

ROLL TO WIN CRAPS PHA-8

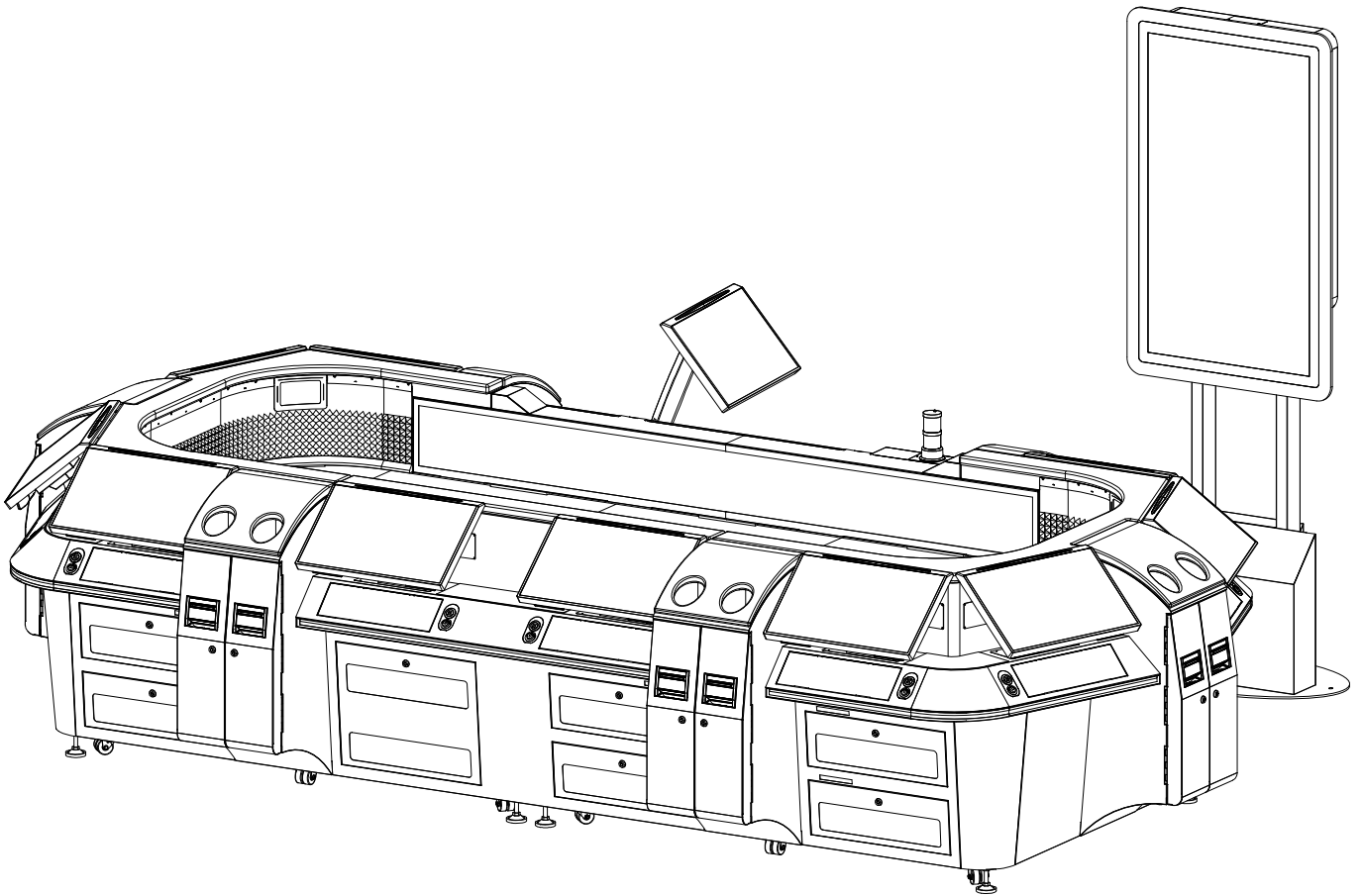


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General Information

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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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.

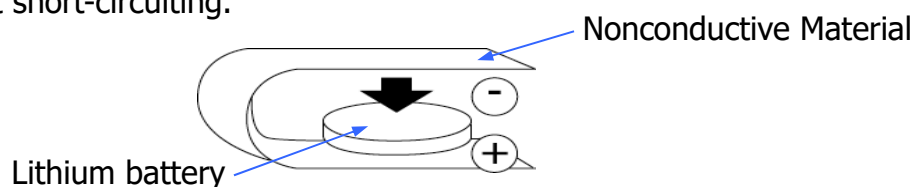
Disposal of Lithium Batteries

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.

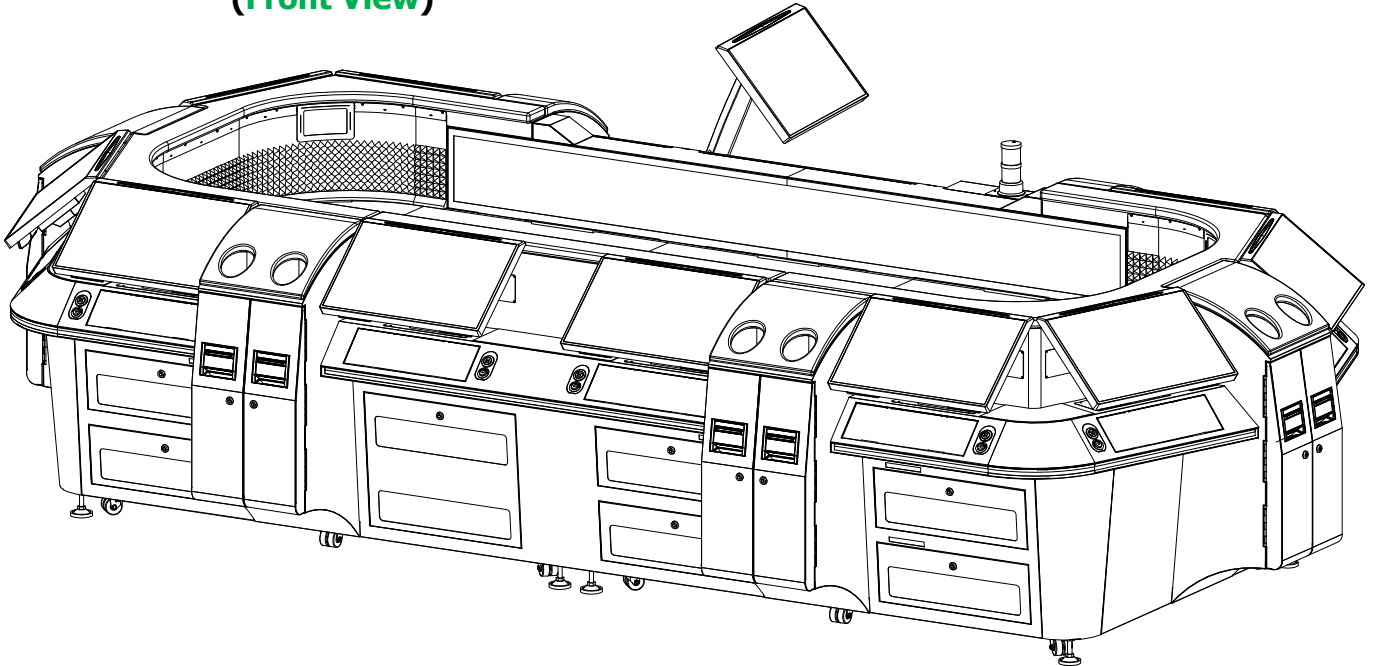
The warranty is not valid for accidents (including failures) caused by modification.

- ◇ 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.

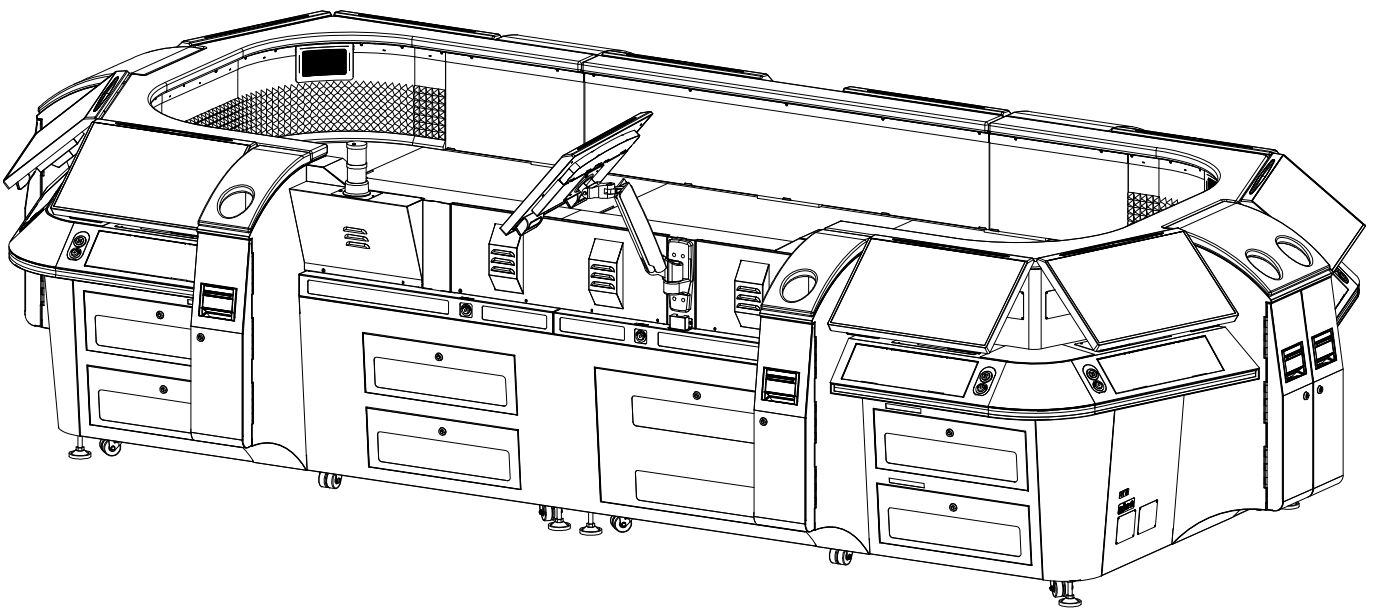
Chapter 1

Major Components

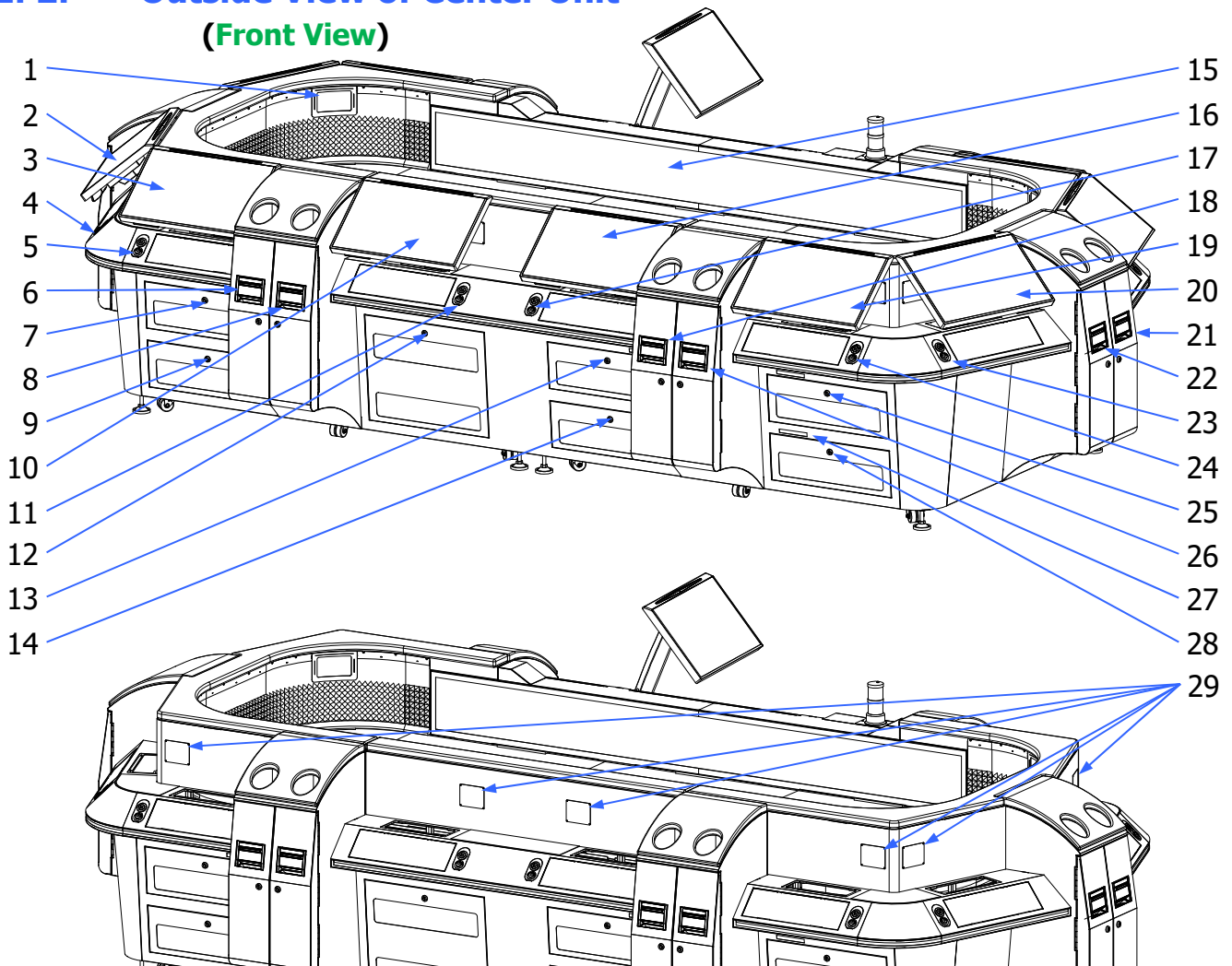
1. 1: Appearance of Whole Machine (Front View)



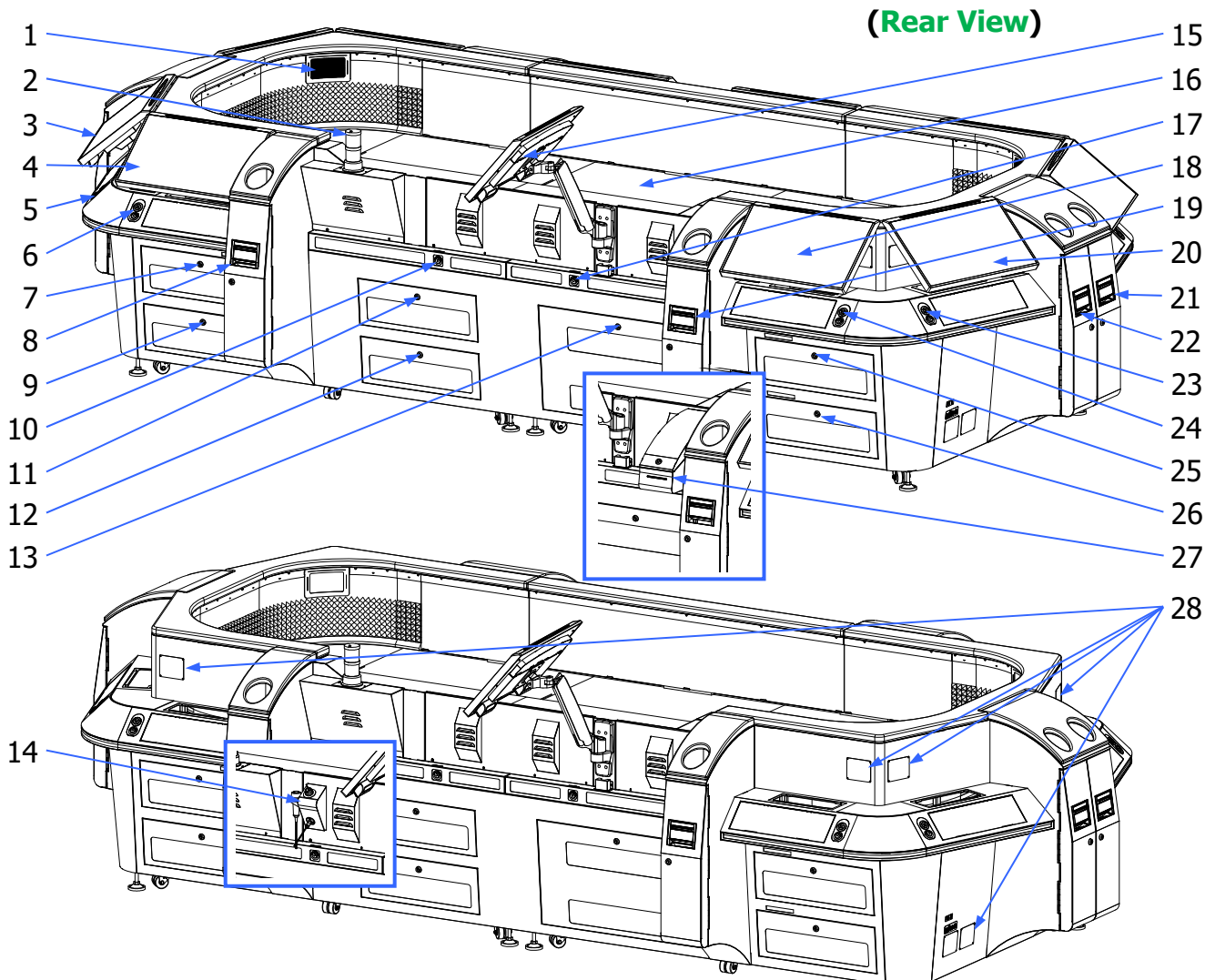
(Rear View)



1. 2: Outside View of Center Unit
(Front View)

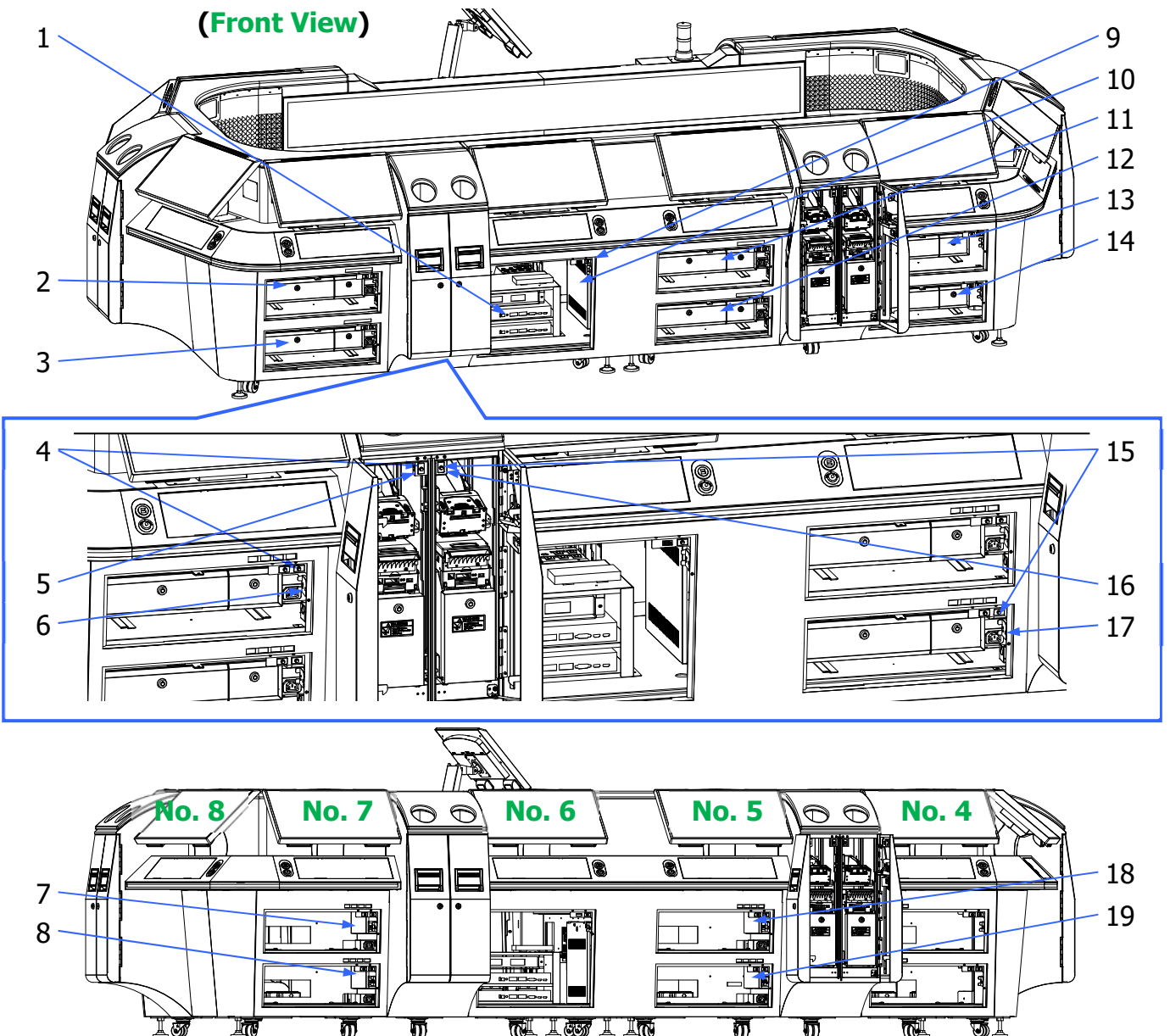


- | | |
|--|---|
| 1. Speaker | 15. Wall LED |
| 2. No.8 Player Terminal | 16. No.5 Player Terminal |
| 3. No.7 Player Terminal | 17. No.5 Terminal RESET/AUDIT Key Switch |
| 4. No.8 Terminal RESET/AUDIT Key Switch | 18. No.5 Terminal BILL Ticket Entry & Chute |
| 5. No.7 Terminal RESET/AUDIT Key Switch | 19. No.4 Player Terminal |
| 6. No.7 Terminal BILL Ticket Entry & Chute | 20. No.3 Player Terminal |
| 7. No.7 Front Door Lock | 21. No.2 Terminal Ticket Entry & Chute |
| 8. No.6 Terminal Ticket Entry & Chute | 22. No.3 Terminal Ticket Entry & Chute |
| 9. No.8 Front Door Lock | 23. No.3 Terminal RESET/AUDIT Key Switch |
| 10. No.6 Player Terminal | 24. No.4 Terminal RESET/AUDIT Key Switch |
| 11. No.6 Terminal RESET/AUDIT Key Switch | 25. No.3 Front Door Lock |
| 12. Controller Door Lock | 26. No.4 Terminal Ticket Entry & Chute |
| 13. No.5 Front Door Lock | 27. No.4 Terminal Counter |
| 14. No.6 Front Door Lock | 28. No.4 Front Door Lock |
| | 29. Serial Plate |



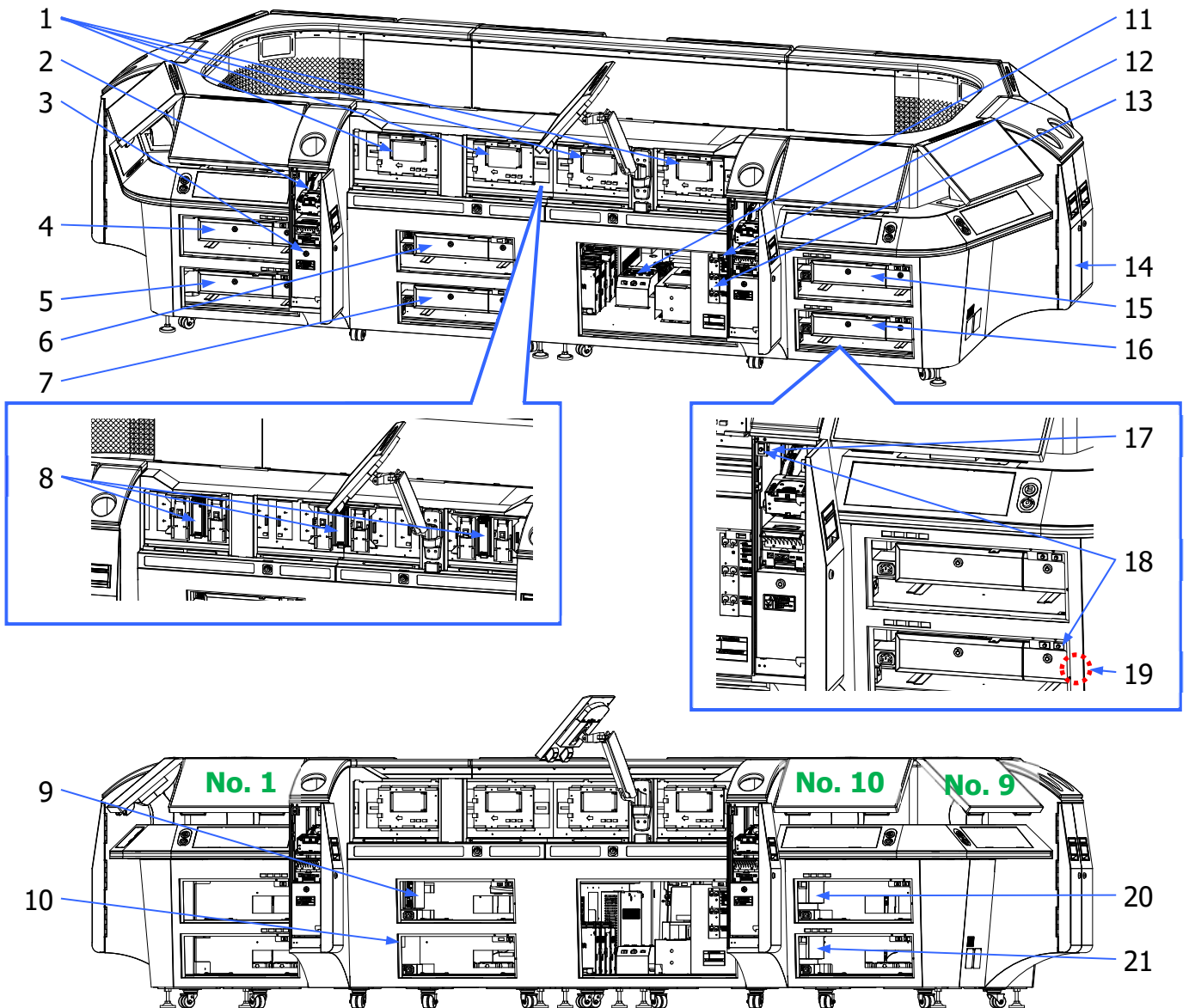
- | | |
|---|---|
| 1. Speaker | 15. Dealer Terminal |
| 2. Tower Light(When choosing Option-1) | 16. Field LED |
| 3. No.2 Player Terminal | 17. Main Controller Unit RESET/AUDIT Key Switch |
| 4. No.1 Player Terminal | 18. No.10 Player Terminal |
| 5. No.2 Terminal RESET/AUDIT Key Switch | 19. No.10 Terminal Ticket Entry & Chute |
| 6. No.1 Terminal RESET/AUDIT Key Switch | 20. No.9 Player Terminal |
| 7. No.1 Front Door Lock | 21. No.8 Terminal Ticket Entry & Chute |
| 8. No.1 Terminal Ticket Entry & Chute | 22. No.9 Terminal Ticket Entry & Chute |
| 9. No.2 Front Door Lock | 23. No.9 Terminal RESET/AUDIT Key Switch |
| 10. Signage Controller Unit RESET/AUDIT Key Switch | 24. No.10 Terminal RESET/AUDIT Key Switch |
| 11. Front Signage Door Lock | 25. No.9 Front Door Lock |
| 12. Front Main Door Lock | 26. No.10 Front Door Lock |
| 13. Power Door Lock | 27. Tipping System(Optional) |
| 14. Operation Stop Key(Optional)
Terminal Operation Button(Optional) | 28. Serial Plate |

**1. 3: Inside View of Center Unit
(Front View)**



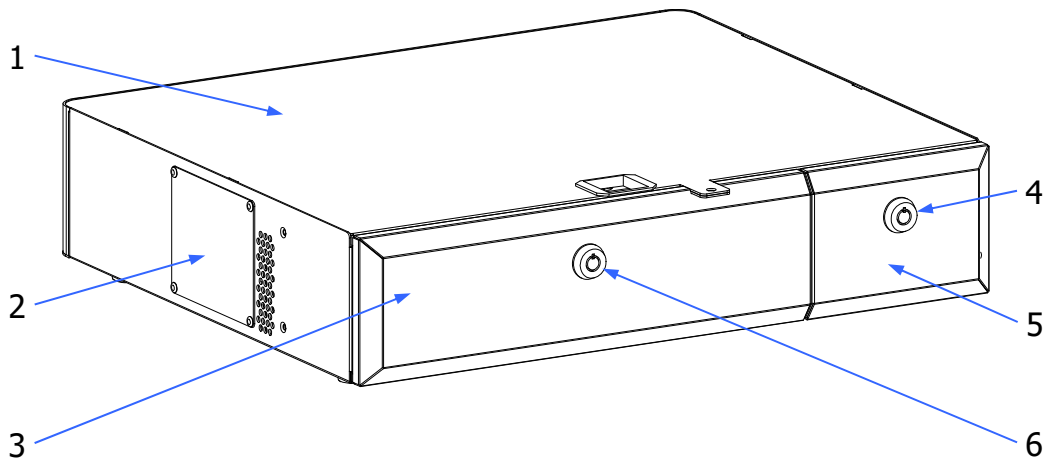
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|---|--|
| 1. LED Controller Unit | 9. Controller Door Switch and Sensor |
| 2. No.7 Station Controller Unit | 10. IO Box |
| 3. No.8 Station Controller Unit | 11. No.5 Station Controller Unit |
| 4. No.7 Front and BILL Door Switch | 12. No.6 Station Controller Unit |
| 5. No.7 BILL Door Switch(Optical Sensor) | 13. No.3 Station Controller Unit |
| 6. No.7 Front Door Switch(Optical Sensor) | 14. No.4 Station Controller Unit |
| 7. No.7 Terminal Sub IO Case | 15. No.6 Front and BILL Door Switch |
| 8. No.8 Terminal Sub IO Case | 16. No.6 BILL Door Switch(Optical Sensor) |
| | 17. No.6 Front Door Switch(Optical Sensor) |
| | 18. No.5 Terminal Sub IO Case |
| | 19. No.6 Terminal Sub IO Case |

(Rear View)



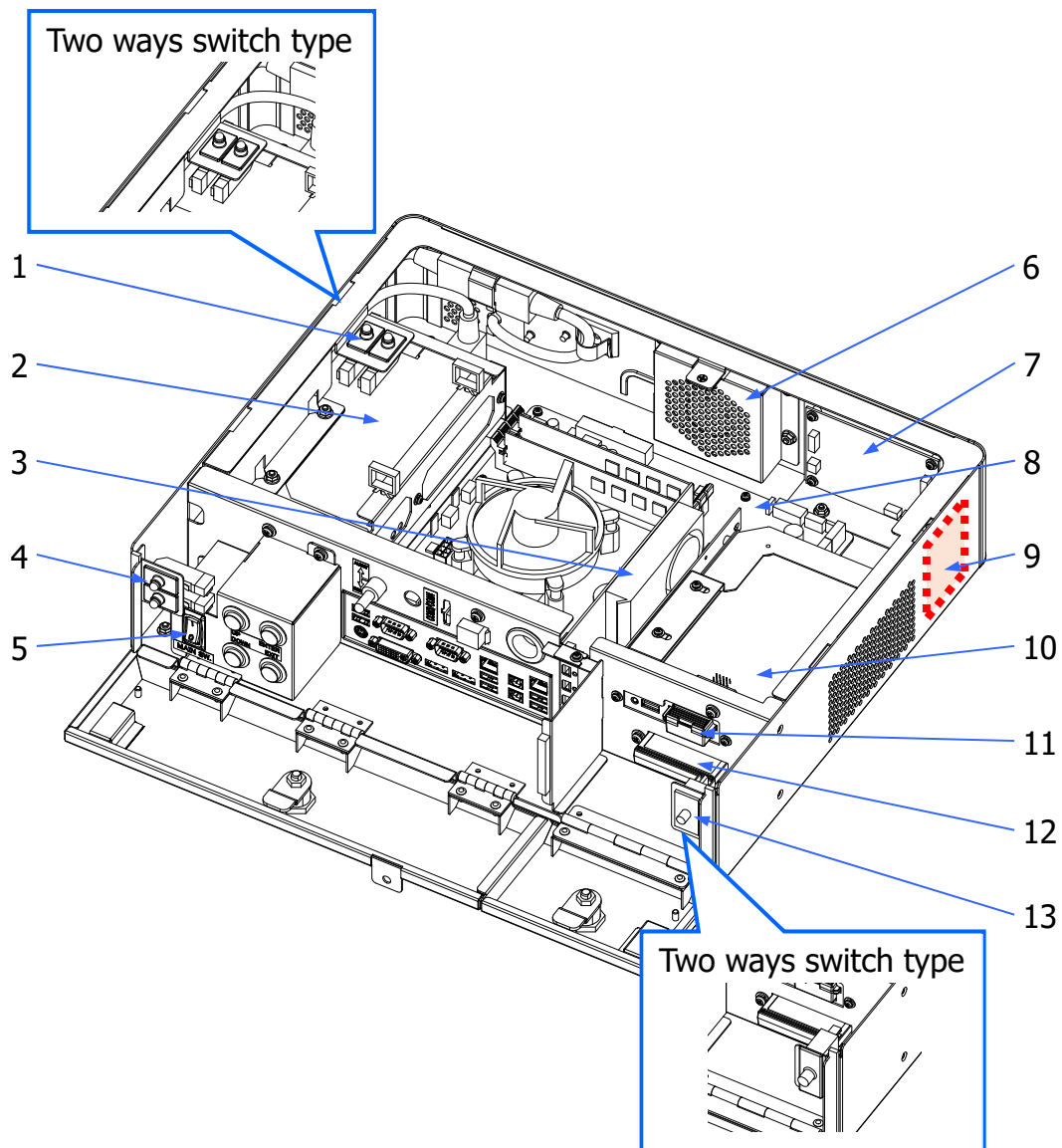
- | | |
|--|---|
| 1. Wall LED Controller PCB(4 pcs type) | 11. Breaker Unit |
| 2. Ticket Printer | 12. Power Door Switch and Sensor |
| 3. Stacker Door Lock | 13. Power Switch Box |
| 4. No.1 Station Controller Unit | 14. No.9 Terminal BILL Door |
| 5. No.2 Station Controller Unit | 15. No.9 Station Controller Unit |
| 6. Signage Controller Unit | 16. No.10 Station Controller Unit |
| 7. Main Controller Unit | 17. No.10 BILL Door Switch(Optical Sensor) |
| 8. Wall LED Controller PCB(3 pcs type) | 18. No.10 Front and BILL Door Switch |
| 9. AMP Case | 19. No.10 Front Door Switch(Optical Sensor) |
| 10. EDID Emulator | 20. No.9 Terminal Sub IO Case |
| | 21. No.10 Terminal Sub IO Case |

1. 4: Outside View of Controller Unit (Main / Signage / Station)



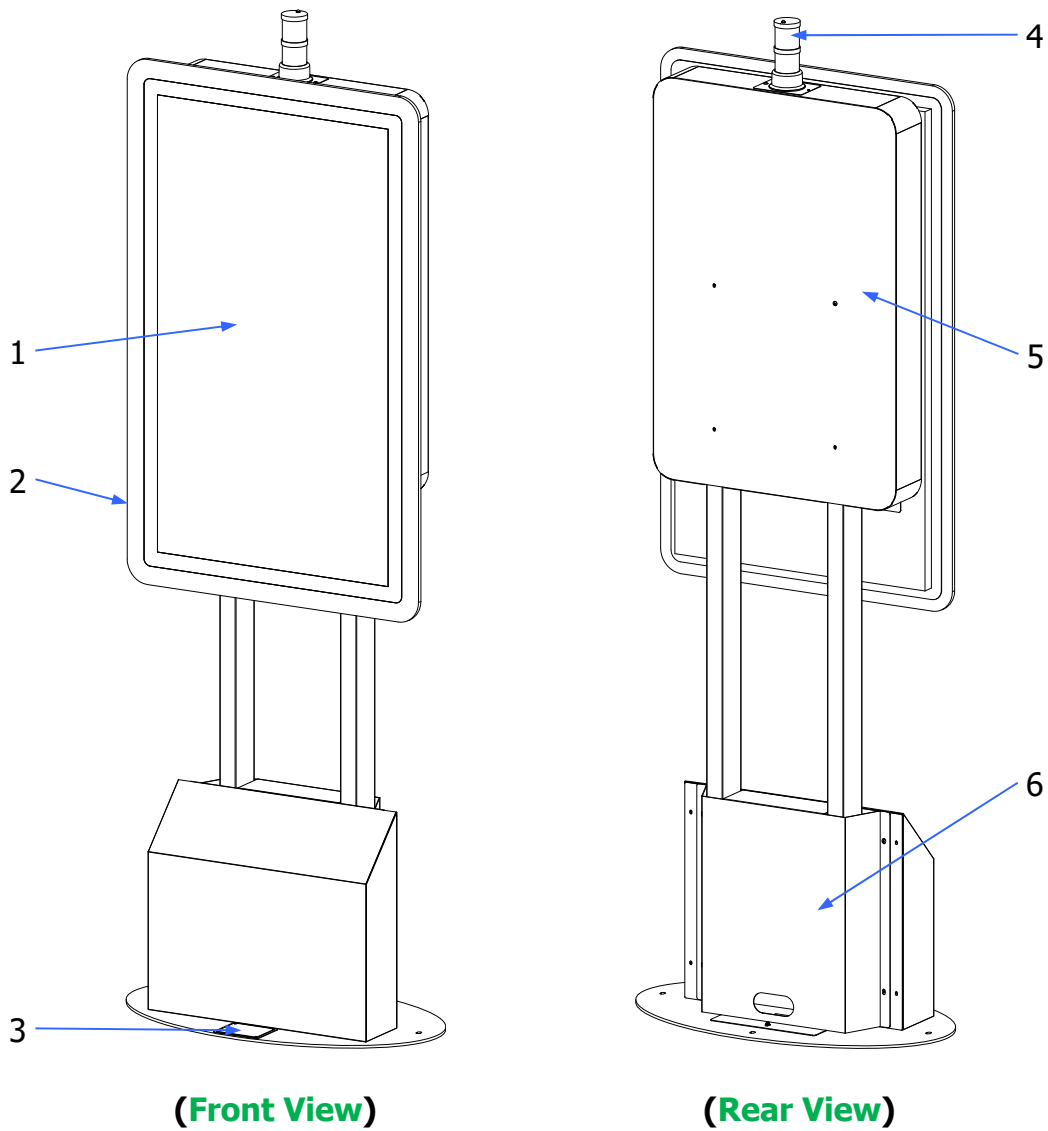
- | | |
|-------------------------------|-----------------------|
| 1. Side Slide Door(Top Cover) | 4. Security Door Lock |
| 2. Serial Plate | 5. Security Door |
| 3. Main Door | 6. Main Door Lock |

1. 5: Inside View of Controller Unit (Main / Signage / Station)



- | | | | |
|----|--|-----|---|
| 1. | Side Slide Door(Top Cover) Switch | 6. | Security Box Fan(Cabinet Fan) |
| 2. | Power Supply | 7. | AX-GEN IO PCB |
| 3. | Video Card PCB
(Except Station Controller Unit) | 8. | AP-X Motherboard PCB |
| 4. | Main Door Switches | 9. | Buck up SSD PCB
(Except Signage Controller Unit) |
| 5. | Power Switch(Do not use) | 10. | AX-GMEM PCB |
| | | 11. | AX-GAL PCB
(Except Signage Controller Unit) |
| | | 12. | SSD PCB |
| | | 13. | Security Door Switch |

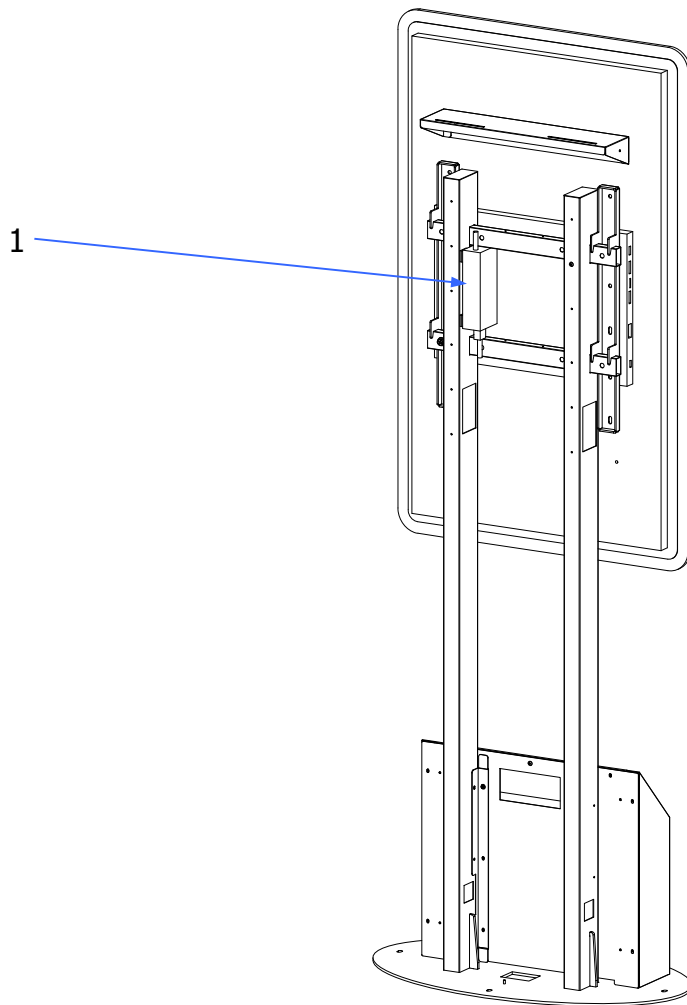
1. 6: Outside View of History Display Unit(Optional)



- 1. LCD Monitor
- 2. History LED
- 3. Serial Plate

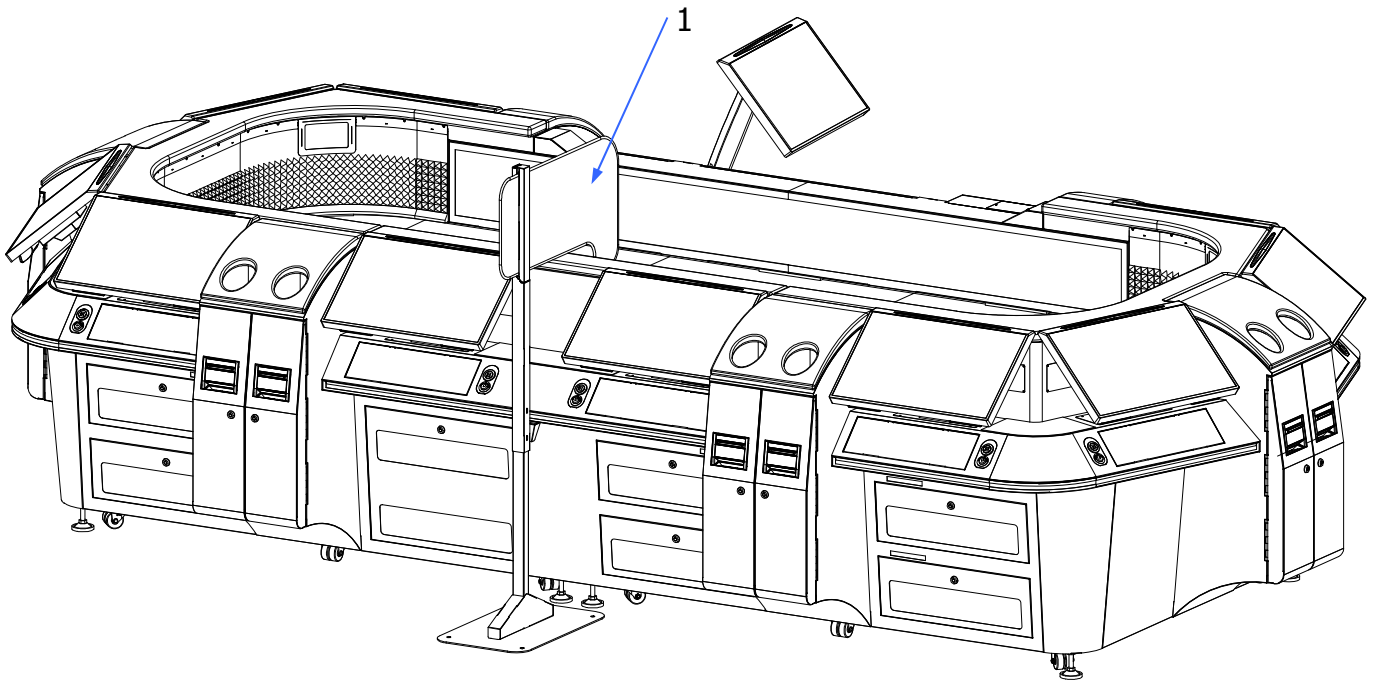
- 4. Tower Light(Optional)
- 5. Top Cover
- 6. Bottom Back Cover(Cover A)

1. 7: Inside View of History Display Unit(Option)



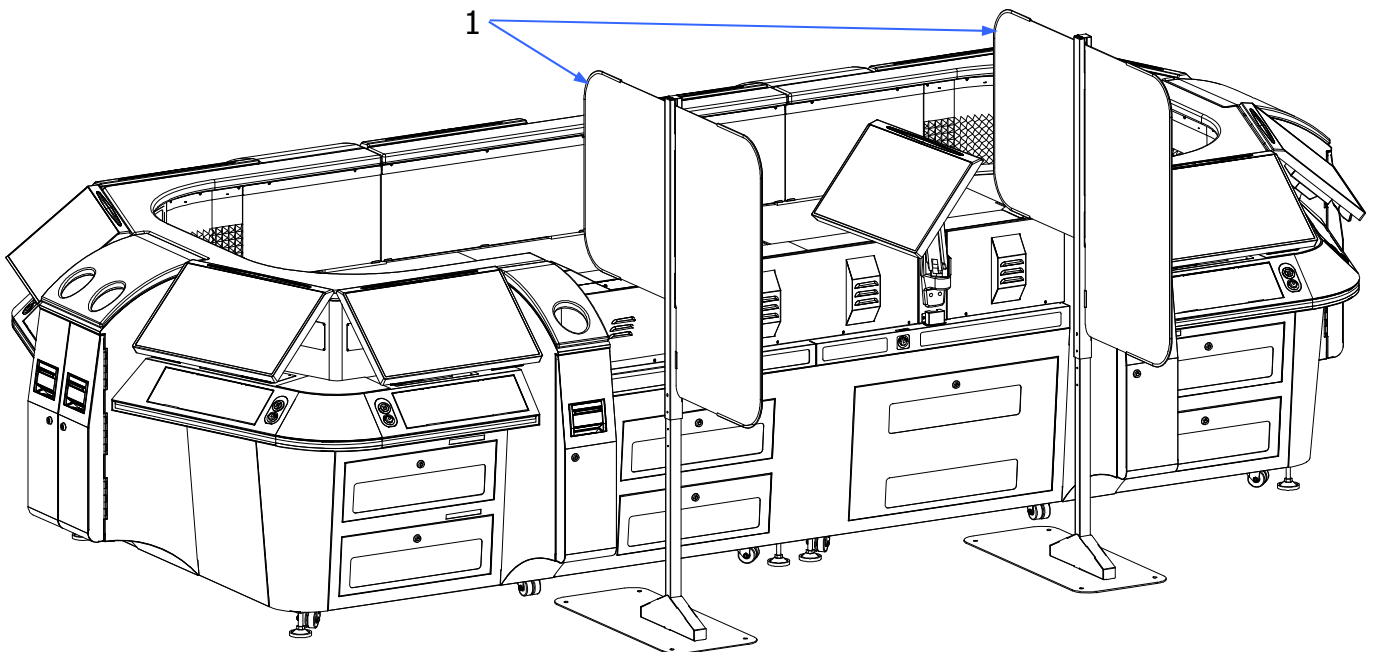
1. Switching Power Adapter

1. 8: Appearance of Player Partition Unit(Optional)
(Front View)



- 1. Player Partition Unit

1. 9: Appearance of Dealer Partition Unit(Optional)
(Rear View)



- 1. Dealer Partition Unit

Chapter 2

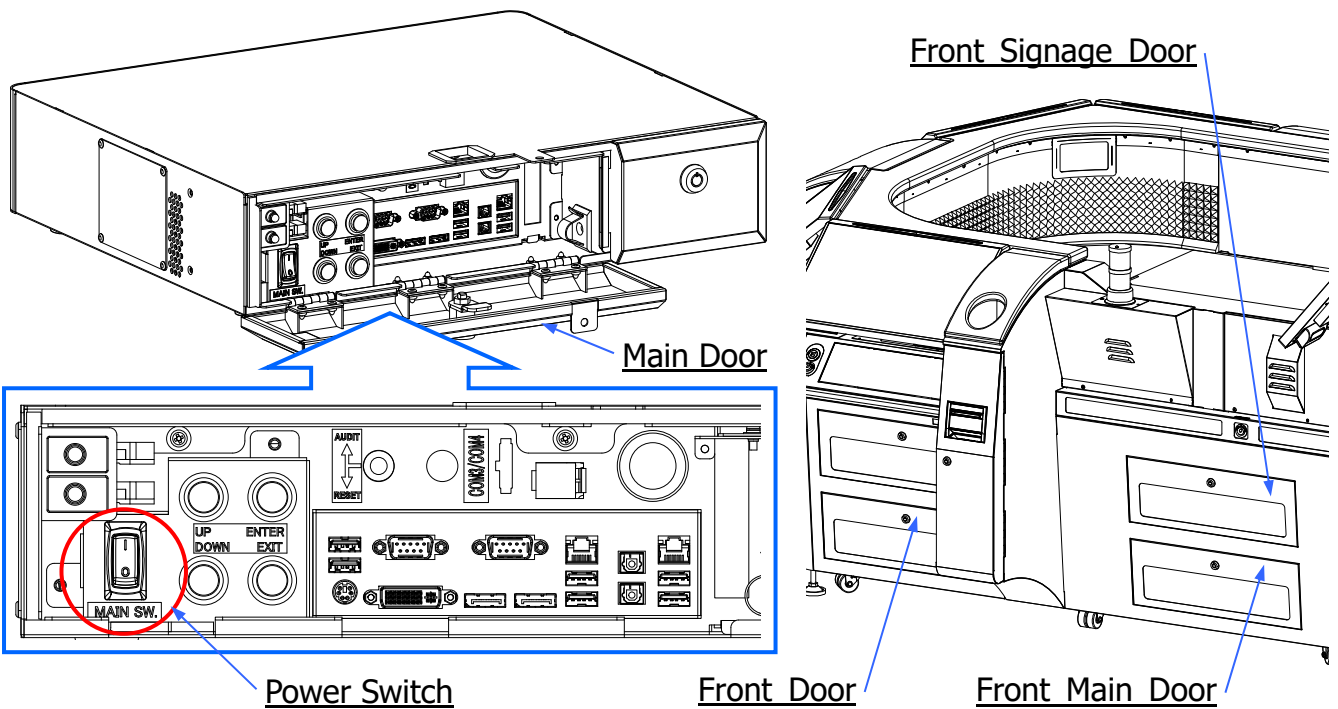
Preparation before Operation

2. 1: Power ON

CAUTION!

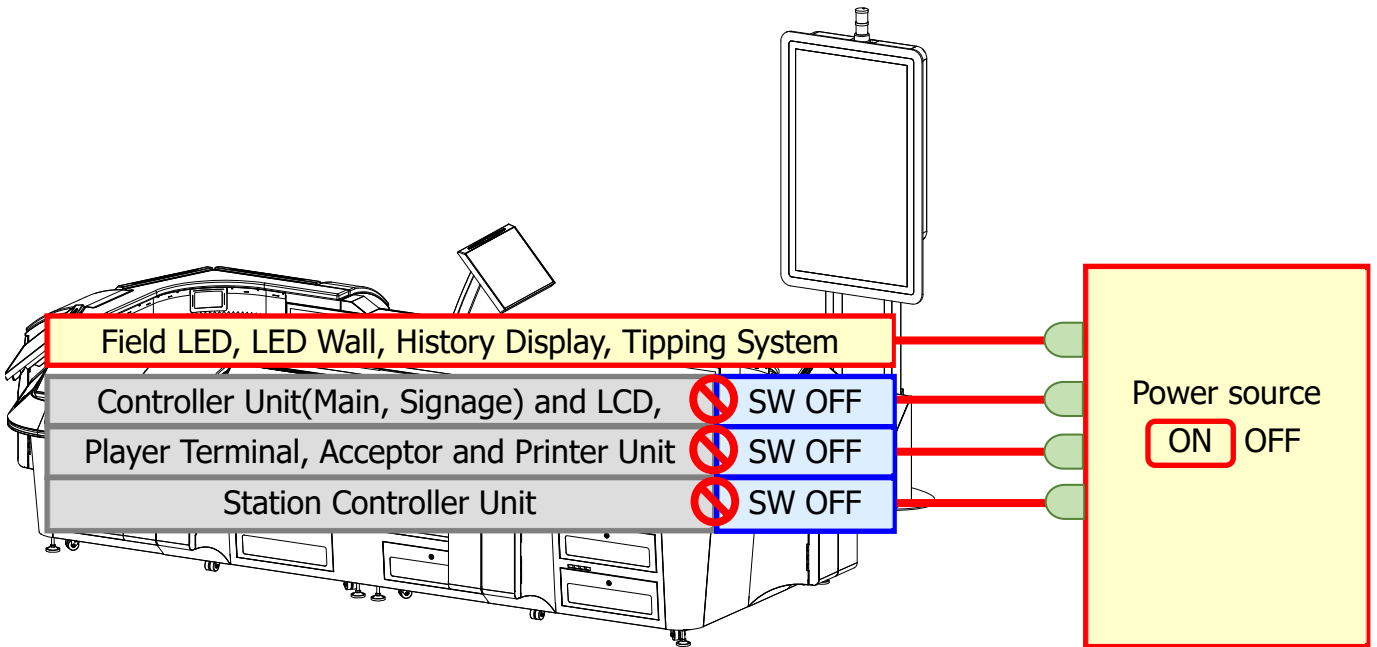
Make sure that the switches of the Main Controller Unit, of the Front Signage Controller Unit and of the 10 Station Controller Units, respectively located behind the Front Main Door, the Front Signage Door and the Front Doors, are all turned ON. Then close the Front Main Door, the Front Signage Door and the Front Doors.

Please leave these switches on ON and do not change their status.

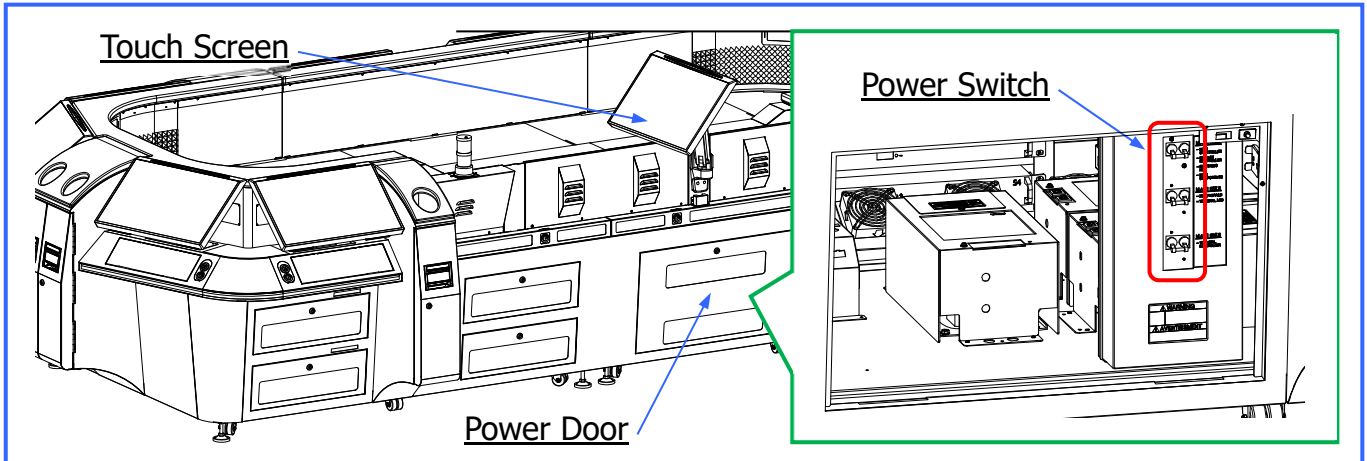


2. 1. 1: Turn on the Whole Machine

1. First turn ON the power source. The machines directly connected to the power source will boot up. (The Controller Unit does not boot up, so no images will be displayed on the Field LED Unit and the Wall LED Unit)



- Open the Power Door (Main DR B) of the Center Unit, and then turn ON the power switches, one by one starting from the upper switch, and then close the Power Door. Images will be displayed on the Field LED Unit, Wall LED Unit, Dealer Terminal, each player terminal and History Display Unit (Option). 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].

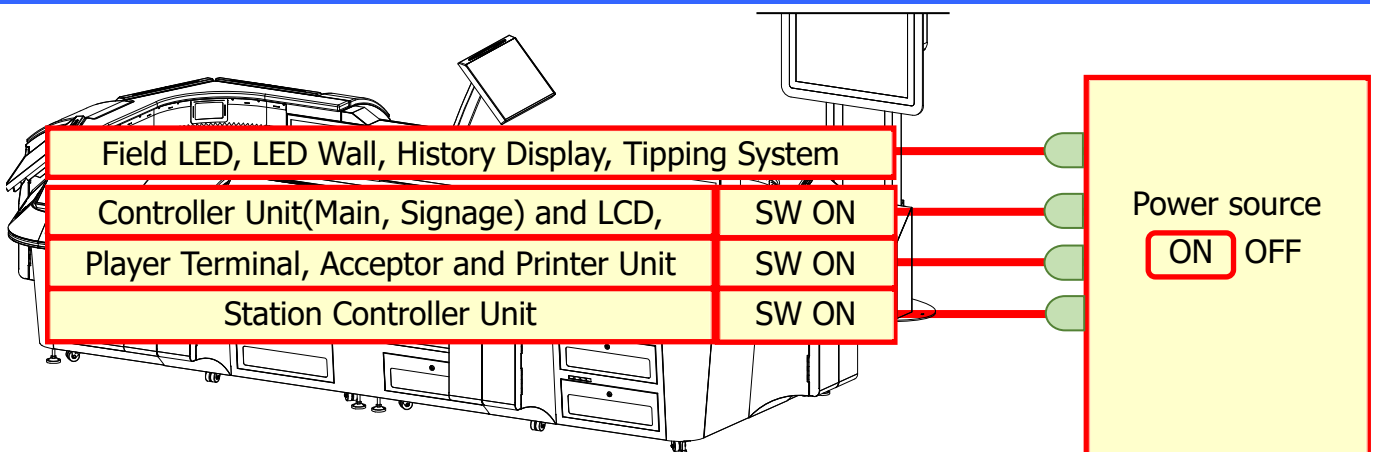


⚠ CAUTION!

- Do not turn ON the Power switches at the same time. Doing so can result in a start-up error of the machine.
- 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 6 or Chapter 7.



2. 1. 2: Loading Tickets

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

1. Open the BILL(NOTE) Door and locate the Ticket Printer.

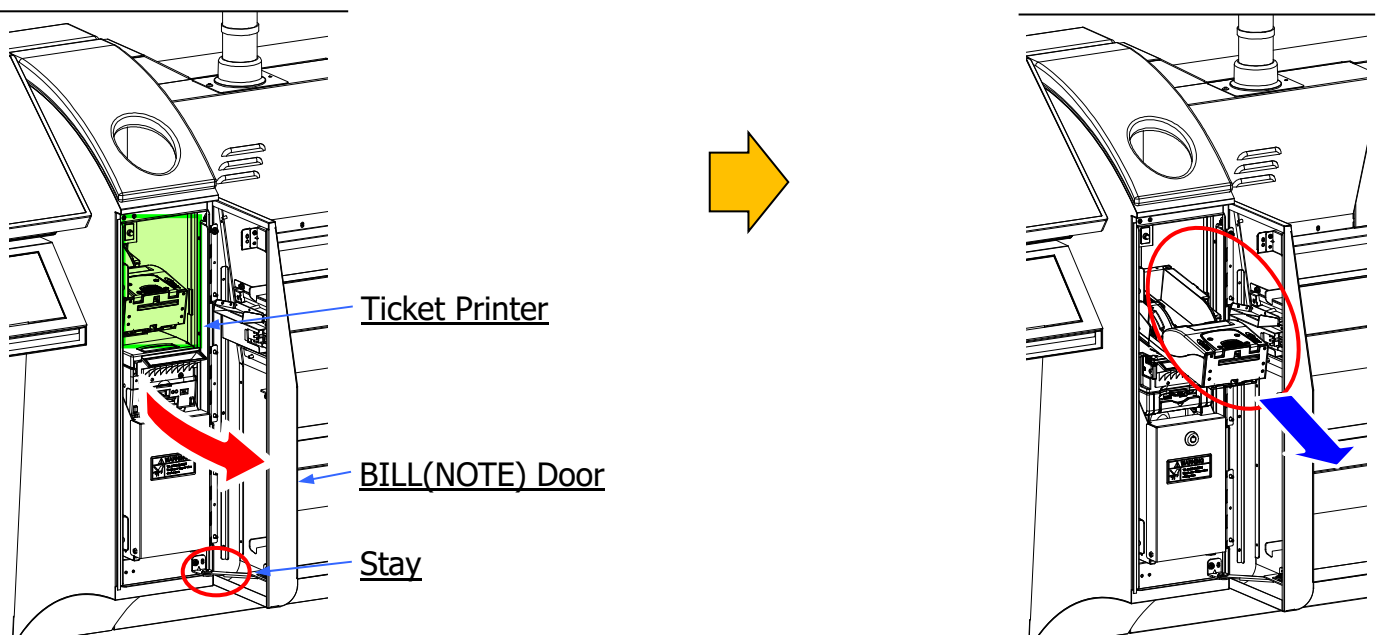
 **CAUTION!**

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

2. Pull out the Ticket Printer.

 **CAUTION!**

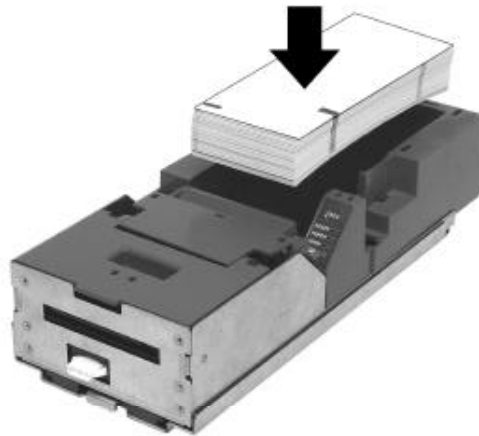
Make sure not to get fingers caught when taking the Ticket Printer in and out.



