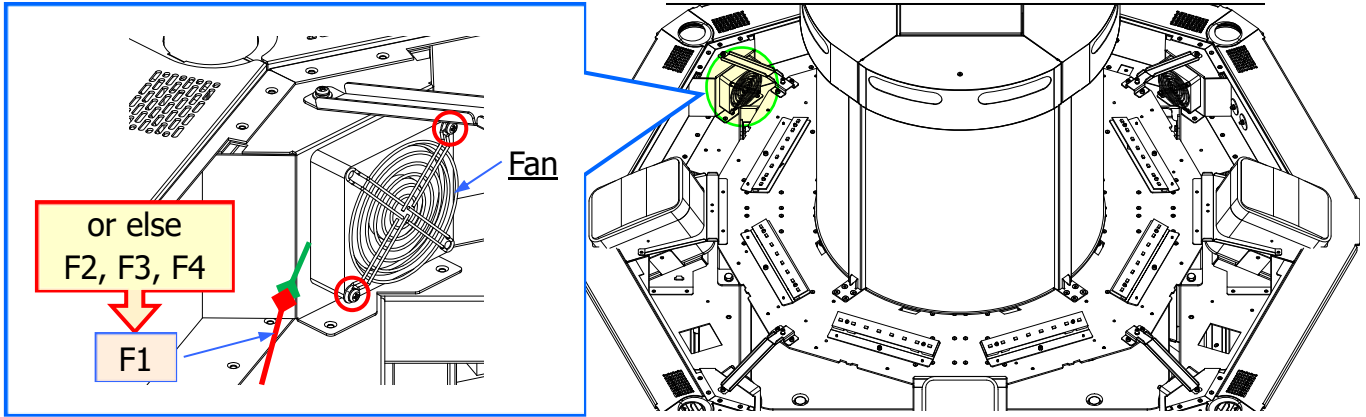
- Speaker Unit -

A. Unplug the [SP1] (or [SP2], [SP3], [SP4]) Connector, then remove the 4 screws to detach the Speaker BRKT Top. Then remove other 4 screws to detach the Speaker Unit.



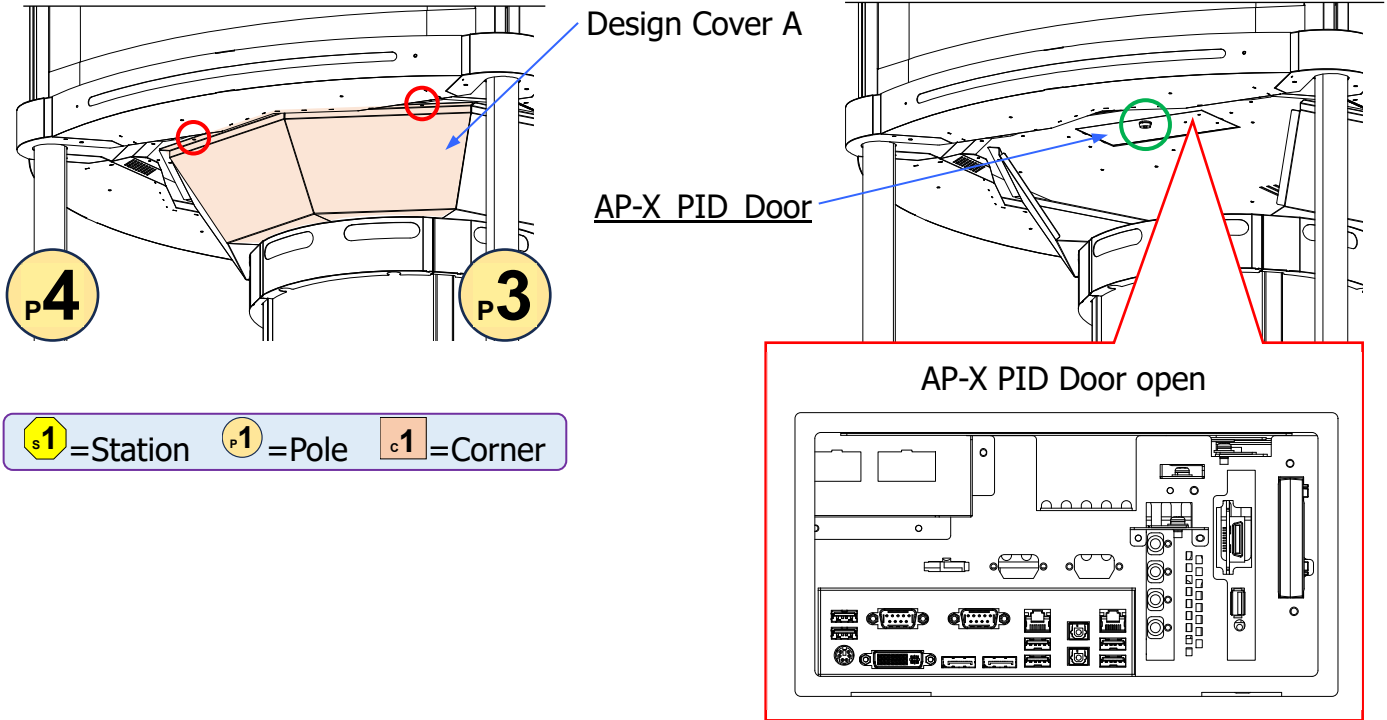
- Fan -

- A. Unplug the [F1] (or [F2], [F3], [F4]) connector, then detach the fans by removing the 2 screws on each.



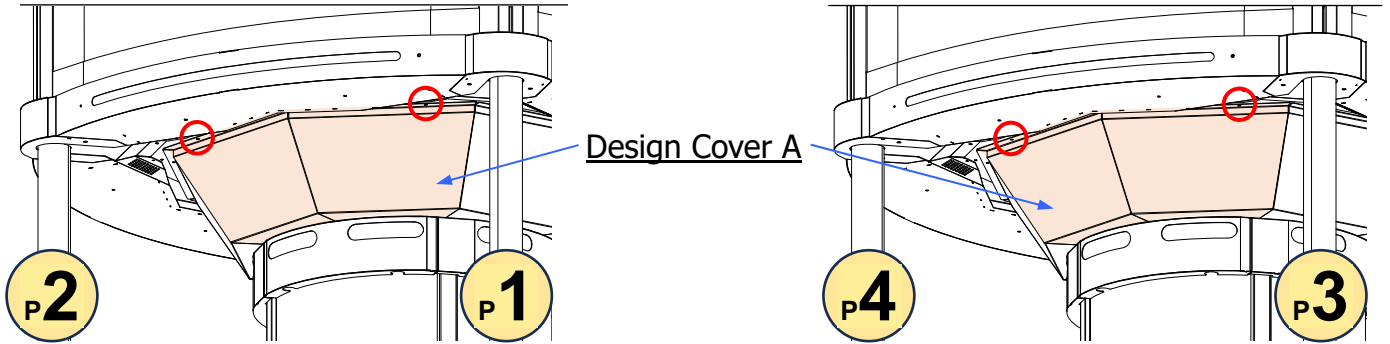
6.5.3: [High PID] AP-X PID Door

1. Separate the Station Units from the Center Unit. **(Refer to 6.5.1)**
2. Remove the 2 screws on the side between Pole 3 and Pole 4, to detach the Design Cover A and access the PID Door.

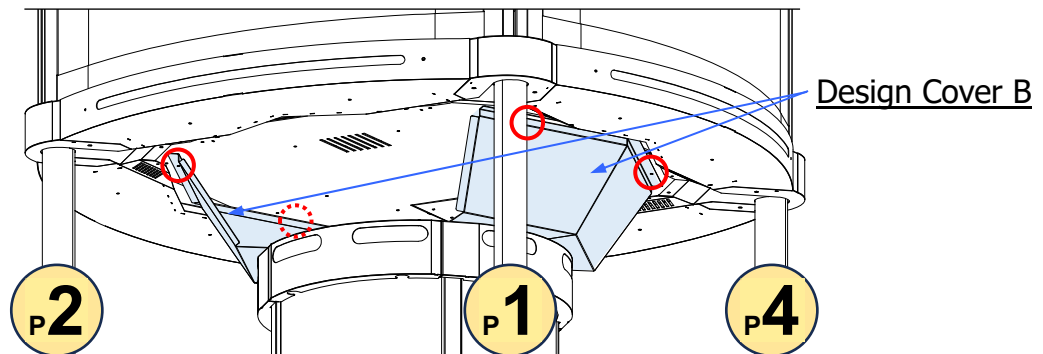


6.5.4: Network Camera, Field LED PCB and Dice Field

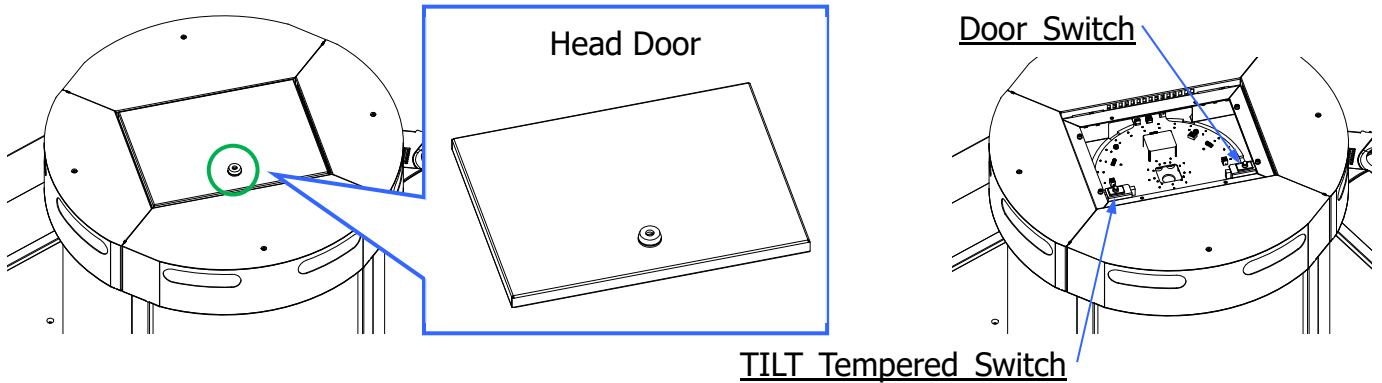
1. Separate the Station Units from the Center Unit. **(Refer to 6.5.1)**
2. Remove the 2 screws of each of the Design Cover on the side between Pole 1 and Pole 2, and on the side between Pole 3 and Pole 4, to detach the Design Covers.



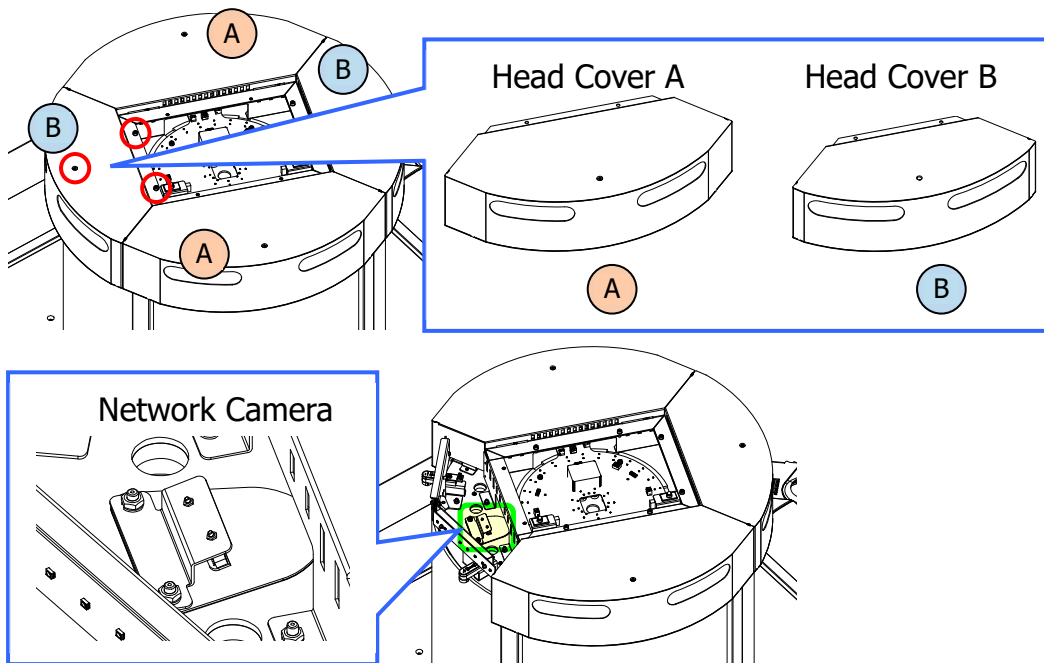
3. Remove the remaining 2 screws on each of the Design Covers B to detach them.



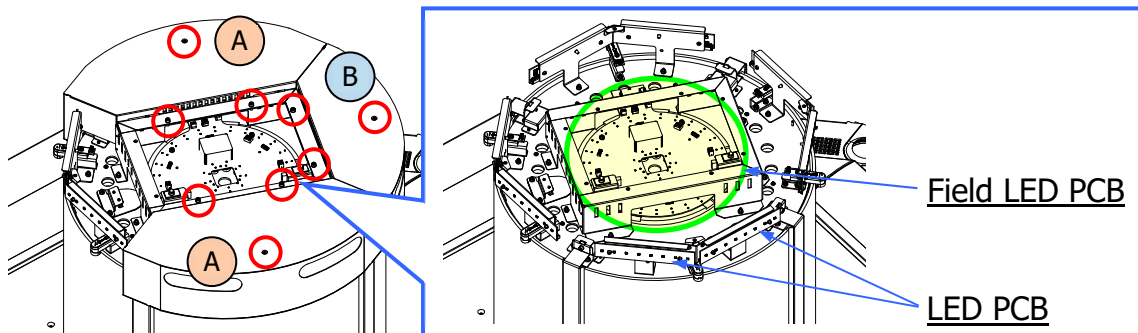
4. Locate the Head Door, then unlock and remove it.



5. Remove 3 screws and detach the Head Cover B to access to the Network Camera.



6. Remove each 3 screws and detach the all Head Cover A and B to access to the Field LED PCB.

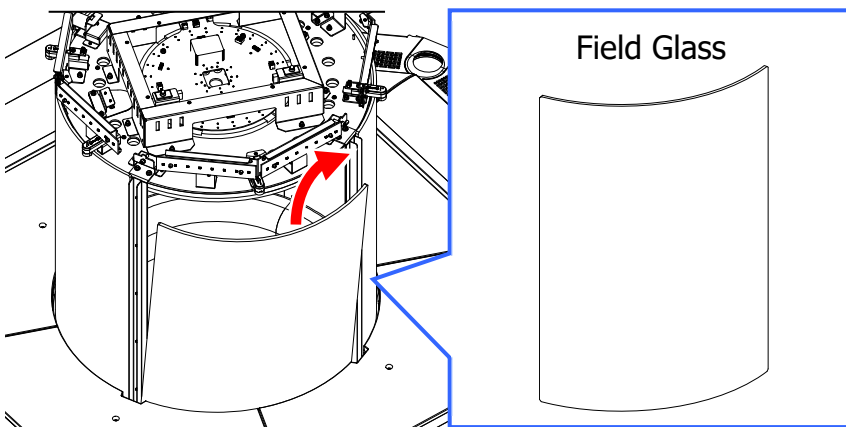
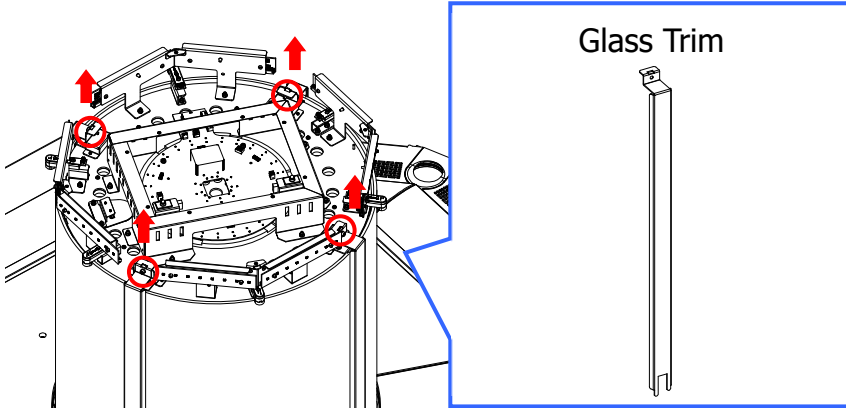


7. Remove 1 screw to pull out the Glass Trim toward upward. Then, paying attention not to damage the Field Glass remove the glass by pulling it forward, to access to the Dice Field.



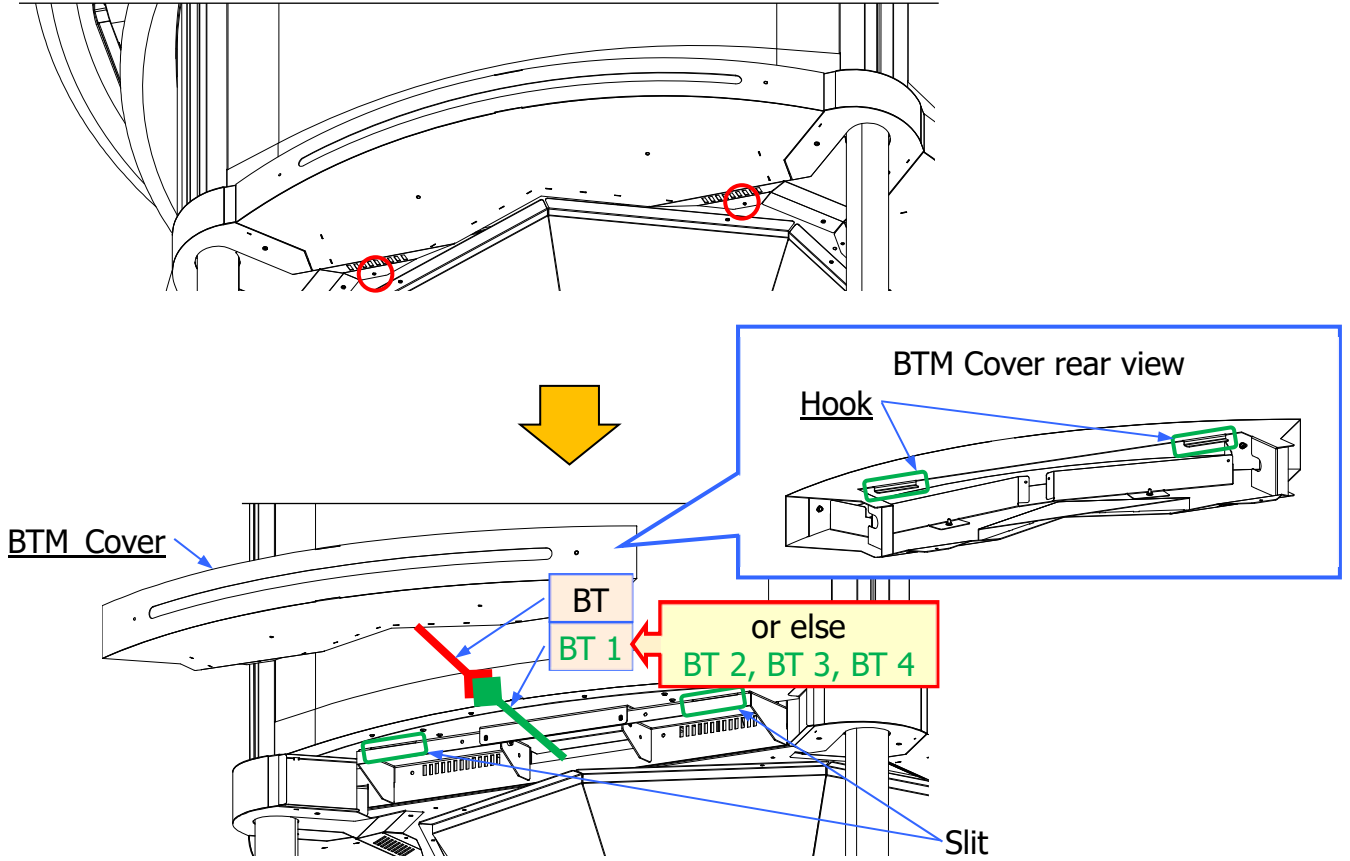
CAUTION!

Sometimes it can be difficult to remove the Glass Trim. Please pay attention to avoid damages or injuries.

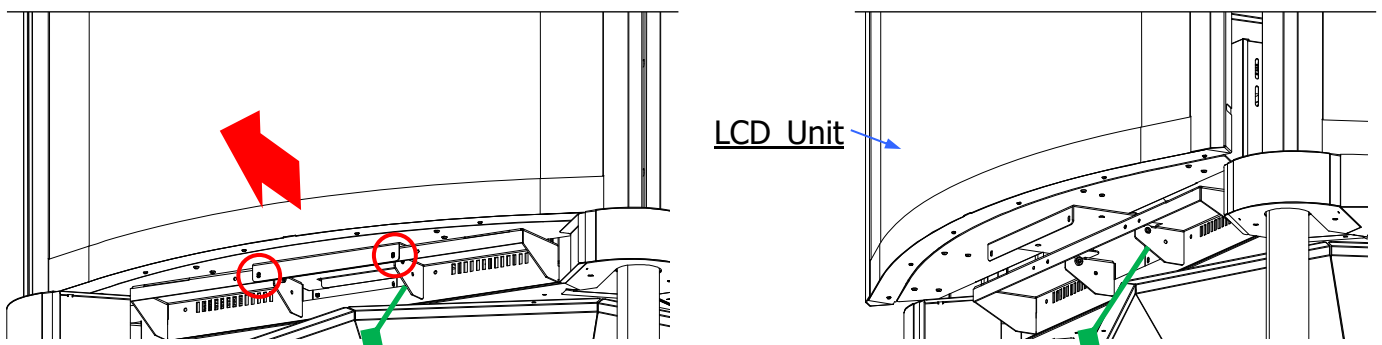


6.5.5: [High PID] LCD Units

1. Separate the Station Units from the Center Unit. (Refer to 6.5.1)
2. Remove 2 screws. Unfasten the hooks on the inner side of the BTM Cover, then disconnect the connector to detach the BTM Cover.



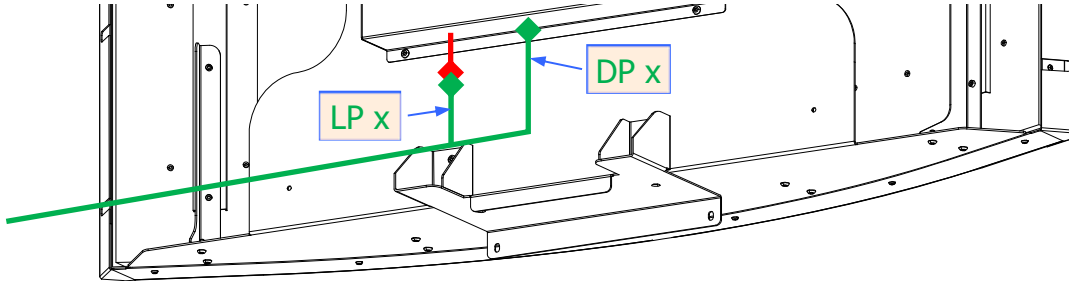
3. Remove 2 screws. Pay attention not to pinch the connector unplugged from the BTM Cover, and draw forward the LCD Unit until it stops.



4. Disconnect the connectors that are plugged at the back of each LCD Unit.

⚠ CAUTION!

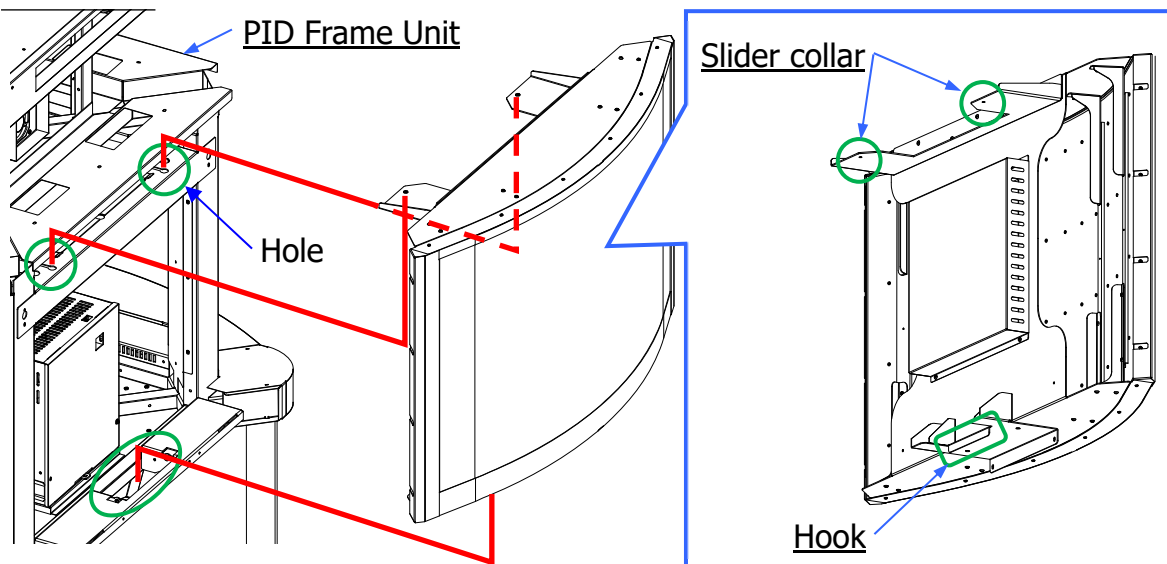
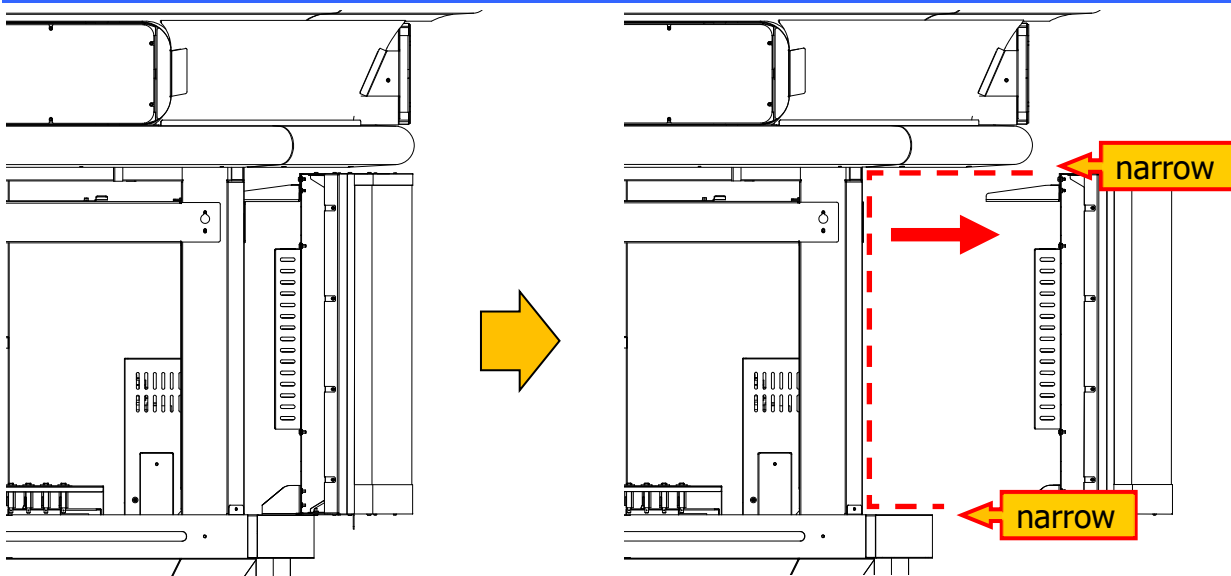
Pay attention not to drop the LCD Unit during the procedure.



5. Pull the Hook and Slider collars of the LCD Unit out of the holes of the PID Frame Unit, to remove it.

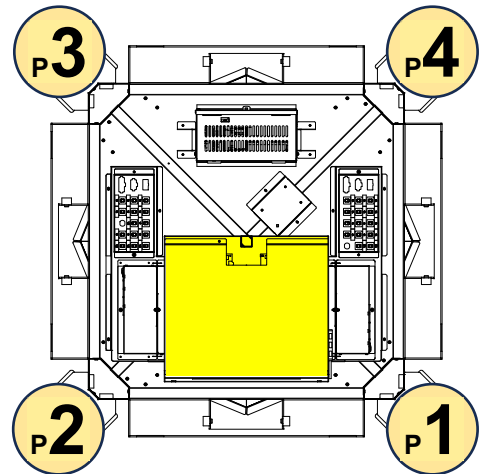
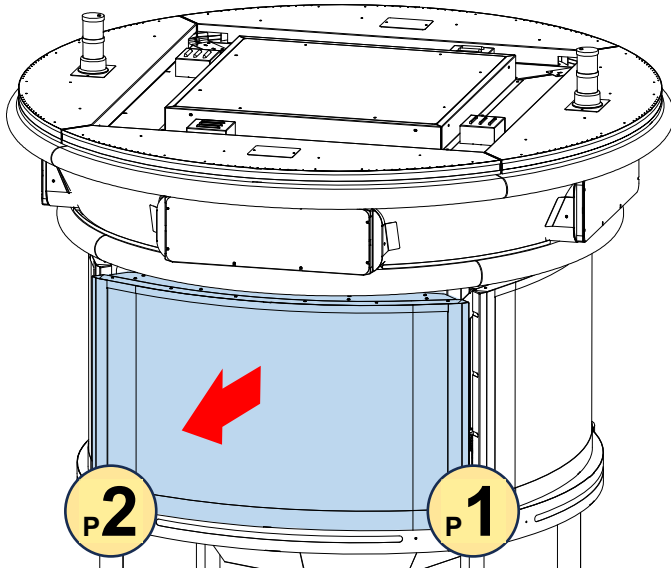
i NOTE:

Pay attention to the narrow parts to assembly.



6. 5. 6: [High PID] Accessing the SIG A(TW), SIG C(TW) and SERIAL POWER(SERI PWR) PCBs

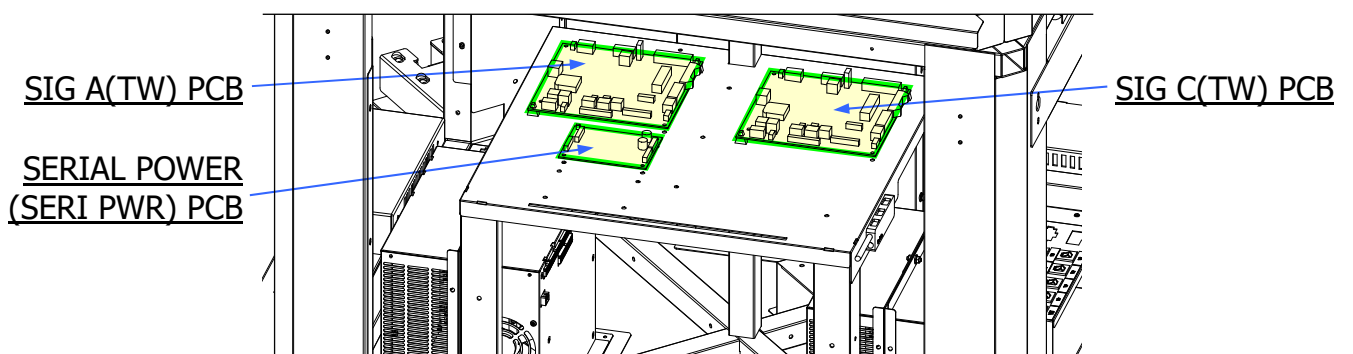
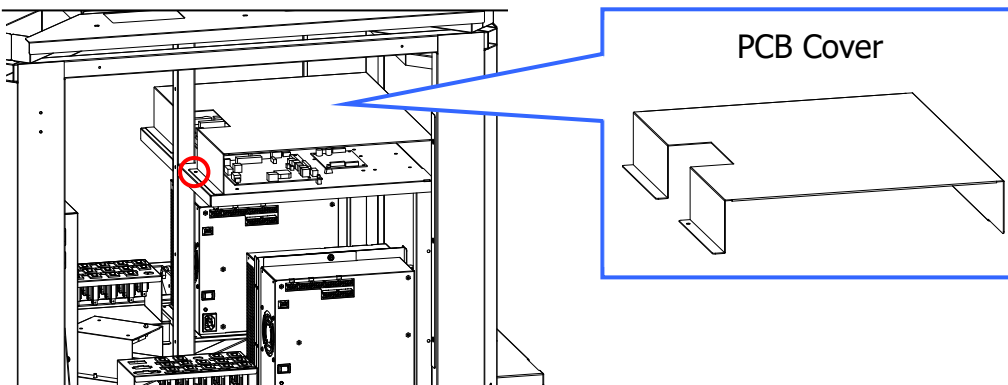
1. Separate the Station Units from the Center Unit. (Refer to 6.5.1)
2. Detach the LCD Unit on the side between Pole 1 and Pole 2. (Refer to 6.5.5)



3. Remove the 1 screw to detach the PCB Cover.

! WARNING!

Electrostatic discharge may damage internal components. When accessing the inside of the Cabinet, take anti-static measures (as wearing antistatic wrist band, etc.) before proceeding.

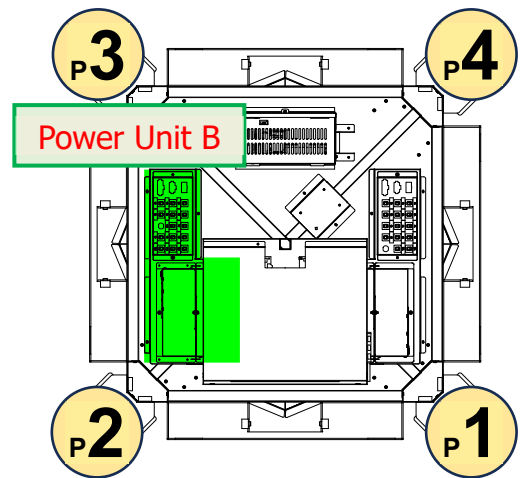
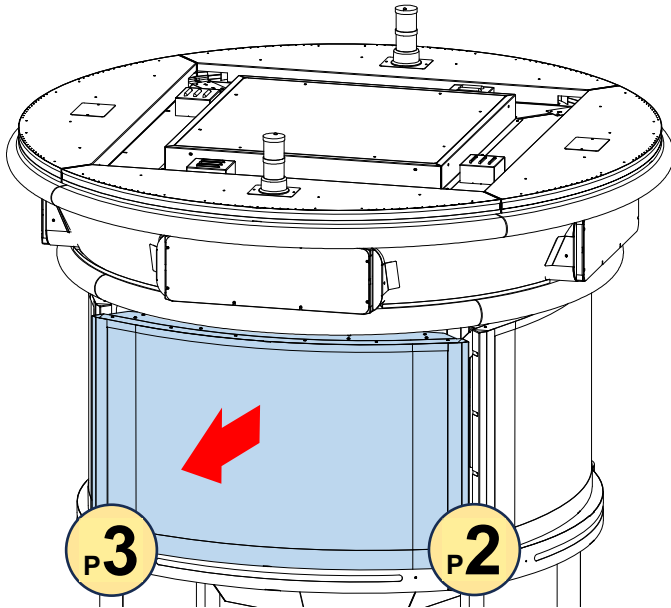


6. 5. 7: [High PID] Accessing the Power Unit B

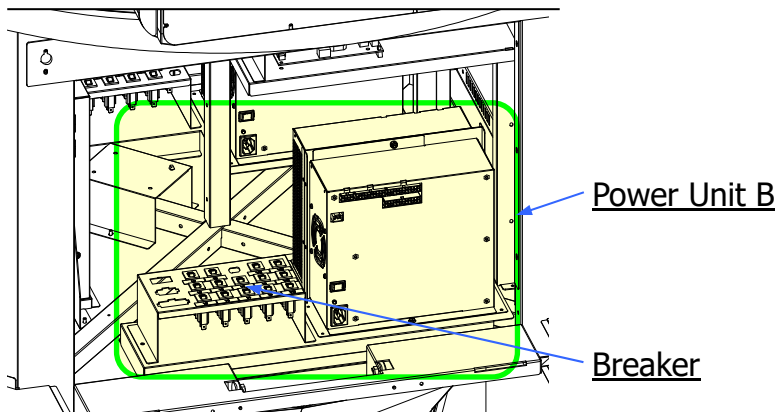
NOTE:

It is possible to check the position of all the Fans and Sensors on the PID Unit at "**Location of the Fans and the Sensors of the Power Box Unit in the High PID Unit**". (Refer to 6.5)

1. Separate the Station Units from the Center Unit. (Refer to 6.5.1)
2. Detach the LCD Unit on the side between Pole 2 and Pole 3. (Refer to 6.5.5)

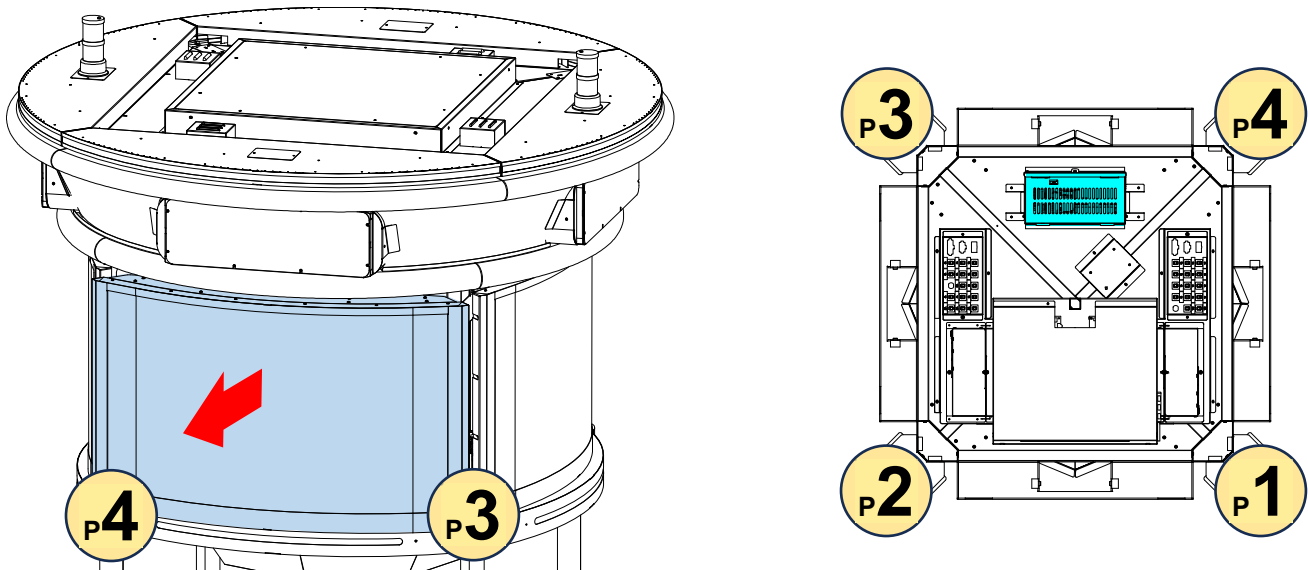


3. You can access the Power Unit B and the Breakers.



6.5.8: [High PID] Accessing the AP-X Unit

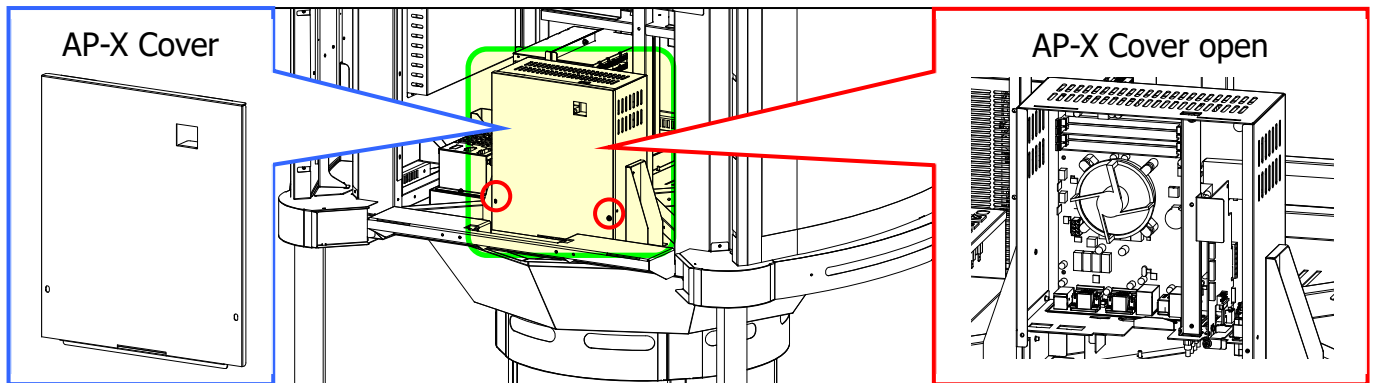
1. Separate the Station Units from the Center Unit. (Refer to 6.5.1)
2. Detach the LCD Unit on the side between Pole 3 and Pole 4. (Refer to 6.5.5) P



3. Remove the 2 Screws to detach the AP-X Cover.

! WARNING!

Electrostatic discharge may damage internal components. When accessing the inside of the Cabinet, take anti-static measures (as wearing antistatic wrist band, etc.) before proceeding.

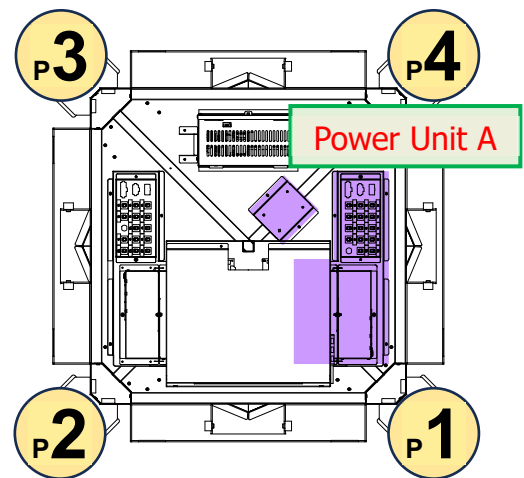
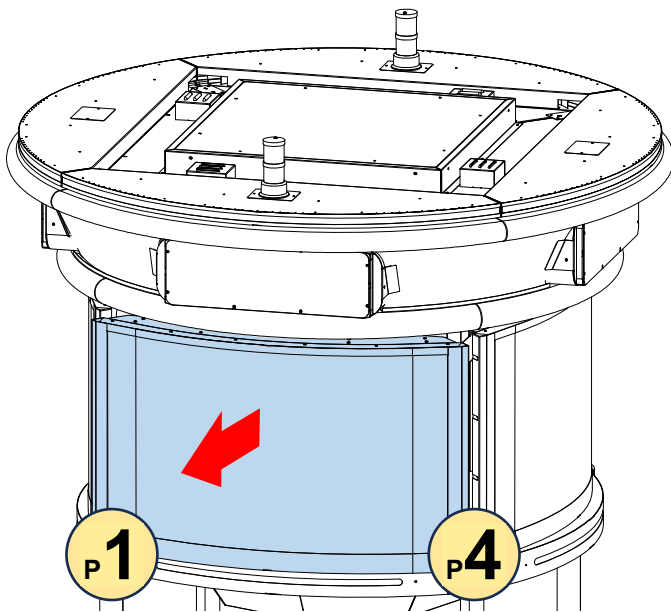


6.5.9: [High PID] Accessing the Power Unit A and SERIAL POWER(SERI PWR) PCB

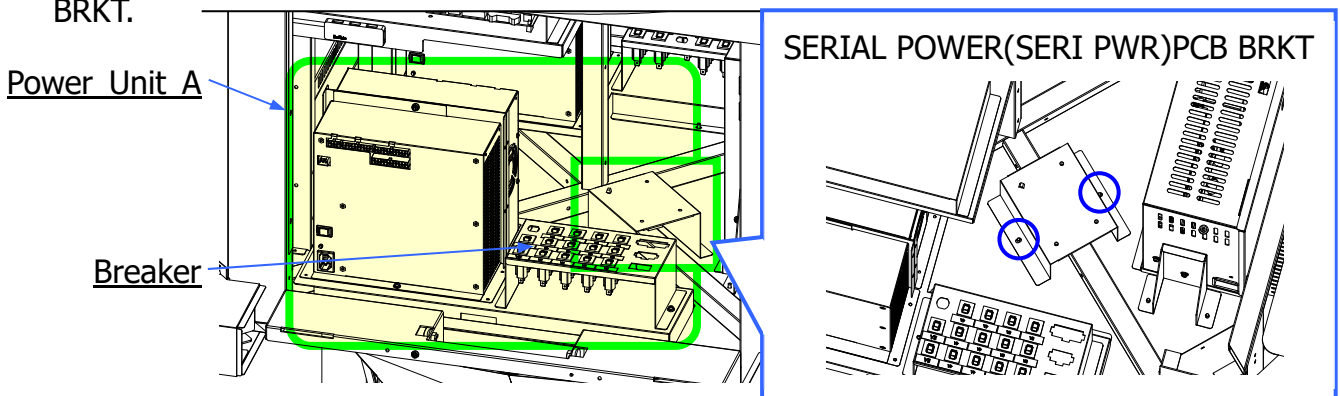
i NOTE:

It is possible to check the position of all the Fans and Sensors on the PID Unit at **"Location of the Fans and the Sensors of the Power Box Unit in the High PID Unit"**. (Refer to 6.5)

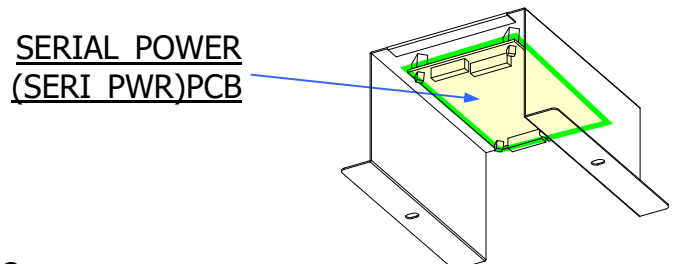
1. Separate the Station Units from the Center Unit. (Refer to 6.5.1)
2. Detach the LCD Unit on the side between Pole 1 and Pole 4. (Refer to 6.5.5)



3. You can access the Power Unit A, the Breakers and the SERIAL POWER(SERI PWR)PCB BRKT.



4. Remove the 2 Nuts to detach the SERIAL POWER (SERI PWR) PCB BRKT. 0.

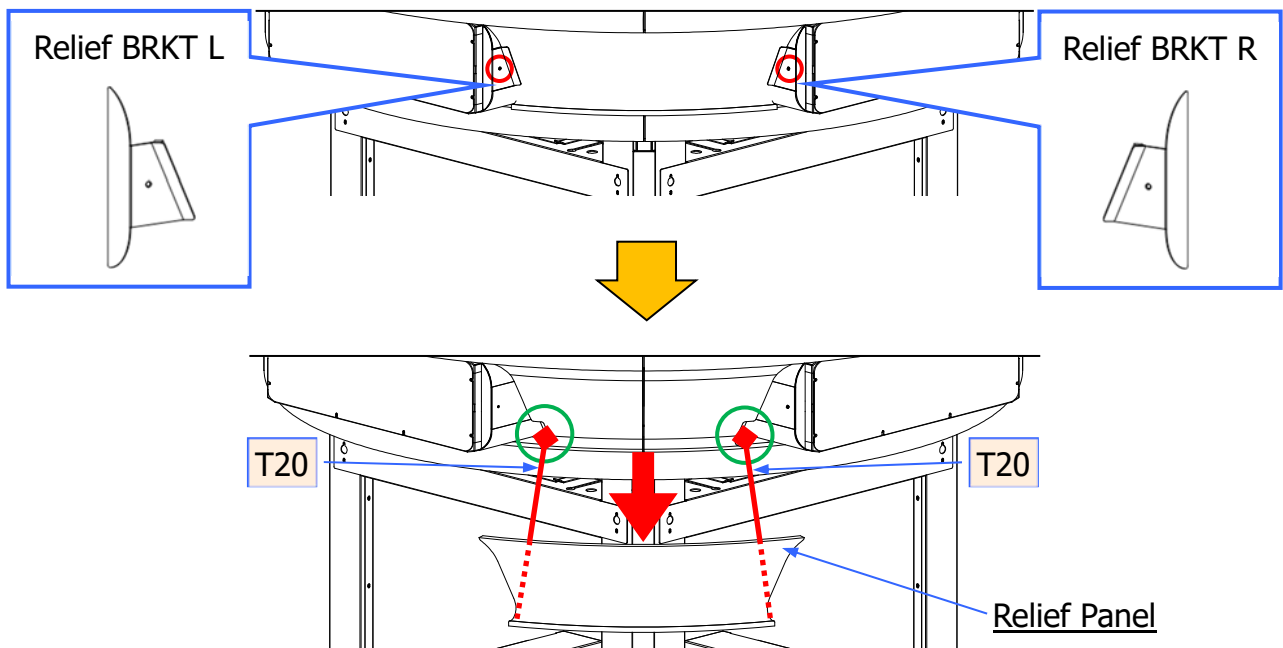


6. 5. 10: [High PID] Accessing the Top Fans in the Top PID Unit

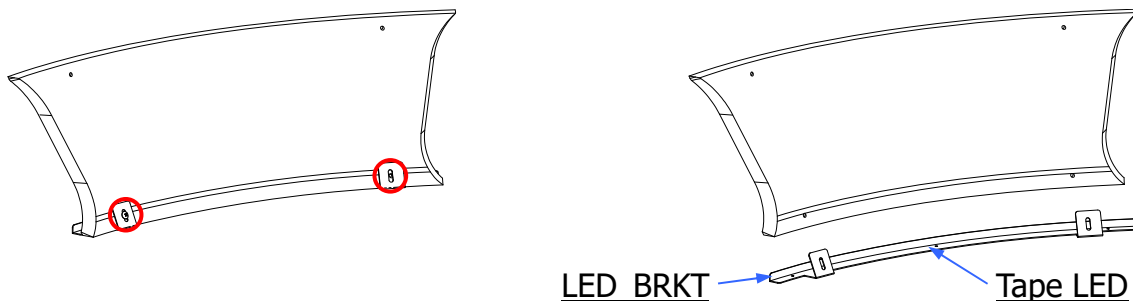
i NOTE:

It is possible to check the position of all the Fans on the Top PID Unit at "**Location of the Fans at the High PID Unit**". (Refer to 6.5)

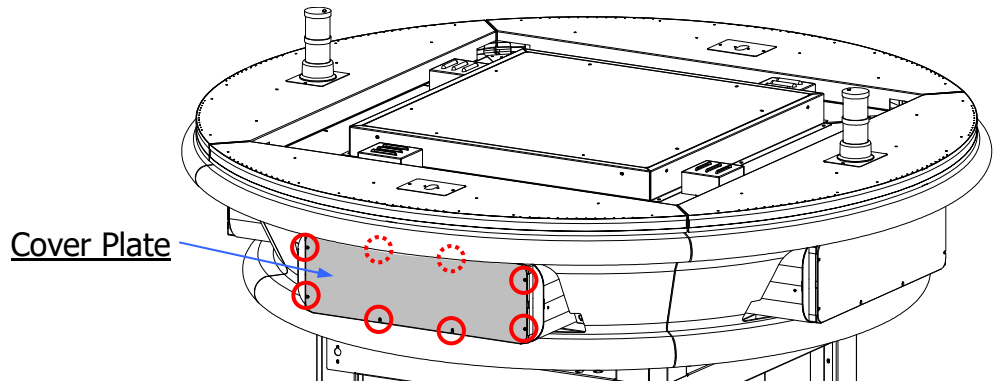
1. Separate the Station Units from the Center Unit. (Refer to 6.5.1)
2. Detach the LCD Unit. (Refer to 6.5.5)
3. Paying attention not to drop the parts, remove the 1 screw from each of the Relief BRKT L and the Relief BRKT R that affix the Relief Panel to remove. Then disconnect the [T20] connectors plugged at the left and right sides of the Top PID Unit, and detach the Relief Panel.



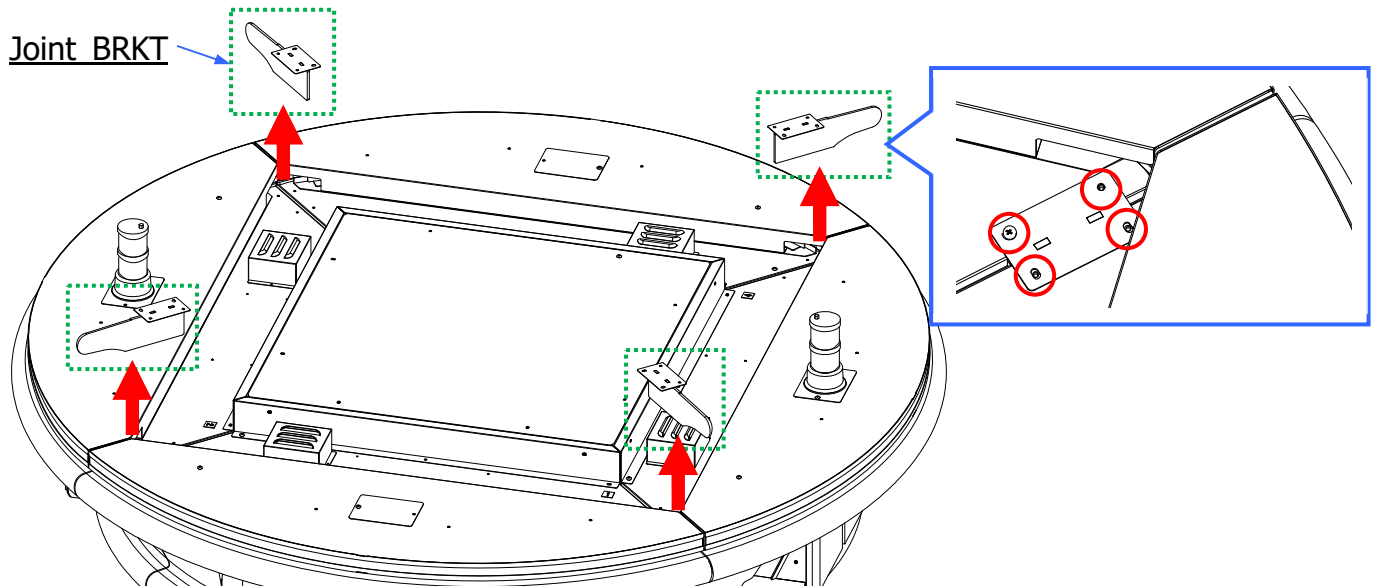
※ Remove 2 screws and detach the LED BRKT.



4. Remove 8 screws from the Cover Plate of the Top PID Unit to remove, and then detach the Cover Plate.



5. Remove 4 screws from each of the Joint BRKT located on the upper side of the Top PID Unit to remove, and then detach the Joint BRKTS.

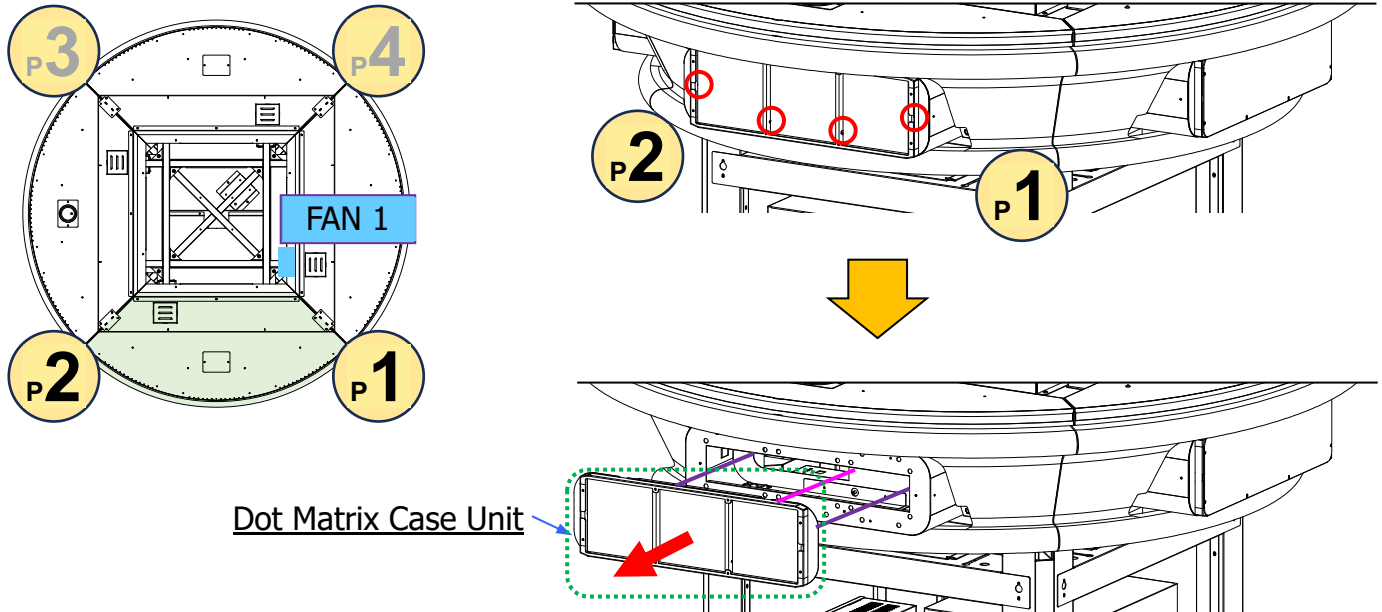


- FAN 1(Top Fan No.1) -

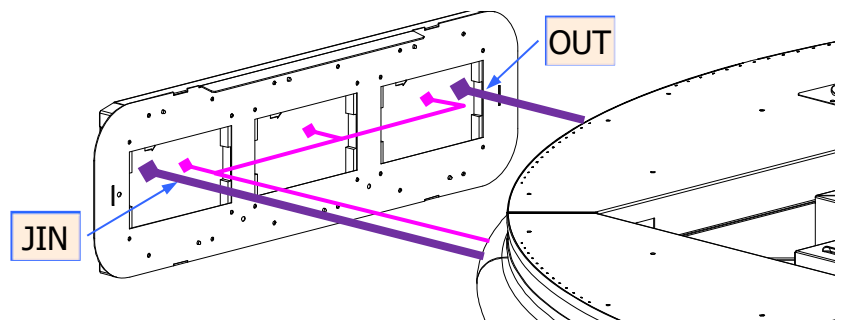
- A. Remove the 4 screws on the Top PID Unit on the side of Pole 1 and Pole 2, and pull out the Dot Matrix Case Unit.

⚠ CAUTION!

There are connected cables on the back side of the Dot Matrix case.

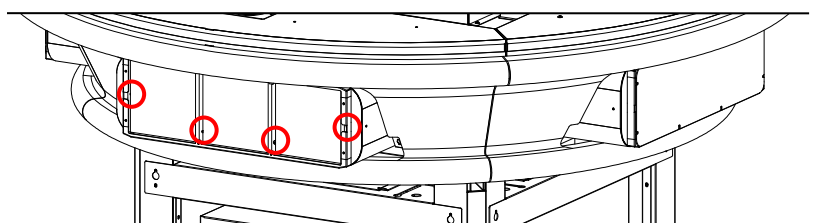


- B. Disconnect the JIN Cable and OUT Cable on the back side of the Dot Matrix Case Unit.

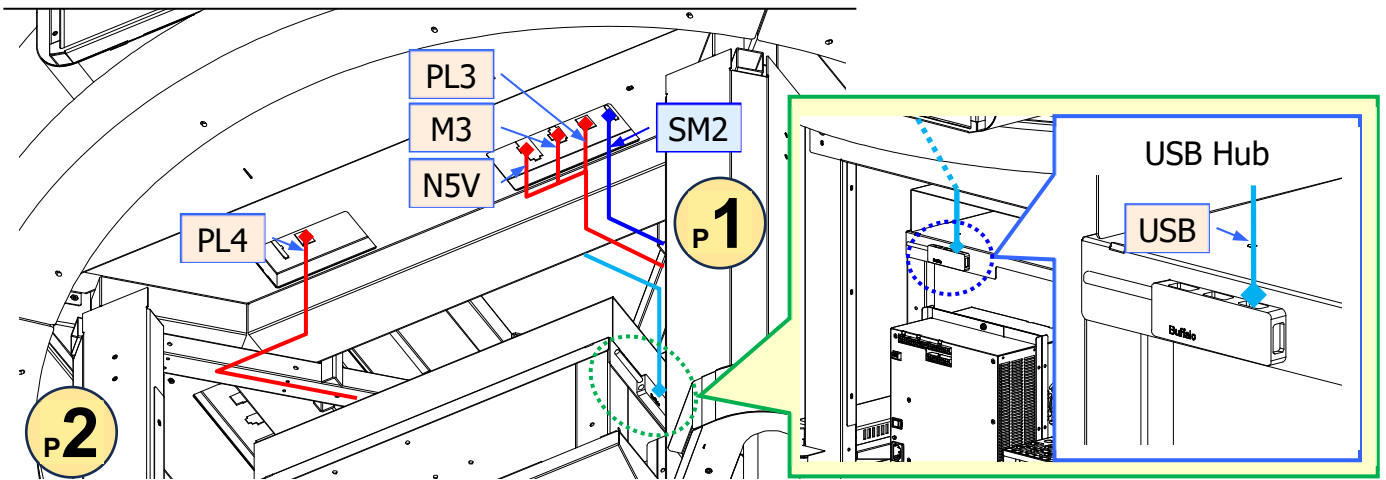


i NOTE:

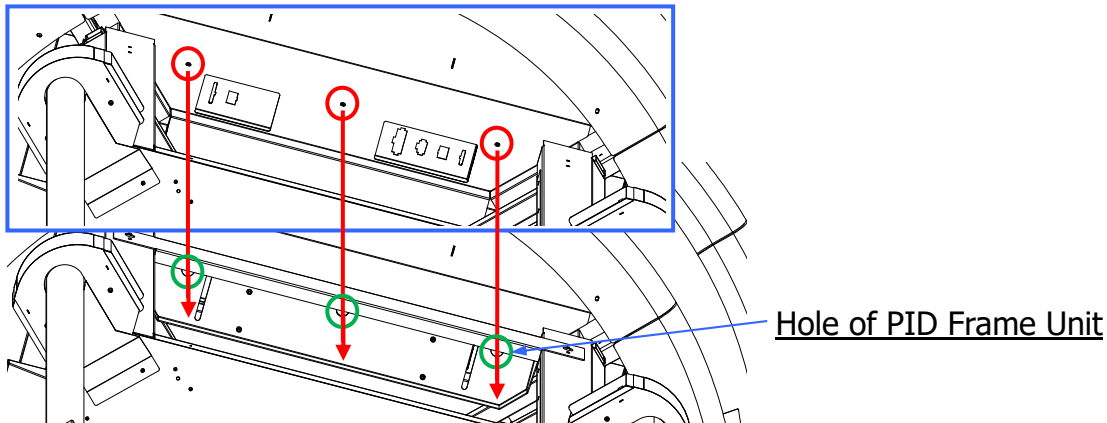
Return the Dot Matrix Case Unit to its previous position, so that it will not get in the way during the following procedures.



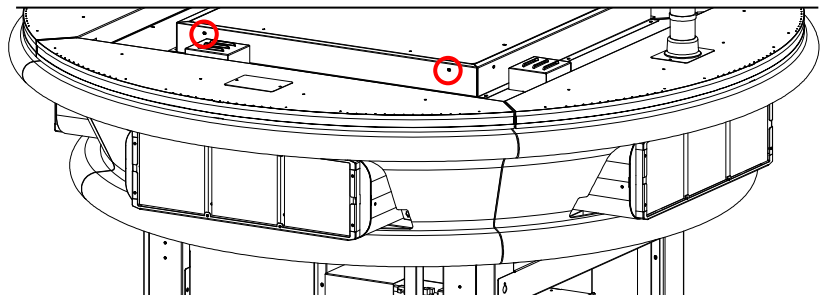
- C. Refer to the image below and disconnect the connectors from the Top PID Unit. Unplug also the USB cable from the Top PID Unit that is connected to the USB Hub of the PID Frame Unit, and arrange them.



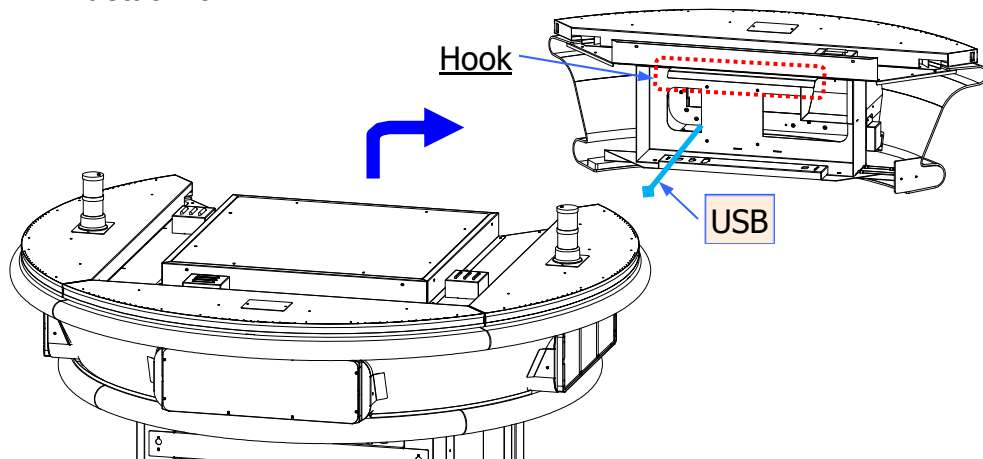
- D. Remove the Top PID Unit 3 screws. Perform the procedure from the bottom side of the Top PID Unit, through the hole of the PID Frame Unit, as illustrated below.



- E. Remove the 2 screws on the upper part of the Top PID Unit.

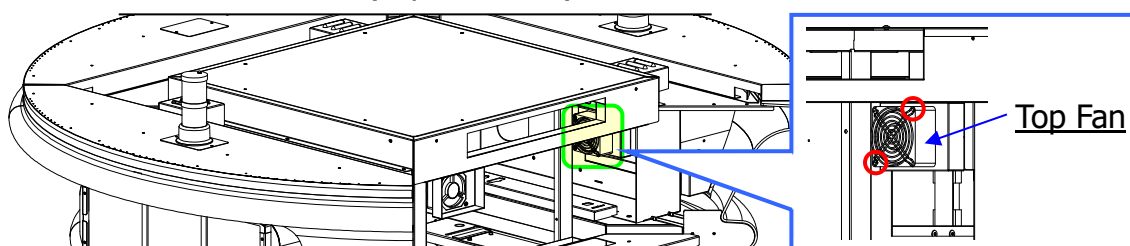


- F. Unfasten from the PID Frame Unit the hook on the back side of the Top PID Unit, and detach it.



i NOTE:

Remove the 2 screws to detach FAN 1(Top Fan No.1).

