interblock
LUXURY GAMING PRODUCTS

SERVICE MANUAL

ROLL TO WIN CRAPS PHA-8

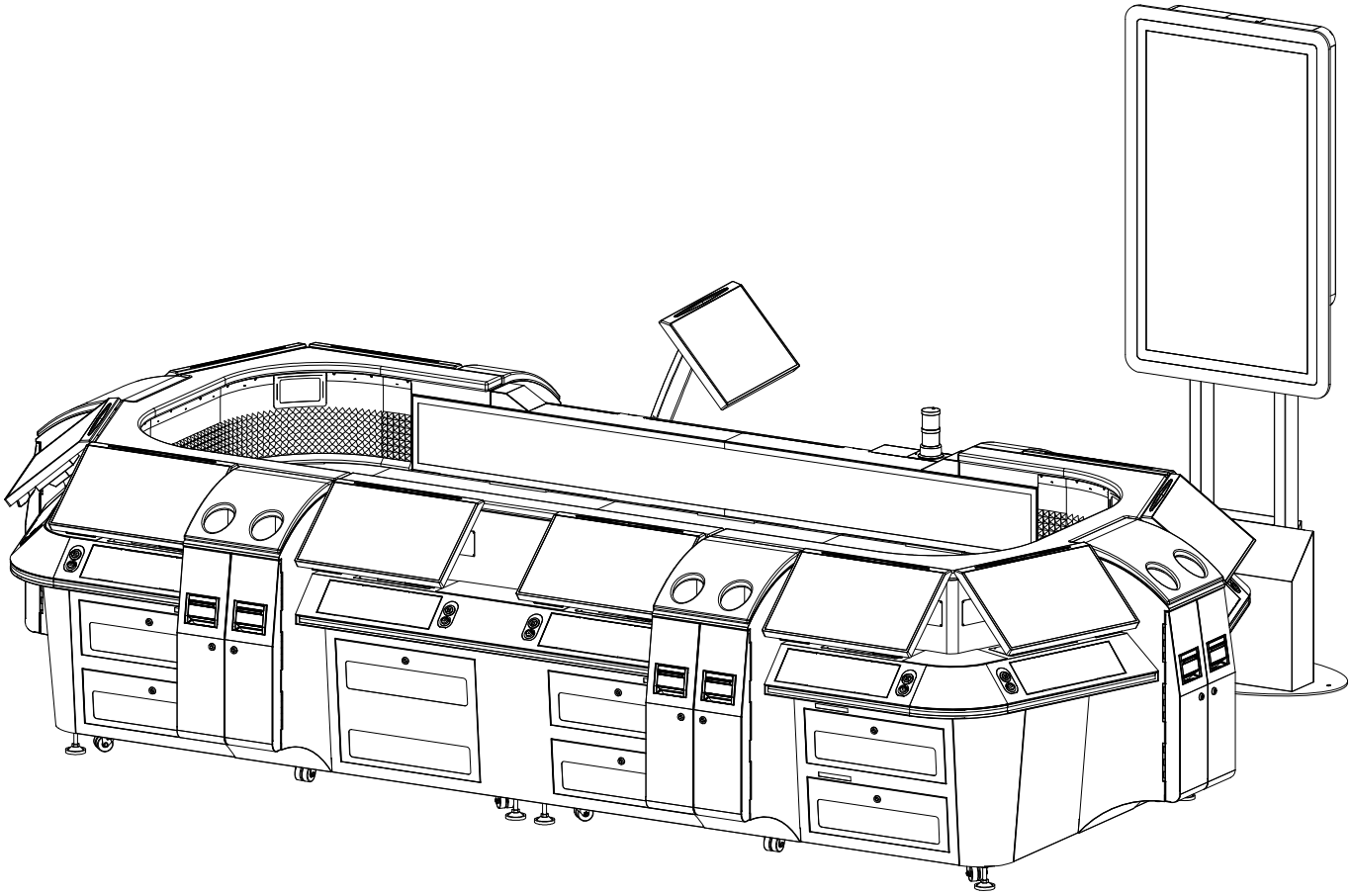


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Appendix

Glossary A-1

Block Diagram and Wiring Diagram
Block Diagram and Wiring Diagram(Tipping System)


interblock
LUXURY GAMING PRODUCTS

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℃. If the ambient temperature exceeds 30℃, 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.

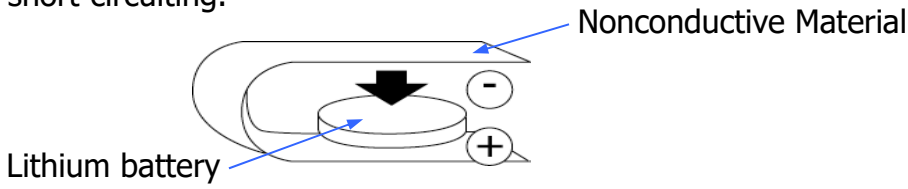
Disposal of Lithium Batteries

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.

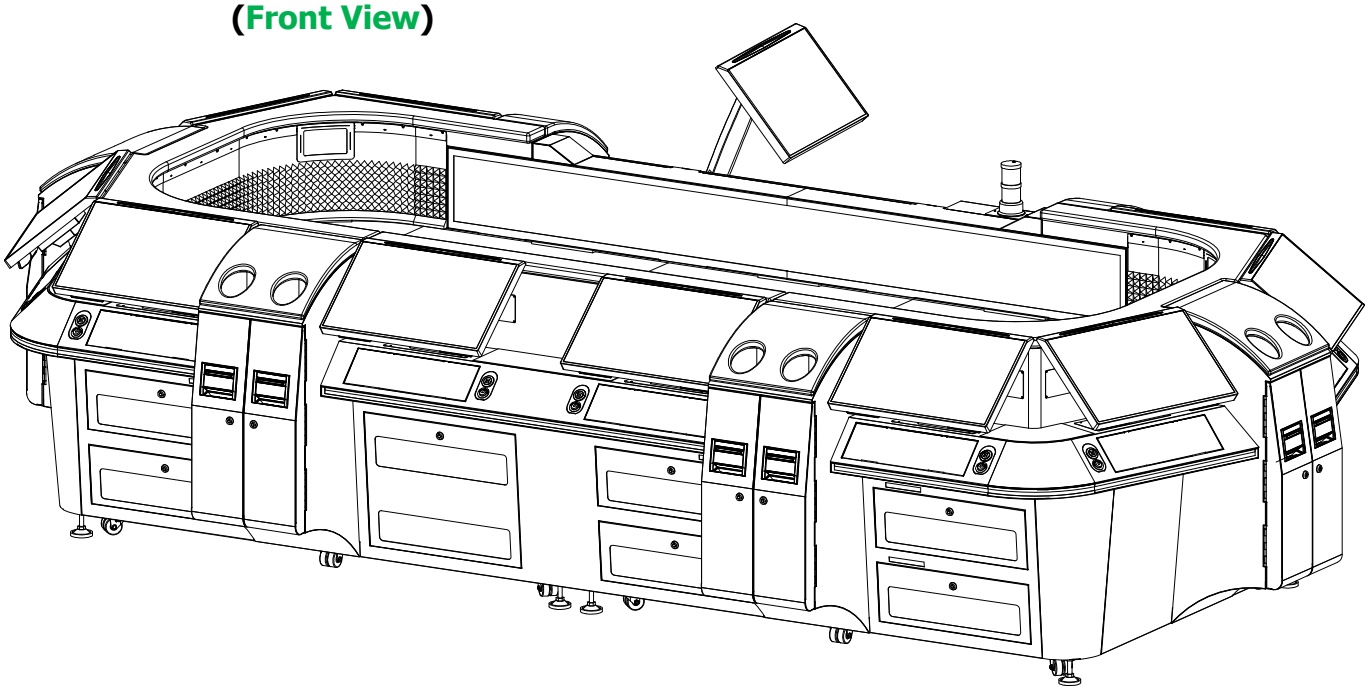
- ◇ Only qualified personnel shall assemble, install, maintain, inspect, and/or enact any troubleshooting measures to the machine.
- ◇ Do not sit, stand or put heavy objects on the machine. A dented machine may cause malfunctioning.
- ◇ When smoke and/or an unknown malfunction is detected, immediately 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, benzine, 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

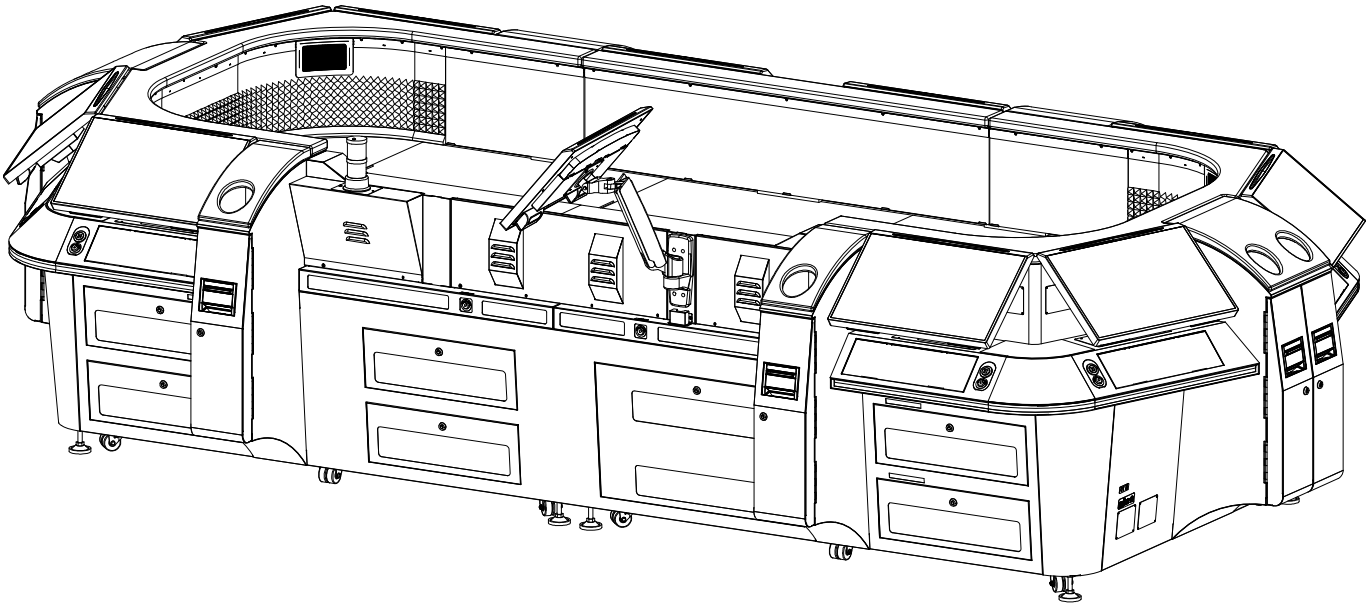
Major Components

1. 1: Appearance of Whole Machine

(Front View)

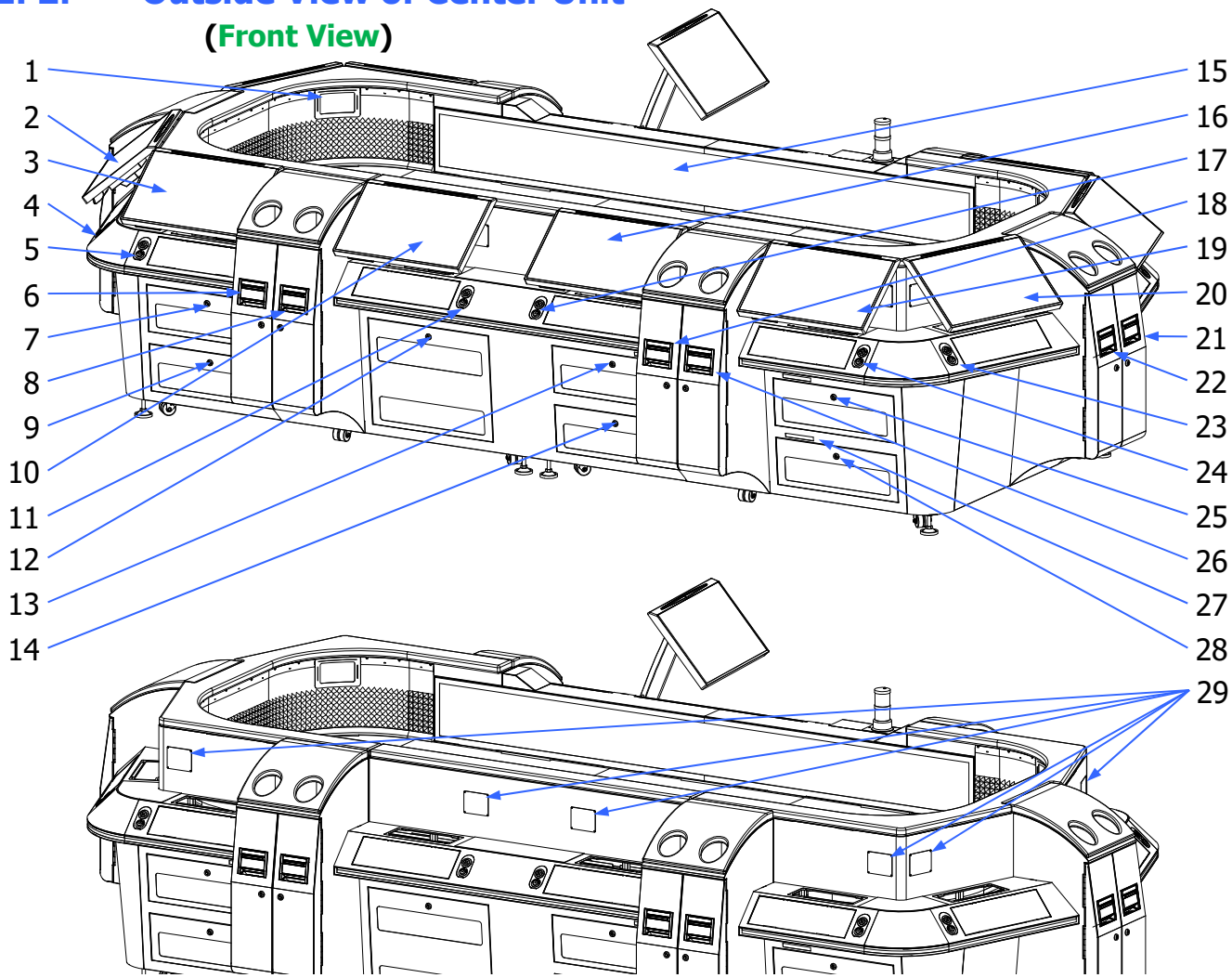


(Rear View)

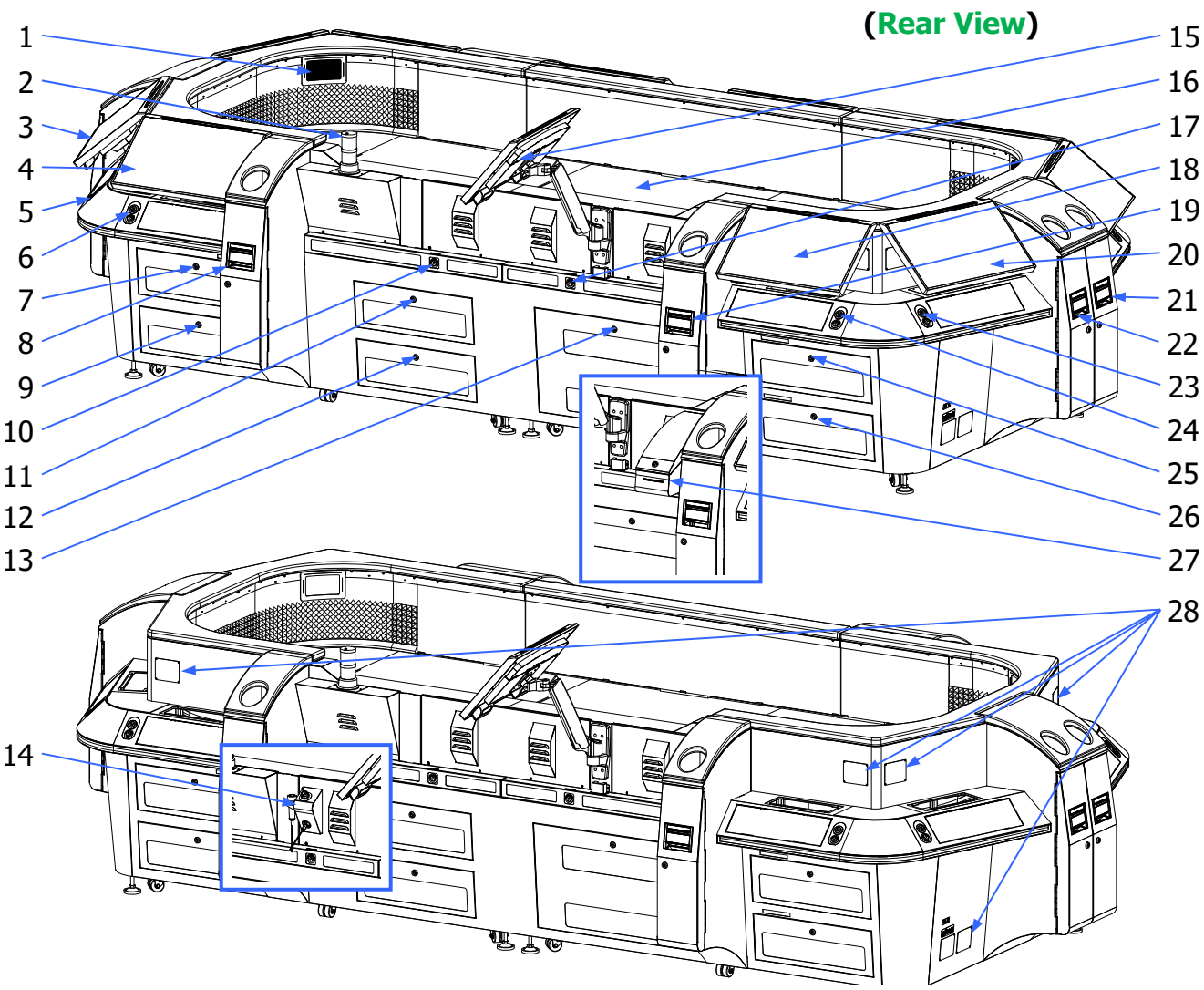


1. 2: Outside View of Center Unit

(Front View)

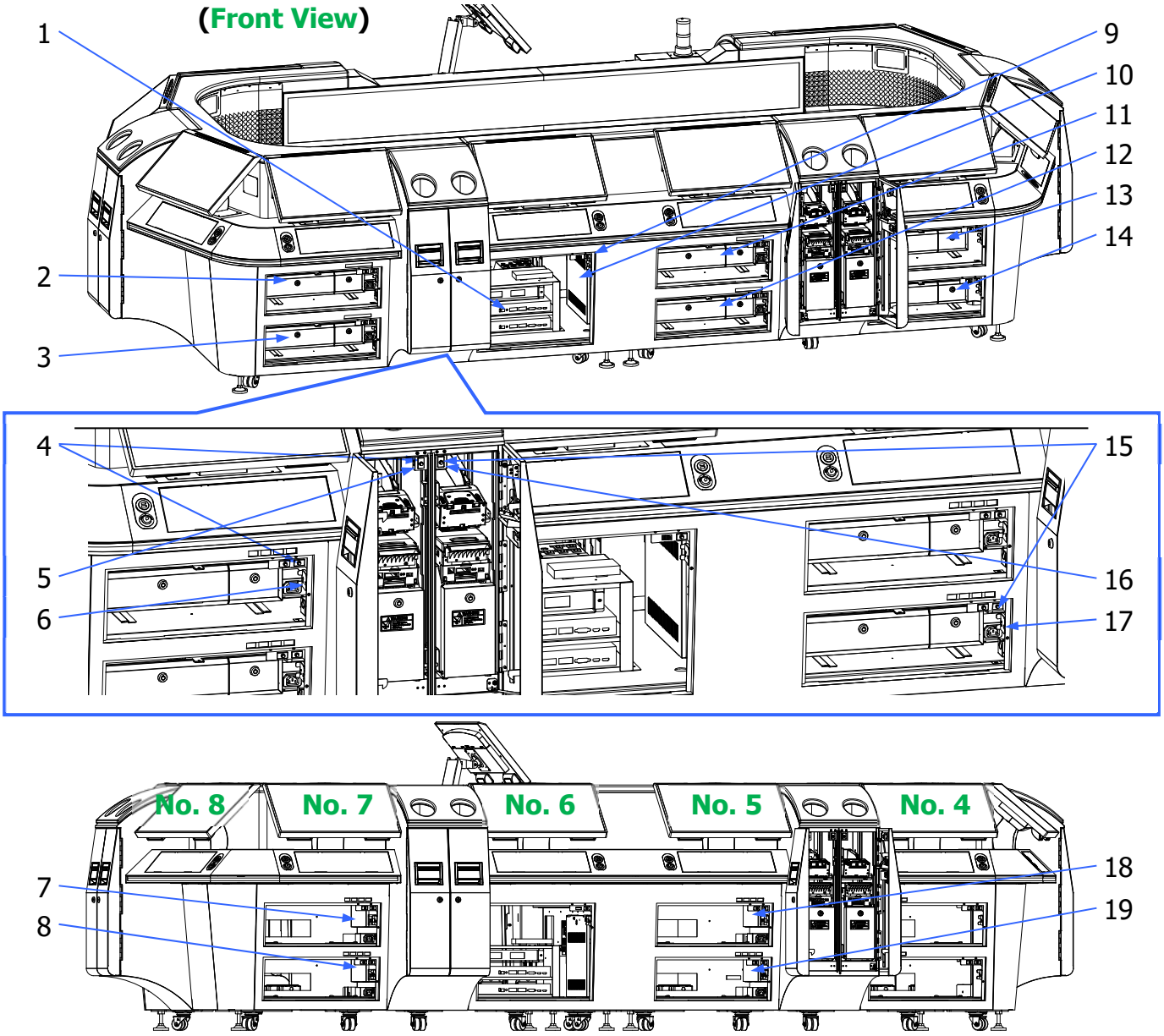


1. Speaker
2. No.8 Player Terminal
3. No.7 Player Terminal
4. No.8 Terminal RESET/AUDIT Key Switch
5. No.7 Terminal RESET/AUDIT Key Switch
6. No.7 Terminal BILL Ticket Entry & Chute
7. No.7 Front Door Lock
8. No.6 Terminal Ticket Entry & Chute
9. No.8 Front Door Lock
10. No.6 Player Terminal
11. No.6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



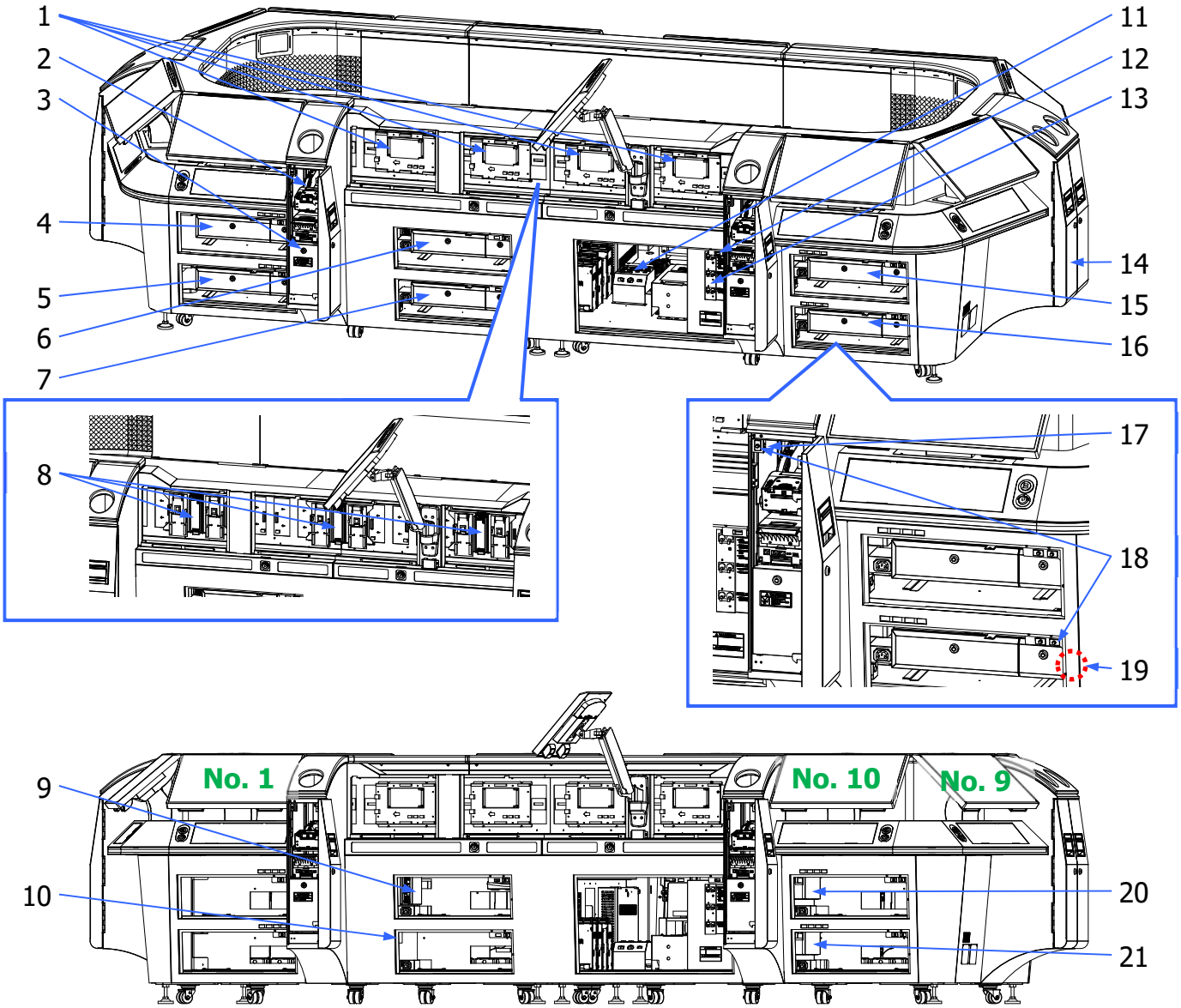
1. Speaker
2. Tower Light(When choosing Option-1)
3. No.2 Player Terminal
4. No.1 Player Terminal
5. No.2 Terminal RESET/AUDIT Key Switch
6. No.1 Terminal RESET/AUDIT Key Switch
7. No.1 Front Door Lock
8. No.1 Terminal Ticket Entry & Chute
9. No.2 Front Door Lock
10. Signage Controller Unit RESET/AUDIT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

1. 3: Inside View of Center Unit



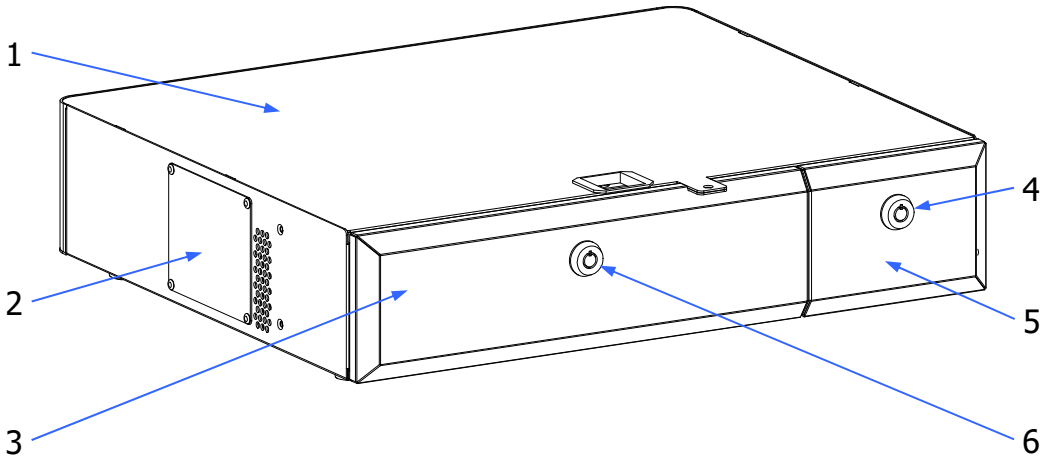
1. LED Controller Unit
2. No.7 Station Controller Unit
3. No.8 Station Controller Unit
4. No.7 Front and BILL Door Switch
5. No.7 BILL Door Switch(Optical Sensor)
6. No.7 Front Door Switch(Optical Sensor)
7. No.7 Terminal Sub IO Case
8. No.8 Terminal Sub IO Case
9. Controller Door Switch and Sensor
10.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



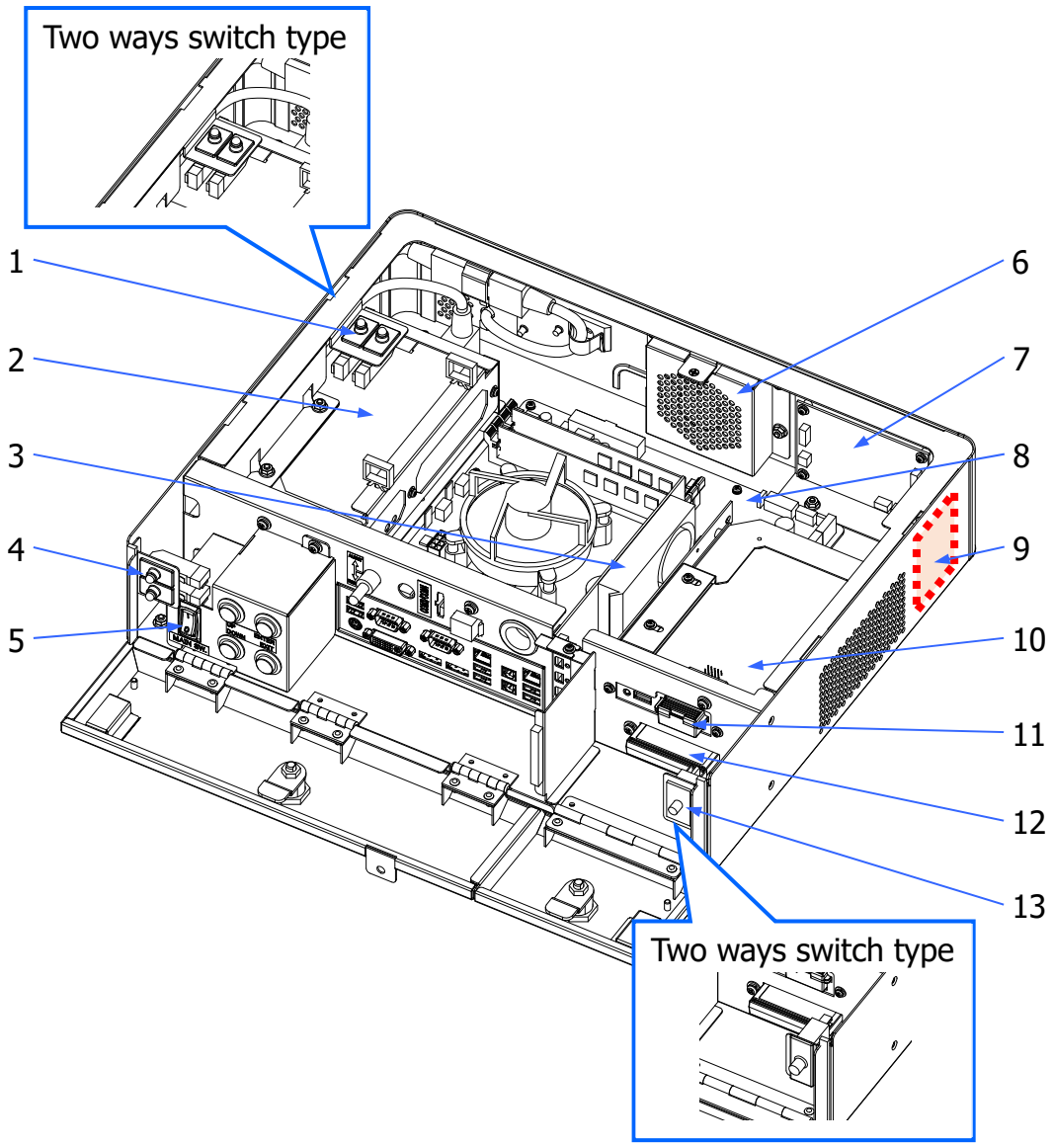
1. Wall LED Controller PCB(4 pcs type)
2. Ticket Printer
3. Stacker Door Lock
4. No.1 Station Controller Unit
5. No.2 Station Controller Unit
6. Signage Controller Unit
7. Main Controller Unit
8. Wall LED Controller PCB(3 pcs type)
9. AMP Case
10. EDID Emulator
11. Breaker Unit
12. Power Door Switch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

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



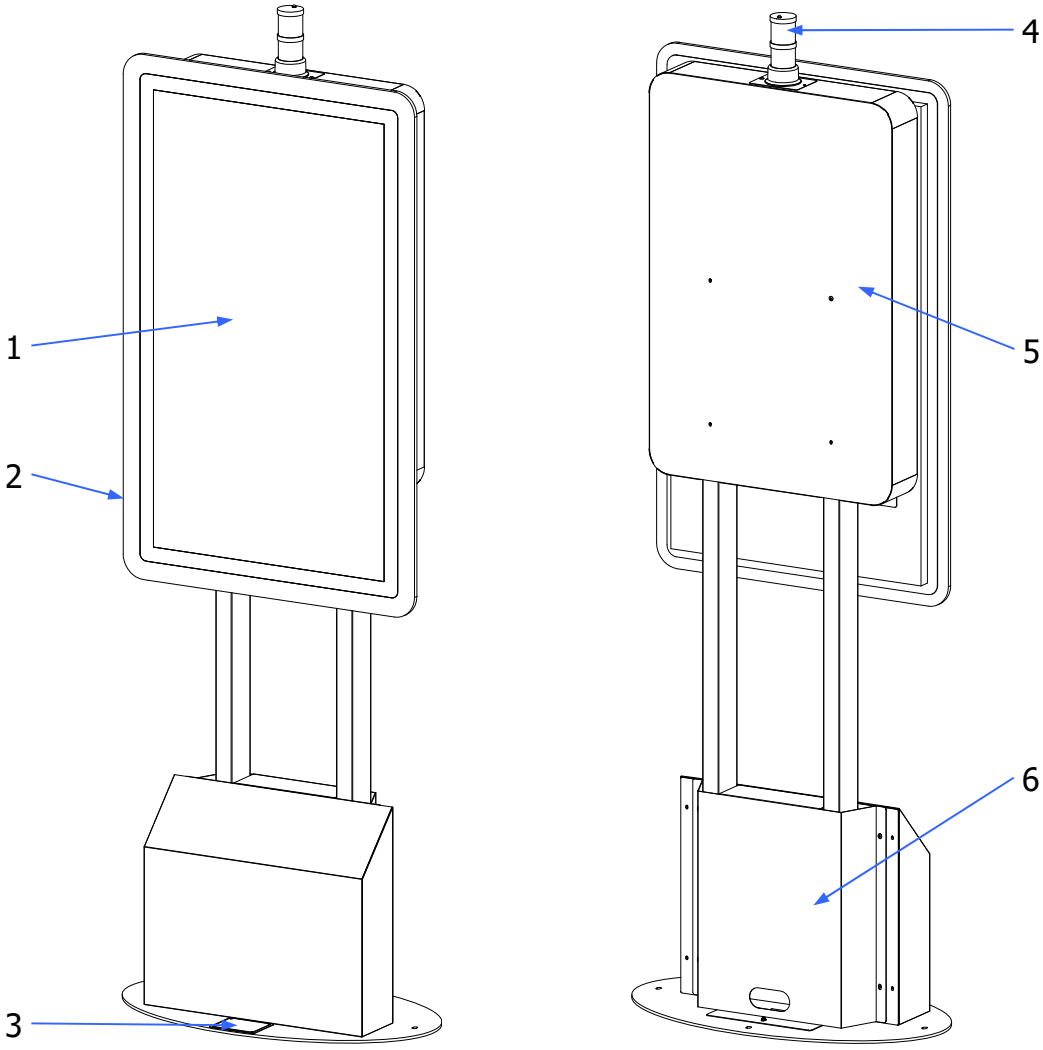
1. Side Slide Door(Top Cover)
2. Serial Plate
3. Main Door
4. Security Door Lock
5. Security Door
6. Main Door Lock

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



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

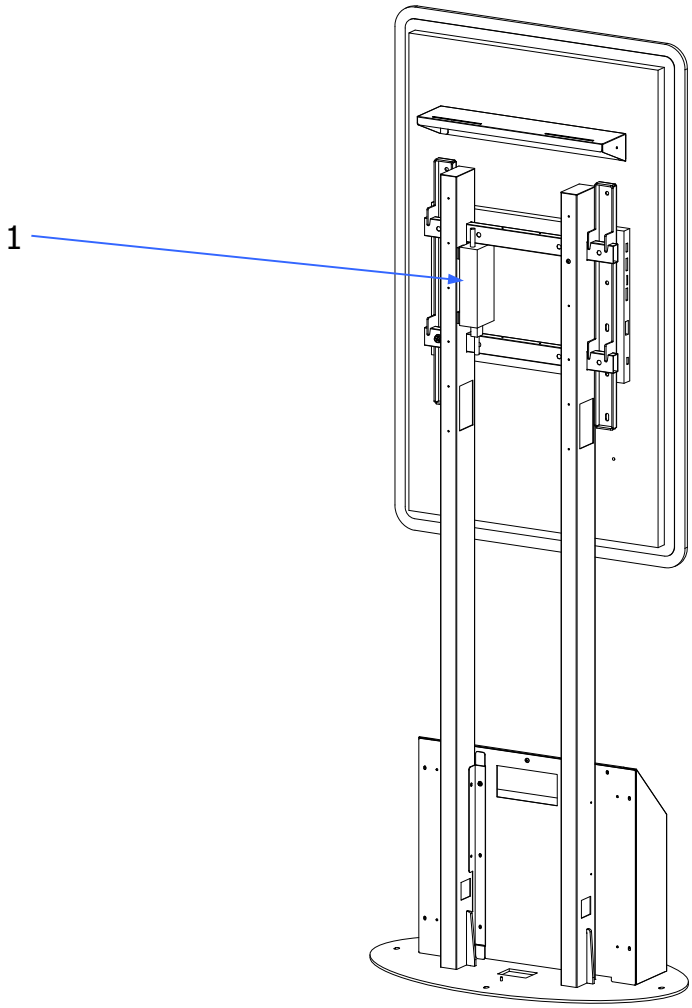
1. 6: Outside View of History Display Unit(Option)



(Front View) **(Rear View)**

1. LCD Monitor
2. History LED
3. Serial Plate
4. Tower Light(Option)
5. Top Cover
6. Bottom Back Cover(Cover A)

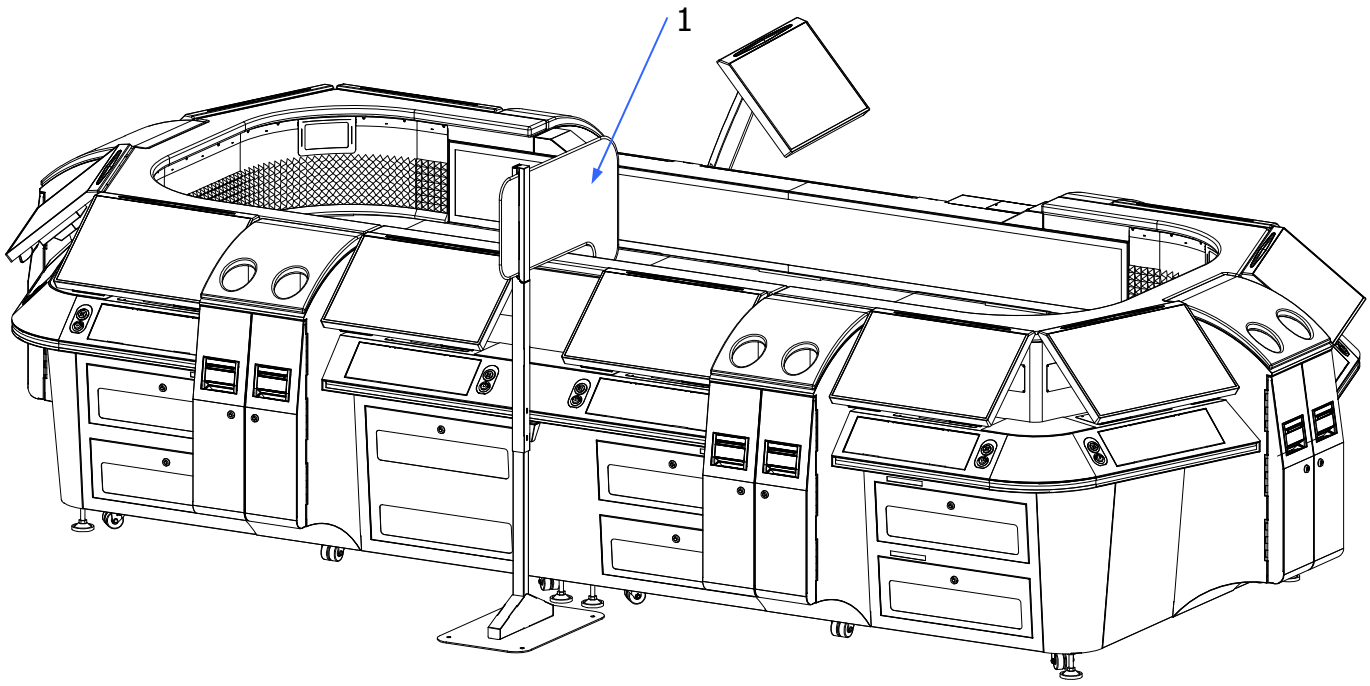
1. 7: Inside View of History Display Unit(Option)



1. Switching Power Adapter

1. 8: Appearance of Player Partition Unit(Option)

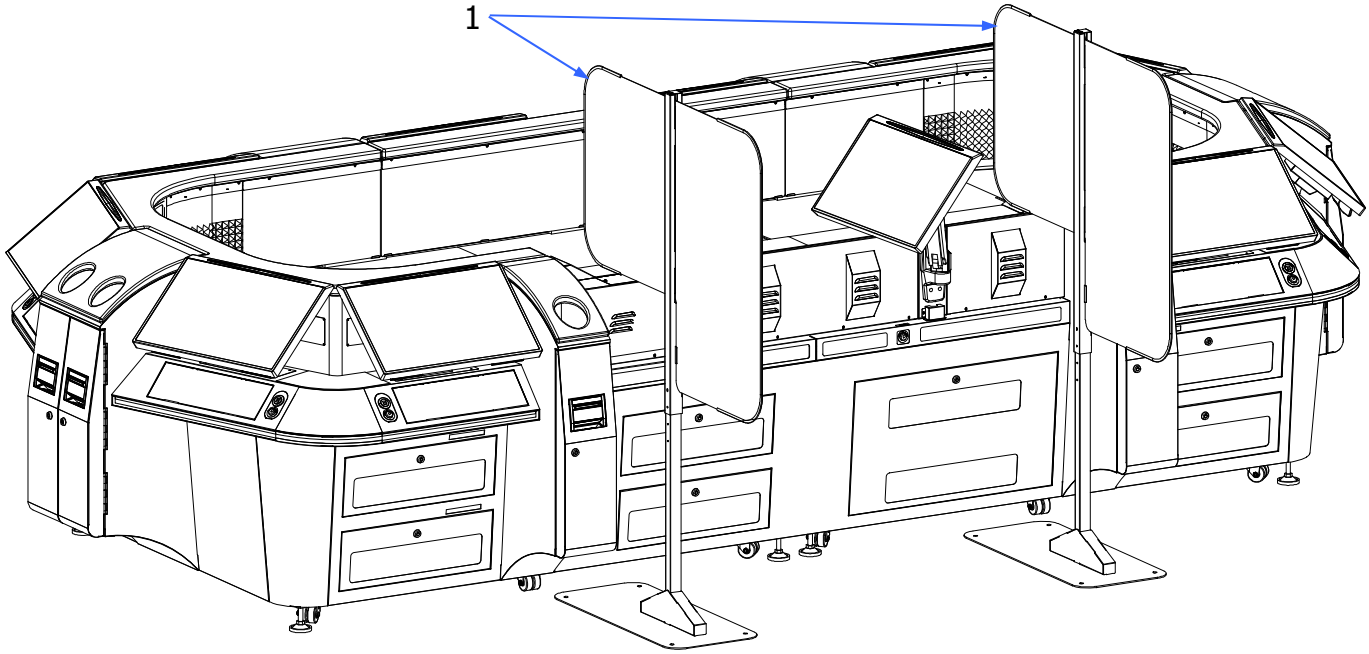
(Front View)



1. Player Partition Unit

1. 9: Appearance of Dealer Partition Unit(Option)

(Rear View)



1. Dealer Partition Unit

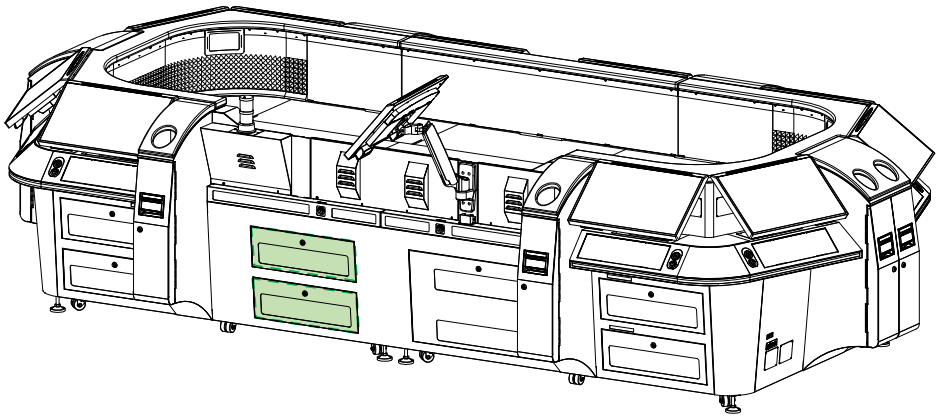
Chapter 2

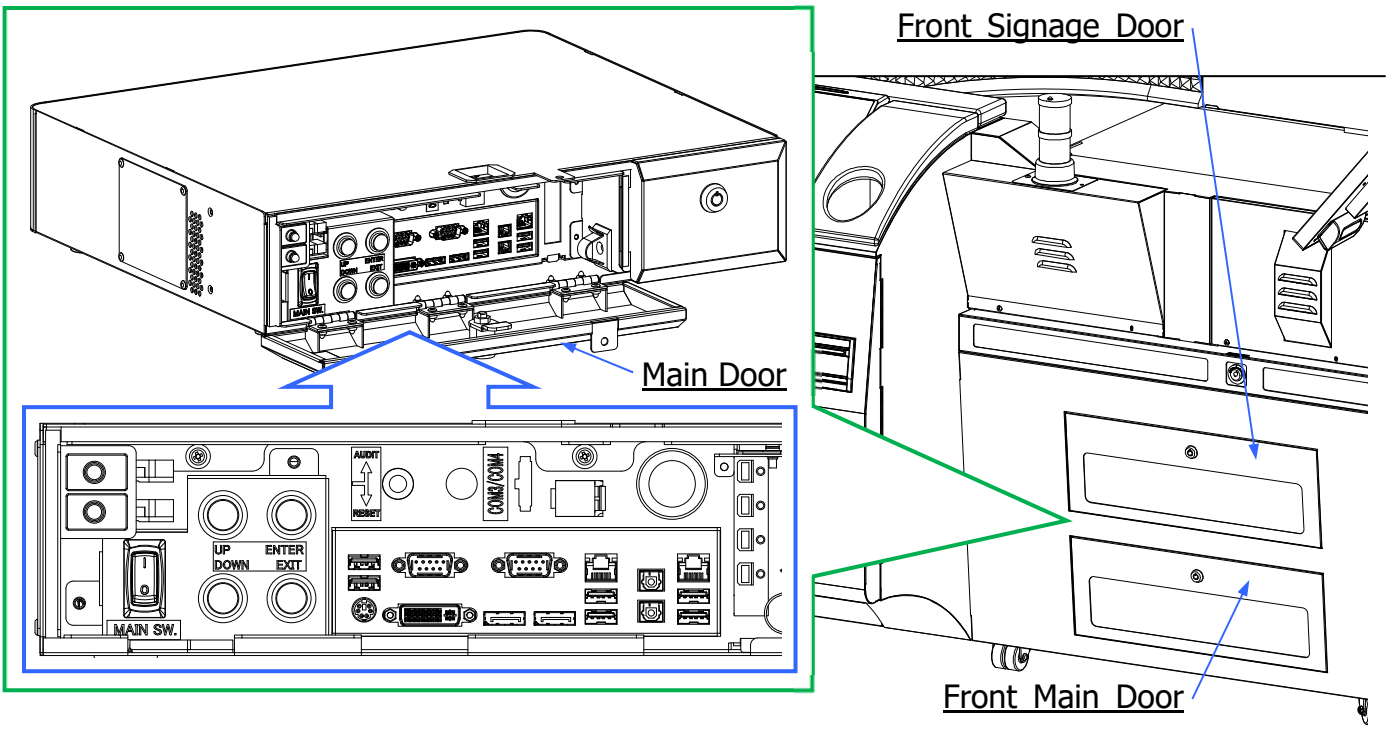
Hardware Instruction for Center Unit

2. 1: Opening Doors of the Center Unit

- How to Open the Main Controller Unit and Signage Controller Unit Door -

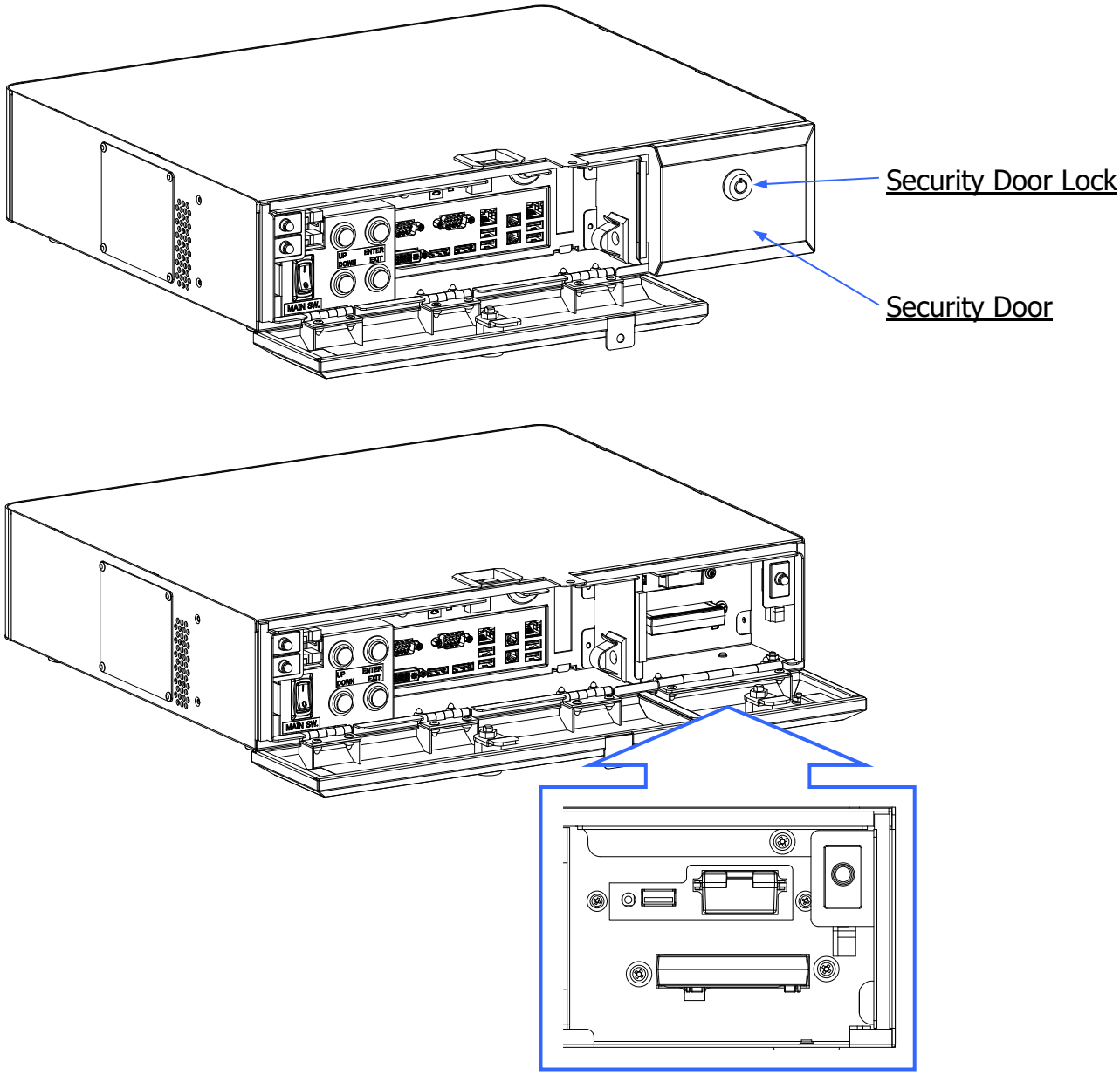
1. Open the Front Main Door (or the Front Signage Door), unlock the Main Controller Unit (or the Signage Controller Unit) behind it, and then open the Main Door.





2. Unlock the Security Door Lock on the front of the Security Cage of the Main Controller Unit (or Signage Controller Unit), and then open the Security Door.

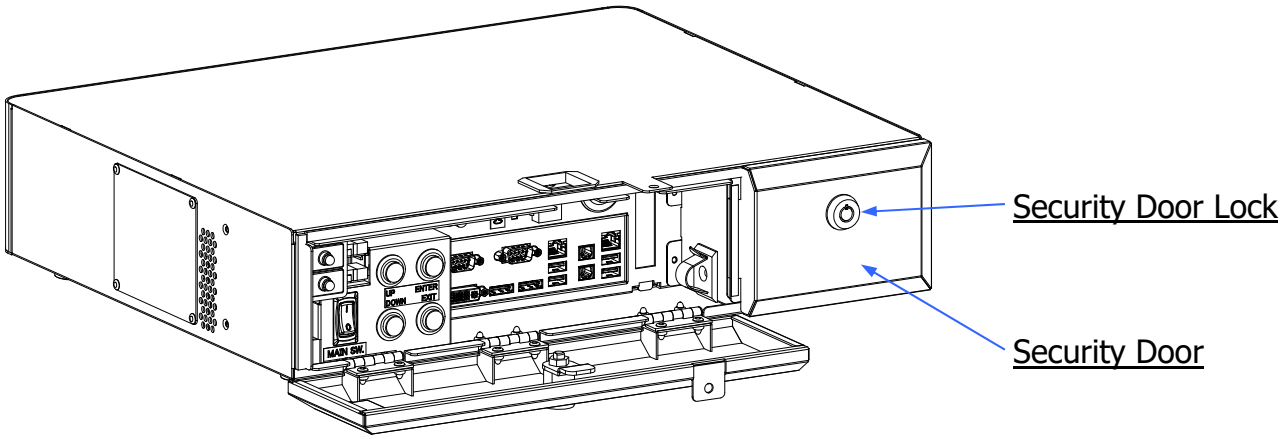
NOTE:
The keys for the Main Door Lock and the Security Door Lock are different.



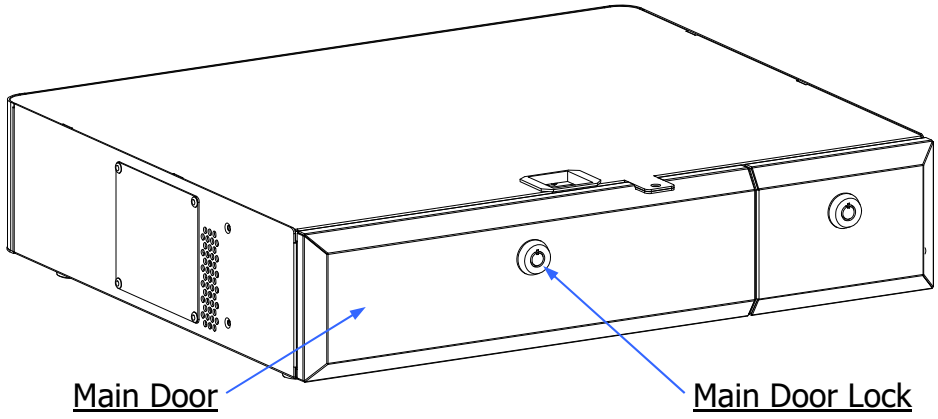
- How to Close Doors -

1. First close the Security Door and lock it.

> **CAUTION!**
> Always close the Security Door first. Do not close the Main Door at the same time as the Security Door.

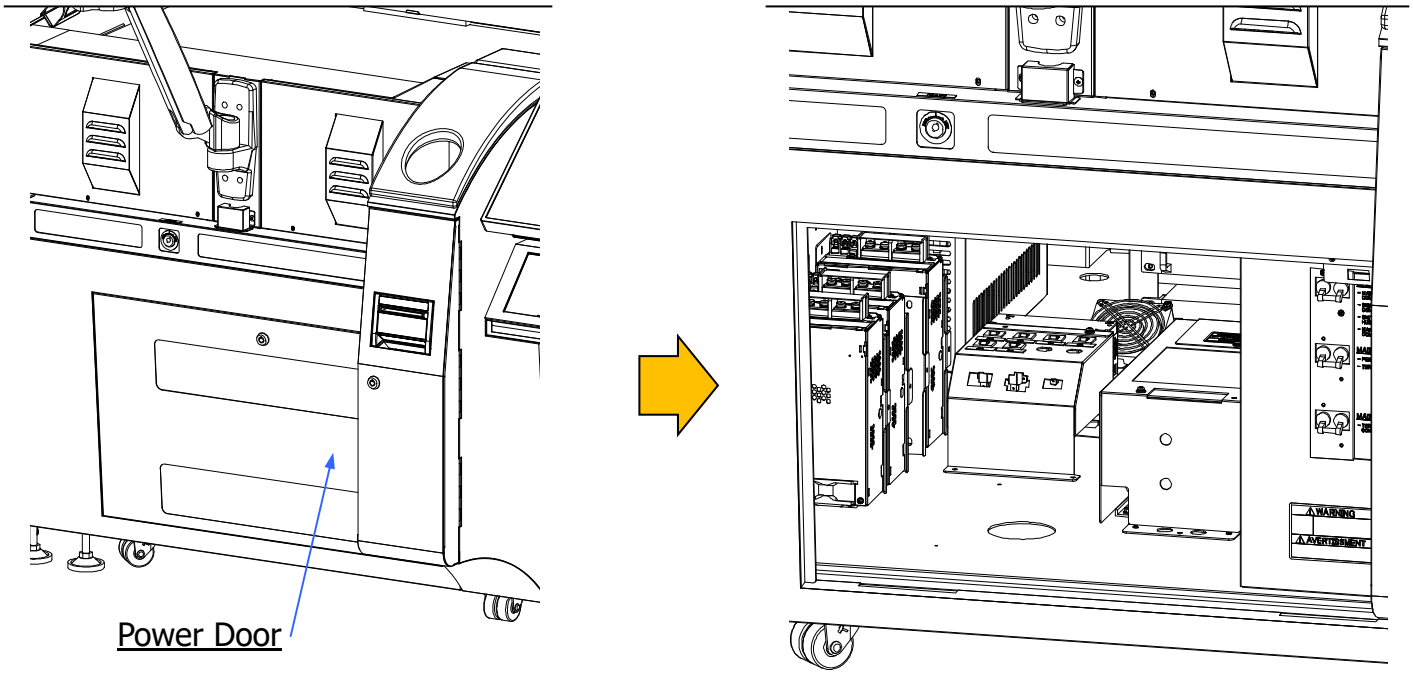


2. Paying attention not to pinch any cable close the Main Door and lock it.



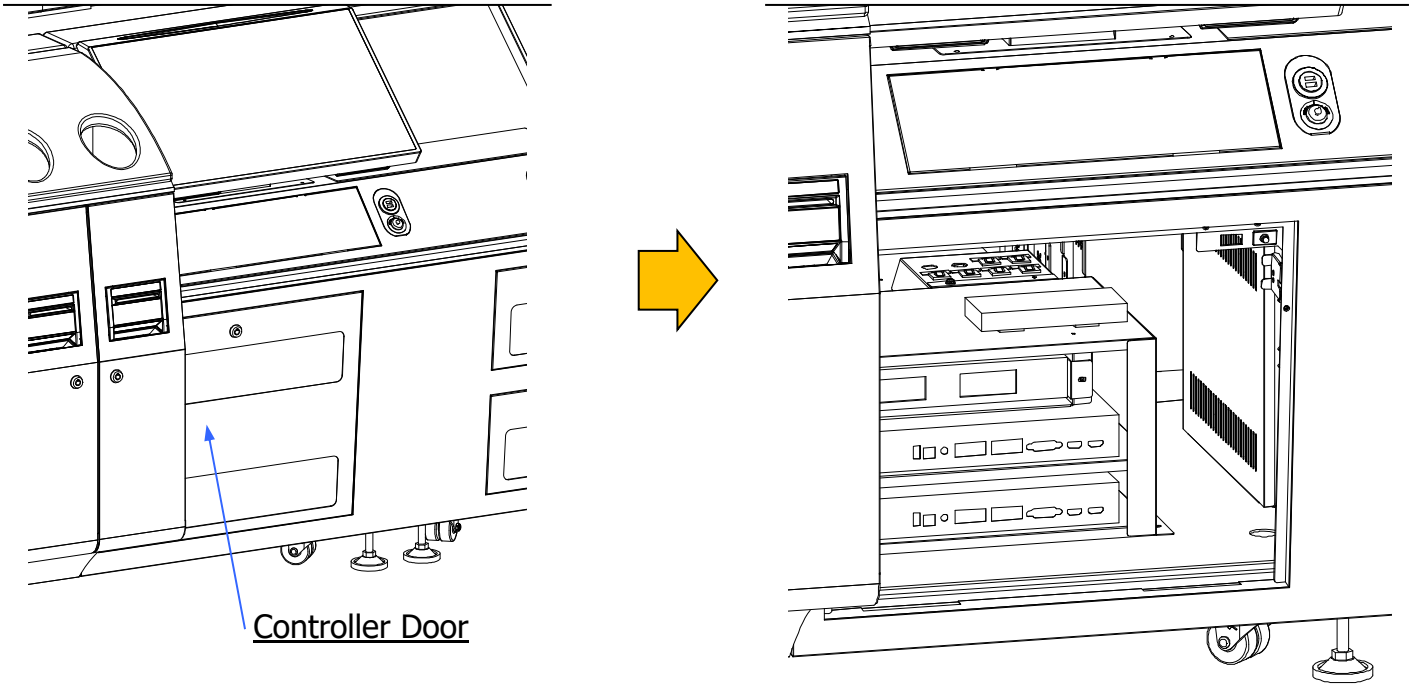
- How to Open the Power Door of the Center Unit -

Unlock and remove the Power Door of the Center Unit.



- How to Open the Controller Door of the Center Unit -

Unlock and remove the Controller Door of the Center Unit.



2. 2: Dimensions

2. 2. 1: Whole Machine Dimension

The whole Machine dimensions are depicted below.

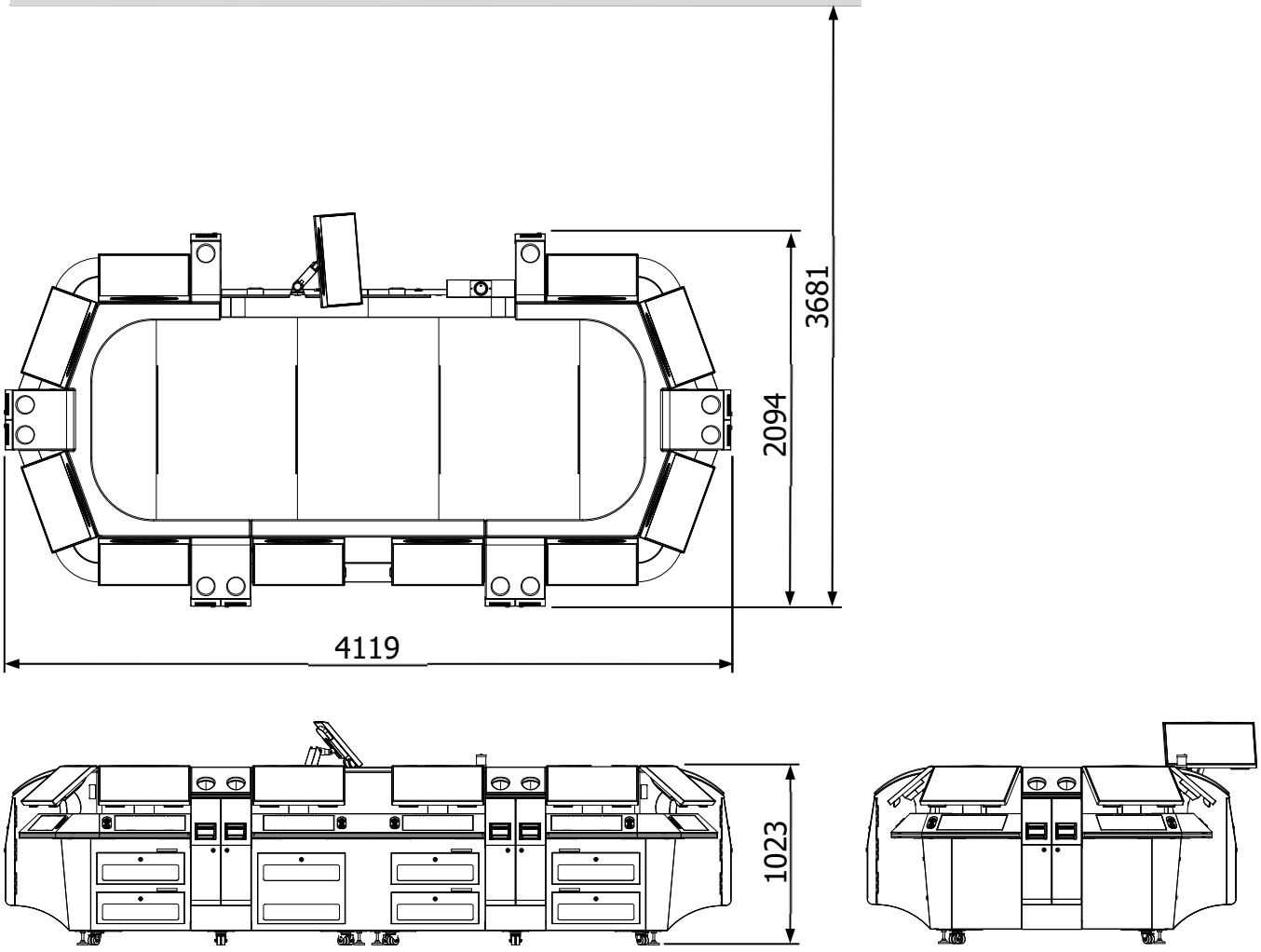
Secure enough space so that the doors can be easily opened for POWER-ON/OFF, maintenance, and so on.

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

The TOWER LIGHT is optional.

155(Height of 2 tiers tower light) / 200(Height of 3 tiers tower light)

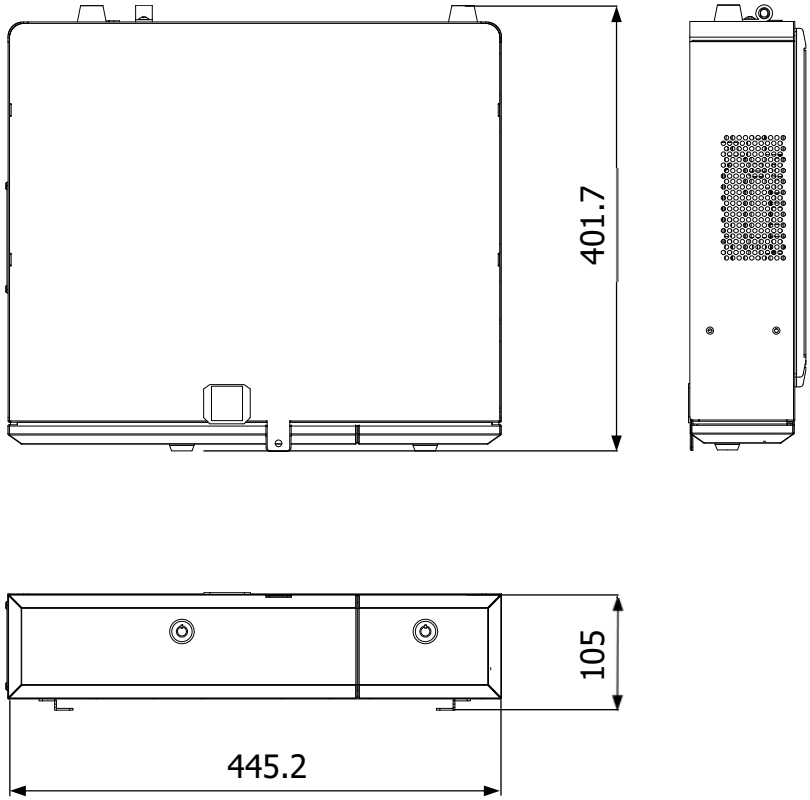
Provide the minimum space from surrounding walls/machines required by each machine.



2. 2. 2: Main Controller Unit and Signage Controller Unit Dimension

The Main Controller Unit and Signage Controller Unit dimensions are depicted below.

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



2. 2. 3: History Display Unit(Option) Dimension

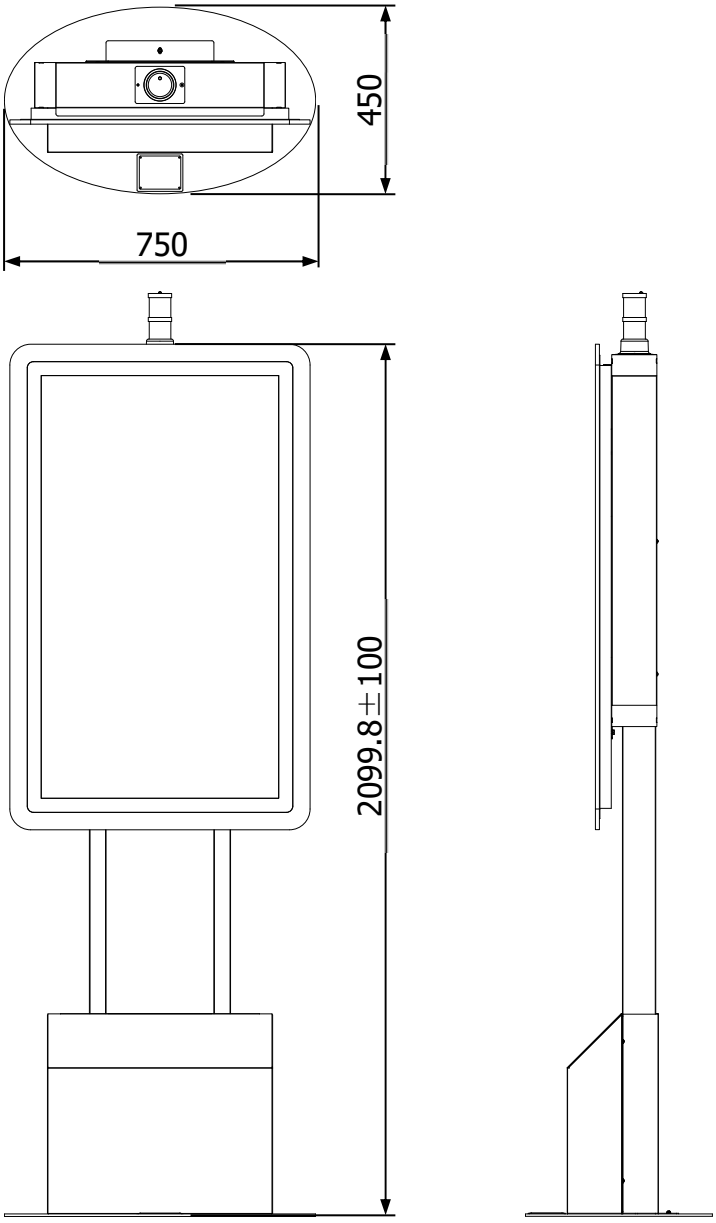
The History Display Unit (Option) dimensions are depicted below.

The total height of the Unit can be adjusted on three steps (2909.8±100) during the assemblage.

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

The TOWER LIGHT is optional.

155(Height of 2 tiers tower light) / 200(Height of 3 tiers tower light)



2. 3: Key Locks

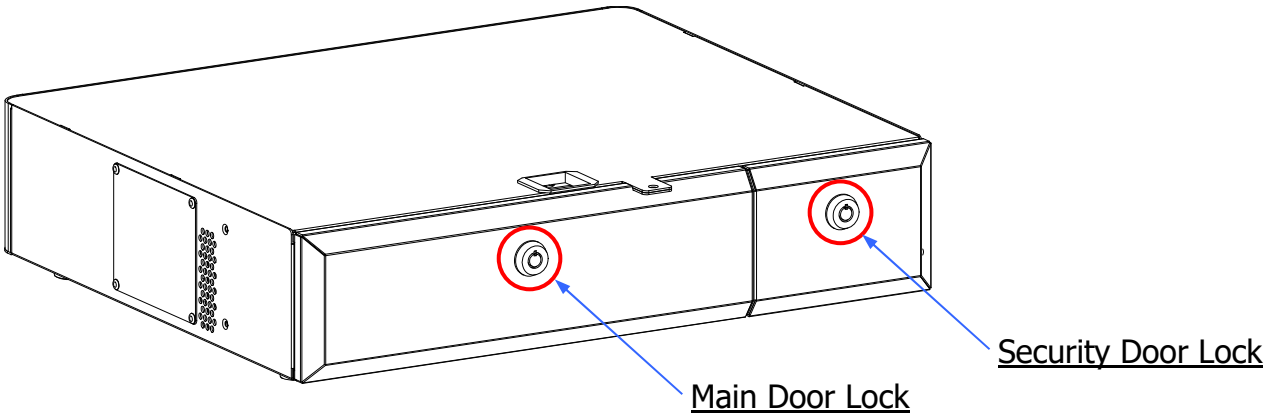
- Location of Locks -

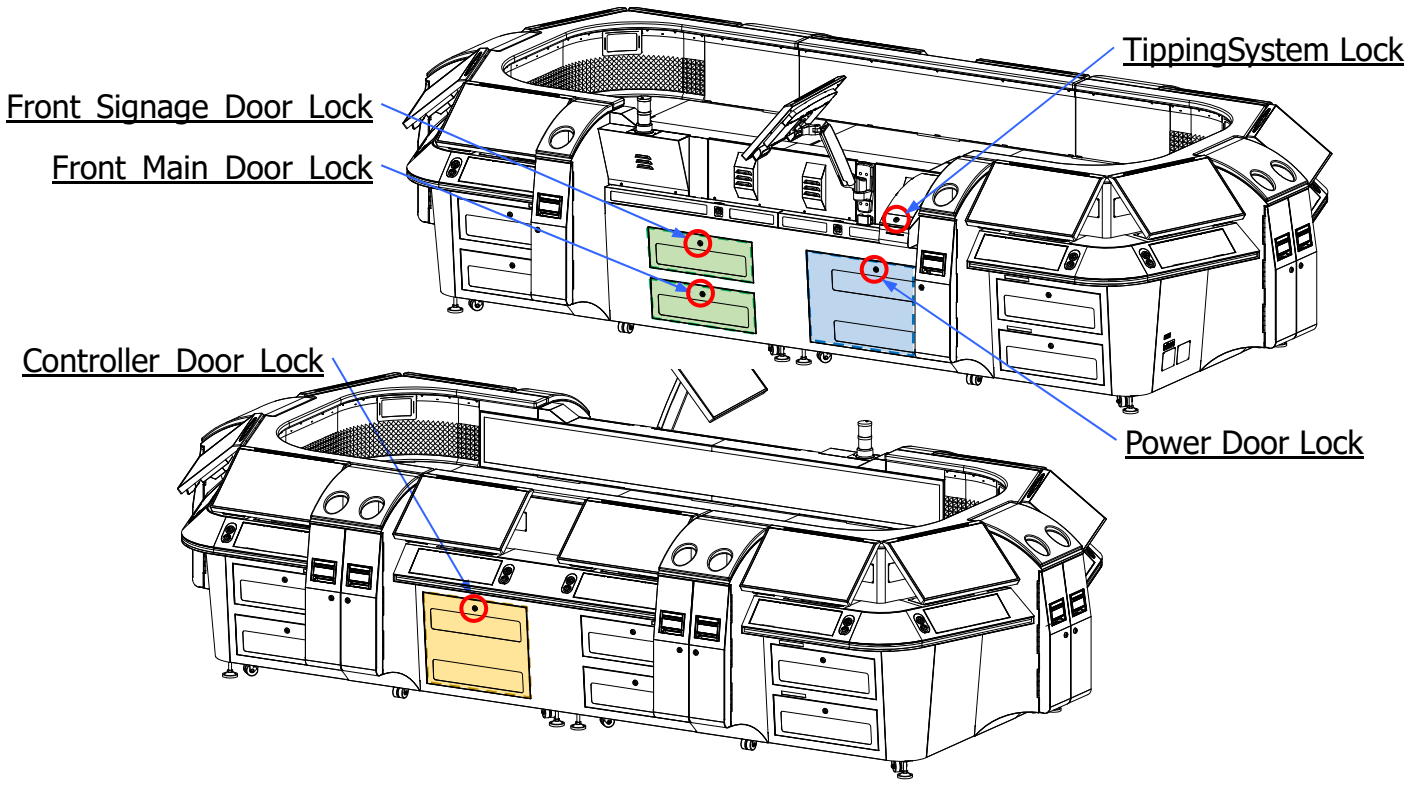
The machine is shipped with generic door locks installed.

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

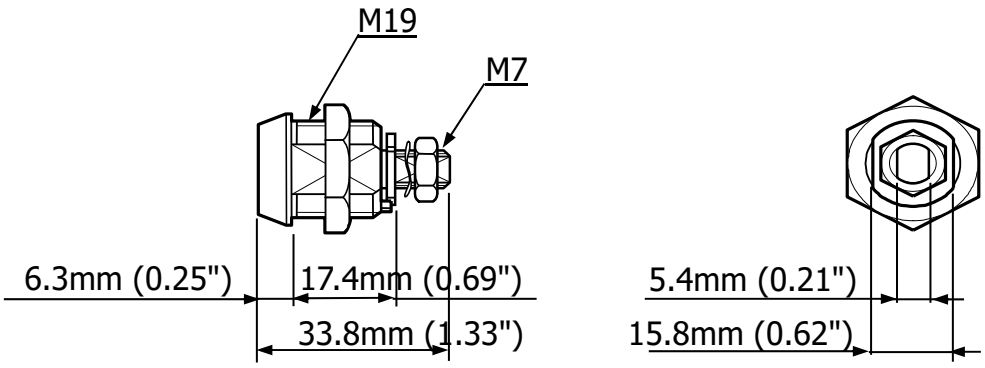
※For the Player Terminal, refer to "**Key Locks**" on Chapter 3.

Location of locks	Number of locks
Main Door	1 x2
Security Door	1 x2
Front Signage Door	1
Front Main Door	1
Controller Door	1
Power Door	1
Tipping System(Option)	1

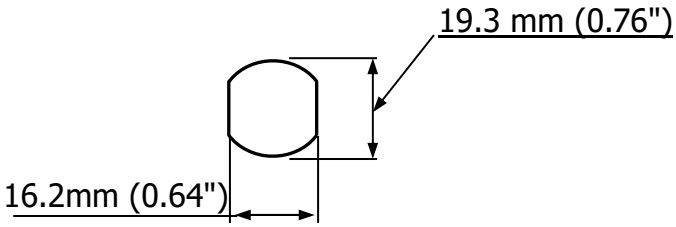




- Lock Dimensions -



- Lock Installing Hole -



2. 4: Hardware Setting

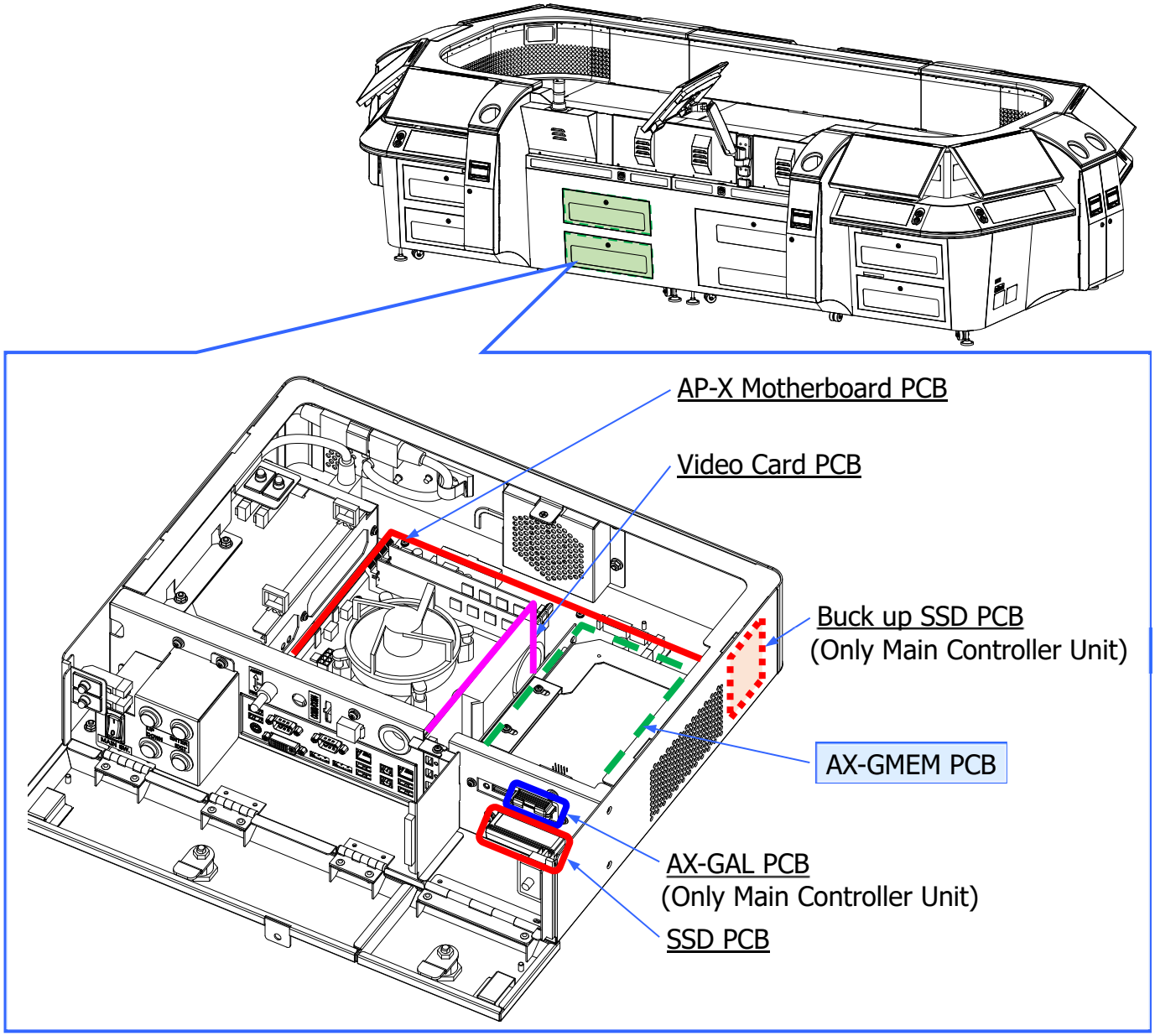
Hardware Settings are necessary for factory shipped products to be operational. Before commencing with operation, make sure to do the settings explained below.