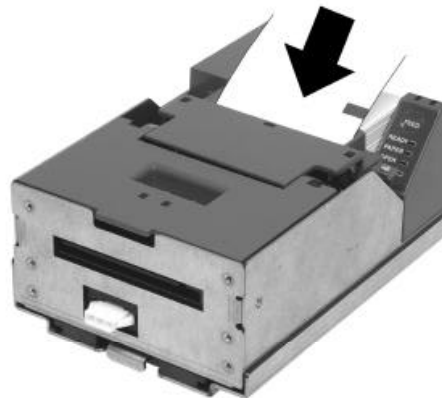
i NOTE:

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

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



4. Feed the paper into the paper-loading slot until the printer takes hold of the paper. The feeding process will be completed automatically.



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

! CAUTION!

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

6. When the BILL(NOTE) Door is locked, the Monitor message will disappear.



Chapter 3

How to play

3. 1: Dealer Terminal operations

3. 1. 1: Access Rights to the Dealer Terminal

This machine is implemented with a **[FULL AUTO MODE]** so that it can be used as a Full-automatic machine that doesn't need to be operated by a Dealer.

Otherwise, it can be set to a [semi-automatic mode] that a Dealer operates through the Dealer Terminal. **(Refer to 3.1.3.1)**. According to their rights to operate the terminal, there are three categories of Users

ADMINISTRATOR : Refer to 3.1.2

Can perform the Pit Boss tasks, but can also manage the User List (Administrator, Pit Boss, Dealer).

PIT BOSS : Refer to 3.1.3.1

Can [OPEN] and [CLOSE] the Table, change the settings included in the [CHANGE SETTINGS] function and perform all the Dealers tasks.

DEALER

Operates the basic in-game procedures, as leading of the game process, managing the Player IDs, change the Shooter, input of the dice results, put the machines on emergency lockup, void a game Series, and put the Table on [CLOSE STANDBY].

3. 1. 2: Administrator rights

When the Administrator logs in, the User List registration screen is displayed.



CAUTION!

Never leave the Dealer unit unattended when logged in to the Machine.

PAGE (1 / 2)		(m/d/y h:m:s)			
PERMISSION	ID	CREATED DATE	LAST LOGIN	PASSWORD CHANGED	DISABLE DATE
ADMINISTRATOR	Alice	02/06/2019 06:39:50	02/06/2019 06:51:54		ENABLE
ADMINISTRATOR	Andrew	02/06/2019 06:27:05	02/06/2019 06:51:05		ENABLE
ADMINISTRATOR	Nicholas	02/06/2019 06:37:24	02/06/2019 06:49:15		ENABLE
PIT BOSS	Benjamin	02/06/2019 06:18:52	02/06/2019 06:47:27		ENABLE
PIT BOSS	Olivia	02/06/2019 06:33:22	02/06/2019 06:46:58	02/06/2019 06:53:54	ENABLE
DEALER	Nathan	02/06/2019 06:28:22	02/06/2019 06:43:29		02/06/2019 06:54:13
DEALER	Lucy	02/06/2019 06:30:30	02/06/2019 06:41:43		ENABLE
ADMINISTRATOR	William	02/06/2019 06:17:01	02/06/2019 06:41:13		ENABLE
DEALER	Robert	02/06/2019 06:35:55			ENABLE
DEALER	Charlotte	02/06/2019 06:34:20			ENABLE
ADMINISTRATOR	Jonathan	02/06/2019 06:31:43		02/06/2019 06:53:43	02/06/2019 06:52:18
DEALER	Wyatt	02/06/2019 06:23:55		02/06/2019 06:26:00	ENABLE
PIT BOSS	Logan	02/06/2019 06:22:13		02/06/2019 06:27:18	ENABLE
DEALER	Alexander	02/06/2019 06:19:33			ENABLE
PIT BOSS	Sophia	02/06/2019 06:18:20			ENABLE

Touch one of the listed ID to operate on it. Refer to the operations below.

#	ITEM	DESCRIPTION
1	<input type="button" value="LOGOUT"/>	Opens the ID and Password input [Login] screen.
2	<input type="button" value="PREV PAGE"/>	Return to the previous page.
3	<input type="button" value="CREATE ID"/>	It is possible to add up to 1000 Users to the list.
4	<input type="button" value="DISABLE ID"/>	The User can be temporarily excluded from the access (DISABLE).
5	<input type="button" value="DELETE ID"/>	The User can be permanently removed from the list (DELETE).
6	<input type="button" value="CHANGE"/>	Password and permission level (Administrator, Pit Boss, Dealer) of the User can be modified, but it is not possible to change the User ID name.
7	<input type="button" value="NEXT PAGE"/>	Goes to the next page.
8	<input type="button" value="RETURN TO GAME"/>	Opens the Game Operation screen.

i NOTE:

- There should be at least one Administrator (including who makes the initial registration) registered in the User List.
- Only the Users registered on the Users List can log in to the machine, use the Dealer Terminal and operate the game.
- Each User must be registered on the User List, with a User ID and a Password.
- The User ID can be written in a maximum of 64 characters.
- The password can be written mixing at least two categories between capital letters, small letters, numbers and symbols, for a minimum of 8 characters to a maximum of 64.

After the recording to the User List by the Administrator,

By pressing [RETURN TO GAME], the Game Operation screen will open, leaving the Administrator logged in. **(The Administrator starts the Game Operations).**

By pressing [LOGOUT] the User List recording screen will close, and the Login screen will open. (See the illustration below). **(Any other User can Login again and start the Game Operations)**

02/22/2022 5:13 ID:- ROLL COUNT:-
 SELECT USER:REV_MAM1-5 PAGE:0000LL:KON_MAM7-0
 1.ADMINISTRATOR:REV_MAM1 01/01

Please turn the Reset Key.

ENTER ID AND PASSWORD

ID

PASSWORD

1	2	3	4	5	6	7	8	9	0	BS
q	w	e	r	t	y	u	i	o	p	@
a	s	d	f	g	h	j	k	l	_	-
CAPS	z	x	c	v	b	n	m	.	CLEAR	ENTER

i NOTE:

It is necessary to turn the Reset Key to log in when the machine is in Table close condition.



3. 1. 3: Dealer Terminal Screen, Buttons And Settings

✂For more details about the Player Terminal Screen, please refer to 3.2.2.

i NOTE:

It is possible to change between the [Full automatic mode] and the [Manual mode] according to the value selected for [FULL AUTO MODE]. **(Refer to 3.1.3.1)**

When **[FULL AUTO MODE]** is set to **ENABLED**, refer to this frame.

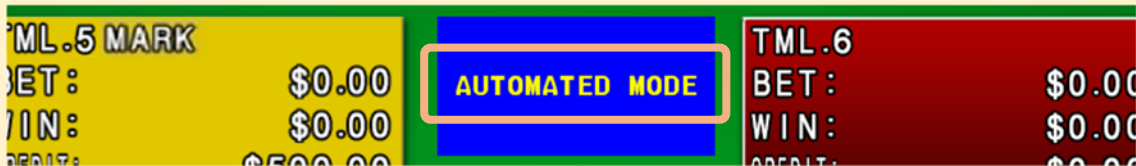
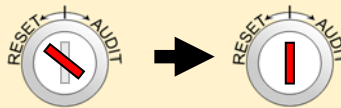
When **[FULL AUTO MODE]** is set to **DISABLED**, refer to this frame

The following standby screen is constantly displayed on the Dealer Terminal.



Turn the RESET/AUDIT Key Switch to the RESET position, and return it to the neutral position, to change to the Game Operation Screen with the [AUTOMATED MODE] button displayed.

In this screen it is possible to perform [OPERATION] Tab, [SETTING] Tab, [LOCK UP] Button and to operate on the [Icon] of each Player Terminal.



By pressing the [AUTOMATED MODE] button or after one minute without operating the machine, the screen will return to the stand-by display.

After turning the Reset key.



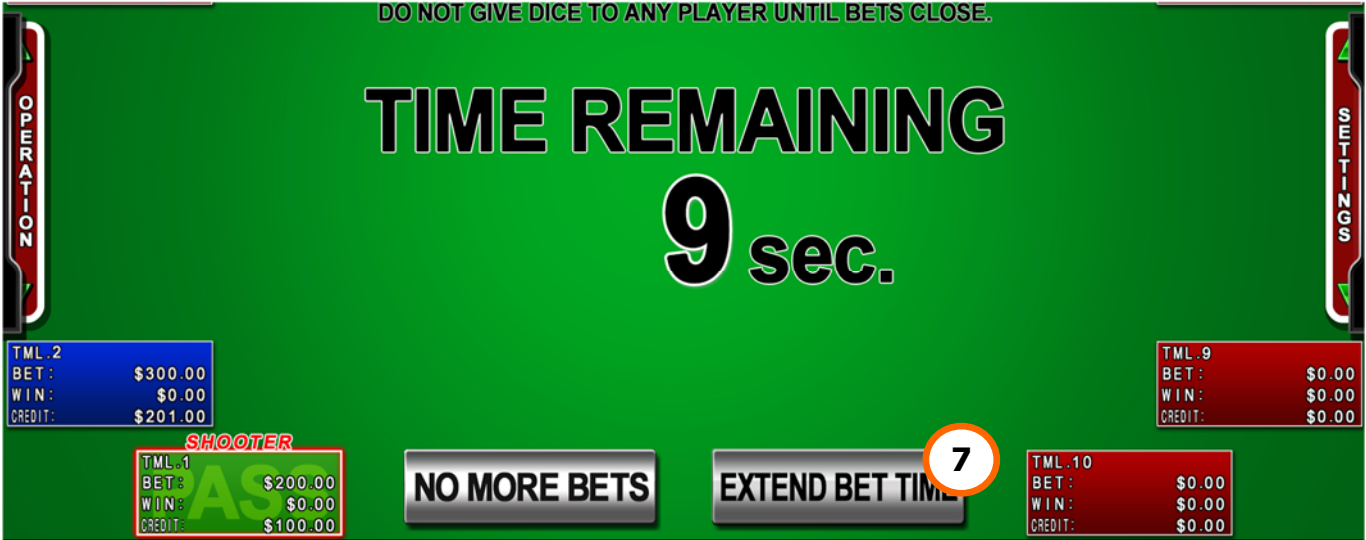
The Game Operation screen is displayed on the Dealer Terminal, and the game proceeds operated by the Dealer.

DEALER SCREEN DURING BET TIME

when the BET TIME is set on [MANUAL].



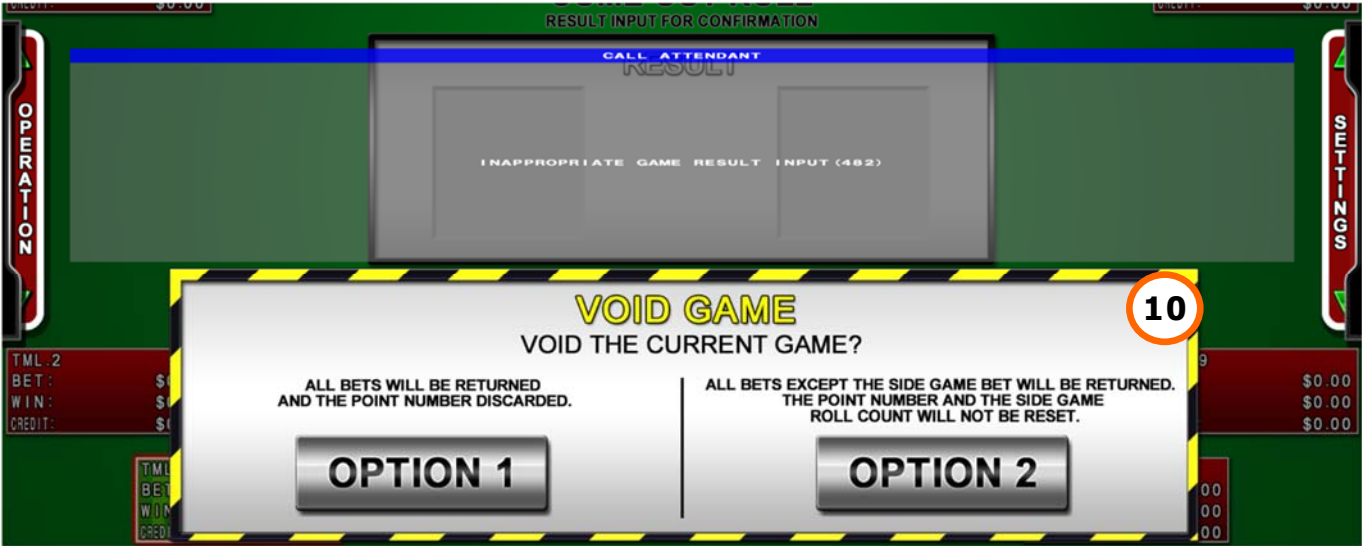
when a timer is set for the BET TIME.

















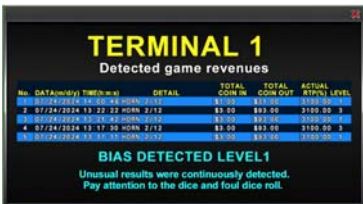



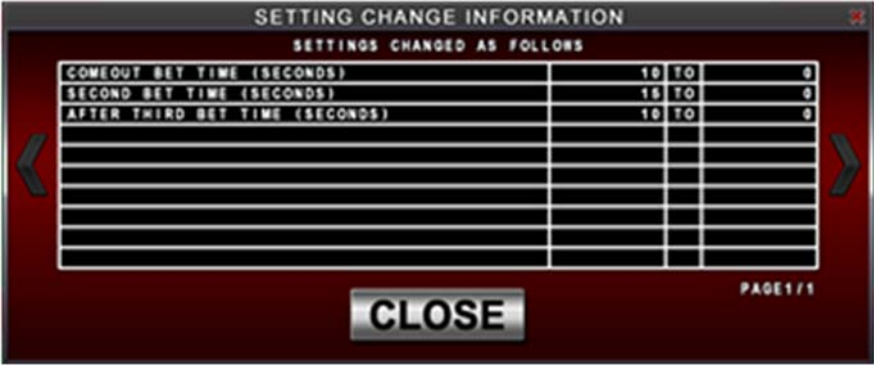
DEALER SCREEN DURING RESULT INPUT TIME.






DEALER SCREEN DURING ERROR STATUS.



#	ITEM	DESCRIPTION
1	      	<ul style="list-style-type: none"> The condition of each Player Terminal is displayed by its color (refer to 3.2.3) When selecting a [white icon] ("0" Credits Terminal), the [RESERVED] button is displayed. Press this button to turn that Player Terminal to [Reserved] (Reserved status), avoiding a new player to join the game. By selecting a [Reserved] station, the [ACTIVATE] button is displayed and by pressing it the Reserved status is removed.   <ul style="list-style-type: none"> Before the roll of dice, touch a [green icon] other than the [NEXT SHOOTER] one to display the [CHANGE SHOOTER] button. Press this button to change the shooter.    <ul style="list-style-type: none"> When a [green/blue/yellow] icon (Player Terminal that has credit) is selected, the [DELETE NAME] button will be displayed. Press this button to delete the Name recorded by the Player.    <ul style="list-style-type: none"> In case cheating is suspected because of statistical anomalies on placed bets, roll results, consecutive wins etc., the relative Player Terminal icon on the Dealer Terminal will be highlighted by a frame marked with [BIAS DETECTED]. Touch it to display a BET recall. For more details refer to "BIAS DETECTION" on "Extra Settings" at Chapter 4 of the SERVICE Manual.  

#	ITEM	DESCRIPTION
2		<p>Open the [OPERATION] tab to display the following buttons.</p> <p>LOGOUT It makes not possible to operate the machine until a new log in. (Refer to 3.1.4). Use this function when changing the Operator.</p> <p>CLOSE STANDBY As preparation for the Table Close procedure, the machine is put in the condition to stop new players from joining the game. (Refer to 3.1.4).</p> <p>CLOSE The [CLOSE] Button is active only during Close Standby, when all the Player Terminals become [white icons] (credit "0"), and an Administrator or a Pit Boss logged in. It makes possible to close the Table.</p> <p>CONFIRMATION OF SAVED CHANGES The [SETTING CHANGE INFORMATION] Chart is displayed if a setting change is programmed. This Chart is displayed also after the setting change and at the moment the settings switch to the new values.</p> 

#	ITEM	DESCRIPTION
2		<p>RANKING: DELETE SHOOTER</p> <p>It is possible to delete the name of a Shooter from [SHOOTER ALL STARS], the ranking that is displayed on the History Display Unit (optional).</p>  <p>TIP RECEIVED</p> <p>Can be used for the later validation process of the [Ticket tips] received from the Player. (Refer to 3.4.2).</p> <p>TIP REPORT</p> <p>Can be used to print a Tip report by using the Tipping System Unit (OPTION). (Refer to 3.4.3).</p> <p>OVERPAY LOCKUP</p> <p>If an OVEPRPAY LOCKUP condition occurs, the [OVERPAY LOCKUP] window opens. According to the settings, the Reset Key may be required. Please refer to "VOID GAME / OVERPAY / BET REVIEW RESET PERMISSION" on "Extra settings" at Chapter 4 of the SERVICE Manual.</p> <p><u>By pressing the button [GO TO RESET], it will be displayed a list of all the Player Terminals. The Player Terminal where the OVERPAY occurred are lit. Select them and press the [RESET] button to release the OVERPAY LOCKUP status.</u> If the window is closed by mistake, it is still possible to complete the same procedure by pressing the button [OVERPAY LOCKUP] on the [OPERATION] Tab.</p> 

i NOTE:

- The OVERPAY LOCKUP is a Dealer Support function. When the win is determined, the game is suspended in case an unnatural RTP is detected, the Dealer Terminal screen becomes red and the Player Terminals involved are displayed as [orange icons].
- It is possible to set a Level for the OVERPAY LOCKUP detection. For more details, refer to "OVERPAY LOCKUP SECURITY LEVEL" and "OVERPAY LOCKUP LIMIT(\$)" on "**Extra settings**" Chapter 4 of the SERVICE Manual.

BET REVIEW

If a BET REVIEW condition occurs, the [BET REVIEW] window opens. According to the settings, the Reset Key may be required. Please refer to "VOID GAME / OVERPAY / BET REVIEW RESET PERMISSION" on "**Extra settings**" at Chapter 4 of the SERVICE Manual.

Press the button [RESET], to release the OVERPAY LOCKUP status. If the window is closed by mistake, it is still possible to complete the same procedure by pressing the button [BET REVIEW] on the [OPERATION] Tab.






or



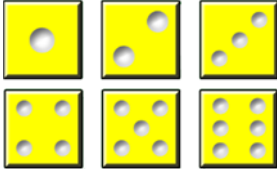
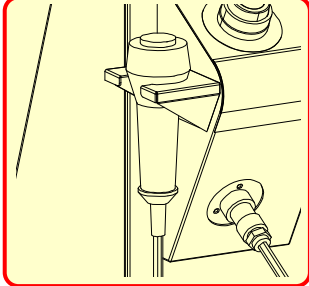










i NOTE:

- The BET REVIEW is a Dealer Support function. When the bets are closed, in case an unnatural RTP can be predicted from the bet conditions, the Dealer Terminal screen becomes red and the relative Player Terminals are displayed as [orange icons]. At the same time, [BET REVIEW] message is displayed on both the Dealer Terminal and the Player Terminals.
- The BET REVIEW detection limit can be adjusted. For more details, please refer to "BET REVIEW LIMIT (\$)" on "**Extra settings**" at Chapter 4 of the SERVICE Manual.

2

#	ITEM	DESCRIPTION
3		<p>When it is needed to immediately stop the game (ex. Dice went lost), by pressing this button for 1 second it is possible to put the machine under emergency lockup.</p> <p>If the machines are locked up, it can be necessary to Void the game.</p>
4		<p>Open the [SETTINGS] tab, to display the following buttons.</p> <p>TABLE BGM VOLUME Regulates the volume of the background music.</p> <p>TABLE VOICE VOLUME Regulates the volume of the Voice.</p> <p>SE VOLUME Regulates the volume of the sound effects.</p> <p>CHANGE SETTINGS A user with [Pit Boss rights] can change the following settings without performing Table close. (Refer to 3.1.3.1).</p> <p><u>If there is credit left on the Player Terminals, the setting change will be effective after the following 7 Out.</u></p> <ul style="list-style-type: none"> • FULL AUTO MODE SETTING • CHIP VALUE SETTINGS • BET SPOT LIMIT SETTINGS • SIDE GAME LIMIT SETTINGS • TOTAL BET LIMIT SETTINGS • TIME SETTINGS <p>i NOTE: To activate this function, refer to “Extra settings” at Chapter 4 of the SERVICE Manual and set “CHANGE SETTINGS” to ENABLED.</p>
5		<p>Displayed during [FULL AUTO MODE]. Press this button or wait one minute without any operation to return to the Standby Screen [IN FULLY AUTOMATED MODE]. (Refer to 3.1.3.1).</p>

#	ITEM	DESCRIPTION
6		Touch this button to close the bets. (Refer to 3.2.3).
7		Touch this button to reset the countdown of the Bet Time Counter, and extend the Bet Time. (Refer to 3.2.3).
8		<p>Input the result by pressing the buttons that shows the roll of the dice.</p> <p>i NOTE: <u>In case it is set the use of the Terminal Operation Button (Option), the result can be inputted only while pressing this button. For more details refer to "TERMINAL OPERATION BUTTON" on "HARDWARE SETTINGS" at Chapter 4 of the SERVICE MANUAL.</u></p> <p>If "TERMINAL OPERATION BUTTON" on "Hardware Settings" described on SERVICE Manual Chapter 4 is set to ENABLED, it would be possible to input the [DICE RESULT] only when pressing the Terminal Operation Button (optional).</p> <p style="text-align: right;">Terminal Operation Button(Optional)</p> 
9	    	After the input of the dice result, select [ENTER (to set it down)], [CLEAR (to delete it)], [CANCEL (for re-input)], [AMEND (to discard it)] or [CONFIRM (to register it)].

#	ITEM	DESCRIPTION
10		<p>Is displayed when during Table Open, it occurs an error or trouble that the Dealer can't solve (The machine locks up, or the Dealer pressed the Lock Up button).</p> <p><u>To return to the Game without using the [VOID GAME] function, use the Reset Key to cancel the error.</u></p> <p>STEP 1</p> <p>Depending on the game condition, it is possible to choose either [OPTION 1] or [OPTION 2] method of [VOID GAME].</p> <p>OPTION 1 :①Point void ②Side Game BET returned ③Roll Count reset</p> <p>OPTION 2 :①Point kept ②Side Game BET kept ③Roll Count kept</p> <p>STEP 2</p> <p>The following button will be displayed after an option is selected at STEP 1. <u>To execute the Void Game, press [YES].</u> According to the settings, it may be necessary to turn the Reset Key. For more details refer to "VOID GAME / OVERPAY / BET REVIEW RESET PERMISSION" on "Extra Settings" at Chapter 4 of the SERVICE MANUAL.</p> 
11		<p>When the player inputs a name in a Player Terminal, a window opens.</p> <p>Press [ACCEPT] to register the name that was inputted.</p> <p>Press [REJECT] to cancel the name that was inputted.</p> <p>i NOTE:</p> <p>This function is active if "DEALER ACCEPT PLAYERS NAME" on "Extra Settings" described at SERVICE Manual Chapter 4, is set to ENABLED.</p>

3. 1. 3. 1: Dealer Terminal Screen Change Settings

<To set the Machine before the game operations>

Log in as user with [Pit Boss rights]. The color of the Login screen when the machine is in Table Close condition is black.

On the Game Operation screen, open the [SETTINGS] Tab and press the [CHANGE SETTINGS] button to change the settings on the Machine.

After the settings are completed, press the [SUBMIT] Button to proceed to Table Open condition, while remaining logged in.

On the Game Operation screen, open the [OPERATION] Tab then press the [LOGOUT] button to automatically open the Login screen. The color of the Login screen when the machine is in Table Open condition is green.

The Dealer can log in to start the game operations.



<To set the Machine during the game operations>

On the Game Operation screen, open the [OPERATION] Tab then press the [LOGOUT] button to automatically open the Login screen. The color of the Login screen when the machine is in Table Open condition is green.


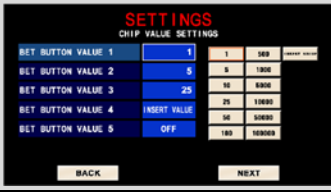





Log in again as user with [Pit Boss rights], then perform the settings on the Machine.

After the settings are completed, press the [SUBMIT] Button to return to the Game Operation screen.

Open the [OPERATION] tab one more time, press the [LOGOUT] Button so that the Dealer can log in to start the game operations.

NOTE:

The settings that can be input here are connected with those on **"Game Settings"** on Chapter 4 of the SERVICE Manual. If changed, each item on **"Game Settings"** will automatically change.

#	ITEM	DESCRIPTION
1		<p>If [FULL AUTO MODE] is set to ENABLED, the machine turns to Full-automatic mode and can operate without a Dealer. In this case, it is possible to set the [DICE SHOOTING TIME] (the time limit for the Shooter to shoot the Virtual Dice). (Refer to COME OUT ROLL at 3.2.3)</p> <p>If [FULL AUTO MODE] is set to DISABLED, a Dealer should operate the machine. In this case, Physical Dice are used. The setting of [DICE SHOOTING TIME] is not active.</p>
2		<p>Choose from the buttons displayed, the values to display on the chip selector of the Player Terminal.</p>
3		<p>Set the MINIMUM and the MAXIMUM bet for each Main Game area bet displayed, by using the number pad.</p>
4		<p>Set the MINIMUM and the MAXIMUM bet for each Side Game bet spot displayed, by using the numeric pad.</p> <p>i NOTE: This page is displayed only if the Side Game is enabled. For more details refer to "SIDE GAME 1" and "SIDE GAME 2" on "Important Settings / Basic Settings" described at Chapter 4 of the SERVICE MANUAL.</p>
5		<p>Set the Total MINIMUM and the Total MAXIMUM bet of the Main Game through the items displayed, by using the numeric pad.</p>
6		<p>Select the length of the Bet Time for each Game Step from 1 to 120 using the Number Pad to set the TIMER mode. Select "0" to set the MANUAL mode.</p> <p>(Refer to BET TIME ENDS at 3.2.3)</p> <p>i NOTE: Press [SUBMIT] Button to return to the Game Operations while keeping logged in.</p>
7		<p>Return to the Game Operations while keeping logged in.</p>

3. 1. 4: Machine operations flow by User

Registration of the USER List (Can be performed by Administrator only)

⚠ CAUTION!

If the **ALL RAM Clear** is performed, **the User list** (Administrator, Pit Boss, Dealer) and all the memory including settings and back-up memory is cleared. **At the first boot up after the ALL RAM Clear, it is necessary to register again the User List.**

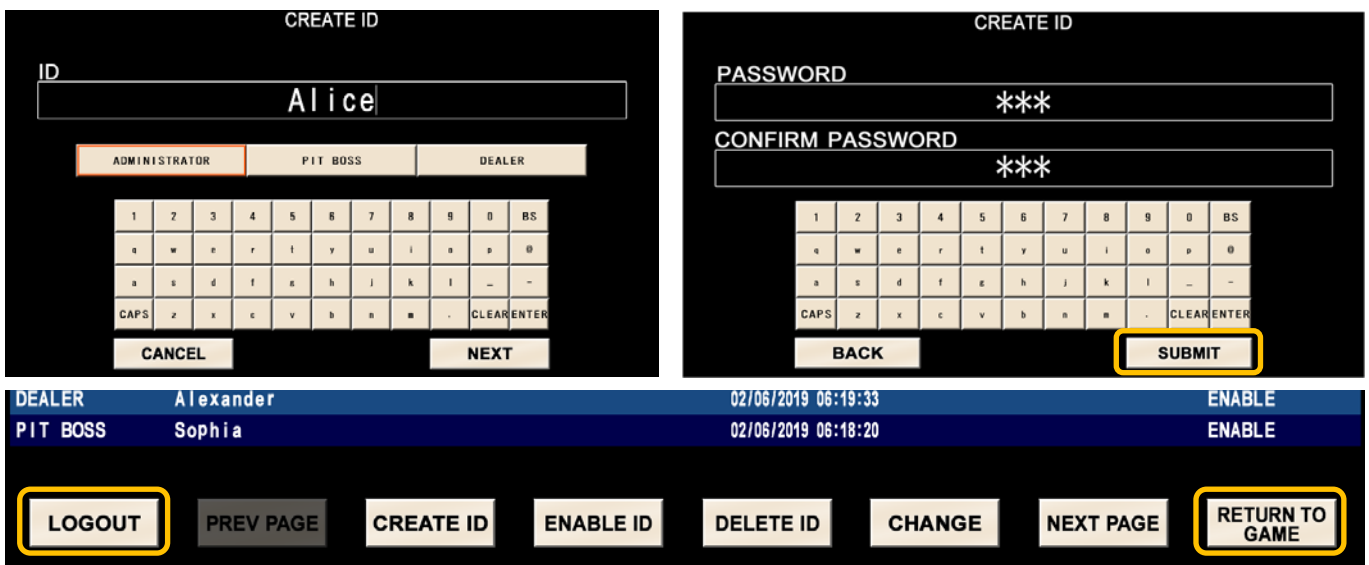
If the **RAM Clear** is performed, **the User list** is not cleared.

The procedure described in this chapter starts from a condition when no **User list** is recorded yet (just after the **ALL RAM Clear**).

When the game is booted up, on the screen the [SETTINGS] and [RETURN TO GAME] buttons are displayed. Change the settings as needed, by pressing the [SETTINGS] button and referring to “**Settings**” on SERVICE Manual Chapter 4. If no setting is needed, press the [RETURN TO GAME] button to display the User List registration screen.



First, the Administrator records the **User List** (Administrator, Pit Boss, Dealer) including the Administrator, in order for the Users to Login to the machine. **(Refer to 3.1.2).**



OPEN THE TABLE (Can be performed only by Administrator or Pit Boss)

Perform the Table Open procedure to set the Machine.

i NOTE:

If the Administrator will proceed to set the machine, open the Login screen by pressing the [LOG OUT] Button after the User List registration. After the input of his or her own User ID and Password, by pressing the [SUBMIT] Button it is possible to proceed to Table Open.

If the Pit Boss will proceed to set the machine, open the Login screen by pressing the [LOG OUT] Button after the User List registration. Login again with as a Pit Boss registered in the **User list**, press the [SUBMIT] Button and Open the Table.



SETTING THE MACHINE (Can be performed only by Administrator or Pit Boss)

Before Opening the Table, the machine can be set from the Table Open condition. The User (Administrator or Pit Boss) can perform the settings by opening the [SETTINGS] tab of the Game Operation screen, and then pressing the [CHANGE SETTINGS] Button. **(Refer to 3.1.3.1)**

After performing the settings, press the [SUBMIT] button displayed on the last page of the SETTINGS screen, to return to the Game Operation screen. **(Refer to 3.1.3.1)**

i NOTE:

If the Administrator or Pit Boss will proceed to operate the machine, just open the [SETTINGS] tab.

If a Dealer (or a different Pit Boss) will proceed to operate the machine, open the [OPERATION] tab on the Game Operation screen, press the [LOG OUT] button to open the Login screen. After the login of a Dealer (or a different Pit Boss) registered in the **User list**, open the [SETTINGS] tab.



GAME OPERATIONS (Can be performed by any User recorded in the List)

The User logged in should operate the game by using the Dealer Terminal, following the steps indicated in the "Game flow". **(Refer to 3.2.3)**



CLOSE STANDBY (Can be performed by any User recorded in the List)

As preparation for the Table Close procedure, open the [OPERATION] tab on the Game Operation screen and press [CLOSE STANDBY]. By doing this, new players cannot join the game, but players currently participating in the game are not affected.

In [CLOSE STANDBY] condition, when a Player Terminal reaches 0 credits, it is not possible to add new credits and to continue the game on that Terminal.

**TABLE CLOSE (Can be performed only by Administrator or Pit Boss)**

When there is no more Players, it is possible to Close the Table by opening the [OPERATION] tab on the Game Operation screen and then pressing the [CLOSE] Button.

i NOTE:

Table Close can be performed only by a User with [Pit Boss rights].

If an Administrator or a Pit Boss are logged in, the [CLOSE] button on the [OPERATION] Tab is already active.

If a Dealer logged in, open the [OPERATION] Tab and press [LOG OUT] button to open the Login screen. Login again as an Administrator or Pitt Boss ID registered in the **User list** to make the [CLOSE] Button on the [OPERATION] Tab active.

**Re OPEN THE TABLE (Can be performed only by Administrator or Pit Boss)****i NOTE:**

It is necessary to turn the RESET Key to log in when the machine is in Table close condition.



02/22/2022 5:13 ID:-- ROLL COUNT:--
Please turn the Reset Key.
ENTER ID AND PASSWORD
ID
PASSWORD
1 2 3 4 5 6 7 8 9 0 BS
x w e r t y u i o p ß
a s d f g h j k l - -
CAPS z x c v b n m . CLEAR ENTER
CANCEL SUBMIT

3. 2: Game Rules and RNG

3. 2. 1: Game Rules

Craps is a game that is played with a pair of dice that are thrown by a Shooter, while players bet on particular combination of results.

i NOTE:

It is possible to change between the [Full automatic mode] and the [Manual mode] according to the value selected for [FULL AUTO MODE]. **(Refer to 3.1.3.1)**

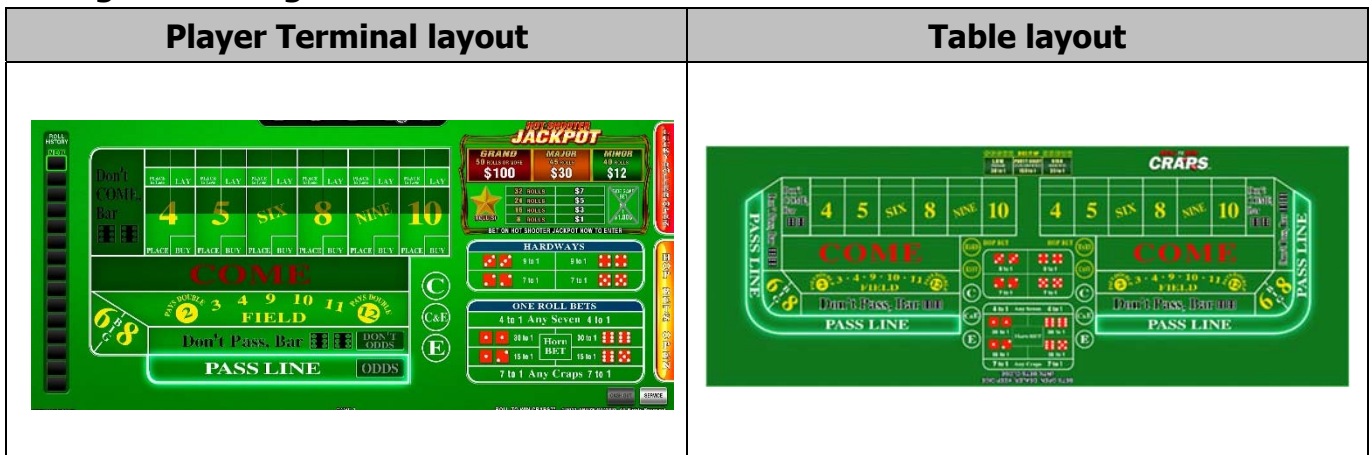
When **[FULL AUTO MODE]** is set to **ENABLED**, refer to this frame.

When **[FULL AUTO MODE]** is set to **DISABLED**, refer to this frame


The game can proceed automatically, so a Dealer is not necessary. Virtual dice are used instead of physical dice.

A Dealer assists the progression of the game. Physical Dice are used.

- Image for base game -

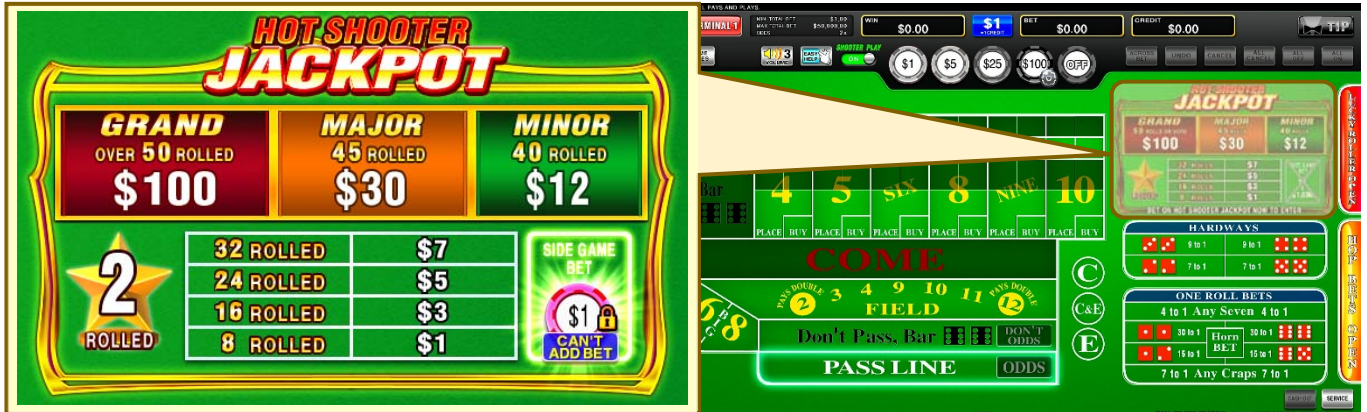


It is possible to place bets on 2 optional Side Games.

Outline of the Side Games.	
SIDE GAME 1	SIDE GAME 2
Betting time of the Side Game	
It is possible to bet on the [SIDE GAME 1 (HOT SHOOTER JACKPOT SIDE GAME)] only during the Bet Time before the selection of the Shooter.	It is possible to add a bet on the [SIDE GAME 2 (LUCKY ROLLER)] during the Bet Time before the selection of the Shooter, or each time a new Bet Time opens, until none of the Numbers included in the Bet Spot where the bet should be placed is rolled
After Bet Time is concluded, the Bet Chips placed on the Side Game are displayed with a [Lock mark] and it is not possible to cancel them.	
	
WIN conditions for the Side Game	
The game ends when [Seven Out] is rolled.	The game ends when all the numbers of the relative Bet Spot are highlighted.

SIDE GAME 1

The Roll Count (number of rolls thrown by the Shooter) is displayed on the [HOT SHOOTER JACKPOT] Side Game area of each Player Terminal. If Roll count reaches the required number, the players who bet on the [HOT SHOOTER JACKPOT] Side Game are awarded a prize.



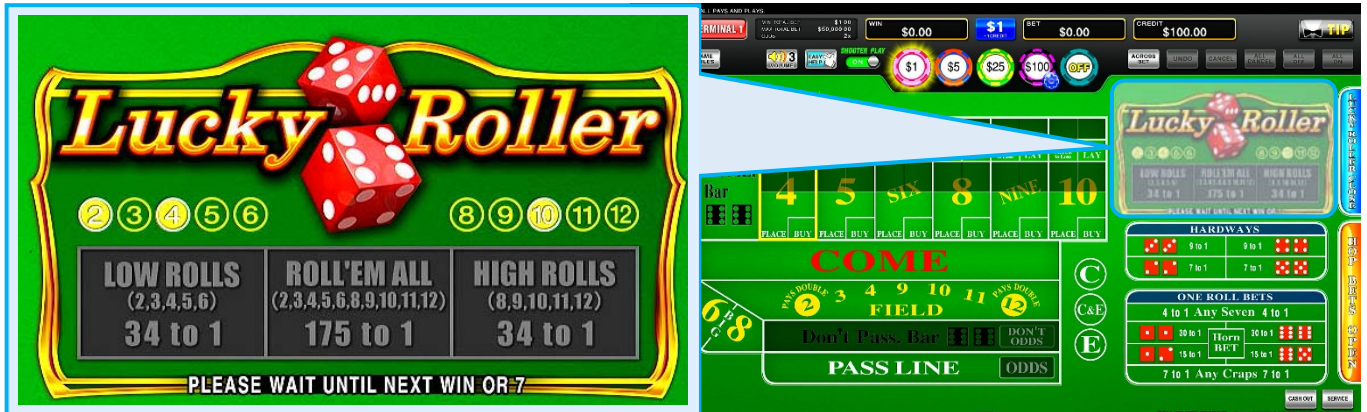
Characteristics of [SIDE GAME 1 (HOT SHOOTER JACKPOT)]

- Refer to **"Important Settings / Basic Settings"** at Chapter 4 of the SERVICE Manual, and set "SIDE GAME 1" to **HOT SHOOTER JACKPOT** to display the [HOT SHOOTER JACKPOT] Bet spot.
- The Paytable display changes according to the Bet value.
- Refer to **"Display Settings"** at Chapter 4 of the SERVICE Manual, and set "SIGNAGE EFFECT" to **ENABLED**, to display a special visual effect (as illustrated below) when a prize may be awarded.



SIDE GAME 2

The Rolled Numbers (result of the dice shoot) are displayed in yellow highlight on the Side Game [LUCKY ROLLER] area of each Player Terminal. If all the numbers included in the Bet Spot where a player placed a bet are highlighted before a [Roll of 7], that player is awarded a prize.








Characteristics of [SIDE GAME 2 (LUCKY ROLLER)]





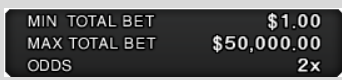




- Refer to **"Important Settings / Basic Settings"** at Chapter 4 of the SERVICE Manual, and set "SIDE GAME 2" to **LUCKY ROLLER 80%** or to **LUCKY ROLLER 92%** to display the [LUCKY ROLLER] Bet spot.
- It is possible to increase the Bet at each Bet Time that opens until any of the Numbers on the Bet Spot selected by the player [ex. 2 to 6(LOW ROLLS)] is rolled.
- After a WIN on the Side Game, it is possible to bet again on the Side Game multiple times during the same Series.
- In case Player A placed a bet on a SMALL range [ex. 2 to 6 (LOW ROLLS)] and Player B placed a bet on a WIDE range [2 to 6 & 8 to 12 (ROLL 'EM ALL)], even after the WIN of Player A is confirmed, he or she cannot bet again until the WIN on the WIDE range of Player B.








3. 2. 2: Player Terminal Screen and Game Buttons









✂For more details about the Dealer Terminal Screen, please refer to 3.1.3.







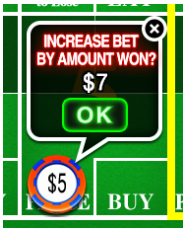
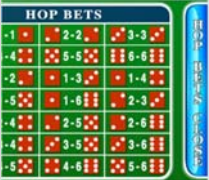



#	ITEM	DESCRIPTION
A		<p>This Pop-up is displayed when a new player touches the Game Screen. When [YES] is touched, the Ante Bet is paid from the Credit Meter, the [PAID ANTE BET] icon color turns to Blue and it is possible to play. If the Ante Bet is returned, the icon changes to Gray” and it is not possible to play. If it changes to Red it is not possible to return the Ante Bet because the participation to the game is already determined.</p>  <p>i NOTE: This button is displayed only if Ante Bet function is active. For more details refer to "ANTE AMOUNT (CENT)" on “Important Settings / Basic Settings” at Chapter 4 of the SERVICE Manual.</p>
1		Bet time indicator.
2		Shows the game results of last 15 games. The results of rolls from the same Shooter are displayed inside a white frame.
3		<ul style="list-style-type: none"> · At the start, each Player Terminal is identified by an ID number and a Player Terminal color. The same Player Terminal color is also showed by the LED on the upper Terminal Monitor frame. · By touching this button, an input window opens, and the player can register his or her name. · The registered name is displayed on the button instead of [TERMINAL X], and is displayed also on the Dealer Terminal and the History Display Unit (optional).

#	ITEM	DESCRIPTION
4		Opens the window for Game Rules.
		Set the volume of the Player Terminal.
	 	Opens the Easy Help screen. The player can read a synopsis of each bet rule and ODDS by touching a bet spot on the Easy Help screen.
5		Information about the Maximum and Minimum bet allowed, and the ODDS.
6	BET AREA	The BET spots are shown. The BET spots are active or non-active according to the possibility to bet on them during each phase of the game.
7		WIN meter. Touch this icon to change the display to [CREDIT] or [CASH].
		Denomination indicator.
		BET meter. Touch this icon to change the display to [CREDIT] or [CASH].
		CREDIT meter. Touch this icon to change the display to [CREDIT] or [CASH].

#	ITEM	DESCRIPTION
		<p>Set the value of the bet Chip by selecting one of the chips displayed. For more details, please refer to "BET BUTTON VALUE xx" in "DETG Bet Settings" or "ETG Bet Settings" at Chapter 4 of the SERVICE Manual.</p>
		<p>Bet chip whose value can be changed. If on the chip is displayed a [Gear mark] as illustrated, when that chip is tapped two consecutive times, a window to input the bet value opens. After the value input, the chip can be used as any other chip.</p> <div style="text-align: right;">  </div> <p>i NOTE: Refer to "DETG Bet Settings" or "ETG Bet Settings" at Chapter 4 of the SERVICE Manual and set "BET BUTTON VALUE xx" to INSERT VALUE to activate this function.</p>
<p>8</p>		<p>Chips placed on the following Bet Spots can momentarily be turned OFF (inactive). ODDS, DON'T ODDS, COME ODDS, DON'T COME ODDS, BIG 6/8, PLACE, BUY, PLACE TO LOSE, LAY, and HARDWAYS.</p> <p>To turn OFF a bet first touch the [OFF] button, then touch the bet(s) you want to turn OFF. [OFF] is displayed over the chips that have been turned OFF. Touch again a Bet Chip turned OFF to release it from the OFF status.</p> <p>i NOTE: Refer to "DETG Bet Settings" or "ETG Bet Settings" at Chapter 4 of the SETTINGS Manual and set "BET BUTTON VALUE xx" to OFF to activate this function.</p>
		<p>Chip for placing bets for the Dealer. (Refer to "BET BUTTON VALUE 7 (DETG)" on "DETG Bet Settings" at Chapter 4 of the SERVICE Manual). In case of win, the Dealer will receive the corresponding win amount as tip. Select this button to display "Dealer chips" of the set amount.</p> <div style="display: flex; justify-content: space-around; align-items: center;">   </div> <p>When placed on the Field, this chips will be displayer smaller than the regular Bets.</p>

#	ITEM	DESCRIPTION
9		<p>By selecting this option the player can communicate to the Dealer Terminal his or her decision to accept or refuse the opportunity to be the Shooter. When [ON] is selected, it means that the opportunity is accepted.</p>
10		<p>It is possible to place Across Bets. By pressing this button, a chip is automatically displayed on all the Bet Spot for Place except the established Point.</p> 
		<p>Undo the last action of the Player. It is possible to return up to 50 actions.</p>
		<p>To cancel a bet, touch this button and then select the Bet Chips to withdraw.</p>
		<p>All the Bets are cancelled by pressing this button.</p>
		<p>Turns OFF (inactive) all the possible chips.</p>
		<p>Turns all the OFF (inactive) chips to ON (active).</p>

#	ITEM	DESCRIPTION
11		<p>Press this button to open a window to input the Tip value for tipping the Dealer. Select the Tip value and press [ENTER], then according to the settings, a ticket will be printed by the Player terminal, or the [TIP INFORMATION (Tip value)] will be displayed on the Dealer terminal. (Refer to 3.4.1)</p> <div style="text-align: center;">  ➔ OR ➔ </div> <div style="display: flex; justify-content: space-around; margin-top: 10px;">   </div> <p>i NOTE:</p> <ul style="list-style-type: none"> · Refer to "Important Settings / Basic Settings" at Chapter 4 of the SERVICE Manual and set "TIPPING METHOD" to <u>ENABLED TIP TICKET</u> or <u>ENABLED NO TIP TICKET</u> to activate this function. · This Button is displayed only if [FULL AUTO MODE] was set to <u>DISABLED</u> (refer to 3.1.3.1).
12		<p>Bet spot for the [HOT SHOOTER JACKPOT].</p> <p>i NOTE:</p> <p>Refer to "Important Settings / Basic Settings" at Chapter 4 of the SERVICE Manual and set "SIDE GAME 1" to <u>HOT SHOOTER JACKPOT</u> to display this area.</p>
13		<p>Display the Bet spots for [LUCKY ROLLER].</p> <p>i NOTE:</p> <p>Refer to "Important Settings / Basic Settings" at Chapter 4 of the SERVICE Manual and set "SIDE GAME 2" to <u>LUCKY ROLLER 80%</u> or to <u>LUCKY ROLLER 92%</u> to display this area.</p>

#	ITEM	DESCRIPTION
14		<p>Appears when a bet on [PLACE] wins. When pressing [OK], the bet of the previous roll is increased for the next roll. Press [X] to close the window.</p>
15		<p>Display the Bet spots for [HOP BETS].</p>
16		<p>Cash out the accumulated credit.</p>
16		<p>Button to call an attendant.</p>
17		<p>Appears at the Bet Time after a point or a COME point is set. Select one of the Buttons to place an ODDS BET of the selected multiple value.</p>

3. 2. 3: Game Flow

- BASIC GAME FLOW -

One game is composed of the steps A) to F) as follows. Steps D) and E) can be skipped according to the roll result.

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

i NOTE:

When **[FULL AUTO MODE]** is set to **ENABLED**, refer to this frame.

When **[FULL AUTO MODE]** is set to **DISABLED**, refer to this frame



B) **BET TIME ENDS** (The Shooter is chosen)



C) **COME OUT ROLL** (The Shooter rolls the dice, and the Series starts)

i NOTE:

When **[FULL AUTO MODE]** is set to **ENABLED**, refer to this frame.

When **[FULL AUTO MODE]** is set to **DISABLED**, refer to this frame

▲ (WIN or LOSE)

▼ (A [Point] is established)

D) **SECOND ROLL**

i NOTE:

When **[FULL AUTO MODE]** is set to **ENABLED**, refer to this frame.

When **[FULL AUTO MODE]** is set to **DISABLED**, refer to this frame



E) **SUCCESSIVE ROLLS**

i NOTE:

When **[FULL AUTO MODE]** is set to **ENABLED**, refer to this frame.

When **[FULL AUTO MODE]** is set to **DISABLED**, refer to this frame




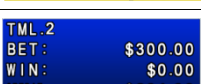


F) **FINAL ROLL** (if the result is a [Roll of 7] or the [Point], the Series ends)




i NOTE:

The Bet time will repeat until a player will place a bet on [PASS LINE] or [DON'T PASS LINE].

When **[FULL AUTO MODE]** is set to **DISABLED**, refer to this frame

The status of each Player Terminal is displayed by the color of the Player Terminal icon on the Dealer Terminal. It is also shown by the LED on the upper frame of the Dealer Terminal and the Player Terminals, as explained below.

Status	Player Terminal icon color on Dealer Terminal	Dealer Terminal LED	Player Terminal LED
Trouble. Error on the Main Controller Unit.	ERROR	Flash in red and blue	Flash in red and blue
Trouble. The Player Terminal is disconnected or there is an error on the Player Terminal.		White light	Flash in red and blue
Normal. "0" credit inserted.		White light	Light OFF
Normal. "0" credit charged, Reserved condition.			
Normal. Credit inserted.		White light	White light
Bets placed that does not include PASS LINE or DON'T PASS LINE.		White light	White light
Bets placed that include [PASS LINE] or [DON'T PASS LINE]. Not Shooter.		White light	White light
Bets placed that include [PASS LINE] or [DON'T PASS LINE], and chosen as Shooter.		White light	Light in the Player Terminal's color
Game stopped. The Player Terminal caused a Bet Review or an Overpay Lockup condition.		Bet Review: White light Overpay Lockup: Flash in red and blue	Bet Review: White light or Player Terminal's color Overpay Lockup: Flash in red and blue

Status	Player Terminal icon color on Dealer Terminal	Dealer Terminal LED	Player Terminal LED
<p>If "BIAS DETECTION" (refer to "Extra settings" on Chapter 4 of the SERVICE Manual) is set to ENABLE, when a [BIAS] is suspected, the icon is highlighted by frame marked with [BIAS DETECTED]. The color of the icon changes according to the [BIAS] Level. In case of [Level 3], the relative Player Terminal locks up.</p>	<p>[Level 1]</p> 	<p>[Level 1]: White light</p> <p>[Level 2 or 3]: Flash in red and blue</p>	<p>Light in the Player Terminal's color</p>
	<p>[Level 2]</p> 		
	<p>[Level 3]</p> 		

BET TIME STARTS

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

✂It is possible to place bets on 2 optional Side Games. (Refer to 3.2.1)

i NOTE:

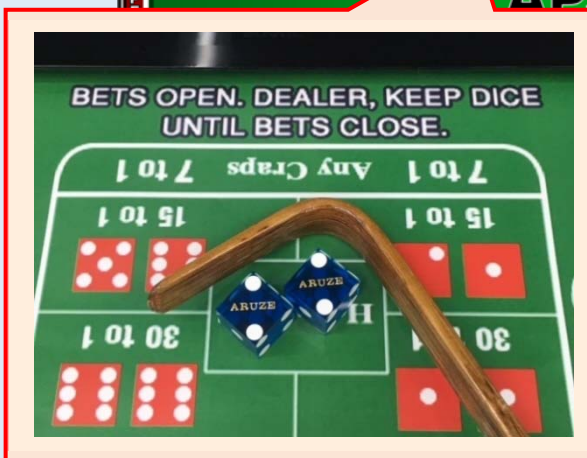
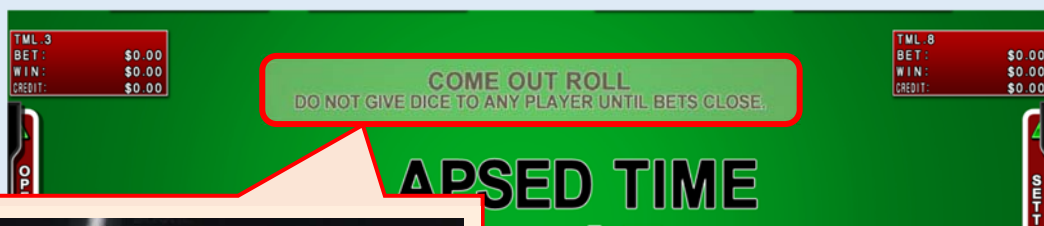
It is possible to change between the [Full automatic mode] and the [Manual mode] according to the value selected for [FULL AUTO MODE]. (Refer to 3.1.3.1)

When [FULL AUTO MODE] is set to **ENABLED**, refer to this frame.

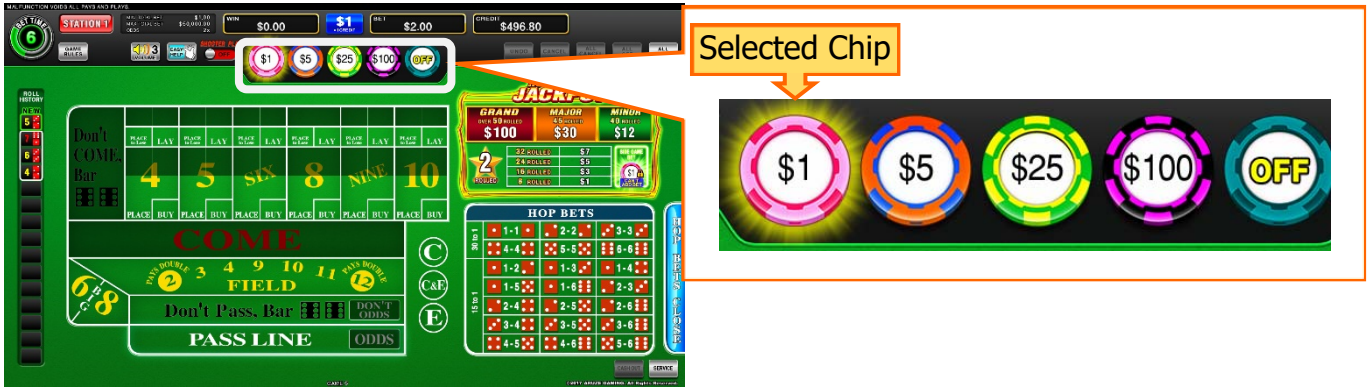
When [FULL AUTO MODE] is set to **DISABLED**, refer to this frame

The game automatically proceeds.

To avoid any doubt of cheating, the Dealer must keep the Physical Dice as long as the message [DO NOT GIVE DICE TO ANY PLAYER UNTIL BETS CLOSE] is displayed on the Dealer Terminal.



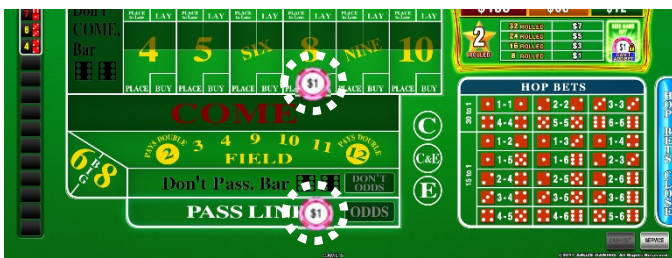
1. The Chip value can be selected by selecting one of the chips in the CHIP SELECTOR. (In the capture below, [\$1] chip is selected)



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



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



4. Steps 2) and 3) can be repeated to place more bets. During the BET TIME, the player is able to change the chips by using the CHIP SELECTOR, or to cancel the bet.

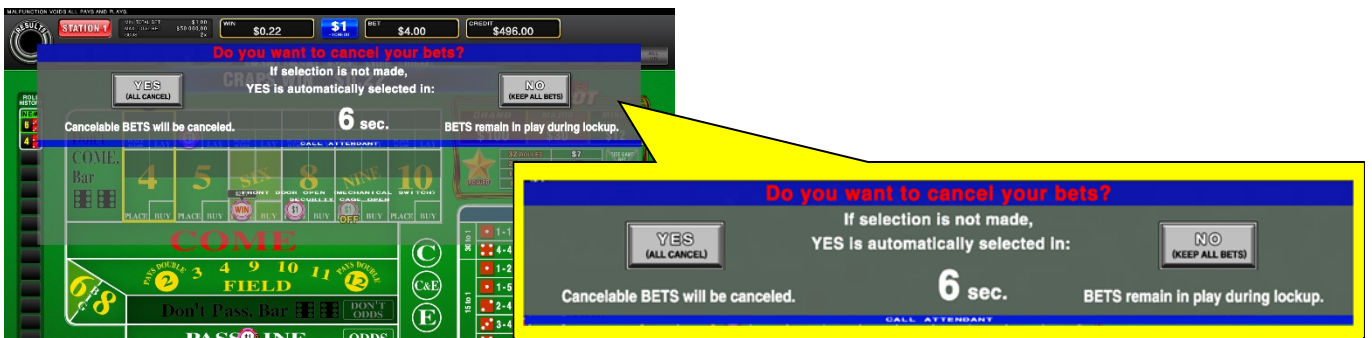
i NOTE:
 A Player who bet on [PASS LINE] or on [DON'T PASS LINE] has the Shooter rights. The relative Players are displayed on the Dealer Terminal as green icons. A red frame marked with [NEXT SHOOTER] is displayed around the icon of the Player that will be the next Shooter.

TML.4	ST.1
BET: \$2.00	BET: \$1.00
WIN: \$0.00	WIN: \$0.00
CREDIT: \$496.80	CREDIT: \$499.00

Bet cancel when Lockup occurs

If a Lockup condition occurs during the GAME, the player can choose to select [KEEP ALL BETS] or [ALL CANCEL]. Please refer to "BET CANCEL OPTIONS WHEN LOCKUP OCCURS" on "Important Settings / Basic Settings" at Chapter 4 of the SERVICE MANUAL. Bet chips displayed with the [Lock mark], are not included in the cancel option.

Refer to "Important Settings / Basic Settings" at Chapter 4 of the SERVICE Manual and set "BET CANCEL OPTIONS WHEN LOCKUP OCCURS" to **SELECTABLE BET TIME** to automatically apply [ALL CANCEL] to all the Bet chips if the player does not select a choice within the displayed time.

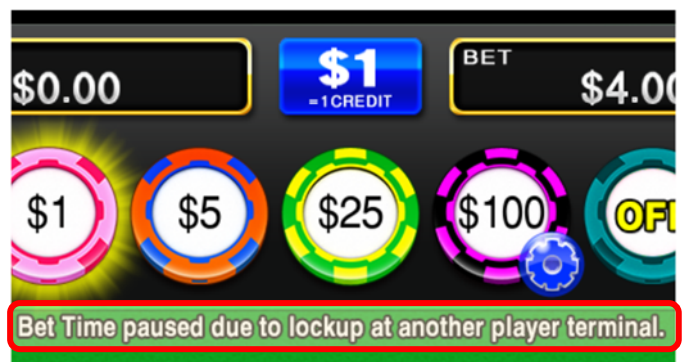
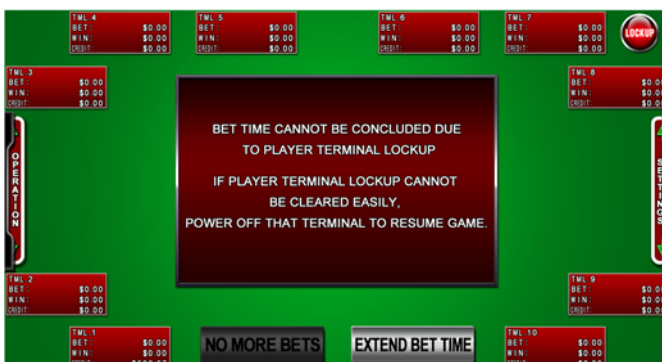


Refer to "Important Settings / Basic Settings" at Chapter 4 of the SERVICE Manual and set "BET CANCEL OPTIONS WHEN LOCKUP OCCURS" to **SELECTABLE GAME PAUSE**, to keep the Lockup condition until all the players have made their choice. In the meantime, the message illustrated below will be displayed on each Player Terminal screen.



[Dealer Terminal]

[Player Terminal]



BET TIME ENDS

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

i NOTE:

During the Bet Time, if a user with [Pit Boss rights] is Logged in, it can be possible to change the settings of the Machine. **(Refer to 3.1.3.1)**

If in [TIMER] mode

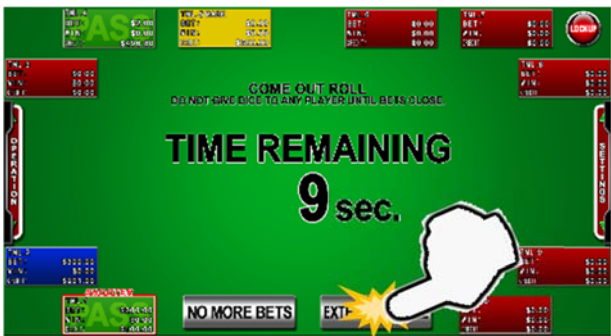
A countdown window opens. When the count reaches "0" the Bet Time closes.