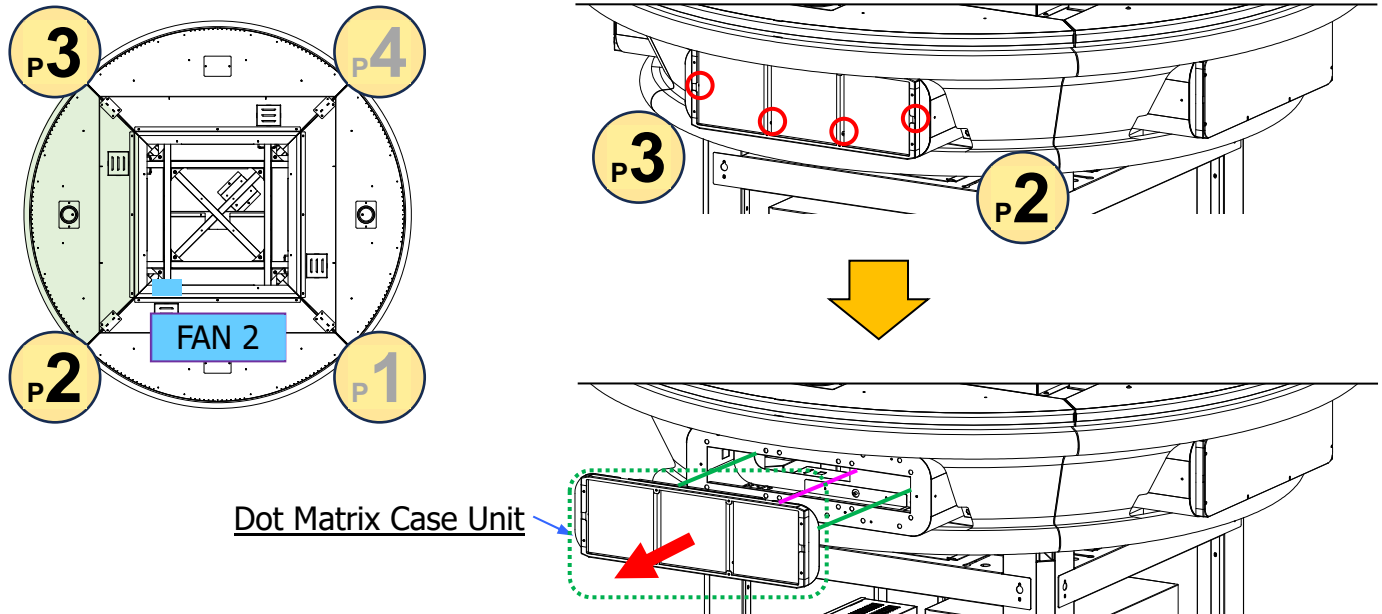


- FAN 2(Top Fan No.2) -

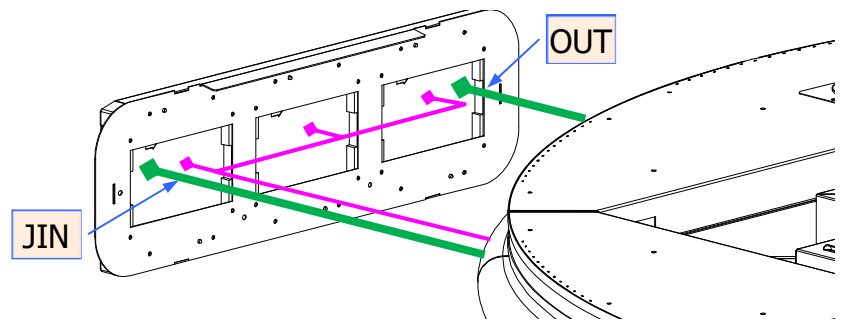
- A. Remove the 4 screws on the Top PID Unit on the side of Pole 2 and Pole 3, and pull out the Dot Matrix Case Unit.

⚠ CAUTION!

There are connected cables on the back side of the Dot Matrix case.

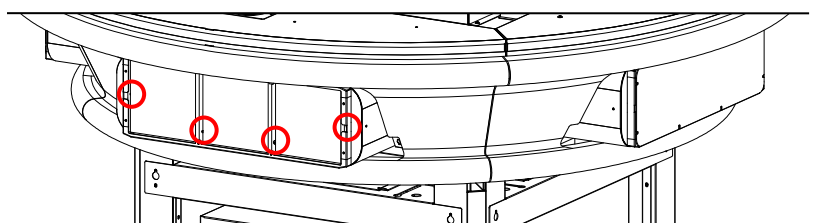


- B. Disconnect the JIN Cable and OUT Cable on the back side of the Dot Matrix Case Unit.

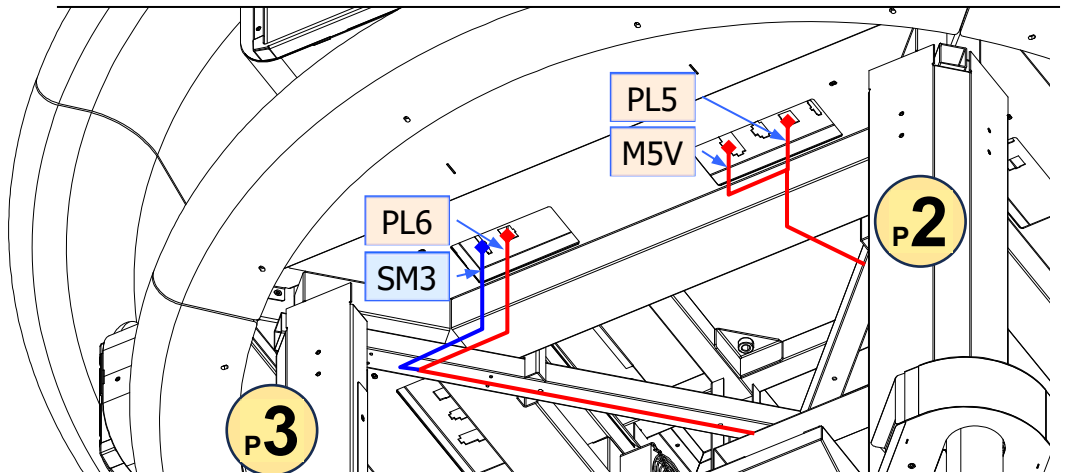


i NOTE:

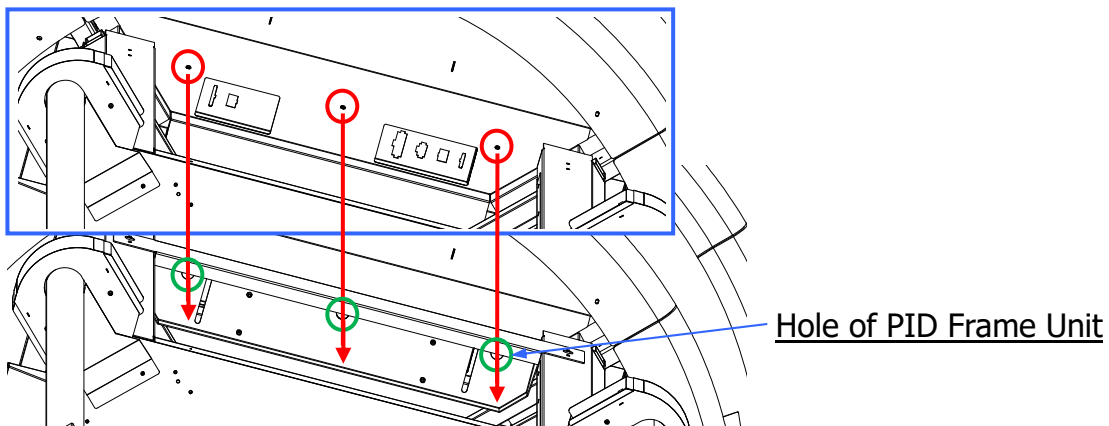
Return the Dot Matrix Case Unit to its previous position, so that it will not get in the way during the following procedures.



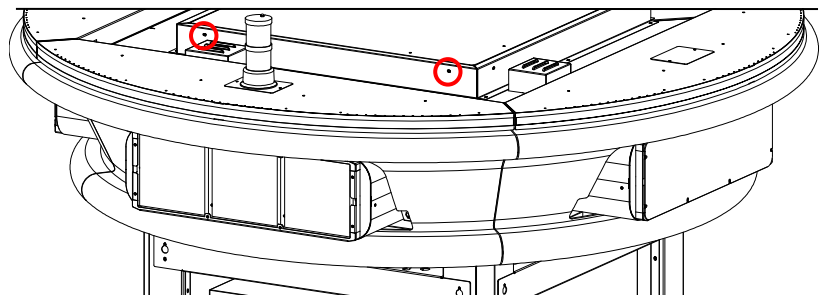
C. Refer to the image below and disconnect the connectors from the Top PID Unit.



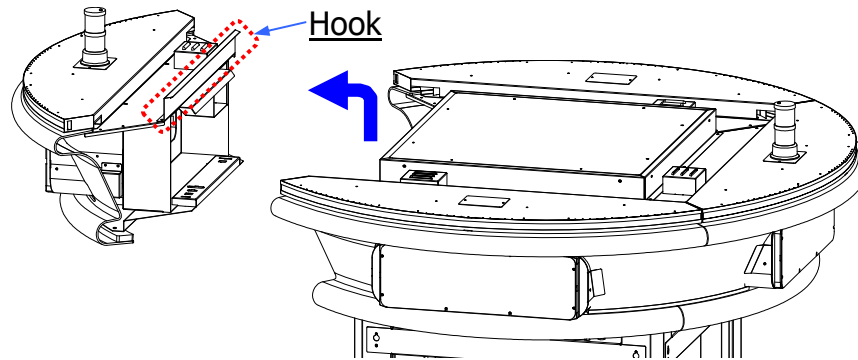
D. Remove the Top PID Unit 3 screws. Perform the procedure from the bottom side of the Top PID Unit, through the hole of the PID Frame Unit, as illustrated below.



E. Remove the 2 screws on the upper part of the Top PID Unit.

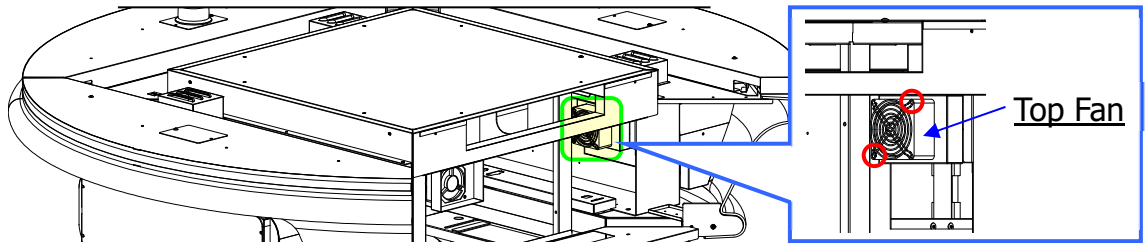


- F. Unfasten from the PID Frame Unit the hook on the back side of the Top PID Unit, and detach it.



i NOTE:

Remove the 2 screws to detach FAN 2(Top Fan No.2).

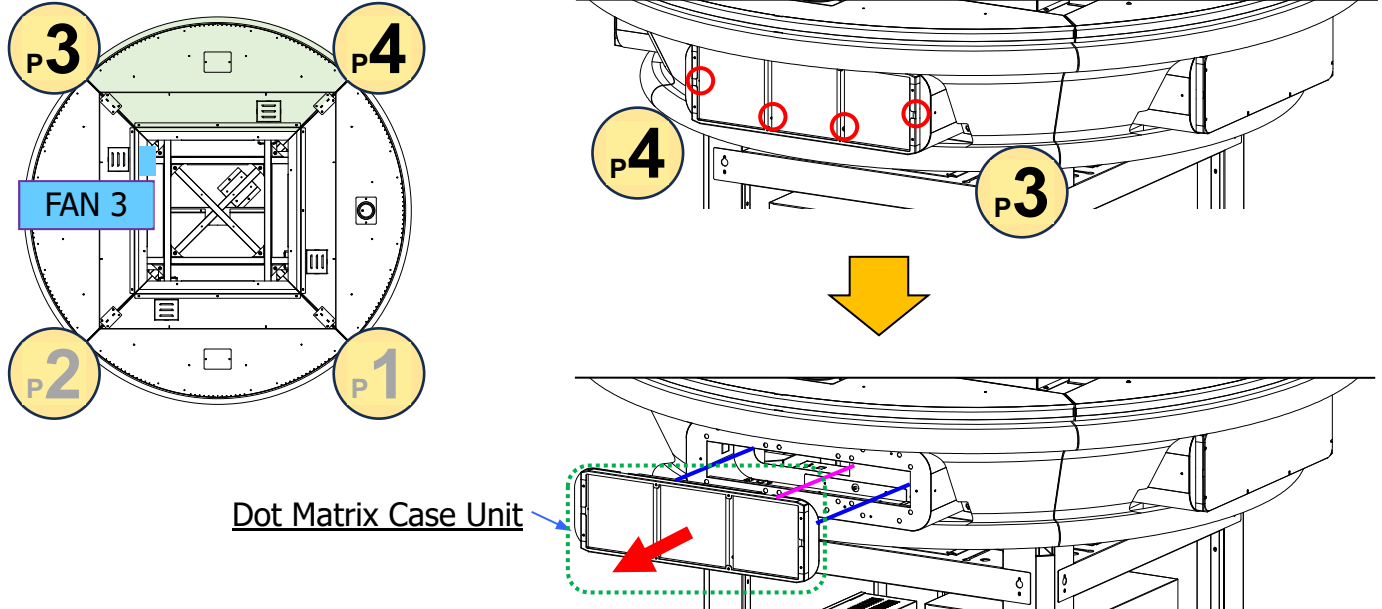


- FAN 3(Top Fan No.3) -

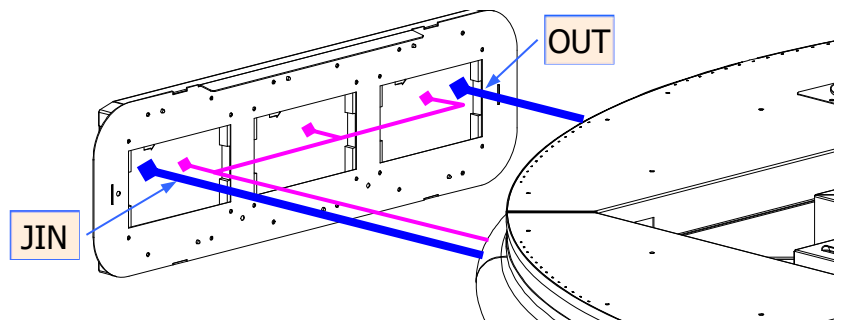
- A. Remove the 4 screws on the Top PID Unit on the side of Pole 3 and Pole 4, and pull out the Dot Matrix Case Unit.

⚠ CAUTION!

There are connected cables on the back side of the Dot Matrix case.

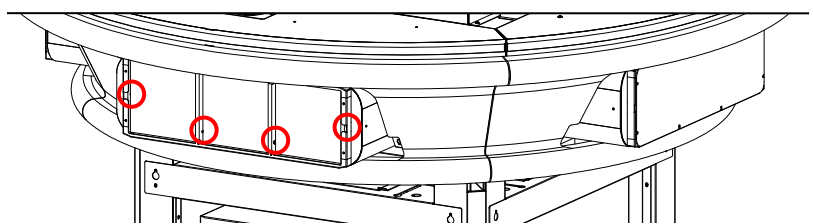


- B. Disconnect the JIN Cable and OUT Cable on the back side of the Dot Matrix Case Unit.

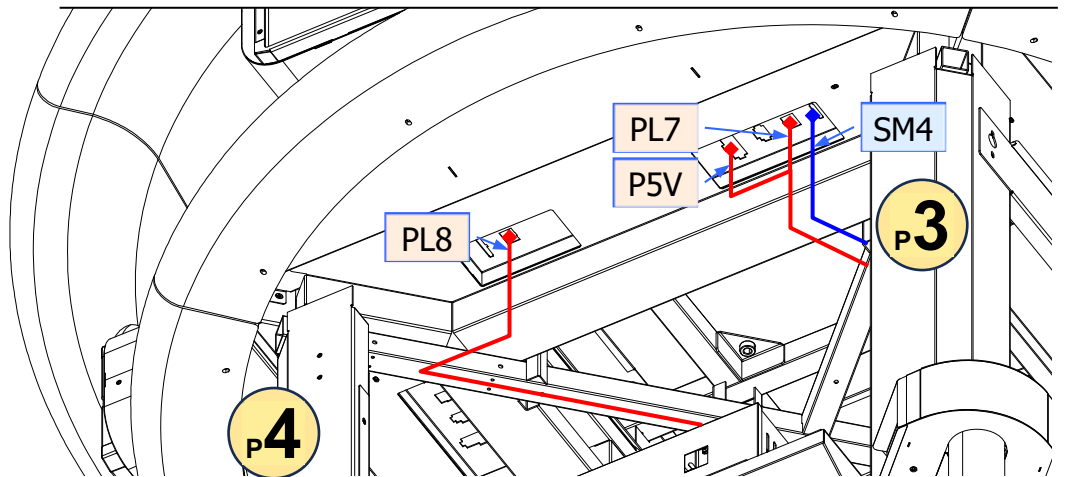


i NOTE:

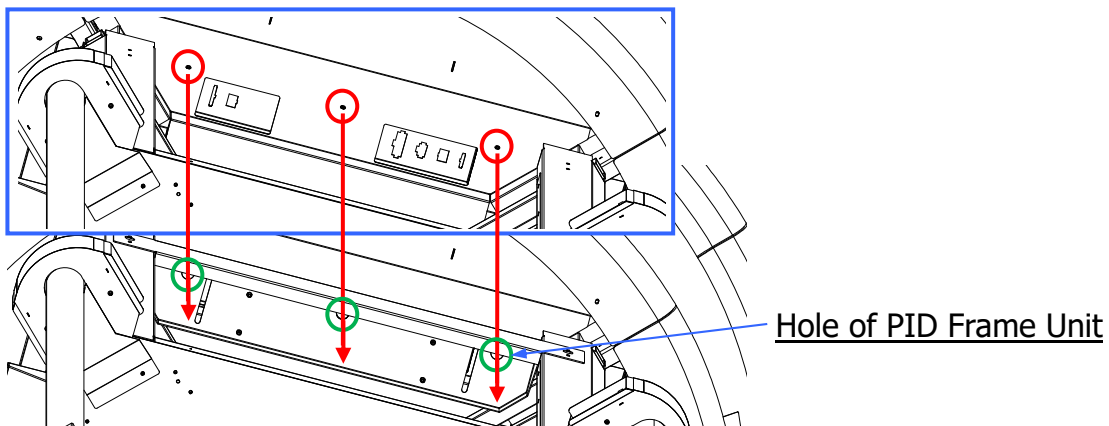
Return the Dot Matrix Case Unit to its previous position, so that it will not get in the way during the following procedures.



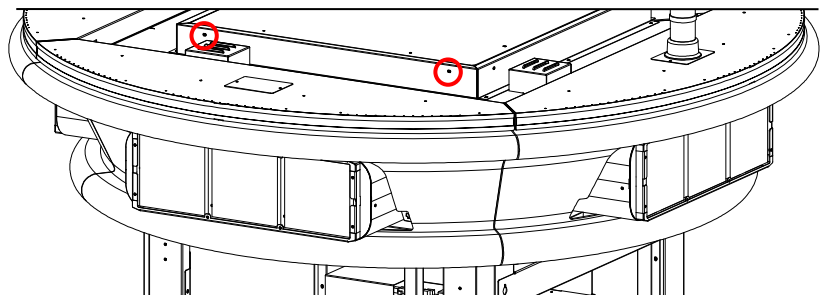
C. Refer to the image below and disconnect the connectors from the Top PID Unit.



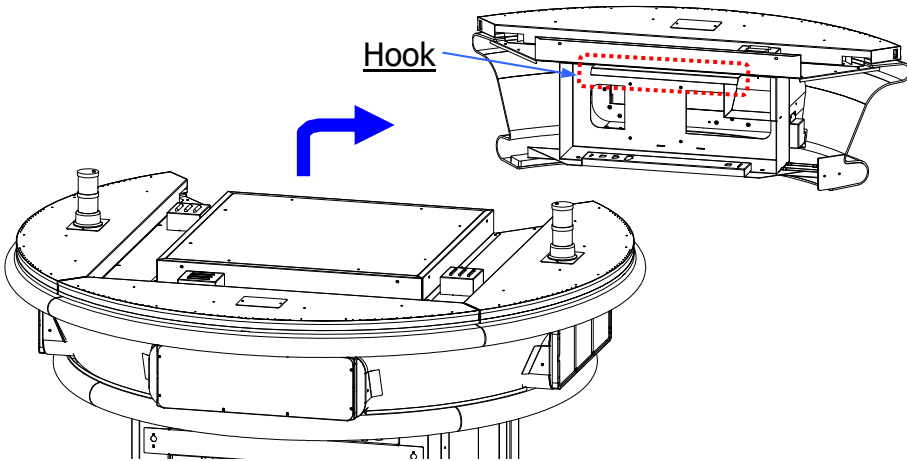
D. Remove the Top PID Unit 3 screws. Perform the procedure from the bottom side of the Top PID Unit, through the hole of the PID Frame Unit, as illustrated below.



E. Remove the 2 screws on the upper part of the Top PID Unit.

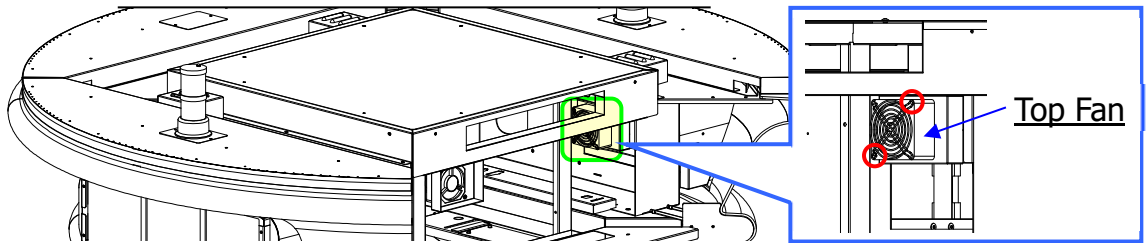


- F. Unfasten from the PID Frame Unit the hook on the back side of the Top PID Unit, and detach it.



i NOTE:

Remove the 2 screws to detach FAN 3(Top Fan No.3).

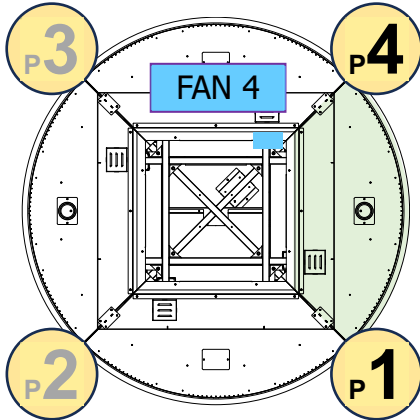


- FAN 4(Top Fan No.4) -

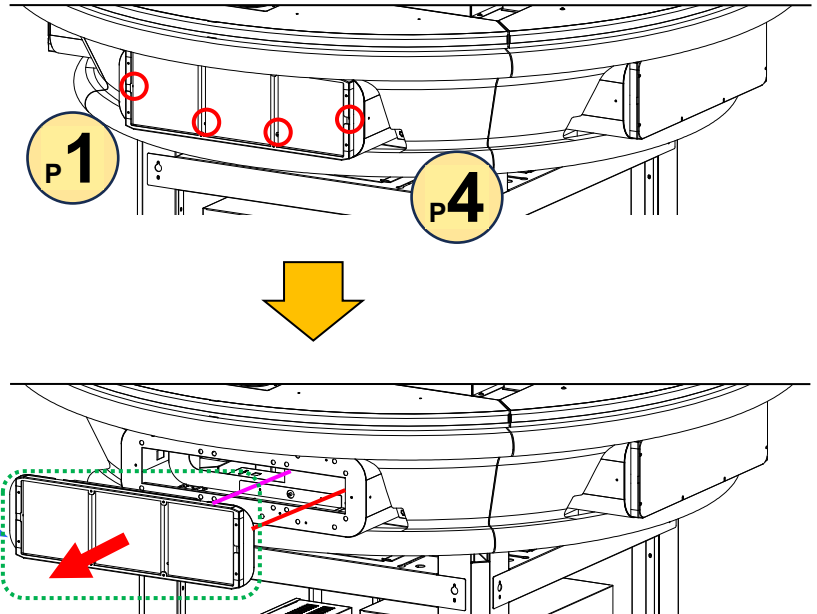
- A. Remove the 4 screws on the Top PID Unit on the side of Pole 1 and Pole 4, and pull out the Dot Matrix Case Unit.

! CAUTION!

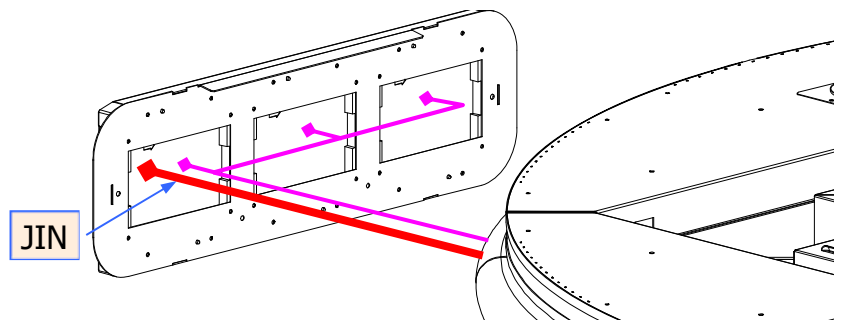
There are connected cables on the back side of the Dot Matrix case.



Dot Matrix Case Unit

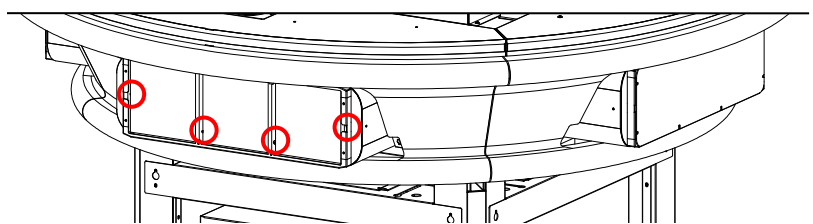


- B. Disconnect the JIN Cable on the back side of the Dot Matrix Case Unit.

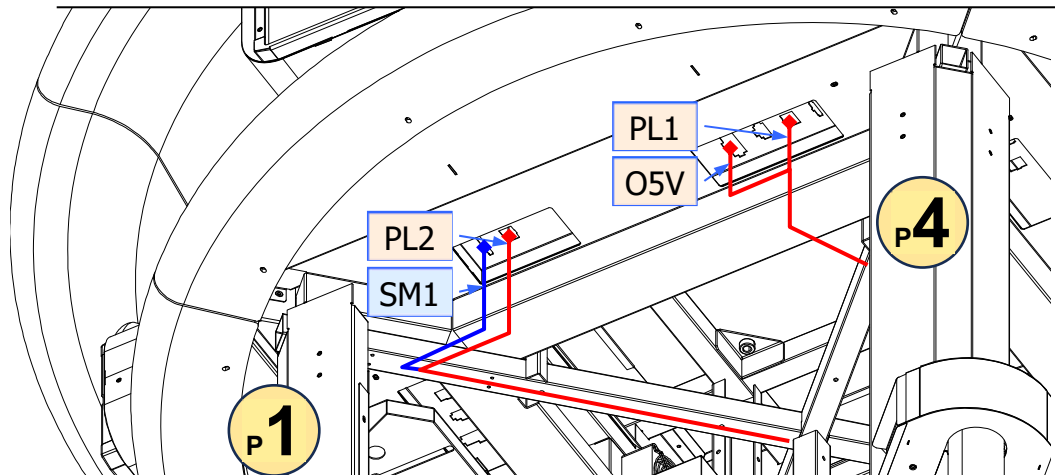


i NOTE:

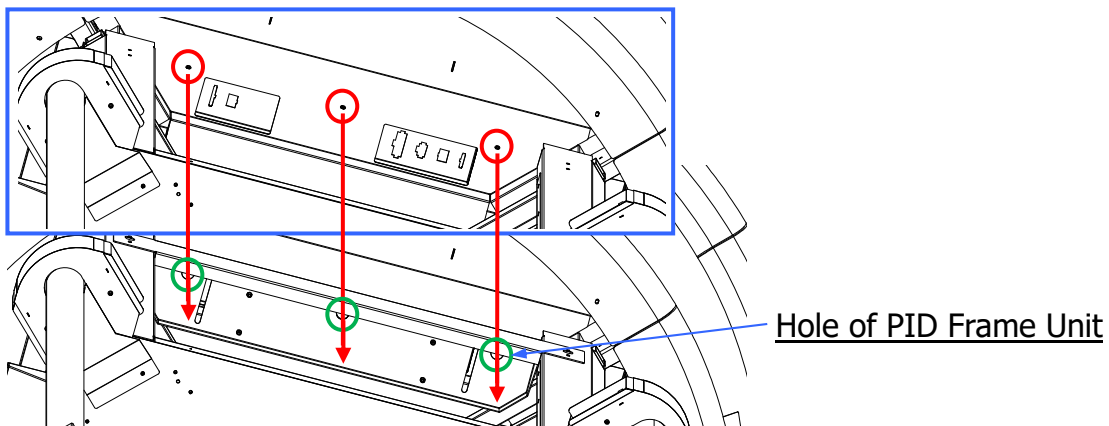
Return the Dot Matrix Case Unit to its previous position, so that it will not get in the way during the following procedures.



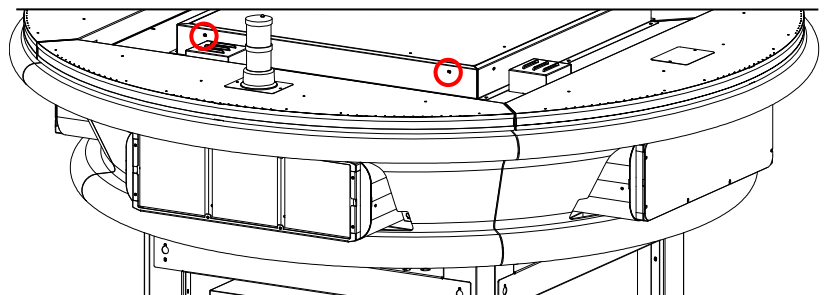
C. Refer to the image below and disconnect the connectors from the Top PID Unit.



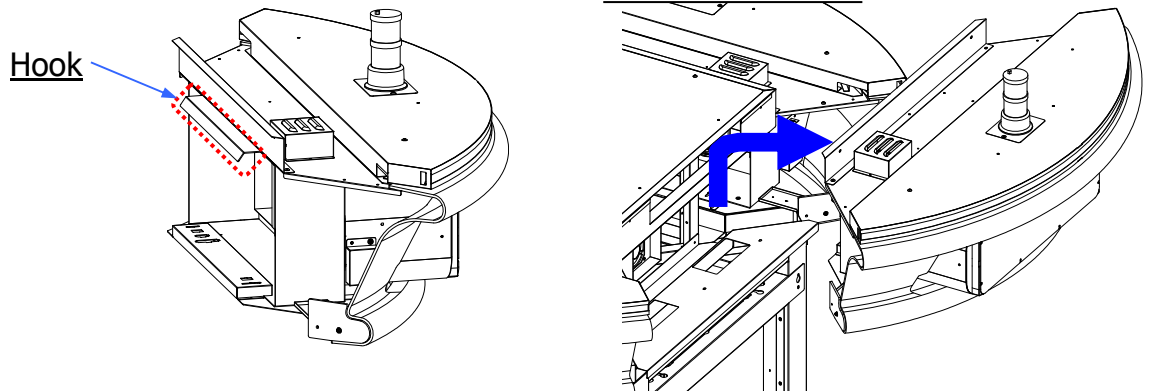
D. Remove the Top PID Unit 3 screws. Perform the procedure from the bottom side of the Top PID Unit, through the hole of the PID Frame Unit, as illustrated below.



E. Remove the 2 screws on the upper part of the Top PID Unit.

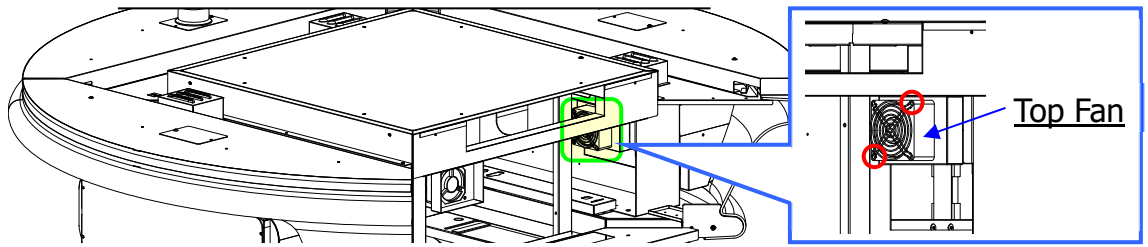


- F. Unfasten from the PID Frame Unit the hook on the back side of the Top PID Unit, and detach it.



i NOTE:

Remove the 2 screws to detach FAN 4(Top Fan No.4).



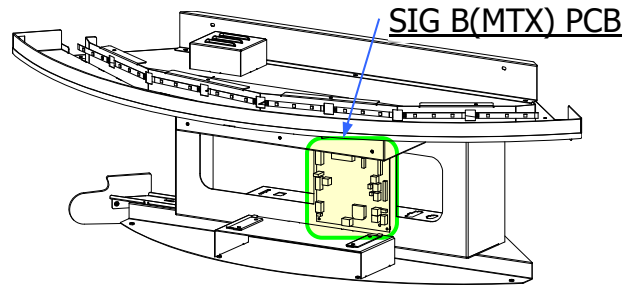
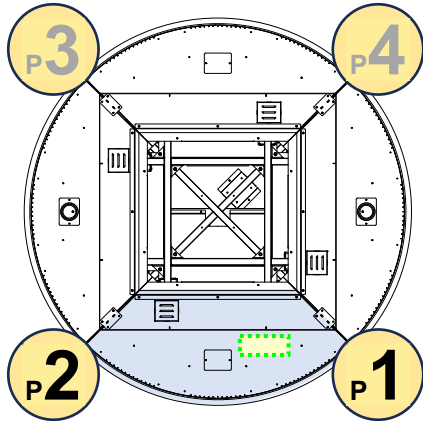
6.5.11: [High PID] Accessing the PCBs in the Top PID Unit

1. Detach the Top PID Unit on the side of Pole 1 and Pole 2 from the Center Unit. **(Refer to 6.5.10)**

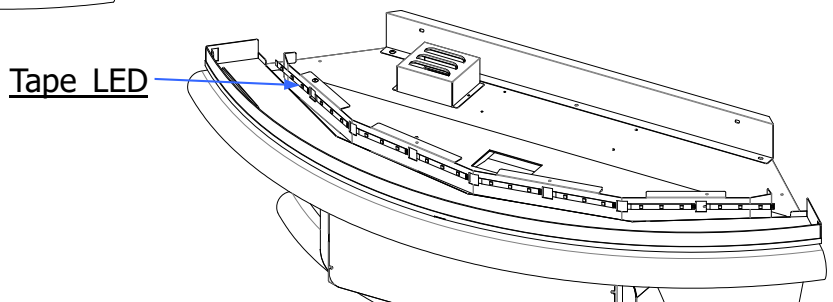
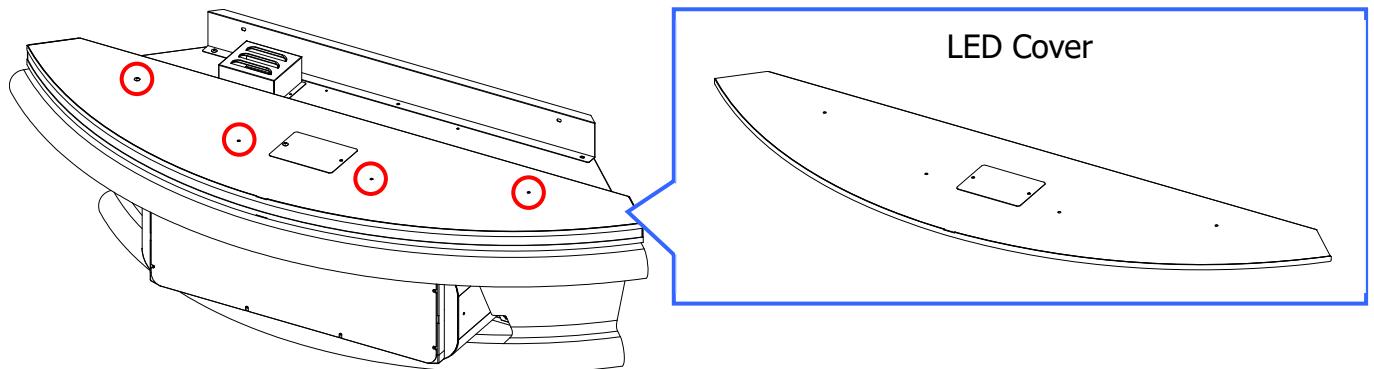
i NOTE:

The SIG B (MTX) is installed only inside the Top PID Unit between the Pole 1 and the Pole

2. There is not any SIG B(MTX) in the other Top PID Units.

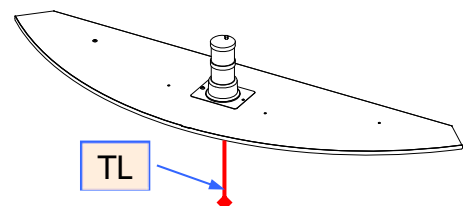


2. Remove the 4 screws of the Top PID Unit to detach the LED Cover.

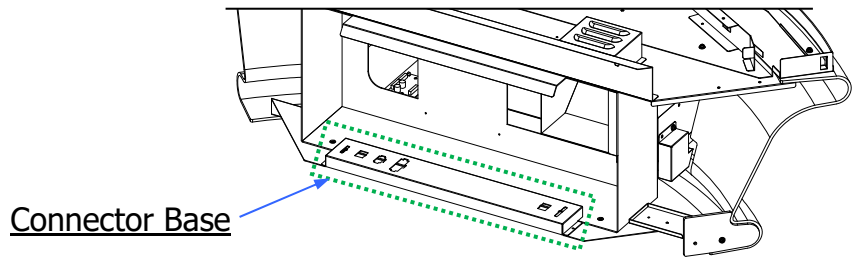


i NOTE:

If a Tower Light is equipped, disconnect the TL connector and remove it together with the Tower Light.



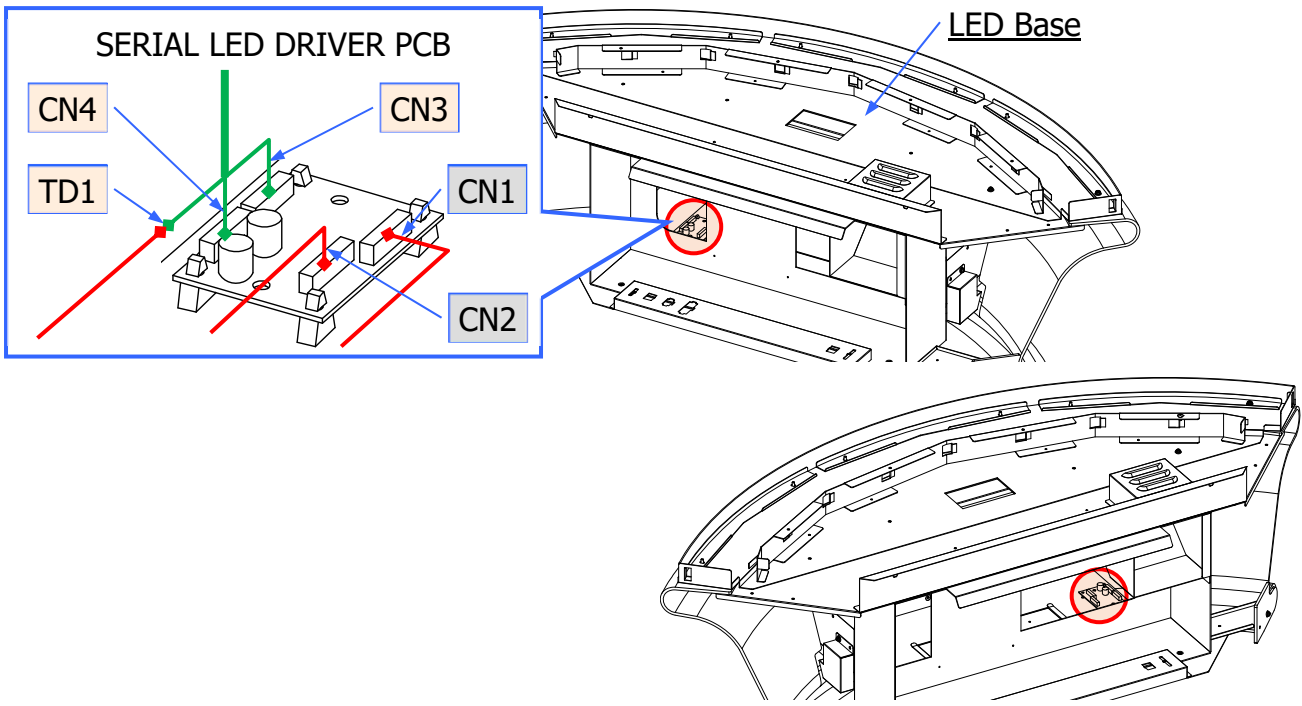
3. Disconnect all the connectors on the Connector Base.



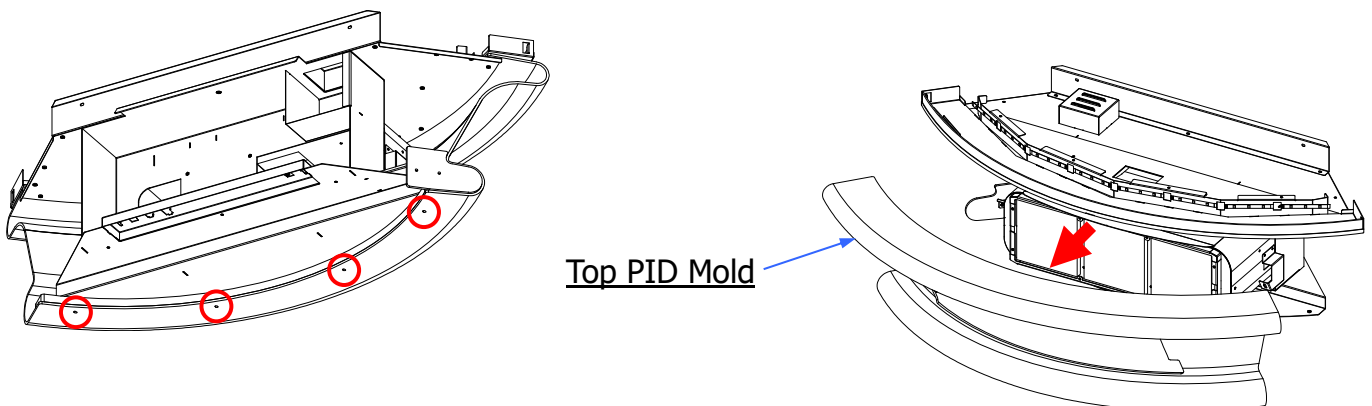
4. Disconnect the Connectors [CN3], [CN4] and [TD1] from the SERIAL LED DRIVER PCB.

i NOTE:

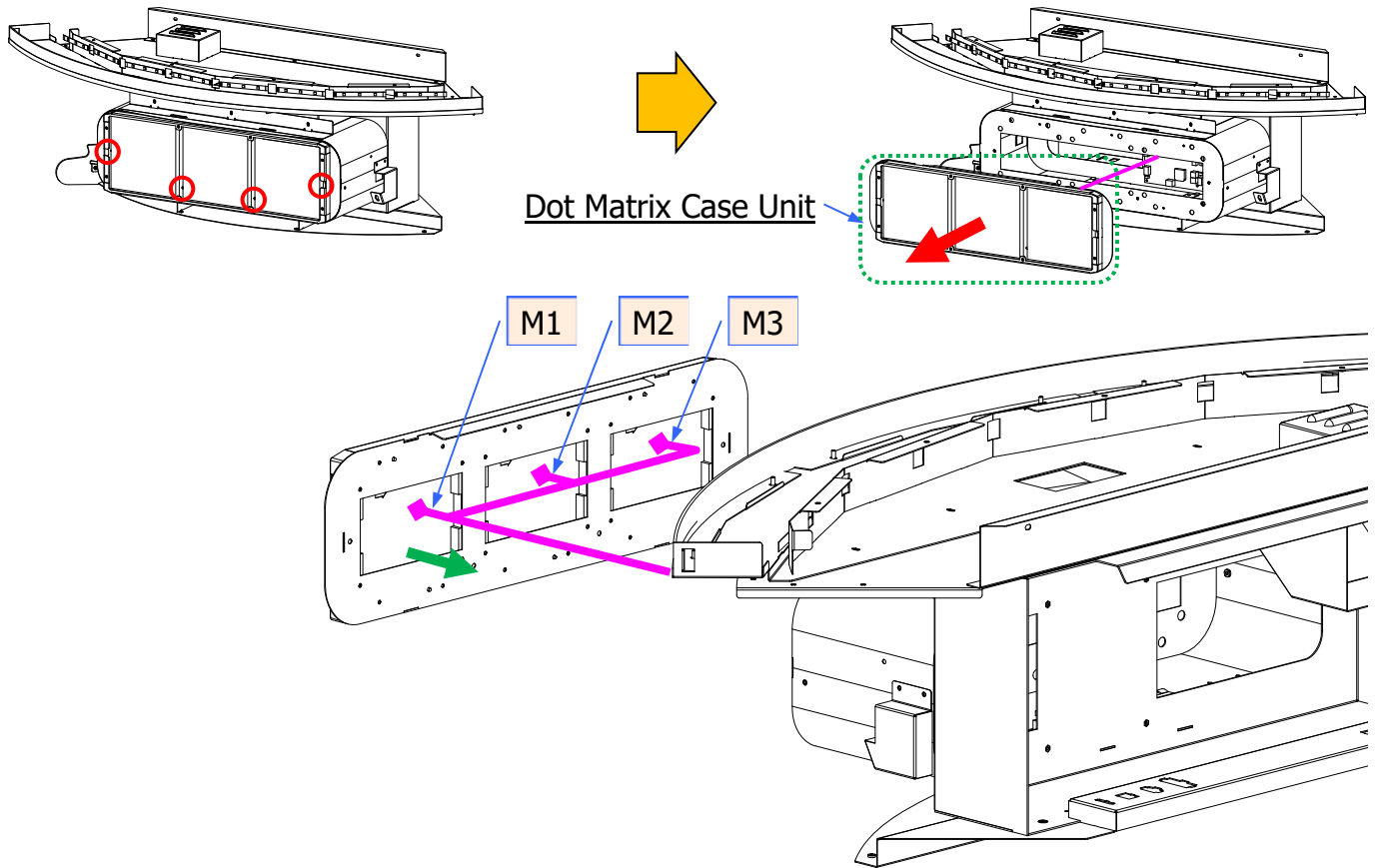
The position of the SERIAL LED DRIVER PCB is different for each Top PID Unit, but the access procedure is the same. The procedure does not change.



5. Remove the 5 screws on the lower side of the Top PID Unit to remove the Top PID Mold.



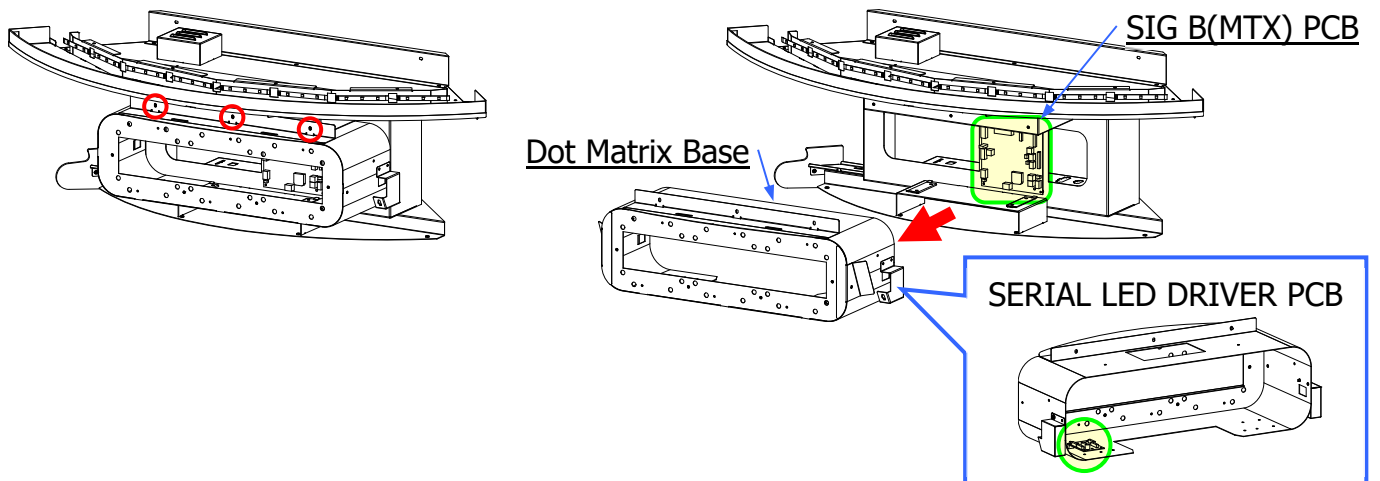
- Remove 4 screws, and pull out the Dot Matrix Case Unit. Disconnect the [M1], [M2] and [M3] Connecters, on the back side, and then detach the Dot Matrix Case Unit.



- Remove 3 screws to detach the Dot Matrix Base and get access to SERIAL LED DRIVER PCB and SIG B (MTX) PCB (**Refer to STEP 1**).

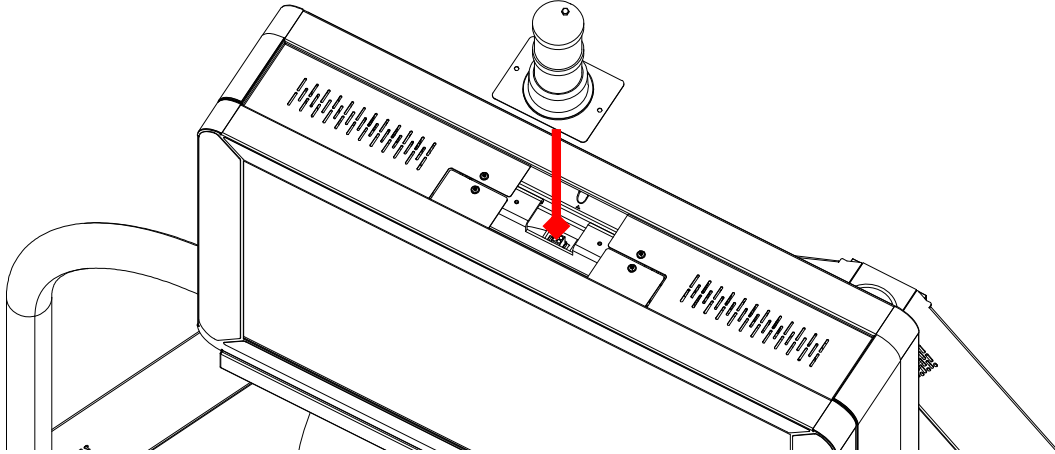
⚠ WARNING!

Electrostatic discharge may damage internal components. When accessing the inside of the Cabinet, take anti-static measures (as wearing antistatic wrist band, etc.) before proceeding.

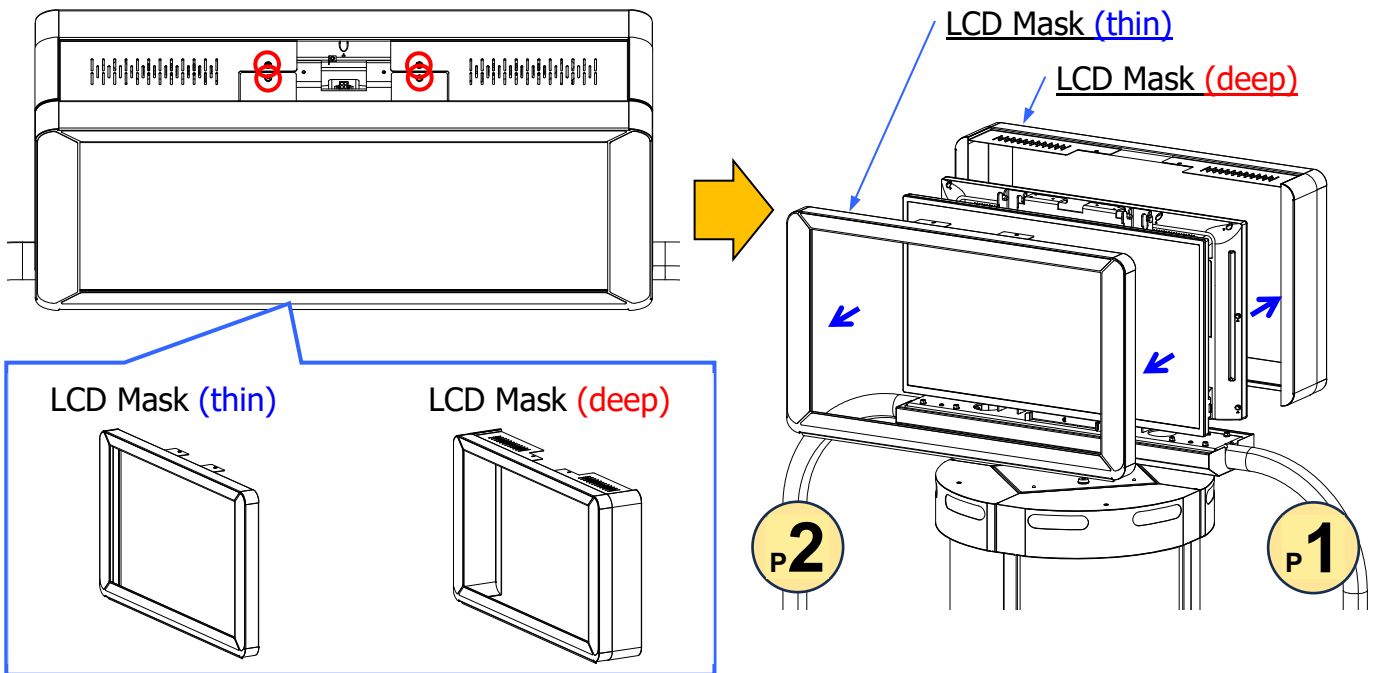


6.5.12: [Low PID] Low PID Unit

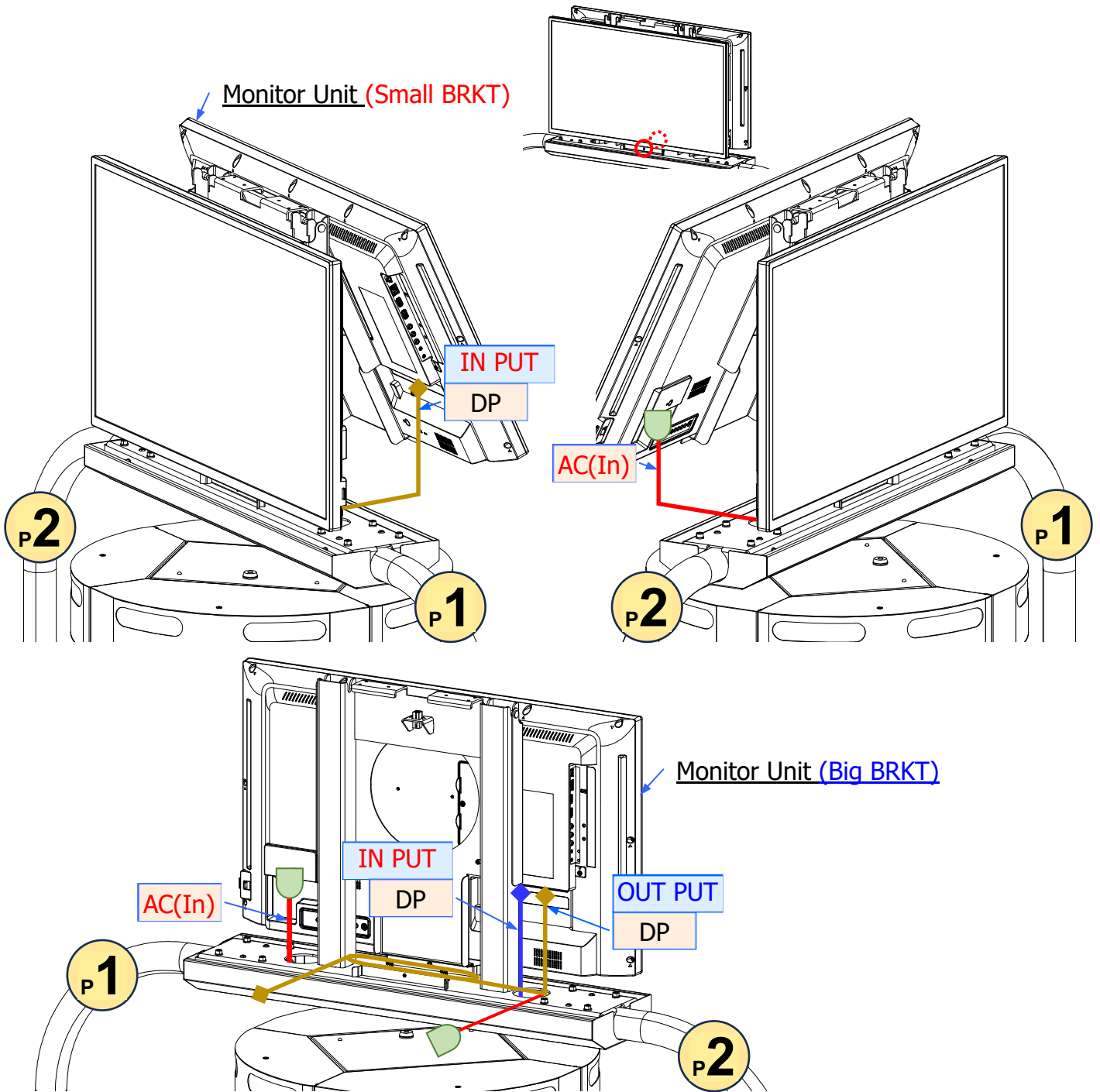
1. Separate the Station Units from the Center Unit. **(Refer to 6.5.1)**
2. Remove 2 Screws to detach the Tower Light Plate, then unplug the Connector of the Tower Light.



3. Remove two screws from each to detach from both the sides the LCD Mask (thin) and LCD Mask (deep).

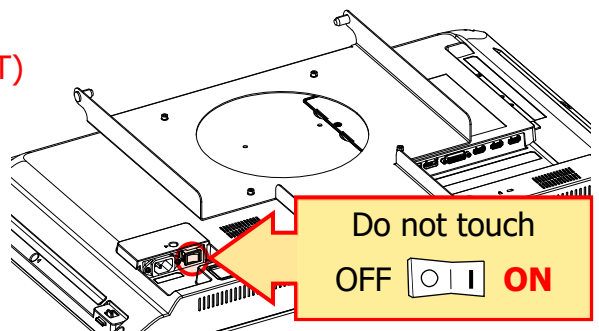
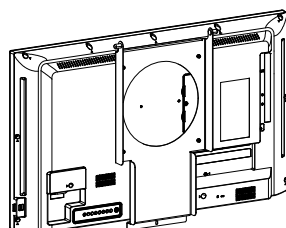
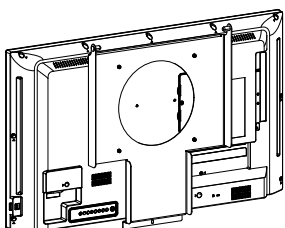


- Remove the one screw under each LCD Monitor unit, then unplug the Cables that is attached. Lift up the LCD Monitor Unit to detach it.

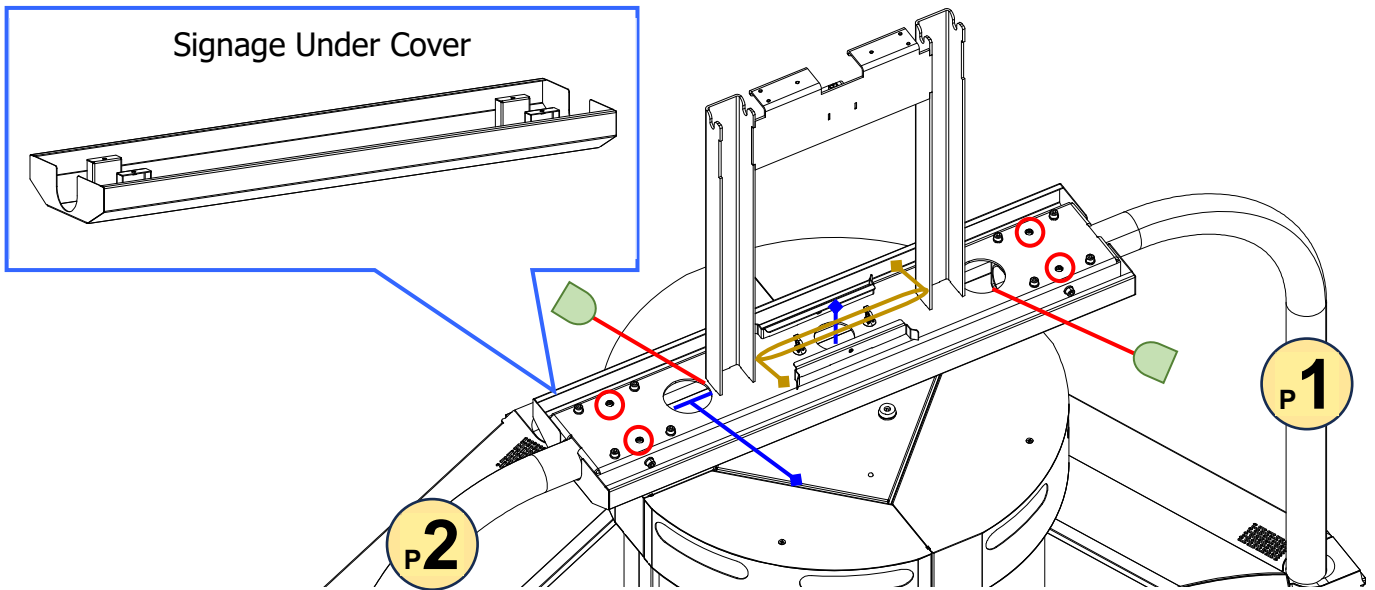


NOTE:

Monitor Unit (Big BRKT) Monitor Unit (Small BRKT)



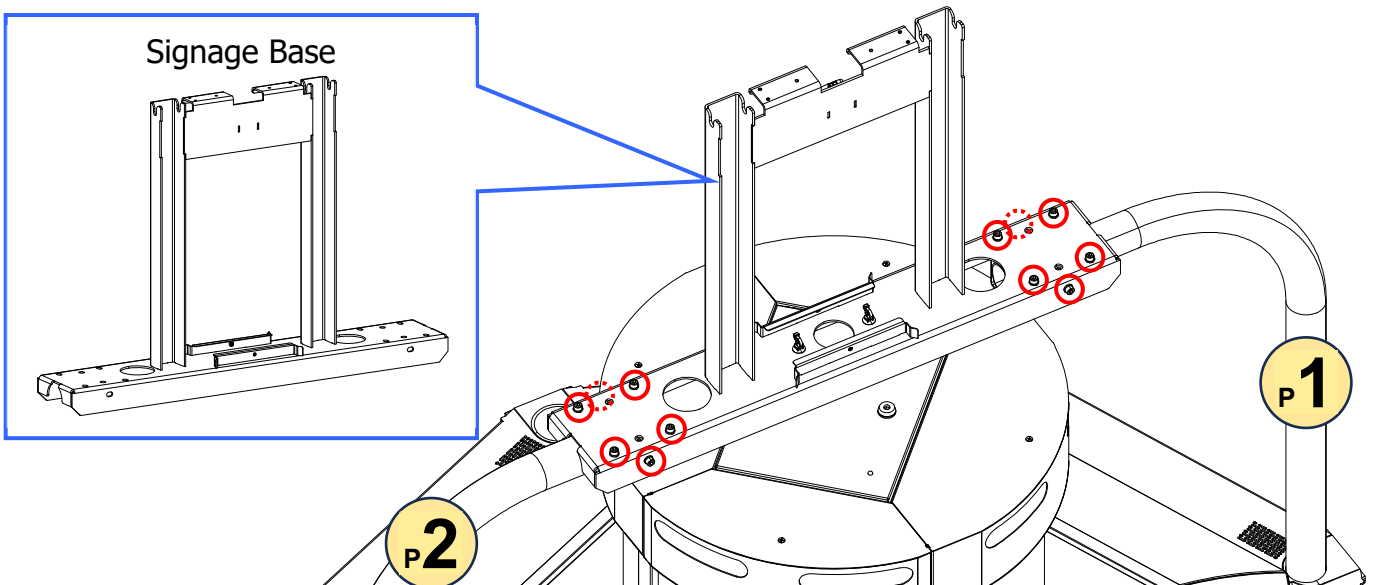
5. Remove 4 screws to detach the Signage Under Cover.



6. Arrange the Cables plugged to the LCD Monitor Unit, so that they will not get in the way of the procedures. Remove 12 screws and lift the Signage Base to detach it.

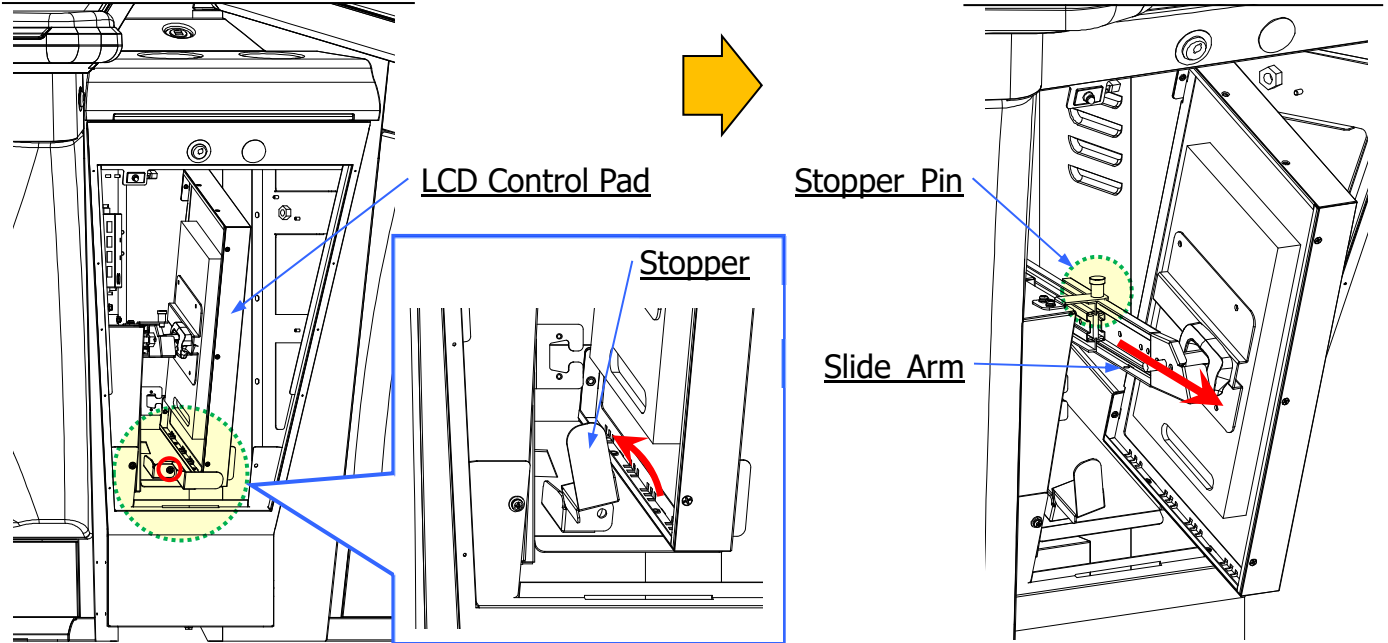
⚠ CAUTION!

During installation, pay attention to the direction of the Signage Base and the Pole number when installing.

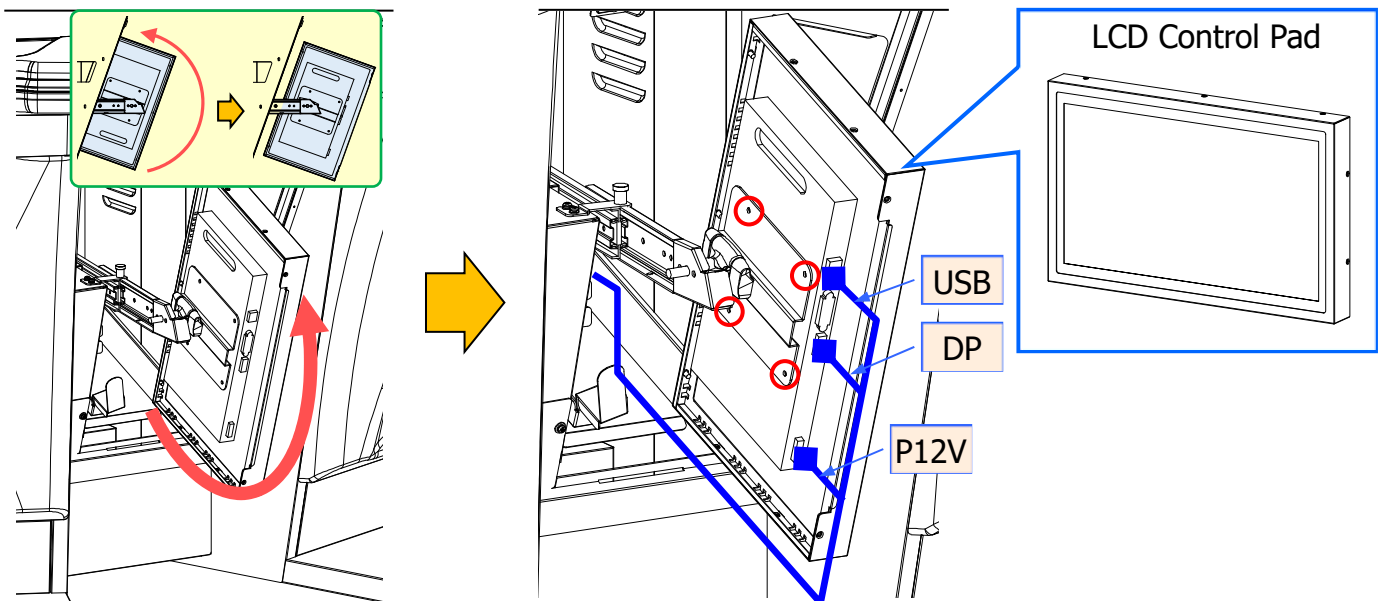


6. 5. 13: LCD Control Pad

1. Unlock and remove the Control Spacer Door.
2. Remove one screw to rise the Stopper, then draw the LCD Control Pad until the Stopper Pin locks, and secure the Slide Arm.