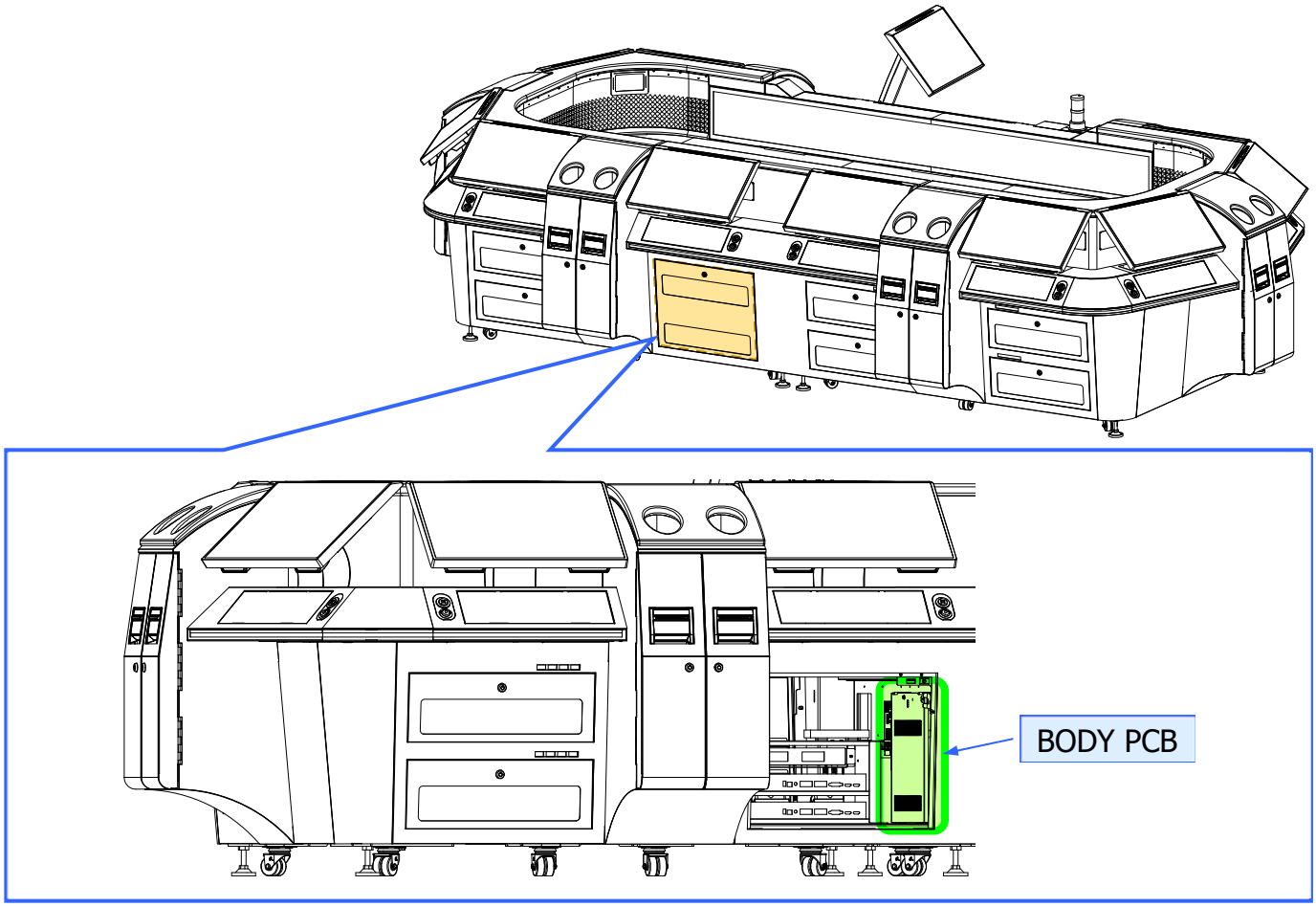
CAUTION!

Hardware Settings must be done by authorized personnel.
Once Hardware Settings are updated, all the Software Meters will be cleared to zero.
Make sure to take note of all necessary Software Meters before updating.

- Location of PCBs -

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

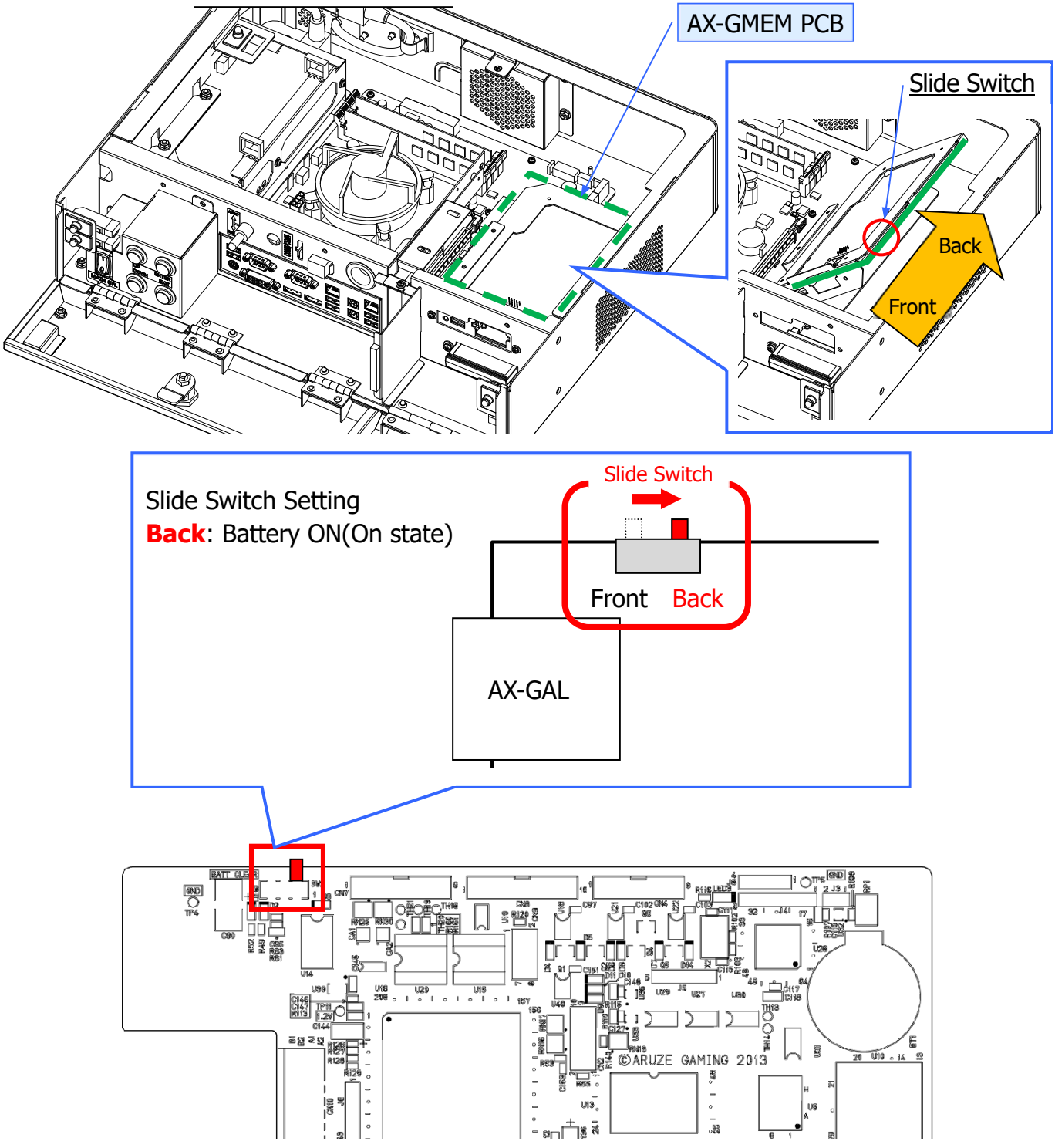



BODY PCB

- AX-GMEM PCB -

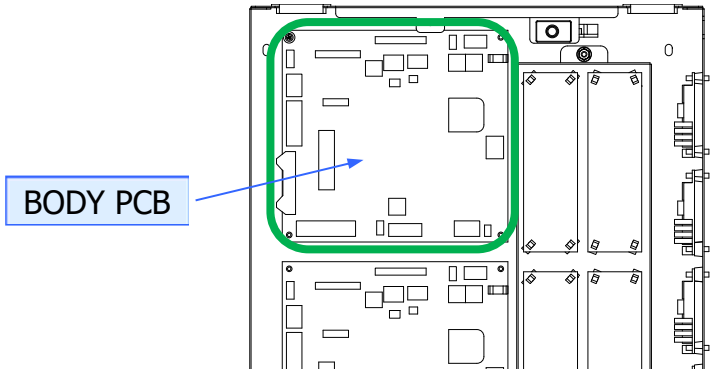
PCB	Onboard Switch/Jumper	Factory Setting	Setting for Operation	Description
AX-GMEM PCB	S2 (Slide Switch)	Front (Battery OFF)	Back (Battery ON)	The switch for Backup Battery ON-OFF

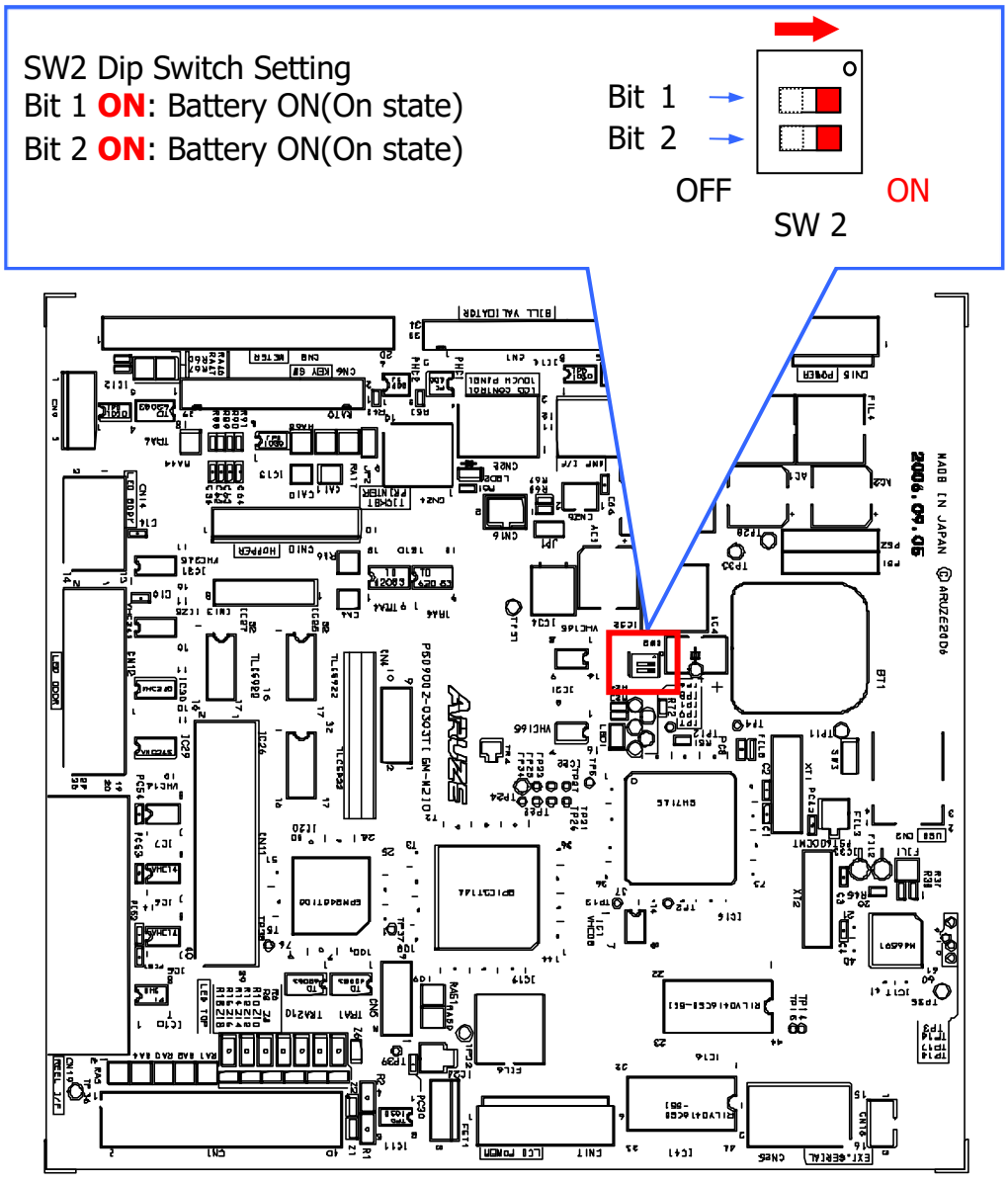
To have access to the Slide Switch of the AX-GMEM PCB, please refer to **"AX-GMEM PCB Unit of Controller Unit"** on Chapter 6.



- BODY PCB -

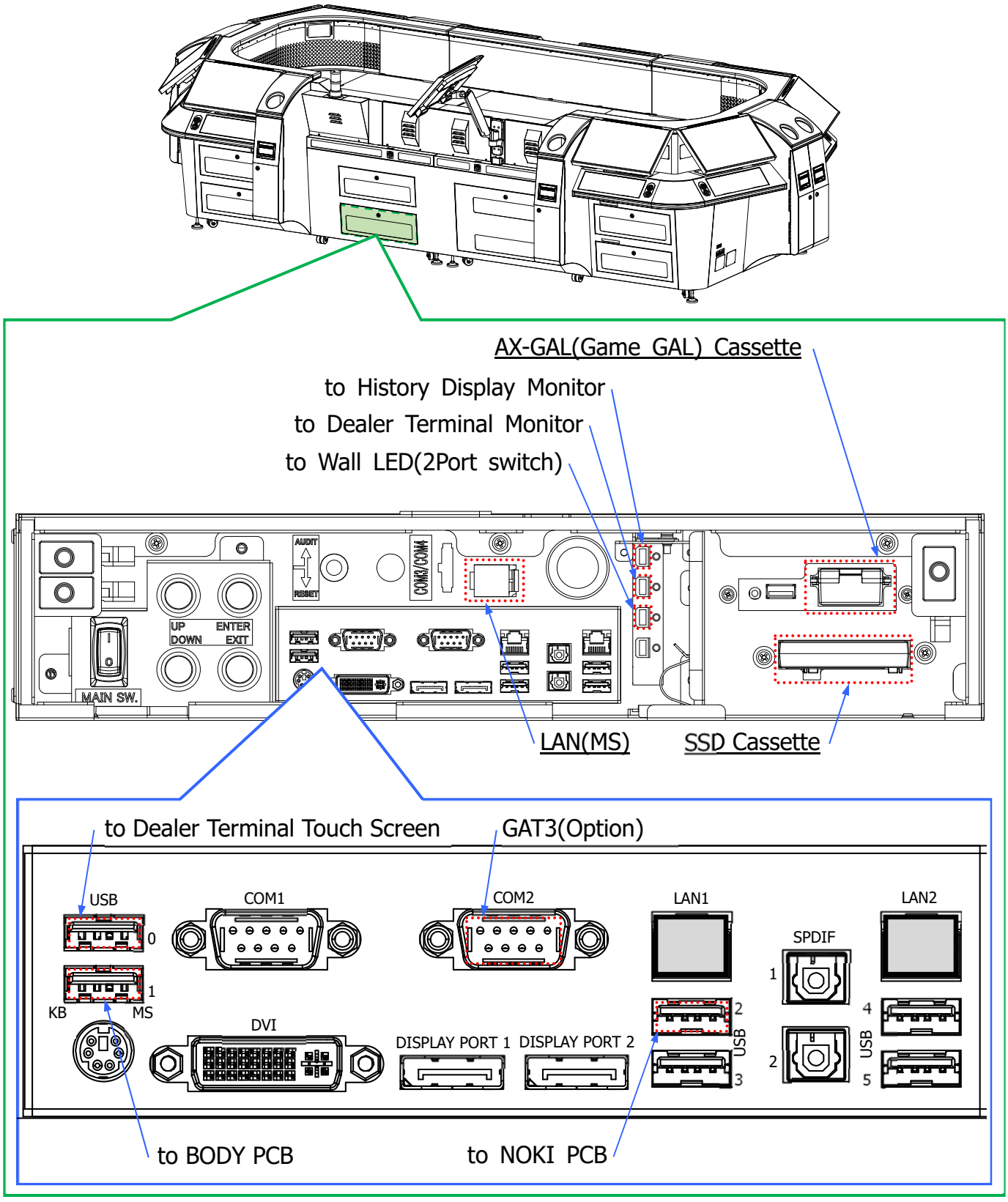
PCB	Onboard Switch/Jumper	Factory Setting	Setting for Operation	Description
BODY PCB	SW2(2 Bit Dip Switch)	All OFF (Invalid)	All ON	The switch for enabling the Backup Battery



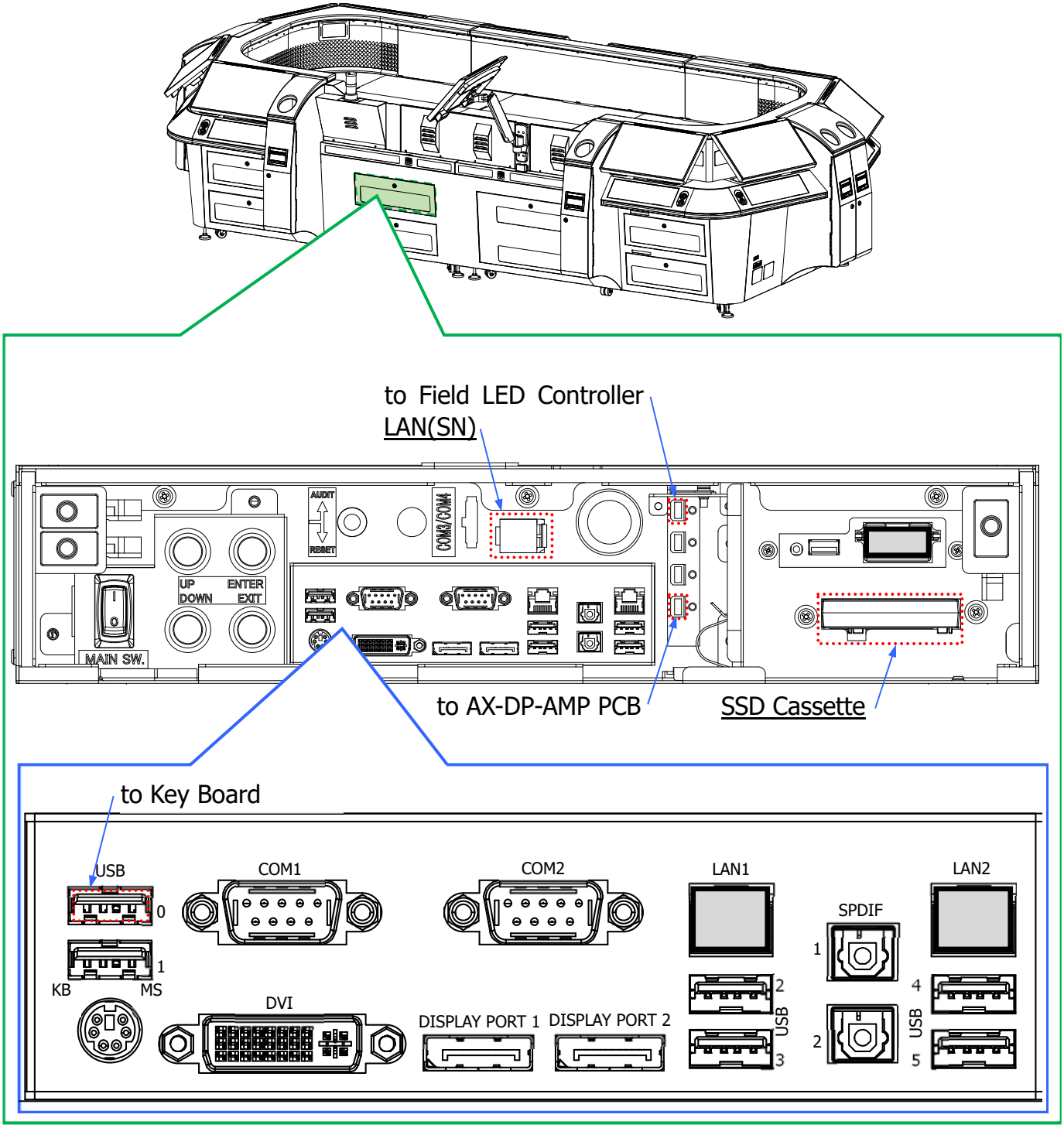


2. 5: Cable Connections

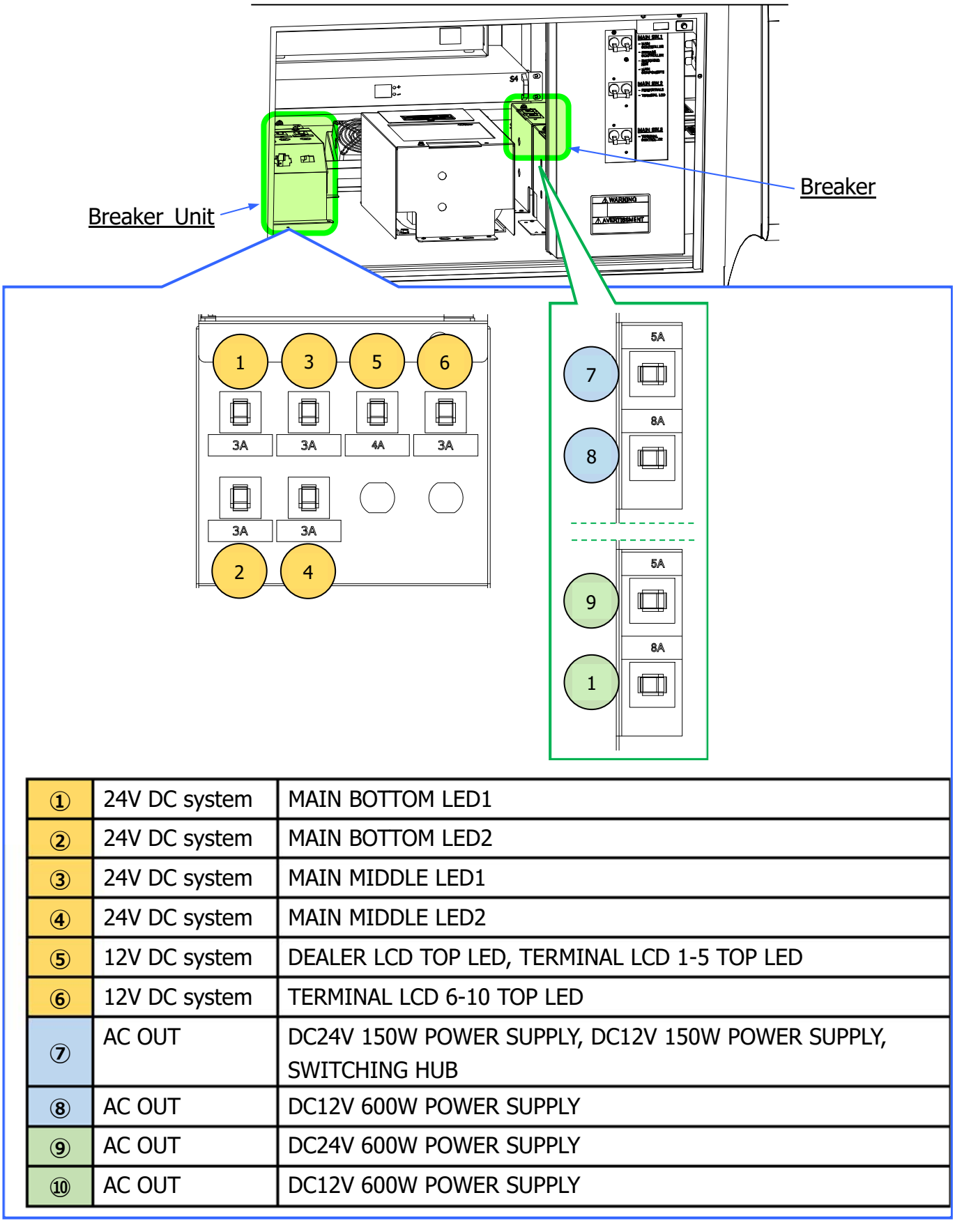
- Front View of FRONT PANEL [Main Controller Unit] -



- Front View of FRONT PANEL [Signage Controller Unit] -



- Front View of Breaker Unit -



①	24V DC system	MAIN BOTTOM LED1
②	24V DC system	MAIN BOTTOM LED2
③	24V DC system	MAIN MIDDLE LED1
④	24V DC system	MAIN MIDDLE LED2
⑤	12V DC system	DEALER LCD TOP LED, TERMINAL LCD 1-5 TOP LED
⑥	12V DC system	TERMINAL LCD 6-10 TOP LED
⑦	AC OUT	DC24V 150W POWER SUPPLY, DC12V 150W POWER SUPPLY, SWITCHING HUB
⑧	AC OUT	DC12V 600W POWER SUPPLY
⑨	AC OUT	DC24V 600W POWER SUPPLY
⑩	AC OUT	DC12V 600W POWER SUPPLY

2. 6: Install Check List

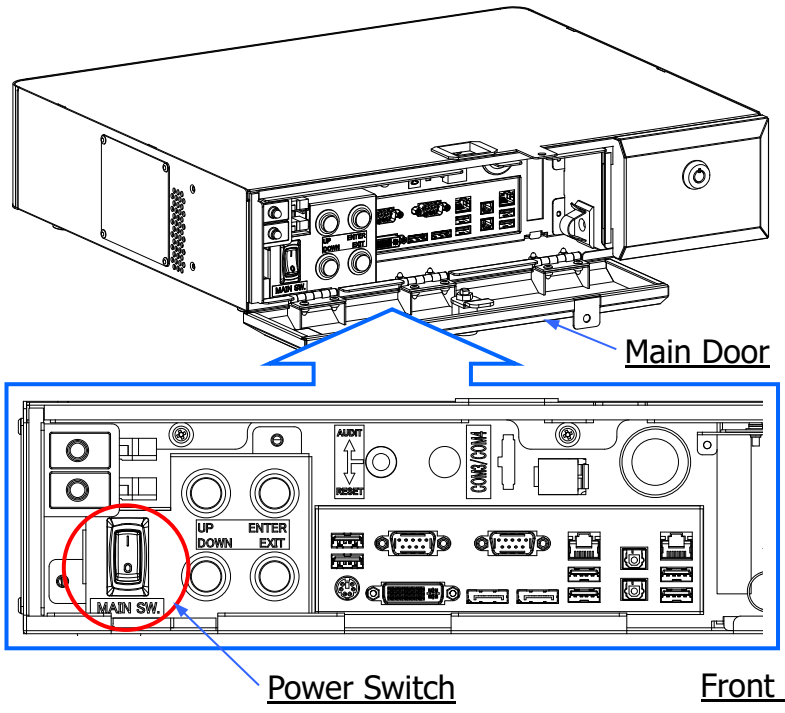
Check that the following steps have been taken before turning ON the power.

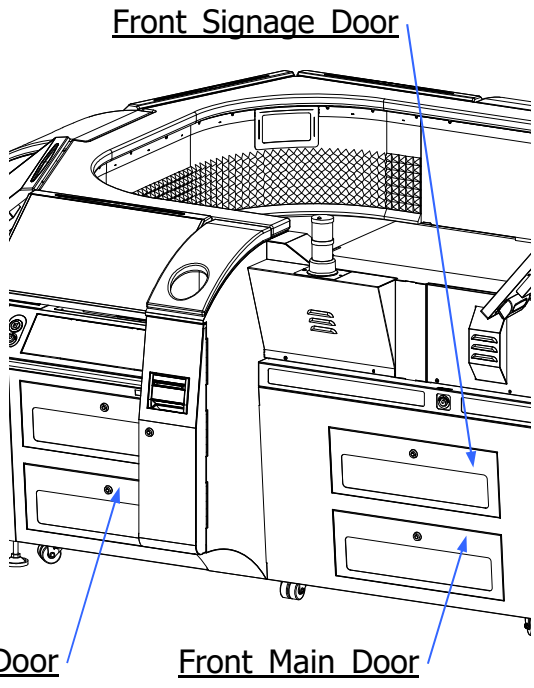
- ◇ Replace the locks. **(Refer to 2.3)**.
- ◇ Set the Slide Switch on the AX-GMEM PCB to the back position. **(Refer to 2.4)**.
- ◇ Set the DIP Switches on the BODY PCB to ON. **(Refer to 2.4)**.
- ◇ All the cable connectors are securely connected and the machine is properly grounded.

⚠ CAUTION!

Make sure that the power Switches of the Main Controller Unit and Signage Controller Unit behind the Front Main Door and Front Signage Door are switched to ON, and then close the Front Main Door and the Front Signage Door.

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

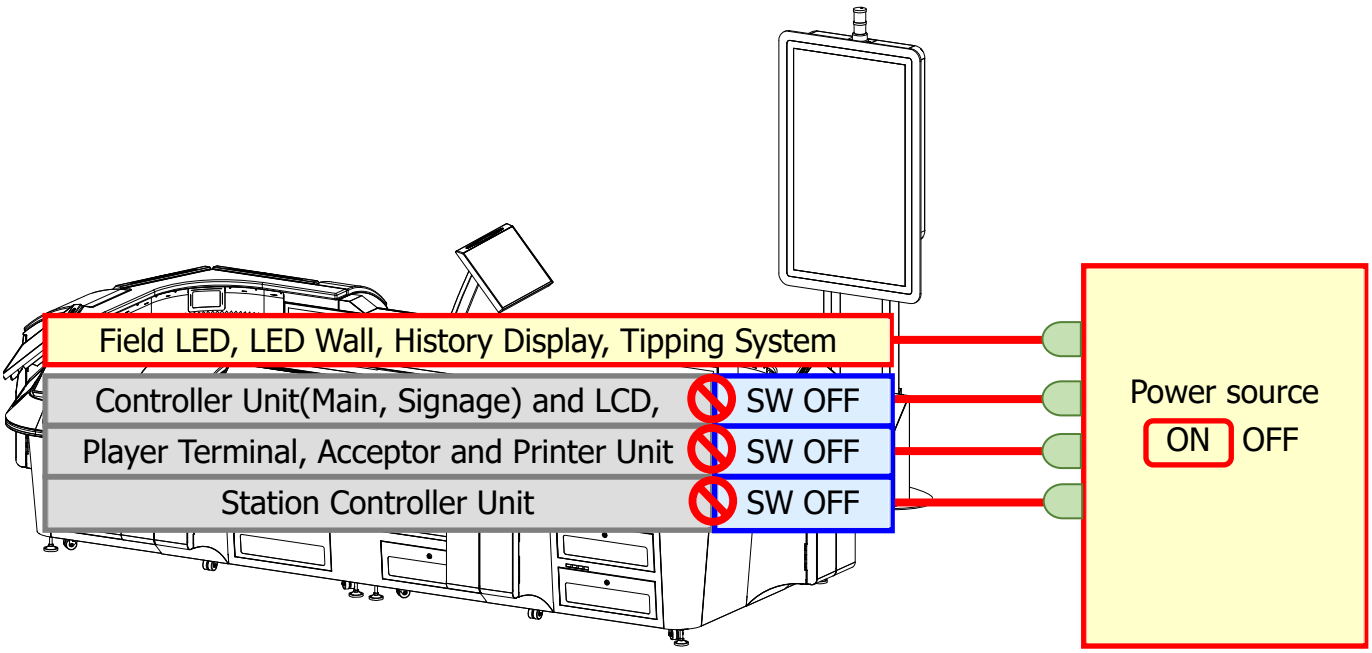




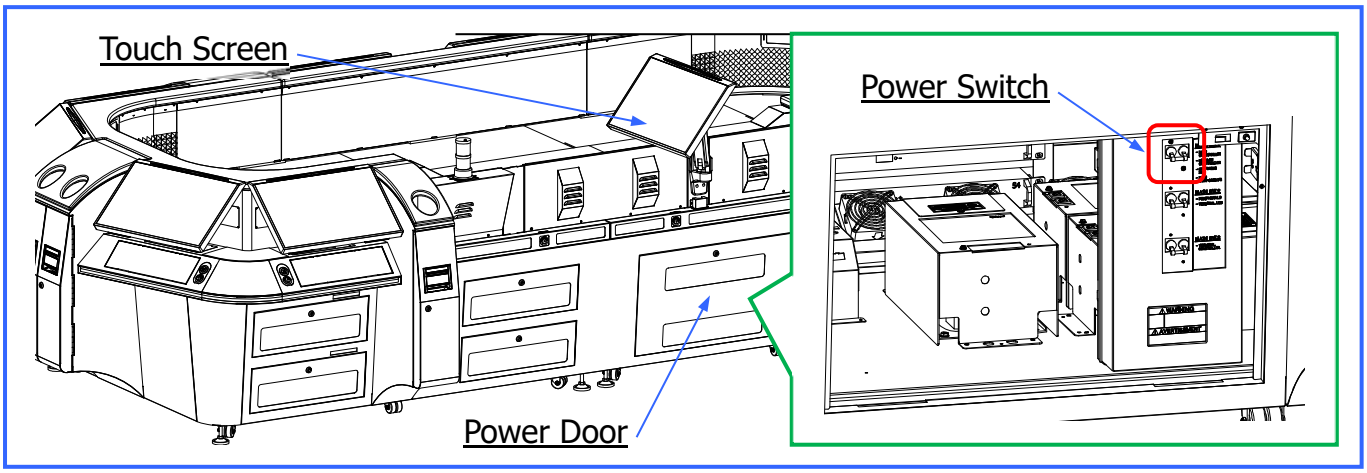
2. 7: Turn on the Dealer Terminal and Center Unit (Main Controller Unit and Signage Controller Unit)

NOTE:
At this point turn ON only the Main Controller Unit and the Signage Controller Unit.

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



3. Open the Power Door (Main DR B) of the Center Unit, then turn the Power Switch [MAIN SW 1] to ON and then close the Power Door (Main DR B). When the Main Controller Unit and the Signage Controller Unit are booted up, images will be displayed on the Field LED Unit, the Wall LED Unit, the Dealer Terminal and the 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].

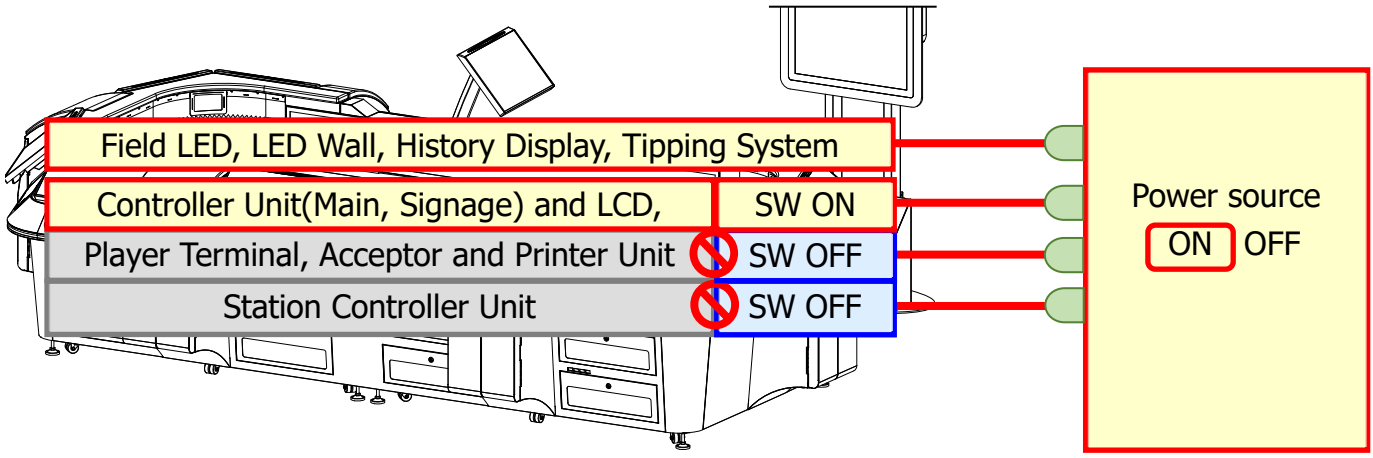


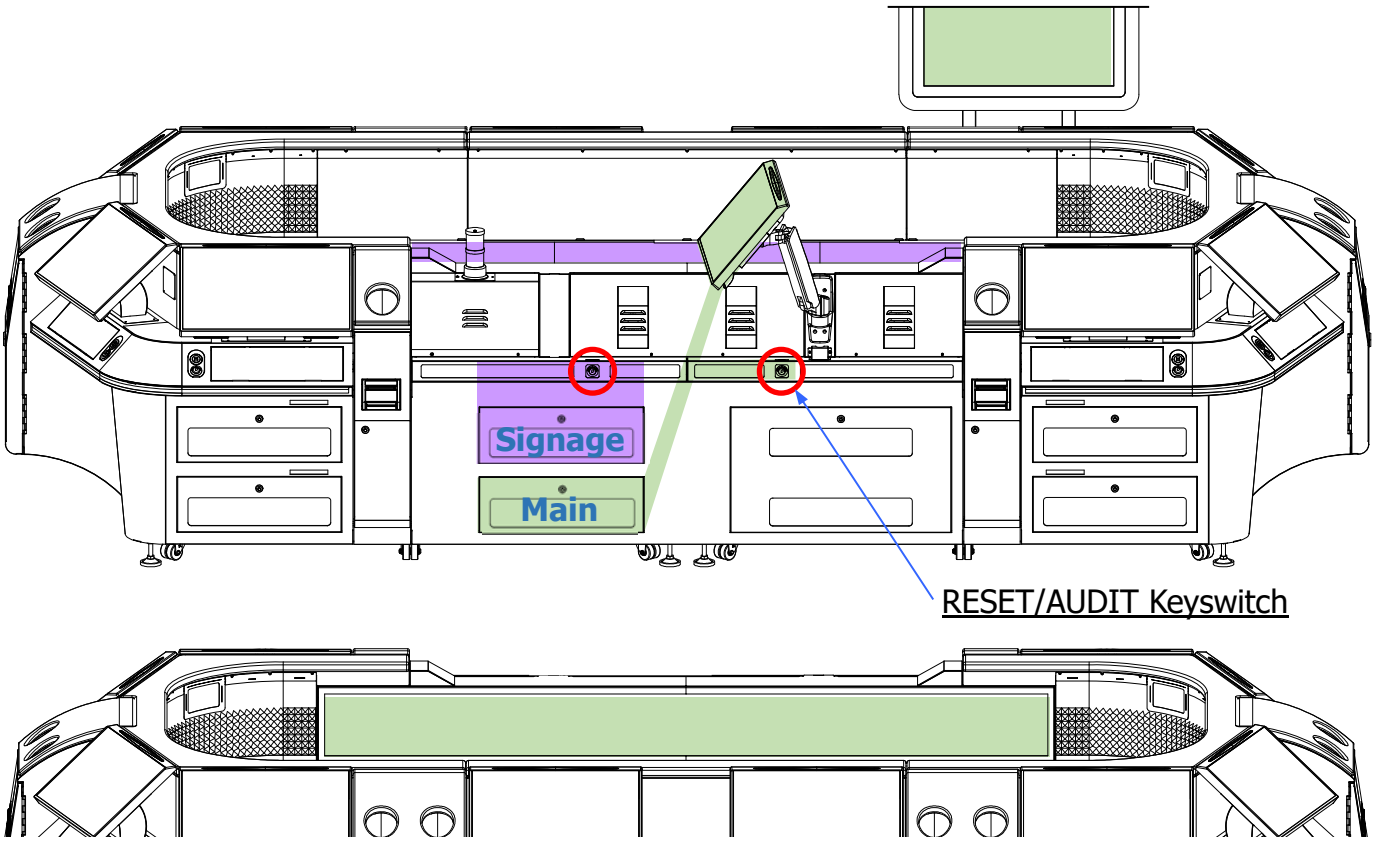
CAUTION!

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

NOTE:

- If an error appears 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.





4. 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 of Dealer Terminal	Dealer Terminal LED	Player Terminal LED
Trouble. Error on the Dealer Terminal.	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 charged.		White light	Light OFF

2. 8: Checking the Machine

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

NOTE:

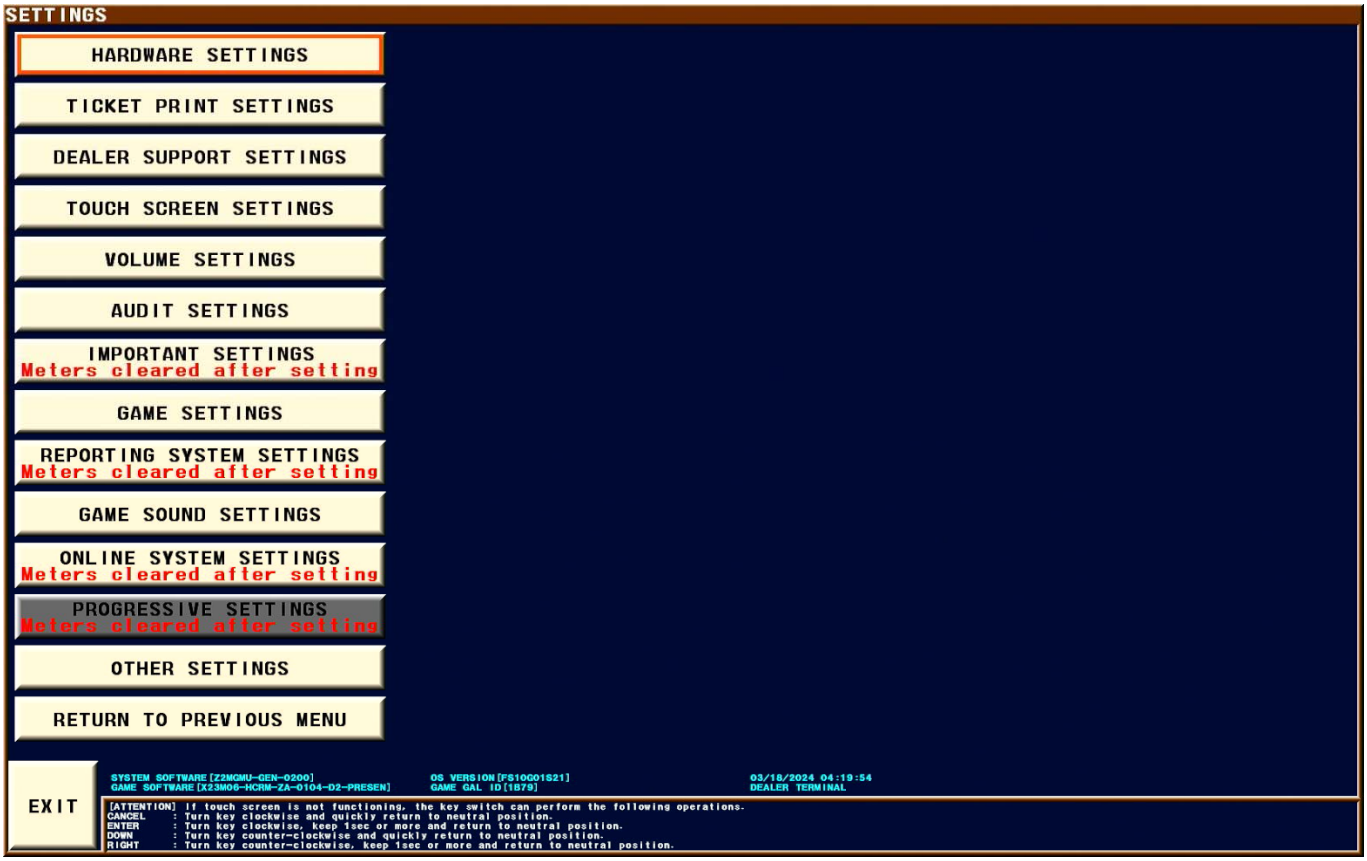
- Operate the AUDIT of the Main Controller Unit by using the Touch Panel of the Dealer Terminal.
- The AUDIT of the Signage Controller Unit is displayed on the Field LED. Operate it by using the keyboard connected to the Signage Controller Unit.

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

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

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

TOP MENU>SETTINGS



Hardware Settings (Refer to 4.8.1)

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

Ticket Print Settings (Refer to 4.8.2)

Change the settings relative to the Ticket Printer.

Dealer Support Settings (Refer to 4.8.3)

Not used in this machine

Touch Screen Settings (Refer to 4.8.4)

Adjust the Touch Screen.

Volume Settings (Refer to 4.8.5)

Adjust the volume of each Sound.

Audit Settings (Refer to 4.8.6)

Change the settings of functions relative to the credit transfer.

Important Settings / Basic Settings (Refer to 4.8.7)
Change the settings and check the information relative to Currency, Denomination etc.

Game Settings (Refer to 4.8.8)
Change the settings relative to the Game specifications.

Reporting System Settings (Refer to 4.8.9)
Change the settings relative to the Reporting System.

Game Sound Settings (Refer to 4.8.10)
Change the game sound settings.

Online System Settings (Refer to 4.8.11)
Change the settings relative to the Online System.

Other Settings (Refer to 4.8.12)
Change the settings of extra functions.


interblock
LUXURY GAMING PRODUCTS

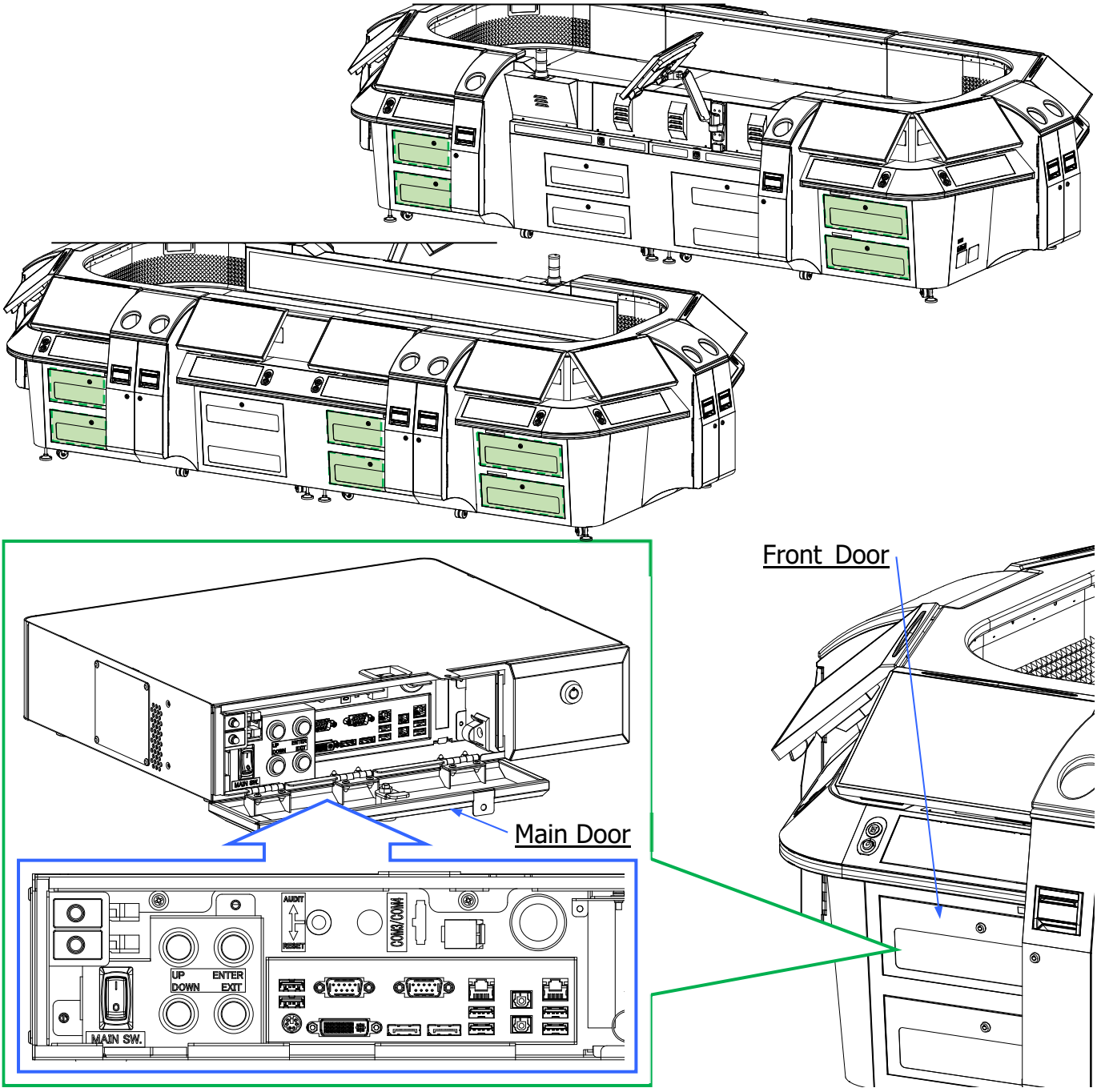
Chapter 3

Hardware Instruction for Player Terminals

3. 1: Opening the Doors of the Player Terminal

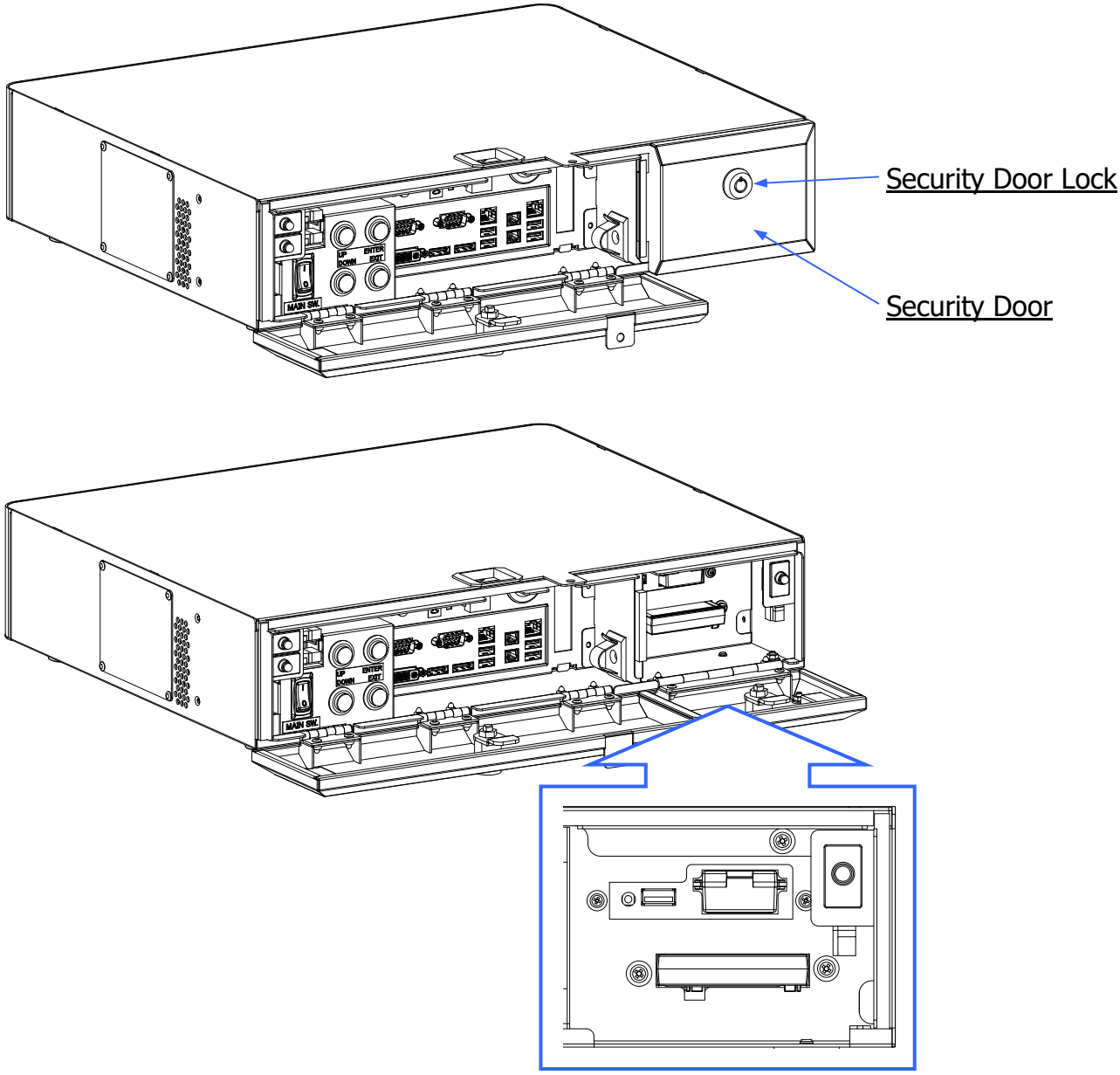
- How to Open the Station Controller Unit Doors -

1. Open the targeted Front Door, then unlock the Main Door Lock of the Station Controller Unit inside, and finally open the Main Door.



2. Unlock the Security Door Lock of the Station Controller Unit, and then open the Door.

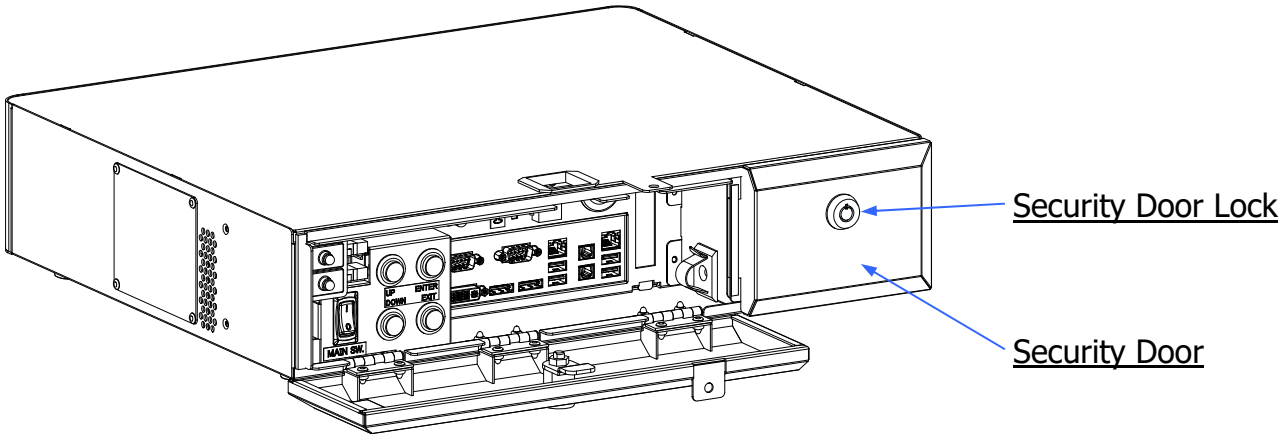
NOTE:
The keys for the Main Door Lock and the Security Door Lock are different.



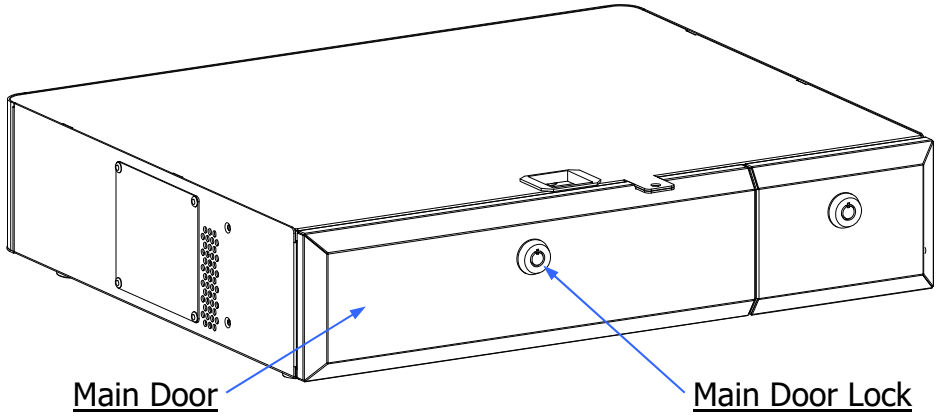
- How to Close Doors -

1. First close the Security Door and lock it.

> **CAUTION!**
> Always close the Security Door first. Do not close the Main Door at the same time as the Security Door.



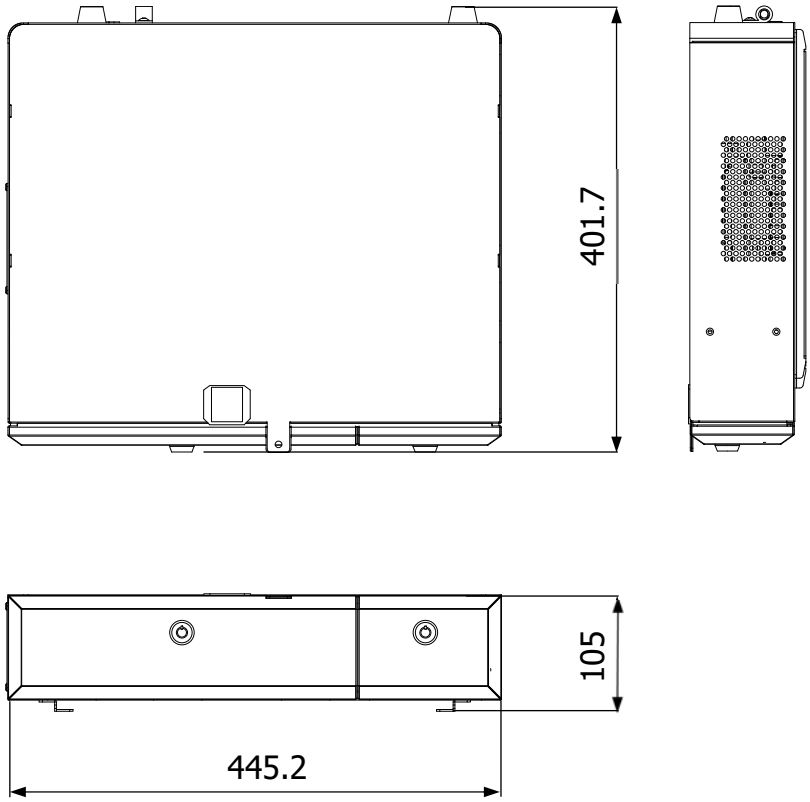
2. Paying attention not to pinch any cable close the Main Door and lock it.



3. 2: Station Controller Unit Dimension

The Station Controller Unit dimensions are depicted below.

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



3. 3: Key Locks

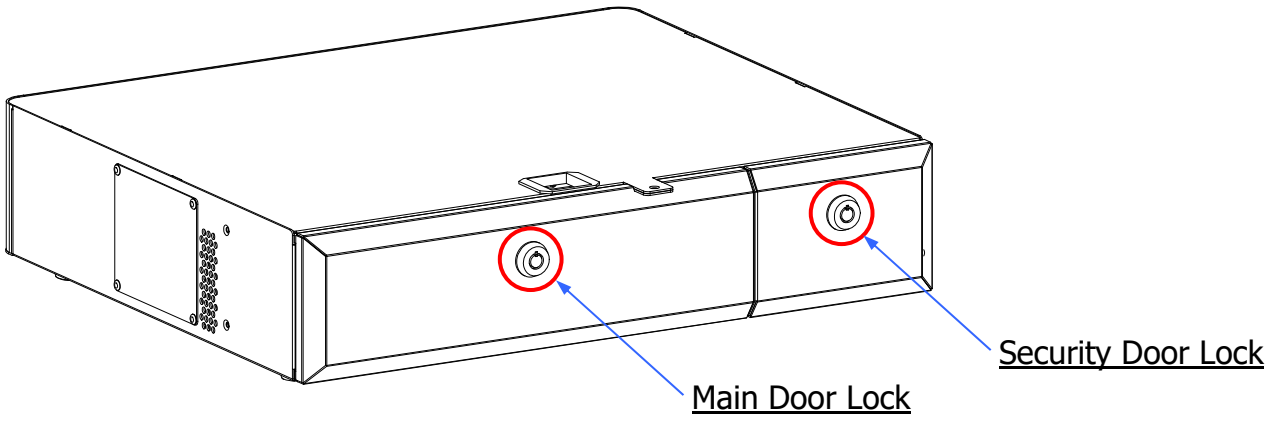
- Location of Locks -

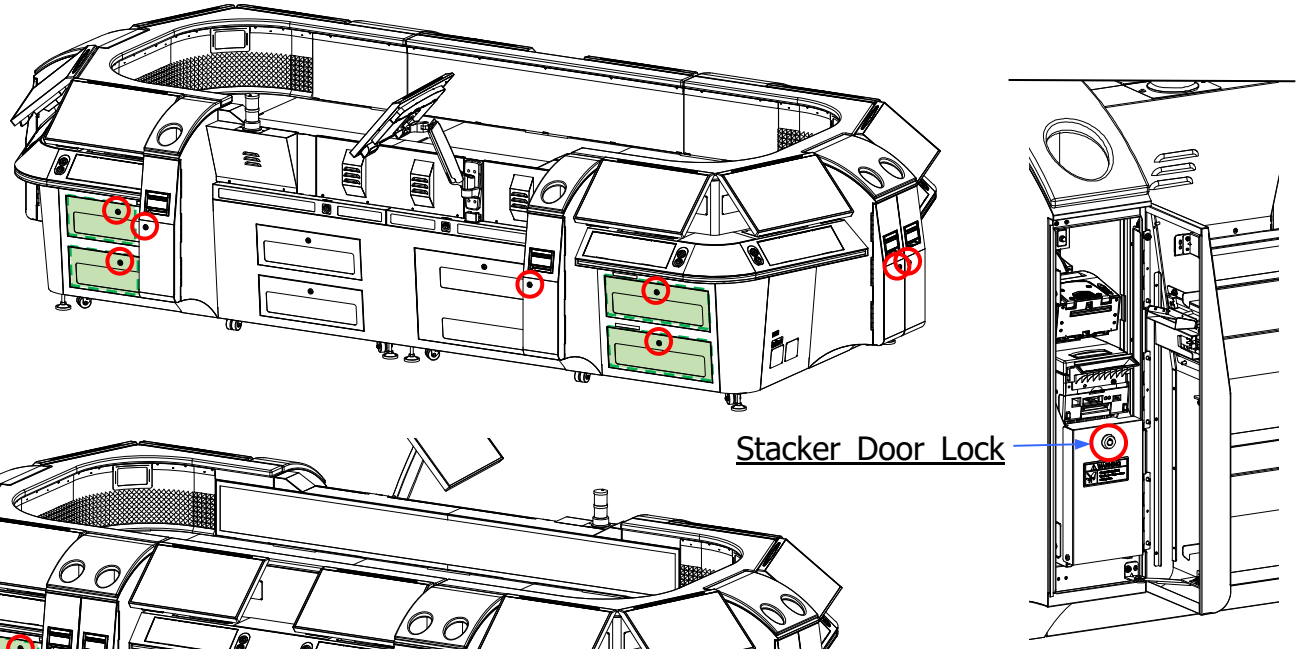
The machine is shipped with generic door locks installed.

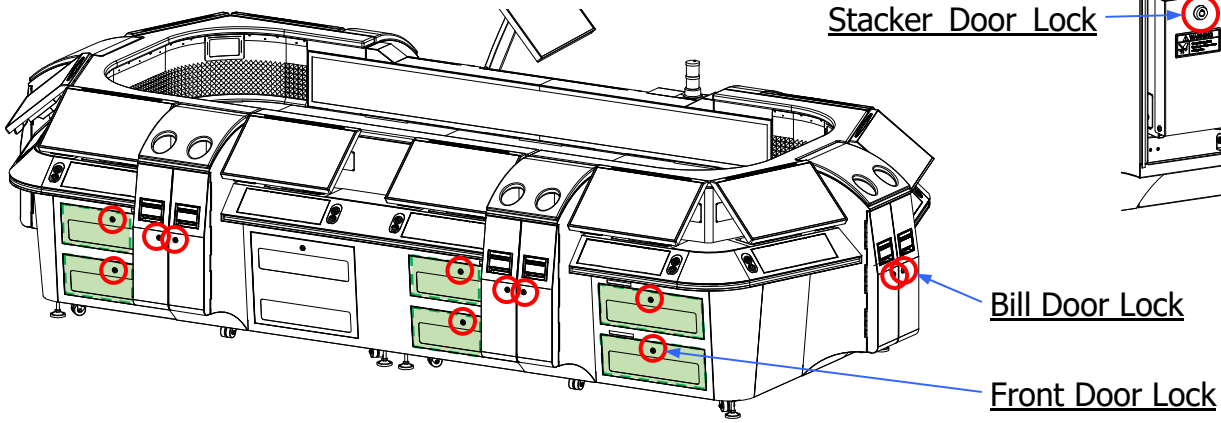
For increased security, the following door locks should be replaced:

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

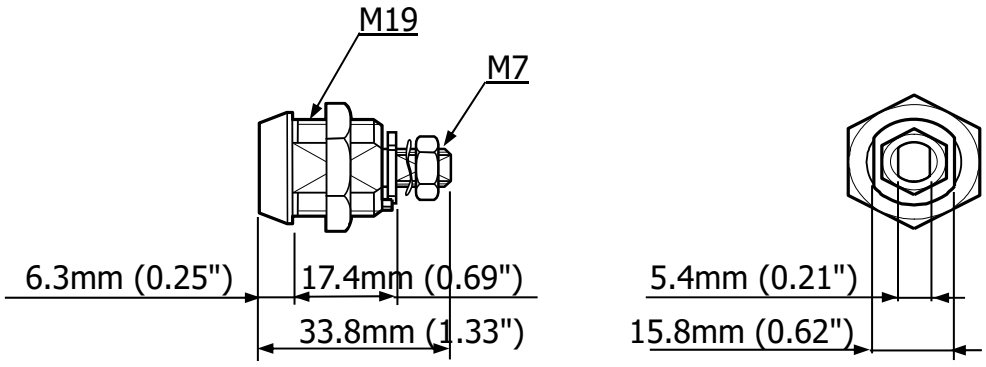
Location of locks	Number of locks
Main Door	1 x10
Security Door	1 x10
Stacker Door	1 x10 pos
Bill Door	1 x10 pos
Front Door	1 x10 pos



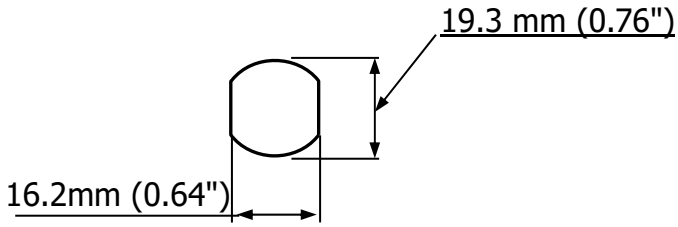




- Lock Dimensions -



- Lock Installing Hole -



3. 4: Hardware Setting

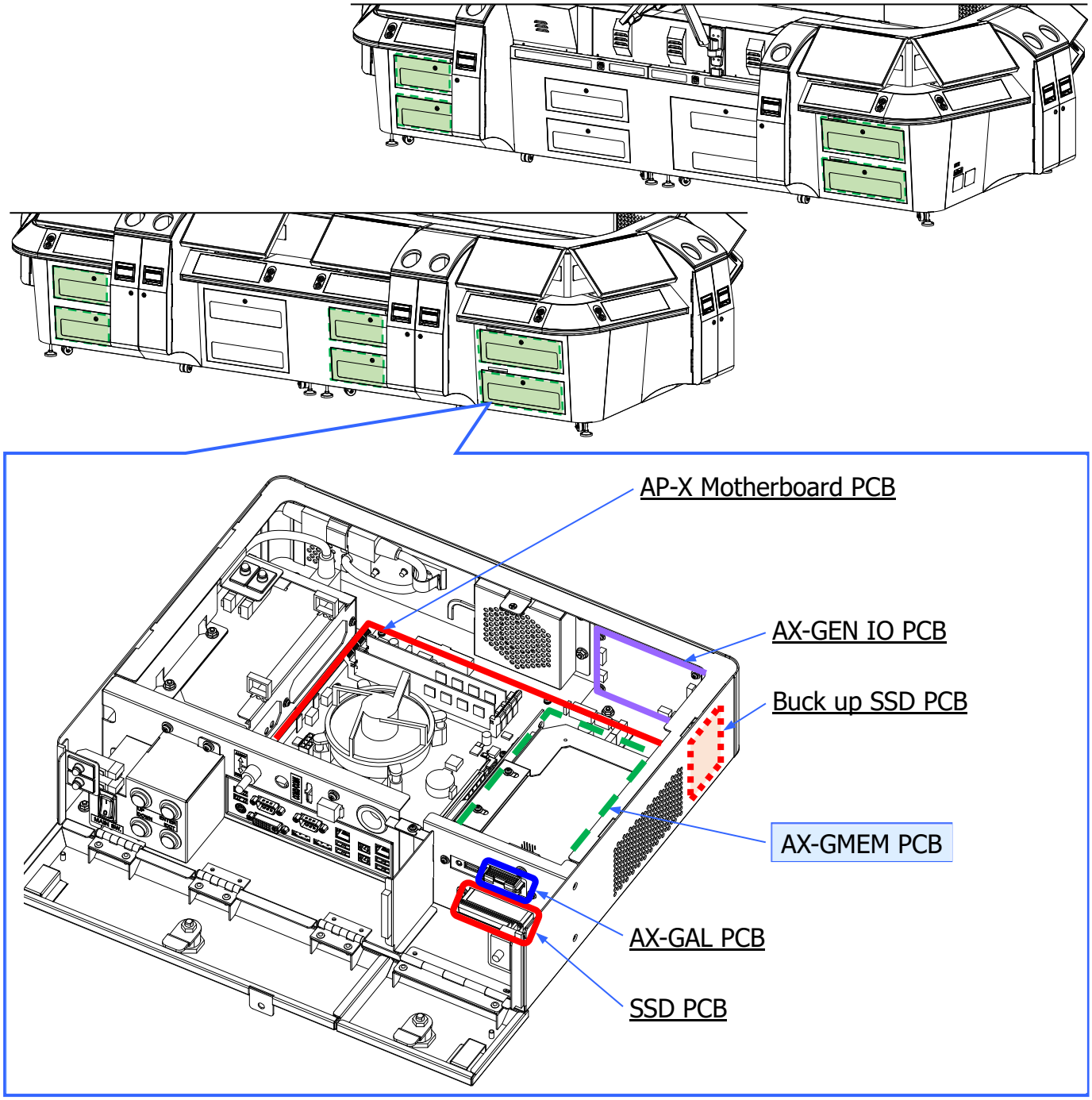
Hardware Settings are necessary for factory shipped products to be operational. Before commencing with operation, make sure to do the settings explained below.

CAUTION!

Hardware Settings must be done by authorized personnel.
Once Hardware Settings are updated, all the Software Meters will be cleared to zero.
Make sure to take note of all necessary Software Meters before updating.

- Location of PCBs -

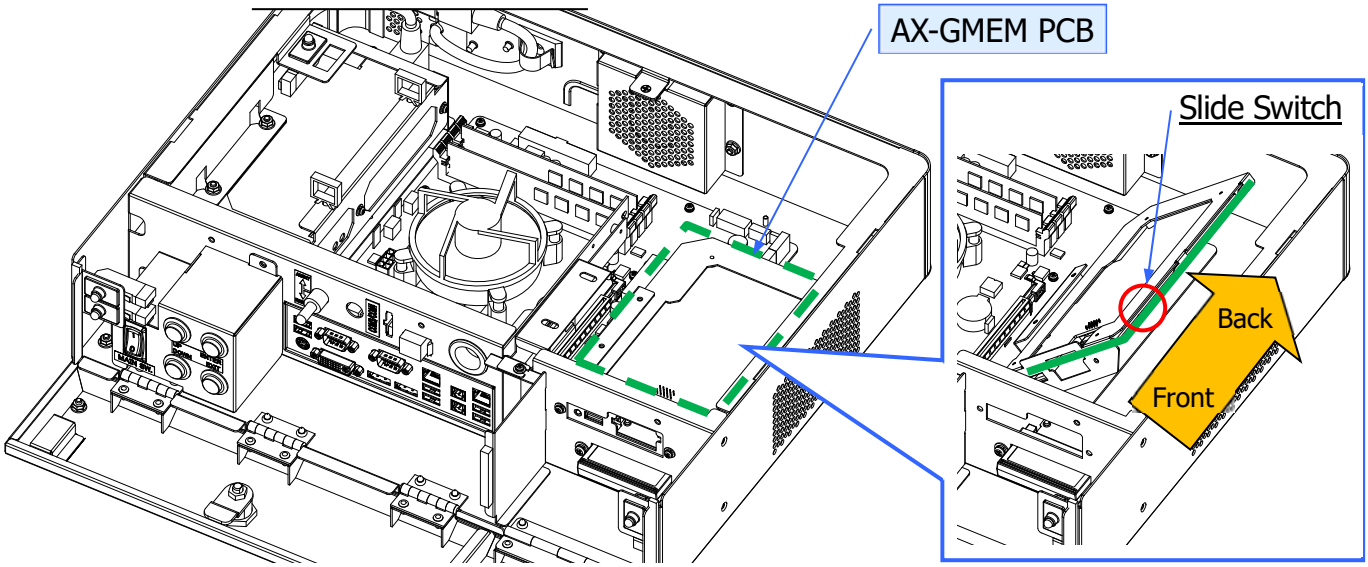
The PCBs that require setting are shown below inside a frame.

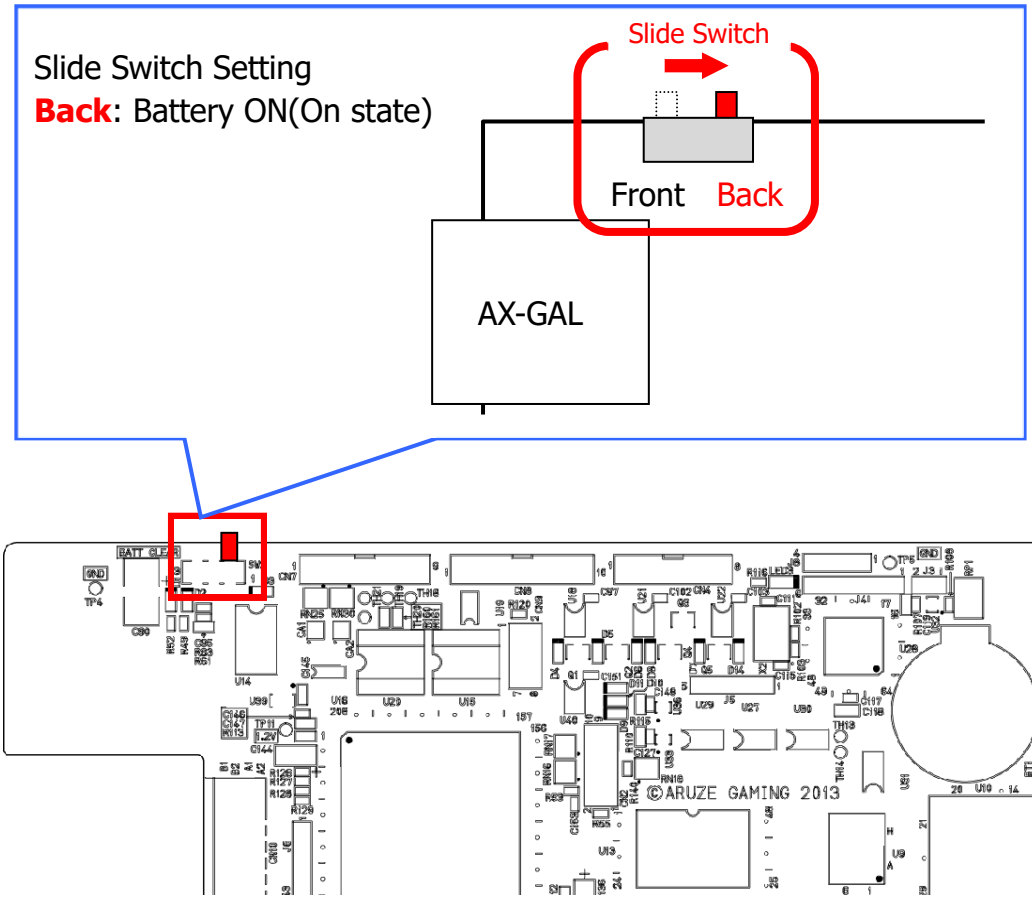


- AX-GMEM PCB -

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

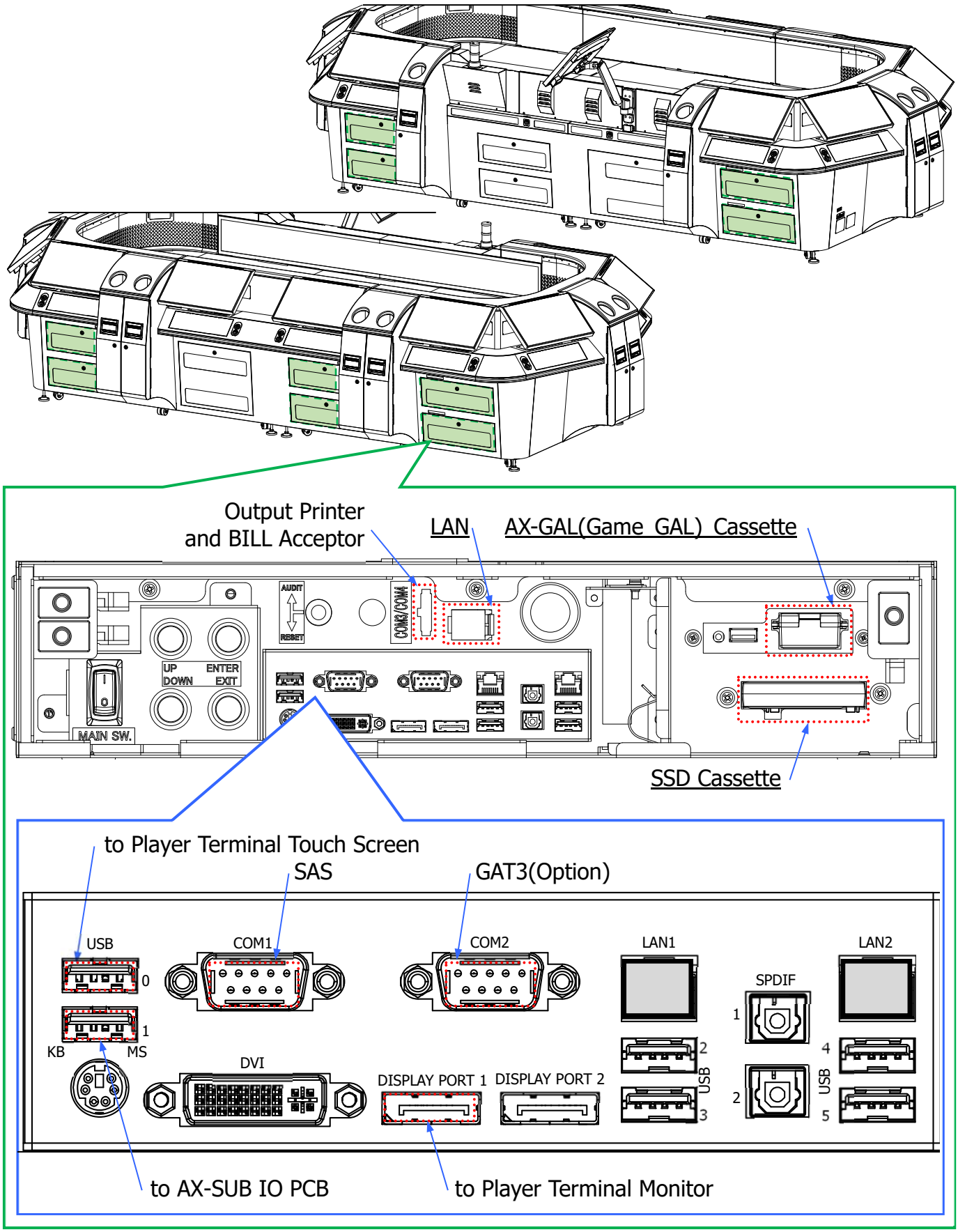
To have access to the Slide Switch of the AX-GMEM PCB, please refer to **"AX-GMEM PCB Unit of Controller Unit"** on Chapter 7.





3. 5: Cable Connections

- Front View of FRONT PANEL [No.1- No.10 Station Controller Units] -



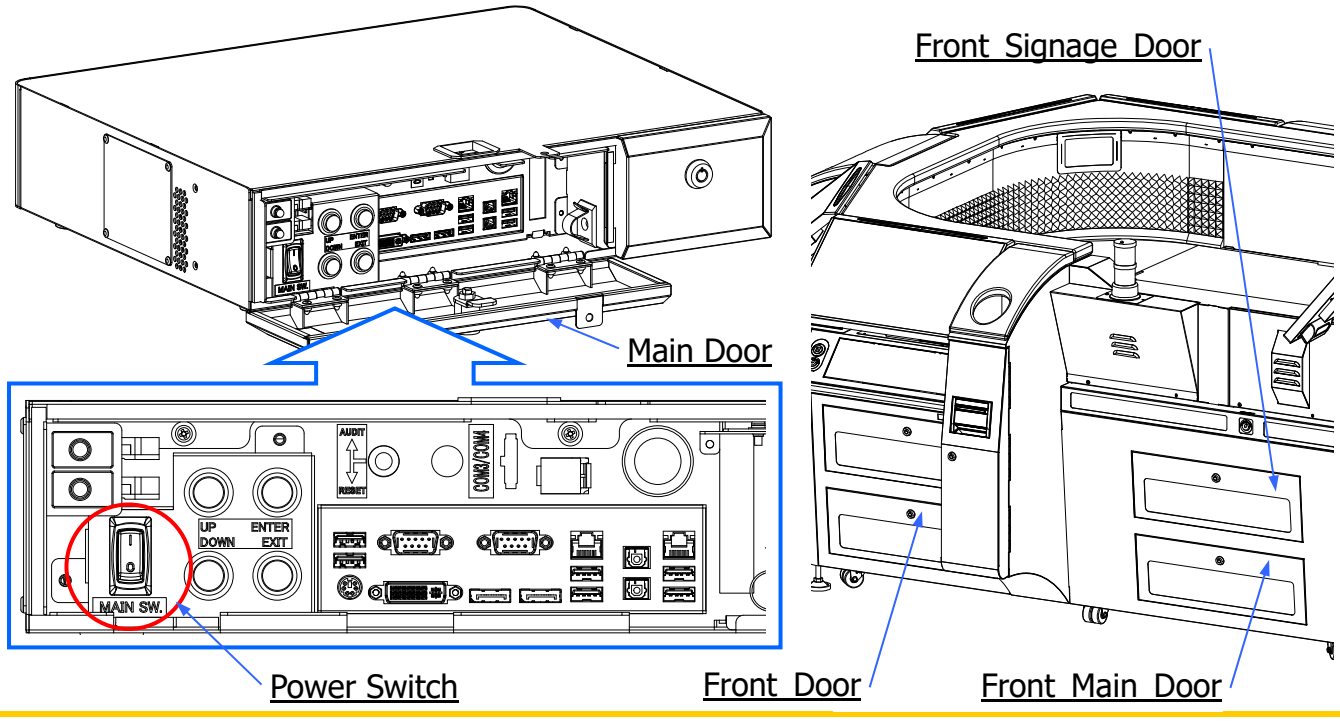
3. 6: Install Check List

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

◇ Replace the locks. **(Refer to 3.3)**.
◇ Set the Slide Switch on the AX-GMEM PCB to the back position. **(Refer to 3.4)**.
◇ All the cable connectors are securely connected and the machine is properly grounded.