By using the [NO MORE BET] and the [EXTEND BET TIME] buttons that are displayed on the Dealer Terminal, it is possible to control the Bet Time.

If in [MANUAL] mode

By touching the [NO MORE BET] that is on the Dealer Terminal, it is possible to close the Bet Time.

[TIMER]



When the Dealer touches [EXTEND BET TIME]

The Bet Time Counter is reset



The Bet Time Counter is "0"
or



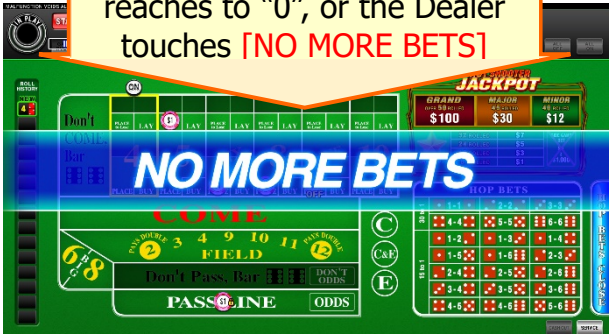
[MANUAL]



When the Dealer touches [NO MORE BETS]



When the Bet Time Counter reaches to "0", or the Dealer touches [NO MORE BETS]



i NOTE:

- Refer to "**Common Bet Settings**" at Chapter 4 of the SERVICE Manual and set "GREY CHIP FUNCTION" to **ENABLED** to display in grey the Bet chips that do not reach the Minimum bet value, and then return them to the player when the Bet time is closed
- At the end of the Bet Time, a [Power Odds] event valid only for the relative roll only, may occur randomly. During a [Power Odds] event the Odds for specific Bet Spots are displayed higher than the regular Odds. It can occur on more than one Bet Spot Group. Set this function at "POWER ODDS / SHORT PAYTABLE SETTINGS" on "**Important Settings / Basic Settings**" described at Chapter 4 of the SERVICE Manual.

Bet Spot Group	Bet options	Power Odds
A	ANY CRAPS	10 to 1 or 14 to 1
	C (CRAPS)	10 to 1 or 14 to 1
B	ANY 7	6 to 1 or 8 to 1 (for A Type or AS Type/D Type/DS Type) 13 to 2 or 18 to 2 (for B Type or C Type)
C	E (ELEVEN)	22 to 1 or 30 to 1
	HOP BETS (EASY)	22 to 1 or 30 to 1
	HORN BETS (3,11)	22 to 1 or 30 to 1 (for A Type or B Type/C Type/D Type) 21 to 1 or 28 to 1 (for AS Type or DS Type)
D	HORN BET (2, 12)	45 to 1 or 60 to 1 (for A Type or B Type/D Type) 46 to 1 or 62 to 1 (for C Type) 44 to 1 or 58 to 1 (for AS Type or DS Type)
	HOP BETS (HARD)	45 to 1 or 60 to 1 (for A Type or AS Type/B Type/D Type/DS Type) 46 to 1 or 62 to 1 (for C Type)
E	C&E (2, 3, 12)	4 to 1 or 6 to 1
	C&E (11)	10 to 1 or 14 to 1
F	HARDWAYS (4, 10)	10 to 1 or 14 to 1
G	HARDWAYS (6, 8)	13 to 1 or 18 to 1

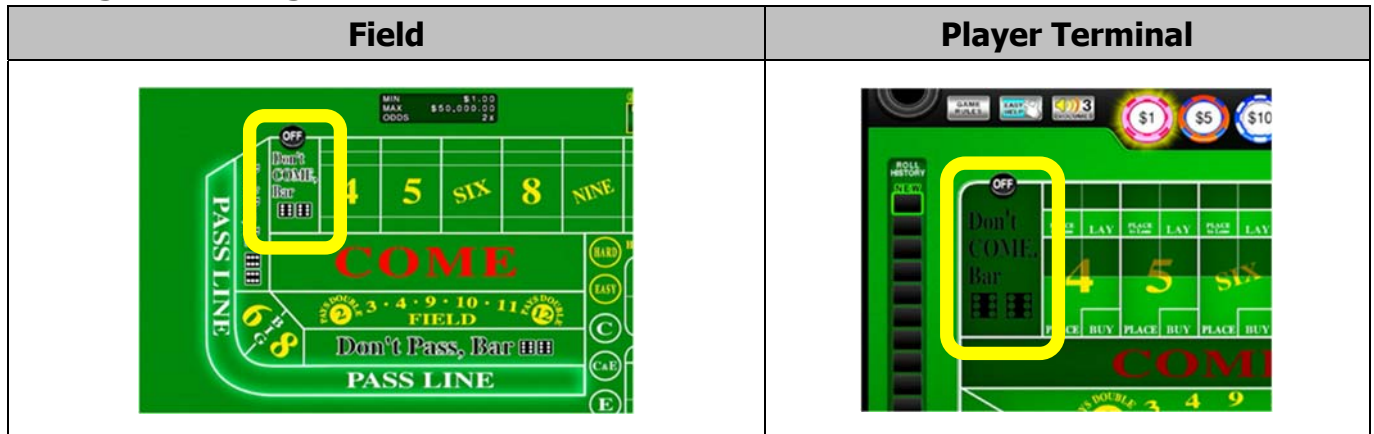
i NOTE:

The Shooter is automatically selected by turns among the players who have the eligibility right. When a Player becomes Shooter, on the Dealer Terminal the relative Player Terminal icon is marked with the word [SHOOTER].



COME OUT ROLL

At come out roll, when the [point] is not determined yet, an [OFF] mark is displayed near the [Don't Come] spot, on the Field screen and on each Player Terminal.

- Image for base game -**i NOTE:**

It is possible to change between the [Full automatic mode] and the [Manual mode] according to the value selected for [FULL AUTO MODE]. **(Refer to 3.1.3.1)**

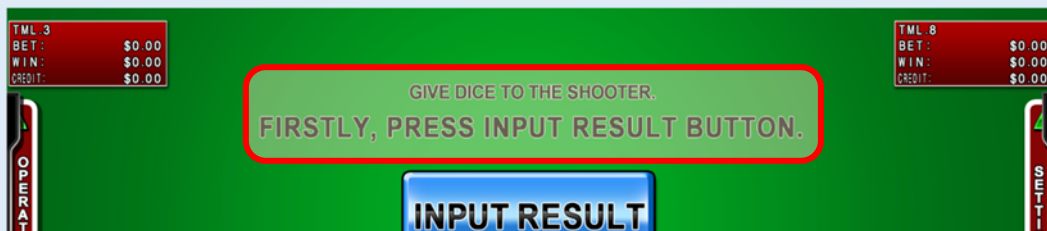
When **[FULL AUTO MODE]** is set to **ENABLED**, refer to this frame.

When **[FULL AUTO MODE]** is set to **DISABLED**, refer to this frame

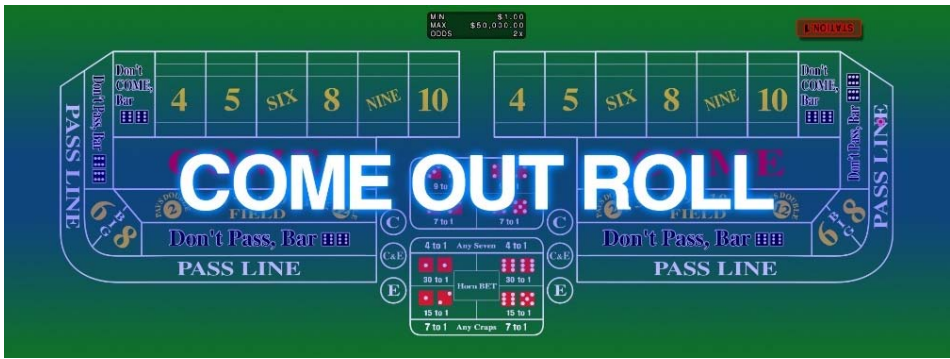
A message is displayed on the Player Terminal of the Player that has become Shooter. When the Shooter touches the screen of the Player Terminal within the time limit or the time limit expires, the [Virtual dice] are shoot to the Field screen. **(refer to 3.1.3.1)**

! CAUTION!

- To avoid any doubt of cheating, the Dealer must give the Physical Dice to the Shooter only after the message [GIVE DICE TO THE SHOOTER] is displayed. This is necessary because the actual timing when the Physical Dice are given to the player may affect the WIN/LOSE result of the GAME.



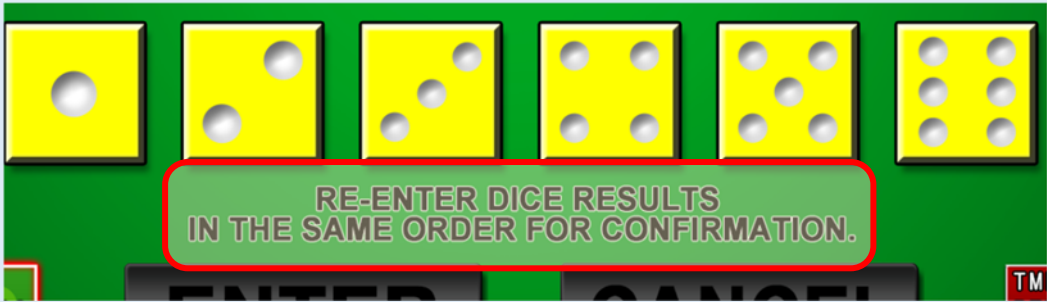
- A message is displayed on the Player Terminal of the Player that has become Shooter, and the dice are passed by the Dealer. Then, the Shooter shoots the Physical Dice to the Field.
- The Dealer can also move the Shooter role to another player by using the Dealer Terminal. **(Refer to 3.1.3)**



The Dice are shoot and a result is generated.

The dice result is automatically displayed on the Field and on the Player Terminals.

The Dealer inputs the result of the dice by using the Dealer Terminal (**Refer to 3.1.3**). Refer to **"Extra settings"** at Chapter 4 of the SERVICE Manual and set "DICE RESULT DOUBLE-CHECK" to ENABLED to make necessary input the dice result twice.



The WIN/LOSE result is paid to the credit of the player.

SECOND ROLL

If a [Point] is established (no WIN/LOOSE), on the relative Number Box, an [ON] mark is displayed on the Number Box, on both the Field screen and the Player Terminal.



When the Bet time ends, the Shooter can roll the dice again to generate a result.

i NOTE:

It is possible to change between the [Full automatic mode] and the [Manual mode] according to the value selected for [FULL AUTO MODE]. **(Refer to 3.1.3.1)**

When **[FULL AUTO MODE]** is set to **ENABLED**, refer to this frame.

When **[FULL AUTO MODE]** is set to **DISABLED**, refer to this frame

The dice result is automatically displayed on the Field and on the Player Terminals.

The Dealer inputs the result of the dice by using the Dealer Terminal.

The result of the WIN/LOSE is paid to the credit of the player.

SUCCESSIVE ROLLS

Bet times, shoots and pay time repeat until the Series is concluded.

i NOTE:

It is possible to change between the [Full automatic mode] and the [Manual mode] according to the value selected for [FULL AUTO MODE]. **(Refer to 3.1.3.1)**

When **[FULL AUTO MODE]** is set to **ENABLED**, refer to this frame.

When **[FULL AUTO MODE]** is set to **DISABLED**, refer to this frame

At every roll the dice result is automatically displayed on the Field and on the Player Terminals.

At every roll the Dealer inputs the result of the dice by using the Dealer Terminal.

The result of the WIN/LOSE is paid to the credit of the player.

FINAL ROLL

The Series is concluded when the Dealer registers as result a value equal to the [Point] or a [Roll of 7].

i NOTE:

It is possible to change between the [Full automatic mode] and the [Manual mode] according to the value selected for [FULL AUTO MODE]. **(Refer to 3.1.3.1)**

When [**FULL AUTO MODE**] is set to **ENABLED**, refer to this frame.

When [**FULL AUTO MODE**] is set to **DISABLED**, refer to this frame

The dice result is automatically displayed on the Field and on the Player Terminals.

The Dealer inputs the result of the dice by using the Dealer Terminal.

The result of the WIN/LOSE is paid to the credit of the player, and the Bet Time for the new Series starts.

If a Series ends because the [Point] was hit, the Shooter can start the [Come out Roll] of the new Series without changing.

The Roll Count (number of rolls thrown by the Shooter) continues for the Side Game [HOT SHOOTER JACKPOT] to which players are participating.

If the Series ends because of a [Roll of 7], the Shooter rights pass to the following Shooter. changes automatically to the next player.

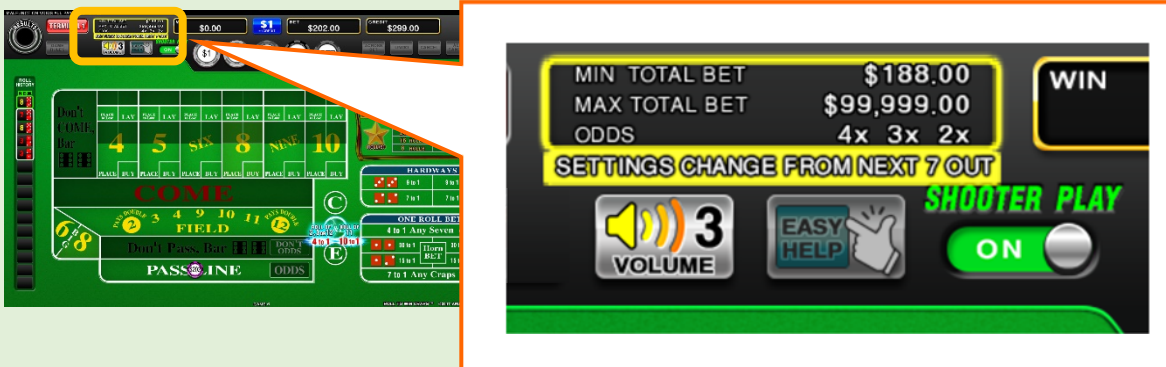
The Side Game [HOT SHOOTER JACKPOT] ends for the players that are participating.

i NOTE:

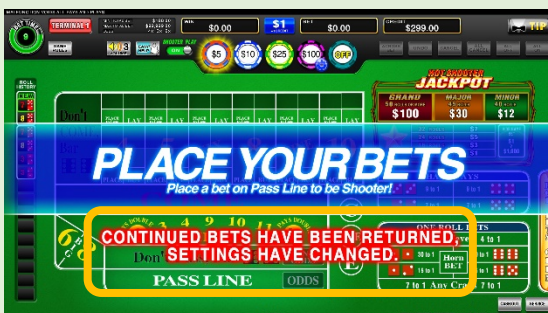
- Some of the Chips whose WIN/LOSE is not determined at the end of a series, are turned to [OFF] (inactive) at the beginning of the new series. This [OFF] condition is released (active) when the "POINT" is established, so the Player can keep the bets inactive (keep the [OFF] condition released) or turn them back to inactive (turn to [OFF] condition again).



- When the settings are going to change because of the settings of "**Min/Max Timer Schedule Setting**" described at Chapter 4 of the SERVICE Manual or because the Operator changed the business options during the Game play (**refer to 3.1.3.1**), a notice about the changes is displayed on the Player Terminals.
- In case the settings will change during the Game play, the timing of the setting switch is notified.



- When the settings changed during the Game play, the following message is displayed.



3. 3: Bet types and Pay Table

i NOTE:

There are 6 types of ODDS **Type A, S, B, C, D, DS** that can be selected. Each type has specific ODDS for [ANY SEVEN], [HORN BET] or [HOP BET] (refer to the Pay Table). Set the Odds type at "POWER ODDS / SHORT PAYTABLE SETTINGS" on "**Important Settings / Basic Settings**" described at Chapter 4 of the SERVICE MANUAL.

MAIN GAME – POSSIBLE BETS

i NOTE:




Perform detailed settings of each Bet option, such as MAXIMUM BET and MINIMUM BET amount, Bet Continue etc., as described in "**Game Settings**" at Chapter 4 of the SERVICE MANUAL.

Bet options		ODDS	Description
PASS LINE		1 to 1	<p>PASS LINE is the most basic bet in the Craps game.</p> <p>Wins on a first roll (a Come Out roll) of 7 or 11, and loses on a roll of 2, 3 or 12.</p> <p>Other rolls (4, 5, 6, 8, 9, or 10) establish a Point.</p> <p>From the second roll, wins on a Roll of the Point, and loses on a Roll of 7.</p> <p>The bet cannot be canceled after the Point is established.</p> <p>Bet cannot be placed on DON'T PASS LINE when a bet is placed on PASS LINE.</p>
ODDS	4 or 10	2 to 1	An ODDS bet can be placed after a Point is established, and wins on a Roll of the Point, and loses on a Roll of 7.
	5 or 9	3 to 2	This bet can only be placed when a bet has been placed on PASS LINE.
	6 or 8	6 to 5	After a Point is established, the bet area appears if a bet has been placed on PASS LINE.

Bet options		ODDS	Description
COME		1 to 1	<p>A COME bet can only be placed after a Point is established, and the first participated game is considered as the first roll.</p> <p>Similarly to PASS LINE bet, wins on a first Roll of 7 or 11, and loses on a Roll of 2, 3 or 12.</p> <p>Other rolls (4, 5, 6, 8, 9 or 10) establish a Point for COME bet.</p> <p>After a Point is established, that number must be rolled again before 7 to win.</p> <p>The bet cannot be canceled after the Point is established.</p> <p>Bet cannot be placed on DON'T COME when a bet is placed on COME.</p>
COME ODDS	4 or 10	2 to 1	A COME ODDS bet can be placed after a Point for COME bet is established.
	5 or 9	3 to 2	Wins on a Roll of the Point, and loses on a Roll of 7.
	6 or 8	6 to 5	This bet can only be placed when a bet has been placed on COME.
BIG 6 (Not available for DxxType and DSxx Type)		1 to 1	<p>A bet can be placed on 6.</p> <p>Wins if 6 is rolled before 7, and loses if 7 is rolled before 6.</p>
BIG 8 (Not available for DxxType and DSxx Type)		1 to 1	<p>A bet can be placed on 8.</p> <p>Wins if 8 is rolled before 7, and loses if 7 is rolled before 8.</p>
PLACE	4 or 10	9 to 5	A PLACE bet can be placed on 4, 5, 6, 8, 9 or 10.
	5 or 9	7 to 5	Wins if the number chosen is rolled before 7, and loses if 7 is rolled before the number chosen.
	6 or 8	7 to 5	
BUY	4 or 10	2 to 1	A BUY bet can be placed on 4, 5, 6, 8, 9 or 10.
	5 or 9	3 to 2	Wins if the number chosen is rolled before 7, and loses if 7 is rolled before the number chosen.
	6 or 8	6 to 5	

Bet options		ODDS	Description
HARDWAYS	4 or 10	7 to 1	Wins if the number chosen is rolled in a pair. Loses if the number chosen is rolled in two different numbers and on a Roll of 7.
	6 or 8	9 to 1	
DON'T PASS LINE		1 to 1	DON'T PASS LINE is almost the opposite of the PASS LINE. Loses on a Roll of 7 or 11, and wins on a Roll of 2 or 3. Draws on a Roll of 12. Other rolls establish a Point. After a Point is established, wins on a Roll of 7, and loses on the Roll of the Point. No additional bets can be made after a Point is established, The Shooter cannot cancel any bet placed on this bet area after a Point is established. Bet cannot be placed on PASS LINE when a bet is placed on DON'T PASS LINE.
DON'T ODDS	4 or 10	1 to 2	A DON'T ODDS bet can be placed after a Point is established, and wins on a Roll of 7 before the Point is rolled.
	5 or 9	2 to 3	This bet can only be placed when a bet has been placed on DON'T PASS LINE. After a Point is established, DON'T ODDS
	6 or 8	5 to 6	appears if a bet has been placed on DON'T PASS LINE and a bet can be placed by touch.
DON'T COME		1 to 1	A DON'T COME bet can only be placed after a Point is established, and the first participated game is considered as the first roll. Similarly to DON'T PASS LINE bet, wins on a first Roll of 2 or 3, and loses on a Roll of 7 or 11. Draws on a Roll of 12. Other rolls (4, 5, 6, 8, 9 or 10) establish a Point for DON'T COME bet. After a Point is established, wins on a Roll of 7, and loses on a Roll of the Point. Bet cannot be placed on COME when a bet is placed on DON'T COME.

Bet options		ODDS	Description
DON'T COME ODDS	4 or 10	1 to 2	A DON'T COME ODDS bet can be placed after a Point for DON'T COME bet is established. Wins on a Roll of 7, and loses on a Roll of the Point. This bet can only be placed when a bet has been placed on DON'T COME.
	5 or 9	2 to 3	
	6 or 8	5 to 6	
PLACE TO LOSE	4 or 10	5 to 11	A PLACE TO LOSE bet can be placed on 4, 5, 6, 8, 9 or 10. Wins if 7 is rolled before the number chosen, and loses if the number chosen is rolled before 7.
	5 or 9	5 to 8	
	6 or 8	4 to 5	
LAY	4 or 10	1 to 2	A LAY bet can be placed on 4, 5, 6, 8, 9 or 10. Wins if 7 is rolled before the number chosen, and loses if the number chosen is rolled before 7.
	5 or 9	2 to 3	
	6 or 8	5 to 6	
FIELD	3, 4, 9, 10, or 11	1 to 1	This bet is determined with a single roll of the dice. Wins if 2, 3, 4, 9, 10, 11 or 12 is rolled. After a Point is established, the bet area appears if a bet has been placed on PASS LINE.
	2 or 12	2 to 1	
ANY SEVEN		Axx Type ASxx Type Dxx Type DSxx Type 4 to 1	This bet is determined with a single roll of the dice. Wins if 7 is rolled.
		Bxx Type Cxx Type 9 to 2	
ANY CRAPS		7 to 1	This bet is determined with a single roll of the dice. Wins if 2, 3 or 12 is rolled.

Bet options		ODDS	Description
C (CRAPS)		7 to 1	<p>This bet is determined with a single roll of the dice.</p> <p>Wins if 2, 3 or 12 is rolled.</p> <p>The same rules as ANY CRAPS apply to this bet area.</p> 
E (ELEVEN)		15 to 1	<p>This bet is determined with a single roll of the dice.</p> <p>Wins if 11 is rolled.</p> 
C&E (CRAPS & ELEVEN)	2, 3, or 12	3 to 1	<p>This bet is determined with a single roll of the dice.</p> <p>Wins if 2, 3, 11 or 12 is rolled</p> 
	11	7 to 1	
HORN BET	3 or 11	Axx Type Bxx Type Cxx Type Dxx Type 15 to 1	<p>This bet is determined with a single roll of the dice.</p> <p>1/4 of the amount bet is distributed to 2, 3, 11, and 12. Wins if 2, 3, 11 or 12 is rolled.</p> <p>A bet can also be placed each on 2, 3, 11, and 12.</p>
		ASxx Type DSxx Type 14 to 1	
	2 or 12	Axx Type Bxx Type Dxx Type 30 to 1	
		Cxx Type 31 to 1 ASxx Type DSxx Type 29 to 1	

Bet options		ODDS	Description
HOP BET	HARD (Combination as doubles)	Axx Type	This bet is determined with a single roll of the dice. Wins if the chosen combination of the dice is rolled.
		ASxx Type	
		Bxx Type	
Dxx Type			
DSxx Type	30 to 1		
Cxx Type	31 to 1		
	EASY (Combination of 2 different numbers)	15 to 1	

MAIN GAME – ODDS		
Bet options	Roll	ODDS
PASS LINE	1 to 1	
DON'T PASS LINE		
COME		
DON'T COME		
ODDS		
	Roll of 5 or 9	3 to 2
	Roll of 6 or 8	6 to 5
PLACE	Roll of 4 or 10	9 to 5
	Roll of 5 or 9	7 to 5
	Roll of 6 or 8	7 to 6
BUY	Roll of 4 or 10	2 to 1
	Roll of 5 or 9	3 to 2
	Roll of 6 or 8	6 to 5
BIG 6 or BIG 8	1 to 1 (Not available for Dxx Type and DSxx Type)	
HARDWAYS	Roll of 4 or 10	7 to 1
	Roll of 6 or 8	9 to 1
COME ODDS	Roll of 4 or 10	2 to 1
	Roll of 5 or 9	3 to 2
	Roll of 6 or 8	6 to 5
DON'T ODDS	Roll of 4 or 10	1 to 2
	Roll of 5 or 9	2 to 3
	Roll of 6 or 8	5 to 6
DON'T COME ODDS	Roll of 4 or 10	1 to 2
	Roll of 5 or 9	2 to 3
	Roll of 6 or 8	5 to 6
PLACE TO LOSE	Roll of 4 or 10	5 to 11
	Roll of 5 or 9	5 to 8
	Roll of 6 or 8	4 to 5
LAY	Roll of 4 or 10	1 to 2
	Roll of 5 or 9	2 to 3
	Roll of 6 or 8	5 to 6
FIELD	Roll of 3, 4, 9, 10 or 11	1 to 1
	Roll of 2 or 12	2 to 1

Bet options	Roll	ODDS
ANY CRAPS	7 to 1	
ANY SEVEN	4 to 1 (for Axx Type or ASxx Type or Dxx Type or DSxx Type) 9 to 2 (for Bxx Type or Cxx Type)	
C (CRAPS)	7 to 1	
E (ELEVEN)	15 to 1	
C&E (CRAPS & ELEVEN)	Roll of 2, 3 or 12	3 to 1
	Roll of 11	7 to 1
HORN BET	Roll of 2 or 12	30 to 1 (for Axx Type or Bxx Type or Dxx Type) 31 to 1 (for Cxx Type) 29 to 1 (for ASxx Type or DSxx Type)
	Roll of 3 or 11	15 to 1 (for Axx Type or Bxx Type or Cxx Type or Dxx Type) 15 to 1 (for ASxx Type or Bxx Type or Cxx Type or DSxx Type)
HOP BETS	Hard	30 to 1 (for Axx Type or ASxx Type or Bxx Type or Dxx Type or DSxx Type) 31 to 1 (for Cxx Type)
	Easy	15 to 1

SIDE GAME 1: HOT SHOOTER JACKPOT – PAY TABLE

ROLL COUNT	WIN
7 rolls and under	No Win
8 to 15 rolls	1x Bet
16 to 23 rolls	3x Bet
24 to 31 rolls	5x Bet
32 to 39 rolls	7x Bet
40 to 44	Minor Jackpot
45 to 49	Major Jackpot
50 or more	Grand Jackpot

SIDE GAME 2: LUCKY ROLLER – PAY TABLE

Bet Option	RTP	WIN
ALL SMALL	80%	30 to 1
ALL TALL	80%	30 to 1
MAKE'EM ALL	80%	155 to 1
ALL SMALL	92%	34 to 1
ALL TALL	92%	34 to 1
MAKE'EM ALL	92%	175 to 1

3. 4: Collect Tips for the Dealer

Procedures on each Terminal for giving and receiving a [Tip].

i NOTE:

In addition to the methods indicated below (**refer to 3.4.1**), it is also possible for the Player to place bets as Tips in behalf of the Dealer. (Refer to **3.2.2** or "BET BUTTON VALUE 7 (DETG)" on "**DETG Bet Settings**" at chapter 4 of the SERVICE Manual. In case of win, a message is displayed on the Player terminal and on the Dealer Terminal, and the Dealer will automatically receive the corresponding win amount as tip.



3. 4. 1: Player Operation (Giving a Direct Tip)

The following is the procedure for the Player to give a Direct Tip to the Dealer.

1. Push the Tip button at the top left of the Player Terminal screen.



2. Select the Tip amount on the keypad displayed and press [YES].



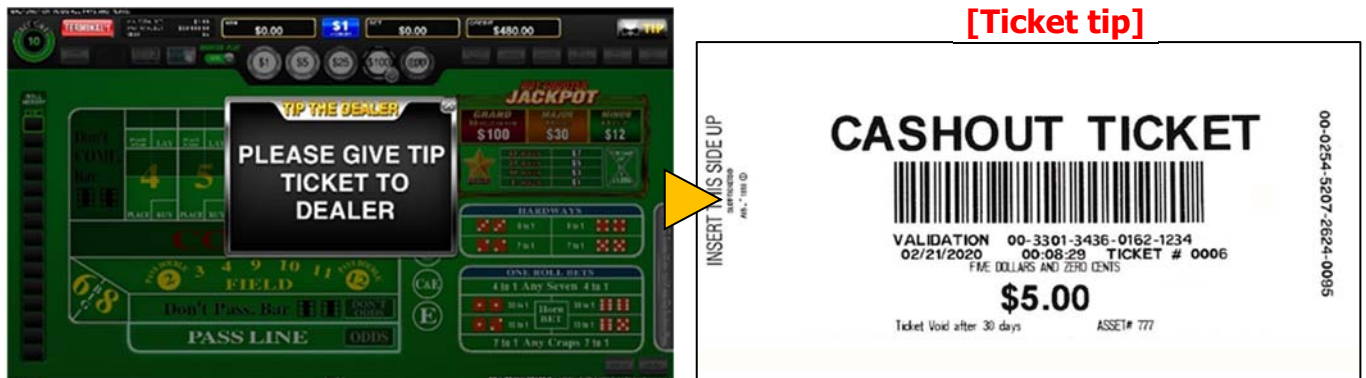
- The following procedure changes according to the setting of "TIPPING METHOD" at "**Important Settings / Basic Settings**" described at Chapter 4 of the SERVICE Manual.

NOTE:

The [Tip] printed out will be indicated as **[Ticket tip]**.

The [Tip] processed by sending Data are indicated as **[Ticketless tip]**.

- If "TIPPING METHOD" is set to **ENABLED TIP TICKET**, the **[Ticket tip]** is printed out by the Player Terminal, and is given to the Dealer.



- If "TIPPING METHOD" is set to **ENABLED NO TIP TICKET**, the **[Ticketless tip]** data is sent from the Player Terminal and displayed on the Dealer Terminal.



3. 4. 2: Dealer Operation (Receiving the Tip)

The following is the procedure for the Dealer to receive a [Tip].

1. The following procedure changes according to the setting of "TIP TICKET PROCESSING" at "Important Settings / Basic Settings" described at Chapter 4 of the SERVICE Manual.

i NOTE:

The [Tip] printed out will be indicated as **[Ticket tip]**.

The [Tip] processed by sending Data are indicated as **[Ticketless tip]**.

- If "TIP TICKET PROCESSING" is set to **ENABLED** a validation from the Dealer is needed.

The details of the **[Ticket tip]** are displayed on the Dealer Terminal. If the information is the same as on the **[Ticket tip]** given by the Player, press [YES]. The information that is validated is recorded on:

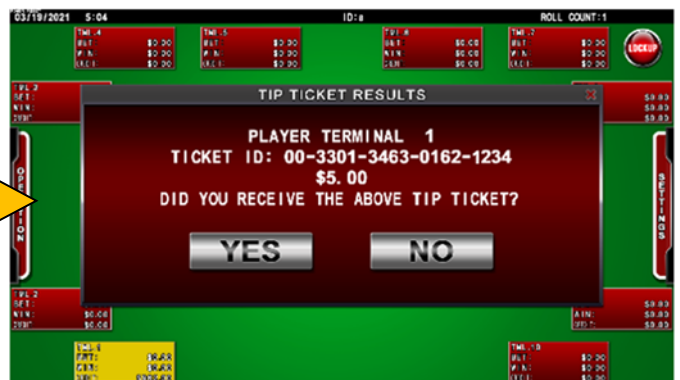
"TIP METERS" on "MAIN METERS",

"TOTAL DIRECT TIP MONEY" on "MASTER METERS",

"TIPPING HISTORY" on "RECALL METERS" (Refer to Chapter 6).

If the details are different or there is not enough time, press [NO] to skip the procedure for the moment. **Please refer to STEP 2.**

[Ticket tip]



- If "TIP TICKET PROCESSING" is set to **DISABLED** there is no need of procedures by the Dealer.

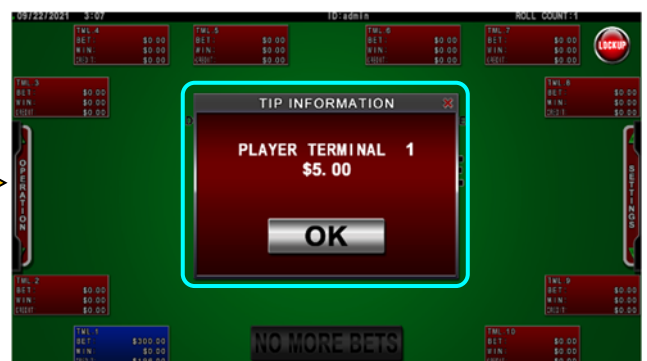
The information about the **[Ticketless tip]** that a Player sent as Data are recorded on:

"TIP METERS" on "MAIN METERS",

"TOTAL DIRECT TIP MONEY" on "MASTER METERS",

"TIPPING HISTORY" on "RECALL METERS" (Refer to Chapter 6).

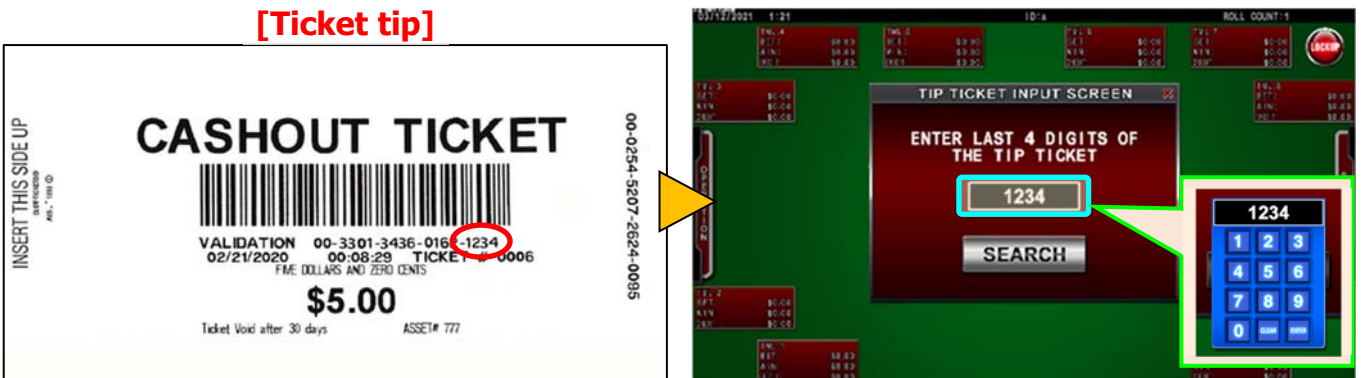
[Ticketless tip]



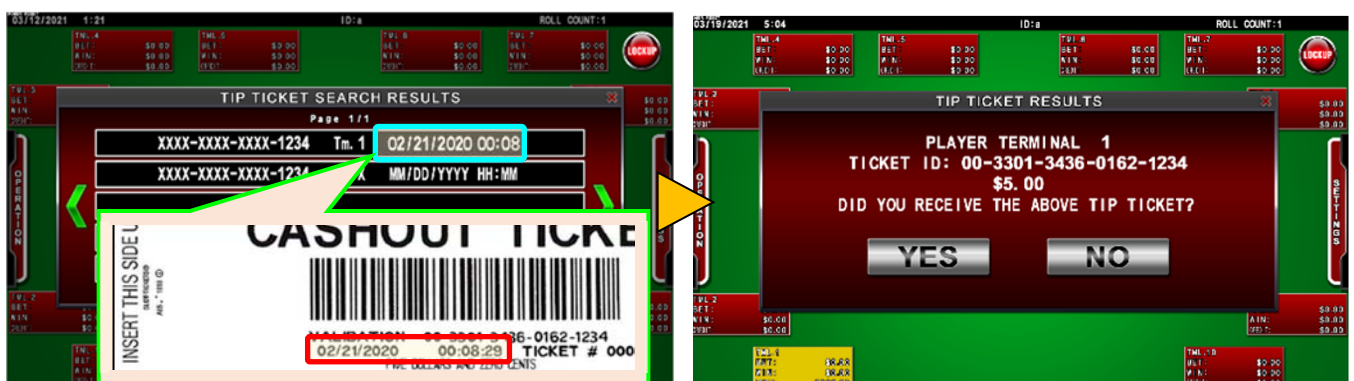
- Restart the procedure for **[Ticket tip]** validation that was skipped at **STEP 1**. Prepare the **[Ticket tip]**, then on the Dealer Terminal open the Operation Tab and press **[TIP RECEIVED]**.



- A keypad is displayed when touching the displayed window. Enter the last 4 digits of the ID number of the **[Ticket tip]** received from the Player and press the **[SEARCH]** button.

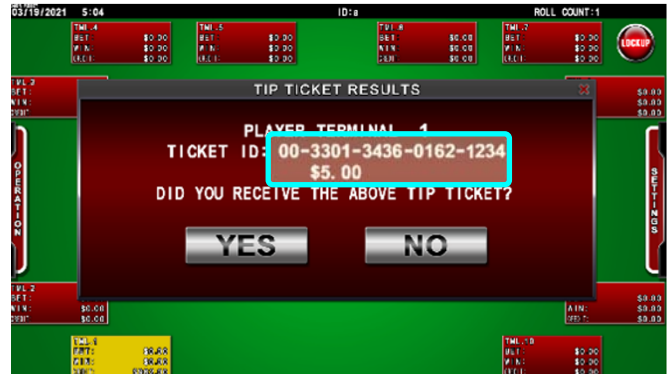


- From the list of **[Ticket tip]** to validate that is displayed, select the item with the same date of the **[Ticket tip]**. The confirmation screen is displayed.



- If the [VALIDATION] number and the [Value] on the **[Ticket tip]** and the information on the confirmation screen are the same, press [YES]. The information that are validated are recorded on the same Meters as indicated at **STEP 1**.

[Ticket tip]



3. 4. 3: Printing Tip report function

This is a function to print the Tip receipt report for a specified period of time selected by the user, up to the last 100 days.

NOTE:

Only the users selected in the settings can print the Tip report. Set this function at "TIP REPORT PERMISSION" on "Important Settings / Basic Settings" described at Chapter 4 of the SERVICE Manual.

1. Open the Operation Tab on the Dealer Terminal, and press [TIP REPORT].

NOTE:

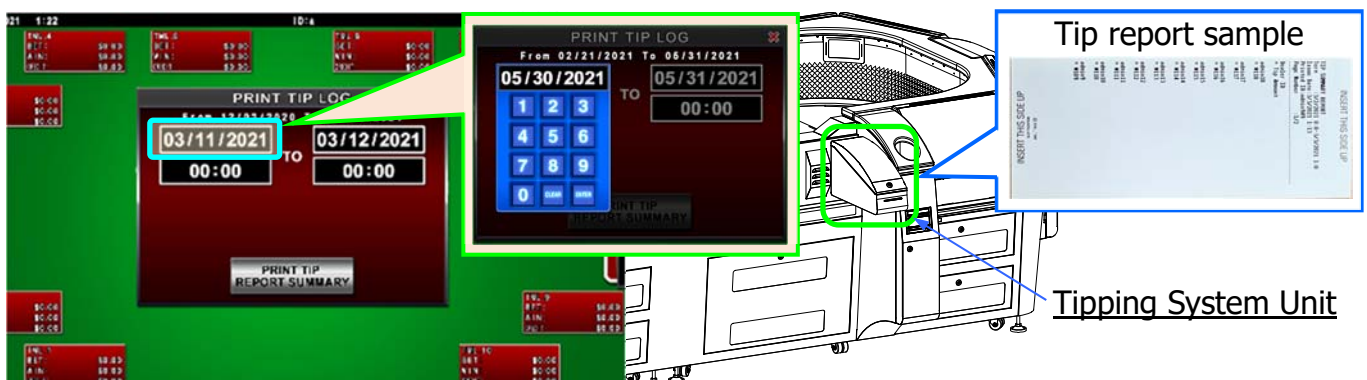
If "TIP REPORT PERMISSION" is set to **ANY ID WITH RESET KEY**, turn the RESET/AUDIT Key Switch to RESET, then press [TIP REPORT].



2. A keypad is displayed when touching the button on the displayed window. Select the period of the Tip Report to print, then press the [PRINT TIP REPORT SUMMARY] button to print out the Tip Report from the Tipping System Unit (OPTION).

NOTE:

Data older than 100 days are deleted, it is not possible to search for items outside this period even if selected.



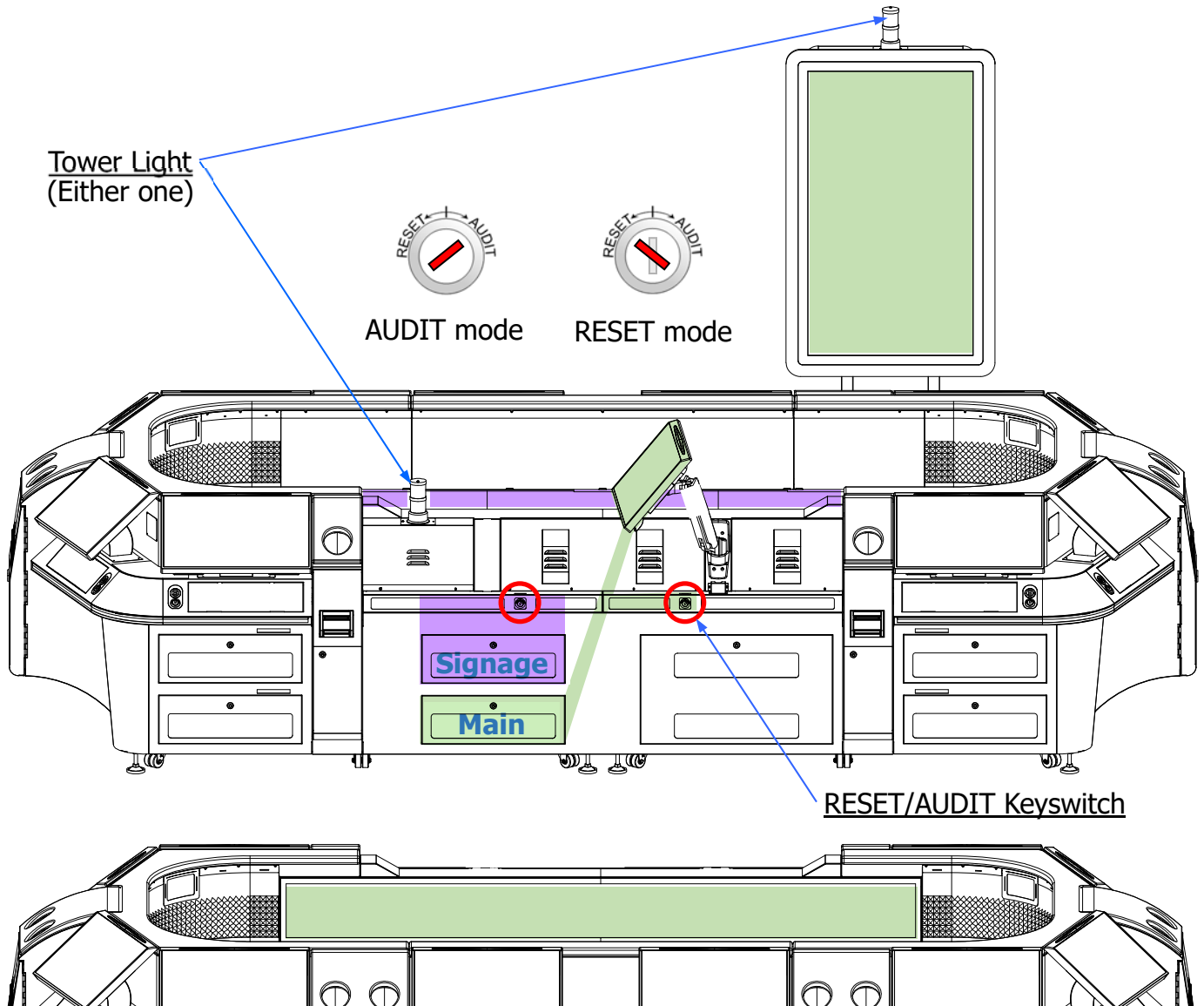
Chapter 4

Attendant Service for Center Unit

4. 1: RESET/AUDIT Key Switches

Both the Main unit (Dealer Terminal, Wall LED Unit and History Display Unit) and the Signage Controller Unit (Field LED Unit), are each provided of a RESET/AUDIT key switch.

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

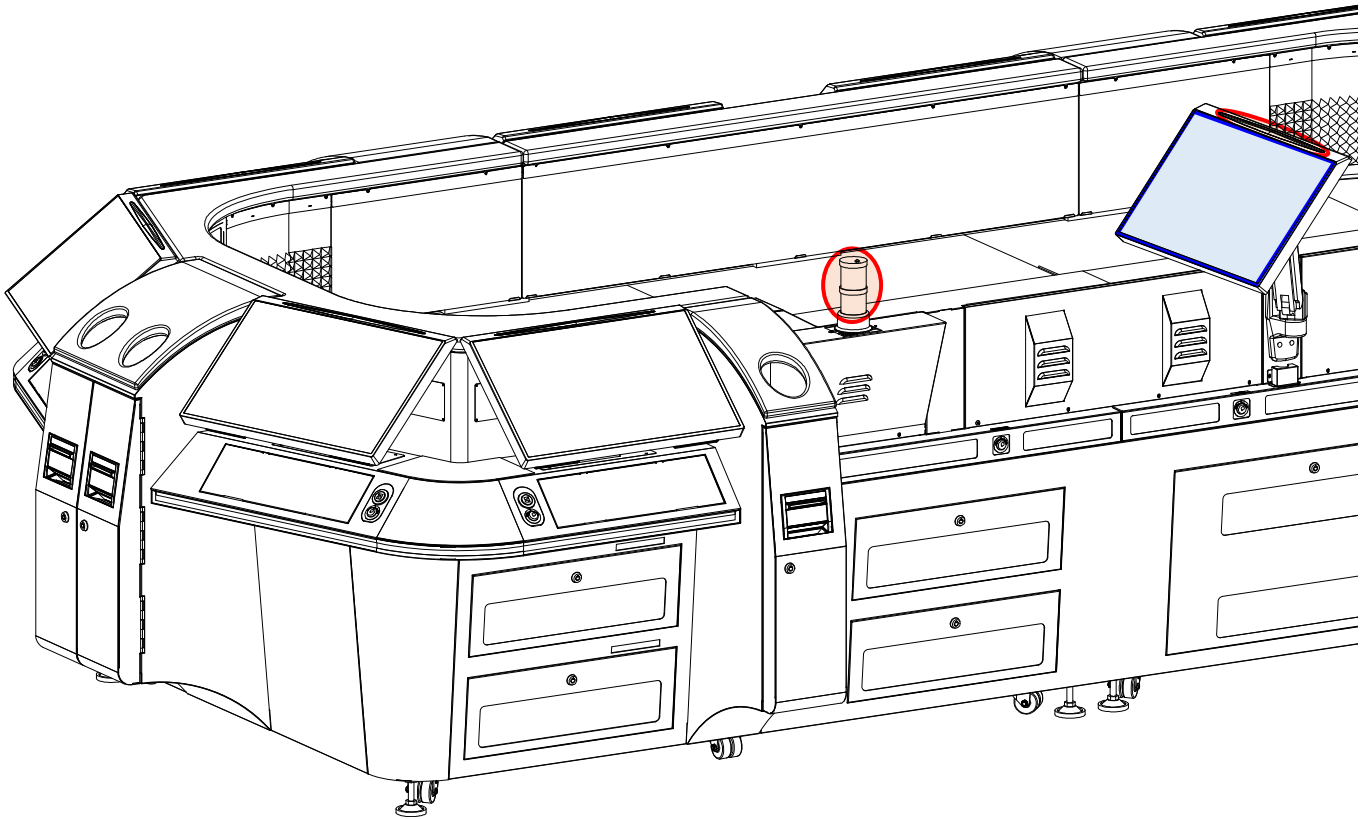


4. 2: Indication Lights on Dealer Terminal

When an Error or Call attendant etc. event occurs on a Dealer Terminal, the light on the upper frame of the Dealer Terminal flashes, and the status is displayed on the Dealer Terminal.

i NOTE:

More details about the Indication lights are described at "**Game Flow**" on Chapter 3.



4. 3: Tower Light on Center Unit

There are Tower Light of 2 tiers (USA or Canada) type, 2 tiers (SAGMA) type, and 3 tiers type, that can be used to indicate various statuses of the machine by the blinking.

2 tiers (USA) for USA and for Canada

Center Unit Events

Condition	Top	Bottom
Idle	OFF	OFF
Disable Mode	ON	ON
Error	Slow Flash	OFF
Audit	Fast Flash	OFF
Disable Mode + Door Open	ON	Flash
Error + Door Open	Slow Flash	Flash
Audit + Door Open	Fast Flash	Flash

Player Terminal Events

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

2 tiers (SAGMA) for South Africa

Center Unit Events

Condition	Top	Bottom
Idle	OFF	OFF
Error	OFF	Flash
Error + Door open	Flash Simultaneously	

Player Terminal Events

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

3 tiers

Center Unit Events

(Indicated by the Bottom tier, the Top and Middle tiers light according to the Player Terminal condition)

Condition	Bottom
Idle	OFF
Error	Slow Flash
Audit	Fast Flash
Error + Door open	Slow Flash
Audit + Door open	Fast Flash

Player Terminal Events

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

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

i NOTE:

Disabled mode:

The machine is put in a state that makes it impossible to play, to let the authorized personnel access to the set-up or recall functions of the game.

Door open → closed:

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

4. 4: Daily Servicing

Clean the Machine

- ◇ Clean the machine surface.



CAUTION!

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

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



CAUTION!

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

- ◇ Fix the Field Fabric if it gets loosen.
- ◇ If the Field Fabric is damaged, replace it as soon as possible with a new one.
- ◇ If any Field Bump is damaged or is coming off, replace it with a new Field Bump.

Chapter 5

Attendant Service for Player Terminals

5. 1: RESET/AUDIT Key Switches

A RESET/AUDIT key switch is provided on each Player Terminal.

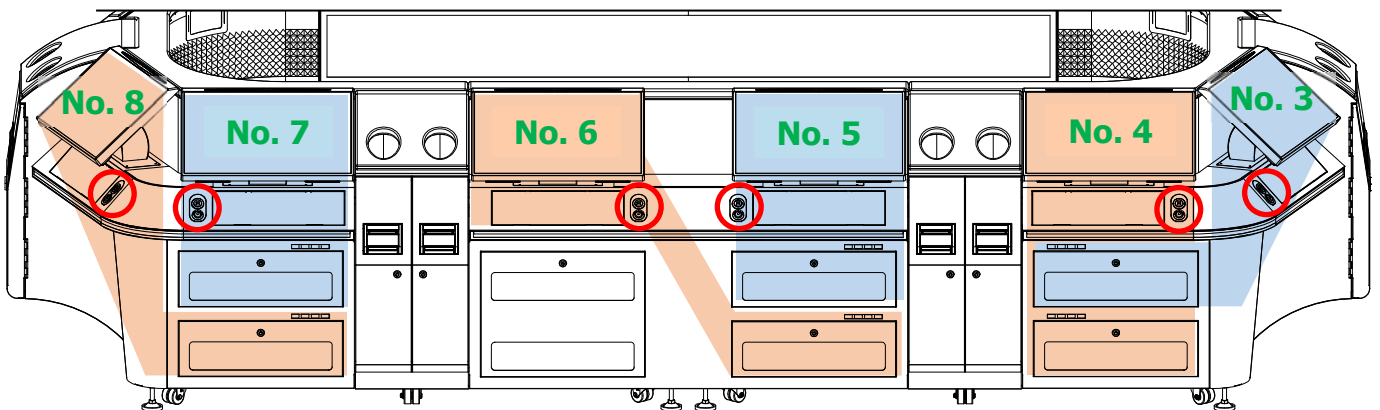
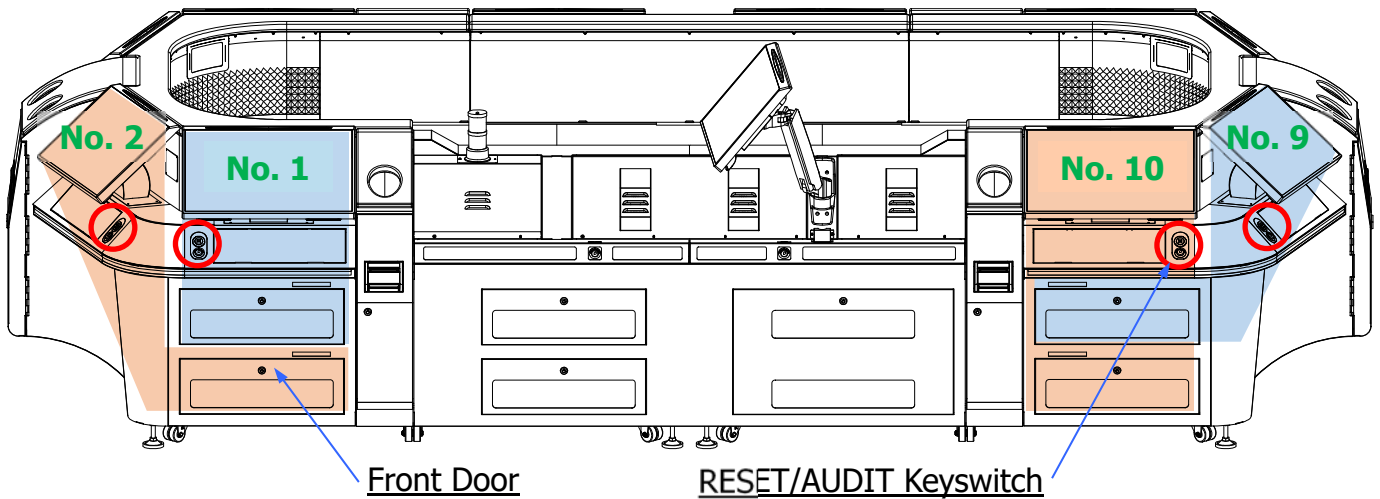
Turn the key to the AUDIT position to actuate the AUDIT mode, and turn the key to the RESET position to actuate the RESET mode.



AUDIT mode



RESET mode

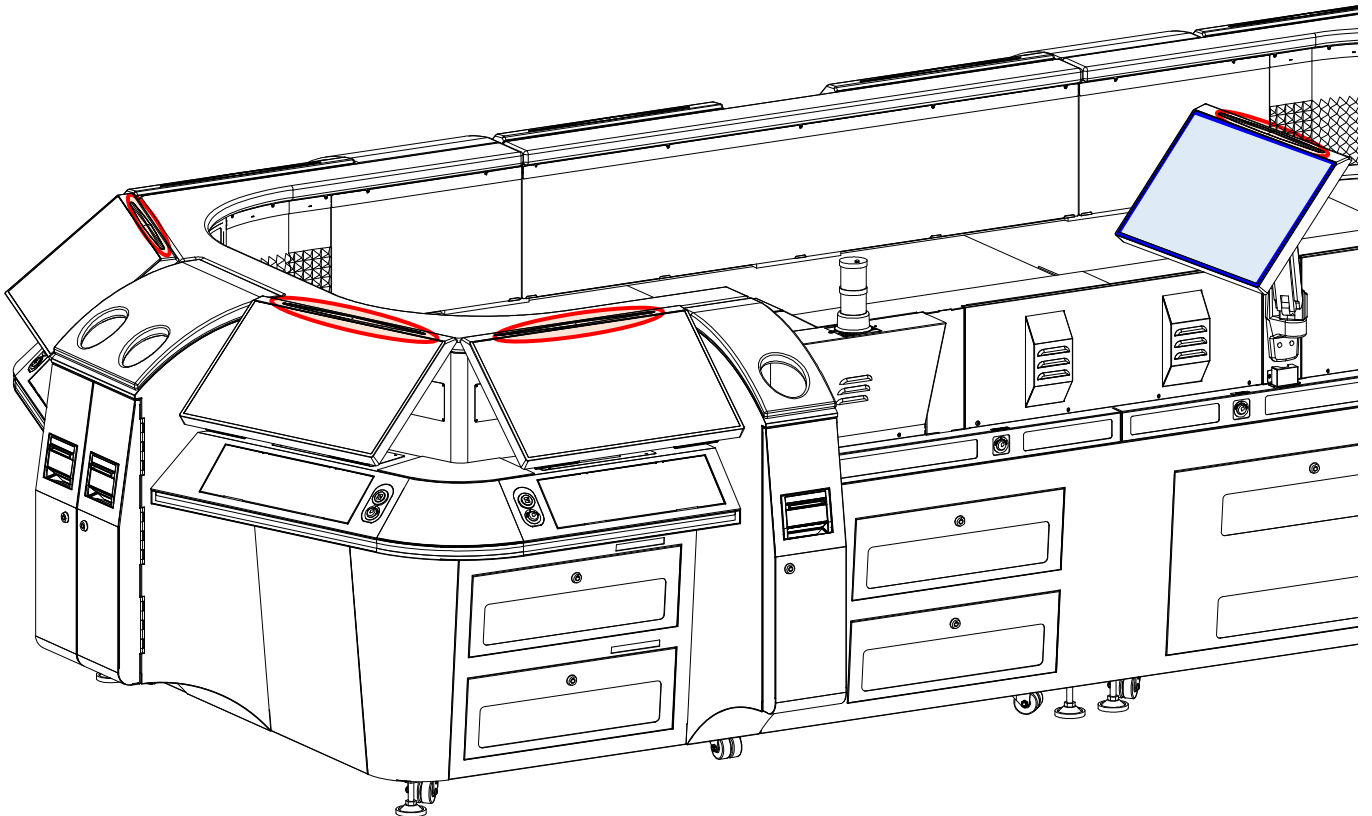


5. 2: Indication Lights on Player Terminal

When an Error or Call attendant etc. event occurs on a Player Terminal, the light on the upper frame of the relative Player Terminal or Dealer Terminal flashes, and the status of that Player Terminal is displayed on the Dealer Terminal.

i NOTE:

More details about the Indication lights are described at "**Game Flow**" on Chapter 3.



5.3: Daily Servicing

Clean the Machine

- ◇ Clean the machine surface.



CAUTION!

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

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



CAUTION!

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

5. 4: Clearing Acceptor Jam

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

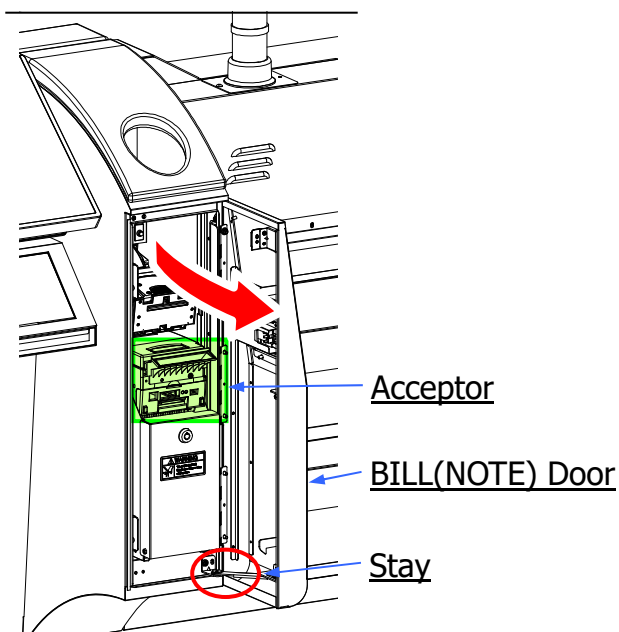
Use the following procedures to clear the jam:

1. Open the BILL(NOTE) Door, then unlock and open the Stacker Door.



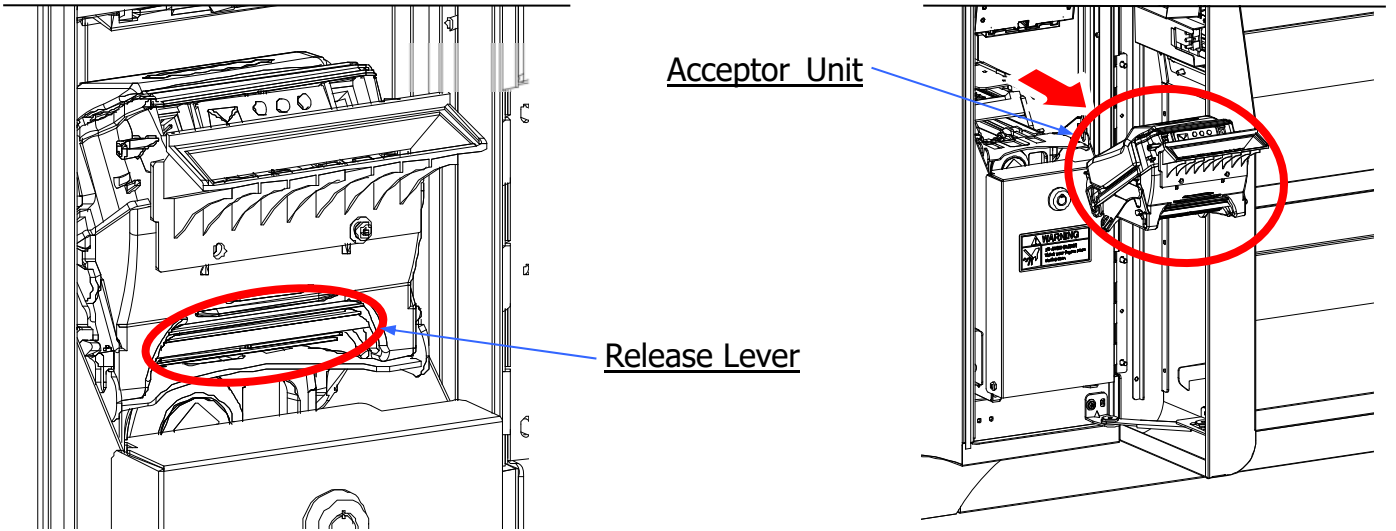
CAUTION!