3. Rotate the LCD Control Pad following the arrows as shown by the illustration below so that the connectors side is on the front, while paying attention to the connected cables. Disconnect the [DP], [P12V] and [USB] Connector that plugged to the LCD Control Pad.



4. Remove 4 screws to detach the LCD Control Pad.

6. 6: Replacement of Expendable Supplies

DANGER!

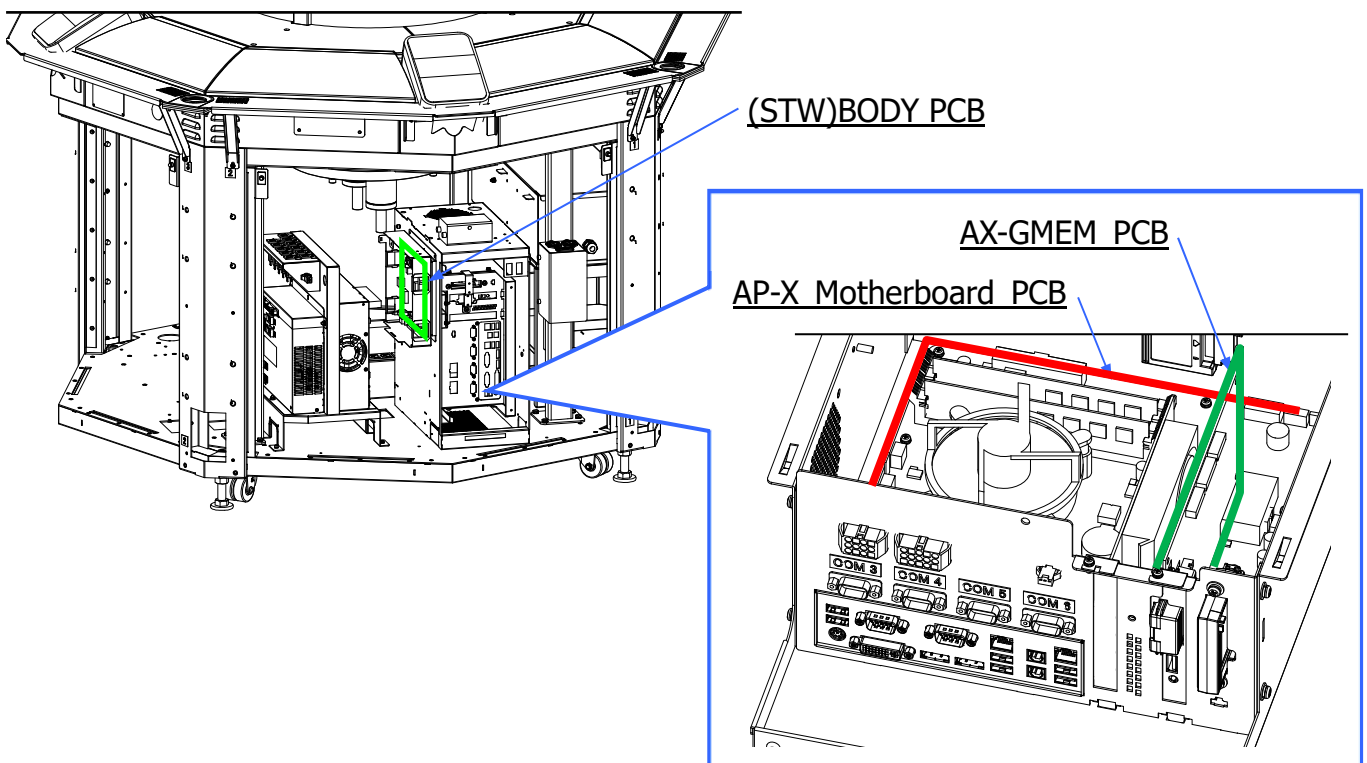
Ensure that the machine is turned off before replacing any expendable items.

6. 6. 1: Lithium Battery

A lithium battery is mounted on the AP-X motherboard PCB, the AX-GMEM PCB and the (STW)BODY PCB, in order to back up the important data. The procedures to replace the lithium batteries are outlined below:

CAUTION!

- Before replacing the lithium batteries, take note of all necessary data.
Battery replacement after turning the power off may cause data to be deleted.
- When exchanging the lithium batteries, use an officially provided lithium battery.
Risk of Explosion if lithium battery is replaced by an incorrect type.
- Before mounting a lithium battery, verify its polarity.
Mounting a battery in a wrong direction may damage the PCBs.
- Used lithium batteries must be disposed as instructed.
Refer to SAFETY INSTRUCTIONS, “**Disposal of Lithium Batteries**”.

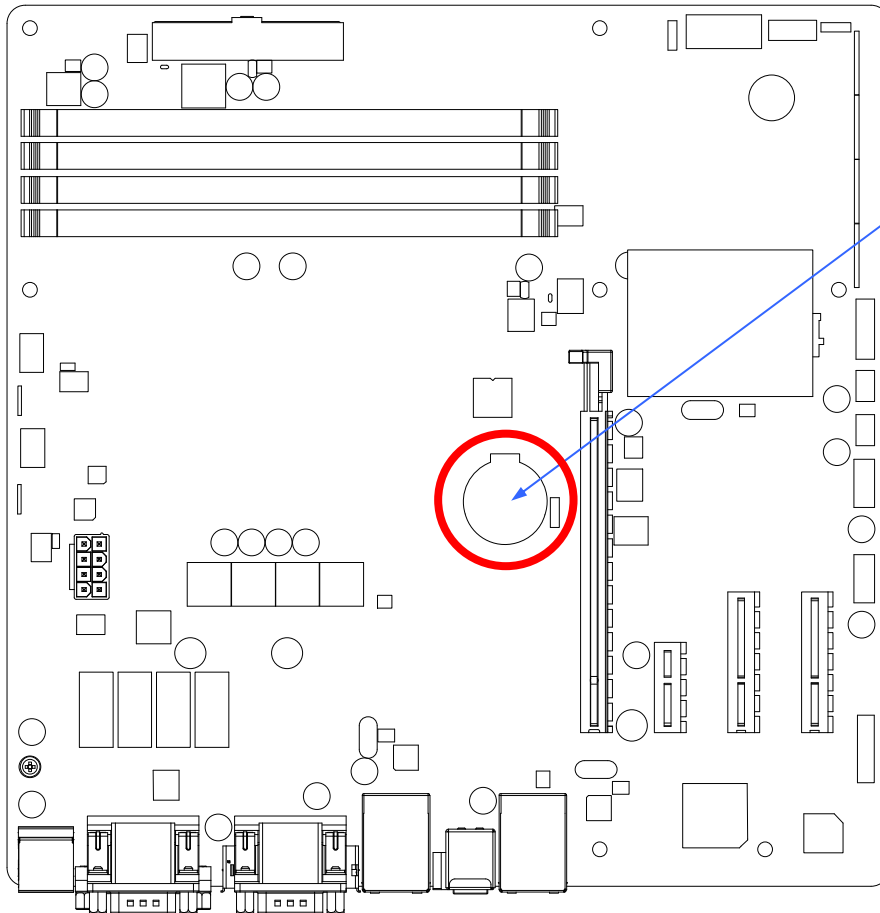
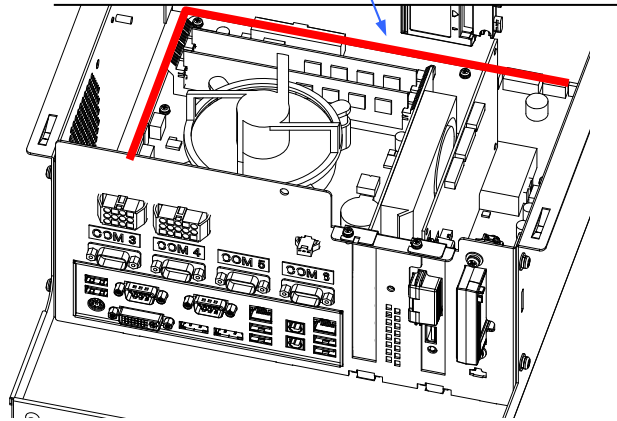


- AP-X Mother board PCB -

Pull out the Security Cage and replace the lithium battery on the AP-X Mother Board PCB.

(Refer to 6.5.1.1)

AP-X Motherboard PCB

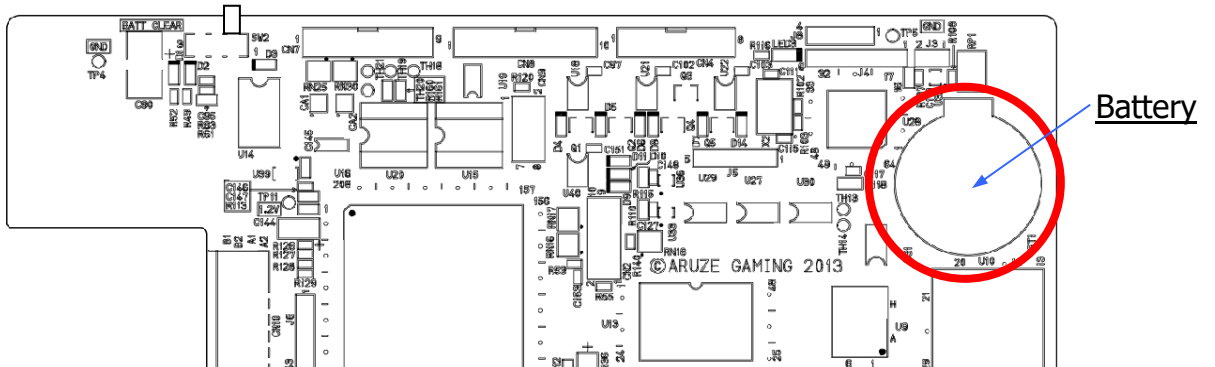
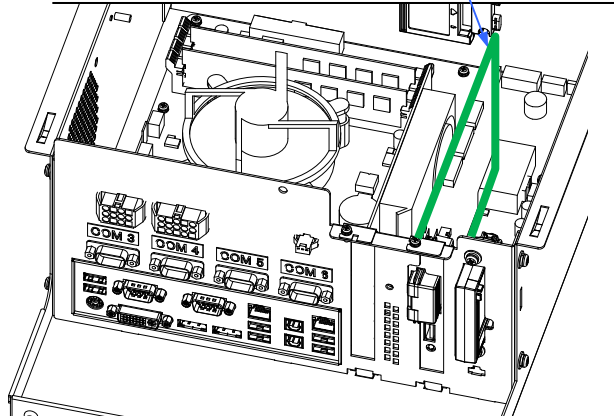


Battery

- AX-GMEM PCB -

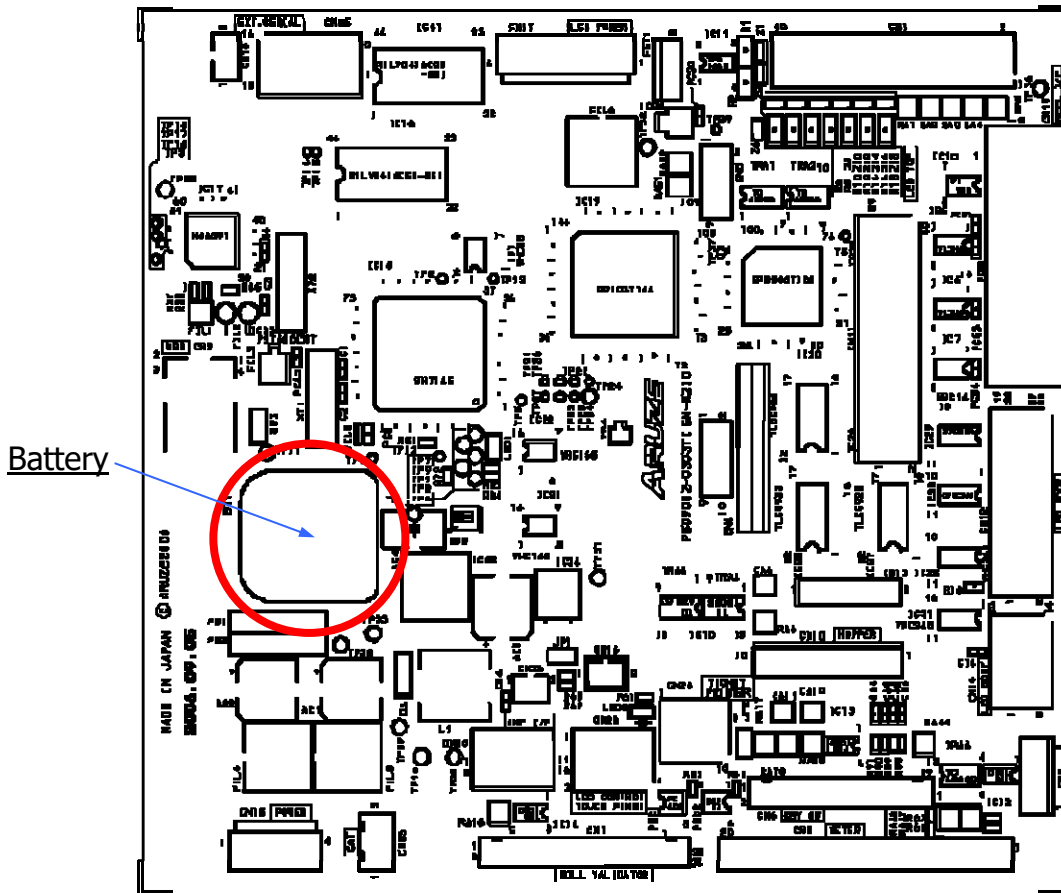
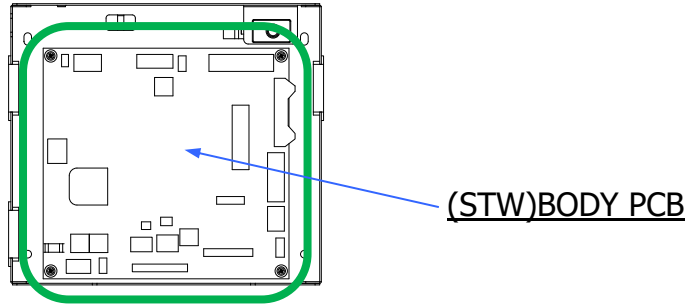
Take out the Security Cage and change the lithium battery on the AX-GMEM PCB. **(Refer to 6.5.1.1)**

AX-GMEM PCB



- (STW)BODY PCB -

Open the IO Case and change the Lithium Battery on the (STW)BODY PCB. (Refer to 6.5.1.1)



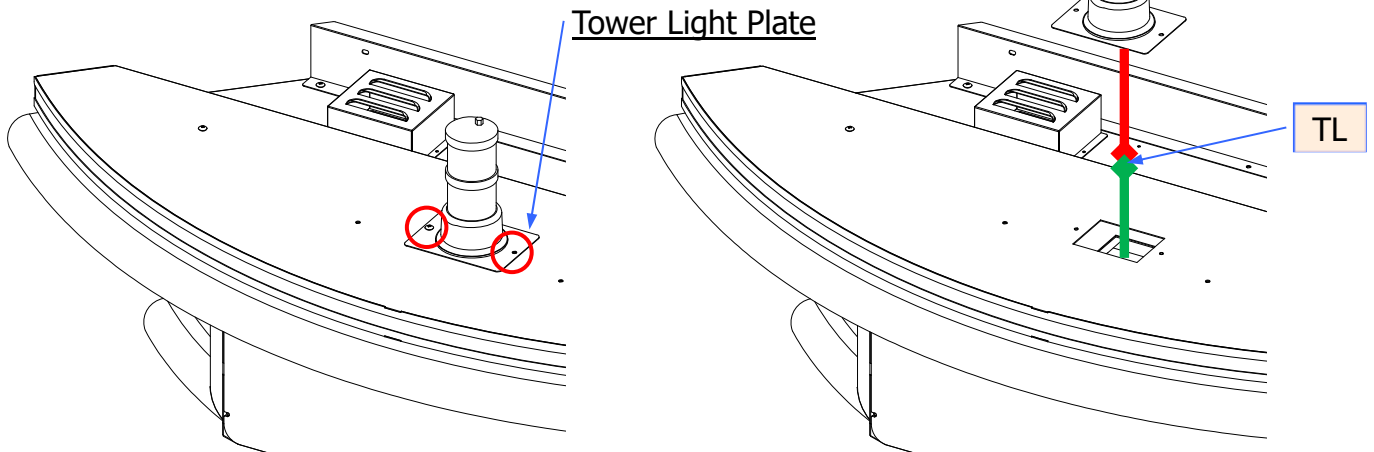
6. 6. 2: Lamps of Tower Light

i NOTE:

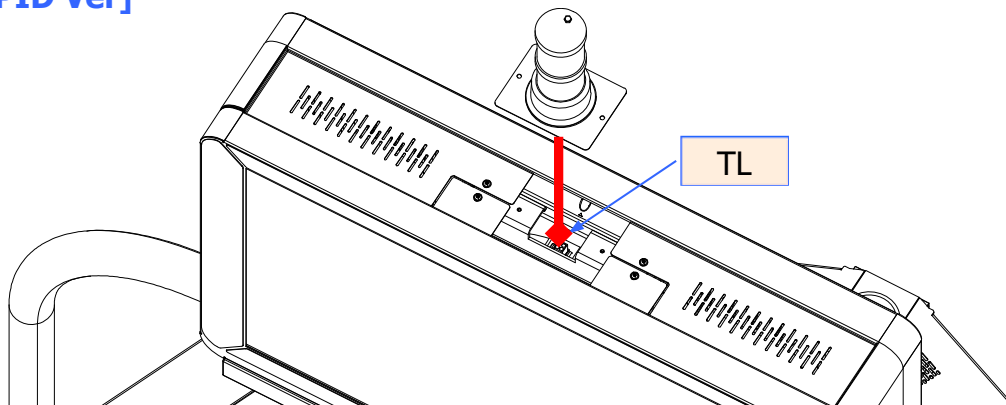
The tower light is optional, and may not always be provided.

1. Remove 2 Screws to detach the Tower Light Plate, then unplug the Connector of Tower Light.

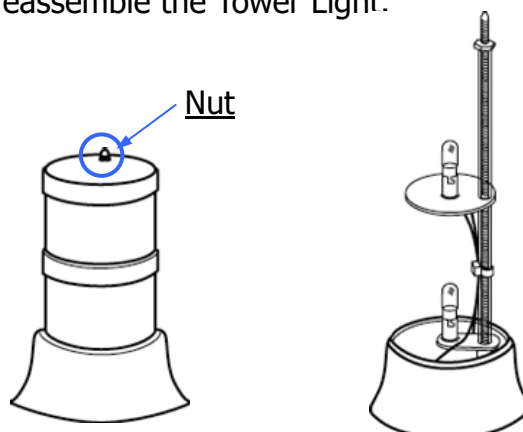
[High PID Ver]



[Low PID Ver]

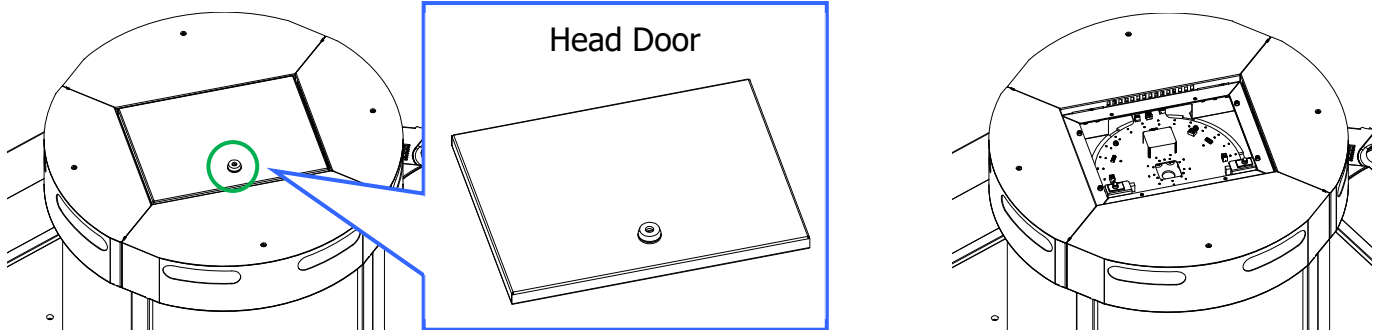


2. Loosen the nut on the top of the Tower Light to separate the tiers.
3. Replace the lamps and reassemble the Tower Light.

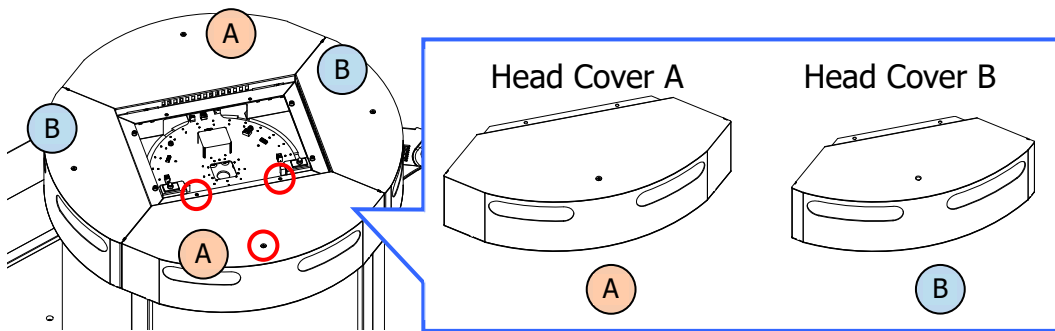


6.6.3: Dice

1. Separate the Station Units from the Center Unit. **(Refer to 6.5.1)**
2. Detach the Design Covers A and Design Covers B. **(Refer to 6.5.4)**
3. Locate the Head Door, then unlock and remove it.



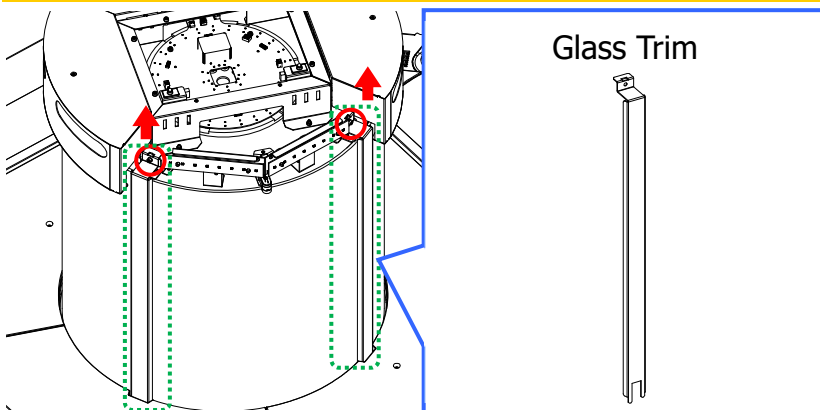
4. Remove 3 screws and detach the Head Cover A.



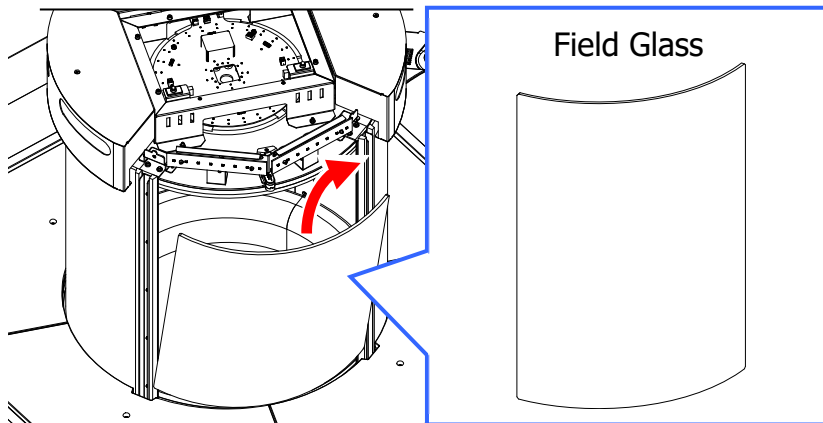
5. Remove the 1 screw on each of the 2 Glass Trims to pull up and remove them.

CAUTION!

Sometimes it can be difficult to remove the Glass Trim. Please pay attention to avoid damages or injuries.



6. Paying attention not to damage the Field Glass remove the glass by pulling it forward, to access to the Dice.





Chapter 7

General Servicing and Disassembly for Stations

7. 1: Memory Clear Procedure

7. 1. 1: Memory Clear Types

There are 2 types of Memory Clear Processes for deleting stored data.

- ◇ **RAM Clear** - Deleting the Permanent Meters while keeping the setting information intact.
- ◇ **All RAM Clear (ALL Memory Clear)** - Deleting all memory including setting information and backup data.



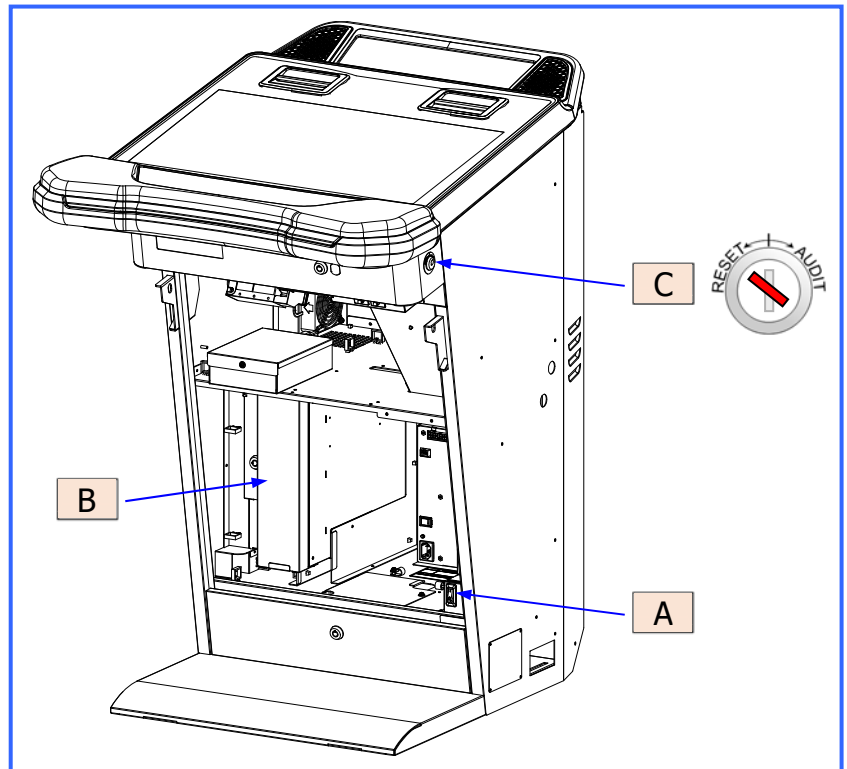
CAUTION!

- For both types of Memory Clear, all meter information stored will be deleted and reset.
- When updating software on the machine, always perform an **All RAM Clear**.
- After **All Ram Clear(All Memory Clear)**, all meter information stored and all of the settings will be deleted and reset. Taking note of all settings before executing **All Ram Clear(All Memory Clear)** is recommended.

7. 1. 2: Common Memory Clear Procedure

The process to execute Memory Clear is different for **Ram Clear** and **All Ram Clear**. The procedure is as described below.

1. Open the Front Door and turn OFF the Machine. **(Fig A)**
2. Open the Security Cage Front Cover. **(Fig B)**
3. Turn the RESET/AUDIT Key Switch to RESET. **(Fig C)**



4. Turn the Machine power back ON.

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.

5. The message [Turn the key to the neutral position. The memory Clear method is selected by the next key operation] is displayed.

The procedure above is the same for both **RAM Clear** and **All RAM Clear**. Which Memory Clear is done depends on the next procedure.

< In the case of **RAM Clear** >

6. Turn the RESET/AUDIT Key Switch to neutral.



7. Next, turn the key switch to AUDIT.



8. Finally, turn the key switch to neutral.



9. **RAM Clear** is completed when [RAM CLEAR completed.] is displayed on the screen.

i NOTE:
To cancel **RAM Clear** in the middle of the process, turn the key switch towards RESET at step 8.



< In the case of **All RAM Clear (ALL Memory Clear)** >

6. Keep pressing the blue square displayed on the bottom-right corner of the screen (when pressed, the square becomes red).



7. Turn the RESET/AUDIT Key Switch to neutral.



8. Next, turn the key switch to AUDIT.



9. Finally, turn the key switch to neutral.



10. Stop pressing the square.
11. **All RAM Clear** is completed when [ALL RAM CLEAR completed.] is displayed on the screen.

i NOTE:
If the button is released during the process explained in steps 7 and 8, only the **Ram Clear** operation will be done.

i NOTE:
To cancel **All RAM Clear** in the middle of the process, turn the key switch towards RESET at step 8.



When the game is booted up, on the screen the [SETTINGS] and [RETURN TO GAME] buttons are displayed. If it is necessary to change the settings, press the [SETTINGS] button. Please refer to Chapter 5 "**Settings**". If no setting is needed, press the [RETURN TO GAME] button and turn the power OFF, and then close all the doors.

7. 2: Changing the GAME

7. 2. 1: Changing the GAME Soft

To change the Game, follow the procedure below to change the SSD of the Program Storage Media and the AX-GAL Cassette necessary to boot up the game.

WARNING!

Electrostatic discharge may damage internal components. When accessing the inside of the Cabinet, take anti-static measures (as wearing antistatic wrist band, etc.) before proceeding.

CAUTION!

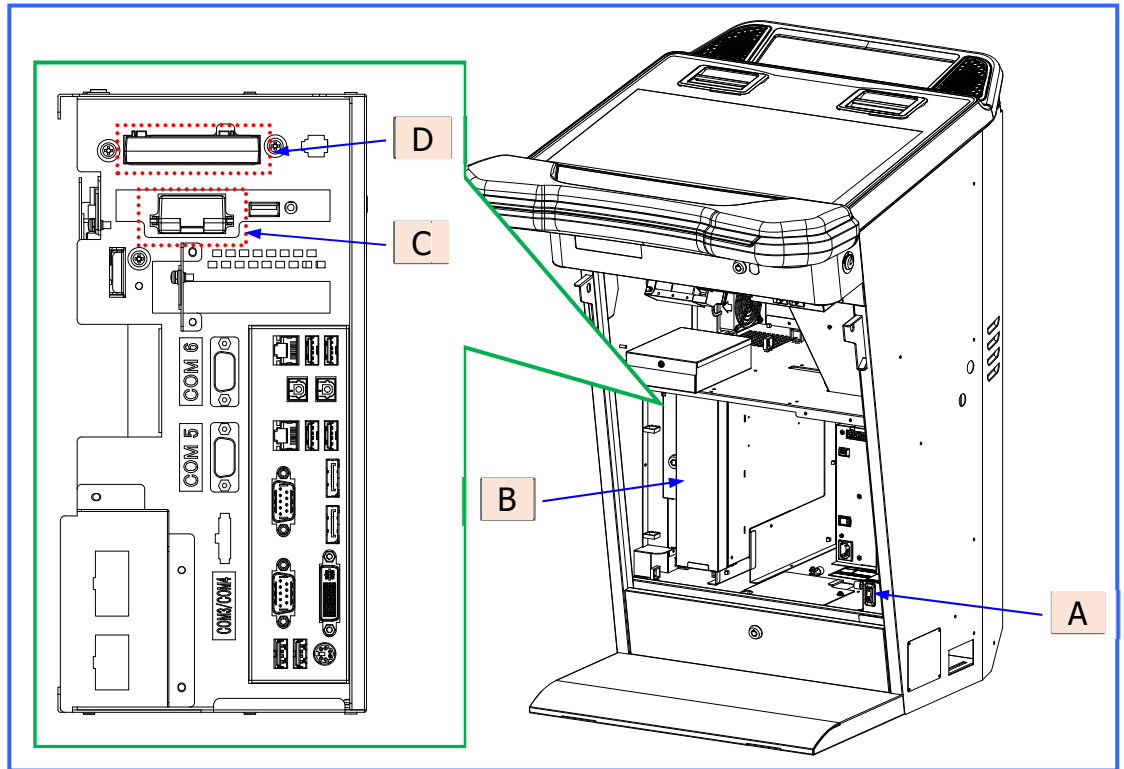
After **All Ram Clear(All Memory Clear)**, all meter information stored and all of the settings will be deleted and reset. Taking note of all settings before executing **All Ram Clear(All Memory Clear)** is recommended.

NOTE:

To change the game on the Center Unit, please refer to "**Changing the GAME**" at Chapter 6.

1. Prepare the replacement AX-GAL(Game GAL) Cassette and SSD Cassette.
2. Remove the Front Door of the station and turn OFF the station. **(Fig A)**)
3. Open the Security Cage Front Cover. **(Fig. B)**
4. Remove the AX-GAL(Game GAL) Cassette currently inserted into the machine **(Fig. C)**, and replace it with the AX-GAL (GAME GAL) Cassette previously prepared.

- Remove the SSD Cassette currently inserted into the machine (**Fig. D**), and replace it with the SSD Cassette previously prepared.



- Perform the **All RAM Clear(All Memory Clear)**. (Refer to 7.1.2)

7. 2. 2: Changing the LCD Button Control Panel

Not used in this game.

7. 3: Configuring Settings by using a Setting GAL :for NEVADA/ARIZONA

No settings require the use of a SETTING GAL Cassette.

7. 4: Maintenance Schedule

7. 4. 1: Daily Servicing

- ◇ 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.

7. 4. 2: Quarterly Servicing

Check the Condition of the AC Cord

- ◇ Has the cord been damaged in any way?
- ◇ Is the plug securely plugged in?
- ◇ Is there any dust, garbage, or metal pieces accumulated in or around the plug?
- ◇ Are there any peeling parts or burn marks on the cord?



DANGER!

Damage to the cord may lead to fire or electric shock. If any damage is found or detected, immediately turn off the machine and contact your local office or distributor.

Check the Harnesses, Connectors, and Clamps of each Cabinet Part

- ◇ Are there any harnesses stuck between doors?
- ◇ Are all connectors properly and securely connected?
- ◇ Are all harnesses securely fastened by clamps?

Check the Conditions of the Doors

- ◇ Are all the Door Switches operating properly?
- ◇ When lightly shaking the cabinet while the door is closed, does any Door Open Event occur?
- ◇ Are any of the doors distorted or damaged in any way?

Check the Condition of the BILL Acceptor

- ◇ Refer to the manual provided for the BILL Acceptor, and clean the acceptor area and rollers.
- ◇ Check that the BILL Stacker Door Switch is operating properly.

Check the Condition of the Ticket Printer

- ◇ Refer to the manual provided for the Ticket Printer, and clean the driver area and rollers.

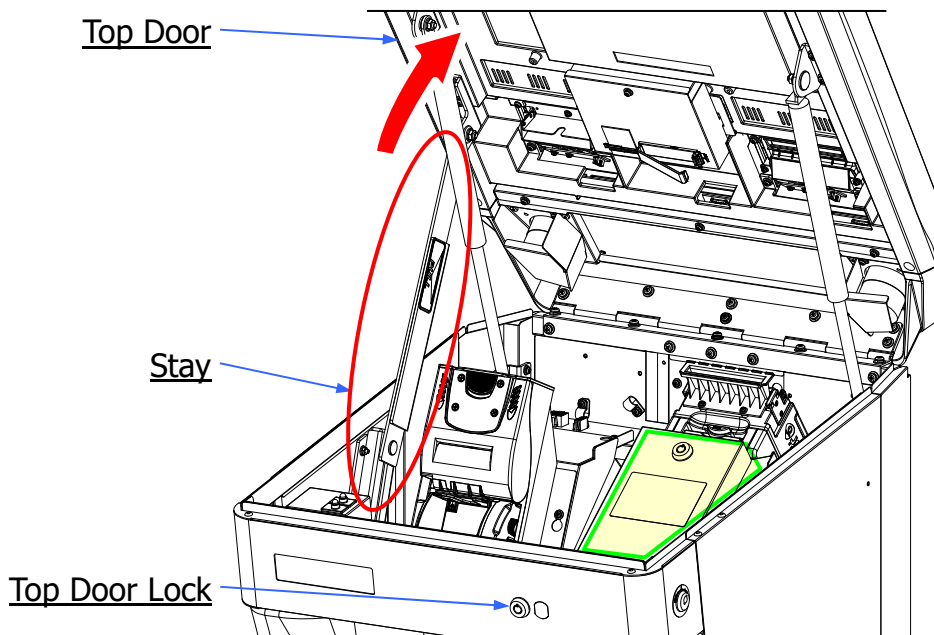
7. 5: BILL Stacker Clearance

When the BILL stacker is full, the message [BILL STACKER FULL] is displayed on the screen. Please follow the procedure below to collect BILLS from the BILL stacker.

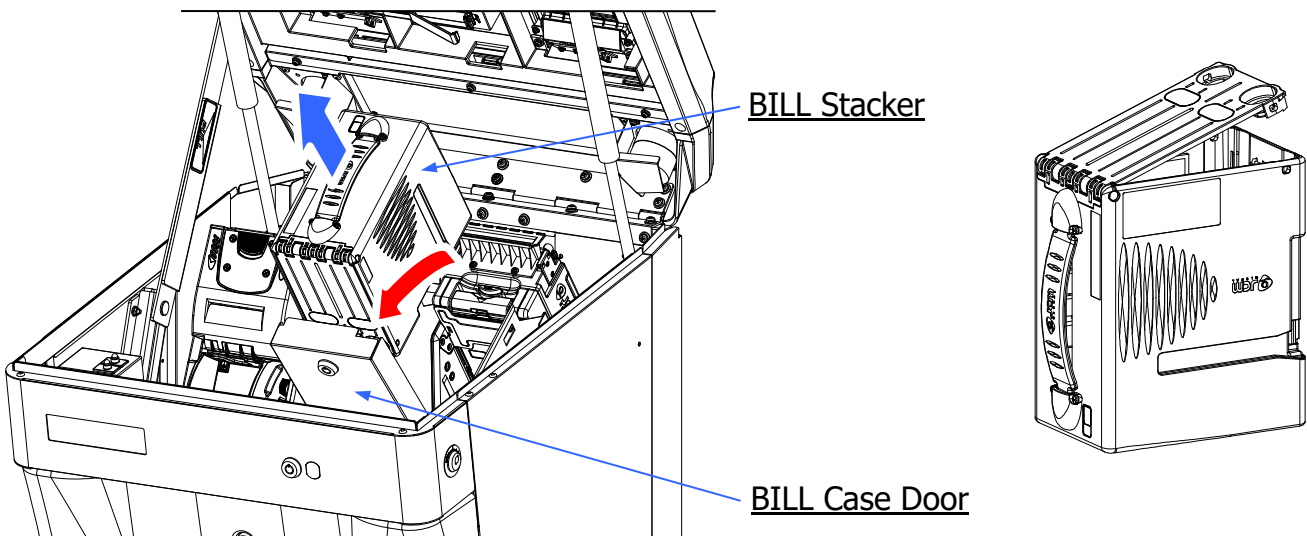
1. Open the Top Door.

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. Unlock the BILL Case Door Lock, and then open the BILL Case Door. Pull out the BILL Stacker, and then use the key to open the bottom lid of the BILL Stacker.



3. After taking out the BILLS, lock the bottom lid and put the BILL Stacker back in place.
4. When the BILL Case Door and Top Door are locked, the Monitor message will disappear.

7. 6: Clearing BILL Stacker Jam

If a jam occurs near the entry slot of the BILL stacker, a [BILL STACKER JAM] message is displayed on the Monitor.

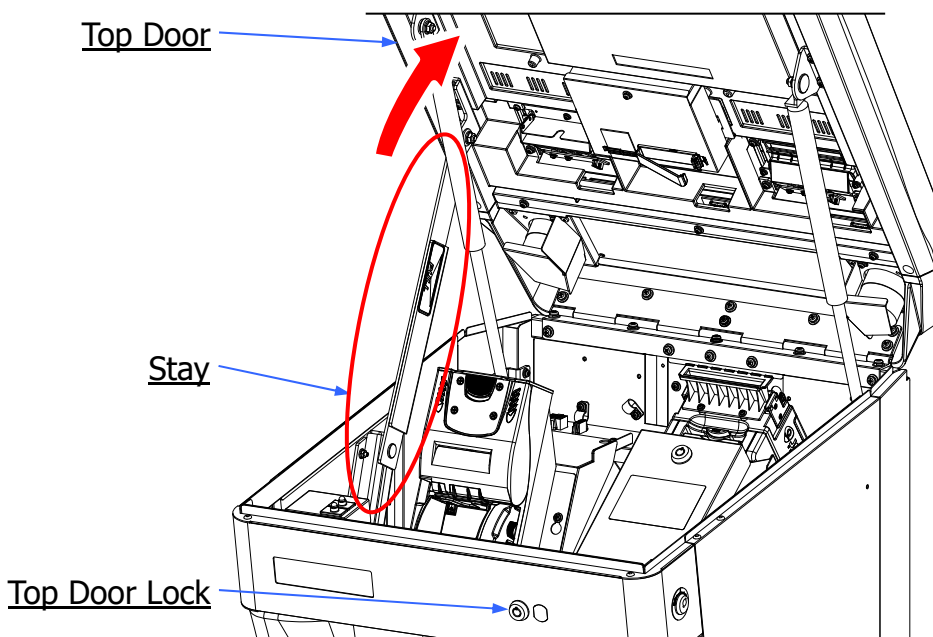
Use the following procedures to clear the jam.

1. Open the Top Door.

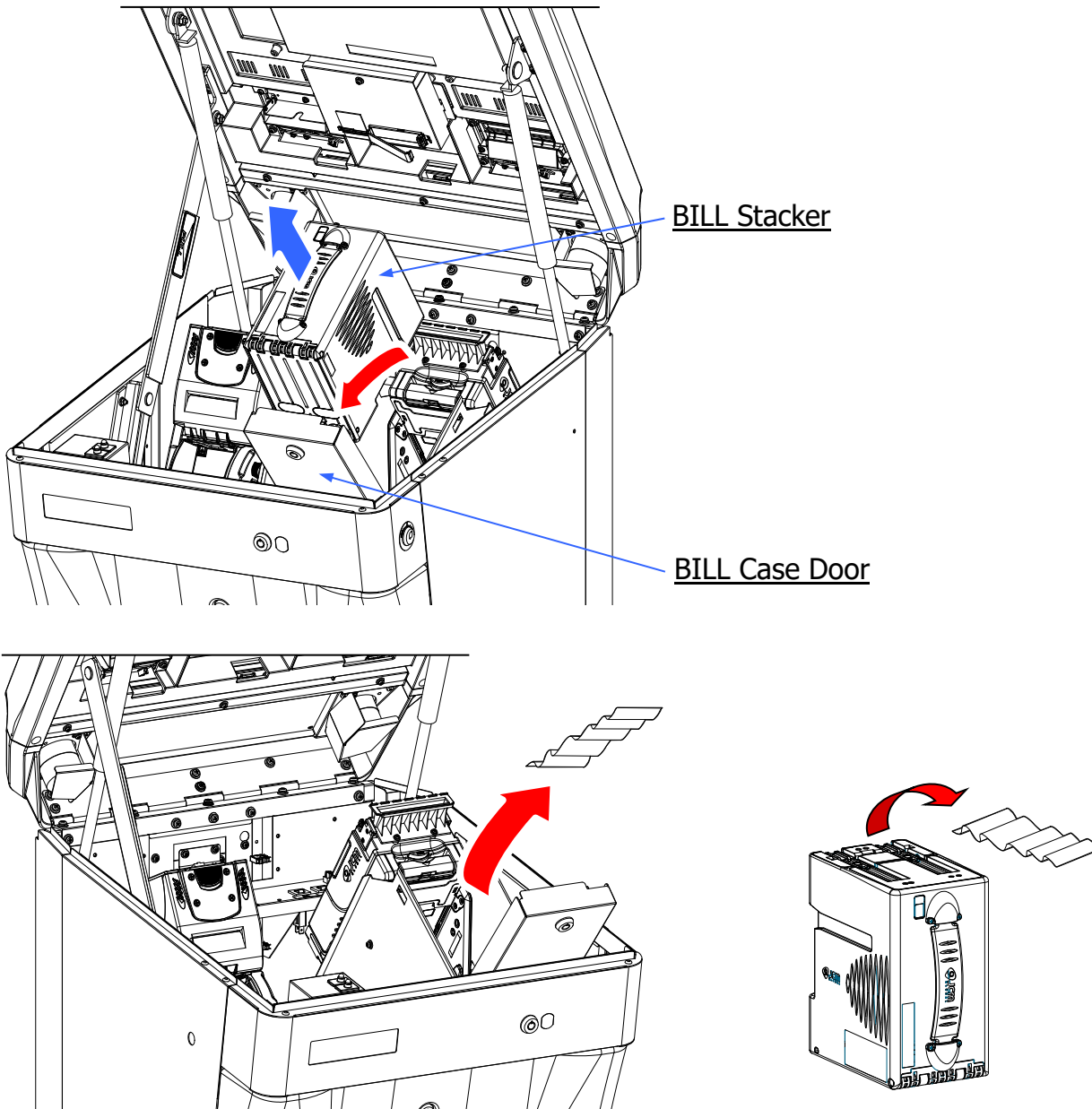


CAUTION!

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. Unlock the BILL Case Door Lock, and then open the BILL Case Door. Take Out the BILL Stacker, and then remove any BILLS that are jammed or stuck.



3. After removing the jammed ticket, put the BILL Stacker back in place.
4. When the BILL Case Door and Top Door are locked, the Monitor message will disappear.

i NOTE:

If the message does not disappear or it is difficult to extract the BILL, please refer to **"Clearing BILL Acceptor Jam"** at Chapter 5 of the OPERATION Manual.

7.7: Disassembly

DANGER!

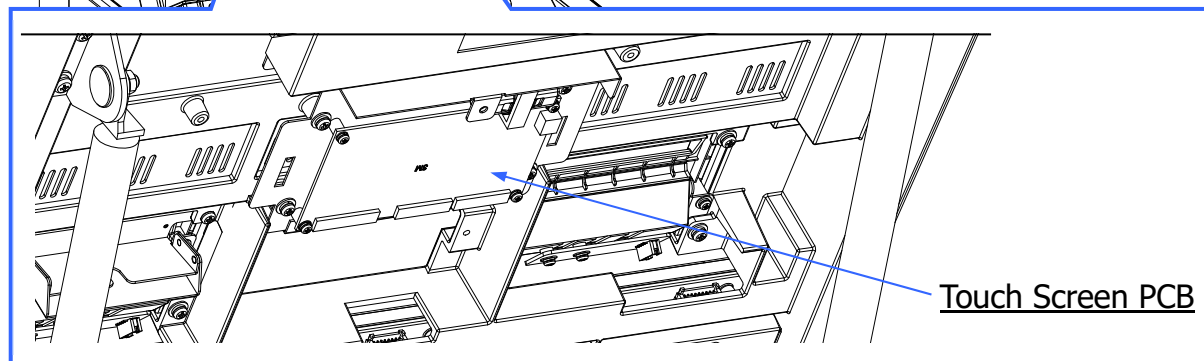
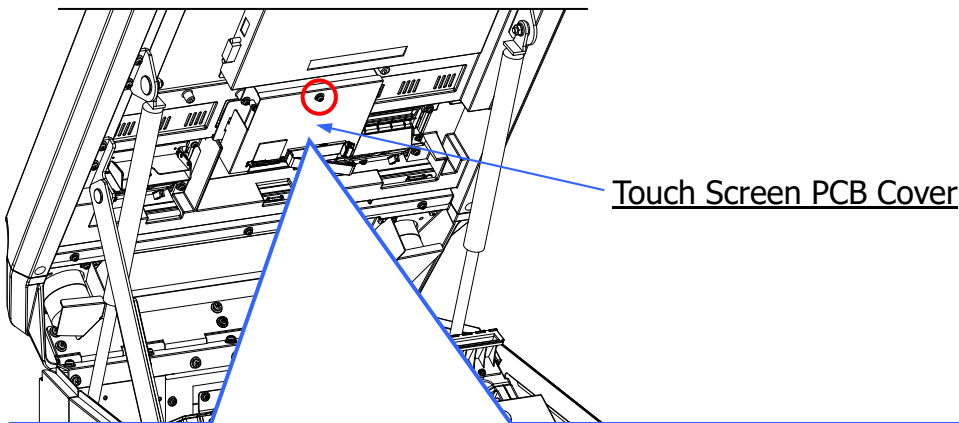
Make sure that the machine is turned off before disassembling any components.

7.7.1: Top Door

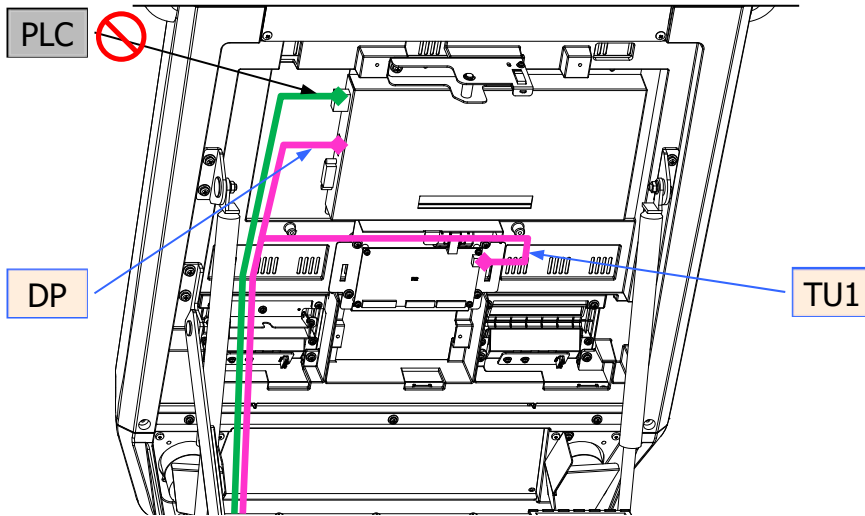
CAUTION!

It is recommended to have this procedure performed by at least 3 people.

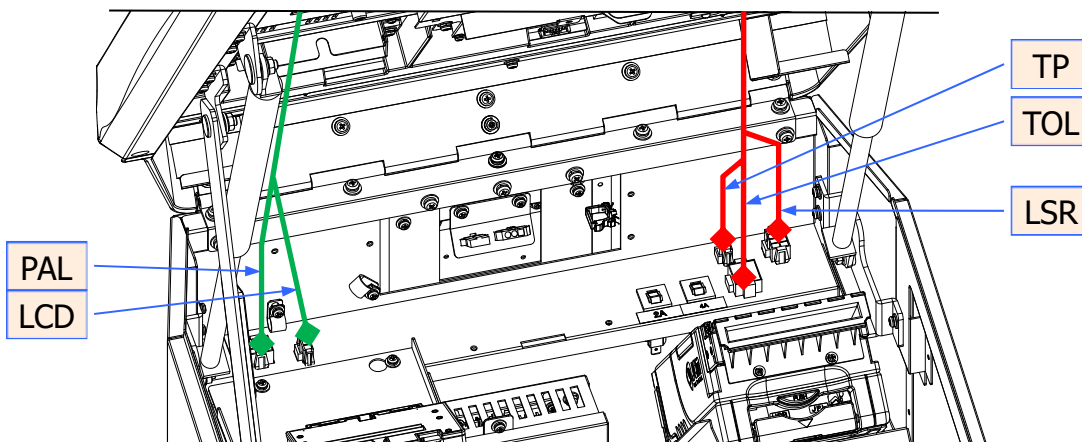
1. Unclamp the flexible cable fixed on the Touch Screen PCB Cover, and then remove 1 screw to detach the Touch Screen PCB Cover.



2. Disconnect the DP and TU1 connectors illustrated below. Loose the clamps where necessary. Do not disconnect the PLC connector. Arrange the disconnected connectors so that they will not get in the way of the next procedures.



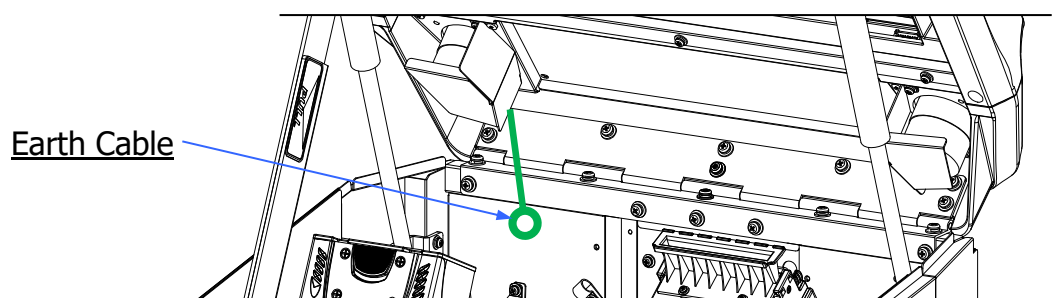
3. Disconnect the PAL, LCD, TP, TOL, LSR connectors linked to the Cabinet. Loose the clamps where necessary. Arrange the disconnected connectors so that they will not get in the way of the next procedures.



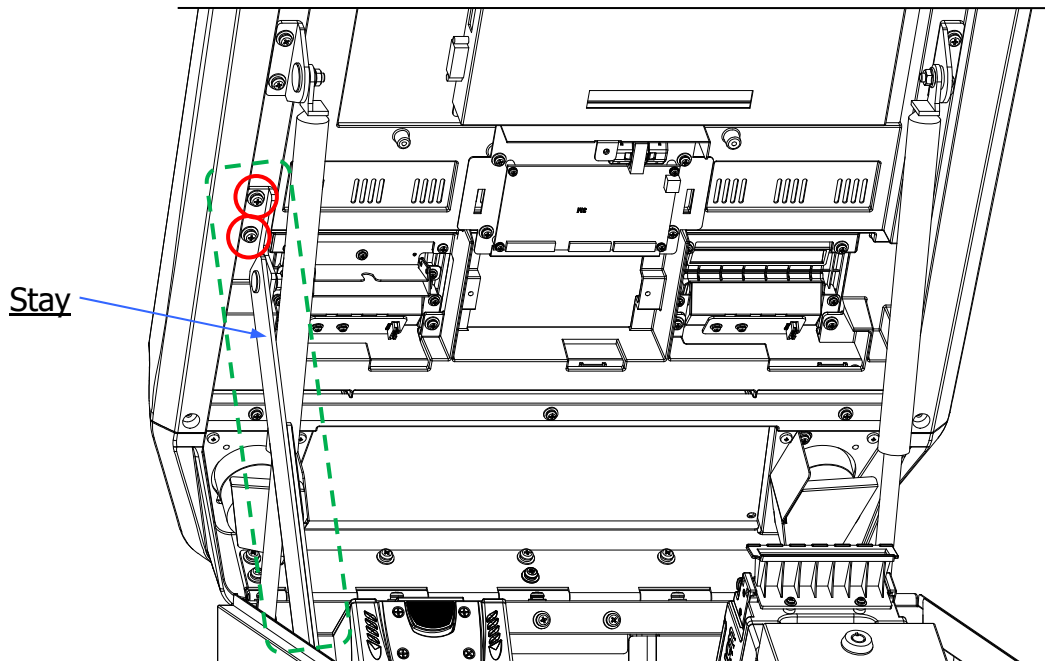
4. Remove 1 screw and disconnect the Earth Cable.

CAUTION!

When attaching the Top Door, do not forget to attach the Earth Cable.



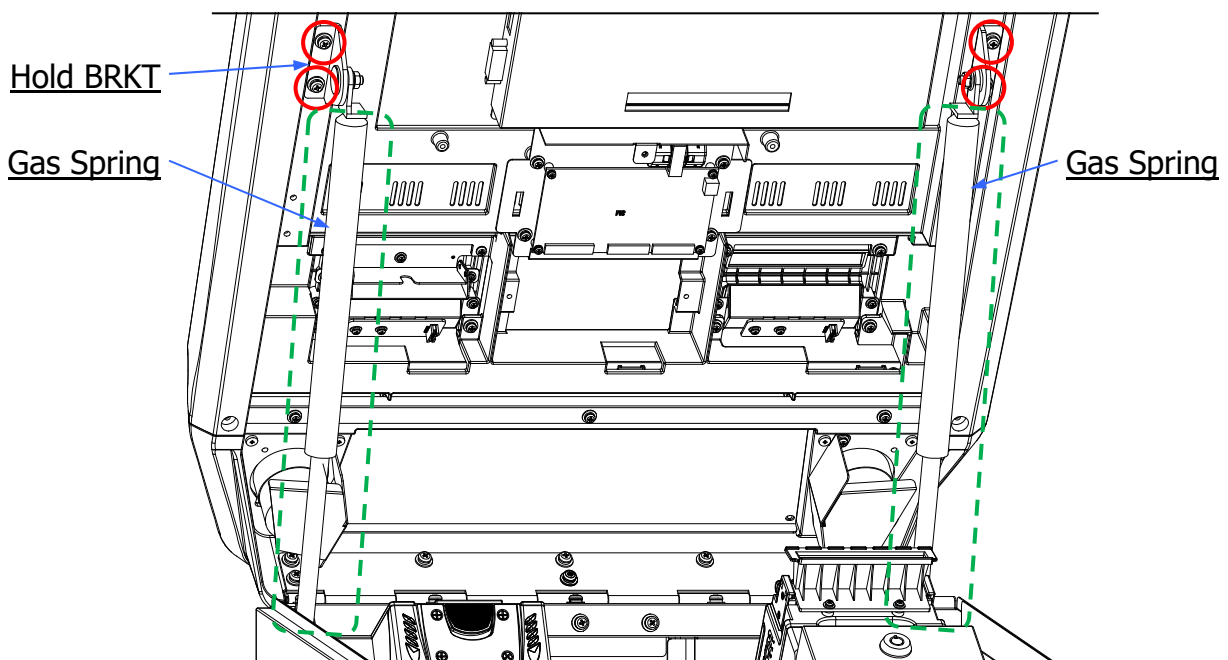
5. Remove the 2 screws to remove the Stay bar from the Top Door. Dispose of the removed Stay bar so that it does not get in the way of the next procedures.



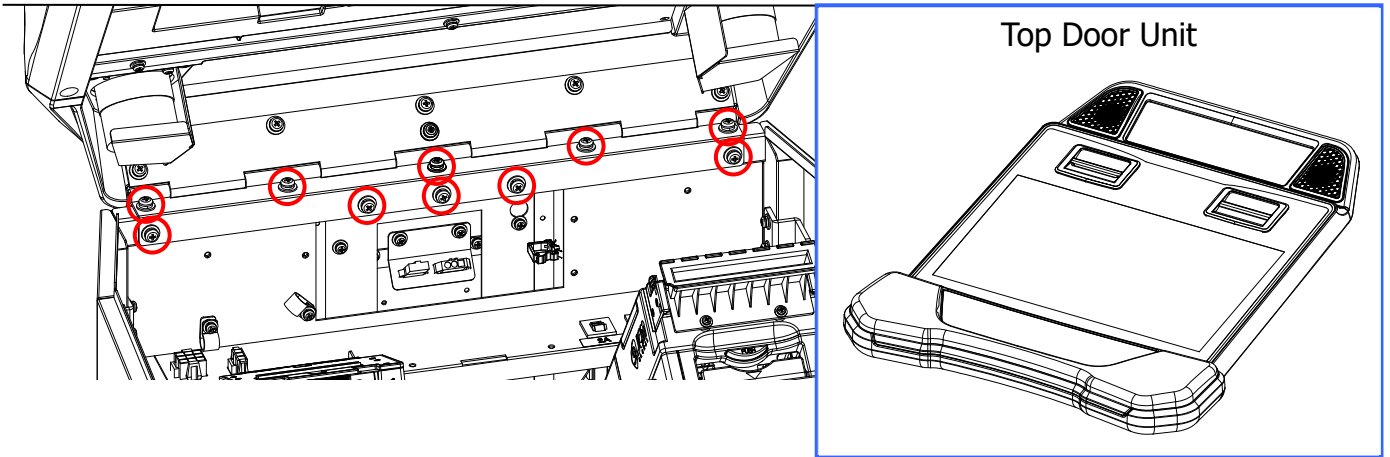
6. As one installer holds the Top Door, another installer can remove the 2 screws of each Hold BRKT, and detach the Gas Spring from the Top Door. Dispose of the removed Gas Spring so that it does not get in the way of the next procedures.

⚠ WARNING!

Do not loose hold of the Top Door after the Gas Spring has been removed.



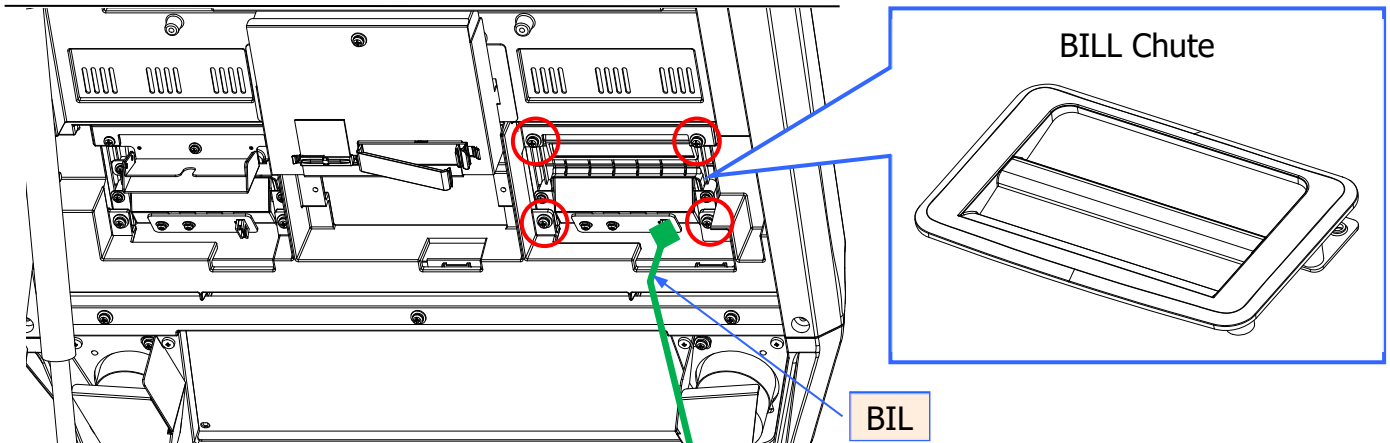
7. The Top Door Unit can be detached by removing the 10 screws marked in the illustration below.



7.7.2: BILL Chute and Printer Chute

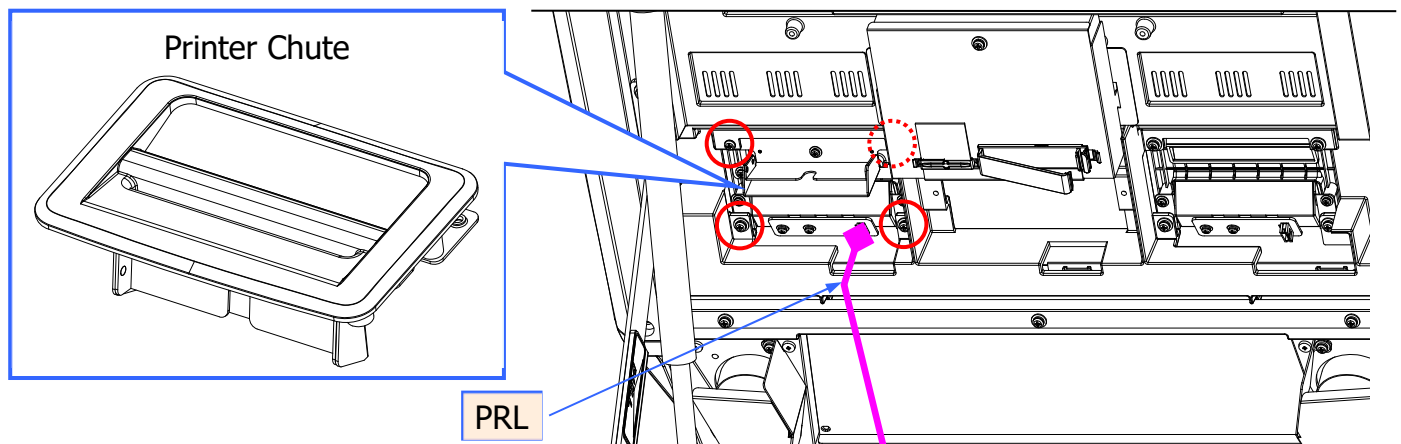
- BILL Chute -

1. Disconnect the BIL connector of the Top Door marked in the illustration below.
2. The BILL Chute can be detached by removing the 4 screws.



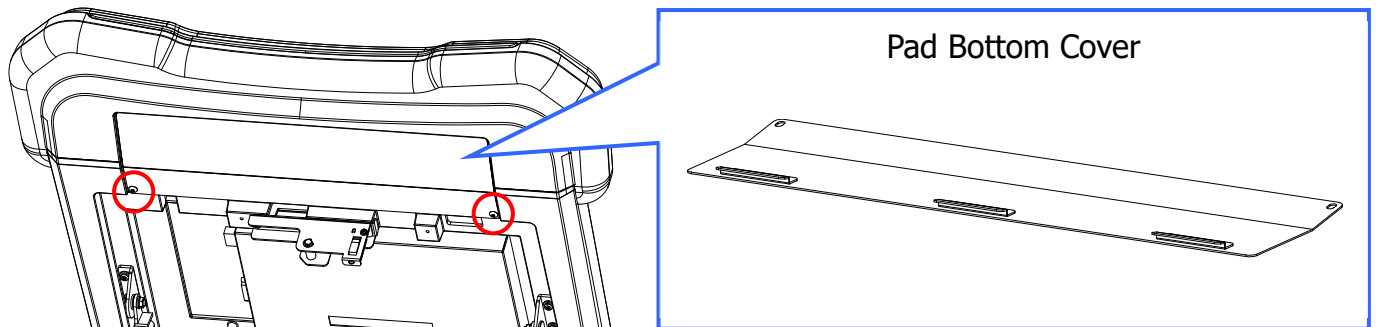
- Printer Chute -

1. Disconnect the PRL connector of the Top Door marked in the illustration below.
2. The Printer Chute can be detached by removing the 4 screws.