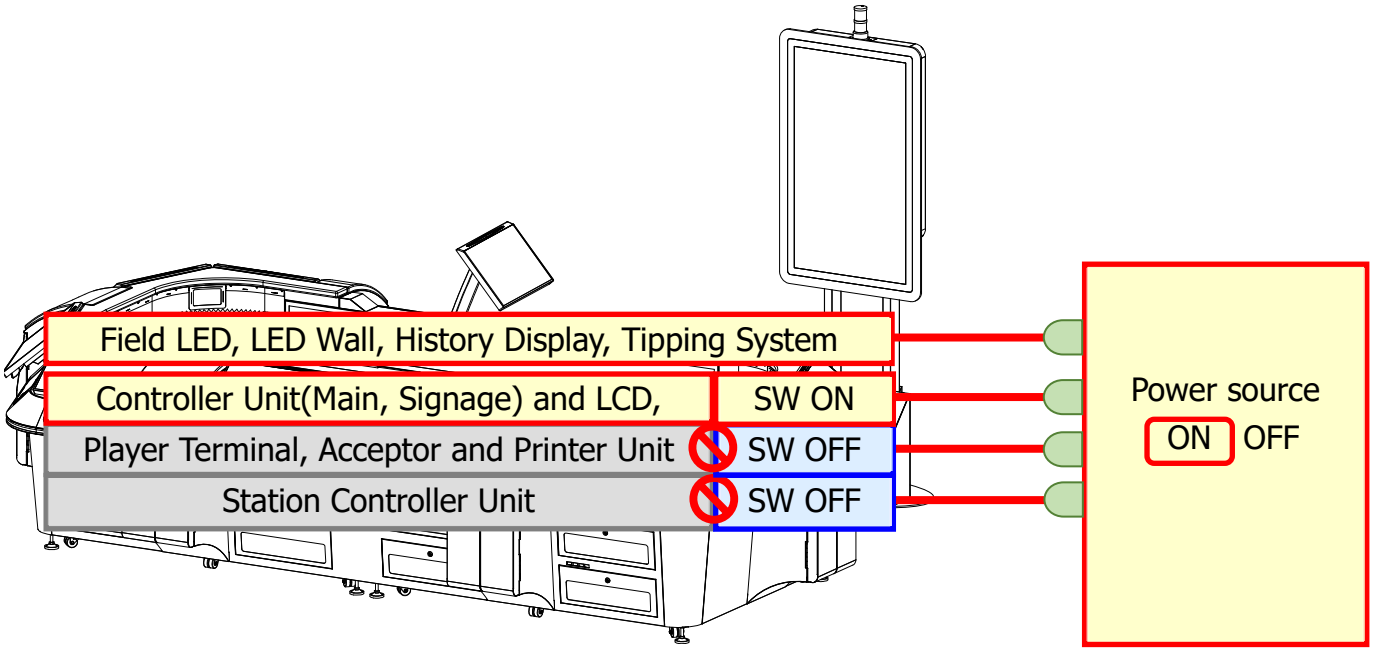
CAUTION!

- Make sure that the Switches of the Station Controller Units behind each Front Door are switched to ON, then close the Front Doors.
  Please leave these switches on ON and do not change their status.
- Make sure that the power Switches on the Main Controller Unit and Signage Controller Unit are switched to ON. Refer to **"Install Check List"** on Chapter 2.

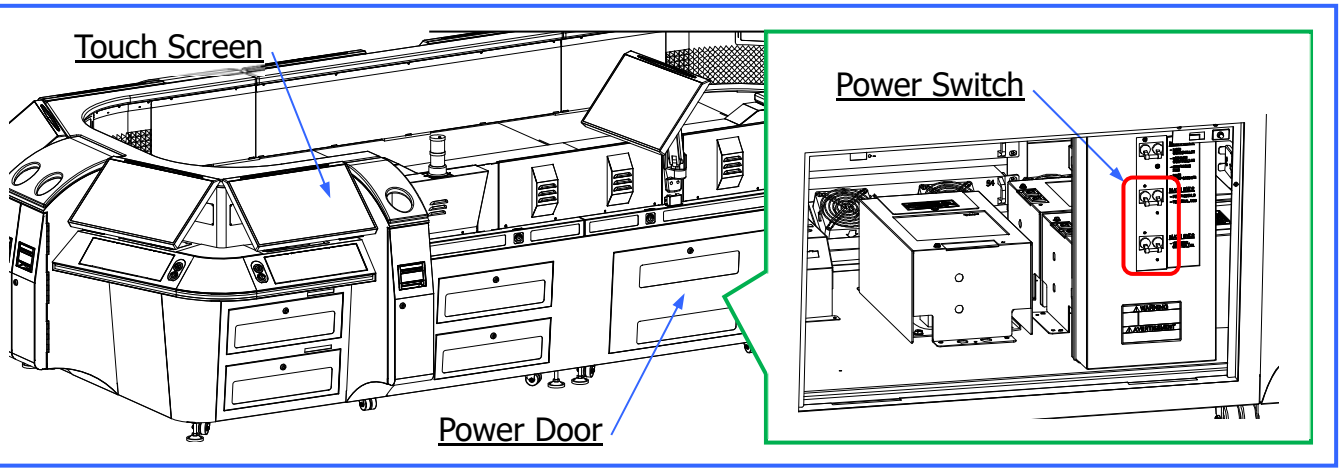


3. 7: Turn on the Player Terminals(Station Controller Units)

1. Before turning ON the machine, make sure that all the checkpoints have been covered. **(Refer to 3.6)**.
2. Refer to **"Turn ON the Center Unit"** on Chapter 2 to switch to ON the Power Switch of the Dealer Terminal and Center Unit.



3. Open the Power Door(Main DR B) of the Center Unit, and then turn ON the power switches [MAIN SW 2] and [MAIN SW 3]. Finally close the Power Door (Main DR B). Boot up the Station Controller Unit, and the images will be displayed on each Player Terminal. 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].

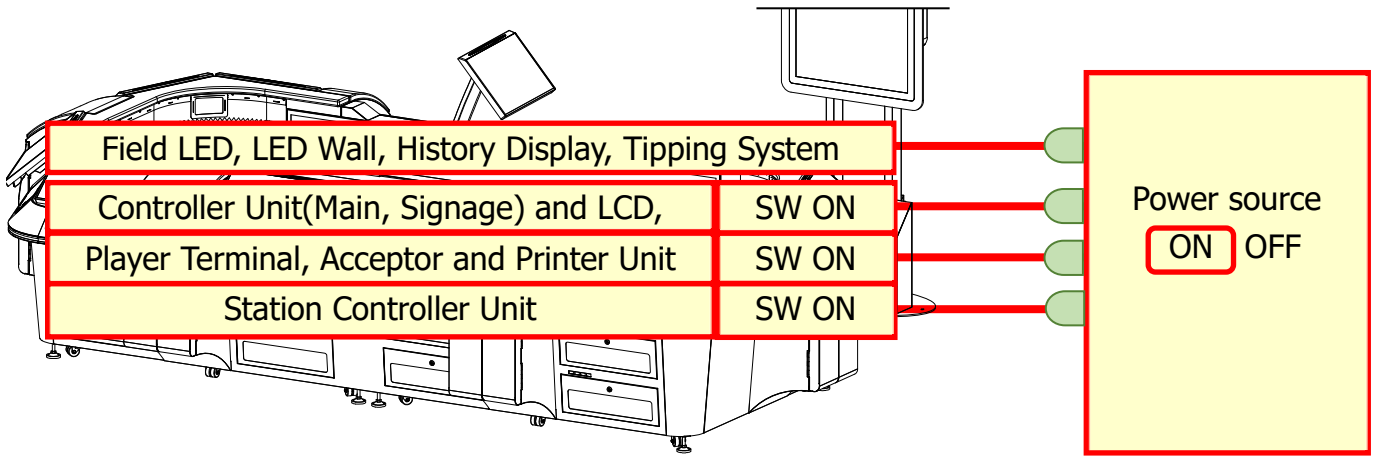


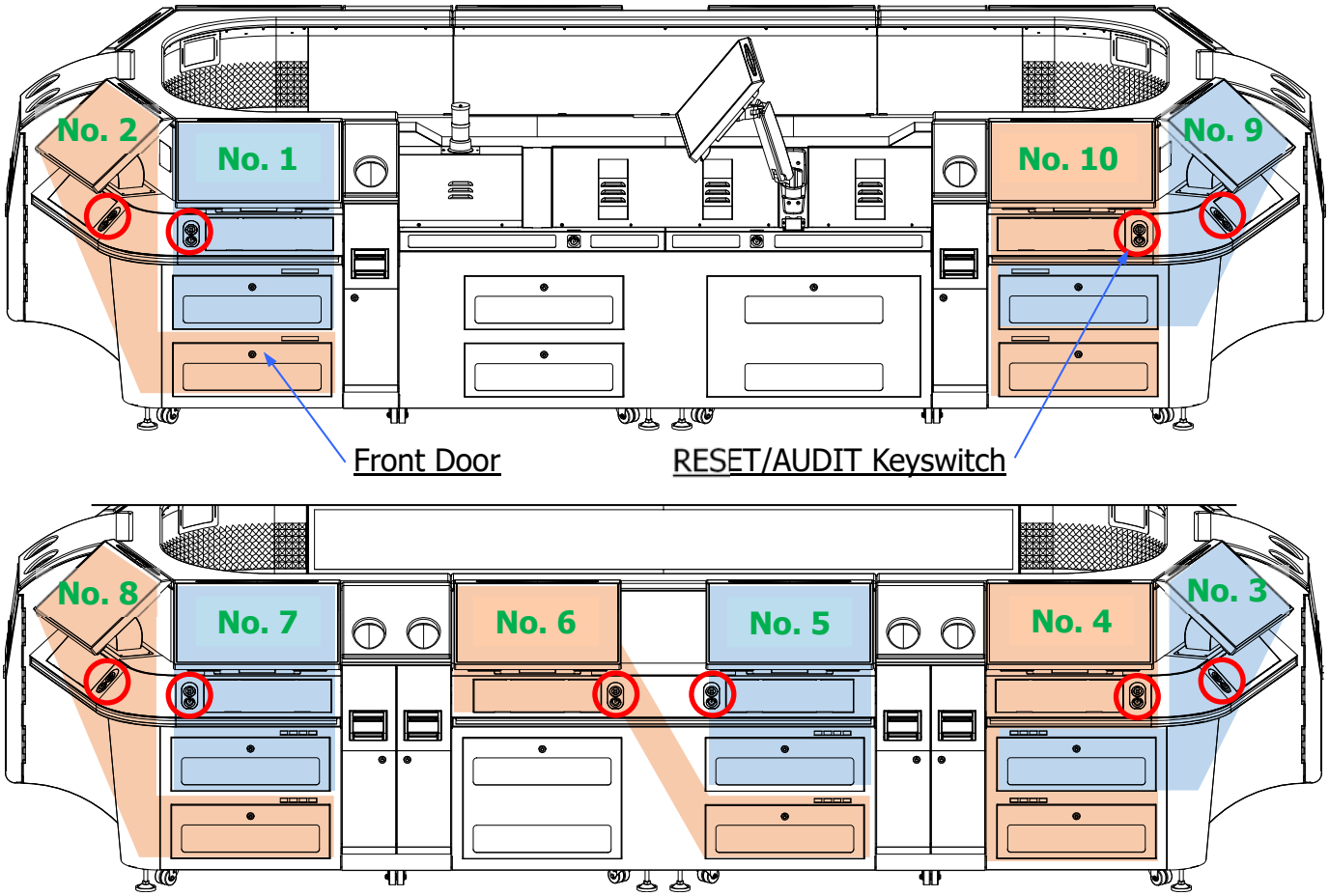
CAUTION!

- Do not turn ON the [MAIN SW 2] and [MAIN SW 3] 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.

NOTE:

- If an error appears on the Center Unit, refer to OPERATION Manual Chapter 8 **"Error Messages"** to clear it.
- If it is necessary to perform the RAM Clear (Memory Clear), refer to **"Memory Clear Procedure"** on Chapter 7.





4. 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 of Dealer Terminal	Dealer Terminal LED	Player Terminal LED
Trouble. Error on the Dealer Terminal.	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 charged.		White light	Light OFF

3. 8: Checking the Machine

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

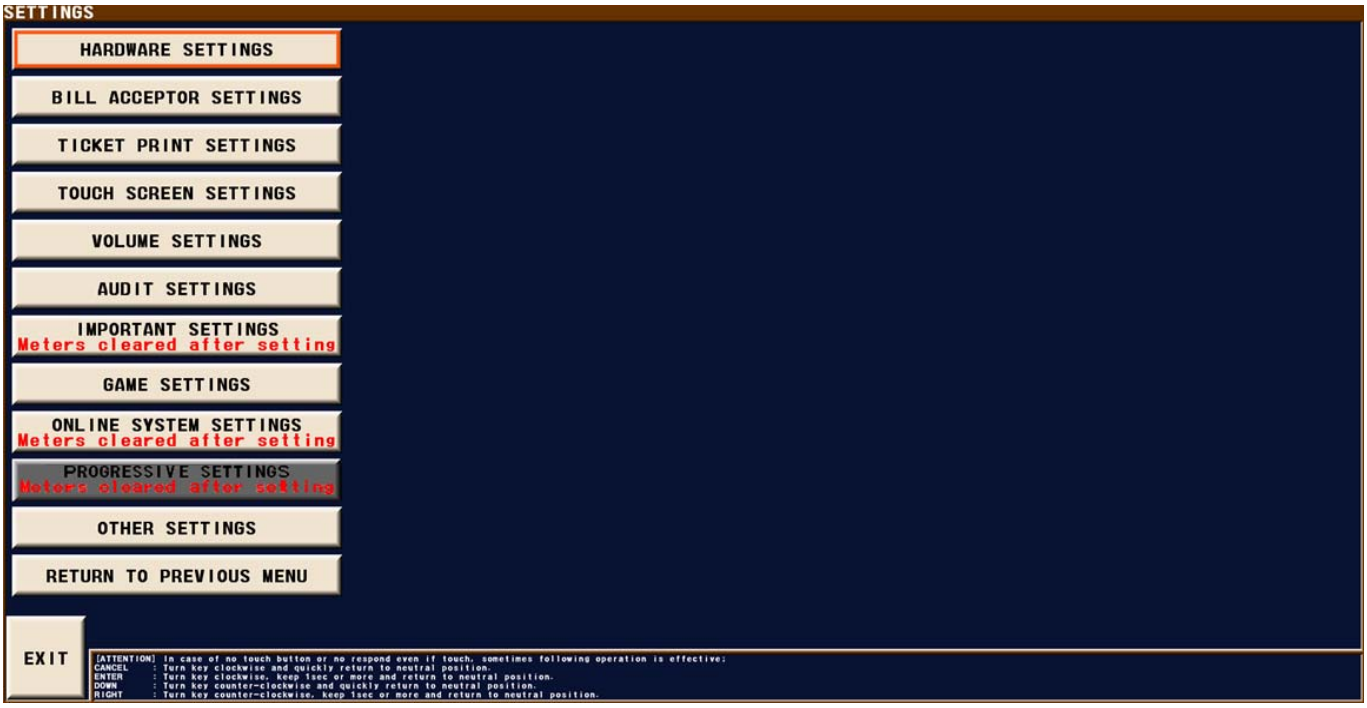
NOTE:
Operate the AUDIT of the Station Controller Unit by using the Touch Panel of the Player Terminal.

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

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

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

TOP MENU>SETTINGS



Hardware Settings (Refer to 5.9.1)

Change the settings of each hardware device of the Player Terminal.

BILL Acceptor Settings (Refer to 5.9.2)

Change the settings relative to the BILL Acceptor.

Ticket Print Settings (Refer to 5.9.3)

Change the settings relative to the Ticket Printer.

Touch Screen Settings (Refer to 5.9.4)

Adjust the Touch Screen.

Volume Settings (Refer to 5.9.5)

Adjust the volume of each Sound.

Software Settings (Refer to 5.9.6)

Not used in this machine

Audit Settings (Refer to 5.9.7)

Change the settings of functions relative to the credit.

Important Settings / Basic Settings (Refer to 5.9.8)
Change the settings and check the information relative to Currency, Denomination etc.

Game Settings (Refer to 5.9.9)
Change the settings relative to the Bet Type function.

Online System Settings (Refer to 5.9.10)
Change the settings relative to the Online System.

Progressive Settings (Refer to 5.9.11)
Not used in this machine

ARUZE Link Server Settings (Refer to 5.9.12)
Not used in this machine

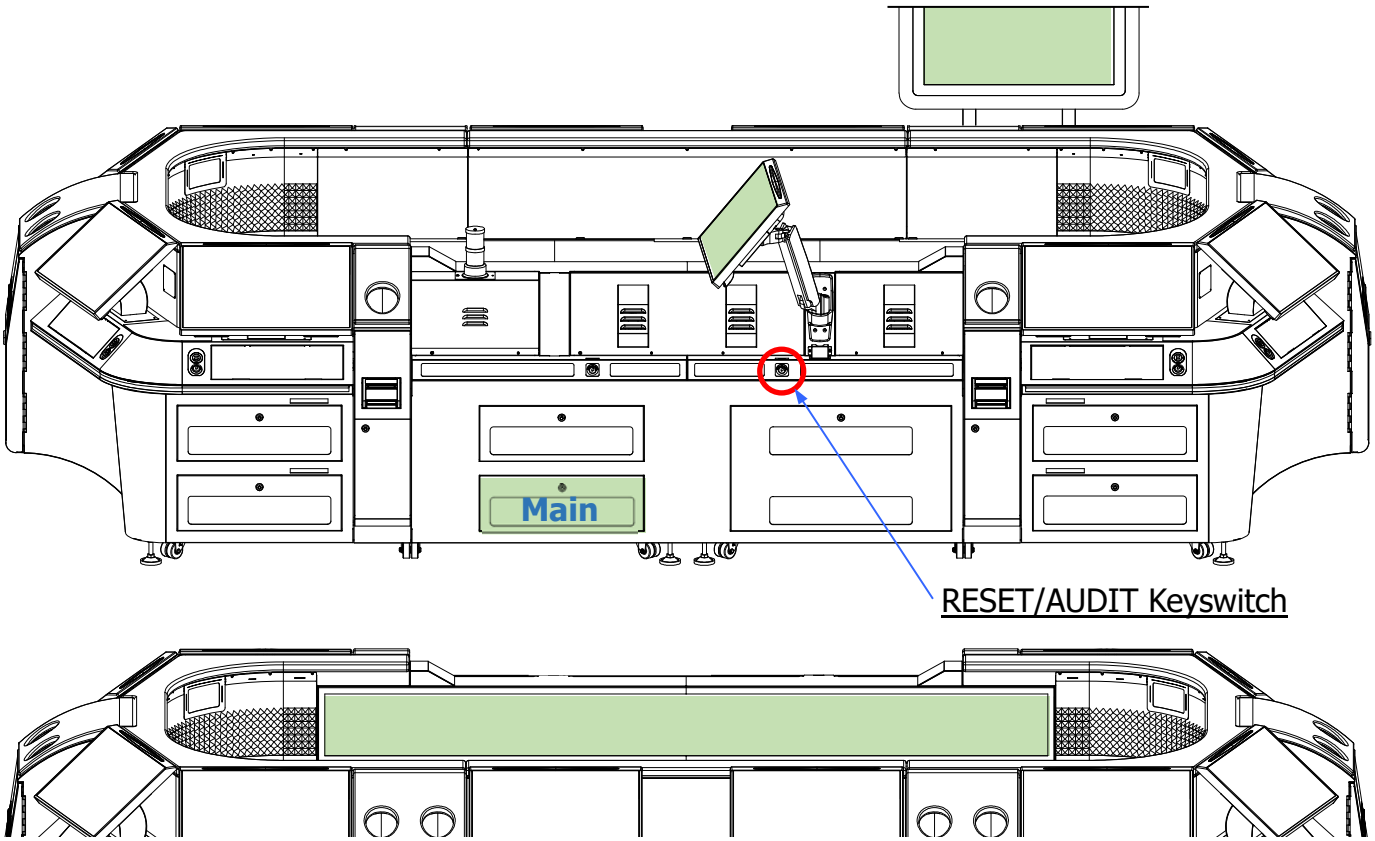
Other Settings (Refer to 5.9.13)
Change the settings of extra functions.

Chapter 4

AUDIT Mode for Center Unit (Service)

Accessing – AUDIT mode - [for Main Controller Unit]

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.



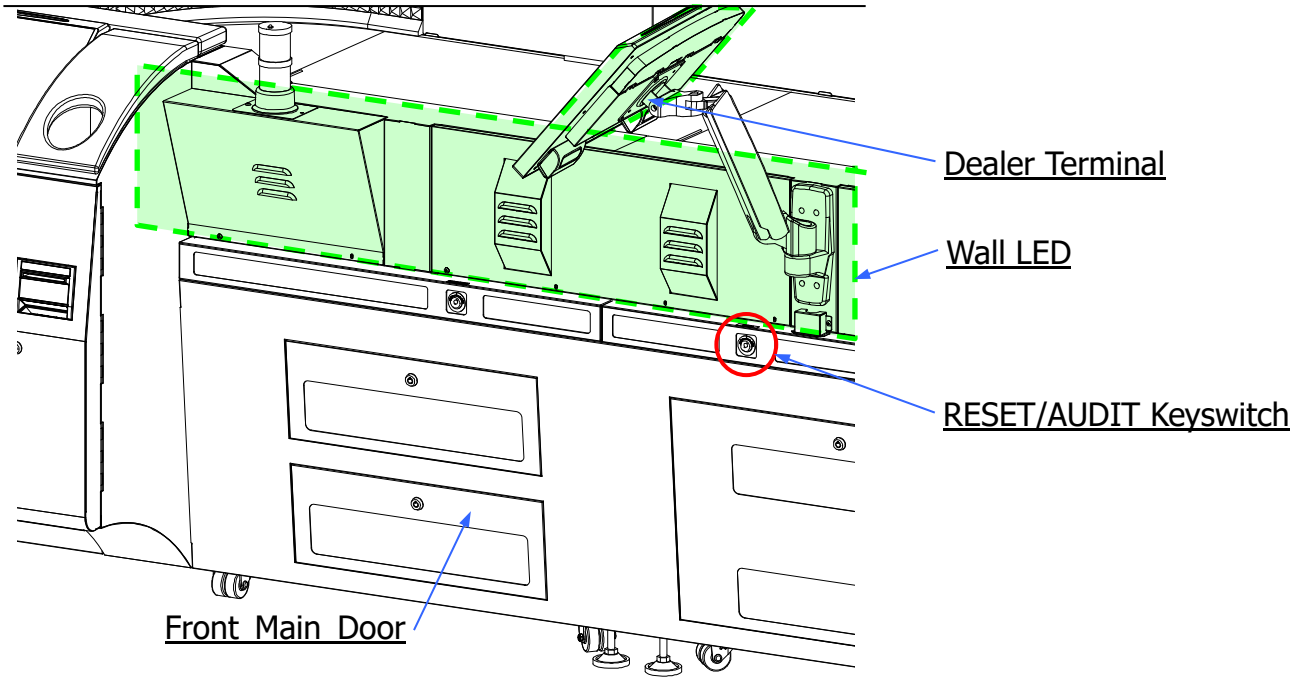
When the Machine is in idle mode (not during game or error status), the AUDIT menu can be accessed by the following procedure:

CAUTION!
To change the settings there should be no credit on the Player Terminals connected to the Main Controller Unit.

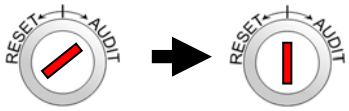
NOTE:
When the AUDIT mode is invoked on the Main Controller Unit, the games on this machine and on the connected Player terminals are halted.

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

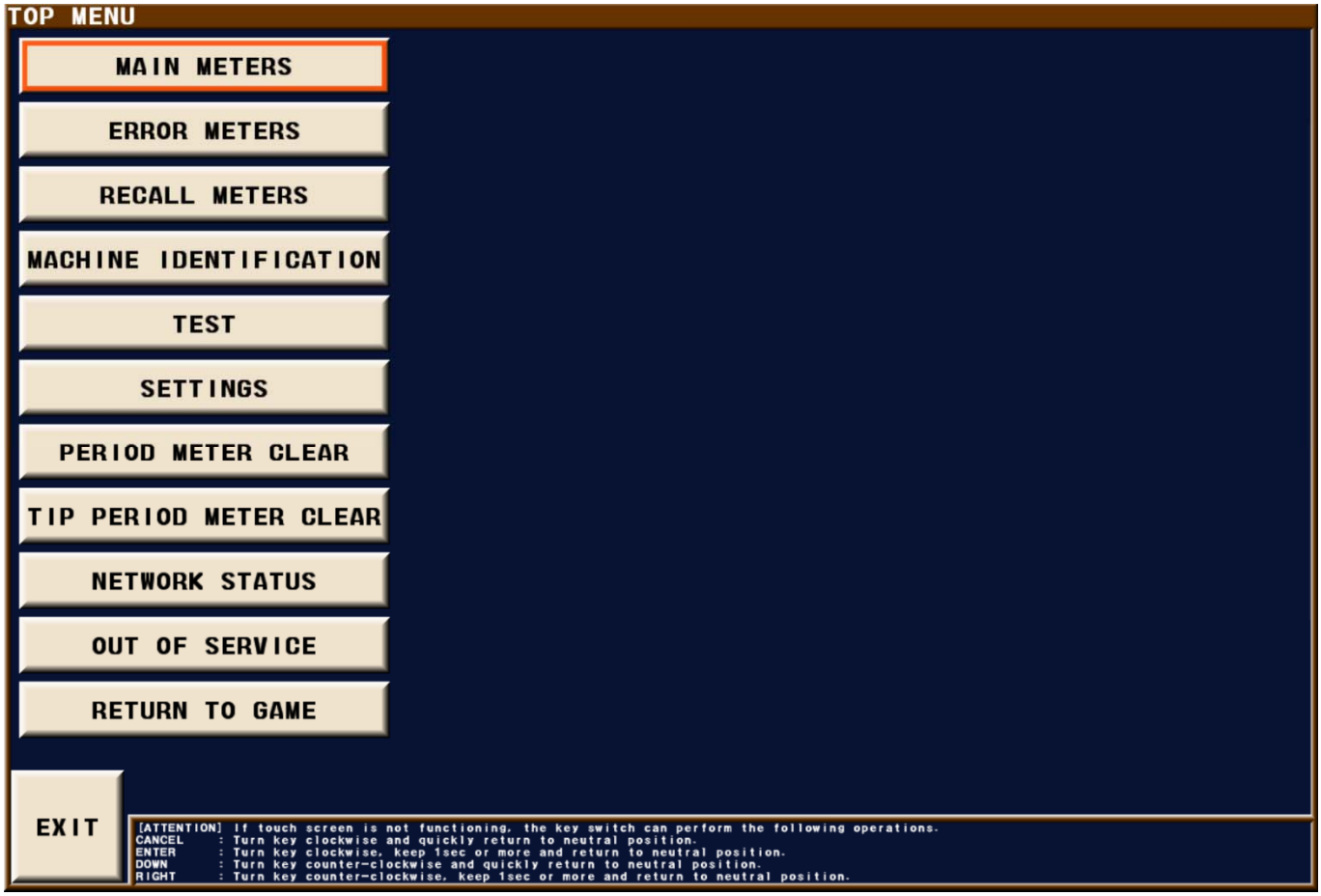
NOTE:
To enter the AUDIT mode it is necessary to open the Front Main Door.



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



3. 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.

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

ROOT MENU	SUB MENU
MAIN METERS See Operation Manual, Chapter 6 (for Main)	**MASTER METERS**
	DEALER OPERATION METERS
	MACHINE OPERATION METERS
	DICE DATA
	RESULT LIST
	TIP METERS
	DEALER METERS
ERROR METERS See Operation Manual, Chapter 6 (for Main)	**SYSTEM ERRORS**
	DOOR EVENTS
	ONLINE COMMUNICATION ERRORS
	NETWORK CONDITION METERS
RECALL METERS See Operation Manual, Chapter 6 (for Main)	**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 See Operation Manual, Chapter 6 (for Main)	**VERSION INFORMATION**
	PSD VERIFICATION (CRC)
	PSD VERIFICATION (HMAC-SHA1)
	PSD VERIFICATION (SHA1)
	GAME INFORMATION
	HARDWARE INFORMATION

ROOT MENU	SUB MENU
TEST (Can be performed only if the Front Main Door is open)	**MONITOR TEST**
	TOUCH SCREEN TEST
	INPUT TEST
	OUTPUT TEST
	SERIAL TEST
	SOUND TEST
SETTINGS (Can be set only if the Front Main Door is open)	**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)	

4. 1: Audit Mode Differences based on Settings

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

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

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

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

ROOT MENU	SUB MENU
SETTINGS	**HARDWARE SETTINGS**
	TICKET PRINT SETTINGS
	TOUCH SCREEN SETTINGS
	VOLUME SETTING
	AUDIT SETTINGS
	IMPORTANT SETTINGS
	BASIC SETTINGS
	GAME SETTINGS
	REPORTING SETTINGS
	GAME SOUND SETTINGS
	ONLINE SYSTEM SETTINGS
	OTHER SETTINGS

4. 3: Main Meters

TOP MENU >MAIN METERS

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

4. 4: Error Meters

TOP MENU >ERROR METERS

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

4. 5: Recall Meters

TOP MENU >RECALL METERS

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

4. 6: Machine Identification

TOP MENU >MACHINE IDENTIFICATION

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

4. 7: Test

TOP MENU>TEST

NOTE:

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

・In ONTARIO version, if all the doors are closed when displaying any Test screen except Input Test, the game will automatically return to the game screen.



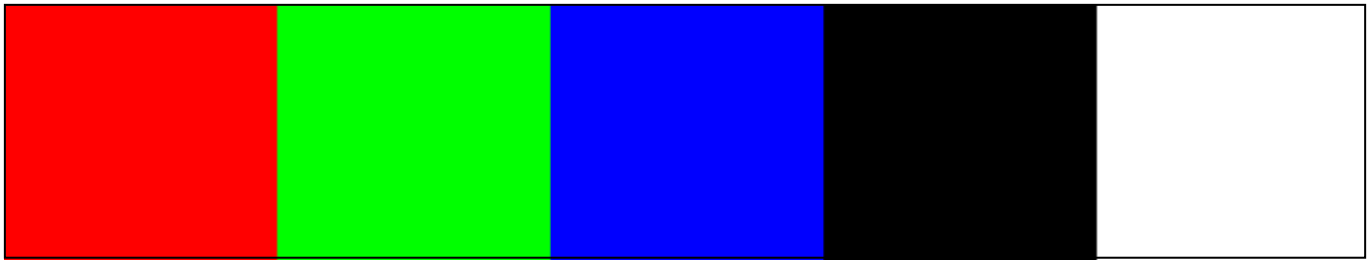
4. 7. 1: Monitor Test

TOP MENU>TEST>MONITOR TEST

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



Example screenshot



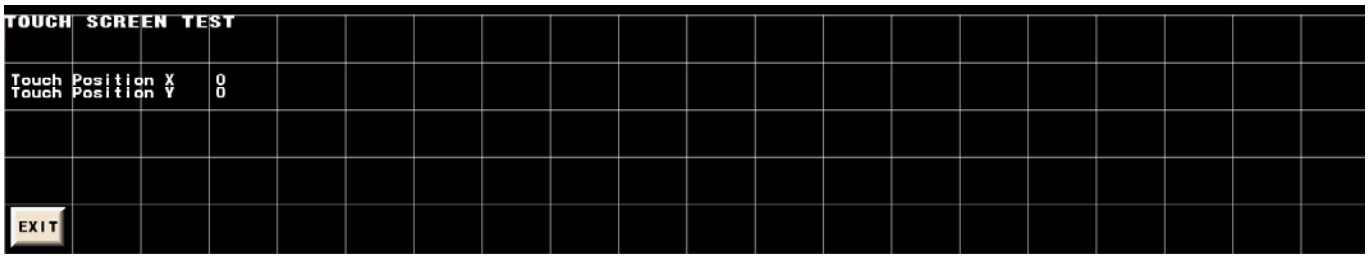
4. 7. 2: Touch Screen Test

TOP MENU>TEST>TOUCH SCREEN TEST

CAUTION!

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

·Do not touch the cabinet with any part of the body except the finger touching the screen.



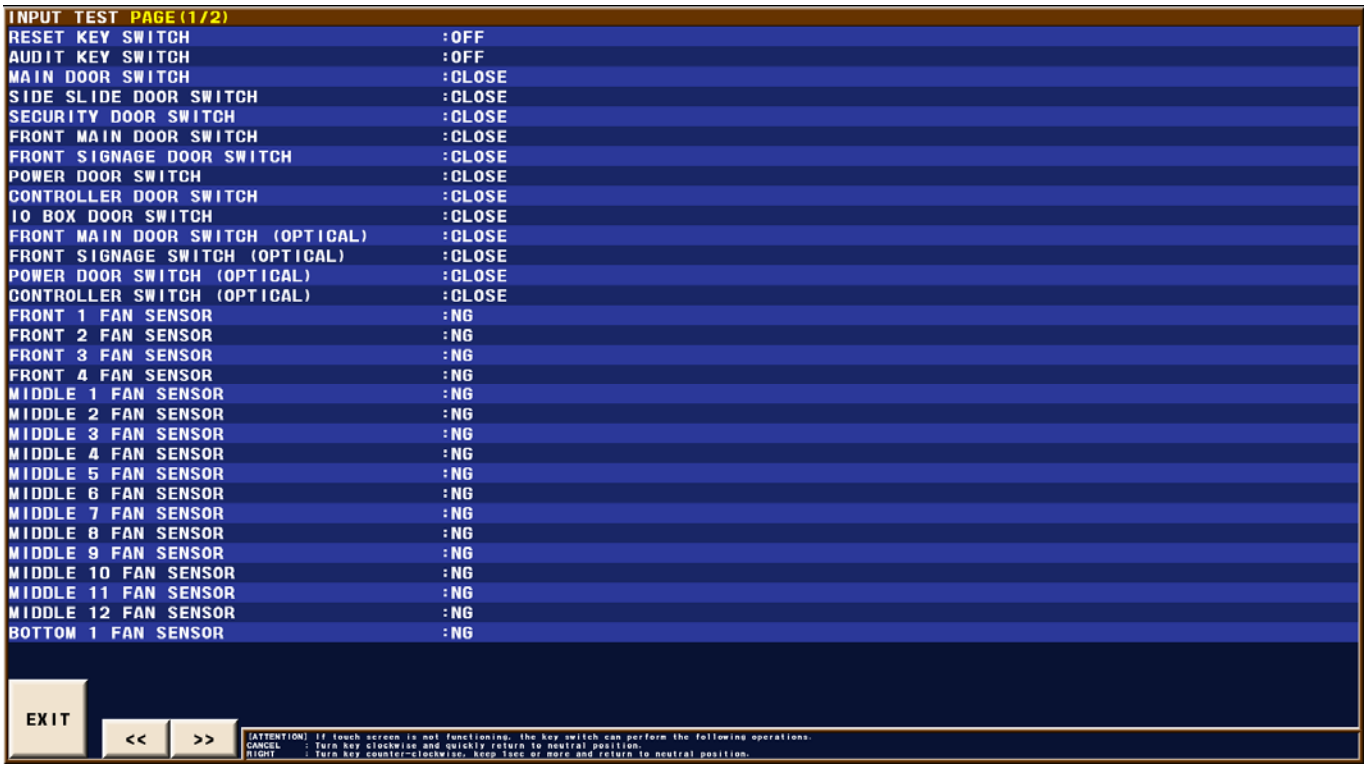
ITEM	DESCRIPTION
TOUCH SCREEN TEST	Displays a cursor on the screen and the coordinates of the point of touch.

4. 7. 3: Input Test

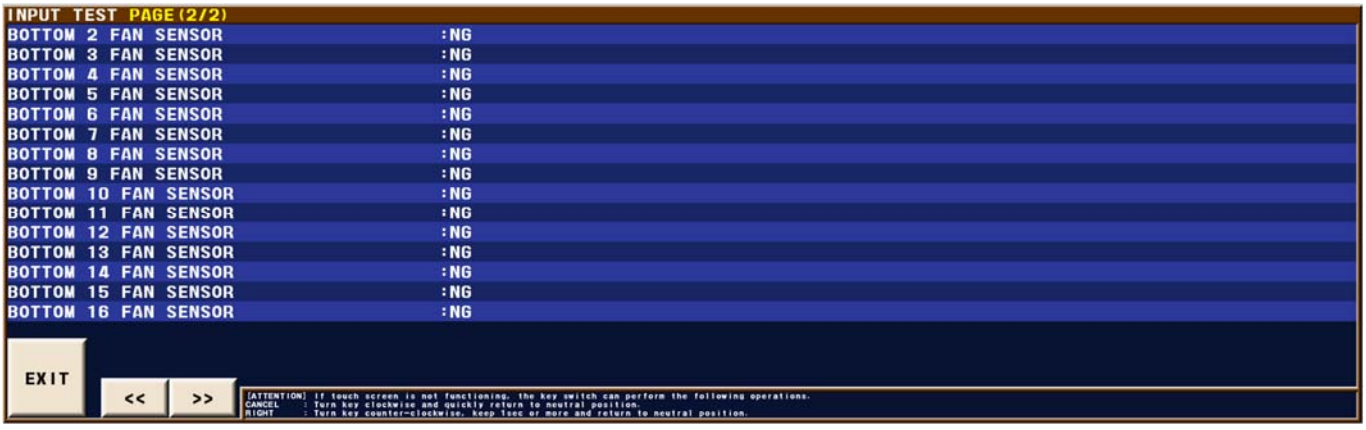
TOP MENU>TEST>INPUT TEST

This item allows to check the operation of various functions.

Page 1



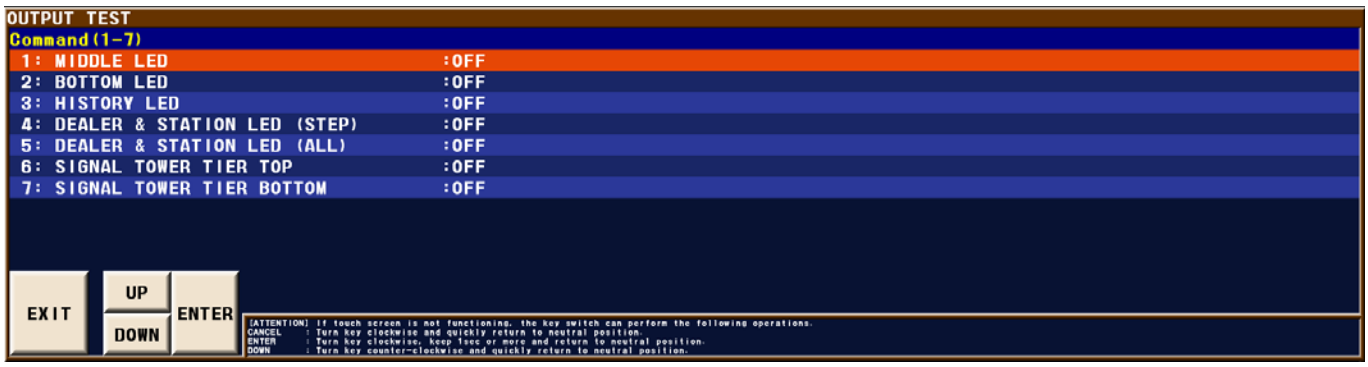
Page 2



4. 7. 4: Output Test

TOP MENU>TEST>OUTPUT TEST

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

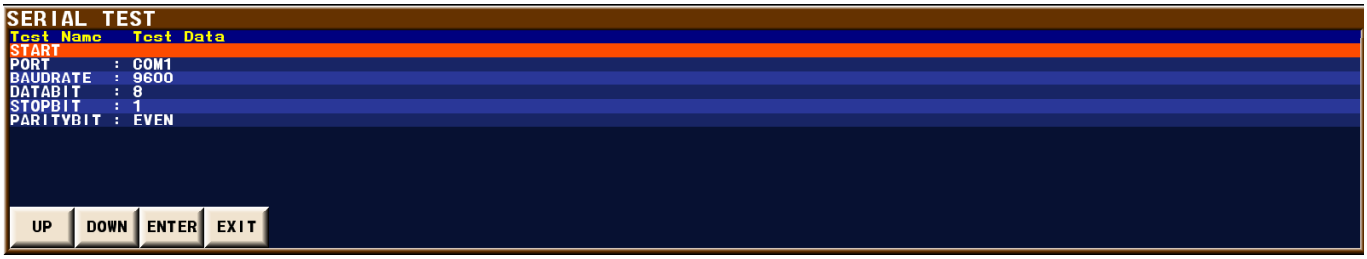


4. 7. 5: Serial Test

TOP MENU>TEST>SERIAL TEST

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

> **NOTE:**
> This item is displayed only if on
> **"Ticket Print Settings"(refer to 4.8.2)** the setting " PRINTER TYPE" is set to **DISABLED**,
> **"Online System Settings"(refer to 4.8.11)** the setting "SYSTEM TYPE" is set to **NONE**.



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

4. 7. 6: Sound Test

TOP MENU>TEST>SOUND TEST

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



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



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



4. 8: Settings

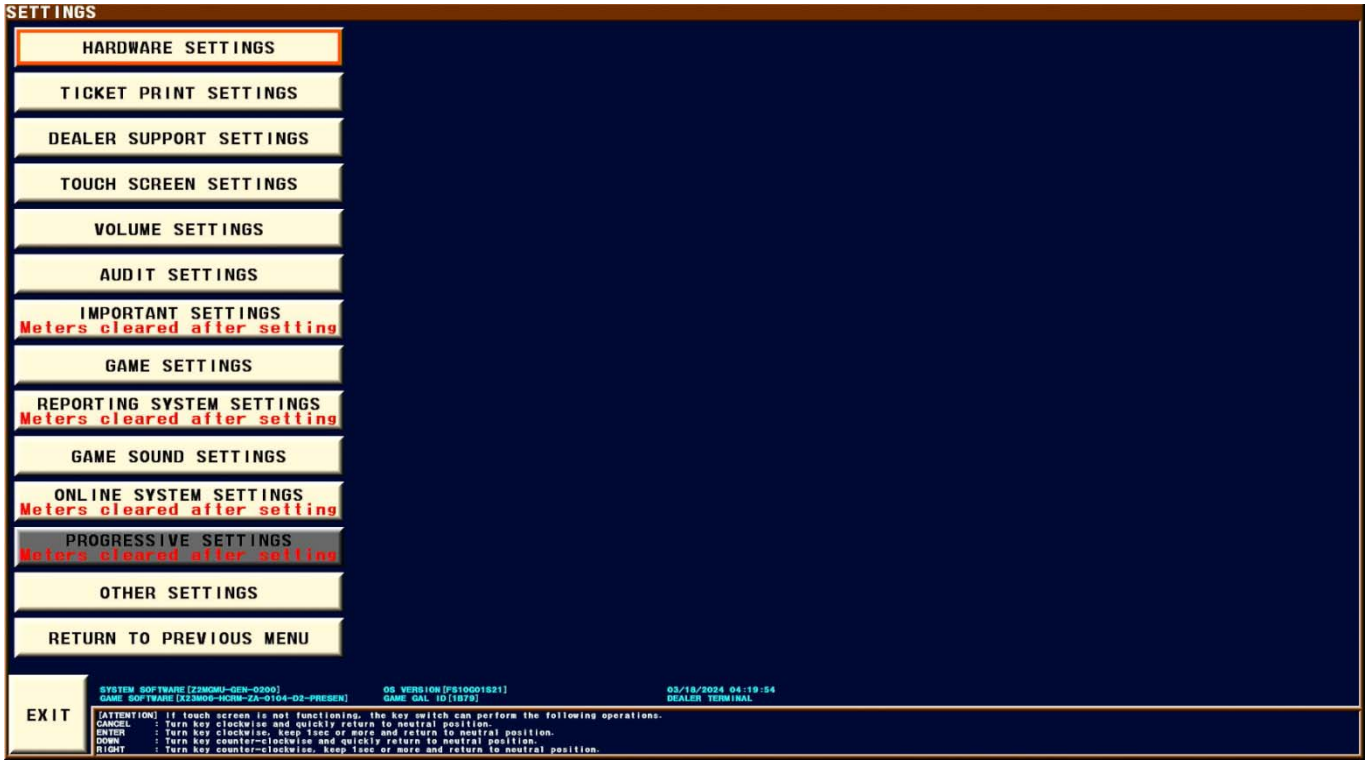
TOP MENU>SETTINGS

NOTE:

- To perform this operation the Front Main Door must be open.
- Most items cannot be set if the Security Door is closed; refer to the indications for each item for more details.
- To change the settings there should be no credit on the Player Terminals connected to the Main Controller Unit.
- Updating the following settings will clear all soft meters and reset them to zero. After the update it will be necessary to reboot the machine.

IMPORTANT SETTINGS
ONLINE SYSTEM SETTINGS
REPORTING SYSTEM SETTINGS

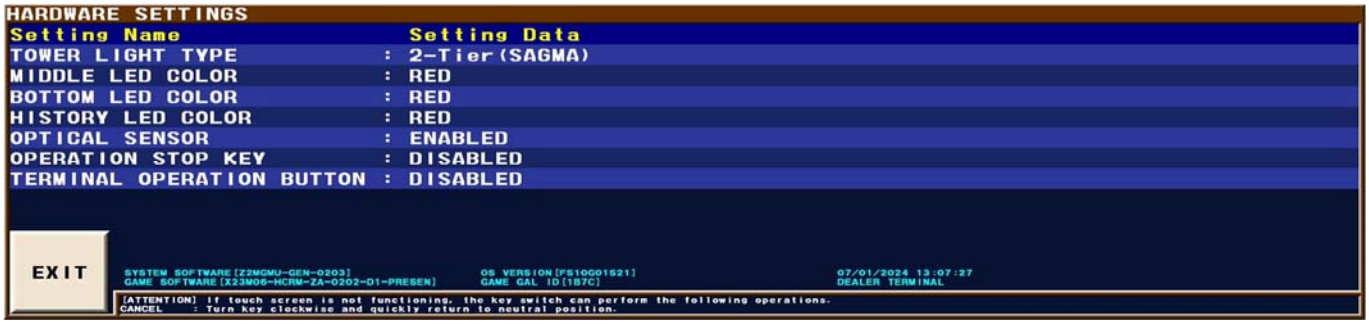
※ When using NEVADA GAL, the "IMPORTANT SETTINGS" will be displayed as "BASIC SETTINGS".



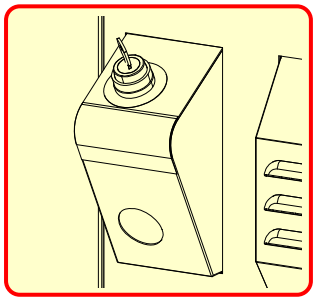
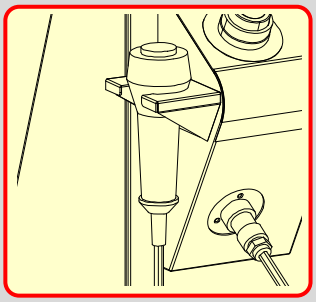
4. 8. 1: Hardware Settings

TOP MENU>SETTINGS>HARDWARE SETTINGS

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



ITEM	DESCRIPTION
TOWER LIGHT TYPE	Set the Tower Light functions: **NONE** **2-TIER(SAGMA) [DEFAULT]** **2-TIER(USA)** **2-TIER(CANADA)** **3-TIER** **NOTE:** For Nevada, the value is fixed to **"2-Tier(USA)"**. For Ontario, the value is fixed to **"2-Tier(CANADA)"**.
MIDDLE LED COLOR	Set the color of the Middle LED. **RED [DEFAULT]** **GREEN** **BLUE** **YELLOW** **CYAN** **MAGENTA** **WHITE** **OFF**
BOTTOM LED COLOR	Set the color of the Bottom LED. **RED [DEFAULT]** **GREEN** **BLUE** **YELLOW** **CYAN** **MAGENTA** **WHITE** **OFF**

ITEM	DESCRIPTION
HISTORY LED COLOR	Set the color of the History LED. **RED** **GREEN [DEFAULT]** **BLUE** **YELLOW** **CYAN** **MAGENTA** **WHITE** **OFF**
OPTICAL SENSOR	Set the use of the Optical Sensor function for each Door of the Center Unit. **ENABLED** **DISABLED [DEFAULT]**
OPERATION STOP KEY	It is possible to operate on the Dealer Terminal if the OPERATION STOP KEY is turned to [ON]. **ENABLED** **DISABLED [DEFAULT]**  **CAUTION!** This is an Optional function. If the OPERATION STOP KEY is not installed, make sure to set this item to **DISABLED**.
TERMINAL OPERATION BUTTON	It is possible to enter the [DICE RESULT] only when the Terminal Operation Button (optional) is pressed. **ENABLED** **DISABLED [DEFAULT]**  **CAUTION!** This is an Optional function. If the TERMINAL OPERATION BUTTON is not installed, make sure to set this item to **DISABLED**.

4. 8. 2: Ticket Print Settings

TOP MENU>SETTINGS>TICKET PRINT SETTINGS

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



ITEM	DESCRIPTION
HARDWARE VERSION	The hardware version of the ticket printer.
FIRMWARE VERSION	The firmware version of the ticket printer.
PRINTER TYPE	Set the use of the ticket printer function. **ENABLED** **DISABLED [DEFAULT]** **NOTE:** For NEVADA version the value is fixed to **DISABLED**.

4. 8. 3: Dealer Support Settings

TOP MENU>SETTINGS> DEALER SUPPORT SETTINGS

Item not relevant for this game.

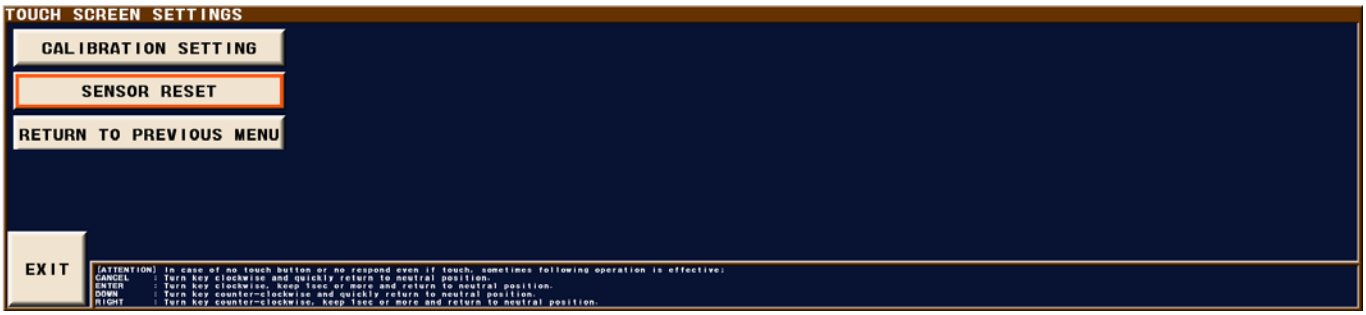
4. 8. 4: Touch Screen Settings

TOP MENU>SETTINGS>TOUCH SCREEN SETTINGS

⚠ CAUTION!

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

・Do not touch the cabinet with any part of the body except the finger touching the screen.

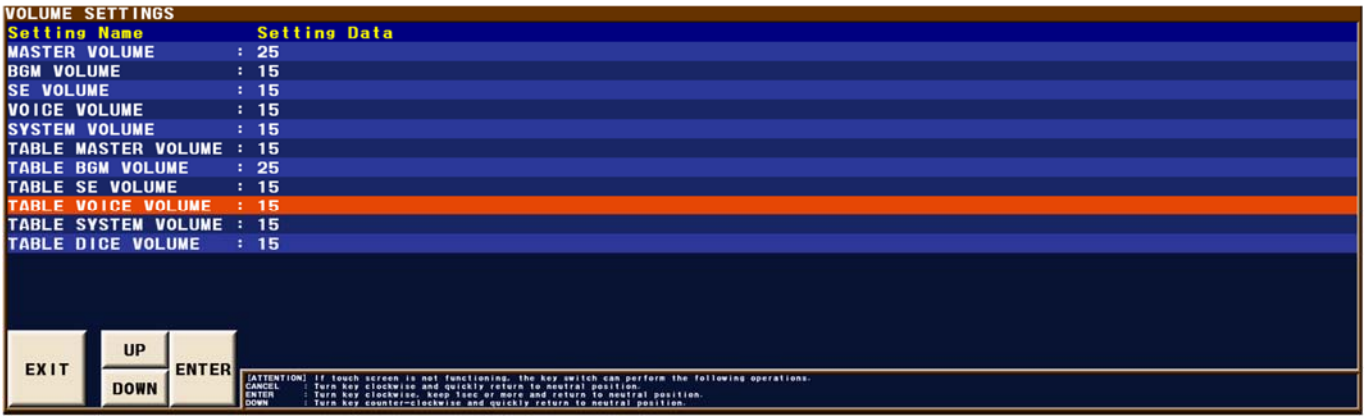


ITEM	DESCRIPTION
CALIBRATION SETTING	Calibrate the Touch screen. Follow the instruction displayed on the screen.
SENSOR RESET	Reset the sensor for the screen is reset. After reset, the screen changes to "CALIBRATION SETTING".

4. 8. 5: Volume Settings

TOP MENU>SETTINGS>VOLUME SETTING

This item allows to adjust the volume of each Sound.



ITEM	DESCRIPTION
MASTER VOLUME	Set the volume of general sounds. **1 - 30 [DEFAULT: 25]**
BGM VOLUME	Set the volume of the BGM. **0 - 30 [DEFAULT: 15]**
SE VOLUME	Set the volume of the sound effects. **0 - 30 [DEFAULT: 15]**
VOICE VOLUME	Set the volume of the Voice sound. **0 - 30 [DEFAULT: 15]**
SYSTEM VOLUME	Set the volume of the error sounds. **1 - 30 [DEFAULT: 15]**
TABLE MASTER VOLUME	Set the volume of general sounds from the Table (Signage Controller Unit). **1 - 30 [DEFAULT: 15]**
TABLE BGM VOLUME	Set the volume of the BGM playing from the Table (Signage Controller Unit). **0 - 30 [DEFAULT: 15]**
TABLE SE VOLUME	Set the volume of the Sound Effects playing from the Table (Signage Controller Unit). **0 - 30 [DEFAULT: 15]**
TABLE VOICE VOLUME	Set the volume of the voice playing from the Table (Signage Controller Unit). **0 - 30 [DEFAULT: 15]**
TABLE SYSTEM VOLUME	Set the volume of the error sounds from the Table (Signage Controller Unit). **1 - 30 [DEFAULT: 15]**

ITEM	DESCRIPTION
TABLE DICE VOLUME	Set the volume of the sound effect for the shooting of the virtual dice. **1 - 30 [DEFAULT: 15]** **NOTE:** This item is active only if [FULL AUTO MODE] is set to **ENABLED**. For more details, please refer to **"Dealer Terminal Screen, Buttons And Settings"** on Chapter 3 of the OPERATION MANUAL.

4. 8. 6: Audit Settings

TOP MENU>SETTINGS>AUDIT SETTINGS

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



ITEM	DESCRIPTION
ASSET NUMBER	The number used to verify the Machine for transactions such as AFT transfers. **NOTE:** This item is displayed only if on **"Online System Settings"(refer to 4.8.11)** the setting "SYSTEM TYPE" is set to **IGT SAS 6.02**.

4. 8. 7: Important Settings / Basic Settings

TOP MENU>SETTINGS>IMPORTANT SETTINGS

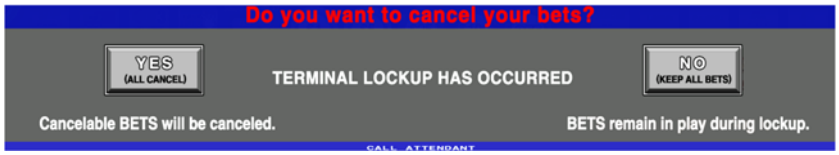
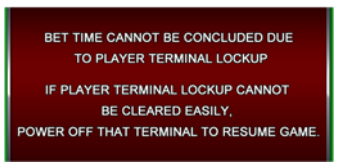
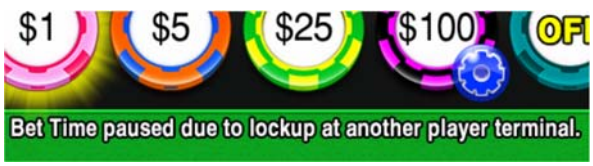
This item allows to set the information relative to Currency, Denomination etc.

NOTE:

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

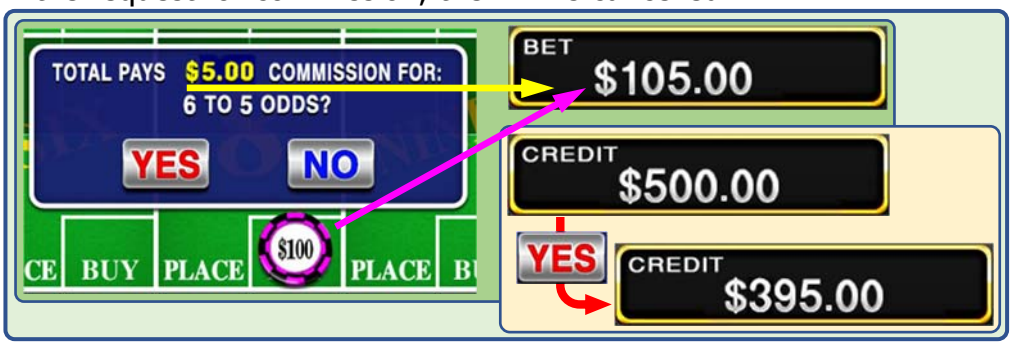


ITEM	DESCRIPTION
CURRENCY	Set a currency out of the options displayed as **"Currency" (Refer to 4.8.7.1)**. The currency setting also affects how the date will be displayed.
GAME DENOMINATION	Set the value of 1 credit. (The actual correspondence of the numeric value to the monetary value varies according to the currency). Supported denominations (all currencies except Kangwon Land) : **$1, $10, CANCEL [DEFAULT: $1]** Supported denominations for Kangwon Land : **w1000 [FIXED]**
SAS ACCOUNTING DENOM	Set the SAS Accounting Denominator. **ONE CENT [FIXED]**

ITEM	DESCRIPTION
JURISDICTION	Input the jurisdiction. **NOTE:** This item is displayed only in ONTARIO version.
GAME IDENTIFICATION CODES	Set the game identification code. **UN [DEFAULT]** **IB** **EL** **NOTE:** This item can be set only after the ALL RAM Clear.
BET CANCEL OPTIONS WHEN LOCKUP OCCURS	Select what will happen if no action is taken during the display of the Selection window ([KEEP ALL BETS] or [ALL CANCEL]) that appears when a Lockup condition occurs during the GAME. **SELECTABLE BET TIME [DEFAULT]** except for MISSISIPI If the Player does not select a choice, [ALL CANCEL] will automatically be applied to the BET CHIP placed.  **SELECTABLE GAME PAUSE [FIXED]** for MISSISIPI The Lockup condition will continue until all the Players completed their choice, while a message will be displayed on all the Terminal Screens.   

ITEM	DESCRIPTION
POWER ODDS / SHORT PAYTABLE SETTINGS	·Choose the Pay Out percentage active when the Power Odds are enabled. It is possible to choose between **90, 92, 94**. Set to **00** to disable the Power Odds. ·Basic Pay Table ODDS can be chosen from Axx:NORMAL, ASxx:SHORT, Bxx:ONTARIO, Cxx:KANSAS, Dxx:PENNSYLVANIA, DSxx:PENNSYLVANIA SHORT type. **Axx: NORMAL Type** ANY SEVEN 4 to 1 / HOP BET(Hard) 30 to 1 HORN BET(3 or 11) 15 to 1 / HORN BET(2 or 12) 30 to 1 **ASxx: SHORT Type** ANY SEVEN 4 to 1 / HOP BET(Hard) 30 to 1 HORN BET(3 or 11) 14 to 1 / HORN BET(2 or 12) 29 to 1 **Bxx: ONTARIO Type** ANY SEVEN 9 to 2 / HOP BET(Hard) 30 to 1 HORN BET(3 or 11) 15 to 1 / HORN BET(2 or 12) 30 to 1 **Cxx: KANSAS Type** ANY SEVEN 9 to 2 / HOP BET(Hard) 31 to 1 HORN BET(3 or 11) 15 to 1 / HORN BET(2 or 12) 31 to 1 **Dxx: PENNSYLVANIA Type** ANY SEVEN 4 to 1 / HOP BET(Hard) 30 to 1 HORN BET(3 or 11) 15 to 1 / HORN BET(2 or 12) 30 to 1 **DSxx: PENNSYLVANIA SHORT Type** ANY SEVEN 4 to 1 / HOP BET(Hard) 30 to 1 HORN BET(3 or 11) 14 to 1 / HORN BET(2 or 12) 29 to 1 **Ex 1**: ODDS are **Axx: NORMAL Type** when setting to **A94**/ Power Odds are 94% ANY SEVEN 4 to 1 / HOP BET(Hard) 30 to 1 HORN BET(3 or 11) 15 to 1 / HORN BET(2 or 12) 30 to 1 **Ex 2**:ODDS are **Cxx: KANSAS Type** when setting to **C00**/ Power Odds are disabled ANY SEVEN 9 to 2 / HOP BET(Hard) 31 to 1 HORN BET(3 or 11) 15 to 1 / HORN BET(2 or 12) 31 to 1

	A00: NORMAL DISABLED [DEFAULT] **A90: NORMAL 90%** **A92: NORMAL 92%** **A94: NORMAL 94%** **AS00: SHORT DISABLED** **AS90: SHORT 90%** **AS92: SHORT 92%** **AS94: SHORT 94%** **B00: ONTARIO DISABLED [DEFAULT]** for ONTARIO and FLORIDA **B90: ONTARIO 90%** **B92: ONTARIO 92%** **B94: ONTARIO 94%** **C00: KANSAS DISABLED** **C90: KANSAS 90%** **C92: KANSAS 92%** **C94: KANSAS 94%** **D00: PENNSYLVANIA DISABLED [DEFAULT]** for PENNSYLVANIA **D90: PENNSYLVANIA 90%** **D92: PENNSYLVANIA 92%** **D94: PENNSYLVANIA 94%** **DS00: PENNSYLVANIA SHORT DISABLED** **DS90: PENNSYLVANIA SHORT 90%** **DS92: PENNSYLVANIA SHORT 92%** **DS94: PENNSYLVANIA SHORT 94%** **NOTE:** · For more details about Power Odds, please refer to "**Game Flow**" on Chapter 3 of the OPERATION Manual. · In NEVADA version only Axx:NORMAL Type is displayed. · In ONTARIO and FLORIDA version are displayed only Bxx:ONTARIO Type and Cxx:KANSAS Type. · In PENNSYLVANIA version are displayed only Dxx: PENNSYLVANIA Type and DSxx: PENNSYLVANIA SHORT Type. These cannot be selected for other jurisdictions.

ITEM	DESCRIPTION
BUY/LAY COMMISSION	Set how the Commission for BUY and LAY bets will be collected. **BUY-BET LAY-WIN ONLY WIN [DEFAULT]** The commission for BUY is calculated on the Bet amount, while the commission for LAY is calculated on the Original Win (Total Win – Bet amount). After a WIN, the Commission amount will be collected from the Total Win amount. **BUY-BET LAY-BET ONLY WIN** The commission for BUY and for LAY is calculated on the Bet amount. After a WIN, the Commission amount will be collected from the Total Win amount. **COMMISSION POP UP BUY-BET LAY-WIN ALWAYS** The commission for BUY is calculated on the Bet amount, while the commission for LAY is calculated on the Original Win (Total Win – Bet amount). When placing a Bet on BUY or LAY, a pop-up window will appear to notify about the commission. If the player agrees, the Commission amount is collected before the Dice Shooting. If the player rejects the request for commission, the BET is cancelled. 
SIDE GAME 1	Enable the Side Game 1 [HOT SHOOTER JACKPOT] Game. **DISABLED** **HOT SHOOTER JACKPOT [DEFAULT]**
SIDE GAME 2	Enable the Side Game 2 [LUCKY ROLLER]. **DISABLED [DEFAULT]** **LUCKY ROLLER 80%** **LUCKY ROLLER 92%** **NOTE:** In ONTARIO and QUEBEC version only **LUCKY ROLLER 92%** can be selected.

ITEM	DESCRIPTION
TIPPING METHOD	Set the method of giving a [Tip] to the Dealer. A [Tip] printed on a Ticket, will be indicated as **[Ticket tip]**. Instead, a [Tip] processed by sending Data, will be indicated as **[Ticketless tip]**. **DISABLED [DEFAULT for NEVADA version]** It is not possible to give Tips. **ENABLED TIP TICKET** The players hand the **[Ticket tip]** printed on each Player Terminal, to the Dealer. **NOTE:** If set to **ENABLED TIP TICKET** the following setting items on each Player Terminal will automatically change and be fixed as below: On **"Ticket Print Settings"(Refer to 5.9.3)** "PRINTER TYPE": **ENABLED** "USE PRINTER AS CASHOUT DEVICE": **YES** On **"Online System Settings" (Refer to 5.9.10)** "SYSTEM TYPE": **IGT SAS 6.02** "CASHOUT VALIDATION": **SECURE ENHANCED** **ENABLED NO TIP TICKET [DEFAULT]** The players send the **[Ticketless tip]** from each Player Terminal to the Dealer. **NOTE:** ·This item is active only if [FULL AUTO MODE] is set to **DISABLED**. For more details, please refer to **"Dealer Terminal Screen, Buttons And Settings"** on Chapter 3 of the OPERATION MANUAL. ·In NEVADA, MISSISIPI and ARIZONA version this item can be set only to **DISABLED** or **ENABLED NO TIP TICKET**.
LOCKUP WHEN OFFLINE WITH MINI PC OR PIT BOSS PC	Set if the machine will LOCKUP in case there is no connection to the MINI PC or to the PIT BOSS PC. (For details about the MINI PC or the PIT BOSS PC, please contact the official Service). **DISABLED [DEFAULT]** **ENABLED** **NOTE:** If "TIPPING METHOD" described above is set to **DISABLED** or to **ENABLED NO TIP TICKET**, this item is fixed to **DISABLED**.

ITEM	DESCRIPTION
TIP REPORT PERMISSION	Set the access rights category allowed to print the Tip Report once Logged IN. **ANY ID [DEFAULT]** Every access rights category is allowed to print the report. **ANY ID WITH RESET KEY** Every access rights category is allowed to print the report by using the Reset Key . **PITBOSS ID OR MORE** Only the Administrators or the Pit Bosses are allowed to print the report. **ADMIN ID** Only the Administrators are allowed to print the report. **NOTE:** ·This item is not active if on **"Ticket Print Settings"(Refer to 4.8.2)** "PRINTER TYPE" is set to **DISABLED** or if "TIPPING METHOD" (described above) is set to **DISABLED**. ·This item is not displayed in specifications that support only the [FULL AUTO MODE].
TIP TICKET PROCESSING	Set if it is necessary that the Dealer validates the **[Ticket tip]** (refer to "TIPPING METHOD" above) received from the player. Please refer to "**Collect Tips for the Dealer**" on Chapter 3 of the OPERATION Manual. **DISABLED [DEFAULT]** **ENABLED** **NOTE:** If "TIPPING METHOD" described above is set to **DISABLED** or to **ENABLED NO TIP TICKET**, this item is fixed to **DISABLED**.

ITEM	DESCRIPTION
TABLE ID	Set the identification number to use when more Main Controller Units are connected. This item is the same as "TABLE ID" on **"Reporting System Settings"**. **(Refer to 4.8.9)**. **0 - 100 [DEFAULT: 0]** **CAUTION!** When upgrading the version of the Software on a Machine that is already in use, do not change the "TABLE ID" from the value previously set. **NOTE:** Change the setting to a number different than **0**, that does not overlap with other machines.
ANTE AMOUNT (CENT)	Set the amount of the Ante Bet. This function is disabled if this item is set to **0**. **0 - 1000 [DEFAULT: 0]** When the denomination is set to 1$ **0, 10 - 1000 [DEFAULT: 0]** When the denomination is set to 10$ (If the denomination is set to 10$, the basic unit for the input of the value is 10.) **NOTE:** ·This item is active only if [FULL AUTO MODE] is set to **DISABLED**. For more details, please refer to **"Dealer Terminal Screen, Buttons And Settings"** on Chapter 3 of the OPERATION MANUAL. ·This item may not be available according to the specification. ·For more details about the Ante Bet please refer to Chapter 3 **"How to Play"** on the OPERATION Manual.

4. 8. 7. 1: Currency

TOP MENU>SETTINGS>IMPORTANT SETTINGS>CURRENCY

NOTE:

- To perform this operation, the Security Door must be open.
- The Currency setting determinates the Date format.
  For example, when the currency setting is set to **"Euro"**, the displayed date will be DD/MM/YYYY hh:mm:ss. Therefore the date and time displayed at a quarter past 2 and 28 seconds on the afternoon of August 16th, 2013 will be displayed as: 16/08/2013 14:15:28

The following are the possible options for currency.



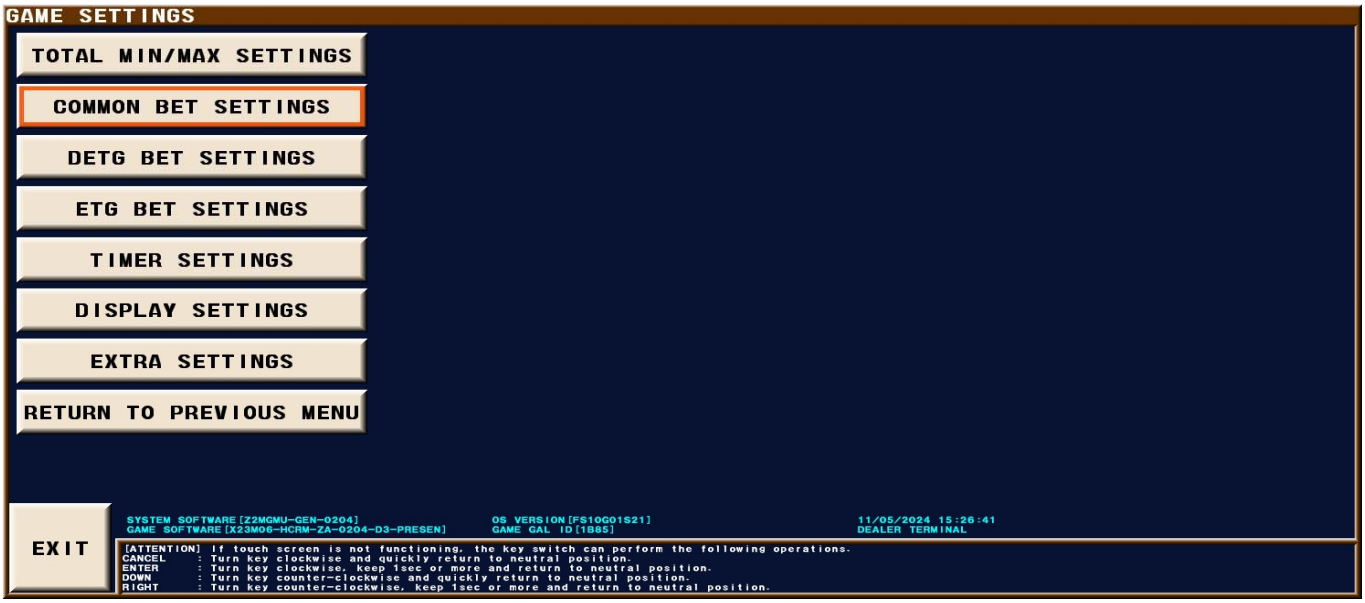
Currency Name	Displayed Currency	Displayed Date
Dollar **[Default]**	$0.00	MM/DD/YYYY hh:mm:ss (special)
Hong Kong Dollar	HK$0.00	DD/MM/YYYY hh:mm:ss (common)
South African Rand	R0.00	DD-MM-YYYY hh:mm:ss (special)
Philippine Peso	P0.00	DD/MM/YYYY hh:mm:ss (common)
Singapore Dollar	S$0.00	DD/MM/YYYY hh:mm:ss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

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

4. 8. 8: Game Settings

TOP MENU>SETTINGS>GAME SETTINGS

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



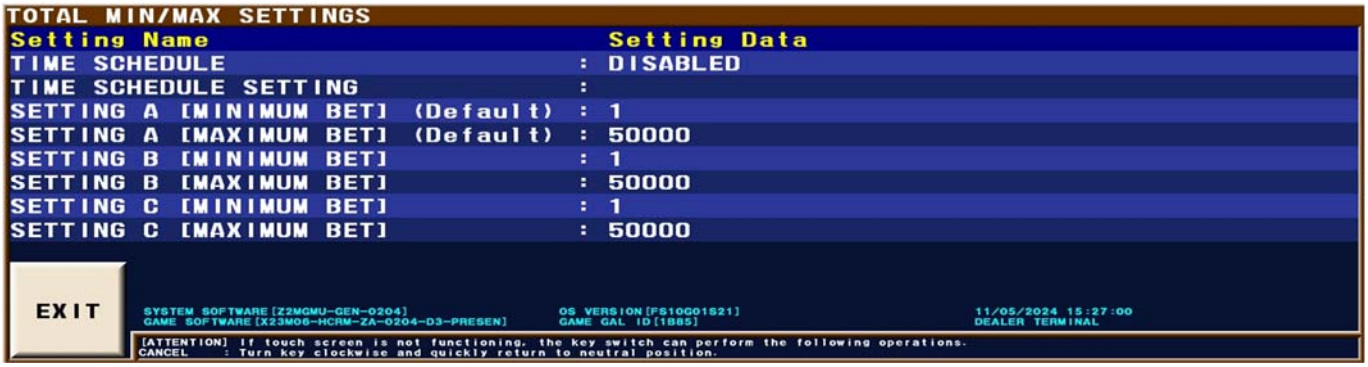
The mark **(DETG)**/**(ETG)** in the **[ITEM]** column, indicates that the setting of a same function is divided for the [semi-automatic mode] and the [Full-automatic mode], and each item needs to be set separately.

The values set on items ending with **(DETG)** are active when [FULL AUTO MODE] is set to **DISABLED**[semi-automatic mode]. The values set on items ending with **(ETG)** are active when [FULL AUTO MODE]is set to **ENABLED**[Full-automatic mode].

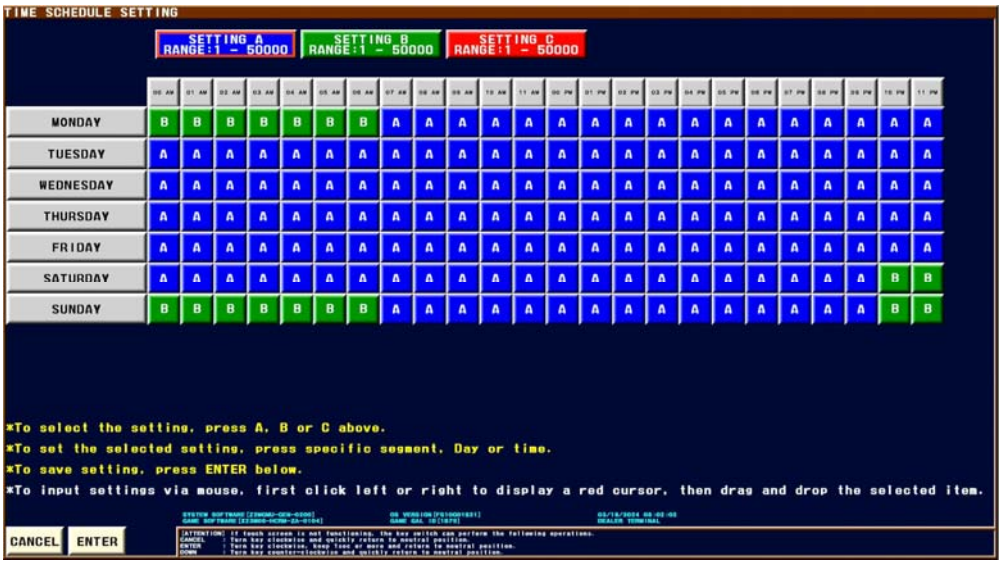
NOTE:
For more details about [FULL AUTO MODE] please refer to **"Dealer Terminal Screen, Buttons And Settings"** on the OPERATION Manual Chapter 3.

4. 8. 8. 1: Total Min/Max Settings

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



ITEM	DESCRIPTION
TIME SCHEDULE	Set the function for the automatic change of the [MINIMUM total bet] and [MAXIMUM total bet] **DISABLED [DEFAULT]** The automatic change function is not active. The allowed bet limits are fixed to the values of [SETTING A [MINIMUM BET]] and [SETTING A [MAXIMUM BET]]. **ENABLED** The automatic change function is not active. Min/Max settings change according to the settings of "TIME SCHEDULE SETTINGS", and the items [SETTING B (or C) [MINIMUM BET]] and [SETTING B (or C) [MINIMUM BET]] **NOTE:** In NEVADA version only [SETTING A [MINIMUM BET]] and [SETTING A [MAXIMUM BET]] can be set, and the time schedule function cannot be used.

ITEM	DESCRIPTION
TIME SCHEDULE SETTING	Set the MINIMUM BET and MAXIMUM BET values by hour for each day of the week. The bet values will automatically change according to the Time Chart. ・First choose a button between [SETTING A], [SETTING B] or [SETTING C], then touch the cell to set in the Time Chart. (It is also possible to select a day of the week [line] or a time slot [column]). ・The MINIMUM BET and MAXIMUM BET values for [SETTING A], [SETTING B] or [SETTING C], can be changed also after the setting of the Time Chart. (Refer to "SETTING A or SETTING B or SETTING C [MINMUM BET]", "SETTING A or SETTING B or SETTING C [MAXIMUM BET]"). **Example**: During regular operation hours the bet allowed is MIN 1 / MAX 100, during Saturday and Sunday from 10 pm to 6 am peak operation hours it should change to MIN 50 / MAX 500. For regular operation hours set [SETTING A] to MIN 1 / MAX 100 For peak operation hours set [SETTING B] to MIN 50 / MAX 500 Using the Time Chart, Select [SETTING B] for Saturday and Sunday from 10 pm to 6 am and [SETTING A] for all the other cells. The allowed bets are now MIN 1 / MAX 100 during regular hours, and MIN 50 / MAX 500 from 10 pm to 6 am on Saturdays and Sundays. An advance notice is displayed on each player terminal at the moment of changing settings. refer to **"Game Flow"** on Chapter 3.2.3 of the OPERATION MANUAL. If a game is in play at that moment, the setting change will be effective after the end of the series. 