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

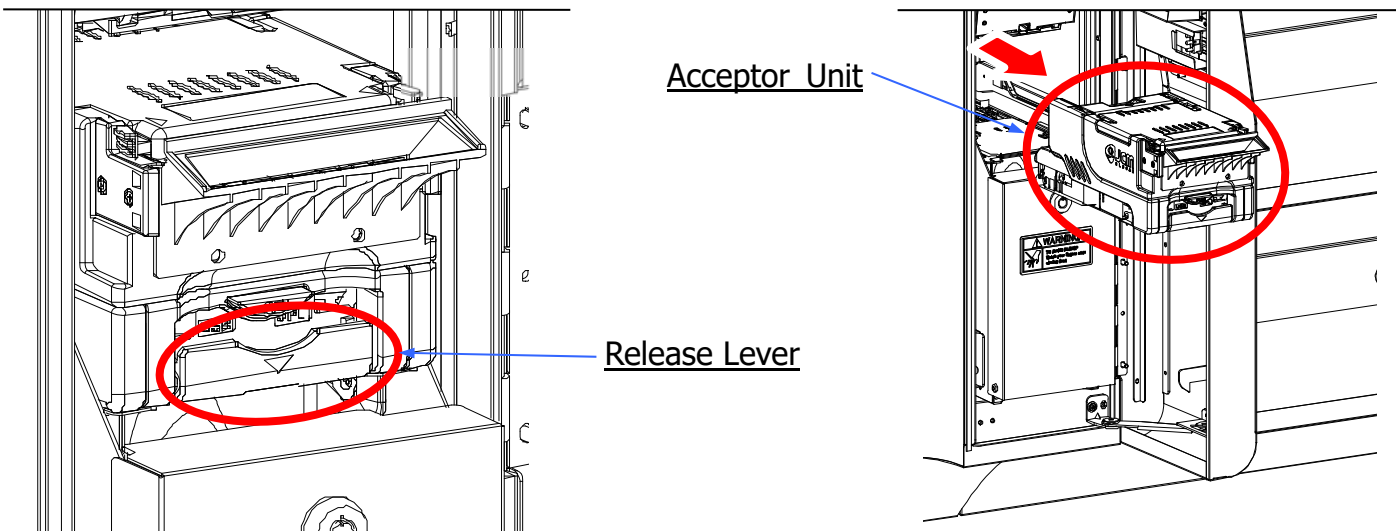


2. Pull the Release Lever below the Acceptor, and then take out the Acceptor Unit.

- For a MEI Acceptor Unit -

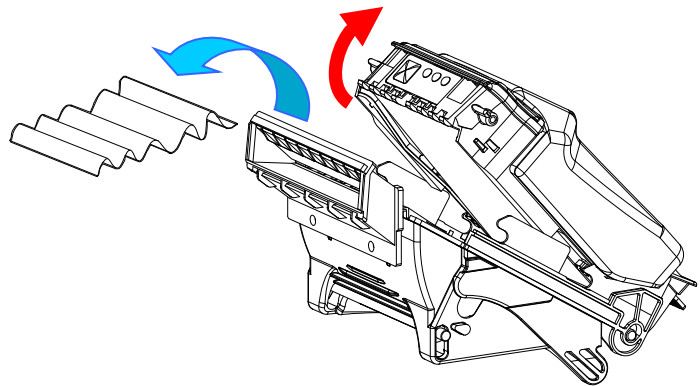
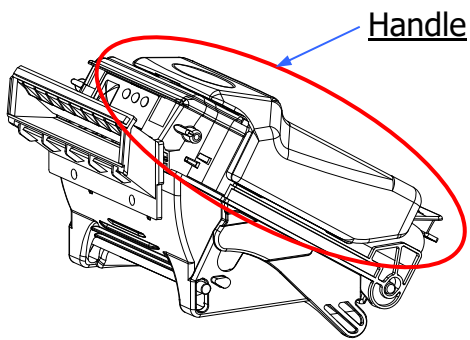


- For Acceptor Units other than MEI -

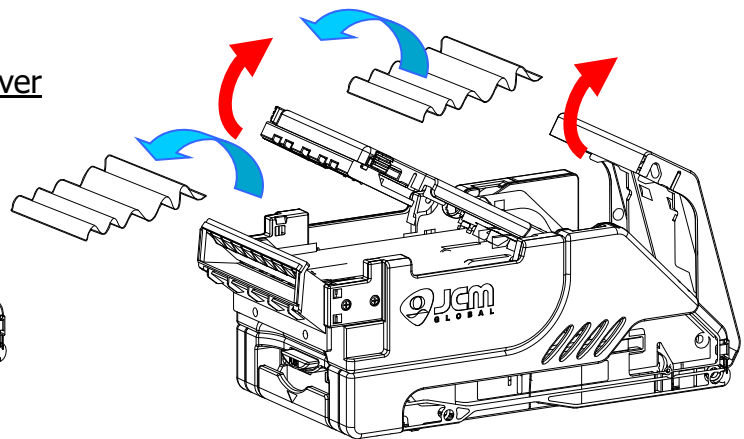
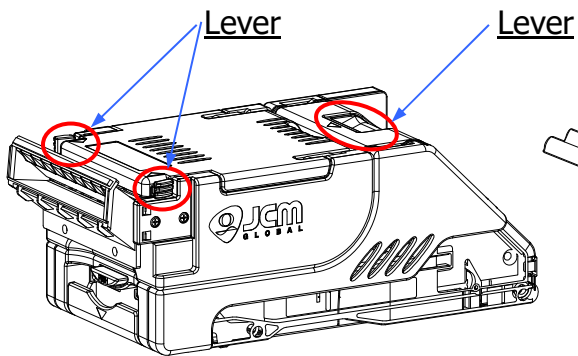


3. Open the top lid of the Acceptor Unit, and then take out the jammed BILL(NOTE).

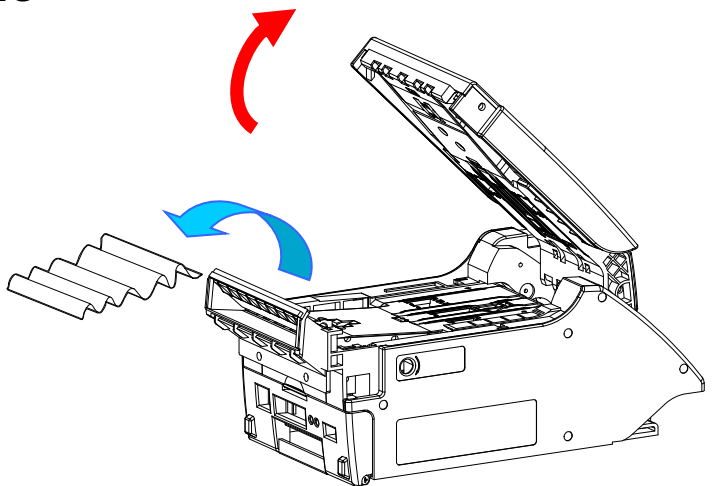
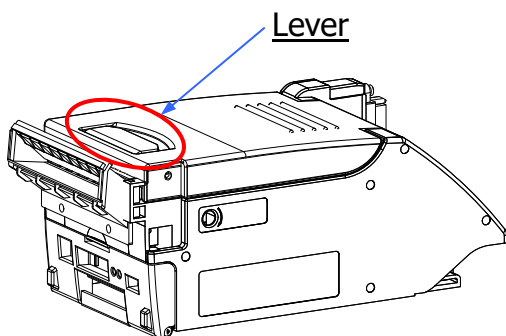
- For a MEI Acceptor Unit -



- For a JCM iVIZION Acceptor Unit -



- For Acceptor Units not explained above -



i NOTE:

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

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



CAUTION!

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

5. When the BILL(NOTE) Door is locked, the displayed error message will disappear.

5. 5: Clearing Ticket Jam

i NOTE:

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

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

1. Open the BILL(NOTE) Door and locate the Ticket Printer.

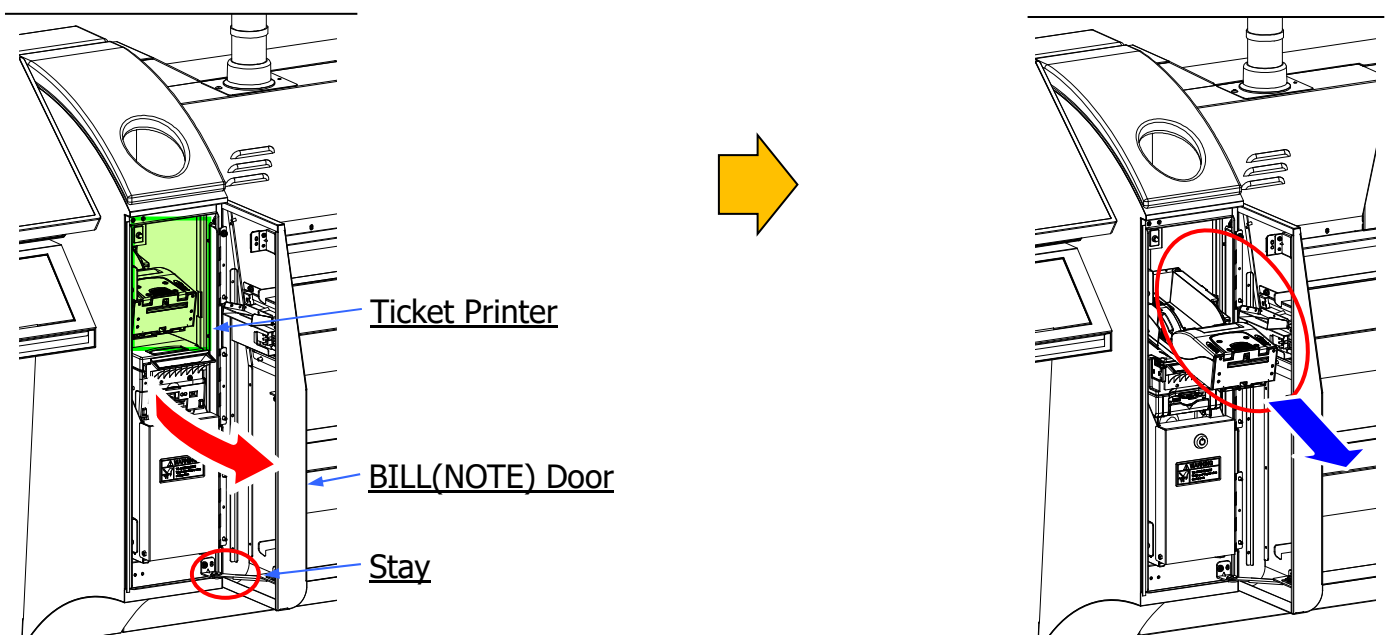
! CAUTION!

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

2. Pull out the Ticket Printer.

! CAUTION!

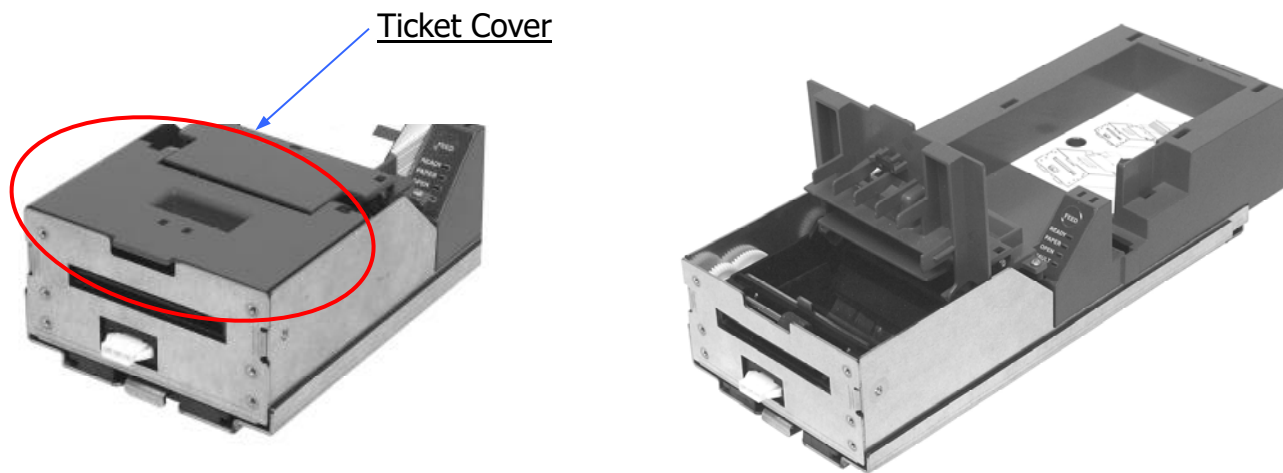
Make sure not to get fingers caught when taking the Ticket Printer in and out.



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

- For EPIC950 (Ithaca) -

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



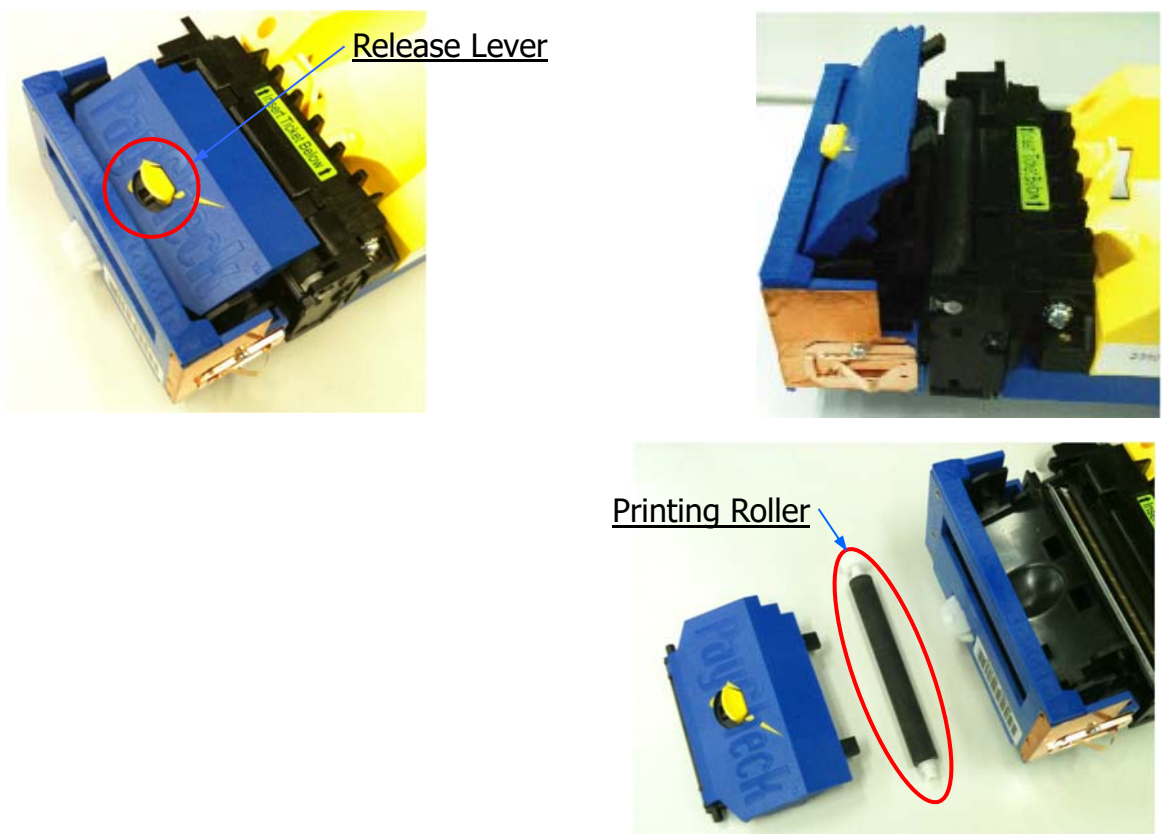
- For GEN2 UNIVERSAL / GEN3 (Future Logic) / GEN5 -

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



- For Paycheck4 (Nanoptix) / NextGen -

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



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



CAUTION!

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

5. When the BILL(NOTE) Door is locked, the message on the Monitor will disappear.

5. 6: Attendant Pay (Canceling Credit)

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

5. 6. 1: Attendant Pay Cases

There are 2 situations in which Attendant Pay will occur.

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

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

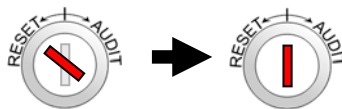
i NOTE:

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

5. 6. 2: Attendant Pay Reset

Reset Attendant Pay by the following procedure:

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



i NOTE:

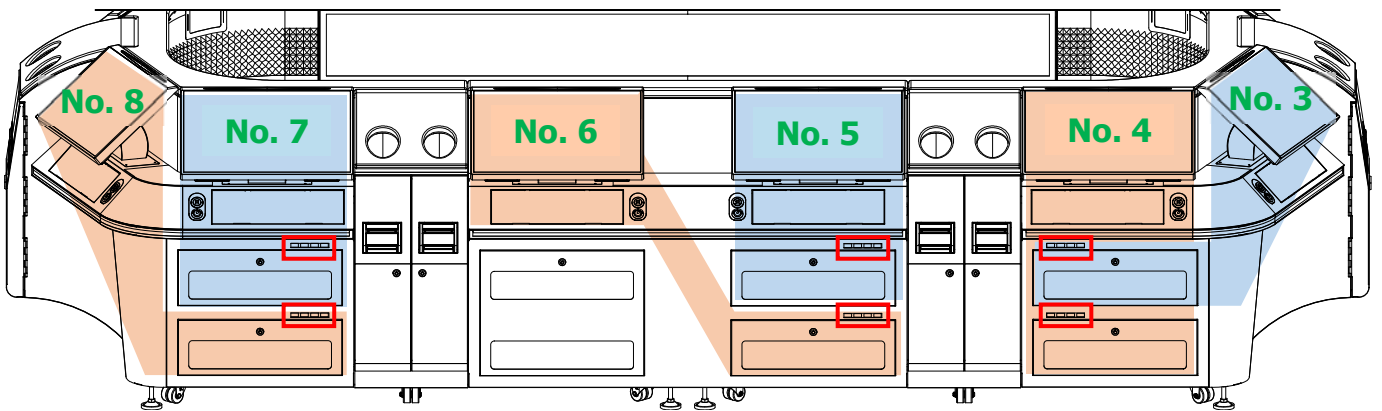
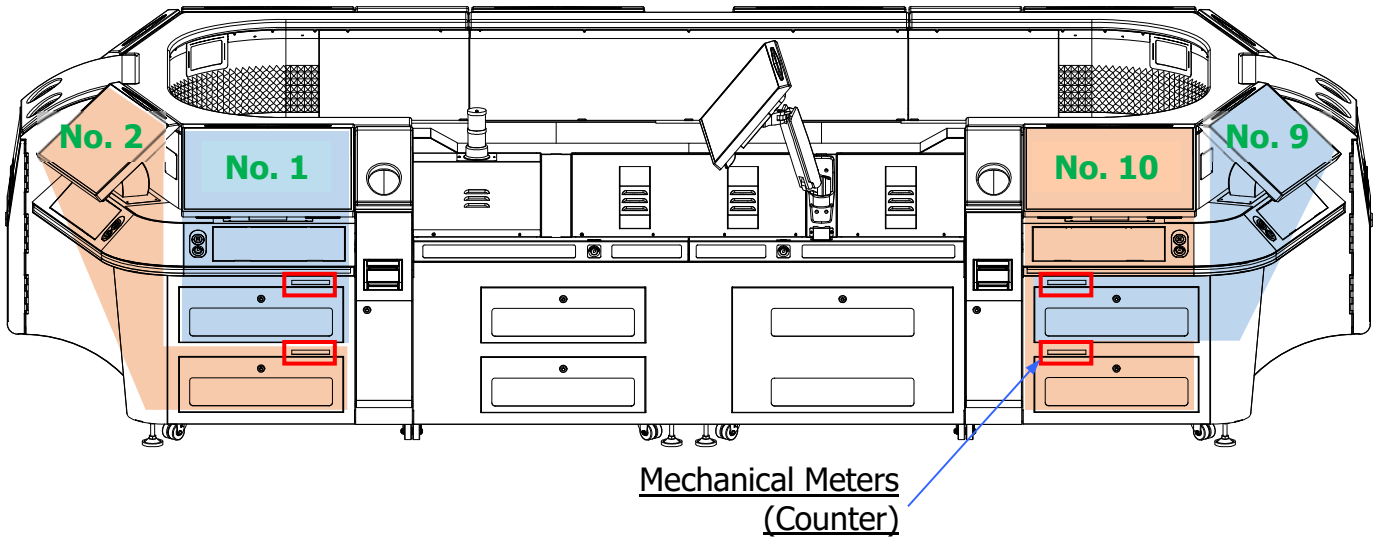
Depending on Machine settings and Casino Host settings, there may be cases when a ticket pays out the credit after the Attendant Pay RESET. In such a case, there is no need for an attendant to directly pay cash to the player.

5. 7: Mechanical Meters (Counter) :Option

The Mechanical Meters are found just over the Front Door, and can be seen from the outside. The Mechanical Meters can display up to 7-digit numbers, and resets to 0000000 after 9999999.

i NOTE:

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



5.7.1: Mechanical Meters (Counter) Arrangement and Counted Data

i NOTE:

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

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

Hand Pay /Jackpot	Total Out	Total In	Total BILL
-------------------	-----------	----------	------------

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

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

Total cash in	Total cash out	Wagered	Game won
---------------	----------------	---------	----------

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

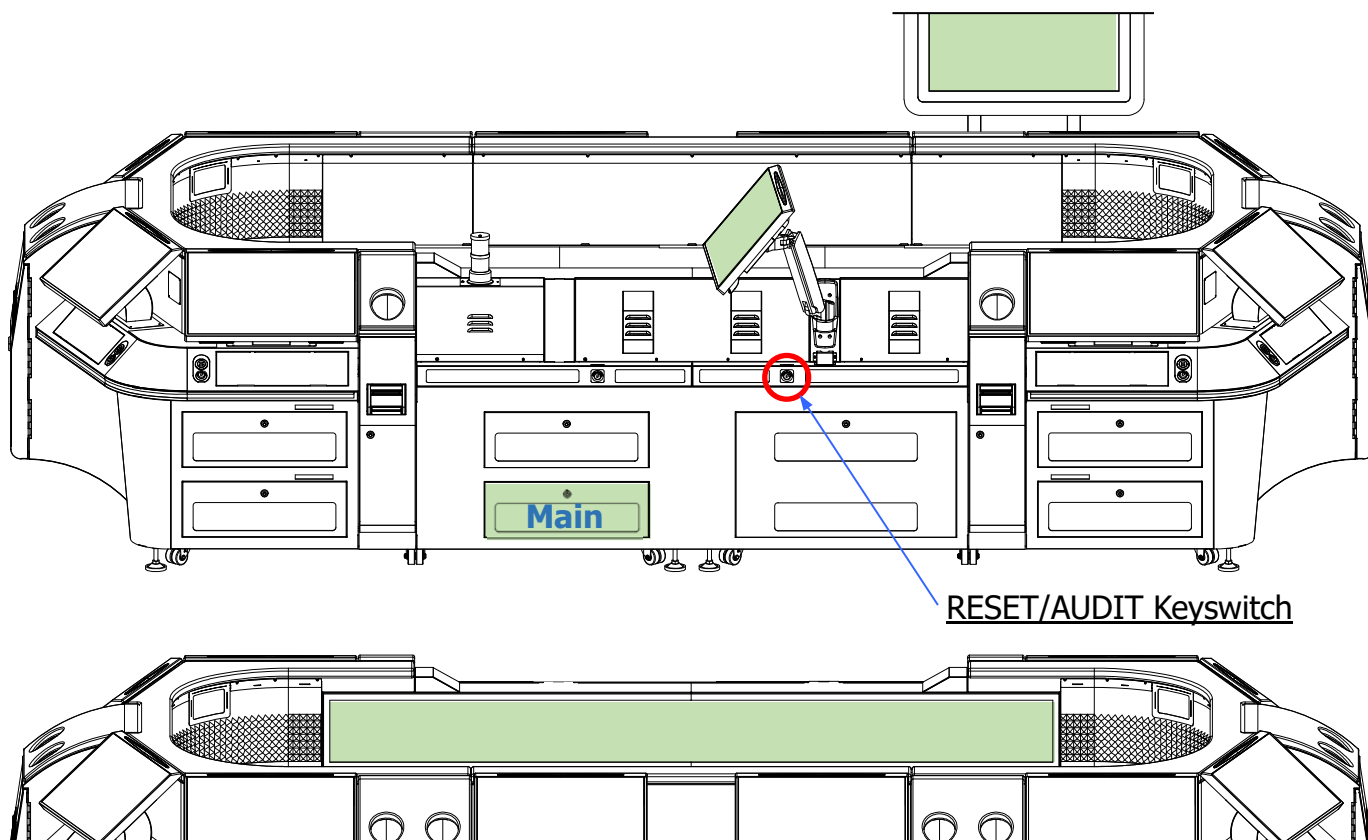
Chapter 6

AUDIT Mode for Center Unit (Operation)

Accessing – AUDIT mode - [for Main Controller Unit]

i NOTE:

This chapter is divided in **Main Controller Unit**, that controls the Operations of the game and the Wall LED Display, and **Signage Controller Unit**, that controls the Field LED Display. For the access to the Signage Controller Unit, please refer to “**Accessing – AUDIT mode - [for Signage Controller Unit]**” on the second half of this chapter.



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

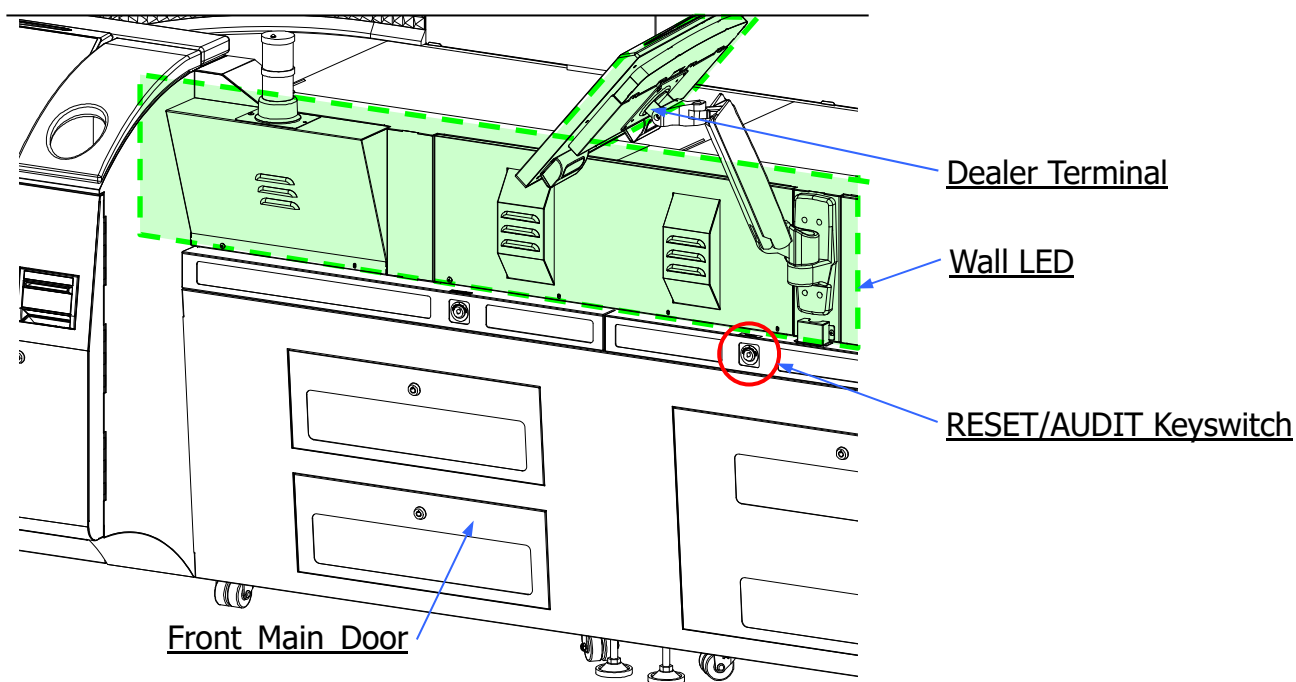
⚠ CAUTION!

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

1. Open the Front Main Door of the Center Unit.

i NOTE:

To enter the AUDIT mode it is necessary to open the Front Main Door.



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



- It is possible to access the Menus by touching the Buttons on the screen.

TOP MENU

MAIN METERS
ERROR METERS
RECALL METERS
MACHINE IDENTIFICATION
TEST
SETTINGS
PERIOD METER CLEAR
TIP PERIOD METER CLEAR
NETWORK STATUS
OUT OF SERVICE
RETURN TO GAME

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.

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 (Displayed only if the Front Main Door is open)	MASTER METERS
	DEALER OPERATION METERS
	MACHINE OPERATION METERS
	DICE DATA
	RESULT LIST
	TIP METERS
	DEALER METERS
ERROR METERS (Displayed only if the Front Main Door is open)	SYSTEM ERRORS
	DOOR EVENTS
	ONLINE COMMUNICATION ERRORS
	NETWORK CONDITION METERS
RECALL METERS (Displayed only if the Front Main Door is open)	DOOR HISTORY
	ERROR HISTORY
	ALL EVENT HISTORY
	TIME CHANGE IN INTERNAL CLOCK
	TIME DIFFERENCE OCCURRENCE BY HOUR
	SAS COMMUNICATION LOG
	TIME SYNCH HISTORY
	LOGIN HISTORY
	SETTING HISTORY
	TIPPING HISTORY
	IRREGULAR DICE RESULT HISTORY
	RESULT HISTORY
	BIAS DETECTION HISTORY
TIME DIFFERENCE IN MAIN INTERNAL CLOCK	
MACHINE IDENTIFICATION (Displayed only if the Front Main Door is open)	VERSION INFORMATION
	PSD VERIFICATION (CRC)
	PSD VERIFICATION (HMAC-SHA1)
	PSD VERIFICATION (SHA1)
	HARDWARE INFORMATION

ROOT MENU	SUB MENU	
TEST See Service Manual, Chapter 4 (for Main)	MONITOR TEST	
	TOUCH SCREEN TEST	
	INPUT TEST	
	OUTPUT TEST	
	SERIAL TEST	
	SOUND TEST	
SETTINGS See Service Manual, Chapter 4 (for Main)	HARDWARE SETTINGS	
	TICKET PRINT SETTINGS	
	TOUCH SCREEN SETTINGS (Can be set also if there is credit on the Player Terminals)	
	VOLUME SETTINGS (Can be set also if there is credit on the Player Terminals)	
	AUDIT SETTINGS	
	IMPORTANT SETTINGS (Can be set only if the Security Door is open)	
	GAME SETTINGS MIN/MAX TIMER SCHEDULE SETTING COMMON BET SETTINGS DETG BET SETTINGS ETG BET SETTINGS TIMER SETTINGS DISPLAY SETTINGS EXTRA SETTINGS	
	REPORTING SYSTEM SETTINGS	
	GAME SOUND SETTINGS	
	ONLINE SYSTEM SETTINGS (Can be set only if the Security Door is open)	
	OTHER SETTINGS CLOCK SETTINGS ADDITIONAL SETTINGS MACHINE INFORMATION SETTINGS	
	PERIOD METER CLEAR (Can be performed only if the Front Main Door is open)	

ROOT MENU	SUB MENU
TIP PERIOD METER CLEAR (Can be performed only if the Front Main Door is open)	
NETWORK STATUS (Can be checked only if the Front Main Door is open)	
OUT OF SERVICE (Can be performed only if the Front Main Door is open)	

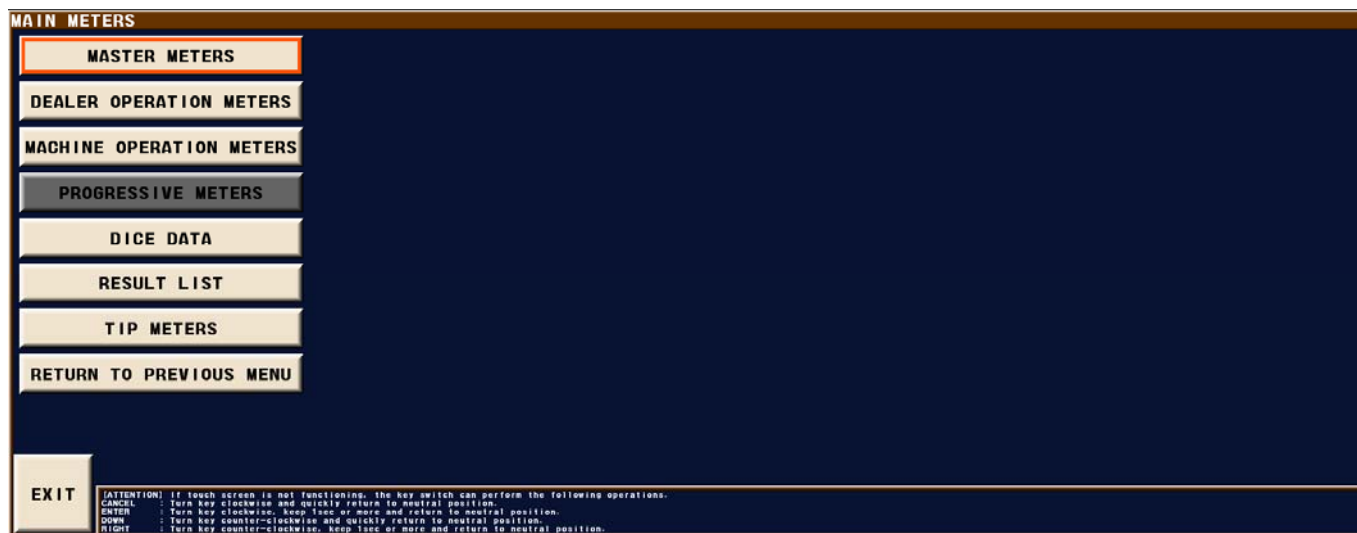
6. 1: Main Meters

TOP MENU>MAIN METERS

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

i NOTE:

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



**6.1.1: Master Meters
Dealer Operation Meters
Machine Operation Meters**

TOP MENU>MAIN METERS>MASTER METERS

>DEALER OPERATION METERS

>MACHINE OPERATION METERS

i NOTE:

- NEVADA Version displays different items. (refer to 6.1.1.1).
- Each item of **"Master Meters"** shows the total count of the same value listed in **"Dealer Operation Meters"** and **"Machine Operation Meters"**.
- Each item of **"Dealer Operation Meters"** shows only the values calculated when the machine is operated by a Dealer.
- Each item of **"Machine Operation Meters"** shows only the values calculated when the machine is working in [FULL AUTO MODE], without a Dealer to operate the machine.

MASTER METERS PAGE (1/2)

Meter Name	Permanent	Period
TOTAL GAME TIMES	4022	4022
TOTAL PLAYED GAME TIMES	4021	4021
TOTAL BET (VALUE)	\$100,753.49	\$100,753.49
TOTAL WON (VALUE)	\$95,642.81	\$95,642.81
TOTAL BET (DEALER TIPPING)	\$41,435.56	\$41,435.56
TOTAL WON (DEALER TIPPING)	\$38,393.99	\$38,393.99
TOTAL HOUSE GAIN (VALUE)	\$5,110.68	\$5,110.68
TOTAL PAY OUT (%)	94.92%	94.92%
TOTAL CASH IN (VALUE)	\$454,000.00	\$454,000.00
TOTAL CASH OUT (VALUE)	\$409,461.33	\$409,461.33
TOTAL ATTENDANT PAID (VALUE)	\$447,365.32	\$447,365.32
COIN IN	\$100,753.49	\$100,753.49
COIN OUT	\$38,582.56	\$38,582.56
ATTENDANT PAID JACKPOTS	\$95,454.24	\$95,454.24
ATTENDANT PAID CANCELLED CREDITS	\$351,911.08	\$351,911.08
TOTAL DIRECT TIPPING MONEY	\$33.00	\$33.00
AVERAGE WORKING HOURS PER DAY	0: 0 (0)	0: 0 (0)
AVERAGE WORKING HOURS PER DAY START	0/0/0	0/0/0
AVERAGE WORKING HOURS PER DAY END	0/0/0	0/0/0

EXIT

1 2

SYSTEM SOFTWARE [Z2MCMU-BEN-0203] OS VERSION [FS10001821]
 GAME SOFTWARE [X23M06-HCRN-ZA-0202-D1-PRESEN] GAME GAL ID [1B7C] 07/01/2024 13:06:32
 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.
 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.

MASTER METERS PAGE (2/2)

Meter Name	Permanent	Period
TOTAL BET (CONNECTED MACHINES)	\$2,761.00	N/A
TOTAL WON (CONNECTED MACHINES)	\$3,538.67	N/A
PARTICIPATED MACHINES	1	N/A
OPERATING DAYS OF HOT SHOOTER JACKPOT IN PRIOR MONTH	0	0
OPERATING DAYS OF HOT SHOOTER JACKPOT IN PRIOR 2 MONTHS	0	0
AVERAGE HOT SHOOTER JACKPOT BET AMOUNT PER GAME IN PRIOR MONTH	\$0.00	\$0.00
AVERAGE HOT SHOOTER JACKPOT BET AMOUNT PER DAY IN PRIOR MONTH	\$0.00	\$0.00
TOTAL HOT SHOOTER JACKPOT BET AMOUNT IN PRIOR MONTH	\$0.00	\$0.00
UTILIZATION RATIO OF HOT SHOOTER JACKPOT IN PRIOR MONTH	0.00%	0.00%
OPERATING DAYS OF SIDE GAME 2 IN PRIOR MONTH	0	0
OPERATING DAYS OF SIDE GAME 2 IN PRIOR 2 MONTHS	0	0
AVERAGE SIDE GAME 2 BET AMOUNT PER GAME IN PRIOR MONTH	\$0.00	\$0.00
AVERAGE SIDE GAME 2 BET AMOUNT PER DAY IN PRIOR MONTH	\$0.00	\$0.00
TOTAL SIDE GAME 2 BET AMOUNT IN PRIOR MONTH	\$0.00	\$0.00
UTILIZATION RATIO OF SIDE GAME 2 IN PRIOR MONTH	0.00%	0.00%

EXIT

1 2

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

ITEM	DESCRIPTION
TOTAL GAME TIMES	The cumulative number of games played on the Center Unit. (including the Demo game)
TOTAL PLAYED GAME TIMES	The total number of games bet on all the Player Terminals. (excluding null games)
TOTAL BET (VALUE)	The total value of credits bet on all the Player Terminals.
TOTAL WON (VALUE)	The total value of credits won on all the Player Terminals.
TOTAL BET (DEALER TIPPING)	<p>Total amount placed as tips to the dealer from all the Player Terminals, which does not affect the RTP.</p> <p>i NOTE: This item is listed only in "Master Meters" and "Dealer Operation Meters".</p>
TOTAL WON (DEALER TIPPING)	<p>Total amount won as tips to the dealer from all the Player Terminals, which does not affect the RTP.</p> <p>i NOTE: This item is listed only in "Master Meters" and "Dealer Operation Meters".</p>
TOTAL HOUSE GAIN (VALUE)	The value of credits calculated by [TOTAL BET – TOTAL WON].
TOTAL PAY OUT (%)	The payout percentage calculated by [TOTAL WON / TOTAL BET].
TOTAL CASH IN (VALUE)	The total value the Player Terminals accepted by coins, bills, tickets, cashless cards, etc.
TOTAL CASH OUT (VALUE)	The total value the Player Terminals paid out including attendant's handpays, tickets, cashless cards, etc.
TOTAL ATTENDANT PAID (VALUE)	The total value the Player Terminals paid out by attendant's handpays.
COIN IN	The total value of all the bets from all the Player Terminals.
COIN OUT	The total value of all wins from all the Player Terminals, paid by the machine.
ATTENDANT PAID JACKPOTS	The total value paid out by attendant's handpay, for all the Player Terminals.
ATTENDANT PAID CANCELLED CREDITS	The total value the Player Terminals paid out and was cancelled by an attendant.

ITEM	DESCRIPTION
TOTAL DIRECT TIP MONEY	<p>The total value of the Tips given to the Dealers by the Players. Please refer to "Collect Tips for the Dealer" on Chapter 3.</p> <p>i NOTE: This item is listed only in "Master Meters" and in "Dealer Operation Meters".</p>
AVERAGE WORKING HOURS PER DAY	<p>The average working time of the machine per day. The number inside the parentheses indicates the number of working days, for a maximum of 14 days.</p> <p>i NOTE: This item is listed only in "Master Meters".</p>
AVERAGE WORKING HOURS PER DAY START	<p>Shows starting working day of "AVERAGE WORKING HOURS PER DAY".</p> <p>i NOTE: This item is listed only in "Master Meters".</p>
AVERAGE WORKING HOURS PER DAY END	<p>Shows the latest working day of "AVERAGE WORKING HOURS PER DAY".</p> <p>i NOTE: This item is listed only in "Master Meters".</p>
TOTAL BET (CONNECTED MACHINES)	<p>The sum of the bets sent by all the Player Terminals connected to the Center Unit.</p>
TOTAL WON (CONNECTED MACHINES)	<p>The sum of the wins hit by all the Player Terminals connected to the Center Unit</p>
PARTECIPATED MACHINES	<p>The total number of Player Terminals connected to the Center Unit</p>

ITEM	DESCRIPTION
OPERATING DAYS OF HOT SHOOTER JACKPOT IN PRIOR MONTH	<p>Shows the total number of Player Terminals that played [HOT SHOOTER JACKPOT] <u>during the last month.</u></p> <p>The number of days when [HOT SHOOTER JACKPOT] Game was played (OPERATION DAY) during every month, from 00.00 AM of the first day of the month to 24:00 PM of the last day, are calculated for each Player Terminal. The total amount of the OPERATING DAYS of all the Player Terminals <u>will be displayed the first day of the following month.</u></p> <p>i NOTE: The number of days in each month <u>changes</u> according to the calendar. This item shows <u>the data of last month.</u></p>
OPERATING DAYS OF HOT SHOOTER JACKPOT IN PRIOR 2 MONTHS	<p>Shows the total number of Player Terminals that played [HOT SHOOTER JACKPOT] <u>during the second last month.</u></p> <p>Before the item above "OPERATING DAYS OF HOT SHOOTER JACKPOT IN PRIOR MONTH" is updated, its value is transcribed on this item.</p> <p>i NOTE: This item shows <u>the data of the month before last month.</u></p>
AVERAGE HOT SHOOTER JACKPOT BET AMOUNT PER GAME IN PRIOR MONTH	<p>Shows the average Bet amount that was played on each Player Terminal on [HOT SHOOTER JACKPOT] for 1 roll during the last month.</p> <p>The amount bet on [HOT SHOOTER JACKPOT] during each month, from 00.00 AM of the first day of the month to 24:00 PM of the last day, is divided by the number of Rolls played in the month, and it will be displayed the <u>first day of the following month.</u></p> <p>i NOTE: The number of days in each month <u>changes</u> according to the calendar. This item shows <u>the data of last month.</u></p>

ITEM	DESCRIPTION
AVERAGE HOT SHOOTER JACKPOT BET AMOUNT PER DAY IN PRIOR MONTH	<p>Shows the average Bet amount that was played on each Player Terminal on [HOT SHOOTER JACKPOT] in 1 day during the last month.</p> <p>The amount bet on [HOT SHOOTER JACKPOT] during each month, from 00.00 AM of the first day of the month to 24:00 PM of the last day, is divided by the number of days in the month, and it will be displayed the <u>first day of the following month</u>.</p> <p>i NOTE: The number of days in each month <u>changes</u> according to the calendar. This item shows <u>the data of last month</u>.</p>
TOTAL HOT SHOOTER JACKPOT BET AMOUNT IN PRIOR MONTH	<p>Shows the total amount bet on [HOT SHOOTER JACKPOT] on all the Machines, during the last month.</p> <p>The amount bet on [HOT SHOOTER JACKPOT] during each month, from 00.00 AM of the first day of the month to 24:00 PM of the last day, on all the Machines is added together, and it will be displayed the <u>first day of the following month</u>.</p> <p>i NOTE: The number of days in each month <u>changes</u> according to the calendar. This item shows <u>the data of last month</u>.</p>
UTILIZATION RATIO OF HOT SHOOTER JACKPOT IN PRIOR MONTH	<p>Shows the percentage of [HOT SHOOTER JACKPOT] played relative to the total number of Games played on all the Machines, during last month.</p> <p>The percentage of the [HOT SHOOTER JACKPOT] Games relative to the total number of Games played each month, from 00.00 AM of the first day of the month to 24:00 PM of the last day, on all the Machines will be displayed the <u>first day of the following month</u>.</p> <p>i NOTE: The number of days in each month <u>changes</u> according to the calendar. This item shows <u>the data of last month</u>.</p>

ITEM	DESCRIPTION
OPERATING DAYS OF SIDE GAME 2 IN PRIOR MONTH	<p>Shows the total number of Player Terminals that played [SIDE GAME 2] <u>during the last month.</u></p> <p>The number of days when [SIDE GAME 2] Game was played (OPERATION DAY) during every month, from 00.00 AM of the first day of the month to 24:00 PM of the last day, are calculated for each Player Terminal. The total amount of the OPERATING DAYS of all the Player Terminals will be displayed the first day of the following month.</p> <p>i NOTE: The number of days in each month changes according to the calendar. This item shows <u>the data of last month.</u></p>
OPERATING DAYS OF SIDE GAME 2 IN PRIOR 2 MONTHS	<p>Shows the total number of Player Terminals that played [SIDE GAME 2] <u>during the second last month.</u></p> <p>Before the item above "OPERATING DAYS OF SIDE GAME 2 IN PRIOR MONTH" is updated, its value is transcribed on this item.</p> <p>i NOTE: This item shows <u>the data of the month before last month.</u></p>
AVERAGE SIDE GAME 2 BET AMOUNT PER GAME IN PRIOR MONTH	<p>Shows the average Bet amount that was played on each Player Terminal on [SIDE GAME 2] for 1 roll during the last month.</p> <p>The amount bet on [SIDE GAME 2] during each month, from 00.00 AM of the first day of the month to 24:00 PM of the last day, is divided by the number of Rolls played in the month, and it will be displayed the first day of the following month.</p> <p>i NOTE: The number of days in each month <u>changes</u> according to the calendar. This item shows <u>the data of last month.</u></p>

ITEM	DESCRIPTION
AVERAGE SIDE GAME 2 BET AMOUNT PER DAY IN PRIOR MONTH	<p>Shows the average Bet amount that was played on each Player Terminal on [SIDE GAME 2] in 1 day during the last month.</p> <p>The amount bet on [SIDE GAME 2] during each month, from 00.00 AM of the first day of the month to 24:00 PM of the last day, is divided by the number of days in the month, and it will be displayed the first day of the following month.</p> <p>i NOTE: The number of days in each month <u>changes</u> according to the calendar. This item shows <u>the data of last month</u>.</p>
TOTAL SIDE GAME 2 BET AMOUNT IN PRIOR MONTH	<p>Shows the total amount bet on [SIDE GAME 2] on all the Machines, during the last month.</p> <p>The amount bet on [SIDE GAME 2] during each month, from 00.00 AM of the first day of the month to 24:00 PM of the last day, on all the Machines is added together, and it will be displayed the <u>first day of the following month</u>.</p> <p>i NOTE: The number of days in each month <u>changes</u> according to the calendar. This item shows <u>the data of last month</u>.</p>
UTILIZATION RATIO OF SIDE GAME 2 IN PRIOR MONTH	<p>Shows the percentage of [SIDE GAME 2] played relative to the total number of Games played on all the Machines, during last month.</p> <p>The percentage of the [SIDE GAME 2] Games relative to the total number of Games played each month, from 00.00 AM of the first day of the month to 24:00 PM of the last day, on all the Machines will be displayed the <u>first day of the following month</u>.</p> <p>i NOTE: The number of days in each month <u>changes</u> according to the calendar. This item shows <u>the data of last month</u>.</p>

**6. 1. 1. 1: Master Meters (for NEVADA)
 Dealer Operation Meters (for NEVADA)
 Machine Operation Meters (for NEVADA)**

**TOP MENU>MAIN METERS>MASTER METERS
 >DEALER OPERATION METERS
 >MACHINE OPERATION METERS**

i NOTE:

- In NEVADA Version, the Master Meters displays as following.
- Each item of **"Master Meters (for NEVADA)"** shows the total count of the same value listed in **"Dealer Operation Meters (for NEVADA)"** and **"Machine Operation Meters (for NEVADA)"**.
- Each item of **"Dealer Operation Meters (for NEVADA)"** shows only the values calculated when the machine is operated by a Dealer.
- Each item of **"Machine Operation Meters (for NEVADA)"** shows only the values calculated when the machine is working in [FULL AUTO MODE], without a Dealer to operate the machine.

MASTER METERS PAGE (1/2)

Meter Name	Permanent	Period
COIN IN	\$0.00	\$0.00
COIN OUT	\$0.00	\$0.00
COIN DROP	N/A	N/A
PHYSICAL COIN IN	N/A	N/A
PHYSICAL COIN OUT	N/A	N/A
ATTENDANT PAID JACKPOTS	\$0.00	\$0.00
ATTENDANT PAID CANCELLED CREDITS	\$0.00	\$0.00
BILL IN	\$0.00	\$0.00
NUMBER OF GAMES PLAYED SINCE POWER RESET	0	0
NUMBER OF GAMES PLAYED SINCE DOOR CLOSE	0	0
NUMBER OF GAMES PLAYED SINCE RAM CLEAR	0	0
NUMBER OF INAPPROPRIATE COINS	N/A	N/A
COIN DROP (Since the last clearance)	N/A	N/A
TOTAL GAME TIMES	0	0
TOTAL PLAYED GAME TIMES	0	0
TOTAL BET (VALUE)	\$0.00	\$0.00
TOTAL WON (VALUE)	\$0.00	\$0.00
TOTAL HOUSE GAIN (VALUE)	\$0.00	\$0.00
TOTAL PAY OUT (%)	0.00%	0.00%
TOTAL CASH IN (VALUE)	\$0.00	\$0.00
TOTAL CASH OUT (VALUE)	\$0.00	\$0.00
TOTAL ATTENDANT PAID (VALUE)	\$0.00	\$0.00
TOTAL DIRECT TIPPING MONEY	\$0.00	\$0.00
AVERAGE WORKING HOURS PER DAY	0: 0(0)	0: 0(0)
AVERAGE WORKING HOURS PER DAY START	0/0/0	0/0/0
AVERAGE WORKING HOURS PER DAY END	0/0/0	0/0/0

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

MASTER METERS PAGE (2/2)

Meter Name	Permanent	Period
TOTAL BET (CONNECTED MACHINES)	\$2,761.00	N/A
TOTAL WON (CONNECTED MACHINES)	\$3,538.67	N/A
TOTAL BET (DEALER TIPPING)	\$435.56	\$435.56
TOTAL WON (DEALER TIPPING)	\$393.99	\$393.99
PARTICIPATED MACHINES	1	N/A
OPERATING DAYS OF HOT SHOOTER JACKPOT IN PRIOR MONTH	0	0
OPERATING DAYS OF HOT SHOOTER JACKPOT IN PRIOR 2 MONTHS	0	0
AVERAGE HOT SHOOTER JACKPOT BET AMOUNT PER GAME IN PRIOR MONTH	\$0.00	\$0.00
AVERAGE HOT SHOOTER JACKPOT BET AMOUNT PER DAY IN PRIOR MONTH	\$0.00	\$0.00
TOTAL HOT SHOOTER JACKPOT BET AMOUNT IN PRIOR MONTH	\$0.00	\$0.00
UTILIZATION RATIO OF HOT SHOOTER JACKPOT IN PRIOR MONTH	0.00%	0.00%
OPERATING DAYS OF SIDE GAME 2 IN PRIOR MONTH	0	0
OPERATING DAYS OF SIDE GAME 2 IN PRIOR 2 MONTHS	0	0
AVERAGE SIDE GAME 2 BET AMOUNT PER GAME IN PRIOR MONTH	\$0.00	\$0.00
AVERAGE SIDE GAME 2 BET AMOUNT PER DAY IN PRIOR MONTH	\$0.00	\$0.00
TOTAL SIDE GAME 2 BET AMOUNT IN PRIOR MONTH	\$0.00	\$0.00
UTILIZATION RATIO OF SIDE GAME 2 IN PRIOR MONTH	0.00%	0.00%

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

ITEM	DESCRIPTION
COIN IN	The total value of all the bets from all the Player Terminals.
COIN OUT	The total value of wins paid by all the Player Terminals.
COIN DROP	The total amount of coins that entered the Coin Drop Box.
PHYSICAL COIN IN	The actual amount of inserted coins.
PHYSICAL COIN OUT	The actual amount of paid coins.
ATTENDANT PAID JACKPOTS	The total value paid out by attendant's handpay, for all the Player Terminals.
ATTENDANT PAID CANCELLED CREDITS	The total value the Player Terminals paid out and was cancelled by an attendant.
BILL IN	The total value of BILLS inserted into all the Player Terminals.
NUMBER OF GAMES PLAYED SINCE POWER RESET	The total number of games played since the last time the power was turned on.
NUMBER OF GAMES PLAYED SINCE DOOR CLOSE	The total number of games played since the last time the door was closed. This meter is cleared every time the door is closed.
NUMBER OF GAMES PLAYED SINCE RAM CLEAR	The total number of games played since the last RAM Clear.
NUMBER OF INAPPROPRIATE COINS	N/A
COIN DROP (Since the last clearance)	N/A
BILL IN (Since the last clearance)	The total value of BILLS inserted into all the Player Terminals. since the last time the BILL stacker was cleared.
TOTAL GAME TIMES	The cumulative number of games played on the Center Unit.
TOTAL PLAYED GAME TIMES	The total number of games bet on all the Player Terminals.
TOTAL BET (VALUE)	The total value of credits bet on all the Player Terminals.


ITEM	DESCRIPTION
TOTAL WON (VALUE)	The total value of credits won on all the Player Terminals.
TOTAL HOUSE GAIN (VALUE)	The value of credits calculated by [TOTAL BET – TOTAL WON].
TOTAL PAY OUT (%)	The payout percentage calculated by [TOTAL WON / TOTAL BET].
TOTAL CASH IN (VALUE)	The total value the Player Terminals accepted by coins, bills, tickets, cashless cards, etc.
TOTAL CASH OUT (VALUE)	The total value the Player Terminals paid out including attendant's handpays, tickets, cashless cards, etc.
TOTAL ATTENDANT PAID (VALUE)	The total value the Player Terminals paid out by attendant's handpays.
TOTAL DIRECT TIP MONEY	<p>The total value of the Tips given to the Dealers by the Players. Please refer to "Collect Tips for the Dealer" on Chapter 3.</p> <p>i NOTE: This item is listed only in "Master Meters" and in "Dealer Operation Meters".</p>
AVERAGE WORKING HOURS PER DAY	<p>The average working time of the machine per day. The number inside the parentheses indicates the number of working days, for a maximum of 14 days.</p> <p>i NOTE: This item is listed only in "Master Meters".</p>
AVERAGE WORKING HOURS PER DAY START	<p>Shows starting working day of "AVERAGE WORKING HOURS PER DAY".</p> <p>i NOTE: This item is listed only in "Master Meters".</p>
AVERAGE WORKING HOURS PER DAY END	<p>Shows the latest working day of "AVERAGE WORKING HOURS PER DAY".</p> <p>i NOTE: This item is listed only in "Master Meters".</p>
TOTAL BET (CONNECTED MACHINES)	The sum of the bets sent by all the Player Terminals connected to the Center Unit.
TOTAL WON (CONNECTED MACHINES)	The sum of the wins hit by all the Player Terminals connected to the Center Unit

ITEM	DESCRIPTION
TOTAL BET (DEALER TIPPING)	<p>Total amount placed as tips to the dealer from all the Player Terminals, which does not affect the RTP.</p> <p>i NOTE: This item is listed only in "Master Meters" and "Dealer Operation Meters".</p>
TOTAL WON (DEALER TIPPING)	<p>Total amount won as tips to the dealer from all the Player Terminals, which does not affect the RTP.</p> <p>i NOTE: This item is listed only in "Master Meters" and "Dealer Operation Meters".</p>
PARTECIPATED MACHINES	<p>The total number of Player Terminals connected to the Center Unit</p>
OPERATING DAYS OF HOT SHOOTER JACKPOT IN PRIOR MONTH	<p>Shows the total number of Player Terminals that played [HOT SHOOTER JACKPOT] <u>during the last month</u>.</p> <p>The number of days when [HOT SHOOTER JACKPOT] Game was played (OPERATION DAY) during every month, from 00.00 AM of the first day of the month to 24:00 PM of the last day, are calculated for each Player Terminal. The total amount of the OPERATING DAYS of all the Player Terminals <u>will be displayed the first day of the following month</u>.</p> <p>i NOTE: The number of days in each month <u>changes</u> according to the calendar. This item shows <u>the data of last month</u>.</p>
OPERATING DAYS OF HOT SHOOTER JACKPOT IN PRIOR 2 MONTHS	<p>Shows the total number of Player Terminals that played [HOT SHOOTER JACKPOT] <u>during the second last month</u>.</p> <p>Before the item above "OPERATING DAYS OF HOT SHOOTER JACKPOT IN PRIOR MONTH" is updated, its value is transcribed on this item.</p> <p>i NOTE: This item shows <u>the data of the month before last month</u>.</p>

ITEM	DESCRIPTION
AVERAGE HOT SHOOTER JACKPOT BET AMOUNT PER GAME IN PRIOR MONTH	<p>Shows the average Bet amount that was played on each Player Terminal on [HOT SHOOTER JACKPOT] for 1 roll during the last month.</p> <p>The amount bet on [HOT SHOOTER JACKPOT] during each month, from 00.00 AM of the first day of the month to 24:00 PM of the last day, is divided by the number of Rolls played in the month, and it will be displayed the <u>first day of the following month</u>.</p> <p>i NOTE: The number of days in each month <u>changes</u> according to the calendar. This item shows <u>the data of last month</u>.</p>
AVERAGE HOT SHOOTER JACKPOT BET AMOUNT PER DAY IN PRIOR MONTH	<p>Shows the average Bet amount that was played on each Player Terminal on [HOT SHOOTER JACKPOT] in 1 day during the last month.</p> <p>The amount bet on [HOT SHOOTER JACKPOT] during each month, from 00.00 AM of the first day of the month to 24:00 PM of the last day, is divided by the number of days in the month, and it will be displayed the <u>first day of the following month</u>.</p> <p>i NOTE: The number of days in each month <u>changes</u> according to the calendar. This item shows <u>the data of last month</u>.</p>
TOTAL HOT SHOOTER JACKPOT BET AMOUNT IN PRIOR MONTH	<p>Shows the total amount bet on [HOT SHOOTER JACKPOT] on all the Machines, during the last month.</p> <p>The amount bet on [HOT SHOOTER JACKPOT] during each month, from 00.00 AM of the first day of the month to 24:00 PM of the last day, on all the Machines is added together, and it will be displayed the <u>first day of the following month</u>.</p> <p>i NOTE: The number of days in each month <u>changes</u> according to the calendar. This item shows <u>the data of last month</u>.</p>

ITEM	DESCRIPTION
UTILIZATION RATIO OF HOT SHOOTER JACKPOT IN PRIOR MONTH	<p>Shows the percentage of [HOT SHOOTER JACKPOT]- played relative to the total number of Games played on all the Machines, during last month.</p> <p>The percentage of the [HOT SHOOTER JACKPOT] Games relative to the total number of Games played each month, from 00.00 AM of the first day of the month to 24:00 PM of the last day, on all the Machines will be displayed the <u>first day of the following month</u>.</p> <p>i NOTE: The number of days in each month <u>changes</u> according to the calendar. This item shows <u>the data of last month</u>.</p>
OPERATING DAYS OF SIDE GAME 2 IN PRIOR MONTH	<p>Shows the total number of Player Terminals that played [SIDE GAME 2] <u>during the last month</u>.</p> <p>The number of days when [SIDE GAME 2] Game was played (OPERATION DAY) during every month, from 00.00 AM of the first day of the month to 24:00 PM of the last day, are calculated for each Player Terminal. The total amount of the OPERATING DAYS of all the Player Terminals will be displayed the first day of the following month.</p> <p>i NOTE: The number of days in each month changes according to the calendar. This item shows <u>the data of last month</u>.</p>
OPERATING DAYS OF SIDE GAME 2 IN PRIOR 2 MONTHS	<p>Shows the total number of Player Terminals that played [SIDE GAME 2] during <u>the second last month</u>.</p> <p>Before the item above "OPERATING DAYS OF SIDE GAME 2 IN PRIOR MONTH" is updated, its value is transcribed on this item.</p> <p>i NOTE: This item shows <u>the data of the month before last month</u>.</p>

ITEM	DESCRIPTION
AVERAGE SIDE GAME 2 BET AMOUNT PER GAME IN PRIOR MONTH	<p>Shows the average Bet amount that was played on each Player Terminal on [SIDE GAME 2] for 1 roll during the last month.</p> <p>The amount bet on [SIDE GAME 2] during each month, from 00.00 AM of the first day of the month to 24:00 PM of the last day, is divided by the number of Rolls played in the month, and it will be displayed the first day of the following month.</p> <p>i NOTE: The number of days in each month <u>changes</u> according to the calendar. This item shows <u>the data of last month</u>.</p>
AVERAGE SIDE GAME 2 BET AMOUNT PER DAY IN PRIOR MONTH	<p>Shows the average Bet amount that was played on each Player Terminal on [SIDE GAME 2] in 1 day during the last month.</p> <p>The amount bet on [SIDE GAME 2] during each month, from 00.00 AM of the first day of the month to 24:00 PM of the last day, is divided by the number of days in the month, and it will be displayed the first day of the following month.</p> <p>i NOTE: The number of days in each month <u>changes</u> according to the calendar. This item shows <u>the data of last month</u>.</p>
TOTAL SIDE GAME 2 BET AMOUNT IN PRIOR MONTH	<p>Shows the total amount bet on [SIDE GAME 2] on all the Machines, during the last month.</p> <p>The amount bet on [SIDE GAME 2] during each month, from 00.00 AM of the first day of the month to 24:00 PM of the last day, on all the Machines is added together, and it will be displayed the <u>first day of the following month</u>.</p> <p>i NOTE: The number of days in each month <u>changes</u> according to the calendar. This item shows <u>the data of last month</u>.</p>

ITEM	DESCRIPTION
UTILIZATION RATIO OF SIDE GAME 2 IN PRIOR MONTH	<p>Shows the percentage of [SIDE GAME 2] played relative to the total number of Games played on all the Machines, during last month.</p> <p>The percentage of the [SIDE GAME 2] Games relative to the total number of Games played each month, from 00.00 AM of the first day of the month to 24:00 PM of the last day, on all the Machines will be displayed the <u>first day of the following month</u>.</p> <p> NOTE: The number of days in each month <u>changes</u> according to the calendar. This item shows <u>the data of last month</u>.</p>

6. 1. 2: Dice Data

TOP MENU>MAIN METERS>DICE DATA

DICE DATA PAGE (1/2)

Meter Name	Permanent	Period
DICE-TOTAL 2	0	0
DICE-TOTAL 3	0	0
DICE-TOTAL 4	1	1
DICE- 1-3	0	0
DICE- 2-2	1	1
DICE-TOTAL 5	1	1
DICE- 1-4	0	0
DICE- 2-3	1	1
DICE-TOTAL 6	1	1
DICE- 1-5	0	0
DICE- 2-4	0	0
DICE- 3-3	1	1
DICE-TOTAL 7	2	2
DICE- 1-6	0	0
DICE- 2-5	0	0
DICE- 3-4	2	2
DICE-TOTAL 8	0	0
DICE- 2-6	0	0
DICE- 3-5	0	0
DICE- 4-4	0	0
DICE-TOTAL 9	0	0
DICE- 3-6	0	0
DICE- 4-5	0	0
DICE-TOTAL 10	0	0
DICE- 4-6	0	0
DICE- 5-5	0	0
DICE-TOTAL 11	0	0
DICE-TOTAL 12	0	0
TOTAL	5	5
DICE 1-1 CHI-SQU SCORE	0.14	0.14
DICE 1-2 CHI-SQU SCORE	0.28	0.28

EXIT 1 2

SYSTEM SOFTWARE [22MM01-GEN-0300] OS VERSION [P10001821] 03/18/2024 02:40:11
 GAME SOFTWARE [X23M05-HCR8-ZA-0104-02-PRESH] GAME CAL ID [1878] 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.
 DOWN : Turn key counter-clockwise and quickly return to neutral position.
 RIGHT : Turn key counter-clockwise, keep it for a moment and return to neutral position.