7.7.3: Control Panel, Armrest(Pad) and Armrest(Pad) LED

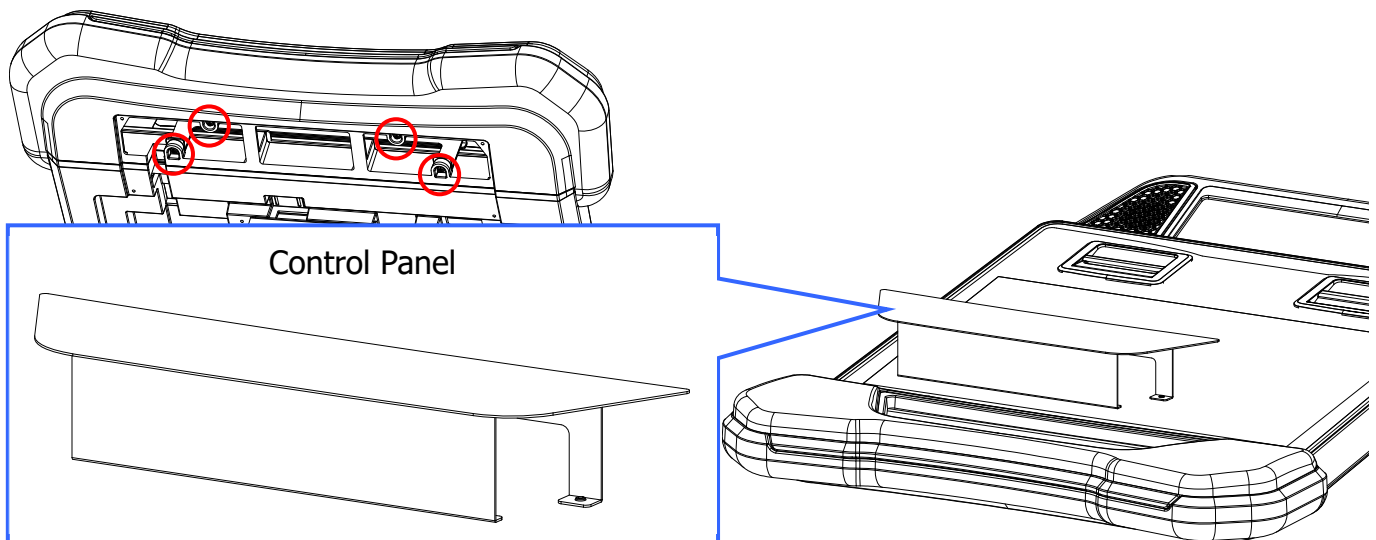
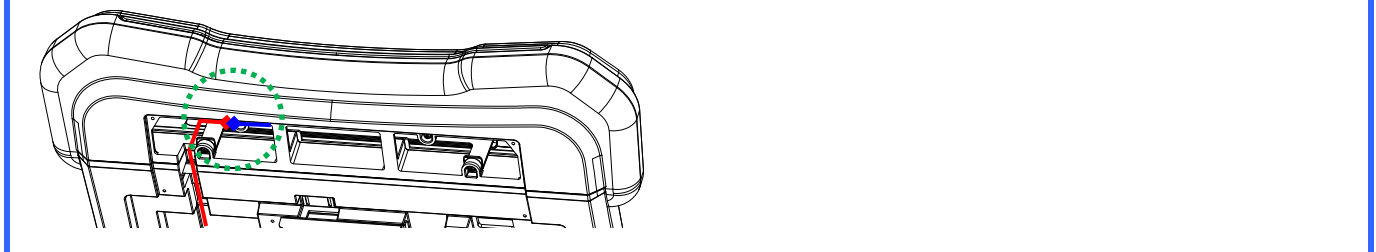
1. Remove the 2 screws to detach the Pad Bottom Cover.



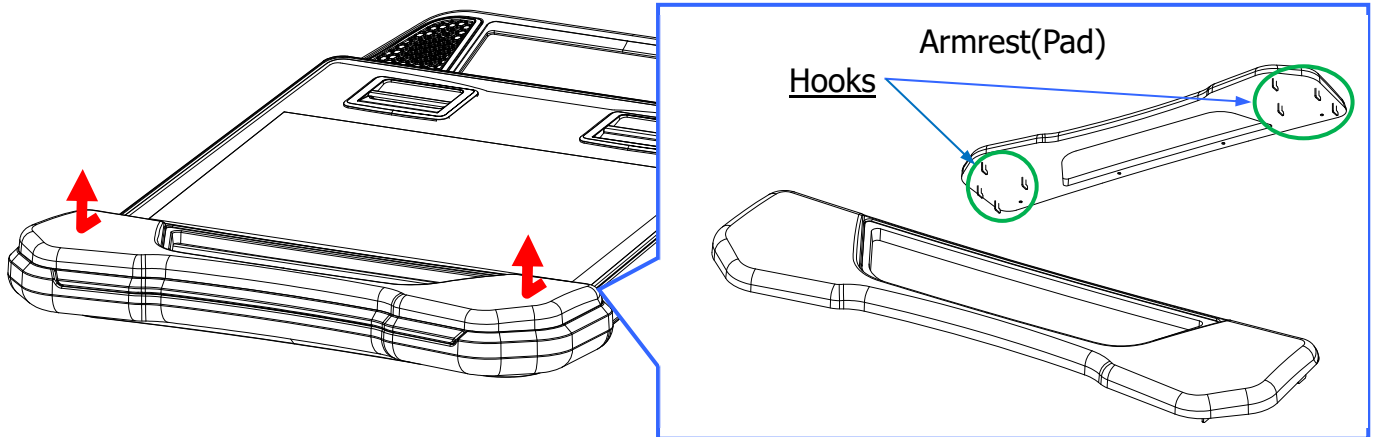
2. Remove the 4 screws to detach the Control Panel.

i NOTE:

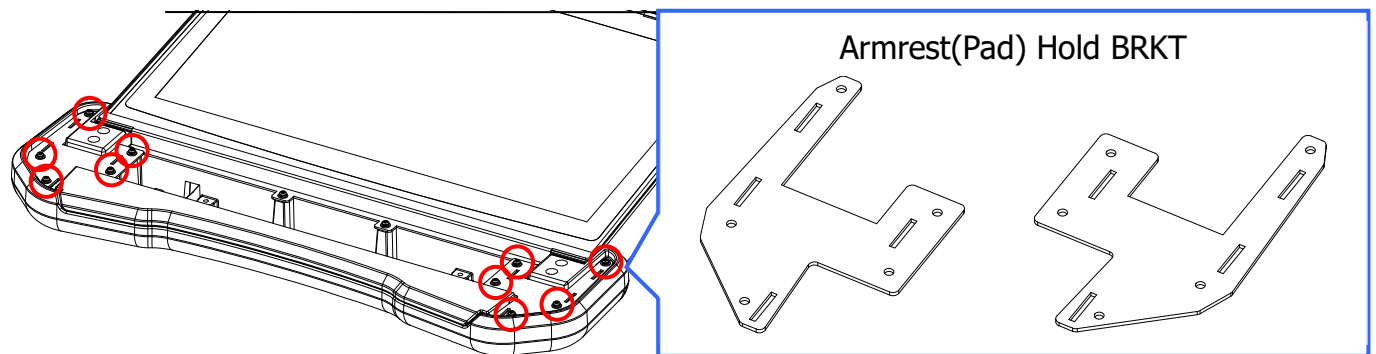
If a Connector is plugged to the Control Panel, first disconnect it.



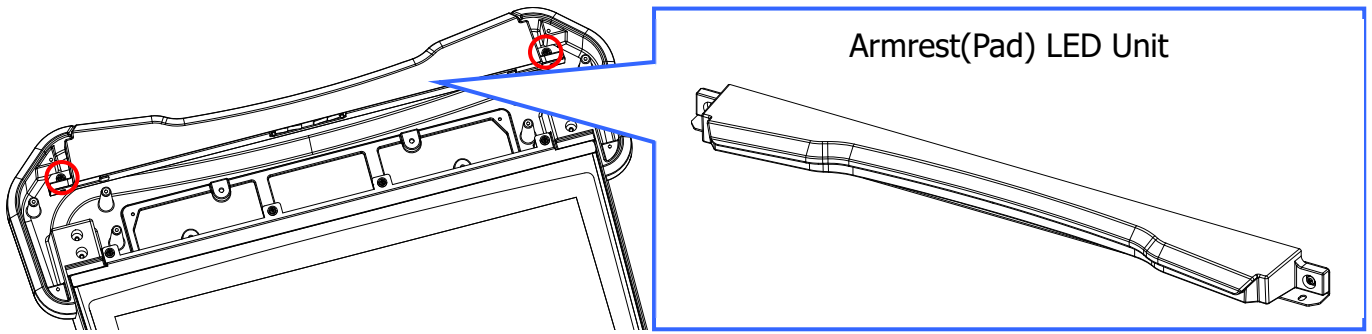
3. Slightly move forward the Armrest(Pad) and free the 8 Hooks placed in the inner side of the Armrest(Pad), and then it will be possible to detach it.



4. The left and right Armrest(Pad) Hold BRKT can be detached by removing the 5 screws on each.

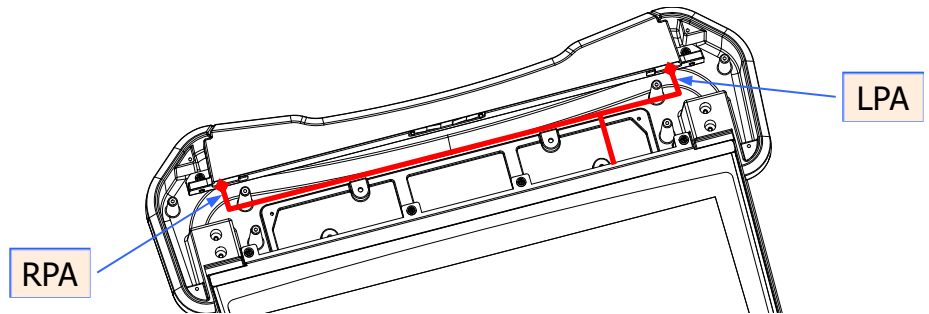


5. The Armrest(Pad) LED Unit can be detached by removing the 2 screws.

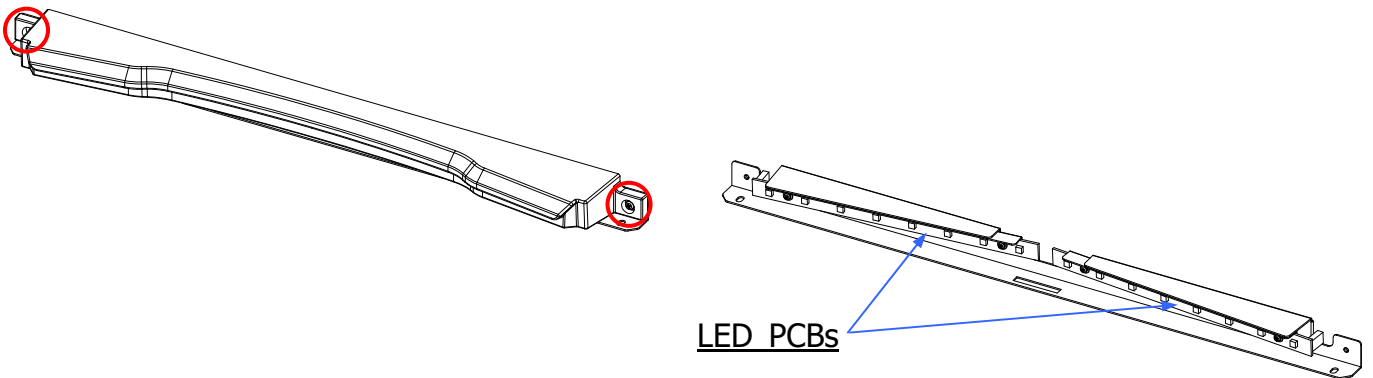


i NOTE:

The LPA and RPA Connectors are connected to the Armrest(Pad) LED Unit. Handle with care.

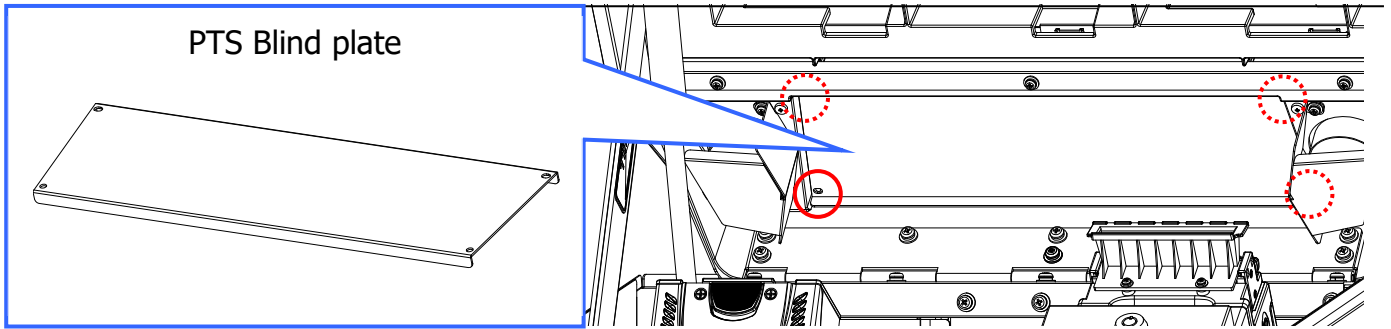


6. The LED Cover can be detached by removing the 2 screws.



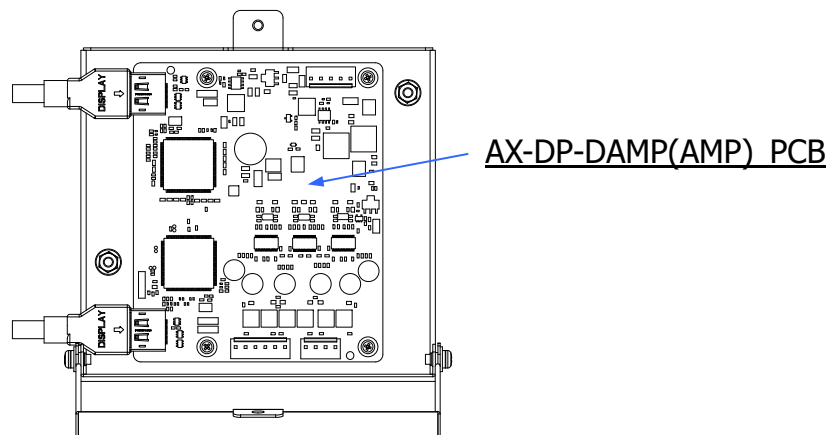
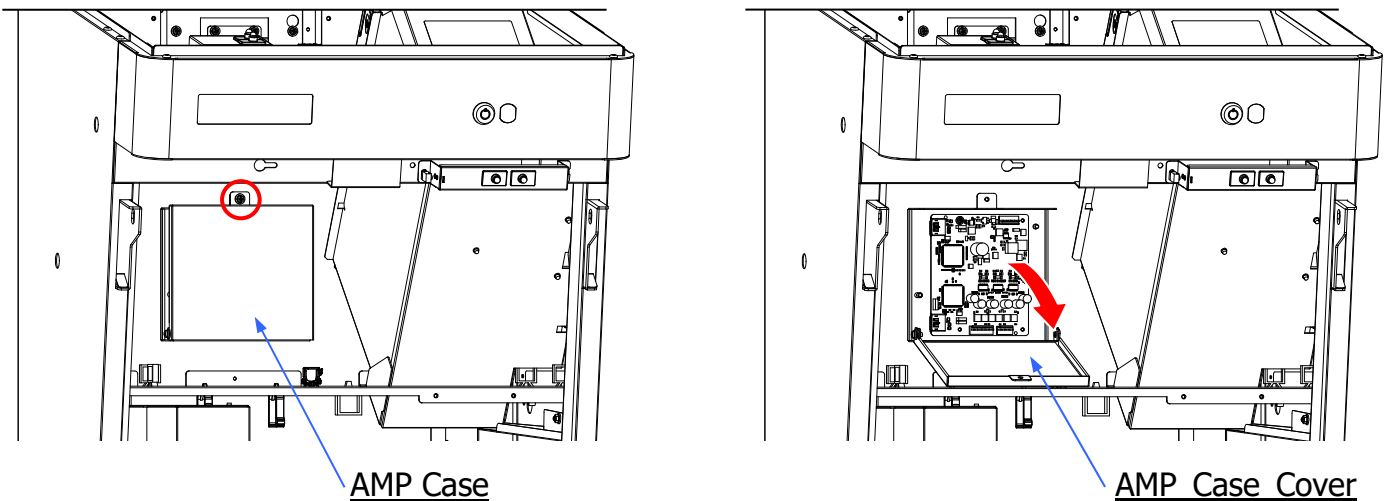
7.7.4: PTS Blind plate

1. The PTS Blind plate can be detached by removing the 4 screws.



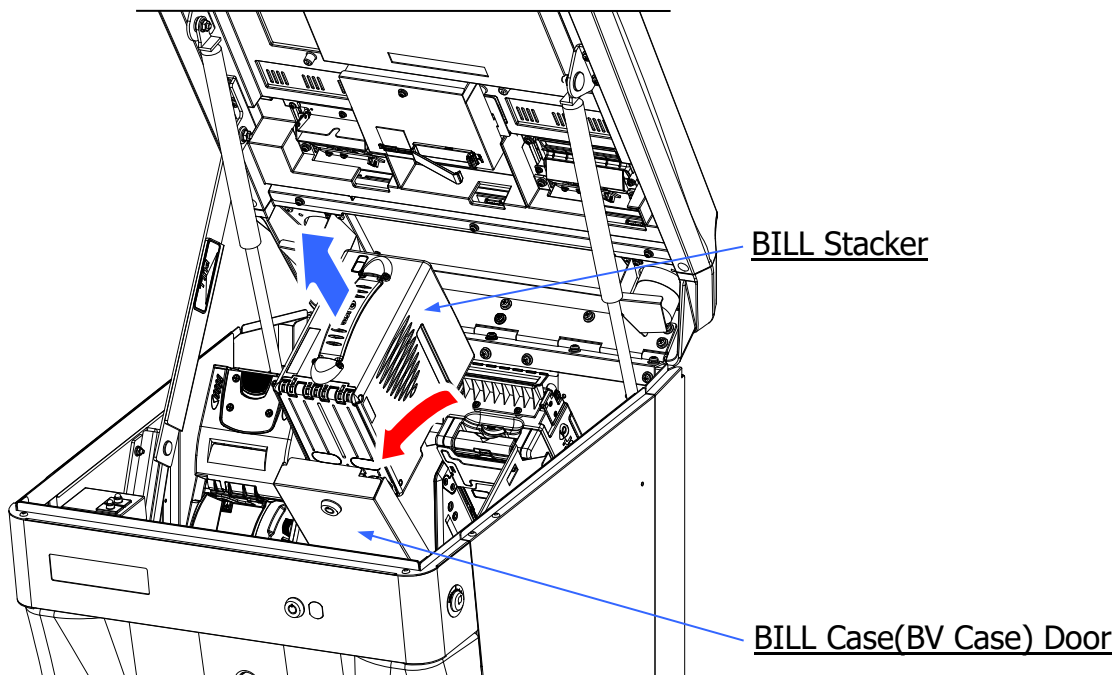
7.7.5: AMP Case

1. Locate the AMP Case on the inner side of the Cabinet. The AMP Case Cover can be opened by removing the screw on the top of the AMP Case.



7.7.6: BILL Validator

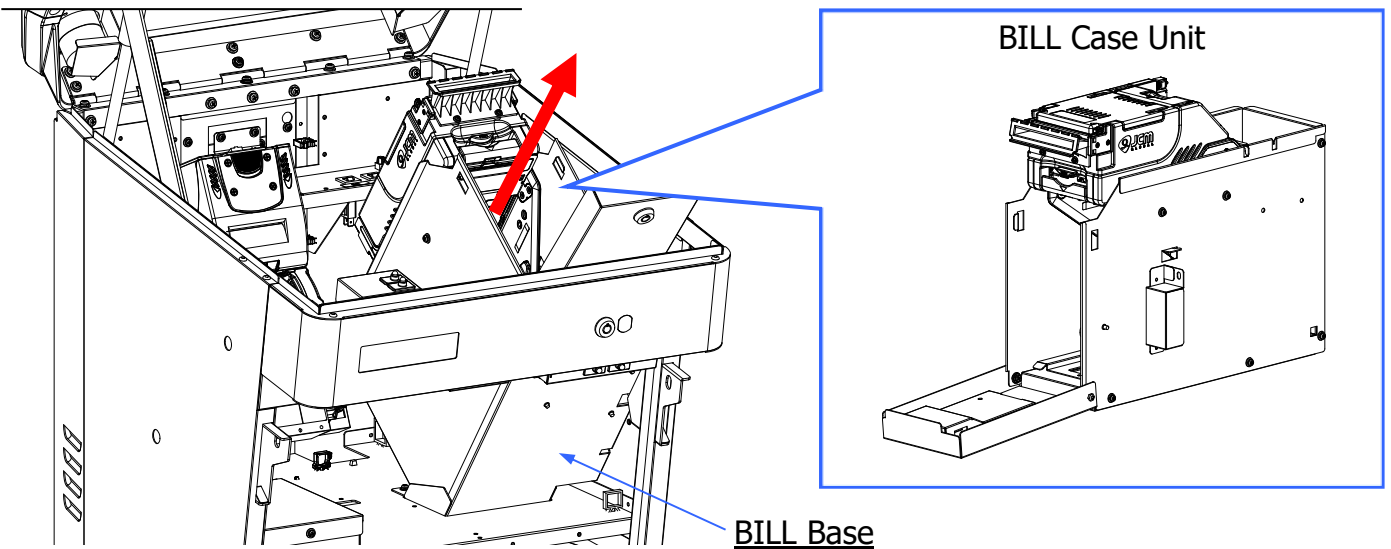
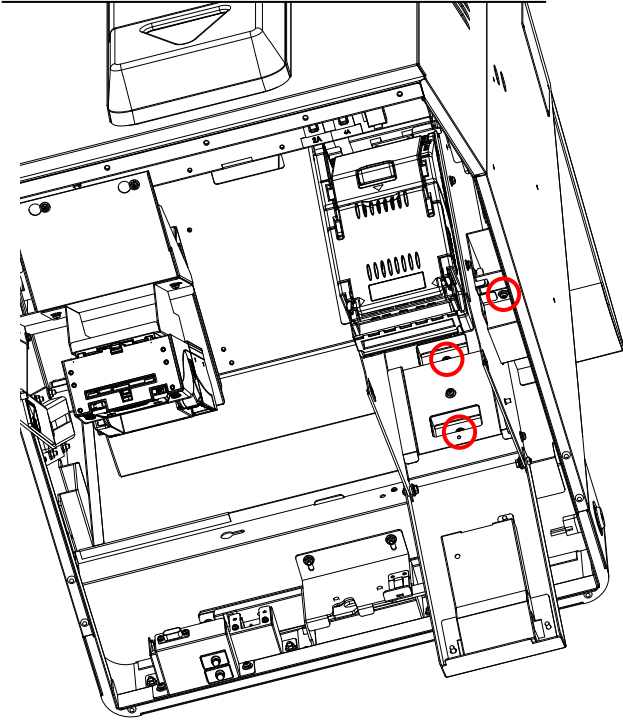
1. Locate the BILL Validator Unit on the right side of the cabinet. Open the BILL Case(BV Case) Door and take out the BILL Stacker.



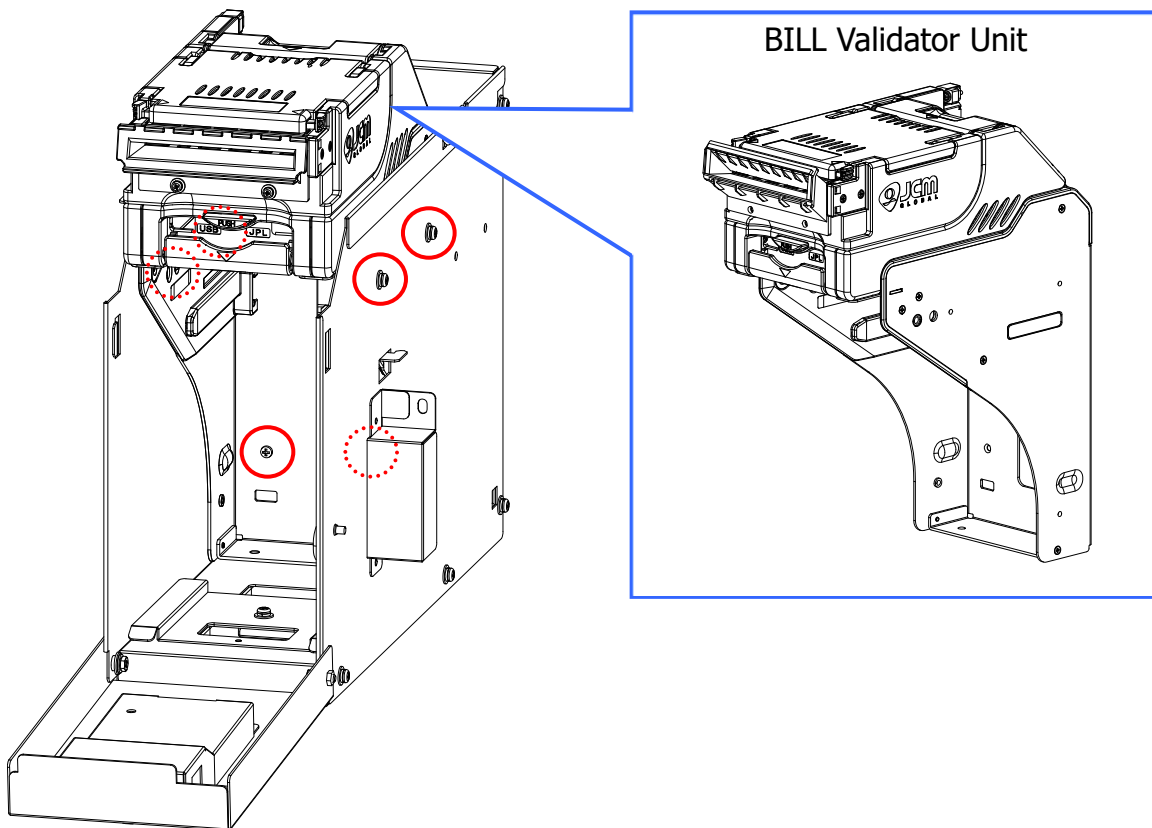
2. The BILL Case(BV Case) can be slid upwards along the BILL Base (BV Base) Unit and pulled out by removing the 1 screw on its right side and the 2 screws inside the hole on the bottom of the BILL Case(BV Case) Unit.

i NOTE:

A harness is connected to the backside of the BILL Case Unit. Handle with care.



3. The BILL Validator Unit can be detached by removing the 4 screws on the outside and 2 screws on the inside.

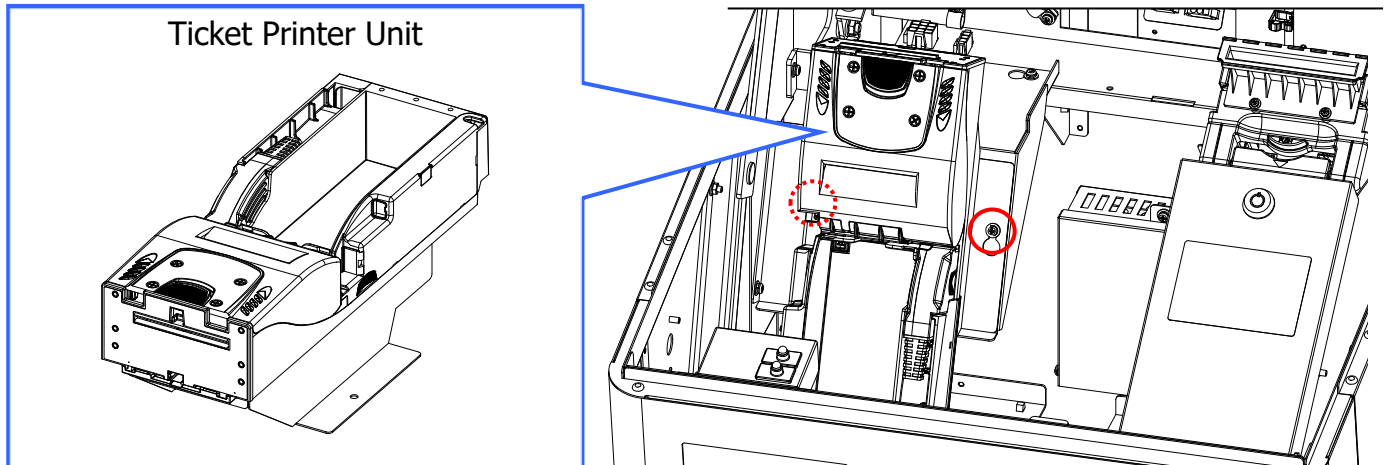


7.7.7: Ticket Printer

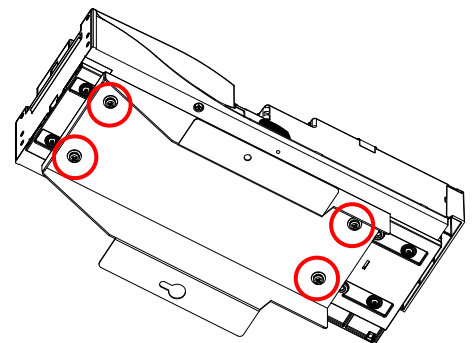
1. Locate the Ticket Printer Unit on the left side of the Cabinet. Remove the two screws on both the sides of the Ticket Printer, and then detach the Ticket Printer unit.

i NOTE:

A harness is connected to the backside of the Ticket Printer, handle with care.

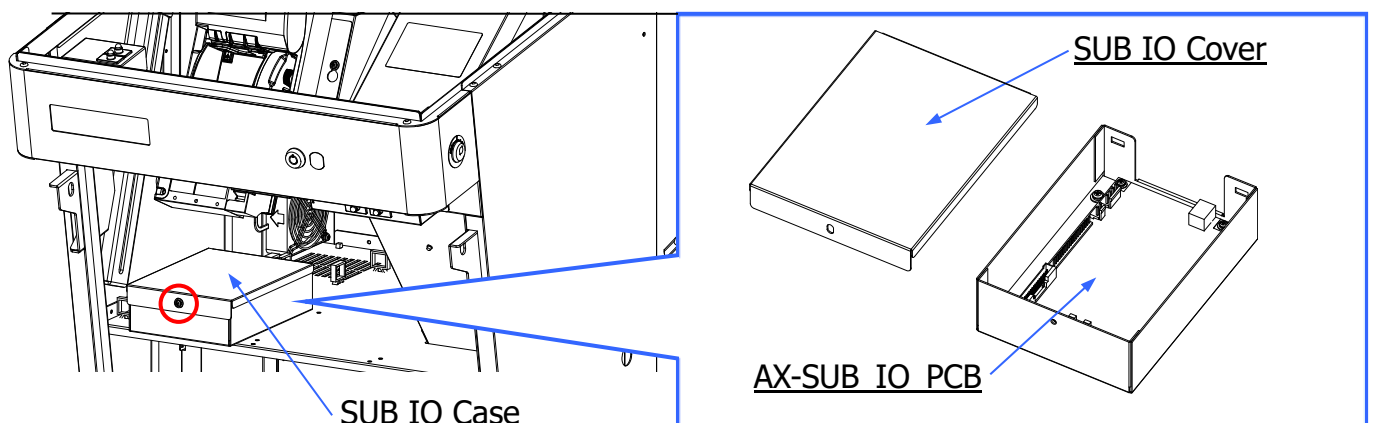


2. The Ticket Printer body can be detached from the bracket by removing the 4 screws on the backside.



7.7.8: SUB IO Case

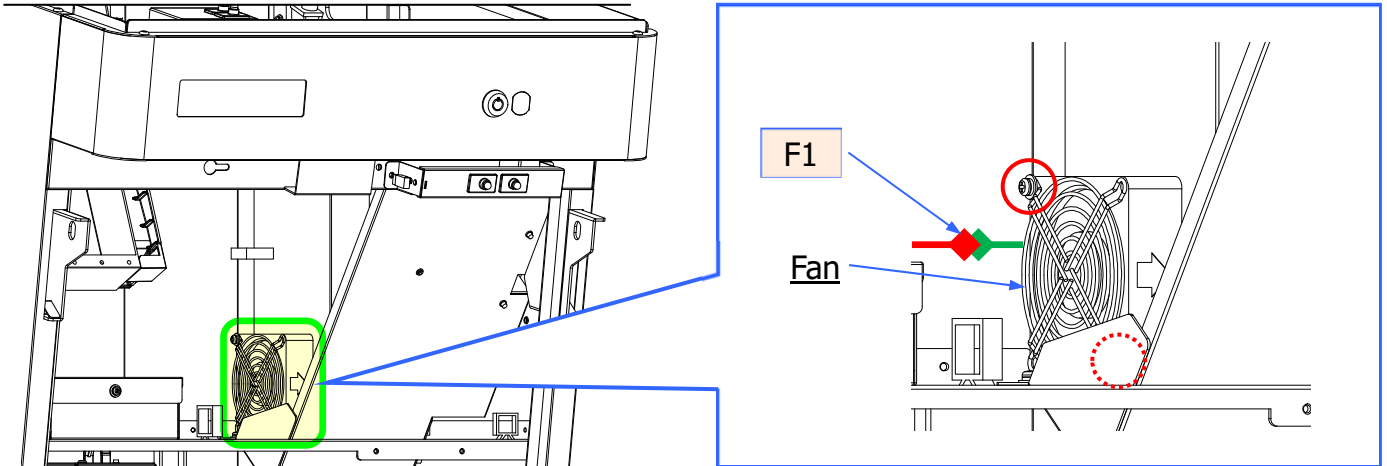
1. Locate the SUB IO Case on the inner front of the Cabinet. The SUB IO Cover can be detached by removing the screw.



7.7.9: Fan

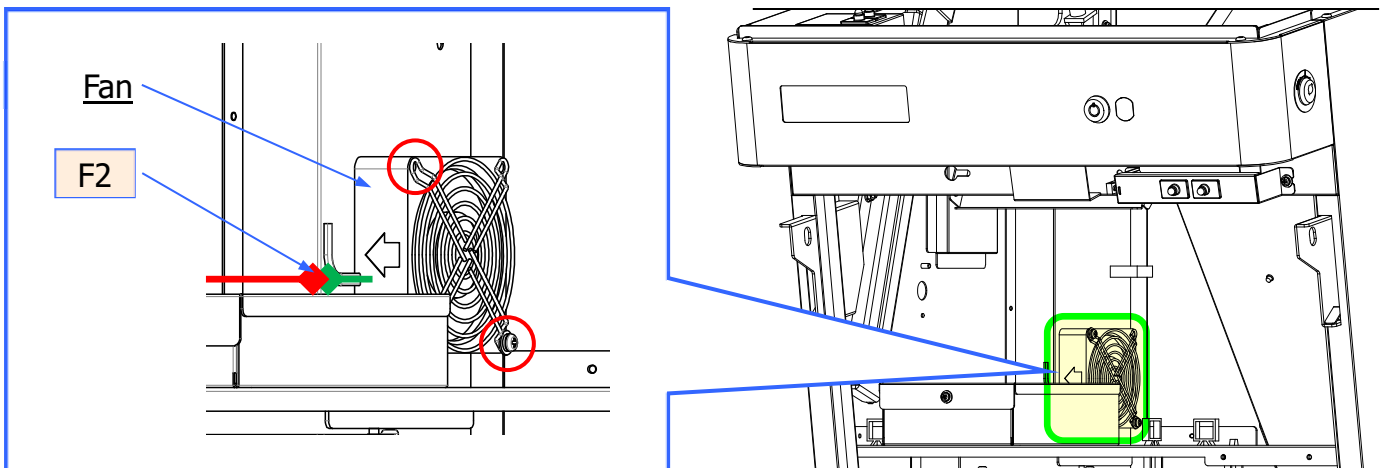
- Left side Fan -

1. Remove the BILL Case (BV Case). **(Refer to 7.7.6)**
2. Disconnect the Connector F1 from the Fan.
3. Fan can be detached by removing the 2 screws.



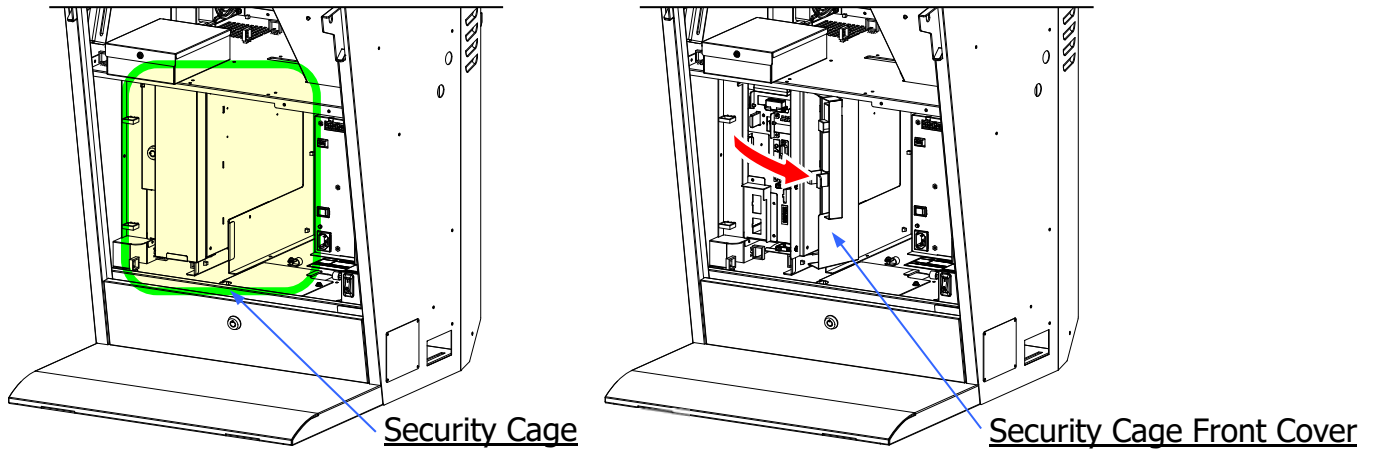
- Right side Fan-

1. Remove the Ticket printer Unit. **(Refer to 7.7.7)**
2. Disconnect the Connector F2 from the Fan.
3. Fan can be detached by removing the 2 screws.



7.7.10: Security Cage

1. Unlock the Security Cage Front Cover to open it.



2. Disconnect all the Connectors and put them out of the way.

i NOTE:

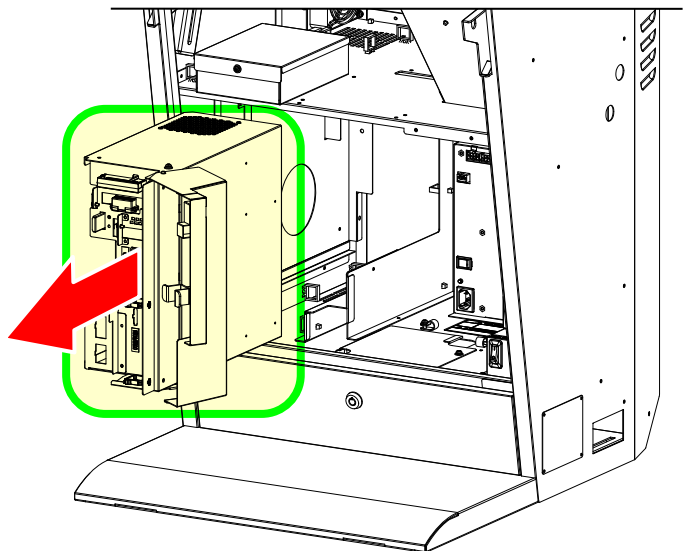
Please refer to **"Cable Connections"** on Chapter 3 when reconnecting the Connectors.

3. Pull out the Security Cage.



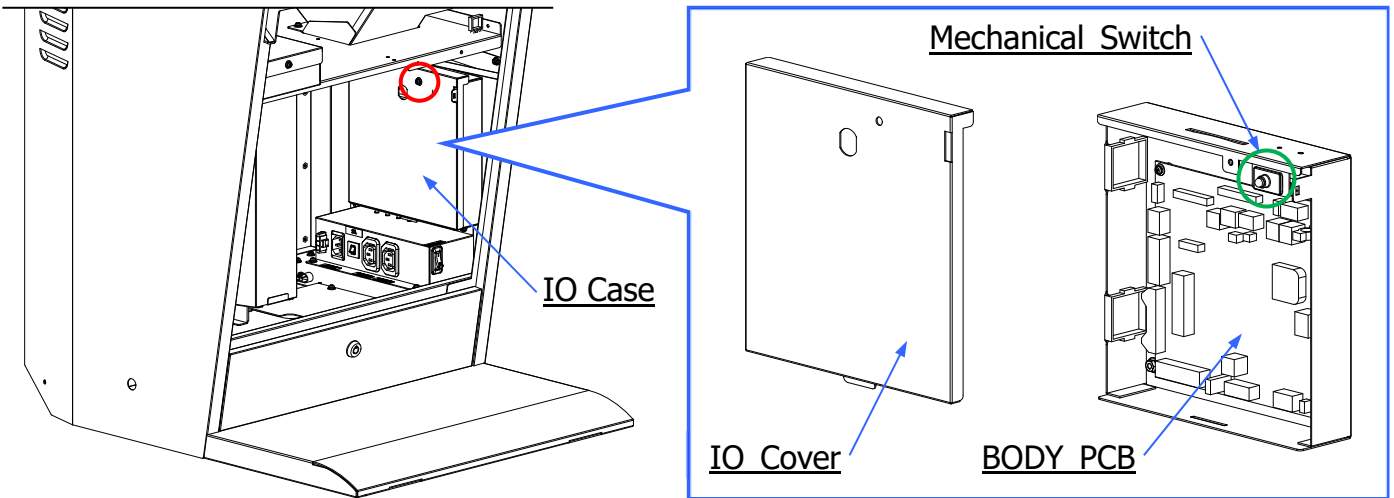
CAUTION!

Handle the Security Cage Unit with care, as the parts inside the Security Cage are vulnerable to static electricity.



7.7.11: IO Case

1. Locate the IO Case on the right side of the cabinet. The IO Cover can be detached by removing the screw.



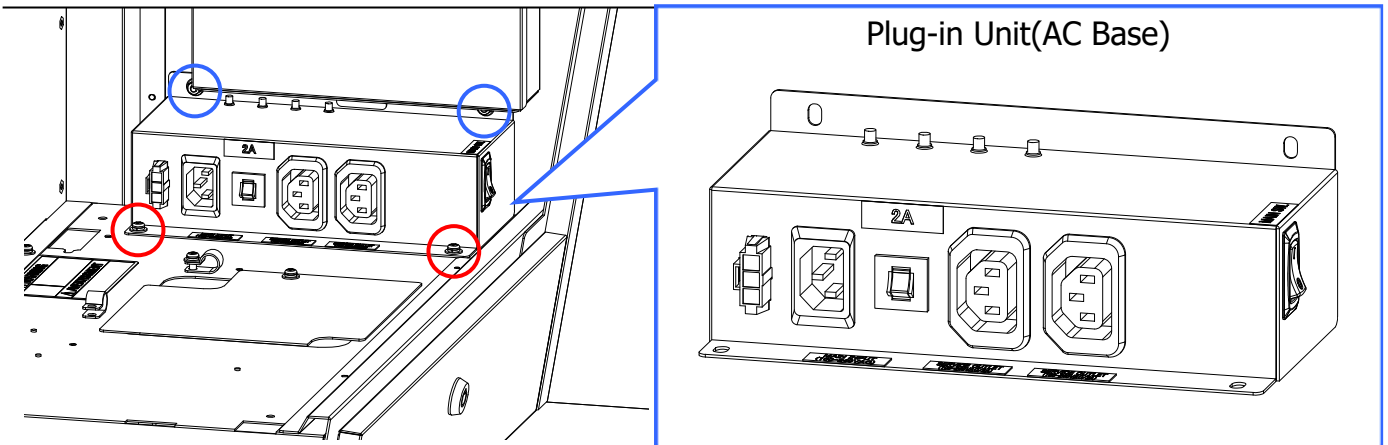
7. 7. 12: Plug-in Unit(AC Base)

1. Locate the Plug-in Unit(AC Base) on the right side of the cabinet.

⚠ DANGER!

Disconnect the all cables and harnesses from the Plug-in Unit(AC Base) Inlet before operation.

2. The Plug-in Unit(AC Base) can be detached by removing 2 screws and 2 nuts.

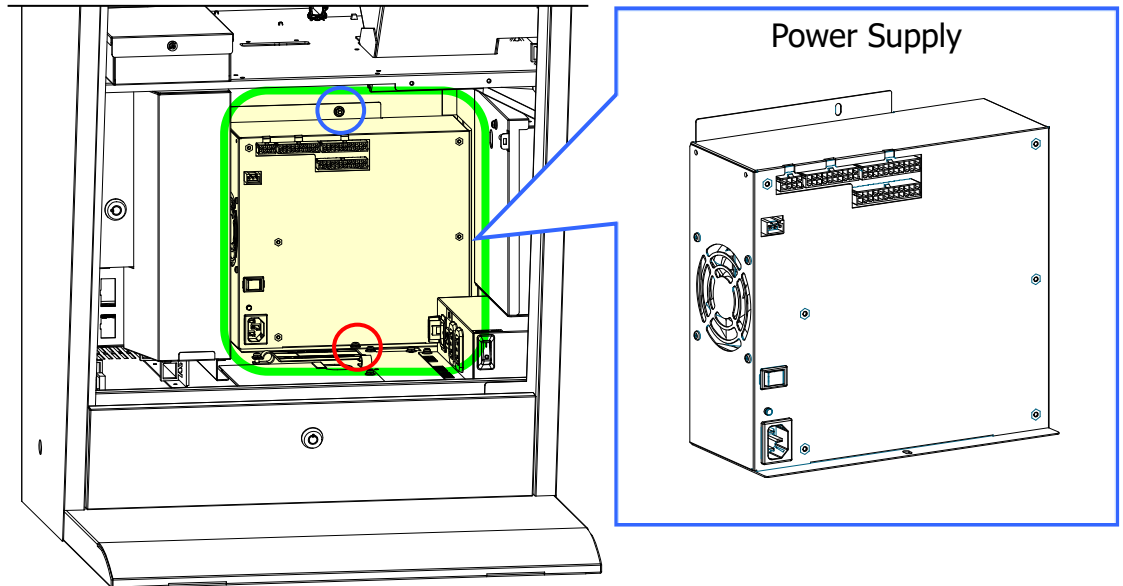


⚠ DANGER!

Be careful not to pinch or damage the harnesses when installing/detaching the Plug-in Unit (AC Base).

7.7.13: Power Supply

1. Locate the Power Supply on the inner back wall of the Cabinet, and then disconnect all the harnesses and cables from the Power Supply.
2. Remove the nut and screw to detach the Power Supply.

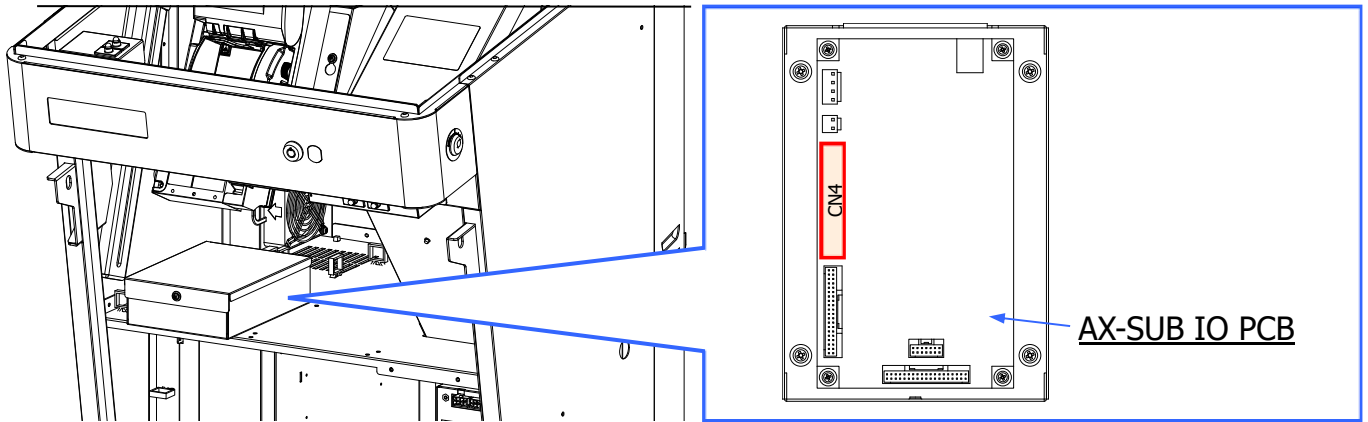


⚠ DANGER!

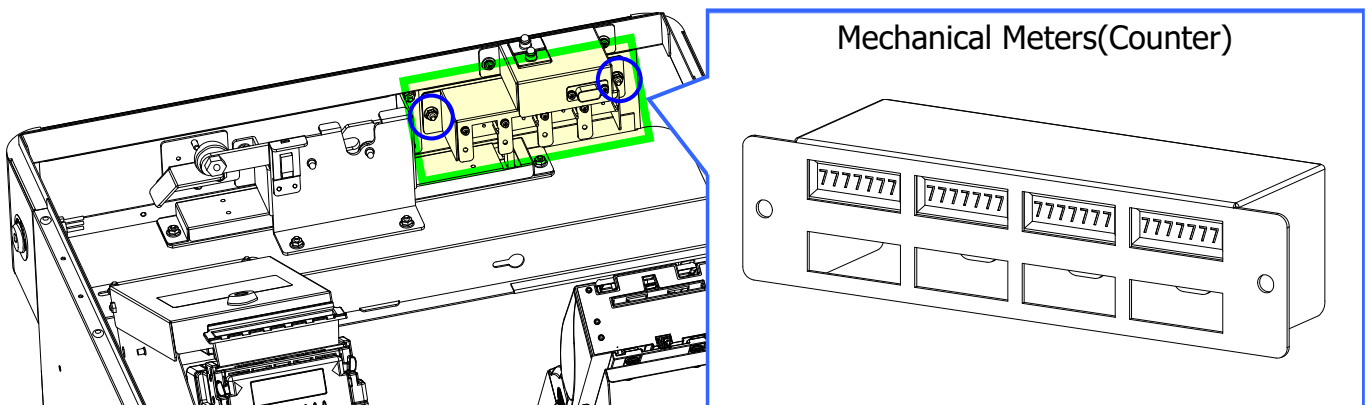
Be careful not to pinch or damage the harnesses when installing the Power Supply.

7.7.14: Mechanical Meters(Counter)

1. Open the SUB IO Case and Disconnect the Connector CN4 from the AX-SUB IO PCB.
(Refer to 7.7.8)

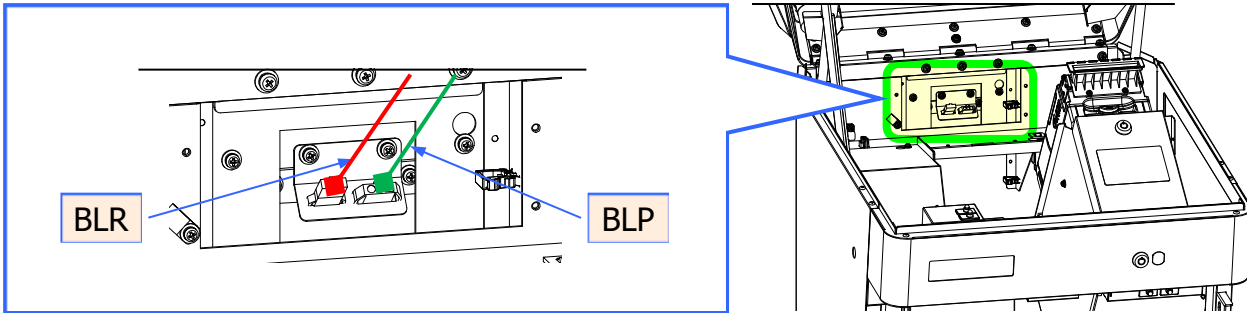


2. The Mechanical Meters (Counter) can be detached by removing the 2 nuts.



7.7.15: Back LED

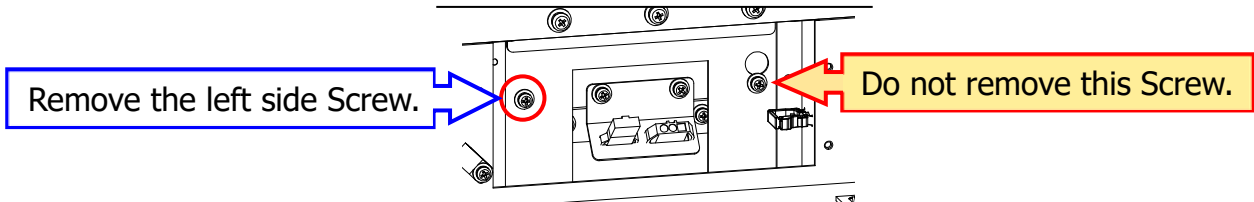
1. Disconnect the Connector BLR and BLP.



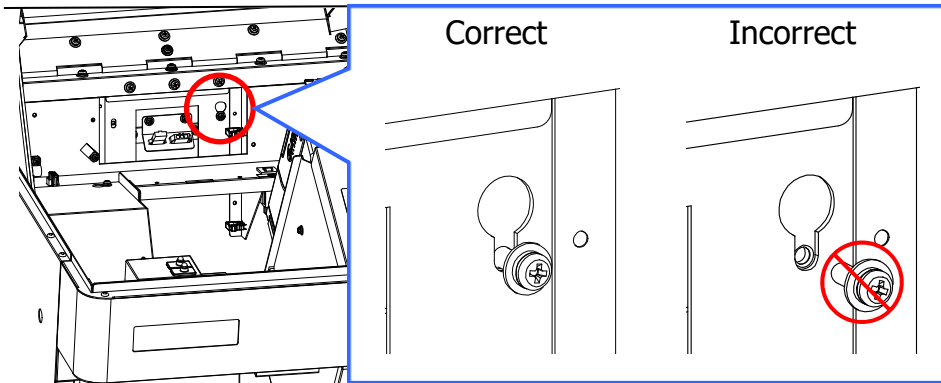
2. Out of the 2 screws on the left and right side, remove only the one on the left side.

CAUTION!

Do not remove the right side screw.



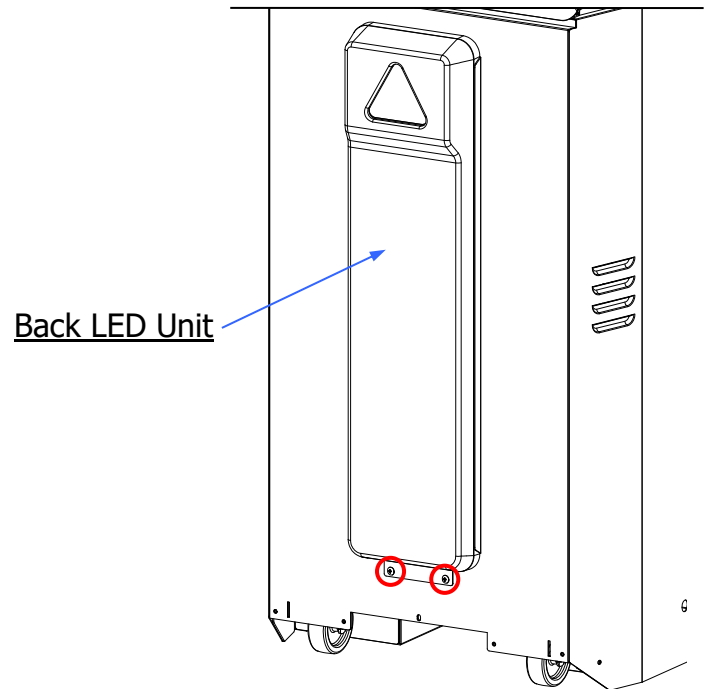
3. Then, loose the right side screw. Do not remove it.



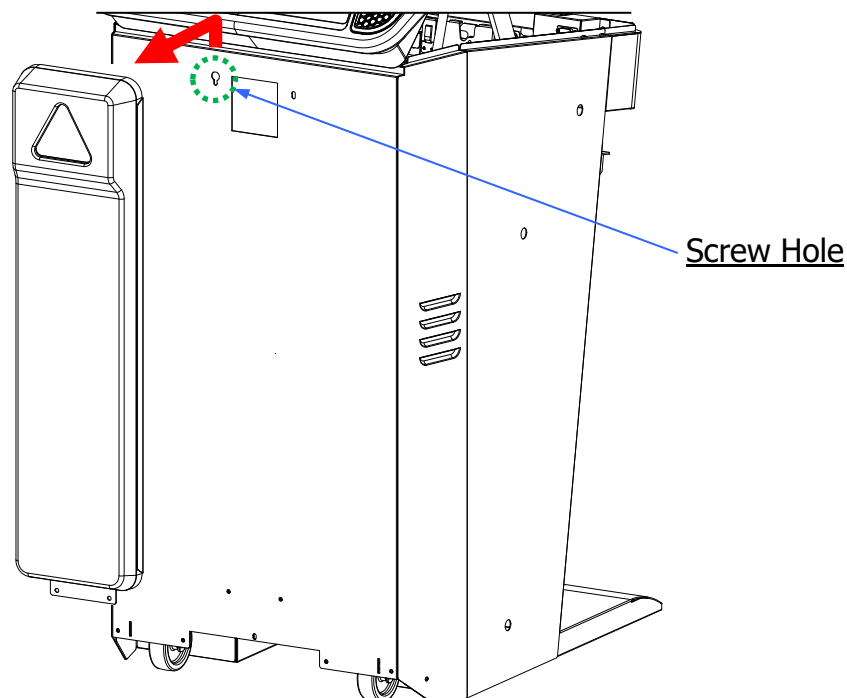
- Remove the 2 screws at the bottom of the Back LED Unit.

⚠ CAUTION!

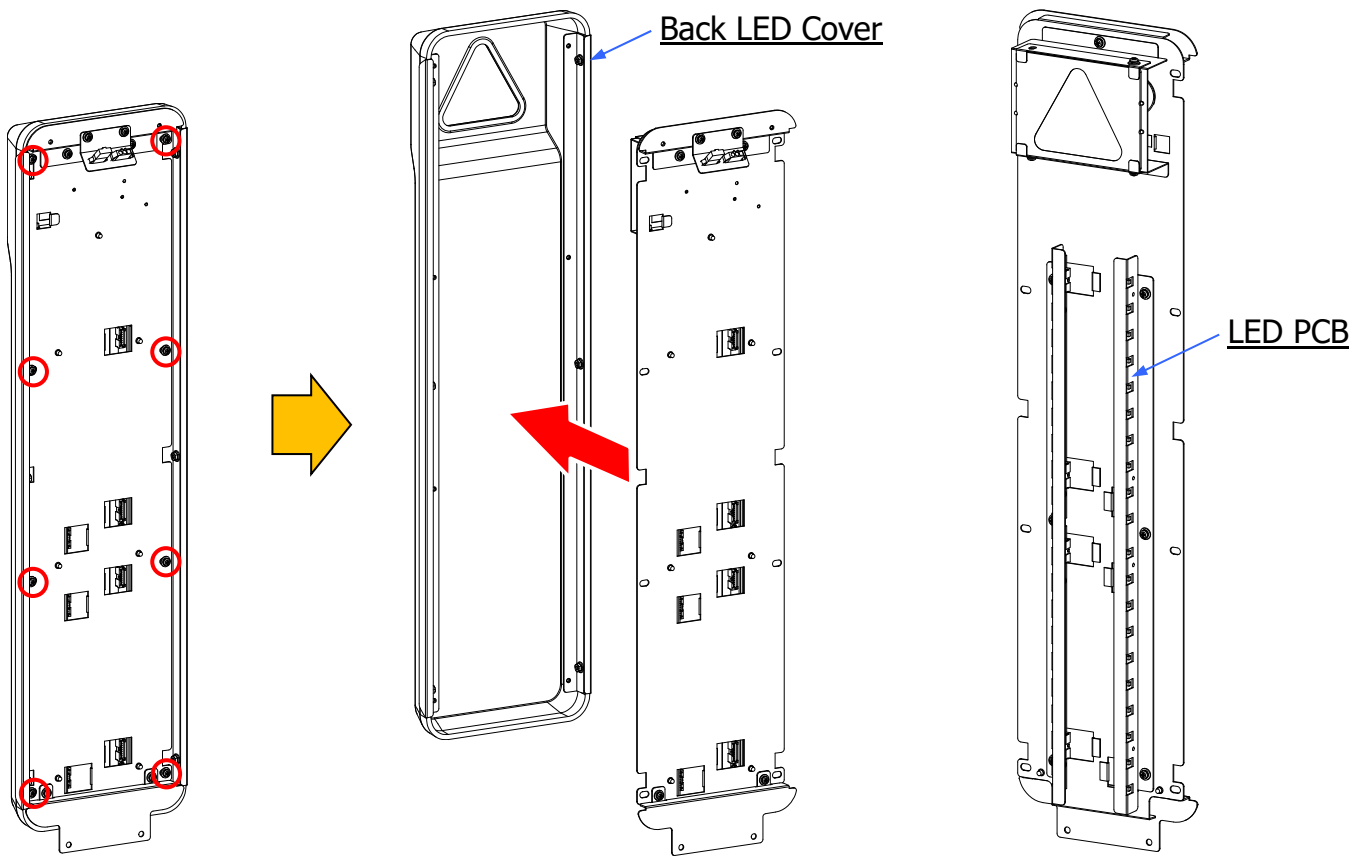
By removing the screws described above, the Back LED Unit will hang only on the screw loosen at step 3. Pay attention not to let the Back LED Unit fall.



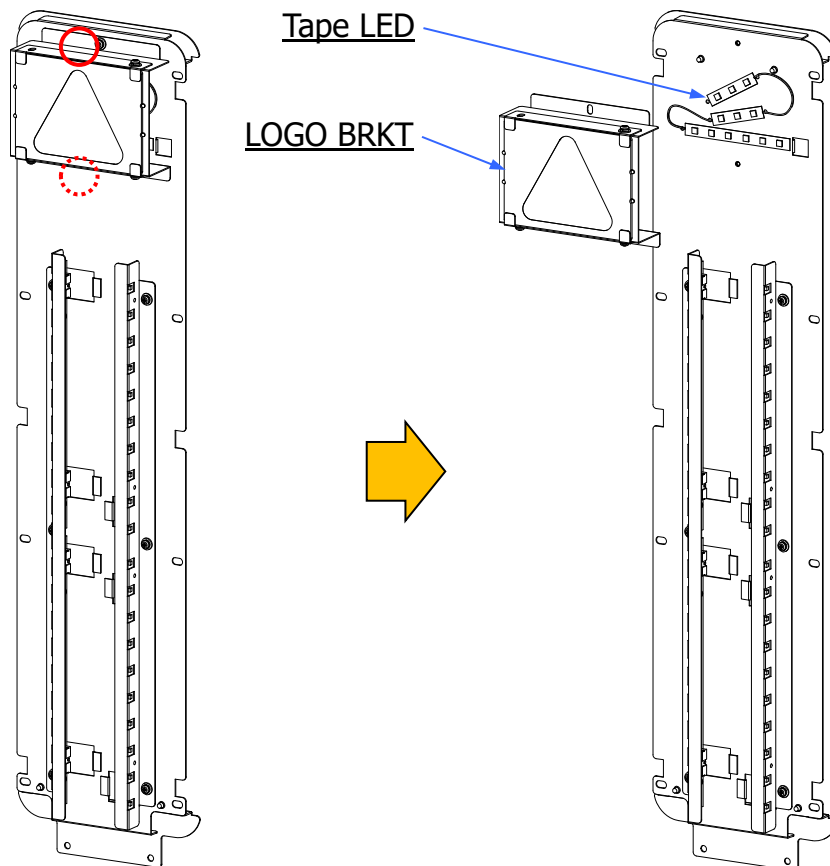
- Lift slightly the Back LED Unit, and remove the screw loosen at step 3 from its hole. Then detach the Back LED unit.



6. The Back LED Cover can be detached by removing the 8 screws.



7. The LOGO BRKT can be detached by removing the 2 screws.



7. 8: Replacement of Expendable Supplies

DANGER!

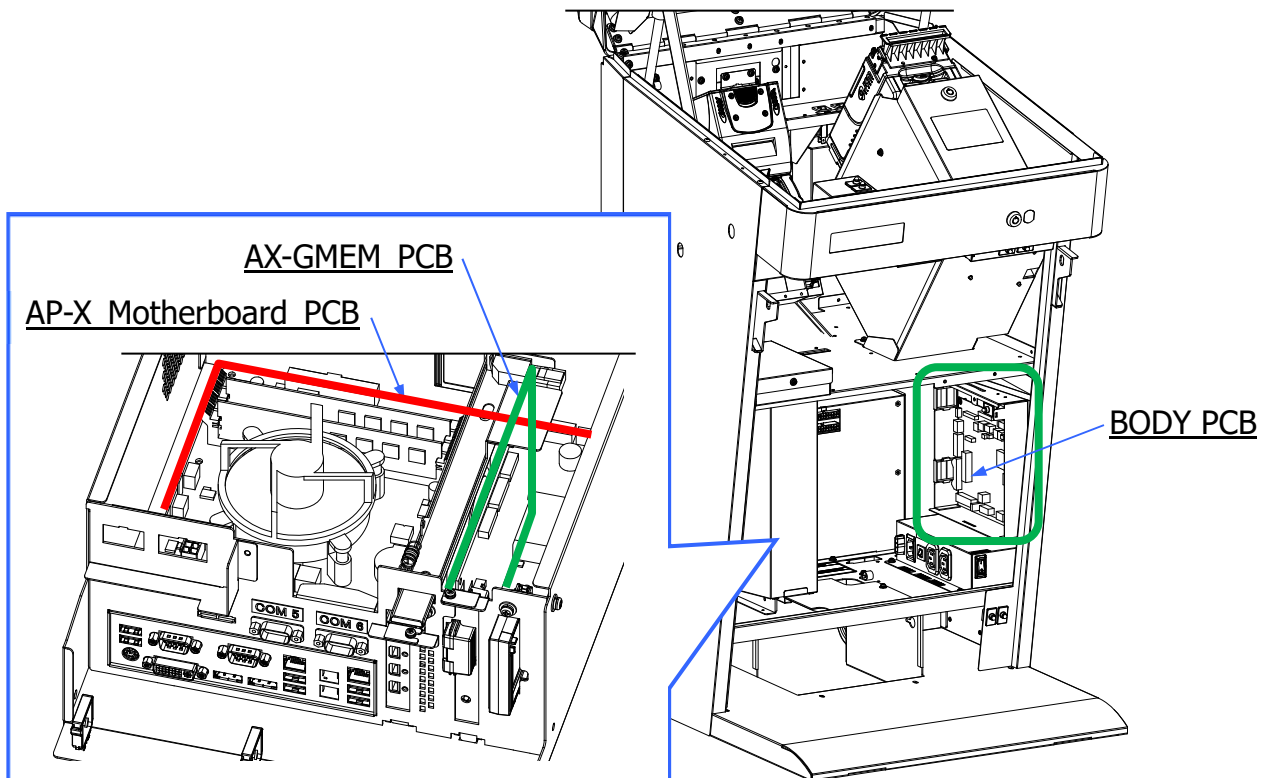
Ensure that the machine is turned off before replacing any expendable items.

7. 8. 1: Lithium Battery

A lithium battery is mounted on the AP-X motherboard PCB, the AX-GMEM PCB and the BODY PCB, in order to back up the important data. The procedures to replace the lithium batteries are outlined below:

CAUTION!

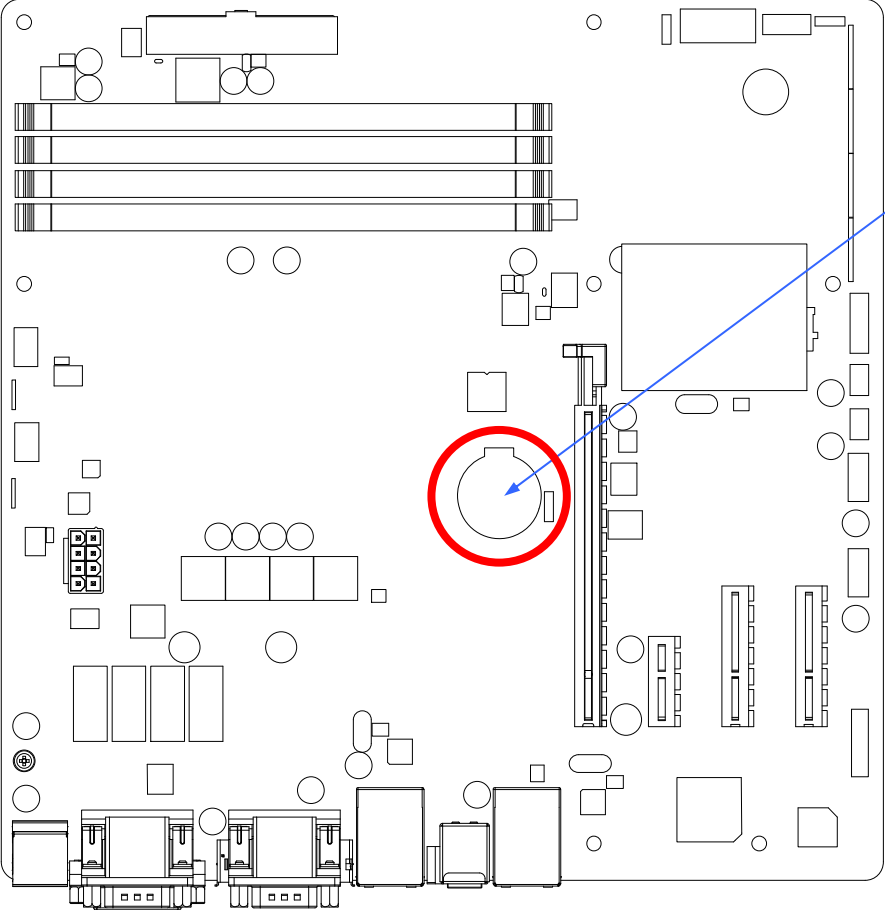
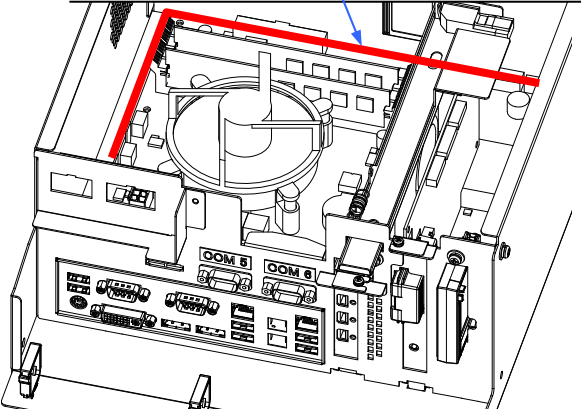
- Before replacing the lithium batteries, take note of all necessary data.
Battery replacement after turning the power off may cause data to be deleted.
- When exchanging the lithium batteries, use an officially provided lithium battery.
Risk of Explosion if lithium battery is replaced by an incorrect type.
- Before mounting a lithium battery, verify its polarity.
Mounting a battery in a wrong direction may damage the PCBs.
- Used lithium batteries must be disposed as instructed.
Refer to SAFETY INSTRUCTIONS, "**Disposal of Lithium Batteries**".