ITEM	DESCRIPTION
SETTING A or **SETTING B** or **SETTING C** **[MINMUM BET]**	Set the MINIMUM BET value of [SETTING A], [SETTING B] or [SETTING C] for the "TIME SCHEDULE SETTING". **1 - 1000 [DEFAULT: 1]**
SETTING A or **SETTING B** or **SETTING C** **[MAXIMUM BET]**	Set the MAXIMUM BET value of [SETTING A], [SETTING B] or [SETTING C] for the "TIME SCHEDULE SETTING". **1 - 99999 [DEFAULT: 50000]** For USD, EUR, HKD, ZAR, SGD **1 - 9999999 [DEFAULT: 50000]** For other currencies

4. 8. 8. 2: Common Bet settings

TOP MENU>SETTINGS>GAME SETTINGS> COMMON BET SETTINGS



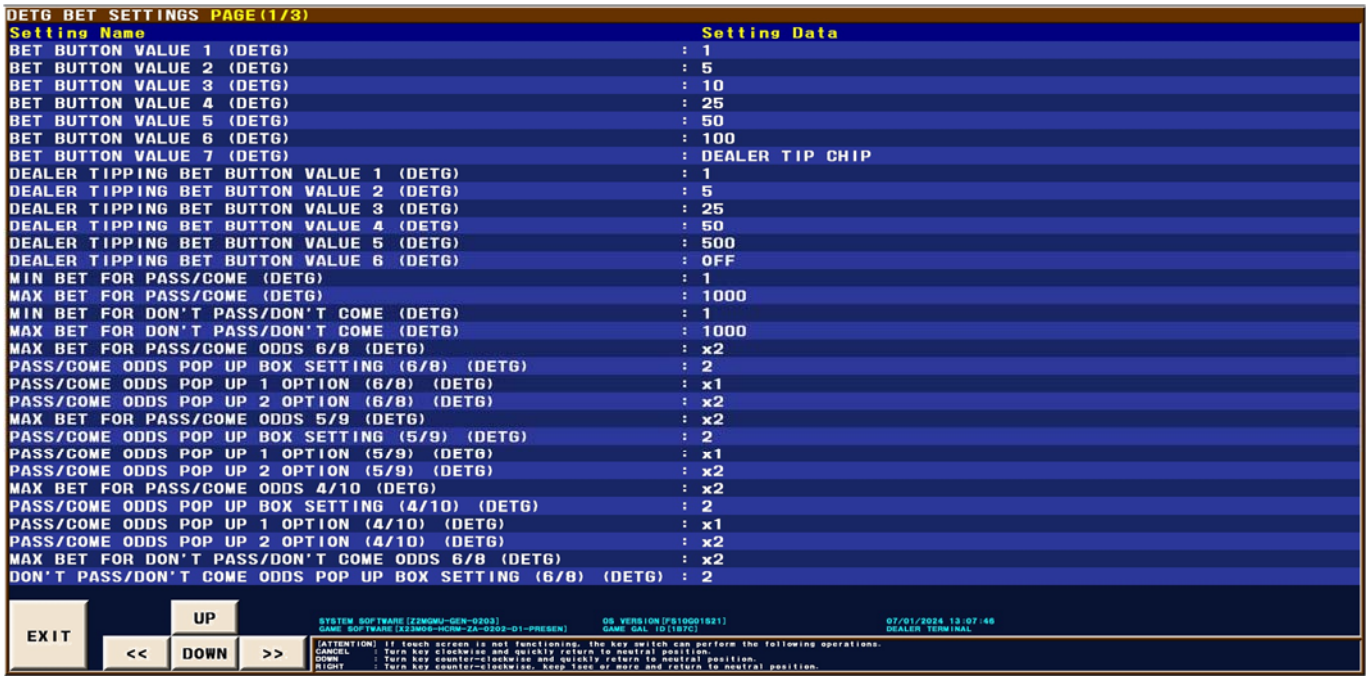
ITEM	DESCRIPTION
MIN BET FOR SIDE GAME BET (CREDITS)	Set the minimum bet needed on the main game to play the Side Game. **0 - 100 [DEFAULT: 0]** **1 - 100 [DEFAULT: 1]** for MISSISPI and NEVADA version **NOTE:** This item is displayed only if either "SIDE GAME 1" or "SIDE GAME 2" is set to **ENABLED**.
MAXIMUM BET PER ROLL (CENT)	The Maximum Bet that can be placed for each ROLL. Bets for the value of MAXIMUM BET PER ROLL (CENT) can be added to the bets that are carried from the previous ROLL. **0, 100 - 9,999,999 [DEFAULT: 0]** When the denomination is set to 1$. Set to **0** to disable the function. **0, 1000 - 9,999,999 [DEFAULT: 0]** When the denomination is set to 10$. Set to **0** to disable the function. **NOTE:** It is not possible to set a value less than the setting of "GAME DENOMINATION" **(Refer to 4.8.7)**.
BET REVIEW LIMIT ($)	According to the Bet status of a Player, if the expected total win violates the condition of this setting, the game will stop and a [BET REVIEW] message will be displayed on the Dealer Terminal and each Player Terminal. **0 - 40000000 [DEFAULT: 0]** Set to **0** to disable the function.
SIMULTANEOUS BETS (PLACE / BUY)	Allows to bet on [Place] and [Place to lose] or [Buy] and [Lay] bets at the same time. **DISABLED [DEFAULT]** **ENABLED**

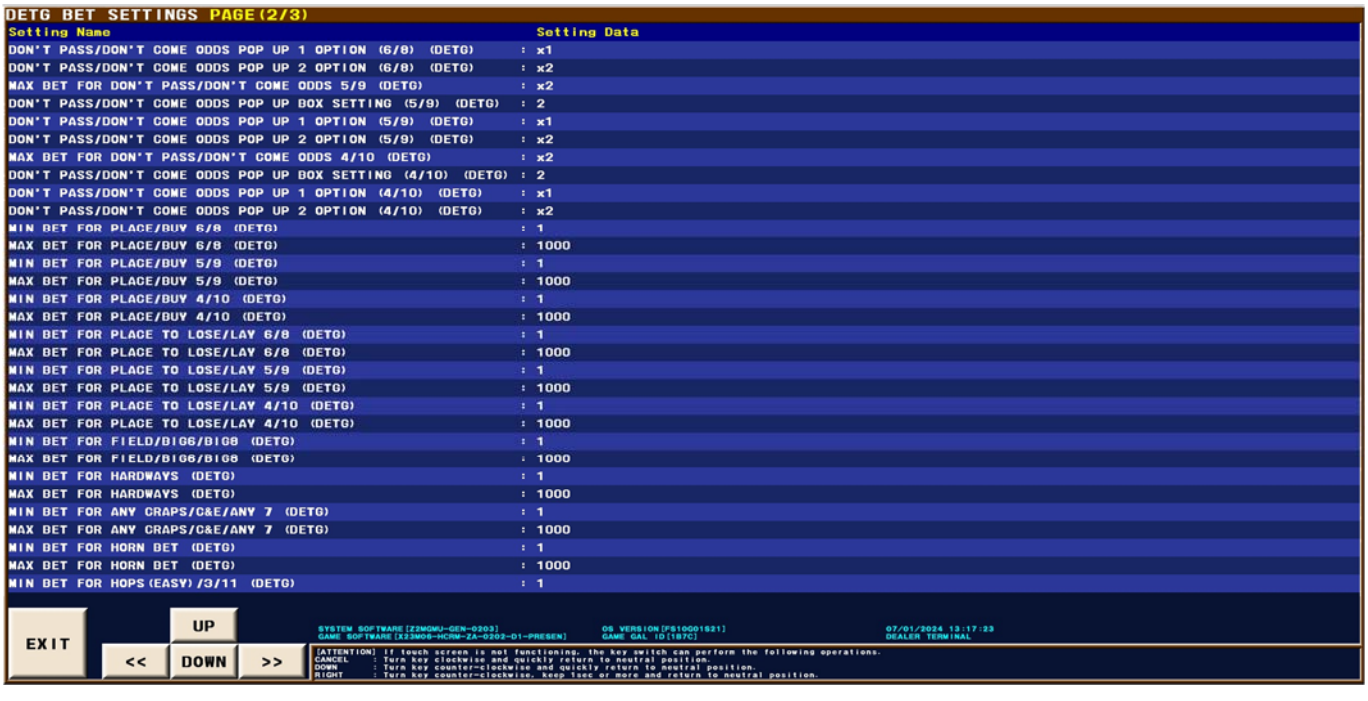
ITEM	DESCRIPTION
GREY CHIP FUNCTION	Chips that do not reach the Minimum allowed for the bet are displayed in grey and returned to the player at the end of the Bet Time. **DISABLED [DEFAULT]** for NEVADA version **ENABLED [DEFAULT]** except NEVADA version
BET CONTINUES WITH WIN AND AUTO ON/OFF CHIP	Set the Repeat bet policy, from the combination of the following functions ① and ②. ①: Winning bets can be automatically repeated for the next roll. This function does not iclude (ODDS) (COME ODDS) (DON'T ODDS) (DON'T COME ODDS) (HOP BETS) and the Side Games. ②: Some of the Chips whose WIN/LOSE is not determinated at the end of a series, are turned to [OFF] (disabled) at the beginning of the new series. This [OFF] condition is released (enabled) when the "POINT" is established, so the Player can decide if to let the [OFF] status released, or to turn them [OFF] again.  **DISABLED WITH ALL SPOTS** ①: Function not applied ②: All the Chips that were automatically turned [OFF] are released from the [OFF] status (enabled) **ENABLED WITH ALL SPOTS** ①: The bets are automatically repeated. ②: All the Chips that were automatically turned [OFF] are released from the [OFF] status (enabled) **ENABLED WITH LIMITED SPOTS [DEFAULT]** ② : The bets are automatically repeated. ②: Part of the Chips that were automatically turned [OFF] are released from the [OFF] status (enabled), but Chips on (PLACE) (BUY) (HARDWAYS) (PLACE TO LOSE) will stay [OFF]. Chips on (LAY) that at the end of the series were already in [OFF] status, will be released at the beginning of the new series. **NOTE:** This item is fixed to **DISABLED WITH ALL SPOTS** if the value of "MAXIMUM BET PER ROLL (CENT)" is set to 1 or more.
DRAG CHIP	Allows to move Chips already placed to other Bet Spots. **ENABLED [FIXED]**
PASS LINE BET CONDITION	Set when it is possible to place a bet on the Pass Line. **ANY TIME BET** **COME OUT ROLL ONLY [DEFAULT]** for PENNSYLVANIA

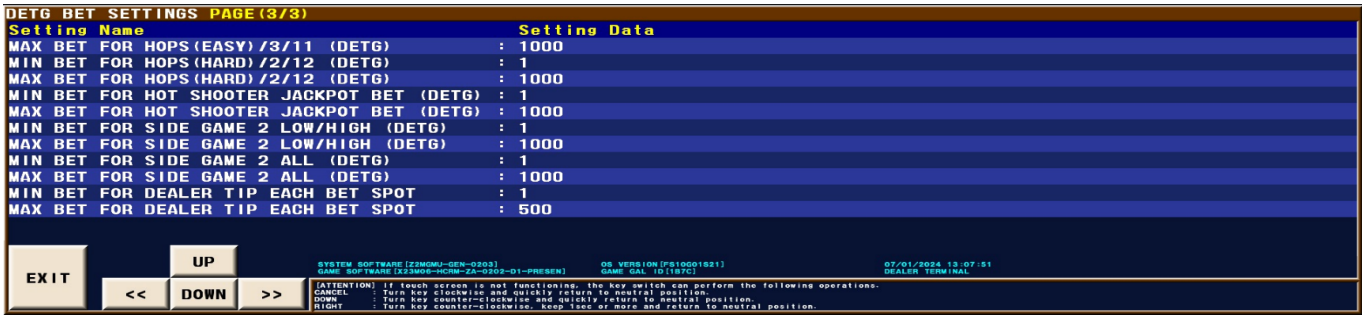
4. 8. 8. 3: DETG Bet Settings
ETG Bet Settings

TOP MENU>SETTINGS>GAME SETTINGS> DETG BET SETTINGS

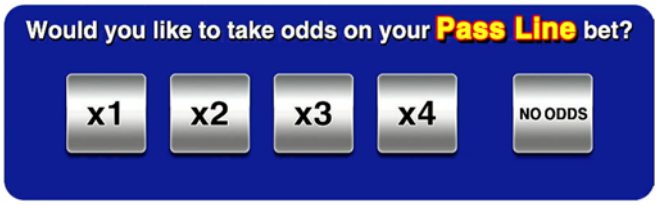
TOP MENU>SETTINGS>GAME SETTINGS> ETG BET SETTINGS





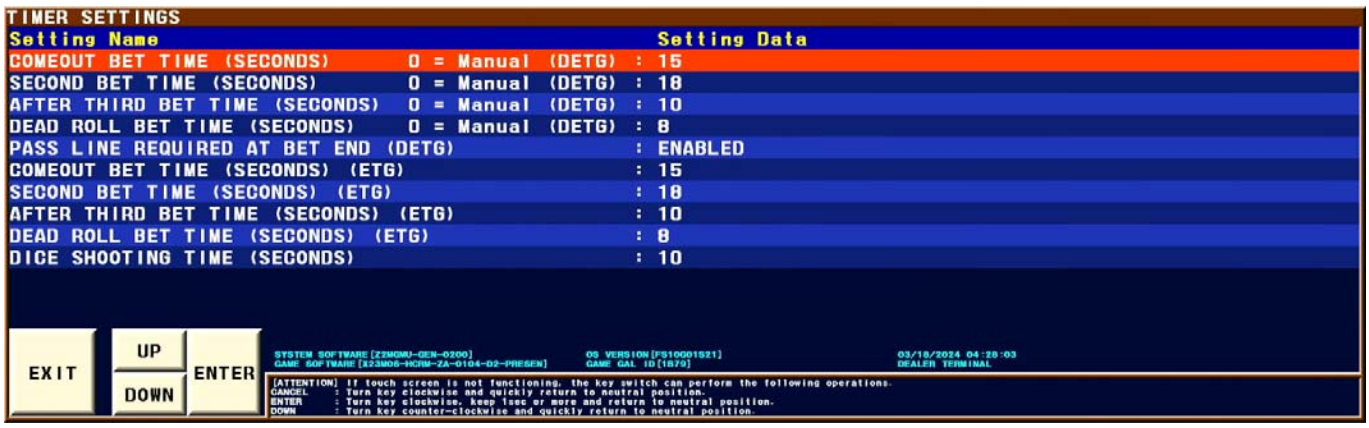


ITEM	DESCRIPTION
BET BUTTON VALUE 1 - 6 (DETG)/(ETG)	Set the value for each bet button. **OFF** and **DISABLED** are available only for [BET BUTTON VALUE 5] and [BET BUTTON VALUE 6]. **1, 5, 10, 25, 50, 100, 500, 1000, 5000, 10000, 50000, 100000, INSERT VALUE , OFF, DISABLED** **NOTE:** Setting value options varies according to the "CURRENCY".
BET BUTTON VALUE 7 (DETG)	Set the value for [Bet Button 7]. **1, 5, 10, 25, 50, 100, 500, 1000, 5000, 10000, 50000, 100000, INSERT VALUE , OFF, DISABLED, DEALER TIP** **NOTE:** ·Setting value options varies according to the "CURRENCY". ·This item can be set to **DEALER TIP** only if on **"Important Settings"(Refer to 4.8.7)** "TIPPING METHOD" is set to **ENABLED NO TIP TICKET**.
BET BUTTON VALUE 7 (ETG)	Set the value for Bet [Bet Button 7]. **1, 5, 10, 25, 50, 100, 500, 1000, 5000, 10000, 50000, 100000, INSERT VALUE , OFF, DISABLED** **NOTE:** Setting value options varies according to the "CURRENCY".
DEALER TIPPING BET BUTTON VALUE 1 - 6	Set the value for each Dealer Tip Bet button, whose winnings will be paid to the Dealer as tips. **1, 5, 10, 25, 50, 100, 500, 1000, 5000 , DISABLED**  **NOTE:** Setting value options varies according to the "CURRENCY".

ITEM	DESCRIPTION
MIN BET FOR xx (DETG)/(ETG) [Field/Big6/Big8] change according to jurisdiction	Set the minimum bet needed to play on each Bet Spot. This setting is limited to values equal or less than the setting of " MAX BET FOR xx" for the relative bet spot, if it is less than 1000. **[DEFAULT: 1]**
MAX BET FOR xx (DETG)/(ETG) [Field/Big6/Big8] change according to jurisdiction	Set the maximum bet value or multiple value for each Bet spot. The setting of the relative Bet Spot is from is "MIN BET FOR xx" to 999,999 (9,999 if the Currency is USD, EUR, HKD, ZAR , SGD). The setting is limited to values less than the lower out of "SETTING A (or B/C) [MAXIMUM BET]" **(Refer to 4.8.8.1)**. The setting limits for Bet Spots regarding ODDS, is from x1 to x100. The setting limits for the Bets Spots of the Side Game are from 1 to 100,000. **[DEFAULT: 1000 or x2]**
xx ODDS POP UP BOX SETTING xx (DETG)/(ETG)	Set the number of buttons on the banner that is displayed on the bet area to place ODDS bets after the [Point] is established. If set to **DISABLED** the function is not active. **DISABLED, 1 - 4 [DEFAULT: 2]** 
xx POP UP 1-4 OPTION (xx) (DETG)/(ETG)	Set the value of each button appearing on the banner set at "xx ODDS POP UP BOX SETTING xx" **x1, x2, x3, x4, x5, x6, x10, x12, x15, x20, x30, x40, x50, x100**
MIN BET FOR DEALER TIP EACH BET SPOT	Set the minimum amount that can be placed as Dealer Chip Tip, on each Bet Spot. This setting is limited to values equal or less than the setting of "MAX BET FOR DEALER TIP EACH BET SPOT", if it is less than 500 (for all currencies including USD).
MAX BET FOR DEALER TIP EACH BET SPOT	Set the maximum amount that can be placed as Dealer Chip Tip, on each Bet Spot. The setting can be a value from "MIN BET FOR DEALER TIP EACH BET SPOT" to 5000 (500 if the Currency is USD). The setting is also limited to values less than the lower out of "SETTING A (or B/C) [MAXIMUM BET]" **(Refer to 4.8.8.1)**.

4. 8. 8. 4: Timer Settings

TOP MENU>SETTINGS>GAME SETTINGS> DETG TIMER SETTINGS



ITEM	DESCRIPTION
COMEOUT BET TIME (SECONDS) (DETG)/(ETG)	The length of the Bet Time for the Come out Roll can be set by using the Number Pad. Set to **0** to switch to the Manual mode: during the Bet Time on the Dealer Terminal a [NO MORE BET] button will appear. When the dealer presses this button, the Bet Time will close. **COMEOUT BET TIME (SECONDS): (DETG)** **0 - 120 [DEFAULT: 15]** ~~~

ITEM	DESCRIPTION
AFTER THIRD BET TIME (SECONDS) (DETG)/(ETG)	The length of the Bet Time for the third Roll and following can be set by using the Number Pad. Set to **0** to switch to the dealer manual mode: during the Bet Time on the Dealer Terminal a [NO MORE BET] button will appear. When the dealer presses this button, the Bet Time will close. **AFTER THIRD BET TIME (SECONDS): (DETG)** **0 - 120 [DEFAULT: 10]** **AFTER THIRD BET TIME (SECONDS): (ETG)** **10 - 120 [DEFAULT: 10]** **NOTE:** It is recommended to set all the Bet Time settings either on a preset timer or on manual.
DEAD ROLL BET TIME (SECONDS) (DETG)/(ETG)	The length of the Bet Time after a Dead Roll (the result is 2, 3, 11 or 12) can be set by using the Number Pad. Set to **0** to switch to the dealer manual mode: during the Bet Time on the Dealer Terminal a [NO MORE BET] button will appear. When the dealer presses this button, the Bet Time will close. **AFTER THIRD BET TIME (SECONDS): (DETG)** **0 - 120 [DEFAULT: 8]** **AFTER THIRD BET TIME (SECONDS): (ETG)** **5 - 120 [DEFAULT: 8]** **NOTE:** It is recommended to set all the Bet Time settings either on a preset timer or on manual.
PASS LINE REQUIRED AT BET END (DETG)	Set if Pass Line Bets should be the condition to close the Bet Time. **DISABLED** When there are Chips displayed with a [Lock mark] (carried bets), bets on the Pass Line are not necessary. **ENABLED [DEFAULT]** Bets on the Pass Line are necessary.

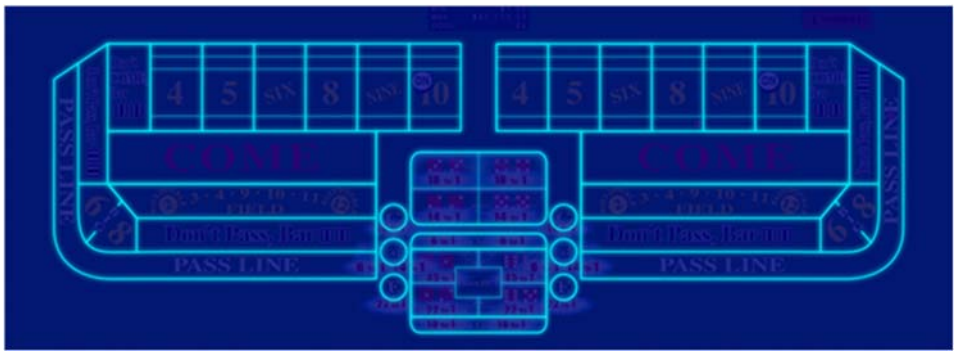
ITEM	DESCRIPTION
DICE SHOOTING TIME	Set the time limit for the shooter to shoot the Virtual Dice. After the set time is passed, the Virtual Dice are automatically shot. ※ This item updates automatically when the same setting is changed by pressing the [SETTINGS] button on the [SETTINGS] Tab of the Dealer Terminal. **1- 120 [DEFAULT: 10]** **NOTE:** This item is active only if [FULL AUTO MODE] is set to **ENABLED**. For more details, please refer to **"Dealer Terminal Screen, Buttons And Settings"** on Chapter 3 of the OPERATION MANUAL.

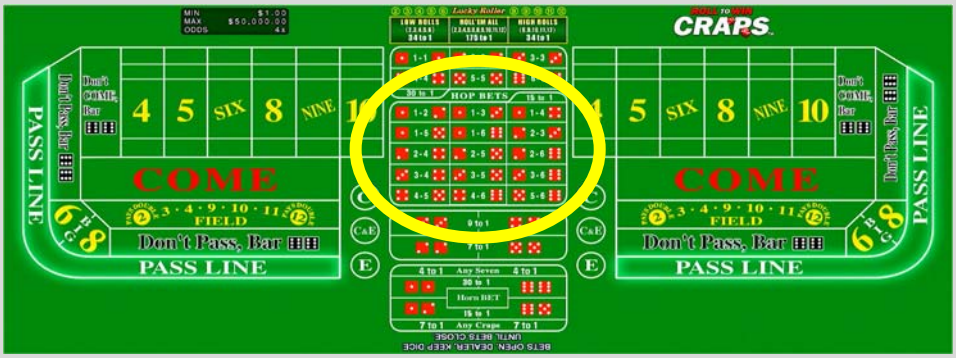
4. 8. 8. 5: Display Settings

TOP MENU>SETTINGS>GAME SETTINGS> DISPLAY SETTINGS



ITEM	DESCRIPTION
LANGUAGE SELECTION	Select the language to be displayed on the game screen. **ENGLISH [FIXED]**
CLOCK INDICATION	Display the clock on the Player Terminals. **DISABLED [DEFAULT]** **ENABLED**
BACKGROUND COLOR	Set the background color of the Table and the Player Terminals. **GREEN [DEFAULT]** **BLUE** **PURPLE** **ORANGE**
ODDS FORMAT	Set the odds display format on the Help and Easy Help pages. **TO 1 [DEFAULT]** (ex. Pass line pays 1 to 1) **FOR 1** (ex. Pass line pays 1 for 1)
SIGNAGE EFFECT	Use visual effects for the Machine Table background. **DISABLED** **ENABLED [DEFAULT]**
BET EFFECT	Use visual effects when Bets are placed. **DISABLED** **ENABLED [DEFAULT]**
CALIFORNIA CARD GAME RULES	Set to **ENABLED** to change the wording displayed on the Help pages. It should be used only for jurisdictions that plays CRAPS GAME by using cards. **DISABLED [DEFAULT]** **ENABLED**

ITEM	DESCRIPTION
NEW YORK LOTTERY SETTING	Set to **ENABLED** only for jurisdictions that require the message [This is a lottery game and the results are not affected by any element of skill]. The wording displayed in the Help will change. **DISABLED [DEFAULT]** **ENABLED**
REFLECT DICE INPUT AT SIGNAGE	Set if the Dice Result inputted by the Dealer will be displayed on the Machine Table (Game Field). **DISABLED** **ENABLED [DEFAULT]**
DICE SHOOTING FIELD DISPLAY	Set the display of the Machine Table (Game Field) during the Dice Shooting. **CRAPS FIELD** The normal Craps Game Field is displayed when the Player shoots the Dice, and a BLUE FIELD screen is displayed when the Dealer inputs the game result.  **BLUE FIELD [DEFAULT]** The BLUE FIELD screen is displayed from the opening of the Dice Shooting to the end of the result input. 

ITEM	DESCRIPTION
REFLECT DICE INPUT AT SIGNAGE	Set if the Dice Result inputted by the Dealer will be displayed on the Machine Table (Game Field). **DISABLED** **ENABLED [DEFAULT]**
HOP BETS ON FIELD	Display the bet spots for Hop Bets on the Machine Table (Game Field). **ENABLED** **DISABLED [DEFAULT]** 

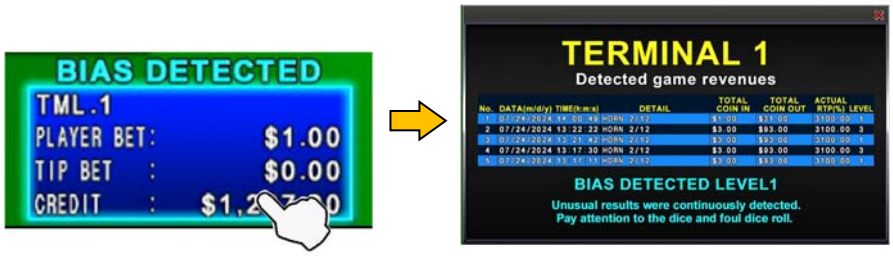
4. 8. 8. 6: Extra Settings

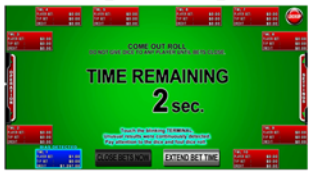
TOP MENU>SETTINGS>GAME SETTINGS> EXTRA SETTINGS



ITEM	DESCRIPTION
NUMBER OF STATIONS	Shows the number of the Player Terminals connected. **10**
DEMO PLAY INTERVAL (MINUTES)	Set the INTERVAL time between each demo play. If set to **0** demo play will not be showed. **0-10 [DEFAULT: 3]** **NOTE:** This item is active only if [FULL AUTO MODE] is set to **ENABLED**. For more details, please refer to **"Dealer Terminal Screen, Buttons And Settings"** on Chapter 3 of the OPERATION MANUAL.

ITEM	DESCRIPTION
OVERPAY LOCKUP SECURITY LEVEL	Set a TILT detection degree (Level) that apply as condition for [OVERPAY LOCKUP], to cause the [Lockup] of the Machine when violated by an individual Total Win. Please refer to **"Dealer Terminal Screen, Buttons And Settings"** on Chapter 3 of the OPERATION Manual. **NOTE:** The [OVERPAY LOCKUP] occurs if also the condition set at "OVERPAY LOCKUP LIMIT($)" is violated. **DISABLED** **LOW** Detects overpays that reaches the RTP maximum limit that is expected to occur once every 2 months of normal operations. The TILT detection level is low. **MIDDLE [DEFAULT]** Detects overpays that reaches the RTP maximum limit that is expected to occur once every 1 month of normal operations. **HIGH [DEFAULT]** Detects overpays that reaches the RTP maximum limit that is expected to occur once every 4 days of normal operations. The TILT detection level is high.
OVERPAY LOCKUP LIMIT($)	Set a limit amount as condition for [OVERPAY LOCKUP], to cause the [Lockup] of the Machine when violated by an individual Total Win Please refer to **"Dealer Terminal Screen, Buttons And Settings"** on Chapter 3 of the OPERATION Manual. **NOTE:** The [OVERPAY LOCKUP] occurs if also the condition set at "OVERPAY LOCKUP SECURITY LEVEL" is violated. **0 - 40000000 [DEFAULT: 1000]** Set to **0** to disable the function.

<table>
<tr><th>ITEM</th><th>DESCRIPTION</th></tr>
<tr><td>BIAS DETECTION</td><td>
Setting to display a warning 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.
<u>DISABLED</u>
<u>ENABLED</u> [DEFAULT]


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].
<table>
<tr><td>[Level 1]
 
[Level 2]
  </td><td>[Warning.]
At [Level 2] the Dealer Terminal background color changes to yellow.
There is no effect on any Player Terminal for both [Level 1] or [Level 2].</td></tr>
<tr><td>[Level 3]
  </td><td>[Critical warning.]
The Dealer Terminal background color changes to red.
The Player Terminal where the bias occurred locks up, while the other Player Terminals can continue the game.
To clear the error message, turn the reset key of the Dealer Terminal and input a Pit Boss (or higher level) user’s password.</td></tr>
</table>
</td></tr>
</table>

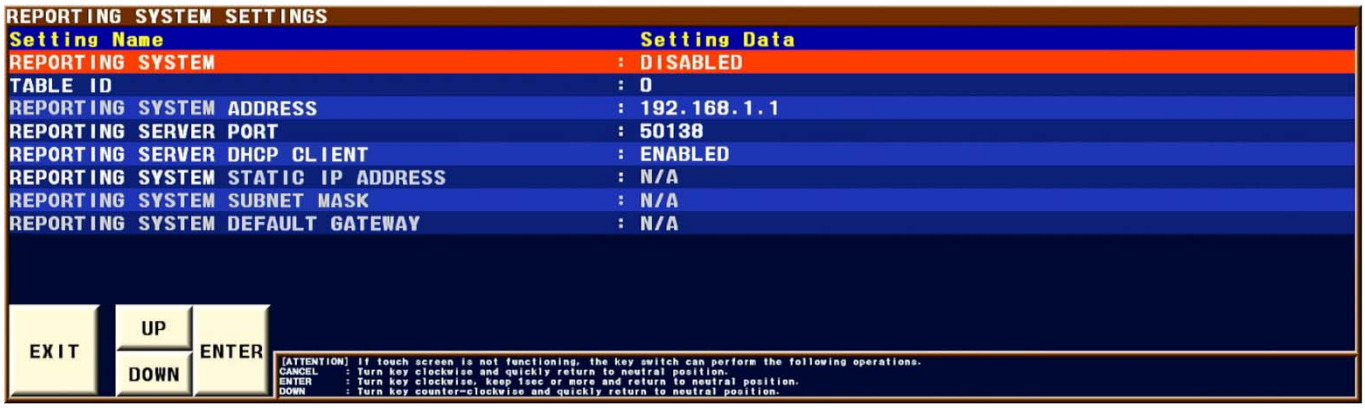
ITEM	DESCRIPTION
DEALER TIP LIMIT (CREDITS)	Set maximum number of credits that can be sent when giving a direct Tip to the Dealer. **1 - 999999 [DEFAULT: 99]** **NOTE:** This item is active only if [FULL AUTO MODE] is set to **DISABLED**. For more details, please refer to **"Dealer Terminal Screen, Buttons And Settings"** on Chapter 3 of the OPERATION MANUAL
DEALER ACCEPT PLAYERS NAME	Activate the function that allows the Dealer to approve the name inputted by the player. **DISABLED [DEFAULT]** **ENABLED**
ANTE BET / TIP METERS	Set to **DISABLED** to exclude "ANTE BET (TOTAL)" and "DEALER TIP (TOTAL)" in the calculation of "WEIGHTED PAYTABLE THEORETICAL PAYBACK" and "ACTUAL WEIGHTED MACHINE HOLD" on "**Wager Category Meters"** of the Player Terminal. Please refer to "**Wager Category Meters**" on Chapter 7.1 of OPERATION Manual. **DISABLED [DEFAULT]** **ENABLED**
CHANGE SETTINGS	Set if to allow table setting changes from [Settings TAB] of the Dealer Terminal, during the Dealer Operations. **DISABLED** **ENABLED [DEFAULT]** The settings that can be changed from the Dealer Terminal are: **·FULL AUTO MODE SETTING** **·CHIP VALUE SETTINGS** **·BET SPOT LIMIT SETTINGS** **·SIDE GAME LIMIT SETTINGS** **·TOTAL BET LIMIT SETTINGS** **·TIME SETTINGS** Please refer to **"Dealer Terminal Screen, Buttons And Settings"** on CHAPTER 3 of the OPERATION MANUAL.
DICE RESULT DOUBLE-CHECK	Set a double Dice Result input, as measure to reduce input mistakes by the Dealer. Please refer to **"Game Flow"** on CHAPTER 3 of the OPERATION Manual. **DISABLED** **ENABLED [DEFAULT]**

ITEM	DESCRIPTION
VOID GAME / OVERPAY / BET REVIEW RESET PERMISSION	Set the procedure or method to execute the [VOID GAME] or to clear the [OVERPAY LOCKUP] and the [BET REVIEW]. **ANY ID** Allowed by the Log in of a Dealer, Pit Boss or Administrator. **RESET KEY** Possible for everyone who has a Reset Key. **PIT BOSS ID [DEFAULT]** Allowed by the Log in of a Pit Boss or Administrator. Please refer to **"Dealer Terminal Screen, Buttons And Settings"** on Chapter 3 of the OPERATION Manual.
FINAL RESULT AUTENTICATION (DETG)	Set the procedure or method to allow the input of the Dice result that will determine a win in Lucky Roller. **DISABLED** **RESET KEY** Possible for everyone who has a Reset Key. **PIT BOSS ID [DEFAULT]** Allowed by the Log in of a Pit Boss or Administrator.

4. 8. 9: Reporting System Settings

TOP MENU>SETTINGS>REPORTING SYSTEM SETTINGS

NOTE:
・To perform this operation, the Security Door must be open.
・All meters will be cleared when any changes are made to the **"Reporting System Settings"**.



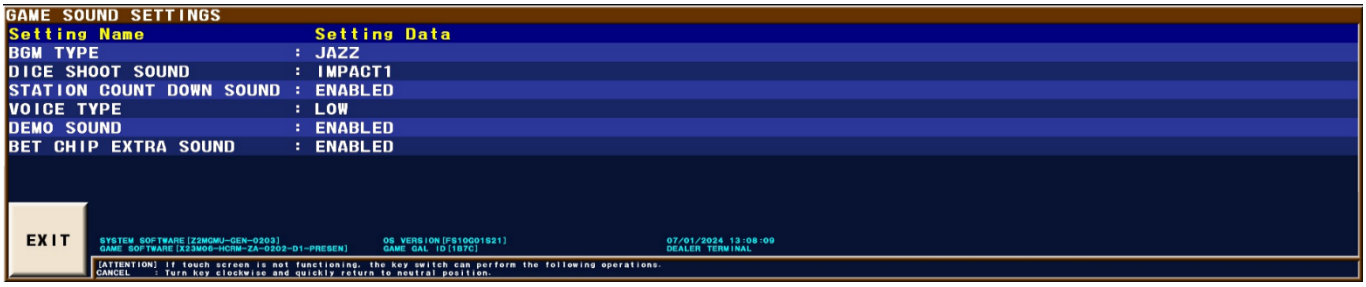
ITEM	DESCRIPTION
REPORTING SYSTEM	Enabled the Reporting System. **DISABLED [DEFAULT]** **ENABLED [DEFAULT]** for ARIZONA and MISSISIPI **NOTE:** For NEVADA version the value is fixed to **ENABLED**.
TABLE ID	Set the identification number to use when more Main Controller Units are connected. This item is the same as "TABLE ID" on **"Important Settings"**. **(Refer to 4.8.7)**. **0 - 100 [DEFAULT: 0]** **CAUTION!** When upgrading the version of the Software on a Machine that is already in use, do not change the "TABLE ID" from the value previously set. **NOTE:** Change the setting to a number different than **0**, that does not overlap with other machines.
REPORTING SERVER ADDRESS	Set the IP address of the Server for the Reporting System. **Input of maximum 64 characters. [DEFAULT: 192.168.1.1]**
REPORTING SERVER PORT	Set the server port for the Reporting System. **Input of maximum 64 characters. [DEFAULT: 50138]**

ITEM	DESCRIPTION
REPORTING SYSTEM DHCP CLIENT	Set the DHCP Client of the Reporting System. **DISABLED** **ENABLED [DEFAULT]**
REPORTING SYSTEM STATIC IP ADDRESS	The STATIC IP address for the connection to the Reporting System is automatically assigned according to the setting of "REPORTING SYSTEM DHCP CLIENT". **N/A** When the setting is **ENABLED**. **192.168.1.150** When the setting is **DISABLED**.
REPORTING SYSTEM SUBNET MASK	Set the Subnet Mask for the Reporting System. **Input of maximum 64 characters.** **[DEFAULT: 255.255.255.0]**
REPORTING SYSTEM DEFAULT GATEWAY	Set the IP address of the Gateway for the Reporting System. **Input of maximum 64 characters.** **[DEFAULT: 192.168.1.1]**
REPORTING SYSTEM COMMUNICATION TIMEOUT STANDBY	Set the time (in seconds) for the reconnection to the Reporting System. When the set timing expires, [Reporting System Offiline Error] will occurr. **0 - 10 [DEAFULT: 1]**

4. 8. 10: Game Sound Settings

TOP MENU>SETTINGS>GAME SOUND SETTINGS

This item allows to change the Game Sound settings.



ITEM	DESCRIPTION
BGM TYPE	Set the BGM type to play during the game. **JAZZ [DEFAULT]** **DANCE 1** **DANCE 2**
DICE SHOOT SOUND	Set the sound to play during the dice shooting. **IMPACT 1 [DEFAULT]** **IMPACT 2** **SWIPE 1** **SWIPE 2** **SHOOT TO WIN CRAPS** **SILENT** **NOTE:** This item is active only if [FULL AUTO MODE] is set to **ENABLED**. For more details, please refer to **"Dealer Terminal Screen, Buttons And Settings"** on Chapter 3 of the OPERATION MANUAL.
STATION COUNT DOWN SOUND	Set if a countdown sound from the Player Terminals will indicate the end of the bet time. **DISABLED** **ENABLED [DEFAULT]**
VOICE TYPE	Set the voice type to play during the game. **HIGH** **LOW [DEFAULT]**

ITEM	DESCRIPTION
DEMO SOUND	Sound will be played during the demo game. **DISABLED** **ENABLED [DEFAULT]** **NOTE:** This item is active only if [FULL AUTO MODE] is set to **ENABLED**. For more details, please refer to **"Dealer Terminal Screen, Buttons And Settings"** on Chapter 3 of the OPERATION MANUAL
BET CHIP EXTRA SOUND	The sound played when a bet is placed will change according to the amount of the bet. **DISABLED** **ENABLED [DEFAULT]**

4. 8. 11: Online System Settings

TOP MENU>SETTINGS>ONLINE SYSTEM SETTINGS

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

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



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

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

4. 8. 11. 1: SAS Port Settings

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



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

4. 8. 12: Other Settings

TOP MENU>SETTINGS>OTHER SETTINGS

This item allows to change the settings of extra functions.



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

4. 8. 12. 1: Additional Settings

TOP MENU>SETTINGS>OTHER SETTINGS>ADDITIONAL SETTINGS

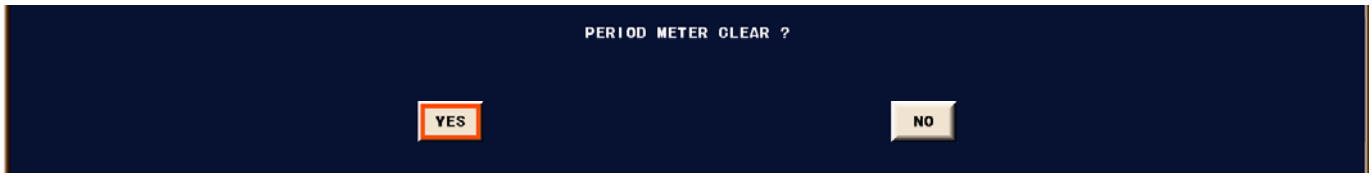
ITEM	DESCRIPTION
ERROR CONTINUES SOUNDING	Set how the Error sound will play. **NO [DEFAULT]** The sound will play for only a few seconds. **YES** The sound will play until the error is cleared.
SAS COMMUNICATION LOG OUTPUT	Refer to **"SAS Communication Log"** at Chapter 6.3 of the OPERATION Manual and set the number of data entries to display. To check a new communication log, set this item to **256** or **2048** and then see the **"SAS Communication Log"**. When set on **DISABLE** it is possible to check the log already recorded by pressing [SAVE]. **DISABLE [DEFAULT]** **256** **2048** **CAUTION!** Before restart the game operation, make sure to set this item to **DISABLE**. **NOTE:** This item is displayed only if on **"Online System Settings"(refer to 4.8.11)** the setting "SYSTEM TYPE" is set to **IGT SAS 6.02**.
SAS EVENT LOG OUTPUT	Refer to **"SAS Communication Log"** at Chapter 6.3 of the OPERATION Manual and set the contents to display. **DISABLED [DEFAULT]** Only the request from the Host and their response from the machine are displayed. **ENABLED** With the request from the Host and their response from the machine, also the Machine events are displayed. **NOTE:** This item is operative only when "SAS COMMUNICATION LOG OUTPUT" is set to 256 or 2048. When set on **DISABLE** it is possible to check the log already recorded by pressing [SAVE].

4. 9: Period Meter Clear

TOP MENU>PERIOD METER CLEAR

> **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].



4. 10: Tip Period Meter Clear

TOP MENU>TIP PERIOD METER CLEAR

> **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].



4. 11: Network Status

TOP MENU >NETWORK STATUS

Refer to OPERATION Manual Chapter 6.9 **"Network Status"** to check the IP Address and MAC Address of the machine.

4. 12: Out of Service

TOP MENU>OUT OF SERVICE

> **NOTE:**
> To perform this operation the Front Main Door must be open.

1. Select this item to display the screen below.

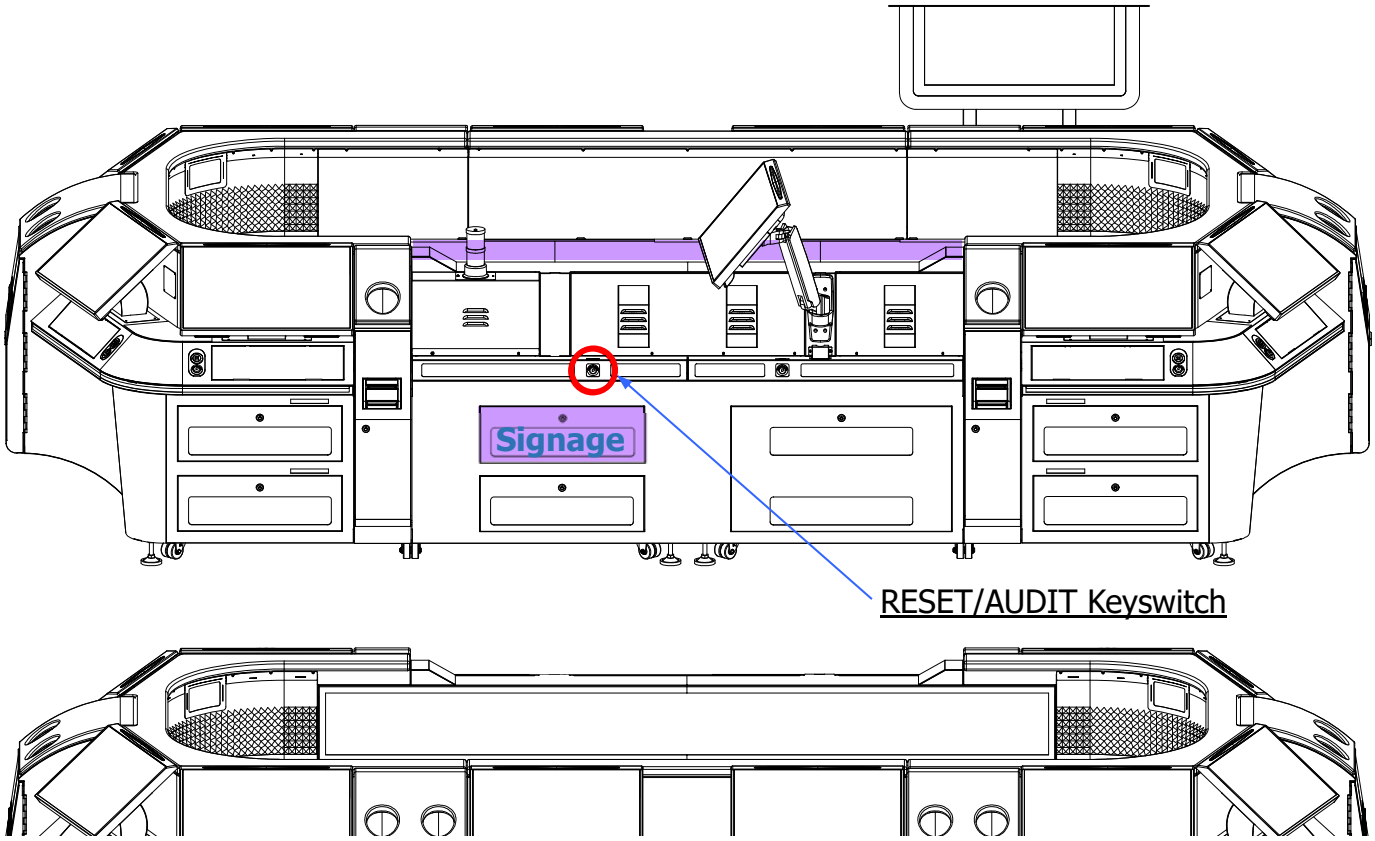
```
OUT OF SERVICE
```

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 - [for Signage Controller Unit]

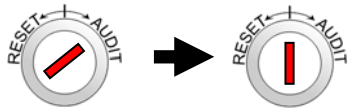
NOTE:
This chapter is divided in **Main Controller Unit**, that controls the Operations of the game and the Wall LED Display, and **Signage Controller Unit,** that controls the Field LED Display. For the access to the Main Controller Unit, please refer to "**Accessing – AUDIT mode - [for Main Controller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



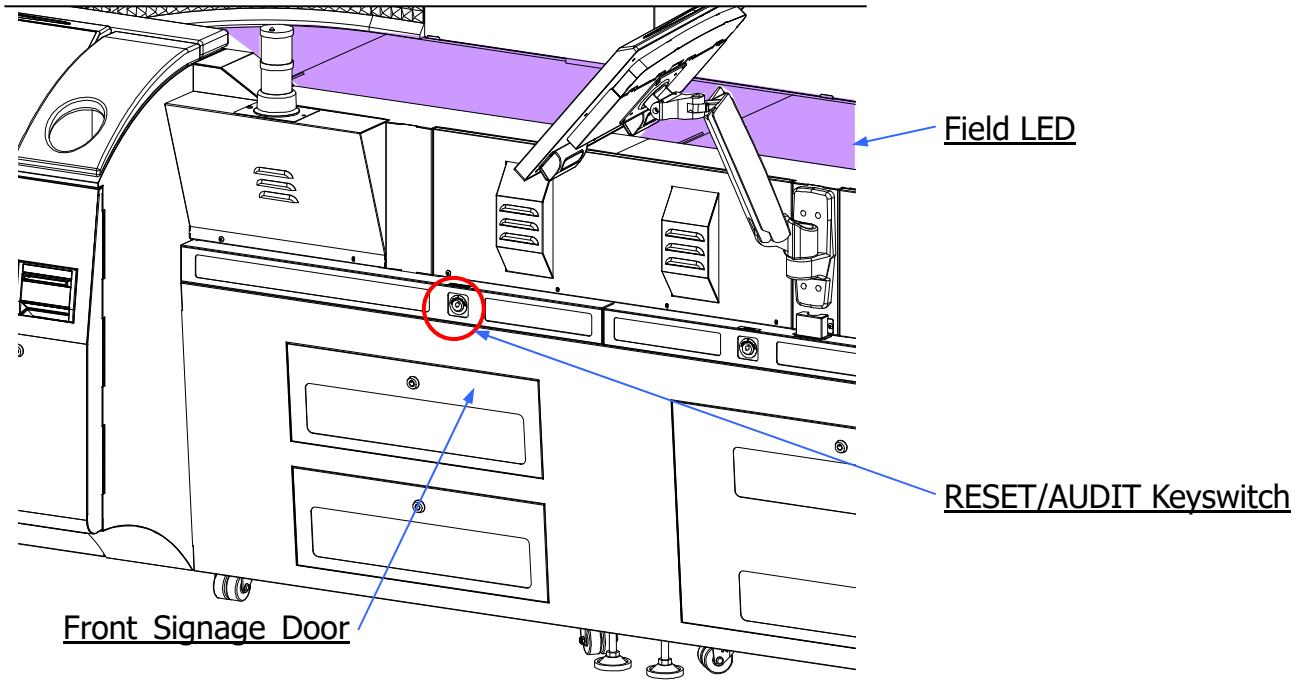
The AUDIT menu can be accessed, also during the game, by the following procedure:

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.



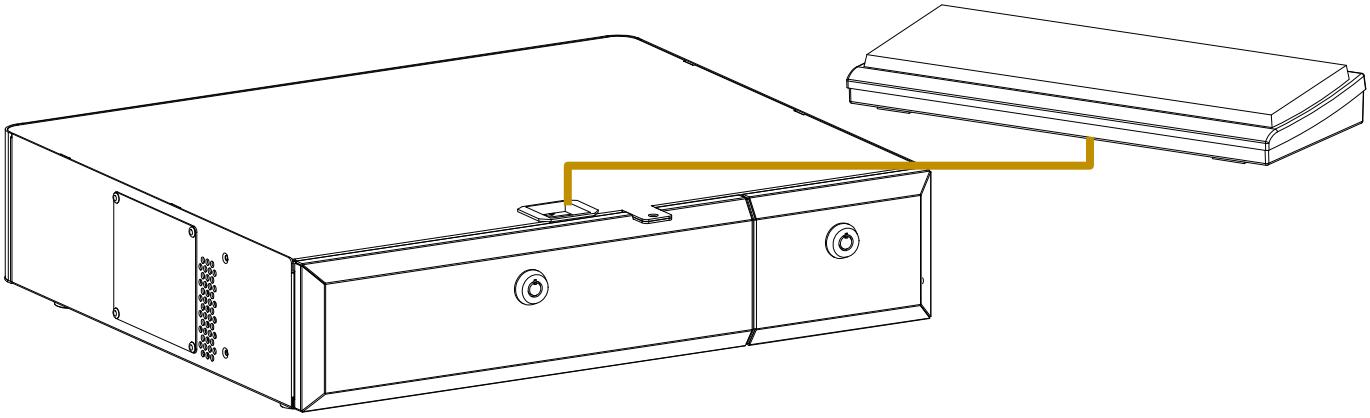
NOTE:
The AUDIT screen will be displayed on the Field LED of the Center Unit.



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	ENTER	Used to enter your selection.
4	ESC	Used to cancel your selection.





Structure of Audit Mode

The items explained in this manual are written in blue.

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

ROOT MENU	SUB MENU
ERROR METERS See Operation Manual, Chapter 6 (for Signage)	**SYSTEM ERRORS**
	DOOR EVENTS
	NETWORK CONDITION METERS
RECALL METERS See Operation Manual, Chapter 6 (for Signage)	**DOOR HISTORY**
	ERROR HISTORY
	ALL EVENT HISTORY
MACHINE IDENTIFICATION See Operation Manual, Chapter 6 (for Signage)	**VERSION INFORMATION**
	PSD VERIFICATION (CRC)
	PSD VERIFICATION (HMAC-SHA1)
	PSD VERIFICATION (SHA1)
	GAME INFORMATION
	HARDWARE INFORMATION
TEST (Can be performed only if the Front Signage Door is open)	**MONITOR TEST**
	INPUT TEST
	SERIAL TEST
	SOUND TEST
SETTINGS (Can be set only if the Front Signage Door is open)	**VOLUME SETTINGS**
	AUDIT SETTINGS
	ONLINE SYSTEM SETTINGS (Set only if the Security Door is open)
	OTHER SETTINGS
PERIOD METER CLEAR (Can be performed only if the Front Signage Door is open)	

4. 13: Error Meters

TOP MENU >ERROR METERS

Refer to OPERATION Manual Chapter 6.11 **"Error Meters"** to check the logs of each Error category.

4. 14: Recall Meters

TOP MENU >RECALL METERS

Refer to OPERATION Manual Chapter 6.12 **"Recall Meters"** to check records of each Event.

4. 15: Machine Identification

TOP MENU >MACHINE IDENTIFICATION

Refer to OPERATION Manual Chapter 6.13 **"Machine Identification"** to check various Information.

4. 16: Test

TOP MENU>TEST

> **NOTE:**
> To perform this operation the Front Signage Door must be open.



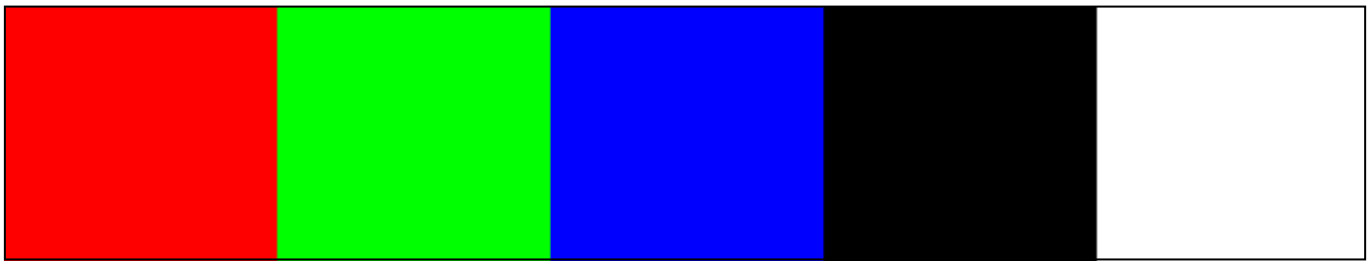
4. 16. 1: Monitor Test

TOP MENU>TEST>MONITOR TEST

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



Example screenshot



4. 16. 2: Input Test

TOP MENU>TEST>INPUT TEST

This item allows to check the operation of various functions.

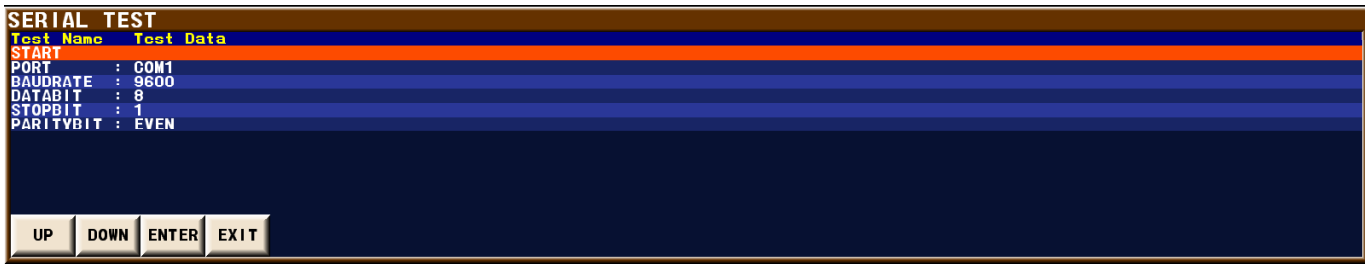


4. 16. 3: Serial Test

TOP MENU>TEST>SERIAL TEST

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

> **NOTE:**
> This item is displayed only if on **"Online System Settings"(refer to 4.17.3)** the setting "SYSTEM TYPE" is set to **NONE**.



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

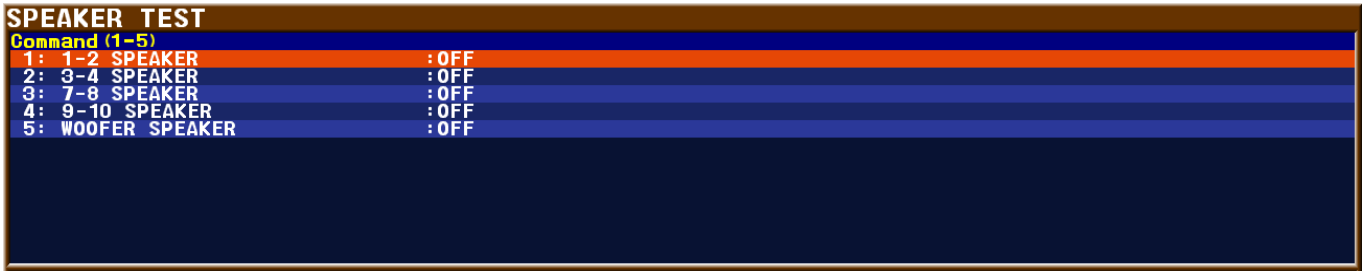
4. 16. 4: Sound Test

TOP MENU>TEST>SOUND TEST

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



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



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



4. 17: Settings

TOP MENU>SETTINGS

> **NOTE:**
> To perform this operation the Front Signage Door must be open.



4. 17. 1: Volume Settings

TOP MENU>SETTINGS>VOLUME SETTINGS

> **NOTE:**
> This menu shows the settings of the Main Controller Unit. Please change the settings as "TABLE xx" on "**Volume Settings" (Refer to 4.8.5)**.



4. 17. 2: Audit Settings

TOP MENU>SETTINGS>AUDIT SETTINGS

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

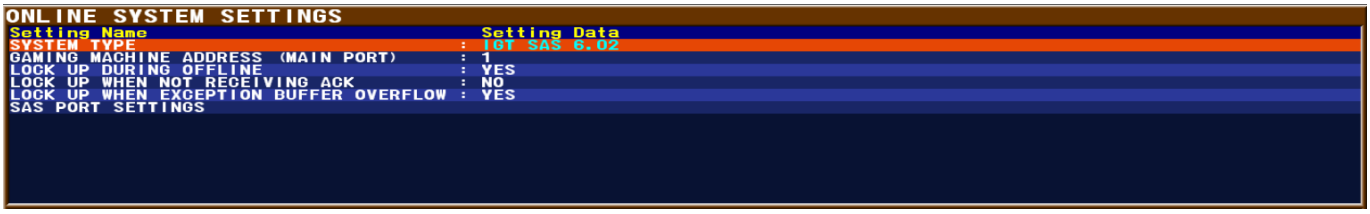


ITEM	DESCRIPTION
ASSET NUMBER	The number used to verify the Machine for transactions such as AFT transfers. **NOTE:** This item is displayed only if on **"Online System Settings"(refer to 4.17.3)** the setting "SYSTEM TYPE" is set to **IGT SAS 6.02**.

4. 17. 3: Online System Settings

TOP MENU>SETTINGS>ONLINE SYSTEM SETTINGS

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



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

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

4. 17. 3. 1: SAS Port Settings

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



ITEM	DESCRIPTION
SYSTEM TYPE	Shows the System Type (Gray out)
GAMING MACHINE ADDRESS (MAIN PORT)	The address of the main SAS Port. **1 - 127 [DEFAULT: 1]**
GAMING MACHINE ADDRESS (EXTEND PORT 1)	The address of Extend Port 1. **1 - 127 [DEFAULT: 1]**
GAMING MACHINE ADDRESS (EXTEND PORT 2)	The address of Extend Port 2. **1 - 127 [DEFAULT: 1]**

ITEM	DESCRIPTION
PRIMARY PORT (Wait Startup From Host)	Set which port is used for the connection to the Main Host. **NOT USE [DEFAULT, not displayed in West Virginia version]** **MAIN PORT [DEFAULT for West Virginia]** **EXTEND PORT 1** **EXTEND PORT 2**

4. 17. 4: Other Settings

TOP MENU>SETTINGS>OTHER SETTINGS



ITEM	DESCRIPTION
CLOCK SETTINGS	Shows the setting of the Main Controller Unit.

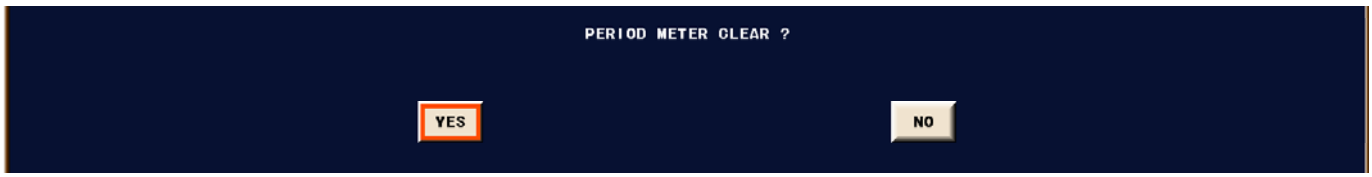
4. 18: Period Meter Clear

TOP MENU>PERIOD METER CLEAR

> **NOTE:**
> To perform this operation, the Front Signage Door must be open.

Select this item to display the screen below.

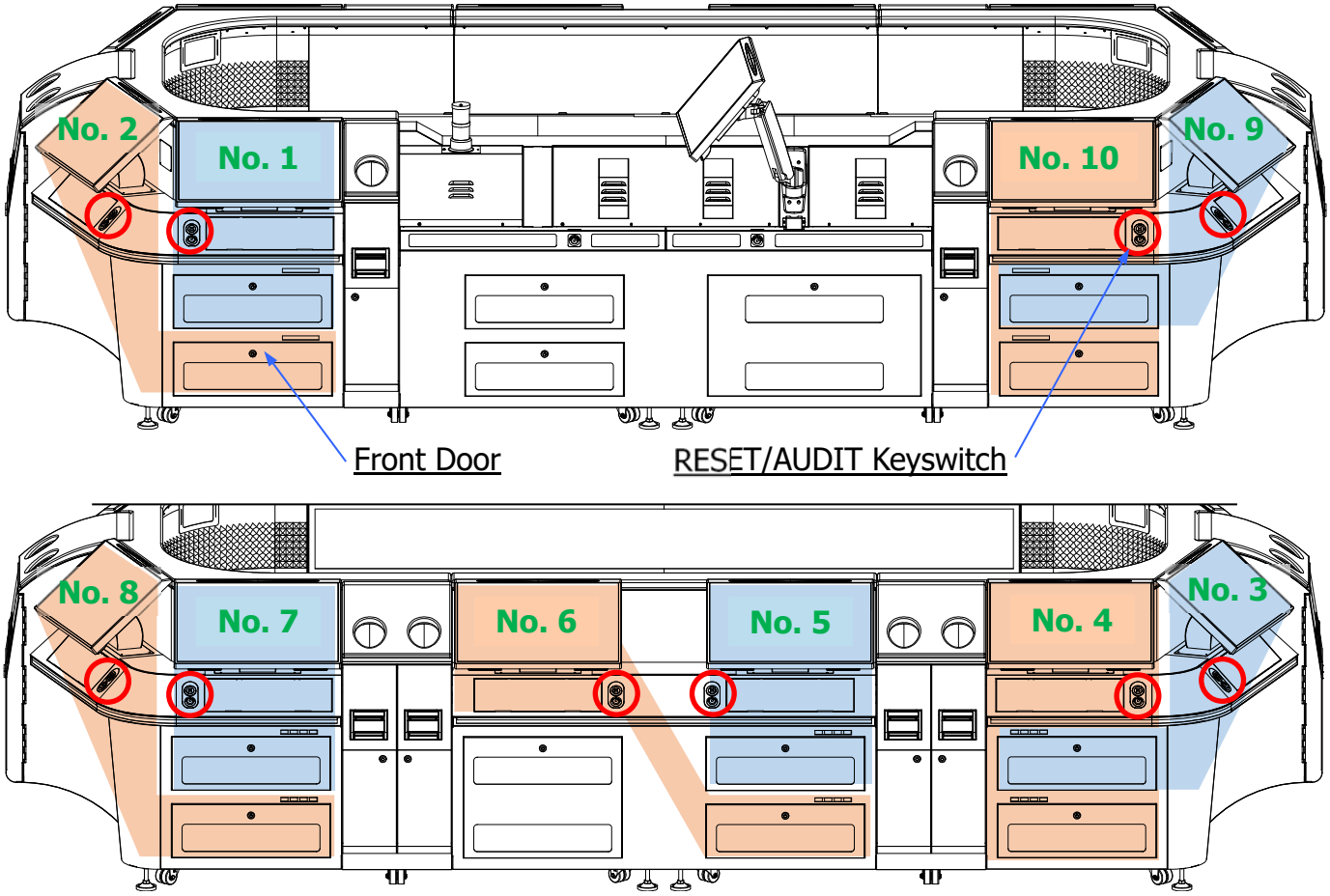
When touching [YES], all Period Meters will be cleared. Take NOTE of all necessary period meter information before selecting [YES].



Chapter 5

AUDIT Mode for Player Terminals (Service)

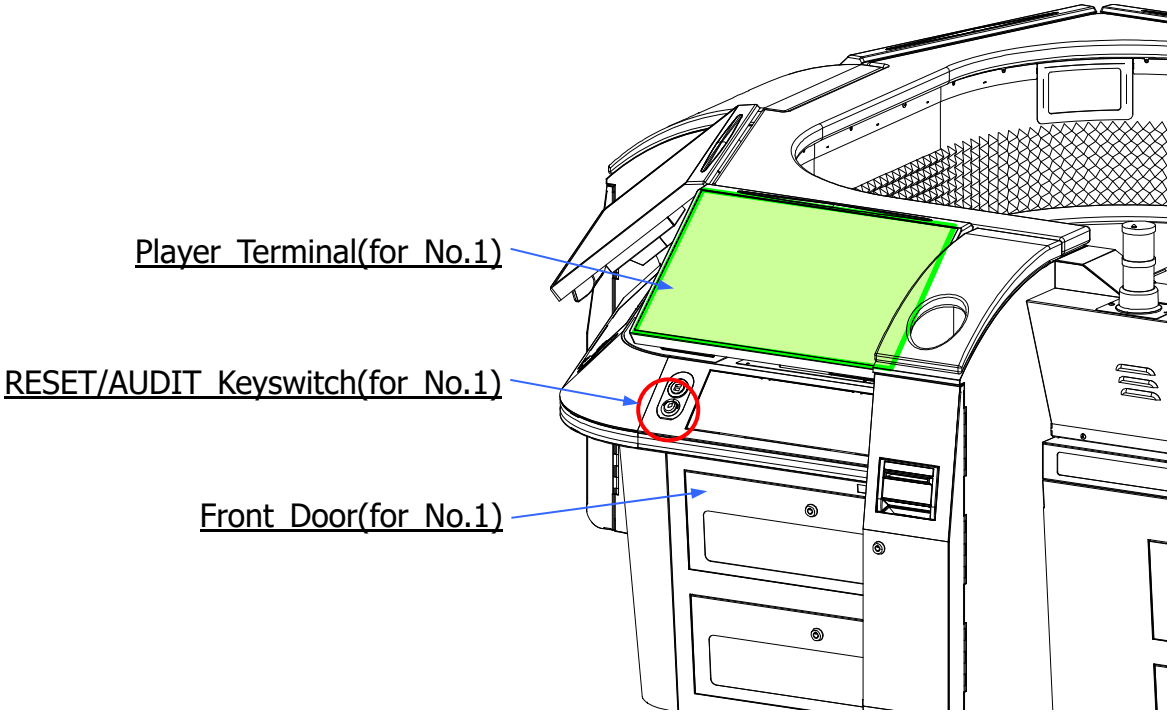
Accessing – AUDIT mode - Top Menu



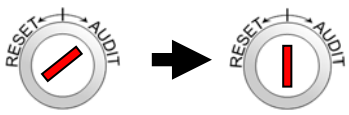
When the target Player Terminal is in idle mode (not during game or error status), the AUDIT menu can be accessed by the following procedure:

CAUTION!
It is not possible to change the settings if credit is left in the Player Terminal.

NOTE:
It is not necessary to open the Front Door to just display the AUDIT mode. AUDIT mode の表示だけなら Front Door を開ける必要はありません

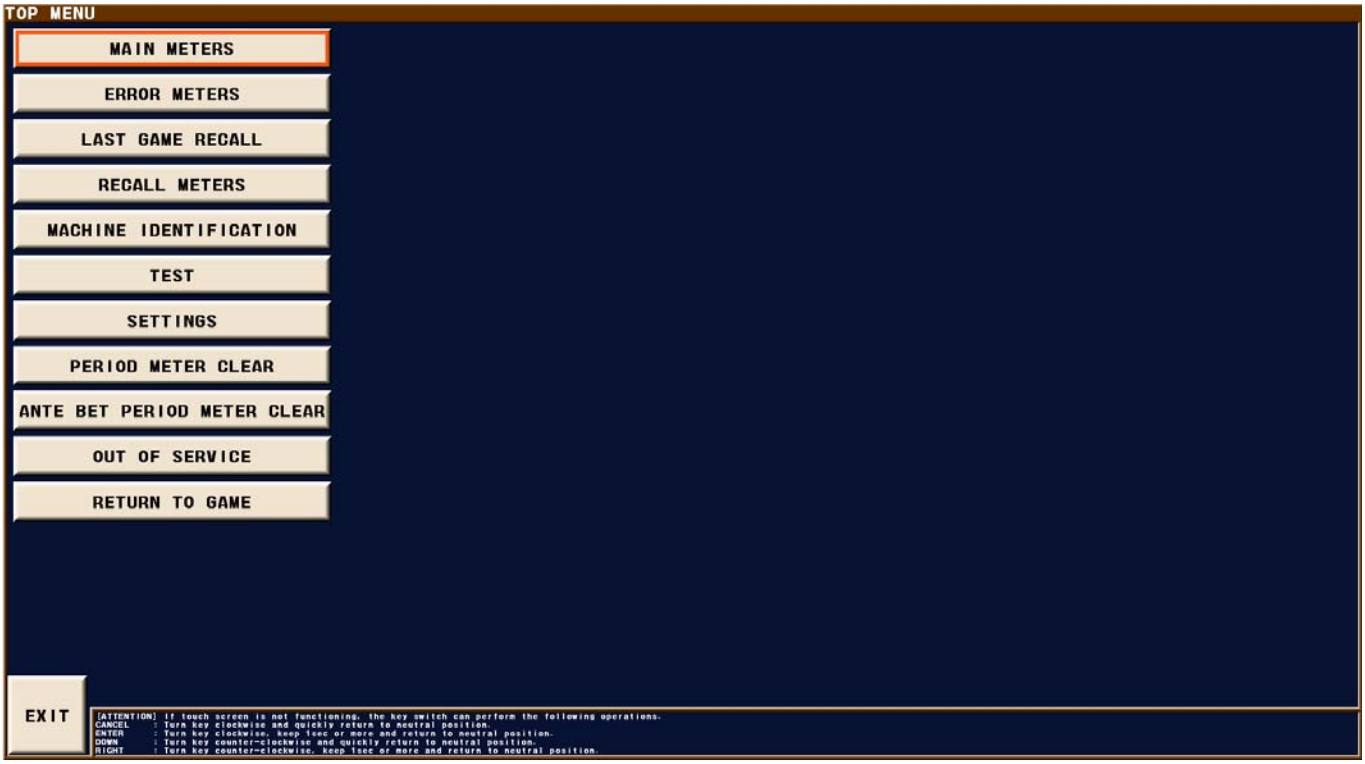


1. Open the door (Front door, Security Cage door) indicated by the instructions for each AUDIT setting item.
2. To call the AUDIT mode, turn the RESET/AUDIT Key Switch to the AUDIT position, and return it to the neutral position.



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

3. 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.

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

ROOT MENU	SUB MENU
MAIN METERS See OPERATION Manual, Chapter 7	**MASTER METERS**
	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 See OPERATION Manual, Chapter 7	**MECHANICAL METER ERRORS**
	SYSTEM ERRORS
	DOOR EVENTS
	ONLINE COMMUNICATION ERRORS
	BILL ACCEPTOR ERRORS/EVENTS (Accessible only if the BILL Acceptor is Enabled)
	TICKET PRINTER ERRORS (Accessible only if the Ticket Printer is Enabled)
	NETWORK CONDITION METERS

ROOT MENU	SUB MENU
LAST GAME RECALL See OPERATION Manual, Chapter 7	**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 See OPERATION Manual, Chapter 7	**BILL RECALL**
	TICKET IN
	TICKET OUT
	CASHLESS TRANSACTION
	PROMOTIONAL TRANSACTION
	HOST BONUS TRANSACTION
	DOOR HISTORY
	ERROR HISTORY
	ALL EVENT HISTORY
	HAND PAY HISTORY
	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 See OPERATION Manual, Chapter 7	**VERSION INFORMATION**
	PSD VERIFICATION (CRC)
	PSD VERIFICATION (HMAC-SHA1)
	PSD VERIFICATION (SHA1)
	GAME INFORMATION
	HARDWARE INFORMATION
TEST (Can be performed only if the Front Door is open)	**BILL ACCEPTOR TEST**
	TICKET PRINT TEST
	MONITOR TEST
	TOUCH SCREEN TEST
	INPUT TEST
	OUTPUT TEST
	SERIAL TEST
	SOUND TEST
SETTINGS (Can be set only if the Front Door is open)	**HARDWARE SETTINGS**
	BILL ACCEPTOR SETTINGS
	TICKET PRINT SETTINGS
	TOUCH SCREEN SETTINGS (Can be set if the Front Door is closed)
	VOLUME SETTINGS (Can be set if the Front Door is closed)
	AUDIT SETTINGS
	IMPORTANT SETTINGS (Set only if the Security 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
PERIOD METER CLEAR (Can be performed only if the Front Door is open)	
ANTE BET PERIOD METER CLEAR (Can be performed only if the Front Door is open)	
OUT OF SERVICE (Can be performed only if the Front Door is open)	

5. 1: Audit Mode Differences based on Settings

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

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

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

No settings require the use of a SETTING GAL Cassette.

5. 3: Main Meters

TOP MENU >MAIN METERS

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

5. 4: Error Meters

TOP MENU >ERROR METERS

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

5. 5: Last Game Recall

TOP MENU >LAST GAME RECALL

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

5. 6: Recall Meters

TOP MENU >RECALL METERS

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

5. 7: Machine Identification

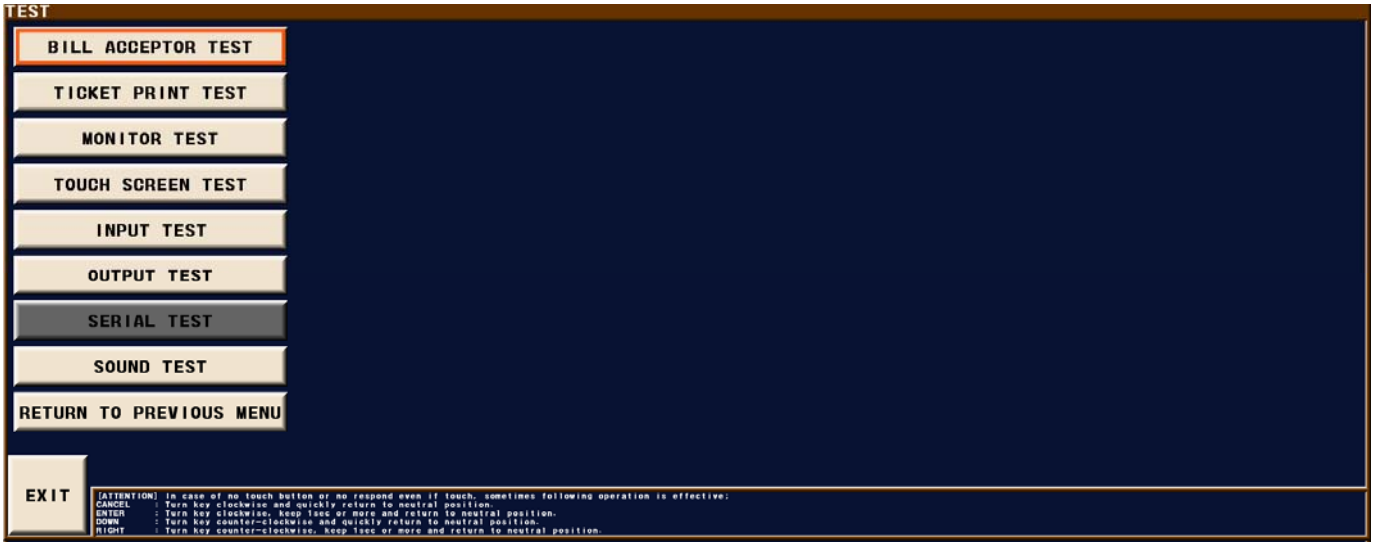
TOP MENU >MACHINE IDENTIFICATION

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

5. 8: Test

TOP MENU>TEST

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



5. 8. 1: BILL Acceptor Test

TOP MENU>TEST>BILL ACCEPTOR TEST

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

5. 8. 2: Ticket Print Test

TOP MENU>TEST>TICKET PRINT TEST

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

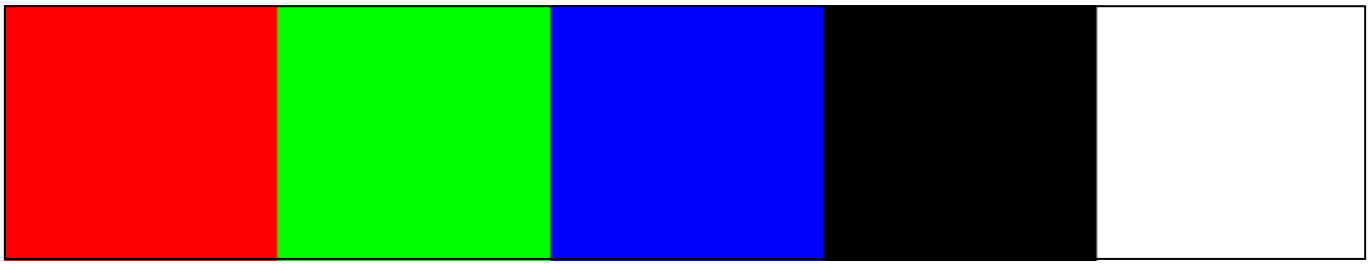
5. 8. 3: Monitor Test

TOP MENU>TEST>MONITOR TEST

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



Example screenshot



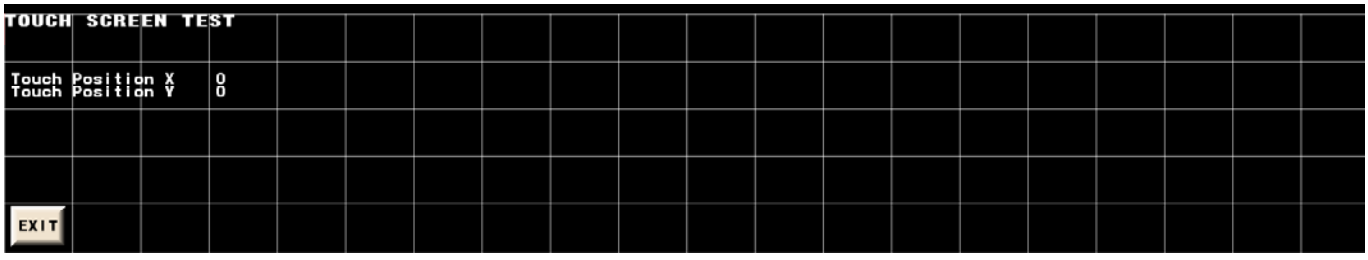
5. 8. 4: Touch Screen Test

TOP MENU>TEST>TOUCH SCREEN TEST

CAUTION!

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

·Do not touch the cabinet with any part of the body except the finger touching the screen.



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

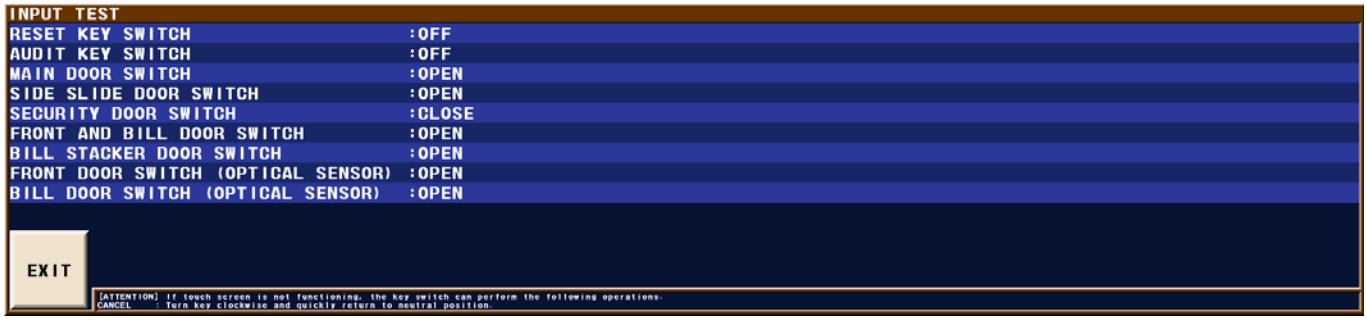
5. 8. 5: Reel Test

Not used on this machine

5. 8. 6: Input Test

TOP MENU>TEST>INPUT TEST

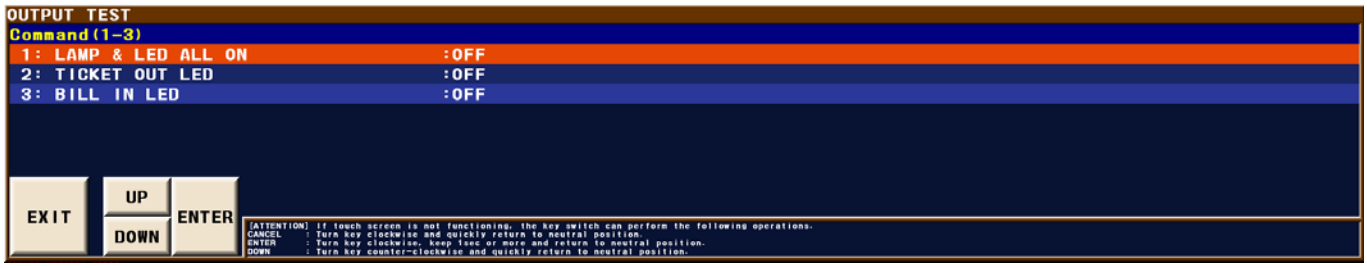
This item allows to check the operation of various functions.



5. 8. 7: Output Test

TOP MENU>TEST>OUTPUT TEST

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



5. 8. 8: Serial Test

TOP MENU>TEST>SERIAL TEST

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

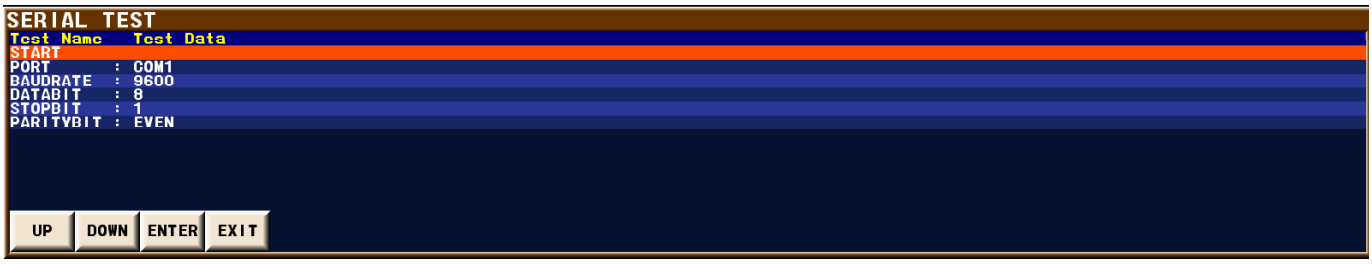
NOTE:

This item is displayed only if on

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

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

"Online System Settings"(refer to 5.9.10) the setting "SYSTEM TYPE" is set to **NONE**



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

5. 8. 9: Sound Test

TOP MENU>TEST>SOUND TEST

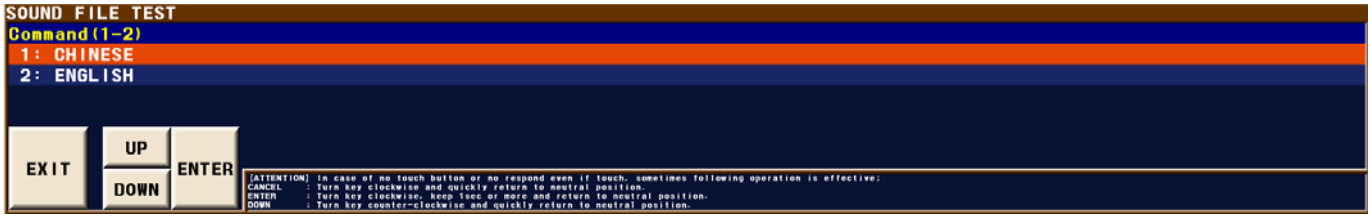
Select one of the Buttons below to play the relative sound.



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



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



5. 8. 10: LCD Button Test

Not used on this machine

5. 8. 11: Extension Unit Test

Not used on this machine

5. 8. 12: Extend LED Test

Not used on this machine

5. 9: Settings

TOP MENU>SETTINGS

NOTE:

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

・Most items cannot be set if the Security Door is closed; refer to the indications for each item for more details.

・It is not possible to change the settings if credit is left in the Player Terminal.

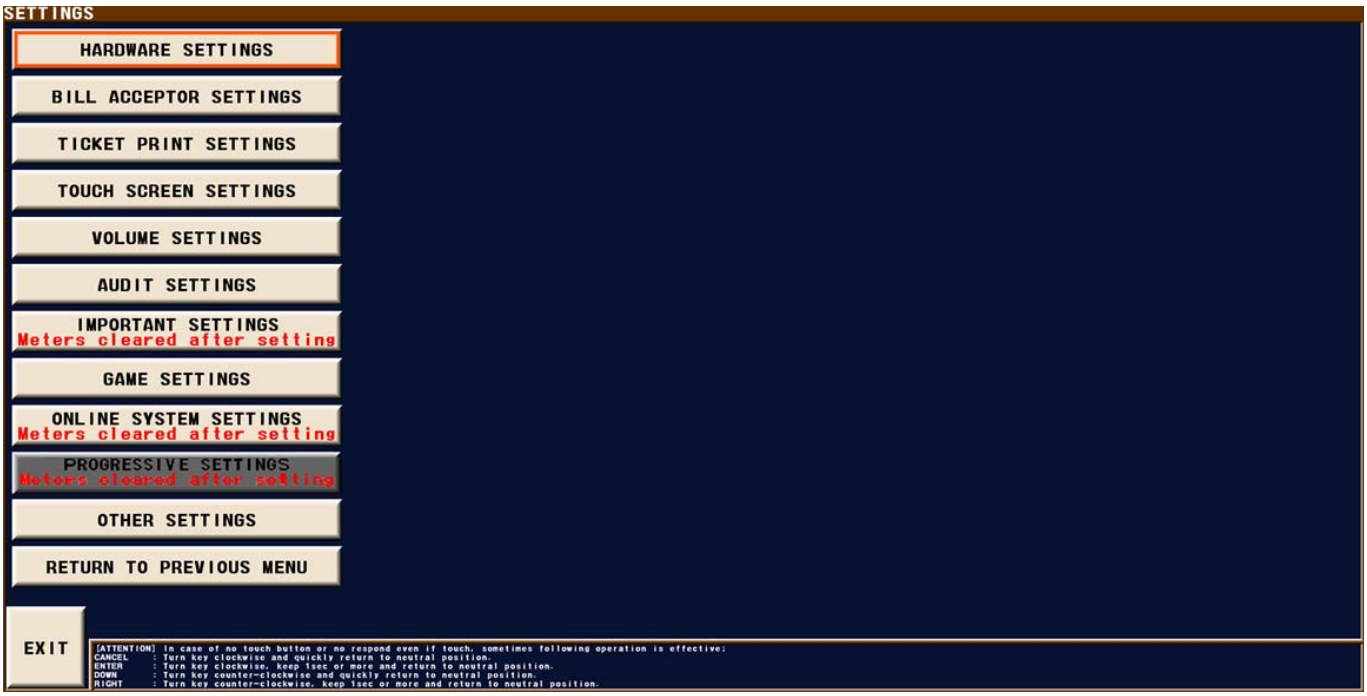
・Updating the following settings will clear all soft meters and reset them to zero. After the update it will be necessary to reboot the machine.