DICE DATA PAGE (2/2)

Meter Name	Permanent	Period
DICE 1-3 CHI-SQU SCORE	0.28	0.28
DICE 2-2 CHI-SQU SCORE	5.34	5.34
DICE 1-4 CHI-SQU SCORE	0.28	0.28
DICE 2-3 CHI-SQU SCORE	1.88	1.88
DICE 1-5 CHI-SQU SCORE	0.28	0.28
DICE 2-4 CHI-SQU SCORE	0.28	0.28
DICE 3-3 CHI-SQU SCORE	5.34	5.34
DICE 1-6 CHI-SQU SCORE	0.28	0.28
DICE 2-5 CHI-SQU SCORE	0.28	0.28
DICE 3-4 CHI-SQU SCORE	10.68	10.68
DICE 2-6 CHI-SQU SCORE	0.28	0.28
DICE 3-5 CHI-SQU SCORE	0.28	0.28
DICE 4-4 CHI-SQU SCORE	0.14	0.14
DICE 3-6 CHI-SQU SCORE	0.28	0.28
DICE 4-5 CHI-SQU SCORE	0.28	0.28
DICE 4-6 CHI-SQU SCORE	0.28	0.28
DICE 5-5 CHI-SQU SCORE	0.14	0.14
DICE 5-6 CHI-SQU SCORE	0.28	0.28
DICE 6-6 CHI-SQU SCORE	0.14	0.14
DICE TOTAL CHI-SQU SCORE	27.40	27.40

EXIT 1 2

SYSTEM SOFTWARE [22MM01-GEN-0300] OS VERSION [P10001821] 03/18/2024 02:40:43
 GAME SOFTWARE [X23M05-HCR8-ZA-0104-02-PRESH] GAME CAL ID [1878] 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.
 DOWN : Turn key counter-clockwise and quickly return to neutral position.
 RIGHT : Turn key counter-clockwise, keep it for a moment and return to neutral position.

ITEM	DESCRIPTION
DICE - TOTAL xx	The number of times the result of both dice on the last 10,000 games was the indicated total value.
DICE xx - xx	The number of times the result of each dice on the last 10,000 games was the indicated pair of numbers.
TOTAL	The total number of dice rolls.
DICE xx - xx CHI-SQU SCORE	The Chi-Square score for each pair of numbers result.
DICE TOTAL CHI-SQU SCORE	The sum of the Chi-Square score for all the result pairs.

6. 1. 3: Result List

TOP MENU>MAIN METERS>RESULT LIST

i NOTE:

Display of the results of the last 500 games.

RESULT LIST		
GAME No.	ID	RD
14	[6]	[2]
13	[1]	[5]
22	[5]	[2]
21	[6]	[5]
20	[1]	[1]
19	[1]	[5]
18	[6]	[6]
17	[6]	[5]
16	[2]	[6]
15	[5]	[5]
14	[6]	[2]
13	[1]	[5]
12	[1]	[1]
11	[3]	[4]
10	[6]	[5]
9	[2]	[6]
8	[1]	[1]
7	[1]	[6]
6	[2]	[2]
5	[6]	[6]
4	[2]	[4]
3	[6]	[6]
2	[4]	[4]
1	[4]	[2]

EXIT

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

6. 1. 4: Tip Meters

TOP MENU>MAIN METERS>TIP METERS

i NOTE:

This item shows the total amount of Tips ([Direct tip] and [Dealer chip tip]) that the registered Dealers received from the Players. Please refer to “**Collect Tips for the Dealer**” on Chapter 3.

TIP METERS			
No.	ID	Permanent	Period
1	admin	\$28.00	\$28.00
2	guest	\$0.00	\$0.00

EXIT

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

6. 1. 5: Dealer Meters

TOP MENU>MAIN METERS>DEALER METERS

i NOTE:

This item shows game statistics by registered Dealer ID.

DEALER METERS

- 10000th to 9001st game
- 9000th to 8001st game
- 8000th to 7001st game
- 7000th to 6001st game
- 6000th to 5001st game
- 5000th to 4001st game
- 4000th to 3001st game
- 3000th to 2001st game
- 2000th to 1001st game
- 1000th to last game
- RETURN TO PREVIOUS MENU

EXIT SYSTEM SOFTWARE [Z3M0M1-C0H-0200] OS VERSION [P310001S21] 05/18/2024 02:44:13
 GAME SOFTWARE [X23M00-10M0-2A-0104-02-PRESEN] GAME GAL ID [1879] 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.
 SLIGHT : Turn key counter-clockwise, keep 1sec. or more and return to neutral position.

1000th to last game

Dealer ID	Actual RTP	Re-Shoot%	Manual Input%	Trajectory Failure%	Number of Games
a	0.00%	N/A	100.00%	N/A	5

EXIT SYSTEM SOFTWARE [Z3M0M1-C0H-0200] OS VERSION [P310001S21] 05/18/2024 02:44:17
 GAME SOFTWARE [X23M00-10M0-2A-0104-02-PRESEN] GAME GAL ID [1879] DEALER TERMINAL

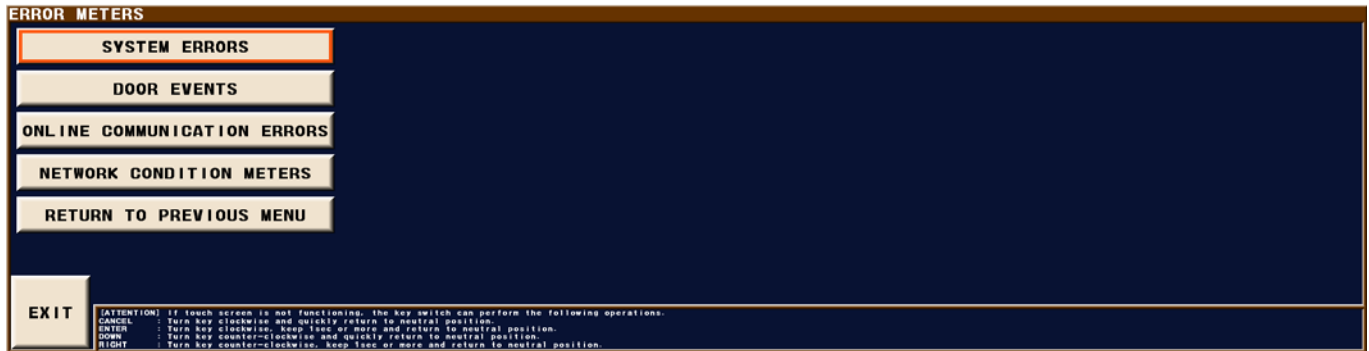
[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.
 CANCEL : Turn key clockwise and quickly return to neutral position.
 ENTER : Turn key clockwise and quickly return to neutral position.

ITEM	DESCRIPTION
DEALER ID	Registered Dealer ID of the Dealers who operated during the relative games.
ACTUAL RTP%	The RTP of the games operated by the specific Dealer.
RE-SHOOT%	Item not relevant for this game.
MANUAL INPUT%	Item not relevant for this game.
TRAJECTORY FAILURE%	Item not relevant for this game.
NUMBER OF GAMES	The number of games operated by the specific Dealer.

6. 2: Error Meters

TOP MENU>ERROR METERS

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



6. 2. 1: System Errors

TOP MENU>ERROR METERS>SYSTEM ERRORS

SYSTEM ERRORS PAGE (1/2)

Meter Name	Permanent	Period
LOW BACKUP BATTERY (MOTHER BOARD)	0	0
LOW BACKUP BATTERY (GMEM PCB)	0	0
LOW BACKUP BATTERY (BODY PCB)	0	0
LOW BACKUP BATTERY (NOKI PCB)	0	0
CPU FAN ABNORMAL	0	0
FRONT 1 FAN ABNORMAL	0	0
FRONT 2 FAN ABNORMAL	0	0
FRONT 3 FAN ABNORMAL	0	0
FRONT 4 FAN ABNORMAL	0	0
MIDDLE 1 FAN ABNORMAL	0	0
MIDDLE 2 FAN ABNORMAL	0	0
MIDDLE 3 FAN ABNORMAL	0	0
MIDDLE 4 FAN ABNORMAL	0	0
MIDDLE 5 FAN ABNORMAL	0	0
MIDDLE 6 FAN ABNORMAL	0	0
MIDDLE 7 FAN ABNORMAL	0	0
MIDDLE 8 FAN ABNORMAL	0	0
MIDDLE 9 FAN ABNORMAL	0	0
MIDDLE 10 FAN ABNORMAL	0	0
MIDDLE 11 FAN ABNORMAL	0	0
MIDDLE 12 FAN ABNORMAL	0	0
BOTTOM 1 FAN ABNORMAL	0	0
BOTTOM 2 FAN ABNORMAL	0	0
BOTTOM 3 FAN ABNORMAL	0	0
BOTTOM 4 FAN ABNORMAL	0	0
BOTTOM 5 FAN ABNORMAL	0	0
BOTTOM 6 FAN ABNORMAL	0	0
BOTTOM 7 FAN ABNORMAL	0	0
BOTTOM 8 FAN ABNORMAL	0	0
BOTTOM 9 FAN ABNORMAL	0	0
BOTTOM 10 FAN ABNORMAL	0	0

EXIT

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

SYSTEM ERRORS PAGE (2/2)

Meter Name	Permanent	Period
BOTTOM 11 FAN ABNORMAL	0	0
BOTTOM 12 FAN ABNORMAL	0	0
BOTTOM 13 FAN ABNORMAL	0	0
BOTTOM 14 FAN ABNORMAL	0	0
BOTTOM 15 FAN ABNORMAL	0	0
BOTTOM 16 FAN ABNORMAL	0	0
POWER RESET	1	1
COMMUNICATION #1 ERROR (BODY PCB)	0	0
COMMUNICATION #5 ERROR (NOKI PCB)	0	0
TOUCH SCREEN DISCONNECTED	0	0
POWER OFF DURING SETTING	0	0
GAL FAULT	0	0
FIRM CORRUPTED	0	0

EXIT

1 2 [ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.
 CANCEL : Turn key clockwise and quickly return to neutral position.
 DOWN : Turn key clockwise and quickly return to neutral position.
 UP : 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
LOW BACKUP BATTERY (xxx)	The cumulative number of times a low power level was detected on the backup battery of each PCB.
CPU FAN ABNORMAL	The cumulative number of times an anomaly was detected on the number of rotations of the CPU Fan.
FRONT xx FAN ABNORMAL	Shows the cumulative number of times an anomaly was detected on the number of rotations of each Front Fan.
MIDDLE xx FAN ABNORMAL	Shows the cumulative number of times an anomaly was detected on the number of rotations of each Middle Fan.
BOTTOM xx FAN ABNORMAL	Shows the cumulative number of times an anomaly was detected on the number of rotations of each Bottom Fan.
POWER RESET	The cumulative number of times the machine recovered from power down or an instantaneous power failure since the last RAM clear.
COMMUNICATION #aa ERROR (xx PCB)	The cumulative number of times an error was detected on the communication with the indicated PCB.
TOUCH SCREEN DISCONNECTED	The number of times the Touch screen was disconnected.
POWER OFF DURING SETTINGS	The number of times the power was turned down during the System Settings Configuration
GAL FAULT	The number of times the GAL could not be read while the game was in progress.
FIRM CORRUPTED	The number of times a FIRMWARE change was detected.

6. 2. 2: Door Events

TOP MENU>ERROR METERS>DOOR EVENTS

DOOR EVENTS		
Meter Name	Permanent	Period
MAIN DOOR OPEN	0	0
SIDE SLIDE DOOR OPEN	0	0
SECURITY DOOR OPEN	1	1
FRONT MAIN DOOR OPEN	0	0
FRONT SIGNAGE DOOR OPEN	0	0
POWER DOOR OPEN	0	0
CONTROLLER DOOR OPEN	0	0
IO BOX DOOR OPEN	0	0
FRONT MAIN DOOR OPEN (OPTICAL)	0	0
FRONT SIGNAGE DOOR OPEN (OPTICAL)	0	0
POWER DOOR OPEN (OPTICAL)	0	0
CONTROLLER DOOR OPEN (OPTICAL)	0	0
MAIN DOOR ACCESS DURING POWER DOWN	0	0
SIDE SLIDE DOOR ACCESS DURING POWER DOWN	0	0
SECURITY DOOR ACCESS DURING POWER DOWN	0	0
FRONT MAIN DOOR ACCESS DURING POWER DOWN	0	0
FRONT SIGNAGE DOOR ACCESS DURING POWER DOWN	0	0
POWER DOOR ACCESS DURING POWER DOWN	0	0
CONTROLLER DOOR ACCESS DURING POWER DOWN	0	0
IO BOX DOOR ACCESS DURING POWER DOWN	0	0

EXIT

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

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

6. 2. 3: Online Communication Errors

TOP MENU>ERROR METERS>ONLINE COMMUNICATION ERRORS

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

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

6. 2. 4: Network Condition Meters

TOP MENU>ERROR METERS>NETWORK CONDITION METERS

NETWORK CONDITION METERS	
Meter Name	Permanent
NETWORK ERROR	0
SEND PACKET COUNT	45612
SEND ERROR COUNT	0
SEND ERROR RATE	0.000%
SEND RETRY COUNT	0
SEND COMPLETE COUNT	45612
ACK ADDITION TIME	10830840 usec
ACK AVERAGE TIME	237 usec
RECEIVE ERROR PACKET COUNT	0
ACK MAXIMUM TIME	1000214 usec
CONNECTED COUNT	2
DISCONNECTED COUNT	0

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

6. 3: Recall Meters

TOP MENU>RECALL METERS

This item allows to check records of each Event.

RECALL METERS

DOOR HISTORY RETURN TO PREVIOUS MENU

ERROR HISTORY

ALL EVENT HISTORY

PROGRESSIVE HISTORY

TIME CHANGE IN INTERNAL CLOCK

TIME DIFFERENCE OCCURRENCE BY HOUR

TIME SYNC HISTORY

LOGIN HISTORY

SETTING HISTORY

TIPPING HISTORY

IRREGULAR DICE RESULT HISTORY

RESULT HISTORY

BIAS DETECTION HISTORY

TIME DIFFERENCE IN MAIN INTERNAL CLOCK

EXIT SYSTEM SOFTWARE [ZENOSKI-GEN-0204] OS VERSION [] 07/19/2024 00:18:24
 GAME SOFTWARE [22900-MCM-2A-0203-01-PRESN] GAME GAL 10(1899) 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 of more and return to neutral position.
 DOWN : Turn key counter-clockwise and quickly return to neutral position.
 RIGHT : Turn key counter-clockwise, keep 1sec of more and return to neutral position.

6. 3. 1: Door History

TOP MENU>RECALL METERS>DOOR HISTORY

NOTE:
 Display of the records of last 35 door open events.

DOOR HISTORY PAGE (1/2)

No.	DATE (m/d/y)	TIME (h:m:s)	DOOR NAME
1	01/22/2019	04:08:22	SECURITY DOOR OPEN
2	01/22/2019	04:08:22	MAIN DOOR OPEN
3	01/22/2019	04:08:22	SECURITY DOOR OPEN
4	01/22/2019	04:08:22	MAIN DOOR OPEN
5	01/22/2019	04:08:22	SECURITY DOOR OPEN
6	01/22/2019	04:08:22	MAIN DOOR OPEN
7	01/22/2019	04:08:21	SECURITY DOOR OPEN

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

6. 3. 2: Error History

TOP MENU>RECALL METERS>ERROR HISTORY

CALL SERVICE IMMEDIATERY!

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

NOTE:

Display of the records of last 50 errors.

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

6. 3. 3: All Event History

TOP MENU>RECALL METERS>ALL EVENT HISTORY

NOTE:

Display of the records of last 100 events.

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

EXIT

1

2

3

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

6. 3. 4: Progressive History

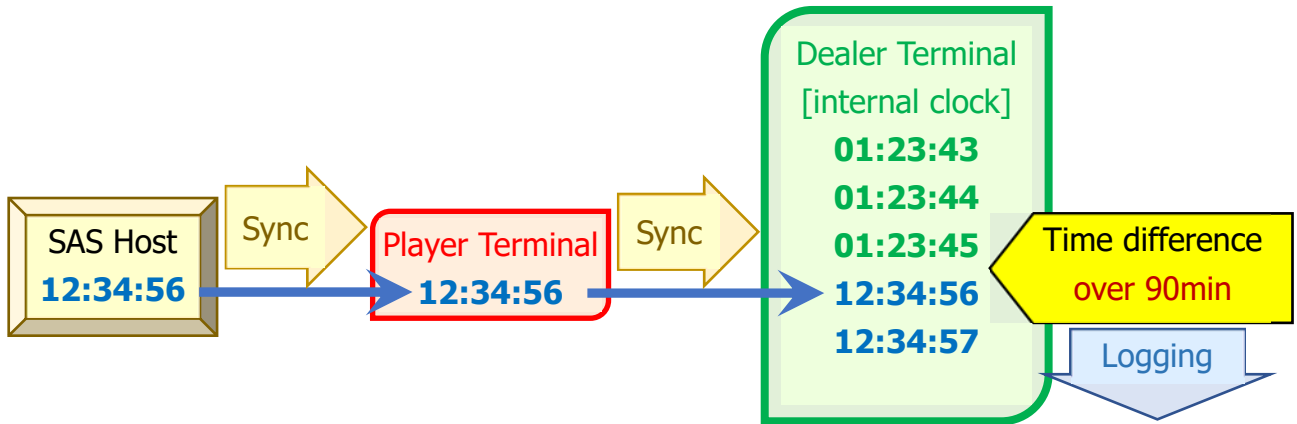
Not used in this game.

6.3.5: Time Change In Internal Clock

TOP MENU>RECALL METERS>TIME CHANGE IN INTERNAL CLOCK

i NOTE:

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



TIME CHANGE IN INTERNAL CLOCK

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

EXIT

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

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

6.3.6: Time Difference Occurrence By Hour

TOP MENU>RECALL METERS>TIME DIFFERENCE OCCURRENCE BY HOUR

i NOTE:

The number of occurrences that gets recorded in "Time Change In Internal Clock" (refer to 6.3.5) and "Time Difference In Main Internal Clock" (refer to 6.3.14), are summed up as they happened at the same time each day, and that cumulative number is displayed in the [COUNT] column. (The maximum number of occurrences is 999,999).

TIME DIFFERENCE OCCURRENCE BY HOUR

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

EXIT

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

6.3.7: SAS Communication Log

TOP MENU>RECALL METERS>SAS COMMUNICATION LOG



CAUTION!

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

SAS COMMUNICATION LOG

MAIN PORT

EXTEND PORT 1

EXTEND PORT 2

RETURN TO PREVIOUS MENU

EXTEND PORT 2 PAGE (1/7)

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

START STOP SAVE 1 2 3 4 5 6 7 EXIT

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

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

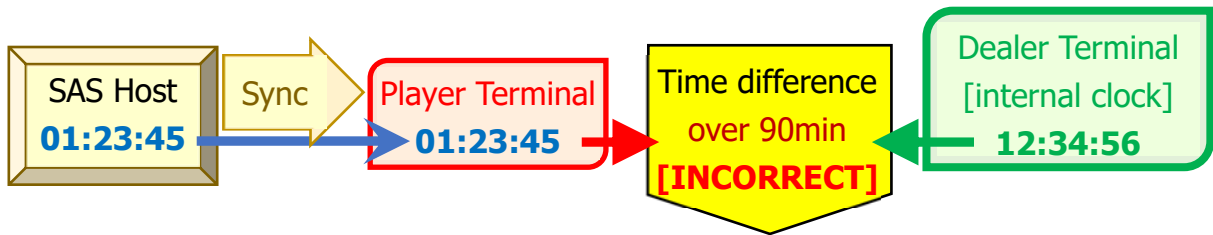
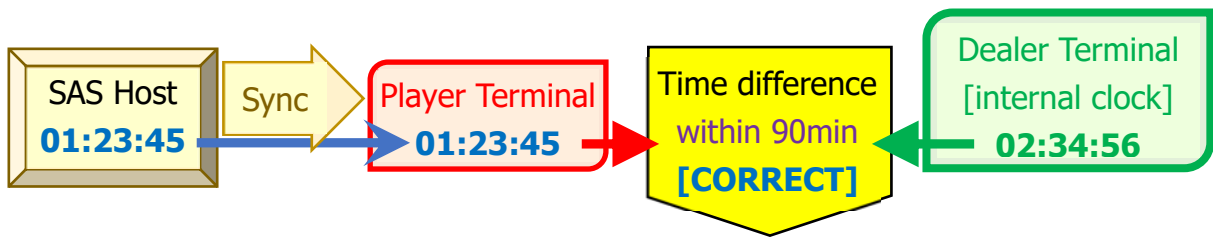
[SAVE] is used to save on the Backup Memory the condition information, as at the moment of the pause.

6.3.8: Time Synch History

TOP MENU>RECALL METERS>TIME SYNCH HISTORY

NOTE:

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



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

EXIT

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

ITEM	DESCRIPTION
STATION No.	Id number of the Player Terminal (Station).
RECEIVED DATE	The time when the [Time from the SAS host] was received from each Player Terminal (Station), according to the Dealer Terminal [Internal clock].
DATE FROM BS	The [Time from the SAS host] received from each Player Terminal (Station).
RESULT	Result of the verification.

6. 3. 9: Login History

TOP MENU>RECALL METERS>LOGIN HISTORY

NOTE:

You can see the history of the last 30,000 Logins at most.

No.	DATE (m/d/y)	TIME (h:m:s)	ID	EVENT	OTHER
1	01/22/2019	04:16:17	yyyy	CREATE	BY admin
2	01/22/2019	04:15:53	yamada	DELETE	BY admin
3	01/22/2019	04:15:47	yamada	CHANGE PERMISSION	BY admin FROM PIT BOSS TO DEALER
4	01/22/2019	04:15:31	admin	LOGIN	PASS
5	01/22/2019	04:15:24	admin	LOGOUT	

EXIT

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

6. 3. 10: Setting History

TOP MENU>RECALL METERS>SETTING HISTORY

NOTE:

You can see the history of the last 4,000 Settings at most.

No.	DATE (m/d/y)	TIME (h:m:s)	ID	NAME	FROM	TO
1	01/22/2019	04:21:18	admin	MAXIMUM BET FOR SIDE GAME BET	999	1000
2	01/22/2019	04:21:18	admin	MINIMUM BET FOR SIDE GAME BET	2	1
3	01/22/2019	04:21:18	admin	MAXIMUM BET FOR PROPOSITION BETS	1001	1000
4	01/22/2019	04:21:18	admin	MAXIMUM BET FOR PLACE BETS	1001	1000
5	01/22/2019	04:21:18	admin	MAXIMUM BET FOR ODDS BET (4/10)	x3	x2
6	01/22/2019	04:21:18	admin	MAXIMUM BET FOR ODDS BET (5/9)	x3	x2
7	01/22/2019	04:21:18	admin	MAXIMUM BET FOR ODDS BET (6/8)	x3	x2
8	01/22/2019	04:21:18	admin	MAXIMUM BET FOR PASS/DON'T COME/DON'T COME	1001	1000
9	01/22/2019	04:21:18	admin	MAXIMUM TOTAL PLAY CREDIT	50001	50000
10	01/22/2019	04:21:18	admin	MINIMUM BET FOR PROPOSITION BETS	2	1
11	01/22/2019	04:21:18	admin	MINIMUM BET FOR PLACE BETS	2	1

EXIT

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

6. 3. 11: Tipping History

TOP MENU>RECALL METERS>TIPPING HISTORY

NOTE:

You can see the history of the last 40,000 Tips at most. Please refer to “Collect Tips for the Dealer” on Chapter 3.

No.	DATE (m/d/y)	TIME (h:m:s)	DEALER ID	TERMINAL	TIP or DEALER CHIP	AMOUNT (\$)	TICKET ID	DATE PAID	TIME PAID
1	07/01/2024	09:20:46	aaa	9	DEALER CHIP	\$14.17	NONE	07/01/2024	09:20:35
2	07/01/2024	09:20:17	aaa	9	DEALER CHIP	\$4.00	NONE	07/01/2024	09:20:06
3	07/01/2024	09:19:49	aaa	9	DEALER CHIP	\$27.80	NONE	07/01/2024	09:19:38
4	07/01/2024	09:19:21	aaa	9	DEALER CHIP	\$6.17	NONE	07/01/2024	09:19:10
5	07/01/2024	09:18:26	aaa	9	DEALER CHIP	\$2.17	NONE	07/01/2024	09:18:15
6	07/01/2024	09:17:58	aaa	9	DEALER CHIP	\$4.40	NONE	07/01/2024	09:17:47
7	07/01/2024	09:17:31	aaa	9	DEALER CHIP	\$2.00	NONE	07/01/2024	09:17:20
8	07/01/2024	09:16:35	aaa	9	DEALER CHIP	\$5.91	NONE	07/01/2024	09:16:24
9	07/01/2024	09:14:45	aaa	9	DEALER CHIP	\$2.40	NONE	07/01/2024	09:14:34
10	07/01/2024	09:13:49	aaa	9	DEALER CHIP	\$7.24	NONE	07/01/2024	09:13:38
11	07/01/2024	09:13:22	aaa	9	DEALER CHIP	\$20.00	NONE	07/01/2024	09:13:11
12	07/01/2024	09:12:54	aaa	9	DEALER CHIP	\$29.07	NONE	07/01/2024	09:12:43
13	07/01/2024	09:11:59	aaa	9	DEALER CHIP	\$16.80	NONE	07/01/2024	09:11:48
14	07/01/2024	09:11:31	aaa	9	DEALER CHIP	\$4.00	NONE	07/01/2024	09:11:20
15	07/01/2024	09:10:36	aaa	9	DEALER CHIP	\$10.00	NONE	07/01/2024	09:10:25
16	07/01/2024	09:09:40	aaa	9	DEALER CHIP	\$10.00	NONE	07/01/2024	09:09:29
17	07/01/2024	09:08:45	aaa	9	DEALER CHIP	\$8.00	NONE	07/01/2024	09:08:34
18	07/01/2024	09:07:22	aaa	9	DEALER CHIP	\$21.75	NONE	07/01/2024	09:07:11
19	07/01/2024	09:06:54	aaa	9	DEALER CHIP	\$4.00	NONE	07/01/2024	09:06:43
20	07/01/2024	09:05:59	aaa	9	DEALER CHIP	\$11.60	NONE	07/01/2024	09:05:48
21	07/01/2024	09:05:04	aaa	9	DEALER CHIP	\$2.00	NONE	07/01/2024	09:04:53
22	07/01/2024	09:04:36	aaa	9	DEALER CHIP	\$33.80	NONE	07/01/2024	09:04:25
23	07/01/2024	09:03:41	aaa	9	DEALER CHIP	\$2.00	NONE	07/01/2024	09:03:30
24	07/01/2024	09:03:13	aaa	9	DEALER CHIP	\$0.00	NONE	07/01/2024	09:03:02

6.3.12: Irregular Dice Result History

TOP MENU>RECALL METERS>IRREGULAR DICE HISTORY

NOTE:

You can see the history of the last 30,000 irregular Chi Square test results.

IRREGULAR DICE RESULT HISTORY						
No.	DATE (m/d/y)	TIME (h:m:s)	CATEGORY	DETAIL	CHI-SQU SCORE	LEVEL
03	03/18/2024	08:34:48	TERMINAL	1	779.7	HIGH
04	03/18/2024	08:34:48	DEALER	test	779.7	HIGH
05	03/18/2024	08:34:48	EVERY ROLL	-	779.7	HIGH
06	03/18/2024	08:34:29	TERMINAL	1	745.7	HIGH
07	03/18/2024	08:34:29	DEALER	test	745.7	HIGH
08	03/18/2024	08:34:29	EVERY ROLL	-	745.7	HIGH

EXIT

SYSTEM SOFTWARE [ZEMOMU-GSN-0300] OS VERSION [F100015E1] 03/18/2024 08:35:12
 GAME SOFTWARE [ZEMOMU-HORN-24-0104-03-PRESENT] GAME GML ID [1973] DEALER TERMINAL
 [ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.
 [CANCEL] : Tap key clockwise and quickly return to neutral position.

ITEM	DESCRIPTION
No.	Number.
DATE(m/d/y)	The date when the Chi Square failure occurred.
TIME(h : m : s)	The time when the Chi Square failure occurred.
CATEGORY	The criterion by which failure was evaluated. EVERY ROLL the Chi Square test of the last 50 rolls failed. DEALER the Chi Square test of 50 rolls operated by the same dealer failed. TERMINAL the Chi Square test of 50 games played from the same Player Terminal failed. HIGH BETS the Chi Square test of 50 games played with high amount bets (50 times the game denomination or higher) failed. HIGH ODDS the Chi Square test of 50 games played on a High odds bet spot failed.
DETAIL	Detailed information, depending on the "CATEGORY" criterion. EVERY ROLL No detail displayed. DEALER the User ID of the Dealer who operated the rolls. TERMINAL the Player terminal from where the games were played. HIGH BETS the amount considered high bet (50 times the game denomination). HIGH ODDS the relative bet spot.
CHI SQU SCORE	The Chi Square test result.
LEVEL	Alert level determined on the "CHI SQU SCORE". HIGH : 50 or more MIDDLE : 40 or more but less then 50 LOW : 30 or more but less then 40

6.3.13: Result History

TOP MENU>RECALL METERS>RESULT HISTORY

i NOTE:

You can see the history of the last 3,000 Dice result at most.

RESULT HISTORY PAGE (1/90)					
No.	GAME#	DICE RESULT	SHOOTER#	DEALER ID	ACTUAL RTP
1	4022	2,2	9	aaa	0.00%
2	4021	3,4	9	aaa	200.00%
3	4020	3,4	10	aaa	0.00%
4	4019	1,5	9	aaa	104.54%
5	4018	4,2	9	aaa	122.32%
6	4017	3,5	9	aaa	88.56%
7	4016	4,5	10	aaa	0.00%
8	4015	5,3	9	aaa	20.77%
9	4014	6,3	9	aaa	68.00%
10	4013	4,3	9	aaa	14.04%
11	4012	3,5	9	aaa	14.62%
12	4011	3,4	9	aaa	36.39%
13	4010	1,1	9	aaa	0.00%
14	4009	6,3	9	aaa	69.21%
15	4008	5,4	10	aaa	220.00%
16	4007	4,5	10	aaa	71.72%
17	4006	5,3	10	aaa	21.89%
18	4005	4,3	9	aaa	61.66%
19	4004	6,6	9	aaa	243.75%
20	4003	3,4	10	aaa	74.82%
21	4002	6,6	10	aaa	0.00%
22	4001	4,1	10	aaa	128.95%
23	4000	5,6	10	aaa	850.00%
24	3999	1,2	10	aaa	0.00%
25	3978	5,2	9	aaa	18.67%

EXIT	<<	1	2	3	4	5	6	7	8	9	10	>>	SYSTEM SOFTWARE [Z2MOMU-GEN-0203]	OS VERSION [PS10001621]	07/01/2024 13:07:03
		GAME SOFTWARE [X23M06-HCRM-ZA-0202-D1-PRESEN]			GAME GAL ID [187C]			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. DOWN : Turn key counter-clockwise and quickly return to neutral position. RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.				

6.3.14: Bias Detection History

TOP MENU>RECALL METERS >BIAS DETECTION HISTORY

BIAS DETECTION HISTORY	
TERMINAL 1	
TERMINAL 2	
TERMINAL 3	
TERMINAL 4	
TERMINAL 5	
TERMINAL 6	
TERMINAL 7	
TERMINAL 8	
TERMINAL 9	

TOP MENU>RECALL METERS >BIAS DETECTION HISTORY>TERMINAL 1- 10

TERMINAL 8										
No.	GAME#	DATE (m/d/y)	TIME (h:m:s)	DEALER ID	SHOOTER	DETAIL	TOTAL COIN IN (\$)	TOTAL COIN OUT (\$)	ACTUAL RTP	LEVEL
1	28	07/22/2024	13:33:32	aaa	SHOOTER	HARDWAYS 6/8	\$50.00	\$500.00	1000.00%	2
2	27	07/22/2024	13:33:08	aaa	SHOOTER	HARDWAYS 6/8	\$50.00	\$500.00	1000.00%	1
3	22	07/22/2024	13:31:15	aaa	SHOOTER	HARDWAYS 6/8	\$50.00	\$500.00	1000.00%	3
4	20	07/22/2024	13:29:00	aaa	SHOOTER	HARDWAYS 6/8	\$50.00	\$500.00	1000.00%	2
5	19	07/22/2024	13:28:35	aaa	SHOOTER	HARDWAYS 6/8	\$50.00	\$500.00	1000.00%	1
6	14	07/22/2024	13:24:08	aaa	SHOOTER	HORN 2/12	\$100.00	\$3,100.00	3100.00%	3
7	13	07/22/2024	13:20:18	aaa	SHOOTER	HORN 2/12	\$100.00	\$3,100.00	3100.00%	1
8	10	07/22/2024	13:16:17	aaa	SHOOTER	HORN 2/12	\$100.00	\$3,100.00	3100.00%	3
9	9	07/22/2024	13:15:25	aaa	SHOOTER	HORN 2/12	\$100.00	\$3,100.00	3100.00%	1

i NOTE:

You can see records of the last 30 games where cheating was suspected because of placed bets, roll results, consecutive wins etc.

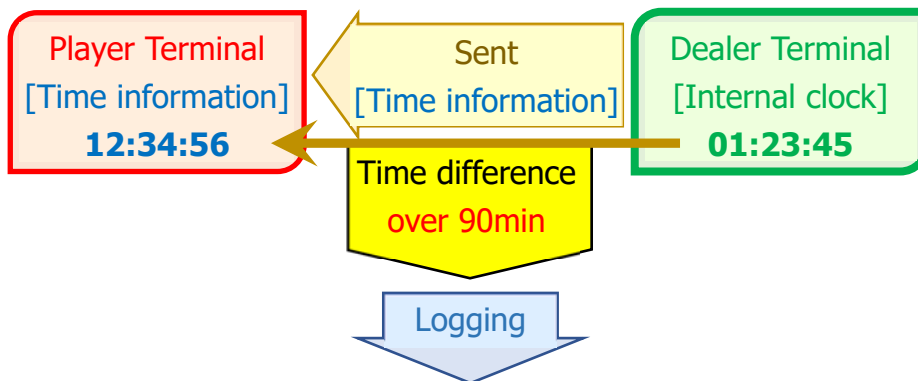
ITEM	DESCRIPTION
No.	Number.
GAME	The game where the suspected cheating occurred.
DATE(m/d/y)	Date.
TIME(h : m : s)	Time.
DEALER ID	Registered Dealer ID of the Dealer who operated during the relative game.
SHOOTER	Indicates if the suspected cheating occurred on the station of the shooter.
DETAIL	The bet spot where the possibly irregular bet was placed.
TOTAL COIN IN	The amount wagered on the possibly irregular bet.
TOTAL COIN OUT	The amount won from the possibly irregular bet.
ACTUAL RTP	The RTP from the possibly irregular bet.
LEVEL	The warning message and how to clear it depends on the level of severity of the suspected cheating, judged by a score calculated on the average betting trends, on a scale from [Level 1] to [Level 3].

6. 3. 15: Time Difference In Main Internal Clock

TOP MENU>RECALL METERS>TIME DIFFERENCE IN MAIN INTERNAL CLOCK

i NOTE:

The [Time information] that the Dealer Terminal sends to the Player Terminal (Station) is verified with the Dealer Terminal [Internal clock] time at the moment that [Time information] was received. If the time difference is 90 minutes or more, a log is saved. A maximum of 30 log items is displayed, and older logs are deleted.



TIME DIFFERENCE IN MAIN INTERNAL CLOCK

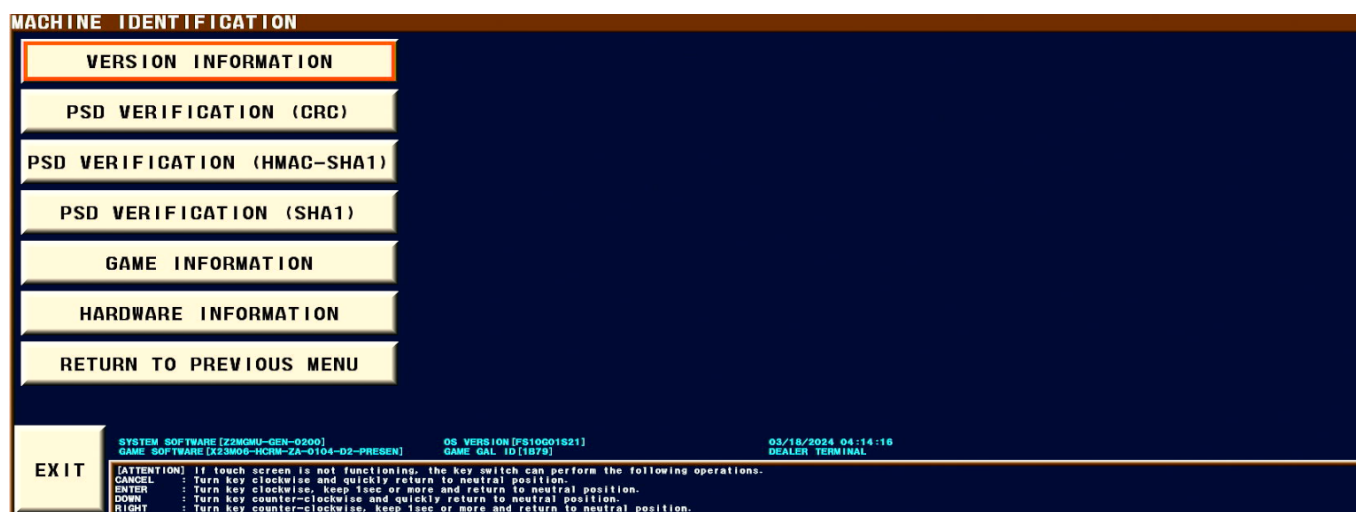
No.	DATE (m/d/y)	TIME (h:m:s)	GAP
EXIT			
<small>[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations. CANCEL : Turn key clockwise and quickly return to neutral position.</small>			

ITEM	DESCRIPTION
No.	Number.
DATE(m/d/y)	The date when the Time difference between the [Time information] that the Dealer Terminal sent and the Dealer Terminal [Internal clock] occurred.
TIME(h : m : s)	The time when the Time difference between the [Time information] that the Dealer Terminal sent and the Dealer Terminal [Internal clock] occurred.
GAP	Amount of the Time difference (minutes).

6. 4: Machine Identification

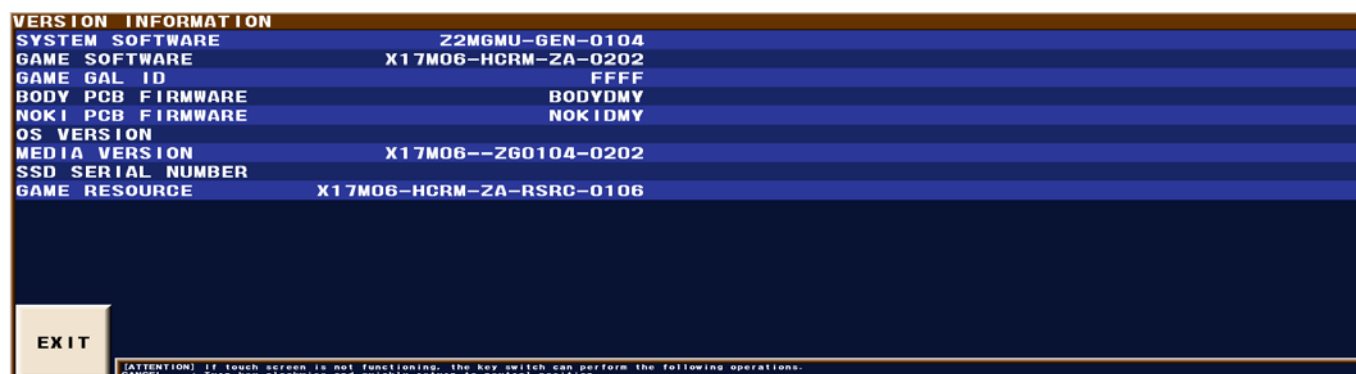
TOP MENU>MACHINE IDENTIFICATION

This item allows to check different information.



6. 4. 1: Version Information

TOP MENU>MACHINE IDENTIFICATION> VERSION INFORMATION



ITEM	DESCRIPTION
SYSTEM SOFTWARE	The version number of the SYSTEM SOFTWARE.
GAME SOFTWARE	The version number of the GAME SOFTWARE.
GAME GAL ID	The Game GAL ID number.
xxx PCB FIRMWARE	The firmware number of the relative PCB.
OS VERSION	The version number of the Operating System.
MEDIA VERSION	The version of the currently used media type.
SSD SERIAL NUMBER	The serial number of the SSD.
GAME RESOURCE	The version number of the Source Code for game.

6. 4. 2: PSD Verification (CRC)

TOP MENU>MACHINE IDENTIFICATION>PSD VERIFICATION (CRC)



[SEED] is used to change the SEED Value.

[START] is used to start the calculation.

[STOP] is used to stop the calculation.

The default value is "00".

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

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



The default value is "00".

[DEL] is used to delete one selected character.

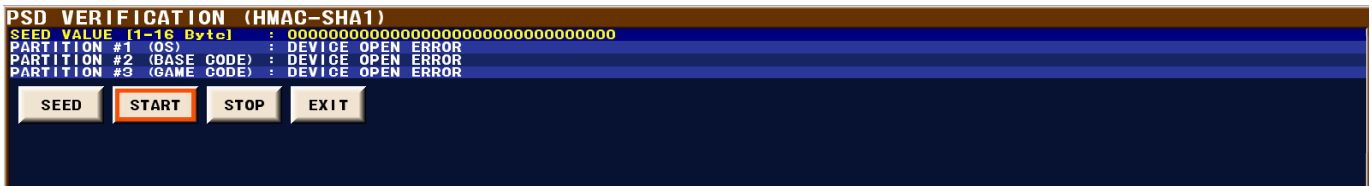
[CLEAR] is used to delete all the selected characters.

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

[ENTER] is used to confirm the seed value.

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

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



[SEED] is used to change the SEED Value.

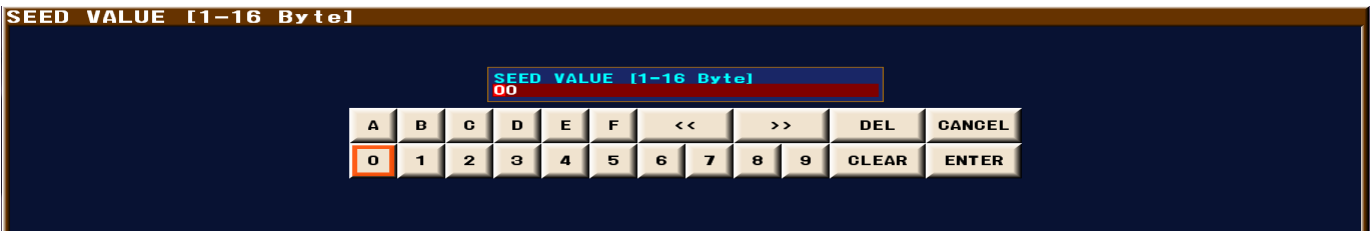
[START] is used to start the calculation.

[STOP] is used to stop the calculation.

The default value is "00".

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

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



The default value is "00".

[DEL] is used to delete one selected character.

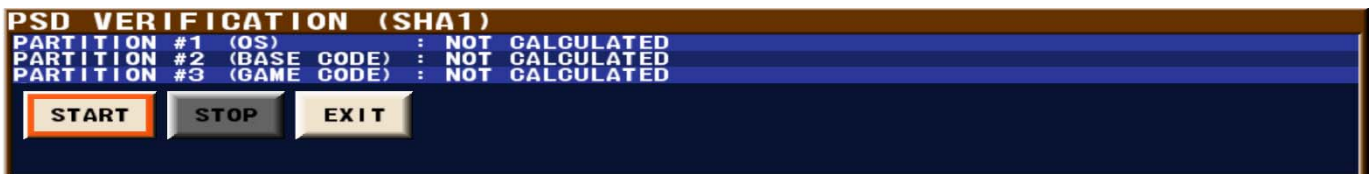
[CLEAR] is used to delete all the selected characters.

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

[ENTER] is used to confirm the seed value.

6. 4. 4: PSD Verification (SHA1)

TOP MENU>MACHINE IDENTIFICATION>PSD VERIFICATION (SHA1)



[START] is used to start the calculation.

[STOP] is used to stop the calculation.

The default value is "00".

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

6. 4. 5: Game Information

TOP MENU>MACHINE IDENTIFICATION>GAME INFORMATION

GAME INFORMATION PAGE (1/2)	
GENERAL INFORMATION	
GAME TITLE	ROLL TO WIN CRAPS
VARIATION	01
PAYTABLE ID	ffff01
GAME DENOMINATION	\$1.00
MAIN GAME RTP	93.4280%
SIDE GAME RTP	90.9243%
EXPECTED OVERALL RTP	93.3963%
<MAIN GAME>	
MINIMUM BET PER GAME (PER STATION)	1 (\$1.00)
MAXIMUM BET PER GAME (PER STATION)	3000 (\$3,000.00)
<SIDE GAME>	
MINIMUM BET PER GAME (PER STATION)	1 (\$1.00)
MAXIMUM BET PER GAME (PER STATION)	1000 (\$1,000.00)
EXIT	
<small> [ATTENTION] If touch screen is not functioning, the key switch can perform the following operations. CANCEL : Turn key clockwise and quickly return to neutral position. DOWN : Turn key counter-clockwise and quickly return to neutral position. RIGHT : Turn key counter-clockwise, keep touch or more, and return to neutral position. </small>	

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

General Information

ITEM	DESCRIPTION
GAME TITLE	The title of the game
VARIATION	The PO variation number.
PAYTABLE ID	The GAL number and the PO Variation.
JURISDICTION	Shows the Jurisdiction as set in "JURISDICTION" on " Important Settings / Basic Settings " described at Chapter 4 of the SERVICE Manual. i NOTE: This item is displayed only in ONTARIO version.
SERIAL NUMBER	Shows the serial number as set in "SERIAL NUMBER" on " Additional Settings " of "Other Settings" described at Chapter 4 of the SERVICE Manual. i NOTE: This item is displayed only in ONTARIO version.
GAME DENOMINATION	The game denomination
MAIN GAME RTP	The RTP of the Main Game only.
SIDE GAME RTP	The RTP of all the Side Games only.
EXPECTED OVERALL RTP	The Theoretical RTP.

Main Game

ITEM	DESCRIPTION
MINIMUM BET PER GAME (PER STATION)	The MINIMUM bet allowed by each Player Terminal.
MAXIMUM BET PER GAME (PER STATION)	The MAXIMUM total bet allowed by each Player Terminal if bets are placed on all the available bet spots except the side game.

Side Game

ITEM	DESCRIPTION
MINIMUM BET PER GAME (PER STATION)	The MINIMUM bet amount allowed by each Player Terminal (on the side Game).
MAXIMUM BET PER GAME (PER STATION)	The MAXIMUM total bet allowed by each Player Terminal if a bet is placed on all the available bet spots of the Side Game.

Signature Information

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

6. 4. 6: ONTARIO Game Option

TOP MENU>MACHINE IDENTIFICATION>ONTARIO GAME OPTION

i NOTE:

This item is displayed only in ONTARIO version.

ONTARIO GAME OPTION	
COMMUNICATION PROTOCOL	NONE
CREDIT LIMIT	N/A
HOPPER LIMIT	N/A
JACKPOT LIMITS	N/A
ACCEPTOR LIMITS	N/A
BILL REJECTION LIMIT	N/A
SPLIT PAY	N/A
TOWER LIGHT CONFIGURATION (COLOUR)	2-Tier (CANADA) BLUE
MACHINE IDENTIFIER	
(POLLING ADDRESS)	N/A
(POLLING ADDRESS EXTEND PORT 1)	N/A
(POLLING ADDRESS EXTEND PORT 2)	N/A
(TERMINAL ASSET #)	N/A

EXIT

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

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

6. 4. 7: Hardware Information

TOP MENU>MACHINE IDENTIFICATION>HARDWARE INFORMATION

HARDWARE INFORMATION	
BIOS VERSION	NOT SUPPORTED
MOTHER BOARD TEMPERATURE	52 C
CPU TEMPERATURE	77 C
CPU FAN SPEED	3013 RPM
TOTAL MEMORY	7157.620 MB
FREE MEMORY	6922.856 MB
MINIMUM MEMORY	6919.304 MB
BATTERY VOLTAGE (MOTHER BOARD)	3.1 V

EXIT

ITEM	DESCRIPTION
BIOS VERSION	The version of the Motherboard BIOS.
MOTHER BOARD TEMPERATURE	The current temperature of the Motherboard.
CPU TEMPERATURE	The current temperature of the CPU.
CPU FAN SPEED	The current CPU fan speed.
TOTAL MEMORY	The total memory capacity.
FREE MEMORY	The amount of free memory available.
MINIMUM MEMORY	The current MINIMUM memory capacity.
BATTERY VOLTAGE (MOTHER BOARD)	The current battery voltage of the Motherboard backup battery.

6. 5: Test

TOP MENU >TEST

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

6. 6: Settings

TOP MENU >SETTINGS

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

6. 7: Period Meter Clear

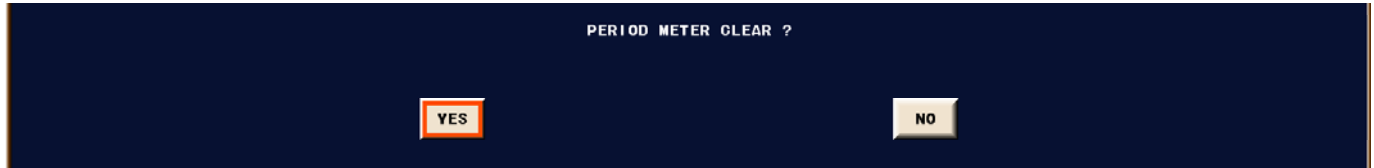
TOP MENU>PERIOD METER CLEAR

i NOTE:

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

Select this item to display the screen below.

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



6. 8: Tip Period Meter Clear

TOP MENU>TIP PERIOD METER CLEAR

i NOTE:

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

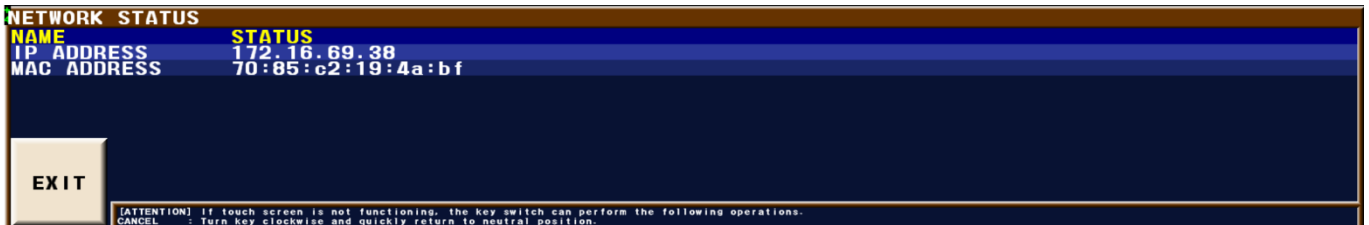
Select this item to display the screen below.

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



6. 9: Network Status

TOP MENU>NETWORK STATUS



ITEM	DESCRIPTION
IP ADDRESS	The IP Address of the machine.
MAC ADDRESS	The MAC Address of the machine.

6. 10: Out of Service

TOP MENU>OUT OF SERVICE

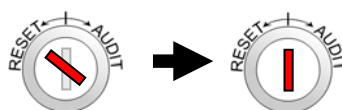
i NOTE:

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

1. Select this item to display the screen below.

OUT OF SERVICE

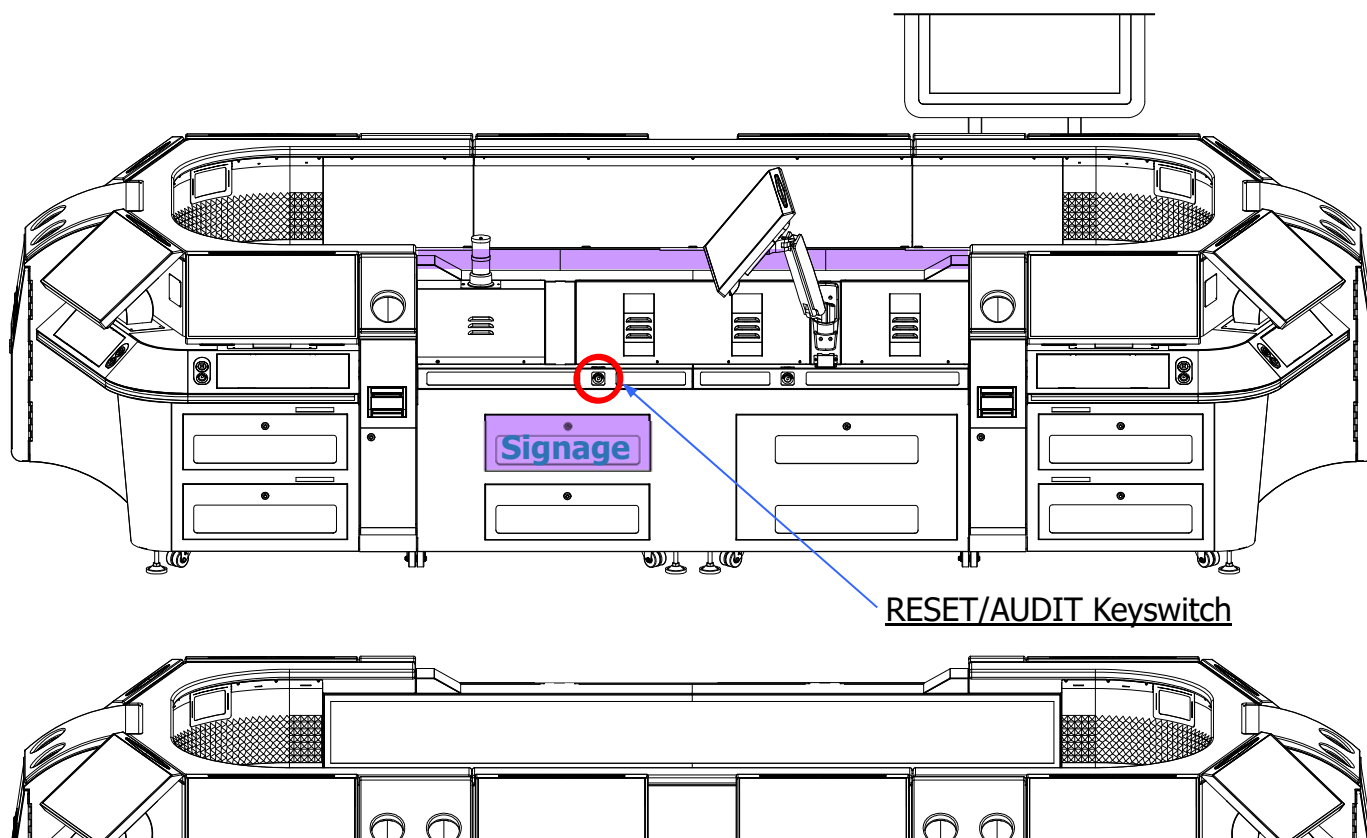
2. Turn the RESET/AUDIT Key Switch on the Reset position and then on the neutral position to return to the normal screen.



Accessing – AUDIT mode (Read Only) - [for Signage Controller Unit]

i NOTE:

This chapter is divided in **Main Controller Unit**, that controls the Operations of the game and the Wall LED Display, and **Signage Controller Unit**, that controls the Field LED Display. For the access to the Main Controller Unit, please refer to "**Accessing – AUDIT mode - [for Main Controller Unit]**" on the first half of this chapter.

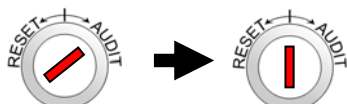


The AUDIT menu can be accessed, also during the game, by the following procedure:

⚠ CAUTION!

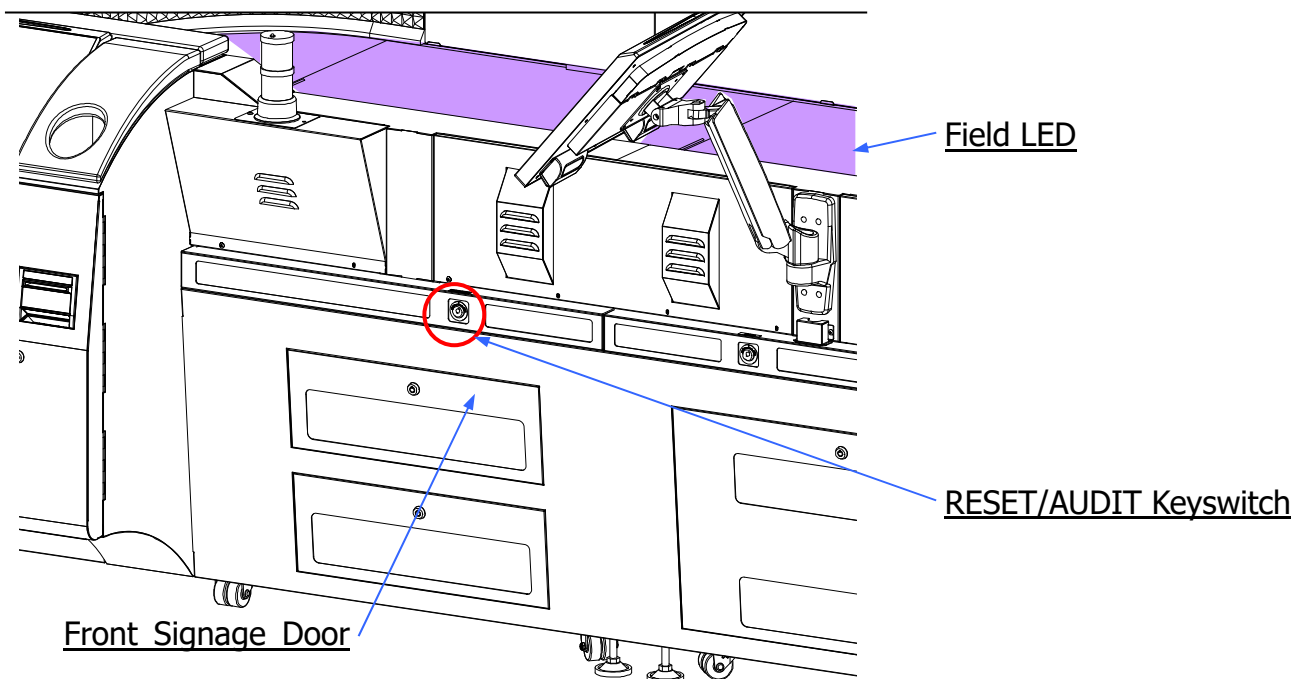
The games and the Player Terminals connected to the machine are not affected even if the Front Signage Door of the Signage Controller of the Center Unit is open.

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







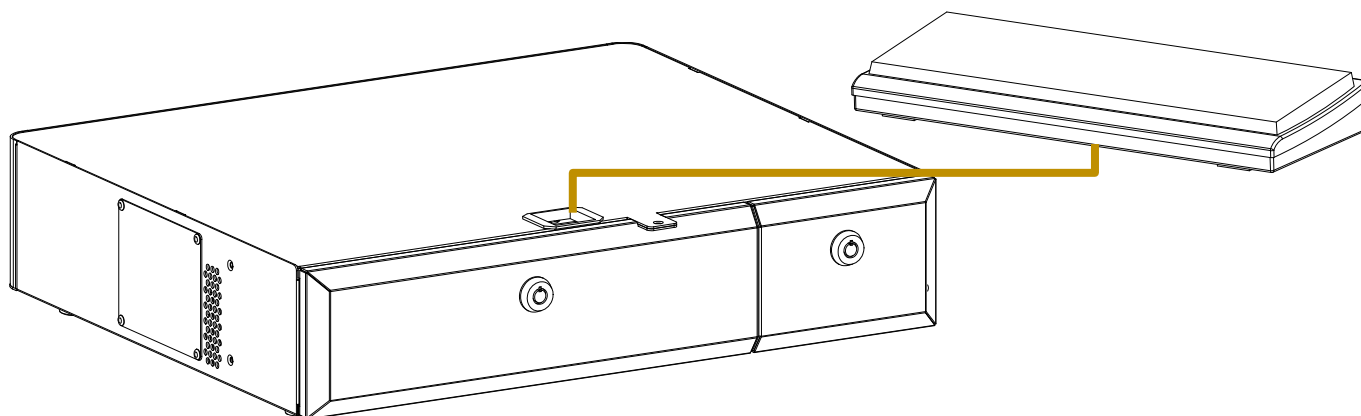
i NOTE:

The AUDIT screen will be displayed on the Field LED of the Center Unit.



2. Use the keyboard connected to the Signage Controller Unit to access the menus.

#	ITEM NAME	FUNCTIONALITY
1		Used to move up the cursor.
2		Used to move down the cursor.
3		Used to enter your selection.
4		Used to cancel your selection.