- AP-X Mother board PCB -

Pull out the Security Cage and replace the lithium battery on the AP-X Mother Board PCB.
(Refer to 7.7.10)

AP-X Motherboard PCB

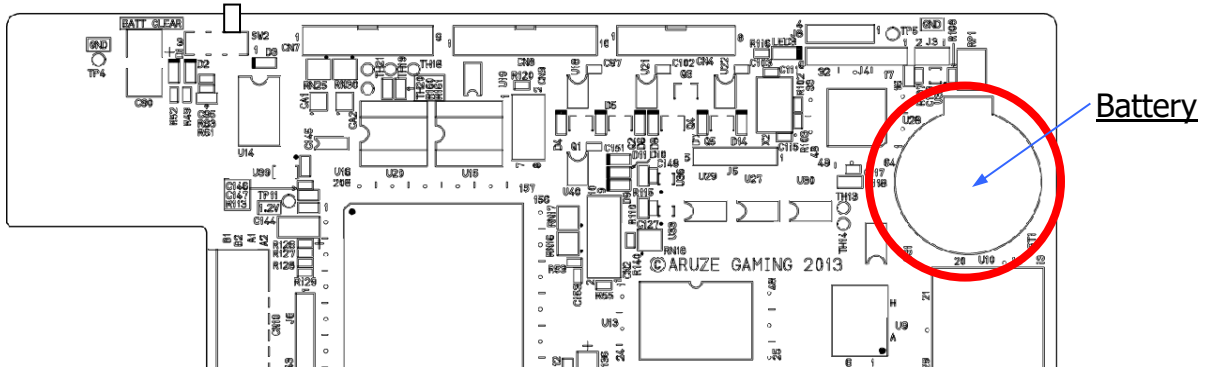
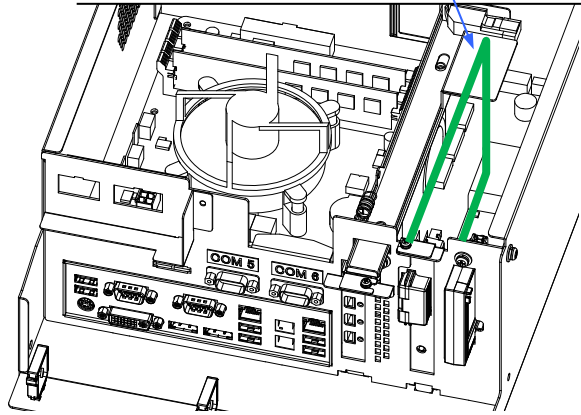


Battery

- AX-GMEM PCB -

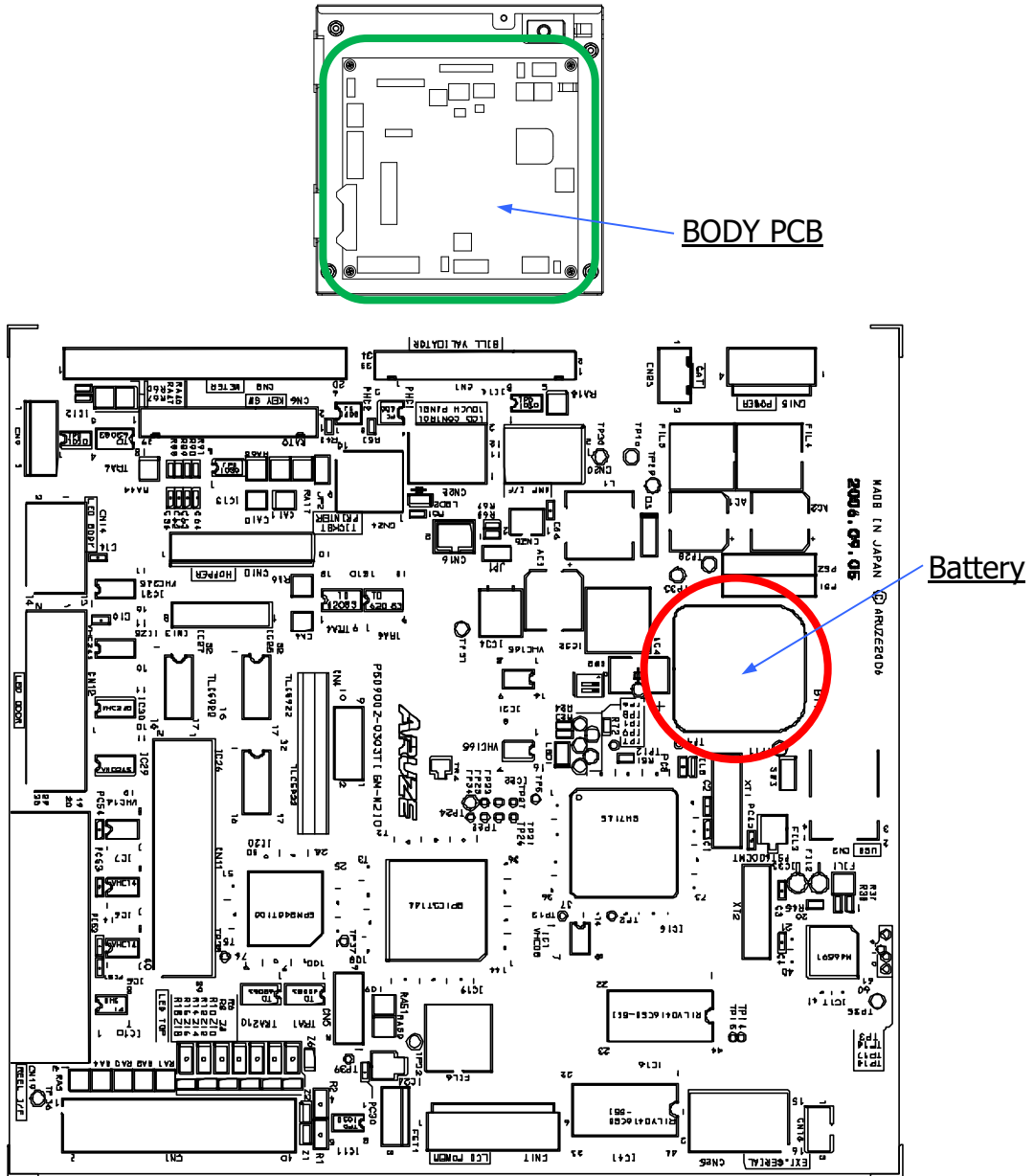
Take out the Security Cage and change the lithium battery on the AX-GMEM PCB. **(Refer to 7.7.10)**

AX-GMEM PCB



- BODY PCB -

Open the IO Case and change the Lithium Battery on the BODY PCB. (Refer to 7.7.11)



Chapter 8

Troubleshooting

This chapter explains troubleshooting measures for the cabinet. If an error occurs, check the corresponding error cause and remedy, starting with number 1 in the troubleshooting charts.

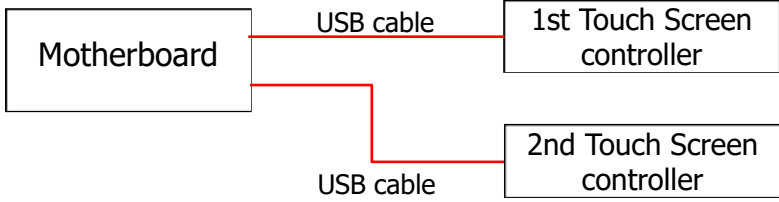
 **CALL SERVICE IMMEDIATELY!**

If an error persists after checking all the items, contact your local office or distributor.

8. 1: Errors during Power Up Self Test**8. 1. 1: 1st Monitor connection test
2nd Monitor connection test**

NORMAL	OK	ABNORMAL	DISCONNECTED
WHAT	LCD Connection Test.		
WHEN	During power up.		
ERROR RESET	Power OFF/ON.		
CAUSE		CHECK	REMEDY
1	Display port cable error.	Check for connection faults and disconnections.	Make sure the display port cable is properly connected or replace the display port cable.
2	The LCD power is not turned ON.	Check the power switch of the LCD.	Turn on the power for the LCD unit.
3	LCD or AX-DP-DAMP PCB input voltage error.	Check the voltage.	The DC power box requires replacement.
CHECK ROUTE			
※ Refer to Block Diagram.			

8. 1. 2: 1st Touch Screen connection test 2nd Touch Screen connection test (Option) Touch screen connection test

NORMAL	OK	ABNORMAL	DISCONNECTED
WHAT	Touch Screen Connection Test.		
WHEN	During power up.		
ERROR RESET	Power OFF/ON.		
CAUSE	CHECK	REMEDY	
1	USB cable error.	Check for connection faults and disconnections.	Make sure the USB cable is properly connected or replace the USB cable.
2	USB DC power supply error	Check for connection faults and disconnections.	The Motherboard requires replacement.
CHECK ROUTE			
 <p>The Touch panel connector is an exclusive connector, not a USB connector.</p>			

8. 1. 3: Backup memory test

NORMAL	OK	ABNORMAL	POWER OFF DURING WRITING/CRACKED
WHAT	Backup Memory Corruption Check.		
WHEN	During power up.		
ERROR RESET	RAM clear.		
CAUSE	CHECK	REMEDY	
1	Backup Memory Corruption.	---	RAM clear.
2	GMEM PCB error.	---	The GMEM PCB requires replacement.
3	Motherboard or PCI express slot error.	---	The Motherboard requires replacement.

8. 1. 4: Backup version test

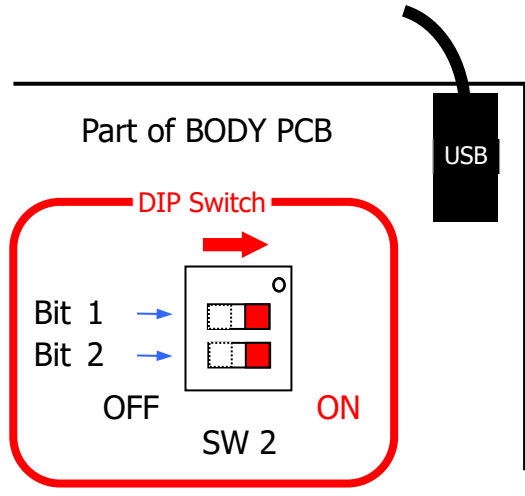
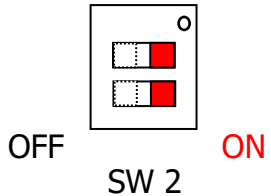
NORMAL	OK	ABNORMAL	FAULT
WHAT	Comparison Test between the version previously activated and the current version.		
WHEN	During power up.		
ERROR RESET	RAM clear.		
CAUSE	CHECK	REMEDY	
1	The version differs from the backup version.	---	RAM clear.

**8. 1. 5: BODY PCB battery test
NOKI PCB battery test
SIGA PCB battery test
SIGB PCB battery test**

NORMAL	OK	ABNORMAL	LOW
WHAT	Voltage Test of the IO PCB Battery.		
WHEN	During power up.		
ERROR RESET	Power OFF/ON.		
CAUSE	CHECK	REMEDY	
1	The DIP switch is set up incorrectly.	Check the DIP switch diagram below.	Correct the DIP switch setup.
2	The voltage of the IO PCB battery is below a certain level.	Check the battery voltage.	The CR2032 battery requires replacement.

CHECK ROUTE

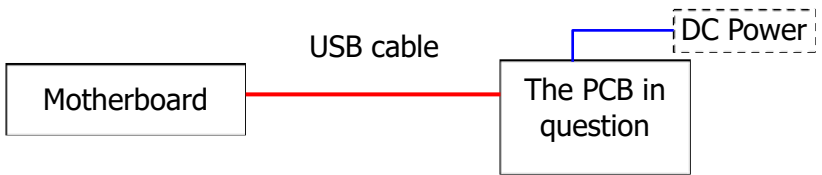
DIP SW. setting
 Bit 1 **ON**: Battery ON(On state)
 Bit 2 **ON**: Battery ON(On state)



8. 1. 6: BODY PCB communication test
NOKI PCB communication test (Option)
SUB IO(DOOR) PCB communication test
SIGA PCB communication test
SIGB PCB communication test

NORMAL	CONNECTED	ABNORMAL	DISCONNECTED
WHAT	Communication Test with each IO.		
WHEN	During power up.		
ERROR RESET	Power OFF/ON.		
CAUSE		CHECK	REMEDY
1	USB Cable Connection Error	Check the USB cable/connector connecting the Motherboard to the relevant PCB.	Confirm the physical connection of the cables/connectors.
2	USB Cable Error.	Check for breaks in the cables that may cause disconnection.	The USB cable requires replacement.
3	DC power box error.	Check if the input DC power supply for the PCB in question is running properly.	The DC power box requires replacement.
4	Relevant PCB Error.	Check if there is a malfunction with the relevant PCB.	The PCB requires replacement.
5	Mother Board Error.	Check if there is a Motherboard malfunction.	The Motherboard requires replacement.

CHECK ROUTE



8. 1. 7: BODY PCB test NOKI PCB test SIG xx PCB test

NORMAL	OK	ABNORMAL	CHANGED / CRACKED
WHAT	Each IO PCB ID Test and RAM Error Test.		
WHEN	During power up.		
ERROR RESET	Power OFF/ON.		
CAUSE		CHECK	REMEDY
1	The PCB ID from the previous power up and the current PCB ID differ.	---	Power OFF/ON.
2	Backup RAM of the IO PCB cannot be read.	---	The IO PCB requires replacement.

8. 1. 8: CPU fan test

NORMAL	OK	ABNORMAL	FAULT
WHAT	CPU Fan Function Test.		
WHEN	During power up.		
ERROR RESET	Power OFF/ON.		
CAUSE		CHECK	REMEDY
1	Power Supply connection error with the CPU fan.	Check if the CPU fan power supply harness is properly connected.	Make sure that the power supply harness is properly connected.
2	CPU fan body error.	Check if the fan is moving.	The CPU fan requires replacement.
3	CPU fan power supply voltage error.	Check the DC12V.	The Motherboard requires replacement.

8. 1. 9: EEPROM test (GMEM PCB)

NORMAL	OK	ABNORMAL	FAULT
WHAT	EEPROM Access Test.		
WHEN	During power up.		
ERROR RESET	Power OFF/ON.		
CAUSE		CHECK	REMEDY
1	The EEPROM data on the GMEM can not be read.	---	The GMEM PCB requires replacement.

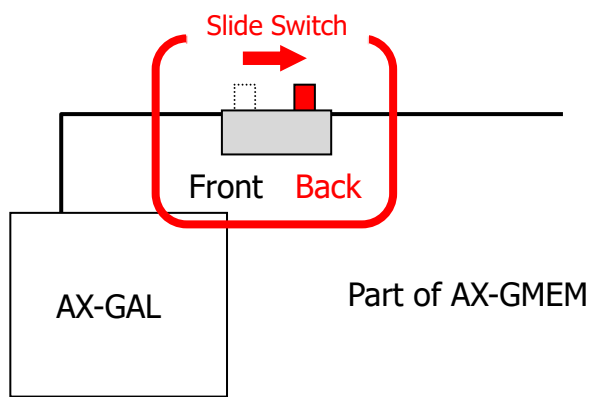
8. 1. 10: GAL test

NORMAL	OK	ABNORMAL	CHANGED / GAME ID UNMATCHED / FAULT
WHAT	GAL Access Test and Version Comparison with the Game Media.		
WHEN	During power up.		
ERROR RESET	Power OFF/ON.		
CAUSE		CHECK	REMEDY
1	The GAL cannot be read, or the GAL does not match the game media.	---	The GAL Cassette requires replacement.
2	GMEM PCB malfunction.	---	The GMEM PCB requires replacement.

8. 1. 11: GMEM PCB battery test

NORMAL	OK	ABNORMAL	LOW
WHAT	Voltage Test of the GMEM PCB Battery.		
WHEN	During power up.		
ERROR RESET	Power OFF/ON.		
CAUSE		CHECK	REMEDY
1	The switch is set up incorrectly.	Check the GMEM PCB Switch 2 (Slide Switch) in the diagram below.	Correct the positions of the Slide Switch.
2	The voltage of the GMEM PCB battery is below a certain level.	Check the battery voltage.	The CR2032 battery requires replacement.
CHECK ROUTE			

Slide Switch Setting
Back: Battery ON(On state)



8. 1. 12: GMEM PCB test

NORMAL	OK	ABNORMAL	FAULT
WHAT	GMEM PCB Access Test.		
WHEN	During power up.		
ERROR RESET	Power OFF/ON.		
CAUSE		CHECK	REMEDY
1	GMEM PCB cannot be accessed.	---	The GMEM PCB requires replacement.

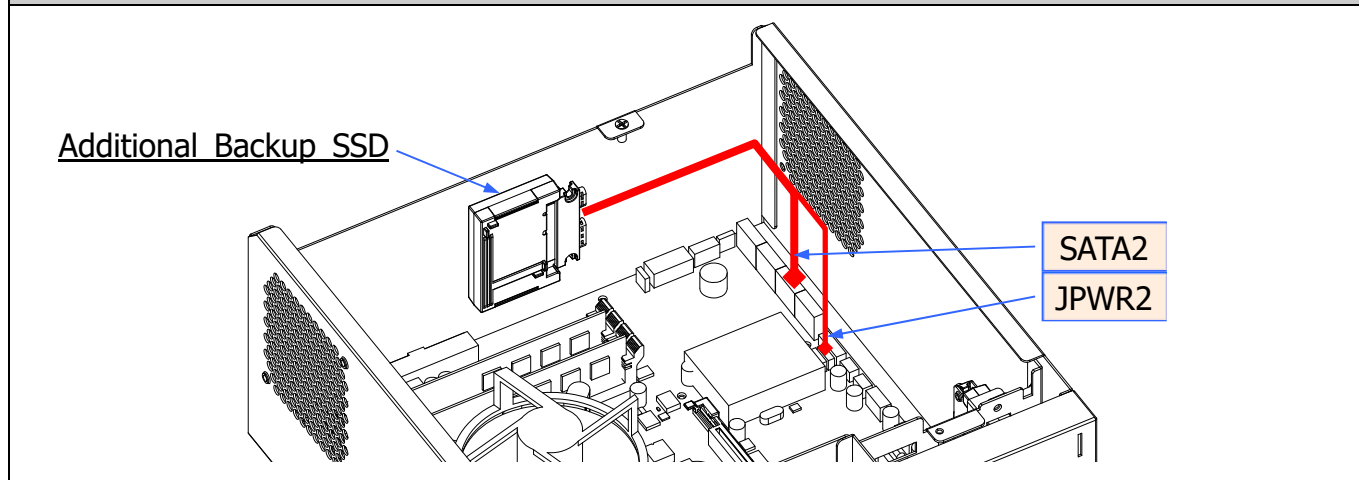
8. 1. 13: MOTHER BOARD battery test

NORMAL	OK	ABNORMAL	LOW
WHAT	Motherboard Battery Voltage Test.		
WHEN	During power up.		
ERROR RESET	Power OFF/ON.		
CAUSE		CHECK	REMEDY
1	The voltage of the Motherboard battery is below a certain level.	Check the voltage of the battery.	The CR2032 battery requires replacement.

8. 1. 14: 2nd Backup memory test

NORMAL	OK	ABNORMAL	FAULT / CRACKED
WHAT	Access test for the Additional Backup SSD memory.		
WHEN	During power up.		
ERROR RESET	Power OFF/ON.		
CAUSE		CHECK	REMEDY
1	FAULT An appropriate SSD has not been installed as Additional Backup SSD	①The SATA2 of the Mother Board is connected to the GAME SSD ②The SSD has not been properly initialized. ③The SSD has not been provided by an official distributor.	Replace it with a proper SSD provided by an official distributor.
2	CRACKED The Additional Backup SSD has not been connected.	---	Connect the Additional Backup SSD.

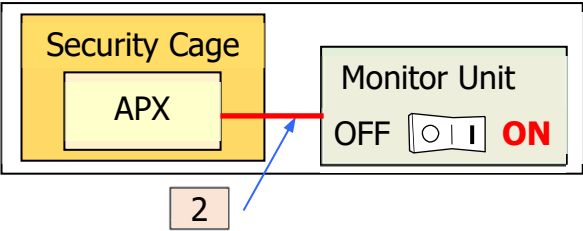
CHECK ROUTE



8. 1. 15: Monitor connection test

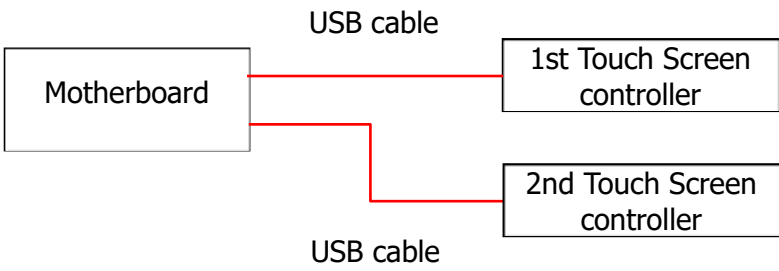
NORMAL	CONNECTED	ABNORMAL	DISCONNECTED
WHAT	Test for connection to the Monitor.		
WHEN	During power up.		
ERROR RESET	Power OFF/ON.		
CAUSE		CHECK	REMEDY
1	The power switch of the Monitor Unit is turned OFF.		Turn ON the Power Switch of the Monitor Unit.
2	The DVI Cable of the Monitor Unit is not connected.	The DVI Cable connecting the Monitor Unit and the DP1 port of the APX Unit is disconnected or torn.	Reconnect the DVI Cable or change it.
3	Monitor Unit malfunction.		Replace the Monitor Unit.

CHECK ROUTE



8. 2: Errors during the Game

8. 2. 1: 1st/2nd Touch Screen disconnected Touch Screen disconnected

WHAT	Connection error with the 1st (Door)/2nd (Top) touch panel controller. After boot up, the connection is checked every 10 seconds. If no connection is detected, another check is executed 2 seconds later. If this check does not detect a connection, the error will occur.		
WHEN	At any time.		
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.		
ERROR RESET	Automatic recovery.		
CAUSE	CHECK	REMEDY	
1 USB cable error.	Check for connection faults and disconnections.	Make sure that the USB cable is properly connected or replace the USB cable.	
2 USB DC power supply error.	Check for connection faults and disconnections.	The Motherboard requires replacement.	
CHECK ROUTE			
 <p>The Touch panel connector is an exclusive connector, not a USB connector.</p>			

8. 2. 2: BILL Acceptor cheat

WHAT	(MEI Only) A CHEAT signal is received from the BILL Acceptor. This error comes from the acceptor.		
WHEN	At any time.		
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.		
ERROR RESET	RESET key.		
CAUSE	CHECK	REMEDY	
1 BILL acceptor error.	---	The BILL acceptor requires replacement.	

8. 2. 3: BILL Acceptor communication error

WHAT	No connection with the BILL Acceptor.		
WHEN	At any time.		
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.		
ERROR RESET	Automatic recovery.		
CAUSE	CHECK	REMEDY	
1 Exclusive Serial cable error.	Check for connection faults and disconnections.	Make sure that the cable is properly connected or replace the cable.	
2 BILL acceptor error.	---	The BILL acceptor requires replacement.	
CHECK ROUTE			
<p>Exclusive Serial Cable</p> <pre> graph LR A[Motherboard] --- B[BILL Acceptor] </pre>			

8. 2. 4: BILL Acceptor failure

WHAT	A FAILURE signal is received from the BILL Acceptor. This error comes from the acceptor.		
WHEN	At any time.		
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.		
ERROR RESET	RESET key.		
CAUSE	CHECK	REMEDY	
1 BILL acceptor error.	---	The BILL acceptor requires replacement.	

8. 2. 5: BILL Acceptor jam

WHAT	A BILL or ticket got jammed in the BILL acceptor. This error comes from the acceptor.		
WHEN	When inserting a BILL.		
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.		
ERROR RESET	RESET key.		
CAUSE	CHECK	REMEDY	
1	A BILL got jammed in the BILL acceptor.	---	Remove the jammed BILL from the BILL acceptor.

8. 2. 6: BILL Acceptor pause

WHAT	(JCM Only) A PAUSE signal is received from the BILL Acceptor. This error comes from the acceptor.		
WHEN	At any time.		
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.		
ERROR RESET	Automatic recovery.		
CAUSE	CHECK	REMEDY	
1	BILL acceptor error.	---	The BILL acceptor requires replacement.

**8. 2. 7: MEGA Top Cover during power down
xx Door access during power down
xx Case access during power down
xx Cage access during power down
xx Cover during power down
xx Door access during power down #0**

WHAT	One of the doors was opened while the power was turned OFF.		
WHEN	Immediately after the game is booted after the power was turned ON.		
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.		
ERROR RESET	RESET key.		

8. 2. 8: MEGA Top Cover
xx Door Open
xx Case Open
xx Cage Open
xx Cover Open
xx PCB Open
xx Door Open (Mechanical Switch)
xx Door Open (Optical Sensor)
xx Door Open error (Optical Sensor)

WHAT	One of the doors was opened while the power was turned OFF.
WHEN	At any time.
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.
ERROR RESET	Automatic recovery.

8. 2. 9: BILL Stacker full

WHAT	The BILL acceptor stacker is full. This error comes from the acceptor.		
WHEN	When inserting a BILL.		
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.		
ERROR RESET	RESET key.		
CAUSE	CHECK	REMEDY	
1	BILL stacker full.	---	Clear out the BILLS in the BILL stacker.

8. 2. 10: BILL Stacker jam

WHAT	There is a jam in the BILL acceptor stacker. This error comes from the acceptor.		
WHEN	When inserting a BILL.		
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.		
ERROR RESET	RESET key.		
CAUSE	CHECK	REMEDY	
1	A BILL got jammed in the stacker.	---	Remove the jammed BILL from the BILL stacker.

8. 2. 11: BILL Stacker removed

WHAT	The BILL acceptor stacker has been removed. This error comes from the acceptor.
WHEN	When an attendant removes the BILL stacker acceptor at his or her own discretion.
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.
ERROR RESET	Automatic recovery.

8. 2. 12: xx PCB changed

WHAT	The corresponding PCB was replaced during Power Off.
WHEN	After the power is turned ON and the game is activated.
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.
ERROR RESET	RESET key.

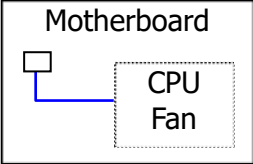
8. 2. 13: Can not open EEPROM

WHAT	The GMEM EEPROM driver can not be opened.		
WHEN	At any time.		
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear. The right CREDIT amount must be measured by an attendant.		
ERROR RESET	Power OFF->ON.		
	CAUSE	CHECK	REMEDY
1	GMEM PCB disconnecting error.	Check the connections.	Make sure that the PCB is properly replaced.
2	GMEM PCB error.	PCB malfunction.	The PCB requires replacement.

**8. 2. 14: Communication #1 error (BODY PCB)
 Communication #10 error (SUB IO 00)
 Communication #xx error (xx PCB)**

WHAT	No communication with One of the PCBs.		
WHEN	At any time. Checked at every frame. (Approx 1 second blanking time)		
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.		
ERROR RESET	Automatic recovery.		
CAUSE	CHECK	REMEDY	
1	USB cable failure.	Check for connection faults and disconnections.	Make sure that the USB cable is properly connected or replace the cable.
2	Corresponding PCB failure.	Check the power supply for the corresponding PCB.	The corresponding PCB requires replacement.
CHECK ROUTE			
<pre> graph LR Motherboard[Motherboard] --- USB cable PCB[The PCB in question] PCB --- DC Power[DC Power] </pre>			

8. 2. 15: CPU Fan abnormal

WHAT	The CPU FAN rotation count is detected to be lower than the Threshold rotation count. Checked at every frame.		
WHEN	At any time.		
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.		
ERROR RESET	Automatic recovery.		
CAUSE	CHECK	REMEDY	
1 CPU fan power supply connection error.	Check if the power supply harness is connected.	Properly connect the power supply harness.	
2 CPU fan body error.	Check if the fan is spinning.	The CPU FAN requires replacement.	
3 CPU fan power supply voltage error.	DC12V	The Motherboard requires replacement.	
CHECK ROUTE			
			

8. 2. 16: Event BUFFER corrupt

WHAT	The Event Buffer cue is corrupt.		
WHEN	At any time.		
EFFECT ON CREDITS	When this error occurs, the game will stop. Performing the RAM Clear, the BET selected during the game and credits will be cleared.		
ERROR RESET	Ram Clear.		
CAUSE	CHECK	REMEDY	
1	Casino Host error.	---	Check if the casino host is operating correctly.
2	Communication cable error.	Check for connection faults and disconnections.	Make sure that the cable is properly connected or replace the cable.
3	GMEM PCB error.	PCB malfunction.	The PCB requires replacement.
4	Mother PCB error.	PCB malfunction.	The PCB requires replacement.
CHECK ROUTE			
<pre> graph LR MB[Motherboard] --- SC[Serial cable] --- CH[Casino Host] subgraph Labels SP[Serial Port] --- MB end style MB fill:#fff,stroke:#000 style CH fill:#fff,stroke-dasharray: 5 5 style SC stroke:#f00 style SP fill:none,stroke:none </pre>			

8. 2. 17: Exception BUFFER overflow

WHAT	A SAS events can not be reported to the host, or the report does not make it in time.		
WHEN	At any time.		
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.		
ERROR RESET	Automatic recovery.		
CAUSE	CHECK	REMEDY	
1	Casino Host error.	---	Check if the casino host is operating correctly.
2	Communication cable error.	Check for connection faults and disconnections.	Make sure that the cable is properly connected or replace the cable.
CHECK ROUTE			
<pre> graph LR Motherboard[Motherboard] --- Serial cable CasinoHost[Casino Host] subgraph Motherboard SP[Serial Port] end style SP stroke:#f00 </pre>			

8. 2. 18: Excessive BILL rejects

WHAT	The BILL acceptor rejected an inserted item 10 consecutive times.
WHEN	Idle.
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.
ERROR RESET	RESET key.

8. 2. 19: Firm corrupted

WHAT	Firmware has been changed.
WHEN	At any time.
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.
ERROR RESET	Power OFF->ON.

8. 2. 20: GAL fault

WHAT	GAL data can not be read during boot up.
WHEN	At any time. Checked at every frame.
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.
ERROR RESET	Power OFF->ON.

**8. 2. 21: Low backup Battery (BODY PCB)
Low backup Battery (SIGA PCB)**

WHAT	The voltage of one of the PCBs battery is lower than a specified level.		
WHEN	Checked at boot up and once an hour.		
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.		
ERROR RESET	Automatic recovery.		
CAUSE		CHECK	REMEDY
1	The relevant battery is low on voltage.	---	The battery requires replacement.

**8. 2. 22: Low backup Battery (GMEM PCB)
Low backup Battery (MOTHER BOARD)**

WHAT	The voltage of one of the PCBs battery is lower than a specified level.		
WHEN	Checked at boot up and once every 24hours.		
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.		
ERROR RESET	Automatic recovery.		
CAUSE		CHECK	REMEDY
1	The relevant battery is low on voltage.	---	The battery requires replacement.

8. 2. 23: Machine disable from Host

WHAT	A Machine Disable signal is received from the Casino host.		
WHEN	At any time.		
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.		
ERROR RESET	Automatic recovery.		
CAUSE	CHECK	REMEDY	
1	Casino Host error.	---	Check if the casino host is operating correctly.
2	Communication cable error.	Check for connection faults and disconnections.	The cable requires replacement.
CHECK ROUTE			
<pre> graph LR Motherboard[Motherboard] --- SerialPort[Serial Port] SerialPort --- SerialCable[Serial cable] SerialCable --- CasinoHost[Casino Host] </pre>			

8. 2. 24: Mechanical Meter #1-4 fault/disconnected (Option)

WHAT	The mechanical meter has been removed or there is a related malfunction.		
WHEN	At any time. Checked at every frame.		
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.		
ERROR RESET	Automatic recovery.		
CAUSE	CHECK	REMEDY	
1	Mechanical meter malfunction.	Check if the Mechanical meter is working properly.	The mechanical meter requires replacement.
2	Cable error	Check for connection faults and disconnections.	Make sure that the cable is properly connected, or there may be a need to replace the cable
3	AX-SUB IO PCB malfunction.	Check if the AX-SUB IO PCB is working properly.	The AX-SUB IO PCB requires replacement.
CHECK ROUTE			
<pre> graph LR Motherboard[Motherboard] --- USBcable[USB cable] --- AXSUBIO[AX-SUB IO PCB] AXSUBIO --- ExclusiveHarness[Exclusive Harness] --- Counter[Electro Mechanical Counter 1-5] </pre>			

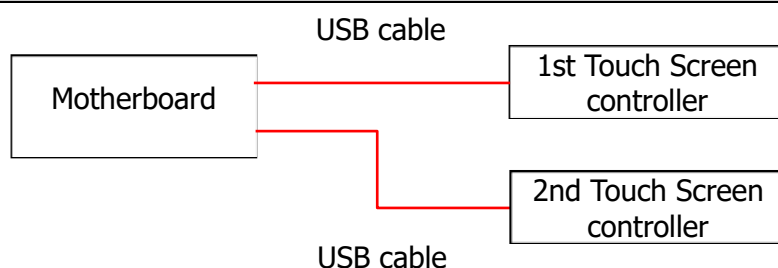
8. 2. 25: Media removed. Turn off and on the Machine

WHAT	Occurs when the SSD is removed.
WHEN	While the door is opened or while the Audit Screen is displayed on the screen.
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.
ERROR RESET	Power OFF->ON.

8. 2. 26: Not Touch Screen ID

WHAT	Occurs when the touch screen ID is not correctly configured.
WHEN	After the power is turned ON and the game is activated.
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.
ERROR RESET	Power OFF->ON.

CAUSE		CHECK	REMEDY
1	USB cable error.	Check for connection faults and disconnections.	Make sure that the USB cable is properly connected or replace the USB cable.
2	USB DC power supply error.	Check for connection faults and disconnections.	The Motherboard requires replacement.
3	Error on the Touch screen controller.	Controller malfunction	The controller requires replacement.

CHECK ROUTE

The Touch panel connector is an exclusive connector, not a USB connector.

8. 2. 27: Power off during setting

WHAT	The power was turned OFF while saving the machine settings data.
WHEN	After the power is turned ON and the game is activated.
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.
ERROR RESET	RESET key.

8. 2. 28: Power Supply Box error**CAUTION!**

When this error occurs, immediately turn OFF the machine.

WHAT	The Power Supply Box temperature is abnormally high. (Monitored by the temperature sensor)		
WHEN	At any time. Checked at every frame.		
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.		
ERROR RESET	Power OFF.		
CAUSE	CHECK	REMEDY	
1 Power supply error.	CAUTION! When this error occurs, immediately turn OFF the machine power supply.	The power supply requires replacement. CALL SERVICE IMMEDIATELY! Contact your local office or distributor.	

8. 2. 29: Power Supply Fan abnormal

WHAT	An abnormality with the rotation count for the fan in the power supply box.		
WHEN	At any time. Checked at every frame.		
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.		
ERROR RESET	Automatic recovery.		
CAUSE	CHECK	REMEDY	
1 Fan error.	Check the movement of the fan.	The fan requires replacement.	
2 Rotation monitoring harness error.	Check for connection faults and disconnections.	Make sure that the harness is properly connected or replace the harness.	
3 DC power harness error.	Check for connection faults and disconnections.	Make sure that the harness is properly connected or replace the harness.	
4 DC power supply error.	Check the input DC voltage of the fan.	The power supply requires replacement.	
CHECK ROUTE			
<p style="text-align: center;">Exclusive Harness (Rotation Monitor)</p> <p style="text-align: center;">BODY PCB ——— The PCB in question ——— DC Power</p>			

8. 2. 30: Program corrupted

WHAT	The program data loaded to the SDRAM was altered.		
WHEN	At any time.		
EFFECT ON CREDITS	When this error occurs, the game will stop. Performing the RAM Clear, the BET selected during the game and credits will be cleared.		
ERROR RESET	Ram Clear.		
CAUSE	CHECK	REMEDY	
1 Mother PCB error.	PCB malfunction.	The PCB requires replacement.	

8. 2. 31: RAM error (No meter item in error meters)

WHAT	It is not possible to read the data from the RAM.		
WHEN	At any time.		
EFFECT ON CREDITS	After turning the power off and then on, the game is replayed from the beginning of the spin in which the error occurred, and the same result will appear. If RAM Clear is performed, the BET during the game and credits will be cleared.		
ERROR RESET	Turn Power off and then on, or RAM Clear.		
CAUSE		CHECK	REMEDY
1	The data in the RAM can not be read.	---	Power OFF>ON.
2			RAM Clear.
3	The RAM is corrupted.	---	The GMEM PCB requires replacement.

8. 2. 32: Self AUDIT error

WHAT	The Cash In/Out meters do not match.		
WHEN	At any time.		
EFFECT ON CREDITS	When this error occurs, the game will stop. Performing the RAM Clear, the BET selected during the game and credits will be cleared.		
ERROR RESET	Ram Clear.		
CAUSE		CHECK	REMEDY
1	GMEM PCB disconnecting error.	Check the connections.	Make sure that the PCB is properly replaced.
2	GMEM PCB error.	PCB malfunction.	The PCB requires replacement.
3	Mother PCB error.	PCB malfunction.	The PCB requires replacement.

8. 2. 33: Threshold Amount exceeded

WHAT	Occurs when an amount over the configured Threshold Amount is inserted, and then the Cash out button is pressed without playing the game.		
WHEN	At any time.		
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.		
ERROR RESET	RESET key.		

8. 2. 34: Ticket history BUFFER full

WHAT	The information on the printed ticket can not be reported to the Host.		
WHEN	Occurs after a ticket is printed.		
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.		
ERROR RESET	Automatic recovery.		
CAUSE	CHECK	REMEDY	
1	Casino Host error.	---	Check if the casino host is operating correctly.
2	Communication cable error.	Check for connection faults and disconnections.	Make sure that the cable is properly connected or replace the cable.
CHECK ROUTE			
<pre> graph LR Motherboard[Motherboard] --- SerialPort[Serial Port] SerialPort --- SerialCable[Serial cable] SerialCable --- CasinoHost[Casino Host] </pre>			

8. 2. 35: Ticket Print timed out

WHAT	The ticket was not printed for over a specific amount of time.		
WHEN	Occurs while waiting for the ticket to print.		
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.		
ERROR RESET	RESET key.		

8. 2. 36: Ticket Printer disconnected

WHAT	The ticket printer is not connected.		
WHEN	At any time.		
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.		
ERROR RESET	Automatic recovery.		
CAUSE	CHECK	REMEDY	
1 Exclusive Serial cable error.	Check for connection faults and disconnections.	Make sure that the cable is properly connected or replace the cable.	
2 Ticket Printer error.	---	The ticket printer requires replacement.	
CHECK ROUTE			
<p>Exclusive Serial Cable</p> <pre> graph LR Motherboard[Motherboard] --- TicketPrinter[Ticket Printer] </pre>			

8. 2. 37: Ticket Printer open

WHAT	A ticket printer cover is opened. This error comes from the printer.
WHEN	At any time.
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.
ERROR RESET	Automatic recovery.

8. 2. 38: Ticket Printer Paper empty

WHAT	The ticket printer is out of paper. This error comes from the printer.
WHEN	Occurs after a ticket is printed.
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.
ERROR RESET	Automatic recovery.

8. 2. 39: Ticket Printer Paper jam

WHAT	There is a paper jam inside the ticket printer. This error comes from the printer.
WHEN	Occurs after a ticket is printed.
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.
ERROR RESET	Automatic recovery.

8. 2. 40: Ticket Printer Paper low

WHAT	The amount of paper left in the ticket printer is low. This error comes from the printer.
WHEN	Occurs after a ticket is printed.
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.
ERROR RESET	Automatic recovery.

8. 2. 41: Ticket Printer Paper not set correctly

WHAT	The ticket is not correctly insert into the Printer.
WHEN	When the EGM is booted.
EFFECT ON CREDITS	----
ERROR RESET	RESET key.

8. 2. 42: Time Clock mismatched

WHAT	The EGM clock has stopped.		
WHEN	At any time.		
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear. The right CREDIT amount must be measured by an attendant.		
ERROR RESET	Power OFF->ON.		
CAUSE	CHECK	REMEDY	
1 Mother PCB error.	PCB malfunction.	The PCB requires replacement.	

8. 2. 43: Validation ID not configured

WHAT	LP4C is not sent from the host.		
WHEN	After RAM Clear.		
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.		
ERROR RESET	Automatic recovery.		
CAUSE	CHECK	REMEDY	
1	Casino Host error.	---	Check to see if the current Host supports SECURE ENHANCED VALIDATION.
2	Communication cable error.	Check for connection faults and disconnections.	Make sure that the cable is properly connected or replace the cable.
CHECK ROUTE			
<pre> graph LR Motherboard[Motherboard] --- Serial cable CasinoHost[Casino Host] subgraph Motherboard SP[Serial Port] end style SP stroke-dasharray: 5 5 </pre>			

8. 2. 44: Media corrupted

WHAT	Occurs if the data on the MEDIA SSD are damaged.		
WHEN	At any time.		
EFFECT ON CREDITS	When this error occurs, the game will stop. Performing the RAM Clear, the BET selected during the game and credits will be cleared.		
ERROR RESET	Ram Clear.		
CAUSE	CHECK	REMEDY	
1	SSD Media error.	SSD Media malfunction.	The SSD Cassette requires replacement.
2	Mother PCB error.	PCB malfunction.	The PCB requires replacement.

8. 2. 45: Primary Port offline error

WHAT	Error in the communication to the Casino host.		
WHEN	At any time.		
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.		
ERROR RESET	Automatic recovery.		
CAUSE	CHECK	REMEDY	
1	Casino Host error	---	Check if the Casino host is operating correctly.
2	Communication cable error	Check for connection faults and disconnections.	The cable requires replacement.
3	Mother PCB error.	PCB malfunction.	The PCB requires replacement.
CHECK ROUTE			
<pre> graph LR Motherboard[Motherboard] --- SerialCable[Serial cable] --- CasinoHost[Casino Host] style SerialCable stroke:#f00 </pre>			

8. 2. 46: LCD Monitor disconnect

WHAT	The display of the LCD Control Panel (CTRL Face) does not display correctly.		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	Automatic recovery.		
CAUSE	CHECK	REMEDY	
1	The Display Cable is not connected correctly.	Check the connection of the Display Cable on the Small PC (CTRL PC) and the LCD Control Panel (CTRL Face).	Connect again the Display Cable.
2	Display Cable malfunction.	There is not connection or the connection is not good.	Change the Display Cable.
CHECK ROUTE			
<pre> graph LR Motherboard[Motherboard] --- USB[USB cable] --- LANAdapter[LAN Adapter] LANAdapter --- LAN[LAN cable] --- SmallPC[Small PC(CTRL PC)] SmallPC --- Display[Display cable] --- LCDPanel[LCD Control Panel(CTRL Face)] </pre>			

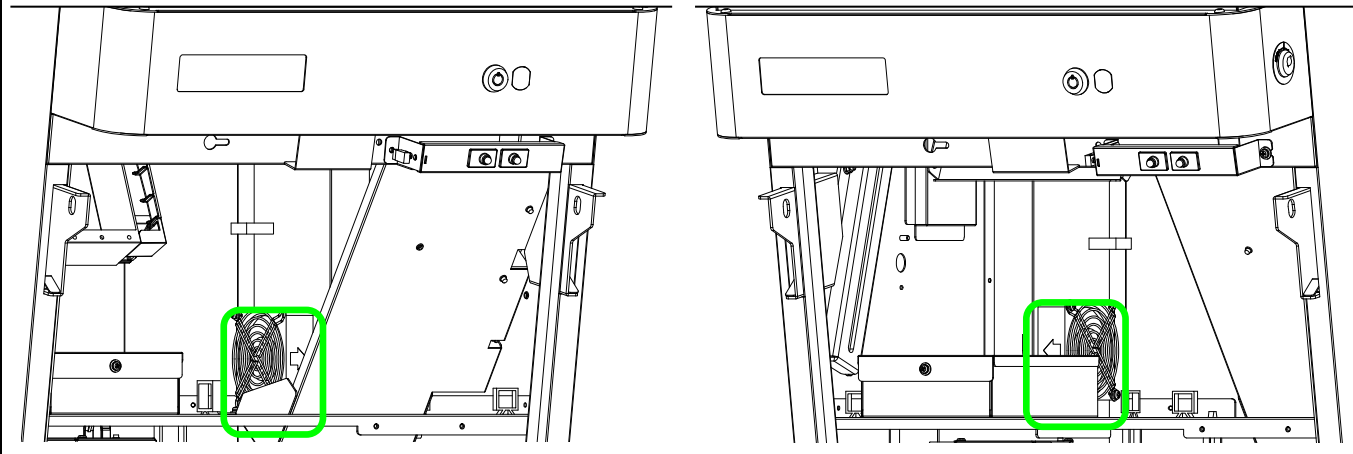
8. 2. 47: LCD Touch Panel disconnect

WHAT	The Touch Panel of the LCD Control Panel (CTRL Face) does not work.		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	Automatic recovery.		
CAUSE	CHECK	REMEDY	
1	The USB Cable is not connected correctly.	Check the connection of the USB Cable on the Small PC (CTRL PC) and the LCD Control Panel (CTRL Face).	Connect again the USB Cable.
2	USB Cable malfunction.	There is not connection or the connection is not good.	Change the USB cable.
CHECK ROUTE			
<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>USB cable</p> <div style="border: 1px solid black; padding: 5px; display: inline-block;">Motherboard</div> </div> <div style="text-align: center;"> <p>LAN cable</p> <div style="border: 1px solid black; padding: 5px; display: inline-block;">LAN Adapter</div> </div> <div style="text-align: center;"> <p>USB cable</p> <div style="border: 1px solid black; padding: 5px; display: inline-block;">Small PC(CTRL PC)</div> </div> <div style="text-align: center;"> <p>USB cable</p> <div style="border: 1px solid black; padding: 5px; display: inline-block;">LCD Control Panel(CTRL Face)</div> </div> </div>			

8. 2. 48: LCD PAD communication failure

WHAT	The display of the LCD Control Panel (CTRL Face) does not display correctly.		
WHEN	After the power is turned ON and the game is activated.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	RESET key.		
CAUSE		CHECK	REMEDY
1	The LAN Cable has not been properly connected before turning the power ON.	The LAN Port Indicator Lamp of the Small PC (CTRL PC) is lit.	Check if the Small PC (CTRL PC) is ON, and if the Indicator Lamp is lit when re-connecting the LAN Cable.
2	The LAN Cable has been connected in the wrong way before turning the power ON.	The connection of the LAN Cable of the Small PC (CTRL PC) is wrong.	Connect to the correct LAN Port (LAN(0))
3	LAN Cable malfunction	There is not connection or the connection is not good.	Change the LAN Cable
CHECK ROUTE			
<p style="text-align: center;"> USB cable LAN cable USB cable </p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border: 1px solid black; padding: 5px; margin: 5px;">Motherboard</div> — <div style="border: 1px solid black; padding: 5px; margin: 5px;">LAN Adapter</div> — <div style="border: 1px solid black; padding: 5px; margin: 5px;">Small PC(CTRL PC)</div> — <div style="border: 1px solid black; padding: 5px; margin: 5px;">LCD Control Panel(CTRL Face)</div> </div>			

8. 2. 49: Cabinet Fan (LEFT) abnormal Cabinet Fan (RIGHT) abnormal

WHAT	The fan does not move.		
WHEN	At any time.		
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.		
ERROR RESET	Automatic recovery.		
CAUSE	CHECK	REMEDY	
1 Fan error.	Check the movement of the fan.	The fan requires replacement.	
CHECK ROUTE			
			

8. 2. 50: Reprint Ticket

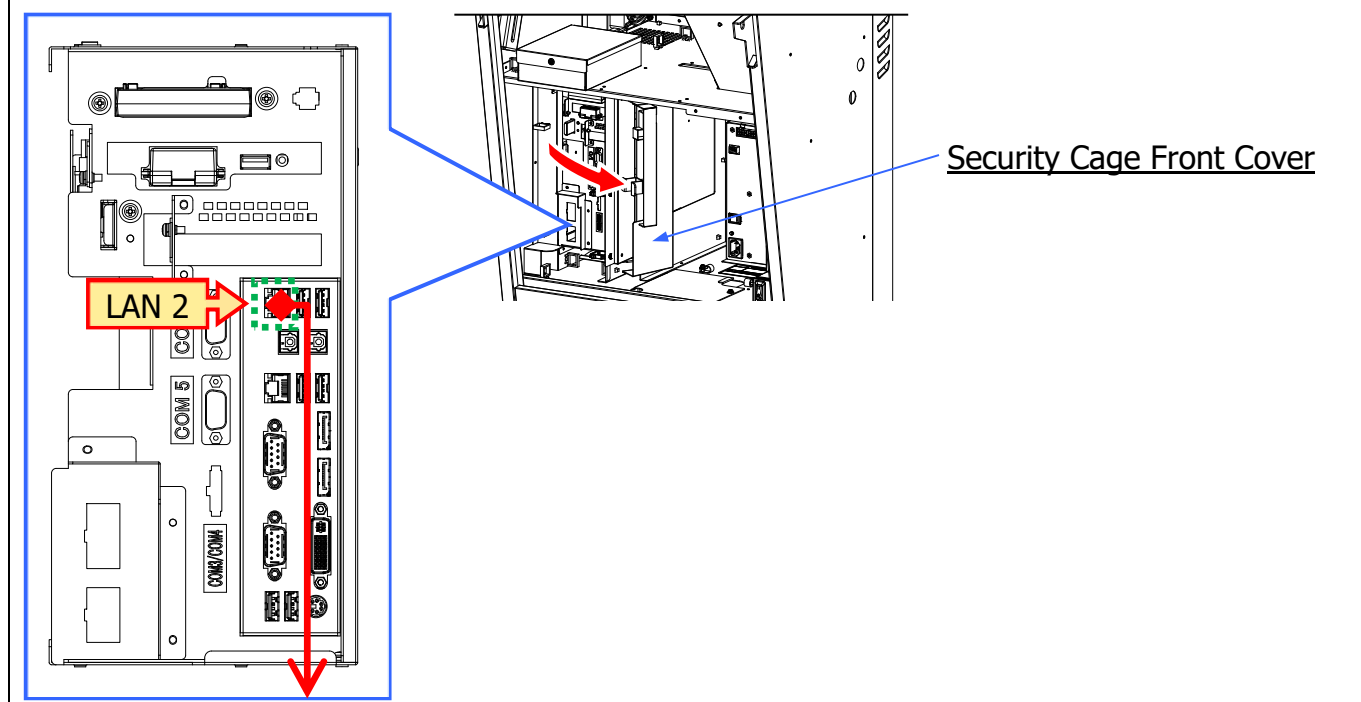
WHAT	An error of unidentified origin occurred to the printer.
WHEN	Occurs after a ticket is printed.
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.
ERROR RESET	Power OFF>ON.

8. 2. 51: Ticket printing error Void Printed Ticket and reprint

WHAT	The Machine was reboot during the print of a ticket.
WHEN	After the power is turned ON and the game is activated.
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.
ERROR RESET	Reset Key.

8. 2. 52: Live Camera Disconnected

WHAT	The Live Camera is not connected.	
WHEN	At any time.	
EFFECT ON CREDITS	There is no effect on the credits.	
ERROR RESET	Automatic recovery.	
CAUSE	CHECK	REMEDY
1 The LAN Cable is disconnected, not plugged properly or malfunctioning.	Check if the wire is broken or disconnected.	Reconnect or change the LAN Cable.
2 Live CAMERA malfunction.		Replace the Live CAMERA.

CHECK ROUTE**8. 2. 53: Cashout to HOST Failure**

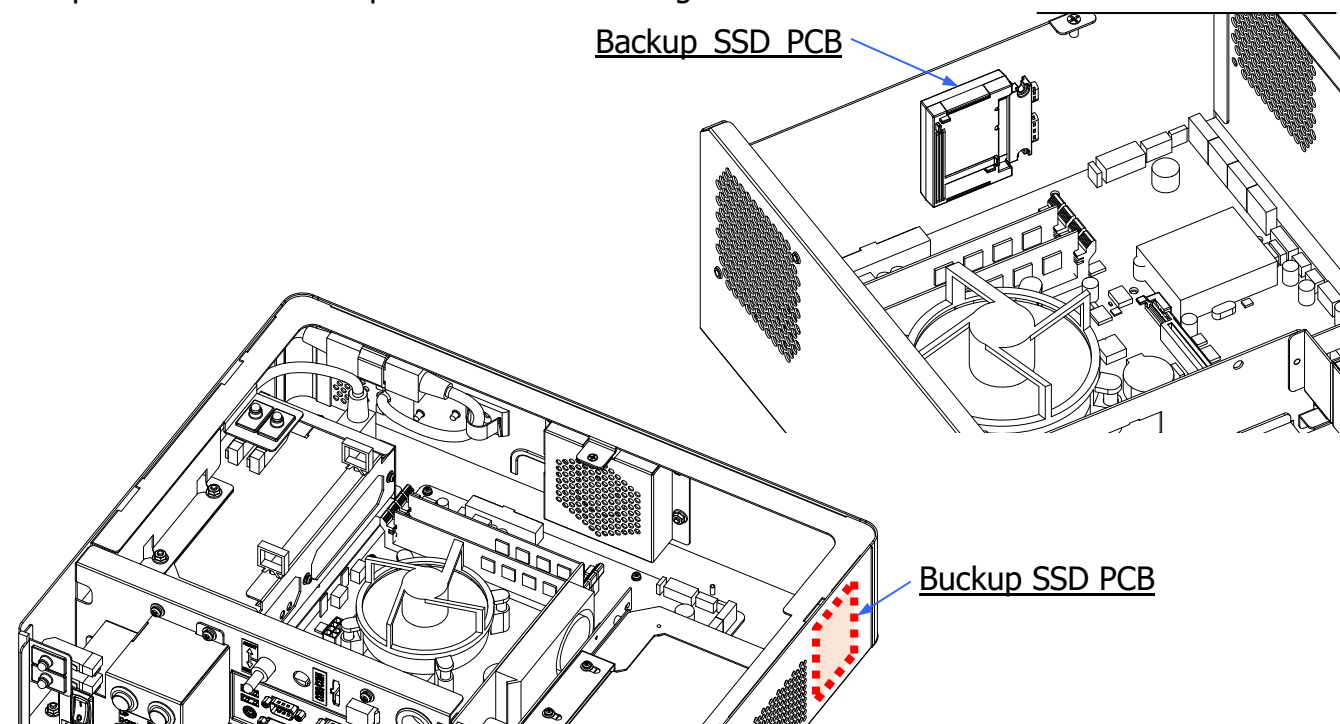
WHAT	When the player started a Cash out transfer, the communication to the host failed.
WHEN	When the player started a Cash out transfer.
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits. The right CREDIT amount must be measured by an attendant.
ERROR RESET	Reset Key.

8. 2. 54: 2nd Backup Memory Error

WHAT	The Backup Memory SSD is corrupted.		
WHEN	Can occur when accessing to the Backup SSD (at Log In, setting change, when creating new Accounts, when receiving Dealers Tip etc.).		
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.		
ERROR RESET	All Ram Clear		
CAUSE	CHECK	REMEDY	
1 The Backup SSD got corrupted during the operations.	It is not possible to read the Data saved after the All Ram Clear .	Replace the SSD with a proper SSD provided by an official distributor, then refer to " Memory Clear Procedure " on Chapter 6 to perform the All Ram Clear .	

CHECK ROUTE

The position of the Backup SSD varies according to the models.

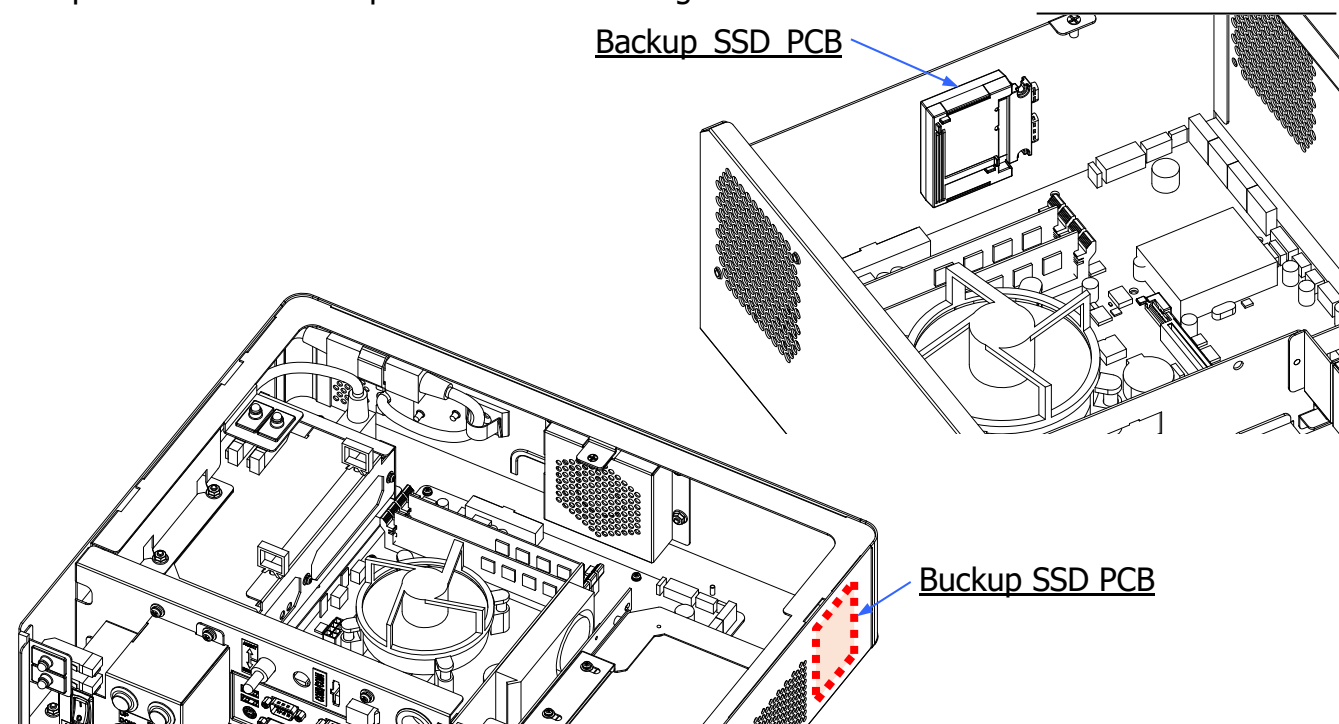


8. 2. 55: 2nd Backup Memory Error (No Data)

WHAT	It is not possible to read the Data in the Backup SSD.		
WHEN	Can occur when accessing to the Backup SSD (at Log In, setting change, when creating new Accounts, when receiving Dealers Tip etc.).		
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.		
ERROR RESET	All Ram Clear		
CAUSE	CHECK	REMEDY	
1	The Data were not saved to the Backup SSD, or the saved Data were deleted.	It is not possible to read the Data saved after the All Ram Clear .	Refer to "Memory Clear Procedure" on Chapter 6 to perform the All Ram Clear .
2			Replace the SSD with a proper SSD provided by an official distributor, then refer to "Memory Clear Procedure" on Chapter 6 to perform the All Ram Clear .

CHECK ROUTE

The position of the Backup SSD varies according to the models.



8. 2. 56: Handpay not been reported

WHAT	The communication of a [Handpay SAS Event] failed. This error occurs only if on " Additional Settings " the setting "SEND HANDPAY RETRY CONTROL" is set to <u>MANUAL</u> .
WHEN	When the win amount exceeds the amount set at JACKPOT HAND PAY LIMIT.
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits. The right CREDIT amount must be measured by an attendant.
ERROR RESET	Access to "SEND HANDPAY RETRY" on " Online System Settings " described at Chapter 5.

8. 3: Errors during EGM Link connection

8. 3. 1: Communication data error

WHAT	When the Progressive Type is set on SAS Link Progressive, and from the start no communication was established.		
WHEN	After the power is turned ON and the game is activated.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	Automatic recovery.		
CAUSE	CHECK	REMEDY	
1 Link controller or Casino Host error.	---	Check if the Link controller or the Casino host are operating correctly.	
2 Communication cable error	Check for connection faults and disconnections.	The cable requires replacement.	
3 In case of SAS Link Progressive, the SAS cable is not connected to the right port.	Check the connection port, or an incorrect configuration of the Progressive Port.	Reconnect to the right port, or fix the settings for Progressive Port.	
CHECK ROUTE			
<pre> graph LR Motherboard[Motherboard] --- LAN[LAN or Serial cable] --- LinkController[Link Controller or Casino Host] Motherboard --- Port[LAN or Serial Port] </pre>			

8. 3. 2: Communication offline error
Host communication link down

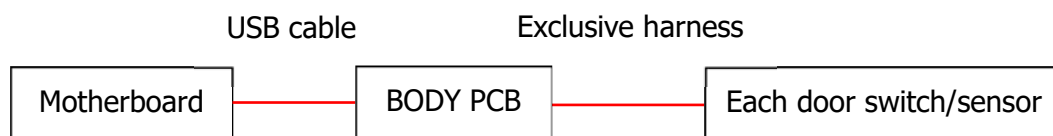
WHAT	When the Progressive Type is set on SAS Link Progressive, and the communication gets disconnected from a status of normal communication.		
WHEN	At any time.		
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.		
ERROR RESET	Automatic recovery.		
CAUSE	CHECK	REMEDY	
1 Link controller or Casino Host error	---	Check if the Link controller or the Casino host are operating correctly.	
2 Communication cable error	Check for connection faults and disconnections.	The cable requires replacement.	
CHECK ROUTE			
<pre> graph LR A[Motherboard] --- LAN or Serial cable B[Link Controller or Casino Host] A --- LAN or Serial Port B </pre> <p>The diagram illustrates the connection between the Motherboard and the Link Controller or Casino Host. A solid red line connects the Motherboard to the Link Controller or Casino Host, labeled "LAN or Serial cable". Below this line, the text "LAN or Serial Port" is written, indicating the connection point on the Motherboard.</p>			

8. 4: Problems Which May Occur Without a Displayed Error

8. 4. 1: The Door Switch does not work

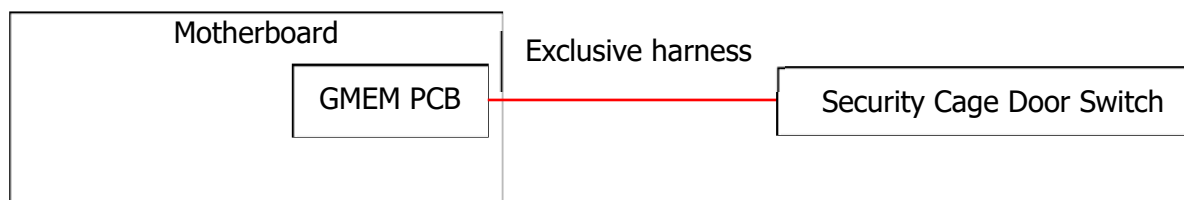
WHAT	The door is opened, but the machine does not display Door Open, or the door is closed but Door Close is not displayed.		
WHEN	At any time.		
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.		
CAUSE	CHECK	REMEDY	
1 Door switch/sensor malfunction.	Test the switch and sensor functions.	The door switch/sensor requires replacement.	
2 Switch is not properly pressed due to misalignment of the door, or the sensor is not properly aligned.	At the IO test, test the switch/sensor functions while opening and closing the door.	Straighten out the misalignment of the door.	
3 Door switch/sensor harness error.	Check for connection faults and disconnections.	Make sure that the harness is properly connected or replace the harness.	
4 BODY PCB harness error.	Check for connection faults and disconnections.	Make sure that the harness is properly connected or replace the harness.	

CHECK ROUTE



NOTE

(There is one exception) Only the Security Cage Switch is connected to the GMEM PCB.



8. 4. 2: There is no sound

WHAT	There is no sound during game play, or there is only sound from certain parts of the speakers.		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
CAUSE	CHECK	REMEDY	
1	The volume has been lowered.	Check the Volume Settings in the Audit Menu.	Turn up the volume.
2	Speaker harness error.	Check if the speakers work in the Speaker Test in the Audit menu. Check for connection faults and disconnections.	Make sure that the harness is properly connected or replace the harness.
3	Speaker malfunction.	Check for connection faults and disconnections.	The speaker requires replacement.
4	Display Port cable error	Check for connection faults and disconnections.	Make sure that the harness is properly connected or replace the harness.
5	AX-DP-DAMP PCB power supply (DC12V) error.	Check the input voltage.	The power supply harness or the power supply unit requires replacement.
6	AX-DP-DAMP PCB error.	---	The AX-DP-DAMP PCB requires replacement.
CHECK ROUTE			
<pre> graph LR Motherboard[Motherboard] --- Display port cable AXDPDAMP[AX-DP-DAMP PCB] DC12V[DC12V] --- AXDPDAMP AXDPDAMP --- Exclusive Cable Speakers[Each speaker(up to 5)] </pre>			

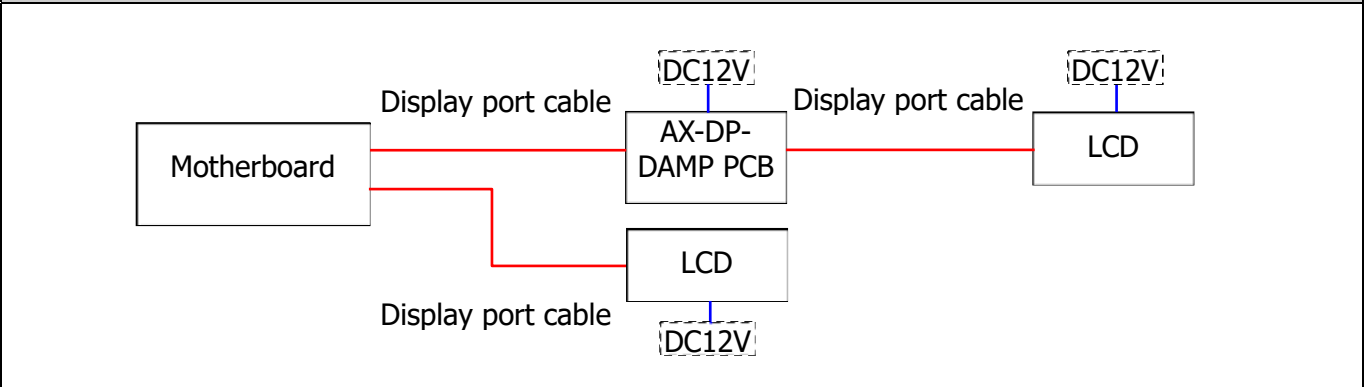
8. 4. 3: The Game Button cannot be pressed or has no response

WHAT	The buttons used in the game cannot be pressed or do not respond.		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on CREDIT.		
CAUSE	CHECK	REMEDY	
1	Liquids such as a drink have been spilled and stuck on to the button.	Check to see if the inside of the buttons is clear of adhesive material.	Remove anything attached to the button. The button may require replacement.
2	Button harness error.	Check for connection faults and disconnections.	Make sure that the harness is properly connected or replace the harness.
3	Button error.	Test the button functions in the IO test.	The buttons require replacement.
4	AX-SUB IO PCB Input Voltage (DC12V) error.	Check the input voltage.	Power supply harness or the power supply unit requires replacement.
5	AX-SUB IO PCB error.	---	The AX-SUB IO PCB requires replacement.
CHECK ROUTE			
<pre> graph LR Motherboard[Motherboard] --- USB cable AXSUBIO[AX-SUB IO PCB] DC12V[DC12V] -.-> AXSUBIO AXSUBIO --- Exclusive harness GameButton[Each game button] </pre>			

8. 4. 4: LCD Monitor stops working

WHAT	The LCD Monitor does not display anything.		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
CAUSE	CHECK	REMEDY	
1 The LCD power supply is not plugged in.	The LCD power switch is not turned ON.	Make sure that the power supply harness is properly connected, and then turn ON the LCD unit.	
2 Display port cable error.	Check for connection faults and disconnections.	Make sure that the cables are properly connected, or replace the display port cable.	
3 LCD malfunction.	---	The LCD requires replacement.	
4 LCD, AX-DP-DAMP PCB input voltage error.	Check the voltage.	Replace the DC power box.	
5 AX-DP-DAMP PCB malfunction.	---	The AX-DP-DAMP PCB requires replacement.	