IMPORTANT SETTINGS

ONLINE SYSTEM SETTINGS

CELEBRATION SETTINGS

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



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

5. 9. 1: Hardware Settings

TOP MENU>SETTINGS>HARDWARE SETTINGS

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

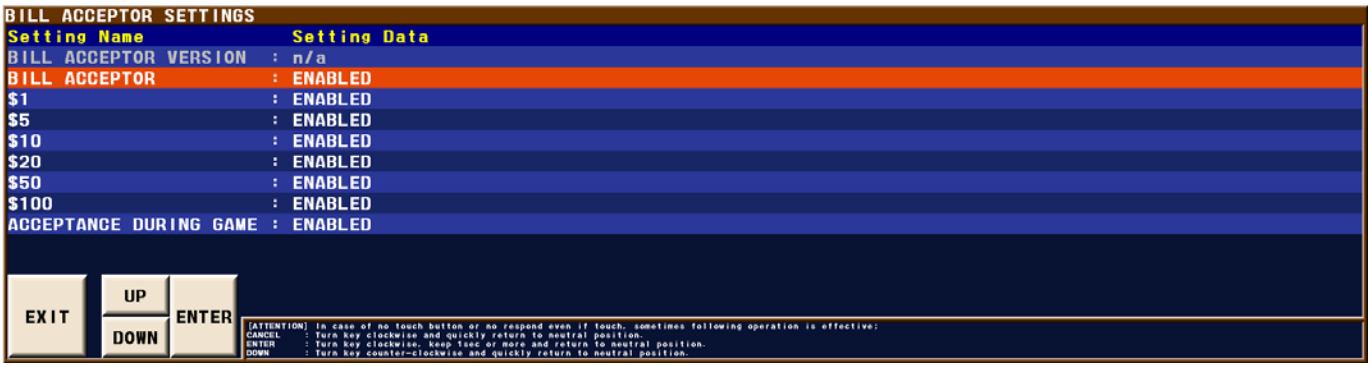


ITEM	DESCRIPTION
MECHANICAL METER TYPE	Set one of the PATTERNS for the display of the Mechanical meters. **NONE** The mechanical meters are N/A. Mechanical meters は N/A **PATTERN 1** Hand pay/Jackpot Pay, Total Out, Total In, Total Bill **PATTERN 2** Total cash in, Total cash out, Wagered, Game won. **NOTE:** The default value is dependent on the jurisdiction. This item is not displayed in NEVADA and ARIZONA version.
OPTICAL SENSOR	Set the use the Front Door Optical Sensor function. **ENABLED [DEFAULT]** **DISABLED**

5. 9. 2: BILL Acceptor Settings

TOP MENU>SETTINGS>BILL ACCEPTOR SETTINGS

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



ITEM	DESCRIPTION
BILL ACCEPTOR VERSION	The Firmware version of the bill acceptor.
BILL ACCEPTOR	Set the use of the bill acceptor function. **ENABLED [DEFAULT]** **DISABLED**
$xx	Set if bills of each value can be accepted by the validator. **ENABLED [DEFAULT]** **DISABLED**
ACCEPTANCE DURING GAME	Set if the bills will be accepted during play. **ENABLED [DEFAULT]** **DISABLED**
PROMOTIONAL COUPON	Set if promotional coupons can be accepted. **NO** **YES [DEFAULT]** **NOTE:** This item is displayed only if on **"Online System Settings"(refer to 5.9.10)** the setting "SYSTEM TYPE" is set to **IGT SAS 6.02**.

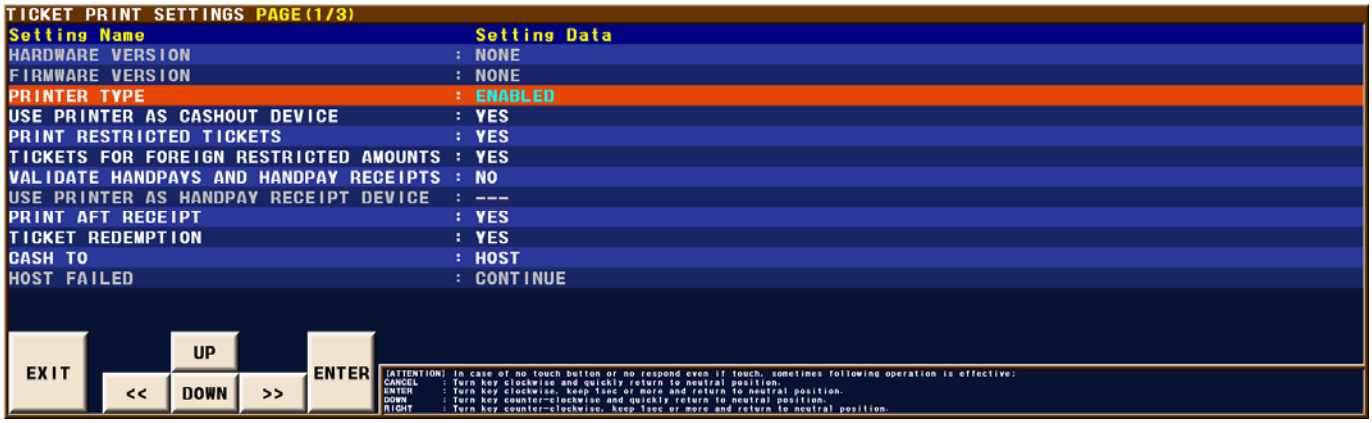
5. 9. 3: Ticket Print Settings

TOP MENU>SETTINGS>TICKET PRINT SETTINGS

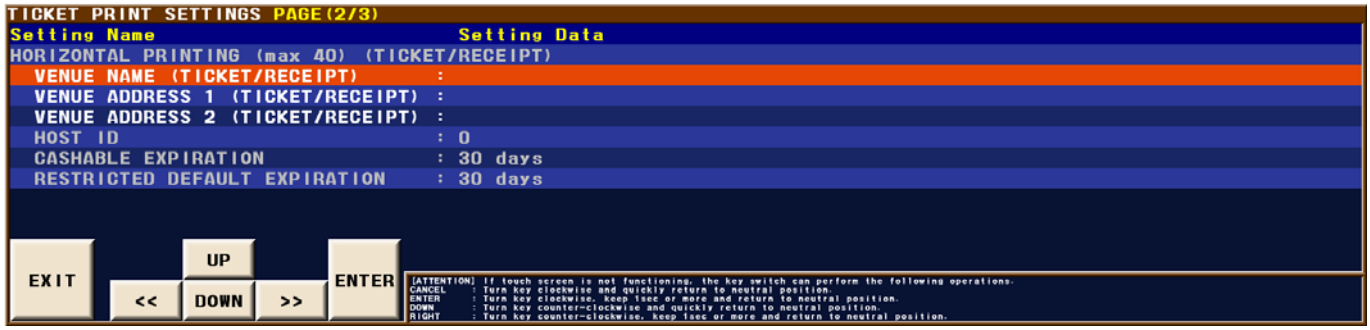
This item allows to change the settings relative to the ticket printer functions.

> **NOTE:**
> The display of this item depends on the setting of "PRINTER TYPE" and on the setting of "SYSTEM TYPE" and "CASHOUT VALIDATION" on "**Online System Settings**" **(Refer to 5.9.10)**

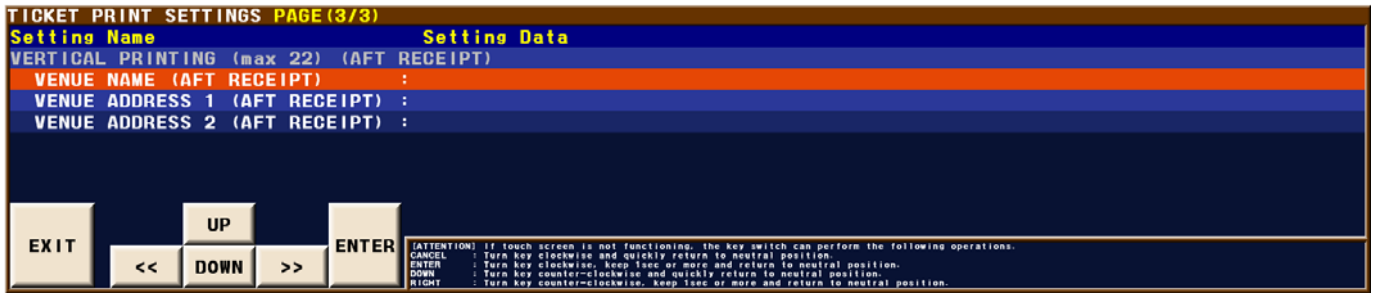
Page 1



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ITEM	DESCRIPTION
HARDWARE VERSION	The hardware version of the ticket printer.
FIRMWARE VERSION	The firmware version of the ticket printer.
PRINTER TYPE	Set the use of the ticket printer function. **ENABLED** **DISABLED [DEFAULT]** **NOTE:** This item is automatically set and fixed to **YES** if on **"Important Settings / Basic Settings"** described at Chapter 4 the item "TIPPING METHOD" is set to **ENABLED TIP TICKET**.
USE PRINTER AS CASHOUT DEVICE	Set the use of the cashable tickets print function. **YES [DEFAULT]** **NO** **NOTE:** This item is automatically set and fixed to **ENABLED** if on **"Important Settings / Basic Settings"** described at Chapter 4 the item "TIPPING METHOD" is set to **ENABLED TIP TICKET**.
PRINT RESTRICTED TICKETS	Set the use of the restricted tickets print function. (For restricted credits from Ticket In) **YES [DEFAULT]** **NO** **NOTE:** This item is displayed only if "USE PRINTER AS CASHOUT DEVICE" described above is set to **YES**.
TICKETS FOR FOREIGN RESTRICTED AMOUNTS	Set the use of the restricted tickets print function. (For restricted credits from AFT) **YES [DEFAULT]** **NO** **NOTE:** This item is displayed only if "USE PRINTER AS CASHOUT DEVICE" described above is set to **YES**.
VALIDATE HAND PAYS AND HAND PAY RECEIPTS	Hand Pay Validation Information is sent to the Host. **YES** **NO [DEFAULT]**

ITEM	DESCRIPTION
USE PRINTER AS HAND PAY RECEIPT DEVICE	Prints Hand Pay and Jackpot Hand Pay receipts. **YES [DEFAULT]** **NO** **NO (FORCE)** **YES (FORCE)** **NOTE:** This item is displayed only if "VALIDATE HAND PAYS AND HAND PAY RECEIPTS" described above is set to **YES**.
PRINT AFT RECEIPT	Prints AFT receipts. **YES [DEFAULT]** **NO**
TICKET REDEMPTION	Set the use of the Ticket redemption function. **YES [DEFAULT]** **NO**
CASH TO	Set the priority cash out device. **HOST [DEFAULT]** **PRINTER (OR OTHER)** **NOTE:** This item is displayed only when "PRINTER TYPE" is set to **ENABLED** and "CASHLESS TRANSFER FROM HOST (EX BONUS)" of **"Online System Settings"** is set to **YES (Refer to 5.9.10)**.
HOST FAILED	The AFT Connection Status.
HORIZONTAL PRINTING (max 40) (TICKET/RECEIPT)	Set the following items to be printed horizontally. **VENUE NAME**: (Up to 40 characters) The VENUE NAME. **VENUE ADDRESS 1**: (Up to 40 characters) The VENUE ADDRESS 1. **VENUE ADDRESS 2**: (Up to 40 characters) The VENUE ADDRESS 2. **HOST ID** The SAS Host ID. **CASHABLE EXPIRATION**: (default: 30 days) The expiration date of a cashable tickets and hand pay receipts. **RESTRICTED DEFAULT EXPIRATION**: (default 30 days) The expiration date of a promotional ticket.

ITEM	DESCRIPTION
VERTICAL PRINTING (max 22) (AFT RECEIPT)	Set the following items to be printed vertically. **VENUE NAME (AFT RECEIPT)**: (Up to 22 characters) The VENUE NAME. **VENUE ADDRESS 1(AFT RECEIPT)**: (Up to 22 characters) The VENUE ADDRESS 1. **VENUE ADDRESS 2 (AFT RECEIPT)**: (Up to 22 characters) The VENUE ADDRESS 2.

5. 9. 4: Touch Screen Settings

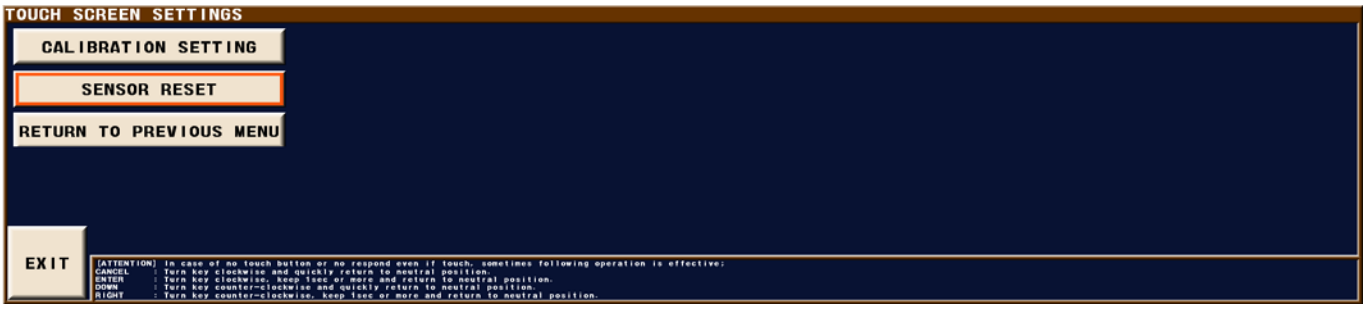
TOP MENU>SETTINGS>TOUCH SCREEN SETTINGS

This item allows to calibrate the Touch screen.

⚠ CAUTION!

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

・Do not touch the cabinet with any part of the body except the finger touching the screen.

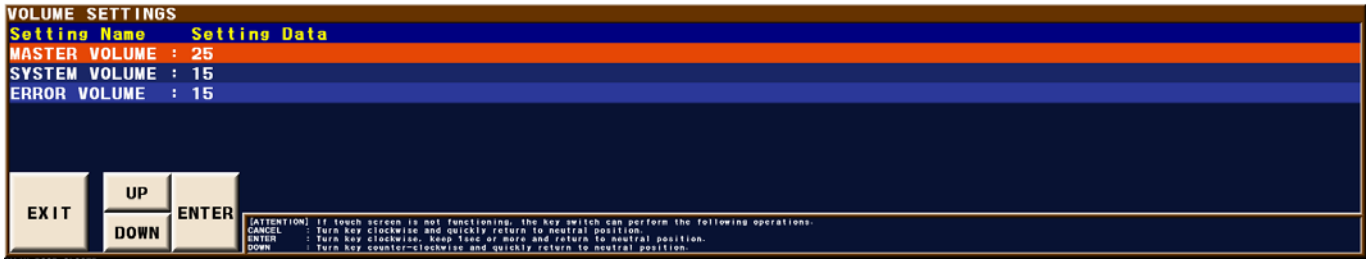


ITEM	DESCRIPTION
CALIBRATION SETTING	Calibrate the Touch screen. Follow the instruction displayed on the screen.
SENSOR RESET	Reset the sensor for the screen is reset. After reset, the screen changes to “CALIBRATION SETTING”.

5. 9. 5: Volume Settings

TOP MENU>SETTINGS>VOLUME SETTING

This item allows to adjust the volume of each Sound.



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

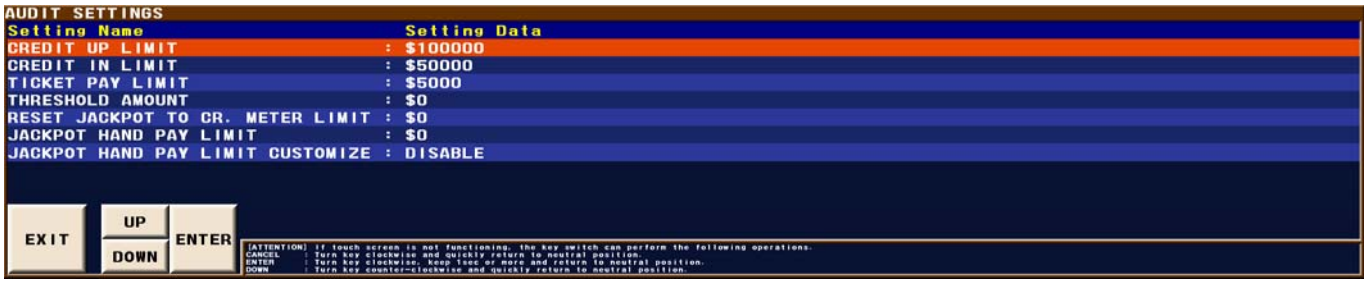
5. 9. 6: Software settings

Not used on this machine

5. 9. 7: Audit Settings

TOP MENU>SETTINGS>AUDIT SETTINGS

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



Example screenshot of **AUDIT SETTINGS>CREDIT UP LIMIT**



ITEM	DESCRIPTION
CREDIT UP LIMIT	The maximum number of Credits that can be accumulated by the CREDIT METER. If this limit is exceeded by increasing credits to the Current Credit as result of a Win, the Credit is automatically cashed out. If this item is set lower than "CREDIT IN LIMIT", an error occurs. Please repeat one of the two settings. **0 - 40,000,000** **[DEFAULT: 100,000 DEFAULT for ONTARIO: 3,000]**
CREDIT IN LIMIT	The maximum number of CREDITS that can be added to the CREDIT METER. If this limit is exceeded by increasing credits to the Current Credit by BILLs or Card, the Credit is automatically cashed out. If this item is set higher than "CREDIT UP LIMIT", an error occurs. Please repeat one of the two settings. **0 - 40,000,000** **[DEFAULT: 50,000 DEFAULT for ONTARIO: 3,000]**
TICKET PAY LIMIT	The maximum value that can be paid out by tickets. **0 - 40,000,000** **[DEFAULT: 5,000 DEFAULT for ONTARIO: 3,000]**

ITEM	DESCRIPTION
THRESHOLD AMOUNT	If an amount exceeding [THRESHOLD AMOUNT] is cashed out without playing any game after inserting coins, bills or tickets, the [THRESHOLD AMOUNT EXCEEDED] error message appears and the machine locks up. The error can be reset by turning the RESET keyswitch.) Set to **0** to disable this function. **0 - 40,000,000 [DEFAULT: 0]**
RESET JACKPOT TO CR. METER LIMIT	If the Jackpot win exceeds the value of this setting, the machine locks up and Hand Pay is necessary to pay the won Credits. If a value lower than the setting of "JACKPOT HAND PAY LIMIT" is input, an error will occur. **0 - 40,000,000 [DEFAULT: 0]**
JACKPOT HAND PAY LIMIT	If the Jackpot win exceeds the value of this setting, a response from the SAS host is expected. According to that response, the machine will lock up and Hand Pay will be necessary to pay the won Credits, or it will be added to the credit meter without lock up. If a value higher than the setting of "RESET JACKPOT TO CR.LIMIT" is input, an error will occur. If set to **0** all wins will be paid by the machine. **0 - 40,000,000 [DEFAULT: 0]** **NOTE:** This item is displayed only if "JACKPOT HAND PAY LIMIT CUSTOMIZE" is set to **DISABLED**.
JACKPOT HAND PAY LIMIT CUSTOMIZE	Set to **ENABLED** to activate the settings of "JACKPOT HAND PAY LIMIT (DEALER) / (MACHINE)". **ENABLED** **DISABLED [DEFAULT]**

ITEM	DESCRIPTION
JACKPOT HAND PAY LIMIT (DEALER)	If the Jackpot win exceeds the value of this setting, a response from the SAS host is expected. According to that response, the machine will lock up and Hand Pay will be necessary to pay the won Credits, or it will be added to the credit meter without lock up. If a value higher than the setting of "RESET JACKPOT TO CR.LIMIT" is input, an error will occur. If set to **0** all wins will be paid by the machine. **0 - 40,000,000 [DEFAULT: 0]** **NOTE:** This item is active only if [FULL AUTO MODE] is set to **DISABLED** and if "JACKPOT HAND PAY LIMIT CUSTOMIZE" is set to **ENABLED**. For more details, please refer to **"Dealer Terminal Screen, Buttons And Settings"** on Chapter 3 of the OPERATION MANUAL.
JACKPOT HAND PAY LIMIT (MACHINE)	If the Jackpot win exceeds the value of this setting, a response from the SAS host is expected. According to that response, the machine will lock up and Hand Pay will be necessary to pay the won Credits, or it will be added to the credit meter without lock up. If a value higher than the setting of "RESET JACKPOT TO CR.LIMIT" is input, an error will occur. If set to **0** all wins will be paid by the machine. **0 - 40,000,000 [DEFAULT: 0]** **NOTE:** This item is active only if [FULL AUTO MODE] is set to **ENABLED** and if "JACKPOT HAND PAY LIMIT CUSTOMIZE" is set to **ENABLED**. For more details, please refer to **"Dealer Terminal Screen, Buttons And Settings"** on Chapter 3 of the OPERATION MANUAL.
ASSET NUMBER	The number used to verify the Machine for transactions such as AFT transfers. **NOTE:** This item is displayed only if on **"Online System Settings"(refer to 5.9.10)** the setting "SYSTEM TYPE" is set to **IGT SAS 6.02**.

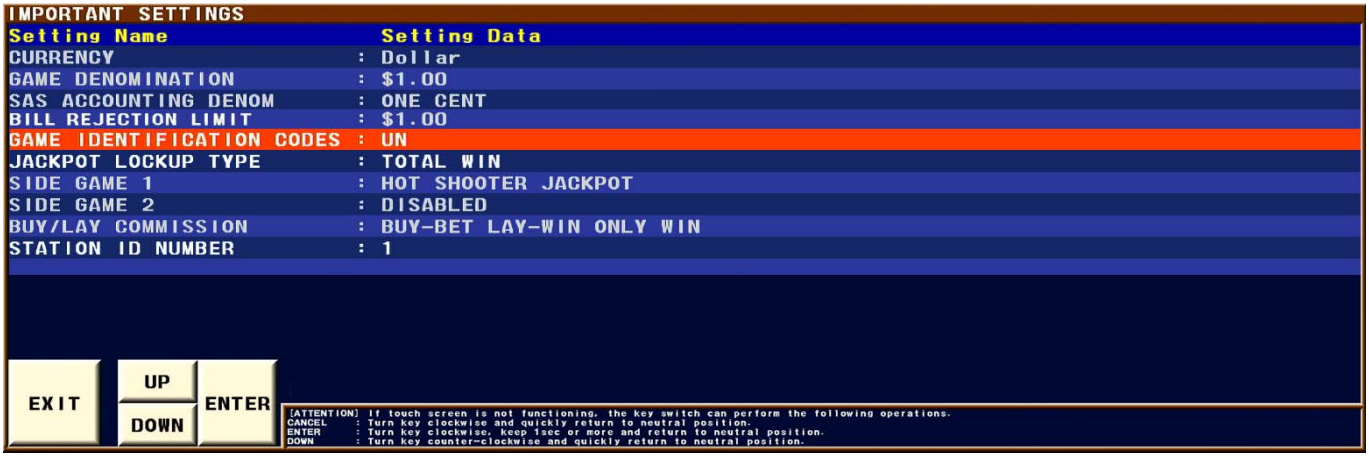
5. 9. 8: Important Settings / Basic Settings

TOP MENU>SETTINGS>IMPORTANT SETTINGS

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

NOTE:

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



ITEM	DESCRIPTION
CURRENCY	Shows the setting of the Main Controller Unit. Please refer to "CURRENCY" on "**Important Settings / Basic Settings**" at Chapter 4.
GAME DENOMINATION	Shows the setting of the Main Controller Unit. Please refer to "GAME DENOMINATION" on "**Important Settings / Basic Settings**" at Chapter 4.
SAS ACCOUNTING DENOM	Shows the setting of the Main Controller Unit. Please refer to "SAS ACCOUNTING DENOM" on "**Important Settings / Basic Settings**" at Chapter 4.
JURISDICTION	Input the jurisdiction **NOTE:** This item is displayed only in ONTARIO version.
BILL REJECTION LIMIT	Set the number of times a same BILL will be rejected. The machine locks up when the limit is reached. **1 - 99 [DEFAULT: 10]**

ITEM	DESCRIPTION
JACKPOT LOCKUP TYPE	Set how to determinate if the Jackpot Hand Pay Limit is exceeded. **TOTAL WIN [DEFAULT]** The amount of the Total Win is considered. **INDIVIDUAL WIN** Only the amount of each individual Bet Area Win is considered. (Nothing happens even if the Total Win exceeds the maximum limit). **NOTE:** This item is not displayed in NEVADA version.
SIDE GAME 1	Shows the setting of the Main Controller Unit. Please refer to "SIDE GAME 1" on "**Important Settings / Basic Settings**" at Chapter 4.
SIDE GAME 2	Shows the setting of the Main Controller Unit. Please refer to "SIDE GAME 2" on "**Important Settings / Basic Settings**" at Chapter 4.
STATION ID NUMBER	Set the ID number of the Player Terminal. Be careful not to use the same ID of other Player Terminals.

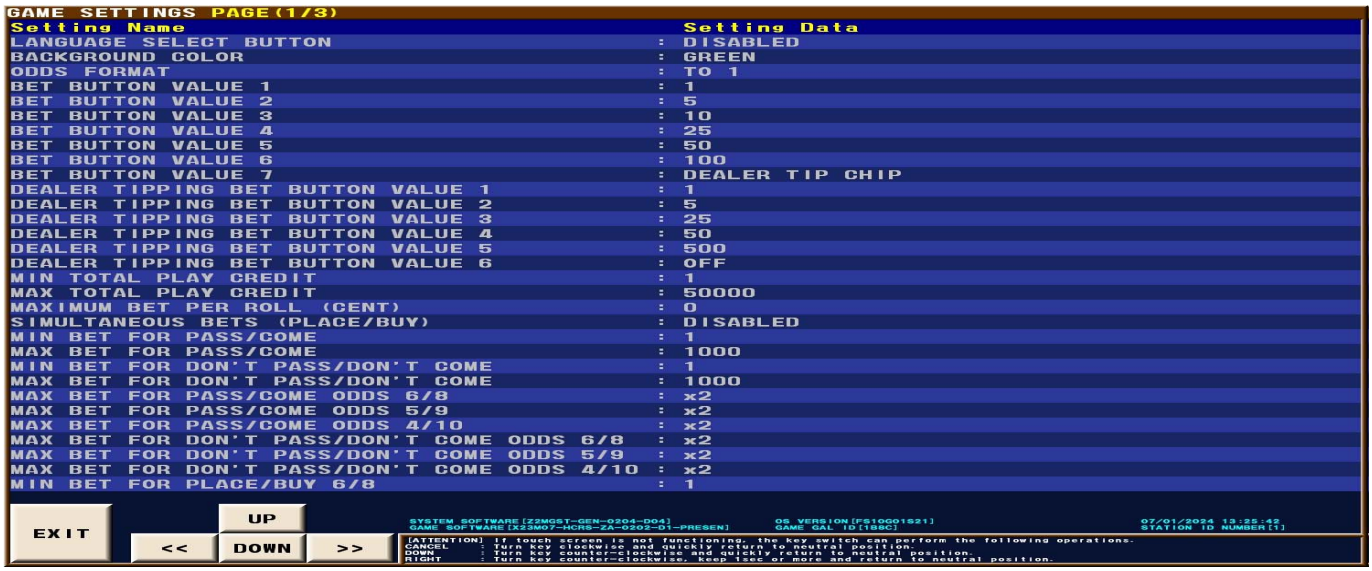
5. 9. 9: Game Settings

TOP MENU>SETTINGS>GAME SETTINGS

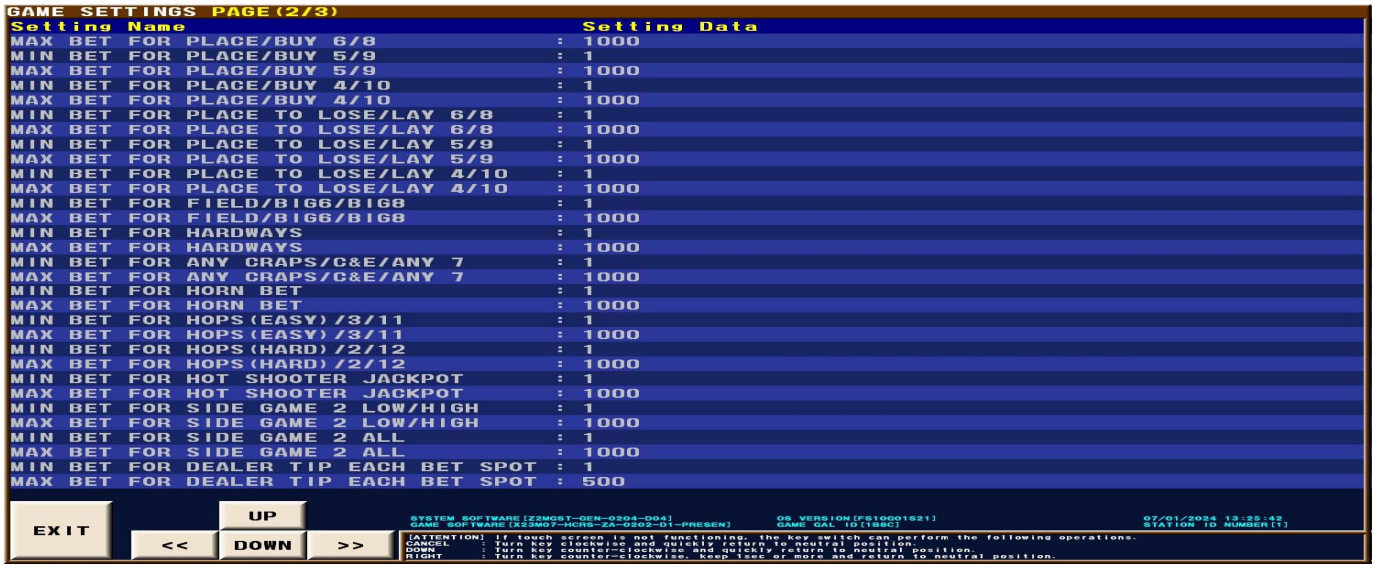
This item allows to change the settings relative to the Bet type.

> **NOTE:**
> ·All meters will be cleared when any changes are made to the **"Game Settings"**.
> ·The items displayed on the machine depends on the game title.

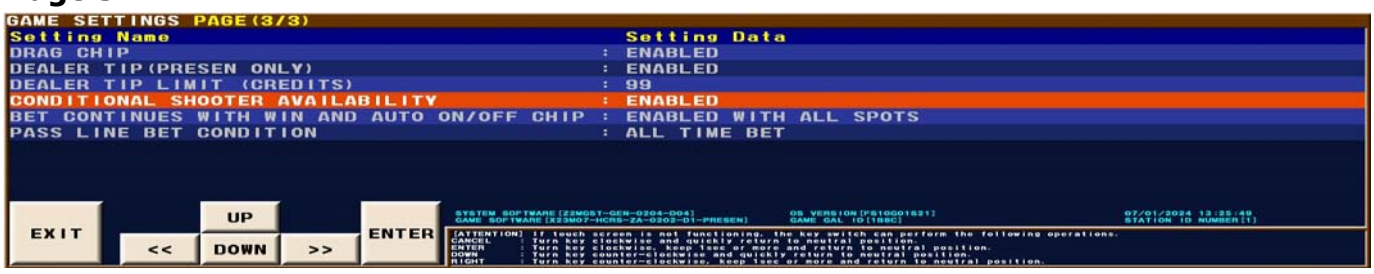
Page 1



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Page 3



ITEM	DESCRIPTION
LANGUAGE SELECT BUTTON	Set the language displayed on the Game screen and of the Voice. **DISABLED [FIXED]** The language is fixed on English, and no selection button is displayed
BACKGROUND COLOR	Shows the setting on the Main Controller Unit. Please refer to the relative item on Chapter 4 **"Game Settings"**.
BET BUTTON VALUE xx	Same as above
DEALER TIPPING BET BUTTON VALUE xx (DETG)	Same as above
MIN TOTAL PLAY CREDIT	Same as above
MAX TOTAL PLAY CREDIT	Same as above
MIN BET FOR xx	Same as above
MAX BET FOR xx	Same as above
DRAG CHIP	Allows to move Chips already placed to other Bet Spots. **ENABLED [FIXED]**
DEALER TIP LIMIT (CREDITS)	Shows the setting on the Main Controller Unit. Please refer to the relative item on Chapter 4 **"Game Settings"**.
BET CONTINUES WITH WIN AND AUTO ON/OFF CHIP	Shows the setting on the Main Controller Unit. Please refer to the relative item on Chapter 4 **"Game Settings"**.
CONDITIONAL SHOOTER AVAILABILITY	It is possible to set the Shooter eligibility rights for each Player Terminal. **DISABLED** The player cannot be chosen as shooter. **ENABLED [DEFAULT]** The player can be chosen as shooter. **NOTE:** If no Player Terminal set to **ENABLED** is participating to the game, the Shooter can be chosen from the Player Terminals set to **DISABLED** that are participating to the game.
PASS LINE BET CONDITION	Shows the setting on the Main Controller Unit. Please refer to the relative item on Chapter 4 **"Game Settings"**.

5. 9. 10: Online System Settings

TOP MENU>SETTINGS>ONLINE SYSTEM SETTINGS

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

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



ITEM	DESCRIPTION
SYSTEM TYPE	Set the Online System. **NONE [DEFAULT]** **IGT SAS 6.02** **NOTE:** - If this item is set to **NONE**, other items will not be displayed. - To use Paltronics connection, set this item to **IGT SAS 6.02**. - This item is automatically set and fixed to **IGT SAS 6.02** if on **"Important Settings / Basic Settings"** described at Chapter 4 the item "TIPPING METHOD" is set to **ENABLED TIP TICKET**.
GAMING MACHINE ADDRESS (MAIN PORT)	Set the ID that identifies the cabinet for the SAS communication (with the basic SAS Port). **1 - 127 [DEFAULT: 1]** **NOTE:** In WEST VIRGINIA version this item can be modified only at the first access to the AUDIT after the RAM clear. After exiting the audit once, the item will be gray out.
CASHLESS TRANSFER FROM HOST (EX BONUS)	EFT/AFT can be used. **NO** **YES [DEFAULT]**

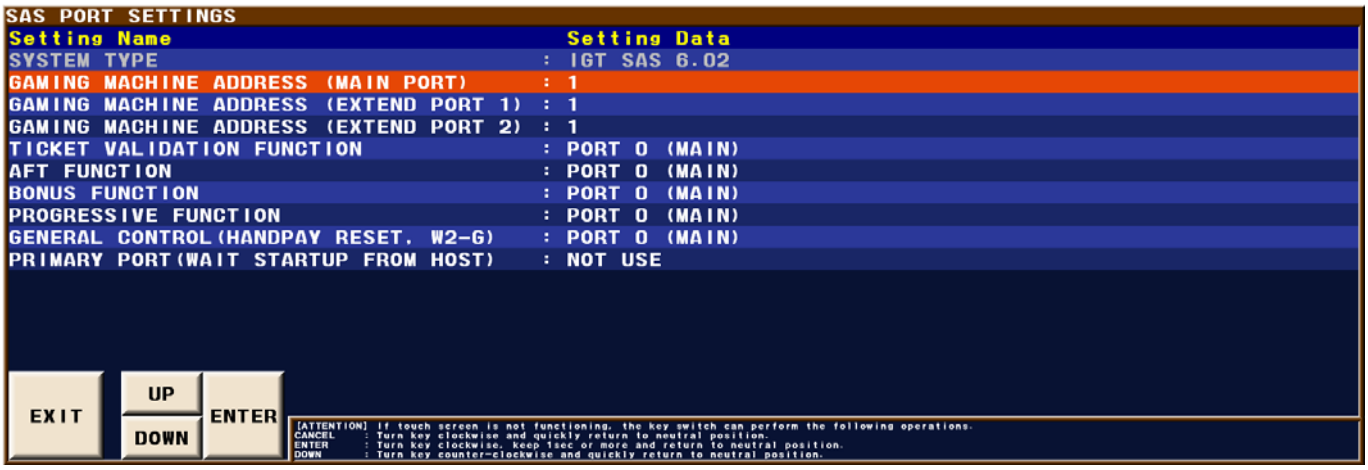
ITEM	DESCRIPTION
LEGACY BONUS FROM HOST	[Legacy Bonuses / MJT from the Host] can be accepted. **NO** **YES [DEFAULT]**
AFT BONUS FROM HOST	[AFT Bonuses from the Host] can be accepted. **NO** **YES [DEFAULT]**
CASHOUT VALIDATION	Set the [Cashout Validation process setting] for the SAS System. **NONE [DEFAULT]** TITO cannot be used. **SECURED ENHANCED** Processed in Secure Enhanced Mode. **SYSTEM** Processed in System Mode. **NOTE:** This item is automatically set and fixed to **SECURE ENHANCED** if on **"Important Settings / Basic Settings"** described at Chapter 4 the item "TIPPING METHOD" is set to **ENABLED TIP TICKET**.
TICKET DATA TRANSFER MODE	Set when the GP0x3D command should be sent. **MODE 1 TICKET FIRST [DEFAULT]** Send after the ticket is printed. **MODE 2 DATA FIRST** Send before the ticket is printed.
REPRINT TICKET	Allows re-printing of tickets. Ticket を再印刷出来ます。 **NO [DEFAULT]** fixed for ONTARIO version **YES**
SEND EXCEPTION (7E/7F) (Non-RTE)	When the mode is not set to RTE Mode, the 7E/7F (Game Start, End) events are sent to the host. **NO** **YES [DEFAULT]**
SEND EXCEPTION (54) WHEN PROGRESSIVE HANDPAID	Set if to send Exception 54 when a Handpay occurs. **NO [DEFAULT]** No Exception 54 is sent. But if during the same Game cycle at least one No Handpay Progressive occurs, the Exception 54 is sent only once. **YES** The Exception 54 is sent. An Exception 54 is sent for any Progressive WIN that occurs.

ITEM	DESCRIPTION
LOCKUP DURING OFFLINE	When the SAS System goes OFFLINE, the machine will lock up. **NO** **YES [DEFAULT]** **NOTE:** This item is not displayed in WEST VIRGINIA version.
LOCK UP WHEN NOT RECEIVING ACK	Set the behavior in case a [HOST COMMUNICATION LINK DOWN] error occurs. **NO [DEFAULT]** A [Warning] will be displayed on the top left of the game screen, but the game continues. **YES** The machine locks up. **NOTE:** This item is not displayed in West Virginia version.
LOCK UP WHEN EXCEPTION BUFFER OVERFLOW	Set the behavior of the machine when an [EXCEPTION BUFFER OVERFLOW] error occurs. **NO** A [Warning] will be displayed on the top left of the game screen, but the game continues. **YES [DEFAULT]** The machine locks up.
CASHOUT DURING LOCKUP FROM HOST	Cashout is possible when the host has locked up the machine. **ENABLED [DEFAULT]** **DISABLED**
RESPONSE OF SEND TOKEN DENOMINATION (B3)	Set the response of the machine to the SAS System command LP 0xB3 (Token Denom). **00 [DEFAULT]** **01**
SEND HANDPAY RETRY	Setting not active as the item is not relevant for this game.
RESET TICKET VALIDATION	Select this function in case the ticket validation process does not complete. Follow the indications on screen to restore the game. For more details refer to "TICKET VALIDATION STOPS" on **"Troubleshooting"** at Chapter 8.

ITEM	DESCRIPTION
SEND EXTRA GAME START EXCEPTION	Set if a temporary Exception 7E will be sent in the moment when the first chip is placed during the bet time. **DISABLED [DEFAULT]** **ENABLED** **NOTE:** This item is displayed only when "SEND EXCEPTION (7E/7F) (Non-RTE)" is set to **YES**.

5. 9. 10. 1: SAS Port Settings

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



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

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

5. 9. 11: Progressive Settings

Not used on this machine

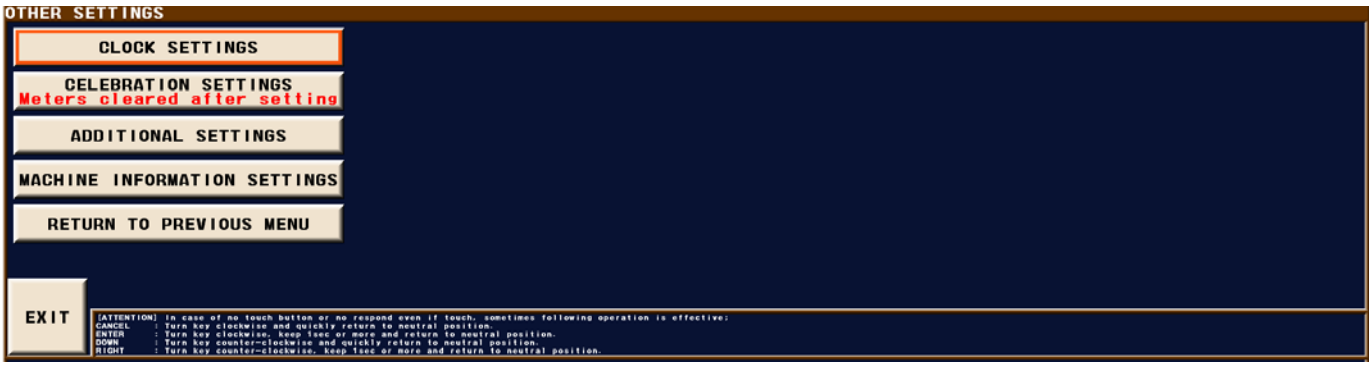
5. 9. 12: ARUZE Link Settings

Not used on this machine

5. 9. 13: Other Settings

TOP MENU>SETTINGS>OTHER SETTINGS

This item allows to change the settings of extra functions.



ITEM	DESCRIPTION
CLOCK SETTINGS	Shows the setting of the Main Controller Unit.
CELEBRATION SETTINGS	Change the Celebration settings. More details are described at **"Celebration Settings" (Refer to 5.9.13.1)**. **NOTE:** This item may not be displayed according to the jurisdiction.
ADDITIONAL SETTINGS	Change the Additional Settings. More details are described at **"Additional Settings" (Refer to 5.9.13.2)**.
MACHINE INFORMATION SETTINGS	Displays the Asset Number, and can be used to input the Floor Location and the Serial Number. **ASSET NUMBER** The Machine Authentication number used for AFT transfers. (Read Only) **FLOOR LOCATION** The Floor Location can be set. SAS LP B7 **SERIAL NUMBER** The Serial Number can be set. SAS LP 54

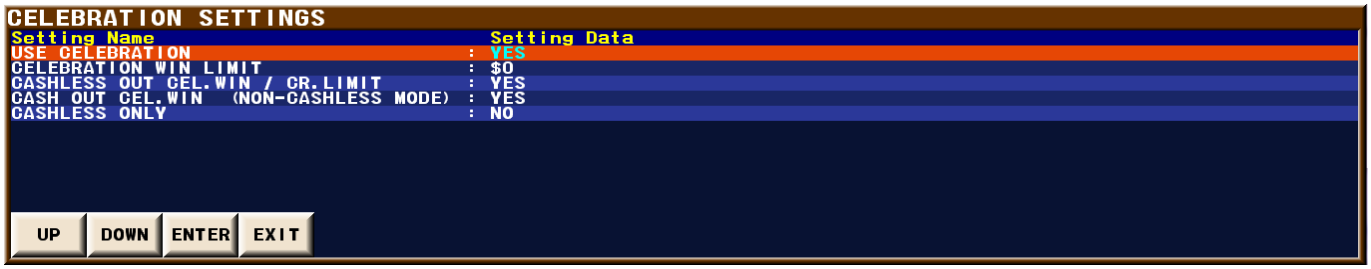
5. 9. 13. 1: Celebration Settings

TOP MENU>SETTINGS>OTHER SETTINGS>CELEBRATION SETTINGS

NOTE:

・To perform this operation, the Security Door must be open.

・All meters will be cleared when any changes are made to the **"Celebration Settings"**.



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

5. 9. 13. 2: Additional Settings

TOP MENU>SETTINGS>OTHER SETTINGS>ADDITIONAL SETTINGS



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

ITEM	DESCRIPTION
BILL/STACKER LV 1	Set the time length of the [1st Error sound] that plays when the Bill Door or the Stacker Door are open. **[CASE 1]** If "ERROR SOUND SETTINGS" is set to **BILL AND STACKER DOORS**. When the time set below for the [1st error sound] is passed, it changes into the [2nd error sound]. Then, after 180 seconds it changes again to a Buzzer. The Buzzer continues until the error is cleared. **0 - 10000 [DEFAULT: 30 sec]**  **[CASE 2]** If "ERROR SOUND SETTINGS" is set to **BILL, STACKER, MAIN DOORS**. When the time set below for the [1st Error sound] is passed, it changes into the [2nd Error sound]. The [2nd Error sound] continues until the error is cleared or after the time set at "BILL/STACKER LV2" (next item). **0 - 10000 [DEFAULT: 180 sec]** **CONTINUOUS**  **NOTE:** This item is displayed only if the setting "ERROR SOUND SETTINGS" is set to **BILL AND STACKER DOORS** or **BILL, STACKER, MAIN DOORS**.
BILL/STACKER LV 2	Set the time length of the [2nd Error sound] that plays when the Bill Door or the Stacker Door are open. **3 - 10000** **CONTINUOUS [DEFAULT]**  **NOTE:** ·This item is displayed only if the setting "ERROR SOUND SETTINGS" is set to **BILL, STACKER, MAIN DOORS**. ·Set this item together with "MAIN DOORS".

ITEM	DESCRIPTION
MAIN DOORS	Set the time length of the [error sound] that plays when the Main Door, Lower Door or Lcd Door are open. **3 - 10000** **CONTINUOUS [DEFAULT]**  **NOTE:** ·This item is displayed only if the setting "ERROR SOUND SETTINGS" is set to **BILL, STACKER, MAIN DOORS**. ·Set this item together with "BILL/STACKER LV 2".
LINK PROGRESSIVE LOCK UP TIME	Set how long the EGM should wait to receive the SAS Progressive current value. When the set time expires, the machine will lock up. **5 SEC [DEFAULT]** **10 SEC** **20 SEC** **UNLIMITED** **CANCEL**
SAS COMMUNICATION LOG OUTPUT	Refer to **"SAS Communication Log"** at Chapter 7 of the OPERATION Manual and set the number of data entries to display. To check a new communication log, set this item to **256** or **2048** and then see the **"SAS Communication Log"**. When set on **DISABLE** it is possible to check the log already recorded by pressing [SAVE]. **DISABLE [DEFAULT]** **256** **2048** **CAUTION!** Before restart the game operation on the machine set this item to **DISABLE**. **NOTE:** This item is displayed only if on **"Online System Settings"(refer to 5.9.10)** the setting "SYSTEM TYPE" is set to **IGT SAS 6.02**.

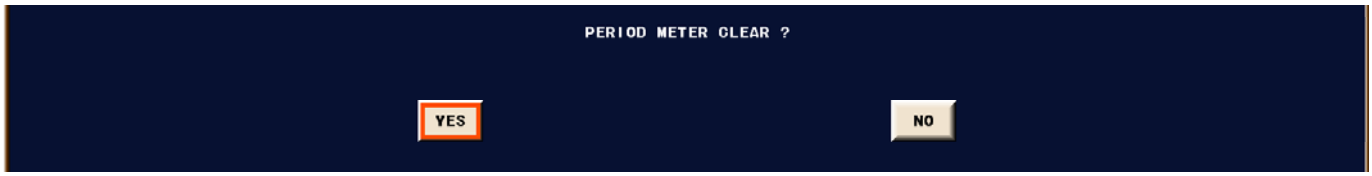
ITEM	DESCRIPTION
SAS EVENT LOG OUTPUT	Refer to **"SAS Communication Log"** at Chapter 7 of the OPERATION Manual and set the contents to display. **DISABLED [DEFAULT]** Only the request from the Host and their response from the machine are displayed. **ENABLED** With the request from the Host and their response from the machine, also the Machine events are displayed. **NOTE:** This item is operative only when "SAS COMMUNICATION LOG OUTPUT" is set to 256 or 2048. When set on **DISABLE** it is possible to check the log already recorded by pressing [SAVE].

5. 10: Period Meter Clear

TOP MENU>PERIOD METER CLEAR

> **NOTE:**
> To perform this operation, the Front Door must be open.

Select this item to display the screen below.
When touching [YES], all Period Meters will be cleared. Take NOTE of all necessary period meter information before selecting [YES].



5. 11: Ante Bet Period Meter Clear

TOP MENU>ANTE BET PERIOD METER CLEAR

> **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



5. 12: Out of Service

TOP MENU>OUT OF SERVICE

> **NOTE:**
> To perform this operation, the Front Door must be open.

1. Select this item to display the screen below.



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




interblock
LUXURY GAMING PRODUCTS

Chapter 6

General Servicing and Disassembly for Center Unit

6. 1: Memory Clear Procedure

6. 1. 1: Memory Clear Types

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

◇ **RAM Clear** - Deleting the Permanent Meters while keeping the setting information intact.

◇ **All RAM Clear (ALL Memory Clear)** - Deleting all memory including setting information and backup data.

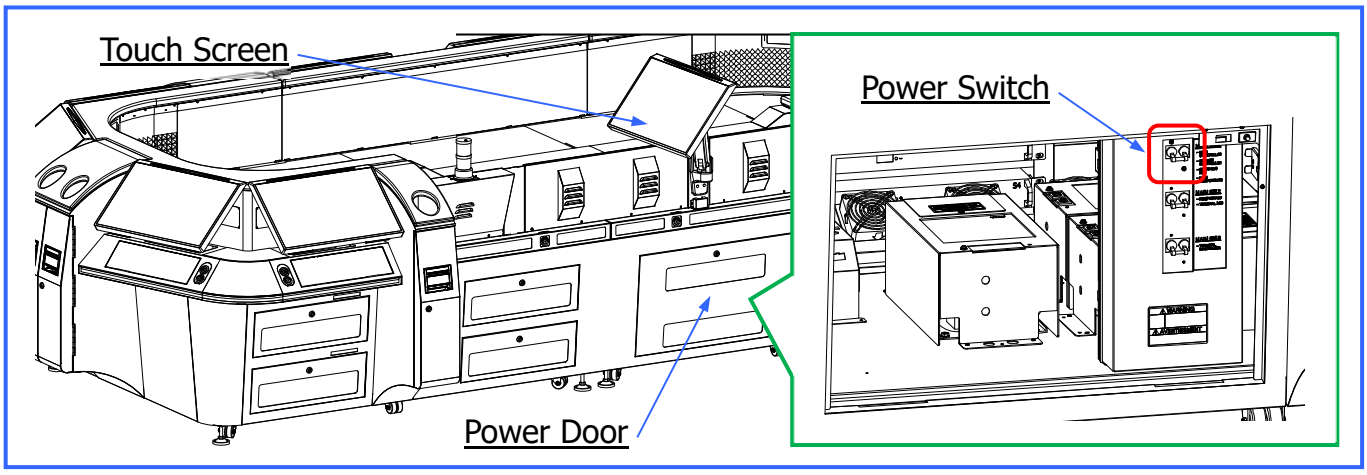
CAUTION!

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

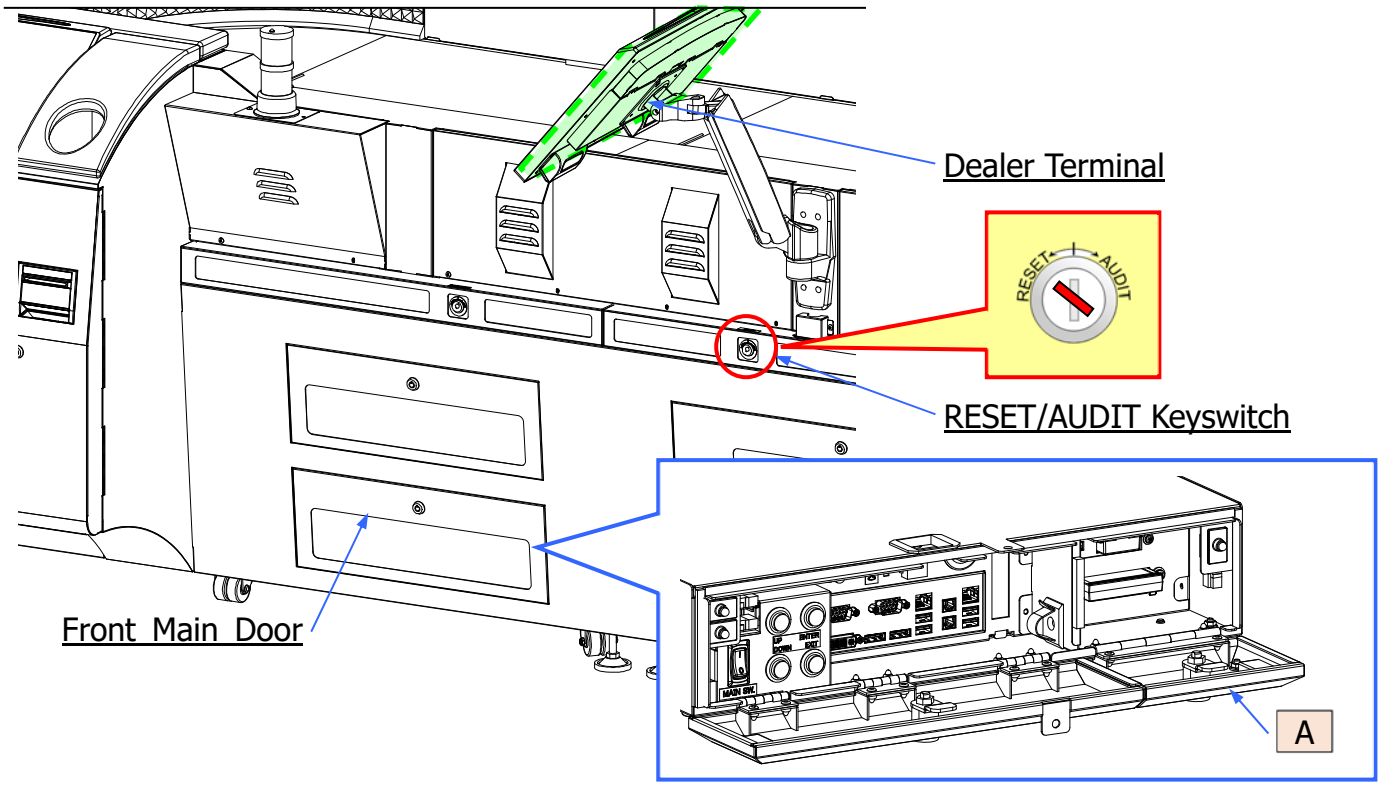
6. 1. 2: Common Memory Clear Procedure

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

1. Remove the Power Door (Main DR B) of the Center Unit, and then turn OFF the Power Switch [Main SW 1].



2. Remove the Front Main Door of the Center Unit.



3. Open the Main Door and the Security Door of the Main Controller Unit. **(Fig A)**
4. Turn the RESET/AUDIT Key Switch to RESET.

5. Turn the Power Switch [MAIN SW 1] to ON.

CAUTION!

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

・Do not touch the Touch Screen when [NOW CHECKING] is displayed. This may lead to Touch Screen malfunction.

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

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

< In the case of RAM Clear >

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



8. Next, turn the key switch to AUDIT.



9. Finally, return the key switch to neutral.



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

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



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

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



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



9. Next, turn the key switch to AUDIT.



10. Finally, turn the key switch to neutral.



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

NOTE:
If the button is released during the process explained in steps 8 and 9, only the **Ram Clear** operation will be done.

NOTE:
To cancel All Ram Clear in the middle of the process, turn the key switch towards RESET at step 9.



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

6. 2: Changing the GAME

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

WARNING!

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

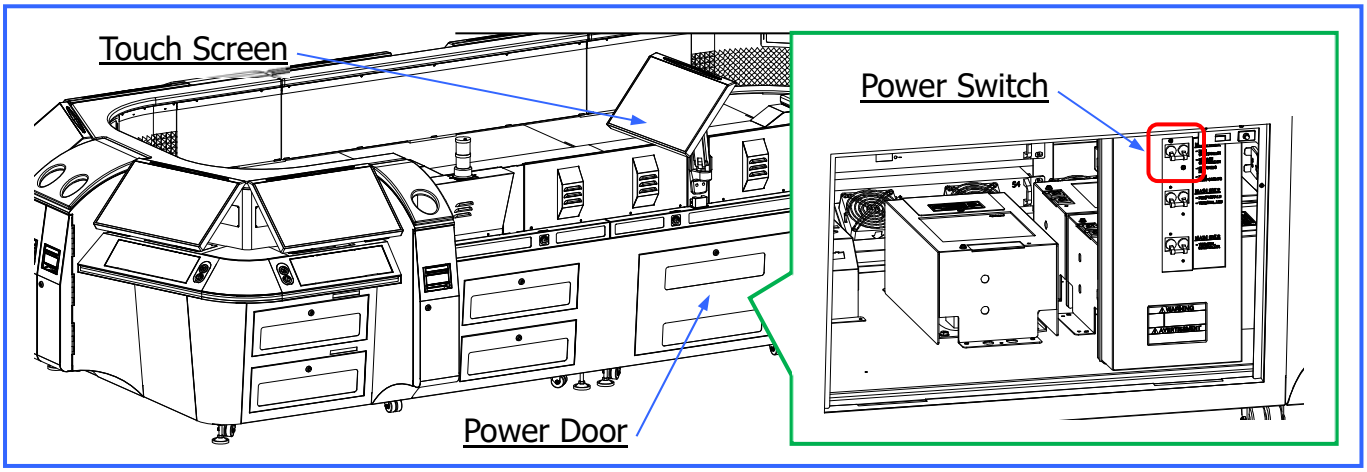
CAUTION!

- When upgrading the version of the Software on a Machine that is already in use, do not change the "TABLE ID" from the value previously set. Please refer to "**Important Settings / Basic Settings**" at Chapter 4.
- After **All Ram Clear(All Memory Clear)**, all meter information and all of the settings will be deleted and reset. Taking note of all settings before executing **All Ram Clear(All Memory Clear)** is recommended.

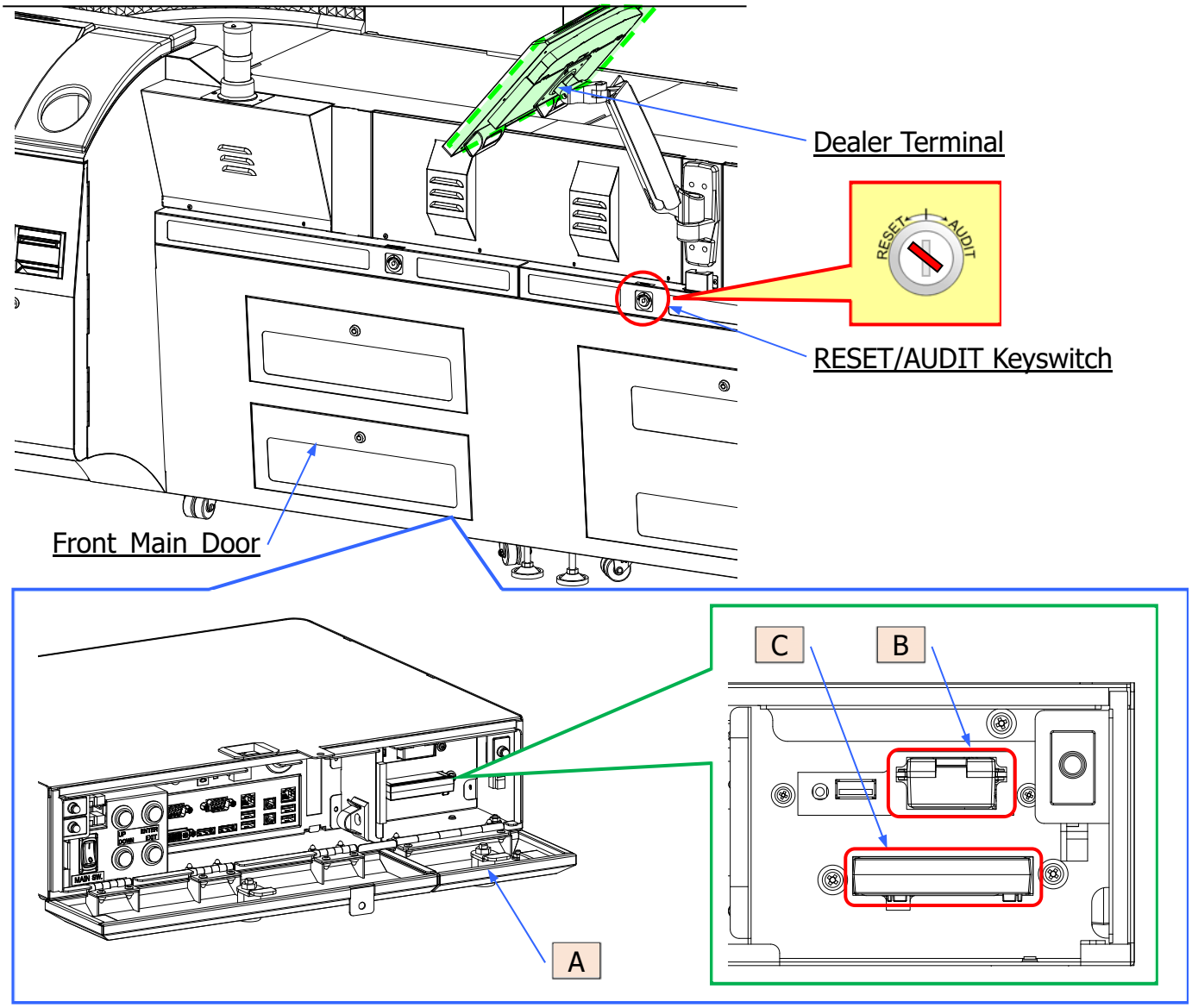
NOTE:

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

1. Prepare the replacement AX-GAL(Game GAL) Cassette and SSD Cassette.
2. Remove the Power Door (Main DR B) of the Center Unit, and then turn OFF the Power Switch [Main SW 1].



3. Remove the Front Main Door of the Center Unit.



4. Open the Main Door and the Security Door of the Main Controller Unit. **(Fig A)**
5. Remove the AX-GAL(Game GAL) Cassette currently inserted into the machine **(Fig. B)**, and replace it with the AX-GAL (GAME GAL) Cassette previously prepared.
6. Remove the SSD Cassette currently inserted into the machine **(Fig. C)**, and replace it with the SSD Cassette previously prepared.
7. Perform the **All RAM Clear(All Memory Clear)**. **(Refer to 6.1.2)**

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

NOTE:
This chapter refers to procedures needed only for specific jurisdictions.

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

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

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

SUB MENU of SETTINGS	ITEM
HARDWARE SETTINGS	(ALL)
TICKET PRINT SETTINGS	(ALL)
TOUCH SCREEN SETTINGS	(ALL)
VOLUME SETTINGS	(ALL)
AUDIT SETTINGS	(ALL)
IMPORTANT SETTINGS	GAME DENOMINATION
BASIC SETTINGS	POWER ODDS /SHORT PAYTABLE SETTINGS
	BUY/LAY COMMISSION
	SIDE GAME 1
	SIDE GAME 2
GAME SETTINGS	(ALL)
REPORTING SYSTEM	REPORTING SYSTEM
GAME SOUND SETTINGS	(ALL)
ONLINE SYSTEM SETTINGS	(ALL)
OTHER SETTINGS	(ALL)

6. 3. 2: How to Configure Settings using a Setting GAL

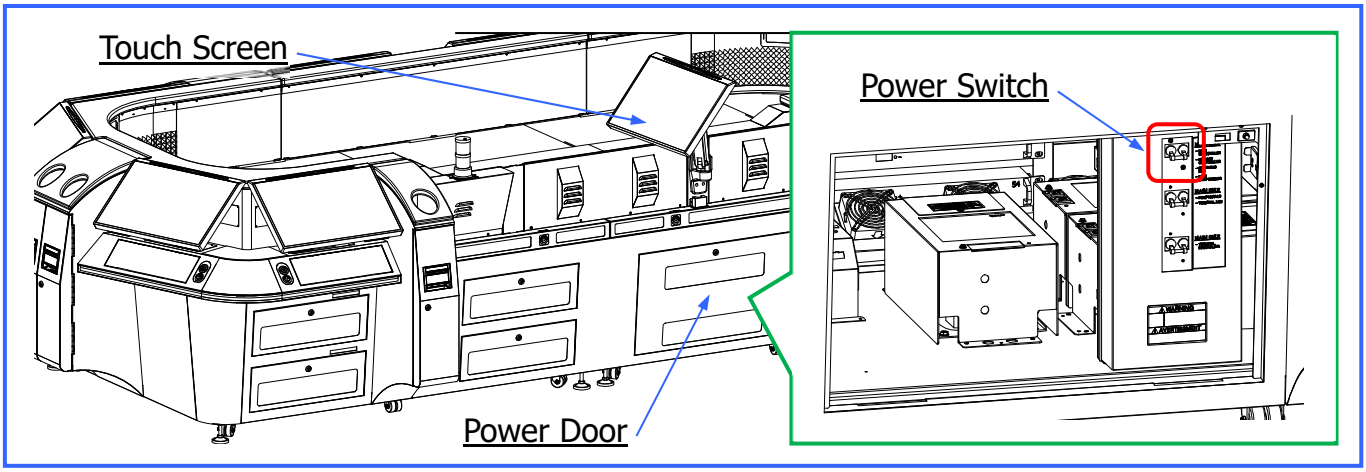
WARNING!

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

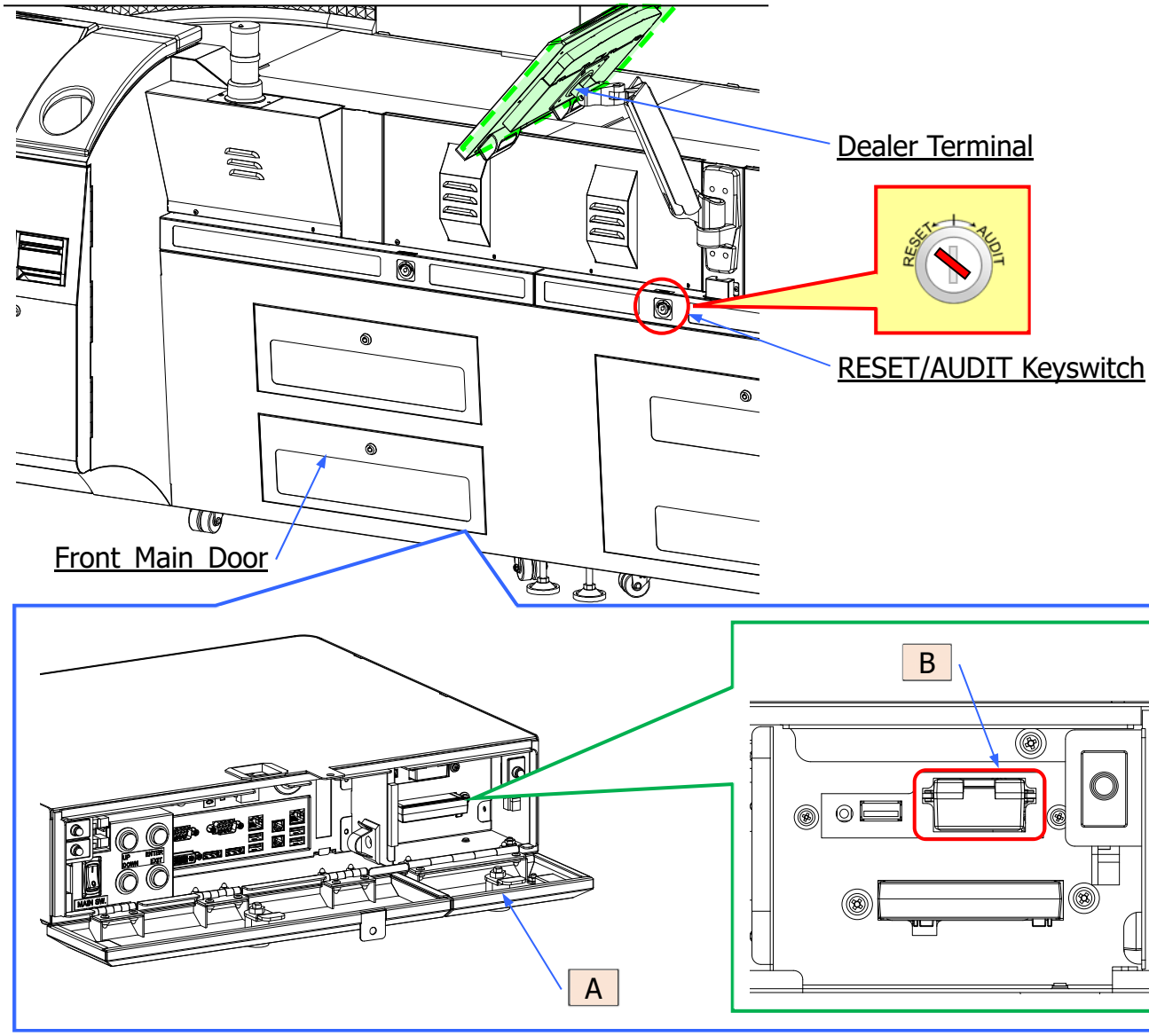
CAUTION!

When upgrading the version of the Software on a Machine that is already in use, do not change the "TABLE ID" from the value previously set. Please refer to "**Important Settings / Basic Settings**" at Chapter 4.

1. Prepare a Setting GAL Cassette and the Setting Password.
2. Remove the Power Door (Main DR B) of the Center Unit, and then turn OFF the Power Switch [Main SW 1].



3. Remove the Front Main Door of the Center Unit.



4. Open the Main Door and the Security Door of the Main Controller Unit. **(Fig A)**
5. Remove the AX-GAL (Game GAL) Cassette currently inserted into the machine **(Fig. B)**, and replace it with the Setting GAL Cassette previously prepared.
6. Perform the **RAM Clear**. **(Refer to 6.1)**
7. When **RAM Clear** is complete, the password input screen will automatically appear. Follow the directions on the screen and input the password with the displayed keyboard.
8. Press the [SETTINGS] button displayed on the screen to change the settings. Please refer to Chapter 4 **"Settings"**.
9. When settings are complete, press [Exit] or [RETURN TO…] on the menu screen.
10. When the message [Touch [YES] to SAVE the Update. to CANCEL the Update, touch [NO].] appears, press [YES]. (If the message does not appear, turn off the machine and move on to Step 12).

11. When the message [Turn OFF and ON the machine to make the Update effective.] appears, turn OFF the Power Switch [MAIN SW 1].

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

12. Remove the Setting GAL Cassette change it with the Game GAL Cassette.
13. Close the Security Door and the Main Door of the Main Controller Unit, and the Front Main Door.
14. Turn ON the Power Switch [MAIN SW 1] of the Center Unit and close the Power Door (Main DR B).

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

The Setting Procedure is finished.

6. 4: Maintenance Schedule

6. 4. 1: Daily Servicing

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.

6. 4. 2: Quarterly Servicing

Check the Condition of the AC Cord

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

DANGER!

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

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

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

Check the Conditions of the Doors

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

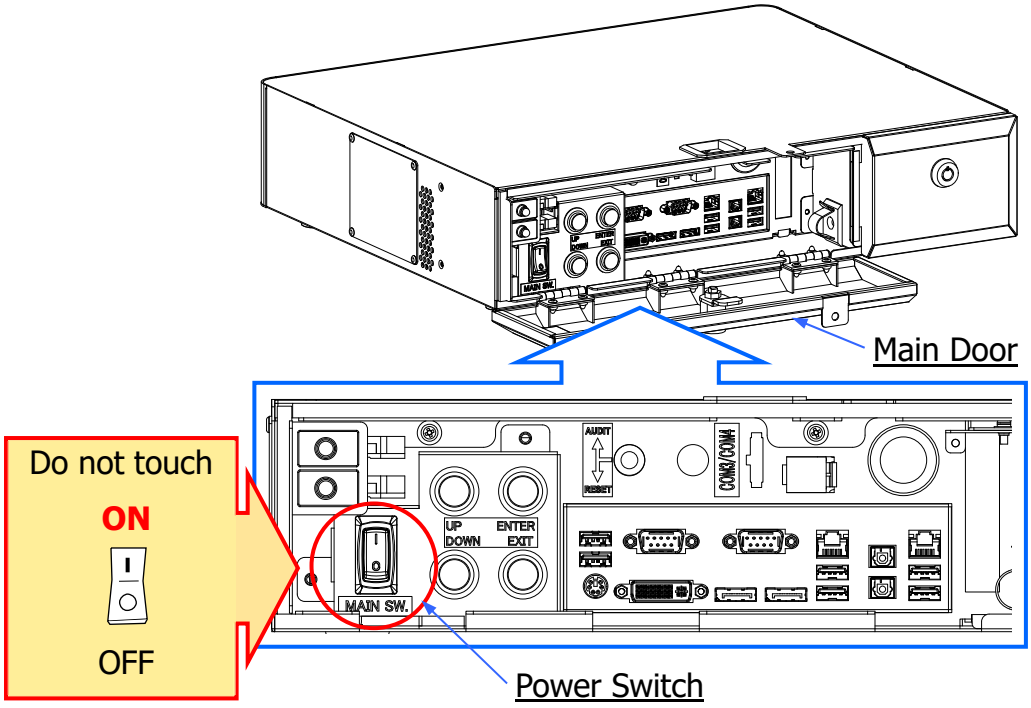
6. 5: Disassembly

DANGER!

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

CAUTION!

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



NOTE:

For this machine it is possible to choose the following optional layouts:

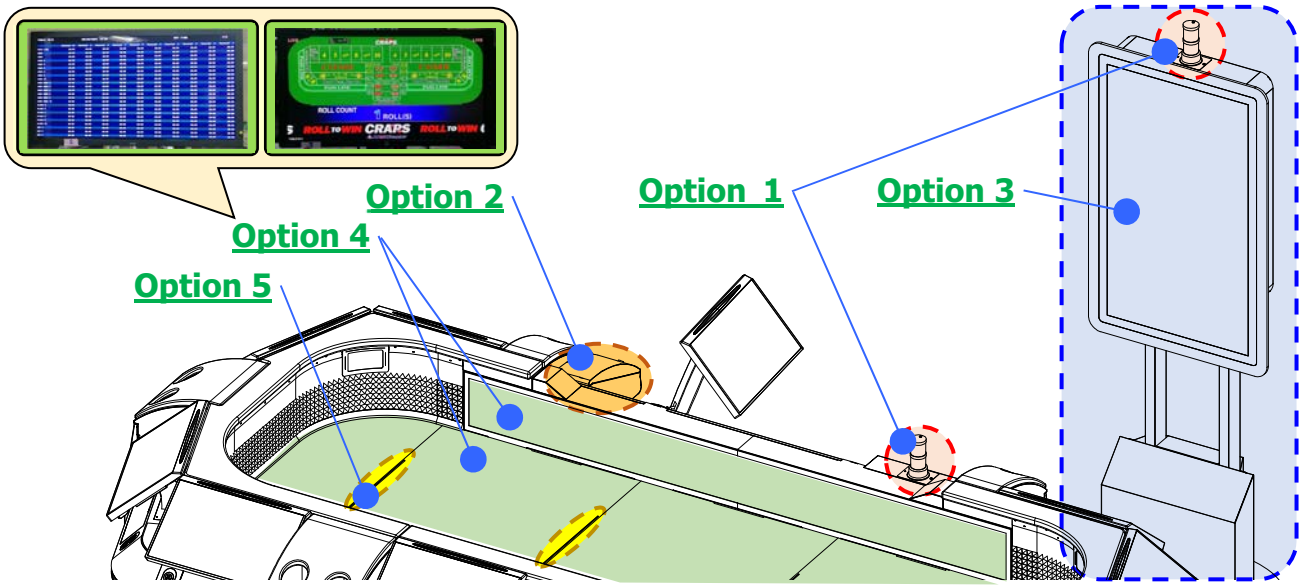
Option-1 : It is possible to choose the position of the Tower Light, either on the top of the Wall LED Unit, or on the History Display Unit (Optional) if selected as **Option-3**.

Option-2 : It is possible to expand the Tipping System Unit (Option). (※ For more details refer to [TIPPING SYSTEM OPERATION MANUAL for ARUZE Service])

Option-3 : It is possible to display a record of the last game results, by installing in addition the History Display Unit (optional).

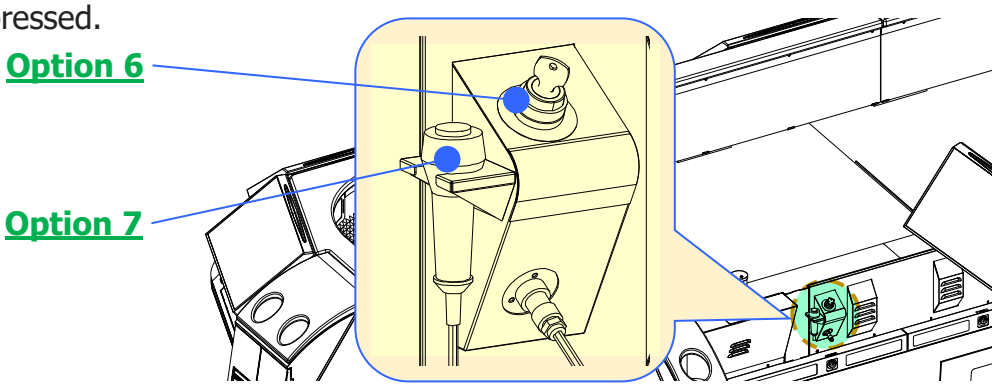
Option-4 : It is possible to output a review of the [Betting Status] to an external Monitor for Surveillance use, and a streaming of the [GAME Field and WALL Display] to another external Monitor for Audience Live viewing.

Option-5 : As Field Options, it is possible to choose either Field Bumps or Field Fabric.



Option-6 : It is possible to install the Operation Stop Key Unit (Option) as Dealer Support function. It is possible to operate on the Dealer Terminal only when the Key is turned toward [ON].

Option-7 : It is possible to install the Terminal Operation Button (Option) as Dealer Support function. It is possible to input the [DICE RESULT] only when the Button is pressed.



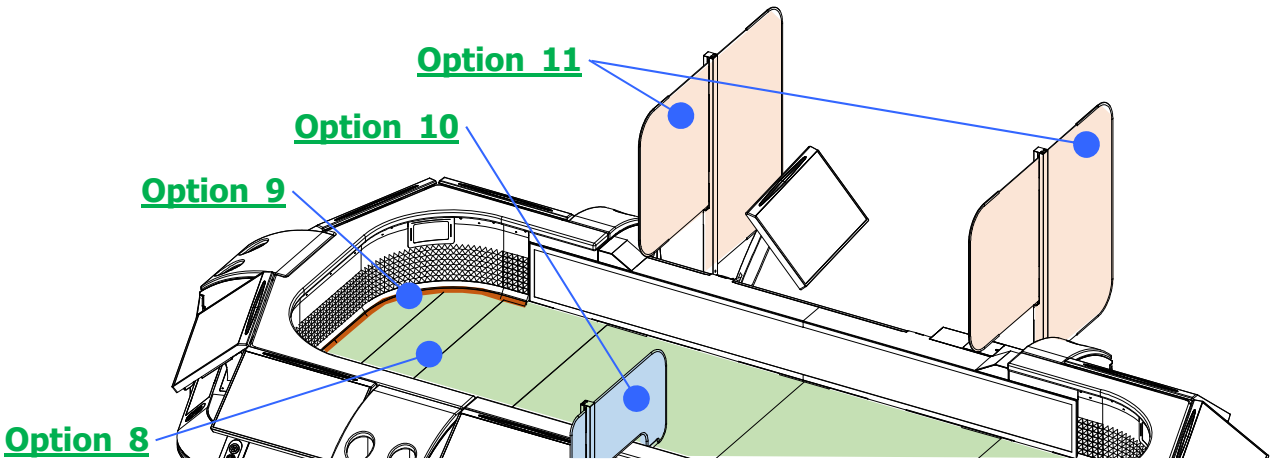
NOTE:

Option-8 : As Field Options, it is possible to choose a Field Glass with steps, instead of the Field Bump or Field Fabric of **Option-5**.

Option-9 : By adding the Dice Tilt Rubber, it is possible to reduce the number of slanted Dice.

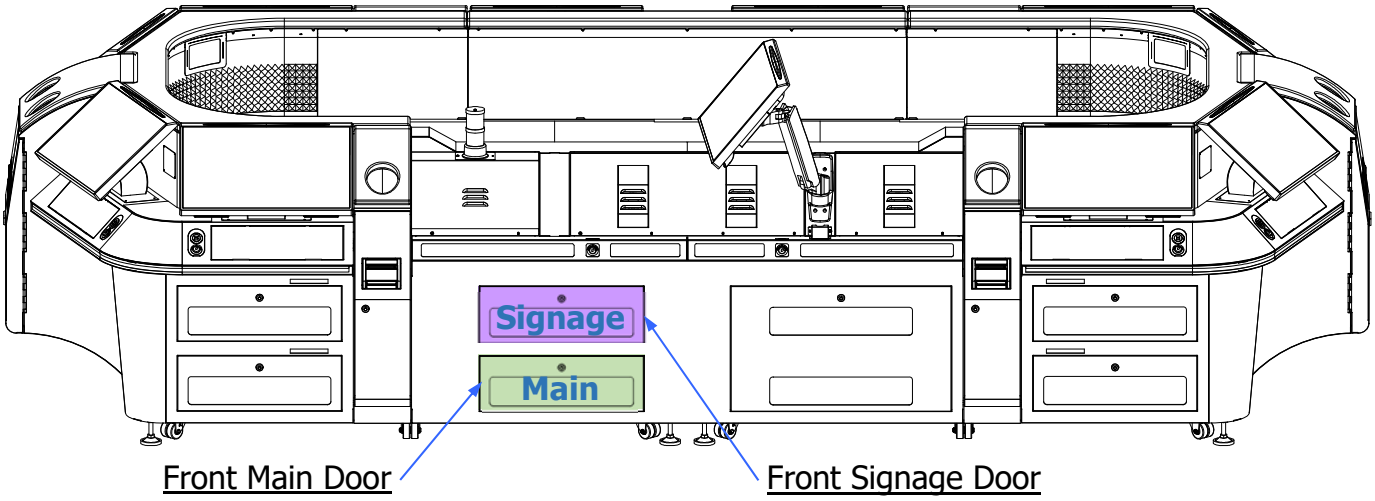
Option-10:It is possible to partition the aeras of adjacent players by setting up the Player Partition Unit.