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
ERROR METERS	SYSTEM ERRORS
	DOOR EVENTS
	NETWORK CONDITION METERS
RECALL METERS	DOOR HISTORY
	ERROR HISTORY
	ALL EVENT HISTORY
MACHINE IDENTIFICATION	VERSION INFORMATION
	PSD VERIFICATION (CRC)
	PSD VERIFICATION (HMAC-SHA1)
	PSD VERIFICATION (SHA1)
	HARDWARE INFORMATION
TEST See Service Manual, Chapter 4 (for Signage)	MONITOR TEST
	INPUT TEST
	SERIAL TEST
	SOUND TEST
SETTINGS See Service Manual, Chapter 4 (for Signage)	VOLUME SETTINGS
	AUDIT SETTINGS
	ONLINE SYSTEM SETTINGS
	OTHER SETTINGS
PERIOD METER CLEAR (Can be performed only if the Front Signage Door is open)	

6. 11: Error Meters

TOP MENU>ERROR METERS

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



6. 11. 1: System Errors

TOP MENU>ERROR METERS>SYSTEM ERRORS

SYSTEM ERRORS		
Meter Name	Permanent	Period
LOW BACKUP BATTERY (MOTHER BOARD)	0	0
LOW BACKUP BATTERY (GMEM PCB)	0	0
GPU FAN ABNORMAL	0	0
POWER RESET	1	1
POWER OFF DURING SETTING	0	0

ITEM	DESCRIPTION
LOW BACKUP BATTERY (xxx)	The cumulative number of times a low power level was detected on the backup battery of each PCB.
CPU FAN ABNORMAL	Shows the cumulative number of times the number of revolutions of the CPU fan has been abnormal.
POWER RESET	The cumulative number of times the machine recovered from power down or an instantaneous power failure since the last RAM clear.
POWER OFF DURING SETTINGS	The number of times the power was turned down during the System Settings Configuration

6. 11. 2: Door Events

TOP MENU>ERROR METERS>DOOR EVENTS

DOOR EVENTS		
Meter Name	Permanent	Period
MAIN DOOR OPEN	1	1
SIDE SLIDE DOOR OPEN	0	0
SECURITY DOOR OPEN	1	1
MAIN DOOR ACCESS DURING POWER DOWN	0	0
SIDE SLIDE DOOR ACCESS DURING POWER DOWN	0	0
SECURITY DOOR ACCESS DURING POWER DOWN	0	0

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

6. 11. 3: Network Condition Meters

TOP MENU>ERROR METERS>NETWORK CONDITION METERS

i NOTE:

These meters should be accessed only by qualified maintenance/service personnel.

NETWORK CONDITION METERS

```

Meter Name          Permanent
NETWORK ERROR      0
SEND PACKET COUNT  45612
SEND ERROR COUNT   0
SEND ERROR RATE    0.000%
SEND RETRY COUNT   0
SEND COMPLETE COUNT 45612
ACK ADDITION TIME  10830840 usec
ACK AVERAGE TIME   237 usec
RECEIVE ERROR PACKET COUNT 0
ACK MAXIMUM TIME   1000214 usec
CONNECTED COUNT    2
DISCONNECTED COUNT 0

```

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

6. 12: Recall Meters

TOP MENU>RECALL METERS

This item allows to check records of each Event.



6. 12. 1: Door History

TOP MENU>RECALL METERS>DOOR HISTORY

i NOTE:

Display of the records of last 35 door open events.

DOOR HISTORY PAGE (1/2)			
No.	DATE (m/d/y)	TIME (h:m:s)	DOOR NAME
1	01/22/2019	07:21:02	SECURITY DOOR OPEN
2	01/22/2019	07:21:02	MAIN DOOR OPEN
3	01/22/2019	07:21:02	SECURITY DOOR OPEN
4	01/22/2019	07:21:02	MAIN DOOR OPEN
5	01/22/2019	07:21:02	SECURITY DOOR OPEN
6	01/22/2019	07:21:01	MAIN DOOR OPEN
7	01/22/2019	07:21:01	SECURITY DOOR OPEN
8	01/22/2019	07:21:01	MAIN DOOR OPEN
9	01/22/2019	07:21:01	SECURITY DOOR OPEN
10	01/22/2019	07:21:01	MAIN DOOR OPEN
11	01/22/2019	07:21:01	SECURITY DOOR OPEN

6. 12. 2: Error History

TOP MENU>RECALL METERS>ERROR HISTORY

! CALL SERVICE IMMEDIATERY!

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

i NOTE:

Display of the records of last 50 errors.

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

6. 12. 3: All Event History

TOP MENU>RECALL METERS>ALL EVENT HISTORY

i NOTE:

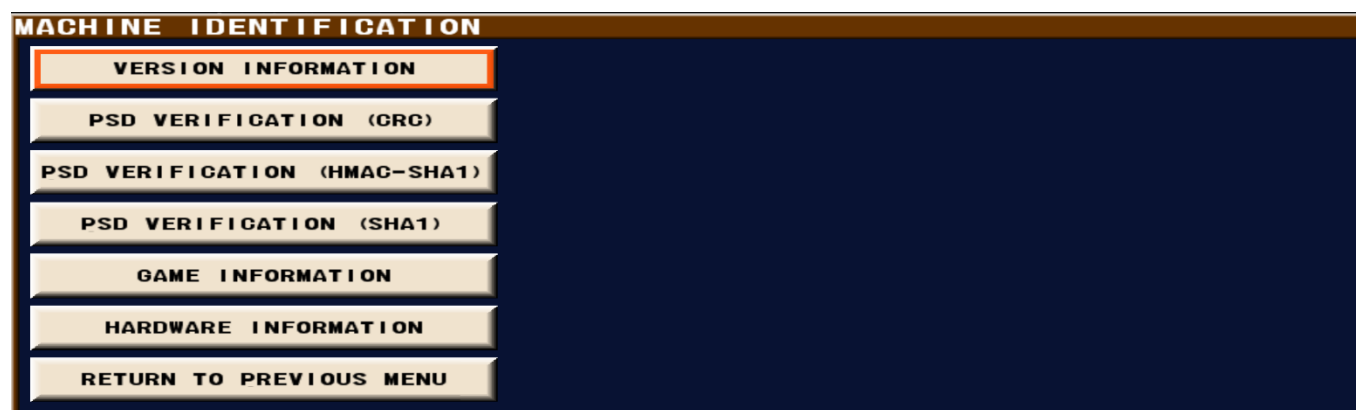
Display of the records of last 100 events.

ALL EVENT HISTORY PAGE (1/3)				
No.	DATE (m/d/y)	TIME (h:m:s)	EVENT NAME	COUNT/CASH VALUE
1	08/03/2018	14:25:13	SECURITY CAGE CLOSED	1
2	08/03/2018	14:25:13	LOWER DOOR CLOSED (MECHANICAL SWITCH)	1
3	08/03/2018	14:25:10	SIDE DOOR OPEN	1
4	08/03/2018	14:25:08	SECURITY CAGE OPEN	1
5	08/03/2018	14:25:08	BW PCB CASE DOOR CLOSED	1
6	08/03/2018	14:25:08	PCB CASE DOOR CLOSED	1
7	08/03/2018	14:25:07	BW PCB CASE DOOR OPEN	1
8	08/03/2018	14:25:07	PCB CASE DOOR OPEN	1
9	08/03/2018	14:25:06	BW BACK DOOR CLOSED	1
10	08/03/2018	14:25:06	TOP COVER DOOR CLOSED	1
11	08/03/2018	14:25:06	BW BACK DOOR OPEN	1
12	08/03/2018	14:25:06	TOP COVER DOOR OPEN	1
13	08/03/2018	14:25:06	BW BACK DOOR CLOSED	1

6. 13: Machine Identification

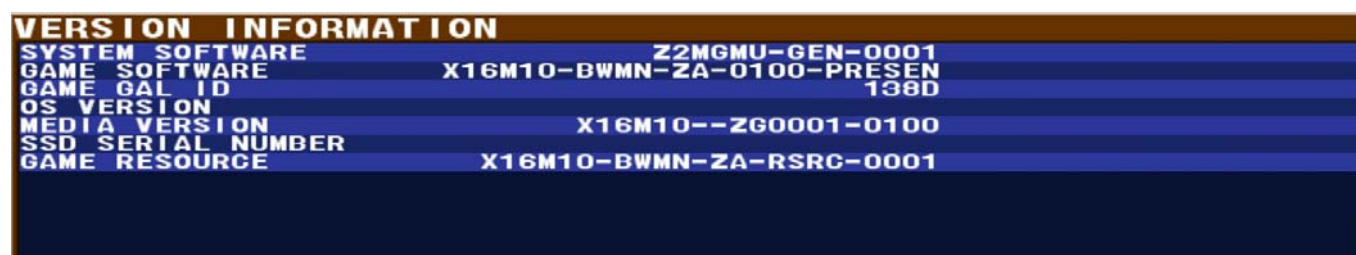
TOP MENU>MACHINE IDENTIFICATION

This item allows to check different information.



6. 13. 1: Version Information

TOP MENU>MACHINE IDENTIFICATION> VERSION INFORMATION



ITEM	DESCRIPTION
SYSTEM SOFTWARE	The version number of the SYSTEM SOFTWARE.
GAME SOFTWARE	The version number of the GAME SOFTWARE.
GAME GAL ID	The Game GAL ID number.
OS VERSION	The version number of the Operating System.
MEDIA VERSION	The version of the currently used media type.
SSD SERIAL NUMBER	The serial number of the SSD.
GAME RESOURCE	The version number of the Source Code for game.

6. 13. 2: PSD Verification (CRC)

TOP MENU>MACHINE IDENTIFICATION>PSD VERIFICATION (CRC)



[SEED] is used to change the SEED Value.

[START] is used to start the calculation.

[STOP] is used to stop the calculation.

The default value is "00".

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

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



The default value is "00".

[DEL] is used to delete one selected character.

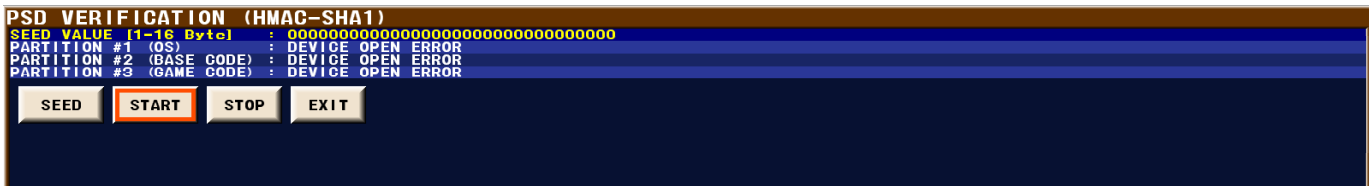
[CLEAR] is used to delete all the selected characters.

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

[ENTER] is used to confirm the seed value.

6. 13. 3: PSD Verification (HMAC-SHA1)

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



[SEED] is used to change the SEED Value.

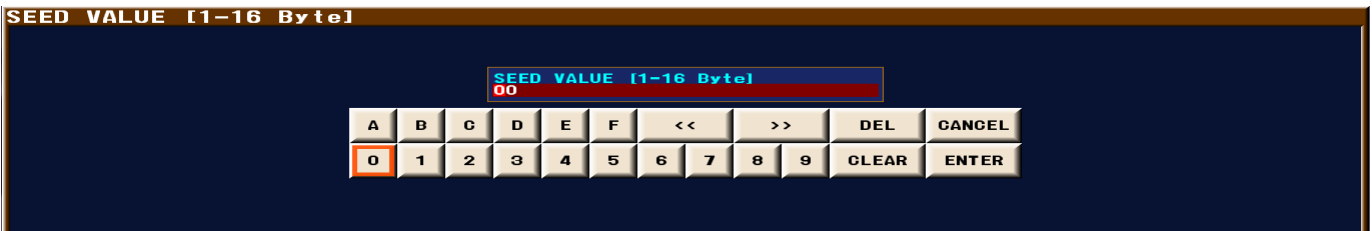
[START] is used to start the calculation.

[STOP] is used to stop the calculation.

The default value is "00".

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

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



The default value is "00".

[DEL] is used to delete one selected character.

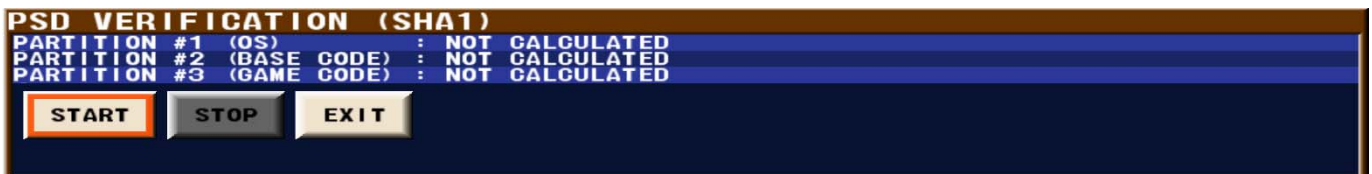
[CLEAR] is used to delete all the selected characters.

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

[ENTER] is used to confirm the seed value.

6. 13. 4: PSD Verification (SHA1)

TOP MENU>MACHINE IDENTIFICATION>PSD VERIFICATION (SHA1)



[START] is used to start the calculation.

[STOP] is used to stop the calculation.

The default value is "00".

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

6.13.5: Game Information

TOP MENU>MACHINE IDENTIFICATION>GAME INFORMATION

GAME INFORMATION	
GENERAL INFORMATION	
GAME TITLE	ROLL TO WIN CRAPS
SIGNATURE INFORMATION	
CRC SIGNATURE	NOT CALCULATED
PARTITION #1 (OS) SHA1 SIGNATURE	NOT CALCULATED
PARTITION #2 (BASE CODE) SHA1 SIGNATURE	NOT CALCULATED
PARTITION #3 (GAME CODE) SHA1 SIGNATURE	NOT CALCULATED
PARTITION #1 (OS) HMAC-SHA1 SIGNATURE	NOT CALCULATED
PARTITION #2 (BASE CODE) HMAC-SHA1 SIGNATURE	NOT CALCULATED
PARTITION #3 (GAME CODE) HMAC-SHA1 SIGNATURE	NOT CALCULATED

[ATTENTION] Some AUDIT menu activated the following keyboard input:
CANCEL : Press ESC key

General Information

ITEM	DESCRIPTION
GAME TITLE	The title of the game

Signature Information

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

6. 13. 6: Hardware Information

TOP MENU>MACHINE IDENTIFICATION>HARDWARE INFORMATION

HARDWARE INFORMATION	
BIOS VERSION	NOT SUPPORTED
MOTHER BOARD TEMPERATURE	52 C
CPU TEMPERATURE	77 C
CPU FAN SPEED	3013 RPM
TOTAL MEMORY	7157.620 MB
FREE MEMORY	6922.856 MB
MINIMUM MEMORY	6919.304 MB
BATTERY VOLTAGE (MOTHER BOARD)	3.1 V

EXIT

ITEM	DESCRIPTION
BIOS VERSION	The version of the Motherboard BIOS.
MOTHER BOARD TEMPERATURE	The current temperature of the Motherboard.
CPU TEMPERATURE	The current temperature of the CPU.
CPU FAN SPEED	The current CPU fan speed.
TOTAL MEMORY	The total memory capacity.
FREE MEMORY	The amount of free memory available.
MINIMUM MEMORY	The current MINIMUM memory capacity.
BATTERY VOLTAGE (MOTHER BOARD)	The current battery voltage of the Motherboard backup battery.

6. 14: Test

TOP MENU >TEST

Refer to SERVICE Manual Chapter 4.16 **"Test"** to perform test on the machine.

6. 15: Settings

TOP MENU >SETTINGS

Refer to SERVICE Manual Chapter 4.17 **"Settings"** to change the Settings of the machine.

6. 16: Period Meter Clear

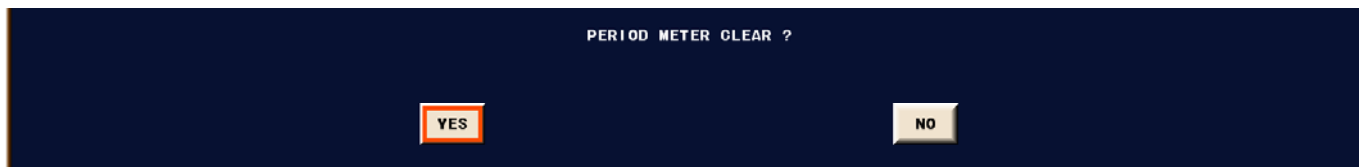
TOP MENU>PERIOD METER CLEAR

i NOTE:

To perform this operation the Front Signage 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].

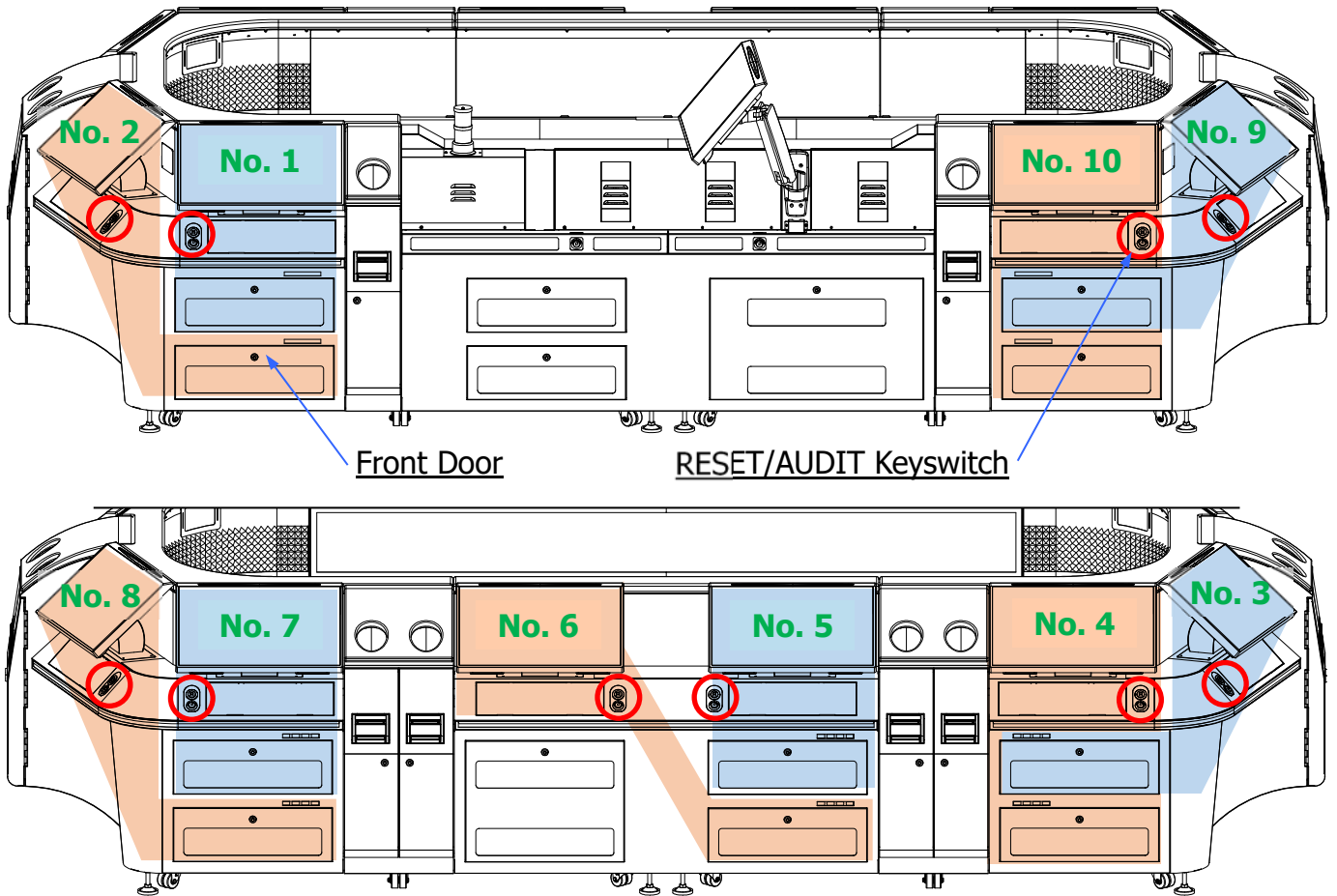




Chapter 7

AUDIT Mode for Player Terminals (Operation)

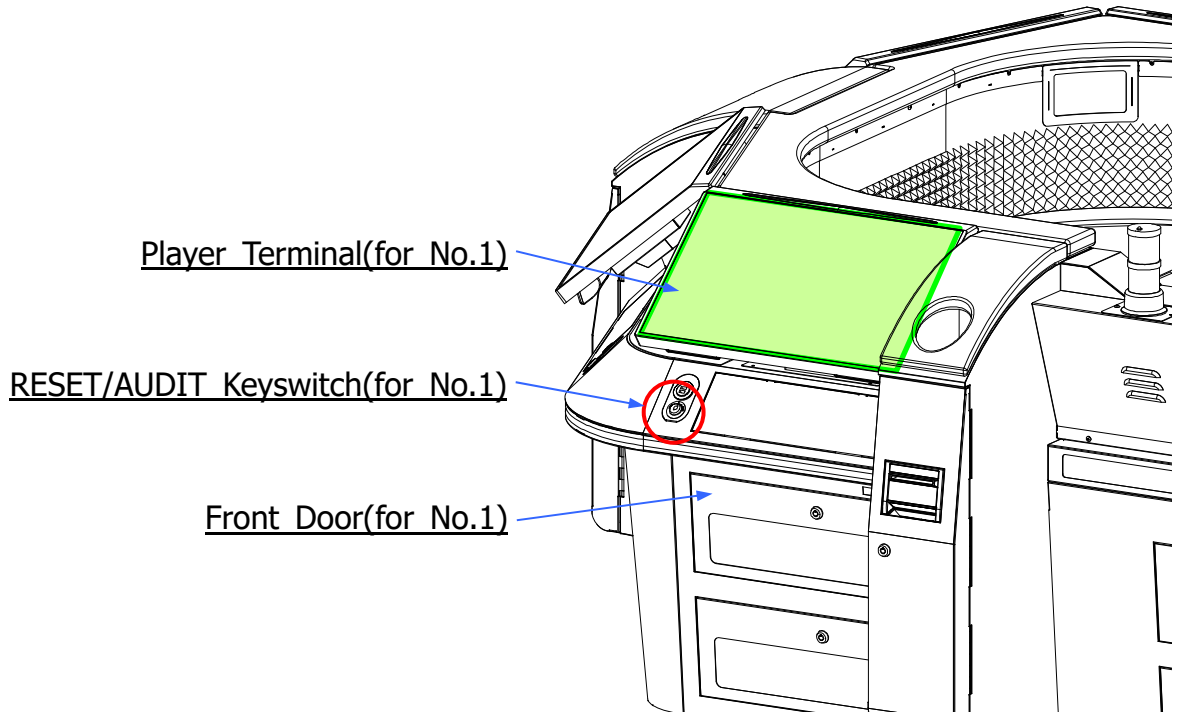
Accessing – AUDIT mode (Read Only) - Top Menu



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

i NOTE:

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



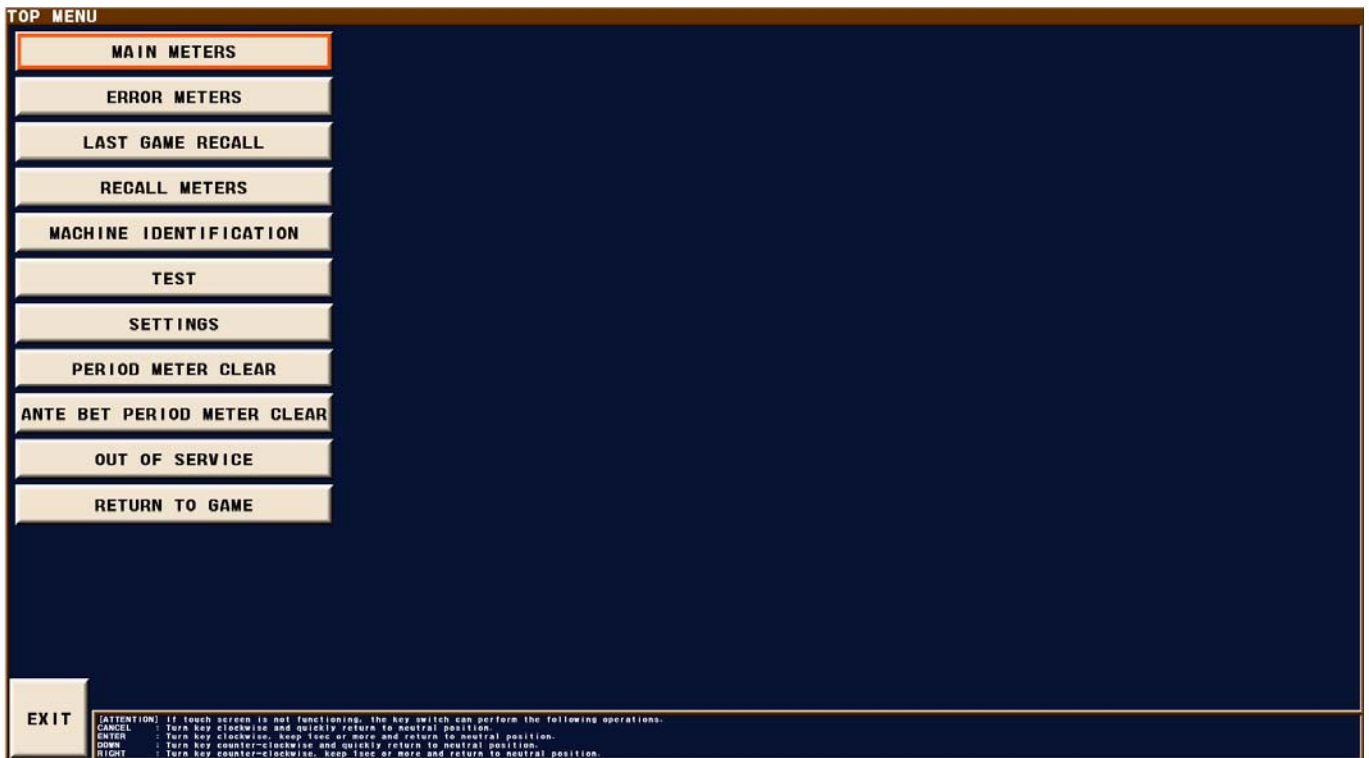
1. To call the AUDIT mode, turn the RESET/AUDIT Key Switch to the AUDIT position, and return it to the neutral position.



i NOTE:

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

2. It is possible to access the Menus by touching 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	MASTER METERS
	DEALER OPERATION METERS
	MACHINE OPERATION METERS
	NEVADA(or MACAU) METERS
	NEVADA DEALER OPERATION METERS
	NEVADA MACHINE OPERATION 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
	WAGER CATEGORY DEALER OPERATION METERS
WAGER CATEGORY MACHINE OPERATION METERS	
ERROR METERS	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

ROOT MENU	SUB MENU
LAST GAME RECALL	CURRENT GAME
	LAST GAME
	2nd LAST GAME
	3rd LAST GAME
	4th LAST GAME
	5th LAST GAME
	6th LAST GAME
	7th LAST GAME
	8th LAST GAME
	9th LAST GAME
	10th LAST GAME
	 100th LAST GAME
RECALL METERS	BILL RECALL
	TICKET IN
	TICKET OUT
	CASHLESS TRANSACTION
	PROMOTIONAL TRANSACTION
	HOST BONUS TRANSACTION
	DOOR HISTORY
	ERROR HISTORY
	ALL EVENT HISTORY
	HAND PAY HISTORY
	TIME DIFFERENCE IN STATION INTERNAL CLOCK
	TIME DIFFERENCE BETWEEN STATION AND MAIN
	TIME DIFFERENCE OCCURRENCE BY HOUR
	SAS COMMUNICATION LOG
	RETURN BET
	SETTING HISTORY
	TIPPING HISTORY
BIAS DETECTION HISTORY	

ROOT MENU	SUB MENU	
MACHINE IDENTIFICATION	VERSION INFORMATION	
	PSD VERIFICATION (CRC)	
	PSD VERIFICATION (HMAC-SHA1)	
	PSD VERIFICATION (SHA1)	
	GAME INFORMATION	
	HARDWARE INFORMATION	
TEST See Service Manual, Chapter 5	BILL ACCEPTOR TEST	
	TICKET PRINT TEST	
	MONITOR TEST	
	TOUCH SCREEN TEST	
	INPUT TEST	
	OUTPUT TEST	
	SERIAL TEST	
	SOUND TEST	
SETTINGS See Service Manual, Chapter 5	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 Door is open)	
	GAME SETTINGS	
	ONLINE SYSTEM SETTINGS (Set only if the Security Door is open)	
	OTHER SETTINGS	CLOCK SETTINGS (Read only)
		CELEBRATION SETTINGS (Set only if the Security Door is open)
		ADDITIONAL SETTINGS
MACHINE INFORMATION SETTINGS		

ROOT MENU	SUB MENU
<p>PERIOD METER CLEAR (Can be performed only if the Front Door is open)</p>	
<p>ANTE BET PERIOD METER CLEAR (Can be performed only if the Front Door is open)</p>	
<p>OUT OF SERVICE (Can be performed only if the Front Door is open)</p>	

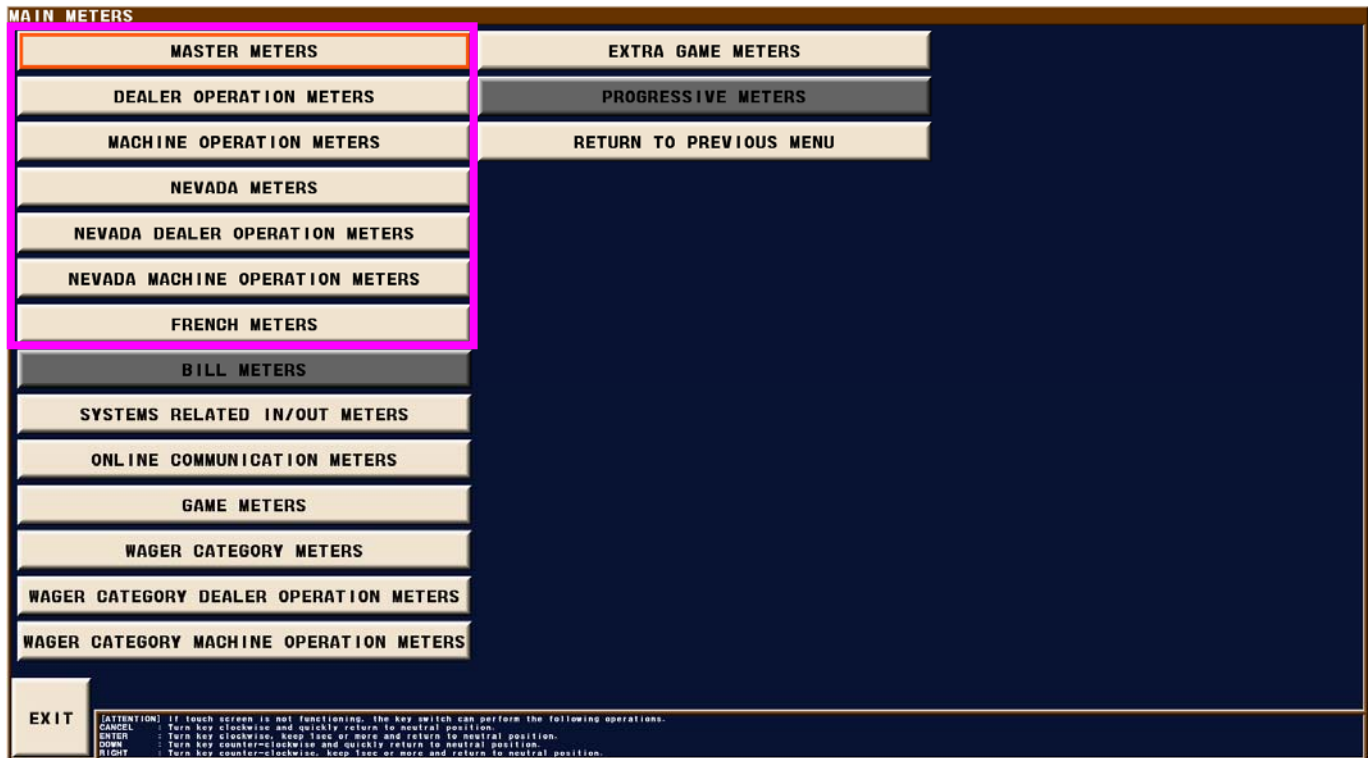
7. 1: Main Meters

TOP MENU>MAIN METERS

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

i NOTE:

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



7.1.1: Master Meters Dealer Operation Meters Machine Operation Meters

TOP MENU>MAIN METERS>MASTER METERS
 >DEALER OPERATION METERS
 >MACHINE OPERATION METERS

i NOTE:

- NEVADA Version displays different items. (refer to 7.1.1.1).
- Each item of "Master Meters" shows the total count of the same value listed in "Dealer Operation Meters" and "Machine Operation Meters".
- Each item of "Dealer Operation Meters" shows only the values calculated when the machine is operated by a Dealer.
- Each item of "Machine Operation Meters" shows only the values calculated when the machine is working in [FULL AUTO MODE], without a Dealer to operate the machine.

MASTER METERS PAGE (1/2)

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

EXIT [1] [2] *TOTAL BILL DROP (Since the last clearance) meter is cleared when the Bill Acceptor Stacker is removed.
 [ATTENTION] If touch screen is not functioning, the key switch can perform the following operations:
 CANCEL : Turn key clockwise and quickly return to neutral position.
 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.

MASTER METERS PAGE (2/2)

Meter Name	Permanent	Period
ANTE MONEY OUT (COUNT)	0	0
TIP MONEY OUT (AMOUNT)	\$5.00	\$5.00
TIP MONEY OUT (COUNT)	1	1
TOTAL BET (DEALER TIPPING)	\$393.99	\$393.99
TOTAL WON (DEALER TIPPING)	\$435.56	\$435.56
CANCEL BET (AMOUNT)	\$0.00	\$0.00
CANCEL BET (COUNT)	0	0

EXIT [1] [2] *TOTAL BILL DROP (Since the last clearance) meter is cleared when the Bill Acceptor Stacker is removed.
 [ATTENTION] If touch screen is not functioning, the key switch can perform the following operations:
 CANCEL : Turn key clockwise and quickly return to neutral position.
 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
TOTAL BET	The total value of credits bet.
TOTAL WIN	The total value of credits won.
TOTAL WIN (EXCEPT ATTENDANT PAY)	The total value of wins including values won by SAS bonus, progressive jackpots, and residual credit removal plays, but excluding all hand pays.
TOTAL CASH IN	The total value of cash (BILL, ticket, card, etc) accepted by the machine. SAS bonus is excluded.
TOTAL CASH OUT	The total value of cash (hand pay, printed ticket, electronically transferred money etc) paid by the machine.
TOTAL COINS IN	N/A
TOTAL COIN BOX DROP	N/A
MACHINE PAID WON (EXCEPT PROGRESSIVE)	The total value of wins excluding hand paid wins, SAS bonus, progressive jackpot wins, and residual credit removal wins.
JACKPOT PAY (EXCEPT PROGRESSIVE)	The total value of hand paid wins, excluding SAS bonus and progressive wins.
JACKPOT PAY (INCLUDE PROGRESSIVE)	The total value of hand paid wins, including wins from SAS bonus and progressive jackpots.
CANCELLED CREDITS	The total value of cancelled credits that were hand paid.
HAND PAYS	The total value of all hand pays, including SAS Bonus and Progressives.
TOTAL HOPPER PAY	N/A
HOPPER TEST PAY	N/A
TOTAL GAMES PLAYED	The total number of games played. (1 game cycle indicates from when a wager is placed to when Win/Loose is determined.)
TOTAL GAMES PLAYED SINCE LAST POWER ON	The total number of games played since the last time the power was turned on.
TOTAL GAMES PLAYED SINCE LAST DOOR CLOSE	The total number of games played since the last time the door was closed. This meter is cleared every time the door is closed.

ITEM	DESCRIPTION
RESIDUAL CREDIT REMOVAL PLAY- TOTAL BET	N/A
RESIDUAL CREDIT REMOVAL PLAY- TOTAL WIN	N/A
RESIDUAL CREDIT REMOVAL PLAY- TIMES PLAYED	N/A
RESIDUAL CREDIT REMOVAL PLAY- TIMES WON	N/A
TOTAL BILL DROP	The total value of the BILLS stored in the BILL acceptor.
HOPPER REFILL	N/A
HOPPER LEVEL	N/A
TOTAL COIN BOX DROP (Since the last clearance)	N/A
TOTAL BILL DROP (Since the last clearance)	N/A
TOTAL TITO IN (AMOUNT)	The total amount from TICKET IN events.
TOTAL TITO IN (COUNT)	The total number of TICKET IN events.
TOTAL TITO OUT (AMOUNT)	The total amount from TICKET OUT events.
TOTAL TITO OUT (COUNT)	The total number TICKET OUT events.

ITEM	DESCRIPTION
TIP MONEY OUT (AMOUNT)	<p>The total amount from TIP MONEY events.</p> <p>i NOTE: This item listed only in "Master Meters" and "Dealer Operation Meters".</p>
TIP MONEY OUT (COUNT)	<p>The total number TIP MONEY events.</p> <p>i NOTE: This item listed only in "Master Meters" and "Dealer Operation Meters".</p>
ANTE MONEY OUT (AMOUNT)	<p>The total amount that was paid as Ante Bet.</p> <p>i NOTE:</p> <ul style="list-style-type: none"> · This item is listed only in "Master Meters" and "Dealer Operation Meters". · This item may not be available according to the software specifications.
ANTE MONEY OUT (COUNT)	<p>The number of times an Ante Bet was paid.</p> <p>i NOTE:</p> <ul style="list-style-type: none"> · This item is listed only in "Master Meters" and "Dealer Operation Meters". · This item may not be available according to the software specifications.
TOTAL BET (DEALER TIPPING)	<p>Total bet amount placed as tips to the dealer, which does not affect the RTP.</p> <p>i NOTE: This item is listed only in "Master Meters" and "Dealer Operation Meters".</p>
TOTAL WON (DEALER TIPPING)	<p>Total amount won from bets placed as tips to the dealer, which does not affect the RTP.</p> <p>i NOTE: This item is listed only in "Master Meters" and "Dealer Operation Meters".</p>
CANCEL BET (AMOUNT)	<p>The total amount of the bets that were canceled as result of BET CANCEL OPTION or Void game.</p>
CANCEL BET (COUNT)	<p>The total number of times bets were canceled as result of BET CANCEL OPTION or Void game.</p>

7.1.1.1: NEVADA Meters
NEVADA DEALER Operation Meters
NEVADA Machine Operation Meters

TOP MENU>MAIN METERS>NEVADA METERS
>NEVADA DEALER OPERATION METERS
>NEVADA MACHINE OPERATION METERS

i NOTE:

- In NEVADA Version, the Master Meters displays as following.
- Each item of **"NEVADA Meters"** shows the total count of the same value listed in **"NEVADA Dealer Operation Meters"** and **"NEVADA Machine Operation Meters"**.
- Each item of **"NEVADA Dealer Operation Meters"** shows only the values calculated when the machine is operated by a Dealer.
- Each item of **"NEVADA Machine Operation Meters"** shows only the values calculated when the machine is working in [FULL AUTO MODE], without a Dealer to operate the machine.

Meter Name	Permanent	Period
COIN IN	\$0.00	\$0.00
COIN OUT	\$0.00	\$0.00
COIN DROP	N/A	N/A
PHYSICAL COIN IN	N/A	N/A
PHYSICAL COIN OUT	N/A	N/A
ATTENDANT PAID JACKPOTS	\$0.00	\$0.00
ATTENDANT PAID CANCELLED CREDITS	\$0.00	\$0.00
BILL IN	\$0.00	\$0.00
NUMBER OF GAMES PLAYED SINCE POWER RESET	0	0
NUMBER OF GAMES PLAYED SINCE DOOR CLOSE	0	0
NUMBER OF GAMES PLAYED SINCE RAM CLEAR	0	0
NUMBER OF INAPPROPRIATE COINS	N/A	N/A
COIN DROP (Since the last clearance)	N/A	N/A
BILL IN (Since the last clearance)	N/A	\$0.00
TIP MONEY OUT (AMOUNT)	\$0.00	\$0.00
TIP MONEY OUT (COUNT)	0	0
TOTAL BET (DEALER TIPPING)	\$0.00	\$0.00
TOTAL WON (DEALER TIPPING)	\$0.00	\$0.00
CANCEL BET (AMOUNT)	\$0.00	\$0.00
CANCEL BET (COUNT)	0	0

EXIT

SYSTEM SOFTWARE [22MSST-BEN-0204-D04] OS VERSION [FS10001S21] 07/01/2024 13:34:48
 GAME SOFTWARE [X23M07-HCRS-ZA-0202-D1-PRESEN] GAME GAL ID [189C] STATION ID NUMBER[1]

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

ITEM	DESCRIPTION
COIN IN	The total of all bets (displayed in currency amount).
COIN OUT	The total WIN amount excluding hand pays, SAS bonus, progressives, progressive base values, and increments.
COIN DROP	N/A
PHYSICAL COIN IN	N/A
PHYSICAL COIN OUT	N/A
ATTENDANT PAID JACKPOTS	The total value of hand paid jackpots.

ITEM	DESCRIPTION
ATTENDANT PAID CANCELLED CREDITS	The total value of cancelled credits that were hand paid.
BILL IN	The total value of BILLS inserted into the machine.
NUMBER OF GAMES PLAYED SINCE POWER RESET	The total number of games played since the last time the power was turned on.
NUMBER OF GAMES PLAYED SINCE DOOR CLOSE	The total number of games played since the last time the door was closed. This meter is cleared every time the door is closed.
NUMBER OF GAMES PLAYED SINCE RAM CLEAR	The total number of games played since the last RAM Clear.
NUMBER OF INAPPROPRIATE COINS	N/A
COIN DROP (Since the last clearance)	N/A
BILL IN (Since the last clearance)	The total value of BILLS inserted into the machine since the last time the BILL stacker was cleared.
TIP MONEY OUT (AMOUNT)	<p>The total amount from TIP MONEY events.</p> <p>i NOTE: This is item listed only in "NEVADA Meters" and "NEVADA Dealer Operation Meters".</p>
TIP MONEY OUT (COUNT)	<p>The total number TIP MONEY events.</p> <p>i NOTE: This is item listed only in "NEVADA Meters" and "NEVADA Dealer Operation Meters".</p>

ITEM	DESCRIPTION
TOTAL BET (DEALER TIPPING)	Total bet amount placed as tips to the dealer, which does not affect the RTP. i NOTE: This item is listed only in “Master Meters” and “Dealer Operation Meters” .
TOTAL WON (DEALER TIPPING)	Total amount won from bets placed as tips to the dealer, which does not affect the RTP. i NOTE: This item is listed only in “Master Meters” and “Dealer Operation Meters” .
CANCEL BET (AMOUNT)	The total amount of the bets that were canceled as result of BET CANCEL OPTION or Void game.
CANCEL BET (COUNT)	The total number of times bets were canceled as result of BET CANCEL OPTION or Void game.

7.1.1.2: MACAU Meters

TOP MENU>MAIN METERS>MACAU METERS

i NOTE:

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

MACAU METERS		
Meter Name	Permanent	Period
COIN IN	\$0.00	\$0.00
COIN OUT	\$0.00	\$0.00
COIN DROP	N/A	N/A
PHYSICAL COIN IN	N/A	N/A
PHYSICAL COIN OUT	N/A	N/A
ATTENDANT PAID JACKPOTS	\$0.00	\$0.00
ATTENDANT PAID CANCELLED CREDITS	\$0.00	\$0.00
BILL IN	\$0.00	\$0.00
NUMBER OF GAMES PLAYED SINCE POWER RESET	0	0
NUMBER OF GAMES PLAYED SINCE DOOR CLOSE	0	0
NUMBER OF GAMES PLAYED SINCE RAM CLEAR	0	0
NUMBER OF INAPPROPRIATE COINS	N/A	N/A
COIN DROP (Since the last clearance)	N/A	N/A
BILL IN (Since the last clearance)	N/A	\$0.00
TIP MONEY OUT (AMOUNT)	\$0.00	\$0.00
TIP MONEY OUT (COUNT)	0	0
TOTAL BET (DEALER TIPPING)	\$0.00	\$0.00
TOTAL WON (DEALER TIPPING)	\$0.00	\$0.00
CANCEL BET (AMOUNT)	\$0.00	\$0.00
CANCEL BET (COUNT)	0	0

EXIT	SYSTEM SOFTWARE [Z2MGBT-GEN-0204-004]	OS VERSION [F510001821]	07/01/2024 13:34:46
	GAME SOFTWARE [K33M97-MCR-2A-0202-01-PRESEN]	GAME CAL ID [1880]	STATION ID NUMBER [1]

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

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

ITEM	DESCRIPTION
NUMBER OF GAMES PLAYED SINCE DOOR CLOSE	The total number of games played since the last time the door was closed. This meter is cleared every time the door is closed.
NUMBER OF GAMES PLAYED SINCE RAM CLEAR	The total number of games played since the last RAM Clear.
NUMBER OF INAPPROPRIATE COINS	N/A
COIN DROP (Since the last clearance)	N/A
BILL IN (Since the last clearance)	The total value of BILLS inserted into the machine since the last time the BILL stacker was cleared.
TIP MONEY OUT (AMOUNT)	The total amount from TIP MONEY events.
TIP MONEY OUT (COUNT)	The total number TIP MONEY events.
TOTAL BET (DEALER TIPPING)	Total bet amount placed as tips to the dealer, which does not affect the RTP.
TOTAL WON (DEALER TIPPING)	Total amount won from bets placed as tips to the dealer, which does not affect the RTP.
CANCEL BET (AMOUNT)	The total amount of the bets that were canceled as result of BET CANCEL OPTION or Void game.
CANCEL BET (COUNT)	The total number of times bets were canceled as result of BET CANCEL OPTION or Void game.

7.1.1.3: FRENCH Meters

TOP MENU>MAIN METERS>FRENCH METERS

NOTE:

This item is displayed only in certain jurisdictions.

FRENCH METERS		
Meter Name	Permanent	Period
EXPECTED RTP (Return To Player)	92.75%	N/A
TOTAL IN	\$0.00	\$0.00
TOTAL OUT	\$0.00	\$0.00
CASH BOX	N/A	N/A
BILL IN	\$0.00	\$0.00
COIN IN	N/A	N/A
COIN OUT	N/A	N/A
CANCEL CREDIT	\$0.00	\$0.00
JACKPOT HANDPAY	\$0.00	\$0.00
VOUCHER IN	\$0.00	\$0.00
VOUCHER OUT	\$0.00	\$0.00
TIP MONEY OUT (AMOUNT)	\$0.00	\$0.00
TIP MONEY OUT (COUNT)	0	0
TOTAL BET (DEALER TIPPING)	\$0.00	\$0.00
TOTAL WON (DEALER TIPPING)	\$0.00	\$0.00
CANCEL BET (AMOUNT)	\$0.00	\$0.00
CANCEL BET (COUNT)	0	0

EXIT

SYSTEM SOFTWARE [Z2MGST-GEN-0204-006] OS VERSION [FS10001S21] 07/01/2024 13:35:00
 GAME SOFTWARE [Z2MGST-MGRS-FA-0205-01-PRESEN] GAME CAL ID [1890] STATION ID NUMBER [1]

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

ITEM	DESCRIPTION
EXPECTED RTP	The expected RTP.
TOTAL IN	The total value of credits bet. Same as "TOTAL BET" on " Master Meters " (Refer to 7.1.1) .
TOTAL OUT	The total value of credits won. Same as "TOTAL WIN" on " Master Meters " (Refer to 7.1.1) .
CASH BOX	Not used in this game.
BILL IN	The total value of the BILLS stored in the BILL acceptor. Same as "TOTAL BILL DROP" on " Master Meters " (Refer to 7.1.1).
COIN IN	N/A
COIN OUT	N/A
CANCEL CREDIT	The total value of cancelled credits that were hand paid. Same as "CANCELLED CREDITS" on " Master Meters " (Refer to 7.1.1).
JACKPOT HAND PAY	The total value of hand paid wins, including wins from SAS bonus and progressive jackpots. Same as "JACKPOT PAY (INCLUDE PROGRESSIVE)" on " Master Meters " (Refer to 7.1.1).
VOUCHER IN	Same as "VOUCHER IN" on " System Related In/Out Meters " (Refer to 7.1.3).
VOUCHER OUT	Same as "VOUCHER OUT" on " System Related In/Out Meters " (Refer to 7.1.3).

ITEM	DESCRIPTION
TIP MONEY OUT (AMOUNT)	The total amount from TIP MONEY events.
TIP MONEY OUT (COUNT)	The total number TIP MONEY events.
TOTAL BET (DEALER TIPPING)	Total bet amount placed as tips to the dealer, which does not affect the RTP.
TOTAL WON (DEALER TIPPING)	Total amount won from bets placed as tips to the dealer, which does not affect the RTP.
CANCEL BET (AMOUNT)	The total amount of the bets that were canceled as result of BET CANCEL OPTION or Void game.
CANCEL BET (COUNT)	The total number of times bets were canceled as result of BET CANCEL OPTION or Void game.

7. 1. 1. 4: **ONTARIO Meters
ONTARIO Dealer Operation Meters
ONTARIO Machine Operation Meters**

TOP MENU>MAIN METERS>ONTARIO METERS

>ONTARIO DEALER OPERATION METERS

>ONTARIO MACHINE OPERATION METERS

i NOTE:

- This item is displayed only in ONTARIO version.
- Each item of **"ONTARIO Meters"** shows the total count of the same value listed in **"ONTARIO Dealer Operation Meters"** and **"ONTARIO Machine Operation Meters"**.
- Each item of **"ONTARIO Dealer Operation Meters"** shows only the values calculated when the machine is operated by a Dealer.
- Each item of **"ONTARIO Machine Operation Meters"** shows only the values calculated when the machine is working in [FULL AUTO MODE], without a Dealer to operate the machine.

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

EXIT

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

ITEM	DESCRIPTION
COIN IN	The total of all bets (displayed in currency amount).
COIN OUT	The total WIN amount excluding hand pays, SAS bonus, progressives, progressive base values, and increments.
COIN DROP	N/A
ATTENDANT PAID JACKPOTS	The total value of hand paid jackpots.

ITEM	DESCRIPTION
ATTENDANT PAID CANCELLED CREDITS	The total value of cancelled credits that were hand paid.
PHYSICAL COIN IN	N/A
PHYSICAL COIN OUT	N/A
BILL IN	The total value of BILLS inserted into the machine.
VOUCHER IN	Same as "VOUCHER IN" on " System Related In/Out Meters " (Refer to 7.1.3).
VOUCHER OUT	Same as "VOUCHER OUT" on " System Related In/Out Meters " (Refer to 7.1.3).
NON-CASHABLE ELECTRONIC PROMOTION IN	The total value of promotional non-cashable credits electronically received by the Player Terminal.
CASHABLE ELECTRONIC PROMOTION IN	The total value of promotional cashable credits electronically received by the Player Terminal.
NON-CASHABLE ELECTRONIC PROMOTION OUT	The total value of non-cashable credits electronically transferred from this Player Terminal to a promotional account by means of external connection between the Player Terminal and a cashless wagering system.
CASHABLE ELECTRONIC PROMOTION OUT	The total value of cashable credits electronically transferred from this Player Terminal to a promotional account by means of external connection between the Player Terminal and a cashless wagering system.
COUPON PROMOTION IN	The total value of all coupons accepted by the Player Terminal.
COUPON PROMOTION OUT	The total value of all coupons issued by the Player Terminal.
MACHINE PAID EXTERNAL BONUS PAYOUT	The total additional values awarded by an external bonusing system and paid by this Player Terminal. (SAS MJT is included.)
ATTENDANT PAID EXTERNAL BONUS PAYOUT	The total additional values awarded by an external bonusing system and paid by an attendant.

ITEM	DESCRIPTION
ATTENDANT PAID PROGRESSIVE PAYOUT	The total values of progressive wins hand paid by an attendant.
MACHINE PAID PROGRESSIVE PAYOUT	The total values of progressive wins paid by the Player Terminal.
MACHINE PAID MYSTERY JACKPOT PAYOUT	The total values of Mystery Jackpot wins paid by the Player Terminal.
ATTENDANT PAID MYSTERY JACKPOT PAYOUT	The total values of Mystery Jackpot wins hand paid by an attendant.
PROGRESSIVE OCCURRENCE METER	The total number of progressive hits.
TOTAL GAMES PLAYED (SINCE POWER RESET)	The total number of games played since the last time the power was turned on.
TOTAL GAMES PLAYED (SINCE DOOR CLOSE)	The total number of games played since the last time the door was closed. This meter is cleared every time the door is closed.
TOTAL GAMES PLAYED (SINCE RAM CLEAR)	The total number of games played since the last RAM Clear.
TIP MONEY OUT (AMOUNT)	<p>The total amount from TIP MONEY events.</p> <p>i NOTE: This item listed only in "ONTARIO Meters" and "ONTARIO Dealer Operation meters".</p>
TIP MONEY OUT (COUNT)	<p>The total number TIP MONEY events.</p> <p>i NOTE: This item listed only in "ONTARIO Meters" and "ONTARIO Dealer Operation meters".</p>

ITEM	DESCRIPTION
TOTAL BET (DEALER TIPPING)	Total bet amount placed as tips to the dealer, which does not affect the RTP.
TOTAL WON (DEALER TIPPING)	Total amount won from bets placed as tips to the dealer, which does not affect the RTP.
CANCEL BET (AMOUNT)	The total amount of the bets that were canceled as result of BET CANCEL OPTION or Void game.
CANCEL BET (COUNT)	The total number of times bets were canceled as result of BET CANCEL OPTION or Void game.

7.1.2: BILL Meters

TOP MENU>MAIN METERS>BILL METERS

i NOTE:

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

BILL METERS PAGE (1/2)

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

1 2 EXIT

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

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


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

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

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

EXIT

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

ITEM	DESCRIPTION
ATTENDANT PAID PROGRESSIVE PAYOUT	The total value of hand pays resulting from a progressive win.
MACHINE PAID PROGRESSIVE PAYOUT	The total value of machine pays resulting from a progressive win.
MACHINE PAID EXTERNAL BONUS PAYOUT	The total value of additional wins awarded by an external bonus system and paid by the machine.
ATTENDANT PAID EXTERNAL BONUS PAYOUT	The total value of additional wins awarded by an external bonus system and hand paid by an attendant.
VOUCHER IN	The total value of cashable tickets and non-restricted tickets accepted by the BILL acceptor.
VOUCHER OUT	The total value of cashable tickets and non-restricted tickets that were printed. Payout receipts (hand pay and jackpots) are not included. However, the hand pay receipts are included in the NEVADA version.  NOTE: The amount printed as [Tip] is also included. (Please refer to "TIPPING METHOD" at Important Settings / Basic Settings " on Chapter 4 of the SERVICE Manual.)

ITEM	DESCRIPTION
EFT IN	Debit credit sent from the host to the Player Terminal (AFT 40, 60)
WAT IN	Cashable credit sent from the host to the Player Terminal (EFT 69, etc.)
WAT OUT	Cashable credit sent from the Player Terminal to the host (EFT 64, etc.)
NON-CASHABLE ELECTRONIC PROMOTION IN	Restricted (promotional) credit sent from the host to the Player Terminal. (EFT 63, etc.)
CASHABLE ELECTRONIC PROMOTION IN	Non-Restricted (cashable) credit that is sent from the host to the Player Terminal. (EFT 62, etc.)
NON-CASHABLE ELECTRONIC PROMOTION OUT	Restricted (promotional) credit sent from the Player Terminal to the host. (EFT 6B)
CASHABLE ELECTRONIC PROMOTION OUT	Non-restricted (cashable) credit sent from the Player Terminal to the host.
COUPON PROMOTION IN	The value of promotional tickets accepted by the Player Terminal.
COUPON PROMOTION OUT	The value of promotional tickets printed by the Player Terminal.
CASHABLE CREDITS WAGERED	The value of wagers from cashable credits.
NON-CASHABLE PROMOTIONAL CREDITS WAGERED	The value of wagers from restricted credits.
CASHABLE PROMOTION CREDITS WAGERED	The value of wagers from non-restricted promotional credit.

7. 1. 4: Online Communication Meters

TOP MENU>MAIN METERS>ONLINE COMMUNICATION METERS

ONLINE COMMUNICATION METERS PAGE (1/6)	
0000	TOTAL COIN IN CREDITS 0
0001	TOTAL COIN OUT CREDITS 0
0002	TOTAL JACKPOT CREDITS 0
0003	TOTAL HAND PAID CANCELLED CREDITS 0
0004	TOTAL CANCELLED CREDITS 0
0005	GAMES PLAYED 0
0006	GAMES WON 0
0007	GAMES LOST 0
0008	TOTAL CREDITS FROM COIN ACCEPTOR 0
0009	TOTAL CREDITS PAID FROM HOPPER 0
000A	TOTAL CREDITS FROM COINS TO DROP 0
000B	TOTAL CREDITS FROM BILLS ACCEPTED 0
000C	CURRENT CREDITS 0
000D	TOTAL SAS CASHABLE TICKET IN (CENTS) \$0.00
000E	TOTAL SAS CASHABLE TICKET OUT (CENTS) \$0.00
000F	TOTAL SAS RESTRICTED TICKET IN (CENTS) \$0.00
0010	TOTAL SAS RESTRICTED TICKET OUT (CENTS) \$0.00
0011	TOTAL SAS CASHABLE TICKET IN (QUANTITY) 0
0012	TOTAL SAS CASHABLE TICKET OUT (QUANTITY) 0
0013	TOTAL SAS RESTRICTED TICKET IN (QUANTITY) 0
0014	TOTAL SAS RESTRICTED TICKET OUT (QUANTITY) 0
0015	TOTAL TICKET IN (CREDITS) 0
0016	TOTAL TICKET OUT (CREDITS) 0
0017	TOTAL ELECTRONIC TRANSFERS TO GAMING MACHINE (CREDITS) 0
0018	TOTAL ELECTRONIC TRANSFERS TO HOST (CREDITS) 0
0019	TOTAL RESTRICTED AMOUNT PLAYED (CREDITS) 0
001A	TOTAL NONRESTRICTED AMOUNT PLAYED (CREDITS) 0
001B	CURRENT RESTRICTED CREDITS (CREDITS) 0
001C	TOTAL MACHINE PAID PAYTABLE WIN (CREDITS) 0
001D	TOTAL MACHINE PAID PROGRESSIVE WIN (CREDITS) 0
001E	TOTAL MACHINE PAID EXTERNAL BONUS WIN (CREDITS) 0
001F	TOTAL ATTENDANT PAID PAYTABLE WIN (CREDITS) 0

EXIT

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

ONLINE COMMUNICATION METERS PAGE (2/6)	
0020	TOTAL ATTENDANT PAID PROGRESSIVE WIN (CREDITS) 0
0021	TOTAL ATTENDANT PAID EXTERNAL BONUS WIN (CREDITS) 0
0022	TOTAL WON CREDITS (CREDITS) 0
0023	TOTAL HAND PAID CREDITS (CREDITS) 0
0024	TOTAL DROP (CREDITS) 0
0025	GAMES SINCE LAST POWER RESET 0
0026	GAMES SINCE SLOT DOOR CLOSURE 0
0027	TOTAL CREDITS FROM EXTERNAL COIN ACCEPTOR (CREDITS) 0
0028	TOTAL CASHABLE TICKET IN (CREDITS) 0
0029	TOTAL REGULAR CASHABLE TICKET IN (CREDITS) 0
002A	TOTAL RESTRICTED PROMOTIONAL TICKET IN (CREDITS) 0
002B	TOTAL NONRESTRICTED PROMOTIONAL TICKET IN (CREDITS) 0
002C	TOTAL CASHABLE TICKET OUT (CREDITS) 0
002D	TOTAL RESTRICTED PROMOTIONAL TICKET OUT (CREDITS) 0
002E	ELECTRONIC REGULAR CASHABLE TRANSFERS TO GAMING MACHINE (CREDITS) 0
002F	ELECTRONIC RESTRICTED PROMOTIONAL TRANSFERS TO GAMING MACHINE (CREDITS) 0
0030	ELECTRONIC NONRESTRICTED PROMOTIONAL TRANSFERS TO GAMING MACHINE (CREDITS) 0
0031	ELECTRONIC DEBIT TRANSFERS TO GAMING MACHINE (CREDITS) 0
0032	ELECTRONIC REGULAR CASHABLE TRANSFERS TO HOST (CREDITS) 0
0033	ELECTRONIC RESTRICTED PROMOTIONAL TRANSFERS TO HOST (CREDITS) 0
0034	ELECTRONIC NONRESTRICTED PROMOTIONAL TRANSFERS TO HOST (CREDITS) 0
0035	TOTAL REGULAR CASHABLE TICKET IN (QUANTITY) 0
0036	TOTAL RESTRICTED PROMOTIONAL TICKET IN (QUANTITY) 0
0037	TOTAL NONRESTRICTED PROMOTIONAL TICKET IN (QUANTITY) 0
0038	TOTAL CASHABLE TICKET OUT (QUANTITY) 0
0039	TOTAL RESTRICTED PROMOTIONAL TICKET OUT (QUANTITY) 0
003E	NUMBER OF BILLS CURRENTLY IN THE STACKER 0
003F	TOTAL VALUE OF BILLS CURRENTLY IN THE STACKER (CREDITS) 0
0040	TOTAL NUMBER OF \$1.00 BILLS ACCEPTED 0
0041	TOTAL NUMBER OF \$2.00 BILLS ACCEPTED 0
0042	TOTAL NUMBER OF \$5.00 BILLS ACCEPTED 0
0043	TOTAL NUMBER OF \$10.00 BILLS ACCEPTED 0

EXIT

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

ONLINE COMMUNICATION METERS PAGE (3/6)

0044	TOTAL NUMBER OF \$20.00 BILLS ACCEPTED	0
0045	TOTAL NUMBER OF \$25.00 BILLS ACCEPTED	0
0046	TOTAL NUMBER OF \$50.00 BILLS ACCEPTED	0
0047	TOTAL NUMBER OF \$100.00 BILLS ACCEPTED	0
0048	TOTAL NUMBER OF \$200.00 BILLS ACCEPTED	0
0049	TOTAL NUMBER OF \$250.00 BILLS ACCEPTED	0
004A	TOTAL NUMBER OF \$500.00 BILLS ACCEPTED	0
004B	TOTAL NUMBER OF \$1,000.00 BILLS ACCEPTED	0
004C	TOTAL NUMBER OF \$2,000.00 BILLS ACCEPTED	0
004D	TOTAL NUMBER OF \$2,500.00 BILLS ACCEPTED	0
004E	TOTAL NUMBER OF \$5,000.00 BILLS ACCEPTED	0
004F	TOTAL NUMBER OF \$10,000.00 BILLS ACCEPTED	0
0050	TOTAL NUMBER OF \$20,000.00 BILLS ACCEPTED	0
0051	TOTAL NUMBER OF \$25,000.00 BILLS ACCEPTED	0
0052	TOTAL NUMBER OF \$50,000.00 BILLS ACCEPTED	0
0053	TOTAL NUMBER OF \$100,000.00 BILLS ACCEPTED	0
0054	TOTAL NUMBER OF \$200,000.00 BILLS ACCEPTED	0
0055	TOTAL NUMBER OF \$250,000.00 BILLS ACCEPTED	0
0056	TOTAL NUMBER OF \$500,000.00 BILLS ACCEPTED	0
0057	TOTAL NUMBER OF \$1,000,000.00 BILLS ACCEPTED	0
0058	TOTAL CREDITS FROM BILLS TO DROP	0
0059	TOTAL NUMBER OF \$1.00 BILLS TO DROP	0
005A	TOTAL NUMBER OF \$2.00 BILLS TO DROP	0
005B	TOTAL NUMBER OF \$5.00 BILLS TO DROP	0
005C	TOTAL NUMBER OF \$10.00 BILLS TO DROP	0
005D	TOTAL NUMBER OF \$20.00 BILLS TO DROP	0
005E	TOTAL NUMBER OF \$50.00 BILLS TO DROP	0
005F	TOTAL NUMBER OF \$100.00 BILLS TO DROP	0
0060	TOTAL NUMBER OF \$200.00 BILLS TO DROP	0
0061	TOTAL NUMBER OF \$500.00 BILLS TO DROP	0
0062	TOTAL NUMBER OF \$1,000.00 BILLS TO DROP	0
0063	TOTAL CREDITS FROM BILLS DIVERTED TO HOPPER	### NO SUPPORT ###

EXIT 1 2 3 4 5 6

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

ONLINE COMMUNICATION METERS PAGE (4/6)

0064	TOTAL NUMBER OF \$1.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
0065	TOTAL NUMBER OF \$2.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
0066	TOTAL NUMBER OF \$5.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
0067	TOTAL NUMBER OF \$10.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
0068	TOTAL NUMBER OF \$20.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
0069	TOTAL NUMBER OF \$50.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
006A	TOTAL NUMBER OF \$100.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
006B	TOTAL NUMBER OF \$200.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
006C	TOTAL NUMBER OF \$500.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
006D	TOTAL NUMBER OF \$1,000.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
006E	TOTAL CREDITS FROM BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
006F	TOTAL NUMBER OF \$1.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0070	TOTAL NUMBER OF \$2.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0071	TOTAL NUMBER OF \$5.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0072	TOTAL NUMBER OF \$10.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0073	TOTAL NUMBER OF \$20.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0074	TOTAL NUMBER OF \$50.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0075	TOTAL NUMBER OF \$100.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0076	TOTAL NUMBER OF \$200.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0077	TOTAL NUMBER OF \$500.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0078	TOTAL NUMBER OF \$1,000.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
007A	TIP MONEY METER (CREDITS)	0
007F	WEIGHTED AVERAGE THEORETICAL PAYBACK PERCENTAGE	93.40%
0080	REGULAR CASHABLE TICKET IN (CENTS)	\$0.00
0081	REGULAR CASHABLE TICKET IN (QUANTITY)	0
0082	RESTRICTED TICKET IN (CENTS)	\$0.00
0083	RESTRICTED TICKET IN (QUANTITY)	0
0084	NONRESTRICTED TICKET IN (CENTS)	\$0.00
0085	NONRESTRICTED TICKET IN (QUANTITY)	0
0086	REGULAR CASHABLE TICKET OUT (CENTS)	\$0.00
0087	REGULAR CASHABLE TICKET OUT (QUANTITY)	0
0088	RESTRICTED TICKET OUT (CENTS)	\$0.00

EXIT 1 2 3 4 5 6

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

ONLINE COMMUNICATION METERS PAGE (5/6)

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

EXIT 1 2 3 4 5 6

The items described in credits are in ACCOUNTING DENOMINATION units. (:=\$0.01 units)
 [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 1/2cc of more and return to neutral position.