CHECK ROUTE



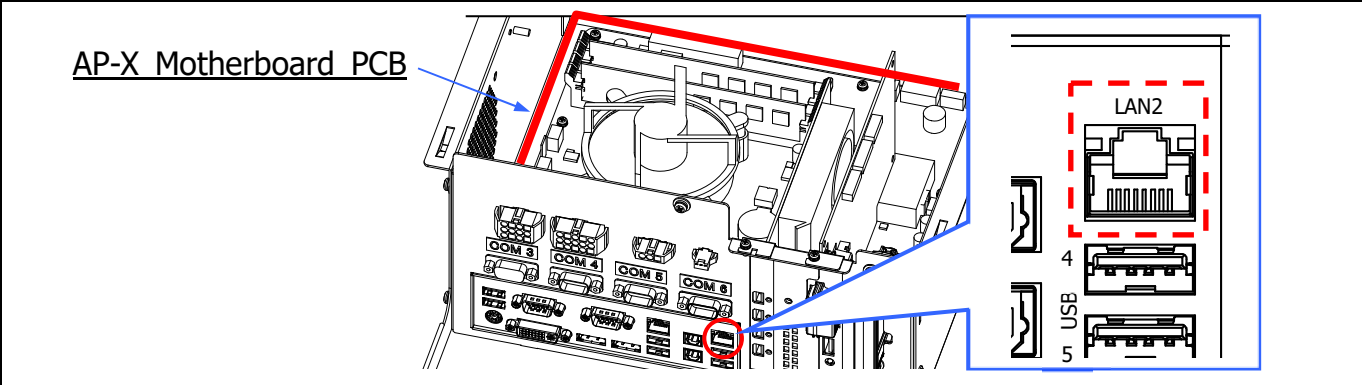
8. 4. 5: The Luminaries do not light up

WHAT	The luminaries do not light up or have stopped working.		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
CAUSE	CHECK	REMEDY	
1 Harness or harness connector error.	Check for connection faults and disconnections.	Make sure that the cables are properly connected, or replace the display port cable.	
2 LED PCB error.	Check the light up status in the Output Test.	The LED PCB requires replacement.	
3 LED PCB DC power supply error	Check the input DC voltage.	The source equipment requires replacement.	
CHECK ROUTE			
Refer to the Block Diagram at the end of the manual.			

8. 4. 6: Network Error(for the ETG)

WHAT	There is not connection with the station.		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
CAUSE	CHECK	REMEDY	
1 Connection error.	Check that the LED of the LAN Port located on the APX Unit is flashing.	Refer to "Turn on the Center Unit" on Chapter 2 to turn OFF the power. Wait 15 seconds or more and then turn ON the power.	
2 Error in the connection of the LAN port.	Check that the APX Unit of the LAN Cable of the MTM Controller or of the Station are properly connected.	Connect again from the LAN 1 Port and the LAN 2 Port.	
3 Error on the LAN Port of the HUB Unit.		Change the LAN Port connected to the Hub Unit of the MTM controller or of the Station.	
4 Mal function or damage on the LAN Cable.		Change the LAN Cable.	
5 Malfunction or damage on the APX Unit of the HUB.	Check that the LED of the LAN Port located on the APX Unit is flashing.	Replace the APX Unit or the HUB.	

CHECK ROUTE



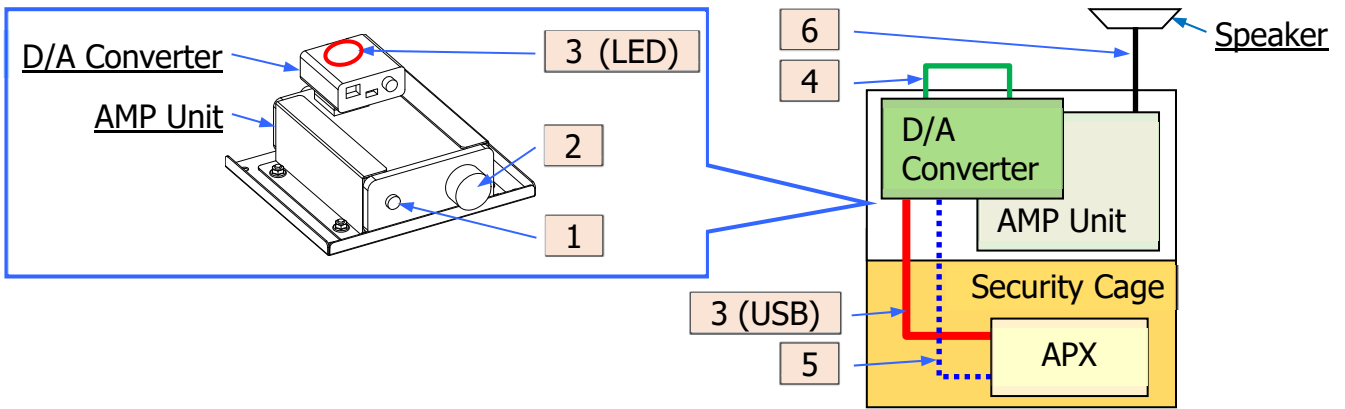
8. 4. 7: Keyboard Error(for the ETG)

WHAT	It is not possible to use the keyboard.		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
CAUSE		CHECK	REMEDY
1	The machine does not recognize the keyboard.		Refer to “Turn on the Center Unit” on Chapter 2 to turn OFF the power. Wait 15 seconds or more and then turn ON the power.
2	The USB Cable of the Key Board is not connected.	The USB Cable of the Key Board is disconnected or torn	Reconnect the USB Cable connecting the Keyboard to the APX Unit, or change it.
3	Keyboard malfunction.		Replace the Keyboard.
4	Malfunction of the USB Port of the APX Unit.		Replace the APX Unit.
CHECK ROUTE			
<pre> graph LR Keyboard[Keyboard] --- USB_cable[USB cable] --- APX_Unit[APX Unit] </pre>			

8. 4. 8: Speaker Errors(for use MTM Controller)

WHAT	There is no sound during game play, or there is only sound from certain parts of the speakers.		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
CAUSE	CHECK	REMEDY	
1 The switch of the AMP Unit is turned OFF.	Check the Power Switch of the AMP Unit of the MTM Controller Unit.	Turn ON the power on the AMP Unit.	
2 The volume of the AMP Unit is low.	Check the Volume of the AMP Unit of the MTM Controller Unit.	Increase to the maximum the volume of the AMP Unit.	
3 The D/A Converter is not supplying power.	If the power LED on the D/A Converter is not lightening, check if the USB Cable is disconnected or torn.	Reconnect the USB Cable connecting the D/A Converter and the APX Unit, or change it.	
4 The AMP Unit and the D/A Converter are disconnected.	The Cable of the AMP Unit and the D/A Converter is disconnected or torn.	Reconnect the Cable of the AMP Unit and the D/A Converter, or change it.	
5 The D/A Converter and the APX Unit are disconnected.	The SPDIF cable of the D/A Converter and the APX Unit is disconnected or torn.	Reconnect the SPDIF Cable of the D/A Converter and the APX Unit, or change it.	
6 The AMP Unit and the Speaker are disconnected.	The Cable of the AMP Unit and the Speaker is disconnected or torn.	Reconnect the Cable of the AMP Unit and the Speaker, or change it.	

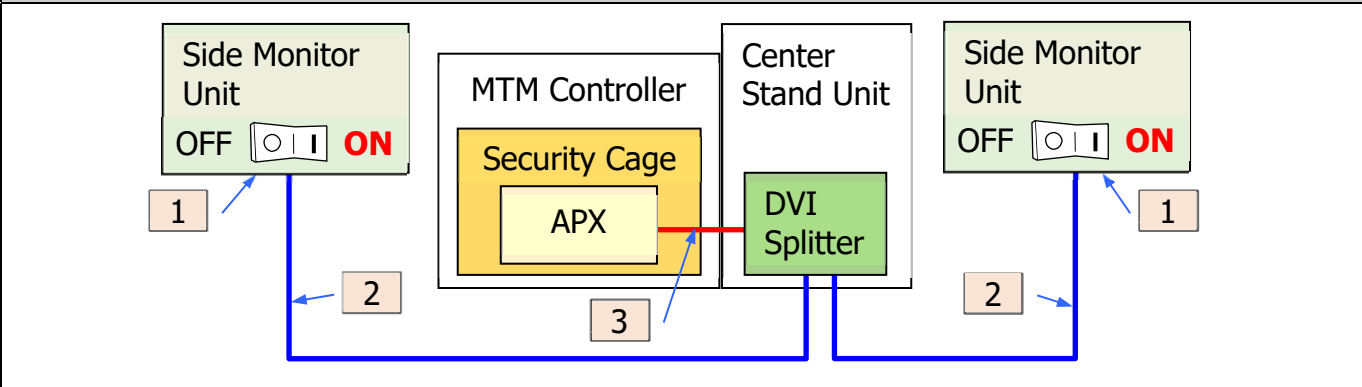
CHECK ROUTE



8. 4. 9: The LCD produces no picture(for Big Wheel)

WHAT	The Side Monitor Unit does not display anything.		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
CAUSE	CHECK	REMEDY	
1 The Side Monitor Unit power switch is turned OFF.		Turn ON the Power Switch of the Side Monitor Unit.	
2 Not Connect the DVI Cable of the Side Monitor Unit.	The DVI Cable connecting the Side Monitor Unit and the DVI Splitter is disconnected or torn.	Reconnect the DVI Cable connecting the Side Monitor Unit and the DVI Splitter, or change it.	
3 The DVI Cable of the DVI Splitter in not connected.	The DVI Cable connecting the DVI Splitter and the DP2 Port of the APX Unit is disconnected or torn.	Reconnect the DVI Cable connecting the DVI Splitter and the DP2 Port of the APX Unit, or change it.	
4 Side Monitor Unit malfunction.		Replace the Side Monitor Unit.	
5 There is not display input from the APX Unit.		Replace the APX Unit.	

CHECK ROUTE



8. 4. 10: No display from the projector

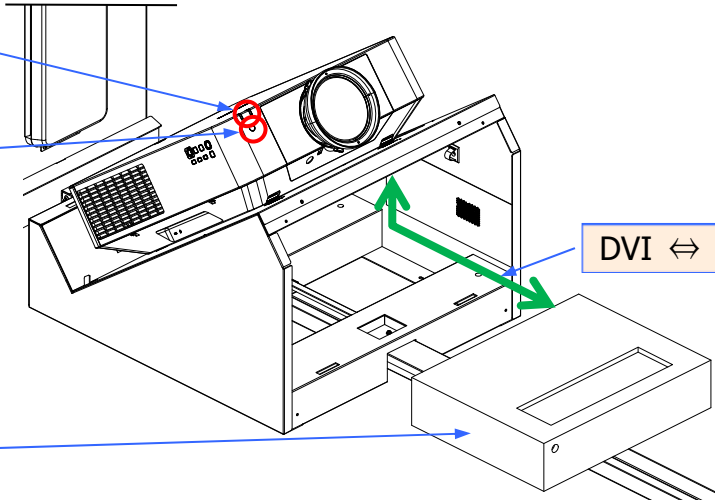
WHAT	The Projector does not display anything.		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
CAUSE		CHECK	REMEDY
1	No power is supplied to the Projector or to the Projector PC (Slim APX PC).	If the Power LED is lightening, the AC Cable may be disconnected or torn.	Reconnect the AC Cable, or change it.
2	Projector, or Projector PC (Slim APX PC) DVI Cable malfunction.	Check the condition of connection of the DVI cable connecting the Projector and the Projector PCB (Slim APX PC), or if it may be torn.	Reconnect the DVI Cable, or change it.
3	Error in the input connection of the Projector.	The input of the Projector is not connected to the DVI.	Connect the input of the Projector to the DVI.
4	Projector malfunction. Check if the ON/STANDBY LED of the Projector is flashing in red.	Refer to "Projector Unit" on Chapter 6, to create the conditions to check the LED of the Projector.	Turn OFF the Projector. Check that the LED turned OFF, and then turn ON again the projector (reconnect the AC Cable). If the ON/STANDBY LED is lit in green, the process is completed.
5	Projector PC (Slim APX PC) malfunction.		Replace the Projector PC (Slim APX PC).
CHECK ROUTE			

CHECK ROUTE

- for Big Wheel -

ON/STANDBY and WARNING Indicator LED

Remote Control Signal Sensor



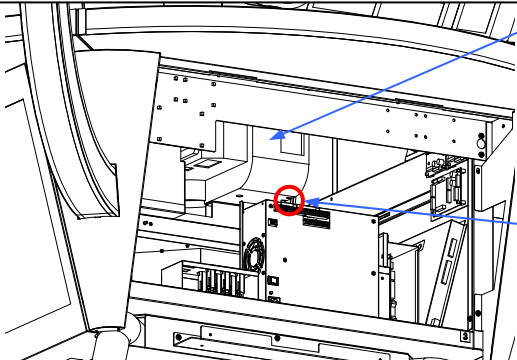
DVI ↔ Mini DP

Projector PC(Slim APX PC)

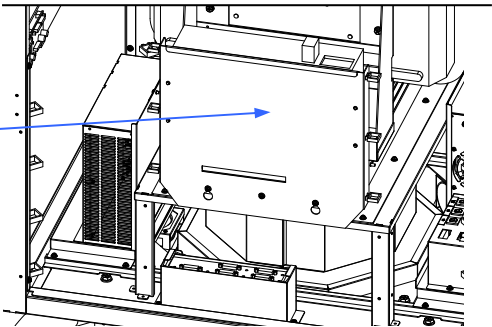
- for Roulette -

Projector Unit

ON/STANDBY and WARNING Indicator LED



Projector PC(Slim APX PC)

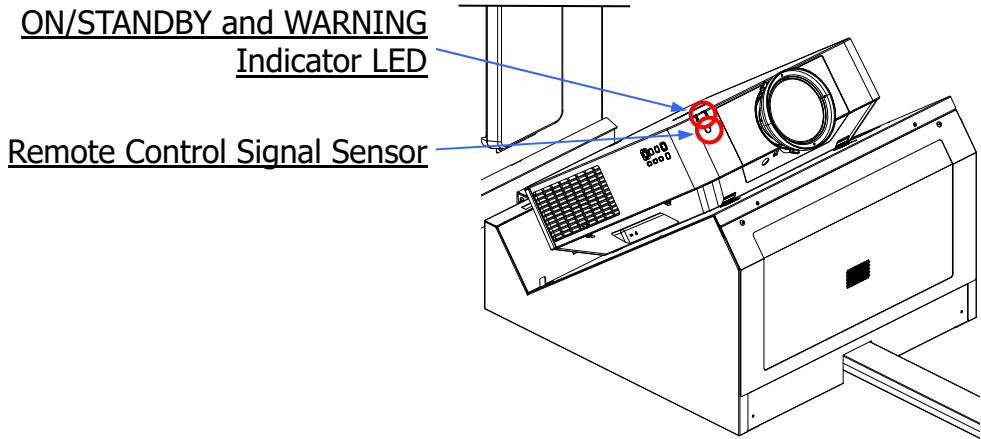


8. 4. 11: How to restore the Projector after a light off status : The Projector does not automatically recover

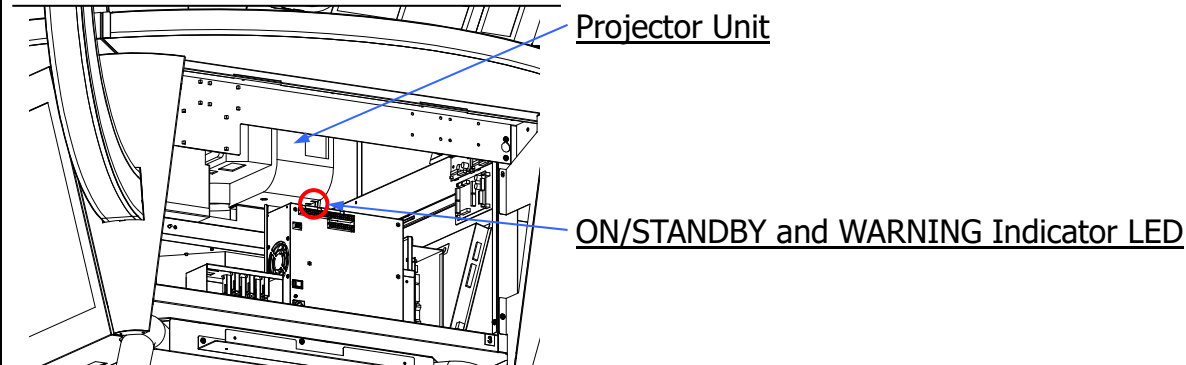
WHAT	During the operations the projector went on a light off status. (All the other parts work correctly)		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
CAUSE	CHECK	REMEDY	
1 Projector malfunction. Check if the ON/STANDBY LED of the Projector is flashing in red.	Refer to "Projector Unit" on Chapter 6, to create the conditions to check the LED of the Projector.	Turn OFF the Projector. Check that the LED turned OFF, and then turn ON again the projector (reconnect the AC Cable). If the ON/STANDBY LED is lit in green, the process is completed.	

CHECK ROUTE

- for Big Wheel -

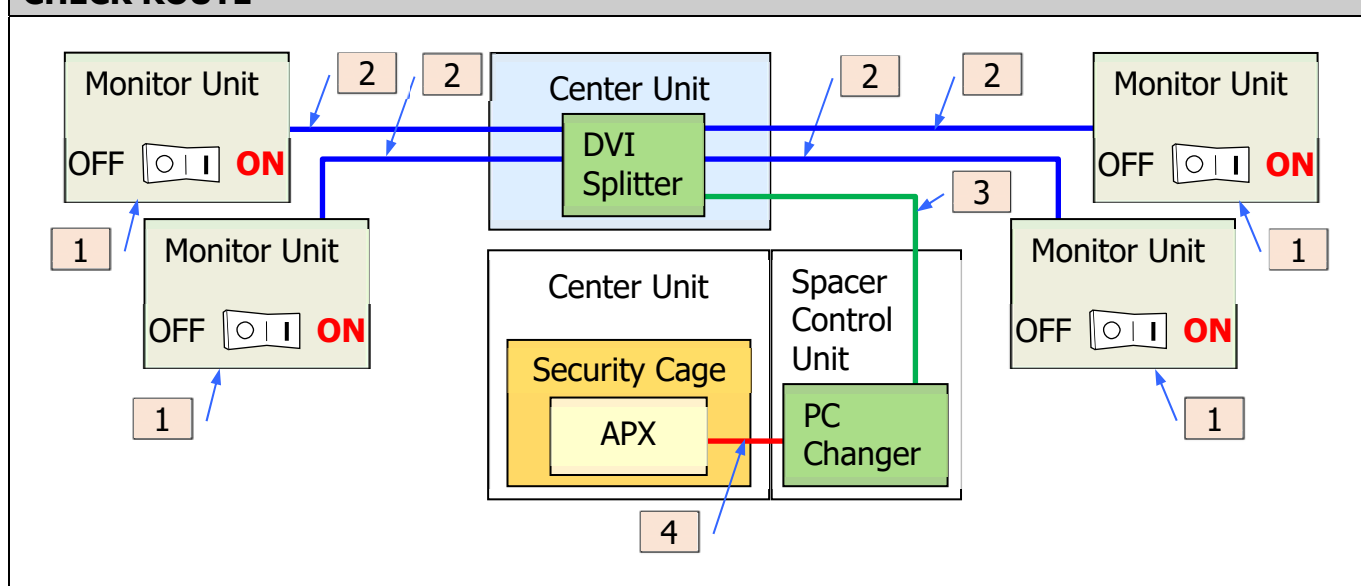


- for Roulette -

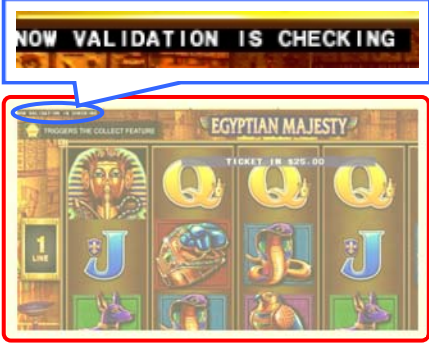


8. 4. 12: The LCD produces no picture(for Roulette)

WHAT	The Top Sign Unit does not display anything.		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
CAUSE	CHECK	REMEDY	
1	The Side Monitor Unit power switch is turned OFF.		Turn ON the Power Switch of the Monitor Unit.
2	The DVI Cable of the Monitor Unit on the Top Sign Unit is not connected.	The DVI Cable connecting the Monitor Unit and the DVI Splitter is disconnected or torn.	Reconnect the DVI Cable connecting the Monitor Unit and the DVI Splitter, or change it.
3	The DVI Cable of the PC Changer in not connected.	The DVI Cable connecting the PC Changer and the DVI Splitter is disconnected or torn.	Reconnect the DVI Cable connecting the PC Changer and the DVI Splitter, or change it.
4	The DVI Cable of the DVI Splitter in not connected.	The DVI Cable connecting the DVI Splitter and the DP4 Port of the APX Unit is disconnected or torn.	Reconnect the DVI Cable connecting the DVI Splitter and the DP2 Port of the APX Unit, or change it.
5	Motor Unit of the Top Sign Unit malfunction.		Replace the Monitor Unit.
6	There is not display input from the APX Unit of the Center unit.		Replace the APX Unit.

CHECK ROUTE

8. 4. 13: Ticket validation stops

WHAT	When a ticket was inserted, the credit changed according to its value and Game play become possible, but the Ticket Validation process did not complete.	
WHEN	When a ticket is inserted	
EFFECT ON CREDITS	There is no effect on the credits.	
CAUSE	CHECK	REMEDY
<p>1 It is not possible to accept a ticket because a previous ticket Validation communication did not complete.</p>	<p>[NOW VALIDATION IS CHECKING] system message is displayed at the top left of the screen.</p>  <p>The image shows two screenshots. The top one is a close-up of a black banner with yellow text that reads 'NOW VALIDATION IS CHECKING'. The bottom one is a screenshot of a slot machine game titled 'EGYPTIAN MAJESTY'. The game board has five reels. The top row shows a Sphinx, a Queen (Q), a Queen (Q), a Queen (Q), and a Jack (J). The bottom row shows a Jack (J), a Scarab, a Snake, a Scarab, and a Jack (J). A '1 LIFE' indicator is on the left. A message box at the top left of the game board contains the text 'NOW VALIDATION IS CHECKING'.</p>	<p>Refer to "RESET TICKET VALIDATION" at "Online System Settings" on Chapter 5 and follow the indications on the screen to finalize the communication process. Return to the game screen and check that the message [NOW VALIDATION IS CHECKING] disappeared, and it is possible to validate Tickets.</p>

8. 5: Errors during ETG Game

8. 5. 1: SERVER Network error

WHAT	For various reasons the communication between the Center Unit and the Station is interrupted.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Reset key.

8. 5. 2: Configuration mismatch. Set the Configuration again (Game denomination)

WHAT	The denomination setting on the Center Unit and on the Station are different.		
WHEN	After the power is turned ON and the game is activated.		
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.		
ERROR RESET	Power OFF>ON.		
CAUSE	CHECK	REMEDY	
1	The setting for denomination on the Center Unit and on the Station do not match.	----	Set the Denomination so that the one on the Station matches with the one on the Center Unit.

8. 5. 3: Configuration setting is cleared. Set the Configuration again

WHAT	It is impossible to read the Configuration settings, or they have been deleted.		
WHEN	After the power is turned ON and the game is activated.		
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits. Performing the RAM Clear, the BET selected during the game and credits will be cleared.		
ERROR RESET	Power OFF>ON.		
CAUSE	CHECK	REMEDY	
1	It is impossible to read the Configuration settings, or they have been deleted.	----	Power OFF>ON
2		Set again the Configuration.	
3		Power OFF>ON	
			Ram Clear

8. 5. 4: GAL Mismatch(Jurisdiction)

WHAT	The GAL in the Center Unit and the GAL in the Station are different.		
WHEN	After the power is turned ON and the game is activated.		
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.		
ERROR RESET	Ram Clear.		
CAUSE	CHECK	REMEDY	
1	The GAL in the Center Unit and the GAL in the Station are different.	Check the Jurisdiction of the GALs.	Use for the Station the same GAL type as the GAL in the Center Unit.

8. 5. 5: Main Unit error

WHAT	For various reasons an error occurred on the Center Unit.		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	Automatic recovery.		

8. 5. 6: Main Unit Maintenance

WHAT	The Center Unit is in AUDIT Mode.		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	Automatic recovery.		

8. 5. 7: Main Unit Disable from HOST

WHAT	A Machine Disable signal is received from the Casino host.		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	Automatic recovery.		

8. 5. 8: Main Unit Settings Changed (Cash out the Credits.)

WHAT	Major settings were changed on the Center Unit, while the Station is OFF LINE and still has Credit charged.		
WHEN	When the communication with the Center Unit has been restored.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	Reset Key.		
CAUSE	CHECK	REMEDY	
1	Major settings were changed on the Center Unit, while the Station is OFF LINE.	Check if credit is still charged on the Station.	Cashout the Credit on the Station.

**8. 5. 9: Main Unit Settings Changed
RAM Clear is necessary. After RAM Clear, Credit becomes "0"(ZERO)**

WHAT	The command to perform a RAM Clear was received from the Center Unit, while the Station is OFF LINE and Credit still has credit charged.		
WHEN	When the communication with the Center Unit has been restored.		
EFFECT ON CREDITS	Performing the RAM Clear, the BET selected during the game and credits will be cleared. The right CREDIT amount must be measured by an attendant.		
ERROR RESET	Ram Clear.		
CAUSE	CHECK	REMEDY	
1	It is impossible to perform the RAM Clear because there is still credit charged.	----	Cashout the Credit.

**8. 5. 10: Main Unit Settings Changed
(Turn the Key switch to "RESET" to clear Meters)**

WHAT	Major settings were changed on the Center Unit		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	Reset Key.		

8. 5. 11: Protocol Violation

WHAT	The GAME Soft Version of the Center Unit and the GAME Soft version on the Station do not match.		
WHEN	After the power is turned ON and the game is activated.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	Ram Clear.		
CAUSE	CHECK	REMEDY	
1	The GAME Soft Version on the Station is old.	Check the GAME Soft Version on the Center Unit.	Change the GAME Soft Version on the Station with one on the same type as on the Center Unit.


8. 5. 12: Station ID Invalid



WHAT	The Station ID is already used.		
WHEN	After the power is turned ON and the game is activated.		
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.		
ERROR RESET	Power OFF>ON.		
CAUSE	CHECK	REMEDY	
1	The Station ID is already used.	----	Use a Station ID that was not already used.

8. 5. 13: Unreasonable Meter increment

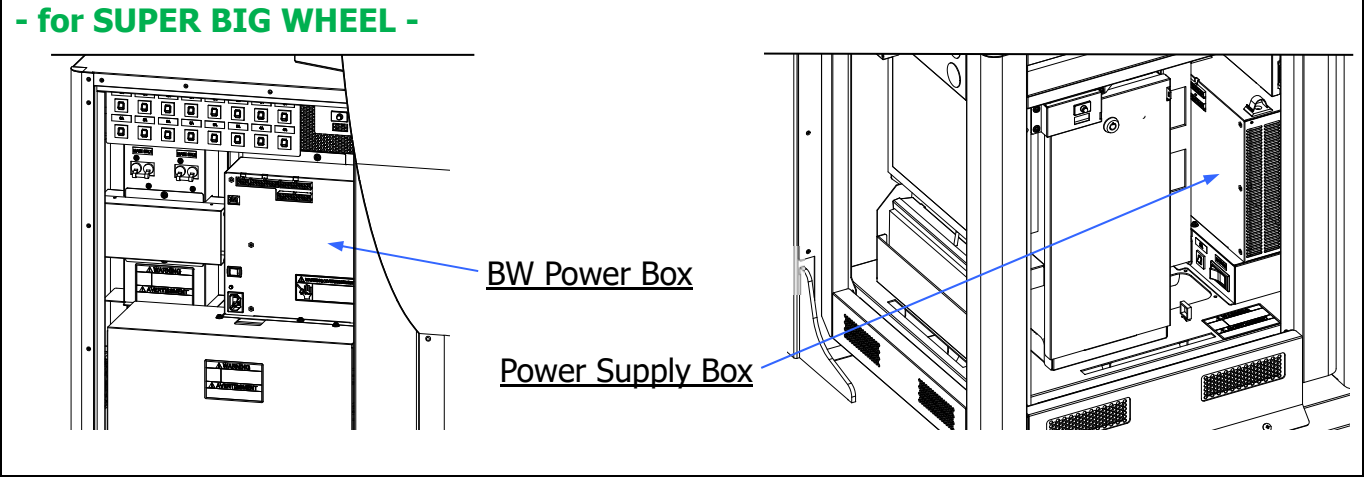
WHAT	An incorrect side bet amount has been sent by the station to the Center unit, as jackpot increment.		
WHEN	After the BET close call.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	Reset Key.		

8. 5. 14: BW Power Box thermal error(for BIG WEEL)
Power Supply Box error(for BIG WEEL)
Power Supply Box thermal error(for BIG WEEL)

 **CAUTION!**
 When this error occurs, immediately turn OFF the machine.

WHAT	The Power Supply Box temperature is abnormally high. (Monitored by the temperature sensor)		
WHEN	At any time. Checked at every frame.		
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.		
ERROR RESET	Power OFF.		
CAUSE	CHECK	REMEDY	
1 Power supply error.	 CAUTION! When this error occurs, immediately turn OFF the machine power supply.	The power supply requires replacement.  CALL SERVICE IMMEDIATELY! Contact your local office or distributor.	

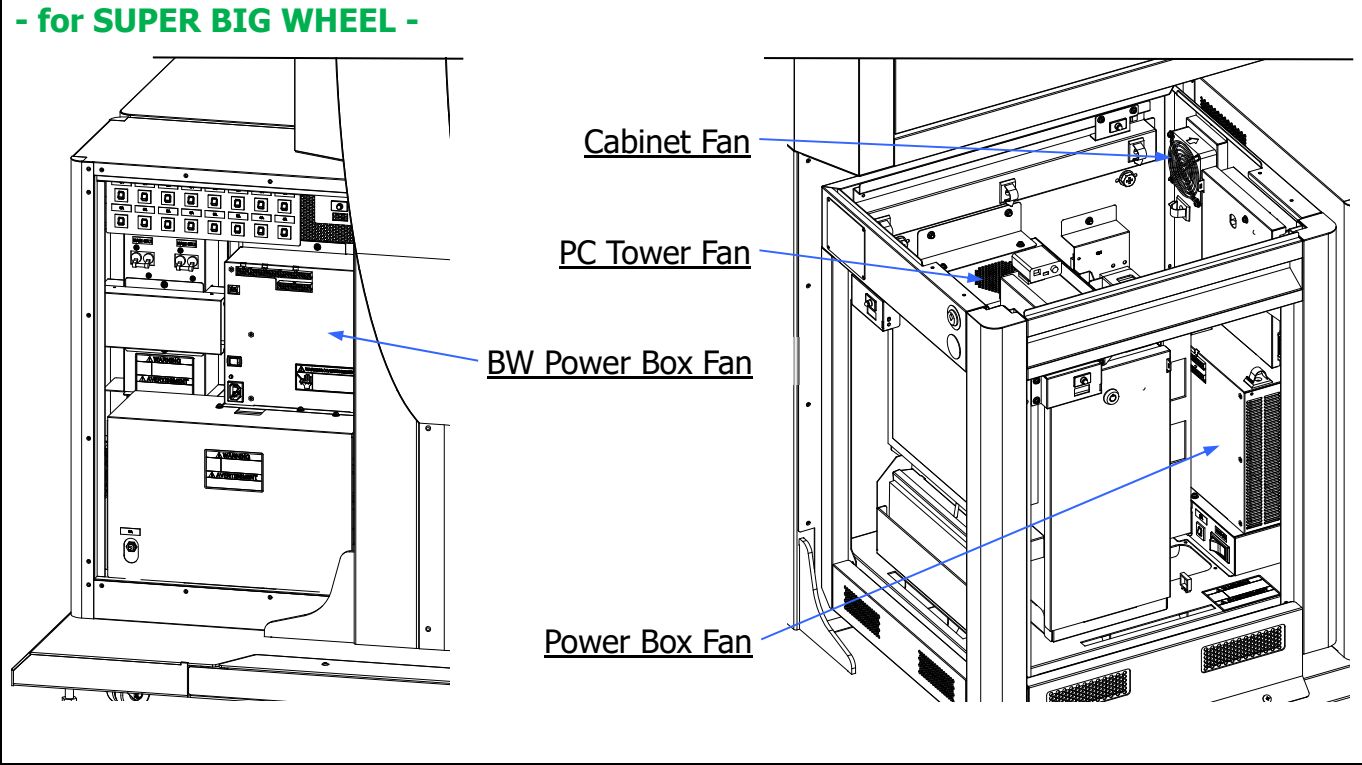
CHECK ROUTE



8. 5. 15: BW Power Box Fan abnormal(for BIG WEEL)
Cabinet Fan abnormal(for BIG WEEL)
PC Tower Fan abnormal(for BIG WEEL)
Power Box Fan abnormal(for BIG WEEL)

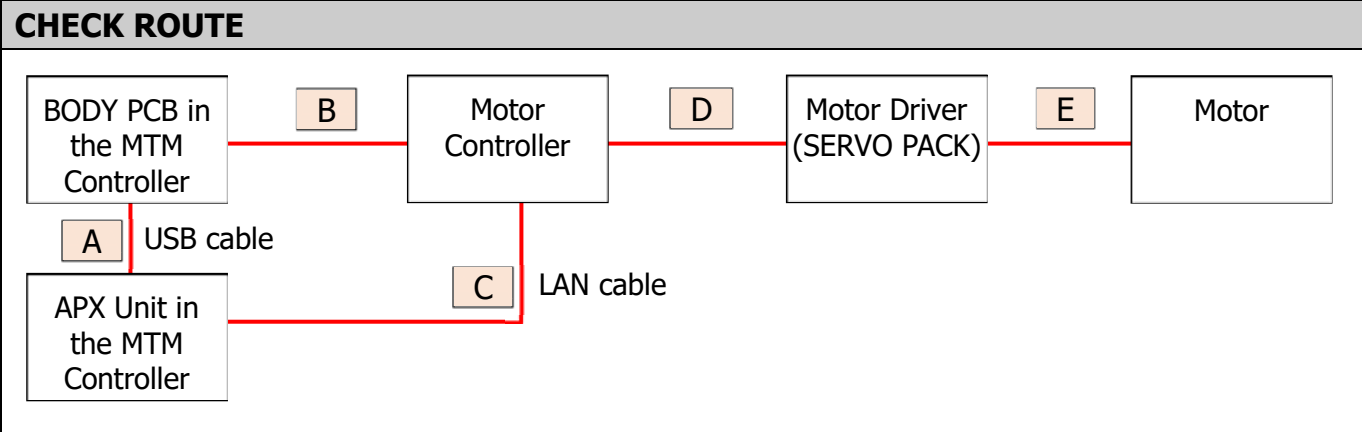
WHAT	The FAN do not move properly.		
WHEN	At any time.		
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.		
ERROR RESET	Automatic recovery.		
CAUSE	CHECK	REMEDY	
1 Fan error.	Check the movement of the fan.	The fan requires replacement.	

CHECK ROUTE



8. 5. 16: Communication Error (Motor Driver)(for BIG WEEL)

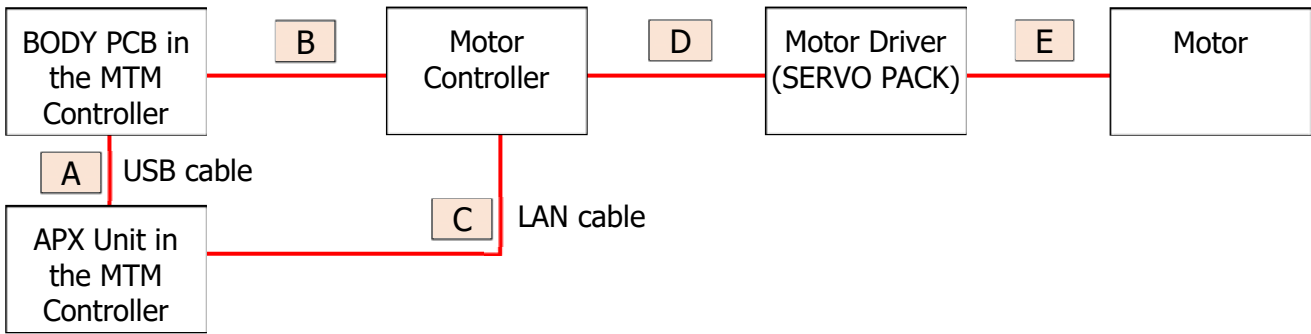
WHAT	There is no communication to the Motor Driver (SERVO PACK).		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	RESET key.		
CAUSE	CHECK	REMEDY	
1 The Cable is not connected correctly.	Check that the cables are properly connected.	Reconnect the cables A, B, C and D, illustrated in the diagram below, or change them.	
2 No power is supplied to the Motor Driver (SERVO PACK)	The power cable of the Motor Driver (SERVO PACK) is disconnected or torn.	Reconnect the power cable of the Motor Driver (SERVO PACK) or change it.	



8. 5. 17: Communication Error (Motor Controller)(for BIG WEEL)
5 Consecutive Communication Error(for BIG WEEL)

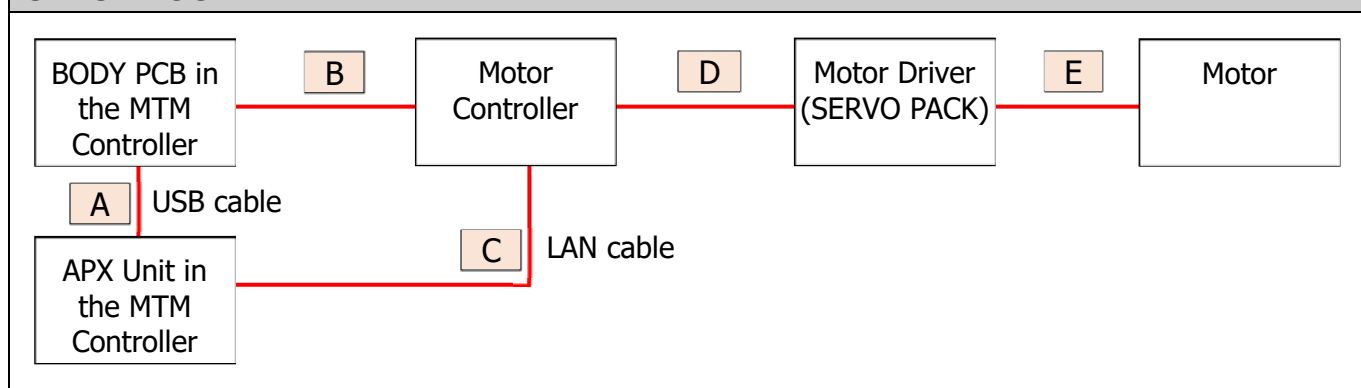
WHAT	There is no communication to the Motor Controller.		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	RESET key.		
CAUSE	CHECK	REMEDY	
1 The Cable is not connected correctly.	Check that the cables are properly connected.	Reconnect the cables A, B, C and D, illustrated in the diagram below, or change them.	
2 No power is supplied to the Motor Driver (SERVO PACK)	The power Cable of the Motor Controller is disconnected or torn.	Reconnect the power Cable of the Motor Controller, or change it.	

CHECK ROUTE



8. 5. 18: Wheel Motor Error(for BIG WEEL)

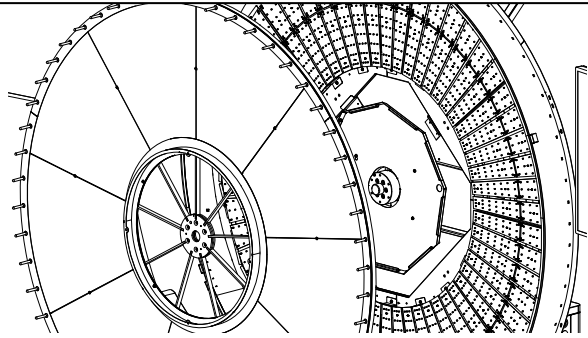
WHAT	Error on the Wheel Motor. The Wheel Motor cannot move.		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	RESET key.		
CAUSE	CHECK	REMEDY	
1	The Cable is not connected correctly.	Check that the cable is properly connected.	Reconnect the Cable E illustrated in the diagram below, or change it.
2	An error occurred on the Motor Driver (SERVO PACK) or on the Motor Controller.	Check that no error is displayed on the LED indicator of the Motor Driver(SERVO PACK). Check that ERR LED is not lighted on the status display of the Motor Controller.	Refer to the APPENDIX : Servo Drives (Alarm & Warning) to resolve the problem.

CHECK ROUTE

8. 5. 19: Wheel Motor FAULT(for BIG WEEL)

WHAT	Failure on the Wheel Motor. A Limit Over Error has been registered by the Motor Controller.		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	RESET key.		
CAUSE	CHECK	REMEDY	
1	An error occurred on the Motor Driver (SERVO PACK).	Check the error No. and Warning No. displayed by the LED Indicator on the Motor Driver(SERVO PACK).	Refer to the APPENDIX : Servo Drives (Alarm & Warning) to resolve the problem.
CHECK ROUTE			
<pre> graph LR APX[APX Unit in the MTM Controller] --- A[USB cable] --- BODY[BODY PCB in the MTM Controller] BODY --- B --- MC[Motor Controller] MC --- C[LAN cable] --- APX MC --- D --- MD[Motor Driver (SERVO PACK)] MD --- E --- Motor </pre>			

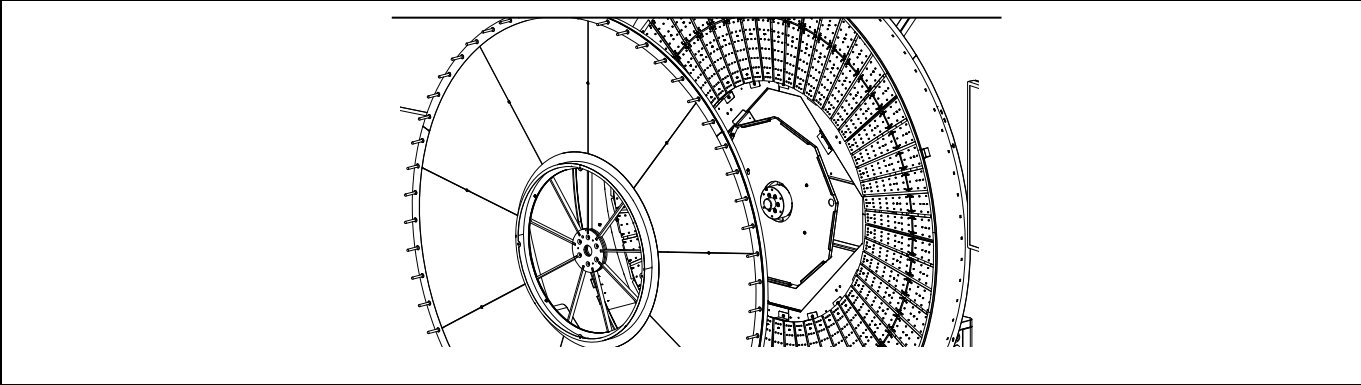
8. 5. 20: Wheel Error(for BIG WEEL)

WHAT	Error on the wheel. The Wheel motor rotates, but the Wheel does not rotate.		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	Power OFF->ON.		
CAUSE	CHECK	REMEDY	
1 Malfunction of the joint between the Motor Shaft and the Wheel.	Check the joint between the Motor Shaft and the Wheel.	If there is a malfunction of the joint between the Motor Shaft and the Wheel, install it again.	
CHECK ROUTE			
			

8. 5. 21: Wheel Runaway(for BIG WEEL)
Wheel Stop Error(for BIG WEEL)

WHAT	Error in the movement of the Wheel. The Wheel Motor is still, but the wheel is moving.		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	Power OFF->ON.		
CAUSE	CHECK	REMEDY	
1	Malfunction of the joint between the Motor Shaft and the Wheel.	Check the joint between the Motor Shaft and the Wheel.	If there is a malfunction of the joint between the Motor Shaft and the Wheel, install it again.
2	Malfunction on the main body of the Wheel.	Check that the main body of wheel is not deformed. Check that no symbol artwork plates on the wheel surface is detached.	Install again, or change, the main body of the wheel and the Symbol artwork Plate.

CHECK ROUTE



8. 5. 22: Wheel INIT Error 1(for BIG WEEL)**Wheel INIT Error 2**(for BIG WEEL)

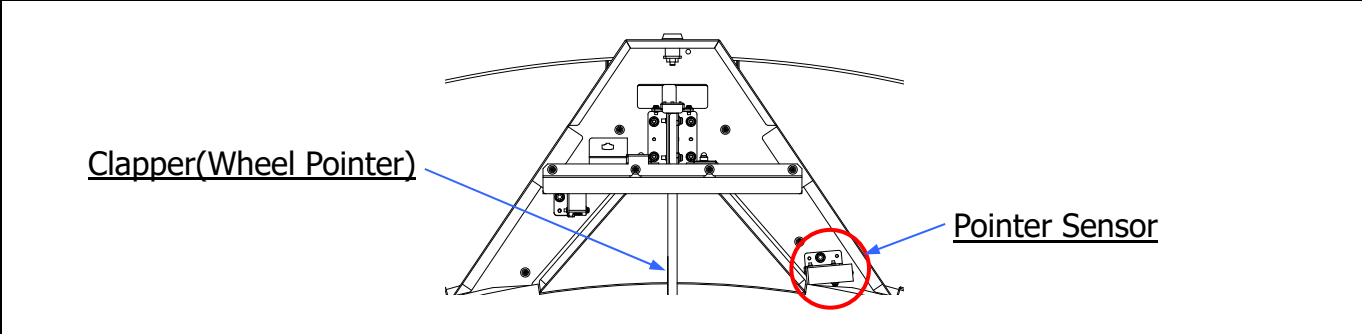
WHAT	INIT Error on the Wheel. The origin of the wheel could not be detected over half round. ※For Wheel INIT Error 1 it was detected by the GAME, for Wheel INIT Error 2, it was detected by the Library.		
WHEN	After the power is turned ON and the game is activated.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	Power OFF->ON.		
CAUSE	CHECK	REMEDY	
1	The Sensor for the Wheel Origin does not work properly.	Check that the connector of the origin sensor is properly connected.	Reconnect the connector of the origin sensor.
2	The Sensor for the Wheel Origin does not work properly.	Check if the Origin Sensor is damaged.	Perform the IO test to check that the origin sensor is properly operating.

8. 5. 23: Pointer Position Error(for BIG WEEL)

WHAT	Irregularity in the position of the Clapper (Wheel Pointer). The Clapper (Wheel pointer) stopped diagonally.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF->ON.

CAUSE		CHECK	REMEDY
1	Malfunction on the Clapper (Wheel Pointer).	Is the fixed part of the Clapper (Wheel Pointer) is firmly secured? Is the Clapper (Wheel Pointer) largely bent or broken?	Install again the Clapper (Wheel Pointer) or change it.
2	The Pointer Sensor of the Wheel is not working properly.	Check if the Pointer Sensor is damaged.	Perform the IO test to check that the Pointer Sensor is properly operating.

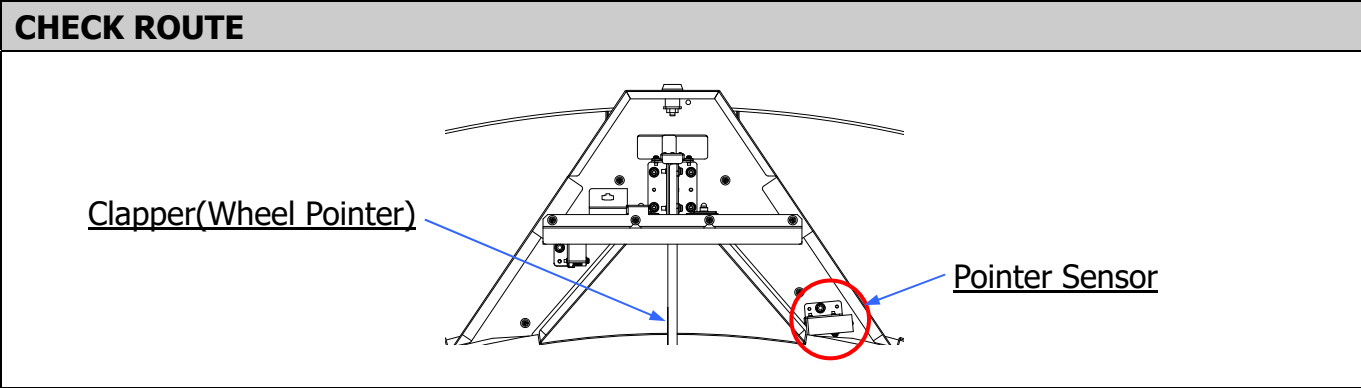
CHECK ROUTE



8. 5. 24: Pointer Runaway(for BIG WEEL)

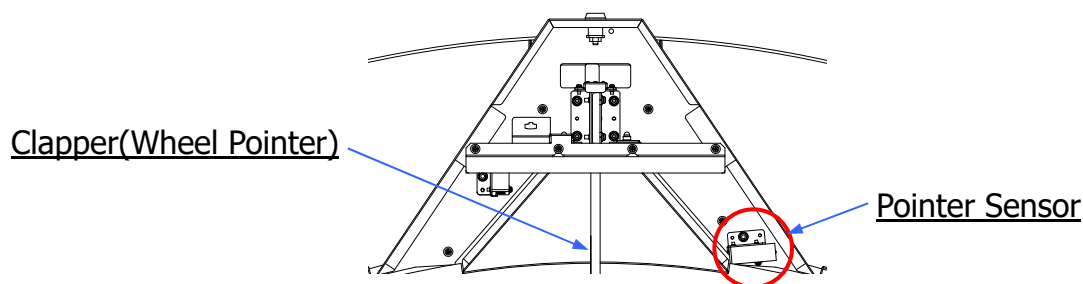
WHAT	Irregularity in the movement of the Clapper (Wheel Pointer). Even if the Wheel is not rotating, the Clapper (Wheel Pointer) moved.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF->ON.

CAUSE		CHECK	REMEDY
1	The Pointer Sensor of the Wheel is not working properly.	Check if the Pointer Sensor is damaged.	Perform the IO test to check that the Pointer Sensor is properly operating.



8. 5. 25: Pointer Error(for BIG WEEL)

WHAT	Irregularity in the position of the Clapper (Wheel Pointer). The Wheel is rotating, but the Clapper (Wheel Pointer) is not moving.		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	Power OFF->ON.		
CAUSE	CHECK	REMEDY	
1 Malfunction on the Clapper (Wheel Pointer).	Is the fixed part of the Clapper(Wheel Pointer) is firmly secured? Is the fixed part of the Clapper(Wheel Pointer) is bent or broken?	Install again the Clapper (Wheel Pointer) or change it.	
2 The Wheel Pin is not in the correct position.	Check that no Wheel Pin is not loose or bent.	Install again the Wheel pin or change it.	
3 The Pointer Sensor of the Wheel is not working properly.	Check if the Pointer Sensor is damaged.	Perform the IO test to check that the Pointer Sensor is properly operating.	

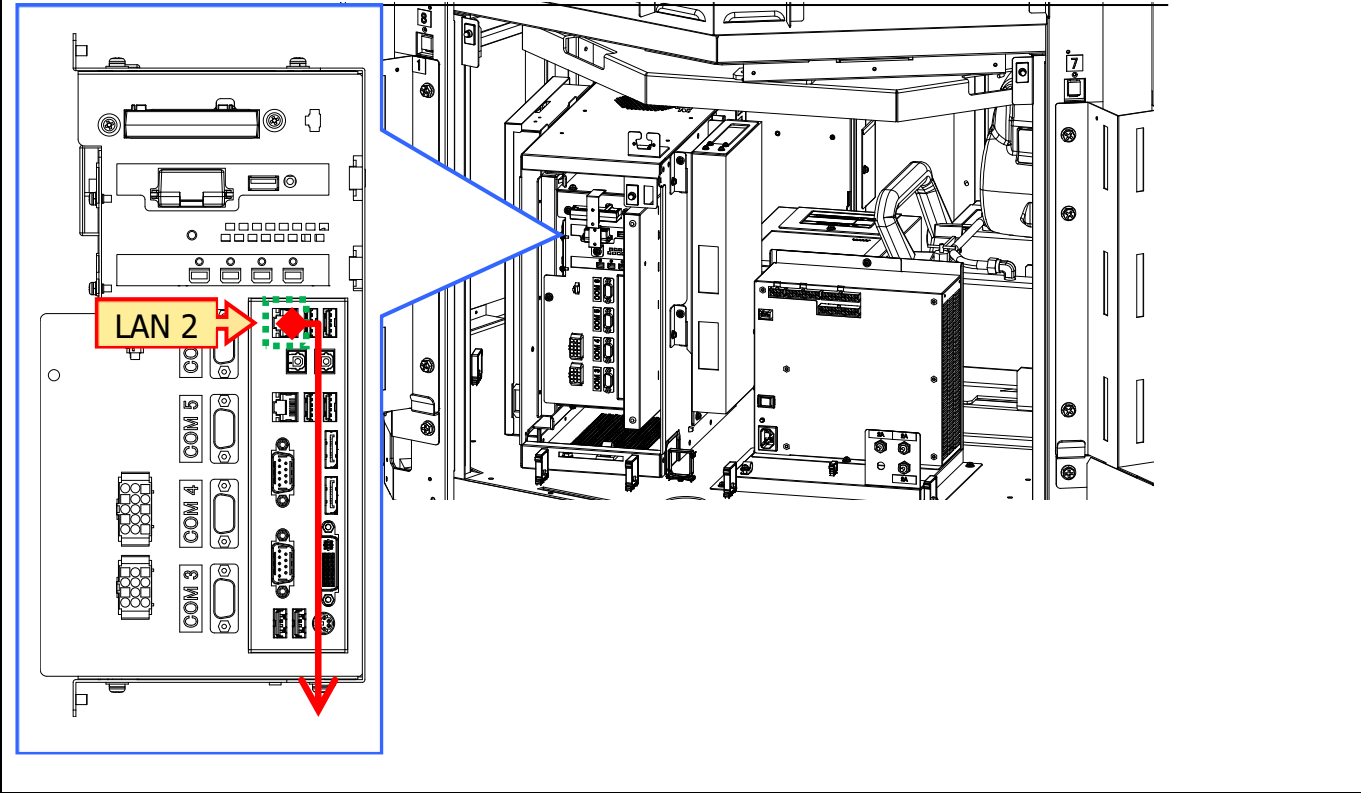
CHECK ROUTE**8. 5. 26: CLIENT ID error**

WHAT	It took too much time to restore the connection to the Host.		
WHEN	After the connection to the Host is restored.		
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.		
ERROR RESET	Power OFF>ON.		

8. 5. 27: Live Camera Disconnected

WHAT	Displayed if there is not connection with the Live CAMERA.		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	Automatic recovery.		
CAUSE	CHECK	REMEDY	
1 The LAN Cable is disconnected, not plugged properly or malfunctioning.	Check if the wire is broken or disconnected.	Reconnect or change the LAN Cable.	
2 Wrong settings of the Live CAMERA	The settings of the Live CAMERA are correct.	Set again the Live CAMERA.	
3 Live CAMERA malfunction.		Replace the Live CAMERA.	

CHECK ROUTE



8. 5. 28: **Cabinet Fan xx abnormal**(for Roulette)
PC Tower Fan abnormal(for Roulette)
Power Box Fan abnormal(for Roulette)
Power Box A Fan abnormal(for Roulette)
Power Box B Fan abnormal(for Roulette)
Top Cabinet Fan xx abnormal(for Roulette)

WHAT	The FAN does not move or the number of fan rotations is not normal.		
WHEN	At any time.		
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.		
ERROR RESET	Automatic recovery.		
CAUSE	CHECK	REMEDY	
1 Fan error.	Check the movement of the fan.	The fan requires replacement.	

CHECK ROUTE

- for LUCKY ROULETTE -

※ Refer to **"Fans in the Top Sign Unit"** on Chapter 6.

Top Cabinet Fan

Power Box B Fan

Power Box A Fan

※ Refer to **"Speaker and Fan"** on Chapter 6.

Cabinet Fan

PC Tower Fan

Power Box Fan

8. 5. 29: Power Supply Box thermal error(for Roulette)
Signage Power Supply A thermal error(for Roulette)
Signage Power Supply B thermal error(for Roulette)

⚠ CAUTION!

When this error occurs, immediately turn OFF the machine.

WHAT	The Power Supply Box temperature is abnormally high. (Monitored by the temperature sensor)		
WHEN	At any time. Checked at every frame.		
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.		
ERROR RESET	Power OFF.		
CAUSE	CHECK	REMEDY	
1 Power supply error.	<p>⚠ CAUTION! When this error occurs, immediately turn OFF the machine power supply.</p>	The power supply requires replacement. <p>⚠ CALL SERVICE IMMEDIATELY! Contact your local office or distributor.</p>	

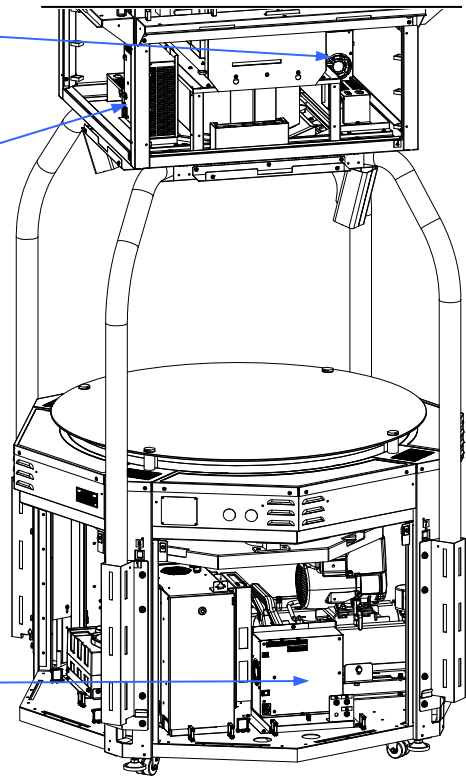
CHECK ROUTE

- for **LUCKY ROULETTE** -

Signage Power Supply B

Signage Power Supply A

Power Supply Box

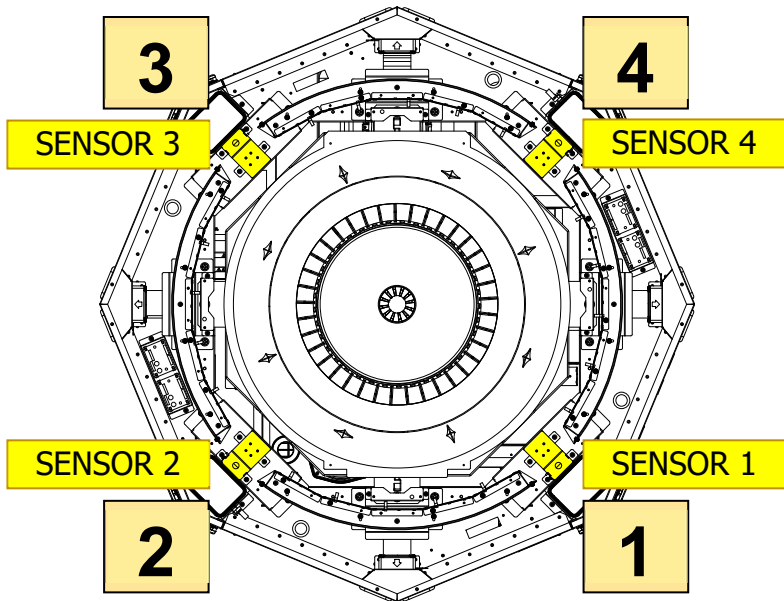


8. 5. 30: Wheel Glass Sensor xx Open(for Roulette)

WHAT	The sensor indicated was activated.
WHEN	At any time.
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.
ERROR RESET	Automatic recovery.

CAUSE		CHECK	REMEDY
1	The sensor indicated was activated.	The relative Post B Bolt is loose.	Fasten the Post B Bolt.
2	Sensor error.	Refer to "Input Test" on Chapter 4, to test the sensor.	In case of malfunction, refer to "Glass Sensor Unit" on Chapter 6 to replace the Sensor.

CHECK ROUTE



8. 5. 31: Game INIT error(for Roulette)

WHAT	The wheel could not stop at the starting position.
WHEN	After the power is turned ON and the game is activated.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ▲ CALL SERVICE IMMEDIATELY!

8. 5. 32: Ball Start error(for Roulette)

WHAT	A ball start error happened for 3 consecutive balls.
WHEN	Occurs between the time the wheel starts spinning and stops.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ▲ CALL SERVICE IMMEDIATELY!

8. 5. 33: Ball Fall error(for Roulette)

WHAT	A ball did not fall in a pocket within the preset time period.
WHEN	Occurs between the time the wheel starts spinning and stops.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ▲ CALL SERVICE IMMEDIATELY!

8. 5. 34: Compressor error(for Roulette)

WHAT	The air compressor did not work normally.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ▲ CALL SERVICE IMMEDIATELY!

8. 5. 35: Ball Count error(for Roulette)

WHAT	2 or more balls fell in one pocket.
WHEN	Occurs between the time the wheel starts spinning and stops.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ▲ CALL SERVICE IMMEDIATELY!

8. 5. 36: Motor error(for Roulette)

WHAT	The motor of the wheel did not work at the preset speed
WHEN	Occurs between the time the wheel starts spinning and stops.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ▲ CALL SERVICE IMMEDIATELY!

8. 5. 37: Position Sensor error (REF0130) (for Roulette)**Position Sensor error (REF0430)** (for Roulette)**Position Sensor error (REF0730)** (for Roulette)**Position Sensor error (REF1030)** (for Roulette)

WHAT	When one of the sensors could not detect any difference from a bet starting moment to the following bet start.
WHEN	Occurs between the time the wheel starts spinning and stops.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ▲ CALL SERVICE IMMEDIATELY!

8. 5. 38: Zero Sensor Detect error(for Roulette)

WHAT	The Zero sensor could not detect the Zero position at the initialization time, even after two or more spins of the wheel.
WHEN	After the power is turned ON and the game is activated.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ▲ CALL SERVICE IMMEDIATELY!

8. 5. 39: Zero Sensor error(for Roulette)

WHAT	When the Zero sensor could not detect any difference from a bet starting moment to the following bet start.
WHEN	Occurs between the time the wheel starts spinning and stops.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ▲ CALL SERVICE IMMEDIATELY!

8. 5. 40: Around Sensor error(for Roulette)

WHAT	One of the following conditions occurred: <ul style="list-style-type: none"> ·Both the Around sensors gets activated at the same time. ·Only one of the Around sensors is activated for 15 consecutive times. ·None of the sensors is activated.
WHEN	After the power is turned ON and the game is activated.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ▲ CALL SERVICE IMMEDIATELY!

8. 5. 41: Encoder Count error(for Roulette)

WHAT	The motor moved but there was no change on the Encoder.
WHEN	Occurs between the time the wheel starts spinning and stops.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ▲ CALL SERVICE IMMEDIATELY!

8. 5. 42: Pocket Shuffle error(for Roulette)

WHAT	The value of the pocket shuffle and was different at the initialization time and during the normal time.
WHEN	Occurs between the time the wheel starts spinning and stops.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ▲ CALL SERVICE IMMEDIATELY!

8. 5. 43: Wheel Direction error(for Roulette)

WHAT	The actual spinning direction of the wheel was opposite to the settings.
WHEN	After the power is turned ON and the game is activated.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ▲ CALL SERVICE IMMEDIATELY!

8. 5. 44: Wheel Origin Detect error(for Roulette)

WHAT	The sensor could not detect the Origin position at the initialization time, even after one or more spins of the wheel.
WHEN	After the power is turned ON and the game is activated.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ▲ CALL SERVICE IMMEDIATELY!

8. 5. 45: GAL Mismatch(for Roulette)

WHAT	In case of a mismatch of between the number of pockets on the wheel and the GAL used.		
WHEN	After the power is turned ON and the game is activated.		
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.		
ERROR RESET	Ram Clear.		
CAUSE	CHECK	REMEDY	
1	The number of pockets on the wheel and the information on the GAL are different.	Check the GAL.	Change to a GAL that matches with the number of pockets on the Wheel Unit.

8. 5. 46: Warning!! Configure Main Unit ID(for Roulette)

WHAT	Occurs when the Center Unit ID is not changed from the default "0000".		
WHEN	After the power is turned ON and the game is activated.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	Ram Clear.		
CAUSE	CHECK	REMEDY	
1	The Center Unit ID is not changed from the default "0000"		Refer to the item "MAIN UNIT ID" on " Important Settings / Basic Settings " on chapter 4, and change the ID code.

8. 5. 47: Base Protocol Version is Unmatched

WHAT	Occurs if the Base Protocol version of the Center Unit and of the Station do not match.		
WHEN	When the communication with the Center Unit has been restored.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	Power OFF>ON.		
CAUSE		CHECK	REMEDY
1	The Base Protocol version of the Center unit and the Station do not match.	Check if the Version of the Center Unit and of the Station are correct.	Replace the SSD of the wrong Version.

8. 5. 48: Game Protocol Version is Unmatched

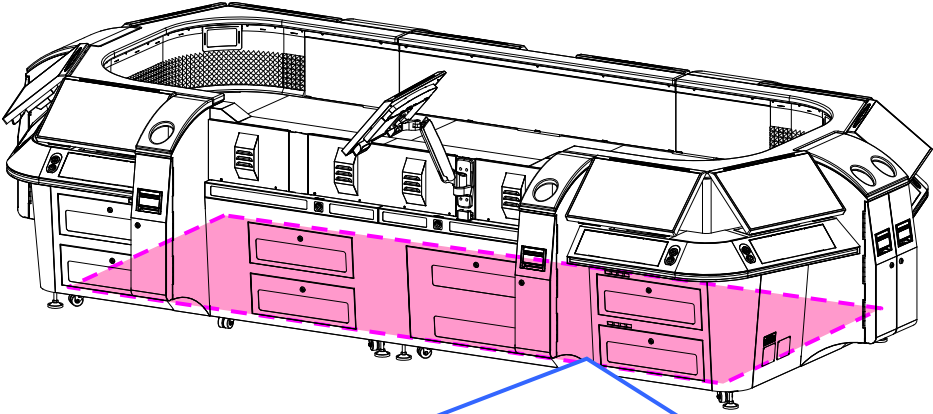
WHAT	Occurs if the Game Protocol version of the Center Unit and of the Station do not match.		
WHEN	When the communication with the Center Unit has been restored.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	Power OFF>ON.		
CAUSE		CHECK	REMEDY
1	The Game Protocol version of the Center unit and the Station do not match.	Check if the Version of the Center Unit and of the Station are correct.	Replace the SSD of the wrong Version.