Option-11:It is possible to partition the aera of the Dealer by setting up the Player Partition Unit.



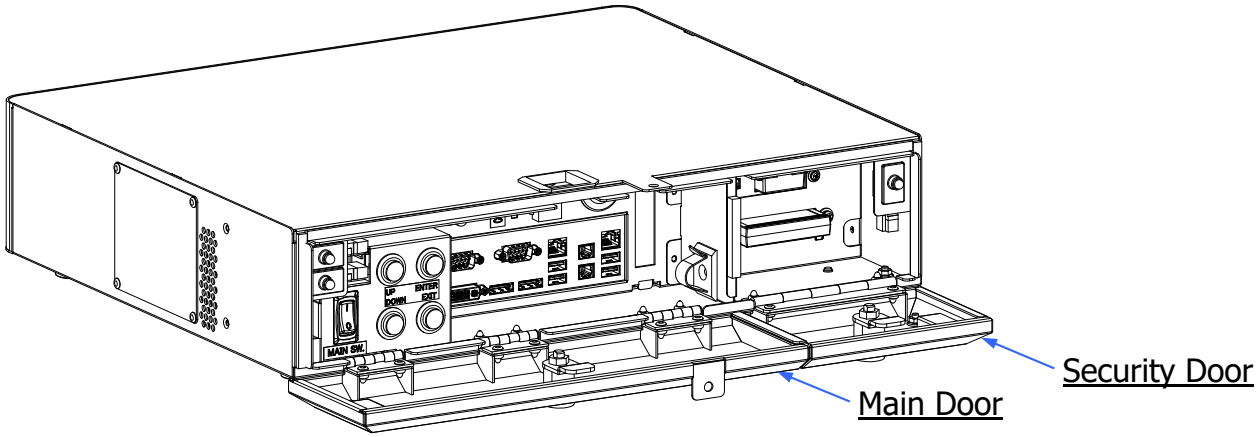
6. 5. 1: Side Slide Door(Top Cover) of Controller Unit

1. Remove the Front Main Door (or the Front Signage Door) of the Center Unit.

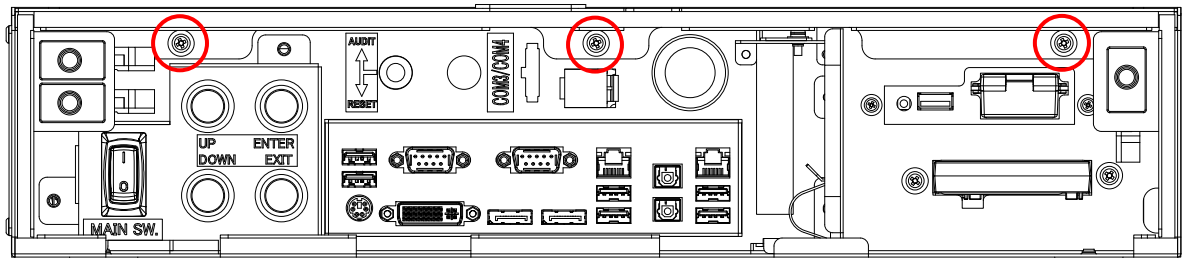


2. Open the Main Door and the Security Door of the Main Controller Unit (or of the Signage Controller Unit), then disconnect all the harnesses and the AC cable and pull out the Controller Unit.

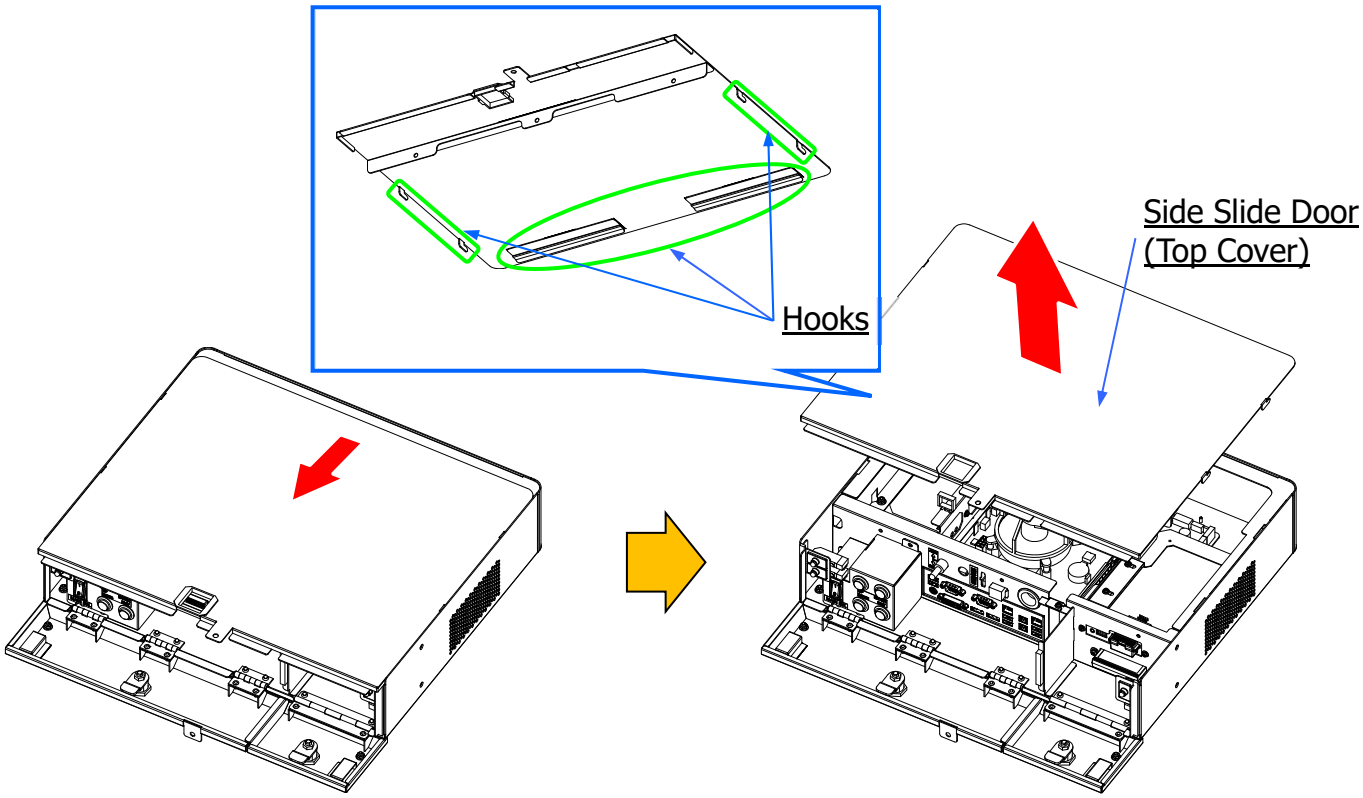
> **NOTE:**
> Refer **"Cable Connections"** on Chapter 2 for the reconnection procedures of the connectors.



3. Remove the 3 fasteners on the front side of Controller Unit.

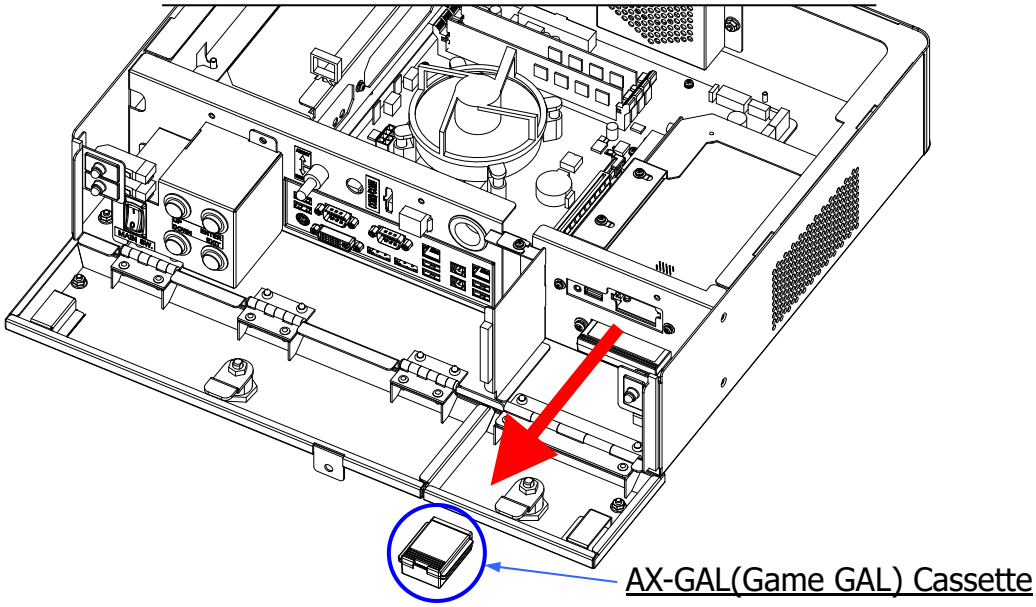


4. Slide toward the front side the Side Slide Door(Top Cover). Free the hooks and detach the Side Slide Door(Top Cover).

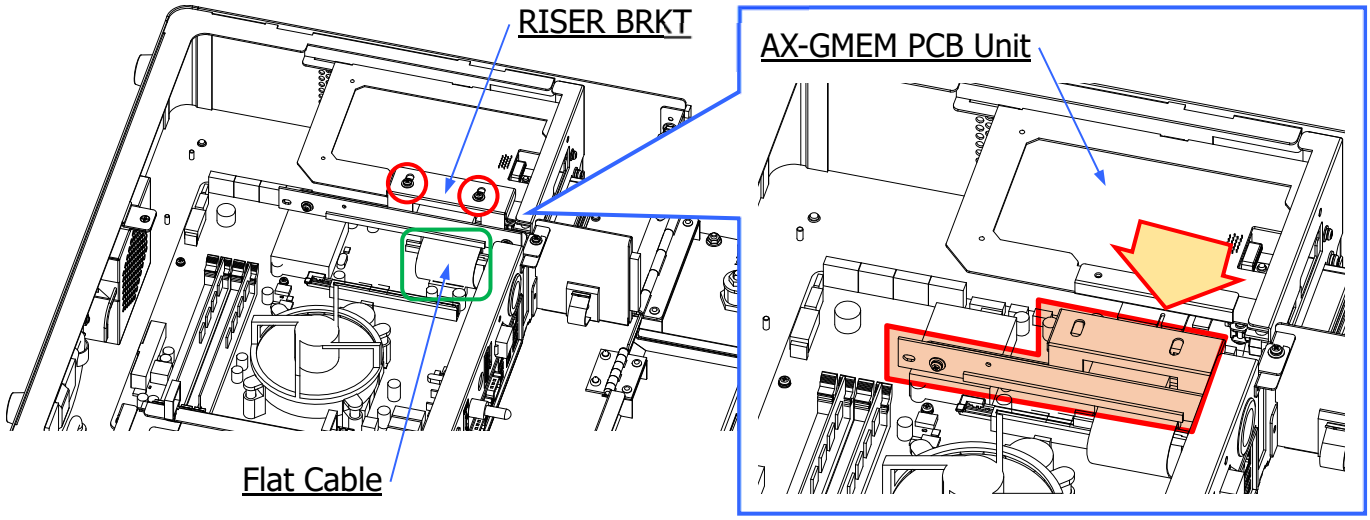


6. 5. 2: AX-GMEM PCB Unit of Controller Unit

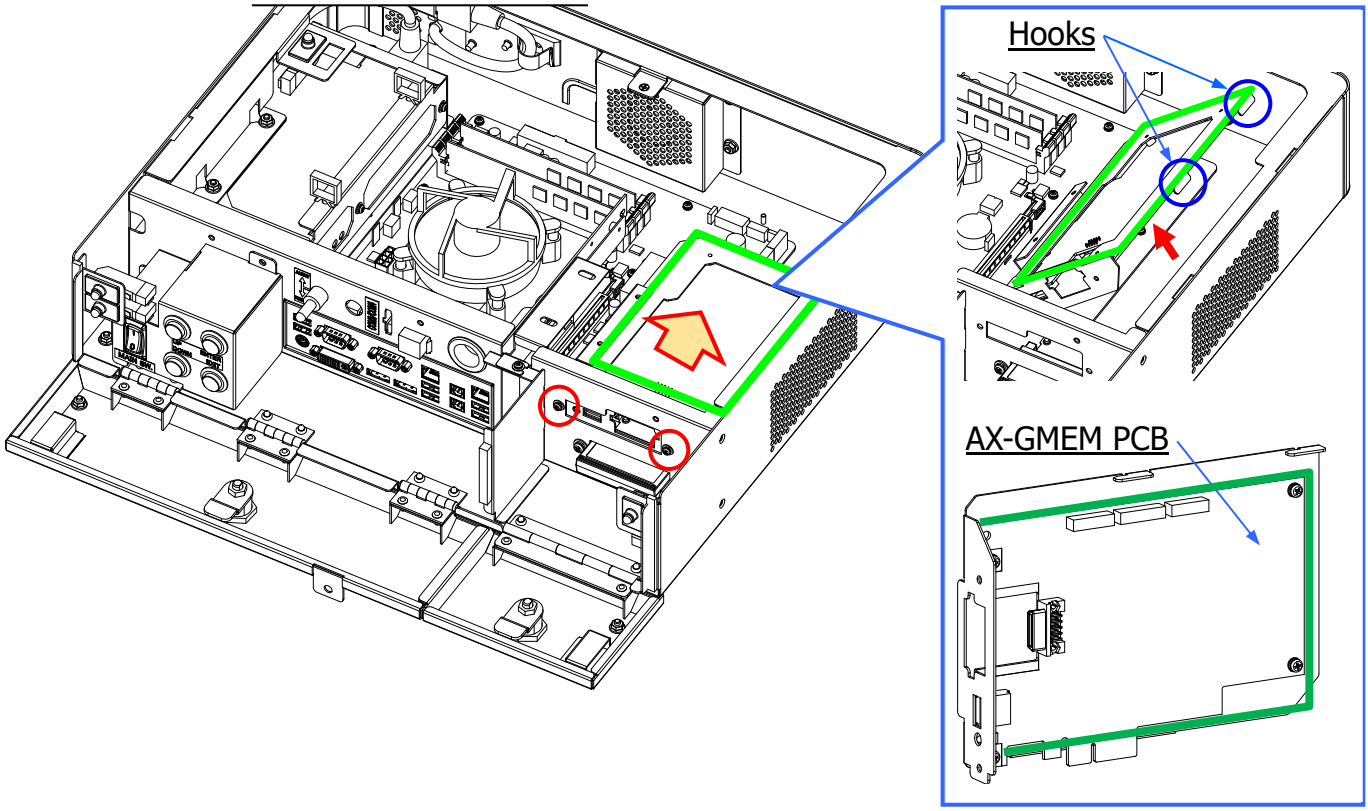
1. Remove the Side Slide Door(Top Cover). **(Refer to 6.5.1)**
2. Remove the AX-GAL(Game GAL) Cassette currently inserted into the machine. (There is no GAL Cassette in the Signage)



3. Remove the 2 RISER BRKT fasteners. Disconnect the Flat Cable connected to the RISER BRKT and, while holding the AX-GMEM PCB Unit with one hand, remove the RISER BRKT.

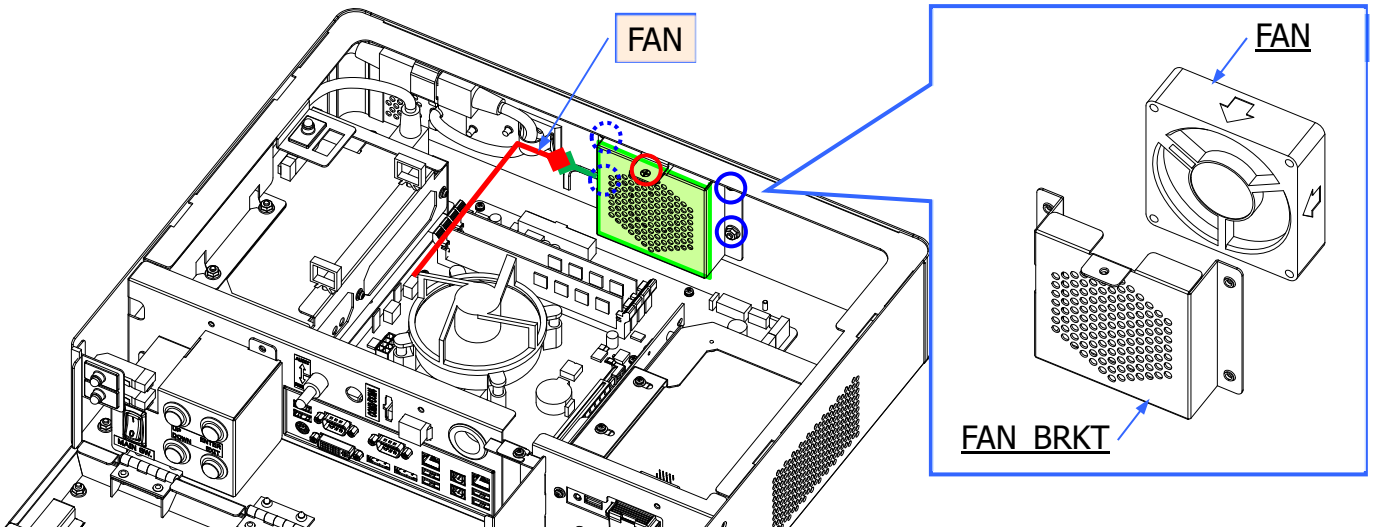


4. Remove the 2 fasteners on the front side of the Controller Unit. Slide toward the back side the AX-GMEM PCB Unit to free the hook on the right side. It is possible to remove the AX-GMEM PCB Unit by extracting the harness connected to the connector on the back side.



6. 5. 3: Security Box Fan of Controller Unit

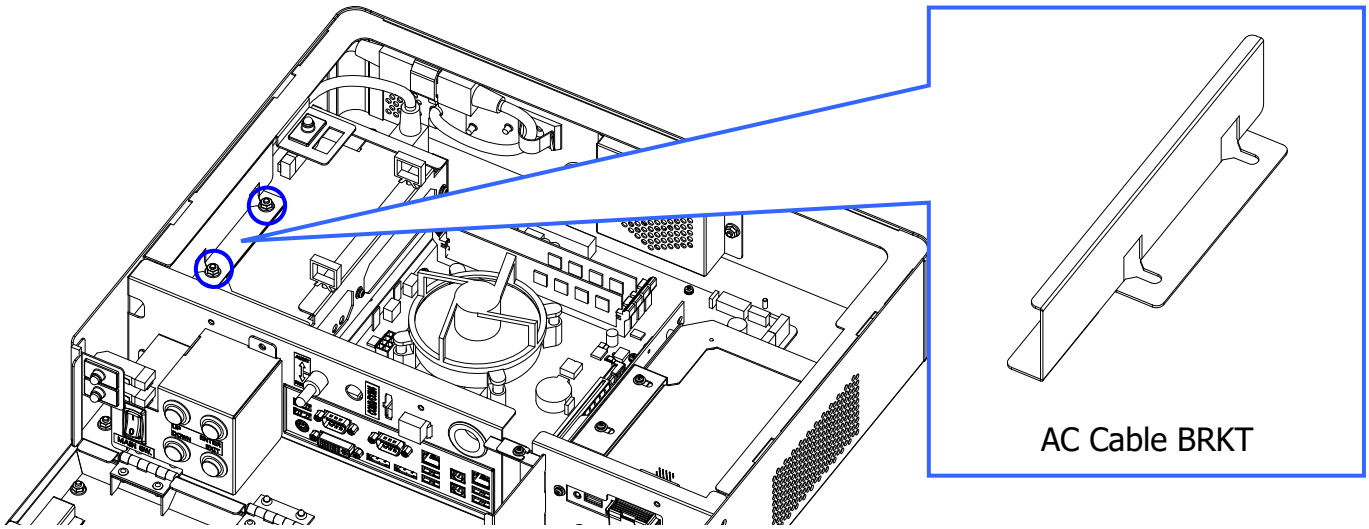
1. Remove the Side Slide Door(Top Cover). **(Refer to 6.5.1)**
2. Extract the FAN Connector and remove the fastener and the 4 nuts on the inner side of the Controller Unit. Remove the FAN BRKT and the FAN.



6. 5. 4: Power Supply Unit of Controller Unit

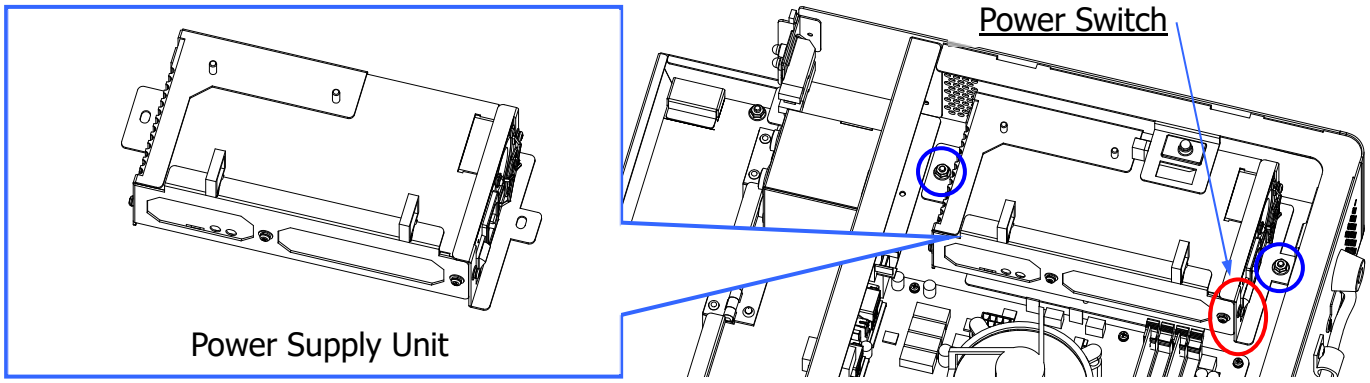
DANGER!
Disconnect the AC cable from the Plug-in Unit Inlet before operation.

1. Remove the Side Slide Door(Top Cover). **(Refer to 6.5.1)**
2. Remove the 2 Nuts to detach the AC Cable BRKT.



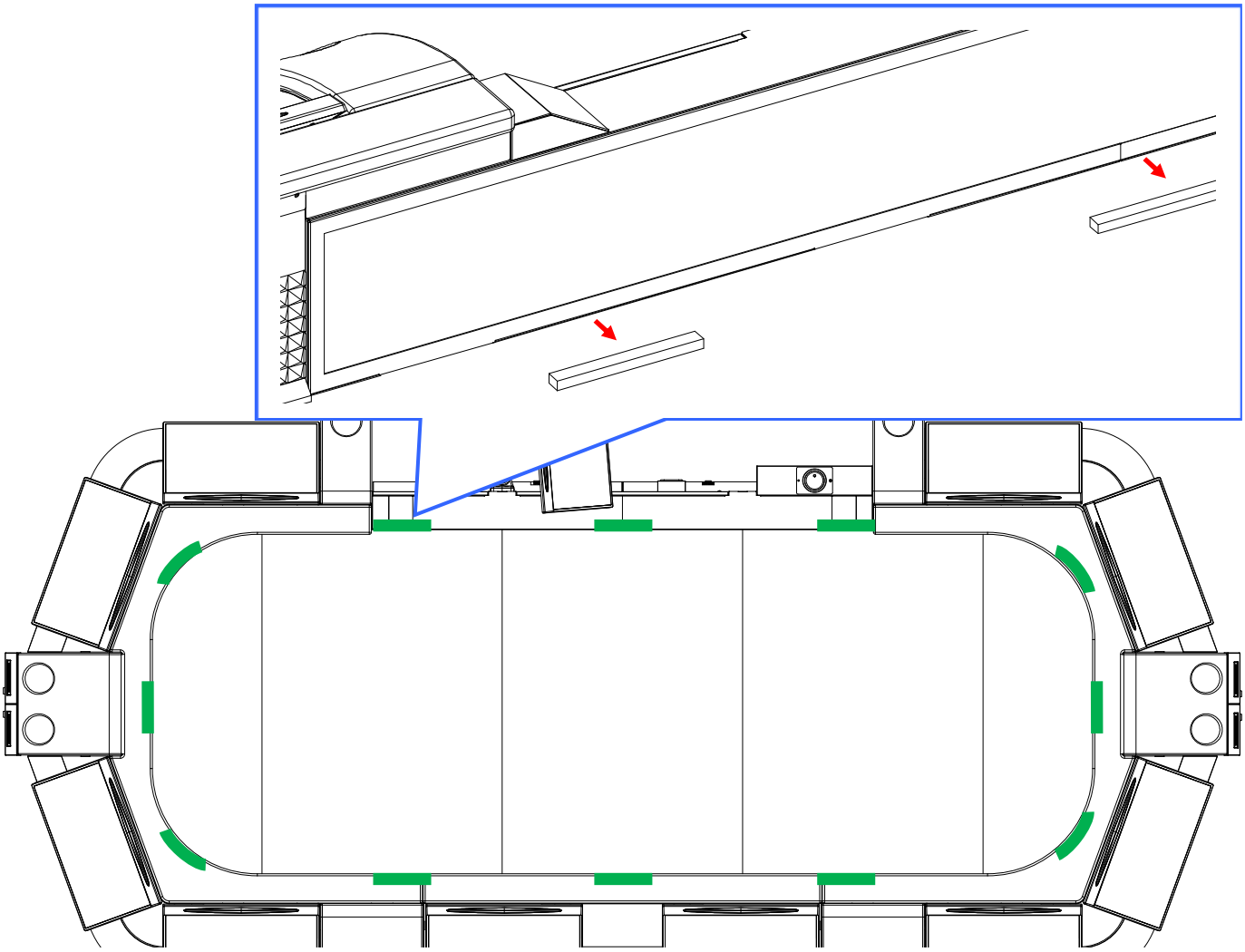
3. Remove 2 Nuts and extract the Cable Connector and the AC Cable on the front and back side, to detach the Power Supply Unit.

NOTE:
Pay attention not to turn off the Switch of the Power Supply Unit when assembling or disassembling.

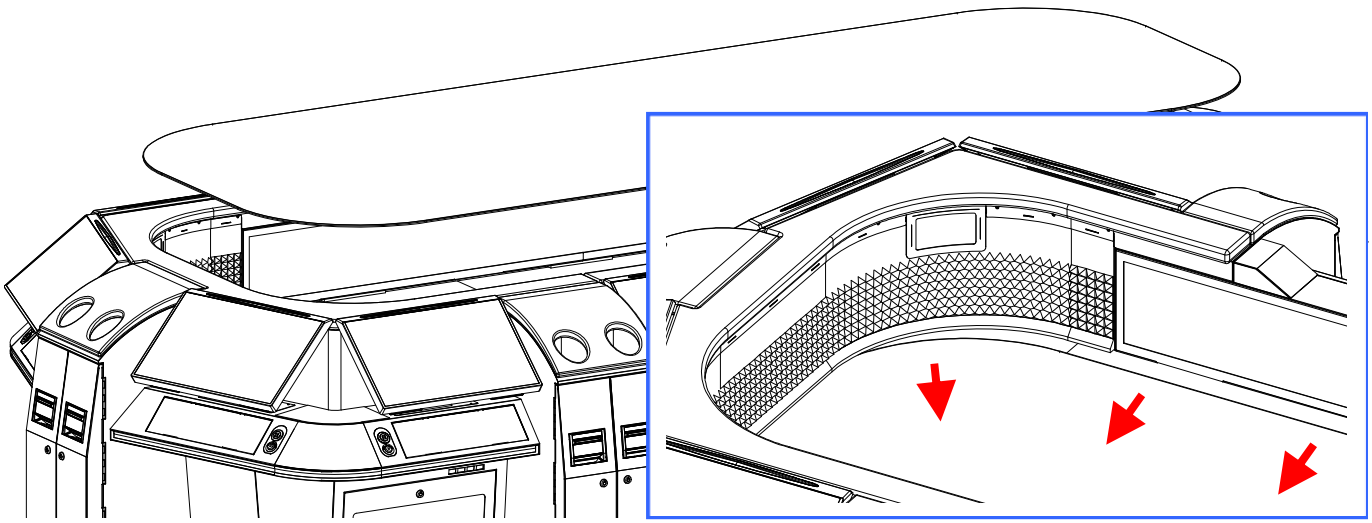


6. 5. 5: Field Fabric (Option-5: Only when using the Field Fabric)

1. While paying attention not to tear the Field Fabric, remove the Fabric Stoppers from the 12 places between the Wall and the Field indicated below.

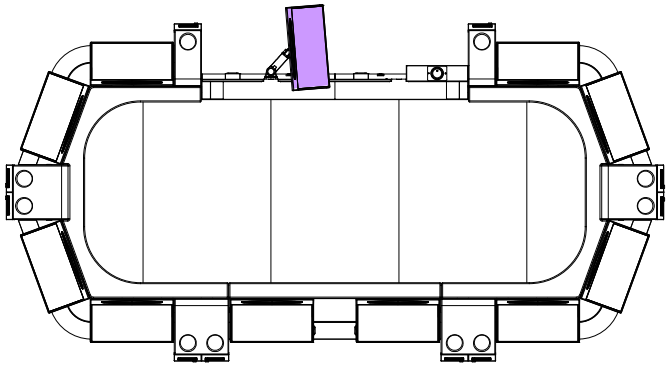


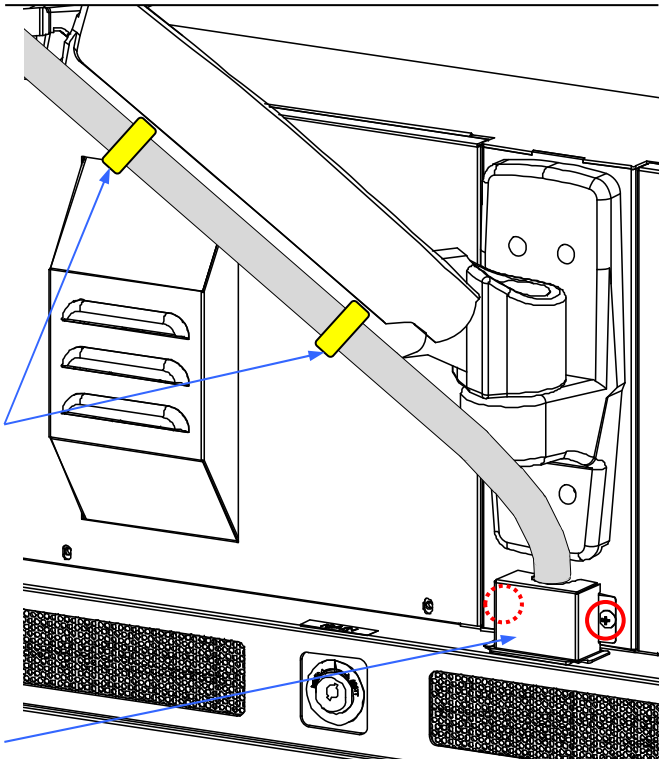
2. Remove the Field Fabric from the gap between the Wall and the Field, while paying attention not to tear it.



6. 5. 6: Dealer Terminal Unit

1. Cut the Nylon Cable Tie on the back side of the Monitor Mount Arm, then remove the 2 screws and detach the Cable Cover (DL Harness BRKT).

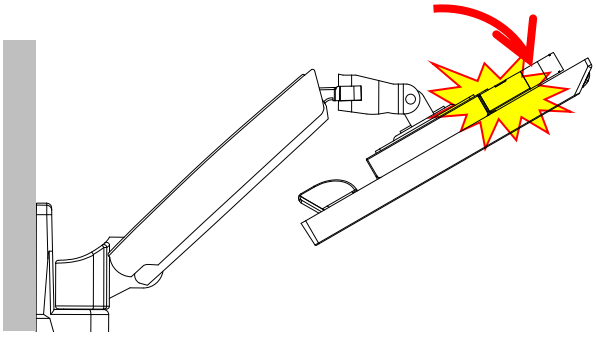


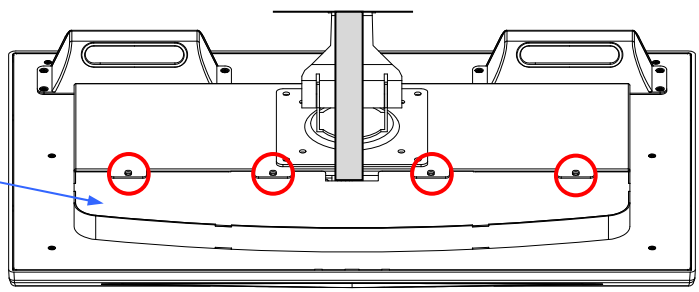


2. Remove 4 screws to remove the Monitor Connector Cover (DL LCD Cover) of the Dealer Terminal.

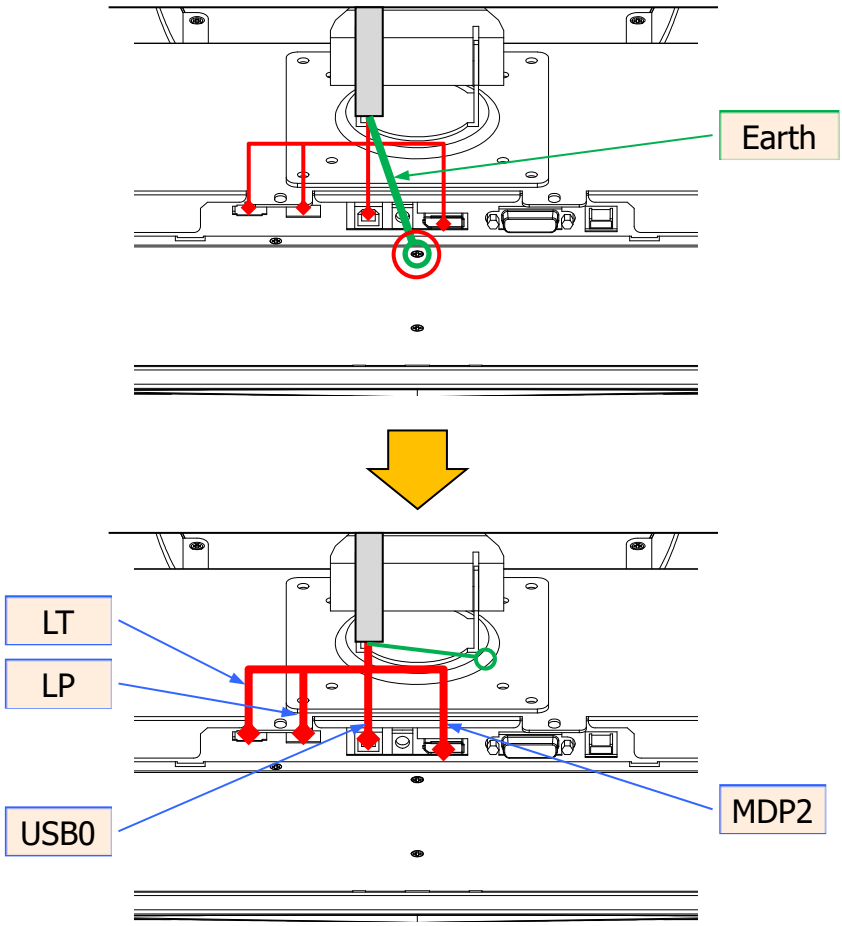
CAUTION!

The Connector connected to the Monitor can get damaged if the Dealer Terminal Monitor is bent too much forward. Please pay attention during the procedures.





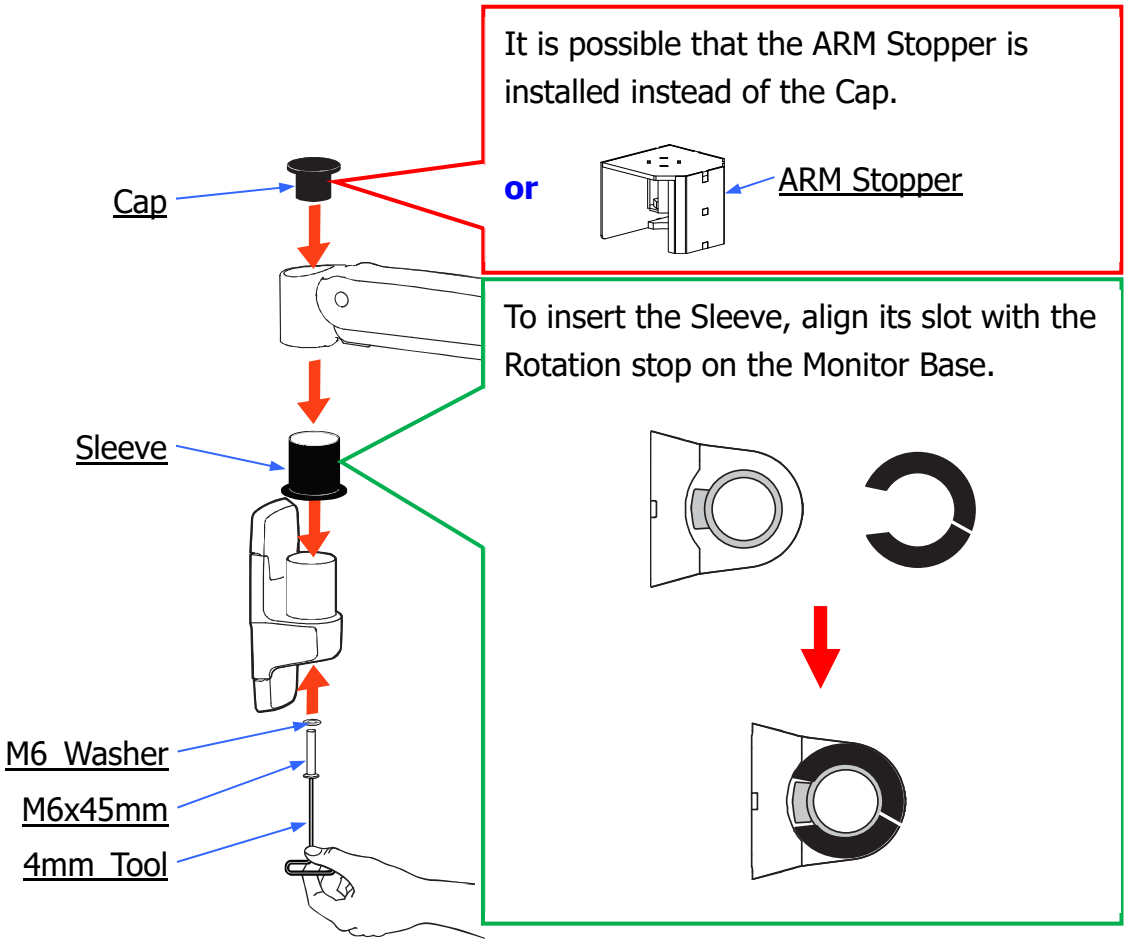
3. Remove the screw indicated below to detach the Earth Cable, then unplug the LT, LP, MDP2 and USB0 Connectors that are connected to the Monitor.



4. Refer to the illustration below to remove the screw of the Monitor Mount Base.

NOTE:

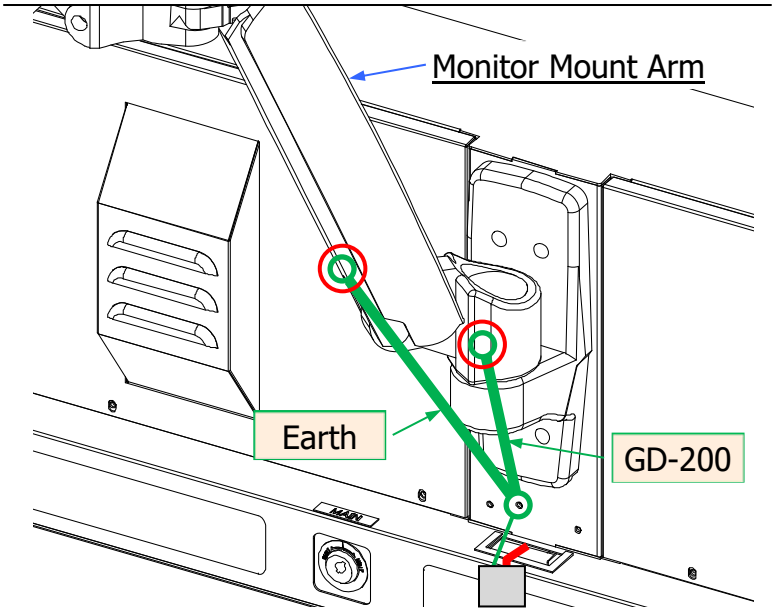
The image below illustrates the structure of the Monitor Mount Base.



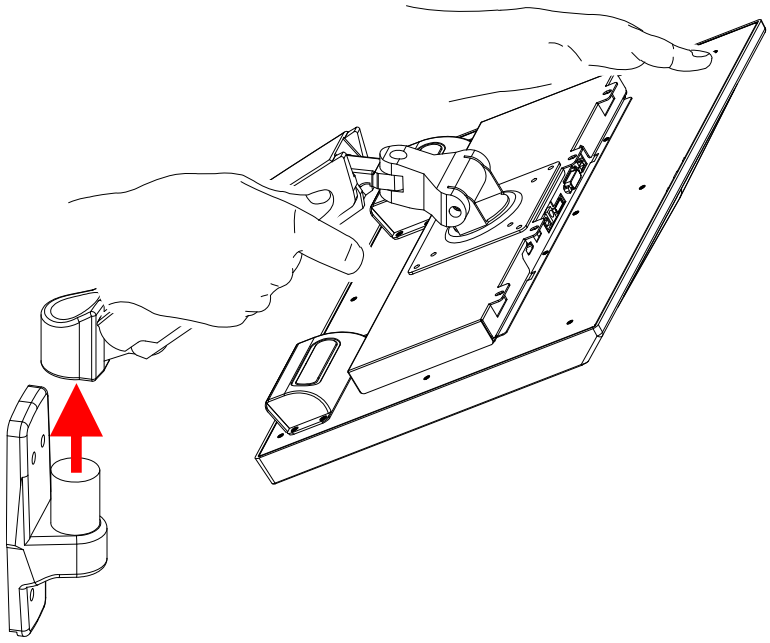
5. Remove the screw and detach the 2 Earth Cables that are affixed to the back of the Monitor Mount Arm.

CAUTION!

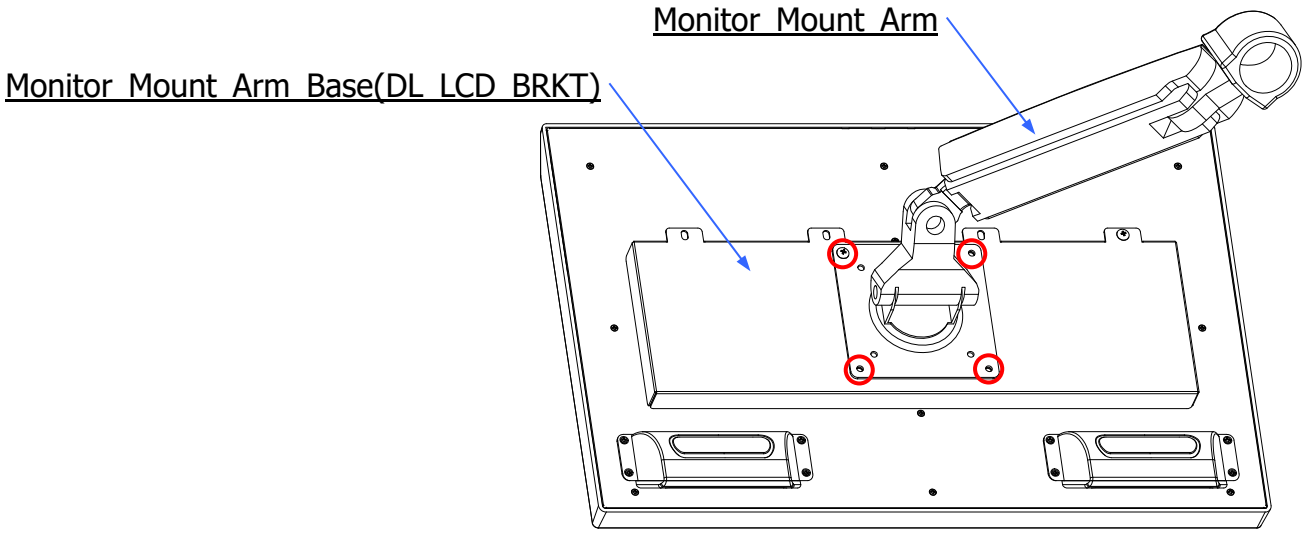
Do not forget to install the Earth Cable when re-assembling the machine.



6. Grab the Monitor Mount Arm and pull it upward to detach the Dealer Terminal Unit.



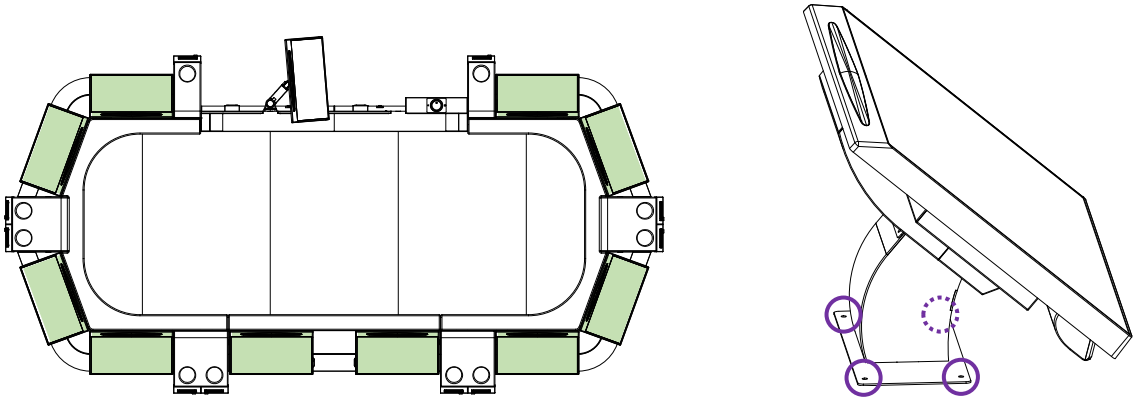
7. Remove the 4 screws to separate the Monitor Mount Arm, and the Monitor Mount Arm Base (DL LCD BRKT).



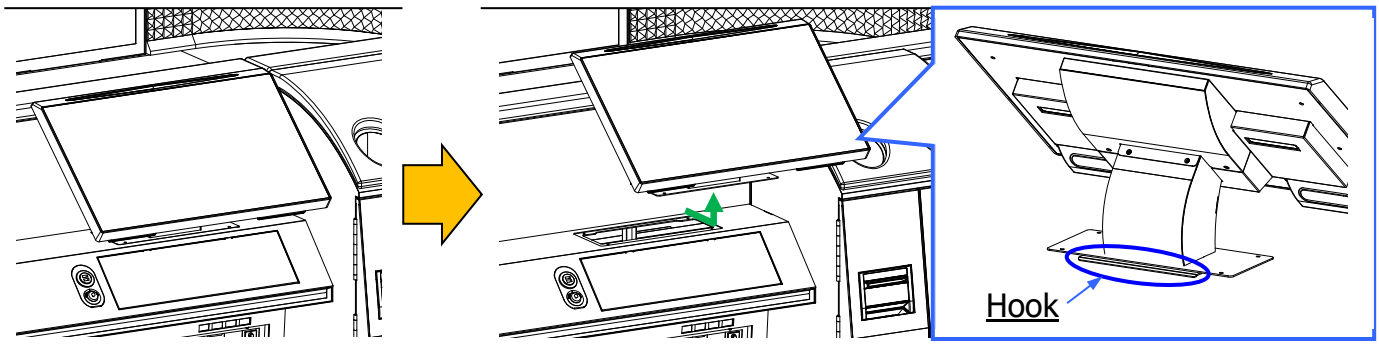
6. 5. 7: Player Terminal Unit, PTS BRKT

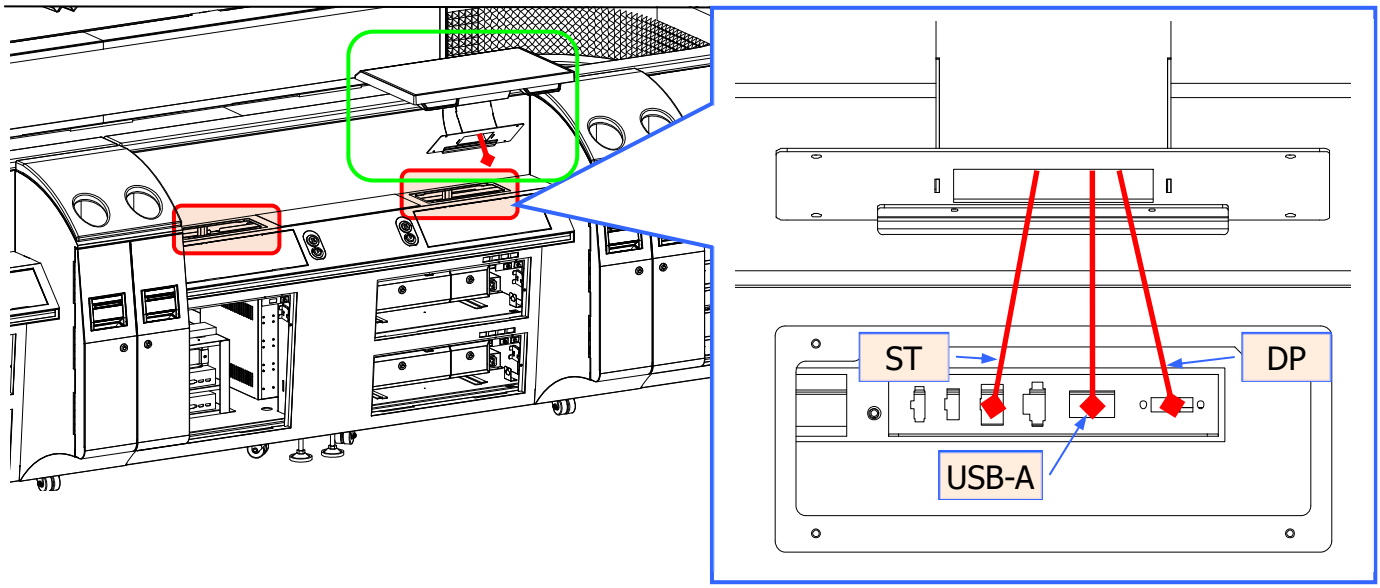
NOTE:
A specific Torx screwdriver (T15) is necessary to remove the Player Terminal Unit.

1. Remove the 4 screws of the targeted Player Terminal Unit of the Center Unit by using the specific screwdriver.

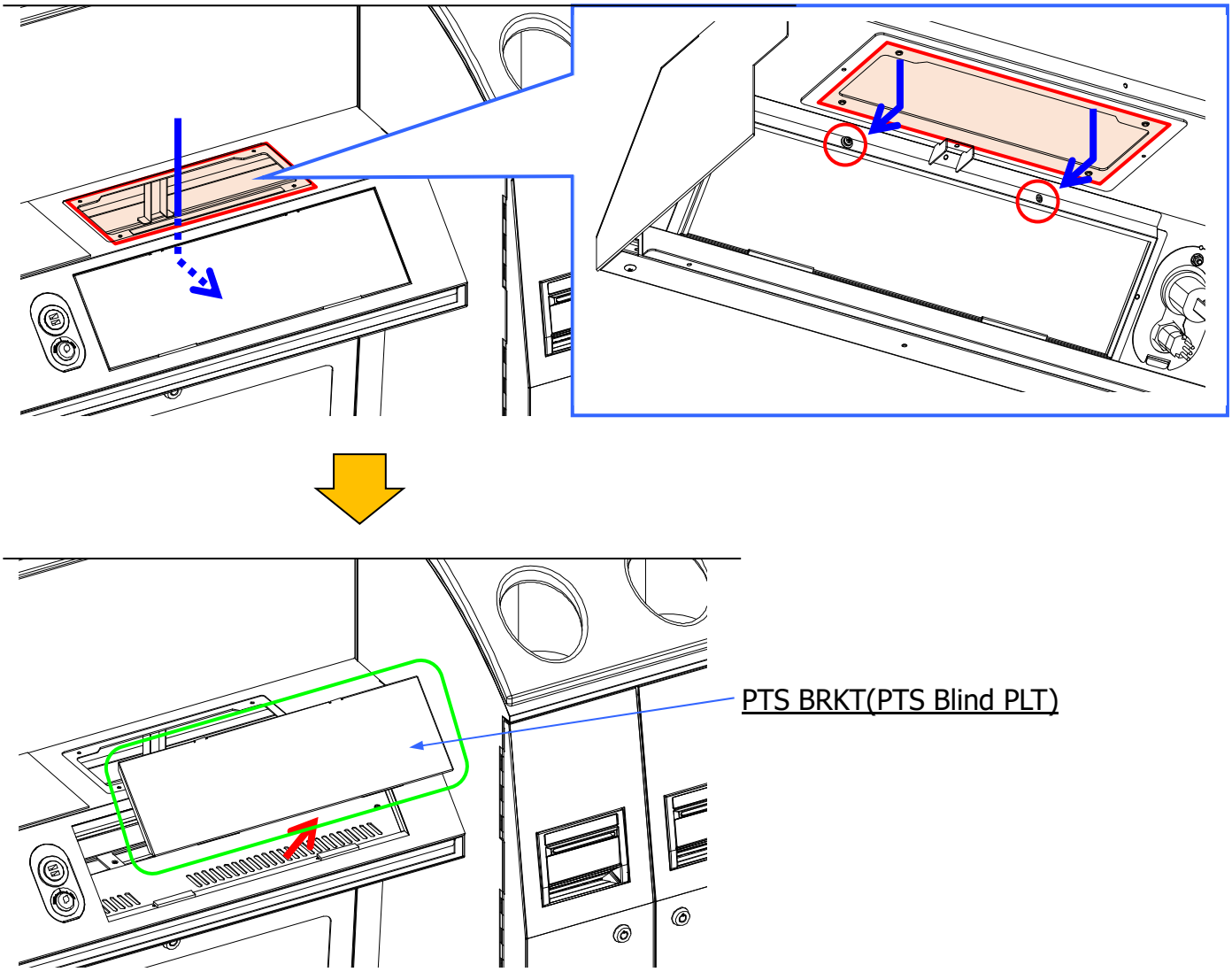


2. Free the Hook indicated below and rise the Player Terminal Unit. Then disconnect the ST, DP and USB-A Connectors that are connected inside to detach the Player Terminal Unit.

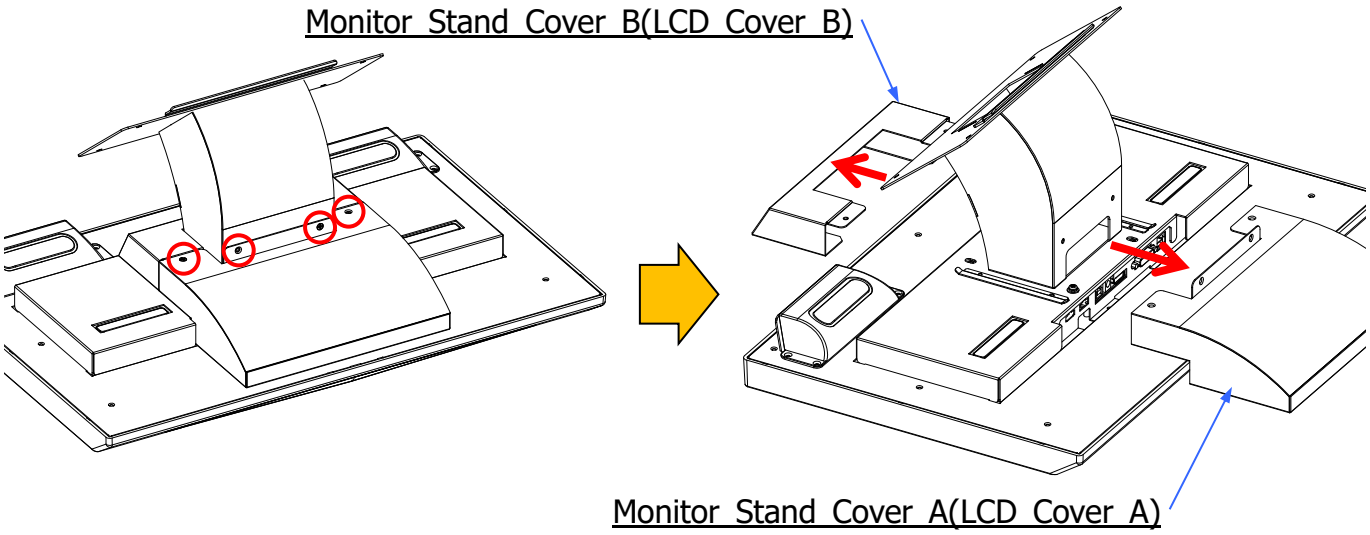




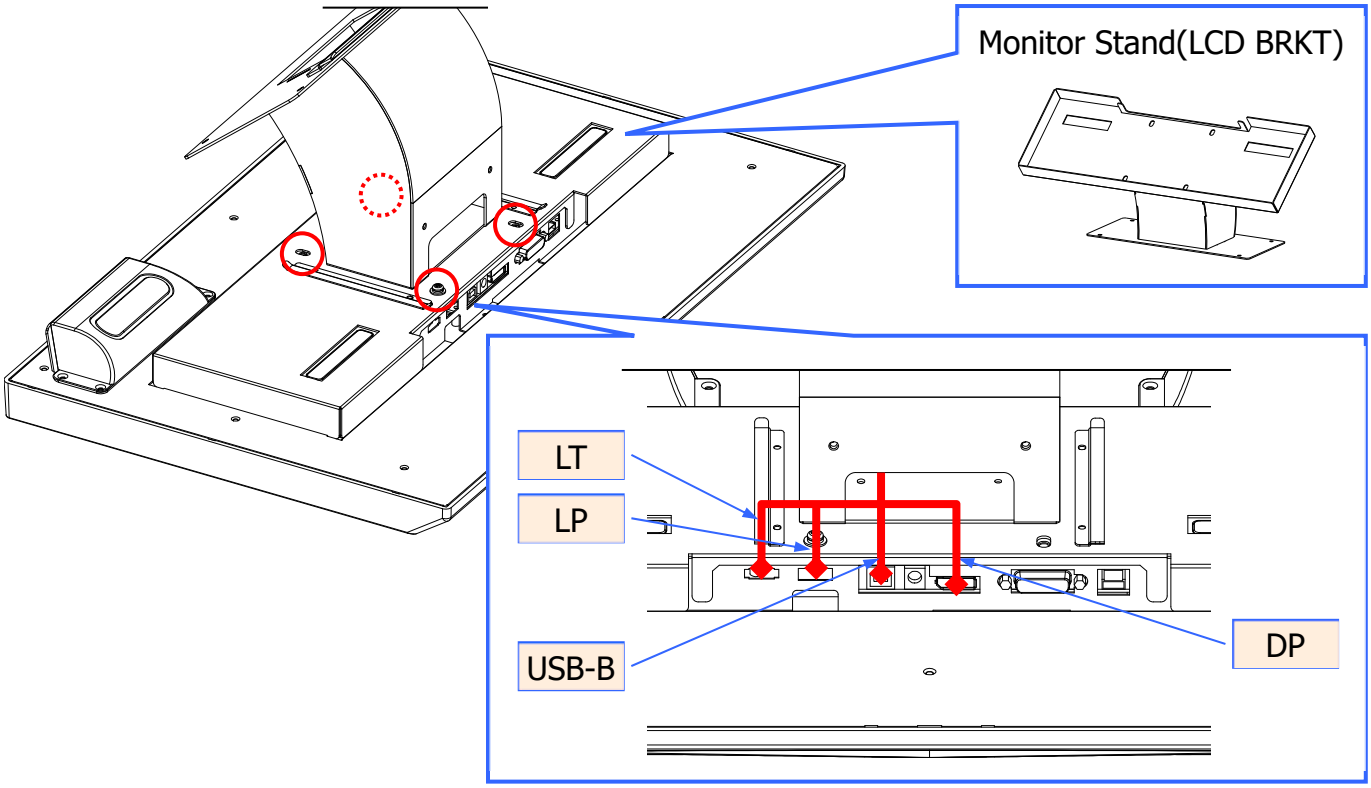
3. To remove the PTS BRKT(PTS Blind PLT), locate the 2 screws affixed to the inner side of the PTS BRKT(PTS Blind PLT), from the opening left after the Player Terminal unit is removed. Remove these screws to detach the BRKT(PTS Blind PLT).



4. Remove the 4 screws to detach the Monitor Stand Cover A (LCD Cover A) and the Monitor Stand Cover B (LCD Cover B).



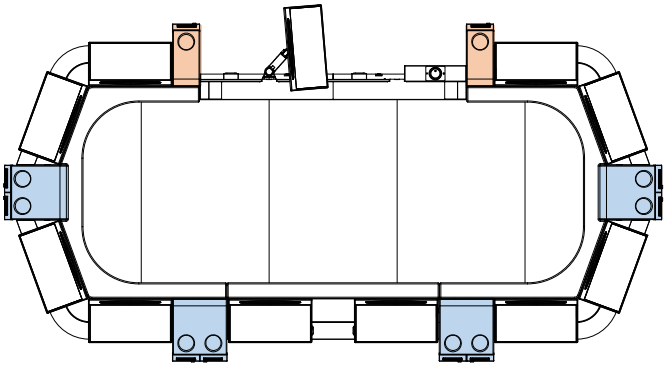
5. Remove the LT, LP, DP and USB-B Connector, then remove also the 4 screws to detach the Monitor Stand (LCD BRKT).



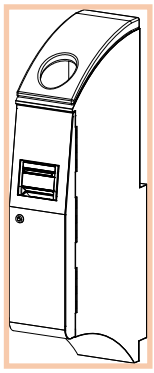
6. 5. 8: Ticket Printer and Validator Unit – Single type

NOTE:

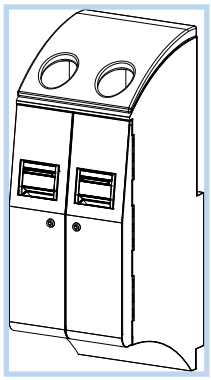
There are two categories of Ticket Printer and Validator Unit: the Single type, for 1 Player Terminal, and the Double Type, for 2 Player Terminals.



Ticket Printer and Validator Unit



Single type



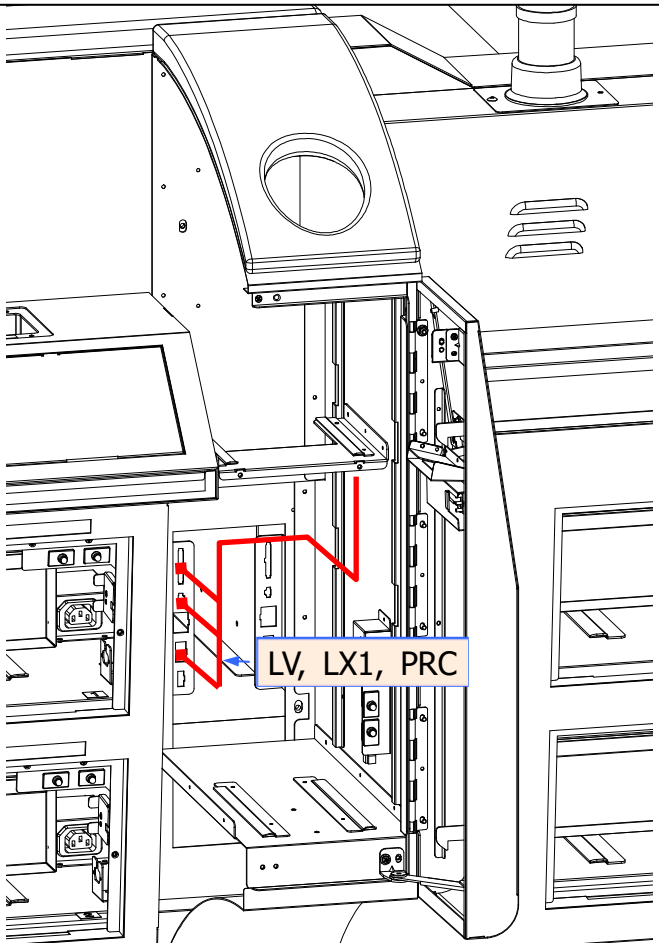
Double Type

NOTE:

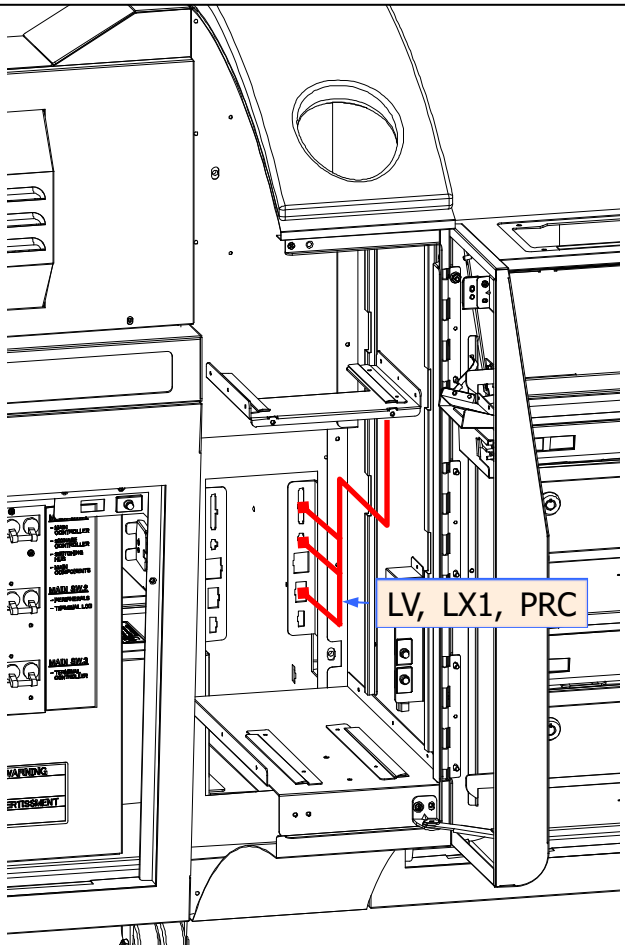
If **Option-2** Tipping System Unit **(Refer to 6.5)** was chosen, detach first the Tipping System Unit. **(Refer to 6.5.17)**

1. Detach the Ticket Printer and Validator Unit (BV Case A and C) that is adjacent to the Player Terminal Unit. **(Refer to 6.5.7)**
2. Refer to **"Validator"** and **"Ticket Printer"** on chapter 7 to remove the Validator Unit and the Ticket Printer Unit from the Ticket Printer and Validator Unit (BV Case A and C).

3. Unplug the LV, LX1 and PRC Connectors that are connected inside the Ticket Printer and Validator Unit (BV Case A and C), and arrange them so that they will not interfere with the next operations.

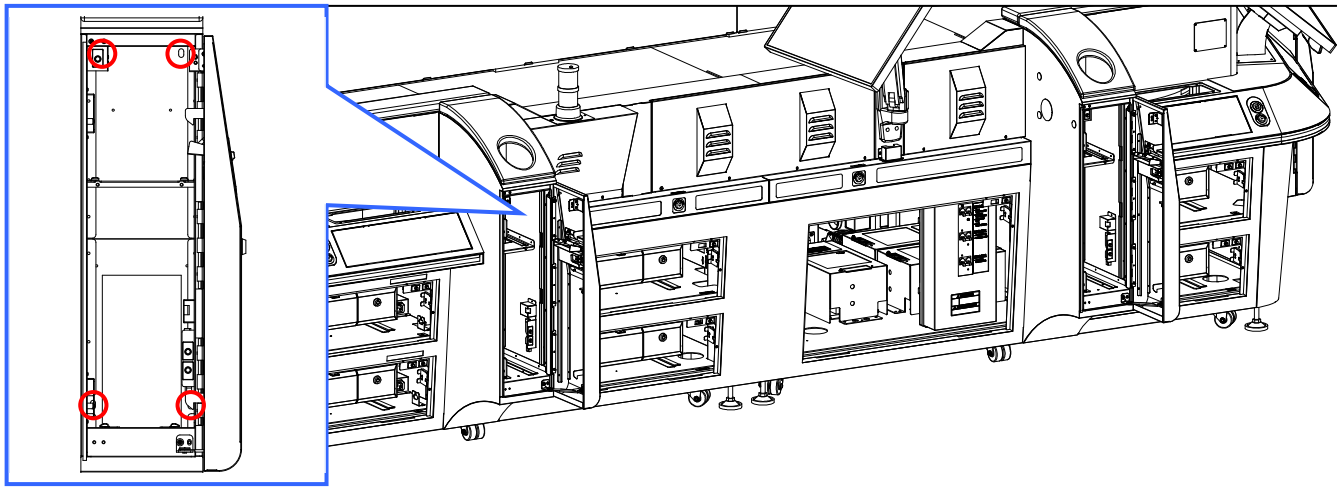


Left side



Right side

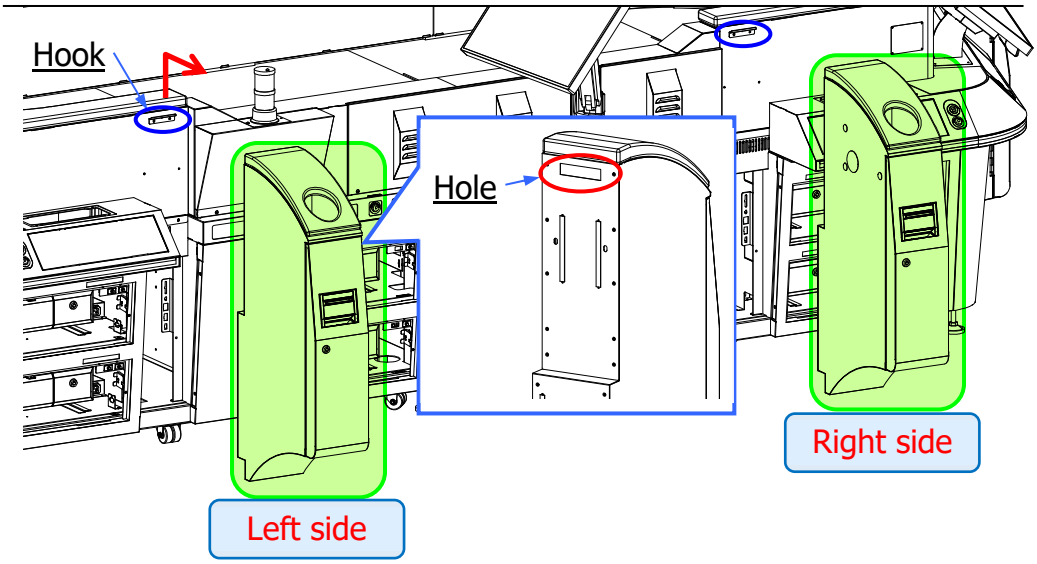
4. Remove the 4 bolts inside the Ticket Printer and Validator Unit (BV Case A and C).



5. While paying attention not to pinch any Connector and Cable, remove the Ticket Printer and Validator Unit (BV Case A and C), by rising it to free the Hook on its back side.

⚠ CAUTION!

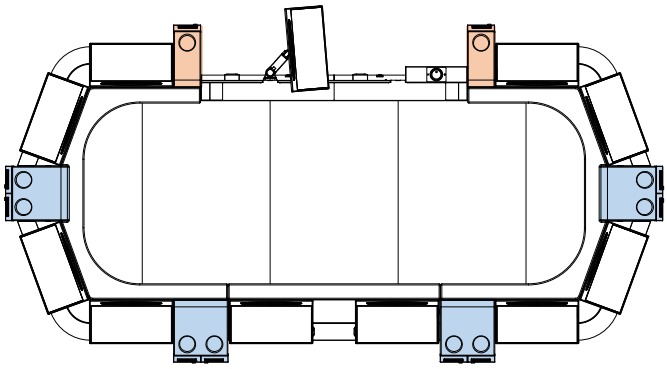
The Ticket Printer and Validator Unit is difficult to hold. Please be careful during the procedure.



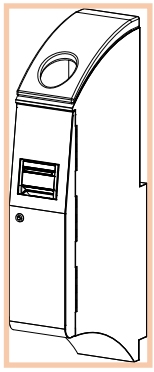
6. 5. 9: Ticket Printer and Validator Unit – Double type

NOTE:

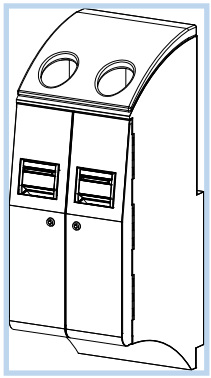
There are two categories of Ticket Printer and Validator Unit: the Single type, for 1 Player Terminal, and the Double Type, for 2 Player Terminals.



Ticket Printer and Validator Unit

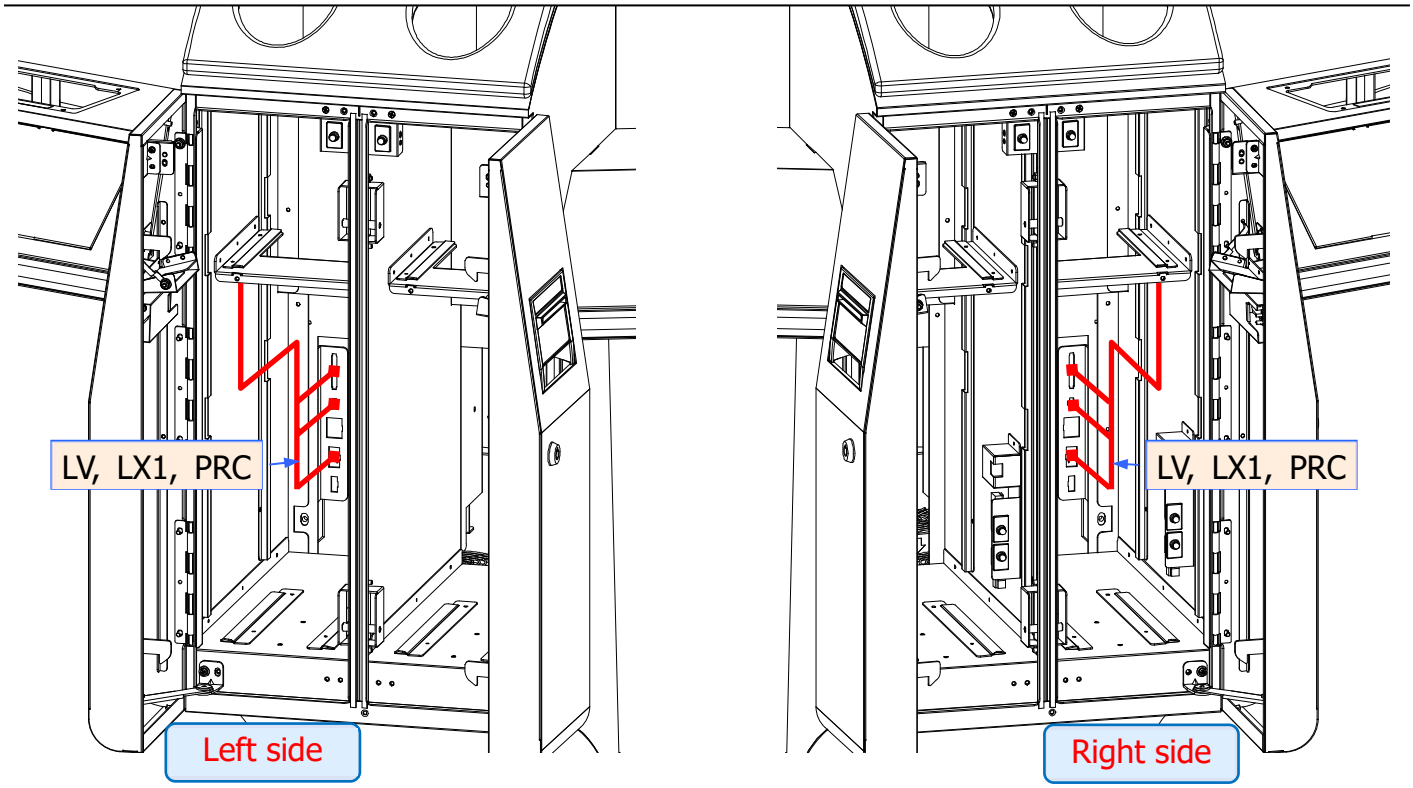


Single type

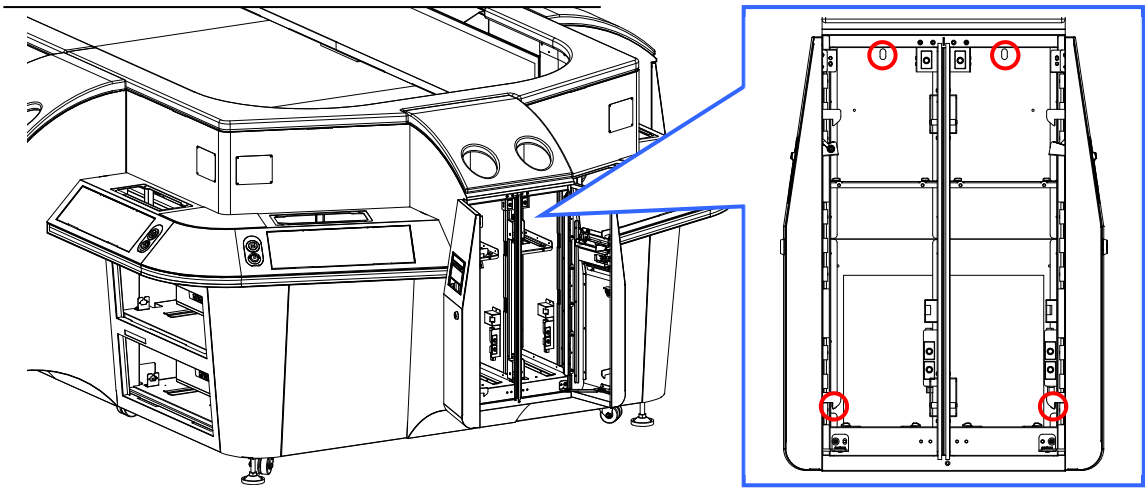


Double Type

1. Detach the Ticket Printer and Validator Unit (BV Case B) that is adjacent to the Player Terminal Unit. **(Refer to 6.5.7)**
2. Refer to **"Validator"** and **"Ticket Printer"** on chapter 7 to remove the Validator Unit and the Ticket Printer Unit from the Ticket Printer and Validator Unit (BV Case B).
3. Unplug the LV, LX1 and PRC Connectors that are connected inside the Ticket Printer and Validator Unit (BV Case B), and arrange them so that they will not interfere with the next operations.



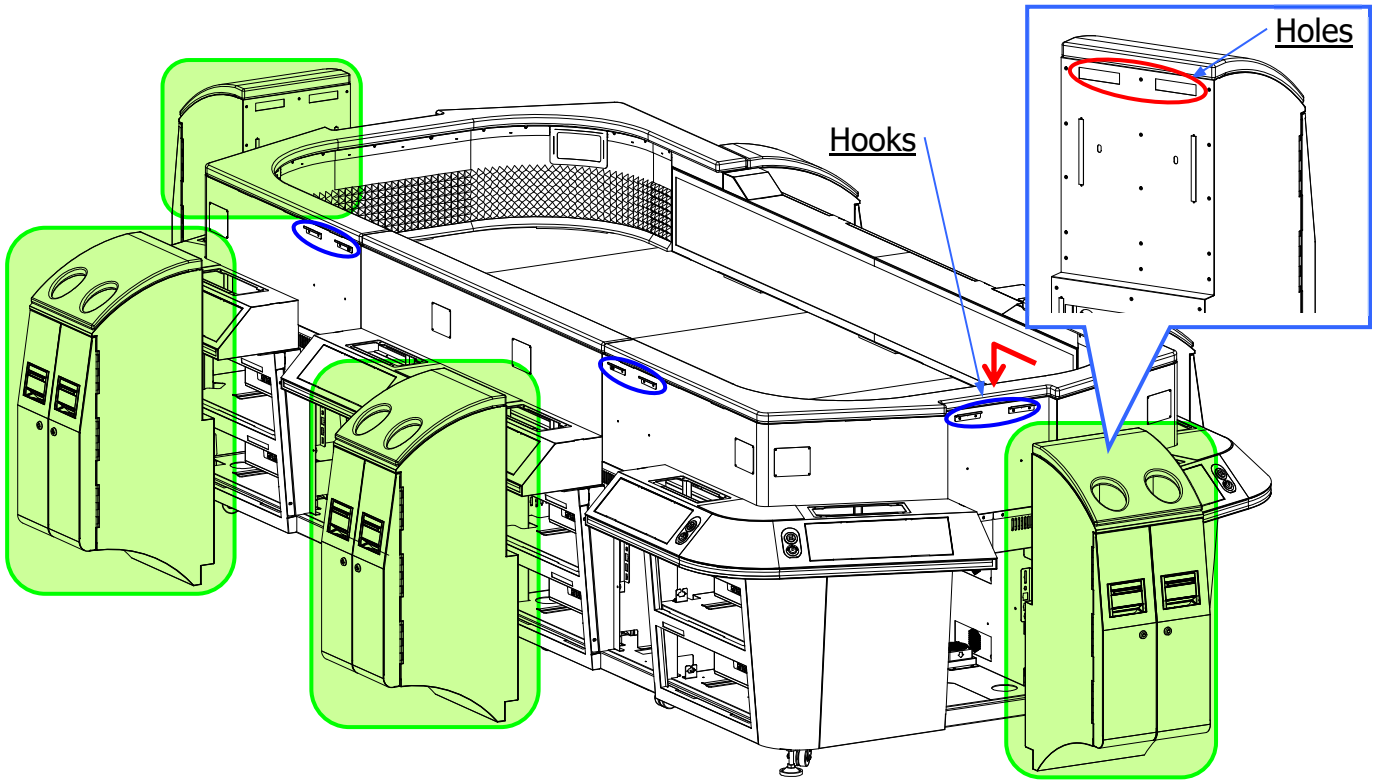
6. Remove the 4 bolts inside the Ticket Printer and Validator Unit (BV Case B).



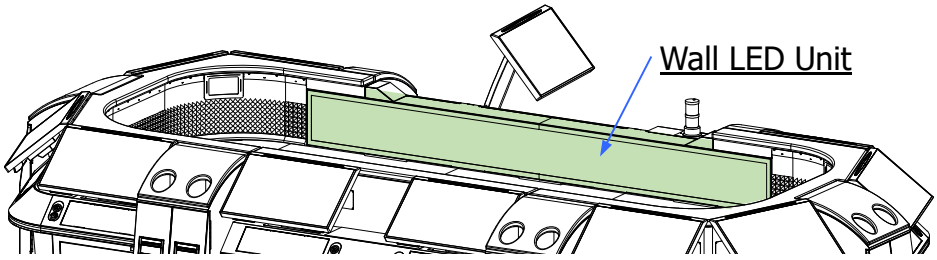
4. While paying attention not to pinch any Connector and Cable, remove the Ticket Printer and Validator Unit (BV Case B), by rising it to free the Hook on its back side.