ONLINE COMMUNICATION METERS PAGE (6/6)

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

EXIT 1 2 3 4 5 6

The items described in credits are in ACCOUNTING DENOMINATION units. (:=\$0.01 units)
 [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 1/2cc of more and return to neutral position.

7.1.5: Game Meters

TOP MENU>MAIN METERS>GAME METERS

i NOTE:

- Some items on this menu include the calculation of the RTP% from each bet spot.
- [Actual (Permanent)] shows each RTP% calculated from the last RAM Clear. [Actual (Period)] shows each RTP% calculated since the most recent RAM CLEAR or PERIOD RESET.
- [Average] shows the average Bet amount played on each Bet Spot. [Share] shows the proportion of the number of bets on each Bet Spot against the total Bet number or of the bet amount placed of each Bet Spot against the total Bet amount.
- Items whose RTP% percentage is over 120% are displayed in red.

GAME METERS PAGE (1/13)

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

EXIT

SYSTEM SOFTWARE [Z3MGT-GEN-0204-004] OS VERSION [F510001921] 07/01/2024 13:29
 GAME SOFTWARE [X33M07-HCRS-ZA-0202-01-PRESER] GAME GAL ID [188C] STATION ID NUMBER

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

GAME METERS PAGE (2/13)

Meter Name	Permanent	Period	Actual (Permanent)	Actual (Period)	Average	Share
TIMES BET - ANTE	0	0				
TOTAL BET - ANTE	\$0.00	\$0.00				
TIMES BET - PASS LINE	0	0				0.00%
TOTAL BET - PASS LINE	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - PASS LINE	0	0	0.00%	0.00%		
TOTAL WON - PASS LINE	\$0.00	\$0.00	0.00%	0.00%		
TIMES BET - ODDS	0	0				0.00%
TOTAL BET - ODDS	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - ODDS	0	0	0.00%	0.00%		
TOTAL WON - ODDS	\$0.00	\$0.00	0.00%	0.00%		
TIMES BET - DON'T PASS LINE	0	0				0.00%
TOTAL BET - DON'T PASS LINE	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - DON'T PASS LINE	0	0	0.00%	0.00%		
TOTAL WON - DON'T PASS LINE	\$0.00	\$0.00	0.00%	0.00%		
TIMES BET - DON'T ODDS	0	0				0.00%
TOTAL BET - DON'T ODDS	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - DON'T ODDS	0	0	0.00%	0.00%		
TOTAL WON - DON'T ODDS	\$0.00	\$0.00	0.00%	0.00%		
TIMES BET - COME	0	0				0.00%
TOTAL BET - COME	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - COME	0	0	0.00%	0.00%		
TOTAL WON - COME	\$0.00	\$0.00	0.00%	0.00%		
TIMES BET - COME ODDS 4,10	0	0				0.00%
TOTAL BET - COME ODDS 4,10	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - COME ODDS 4,10	0	0	0.00%	0.00%		
TOTAL WON - COME ODDS 4,10	\$0.00	\$0.00	0.00%	0.00%		
TIMES BET - COME ODDS 5,9	0	0				0.00%
TOTAL BET - COME ODDS 5,9	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - COME ODDS 5,9	0	0	0.00%	0.00%		
TOTAL WON - COME ODDS 5,9	\$0.00	\$0.00	0.00%	0.00%		
TIMES BET - COME ODDS 6,8	0	0				0.00%

EXIT

SYSTEM SOFTWARE [Z3MGT-GEN-0204-004] OS VERSION [F510001921] 07/01/2024 14:11
 GAME SOFTWARE [X33M07-HCRS-ZA-0202-01-PRESER] GAME GAL ID [188C] STATION ID NUMBER

[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.

Chapter 7: AUDIT Mode for Player Terminals (Operation)

GAME METERS PAGE (3/13)

Meter Name	Permanent	Period	Actual (Permanent)	Actual (Period)	Average	Share
TOTAL BET - COME ODDS 6,8	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - COME ODDS 6,8	0	0	0.00%	0.00%		
TOTAL BET - DON'T COME	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - DON'T COME	0	0	0.00%	0.00%		
TOTAL BET - DON'T COME ODDS 4,10	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - DON'T COME ODDS 4,10	0	0	0.00%	0.00%		
TOTAL BET - DON'T COME ODDS 4,10	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - DON'T COME ODDS 4,10	0	0	0.00%	0.00%		
TOTAL BET - DON'T COME ODDS 5,9	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - DON'T COME ODDS 5,9	0	0	0.00%	0.00%		
TOTAL BET - DON'T COME ODDS 5,9	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - DON'T COME ODDS 5,9	0	0	0.00%	0.00%		
TOTAL BET - DON'T COME ODDS 6,8	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - DON'T COME ODDS 6,8	0	0	0.00%	0.00%		
TOTAL BET - DON'T COME ODDS 6,8	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - DON'T COME ODDS 6,8	0	0	0.00%	0.00%		
TOTAL BET - PLACE 4,10	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - PLACE 4,10	0	0	0.00%	0.00%		
TOTAL BET - PLACE 4,10	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - PLACE 4,10	0	0	0.00%	0.00%		
TOTAL BET - PLACE 5,9	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - PLACE 5,9	0	0	0.00%	0.00%		
TOTAL BET - PLACE 5,9	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - PLACE 5,9	0	0	0.00%	0.00%		
TOTAL BET - PLACE 6,8	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - PLACE 6,8	0	0	0.00%	0.00%		
TOTAL BET - PLACE 6,8	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - PLACE 6,8	0	0	0.00%	0.00%		

EXIT [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13]

SYSTEM SOFTWARE [ZMGST-GEN-0204-004] OS VERSION [S10001R21] 07/01/2024 13:28
 GAME SOFTWARE [ZMG7-MCH-24-0203-01-PRESEN] GAME GAL [011883] STATION ID NUMBER

[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 base of coin and return to neutral position.

GAME METERS PAGE (4/13)

Meter Name	Permanent	Period	Actual (Permanent)	Actual (Period)	Average	Share
TOTAL BET - PLACE TO LOSE 4,10	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - PLACE TO LOSE 4,10	0	0	0.00%	0.00%		
TOTAL BET - PLACE TO LOSE 4,10	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - PLACE TO LOSE 4,10	0	0	0.00%	0.00%		
TOTAL BET - PLACE TO LOSE 5,9	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - PLACE TO LOSE 5,9	0	0	0.00%	0.00%		
TOTAL BET - PLACE TO LOSE 5,9	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - PLACE TO LOSE 5,9	0	0	0.00%	0.00%		
TOTAL BET - PLACE TO LOSE 6,8	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - PLACE TO LOSE 6,8	0	0	0.00%	0.00%		
TOTAL BET - PLACE TO LOSE 6,8	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - PLACE TO LOSE 6,8	0	0	0.00%	0.00%		
TOTAL BET - BUY 4,10	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - BUY 4,10	0	0	0.00%	0.00%		
TOTAL BET - BUY 4,10	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - BUY 4,10	0	0	0.00%	0.00%		
TOTAL BET - BUY 5,9	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - BUY 5,9	0	0	0.00%	0.00%		
TOTAL BET - BUY 5,9	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - BUY 5,9	0	0	0.00%	0.00%		
TOTAL BET - BUY 6,8	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - BUY 6,8	0	0	0.00%	0.00%		
TOTAL BET - BUY 6,8	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - BUY 6,8	0	0	0.00%	0.00%		
TOTAL BET - LAY 4,10	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - LAY 4,10	0	0	0.00%	0.00%		
TOTAL BET - LAY 4,10	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - LAY 4,10	0	0	0.00%	0.00%		
TOTAL BET - LAY 5,9	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - LAY 5,9	0	0	0.00%	0.00%		
TOTAL BET - LAY 5,9	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - LAY 5,9	0	0	0.00%	0.00%		

EXIT [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13]

SYSTEM SOFTWARE [ZMGST-GEN-0204-004] OS VERSION [S10001R21] 07/01/2024 14:14
 GAME SOFTWARE [ZMG7-MCH-24-0203-01-PRESEN] GAME GAL [011883] STATION ID NUMBER

[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 base of coin and return to neutral position.

GAME METERS PAGE (5/13)

Meter Name	Permanent	Period	Actual (Permanent)	Actual (Period)	Average	Share
TOTAL BET - LAY 5,9	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - LAY 5,9	0	0	0.00%	0.00%		
TOTAL BET - LAY 6,8	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - LAY 6,8	0	0	0.00%	0.00%		
TOTAL BET - LAY 6,8	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - LAY 6,8	0	0	0.00%	0.00%		
TOTAL BET - HARDWAYS 4,10	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - HARDWAYS 4,10	0	0	0.00%	0.00%		
TOTAL BET - HARDWAYS 4,10	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - HARDWAYS 4,10	0	0	0.00%	0.00%		
TOTAL BET - HARDWAYS 6,8	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - HARDWAYS 6,8	0	0	0.00%	0.00%		
TOTAL BET - HARDWAYS 6,8	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - HARDWAYS 6,8	0	0	0.00%	0.00%		
TOTAL BET - FIELD	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - FIELD	0	0	0.00%	0.00%		
TOTAL BET - FIELD	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - FIELD	0	0	0.00%	0.00%		
TOTAL BET - ANY SEVEN	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - ANY SEVEN	0	0	0.00%	0.00%		
TOTAL BET - ANY SEVEN	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - ANY SEVEN	0	0	0.00%	0.00%		
TOTAL BET - ANY DRAPS / O	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - ANY DRAPS / O	0	0	0.00%	0.00%		
TOTAL BET - ANY DRAPS / O	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - ANY DRAPS / O	0	0	0.00%	0.00%		
TOTAL BET - 2,12	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - 2,12	0	0	0.00%	0.00%		
TOTAL BET - 2,12	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - 2,12	0	0	0.00%	0.00%		
TOTAL BET - 3,11 / E	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - 3,11 / E	0	0	0.00%	0.00%		
TOTAL BET - 3,11 / E	\$0.00	\$0.00			\$0.00	0.00%
TIMES WON - 3,11 / E	0	0	0.00%	0.00%		

EXIT [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13]

SYSTEM SOFTWARE [ZMGST-GEN-0204-004] OS VERSION [S10001R21] 07/01/2024 14:14
 GAME SOFTWARE [ZMG7-MCH-24-0203-01-PRESEN] GAME GAL [011883] STATION ID NUMBER

[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 base of coin and return to neutral position.

Chapter 7: AUDIT Mode for Player Terminals (Operation)

GAME METERS PAGE (6/13)							
Meter Name	Permanent	Period	Actual (Permanent)	Actual (Period)	Average	Share	
TIMES WON - 3,11 / E	0	0	0.00%	0.00%			
TOTAL WON - 3,11 / E	\$0.00	\$0.00	0.00%	0.00%			
TIMES BET - C&E	0	0					0.00%
TOTAL BET - C&E	\$0.00	\$0.00			\$0.00		0.00%
TIMES WON - C&E	0	0	0.00%	0.00%			
TOTAL WON - C&E	\$0.00	\$0.00	0.00%	0.00%			
TIMES BET - HORN BET	0	0					0.00%
TOTAL BET - HORN BET	\$0.00	\$0.00			\$0.00		0.00%
TIMES WON - HORN BET	0	0	0.00%	0.00%			
TOTAL WON - HORN BET	\$0.00	\$0.00	0.00%	0.00%			
TIMES BET - BIG 6 / 8	0	0					0.00%
TOTAL BET - BIG 6 / 8	\$0.00	\$0.00			\$0.00		0.00%
TIMES WON - BIG 6 / 8	0	0	0.00%	0.00%			
TOTAL WON - BIG 6 / 8	\$0.00	\$0.00	0.00%	0.00%			
TIMES BET - HOP BETS HARD	0	0					0.00%
TOTAL BET - HOP BETS HARD	\$0.00	\$0.00			\$0.00		0.00%
TIMES WON - HOP BETS HARD	0	0	0.00%	0.00%			
TOTAL WON - HOP BETS HARD	\$0.00	\$0.00	0.00%	0.00%			
TIMES BET - HOP BETS EASY	0	0					0.00%
TOTAL BET - HOP BETS EASY	\$0.00	\$0.00			\$0.00		0.00%
TIMES WON - HOP BETS EASY	0	0	0.00%	0.00%			
TOTAL WON - HOP BETS EASY	\$0.00	\$0.00	0.00%	0.00%			

EXIT

1

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SYSTEM SOFTWARE [ZMGST-GEN-0204-004] OS VERSION [F810001821] 07/01/2024 13:28

GAME SOFTWARE [X23M07-HCR8-ZA-0202-01-PRESEN] GAME GAL ID [188C] STATION ID NUMBER

[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 of more and return to neutral position.

GAME METERS PAGE (7/13)							
Meter Name	Permanent	Period	Actual (Permanent)	Actual (Period)	Average	Share	
TIMES TIP BET - PASS LINE	0	0					0.00%
TOTAL TIP BET - PASS LINE	\$0.00	\$0.00			\$0.00		0.00%
TIMES TIP WON - PASS LINE	0	0	0.00%	0.00%			
TOTAL TIP WON - PASS LINE	\$0.00	\$0.00	0.00%	0.00%			
TIMES TIP BET - ODDS	0	0					0.00%
TOTAL TIP BET - ODDS	\$0.00	\$0.00			\$0.00		0.00%
TIMES TIP WON - ODDS	0	0	0.00%	0.00%			
TOTAL TIP WON - ODDS	\$0.00	\$0.00	0.00%	0.00%			
TIMES TIP BET - DON'T PASS LINE	0	0					0.00%
TOTAL TIP BET - DON'T PASS LINE	\$0.00	\$0.00			\$0.00		0.00%
TIMES TIP WON - DON'T PASS LINE	0	0	0.00%	0.00%			
TOTAL TIP WON - DON'T PASS LINE	\$0.00	\$0.00	0.00%	0.00%			
TIMES TIP BET - DON'T ODDS	0	0					0.00%
TOTAL TIP BET - DON'T ODDS	\$0.00	\$0.00			\$0.00		0.00%
TIMES TIP WON - DON'T ODDS	0	0	0.00%	0.00%			
TOTAL TIP WON - DON'T ODDS	\$0.00	\$0.00	0.00%	0.00%			
TIMES TIP BET - COME	0	0					0.00%
TOTAL TIP BET - COME	\$0.00	\$0.00			\$0.00		0.00%
TIMES TIP WON - COME	0	0	0.00%	0.00%			
TOTAL TIP WON - COME	\$0.00	\$0.00	0.00%	0.00%			
TIMES TIP BET - COME ODDS 4,10	0	0					0.00%
TOTAL TIP BET - COME ODDS 4,10	\$0.00	\$0.00			\$0.00		0.00%
TIMES TIP WON - COME ODDS 4,10	0	0	0.00%	0.00%			
TOTAL TIP WON - COME ODDS 4,10	\$0.00	\$0.00	0.00%	0.00%			
TIMES TIP BET - COME ODDS 5,9	0	0					0.00%
TOTAL TIP BET - COME ODDS 5,9	\$0.00	\$0.00			\$0.00		0.00%
TIMES TIP WON - COME ODDS 5,9	0	0	0.00%	0.00%			
TOTAL TIP WON - COME ODDS 5,9	\$0.00	\$0.00	0.00%	0.00%			
TIMES TIP BET - COME ODDS 6,8	0	0					0.00%
TOTAL TIP BET - COME ODDS 6,8	\$0.00	\$0.00			\$0.00		0.00%
TIMES TIP WON - COME ODDS 6,8	0	0	0.00%	0.00%			
TOTAL TIP WON - COME ODDS 6,8	\$0.00	\$0.00	0.00%	0.00%			

EXIT

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SYSTEM SOFTWARE [ZMGST-GEN-0204-004] OS VERSION [F810001821] 07/01/2024 13:28

GAME SOFTWARE [X23M07-HCR8-ZA-0202-01-PRESEN] GAME GAL ID [188C] STATION ID NUMBER

[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 of more and return to neutral position.

GAME METERS PAGE (8/13)							
Meter Name	Permanent	Period	Actual (Permanent)	Actual (Period)	Average	Share	
TOTAL TIP WON - COME ODDS 6,8	\$0.00	\$0.00	0.00%	0.00%			
TIMES TIP BET - DON'T COME	0	0					0.00%
TOTAL TIP BET - DON'T COME	\$0.00	\$0.00			\$0.00		0.00%
TIMES TIP WON - DON'T COME	0	0	0.00%	0.00%			
TOTAL TIP WON - DON'T COME	\$0.00	\$0.00	0.00%	0.00%			
TIMES TIP BET - DON'T COME ODDS 4,10	0	0					0.00%
TOTAL TIP BET - DON'T COME ODDS 4,10	\$0.00	\$0.00			\$0.00		0.00%
TIMES TIP WON - DON'T COME ODDS 4,10	0	0	0.00%	0.00%			
TOTAL TIP WON - DON'T COME ODDS 4,10	\$0.00	\$0.00	0.00%	0.00%			
TIMES TIP BET - DON'T COME ODDS 5,9	0	0					0.00%
TOTAL TIP BET - DON'T COME ODDS 5,9	\$0.00	\$0.00			\$0.00		0.00%
TIMES TIP WON - DON'T COME ODDS 5,9	0	0	0.00%	0.00%			
TOTAL TIP WON - DON'T COME ODDS 5,9	\$0.00	\$0.00	0.00%	0.00%			
TIMES TIP BET - DON'T COME ODDS 6,8	0	0					0.00%
TOTAL TIP BET - DON'T COME ODDS 6,8	\$0.00	\$0.00			\$0.00		0.00%
TIMES TIP WON - DON'T COME ODDS 6,8	0	0	0.00%	0.00%			
TOTAL TIP WON - DON'T COME ODDS 6,8	\$0.00	\$0.00	0.00%	0.00%			
TIMES TIP BET - PLAGE 4,10	0	0					0.00%
TOTAL TIP BET - PLAGE 4,10	\$0.00	\$0.00			\$0.00		0.00%
TIMES TIP WON - PLAGE 4,10	0	0	0.00%	0.00%			
TOTAL TIP WON - PLAGE 4,10	\$0.00	\$0.00	0.00%	0.00%			
TIMES TIP BET - PLAGE 5,9	0	0					0.00%
TOTAL TIP BET - PLAGE 5,9	\$0.00	\$0.00			\$0.00		0.00%
TIMES TIP WON - PLAGE 5,9	0	0	0.00%	0.00%			
TOTAL TIP WON - PLAGE 5,9	\$0.00	\$0.00	0.00%	0.00%			
TIMES TIP BET - PLAGE 6,8	0	0					0.00%
TOTAL TIP BET - PLAGE 6,8	\$0.00	\$0.00			\$0.00		0.00%
TIMES TIP WON - PLAGE 6,8	0	0	0.00%	0.00%			
TOTAL TIP WON - PLAGE 6,8	\$0.00	\$0.00	0.00%	0.00%			
TIMES TIP BET - PLAGE TO LOSE 4,10	0	0					0.00%
TOTAL TIP BET - PLAGE TO LOSE 4,10	\$0.00	\$0.00			\$0.00		0.00%

EXIT

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SYSTEM SOFTWARE [ZMGST-GEN-0204-004] OS VERSION [F810001821] 07/01/2024 13:28

GAME SOFTWARE [X23M07-HCR8-ZA-0202-01-PRESEN] GAME GAL ID [188C] STATION ID NUMBER

[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 of more and return to neutral position.

Chapter 7: AUDIT Mode for Player Terminals (Operation)

GAME METERS PAGE (9/13)									
Motor Name	Permanent	Period	Actual (Permanent)	Actual (Period)	Average	Share			
TIMES TIP WON - PLAGE TO LOSE 4, 10	0	0	0.00%	0.00%					
TOTAL TIP WON - PLAGE TO LOSE 4, 10	\$0.00	\$0.00	0.00%	0.00%					
TIMES TIP BET - PLAGE TO LOSE 5, 9	0	0					0.00%		
TOTAL TIP BET - PLAGE TO LOSE 5, 9	\$0.00	\$0.00			\$0.00		0.00%		
TIMES TIP WON - PLAGE TO LOSE 5, 9	0	0	0.00%	0.00%					
TOTAL TIP WON - PLAGE TO LOSE 5, 9	\$0.00	\$0.00	0.00%	0.00%					
TIMES TIP BET - PLAGE TO LOSE 6, 8	0	0					0.00%		
TOTAL TIP BET - PLAGE TO LOSE 6, 8	\$0.00	\$0.00			\$0.00		0.00%		
TIMES TIP WON - PLAGE TO LOSE 6, 8	0	0	0.00%	0.00%					
TOTAL TIP WON - PLAGE TO LOSE 6, 8	\$0.00	\$0.00	0.00%	0.00%					
TIMES TIP BET - BUY 4, 10	0	0					0.00%		
TOTAL TIP BET - BUY 4, 10	\$0.00	\$0.00			\$0.00		0.00%		
TIMES TIP WON - BUY 4, 10	0	0	0.00%	0.00%					
TOTAL TIP WON - BUY 4, 10	\$0.00	\$0.00	0.00%	0.00%					
TIMES TIP BET - BUY 5, 9	0	0					0.00%		
TOTAL TIP BET - BUY 5, 9	\$0.00	\$0.00			\$0.00		0.00%		
TIMES TIP WON - BUY 5, 9	0	0	0.00%	0.00%					
TOTAL TIP WON - BUY 5, 9	\$0.00	\$0.00	0.00%	0.00%					
TIMES TIP BET - BUY 6, 8	0	0					0.00%		
TOTAL TIP BET - BUY 6, 8	\$0.00	\$0.00			\$0.00		0.00%		
TIMES TIP WON - BUY 6, 8	0	0	0.00%	0.00%					
TOTAL TIP WON - BUY 6, 8	\$0.00	\$0.00	0.00%	0.00%					
TIMES TIP BET - LAY 4, 10	0	0					0.00%		
TOTAL TIP BET - LAY 4, 10	\$0.00	\$0.00			\$0.00		0.00%		
TIMES TIP WON - LAY 4, 10	0	0	0.00%	0.00%					
TOTAL TIP WON - LAY 4, 10	\$0.00	\$0.00	0.00%	0.00%					
TIMES TIP BET - LAY 5, 9	0	0					0.00%		
TOTAL TIP BET - LAY 5, 9	\$0.00	\$0.00			\$0.00		0.00%		
TIMES TIP WON - LAY 5, 9	0	0	0.00%	0.00%					
TOTAL TIP WON - LAY 5, 9	\$0.00	\$0.00	0.00%	0.00%					
TIMES TIP BET - LAY 6, 8	0	0					0.00%		
TOTAL TIP BET - LAY 6, 8	\$0.00	\$0.00			\$0.00		0.00%		

EXIT

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SYSTEM SOFTWARE [ZMGS1-GEN-0204-004] OS VERSION [P10001821] 07/01/2024 13:30
 GAME SOFTWARE [Z3907-NCHS-ZA-0203-D1-PRESEN] GAME GAL ID [1800] STATION ID NUMBER

GAME METERS PAGE (10/13)									
Motor Name	Permanent	Period	Actual (Permanent)	Actual (Period)	Average	Share			
TOTAL TIP BET - LAY 6, 8	\$0.00	\$0.00			\$0.00		0.00%		
TIMES TIP WON - LAY 6, 8	0	0	0.00%	0.00%					
TOTAL TIP WON - LAY 6, 8	\$0.00	\$0.00	0.00%	0.00%					
TIMES TIP BET - HARDWAYS 4, 10	0	0					0.00%		
TOTAL TIP BET - HARDWAYS 4, 10	\$0.00	\$0.00			\$0.00		0.00%		
TIMES TIP WON - HARDWAYS 4, 10	0	0	0.00%	0.00%					
TOTAL TIP WON - HARDWAYS 4, 10	\$0.00	\$0.00	0.00%	0.00%					
TIMES TIP BET - HARDWAYS 6, 8	0	0					0.00%		
TOTAL TIP BET - HARDWAYS 6, 8	\$0.00	\$0.00			\$0.00		0.00%		
TIMES TIP WON - HARDWAYS 6, 8	0	0	0.00%	0.00%					
TOTAL TIP WON - HARDWAYS 6, 8	\$0.00	\$0.00	0.00%	0.00%					
TIMES TIP BET - FIELD	0	0					0.00%		
TOTAL TIP BET - FIELD	\$0.00	\$0.00			\$0.00		0.00%		
TIMES TIP WON - FIELD	0	0	0.00%	0.00%					
TOTAL TIP WON - FIELD	\$0.00	\$0.00	0.00%	0.00%					
TIMES TIP BET - ANY SEVEN	0	0					0.00%		
TOTAL TIP BET - ANY SEVEN	\$0.00	\$0.00			\$0.00		0.00%		
TIMES TIP WON - ANY SEVEN	0	0	0.00%	0.00%					
TOTAL TIP WON - ANY SEVEN	\$0.00	\$0.00	0.00%	0.00%					
TIMES TIP BET - ANY CRAPS / O	0	0					0.00%		
TOTAL TIP BET - ANY CRAPS / O	\$0.00	\$0.00			\$0.00		0.00%		
TIMES TIP WON - ANY CRAPS / O	0	0	0.00%	0.00%					
TOTAL TIP WON - ANY CRAPS / O	\$0.00	\$0.00	0.00%	0.00%					
TIMES TIP BET - 2, 12	0	0					0.00%		
TOTAL TIP BET - 2, 12	\$0.00	\$0.00			\$0.00		0.00%		
TIMES TIP WON - 2, 12	0	0	0.00%	0.00%					
TOTAL TIP WON - 2, 12	\$0.00	\$0.00	0.00%	0.00%					
TIMES TIP BET - 3, 11 / E	0	0					0.00%		
TOTAL TIP BET - 3, 11 / E	\$0.00	\$0.00			\$0.00		0.00%		
TIMES TIP WON - 3, 11 / E	0	0	0.00%	0.00%					
TOTAL TIP WON - 3, 11 / E	\$0.00	\$0.00	0.00%	0.00%					

EXIT

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SYSTEM SOFTWARE [ZMGS1-GEN-0204-004] OS VERSION [P10001821] 07/01/2024 13:30
 GAME SOFTWARE [Z3907-NCHS-ZA-0203-D1-PRESEN] GAME GAL ID [1800] STATION ID NUMBER

GAME METERS PAGE (11/13)									
Motor Name	Permanent	Period	Actual (Permanent)	Actual (Period)	Average	Share			
TIMES TIP BET - O&E	0	0					0.00%		
TOTAL TIP BET - O&E	\$0.00	\$0.00			\$0.00		0.00%		
TIMES TIP WON - O&E	0	0	0.00%	0.00%					
TOTAL TIP WON - O&E	\$0.00	\$0.00	0.00%	0.00%					
TIMES TIP BET - HORN BET	0	0					0.00%		
TOTAL TIP BET - HORN BET	\$0.00	\$0.00			\$0.00		0.00%		
TIMES TIP WON - HORN BET	0	0	0.00%	0.00%					
TOTAL TIP WON - HORN BET	\$0.00	\$0.00	0.00%	0.00%					
TIMES TIP BET - BIG 6 / 8	0	0					0.00%		
TOTAL TIP BET - BIG 6 / 8	\$0.00	\$0.00			\$0.00		0.00%		
TIMES TIP WON - BIG 6 / 8	0	0	0.00%	0.00%					
TOTAL TIP WON - BIG 6 / 8	\$0.00	\$0.00	0.00%	0.00%					
TIMES TIP BET - HOP BETS HARD	0	0					0.00%		
TOTAL TIP BET - HOP BETS HARD	\$0.00	\$0.00			\$0.00		0.00%		
TIMES TIP WON - HOP BETS HARD	0	0	0.00%	0.00%					
TOTAL TIP WON - HOP BETS HARD	\$0.00	\$0.00	0.00%	0.00%					
TIMES TIP BET - HOP BETS EASY	0	0					0.00%		
TOTAL TIP BET - HOP BETS EASY	\$0.00	\$0.00			\$0.00		0.00%		
TIMES TIP WON - HOP BETS EASY	0	0	0.00%	0.00%					
TOTAL TIP WON - HOP BETS EASY	\$0.00	\$0.00	0.00%	0.00%					

EXIT

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SYSTEM SOFTWARE [ZMGS1-GEN-0204-004] OS VERSION [P10001821] 07/01/2024 13:30
 GAME SOFTWARE [Z3907-NCHS-ZA-0203-D1-PRESEN] GAME GAL ID [1800] STATION ID NUMBER

7-34

Chapter 7: AUDIT Mode for Player Terminals (Operation)

GAME METERS PAGE (12/13)							
Meter Name	Permanent	Period	Actual (Permanent)	Actual (Period)	Average	Share	
TIMES BET - HOT SHOOTER JACKPOT BET	0	0				0.00%	
TOTAL BET - HOT SHOOTER JACKPOT BET	\$0.00	\$0.00			\$0.00	0.00%	
TIMES WON - HOT SHOOTER JACKPOT BET	0	0	0.00%	0.00%			
TOTAL WON - HOT SHOOTER JACKPOT BET	\$0.00	\$0.00	0.00%	0.00%			
TIMES BET - SIDE GAME 2 LOW	0	0				0.00%	
TOTAL BET - SIDE GAME 2 LOW	\$0.00	\$0.00			\$0.00	0.00%	
TIMES WON - SIDE GAME 2 LOW	0	0	0.00%	0.00%			
TOTAL WON - SIDE GAME 2 LOW	\$0.00	\$0.00	0.00%	0.00%			
TIMES BET - SIDE GAME 2 HIGH	0	0				0.00%	
TOTAL BET - SIDE GAME 2 HIGH	\$0.00	\$0.00			\$0.00	0.00%	
TIMES WON - SIDE GAME 2 HIGH	0	0	0.00%	0.00%			
TOTAL WON - SIDE GAME 2 HIGH	\$0.00	\$0.00	0.00%	0.00%			
TIMES BET - SIDE GAME 2 ALL	0	0				0.00%	
TOTAL BET - SIDE GAME 2 ALL	\$0.00	\$0.00			\$0.00	0.00%	
TIMES WON - SIDE GAME 2 ALL	0	0	0.00%	0.00%			
TOTAL WON - SIDE GAME 2 ALL	\$0.00	\$0.00	0.00%	0.00%			

EXIT

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SYSTEM SOFTWARE [22MGST-GEN-0204-004] OS VERSION [FS10001521] 07/01/2024 13:38
 GAME SOFTWARE [X23M07-HCRS-2A-0202-D1-PRESEN] GAME GAL ID [186C] STATION ID NUMBER

GAME METERS PAGE (13/13)							
Meter Name	Permanent	Period	Actual (Permanent)	Actual (Period)	Average	Share	
TIMES TIP BET - HOT SHOOTER JACKPOT BET	0	0				0.00%	
TOTAL TIP BET - HOT SHOOTER JACKPOT BET	\$0.00	\$0.00			\$0.00	0.00%	
TIMES TIP WON - HOT SHOOTER JACKPOT BET	0	0	0.00%	0.00%			
TOTAL TIP WON - HOT SHOOTER JACKPOT BET	\$0.00	\$0.00	0.00%	0.00%			
TIMES TIP BET - SIDE GAME 2 LOW	0	0				0.00%	
TOTAL TIP BET - SIDE GAME 2 LOW	\$0.00	\$0.00			\$0.00	0.00%	
TIMES TIP WON - SIDE GAME 2 LOW	0	0	0.00%	0.00%			
TOTAL TIP WON - SIDE GAME 2 LOW	\$0.00	\$0.00	0.00%	0.00%			
TIMES TIP BET - SIDE GAME 2 HIGH	0	0				0.00%	
TOTAL TIP BET - SIDE GAME 2 HIGH	\$0.00	\$0.00			\$0.00	0.00%	
TIMES TIP WON - SIDE GAME 2 HIGH	0	0	0.00%	0.00%			
TOTAL TIP WON - SIDE GAME 2 HIGH	\$0.00	\$0.00	0.00%	0.00%			
TIMES TIP BET - SIDE GAME 2 ALL	0	0				0.00%	
TOTAL TIP BET - SIDE GAME 2 ALL	\$0.00	\$0.00			\$0.00	0.00%	
TIMES TIP WON - SIDE GAME 2 ALL	0	0	0.00%	0.00%			
TOTAL TIP WON - SIDE GAME 2 ALL	\$0.00	\$0.00	0.00%	0.00%			

EXIT

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SYSTEM SOFTWARE [22MGST-GEN-0204-004] OS VERSION [FS10001521] 07/01/2024 13:38
 GAME SOFTWARE [X23M07-HCRS-2A-0202-D1-PRESEN] GAME GAL ID [186C] STATION ID NUMBER

ITEM	DESCRIPTION
PAYOUT %	The payout percentage (fundamentally WIN÷BET) based on aggregate results. If SAP is set, the base value of the progressive is included. SAS bonus is excluded.
PAYOUT % (INCLUDE PROGRESSIVE)	The payout percentage (fundamentally WIN÷BET) based on aggregate results. Including all progressive wins. SAS bonus is excluded.
GAMES WON	The number of games with a payout (games with wins over 0 credits).
GAMES LOST	The number of games with no payout (games with a payout of 0 credits).
WIN xx-xx CREDITS	The number of games with a specific payout amount range, after any Gamble plays. (ex. "WIN 1000-4999 CREDITS"). The "WIN 1 -99 CREDITS" range includes all wins greater than 0 credits, such as 0.5 credits.

ITEM	DESCRIPTION
TIMES BET –xx	The number of times a bet was placed on each bet spot.
TOTAL BET –xx	The amount of all the bets placed on each bet spot.
TIMES WON –xx	The number of times a bet placed on each Bet option won.
TOTAL WON –xx	The total amount won from bets placed on each Bet option.
TIMES TIP BET –xx	The number of times a bet was placed as Dealer tip on each Bet spot.
TOTAL TIP BET –xx	The amount of all the bets placed as Dealer tips on each Bet spot.
TIMES TIP WON – xx	The number of times a bet placed as Dealer tip on each Bet option won.
TOTAL TIP WON – xx	The total amount won from bets placed as Dealer tip on each Bet option.

7. 1. 6: Gamble Meters

Not used in this machine

7. 1. 7: Wager Category Meters
Wager Category Dealer Operation Meters
Wager Category Machine Operation Meters

TOP MENU>MAIN METERS>WAGER CATEGORY METERS
>WAGER CATEGORY DEALER OPERATION METERS
>WAGER CATEGORY MACHINE OPERATION METERS

i NOTE:

- Each item of **“Wager Category Meters”** shows the total count of the same value listed in **“Wager Category Dealer Operation Meters”** and **“Wager Category Machine Operation Meters”**.
- Each item of **“Wager Category Dealer Operation Meters”** shows only the values calculated when the machine is operated by a Dealer.
- Each item of **“Wager Category Machine Operation Meters”** shows only the values calculated when the machine is working in [FULL AUTO MODE], without a Dealer to operate the machine.

WAGER CATEGORY METERS					
Meter Name			Permanent	Period	
WAGER CATEGORY 83.00% ~ 83.99%	83%		0.00	0.00	
WAGER CATEGORY 86.00% ~ 86.99%	86%		0.00	0.00	
WAGER CATEGORY 87.00% ~ 87.99%	87%		0.00	0.00	
WAGER CATEGORY 88.00% ~ 88.99%	88%		0.00	0.00	
WAGER CATEGORY 90.00% ~ 90.99%	90%		0.00	0.00	
WAGER CATEGORY 91.00% ~ 91.99%	91%		0.00	0.00	
WAGER CATEGORY 92.00% ~ 92.99%	92%		0.00	0.00	
WAGER CATEGORY 93.00% ~ 93.99%	93%		0.00	0.00	
WAGER CATEGORY 94.00% ~ 94.99%	94%		0.00	0.00	
WAGER CATEGORY 95.00% ~ 95.99%	95%		0.00	0.00	
WAGER CATEGORY 96.00% ~ 96.99%	96%		0.00	0.00	
WAGER CATEGORY 97.00% ~ 97.99%	97%		0.00	0.00	
WAGER CATEGORY 98.00% ~ 98.99%	98%		0.00	0.00	
WAGER CATEGORY 99.00% ~ 99.99%	99%		0.00	0.00	
DEALER TIP (TOTAL)			0.00	0.00	
ANTE BET (TOTAL)			0.00	0.00	
WEIGHTED PAYTABLE THEORETICAL PAYBACK:			93.51%	93.51%	
ACTUAL WEIGHTED MACHINE HOLD:			6.49%	6.49%	

EXIT

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

ITEM	DESCRIPTION
Wager Category ##aa.aa% Coin in	The total of credits bet on a certain wager percentage category. (The number of categories is dependent on the game title.)
DEALER TIP (TOTAL)	The total number of credits that the Dealers received from the Players as Tips ([Direct tips] and [Dealer chip tip]). i NOTE: This item is displayed only if on “Important Settings” described at Chapter 4 of the SERVICE Manual, the setting “TIPPING METHOD” is set to <u>DISABLED</u> or <u>ENABLED TIP TICKET</u> .

ITEM	DESCRIPTION
ANTE BET (TOTAL)	The total number of credits paid by the player as Ante Bet. i NOTE: This item is displayed only if on "Important Settings " described at Chapter 4 of the SERVICE Manual, the setting "ANTE AMOUNT (CENT)" is set to a value other than 0 .
WEIGHTED PAYTABLE THEORETICAL PAYBACK	[Total sum of (Value of each meter * each category percentage)] / (Sum of all credits in each category) * 100
ACTUAL WEIGHTED MACHINE HOLD	The machine hold calculated as 100% minus WEIGHTED AVERAGE THEORETICAL PAYBACK. i NOTE: This item is displayed only in "Wager Category Meters" .
DEALER ACTUAL WEIGHTED MACHINE HOLD	Shows the Machine Hold computed as {100% – (WEIGHTED AVERAGE THEORETICAL PAYBACK when the machine is operated by a Dealer)}. i NOTE: This item is listed only in "Wager Category Dealer Operation Meters" .
MACHINE ACTUAL WEIGHTED MACHINE HOLD	Shows the Machine Hold computed as {100% – (WEIGHTED AVERAGE THEORETICAL PAYBACK when the machine is working in [FULL AUTO MODE], without a Dealer to operate the machine.)}.. i NOTE: This item is listed only in "Wager Category Machine Operation Meters" .

7. 1. 8: Extra Game Meters

Not used in this machine

7. 1. 9: Multi Denom Meters

Not used in this machine

7. 1. 10: Progressive Meters

Not used in this machine

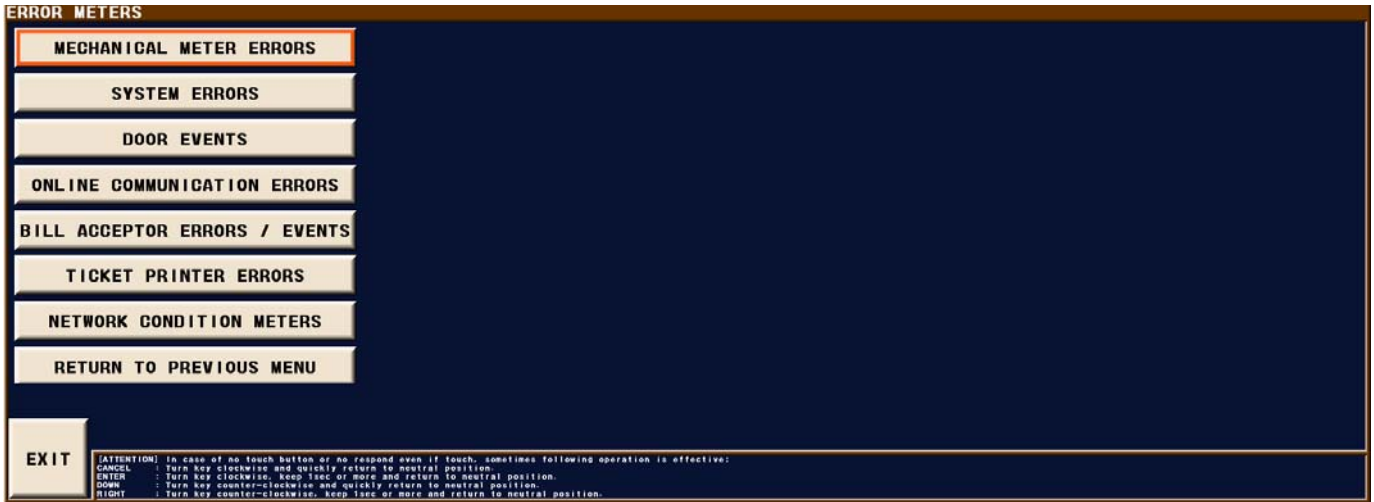
7. 1. 11: Progressive Meters (Server)

Not used in this machine

7. 2: Error Meters

TOP MENU>ERROR METERS

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



7. 2. 1: Mechanical Meter Errors

TOP MENU>ERROR METERS>MECHANICAL METER ERRORS

NOTE:

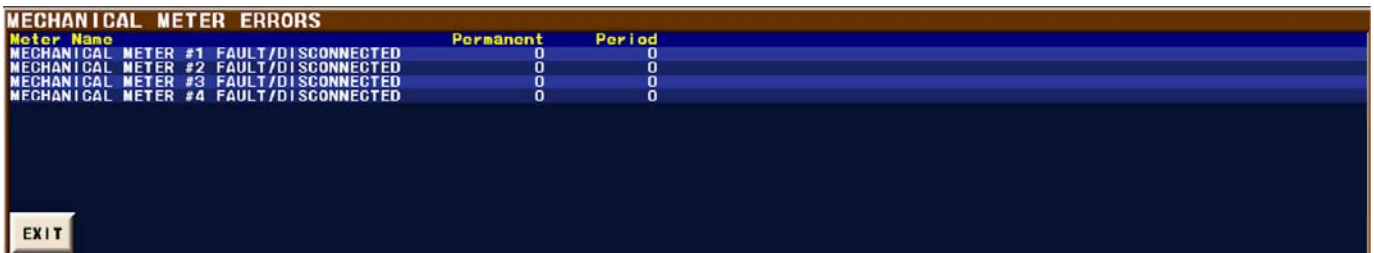
The meters #1 to #4 are arranged from left to right.
The meter assignment may vary according to specification settings.

"PATTERN 1"

Hand Pay /Jackpot	Total Out	Total In	Total BILL
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"PATTERN 2"

Total cash in	Total cash out	Wagered	Game won
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ITEM	DESCRIPTION
MECHANICAL METER xx FAULT / DISCONNECTED	The number of times a malfunction caused by disconnection etc. was detected on each Mechanical Meter.

7. 2. 2: System Errors

TOP MENU>ERROR METERS>SYSTEM ERRORS

SYSTEM ERRORS		
Meter Name	Permanent	Period
LOW BACKUP BATTERY (MOTHER BOARD)	0	0
LOW BACKUP BATTERY (GMEM PCB)	0	0
CPU FAN ABNORMAL	0	0
POWER RESET	1	1
TOUCH SCREEN DISCONNECTED	0	0
POWER OFF DURING SETTING	0	0
GAL FAULT	0	0

EXIT

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

ITEM	DESCRIPTION
LOW BACKUP BATTERY (XX)	The number of times a low power level was detected for each Memory Battery.
CPU FAN ABNORMAL	The number of times an error condition was detected with the rotation frequency of the CPU Fan.
POWER RESET	The number of times the power has been turned ON. (After RAM Clear, the count is 1.)
TOUCH SCREEN DISCONNECTED	The number of times a communication error was detected with the Touch Screen.
POWER OFF DURING SETTING	The number of times the power supply was disconnected during the setting of the configurations.
GAL FAULT	The number of times the GAL data could not be read.

7. 2. 3: Reel Errors

Not used in this machine

7. 2. 4: Door Events

TOP MENU>ERROR METERS>DOOR EVENTS

DOOR EVENTS		
Meter Name	Permanent	Period
MAIN DOOR OPEN	1	1
SIDE SLIDE DOOR OPEN	1	1
SECURITY DOOR OPEN	3	3
FRONT AND BILL DOOR OPEN	1	1
BILL STACKER DOOR OPEN	1	1
BILL DOOR OPEN (OPTICAL SENSOR)	1	1
FRONT DOOR OPEN (OPTICAL SENSOR)	1	1
MAIN DOOR ACCESS DURING POWER DOWN	0	0
SIDE SLIDE DOOR ACCESS DURING POWER DOWN	0	0
SECURITY DOOR ACCESS DURING POWER DOWN	0	0
FRONT AND BILL DOOR ACCESS DURING POWER DOWN	0	0
BILL STACKER DOOR ACCESS DURING POWER DOWN #0	0	0

EXIT

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

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

7. 2. 5: Online Communication Errors

TOP MENU>ERROR METERS>ONLINE COMMUNICATION ERRORS

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

EXIT

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

7.2.6: BILL Acceptor Errors/Events

TOP MENU>ERROR METERS>BILL ACCEPTOR ERRORS/EVENTS

i NOTE:

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

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

EXIT

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

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

7.2.7: Ticket Printer Errors

TOP MENU>ERROR METERS>TICKET PRINTER ERRORS

i NOTE:

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

TICKET PRINTER ERRORS

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

EXIT

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

7.2.8: Extension Unit Errors

Not used on this machine

7.2.9: Specific Device Errors

Not used on this machine

7. 2. 10: Network Condition Meters

TOP MENU>ERROR METERS>NETWORK CONDITION METERS

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

EXIT

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

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

7. 2. 11: Live Camera Errors

Not used on this machine

7.3: Last Game Recall

TOP MENU>LAST GAME RECALL

i NOTE:

- Recall the last 100 games, including the game currently in play.
- If there is no game information stored, the buttons will be gray and cannot be selected.



ITEM	DESCRIPTION
CURRENT GAME	Recall information of the game currently in play. (Refer to 7.3.1)
LAST GAME	Recall information of the last completed game. (Refer to 7.3.2)
2nd - 100th LAST GAME	Recall information of the past games before the LAST GAME. (Refer to 7.3.3)

[How to Check Last Game Recall]

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

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

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

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

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

7.3.1: Current Game

TOP MENU>LAST GAME RECALL>CURRENT GAME

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CURRENT GAME PAGE (1/3)	
LAST PLAY INFORMATION (1/2)	
CREDIT BET	0.00
ANTE BET	0.00 (\$0.00)
CREDIT REMAINED ON CREDIT METER	482.00 (\$482.00)
BILLS ADDED (CENTS)	\$0.00
TICKETS ADDED (CENTS)	\$0.00
CASHLESS ADDED (CENTS)	\$1,000.00
HOST BONUS ADDED (CENTS)	\$0.00
	+-----
TOTAL CENTS ADDED	\$1,001.00
TICKETS COLLECTED (CENTS)	\$519.00
CASHLESS COLLECTED (CENTS)	\$0.00
TOTAL HANDPAY (CENTS)	\$0.00
ANTE COLLECTED (CENTS)	\$0.00
FORCED LOST COLLECTED (CENTS)	\$0.00
	+-----
TOTAL CENTS COLLECTED	\$519.00
TIP AWARDED (CASHOUT TICKET) (CENTS)	\$30.00
JACKPOT PAID	\$0.00
COIN IN	\$0.00
COIN OUT	\$0.00
ATTENDANT PAID JACKPOT	\$0.00
ATTENDANT PAID CANCELLED CREDITS	\$0.00
BILL IN	\$0.00
VOUCHER IN	\$0.00
VOUCHER OUT	\$519.00
ELECTRONIC FUNDS TRANSFER IN	N/A
WAGERING ACCOUNT TRANSFER IN	\$1,001.00
EXIT	<small>[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.</small> <small>CANCEL : Turn key clockwise and quickly return to neutral position.</small> <small>ENTER : Turn key clockwise, keep 1sec or more and return to neutral position.</small> <small>DOWN : Turn key counter-clockwise and quickly return to neutral position.</small> <small>RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.</small>

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

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CURRENT GAME PAGE (3/3)	
ERROR EVENT(S) --- OCCURRED	
SECURITY BOX FAN ABNORMAL	
SECURITY BOX FAN ABNORMAL	
POWER RESET	
BILL STACKER DOOR OPEN	
FRONT DOOR OPEN (OPTICAL SENSOR)	
BILL ACCEPTOR COMMUNICATION ERROR	
MAIN UNIT ERROR	
MAIN UNIT MAINTENANCE	
EXIT	<small>[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.</small> <small>CANCEL : Turn key clockwise and quickly return to neutral position.</small> <small>ENTER : Turn key clockwise, keep 1sec or more and return to neutral position.</small> <small>DOWN : Turn key counter-clockwise and quickly return to neutral position.</small> <small>RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.</small>

ITEM	DESCRIPTION
CREDIT BET	The number of credits bet since the end of the previous game.
ANTE BET	The amount set as Ante Bet. Please refer to "ANTE AMOUNT (CENT)" at " Important Settings / Basic Settings " on SERVICE Manual Chapter 4.
CREDIT REMAINED ON CREDIT METER	The current number of credits remaining on the credit meter.
BILLS ADDED (CENTS)	The value of BILLS inserted since the end of the previous game.
TICKETS ADDED (CENTS)	The value of tickets inserted since the end of the previous game.
CASHLESS ADDED (CENTS)	The value paid out from electronic transfers since the end of the previous game.
HOST BONUS ADDED (CENTS)	The value of bonuses inserted by the host since the end of the previous game.
TOTAL CENTS ADDED	The total value of all credits inserted into the machine since the end of the previous game.
TICKETS COLLECTED (CENTS)	<p>The total value of credits paid out by the ticket printer during the game.</p> <p>i NOTE: The amount printed as [Tip] is also included. (Please refer to "TIPPING METHOD" at Important Settings / Basic Settings" on Chapter 4 of the SERVICE Manual.)</p>
CASHLESS COLLECTED (CENTS)	The total value of credits paid out by electronic transfer during the game.
TOTAL HAND PAY (CENTS)	The total value of credits paid by hand pay during the game.
TIP AWARDED (CENTS)	<p>The total amount of [Ticketless tip].</p> <p>i NOTE: This item is displayed only if "TIPPING METHOD" is set to ENABLED NO TIP TICKET. Please refer to "TIPPING METHOD" at "Important Settings / Basic Settings" on SERVICE Manual Chapter 4)</p>

ITEM	DESCRIPTION
DEALER CHIP TIP AWARDED (CENTS)	The total amount won from Dealer tip bets. i NOTE: This item is displayed only if "TIPPING METHOD" is set to ENABLED NO TIP TICKET . Please refer to "TIPPING METHOD" at "Important Settings / Basic Settings" on SERVICE Manual Chapter 4)
ANTE COLLECTED (CENTS)	The amount that was paid as Ante Bet to participate to the game.
FORCED LOST COLLECTED (CENTS)	The amount of [Come point] bets that was lost as forced collection because the Ante Bet was not played again.
TOTAL CENTS COLLECTED	The total value of credits paid out since the end of the previous game.
TIP AWARDED (CASHOUT TICKET) (CENTS)	The total amount of [Ticket tips] . i NOTE: This item is displayed only if "TIPPING METHOD" is set to ENABLED TIP TICKET . Please refer to "TIPPING METHOD" at "Important Settings / Basic Settings" on SERVICE Manual Chapter 4
JACKPOT PAID	The total value of all Progressive Jackpots paid out during the game.
COIN IN	The total of all bets (displayed in currency amount)
COIN OUT	The total WIN amount excluding hand pays, SAS bonus, progressives, progressive base values, and increments.
ATTENDANT PAID JACKPOT	The total value of hand pays excluding SAS bonus. The BASE VALUE and INCREMENT VALUE are also excluded.
ATTENDANT PAID CANCELLED CREDITS	The total value of hand pays which is a result of the pay out operation. This value is accumulated from prior games.
BILL IN	The total value of all BILLS inserted into the Machine. This value is accumulated from prior games.
VOUCHER IN	Same as "VOUCHER IN" on "System Related In/Out Meters" (Refer to 7.1.3).
VOUCHER OUT	Same as "VOUCHER OUT" on "System Related In/Out Meters" (Refer to 7.1.3).
ELECTRONIC FUNDS TRANSER IN	The total value of Debit Credit transferred from the Host to the Machine. AFT 4060. This value is accumulated from prior games.

ITEM	DESCRIPTION
WAGERING ACCOUNT TRANSFER IN	The total value of Cashable Credit transferred from the Host to the Machine. EFT 69 etc. This value is accumulated from prior games.
WAGERING ACCOUNT TRANSFER OUT	The total value of Cashable Credit transferred from the Machine to the Host. EFT 64 etc. This value is accumulated from prior games.
NON-CASHABLE ELECTRONIC PROMOTION IN	The total value of Restricted (Promotional) Credit transferred from the Host to the Machine. EFT 63 etc. This value is accumulated from prior games.
CASHABLE ELECTRONIC PROMOTION IN	The total value of Non-Restricted (Cashable) Credit transferred from the Host to the Machine. EFT 62 etc. This value is accumulated from prior games.
NON-CASHABLE ELECTRONIC PROMOTION OUT	The total value of Restricted (Promotional) Credit transferred from the Machine to the Host. EFT 6B
CASHABLE ELECTRONIC PROMOTION OUT	The total value of Non-Restricted (Cashable) Credit transferred from the Machine to the Host. This value is accumulated from prior games.
COUPON PROMOTION IN	The total value of Promotional Tickets accepted by the machine. This value accumulates from prior games.
COUPON PROMOTION OUT	The total value of Promotional Tickets printed out by the machine. This value accumulates from prior games.
MACHINE PAID EXTERNAL BONUS PAYOUT	The total value of payout excluding hand pays which is awarded as SAS bonus.
ATTENDANT PAID EXTERNAL BONUS PAYOUT	The total value of hand pays which are awarded as SAS bonus. This value accumulates from prior games.
ATTENDANT PAID PROGRESSIVE PAYOUT	The total value of Progressive wins paid by an attendant. This value accumulates from prior games.
MACHINE PAID PROGRESSIVE PAYOUT	The total value of Progressive Wins paid by the Machine. This value accumulates from prior games.
ERROR EVENT(S)	If an error occurs before the start of a game, the displayed message will change from [NONE] to [OCCURED]. A list of errors that occurred will appear.

7.3.2: Last Game

TOP MENU>LAST GAME RECALL>LAST GAME

Page 1

LAST GAME PAGE (1/3)
 LAST PLAY INFORMATION (1/2)

CREDIT BET	14.00
ANTE BET	0.00 (\$0.00)
CREDIT REMAINED ON CREDIT METER	985.80 (\$985.80)
WON (EXCEPT BONUS)	0.00
HOST BONUS WON (DURING GAME)	0
PLAYER DENOM	\$1.00
CREDIT END	985.80
BILLS ADDED (CENTS)	\$0.00
TICKETS ADDED (CENTS)	\$0.00
CASHLESS ADDED (CENTS)	\$0.00
HOST BONUS ADDED (CENTS)	\$0.00
+-----	
TOTAL CENTS ADDED	\$0.00
TICKETS COLLECTED (CENTS)	\$0.00
CASHLESS COLLECTED (CENTS)	\$0.00
TOTAL HANDPAY (CENTS)	\$0.00
ANTE COLLECTED (CENTS)	\$0.00
FORCED LOST COLLECTED (CENTS)	\$0.00
+-----	
TOTAL CENTS COLLECTED	\$0.00
TIP AWARDED (CASHOUT TICKET) (CENTS)	\$0.00
JACKPOT PAID	\$0.00
PROGRESSIVE PRIZES	N/A
GAME START DATE	05/21/2021 08:20:51
GAME END DATE	05/21/2021 08:21:14

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.

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LAST GAME PAGE (2/3)
 LAST PLAY INFORMATION (2/2)


COIN IN	\$19.00
COIN OUT	\$4.80
ATTENDANT PAID JACKPOT	\$0.00
ATTENDANT PAID CANCELLED CREDITS	\$0.00
BILL IN	\$0.00
VOUCHER IN	\$0.00
VOUCHER OUT	\$0.00
ELECTRONIC FUNDS TRANSFER IN	N/A
WAGERING ACCOUNT TRANSFER IN	\$1,000.00
WAGERING ACCOUNT TRANSFER OUT	\$0.00
NON-CASHABLE ELECTRONIC PROMOTION IN	\$0.00
CASHABLE ELECTRONIC PROMOTION IN	\$0.00
NON-CASHABLE ELECTRONIC PROMOTION OUT	\$0.00
CASHABLE ELECTRONIC PROMOTION OUT	\$0.00
COUPON PROMOTION IN	\$0.00
COUPON PROMOTION OUT	\$0.00
MACHINE PAID EXTERNAL BONUS PAYOUT	\$0.00
ATTENDANT PAID EXTERNAL BONUS PAYOUT	\$0.00
ATTENDANT PAID PROGRESSIVE PAYOUT	N/A
MACHINE PAID PROGRESSIVE PAYOUT	N/A

EXIT << >> [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.

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LAST GAME PAGE (3/4)
 ERROR EVENT(S) --- NONE

PREVIOUS GAME NEXT GAME << >> ENTER EXIT

ITEM	DESCRIPTION
CREDIT BET	The number of credits bet since the end of the previous game.
ANTE BET	The amount set as Ante Bet. Please refer to "ANTE AMOUNT (CENT)" at " Important Settings / Basic Settings " on SERVICE Manual Chapter 4.
CREDIT REMAINED ON CREDIT METER	The current number of credits remaining on the credit meter.
WON (EXCEPT BONUS)	The number of credits won, excluding any bonus wins.
HOST BONUS WON (DURING GAME)	N/A
PLAYER DENOM	Shows the denomination selected to play the game.
CREDIT END	The number of credits remaining on the meter at the end of the LAST GAME that was recalled.
BILLS ADDED (CENTS)	The value of all BILLS inserted during the game.
TICKETS ADDED (CENTS)	The value of all tickets inserted during the game.
CASHLESS ADDED (CENTS)	The value of all cashless credits transferred during the game.
HOST BONUS ADDED (CENTS)	The value of bonuses inserted by the host during the game.
TOTAL CENTS ADDED	The total value inserted during the game.
TICKETS COLLECTED (CENTS)	<p>The total value paid out by tickets during the game.</p> <p> NOTE: The amount printed as [Tip] is also included. (Please refer to "TIPPING METHOD" at Important Settings / Basic Settings" on Chapter 4 of the SERVICE Manual.)</p>
CASHLESS COLLECTED (CENTS)	The total value paid out by cashless credits transfer during the game.
TOTAL HANDPAY (CENTS)	The total value paid out by hand pay (cancel credit) during the game.

ITEM	DESCRIPTION
TIP AWARDED (CENTS)	The total amount of [Ticketless tip] . i NOTE: This item is displayed only if "TIPPING METHOD" is set to ENABLED NO TIP TICKET . Please refer to "TIPPING METHOD" at " Important Settings / Basic Settings " on SERVICE Manual Chapter 4
DEALER CHIP TIP AWARDED (CENTS)	The total amount won from Dealer tip bets. i NOTE: This item is displayed only if "TIPPING METHOD" is set to ENABLED NO TIP TICKET . Please refer to "TIPPING METHOD" at " Important Settings / Basic Settings " on SERVICE Manual Chapter 4
TOTAL CENTS COLLECTED	The total value of all payouts during the game.
TIP AWARDED (CASHOUT TICKET) (CENTS)	The total amount of [Ticket tips] . i NOTE: This item is displayed only if "TIPPING METHOD" is set to ENABLED TIP TICKET . Please refer to "TIPPING METHOD" at " Important Settings / Basic Settings " on SERVICE Manual Chapter 4
JACKPOT PAID	The value of progressive pays during the game.
PROGRESSIVE PRIZES	The amount won as progressive prizes.
GAME START DATE	Record of the time at the start of the game.
GAME END DATE	Record of the time at the end of the game.
COIN IN	The total of all bets (displayed in currency amount)
COIN OUT	The total WIN amount excluding hand pays, SAS bonus, progressives, progressive base values, and increments.
ATTENDANT PAID JACKPOT	The total value of hand pays excluding SAS bonus. The base value and increment value are also excluded.
ATTENDANT PAID CANCELLED CREDITS	The total value of hand pays which is a result of the pay out operation. This value is accumulated from prior games.
BILL IN	The total value of all BILLS inserted into the Machine. This value is accumulated from prior games.
VOUCHER IN	Same as "VOUCHER IN" on " System Related In/Out Meters " (Refer to 7.1.3).
VOUCHER OUT	Same as "VOUCHER OUT" on " System Related In/Out Meters " (Refer to 7.1.3).