8. 5. 49: Bottom xx Fan abnormal(for Roll to win Craps)

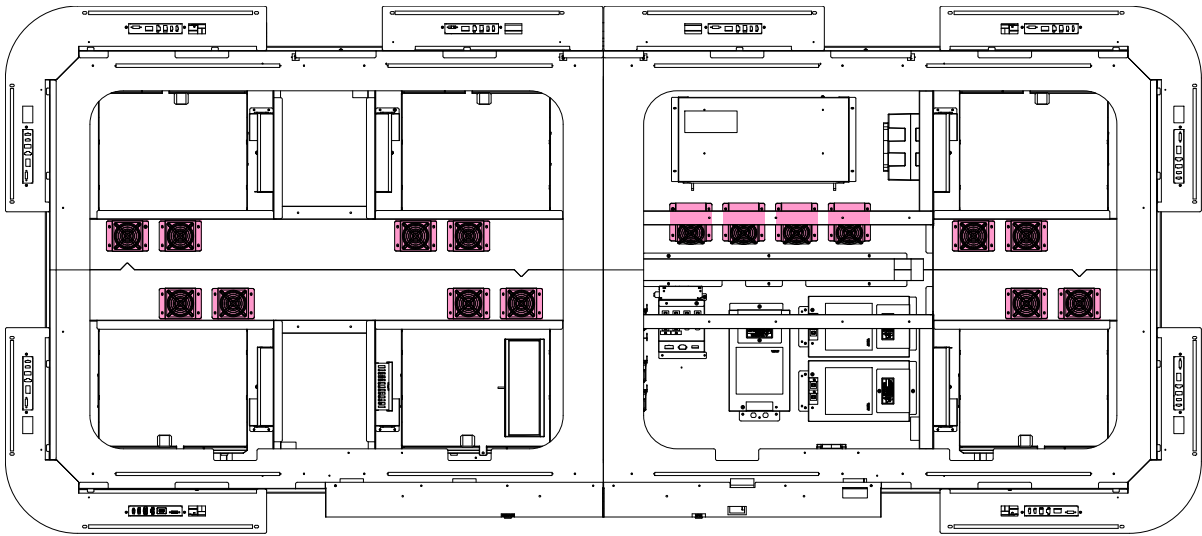
WHAT	The FAN do not move properly.		
WHEN	At any time.		
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.		
ERROR RESET	Automatic recovery.		
CAUSE	CHECK	REMEDY	
1 Fan error.	Check the movement of the fan.	The fan requires replacement.	

CHECK ROUTE

- ※ Refer to **"Input Test"** on Chapter 4.
- Refer to **"Bottom Fan (Base Frame Fan)"** on Chapter 6.



Location of the Bottom Fan (Bottom Area UPPER View)

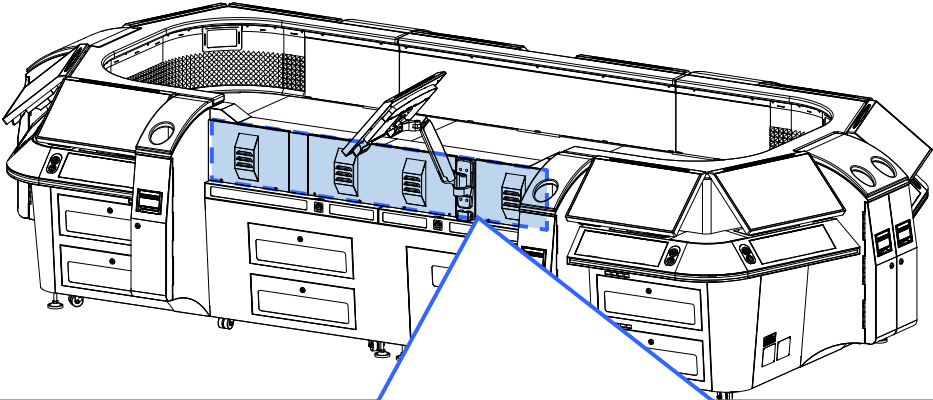


8. 5. 50: Front xx Fan abnormal(for Roll to win Craps)

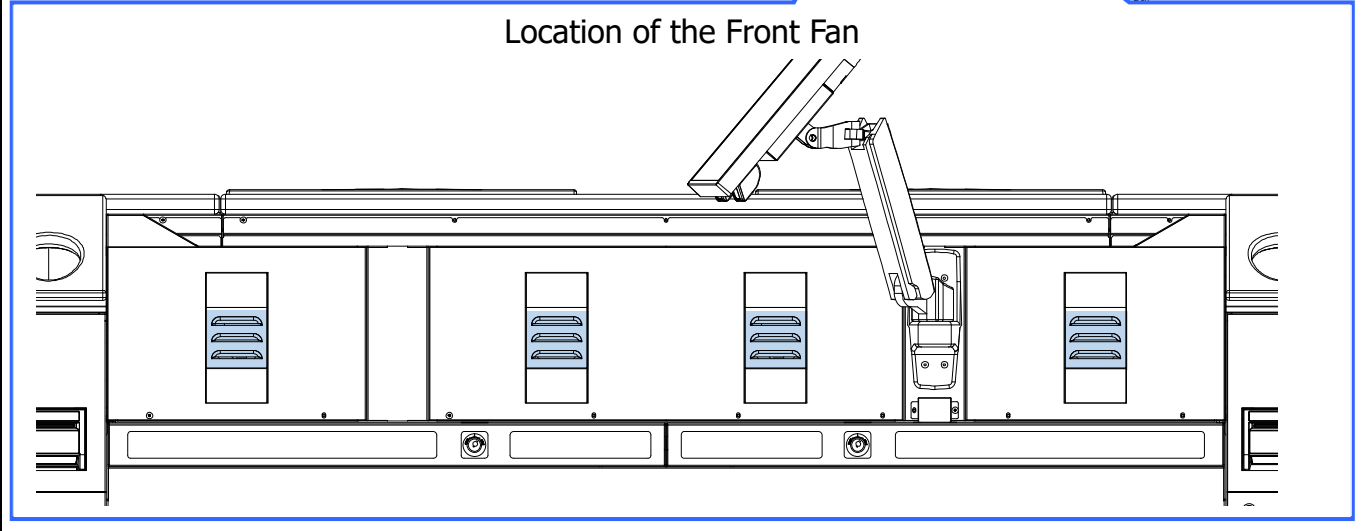
WHAT	The FAN do not move properly.		
WHEN	At any time.		
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.		
ERROR RESET	Automatic recovery.		
CAUSE	CHECK	REMEDY	
1 Fan error.	Check the movement of the fan.	The fan requires replacement.	

CHECK ROUTE

- ※ Refer to **"Input Test"** on Chapter 4.
- Refer to **"Wall LED Unit, Front Fan"** on Chapter 6.



Location of the Front Fan

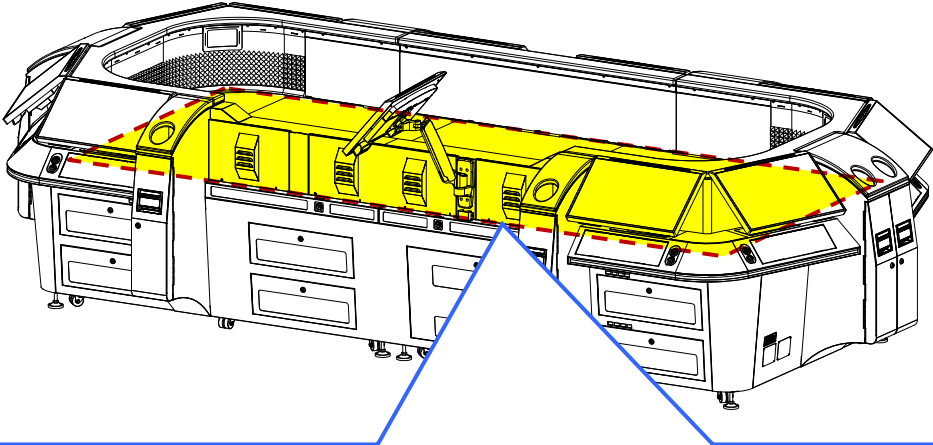


8. 5. 51: Middle xx Fan abnormal(for Roll to win Craps)

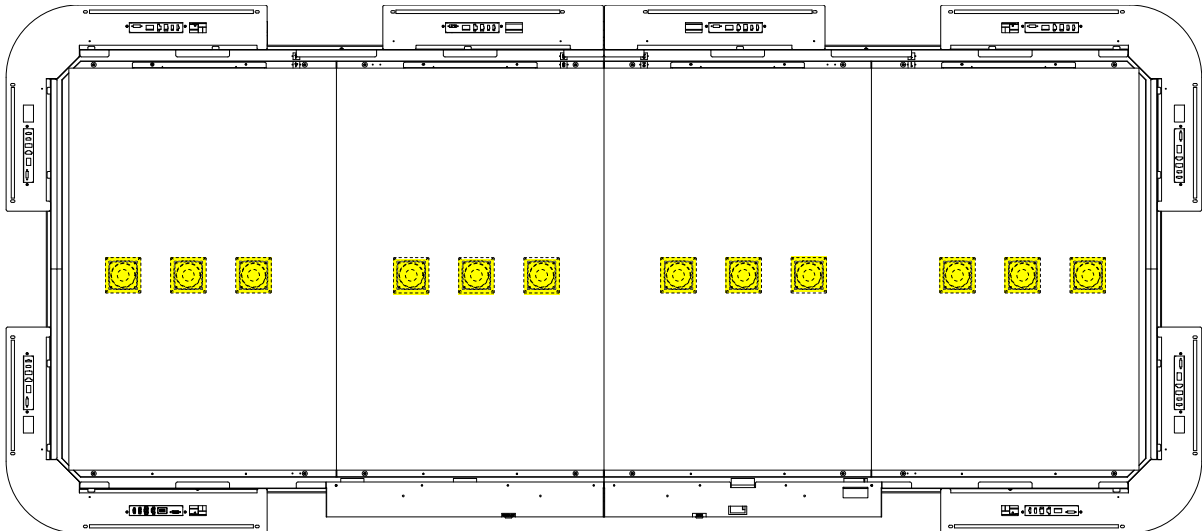
WHAT	The FAN do not move properly.		
WHEN	At any time.		
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.		
ERROR RESET	Automatic recovery.		
CAUSE	CHECK	REMEDY	
1 Fan error.	Check the movement of the fan.	The fan requires replacement.	

CHECK ROUTE

- ※ Refer to **"Input Test"** on Chapter 4.
- Refer to **"Field LED Unit, Middle Fan"** on Chapter 6.



Location of the Middle Fan (Middle Area UPPER View)

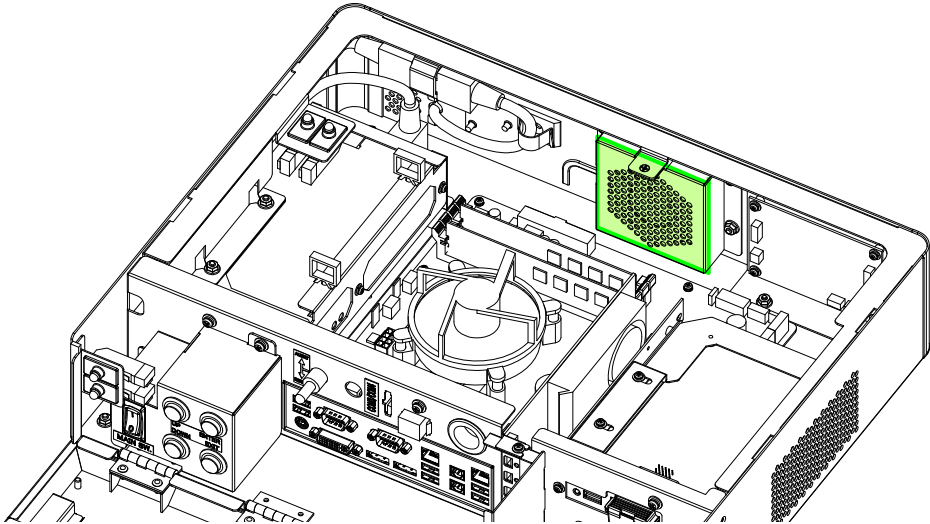


8. 5. 52: Security Box Fan abnormal(for Roll to win Craps)

WHAT	The FAN do not move properly.		
WHEN	At any time.		
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.		
ERROR RESET	Automatic recovery.		
CAUSE	CHECK	REMEDY	
1 Fan error.	Check the movement of the fan.	The fan requires replacement.	

CHECK ROUTE

※ Refer to **"Security Box Fan of Controller Unit"** on Chapter 6 for Center Unit, or on Chapter 7 for Player Terminal Unit.



8. 5. 53: Inappropriate Game Result Input(for Roll to win Craps)

WHAT	When the "LOCKUP" is pressed.
WHEN	At any time.
EFFECT ON CREDITS	The right CREDIT amount must be measured by an attendant.
ERROR RESET	RESET key.

8. 5. 54: Login Failure(for Roll to win Craps)

WHAT	When the Log in to the Dealer Console is failed for 3 times.
WHEN	When Log in to the machine.
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.
ERROR RESET	RESET key, or wait 30 minutes.

8. 5. 55: Table ID Setting Required(for Roll to win Craps)

WHAT	Occurs if TABLE ID on IMPORTANT SETTINGS of the Center Unit is not set.
WHEN	After the power is turned ON and the game is activated.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Automatic recovery.

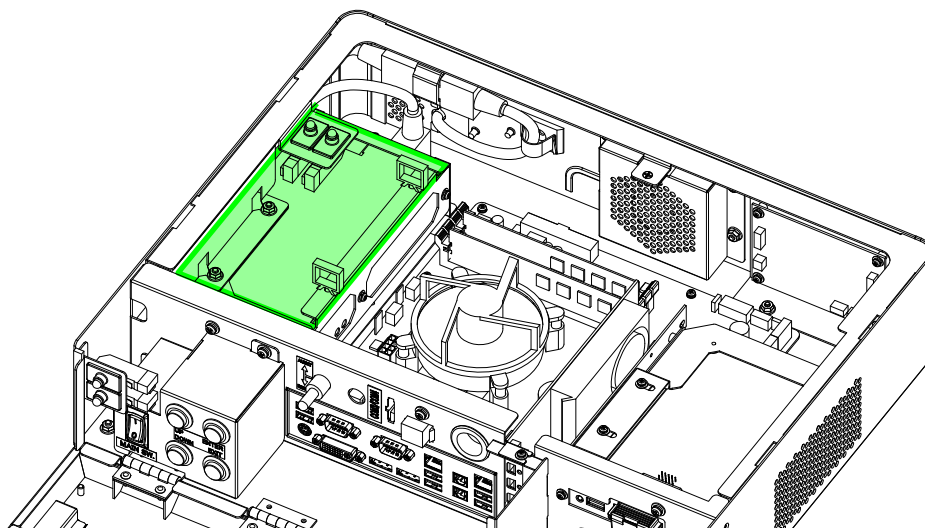
8. 5. 56: Power Supply Box error(for Roll to win Craps)**⚠ CAUTION!**

When this error occurs, immediately turn OFF the machine.

WHAT	The Power Supply Box temperature is abnormally high. (Monitored by the temperature sensor)		
WHEN	At any time. Checked at every frame.		
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.		
ERROR RESET	Power OFF.		
CAUSE	CHECK	REMEDY	
1 Power supply error.	⚠ CAUTION! When this error occurs, immediately turn OFF the machine power supply.	The power supply requires replacement. ⚠ CALL SERVICE IMMEDIATELY! Contact your local office or distributor.	

CHECK ROUTE

- ※ Refer to "**Power Supply Unit of Controller Unit**" on Chapter 6 for Center Unit, or on Chapter 7 for Player Terminal Unit.



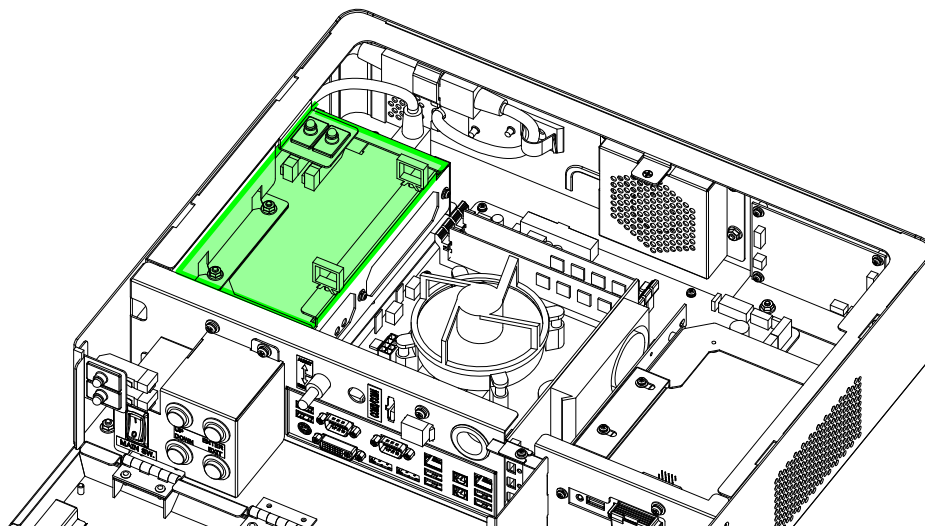
8. 5. 57: Power Supply Fan abnormal(for Roll to win Craps)**CAUTION!**

When this error occurs, immediately turn OFF the machine.

WHAT	An abnormality with the rotation count for the fan in the power supply box.		
WHEN	At any time. Checked at every frame.		
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.		
ERROR RESET	Power OFF.		
CAUSE	CHECK	REMEDY	
1 Power supply error.	CAUTION! When this error occurs, immediately turn OFF the machine power supply.	The power supply requires replacement. CALL SERVICE IMMEDIATELY! Contact your local office or distributor.	

CHECK ROUTE

- ※ Refer to **"Power Supply Unit of Controller Unit"** on Chapter 6 for Center Unit, or on Chapter 7 for Player Terminal Unit.



8. 5. 58: This Station can not return to the Game, All BETs will be return to Credit Meter then cashout.

(for Roll to win Craps)

WHAT	The connection to the Center unit was interrupted leaving credit charged on the station. Then settings that do not require the Ram Clear are changed on the Center Unit. When the connection to the Center Unit is restored, this error occurs.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	RESET key.

8. 5. 59: Reporting System communication offline (for Roll to win Craps)

WHAT	It is not possible to connect to the Reporting System.		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	Automatic recovery.		
CAUSE	CHECK	REMEDY	
1 Incorrect settings on the Main Controller Unit.	Check the settings for "REPORTING SYSTEM", "REPORTING SERVER ADDRESS", "REPORTING SERVER PORT" and "TABLE ID" on "Important Settings / Basic Settings" described at Chapter 4.	Input the correct setting on the Main Controller Unit.	
2 Main Controller Unit or Reporting System error		Check if the Main Controller Unit or the Reporting System are operating correctly.	
3 Communication cable error	Check for connection faults and disconnections.	The cable requires replacement.	
CHECK ROUTE			
<pre> graph LR MCU[Main Controller Unit] --- LAN[LAN Cable] --- RS[Reporting System] </pre> <p>The diagram illustrates the physical connection between the Main Controller Unit and the Reporting System. A red line representing a LAN Cable connects the two units.</p>			

8. 5. 60: Reporting System Event BUFFER full(for Roll to win Craps)

WHAT	The information to send to the Reporting system accumulate more than established.		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	Automatic recovery.		
CAUSE	CHECK	REMEDY	
1 Main Controller Unit or Reporting System error		Check if the Main Controller Unit or the Reporting System are operating correctly.	
2 Communication cable error	Check for connection faults and disconnections.	The cable requires replacement.	
CHECK ROUTE			
<pre> graph LR MCU[Main Controller Unit] --- LAN[LAN Cable] --- RS[Reporting System] </pre>			

8. 5. 61: Mini PC / Pit Boss PC Disconnected(for Roll to win Craps)

WHAT	The Mini PC or the Pit Boss PC are not connected.		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	Power OFF>ON.		
CAUSE	CHECK	REMEDY	
1	The LAN Cable is disconnected, not plugged properly or malfunctioning.	Check if the wire is broken or disconnected.	Reconnect or change the LAN Cable.
2	Mini PC/ Pit Boss PC error.	---	Check if the casino host is operating correctly.
CHECK ROUTE			
[If using Mini PC]			
<pre> graph LR MCU[Main Controller Unit] --- HUB[HUB] HUB --- E0[Ethernet 0] E0 --- MP[Mini PC] MP --- E1[Ethernet 1] E1 --- CS[Cash Server] </pre>			
[If using Pit Boss PC]			
<pre> graph LR MCU[Main Controller Unit] --- HUB[HUB] HUB --- PBP[Pit Boss PC] </pre>			

8. 5. 62: Printer Jam (Please retrieve printed report)(for Roll to win Craps)

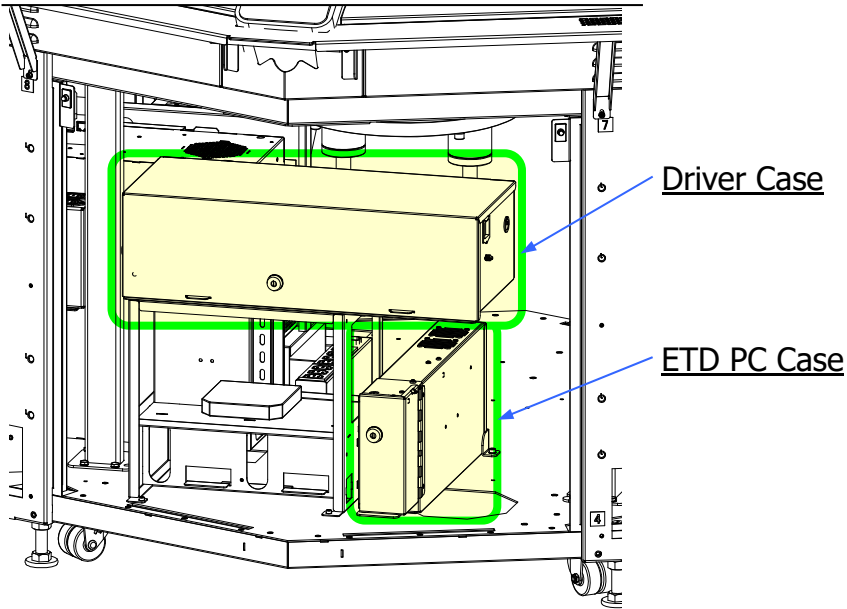
WHAT	There is a paper jam inside the ticket printer. This error comes from the printer.
WHEN	Occurs after a ticket is printed.
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.
ERROR RESET	Automatic recovery.

8. 5. 63: Please wait(for Roll to win Craps)

WHAT	If an individual's Total Win violates the "OVERPAY LOCKUP" trigger condition, the Machine locks up and this message is displayed in all Player Terminals. (Refer to "OVERPAY LOCKUP SECURITY LEVEL" and "OVERPAY LOCKUP LIMIT(\$)" on " Game Settings " at Chapter 4).
WHEN	An individual's Total Win violates the "OVERPAY LOCKUP" trigger condition.
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits. The right CREDIT amount must be measured by an attendant.
ERROR RESET	<p>Open the [OPERATION] Tab on the Dealer Terminal</p> <ul style="list-style-type: none"> > Press [OVERPAY LOCKUP] > Select the target [Player Terminal] > Press [RESET] to clear the condition. <p>(Refer to "Dealer Terminal Screen, Buttons And Settings" on Chapter 3 of the OPERATION Manual.)</p>



8. 5. 64: Consecutive No Dice(for Shoot to win Craps) (for Dragon Sic Bo)

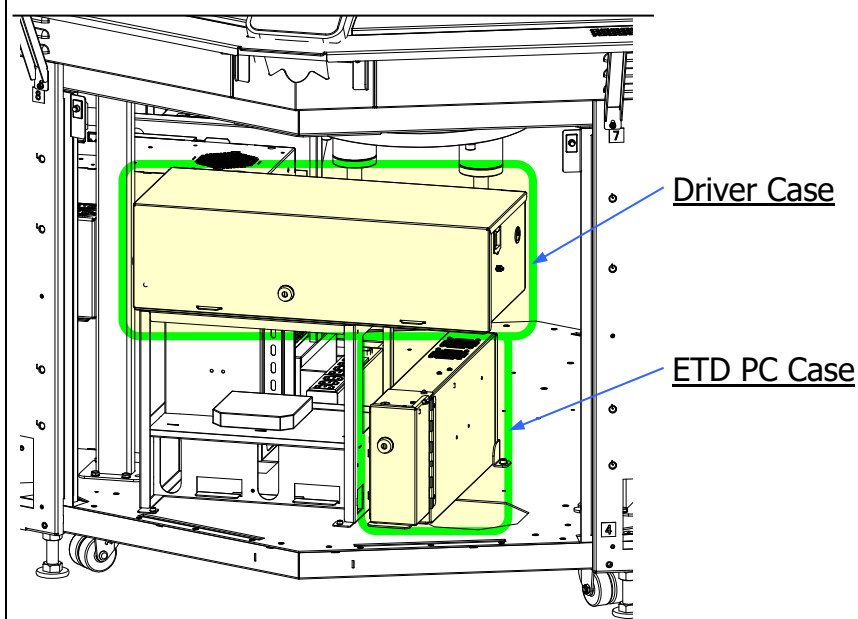
WHAT	A [NO DICE condition](only 1 or less dice could be read) occurred again even after 3 times the dice was reshoot because [No DICE condition] occurred. ※This error is displayed only if on " Dice Unit Settings " described at Chapter 4, the setting " NO DICE RESHOOT" is set to ENABLED .		
WHEN	After the Dice Field is stopped, when the Dice Spot Reading Sensor reads the Dice.		
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.		
ERROR RESET	Reset key		
CAUSE	CHECK	REMEDY	
1 Dice Field Malfunction.	Contact your local office or distributor.	Improve the condition of the Dice or of the Dice Field.	
2 Cable Malfunction.		Reconnect the cables of the Driver Case and ETD PC Case, or replace the cables.	
3 Dice Malfunction.		Change Dice.	
CHECK ROUTE			
※ Refer to " Dice " or " Accessing the Driver Case, the ETD PC Case, the Audio module and the DICE Generator Fan " on Chapter 6.			
			

**8. 5. 65: Consecutive No Results Of Any Spot On Dice(Dice A)
Consecutive No Results Of Any Spot On Dice(Dice B)
Consecutive No Results Of Any Spot On Dice(Dice C)
(for Shoot to win Craps) (for Dragon Sic Bo)**

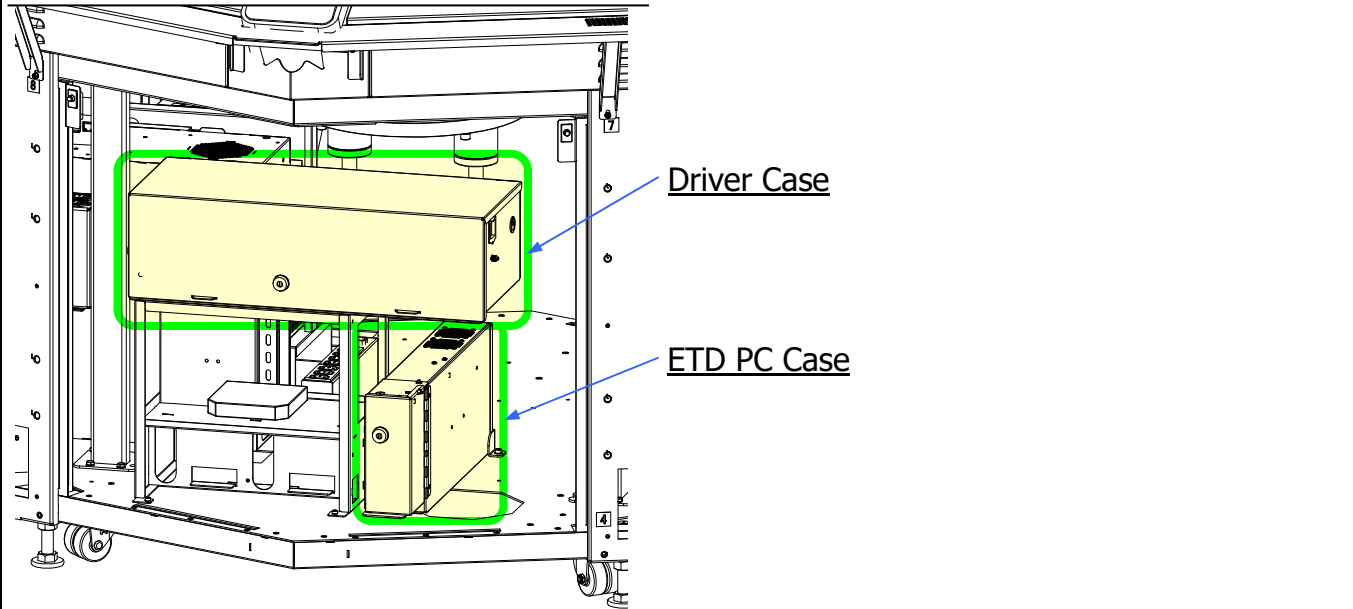
WHAT	One of the Dice did not show a certain face for 100 times in a row.		
WHEN	After the Dice Field is stopped, when the Dice Spot Reading Sensor reads the Dice.		
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.		
ERROR RESET	Reset key		
CAUSE	CHECK	REMEDY	
1 Dice Trouble like cracks etc.	Contact your local office or distributor.	Change the Dice.	
2 Cable malfunction.		Reconnect the cables of the Driver Case and ETD PC Case, or replace the cables.	

CHECK ROUTE

※ Refer to "Dice" or "Accessing the Driver Case, the ETD PC Case, the Audio module and the DICE Generator Fan "on Chapter 6.



**8. 5. 66: Consecutive Same Results For One Dice
Consecutive Same Results For All Dice**
(for Shoot to win Craps) (for Dragon-Sic Bo)

WHAT	<p>for Dragon-Sic Bo</p> <p>Consecutive Same Results For One Dice Consecutive Same Results For All Dice</p> <p>One (or all) Dice showed the same face 4 times in a row.</p> <p>-----</p> <p>for Shoot to win Craps</p> <p>Consecutive Same Results For One Dice</p> <p>One Dice showed the same face for 10 times in a row.</p> <p>Consecutive Same Results For All Dice</p> <p>All Dice showed the same faces for 6 times in a row.</p>		
WHEN	After the Dice Field is stopped, when the Dice Spot Reading Sensor reads the Dice.		
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.		
ERROR RESET	Reset key		
CAUSE	CHECK	REMEDY	
1 Dice Trouble like cracks etc.	Contact your local office or distributor.	Change the Dice.	
2 Cable malfunction.		Reconnect the cables of the Driver Case and ETD PC Case, or replace the cables.	
CHECK ROUTE			
<p>※ Refer to "Dice" or "Accessing the Driver Case, the ETD PC Case, the Audio module and the DICE Generator Fan "on Chapter 6.</p>			
			

8. 5. 67: Dice And Field Maintenance Required Self Chi Square Test Failure (for Shoot to win Craps) (for Dragon Sic Bo)

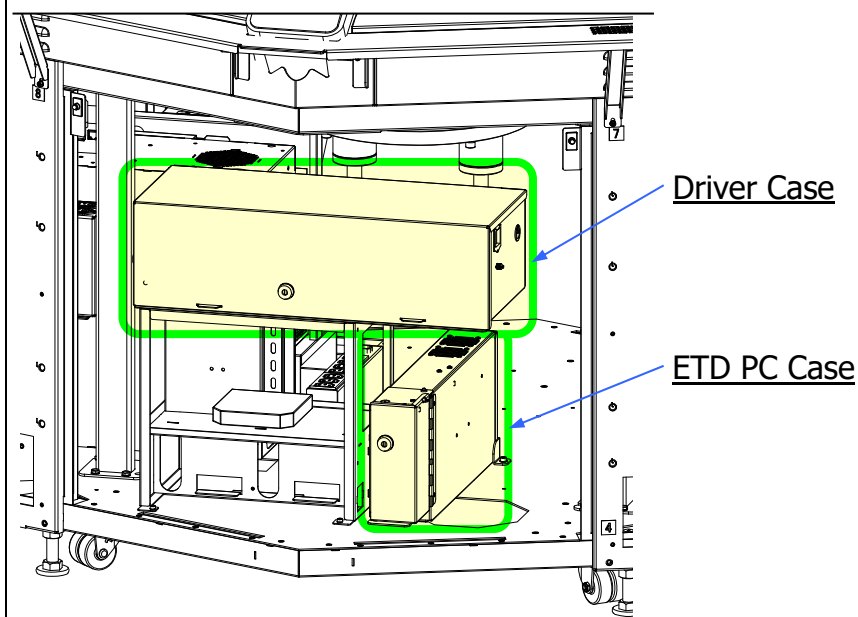
WHAT	A result of chi-square is not proper. ※Refer to "CHI SQUARE FAILURE LOCK UP" on " Main Unit Settings " at Chapter 4.		
WHEN	When the next game starts.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	Reset key		
CAUSE	CHECK	REMEDY	
1 ·Dice Trouble like cracks etc. ·Foreign object on the Dice Field. ·Deterioration due to use over time.	Refer to " Chi Square Test " of " Recall Meters " described at Chapter 6 of the OPERATION Manual to check the frequency of occurrence of this error. ※If this error occurs twice or more within 2 months, contact your local office or distributor.	Change the Dice, or improve the condition of the Dice Field.	

8. 5. 68: Dice Failure(for Shoot to win Craps) (for Dragon Sic Bo)

WHAT	[NO DICE condition](only 1 or less dice could be read) occurred again within 30 games after the previous [No DICE condition].		
WHEN	After the Dice Field is stopped, when the Dice Spot Reading Sensor reads the Dice.		
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.		
ERROR RESET	Reset key.		
CAUSE	CHECK	REMEDY	
1 Dice Trouble like cracks etc.	Contact your local office or distributor.	Change the Dice.	
2 Cable malfunction.		Reconnect the cables of the Driver Case and ETD PC Case, or replace the cables.	

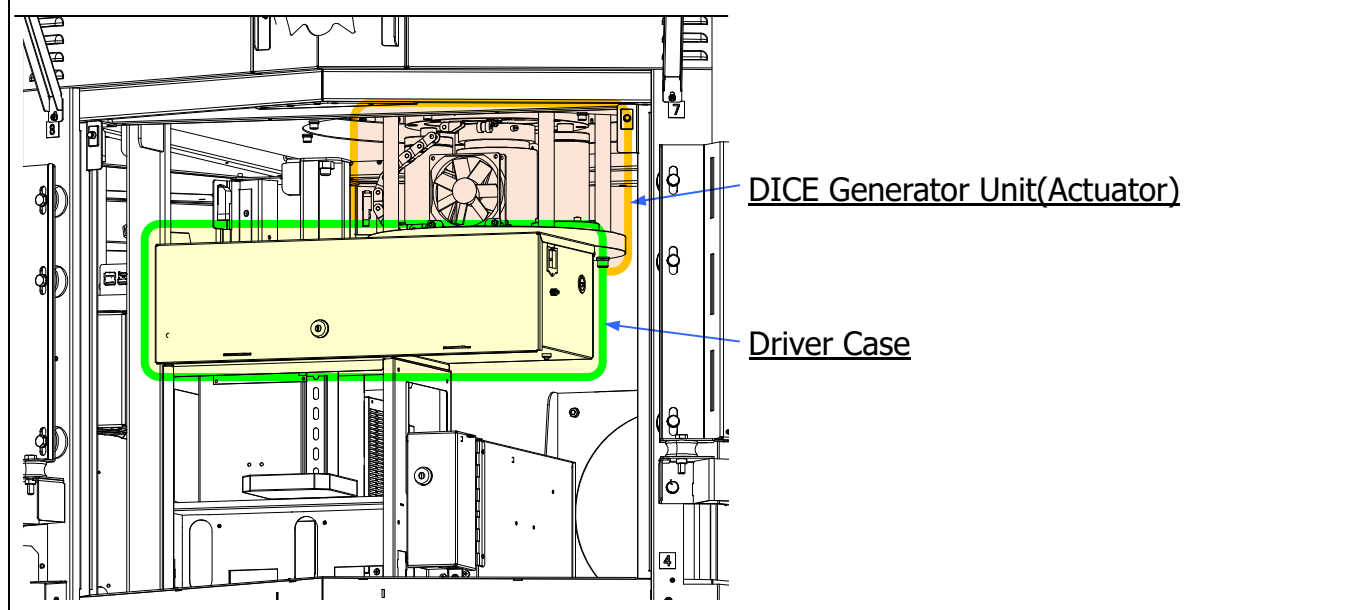
CHECK ROUTE

※ Refer to "Dice" or "Accessing the Driver Case, the ETD PC Case, the Audio module and the DICE Generator Fan "on Chapter 6.



8. 5. 69: Dice Unit Disconnected(for Shoot to win Craps) (for Dragon Sic Bo)

1WHAT	Displayed if there is no connection to the Dice Unit.		
WHEN	At any time.		
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.		
ERROR RESET	Reset Key		
CAUSE	CHECK	REMEDY	
1 Malfunction of the cable between the Driver Case and the DICE Generator Unit(Actuator).	Contact your local office or distributor.	Reconnect the cables or replace the cables.	
2 Driver Case or DICE Generator Unit(Actuator) malfunction.		Change the Driver Case or DICE Generator Unit(Actuator).	

CHECK ROUTE**8. 5. 70: Dice Unit Settings Have Been Changed, Please Reboot**
(for Shoot to win Craps) (for Dragon Sic Bo)

WHAT	It is necessary to reboot the ETD PC after changing the setting of " Dice Unit Settings " in " Settings ". (Refer to 4.8)
WHEN	Displayed when exiting AUDIT.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF>ON.

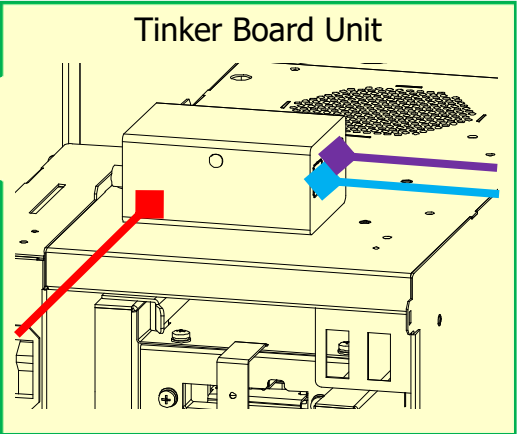
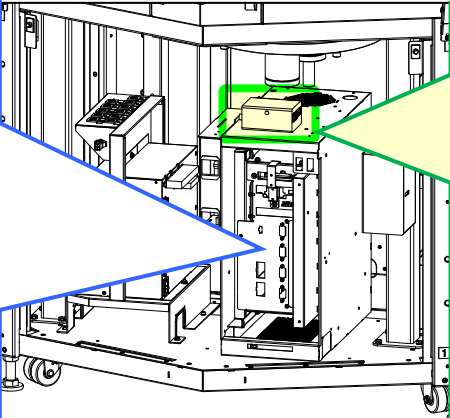
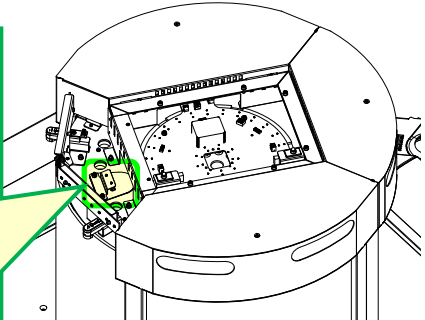
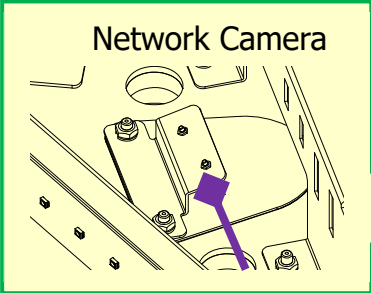
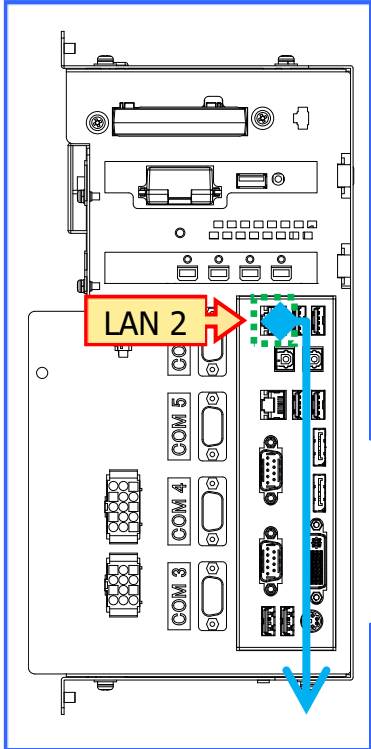
8. 5. 71: Game Failure Error(for Shoot to win Craps) (for Dragon Sic Bo)

WHAT	A game play could not be executed because an error occurred.		
WHEN	At any time.		
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.		
ERROR RESET	Reset key.		
CAUSE		CHECK	REMEDY
1	It is not possible to play games because an error occurred.	---	Clear all errors.

8. 5. 72: Live Camera Disconnected(for Shoot to win Craps) (for Dragon Sic Bo)

WHAT	Displayed if there is not connection with the Live CAMERA.		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	Power OFF>ON		
CAUSE		CHECK	REMEDY
1	The LAN Cable, USB Cable and DC Cable are plugged incorrectly, disconnected, or malfunctioning.	Check if the wire is broken or disconnected.	Reconnect or change the LAN Cable.
2	Tinker Board Unit malfunction.	Contact your local office or distributor.	Refer to "Accessing the Security Cage, the Tinker Board Unit, the IO Case, the Main Power Unit and the Power Relay Unit" at Chapter 6 to change the Tinker Board Unit.
3	Network Camera malfunction.		Refer to "Network Camera, Field LED PCB and Dice Field" at Chapter 6 to change the Network Camera.
CHECK ROUTE			

CHECK ROUTE



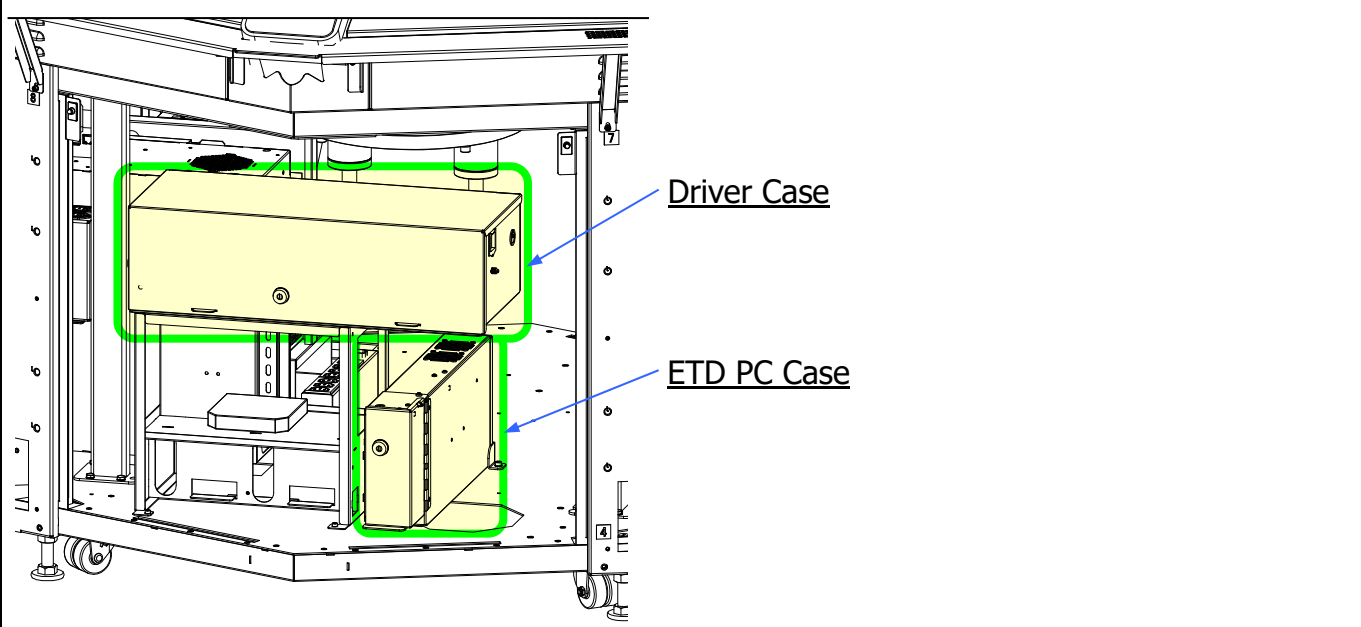
8. 5. 73: No Dice Lockup Interval(for Shoot to win Craps) (for Dragon Sic Bo)

WHAT	It was reached the number of times a "NO DICE condition" (only 1 or less dice could be read) can occur within 100 consecutive games. ※Refer to "NO DICE LOCKUP INTERVAL" on " Dice Unit Settings " at Chapter 4.
WHEN	After the Dice Field is stopped, when the Dice Spot Reading Sensor reads the Dice.
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.
ERROR RESET	Reset key

CAUSE		CHECK	REMEDY
1	Dice Field Malfunction.	Contact your local office or distributor.	Improve the condition of the Dice or of the Dice Field.
2	Cable Malfunction.		Reconnect the cables of the Driver Case and ETD PC Case, or replace the cables.
3	Dice Malfunction.		Change Dice.

CHECK ROUTE

※ Refer to "**Dice**" or "**Accessing the Driver Case, the ETD PC Case, the Audio module and the DICE Generator Fan**" on Chapter 6.



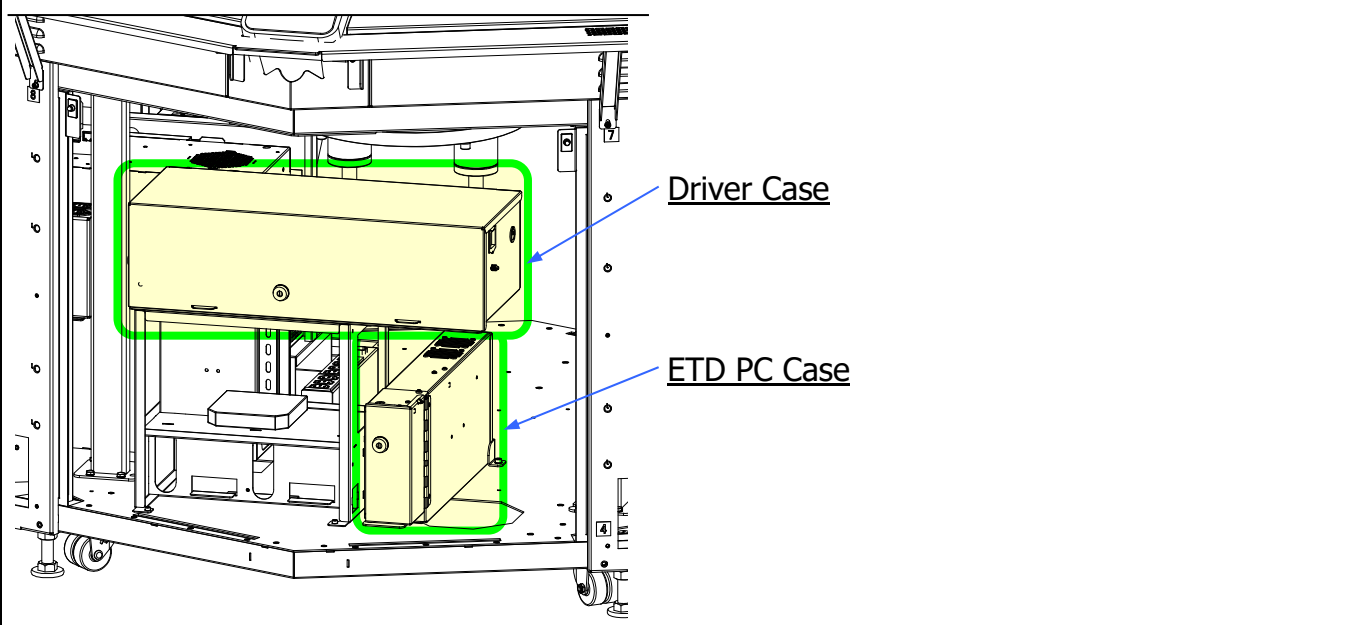
8. 5. 74: No Dice(for Shoot to win Craps) (for Dragon Sic Bo)

WHAT	A [NO DICE condition] (only 1 or less dice could be read) occurred. ※This error is displayed only if on "Dice Unit Settings" described at Chapter 4, the setting "NO DICE RESHOOT" is set to DISABLED .
WHEN	After the Dice Field is stopped, when the Dice Spot Reading Sensor reads the Dice.
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.
ERROR RESET	Reset key

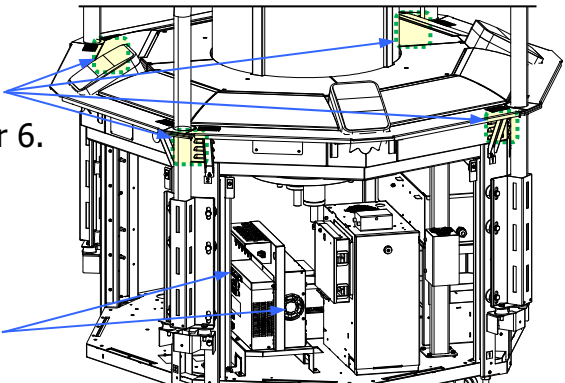
CAUSE		CHECK	REMEDY
1	Dice Field Malfunction.	Contact your local office or distributor.	Improve the condition of the Dice or of the Dice Field.
2	Cable Malfunction.		Reconnect the cables of the Driver Case and ETD PC Case, or replace the cables.
3	Dice Malfunction.		Change Dice.

CHECK ROUTE

※ Refer to **"Dice"** or **"Accessing the Driver Case, the ETD PC Case, the Audio module and the DICE Generator Fan"** on Chapter 6.



8. 5. 75: Cabinet Fan 1-4 Sensor Power Box Fan1-2 Sensor(for Shoot to win Craps) (for Dragon Sic Bo)

WHAT	The FAN does not move properly.		
WHEN	At any time.		
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.		
ERROR RESET	Automatic recovery		
CAUSE	CHECK	REMEDY	
1 Fan error.	Check the movement of the fan.	The fan requires replacement.	
CHECK ROUTE			
<p>- for SHOOT TO WIN CRAPS LUCKY ROLL - Location of the Fans are refer to Chapter 6.5.</p> <p style="text-align: center;"><u>Cabinet Fan 1(or else 2, 3, 4)</u></p> <p>※ Refer to "Speaker and Cabinet Fan" on Chapter 6.</p> <p style="text-align: center;"><u>Power Box Fan 1(or else 2)</u></p> <p>※ Refer to "Accessing the Security Cage, the Tinker Board Unit, the IO Case, the Main Power Unit and the Power Relay Unit" on Chapter 6.</p>			
			

**8. 5. 76: Power Supply Box 1 Sensor
Power Supply Box 2 Sensor**(for Shoot to win Craps) (for Dragon Sic Bo)

⚠ CAUTION!

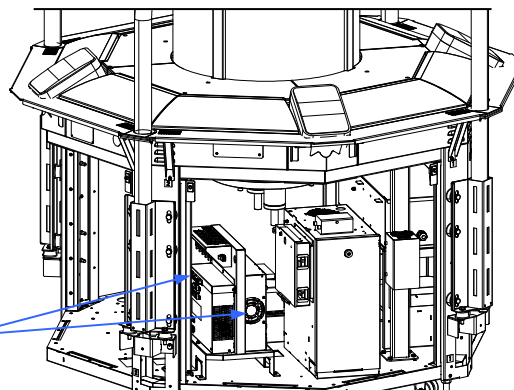
When this error occurs, immediately turn OFF the machine.

WHAT	The Power Supply Box temperature is abnormally high. (Monitored by the temperature sensor)		
WHEN	At any time. Checked at every frame.		
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.		
ERROR RESET	Power OFF.		
CAUSE	CHECK	REMEDY	
1 Power supply error.	<p>⚠ CAUTION! When this error occurs, immediately turn OFF the machine power supply.</p>	<p>The power supply requires replacement.</p> <p>⚠ CALL SERVICE IMMEDIATELY! Contact your local office or distributor.</p>	

CHECK ROUTE

- for SHOOT TO WIN CRAPS LUCKY ROLL -

Power Supply Box 1(or else 2) Sensor



※ Refer to “**Accessing the Security Cage, the Tinker Board Unit, the IO Case, the Main Power Unit and the Power Relay Unit**” on Chapter 6.

8. 5. 77: Time Different Error(for Shoot to win Craps) (for Dragon Sic Bo)

WHAT	A time difference of 90 minutes or more is detected between the clock of the Main Unit and the clock of one of the Stations. ※The machine locks up if on " Main Unit Settings " described at Chapter 4, the setting " the setting TIME DIFFERENT ERROR" is set to LOCK UP .		
WHEN	At any time.		
EFFECT ON CREDITS	When this error occurs, the game will stop according to the setting of "TIME DIFFERENT ERROR" on " Main Unit Settings " at Chapter 4. It may be needed to have the right CREDIT amount to be measured by an attendant.		
ERROR RESET	Reset Key		
CAUSE	CHECK	REMEDY	
1 Host error.	<ul style="list-style-type: none"> ·Check the time settings on the Center Unit and the Station. ·Check the connection with the Host. 	Check if the casino host is operating correctly.	
2 Communication cable error.		Reconnect or replace the cable.	
CHECK ROUTE			
<p>The diagram shows the flow of time synchronization. On the left, a box labeled 'SAS Host' contains the time '12:34:56'. A yellow arrow labeled 'Sync' points to a box labeled 'Station' which also contains '12:34:56'. Another yellow arrow labeled 'Sync' points from the 'Station' to a larger box labeled 'Center Unit [internal clock]'. Inside the 'Center Unit' box, a list of times is shown: 01:23:39, 01:23:40, 01:23:41, 01:23:42, 12:34:56, and 12:34:57. A yellow arrow labeled 'Time difference over 90min' points to the '12:34:56' time in the 'Center Unit' box. Below the 'Center Unit' box, a red arrow labeled 'Lock Up' points downwards.</p>			

8. 5. 78: No. xx Fan abnormal

Power Box Fan xx abnormal

Top Fan No. xx abnormal(for Dragon-Sic Bo)

WHAT	The FAN malfunction.		
WHEN	At any time.		
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.		
ERROR RESET	Reset key.		
CAUSE	CHECK	REMEDY	
1 Fan error.	Check the movement of the fan.	The fan requires replacement.	

CHECK ROUTE

- for DRAGON SICBO -

Location of the Fans are refer to Chapter 6.5.

Top Fan No.01(or else 02, 03, 04)

※ Refer to **"Top PID Unit"** on Chapter 6.

Power Box Fan 01(or else 02)

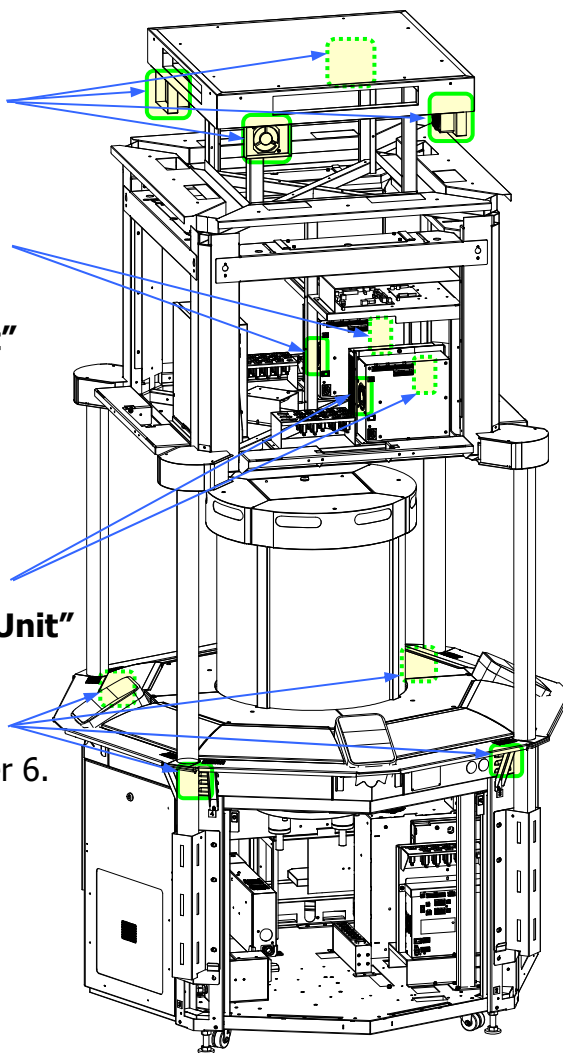
※ Refer to **"Accessing the Power Unit A and SERIAL POWER(SERI PWR) PCB of PID Unit"** on Chapter 6.

Power Box Fan 03(or else 04)

※ Refer to **"Accessing the Power Unit B of PID Unit"** on Chapter 6.

No.1(or else 2, 3, 4) Fan



※ Refer to **"Speaker and Cabinet Fan"** on Chapter 6.



8. 5. 79: Power Box xx thermal abnormal(for Dragon-Sic Bo)

CAUTION!

When this error occurs, immediately turn OFF the machine.

WHAT	The Power Supply Box temperature is abnormally high. (Monitored by the temperature sensor)		
WHEN	At any time.		
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.		
ERROR RESET	Power OFF.		
CAUSE	CHECK	REMEDY	
1 Power supply error.	 CAUTION! When this error occurs, immediately turn OFF the machine power supply.	The power supply requires replacement.  CALL SERVICE IMMEDIATELY! Contact your local office or distributor.	

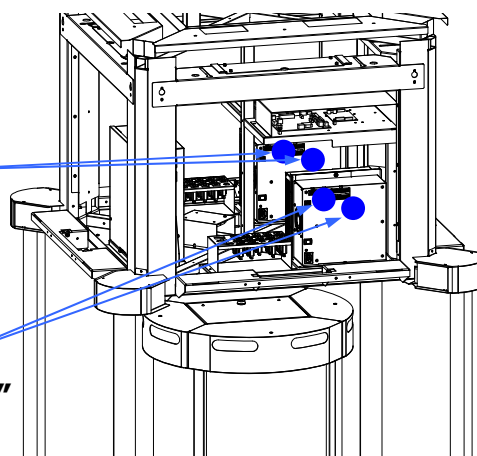
CHECK ROUTE

- for DRAGON SICBO -

Location of the Power Boxes are refer to Chapter 6.5.

※ Refer to "Power Box 01(or else 02) thermal **Accessing the Power Unit A and SERIAL POWER(SERI PWR) PCB of PID Unit**" on Chapter 6.

※ Refer to "Power Box 03(or else 04) thermal **Accessing the Power Unit B of PID Unit**" on Chapter 6.



8. 5. 80: Signage Type Settings Have Been Changed, Please Reboot (for Dragon-Sic Bo)

WHAT	It is necessary to reboot the machine after changing the setting of "SIGNAGE TYPE" in " Signage Direction ". (Refer to 4.8.8)
WHEN	Displayed when exiting AUDIT.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF>ON.