⚠ CAUTION!

The Ticket Printer and Validator Unit is difficult to hold. Please be careful during the procedure.



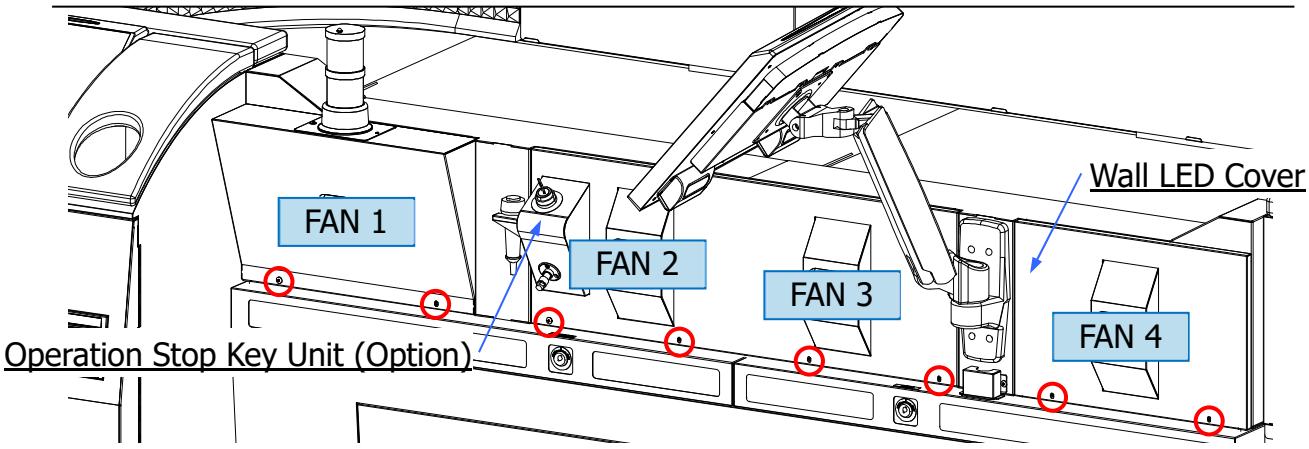
6. 5. 10: Wall LED Unit (Option-1, 6, 7), Front Fan

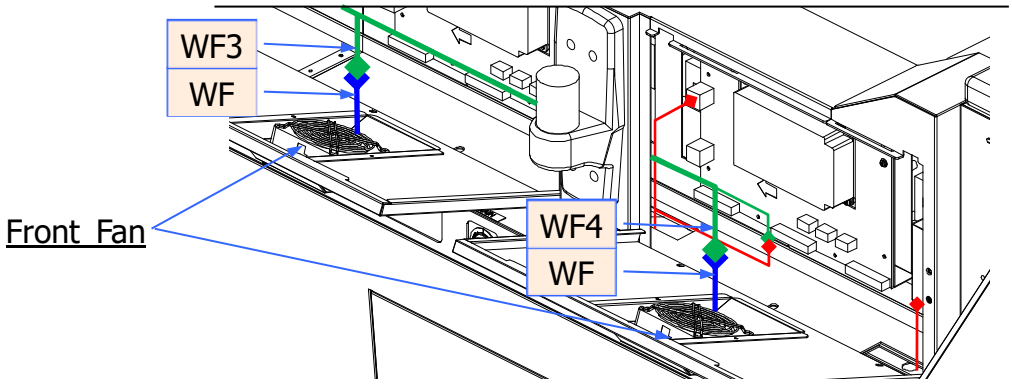


1. Remove the Field Fabric. **(Refer to 6.5.5)**
2. Remove the screws of the Wall LED Unit indicated below, to open the Wall LED Cover. Then unplug the WF1 (and WF2, WF3, WF4) Connectors and remove the Wall LED Cover.

NOTE:
There are Front Fans behind the Wall LED Cover, each connected to the WF1, WF2, WF3 and WF4 Connectors.

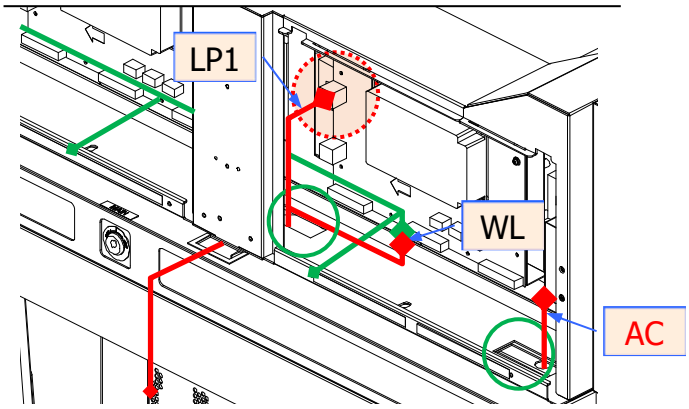
NOTE:
If as **Option-1** a Tower light was installed on the Wall LED Unit **(Refer to 6.5)**, the Tower Light Connector is plugged too. When detaching the Wall LED Cover, pay attention not to damage the connectors.
If as **Option-6** or **7** the Operation Stop Key Unit or the Terminal Operation Button was installed **(Refer to 6.5)**, a Cable is connected to the Key Unit. Pay attention when detaching the Wall LED Cover.

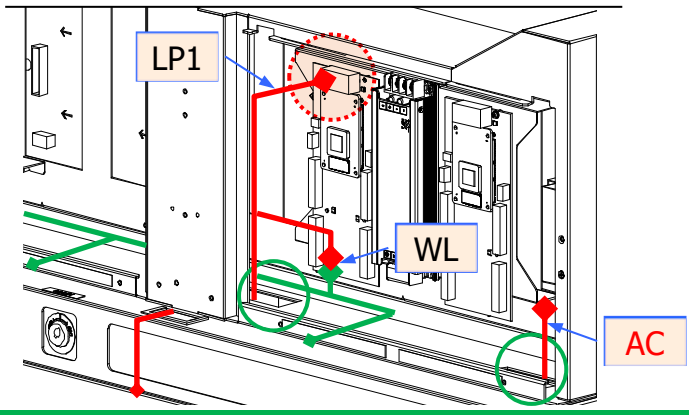




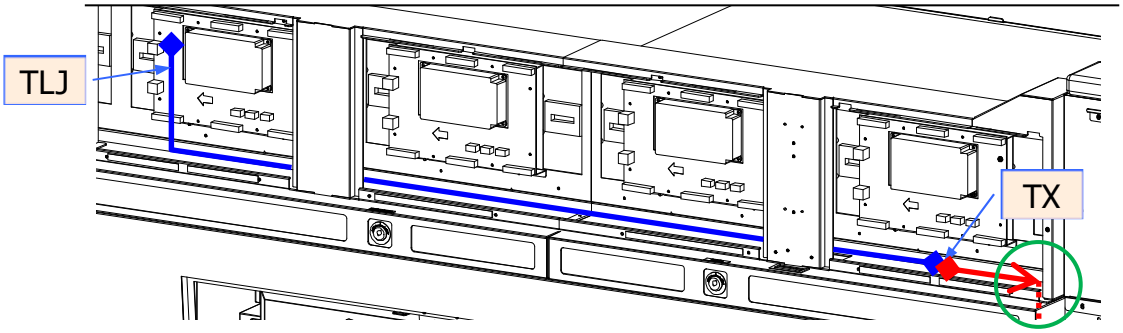
3. Remove the Dealer Terminal Unit. **(Refer to 6.5.6)**
4. Detach the complete Ticket Printer and Validator Unit (Single type). **(Refer to 6.5.8)**
5. Unplug the WL Connector and the LP1, AC Sockets inside the Wall LED Unit, then pull the cables through of the holes indicated below and arrange them so that they will not interfere with the next operations.

NOTE:
The position of the LAN Socket may differ according to the PCB inside the Wall LED Unit. Please refer to the illustrations below.

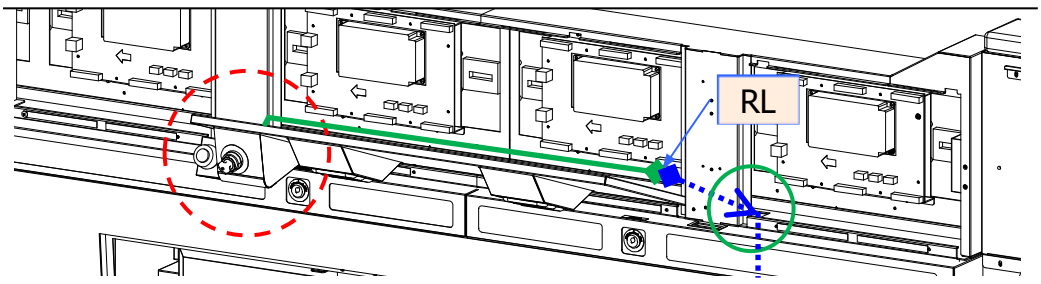




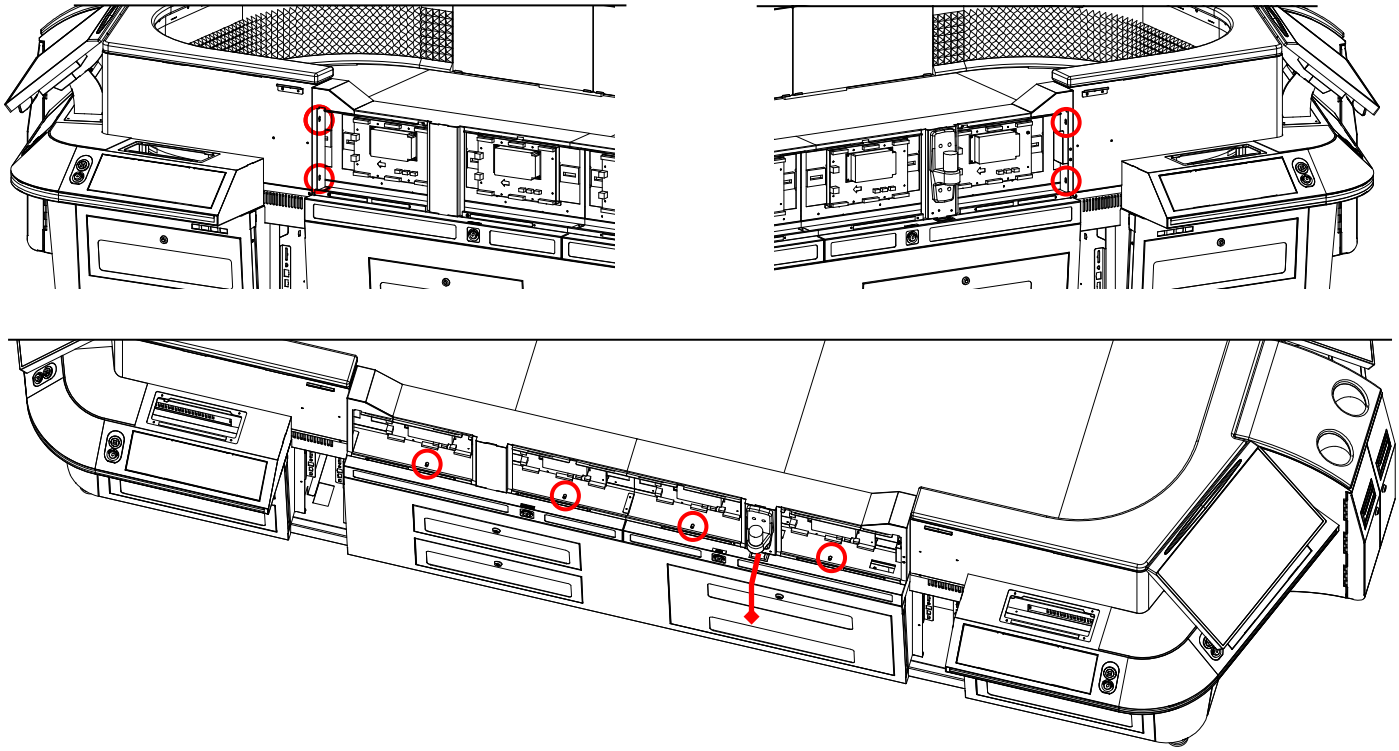
NOTE: (Refer to Step 2)
If as **Option-1** a Tower light was installed on the Wall LED Unit **(Refer to 6.5)**, remove the TX Connector inside the Wall LED Unit, and lead the cable through the hole indicated below and then arrange it so that it will not interfere with the next operations.



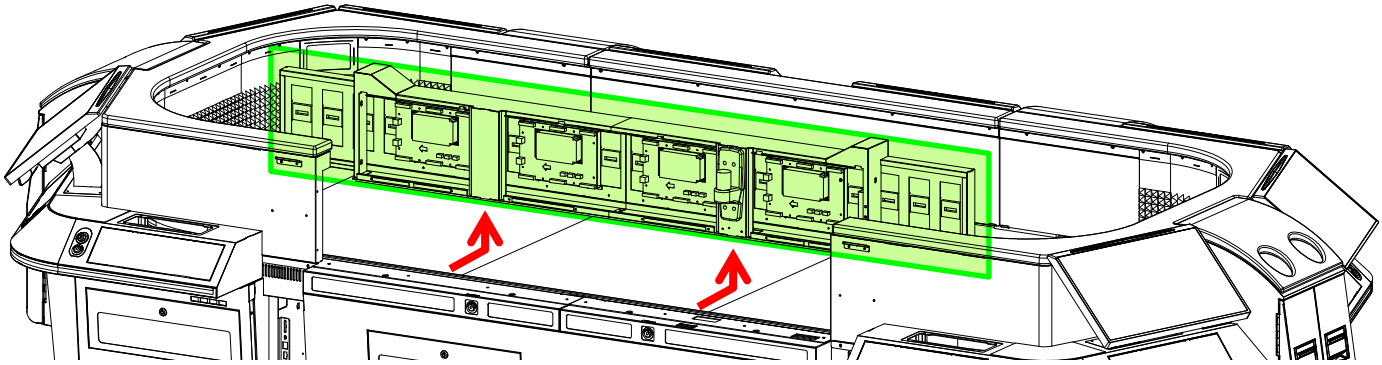
If as **Option-6** and **7** the Operation Stop Key Unit or the Terminal Operation Button was installed **(Refer to 6.5)**, remove the RL Connector inside the Wall LED Unit, and lead the cable through the hole indicated below and then arrange it so that it will not interfere with the next operations.



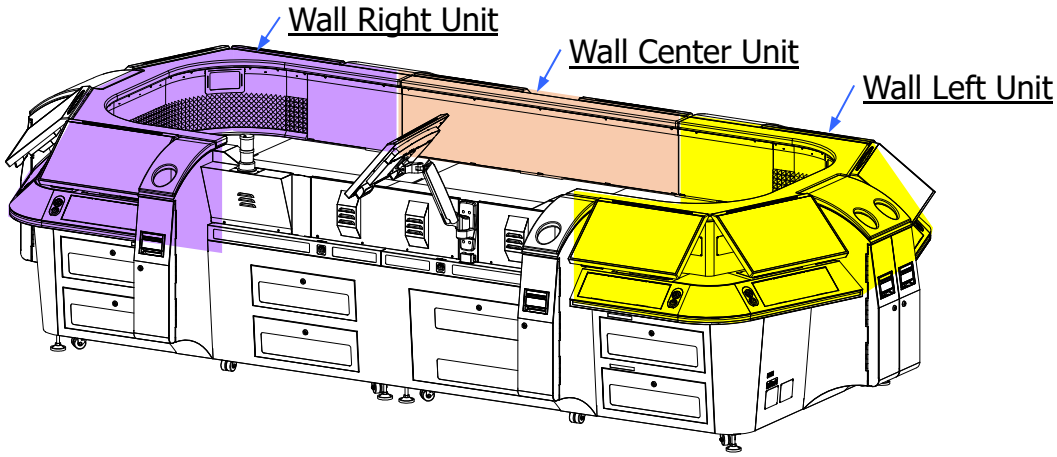
6. Remove from the inner side of the Wall LED Unit the 8 bolts indicated below.



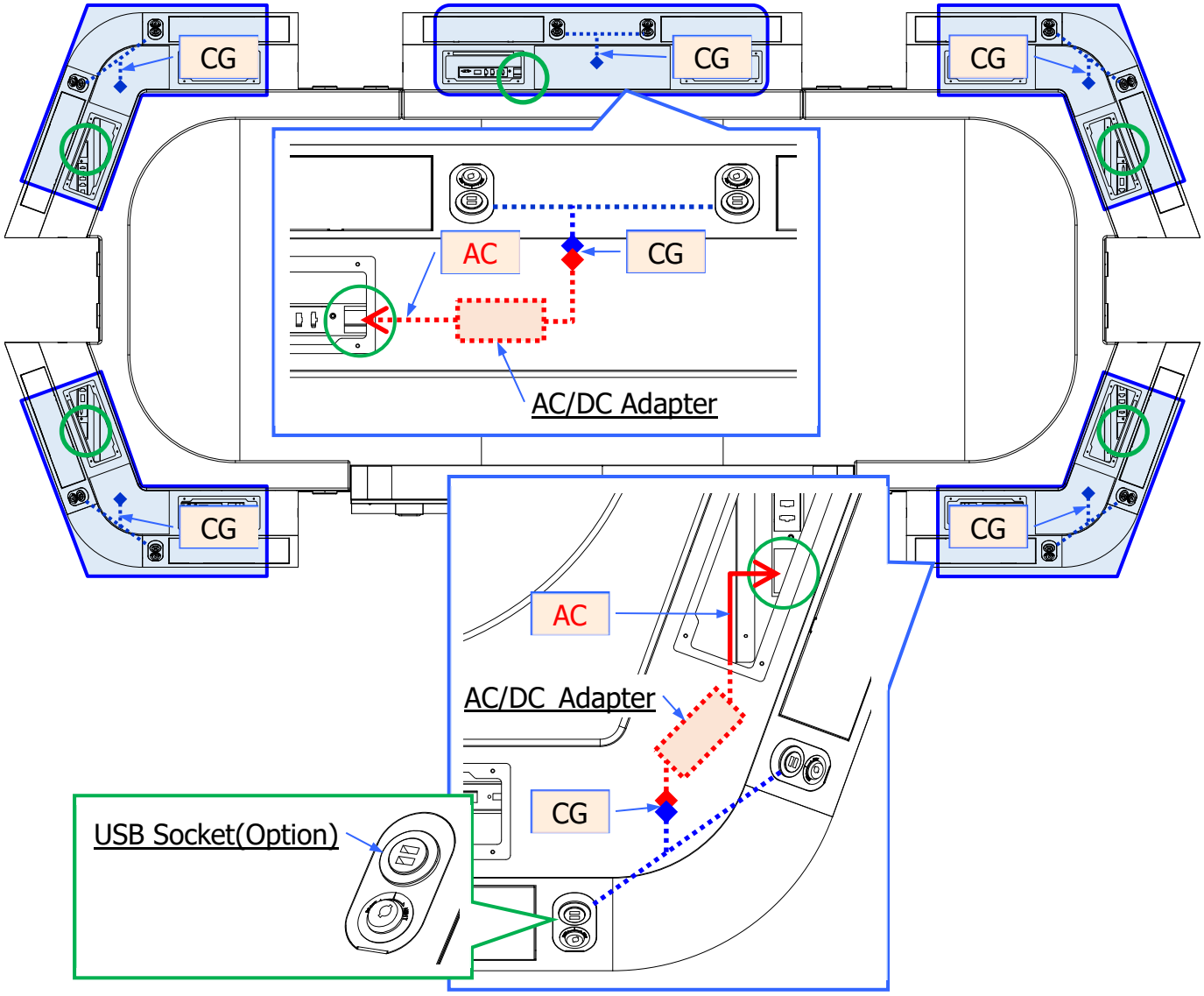
7. While paying attention not to pinch any Connector and Cable, rise and detach the Wall LED Unit as indicated by the illustration.



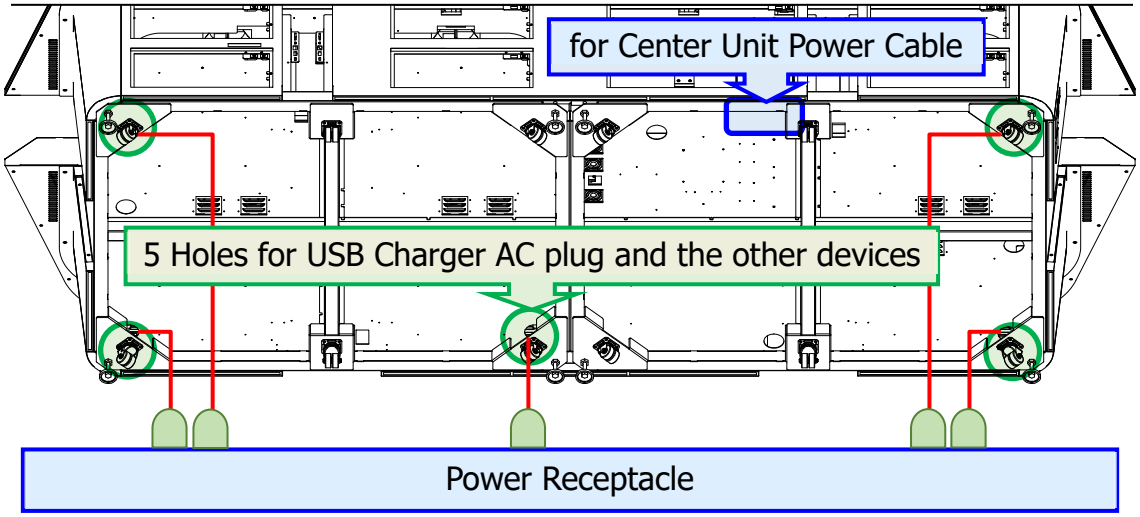
6. 5. 11: Wall Right Unit, Wall Left Unit, Wall Center Unit

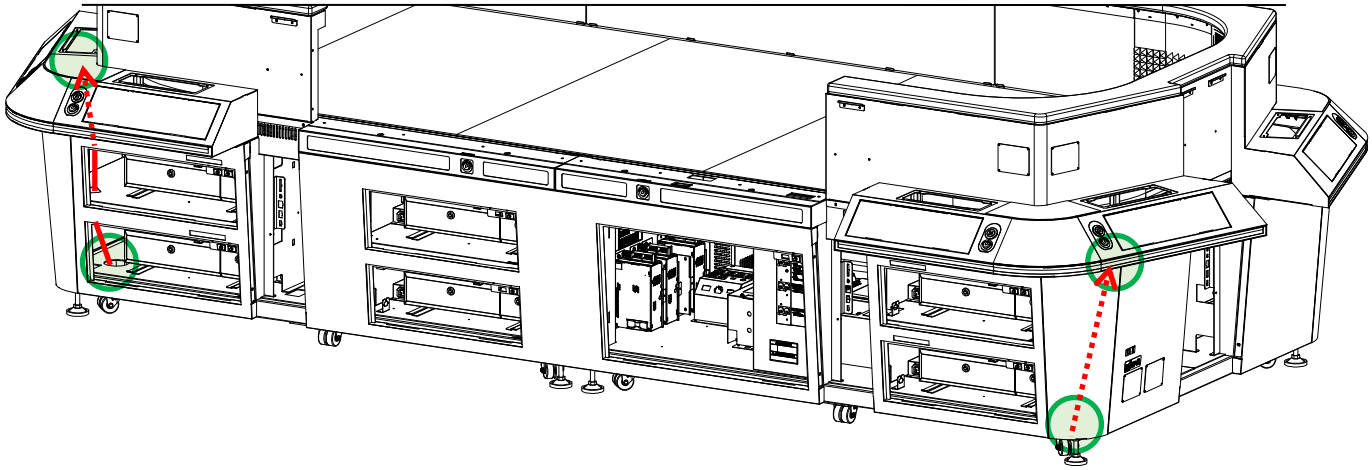


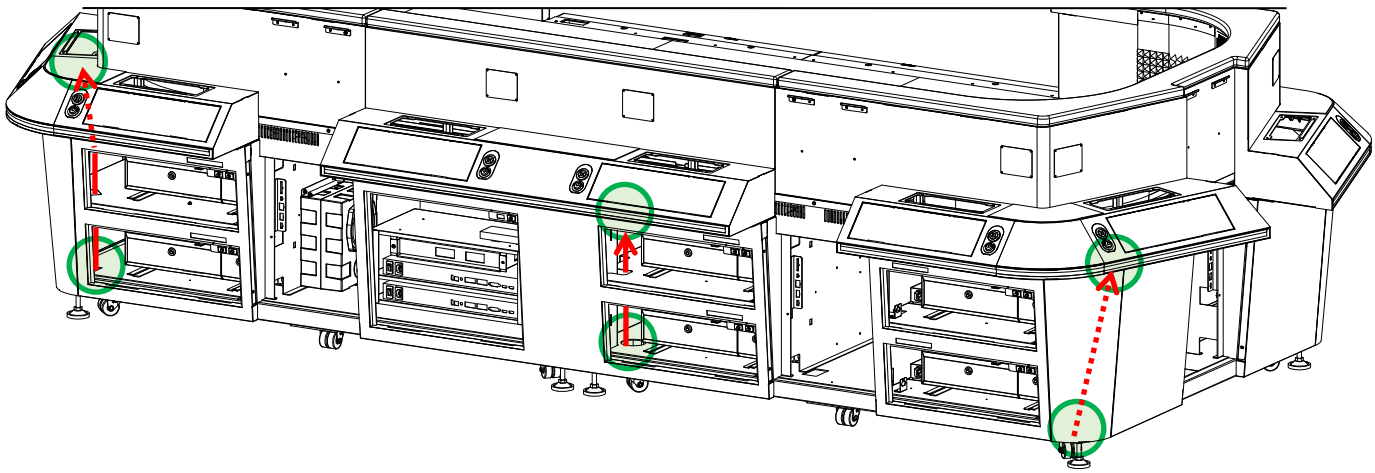
1. Detach the Wall LED Unit. **(Refer to 6.5.10)**
2. Detach the complete Ticket Printer and Validator Unit (BV Case B). **(Refer to 6.5.9)**
3. If the machine is equipped with USB Socket (Option), disconnect the CG Connectors that are connected inside each of the openings of the Wall Unit illustrated below.



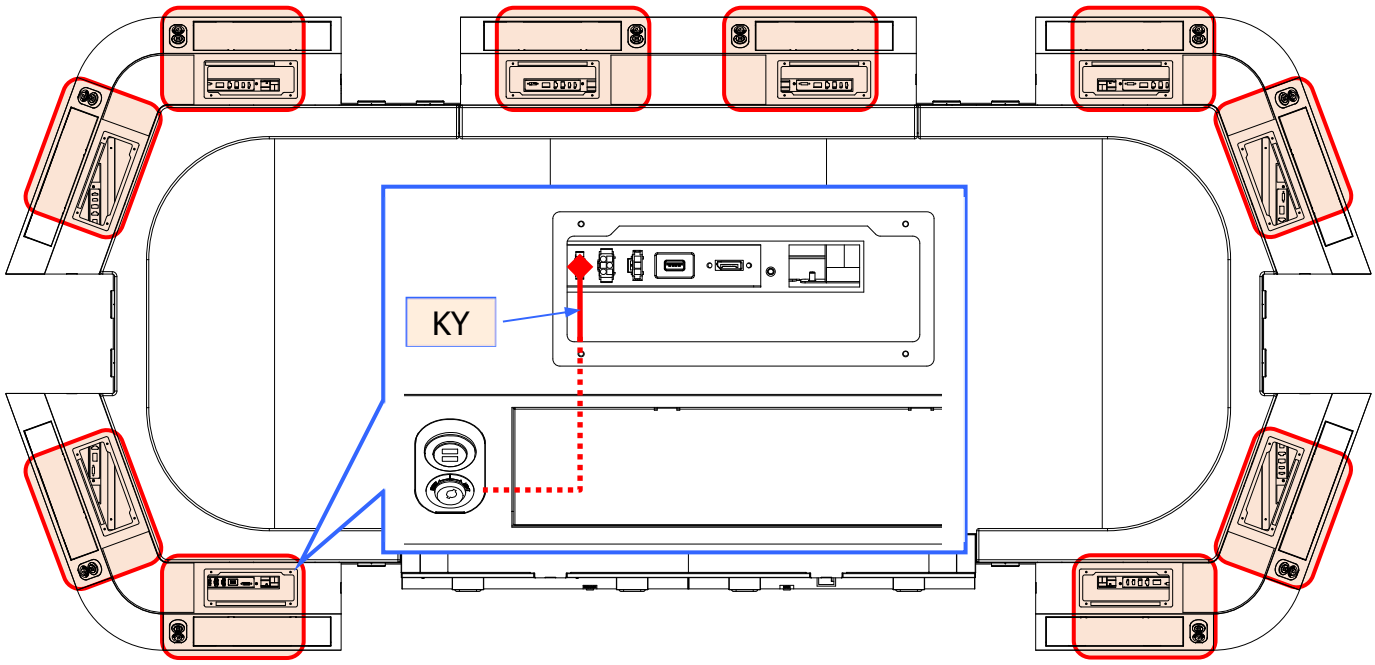
4. Refer to the illustration below and remove the AC Plug of the USB Socket from the power supply, then lead the AC Cable inside the Wall Unit, and remove the AC/DC Adapter so that it will not interfere with the next operations.



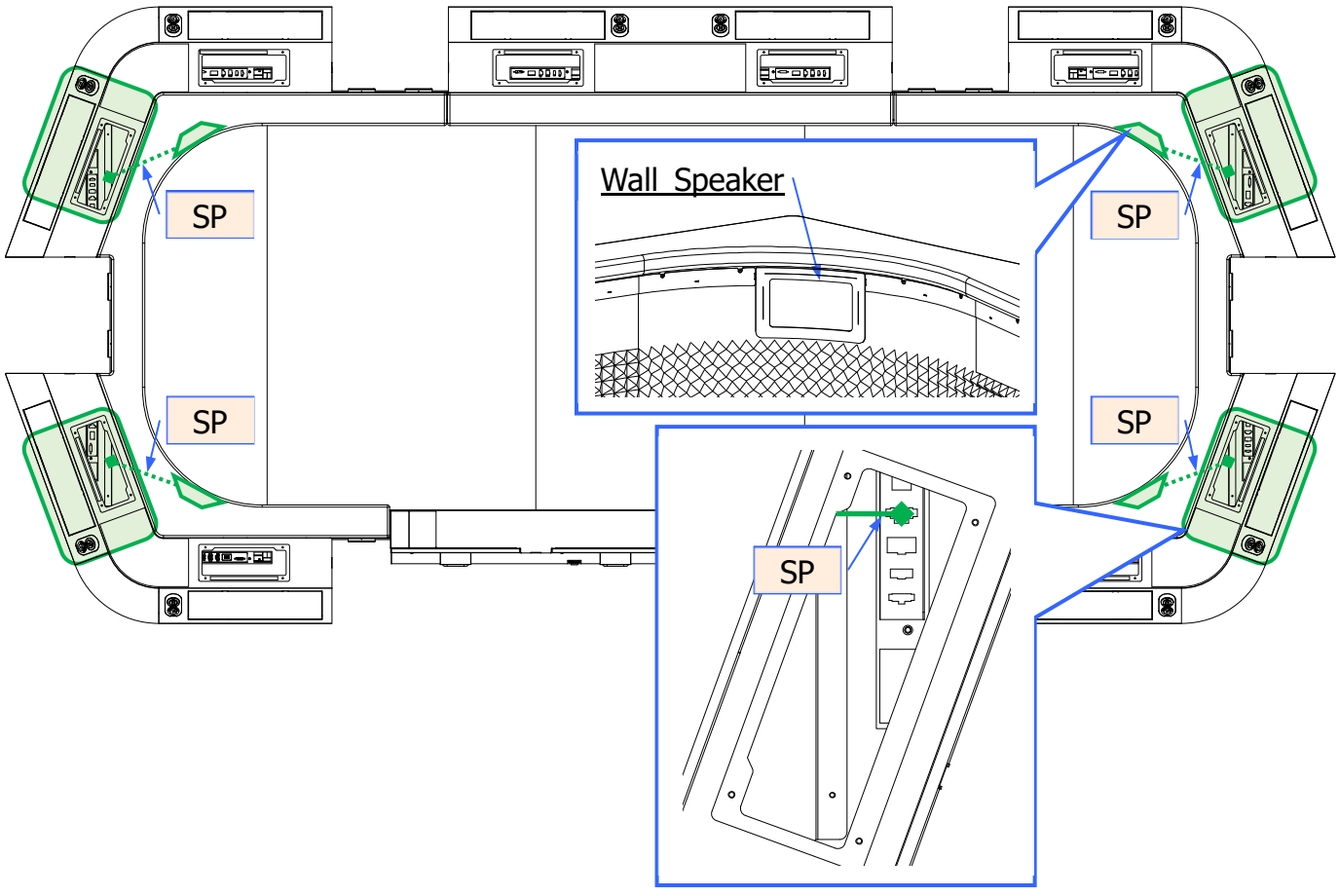




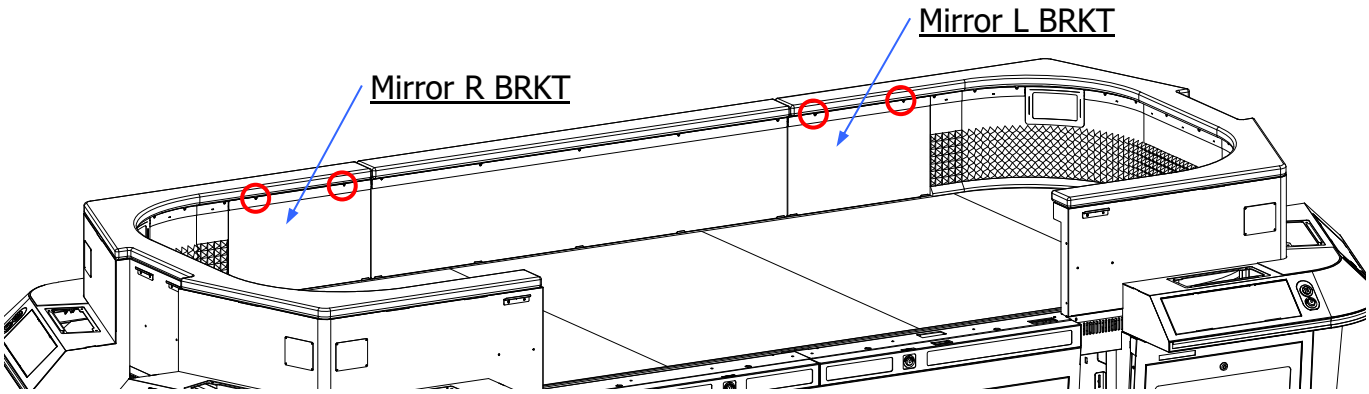
5. Unplug the KY Connectors that are connected inside each of the openings of the Wall Unit indicated below, and then arrange them so that they will not interfere with the next operations.



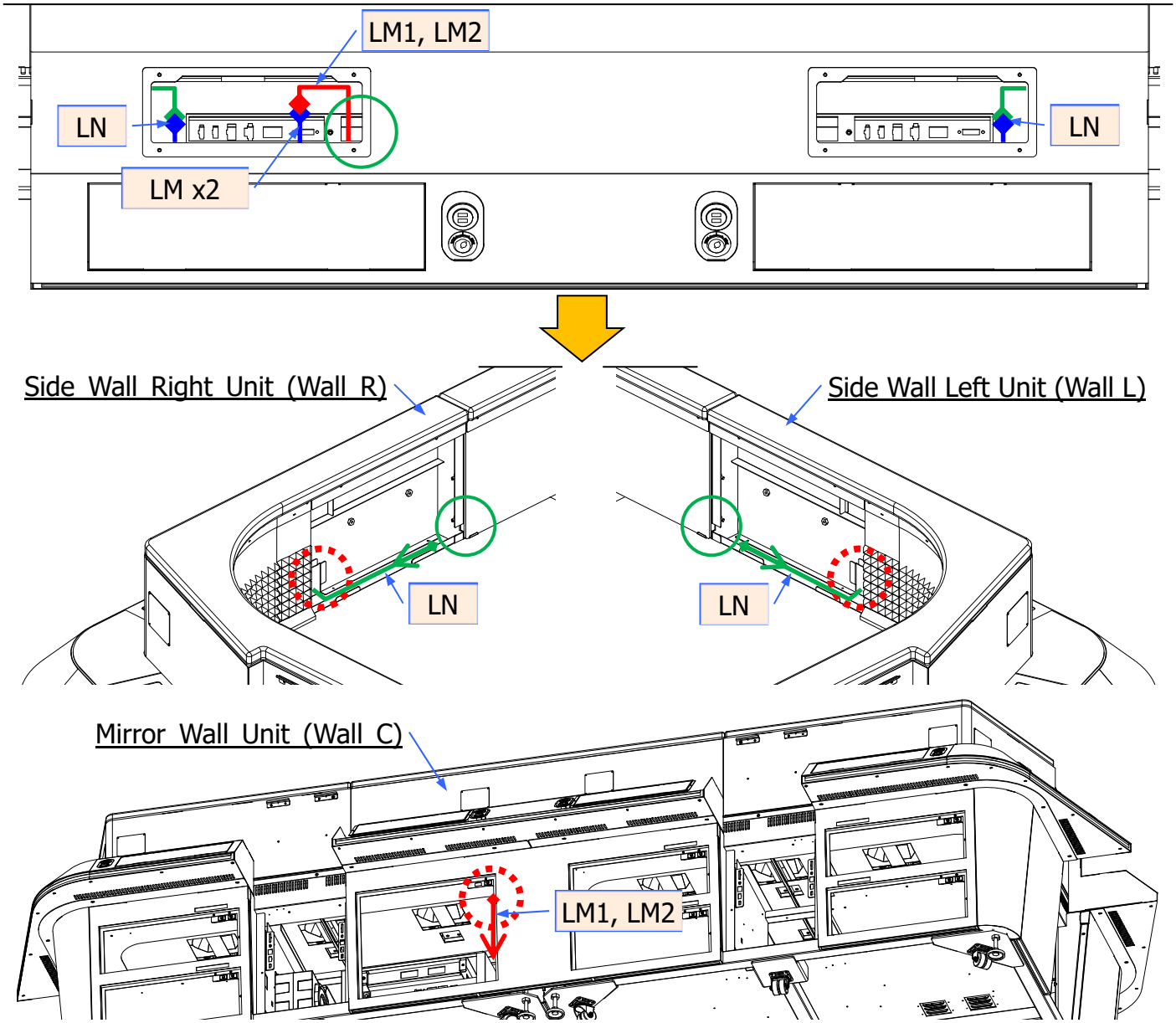
6. Unplug the SP Connectors that are connected inside the openings of the Wall Unit illustrated below, and then arrange them so that they will not interfere with the next operations.



7. Refer to the illustration below to remove the screws and detach the Mirror R BRKT and the Mirror L BRKT.



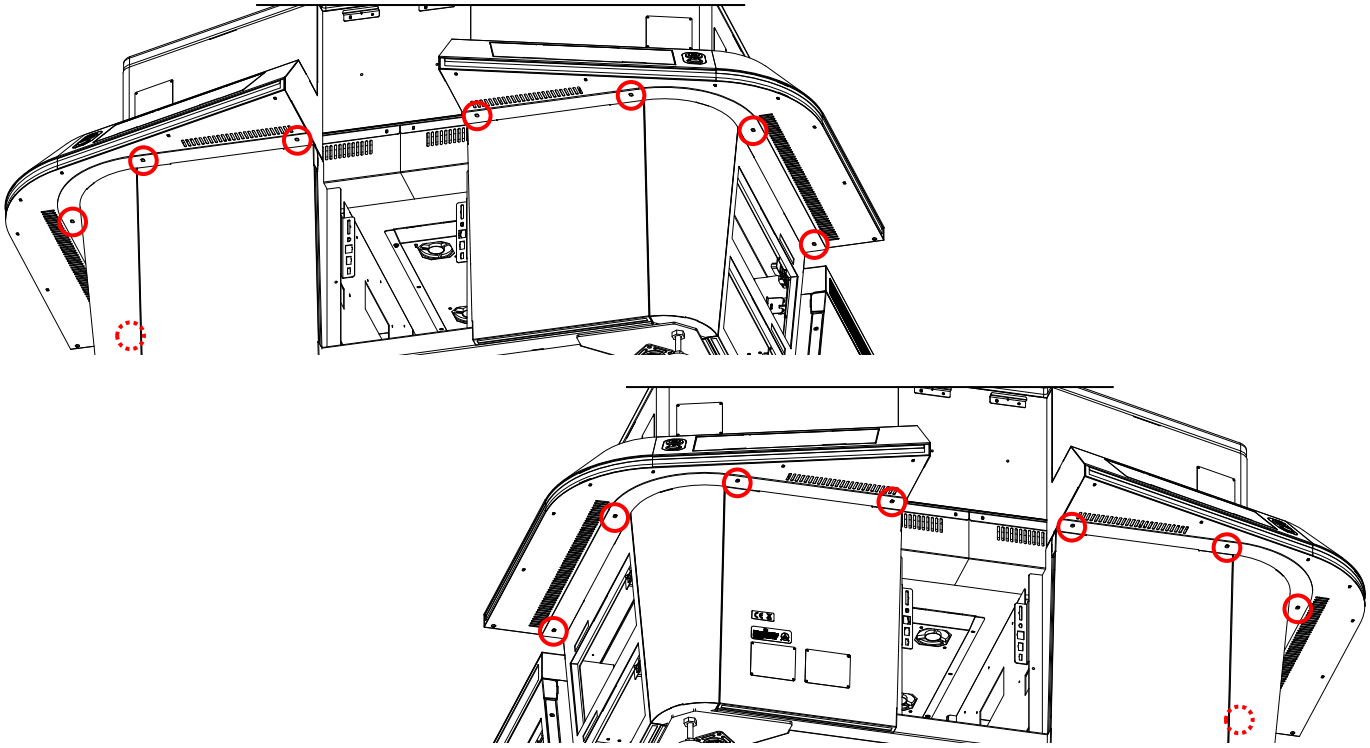
8. Unplug the LM1, LM2 and LN(x2) Connectors that are connected inside each opening of the Wall Unit indicated below, then extract them from the Mirror Wall Unit (Wall C), and finally arrange them so that they will not interfere with the next operations.



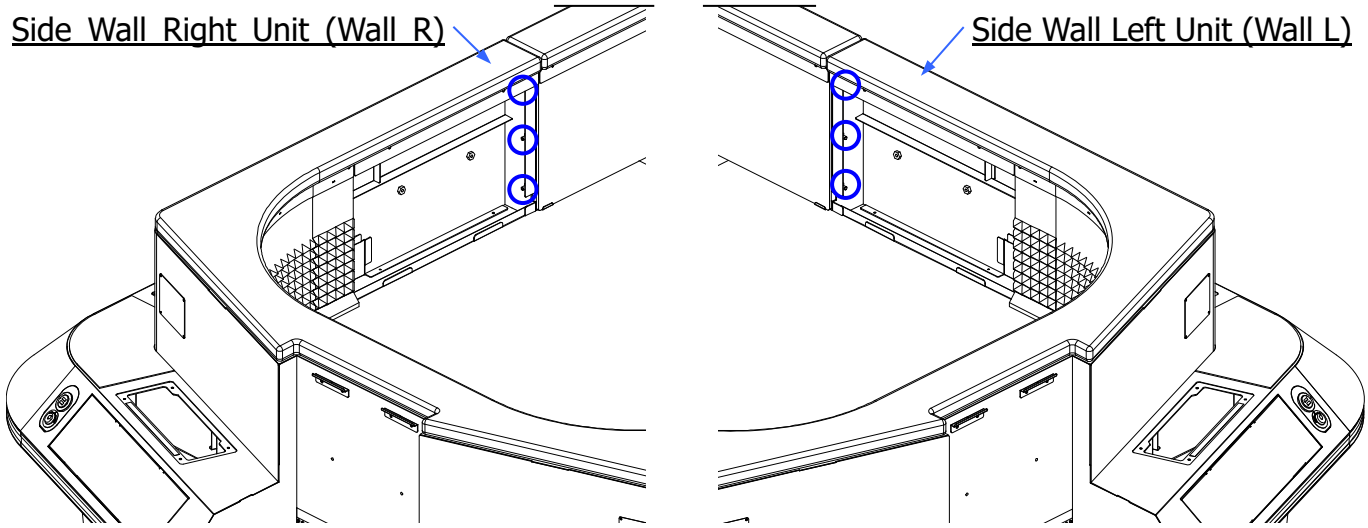
9. Refer to the illustration below to remove the 8 screws of the Side Wall Right Unit (Wall R) and the Side Wall Left Unit (Wall L).

CAUTION!

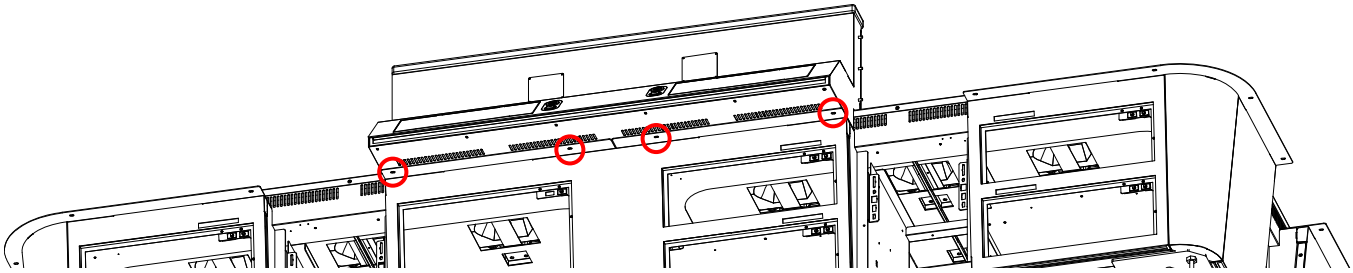
The Side Wall Right Unit (Wall R) and the Side Wall Left Unit (Wall L) are not completely fixed. Pay attention during the procedure.

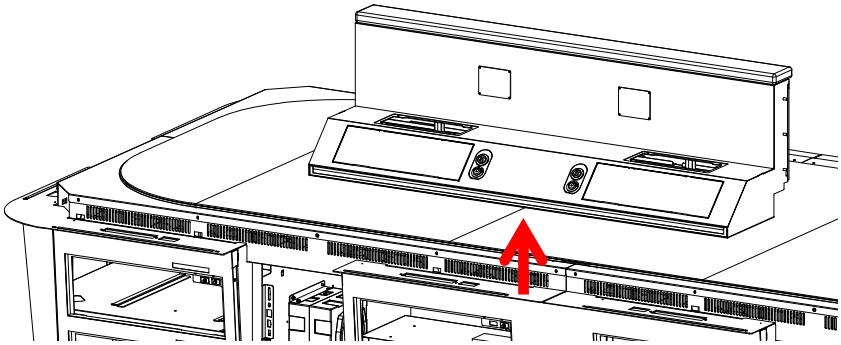


10. Refer to the illustration below and remove the 3 nuts. Then, while paying attention not to pinch any Connector or Cable, detach the Side Wall Right Unit (Wall R) and the Side Wall Left Unit (Wall L).



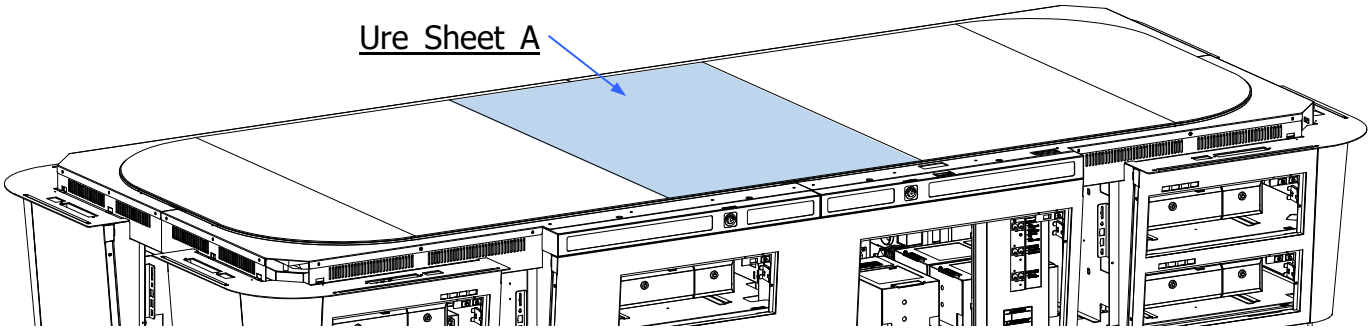
11. Refer to the illustration below and remove the 4 screws of the Mirror Wall Unit (Wall C). Then, while paying attention not to pinch any Connector or Cable, detach the Mirror Wall Unit (Wall C).





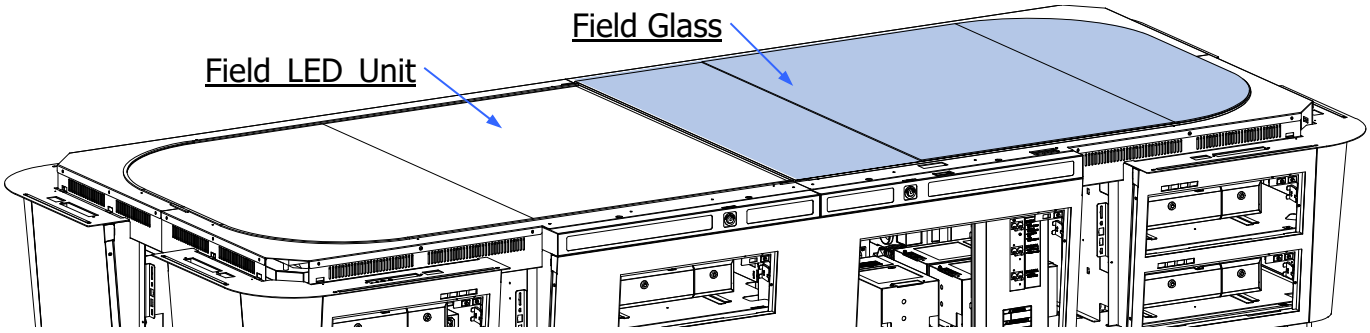
6. 5. 12: Field LED Unit, Middle Fan

1. Detach the Wall Unit. **(Refer to 6.5.11)**
2. Remove from the URE Sheet A indicated below, from the Center Unit.

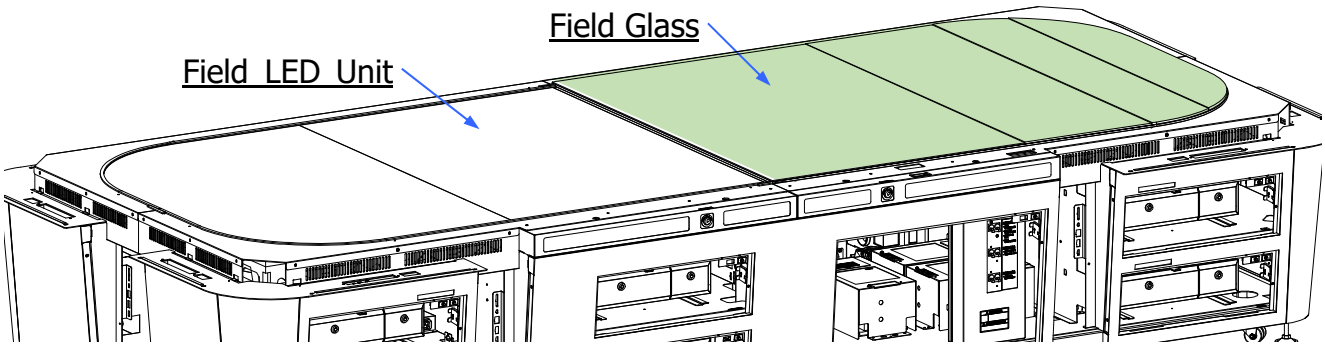


NOTE:
The procedure described at STEP 2 is not necessary when choosing **Option-8** [Field Glass with Steps].

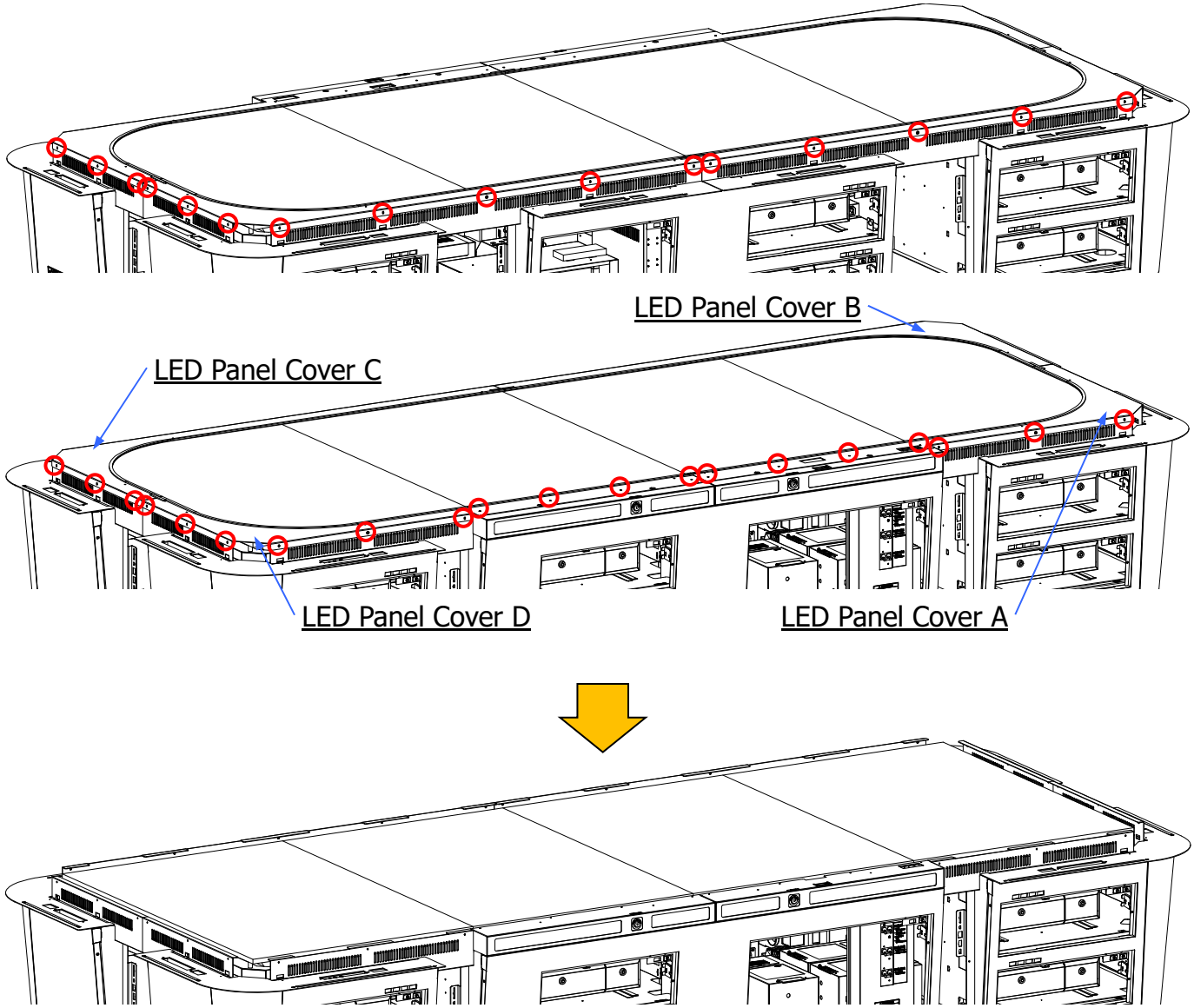
3. Remove also the 2 Field Glasses.



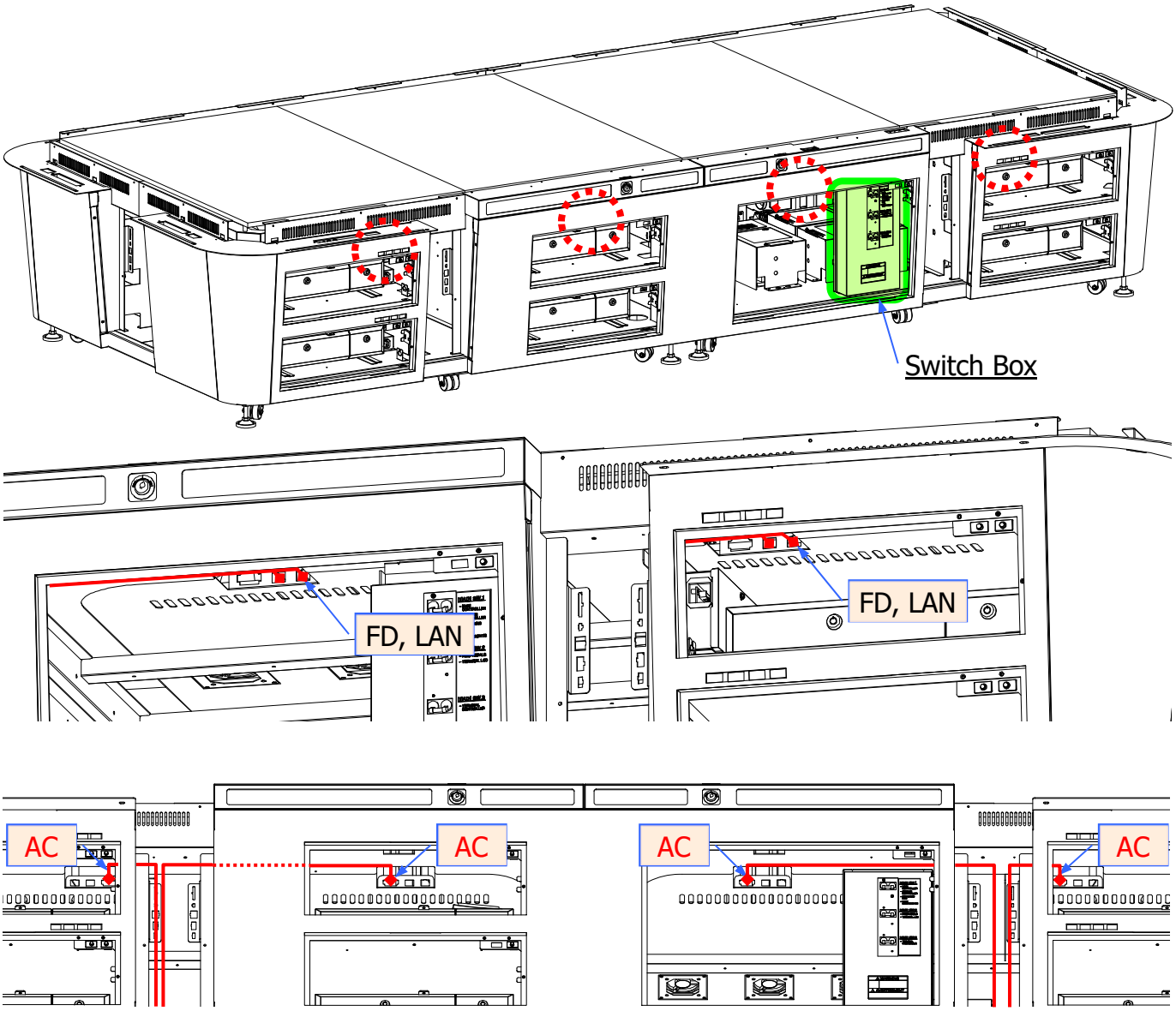
NOTE: Option-8



4. Refer to the illustration below to remove the 26 panel surrounding the Center Unit, and then detach also the LED Panels A, B, C and D.



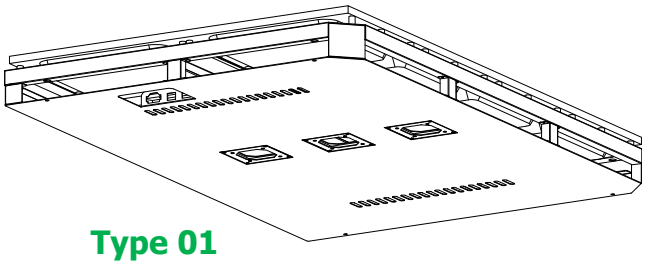
5. Remove the FD and LAN Connectors, and the AC Cables from the 4 places indicated in the illustration below.



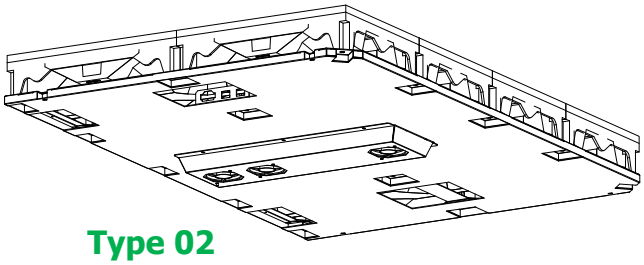
6. Remove 4 screws from each, and then remove the Field LED Units. When re-assembly, lay back the Field LED Units not leaving any gap, placing them according to the No.Stickers on the Field LED Units and on the Center Unit.

CAUTION!

・There are two types of Field LED Unit, Type 01 and Type 02.

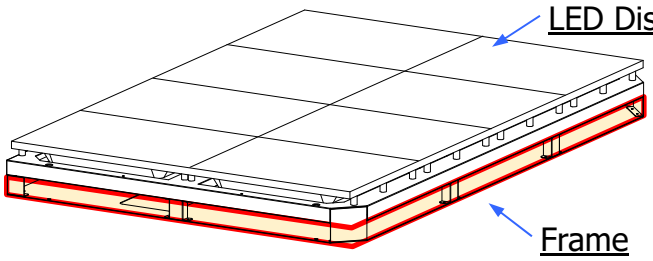


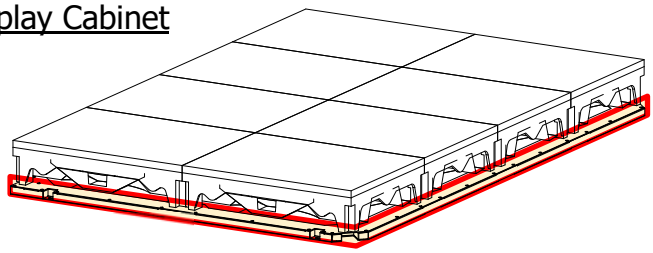
Type 01



Type 02

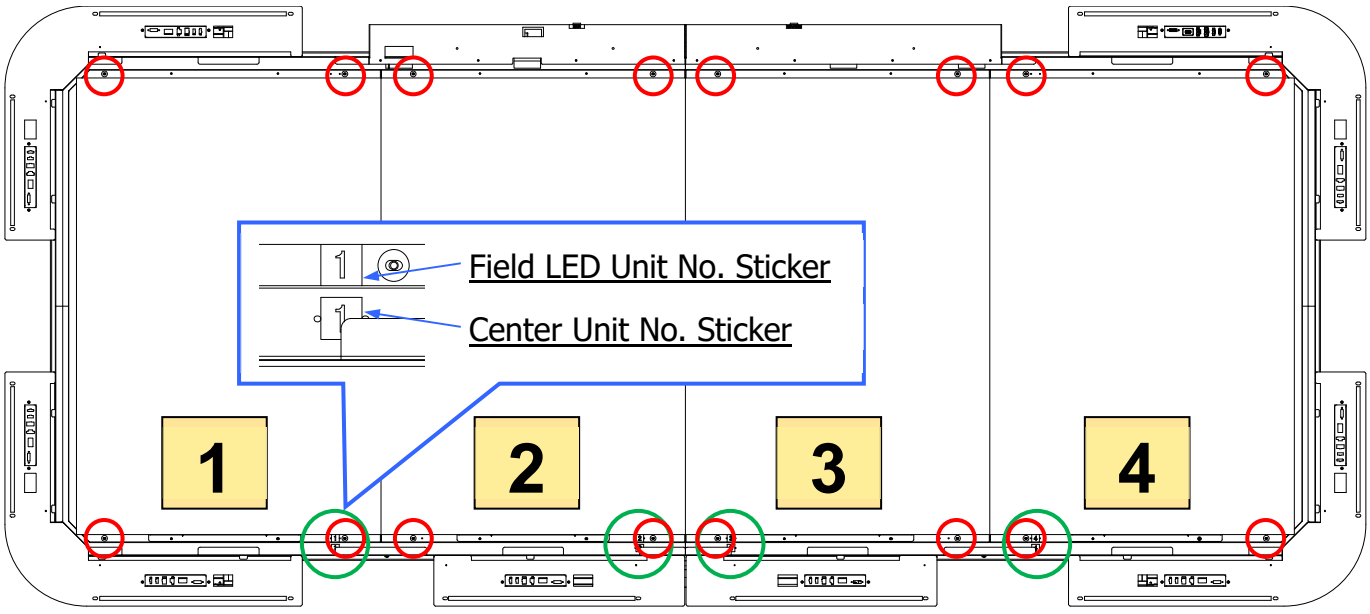
・Each Field LED Unit is composed of multiple LED Display Cabinet. During transport and installation, always hold the bottom of the Frame LED Unit by the lower Frame.





・Do not change the disposition or direction of the LED Display Cabinets.

・In case a LED Display Cabinet is replaced, it is necessary to re-install the setting program. In this case, please contact the Customer Technical Support.

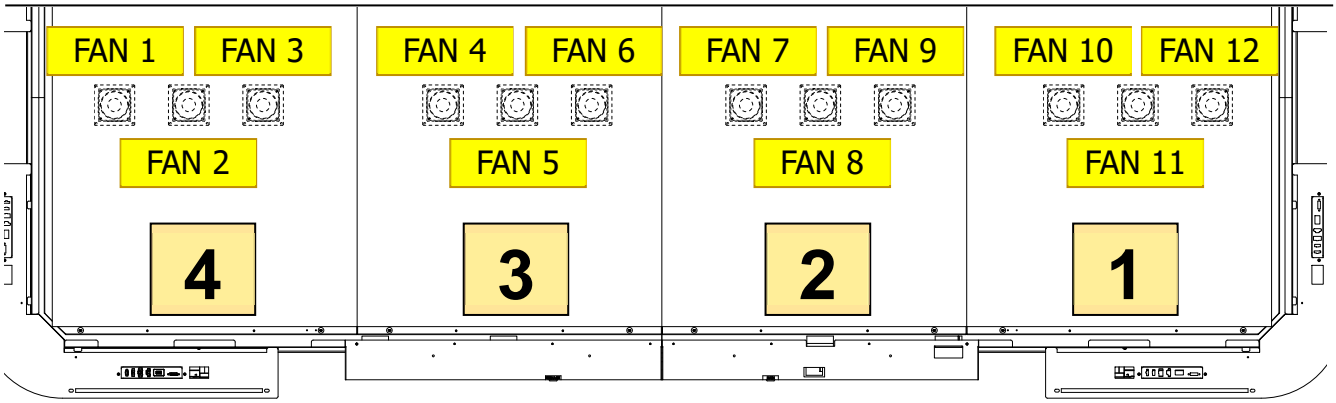


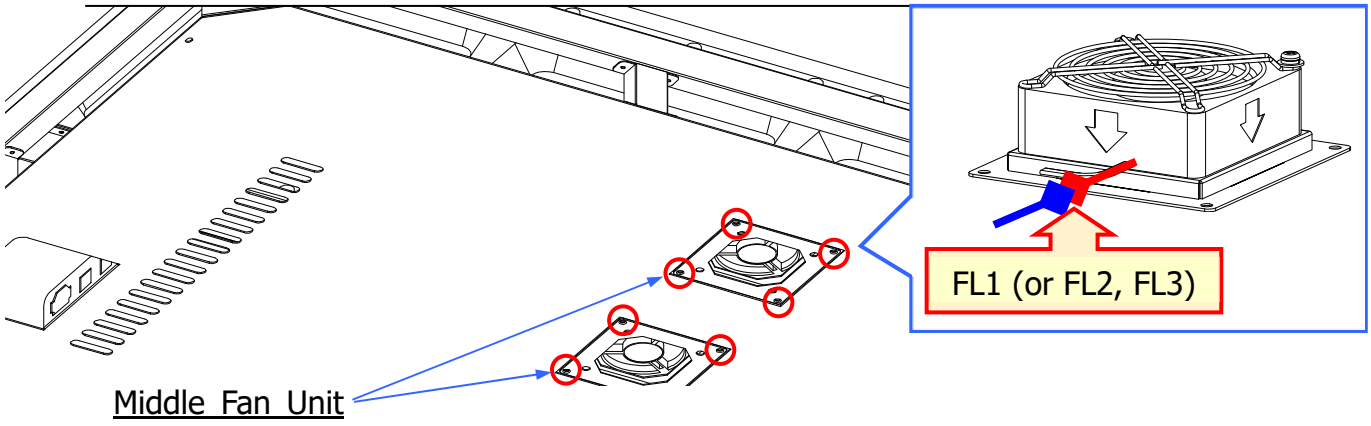
Type 01 (Refer to Step 6)

Remove each 4 screws that are at the back of Field LED Unit, then unplug the FL1 (or FL2, FL3) Connectors to detach the Middle Fan Unit.

NOTE:

The Middle Fans of the Field LED Unit are disposed as illustrated below.



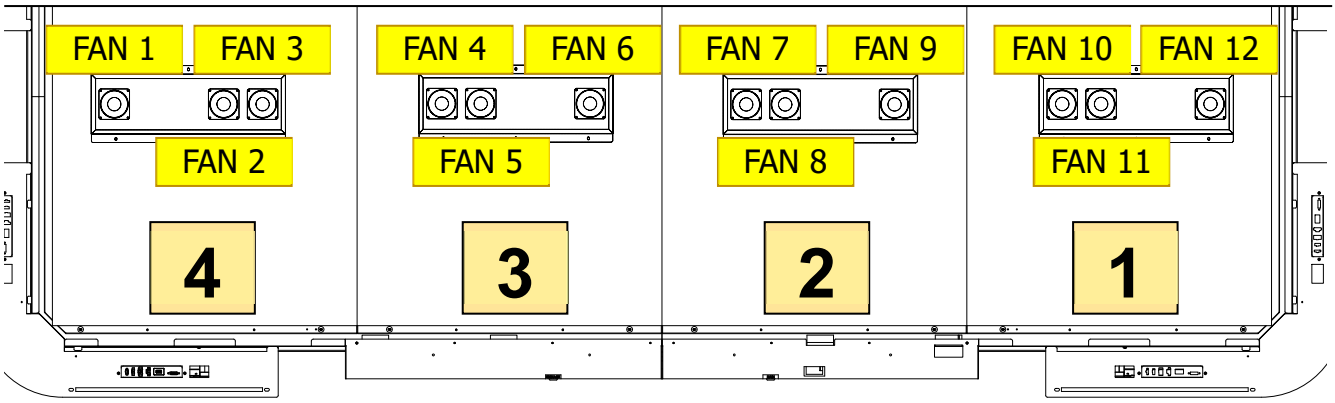


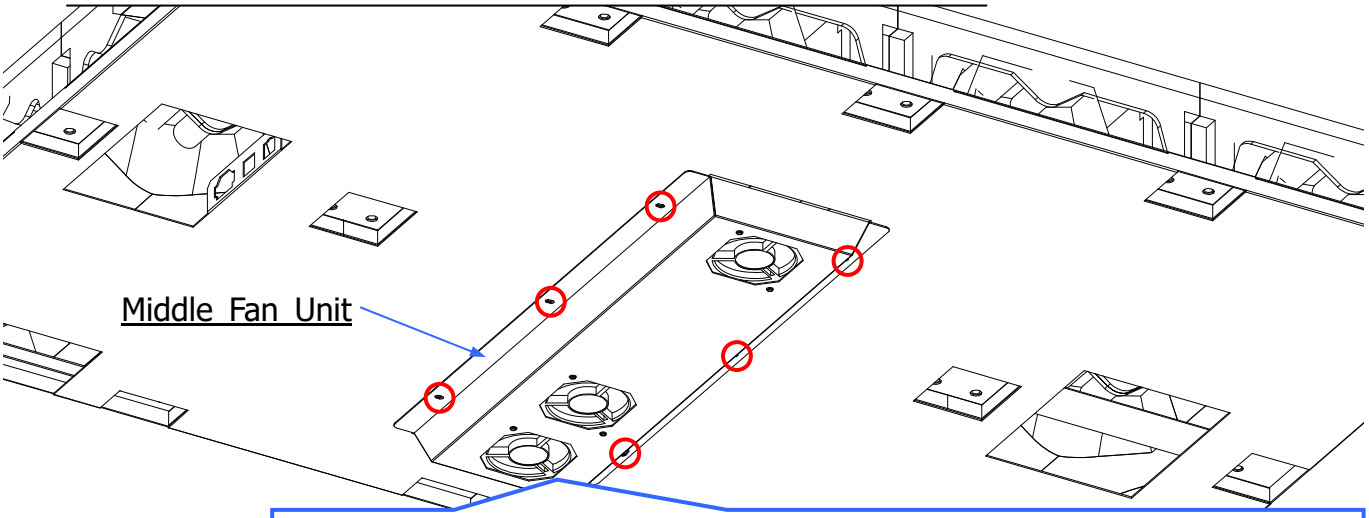
Type 02 (Refer to Step 6)

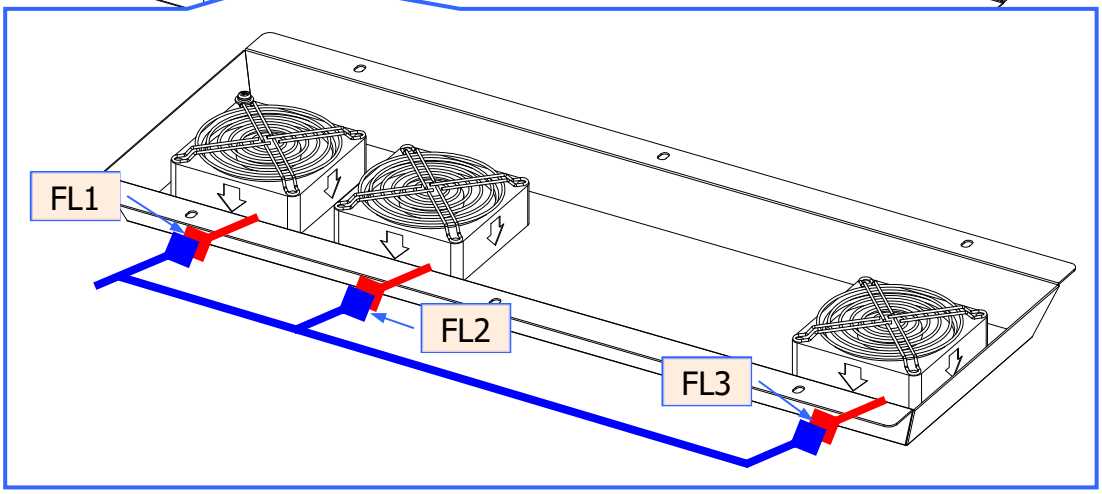
Remove the 6 screws that are at the back of Field LED Unit, then unplug the FL1, FL2 and FL3 Connectors to detach the Middle Fan Unit.

NOTE:

The Middle Fans of the Field LED Unit are disposed as illustrated below.