ITEM	DESCRIPTION
ELECTRONIC FUNDS TRANSFER IN	The total value of Debit Credit transferred from the Host to the Machine. AFT 4060 This value is accumulated from prior games.
WAGERING ACCOUNT TRANSFER IN	The total value of Cashable Credit transferred from the Host to the Machine. EFT 69 etc. This value is accumulated from prior games.
WAGERING ACCOUNT TRANSFER OUT	The total value of Cashable Credit transferred from the Machine to the Host. EFT 64 etc. This value is accumulated from prior games.
NON-CASHABLE ELECTRONIC PROMOTION IN	The total value of Restricted (Promotional) Credit transferred from the Host to the Machine. EFT 63 etc. This value is accumulated from prior games.
CASHABLE ELECTRONIC PROMOTION IN	The total value of Non- Restricted (Cashable) Credit transferred from the Host to the Machine. EFT 62 etc. This value is accumulated from prior games.
NON CASHABLE ELECTRONIC PROMOTION OUT	The total value of Restricted (Promotional) Credit transferred from the Machine to the Host. EFT 6B
CASHABLE ELECTRONIC PROMOTION OUT	The total value of Non-Restricted (Cashable) Credit transferred from the Machine to the Host. This value is accumulated from prior games.
COUPON PROMOTION IN	The total value of Promotional Tickets accepted by the machine. This value accumulates from prior games.
COUPON PROMOTION OUT	The total value of Promotional Tickets printed out by the machine. This value accumulates from prior games.
MACHINE PAID EXTERNAL BONUS PAYOUT	The total value of payout excluding hand pays which is awarded as SAS bonus.
ATTENDANT PAID EXTERNAL BONUS PAYOUT	The total value of hand pays which are awarded as SAS bonus. This value accumulates from prior games.
ATTENDANT PAID PROGRESSIVE PAYOUT	The total value of Progressive wins paid by an attendant. This value accumulates from prior games.
MACHINE PAID PROGRESSIVE PAYOUT	The total value of Progressive Wins paid by the Machine. This value accumulates from prior games.

ITEM	DESCRIPTION
ERROR EVENT(S)	If an error occurs before the start of a game, the displayed message will change from [NONE] to [OCCURED]. A list of errors that occurred will appear.

7.3.3: 2nd to 100th Last Games

TOP MENU>LAST GAME RECALL>2nd-100th LAST GAME

Page 1

10th LAST GAME PAGE (1/3)	
LAST PLAY INFORMATION (1/2)	
CREDIT BET	5.00
CREDIT REMAINED ON CREDIT METER	509.00 (\$509.00)
WON (EXCEPT BONUS)	12.00
HOST BONUS WON (DURING GAME)	0
PLAYER DENOM	\$1.00
CREDIT END	521.00
BILLS ADDED (CENTS)	\$0.00
TICKETS ADDED (CENTS)	\$0.00
CASHLESS ADDED (CENTS)	\$0.00
HOST BONUS ADDED (CENTS)	\$0.00
+-----	
TOTAL CENTS ADDED	\$0.00
TICKETS COLLECTED (CENTS)	\$0.00
CASHLESS COLLECTED (CENTS)	\$0.00
TOTAL HANDPAY (CENTS)	\$0.00
TIP AWARDED (CENTS)	\$0.00
+-----	
TOTAL CENTS COLLECTED	\$0.00
JACKPOT PAID	\$0.00
PROGRESSIVE PRIZES	N/A
GAME START DATE	10/31/2019 07:22:44
GAME END DATE	10/31/2019 07:23:09
COIN IN	\$15.00
COIN OUT	\$36.00
ATTENDANT PAID JACKPOT	\$0.00
ATTENDANT PAID CANCELLED CREDITS	\$500.00
EXIT	PREVIOUS GAME NEXT GAME << >> ENTER
<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. ENTER : Turn key clockwise, keep 1sec or more and return to neutral position. DOWN : Turn key counter-clockwise and quickly return to neutral position. RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.</small>	

Page 2

10th LAST GAME PAGE (2/3)	
LAST PLAY INFORMATION (2/2)	
COIN IN	\$19.00
COIN OUT	\$4.80
ATTENDANT PAID JACKPOT	\$0.00
ATTENDANT PAID CANCELLED CREDITS	\$0.00
BILL IN	\$0.00
VOUCHER IN	\$0.00
VOUCHER OUT	\$0.00
ELECTRONIC FUNDS TRANSFER IN	N/A
WAGERING ACCOUNT TRANSFER IN	\$1,000.00
WAGERING ACCOUNT TRANSFER OUT	\$0.00
NON-CASHABLE ELECTRONIC PROMOTION IN	\$0.00
CASHABLE ELECTRONIC PROMOTION IN	\$0.00
NON-CASHABLE ELECTRONIC PROMOTION OUT	\$0.00
CASHABLE ELECTRONIC PROMOTION OUT	\$0.00
COUPON PROMOTION IN	\$0.00
COUPON PROMOTION OUT	\$0.00
MACHINE PAID EXTERNAL BONUS PAYOUT	\$0.00
ATTENDANT PAID EXTERNAL BONUS PAYOUT	\$0.00
ATTENDANT PAID PROGRESSIVE PAYOUT	N/A
MACHINE PAID PROGRESSIVE PAYOUT	N/A
EXIT	<< >>
<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. ENTER : Turn key clockwise, keep 1sec or more and return to neutral position. DOWN : Turn key counter-clockwise and quickly return to neutral position. RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.</small>	

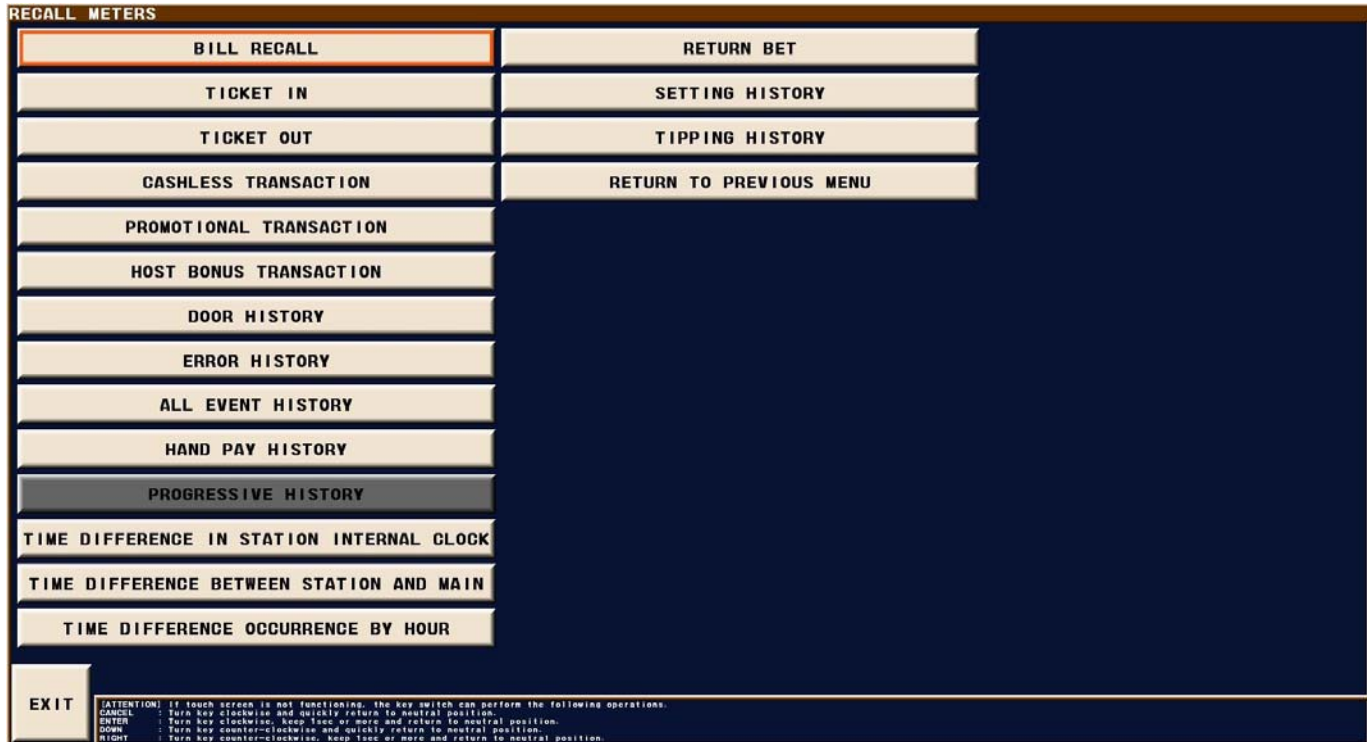
Page 3

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

7. 4: Recall Meters

TOP MENU>RECALL METERS

This item allows to check records of each Event.



The following details are displayed when selecting one of the Recall Meters.

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

ITEM	DISPLAYED INFORMATION	DISPLAYED NUMBER
TIME DIFFERENCE IN STATION INTERNAL CLOCK	No., Date, Time, Gap (Refer to 7.4.2)	Last 30 events
TIME DIFFERENCE BETWEEN STATION AND MAIN	No., Date, Time, Gap (Refer to 7.4.3)	Last 30 events
TIME DIFFERENCE OCCURRENCE BY HOUR	Time, Count (Refer to 7.4.4)	The count resets at 999,999
SAS COMMUNICATION LOG	HH:MM:SS.mSec, Data (Refer to 7.4.1)	Refer to 7.4.1
RETURN BET	No., Date, Time, Amount, Method (Refer to 7.4.5)	Last 30 return bet events
SETTING HISTORY	No., Date, Time, ID Name, From, To	Last 100 settings
TIPPING HISTORY	No., Date, Time, Dealer ID, TIP or DEALER TIP, Amount	Last 100 Tips
BIAS DETECTION HISTORY	No., Game No., Date, Time, Dealer ID, Shooter, Detail, Total Coin In, Total Coin Out, Actual RTP, Level (Refer to 7.4.6)	Last 30 events

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

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

EXIT

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

ERROR HISTORY				
No.	DATE (m/d/y)	TIME (h:m:s)	ERROR NAME	
1	12/13/2017	09:53:12	TICKET PRINTER DISCONNECTED	
2	12/13/2017	09:53:00	BILL ACCEPTOR COMMUNICATION ERROR	
3	12/13/2017	09:37:46	BILL ACCEPTOR COMMUNICATION ERROR	
4	12/13/2017	04:44:33	MAIN UNIT ERROR	
5	12/13/2017	04:44:10	MAIN UNIT ERROR	
6	12/13/2017	04:39:20	SERVER NETWORK ERROR	
7	12/13/2017	04:33:15	SERVER NETWORK ERROR	
8	12/13/2017	04:33:00	SERVER NETWORK ERROR	
9	12/13/2017	04:32:45	SERVER NETWORK ERROR	
10	12/13/2017	04:32:19	SERVER NETWORK ERROR	
11	12/13/2017	04:32:09	SERVER NETWORK ERROR	
12	12/13/2017	04:32:05	BILL ACCEPTOR COMMUNICATION ERROR	

EXIT

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

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

ALL EVENT HISTORY PAGE (1/4)				
No.	DATE (m/d/y)	TIME (h:m:s)	EVENT NAME	COUNT/CASH VALUE
1	12/13/2017	09:53:12	TICKET PRINTER DISCONNECTED	1
2	12/13/2017	09:53:00	BILL ACCEPTOR COMMUNICATION ERROR	1
3	12/13/2017	09:52:16	SECURITY CAGE CLOSED	1
4	12/13/2017	09:52:16	FRONT DOOR CLOSED (MECHANICAL SWITCH)	1
5	12/13/2017	09:52:15	SECURITY CAGE OPEN	1
6	12/13/2017	09:52:15	FRONT DOOR OPEN (MECHANICAL SWITCH)	1
7	12/13/2017	09:52:15	CREDIT(S) AMOUNT	\$0.00
8	12/13/2017	09:52:15	PAYOUT END	1
9	12/13/2017	09:52:15	CANCEL HAND PAY	\$50.00
10	12/13/2017	09:52:13	PAYOUT START	1
11	12/13/2017	09:52:10	CREDIT(S) AMOUNT	\$50.00
12	12/13/2017	09:52:10	GAME END [LAST GAME]	1

EXIT

1 2 3 4

[ATTENTION] In case of no touch button or no respond even if touch, sometimes following operation is effective:
 DOWN : Turn key clockwise and quickly return to neutral position.
 RIGHT : Turn key counter-clockwise and quickly return to neutral position.
 LEFT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.

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

SETTING HISTORY PAGE (1/2)						
No.	DATE (m/d/y)	TIME (h:m:s)	ID	NAME	FROM	TO
1	01/22/2019	05:57:57	yyyy	BILL ACCEPTOR	ENABLED	DISABLED
2	01/22/2019	05:57:36	yyyy	BILL ACCEPTOR	DISABLED	ENABLED
3	01/22/2019	05:57:13	yyyy	AFTER THIRD BET TIME (SECONDS)	MANUAL	10
4	01/22/2019	05:57:13	yyyy	SECOND BET TIME (SECONDS)	MANUAL	15
5	01/22/2019	05:57:13	yyyy	COMEBET BET TIME (SECONDS)	MANUAL	10
6	01/22/2019	05:56:41	admin	AFTER THIRD BET TIME (SECONDS)	10	MANUAL
7	01/22/2019	05:56:41	admin	SECOND BET TIME (SECONDS)	15	MANUAL

EXIT

1 2

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

7.4.1: SAS Communication Log

TOP MENU>RECALL METERS>SAS COMMUNICATION LOG

CAUTION!

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



The screenshot shows the SAS COMMUNICATION LOG menu with the following options:

- MAIN PORT
- EXTEND PORT 1
- EXTEND PORT 2
- RETURN TO PREVIOUS MENU

The selected option is EXTEND PORT 2, which displays the following data:

EXTEND PORT 2 PAGE (1/7)

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

The bottom of the screen shows a control panel with the following buttons:

- START
- STOP
- SAVE
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- EXIT

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

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

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

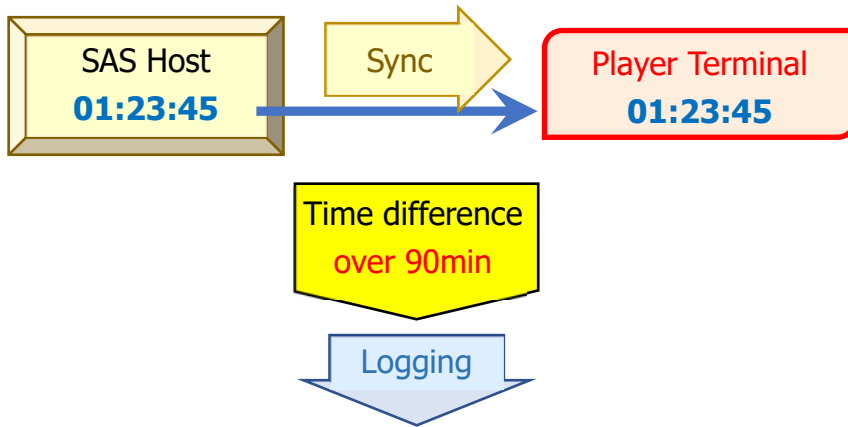
7. 4. 2: Time Difference In Station Internal Clock

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



i NOTE:

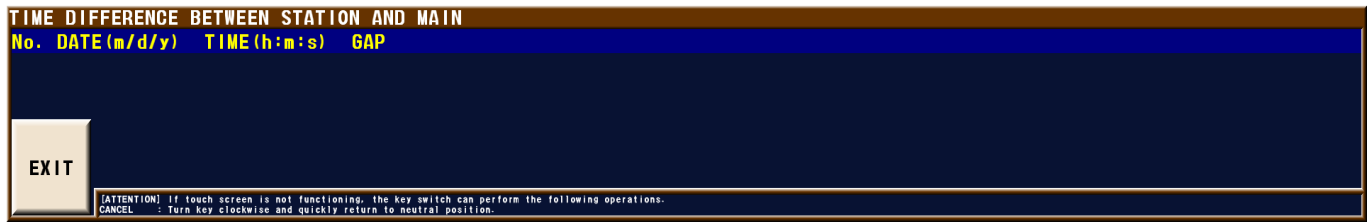
The [Time from the SAS Host] that is received from the SAS Host is verified with the time when the [Time from the SAS Host] is received according to the Player Terminal [internal clock]. If the time difference is 90 minutes or more, a log is saved. A maximum of 30 log items is displayed, and older logs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



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

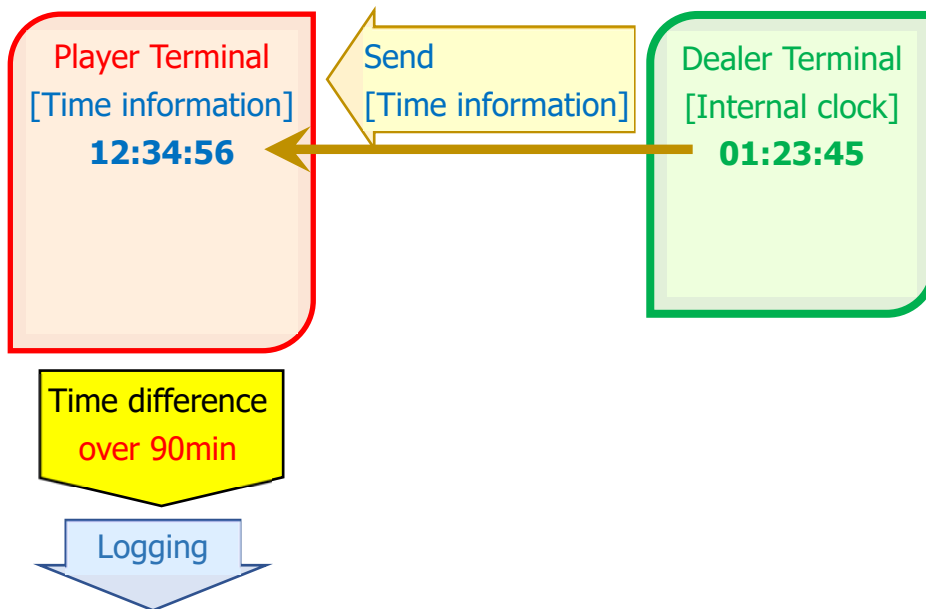
7. 4. 3: Time Difference Between Station And Main

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



i NOTE:

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



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

7.4.4: Time Difference Occurrence By Hour

TOP MENU>RECALL METERS>TIME DIFFERENCE OCCURRENCE BY HOUR

i NOTE:

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

TIME DIFFERENCE OCCURRENCE BY HOUR

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

EXIT

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

7.4.5: Return Bet

TOP MENU>RECALL METERS >RETURN BET


RETURN BET					
No.	DATE (m/d/y)	TIME (h:m:s)	GAME No.	AMOUNT (\$)	METHOD
1	04/19/2022	01:38:58	14	\$6.00	VOID GAME
2	04/19/2022	01:36:28	11	\$4.00	CANCEL BET
3	04/19/2022	01:35:45	10	N/A	KEEP ALL BET
4	04/19/2022	01:34:33	8	\$6.00	CANCEL BET

EXIT

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

NOTE:

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

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

7.4.6: Bias Detection History

TOP MENU>RECALL METERS >BIAS DETECTION HISTORY

BIAS DETECTION HISTORY										
No.	GAME#	DATE (m/d/y)	TIME (h:m:s)	DEALER ID	SHOOTER	DETAIL	TOTAL COIN IN (\$)	TOTAL COIN OUT (\$)	ACTUAL RTP	LEVEL
1	28	07/22/2024	13:33:32	aaa	SHOOTER	HARDWAYS 6/8	\$50.00	\$500.00	1000.00%	2
2	27	07/22/2024	13:33:08	aaa	SHOOTER	HARDWAYS 6/8	\$50.00	\$500.00	1000.00%	1
3	22	07/22/2024	13:31:15	aaa	SHOOTER	HARDWAYS 6/8	\$50.00	\$500.00	1000.00%	3
4	20	07/22/2024	13:29:00	aaa	SHOOTER	HARDWAYS 6/8	\$50.00	\$500.00	1000.00%	2
5	19	07/22/2024	13:28:35	aaa	SHOOTER	HARDWAYS 6/8	\$50.00	\$500.00	1000.00%	1
6	14	07/22/2024	13:24:08	aaa	SHOOTER	HORN 2/12	\$100.00	\$3,100.00	3100.00%	3
7	13	07/22/2024	13:20:18	aaa	SHOOTER	HORN 2/12	\$100.00	\$3,100.00	3100.00%	1
8	10	07/22/2024	13:16:17	aaa	SHOOTER	HORN 2/12	\$100.00	\$3,100.00	3100.00%	3
9	9	07/22/2024	13:15:25	aaa	SHOOTER	HORN 2/12	\$100.00	\$3,100.00	3100.00%	1

EXIT

SYSTEM SOFTWARE [Z2MGMU-GEN-0203] OS VERSION [FS10001821] 07/22/2024 13:34:11
 GAME SOFTWARE [X23M08-HCRM-ZA-0203-D1-PRESEN] GAME GAL ID [187C] 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.

i NOTE:

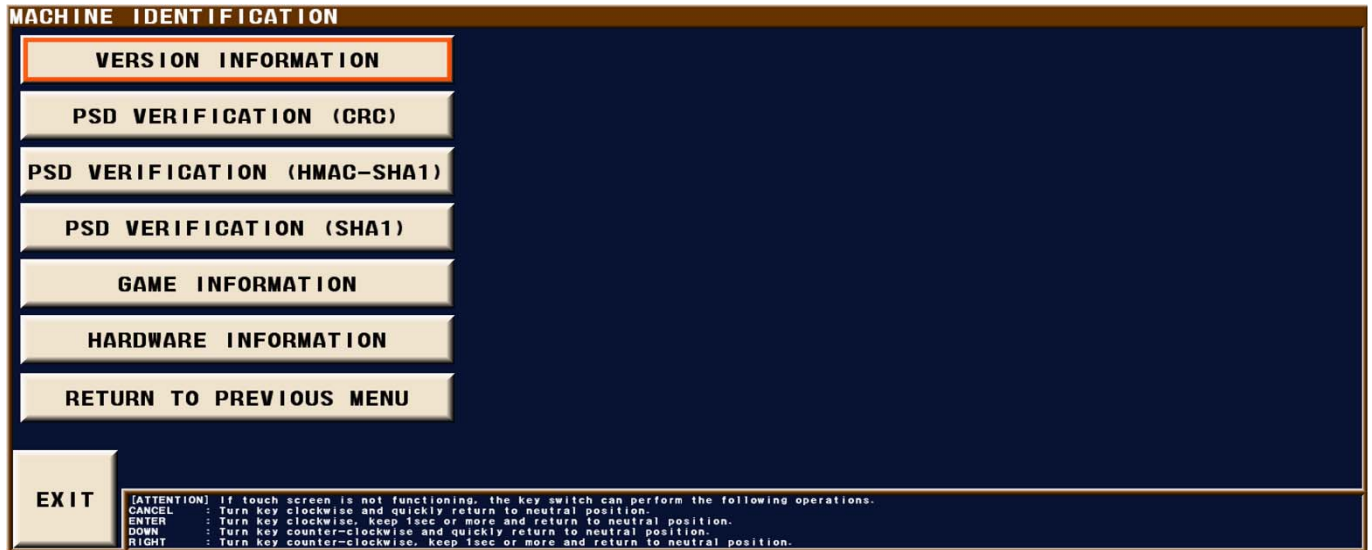
You can see records of the last 30 games where cheating was suspected because of placed bets, roll results, consecutive wins etc.

ITEM	DESCRIPTION
No.	Number.
GAME	The game where the suspected cheating occurred.
DATE(m/d/y)	Date.
TIME(h : m : s)	Time.
DEALER ID	Registered Dealer ID of the Dealer who operated during the relative game.
SHOOTER	Indicates if the suspected cheating occurred on the station of the shooter.
DETAIL	The bet spot where the possibly irregular bet was placed.
TOTAL COIN IN	The amount wagered on the possibly irregular bet.
TOTAL COIN OUT	The amount won from the possibly irregular bet.
ACTUAL RTP	The RTP from the possibly irregular bet.
LEVEL	The warning message and how to clear it depends on the level of severity of the suspected cheating, judged by a score calculated on the average betting trends, on a scale from [Level 1] to [Level 3].

7. 5: Machine Identification

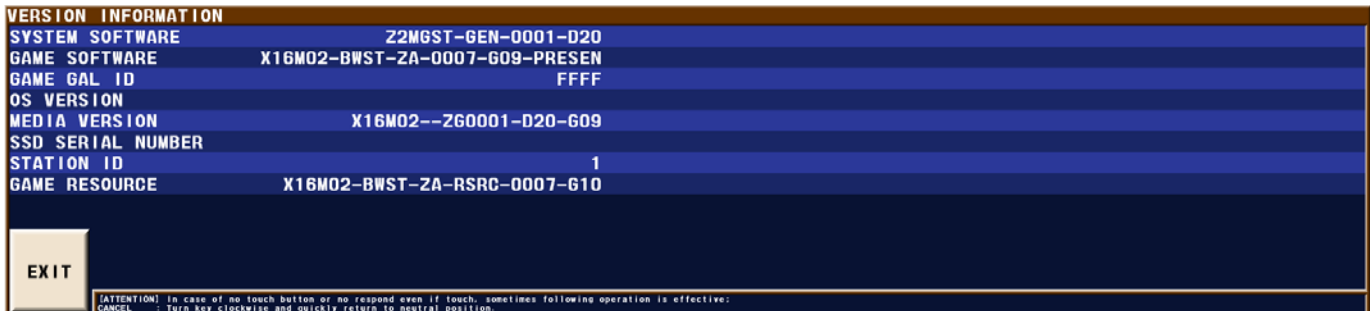
TOP MENU>MACHINE IDENTIFICATION

This item it is possible to check different information.



7. 5. 1: Version Information

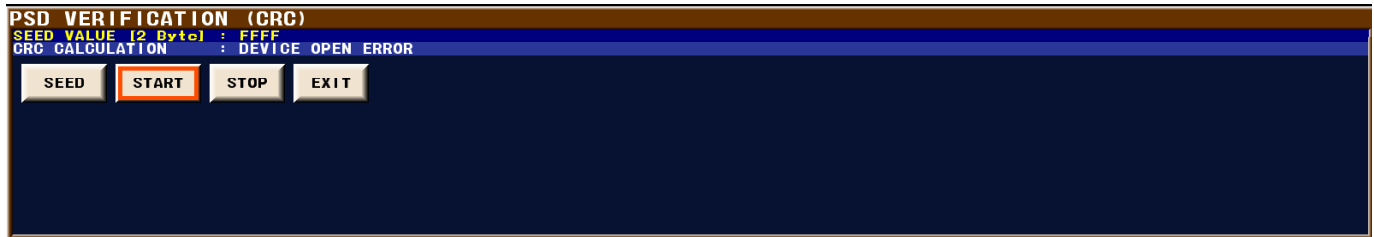
TOP MENU>MACHINE IDENTIFICATION>VERSION INFORMATION



ITEM	DESCRIPTION
SYSTEM SOFTWARE	The version number of the system software.
GAME SOFTWARE	The version number of the GAME SOFTWARE.
GAME GAL ID	The Game GAL ID number.
OS VERSION	The version number of the Operating System.
MEDIA VERSION	The version of the currently used media type.
SSD SERIAL NUMBER	The serial number of the SSD.
STATION ID	The Player Terminal unit ID number.
GAME RESOURCE	The version number of the Source Code for game.

7.5.2: PSD Verification (CRC)

TOP MENU>MACHINE IDENTIFICATION>PSD VERIFICATION (CRC)



[SEED] is used to change the SEED Value.

[START] is used to start the calculation.

[STOP] is used to stop the calculation.

The default value is "00".

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

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



The default value is "00".

[DEL] is used to delete one selected character.

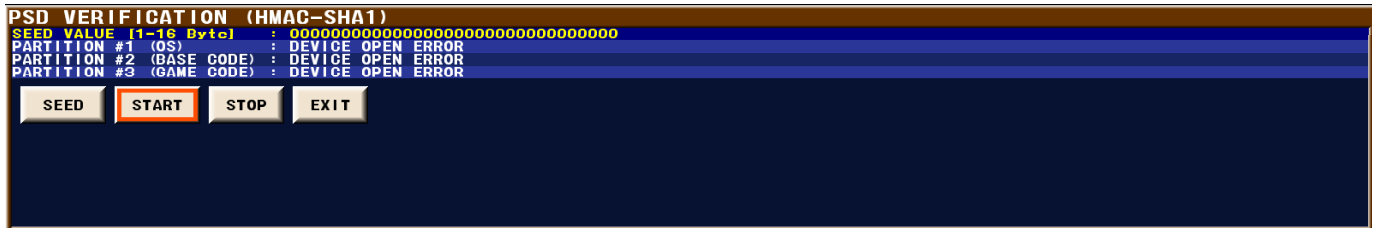
[CLEAR] is used to delete all the selected characters.

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

[ENTER] is used to confirm the seed value.

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

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



[SEED] is used to change the SEED Value.

[START] is used to start the calculation.

[STOP] is used to stop the calculation.

The default value is "00".

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

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



The default value is "00".

[DEL] is used to delete one selected character.

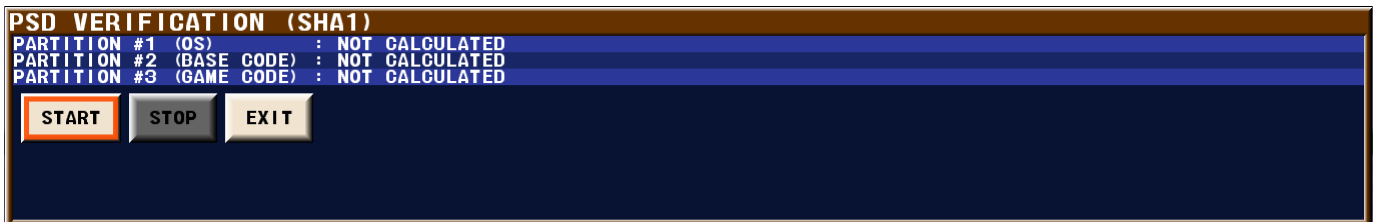
[CLEAR] is used to delete all the selected characters.

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

[ENTER] is used to confirm the seed value.

7. 5. 4: PSD Verification (SHA1)

TOP MENU>MACHINE IDENTIFICATION>PSD VERIFICATION (SHA1)



[START] is used to start the calculation.

[STOP] is used to stop the calculation.

The default value is "00".

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

7.5.5: Game Information

TOP MENU>MACHINE IDENTIFICATION>GAME INFORMATION

GAME INFORMATION PAGE (1/2)	
GENERAL INFORMATION	
GAME TITLE	ROLL TO WIN CRAPS
VARIATION	01
PAYTABLE ID	ffff01
GAME DENOMINATION	\$1.00
MAIN GAME RTP	93.4280%
SIDE GAME RTP	90.9243%
EXPECTED OVERALL RTP	93.3963%
<MAIN GAME>	
MINIMUM BET PER GAME (PER STATION)	1 (\$1.00)
MAXIMUM BET PER GAME (PER STATION)	3000 (\$3,000.00)
<SIDE GAME>	
MINIMUM BET PER GAME (PER STATION)	1 (\$1.00)
MAXIMUM BET PER GAME (PER STATION)	1000 (\$1,000.00)
EXIT	
1	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. DOWN : Turn key counter-clockwise and quickly return to neutral position. RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.</small>	

GAME INFORMATION PAGE (2/2)	
SIGNATURE INFORMATION	
CRC SIGNATURE	NOT CALCULATED
PARTITION #1 (OS) SHA1 SIGNATURE	NOT CALCULATED
PARTITION #2 (BASE CODE) SHA1 SIGNATURE	NOT CALCULATED
PARTITION #3 (GAME CODE) SHA1 SIGNATURE	NOT CALCULATED
PARTITION #1 (OS) HMAC-SHA1 SIGNATURE	NOT CALCULATED
PARTITION #2 (BASE CODE) HMAC-SHA1 SIGNATURE	NOT CALCULATED
PARTITION #3 (GAME CODE) HMAC-SHA1 SIGNATURE	NOT CALCULATED
EXIT	
1	2
<small>[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. DOWN : Turn key counter-clockwise and quickly return to neutral position. RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.</small>	

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

ITEM	DESCRIPTION
GAME TITLE	The title of the game
VARIATION	The PO variation number.
PAYTABLE ID	The GAL number and the PO Variation.
JURISDICTION	Shows the Jurisdiction as set in "JURISDICTION" on " Important Settings / Basic Settings " described at Chapter 4 of the SERVICE Manual. NOTE: This item is displayed only in ONTARIO version.
SERIAL NUMBER	Shows the serial number as set in "SERIAL NUMBER" on " Additional Settings " of " Other Settings " described at Chapter 4 of the SERVICE Manual. NOTE: This item is displayed only in ONTARIO version.
GAME DENOMINATION	The game denomination
EXPECTED OVERALL RTP	The Theoretical RTP.
MAIN GAME RTP	The RTP of the Main Game only.
SIDE GAME RTP	The RTP of all the Side Games only.

Main Game (The items show values from the Main Controller Unit)

ITEM	DESCRIPTION
MINIMUM BET PER GAME (PER STATION)	The MINIMUM bet allowed.
MAXIMUM BET PER GAME (PER STATION)	The MAXIMUM total bet allowed if a bet is placed on all the available bet spots, not including the side game.

Side Game (The items show values from the Main Controller Unit)

ITEM	DESCRIPTION
MINIMUM BET PER GAME (PER STATION)	The MINIMUM bet allowed on the Side Game.
MAXIMUM BET PER GAME (PER STATION)	The MAXIMUM bet allowed if a bet is placed on all the available bet spots of the Side Game.

Signature Information

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

7.5.6: ONTARIO Game Option

TOP MENU>MACHINE IDENTIFICATION>ONTARIO GAME OPTION

NOTE:

This item is displayed only in ONTARIO version.

ONTARIO GAME OPTION

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

EXIT

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

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

7.5.7: Hardware Information

TOP MENU>MACHINE IDENTIFICATION>HARDWARE INFORMATION

HARDWARE INFORMATION	
BIOS VERSION	NOT SUPPORTED
MOTHER BOARD TEMPERATURE	52 C
CPU TEMPERATURE	77 C
CPU FAN SPEED	3013 RPM
TOTAL MEMORY	7157.620 MB
FREE MEMORY	6922.856 MB
MINIMUM MEMORY	6919.304 MB
BATTERY VOLTAGE (MOTHER BOARD)	3.1 V

EXIT

ITEM	DESCRIPTION
BIOS VERSION	The version of the Motherboard BIOS.
MOTHER BOARD TEMPERATURE	The current temperature of the Motherboard.
CPU TEMPERATURE	The current temperature of the CPU.
CPU FAN SPEED	The current CPU fan speed.
TOTAL MEMORY	The total memory capacity.
FREE MEMORY	The amount of free memory available.
MINIMUM MEMORY	The current MINIMUM memory capacity.
BATTERY VOLTAGE (MOTHER BOARD)	The current battery voltage of the Motherboard backup battery.

7. 6: Test

TOP MENU >TEST

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

7. 7: Settings

TOP MENU >SETTINGS

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

7. 8: Period Meter Clear

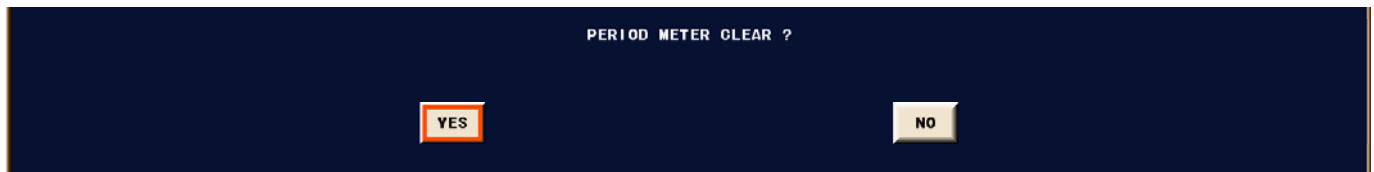
TOP MENU>PERIOD METER CLEAR

i NOTE:

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

Select this item to display the screen below.

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



7. 9: Ante Bet Period Meter Clear

TOP MENU>ANTE BET PERIOD METER CLEAR

i NOTE:

- To perform this operation, the Front Door must be open.
- This item may not be available according to the software specifications.

Select this item to display the screen below.

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



7. 10: Out of Service

TOP MENU>OUT OF SERVICE

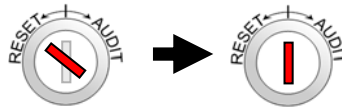
i NOTE:

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

1. Select this item to display the screen below.

OUT OF SERVICE

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





Chapter 8

Error Messages

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

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



CALL SERVICE IMMEDIATELY!

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

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

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

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

#	Error messages	ID	Remedy	Refer to
1	2ND BACKUP MEMORY ERROR	523	All Ram Clear	8.2.54
2	2ND BACKUP MEMORY ERROR(NO DATA)	524	All Ram Clear	8.2.55
3	BODY PCB CHANGED	63	Reset Key	8.2.12
4	BOTTOM 1 FAN ABNORMAL	512	Power OFF>ON	8.5.49
	BOTTOM 2 FAN ABNORMAL	513		
	BOTTOM 3 FAN ABNORMAL	511		
	BOTTOM 4 FAN ABNORMAL	510		
	BOTTOM 5 FAN ABNORMAL	514		
	BOTTOM 6 FAN ABNORMAL	515		
	BOTTOM 7 FAN ABNORMAL	521		
	BOTTOM 8 FAN ABNORMAL	520		
	BOTTOM 9 FAN ABNORMAL	506		
	BOTTOM 10 FAN ABNORMA	507		
	BOTTOM 11 FAN ABNORMA	508		
	BOTTOM 12 FAN ABNORMA	509		
	BOTTOM 13 FAN ABNORMA	516		
	BOTTOM 14 FAN ABNORMA	517		
	BOTTOM 15 FAN ABNORMA	519		
	BOTTOM 16 FAN ABNORMA	518		
5	CAN NOT OPEN EEPROM	61	Power OFF>ON	8.2.13
6	COMMUNICATION #1 ERROR (BODY PCB)	13	Automatic recovery	8.2.14
7	COMMUNICATION #5 ERROR (NOKI PCB)	100	Automatic recovery	8.2.14
8	CONFIGURATION MISMATCH. SET THE CONFIGURATION AGAIN. (GAME DENOMINATION)	389 390 391	Power OFF>ON	8.5.2
9	CONFIGURATION SETTING IS CLEARED. SET THE CONFIGURATION AGAIN.	78 79	Power OFF>ON	8.5.3
10	CONTROLLER DOOR ACCESS DURING POWER DOWN	485	Reset Key	8.2.7
11	CONTROLLER DOOR OPEN	N/A	Automatic recovery	8.2.8
12	CONTROLLER DOOR OPEN (OPTICAL)	N/A	Automatic recovery	8.2.8
13	CPU FAN ABNORMAL	59	Automatic recovery	8.2.15
14	EVENT BUFFER CORRUPT	168	Ram Clear	8.2.16
15	EXCEPTION BUFFER OVERFLOW	167	Automatic recovery	8.2.17

#	Error messages	ID	Remedy	Refer to
16	FIRM CORRUPTED	77	Power OFF>ON	8.2.19
17	FRONT 1 FAN ABNORMAL	487	Power OFF>ON	8.5.50
	FRONT 2 FAN ABNORMAL	488		
	FRONT 3 FAN ABNORMAL	489		
	FRONT 4 FAN ABNORMAL	490		
18	FRONT MAIN DOOR ACCESS DURING POWER DOWN	505	Reset Key	8.2.7
19	FRONT MAIN DOOR OPEN	N/A	Automatic recovery	8.2.8
20	FRONT MAIN DOOR OPEN (OPTICAL)	N/A	Automatic recovery	8.2.8
21	FRONT SIGNAGE DOOR ACCESS DURING POWER DOWN	486	Reset Key	8.2.7
22	FRONT SIGNAGE DOOR OPEN	N/A	Automatic recovery	8.2.8
23	FRONT SIGNAGE DOOR OPEN (OPTICAL)	N/A	Automatic recovery	8.2.8
24	GAL FAULT	144	Power OFF>ON	8.2.20
25	GMEM PCB CHANGED	362	Reset Key	8.2.12
26	INAPPROPRIATE GAME RESULT INPUT	482	Reset Key	8.5.53
27	IO BOX DOOR ACCESS DURING POWER DOWN	503	Reset Key	8.2.7
28	IO BOX DOOR OPEN	N/A	Automatic recovery	8.2.8
29	LOGIN FAILURE	483	Reset Key	8.5.54
30	LOW BACKUP BATTERY (BODY PCB)	26	Automatic recovery	8.2.21
31	LOW BACKUP BATTERY (GMEM PCB)	25	Automatic recovery	8.2.21
32	LOW BACKUP BATTERY (MOTHER BOARD)	24	Automatic recovery	8.2.22
33	LOW BACKUP BATTERY (NOKI PCB)	127	Automatic recovery	8.2.21
34	MAIN DOOR ACCESS DURING POWER DOWN	32	Reset Key	8.2.7
35	MAIN DOOR OPEN	N/A	Automatic recovery	8.2.8
36	MEDIA CORRUPTED	76	Ram Clear	8.2.44
37	MEDIA REMOVED. TURN OFF AND ON THE MACHINE	398 399	Power OFF>ON	8.2.25

#	Error messages	ID	Remedy	Refer to
38	MIDDLE 1 FAN ABNORMAL	491	Power OFF>ON	8.5.51
	MIDDLE 2 FAN ABNORMAL	492		
	MIDDLE 3 FAN ABNORMAL	493		
	MIDDLE 4 FAN ABNORMAL	494		
	MIDDLE 5 FAN ABNORMAL	495		
	MIDDLE 6 FAN ABNORMAL	496		
	MIDDLE 7 FAN ABNORMAL	497		
	MIDDLE 8 FAN ABNORMAL	498		
	MIDDLE 9 FAN ABNORMAL	499		
	MIDDLE 10 FAN ABNORMAL	500		
	MIDDLE 11 FAN ABNORMAL	501		
	MIDDLE 12 FAN ABNORMAL	502		
39	MINI PC / PIT BOSS PC DISCONNECTED	434	Automatic recovery	8.5.61
40	NOKI PCB CHANGED	128	Power OFF>ON	8.2.12
41	POWER DOOR ACCESS DURING POWER DOWN	504	Reset Key	8.2.7
42	POWER DOOR OPEN	N/A	Automatic recovery	8.2.8
43	POWER DOOR OPEN (OPTICAL)	N/A	Automatic recovery	8.2.8
44	POWER OFF DURING SETTING	31	Reset Key	8.2.27
45	POWER SUPPLY BOX ERROR	126	Power OFF	8.5.56
46	POWER SUPPLY FAN ABNORMAL	85	Power OFF	8.5.57
47	PRIMARY PORT OFFLINE ERROR	430	Automatic recovery	8.2.45
48	PRINTER JAM (Please retrieve printed report)	522	Automatic recovery	8.5.62
49	PROGRAM CORRUPTED	74	Ram Clear	8.2.30
50	RAM ERROR	73	Ram Clear	8.2.31
51	REPORTING SYSTEM COMMUNICATION OFFLINE	471	Automatic recovery	8.5.59
52	REPORTING SYSTEM EVENT BUFFER FULL	472	Automatic recovery	8.5.60
53	SECURITY BOX FAN ABNORMAL	60	Power OFF	8.5.52
54	SECURITY DOOR ACCESS DURING POWER DOWN	36	Reset Key	8.2.7
55	SECURITY DOOR OPEN	N/A	Automatic recovery	8.2.8
56	SIDE SLIDE DOOR ACCESS DURING POWER DOWN	34	Reset Key	8.2.7
57	SIDE SLIDE DOOR OPEN	N/A	Automatic recovery	8.2.8
58	TABLE ID SETTING REQUIRED	473	Automatic recovery	8.5.55
59	THRESHOLD AMOUNT EXCEEDED	395	Reset Key	8.2.33
60	TICKET PRINTER DISCONNECTED	51	Automatic recovery	8.2.36
61	TICKET PRINTER PAPER EMPTY (\$X.XX)	47	Automatic recovery	8.2.38
62	TICKET PRINTER PAPER JAM (\$X.XX)	49	Automatic recovery	8.2.39

#	Error messages	ID	Remedy	Refer to
63	TICKET PRINTER PAPER LOW	48	Automatic recovery	8.2.40
64	TIME CLOCK MISMATCHED	422	Power OFF>ON	8.2.42
65	TOUCH SCREEN DISCONNECTED	80	Automatic recovery	8.2.1

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

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

8. 2: Error Messages for Player Terminal(Station Controller Unit)**8. 2. 1: Errors during Power Up Test (in alphabetical order)**

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

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

#	Error messages	ID	Remedy	Refer to
1	2ND BACKUP MEMORY ERROR(NO DATA)	494	All Ram Clear	8.2.55
2	BASE PROTOCOL VERSION IS UNMATCHED	468	Power OFF>ON	8.5.47
3	BILL ACCEPTOR CHEAT	46	Reset Key	8.2.2
4	BILL ACCEPTOR COMMUNICATION ERROR	43	Automatic recovery	8.2.3
5	BILL ACCEPTOR FAILURE	44	Reset Key	8.2.4
6	BILL ACCEPTOR JAM	40	Reset Key	8.2.5
7	BILL DOOR OPEN (OPTICAL SENSOR)	N/A	Automatic recovery	8.2.8
8	BILL STACKER DOOR ACCESS DURING POWER DOWN #0	403	Reset Key	8.2.7
9	BILL STACKER DOOR OPEN	N/A	Automatic recovery	8.2.8
10	BILL STACKER FULL	42	Automatic recovery	8.2.9
11	BILL STACKER JAM	39	Reset Key	8.2.10
12	BILL STACKER REMOVED	41	Automatic recovery	8.2.11
13	CAN NOT OPEN EEPROM	63	Power OFF>ON	8.2.13
14	CASHOUT TO HOST FAILURE	399	Reset Key	8.2.53
15	CLIENT ID ERROR	465	Power OFF>ON	8.5.26
16	CONFIGURATION MISMATCH. SET THE CONFIGURATION AGAIN. (GAME DENOMINATION)	391 392 393	Power OFF>ON	8.5.2
17	CONFIGURATION SETTING IS CLEARED. SET THE CONFIGURATION AGAIN.	80 81	Power OFF>ON	8.5.3
18	CPU FAN ABNORMAL	61	Automatic recovery	8.2.15
19	EVENT BUFFER CORRUPT	170	Ram Clear.	8.2.16
20	EXCEPTION BUFFER OVERFLOW	169	Automatic recovery	8.2.17
21	EXCESSIVE BILL REJECTS	47	Reset Key	8.2.18
22	FRONT AND BILL DOOR ACCESS DURING POWER DOWN	33	Automatic recovery	8.2.7
23	FRONT AND BILL DOOR OPEN	N/A	Automatic recovery	8.2.8
24	FRONT DOOR OPEN (OPTICAL SENSOR)	N/A	Automatic recovery	8.2.8
25	GAL FAULT	146	Power OFF>ON	8.2.20
26	GAME PROTOCOL VERSION IS UNMATCHED	469	Power OFF>ON	8.5.48
27	GAL MISMATCH(JURISDICTION)	486	Ram Clear	8.5.4
28	GMEM PCB CHANGED	364	Reset key	8.2.12
29	LOW BACKUP BATTERY (GMEM PCB)	25	Automatic recovery	8.2.22

#	Error messages	ID	Remedy	Refer to
30	LOW BACKUP BATTERY (MOTHER BOARD)	24	Automatic recovery	8.2.22
31	MACHINE DISABLE FROM HOST	171	Automatic recovery	8.2.23
32	MAIN DOOR ACCESS DURING POWER DOWN	32	Automatic recovery	8.2.7
33	MAIN DOOR OPEN	N/A	Automatic recovery	8.2.8
34	MAIN UNIT DISABLE FROM HOST	477	Automatic recovery	8.5.7
35	MAIN UNIT ERROR	476	Automatic recovery	8.5.5
36	MAIN UNIT MAINTENANCE	478	Automatic recovery	8.5.6
37	MAIN UNIT SETTINGS CHANGED (CASH OUT THE CREDITS.)	479	Reset Key	8.5.8
38	MAIN UNIT SETTINGS CHANGED (TURN THE KEYSWITCH TO "RESET" TO CLEAR METERS.)	482	Reset Key	8.5.10
39	MAIN UNIT SETTINGS CHANGED. RAM CLEAR IS NECESSARY. AFTER RAM CLEAR, CREDIT BECOMES "0"(ZERO).	480 481	Ram Clear	8.5.9
40	MECHANICAL METER #1 FAULT/DISCONNECTED	16	Automatic recovery	8.2.24
41	MECHANICAL METER #2 FAULT/DISCONNECTED	17	Automatic recovery	8.2.24
42	MECHANICAL METER #3 FAULT/DISCONNECTED	18	Automatic recovery	8.2.24
43	MECHANICAL METER #4 FAULT/DISCONNECTED	19	Automatic recovery	8.2.24
44	MEDIA CORRUPTED	78	Ram Clear	8.2.44
45	MEDIA REMOVED. TURN OFF AND ON THE MACHINE	400 401	Power OFF>ON	8.2.25
46	NOT TOUCH SCREEN ID	84	Power OFF>ON	8.2.26
47	PLEASE WAIT	495	Dealer operation	8.5.63
48	POWER OFF DURING SETTING	31	Reset Key	8.2.27
49	POWER SUPPLY BOX ERROR	128	Power OFF	8.5.56
50	POWER SUPPLY FAN ABNORMAL	87	Power OFF	8.5.57
51	PRIMARY PORT OFFLINE ERROR	432	Automatic recovery	8.2.45
52	PROGRAM CORRUPTED	76	Ram Clear	8.2.30
53	PROTOCOL VIOLATION	472	Ram Clear	8.5.11
54	RAM ERROR	75	Ram Clear	8.2.31
55	REPORTING SYSTEM COMMUNICATION OFFLINE	473	Automatic recovery	8.5.59
56	REPORTING SYSTEM EVENT BUFFER FULL	474	Automatic recovery	8.5.60
57	REPRINT TICKET	73	Power OFF>ON	8.2.50
58	SECURITY BOX FAN ABNORMAL	62	Automatic recovery	8.5.52
59	SECURITY DOOR ACCESS DURING POWER DOWN	36	Reset Key	8.2.7
60	SECURITY DOOR OPEN	N/A	Automatic recovery	8.2.8

#	Error messages	ID	Remedy	Refer to
61	SELF AUDIT ERROR	59	Ram Clear	8.2.32
62	SIDE SLIDE DOOR ACCESS DURING POWER DOWN	34	Reset Key	8.2.7
63	SIDE SLIDE DOOR OPEN	N/A	Automatic recovery	8.2.8
64	STATION ID INVALID	484	Power OFF>ON	8.5.12
65	TABLE ID SETTING REQUIRED	475	Automatic recovery	8.5.55
66	THIS STATION CAN NOT RETURN TO THE GAME, ALL BETS WILL BE RETURN TO CREDIT METER THEN CASHOUT.	493	RESET key.	8.5.58
67	THRESHOLD AMOUNT EXCEEDED	397	Reset Key	8.2.33
68	TICKET HISTORY BUFFER FULL	58	Automatic recovery	8.2.34
69	TICKET PRINT TIMED OUT	88	Reset Key	8.2.35
70	TICKET PRINTER DISCONNECTED	53	Automatic recovery	8.2.36
71	TICKET PRINTER OPEN	48	Automatic recovery	8.2.37
72	TICKET PRINTER PAPER EMPTY	49	Automatic recovery	8.2.38
73	TICKET PRINTER PAPER JAM	51	Automatic recovery	8.2.39
74	TICKET PRINTER PAPER LOW	50	Automatic recovery	8.2.40
75	TICKET PRINTER PAPER NOT SET CORRECTLY	426	Reset Key	8.2.41
76	TICKET PRINTING ERROR	57	Reset Key	8.2.51
77	TIME CLOCK MISMATCHED	424	Power OFF>ON	8.2.42
78	TOUCH SCREEN DISCONNECTED	82	Automatic recovery	8.2.1
79	UNREASONABLE METER INCREMENT	491	Reset Key	8.5.13
80	VALIDATION ID NOT CONFIGURED	56	Automatic recovery	8.2.43
81	VOID PRINTED TICKET AND REPRINT	72	Reset Key	8.2.51

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

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

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

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

8. 3: Error Messages for Signage Unit**8. 3. 1: Errors during Power Up Test (in alphabetical order)**

#	Tests	Error Messages	Remedy	Refer to
1	Backup memory Test	POWER OFF DURING WRITING/CRACKED	RAM Clear	8.1.3
2	Backup version Test	FAULT	RAM Clear	8.1.4
3	CPU fan test	FAULT	Power OFF>ON	8.1.8
4	EEPROM test (GMEM PCB)	FAULT	Power OFF>ON	8.1.9
5	GAL test	CHANGED / GAME ID UNMATCHED / FAULT	Power OFF>ON	8.1.10
6	GMEM PCB battery test	LOW	Power OFF>ON	8.1.11
7	GMEM PCB test	FAULT	Power OFF>ON	8.1.12
8	Monitor connection test	DISCONNECTED	Power OFF>ON	8.1.15
9	MOTHER BOARD battery test	LOW	Power OFF>ON	8.1.13

8.3.2: Errors during Game (in alphabetical order)

#	Error messages	ID	Remedy	Refer to
1	BASE PROTOCOL VERSION IS UNMATHED	468	Power OFF>ON	8.5.47
2	CAN NOT OPEN EEPROM	61	Power OFF>ON	8.2.13
3	CONFIGURATION MISMATCH. SET THE CONFIGURATION AGAIN. (GAME DENOMINATION)	389 390 391	Power OFF>ON	8.5.2
4	CONFIGURATION SETTING IS CLEARED. SET THE CONFIGURATION AGAIN.	78 79	Power OFF>ON	8.5.3
5	CPU FAN ABNORMAL	59	Automatic recovery	8.2.15
6	EXCEPTION BUFFER OVERFLOW	167	Automatic recovery	8.2.17
7	GAME PROTOCOL VERSION IS UNMATCHED	469	Power OFF>ON	8.5.48
8	GMEM PCB CHANGED	362	Reset key	8.2.12
9	LOW BACKUP BATTERY (GMEM PCB)	25	Automatic recovery	8.2.22
10	LOW BACKUP BATTERY (MOTHER BOARD)	24	Automatic recovery	8.2.22
11	MAIN DOOR ACCESS DURING POWER DOWN	32	Automatic recovery	8.2.7
12	MAIN DOOR OPEN	N/A	Automatic recovery	8.2.8
13	MAIN UNIT DISABLE FROM HOST	477	Automatic recovery	8.5.7
14	MAIN UNIT ERROR	476	Automatic recovery	8.5.5
15	MEDIA CORRUPTED	76	Ram Clear	8.2.44
16	MEDIA REMOVED. TURN OFF AND ON THE MACHINE.	398 399	Power OFF>ON	8.2.25
17	POWER OFF DURING SETTING	31	Reset Key	8.2.27
18	POWER SUPPLY BOX ERROR	126	Reset Key	8.5.56
19	POWER SUPPLY FAN ABNORMAL	85	Power OFF	8.5.57
20	PROGRAM CORRUPTED	74	Power OFF	8.2.30
21	PROTOCOL VIOLATION	472	Ram Clear	8.5.11
22	RAM ERROR	73	Ram Clear	8.2.31
23	SECURITY BOX FAN ABNORMAL	60	Automatic recovery	8.5.52
24	SECURITY DOOR ACCESS DURING POWER DOWN	36	Reset Key	8.2.7
25	SECURITY DOOR OPEN	N/A	Automatic recovery	8.2.8
26	SIDE SLIDE DOOR ACCESS DURING POWER DOWN	34	Reset key	8.2.7
27	SIDE SLIDE DOOR OPEN	N/A	Automatic recovery	8.2.8

8.3.3: Errors during the connection to the Center unit

#	Error messages	ID	Remedy	Refer to
1	COMMUNICATION OFFLINE ERROR	165	Automatic recovery	8.3.2
2	HOST COMMUNICATION LINK DOWN	166	Automatic recovery	8.3.2
3	SERVER NETWORK ERROR	463	Reset key	8.5.1



Chapter 9

Machine Specifications

9. 1: Cabinet Code(MODEL#)

Center Unit: RTWC-MS

Controller Unit (Main / Signage / Station): SYSX-BT

9. 2: Overall Dimension

	Width	Height	Depth
Center Unit	4119 mm (162.17")	1023 mm (40.28")	2094 mm (82.44")
History Display Unit Excluding Tower Light (Option)	750 mm (29.53")	450 mm (17.72")	2099.8 mm (82.67")

9. 3: Weight

Center Unit	1694 kg(3734.6 lbs)
History Display Unit	73 kg(160.9 lbs)

9. 4: Electrical Specifications

Center Unit: RTWC-MS

Power Requirements

[SW1]

Input Voltage	100 - 120VAC	220 - 240VAC
Input Frequency	50 / 60Hz	50 / 60Hz
Mains Input Current		
EGM Maximum (* Including Service Outlet)	6.3 A	3.0 A
EGM Typical	4.6 A	2.3 A
Power Consumption at Nominal Voltage		
EGM Typical	444 W	444 W
Typical Heat Load	1515 BTU/hr	1515 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

[SW2]

Input Voltage	100 - 120VAC	220 - 240VAC
Input Frequency	50 / 60Hz	50 / 60Hz
Mains Input Current		
EGM Maximum (* Including Service Outlet)	8.0 A	3.6 A
EGM Typical	3.0 A	1.5 A
Power Consumption at Nominal Voltage		
EGM Typical	308 W	307 W
Typical Heat Load	1051 BTU/hr	1048 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

[SW3]

Input Voltage	100 - 120VAC	220 - 240VAC
Input Frequency	50 / 60Hz	50 / 60Hz
Mains Input Current		
EGM Maximum (* Including Service Outlet)	8.5 A	4.1 A
EGM Typical	6.3 A	3.1 A
Power Consumption at Nominal Voltage		
EGM Typical	499 W	479 W
Typical Heat Load	1703 BTU/hr	1635 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

[Field LED] x 4

Input Voltage	100 - 120VAC	220 - 240VAC
Input Frequency	50 / 60Hz	50 / 60Hz
Mains Input Current		
EGM Maximum (* Including Service Outlet)	10.2 A	5.1 A
EGM Typical	6.9 A	3.6 A
Power Consumption at Nominal Voltage		
EGM Typical	757 W	727 W
Typical Heat Load	2584 BTU/hr	2481 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

[Wall LED]

Input Voltage	100 - 120VAC	220 - 240VAC
Input Frequency	50 / 60Hz	50 / 60Hz
Mains Input Current		
EGM Maximum (* Including Service Outlet)	4.7 A	2.3 A
EGM Typical	3.5 A	1.9 A
Power Consumption at Nominal Voltage		
EGM Typical	392 W	381 W
Typical Heat Load	1338 BTU/hr	1300 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

History Display Unit

Power Requirements

Input Voltage	100 - 120VAC	220 - 240VAC
Input Frequency	50 / 60Hz	50 / 60Hz
Mains Input Current		
EGM Maximum (* Including Service Outlet)	1.3 A	0.7 A
EGM Typical	0.9 A	0.5 A
Power Consumption at Nominal Voltage		
EGM Typical	109 W	108 W
Typical Heat Load	372 BTU/hr	369 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

9. 5: Environment

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

9. 6: BILLS Capacity

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

Glossary

A

AFT

Advanced Fund Transfer.

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

Ante Bet

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

Asset Number

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

Attendant

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

Audit (mode)

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

Award

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

AX-GMEM PCB

PCB located in the security cage.

B

Backup Memory Battery

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

Base Game

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

Baud Rate

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

BILL Acceptor

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

BODY PCB

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

C**Cage**

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

Cabinet

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

Calibration

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

Cancelled Credits

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

Capacitor Unit

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

Cash Out

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

Cashable Electronic Promotion

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

Cashable Tickets

Tickets that contain value that can be redeemed for cash.

Cashless

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

Celebration

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

Celebration Win

A substantial win that is accompanied by a notifying message.

Communication Error

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

Control Panel

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

Configuration

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

Coupon Promotion

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

CPU Fan

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

CRC

Abbreviation for Cyclic Redundancy Check.

Credit

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

Credit Meter

Displays the amount of credits left in a gaming machine.

D**Data Bit**

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

Demonstration mode (Demo mode)

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

Denomination (Denom)

A monetary value assigned to a single credit.

Drag Chips

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

Drop

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

E**ECT**

Electronic Credit Transfer.

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

EFT

Electronic Funds Transfer.

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

Error Event

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

Error Meters

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

External Bonus System

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

F**Feature**

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

Feature Game

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

Firmware

The embedded program memory of a computer.

French Meters

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

G**GAL**

Generic Array Logic device.

Game History

Display of information and result of the last games.

Game ID

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

GMEM PCB

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

Grey chip function

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

H**Hand Pay**

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

Help pages

Description of the game rules available to the player.

Host

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

Host Bonus

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

I**Idle State**

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

Important Settings

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

Increment Rate

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

J**Jackpot**

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

Jam

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

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

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

Machine Identification

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

Main Meters

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

Master Meter

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

MD5

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

Media

Game and/or Base software

Meter

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

Meter Information

The Audit Menu which contains software Meters.

Minimum RTP

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

Multi Denom Meters

Meters for multiple denomination data.

N**Nevada Meters**

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

Note Acceptor

See BILL Acceptor.

O**Opposite Bets**

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

P**Payout**

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

PCB

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

Parity Bit

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

Period Meter

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

Period Reset

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

Permanent Meter

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

PID

Player Information Display.

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

Power odds

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

Printer

See Ticket Printer.

Progressive (Jackpot)

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

Progressive Meter

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

Progressive Settings

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

Progressive Reserve Pool

An accumulated reservoir of jackpot monetary contributions.

PSD Verification (HMAC-SHA1)

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

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

Q**R****RAM**

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

RAM Clear

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

RAM Clear SSD

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

Recall Meters

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

Restricted Credits

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

RTP (Return to Player)

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

S**Signage**

See PID.

Stacker

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

SSD

Abbreviation for Solid State Drive.

T**Ticket Printer**

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

TITO

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

Time Schedule Settings

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

Theoretical Payback

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

Tokenization

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

Tower Light

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

Trigger

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

U**USB charger**

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

V**Voucher**

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

W**Wager**

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

Wagering Account

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

WAT

Wagering Account Transfer

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

X**Y****Z**





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