Chapter 9

Machine Specifications

9. 1: Cabinet Code(MODEL#)

Center Unit: PTWDG01
Station: AXPS01

9. 2: Overall Dimension

	Width	Height	Depth
Whole Machine Including [High PID Unit] Including 8pcs Stations layout Excluding Tower Light	3050 mm (120.08")	2725 mm (107.28")	3050 mm (120.08")
Whole Machine Including [Low PID Unit] 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 [High PID Unit]	598 kg(1318.4 lbs)
Center Unit Including [Low PID Unit]	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

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

Station: AXPS01

Power Requirements

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

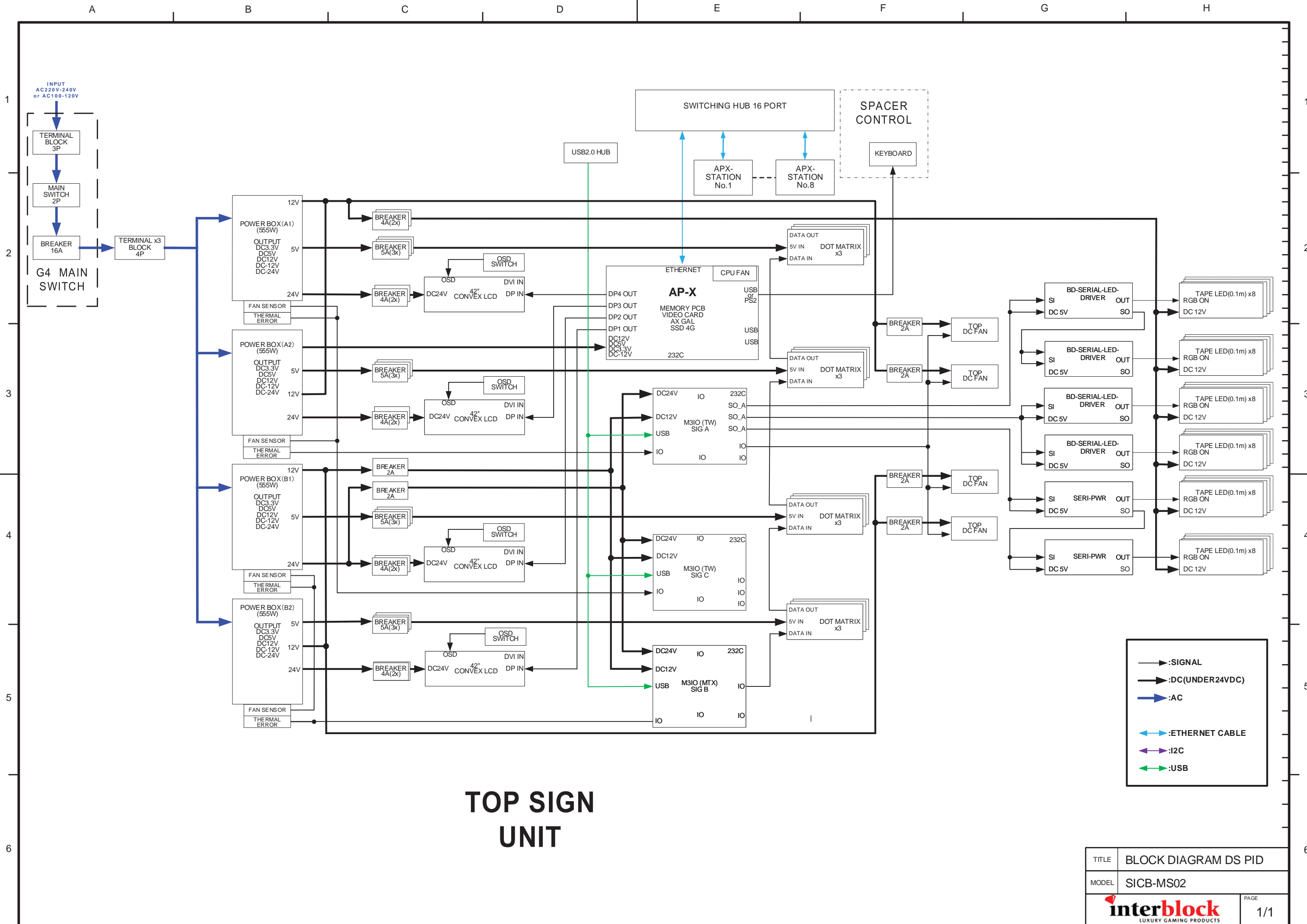
WAT

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**





TOP SIGN UNIT

Legend for connection types:

- : SIGNAL
- : DC (UNDER 24VDC)
- : AC
- : ETHERNET CABLE
- : I2C
- : USB

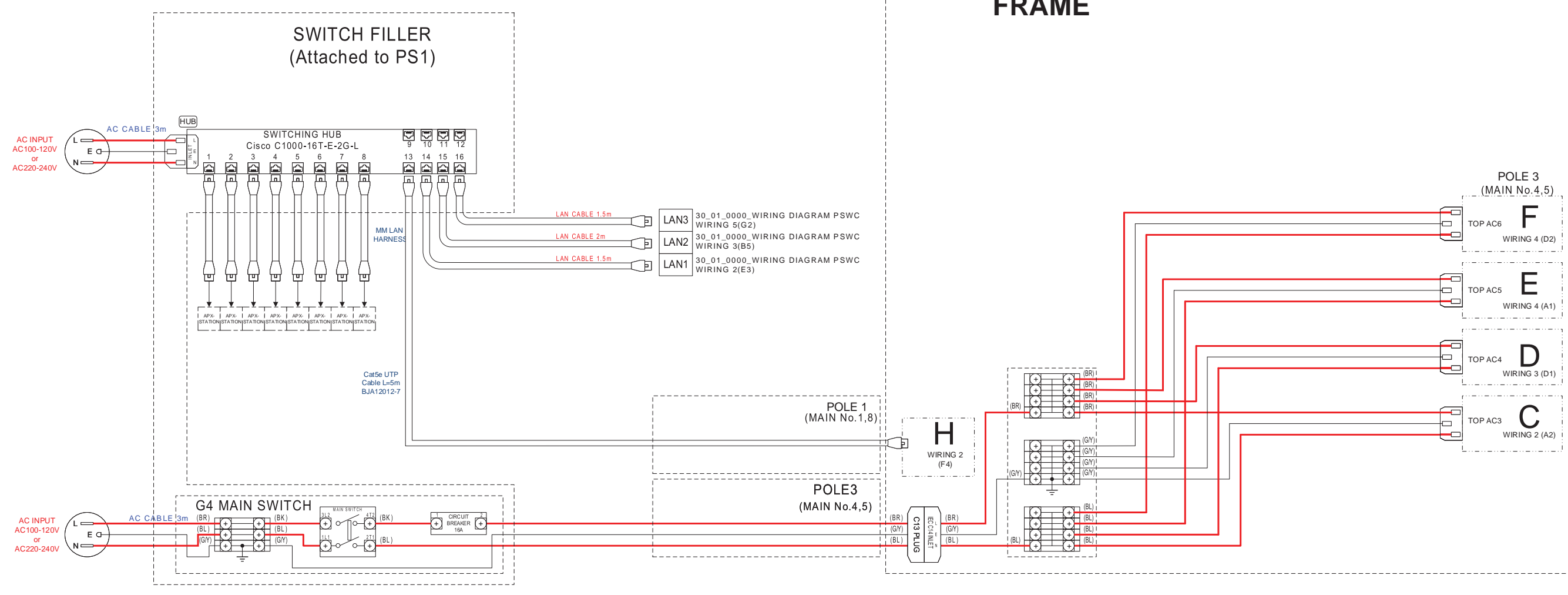
TITLE	BLOCK DIAGRAM DS PID	
MODEL	SICB-MS02	
		PAGE
		1/1

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ASSY DS CENTER

ASSY DS PID MAIN FRAME

MARK	POS.	REVISION	DATE	BY



PART No. T800-0100-E (1/9)

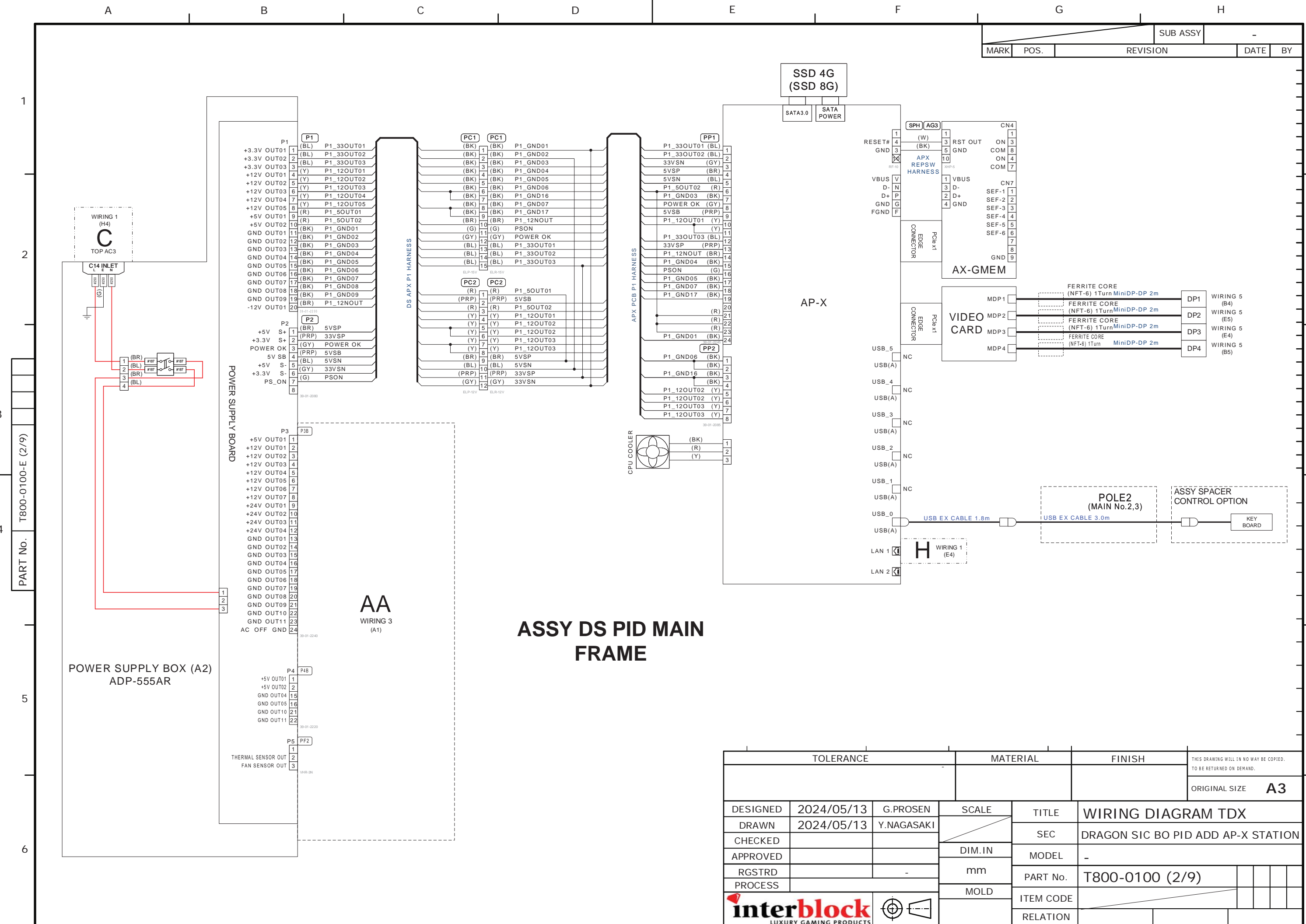
Note:
— HIGH VOLTAGE LINE
— LOW VOLTAGE LINE, SIGNAL LINE

TOLERANCE		MATERIAL		FINISH	
DESIGNED	2024/05/13	G.PROSEN	SCALE	TITLE	WIRING DIAGRAM TDX
DRAWN	2024/05/13	Y.NAGASAKI	DIM.IN	SEC	DRAGON SIC BO PID ADD AP-X STATION
CHECKED				MODEL	-
APPROVED			mm	PART No.	T800-0100 (1/9)
RGSTRD			MOLD	ITEM CODE	
PROCESS				RELATION	



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PART No. T800-0100-E (2/9)

ASSY DS PID MAIN FRAME

TOLERANCE		MATERIAL		FINISH	
DESIGNED	2024/05/13	G.PROSEN	SCALE	TITLE	WIRING DIAGRAM TDX
DRAWN	2024/05/13	Y.NAGASAKI	DIM.IN	SEC	DRAGON SIC BO PID ADD AP-X STATION
CHECKED			mm	MODEL	-
APPROVED			MOLD	PART No.	T800-0100 (2/9)
RGSTRD				ITEM CODE	
PROCESS				RELATION	

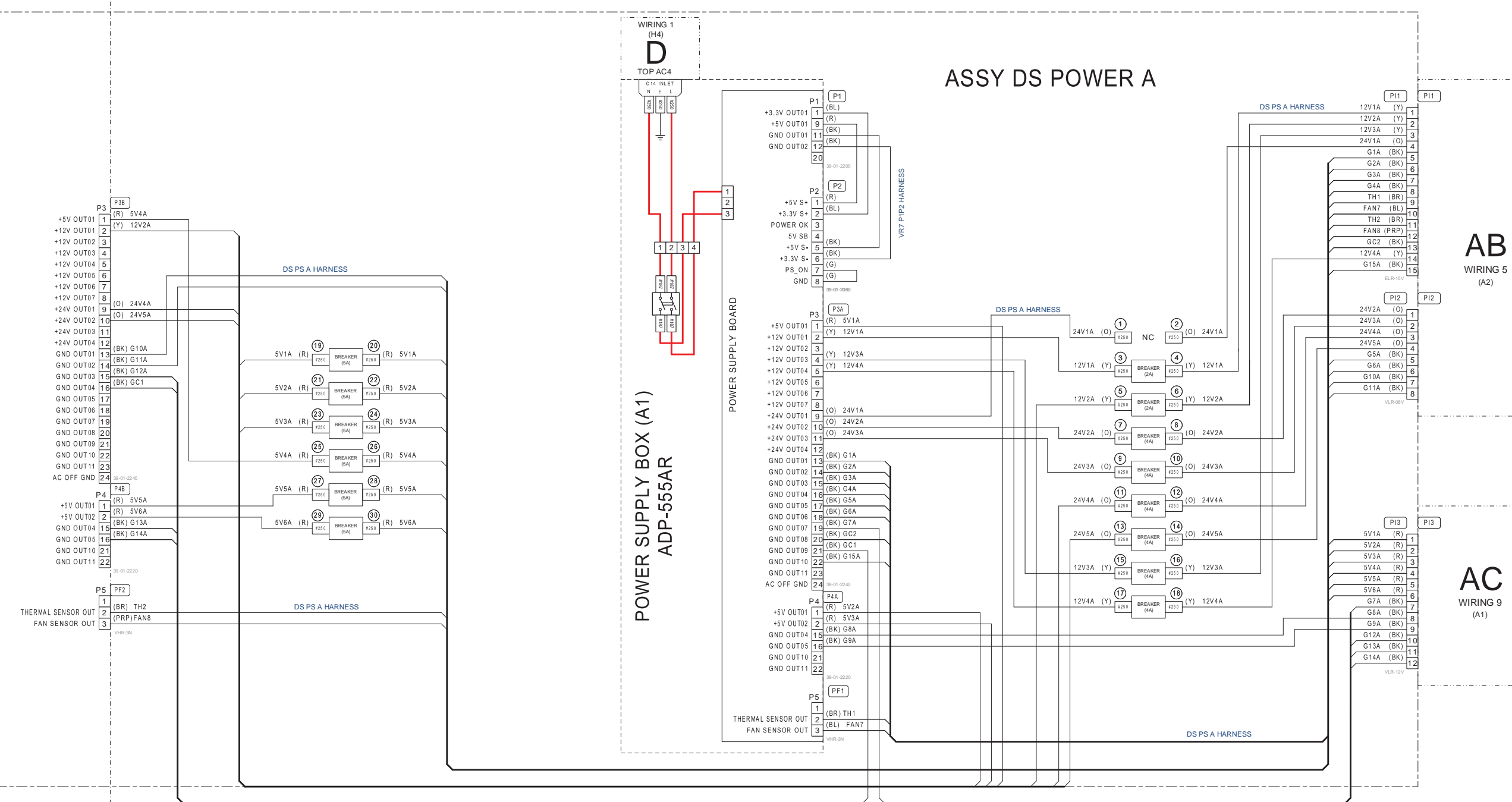


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ASSY DS PID MAIN FRAME

ASSY DS POWER A



PART No. T800-0100-E (3/9)

AA
WIRING 2
(B3)

AB
WIRING 5
(A2)

AC
WIRING 9
(A1)

POWER SUPPLY BOX (A1)
ADP-555AR

TOLERANCE			MATERIAL		FINISH		THIS DRAWING WILL IN NO WAY BE COPIED, TO BE RETURNED ON DEMAND.	
DESIGNED	2024/05/13	G.PROSEN	SCALE	TITLE	WIRING DIAGRAM TDX			
DRAWN	2024/05/13	Y.NAGASAKI	DIM.IN	SEC	DRAGON SIC BO PID ADD AP-X STATION			
CHECKED				MODEL	-			
APPROVED			mm	PART No.	T800-0100 (3/9)			
RGSTRD			MOLD	ITEM CODE				
PROCESS				RELATION				

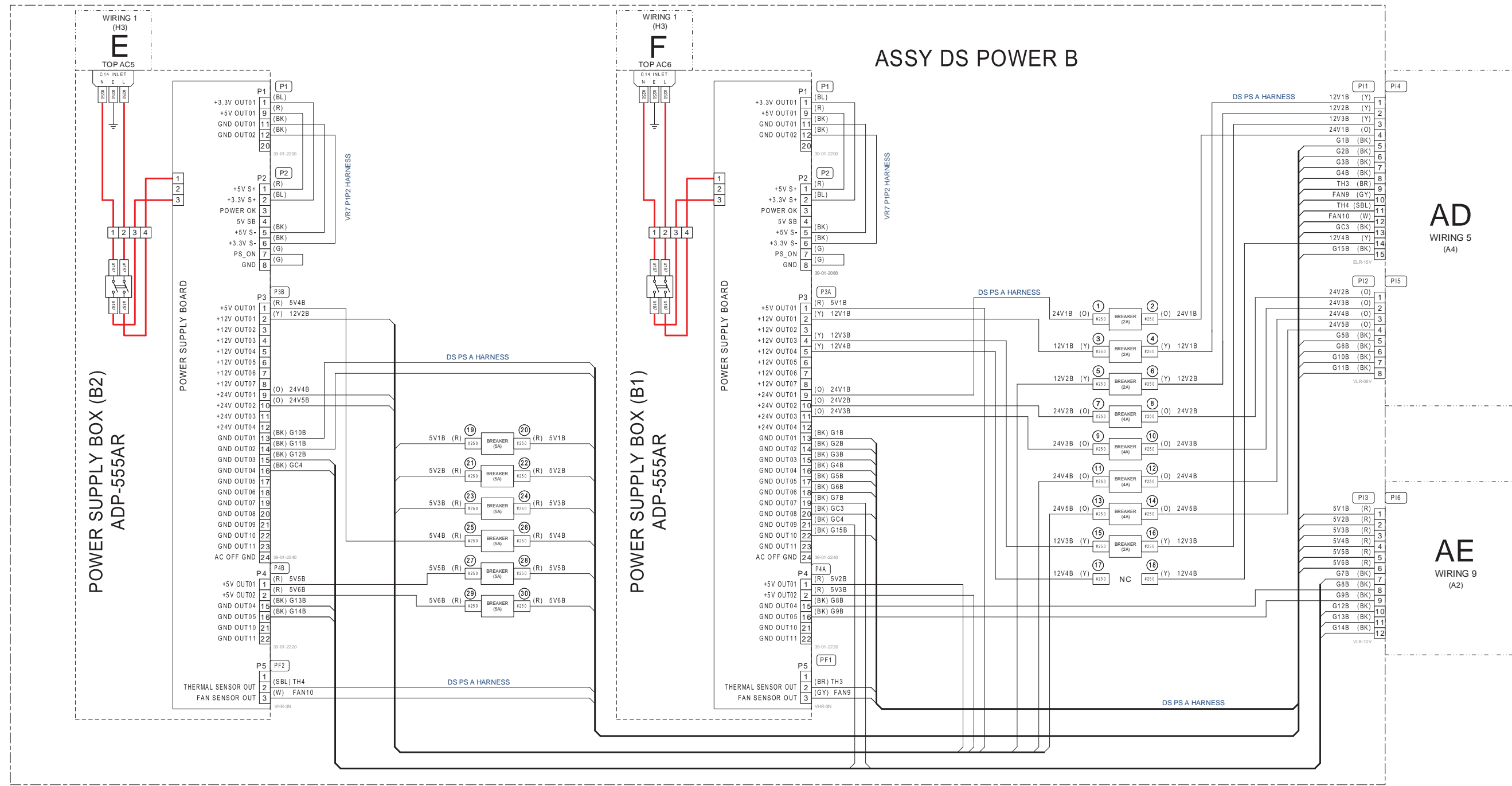


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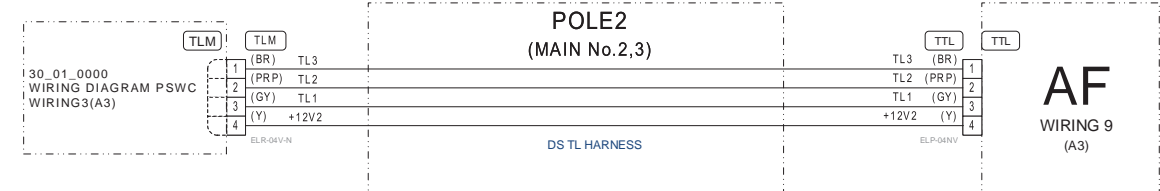
MARK	POS.	REVISION	DATE	BY

ASSY DS PID MAIN FRAME

ASSY DS POWER B



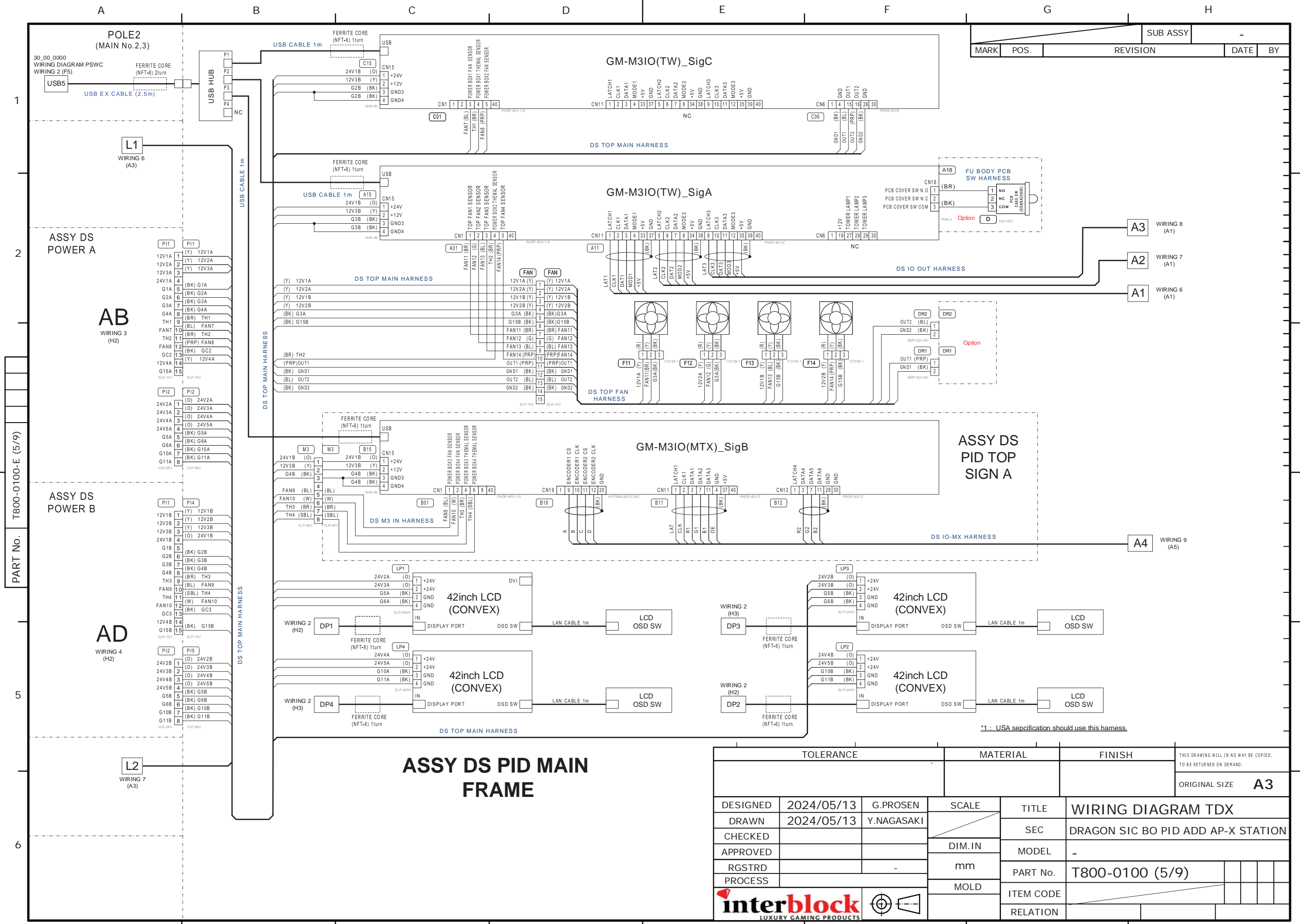
PART No. T800-0100-E (4/9)



TOLERANCE		MATERIAL		FINISH		THIS DRAWING WILL IN NO WAY BE COPIED. TO BE RETURNED ON DEMAND.	
DESIGNED	2024/05/13	G.PROSEN	SCALE	TITLE	WIRING DIAGRAM TDX		
DRAWN	2024/05/13	Y.NAGASAKI		SEC	DRAGON SIC BO PID ADD AP-X STATION		
CHECKED			DIM.IN	MODEL	-		
APPROVED			mm	PART No.	T800-0100 (4/9)		
RGSTRD			MOLD	ITEM CODE			
PROCESS				RELATION			

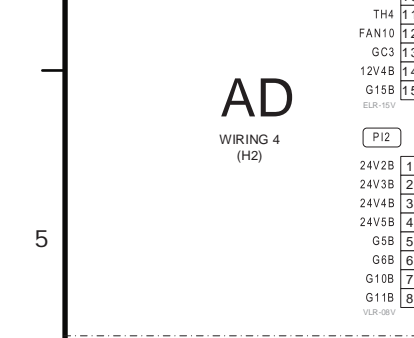
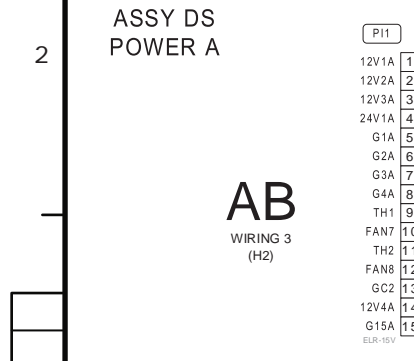
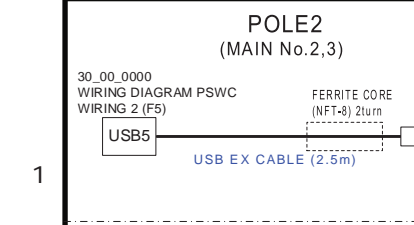


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SUB ASSY		-
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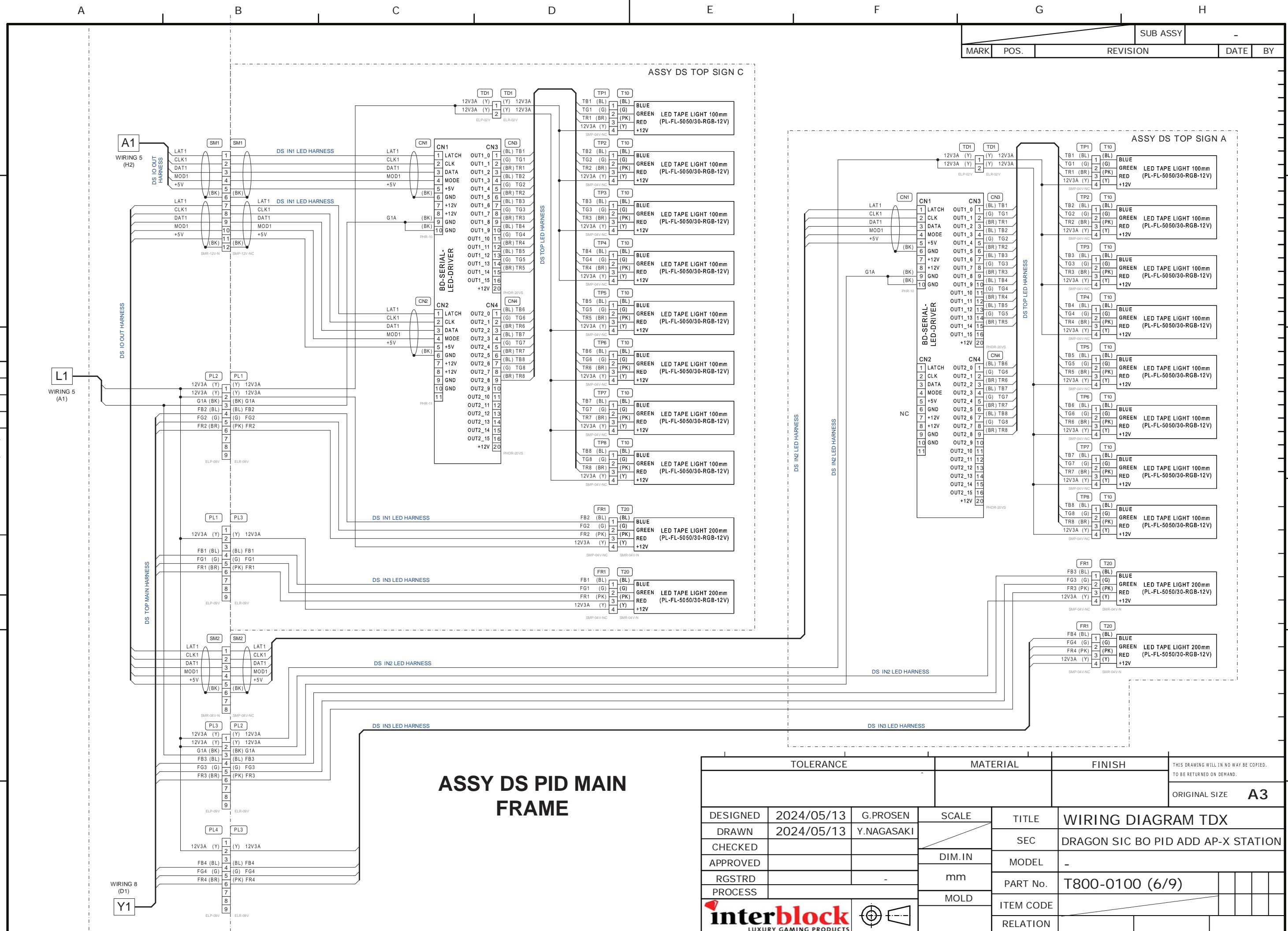
ASSY DS PID MAIN FRAME

TOLERANCE		MATERIAL		FINISH		THIS DRAWING WILL IN NO WAY BE COPIED, TO BE RETURNED ON DEMAND.	
DESIGNED		SCALE		TITLE		ORIGINAL SIZE A3	
DRAWN		DIM.IN		SEC		WIRING DIAGRAM TDX	
CHECKED		mm		MODEL		DRAGON SIC BO PID ADD AP-X STATION	
APPROVED		MOLD		PART No.		T800-0100 (5/9)	
RGSTRD		ITEM CODE		RELATION			
PROCESS							



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SUB ASSY		-	
MARK	POS.	REVISION	DATE BY



PART No. T800-0100-E (6/9)

ASSY DS PID MAIN FRAME

TOLERANCE			MATERIAL		FINISH		THIS DRAWING WILL IN NO WAY BE COPIED. TO BE RETURNED ON DEMAND.	
DESIGNED	2024/05/13	G.PROSEN	SCALE	TITLE	WIRING DIAGRAM TDX			
DRAWN	2024/05/13	Y.NAGASAKI	DIM.IN	SEC	DRAGON SIC BO PID ADD AP-X STATION			
CHECKED				MODEL	-			
APPROVED			mm	PART No.	T800-0100 (6/9)			
RGSTRD			MOLD	ITEM CODE				
PROCESS				RELATION				



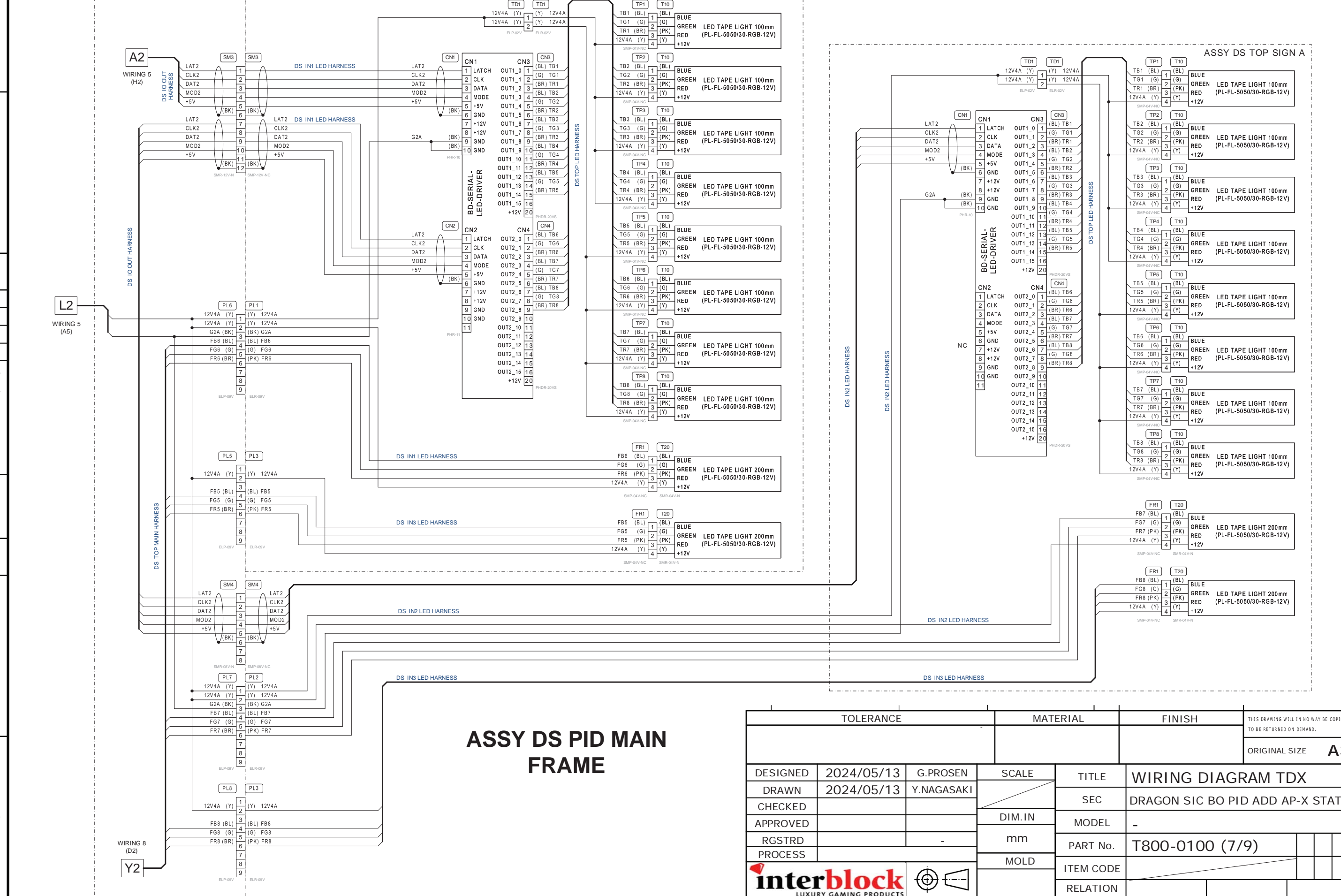
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SUB ASSY		-	
MARK	POS.	REVISION	DATE BY

ASSY DS TOP SIGN B

ASSY DS TOP SIGN A

ASSY DS PID MAIN FRAME



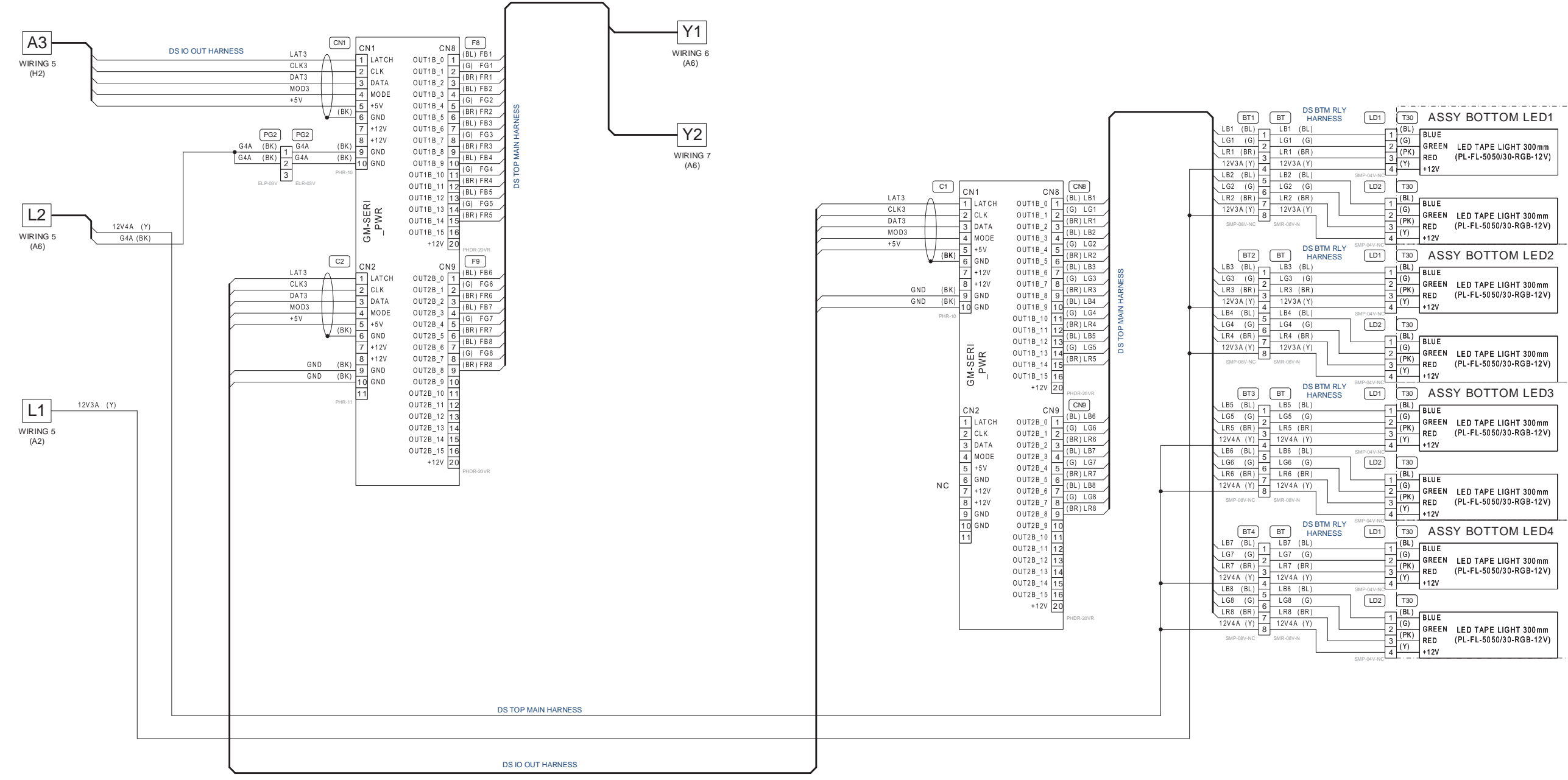
PART No. T800-0100-E (7/9)

TOLERANCE			MATERIAL		FINISH		THIS DRAWING WILL IN NO WAY BE COPIED. TO BE RETURNED ON DEMAND.	
DESIGNED	2024/05/13	G.PROSEN	SCALE	TITLE	WIRING DIAGRAM TDX			
DRAWN	2024/05/13	Y.NAGASAKI	DIM.IN	SEC	DRAGON SIC BO PID ADD AP-X STATION			
CHECKED				MODEL	-			
APPROVED			mm	PART No.	T800-0100 (7/9)			
RGSTRD			MOLD	ITEM CODE				
PROCESS				RELATION				



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SUB ASSY		-	
MARK	POS.	REVISION	DATE BY



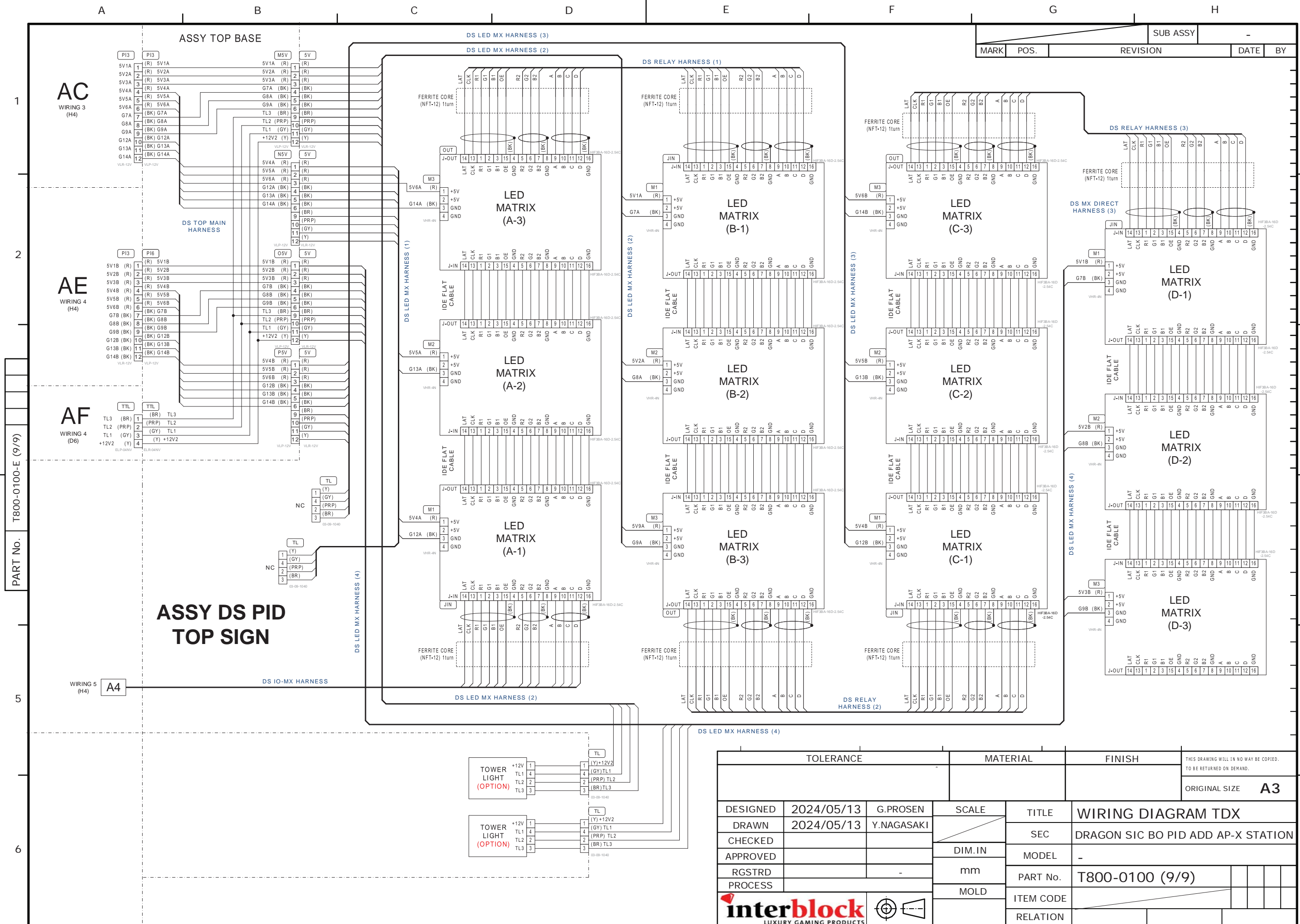
PART No. T800-0100-E (8/9)

ASSY DS PID MAIN FRAME

TOLERANCE			MATERIAL		FINISH		THIS DRAWING WILL IN NO WAY BE COPIED, TO BE RETURNED ON DEMAND.	
DESIGNED	2024/05/13	G.PROSEN	SCALE	TITLE	WIRING DIAGRAM TDX			
DRAWN	2024/05/13	Y.NAGASAKI	DIM.IN	SEC	DRAGON SIC BO PID ADD AP-X STATION			
CHECKED				MODEL	-			
APPROVED			mm	PART No.	T800-0100 (8/9)			
RGSTRD			MOLD	ITEM CODE				
PROCESS				RELATION				



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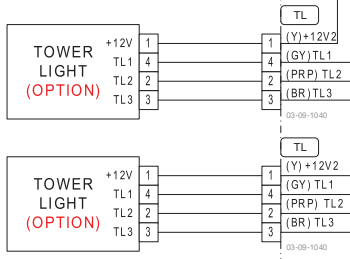


MARK	POS.	REVISION	DATE	BY
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SUB ASSY -

ASSY DS PID TOP SIGN

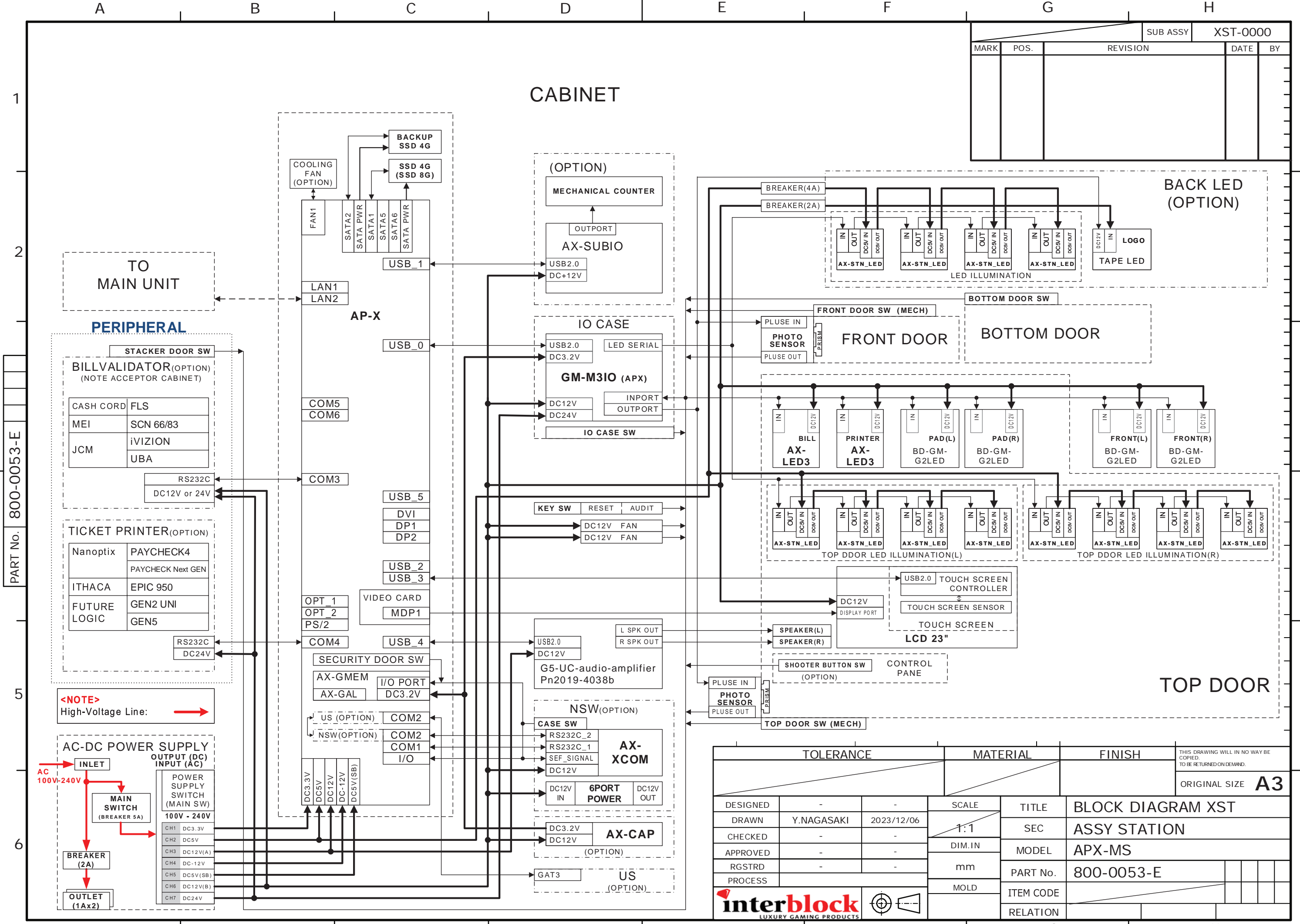
PART No. T800-0100-E (9/9)



TOLERANCE		MATERIAL		FINISH	
DESIGNED	2024/05/13	G.PROSEN	SCALE	TITLE	WIRING DIAGRAM TDX
DRAWN	2024/05/13	Y.NAGASAKI	DIM.IN	SEC	DRAGON SIC BO PID ADD AP-X STATION
CHECKED			mm	MODEL	-
APPROVED			MOLD	PART No.	T800-0100 (9/9)
RGSTRD				ITEM CODE	
PROCESS				RELATION	



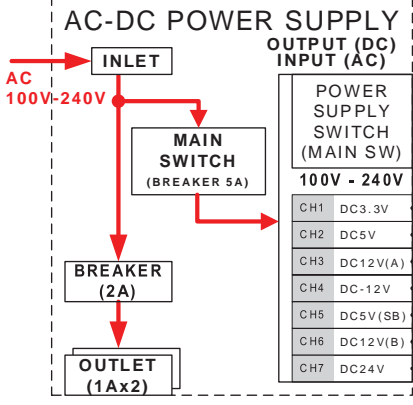
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SUB ASSY		XST-0000	
MARK	POS.	REVISION	DATE
			BY

PART No. 800-0053-E

<NOTE>
High-Voltage Line: →

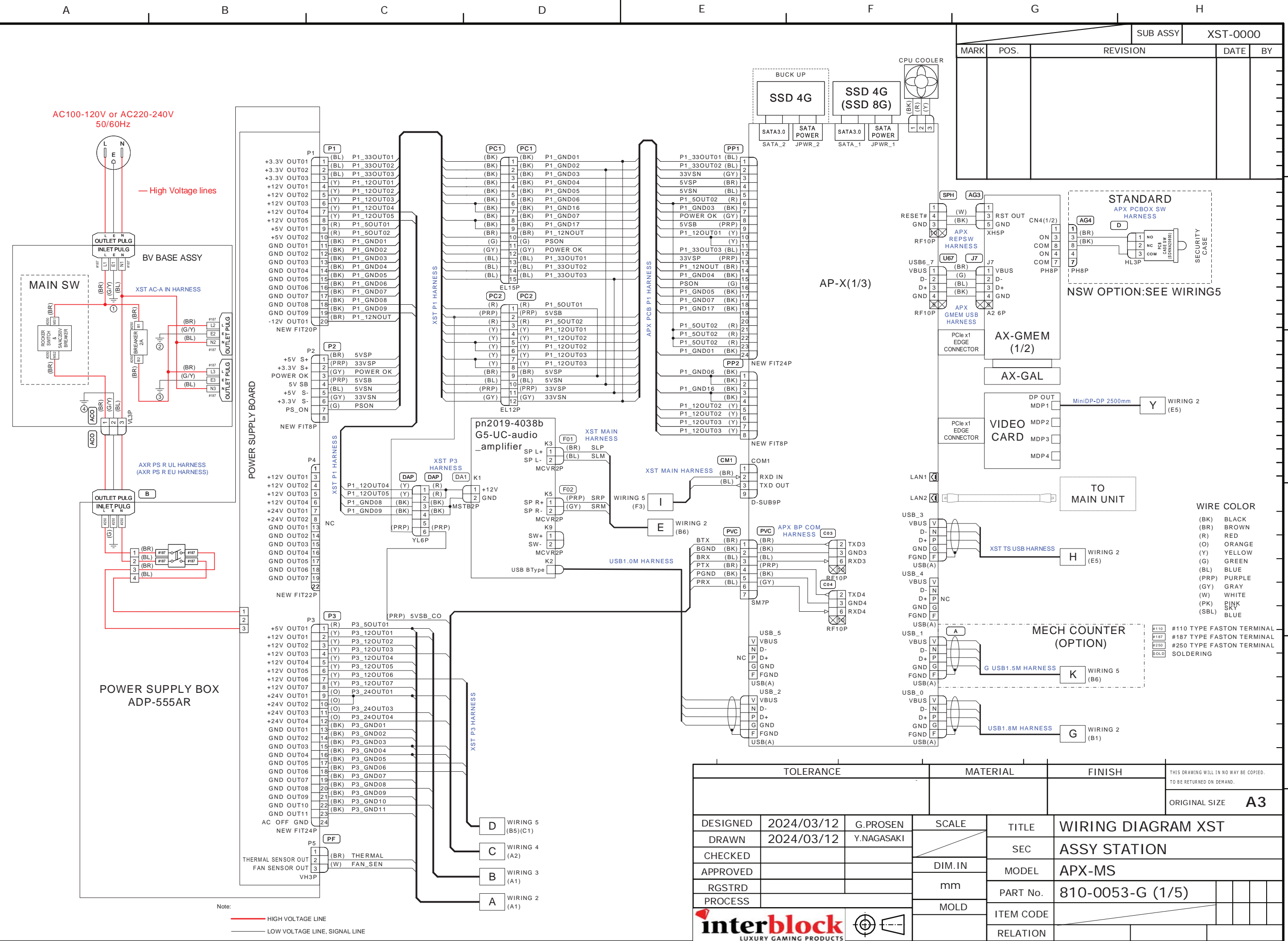


TOLERANCE		MATERIAL		FINISH		THIS DRAWING WILL IN NO WAY BE COPIED. TO BE RETURNED ON DEMAND.
DESIGNED	-	SCALE	1:1	TITLE	BLOCK DIAGRAM XST	
DRAWN	Y.NAGASAKI	2023/12/06		SEC	ASSY STATION	
CHECKED	-			MODEL	APX-MS	
APPROVED	-			PART No.	800-0053-E	
RGSTRD	-			ITEM CODE		
PROCESS	-			RELATION		



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SUB ASSY		XST-0000	
MARK	POS.	REVISION	DATE



PART No. 810-0053-G (1/5)

Note:
— HIGH VOLTAGE LINE
 — LOW VOLTAGE LINE, SIGNAL LINE

WIRE COLOR

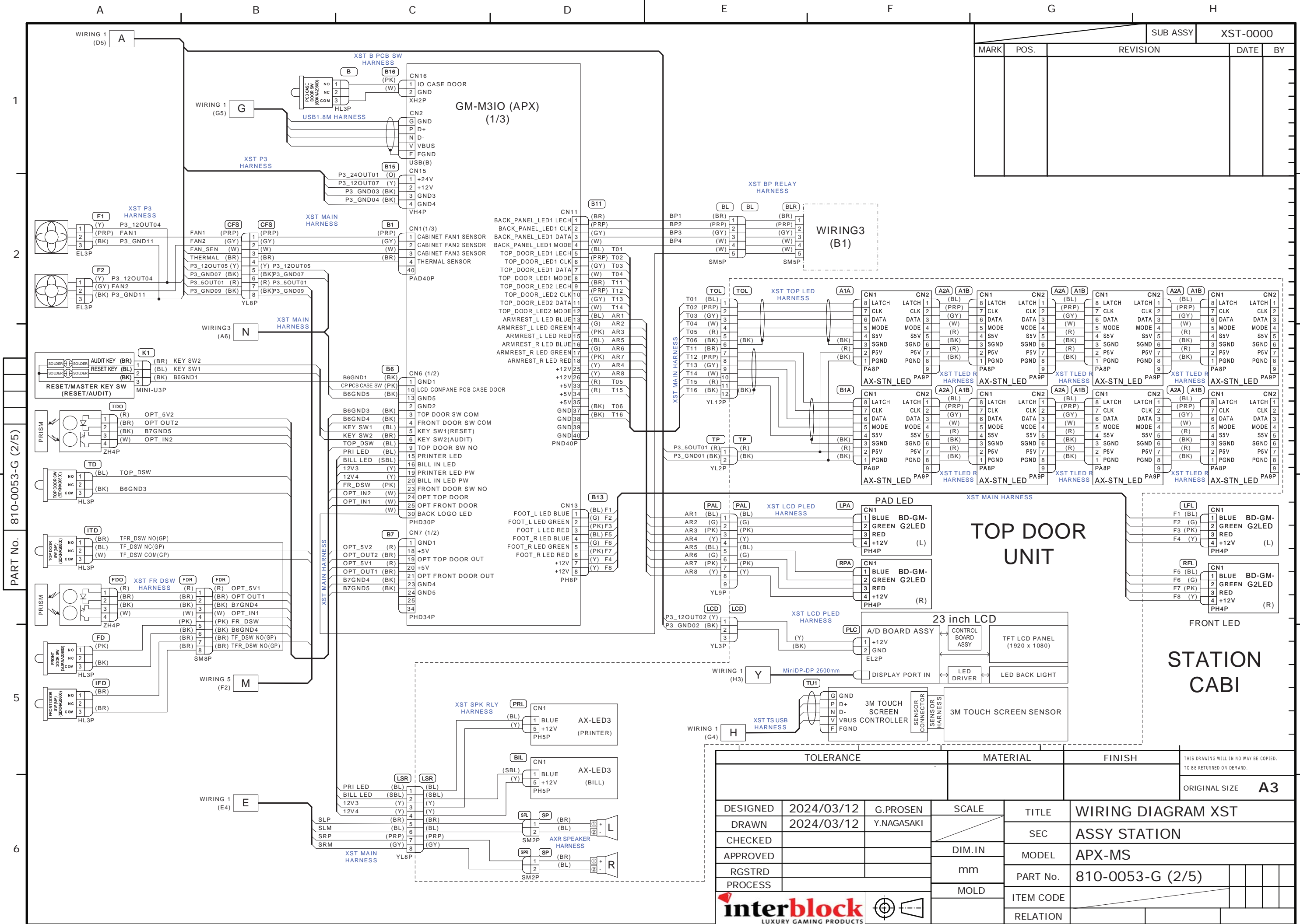
(BK)	BLACK
(BR)	BROWN
(R)	RED
(O)	ORANGE
(Y)	YELLOW
(G)	GREEN
(BL)	BLUE
(PRP)	PURPLE
(GY)	GRAY
(W)	WHITE
(PK)	PINK
(SBL)	BLUE

TOLERANCE		MATERIAL		FINISH	
DESIGNED	2024/03/12	G.PROSEN	SCALE	TITLE	WIRING DIAGRAM XST
DRAWN	2024/03/12	Y.NAGASAKI	DIM.IN	SEC	ASSY STATION
CHECKED				MODEL	APX-MS
APPROVED			mm	PART No.	810-0053-G (1/5)
RGSTRD			MOLD	ITEM CODE	
PROCESS				RELATION	



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SUB ASSY		XST-0000			
MARK	POS.	REVISION	DATE	BY	

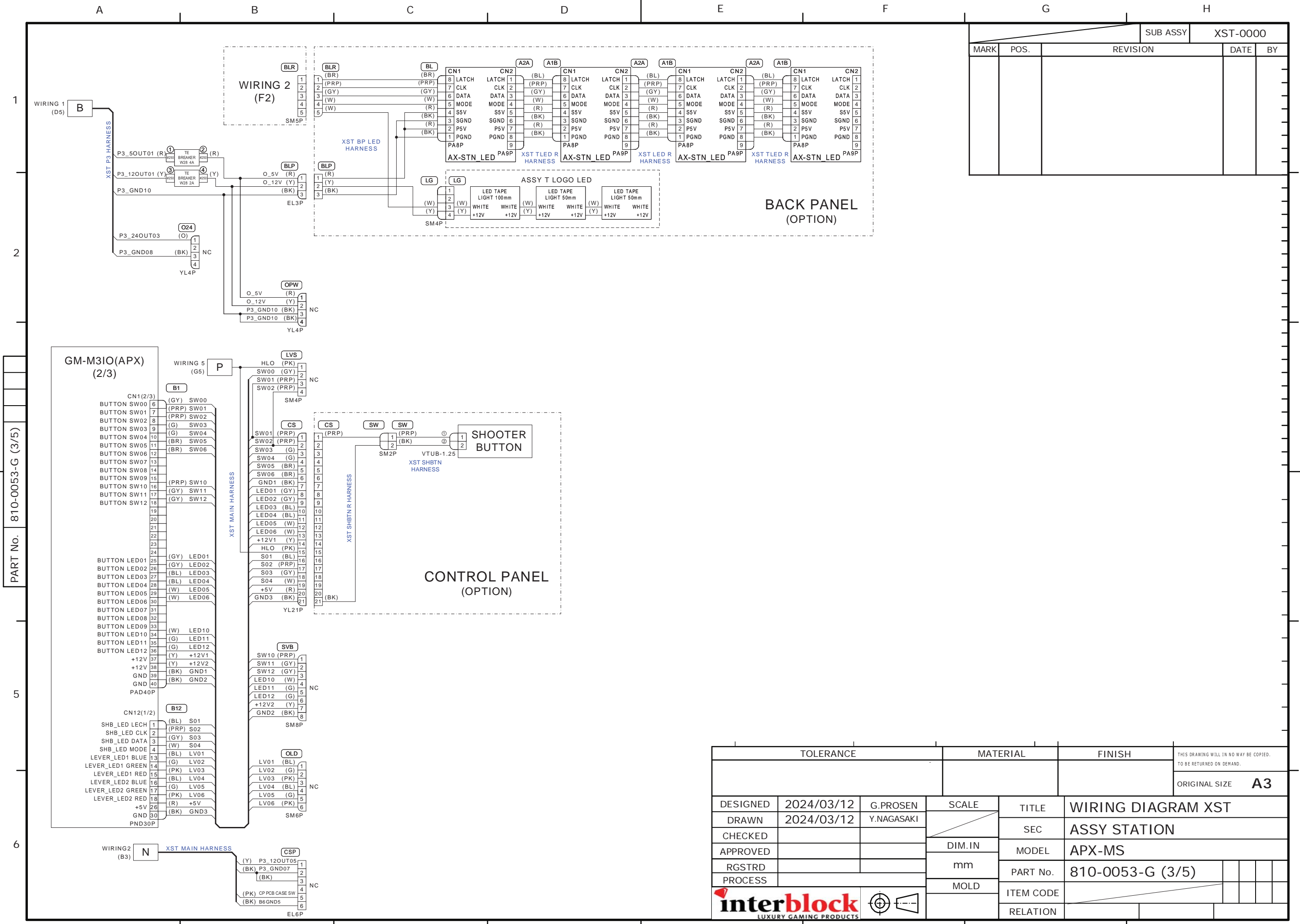


PART No. 810-0053-G (2/5)

TOLERANCE		MATERIAL		FINISH	

DESIGNED	2024/03/12	G.PROSENI	SCALE	TITLE	WIRING DIAGRAM XST
DRAWN	2024/03/12	Y.NAGASAKI		SEC	ASSY STATION
CHECKED				MODEL	APX-MS
APPROVED			DIM.IN	PART No.	810-0053-G (2/5)
RGSTRD			mm	ITEM CODE	
PROCESS			MOLD	RELATION	

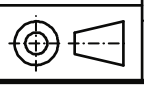
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		SUB ASSY		XST-0000	
MARK	POS.	REVISION		DATE	BY

PART No. 810-0053-G (3/5)

TOLERANCE			MATERIAL		FINISH		THIS DRAWING WILL IN NO WAY BE COPIED, TO BE RETURNED ON DEMAND.	
DESIGNED	2024/03/12	G.PROSEN	SCALE	TITLE	WIRING DIAGRAM XST			
DRAWN	2024/03/12	Y.NAGASAKI	DIM.IN	SEC	ASSY STATION			
CHECKED				MODEL	APX-MS			
APPROVED			mm	PART No.	810-0053-G (3/5)			
RGSTRD				MOLD	ITEM CODE			
PROCESS			RELATION					

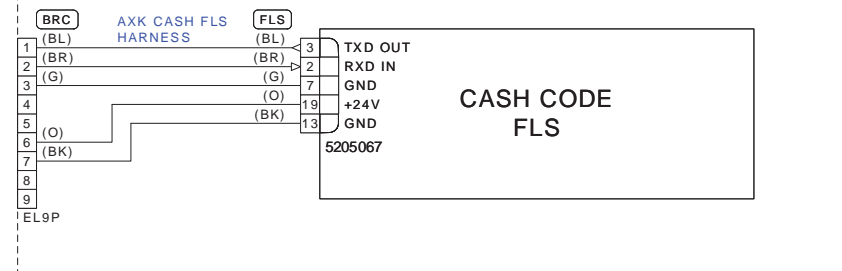
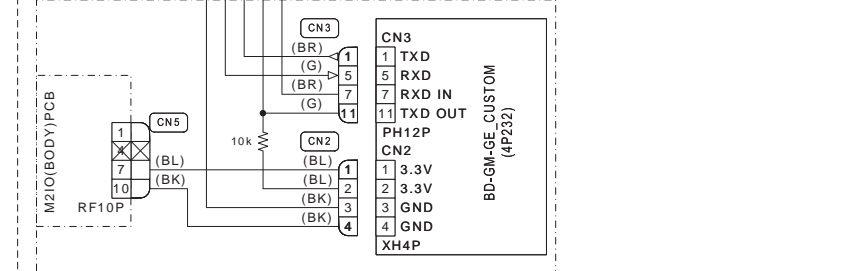
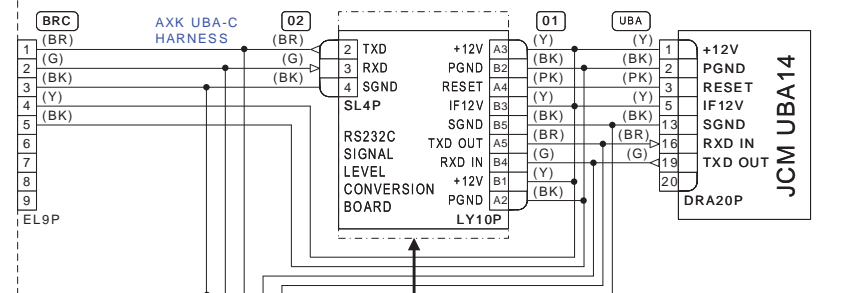
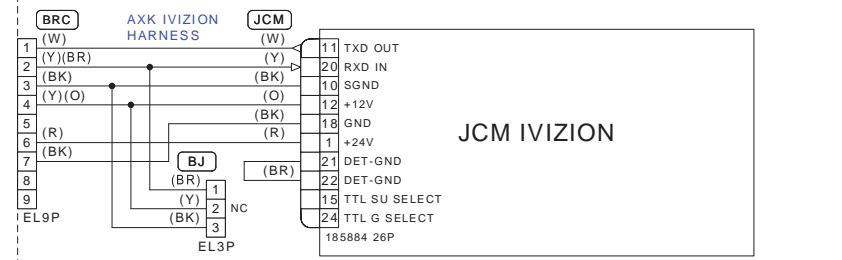
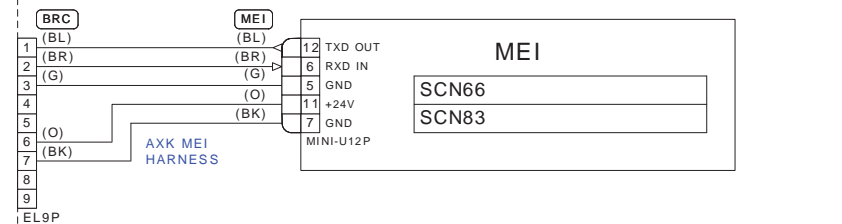


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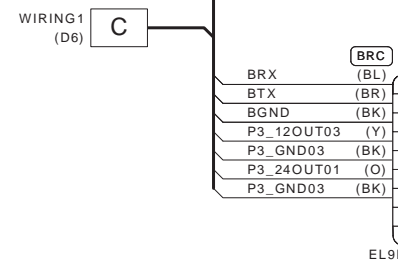
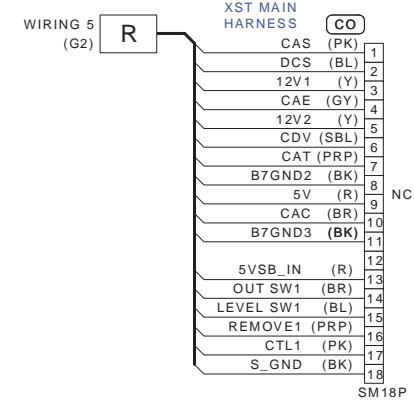
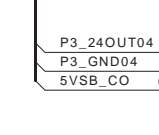
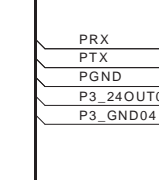
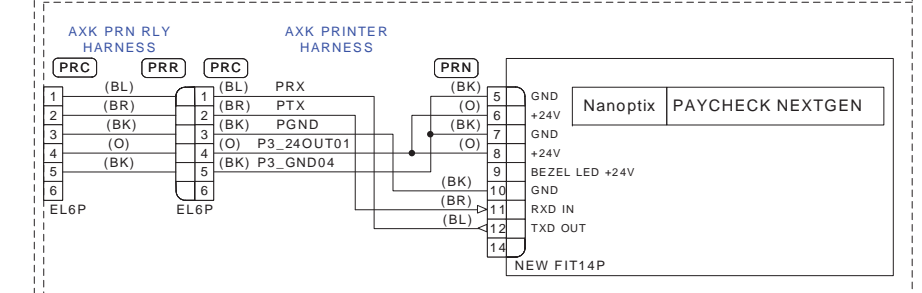
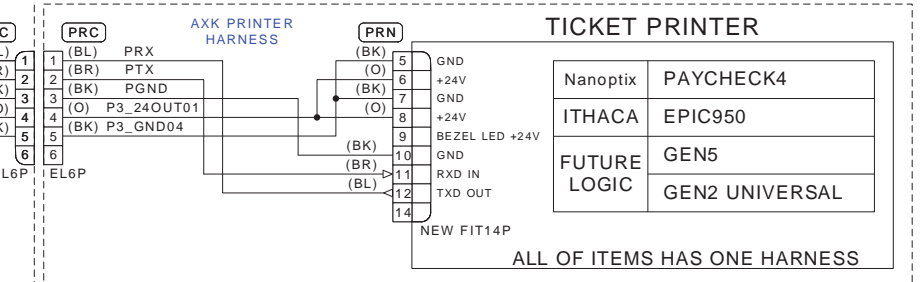
PERIPHERAL DEVICES OPTION

XST P3 HARNESS

BILL VALIDATOR / NOTE ACCEPTOR



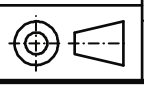
SUB ASSY		XST-0000	
MARK	POS.	REVISION	DATE BY



PART No. 810-0053-G (4/5)

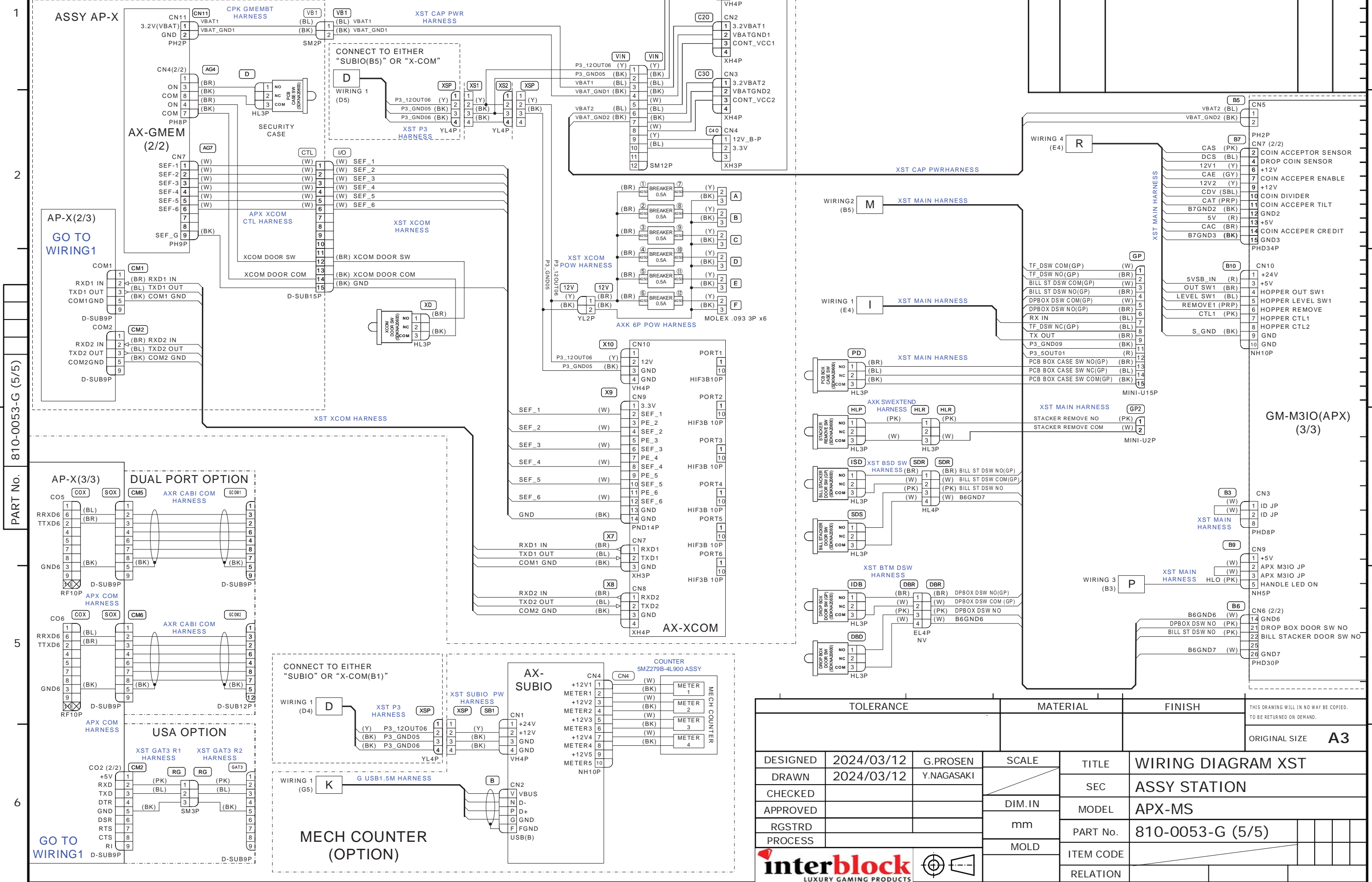
- WIRE COLOR
- (BK) BLACK
 - (BR) BROWN
 - (R) RED
 - (O) ORANGE
 - (Y) YELLOW
 - (G) GREEN
 - (BL) BLUE
 - (PRP) PURPLE
 - (GY) GRAY
 - (W) WHITE
 - (PK) PINK
 - (SBL) SKY BLUE

TOLERANCE		MATERIAL		FINISH	
DESIGNED	2024/03/12	G.PROSEN	SCALE	TITLE	WIRING DIAGRAM XST
DRAWN	2024/03/12	Y.NAGASAKI	DIM.IN	SEC	ASSY STATION
CHECKED				MODEL	APX-MS
APPROVED			mm	PART No.	810-0053-G (4/5)
RGSTRD			MOLD	ITEM CODE	
PROCESS				RELATION	



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NSW OPTION



SUB ASSY		XST-0000		
MARK	POS.	REVISION	DATE	BY

MARK	POS.	REVISION	DATE	BY

MARK	POS.	REVISION	DATE	BY

TOLERANCE		MATERIAL		FINISH	

DESIGNED	2024/03/12	G.PROSEN	SCALE	TITLE	WIRING DIAGRAM XST
DRAWN	2024/03/12	Y.NAGASAKI	DIM.IN	SEC	ASSY STATION
CHECKED				MODEL	APX-MS
APPROVED			mm	PART No.	810-0053-G (5/5)
RGSTRD				ITEM CODE	
PROCESS			MOLD	RELATION	



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TEL: USA, Canada, Latin America, Asia-Pacific: +1 877 676 7711
Europe, Middle East and Africa: +386 51 305 111
FAX: +386 1 724 77 44
EMAIL: call.center@interblockgaming.com
WEB: www.interblockgaming.com/service

Australia

Interblock Asia & Pacific Pty Ltd

World Square Tower' Suite 4555 Level 45, 680 George Street, Sydney NSW 2000

Canada

Interblock Canada Inc.

#225 - 20316 56 Avenue, Langley, British Columbia, Canada V3A 3Y7

Asia

Interblock Asia Pacific Pty Ltd – Macau Branch

Avenida da Praia Grande, n. 325, Edificio Cheong Fai, 2 andar "B", Macau

USA

Interblock Usa L.C.

6900 S Decatur Blvd. Suite 100, Las Vegas, NV 89118, USA

Latin America

Interblock Spain S.L. – Argentina Branch Regional Office Buenos Aires, Argentina

Esmeralda 1320, Piso 6° Of. B, Buenos Aires 1007, Argentina

Europe

Interblock D.O.O.

Gorenjska cesta 23, 1234 Mengeš, Slovenia, Europe

Japan

G.K. Interblock

TS Tower, 4-12-3 Higashi-Shinagawa, Shinagawa, Tokyo, 140-0002 Japan