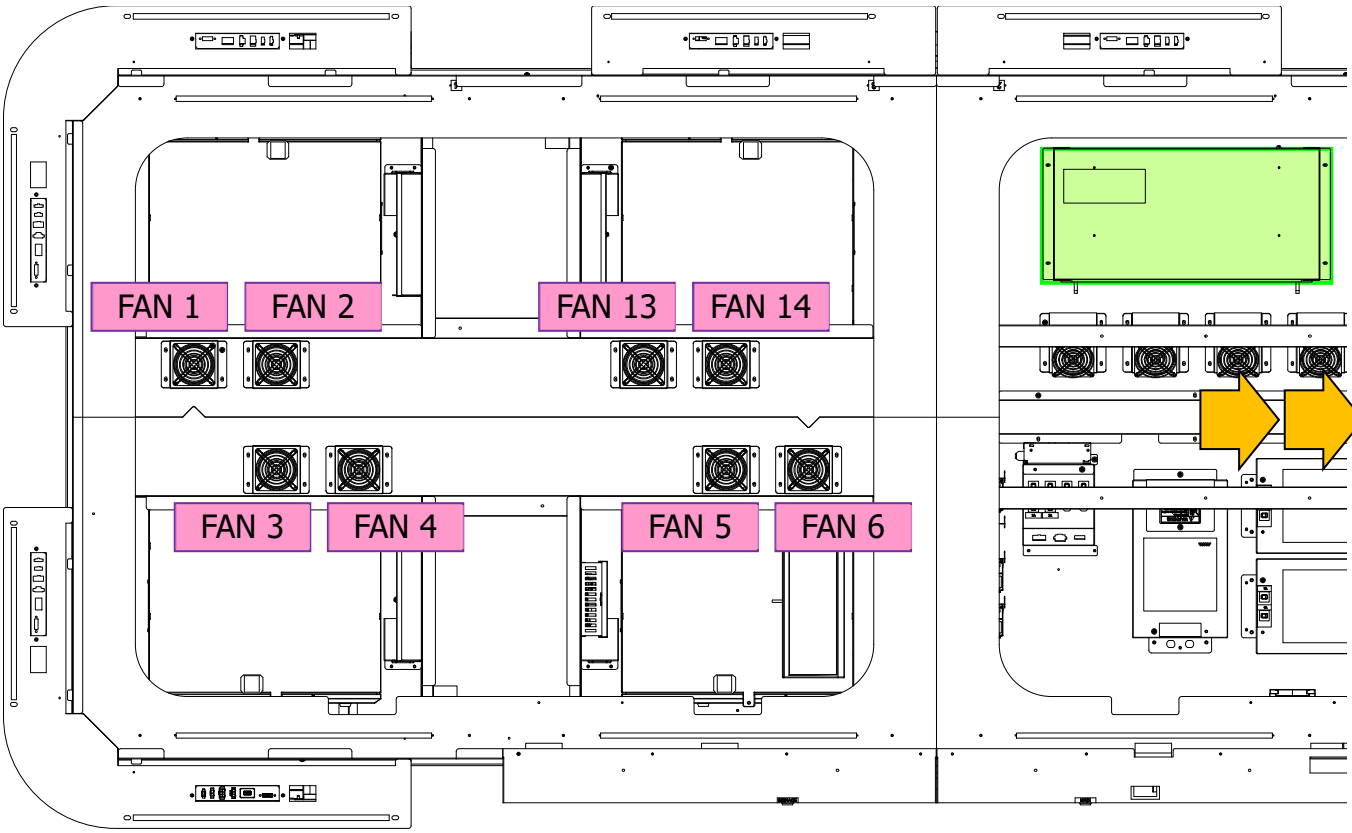


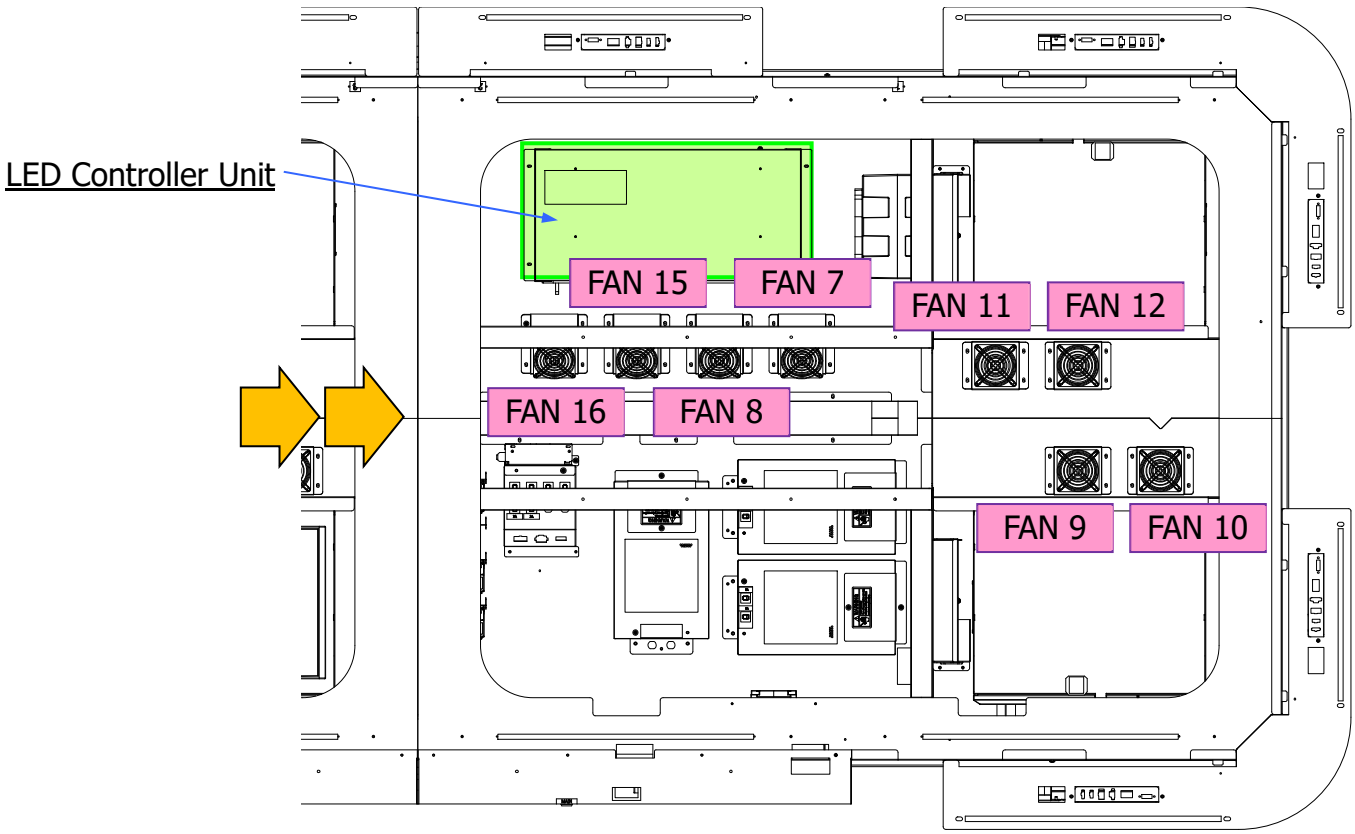




6. 5. 13: Bottom Fan (Base Frame Fan)

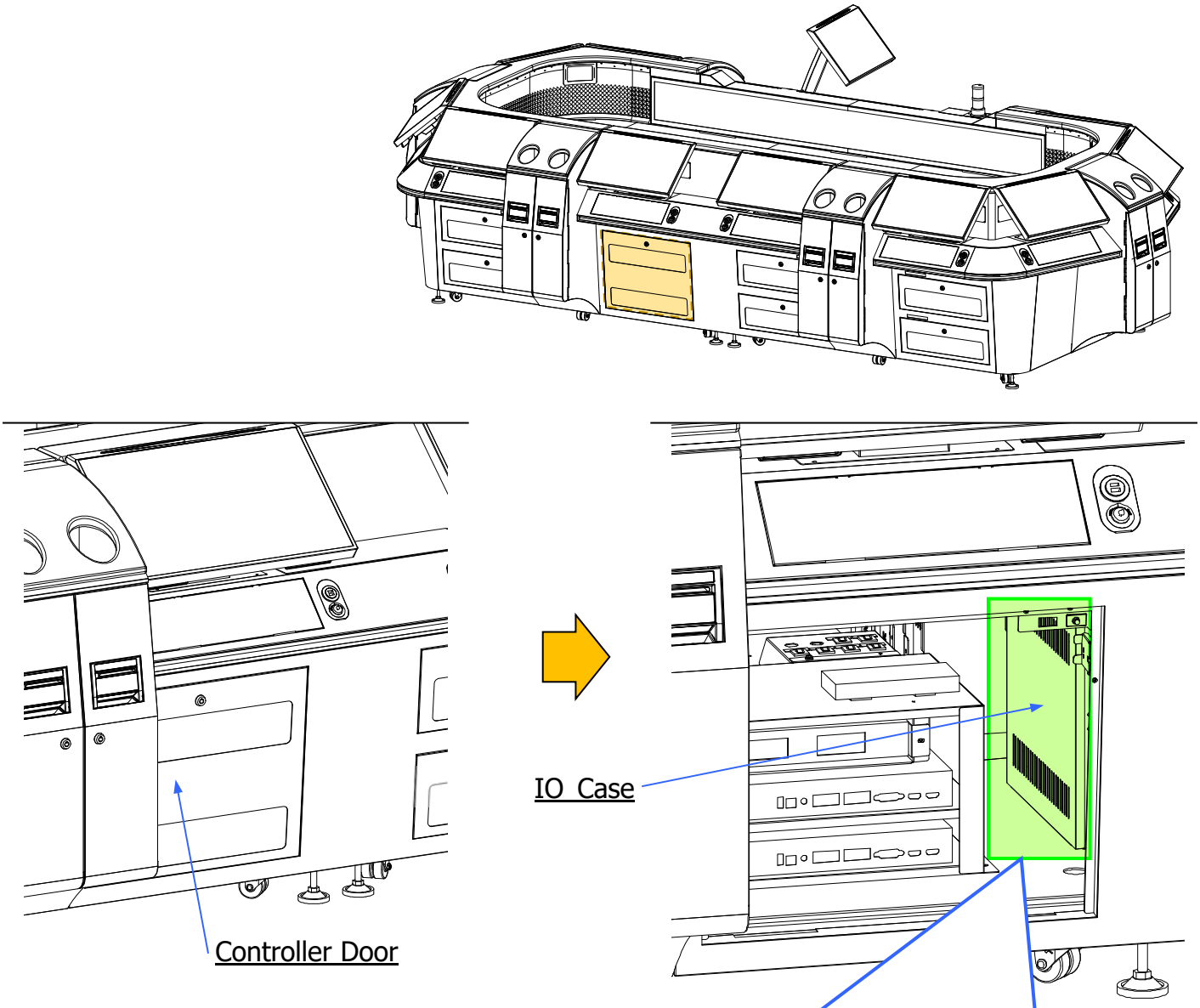
1. Detach the Field LED Unit. The Bottom Fans are disposed on the floor of the Center Unit as illustrated below. **(Refer to 6.5.12)**





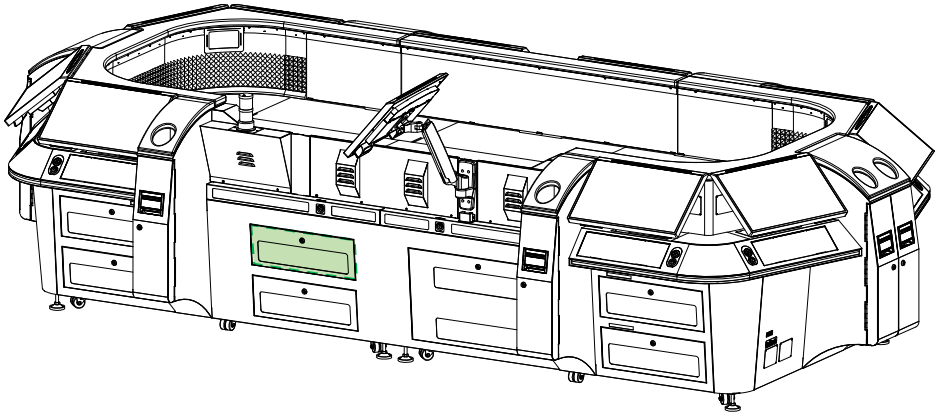
6. 5. 14: IO Case

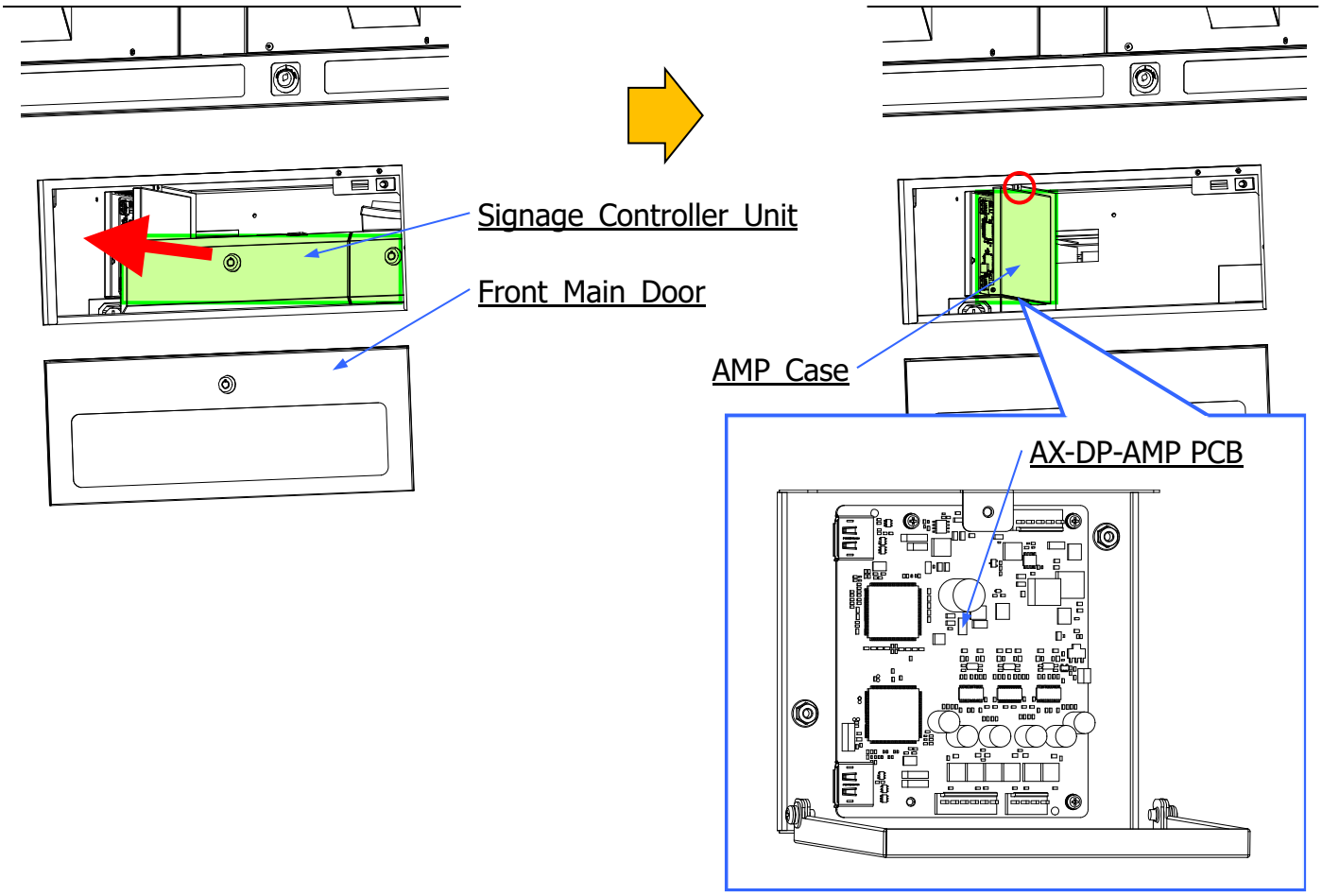
1. Open the Controller Door, then remove 1 screw (or open the lock) to detach the IO Cover.



6. 5. 15: AMP Case

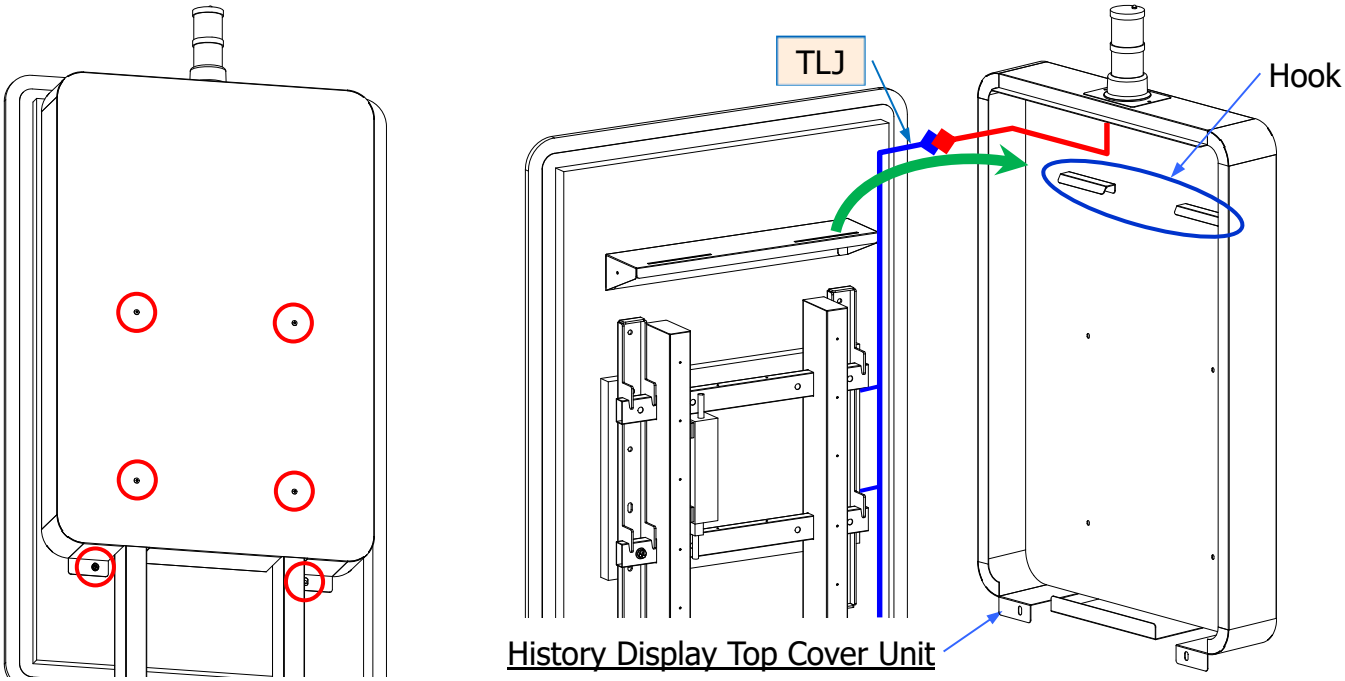
1. Remove the Front Signage Door. Open the Main Door of the Signage Controller Unit, and unplug all the harnesses and AC Cables that are connected. Then pull out the Signage Controller Unit.
2. Remove the screw on the AMP Case, located on the inner left side of the Cabinet, to remove it.



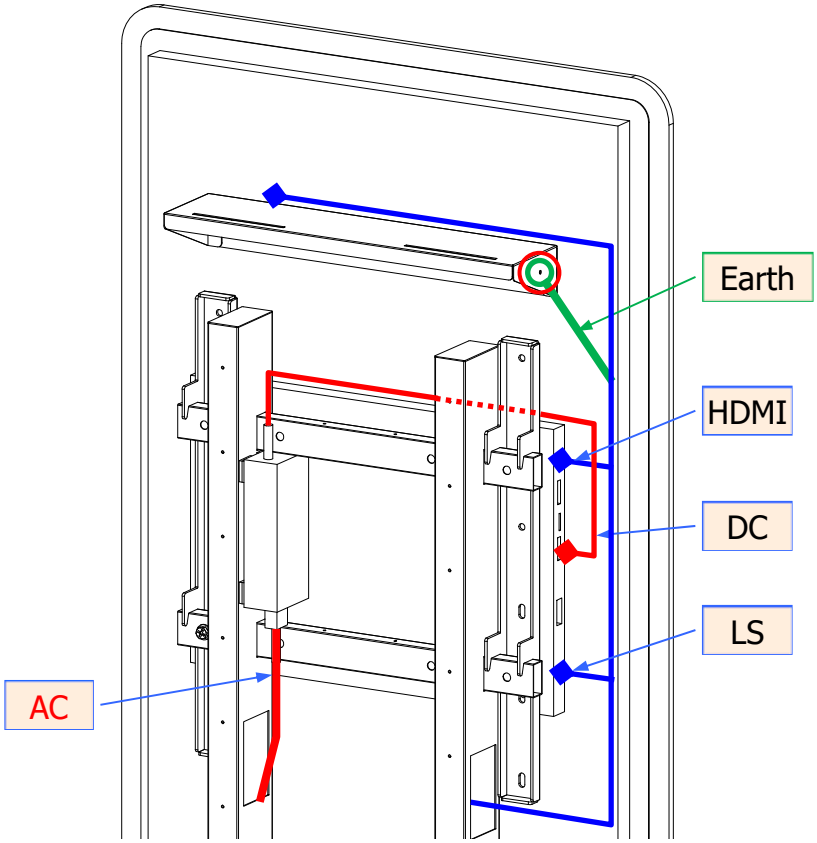


6. 5. 16: History Display Unit (Option-3)

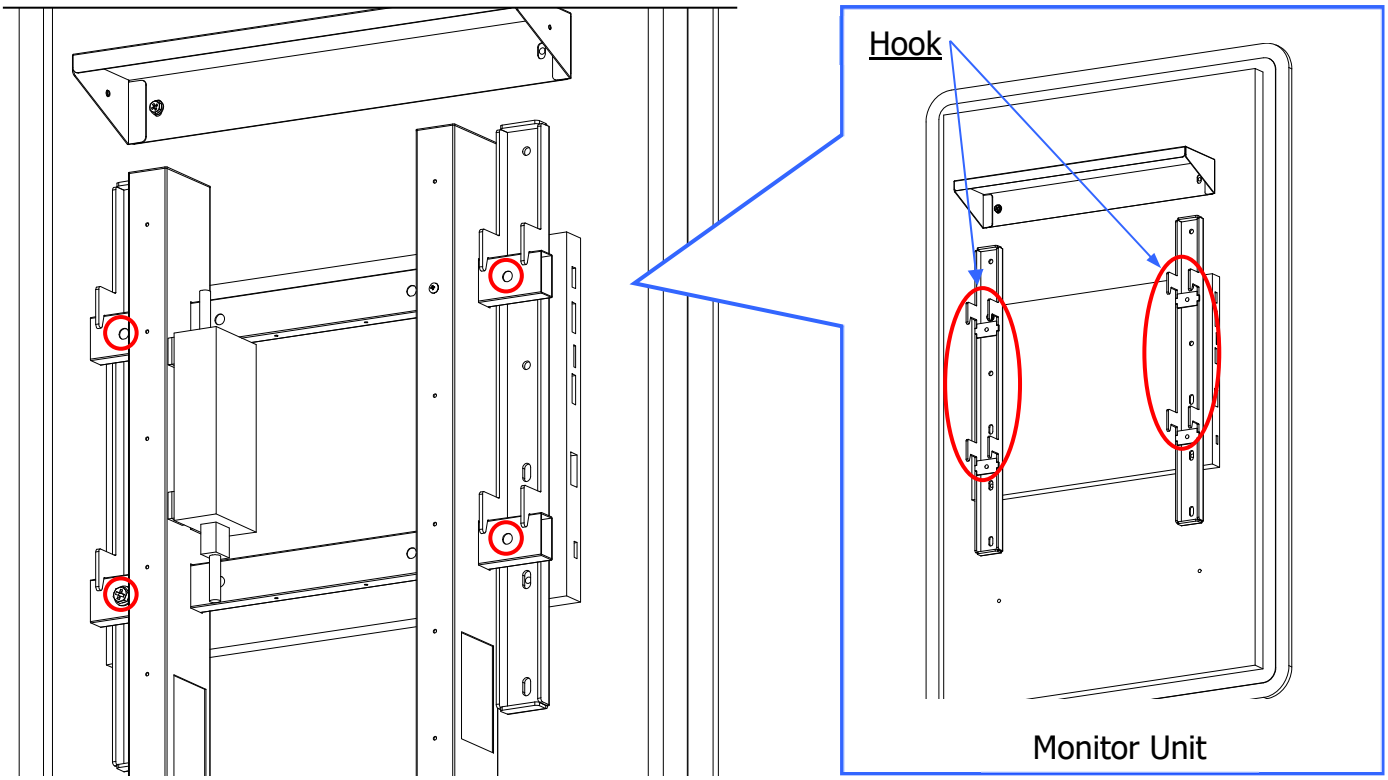
1. Remove the 4 screws and the 2 bolts. Rise slightly the History Display Top Cover Unit to free the Hooks inside (if a Tower Light is installed, unplug the TLJ Connector) and detach the History Display Top Cover Unit.



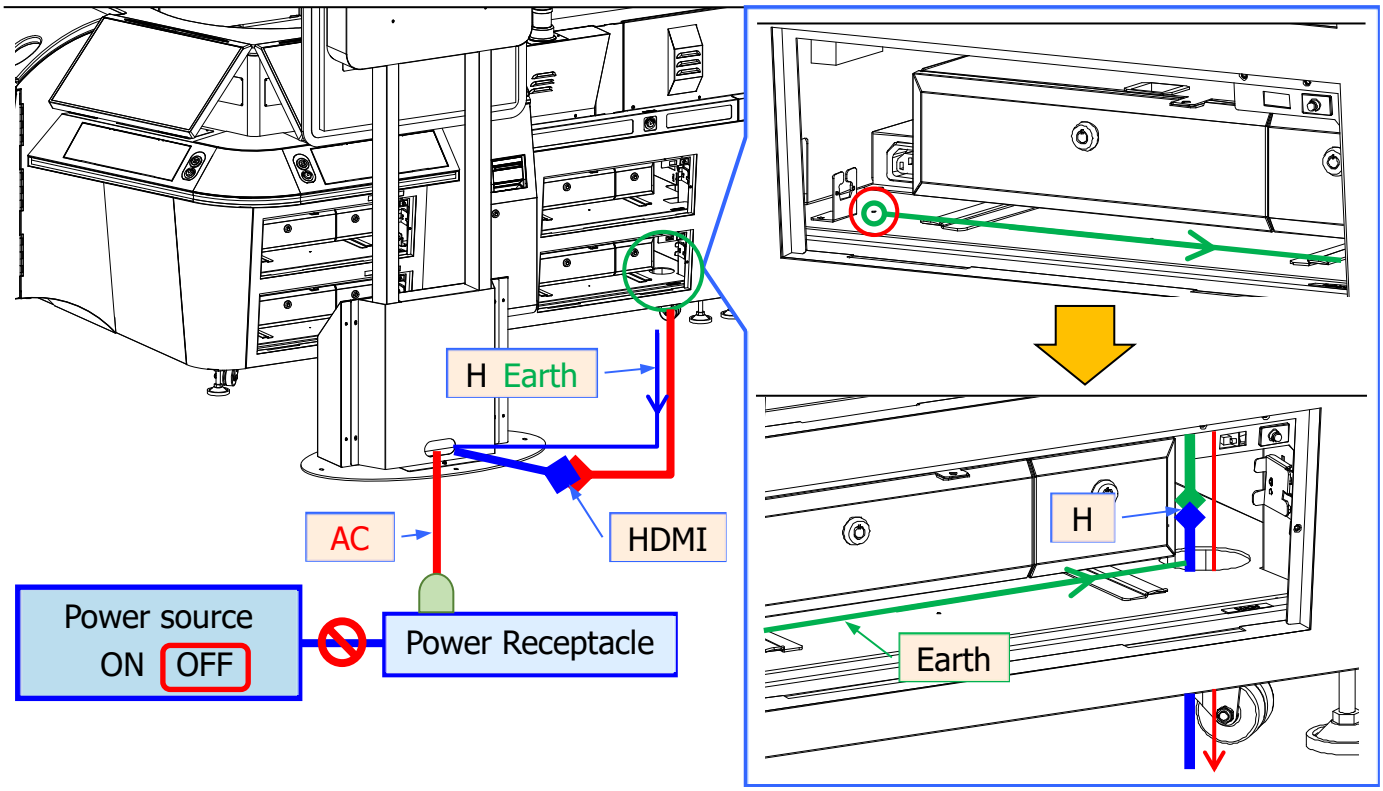
2. Remove the screw and detach the Earth Cable, then unplug the HDMI, DC and LS Connectors.



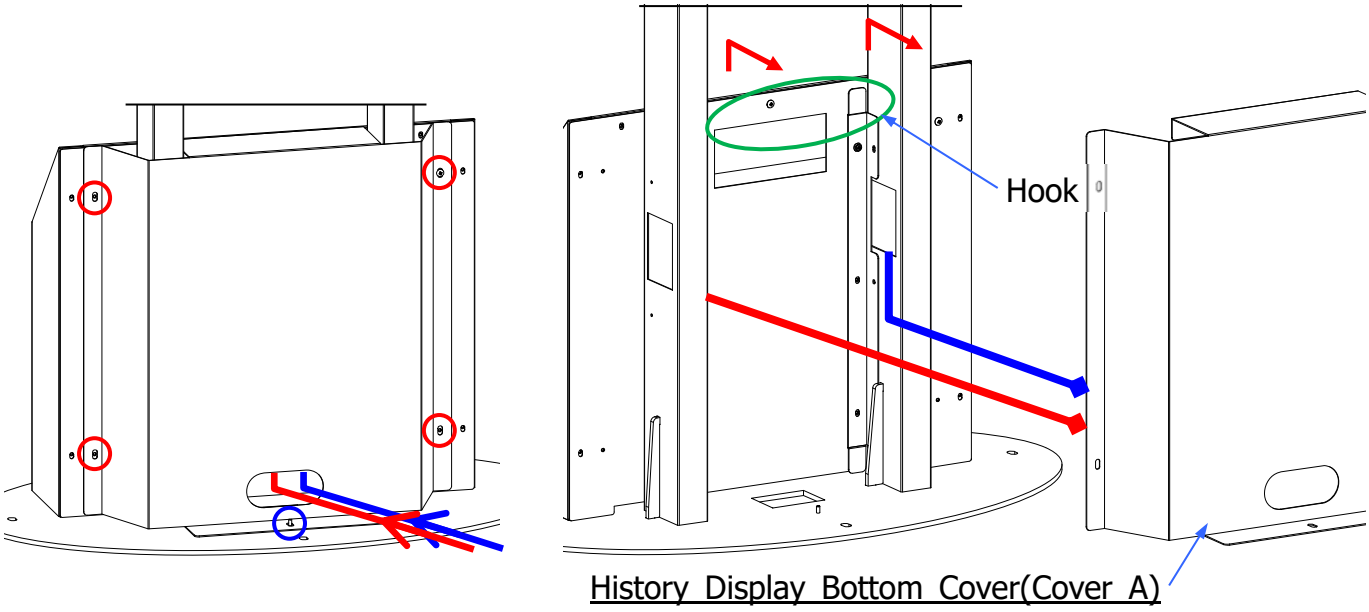
3. Remove the 4 bolts, then rise the Monitor Unit to free the Hooks and make it possible to detach the Monitor Unit.



4. Unlock and remove the Front Main Door of the Center Unit. Remove the screw of the Earth Cable (in case there is a Tower Light on the History Display Unit, disconnect the H Connector that is plugged), then pull the Cable through the hole at the bottom. Unplug the HDMI Connector and AC Plug from the Display Stand Unit.



5. Remove 4 screws and 1 nut, then rise slightly the History Display Bottom Cover (Cover A) and detach it while disconnecting the Cables from the hole at the bottom.

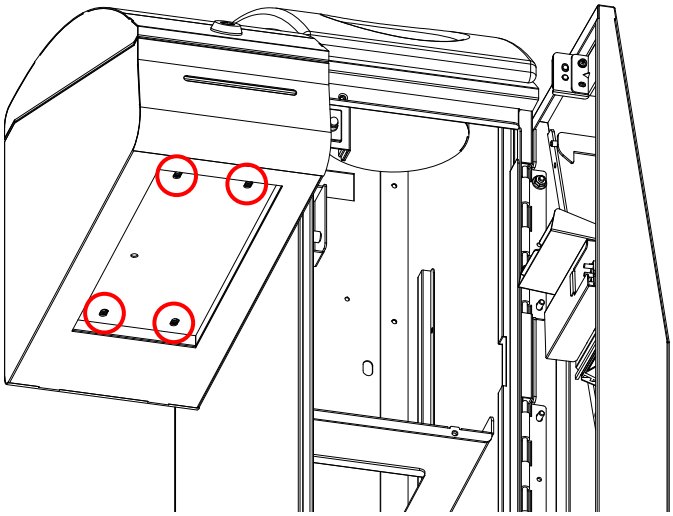


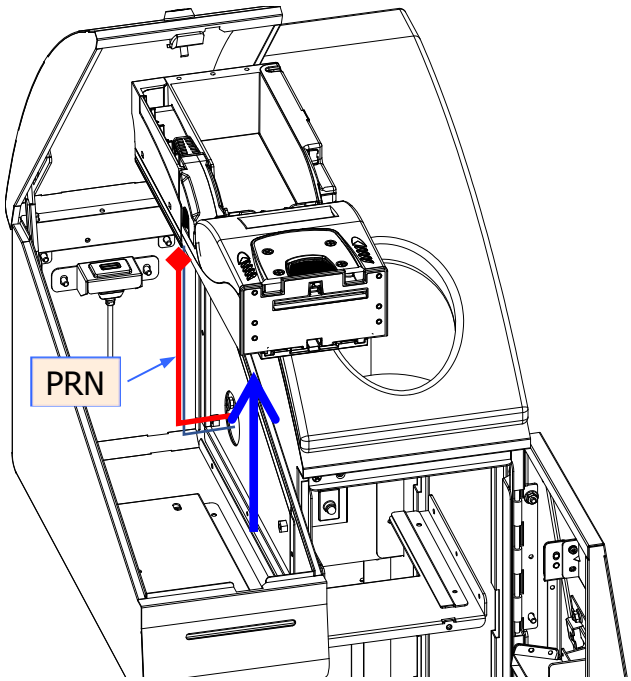
6. 5. 17: Tipping System Unit (Option-2)

1. Refer to **"Validator"** and **"Ticket Printer"** on chapter 7 to remove the Validator Unit and the Ticket Printer Unit from the Ticket Printer and Validator Unit (BV Case C : Right side).
2. Remove 4 screws from the bottom side of the Tipping System Unit to remove the Ticket Printer.

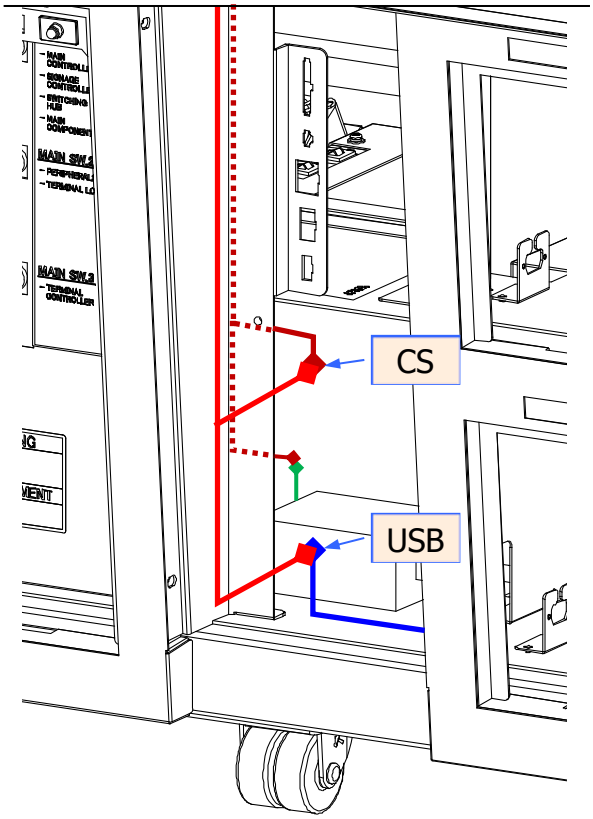
CAUTION!

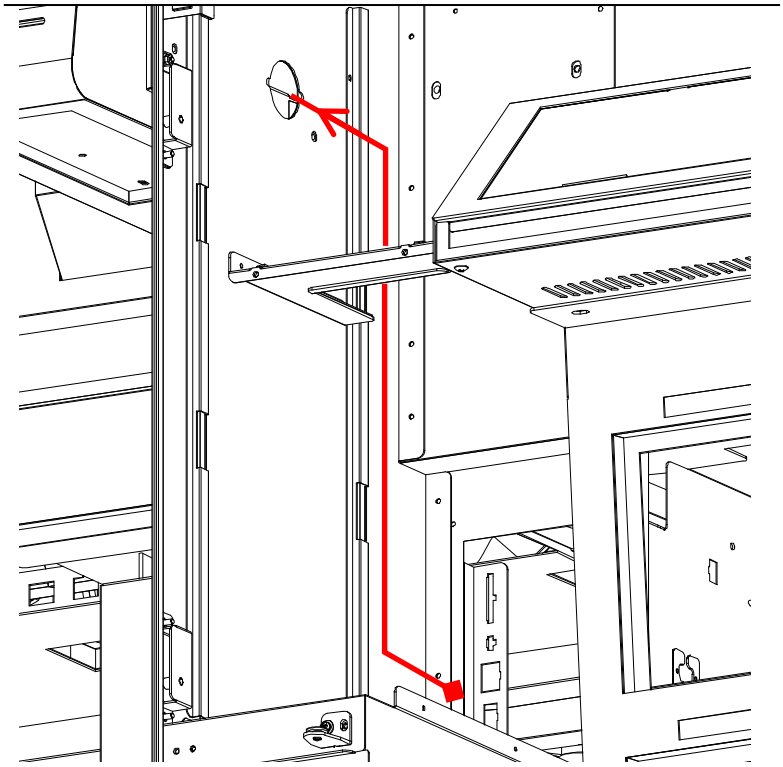
A Cable is connected to the backside of the Ticket Printer, handle with care.



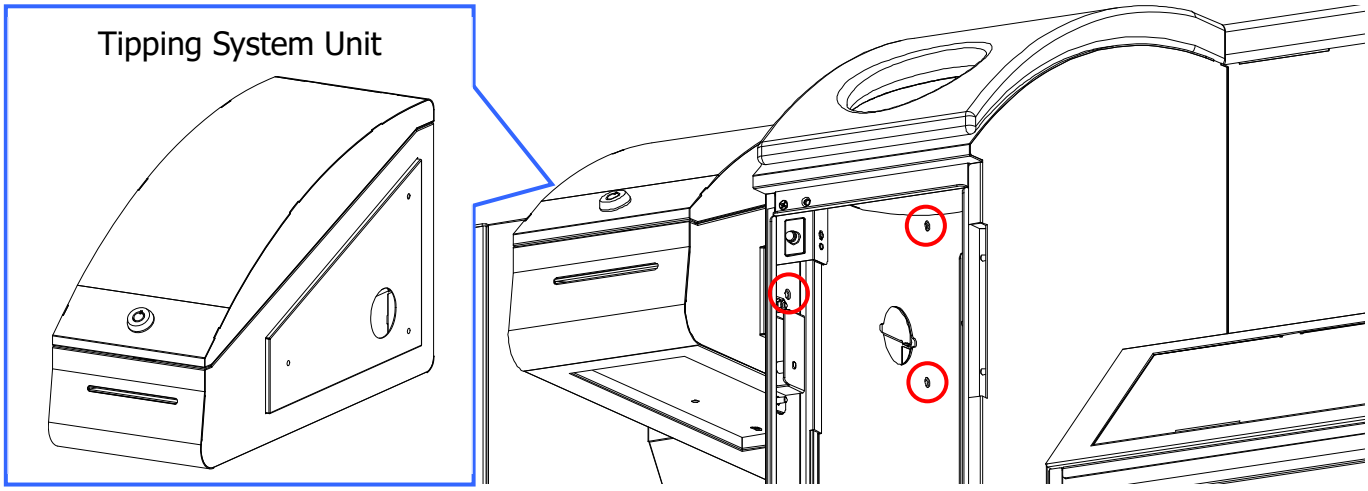


3. Unplug the CS and USB Connector that are connected to the back side of the Ticket Printer and Validator Unit (BV Case C : Right side), then pull back the Cable inside the Tipping System Unit through the hole on the side.





4. Remove the 3 screws on the inside of the Ticket Printer and Validator Unit (BV Case C. : Right side) to detach the Tipping System Unit.



6. 6: Replacement of Expendable Supplies

DANGER!

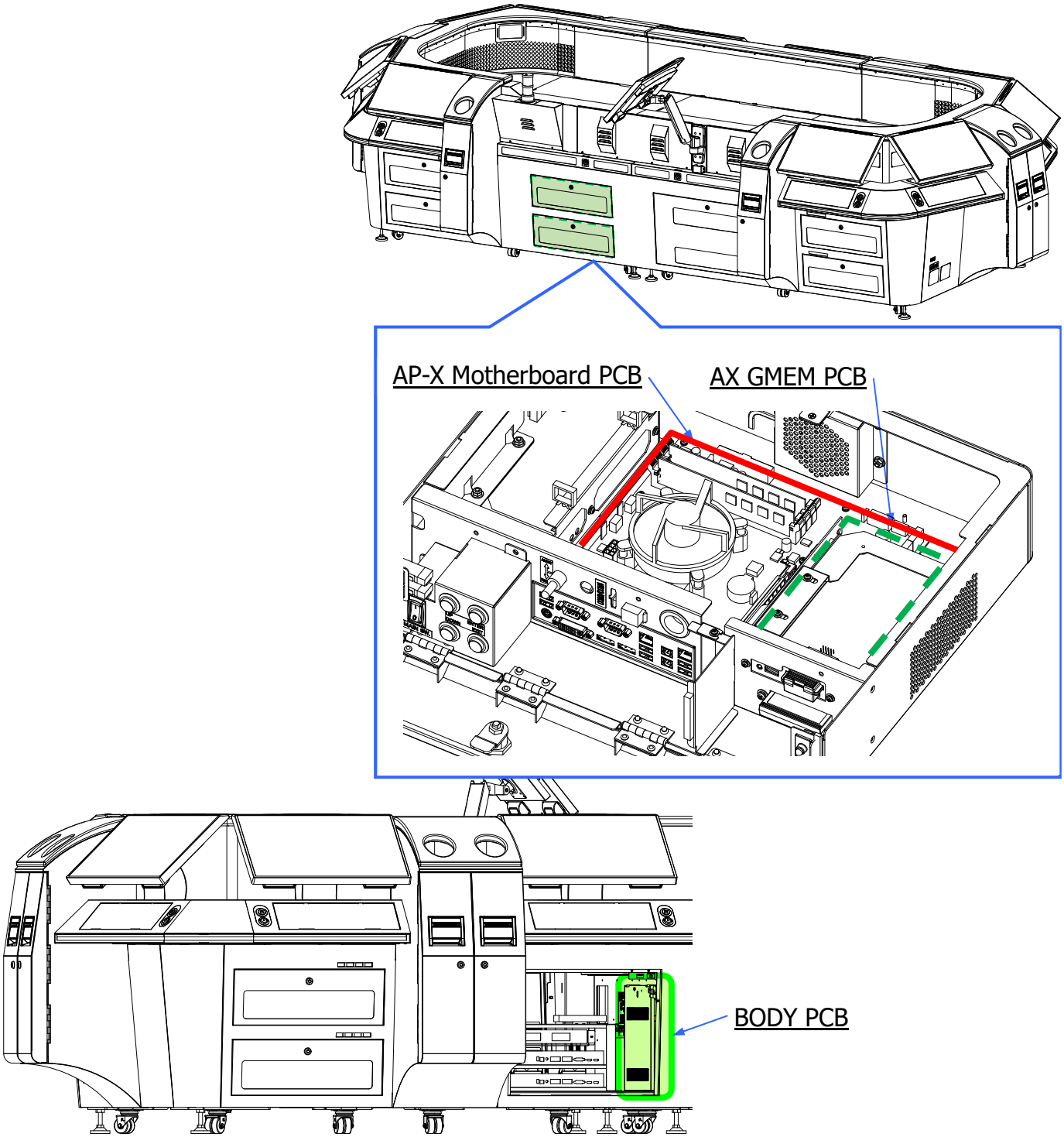
Ensure that the machine is turned off before replacing any expendable items.

6. 6. 1: Lithium Battery

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

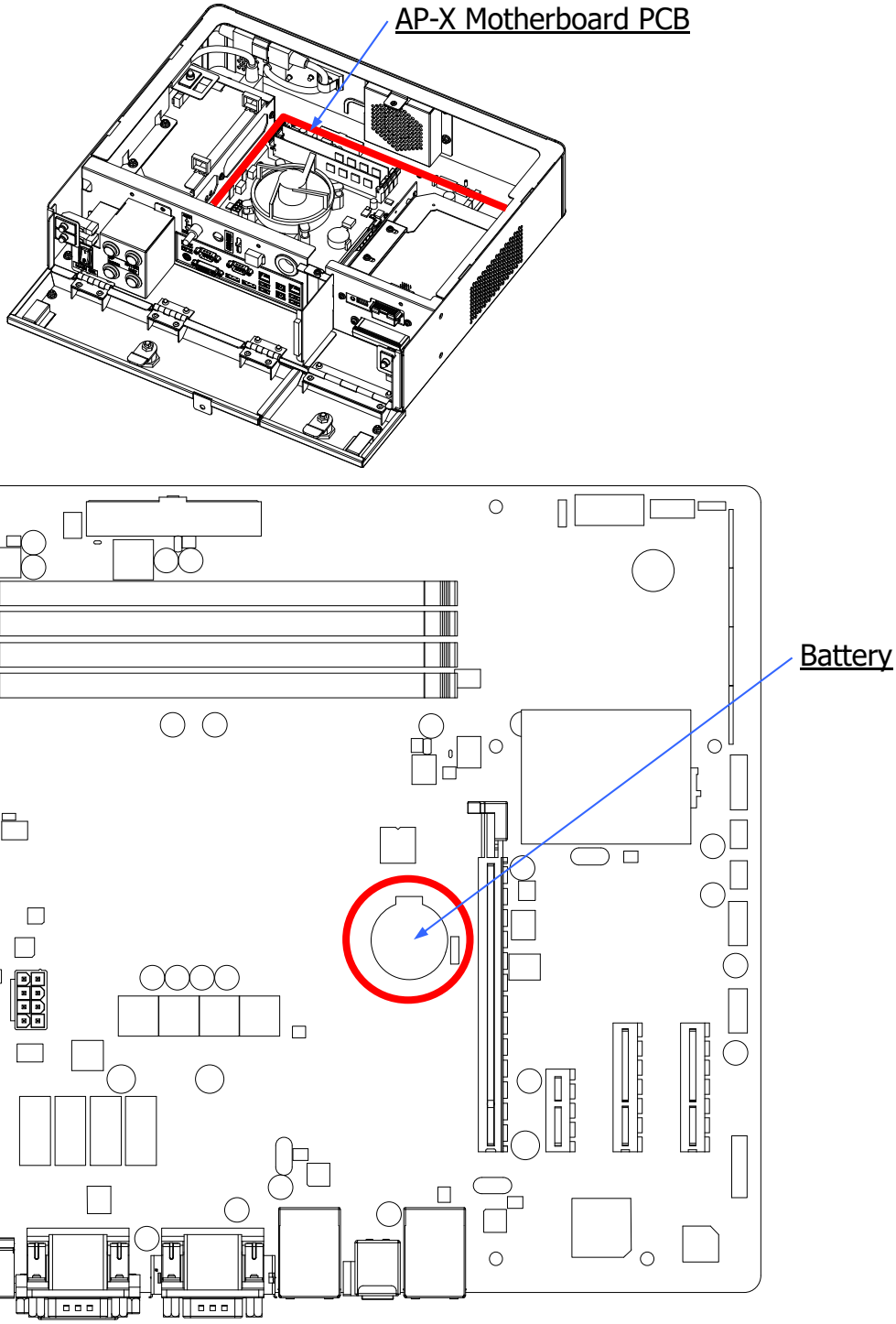
CAUTION!

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


AP-X Motherboard PCB
AX GMEM PCB
BODY PCB

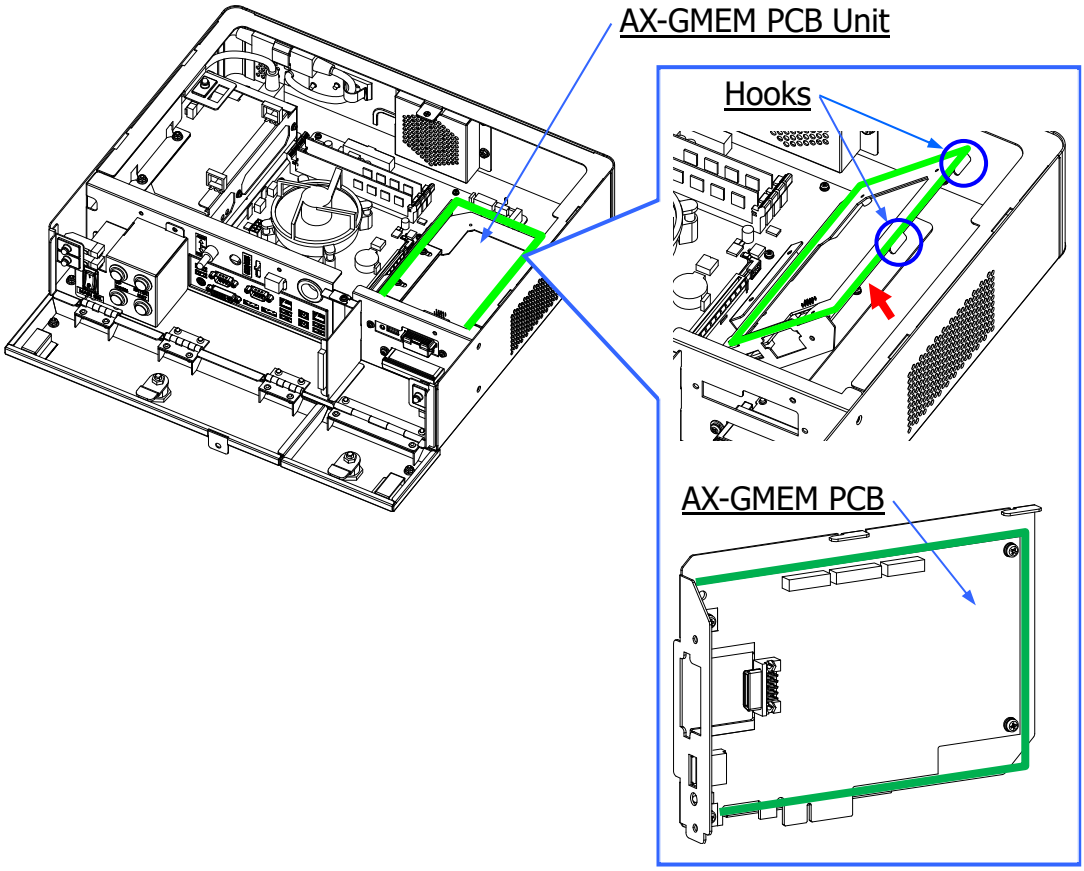
- AP-X Mother board PCB -

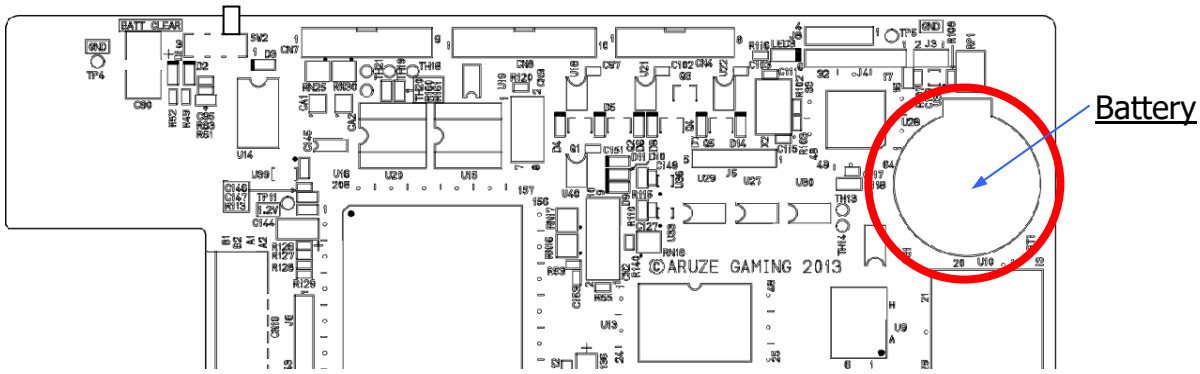
Remove the Side Slide Door(Top Cover) and replace the lithium battery on the AP-X Mother Board PCB. **(Refer to 6.5.1)**



- AX-GMEM PCB -

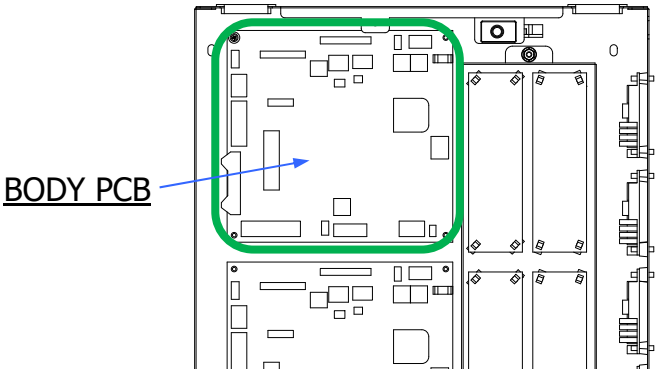
Detach the AX-GMEM PCB Unit and replace the lithium battery on the AX-GMEM PCB. **(Refer to 6.5.2)**

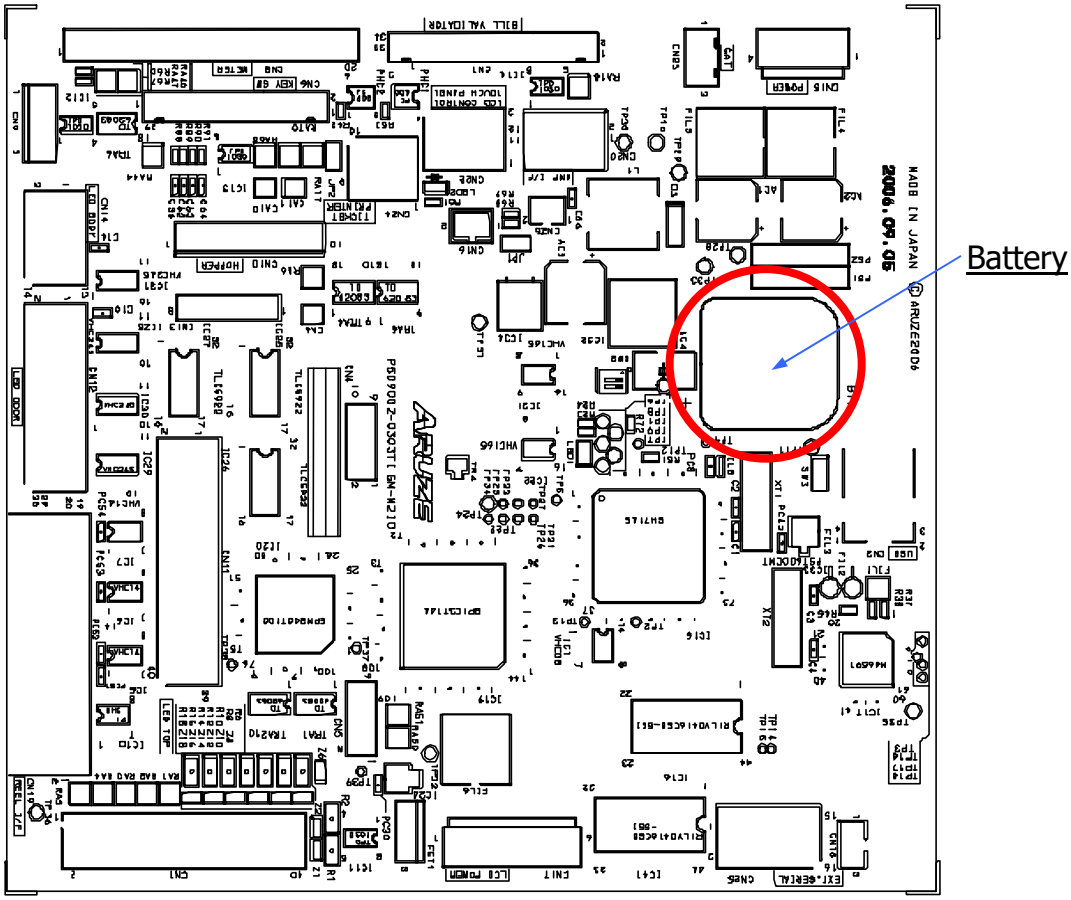




- BODY PCB -

Remove the IO Cover and change the Lithium battery on the BODY PCB. **(Refer to 6.5.14)**

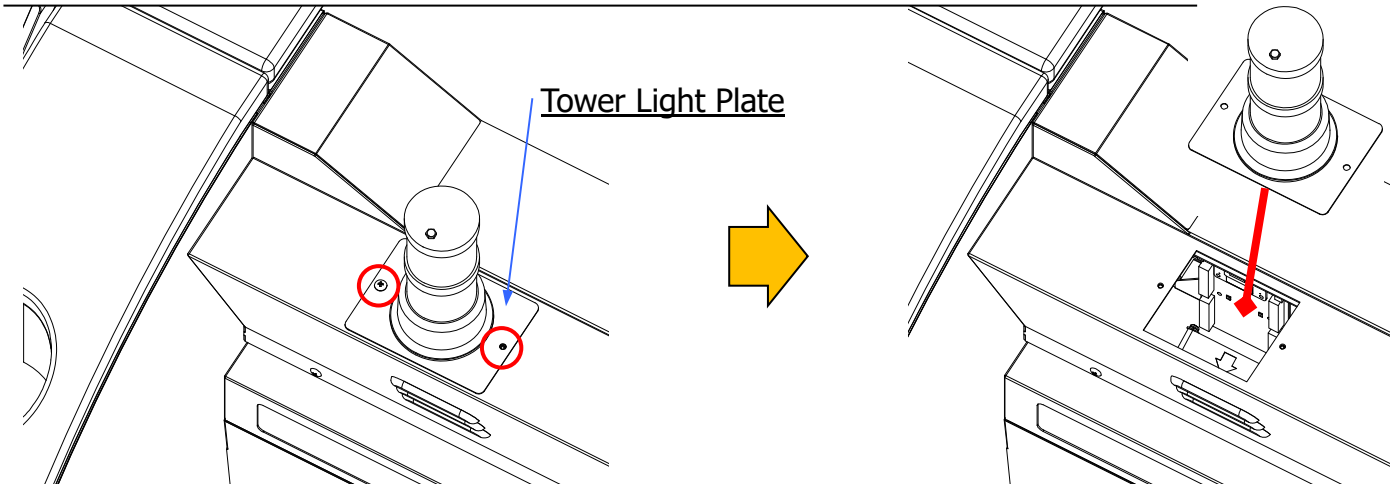




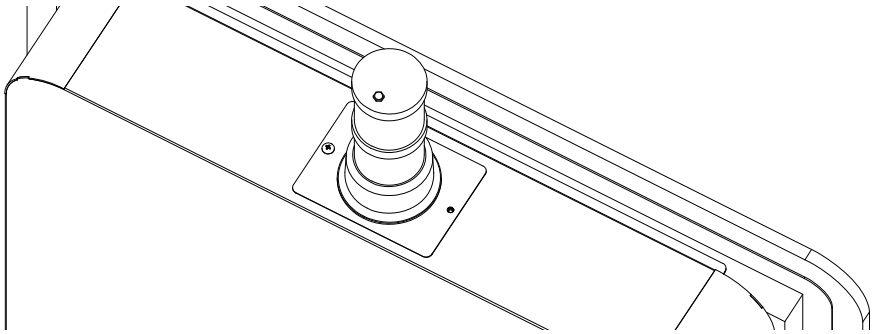
6. 6. 2: Lamps of Tower Light

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

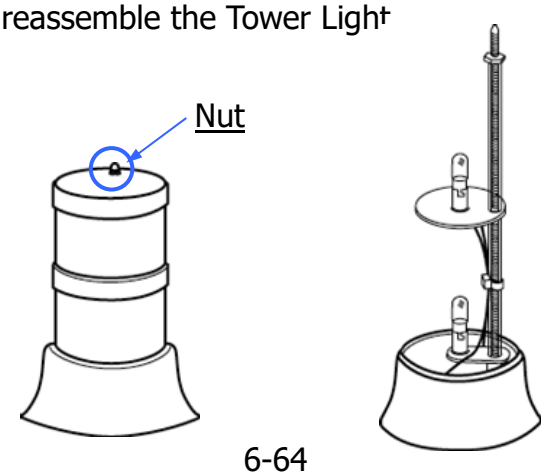
1. Remove 2 screws from the Tower Light on the Wall Unit of the Center Unit to detach the Tower Light Plate.



NOTE:
In case **Option-3** History Display Unit **(Refer to 6.5)** was chosen, and the Tower Light was installed on top of it.



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



Chapter 7

General Servicing and Disassembly for Player Terminals

7. 1: Memory Clear Procedure

7. 1. 1: Memory Clear Types

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

◇ **RAM Clear** - Deleting the Permanent Meters while keeping the setting information intact.

◇ **All RAM Clear (ALL Memory Clear)** - Deleting all memory including setting information and backup data.

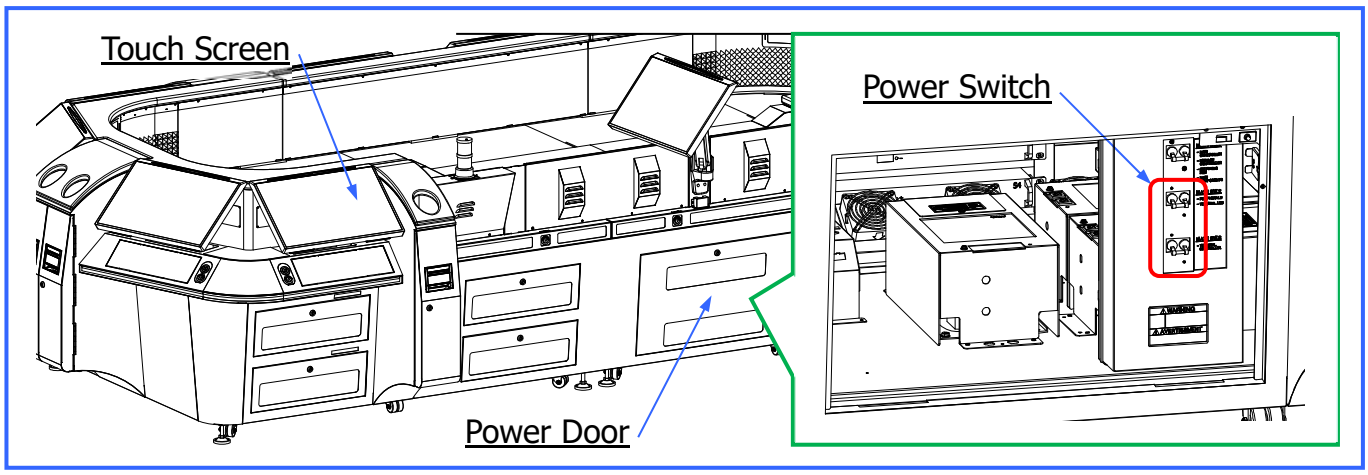
CAUTION!

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

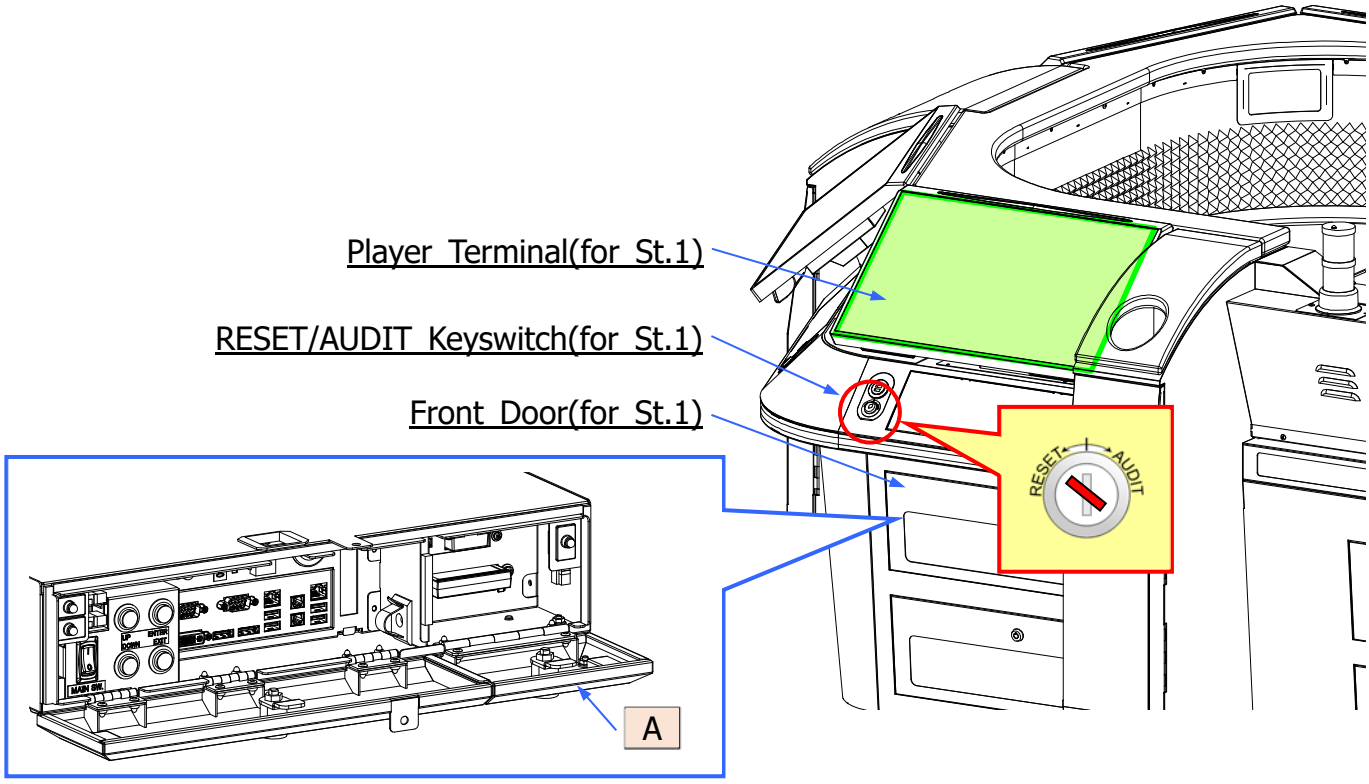
7. 1. 2: Common Memory Clear Procedure

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

1. Remove the Power Door (Main DR B) of the Center Unit, and then turn OFF the [MAIN SW 2] ant the [MAIN SW 3] Power Switches.



2. Remove the targeted Front Door of the Center Unit.



3. Open the Main Door and the Security Door of the Station Controller Unit. **(Fig A)**
4. Turn the RESET/AUDIT Key Switch to RESET.

5. Turn ON the [MAIN SW 2] ant the [MAIN SW 3] Power Switches.

CAUTION!

- Do not turn ON the 2 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.

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

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

< In the case of RAM Clear >

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



8. Next, turn the key switch to AUDIT.



9. Finally, return the key switch to neutral.



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

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



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

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



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



9. Next, turn the key switch to AUDIT.



10. Finally, return the key switch to neutral.



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

NOTE:
If the button is released during the process explained in steps 8 and 9, only the **Ram Clear** operation will be done.

NOTE:
To cancel All Ram Clear in the middle of the process, turn the key switch towards RESET at step 9.



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

7. 2: Changing the GAME

7. 2. 1: Changing the GAME Soft

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

WARNING!

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

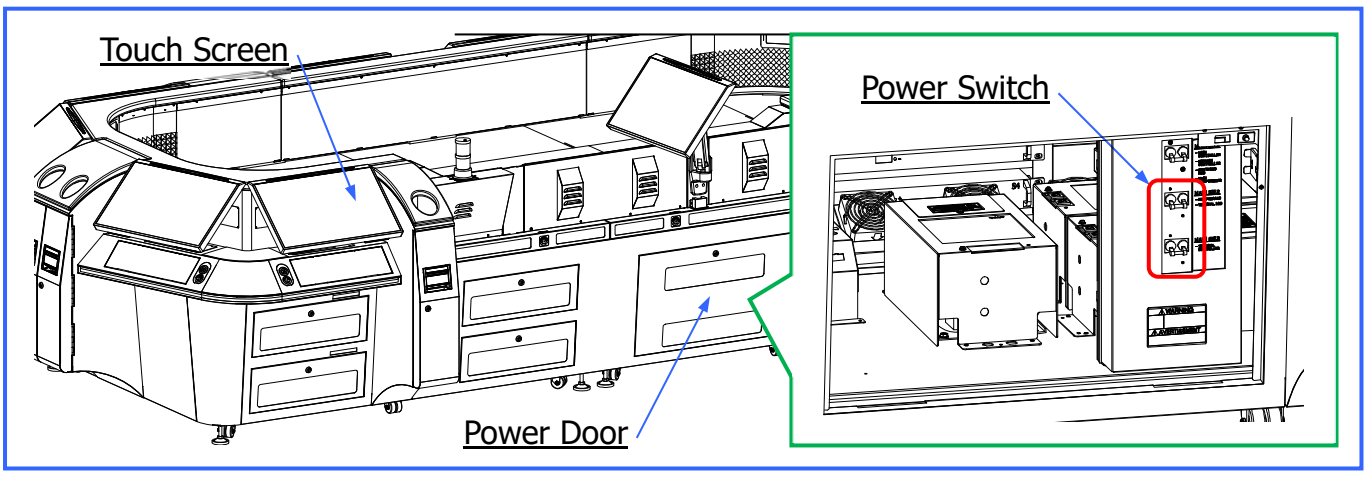
CAUTION!

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

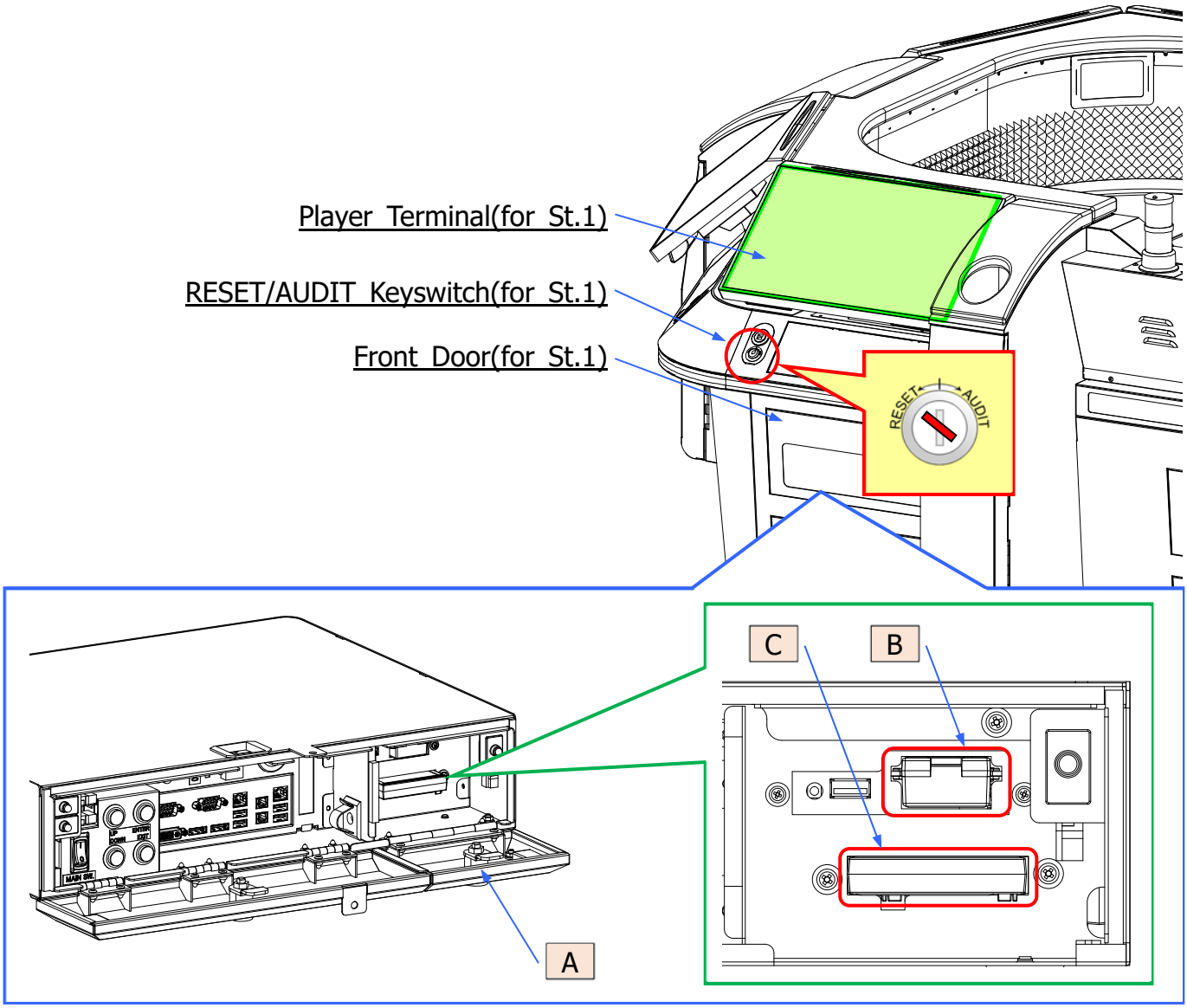
NOTE:

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

1. Prepare the replacement AX-GAL(Game GAL) Cassette and SSD Cassette.
2. Open the Power Door (Main DR B) of the Center Unit, and then turn OFF the [MAIN SW 2] ant the [MAIN SW 3] Power Switches.



3. Remove the targeted Front Door of the Center Unit.



4. Open the Main Door and the Security Door of the Station Controller Unit. **(Fig A)**
5. Remove the AX-GAL(Game GAL) Cassette currently inserted into the machine **(Fig. B)**, and replace it with the AX-GAL (GAME GAL) Cassette previously prepared.
6. Remove the SSD Cassette currently inserted into the machine **(Fig. C)**, and replace it with the SSD Cassette previously prepared.
7. Perform the **All RAM Clear(All Memory Clear)**. **(Refer to 7.1.2)**

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

No settings on Station Controller Unit requires the use of a Setting GAL.

7. 4: Maintenance Schedule

7. 4. 1: 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.

7. 4. 2: Quarterly Servicing

Check the Condition of the AC Cord

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

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

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

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

Check the Conditions of the Doors

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

Check the Condition of the Acceptor

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

Check the Condition of the Ticket Printer

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

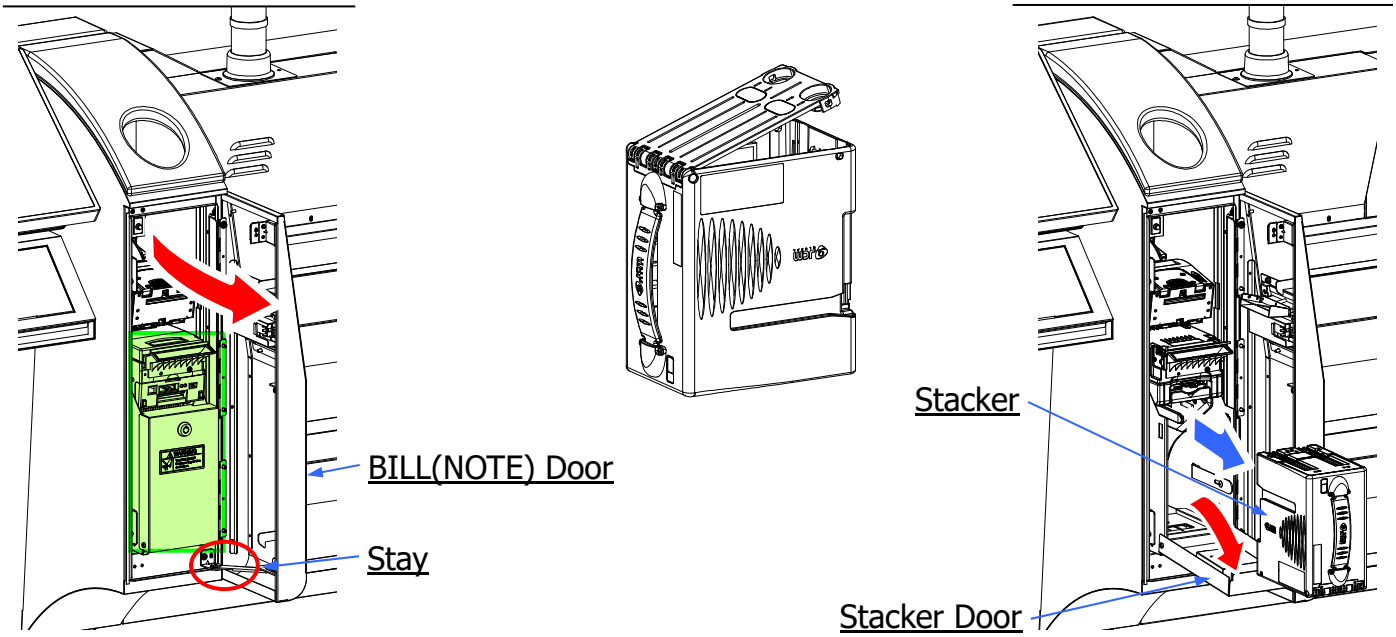
7. 5: Stacker Clearance

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

1. Open the BILL(NOTE) Door, and then unlock and open the Stacker Door. Pull out the Stacker, and then use the key to unlock the bottom lid of the Stacker.

⚠ 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.



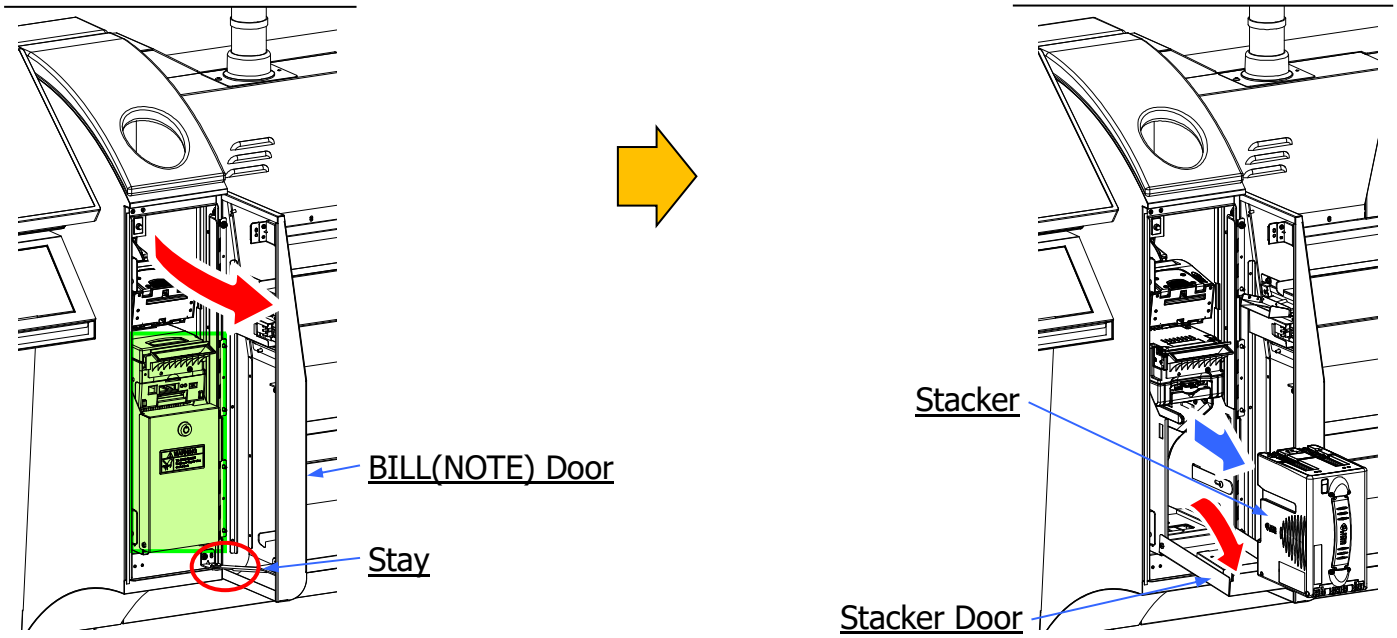
2. After taking out the BILLs(NOTEs), lock the bottom lid and put the Stacker back in place.
3. When the Stacker Door and the BILL(NOTE) Door are locked, the Monitor message will disappear.

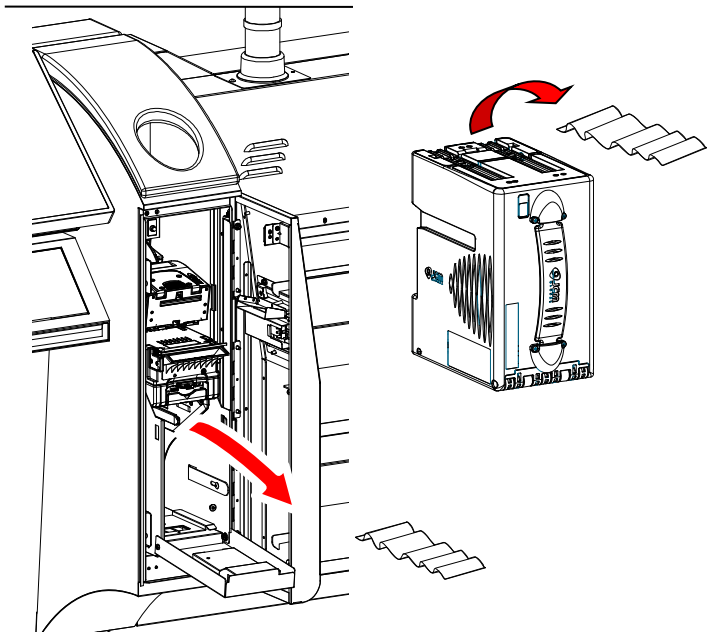
7. 6: Clearing Stacker Jam

If a jam occurs near the entry slot of the stacker, a [BILL STACKER JAM] message is displayed on the Monitor screen.
Use the following procedures to clear the jam.

1. Open the BILL(NOTE) Door, and then unlock the Stacker Door. Take Out the Stacker, and then remove any BILLs(NOTEs) that are stuck.

> ⚠ **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. After removing the jammed ticket, put the Stacker back in place.
3. When the BILL(NOTE) Door is locked, the Monitor message will disappear.

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

7. 7: Disassembly

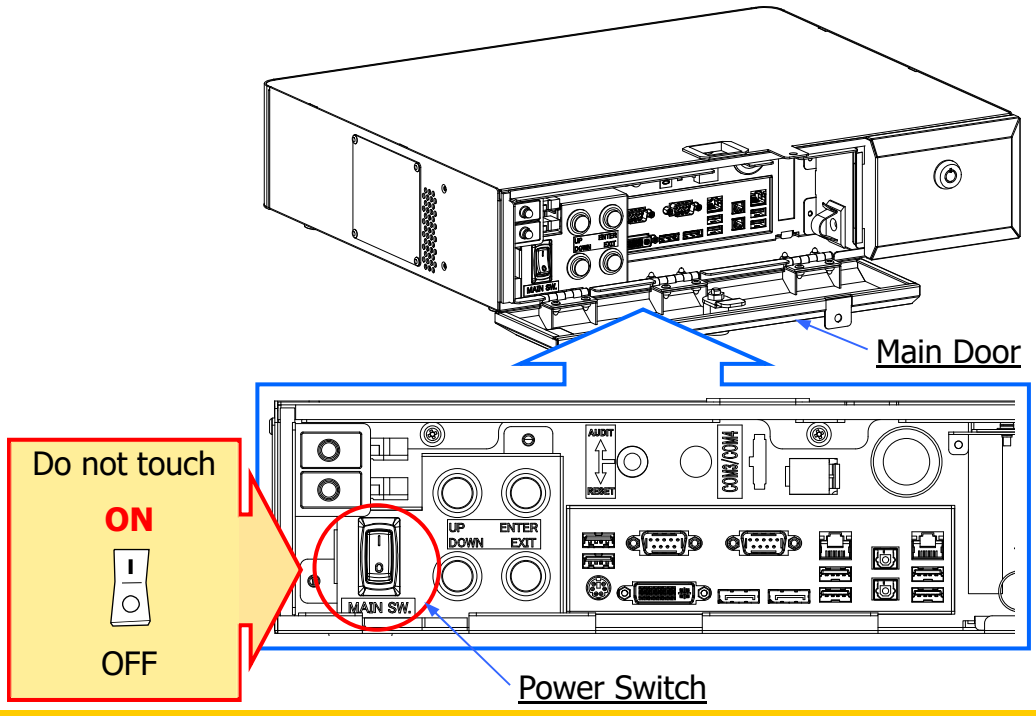
DANGER!

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

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

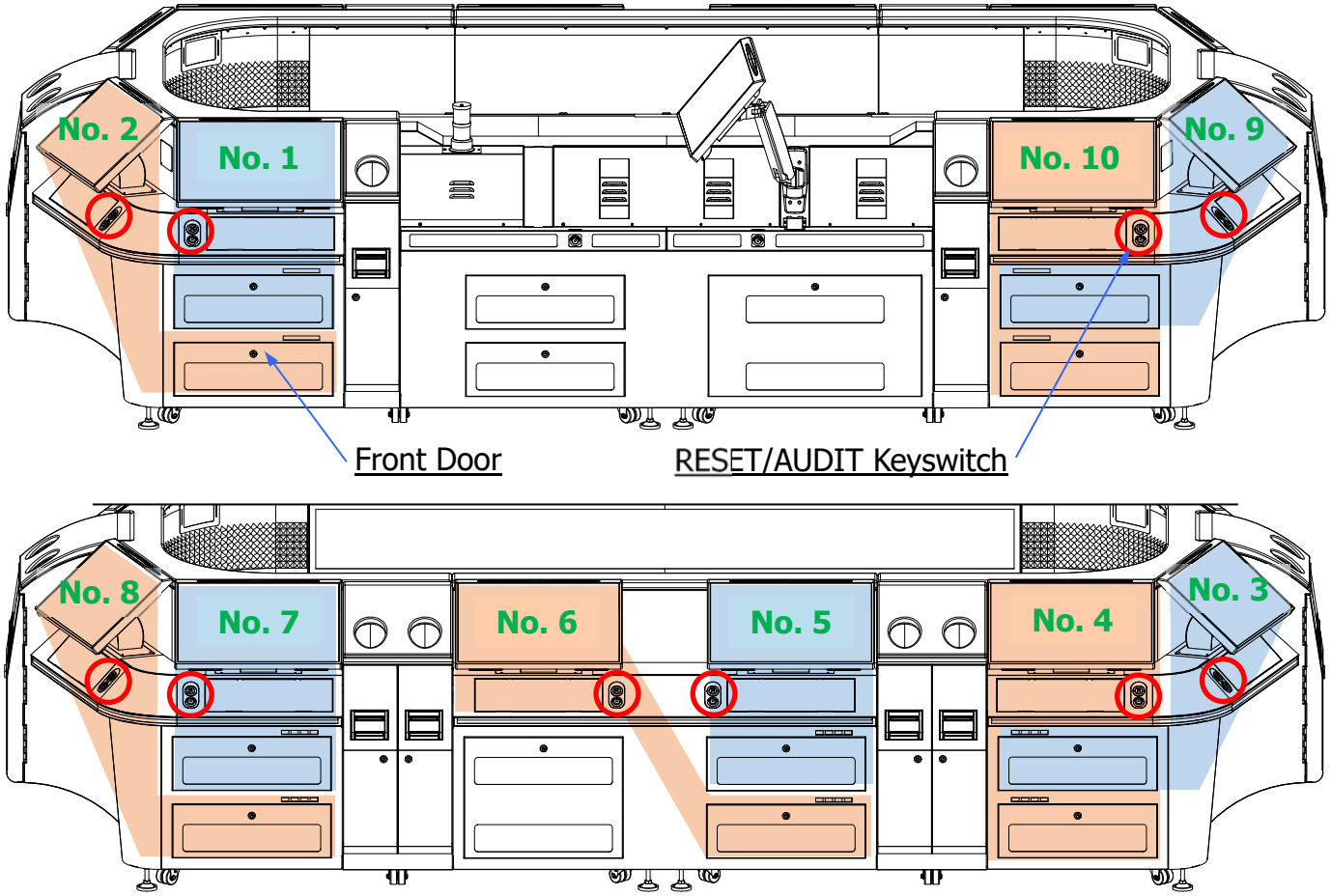
CAUTION!

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



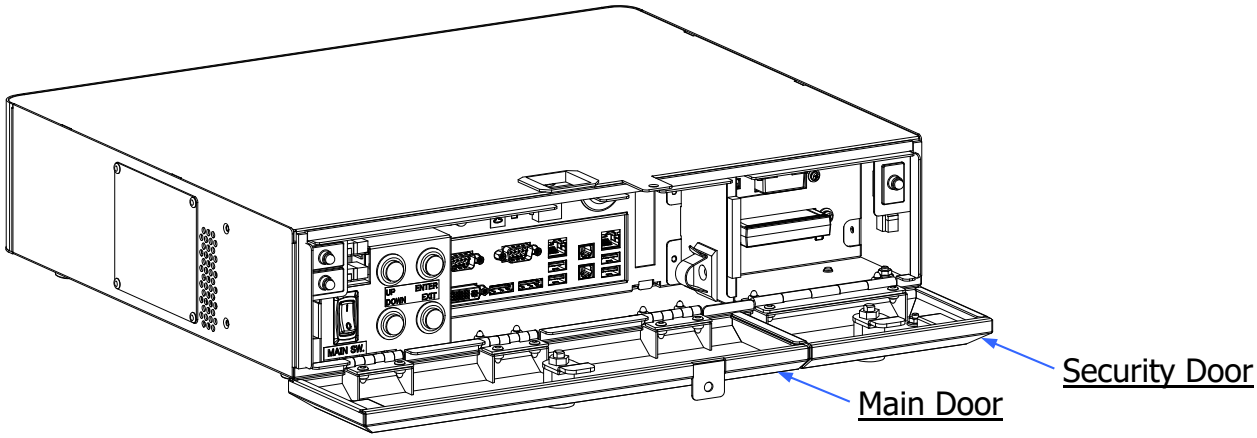
7. 7. 1: Side Slide Door(Top Cover) of Controller Unit

1. Remove the Front Door for the targeted Player Terminal, on the Center Unit.

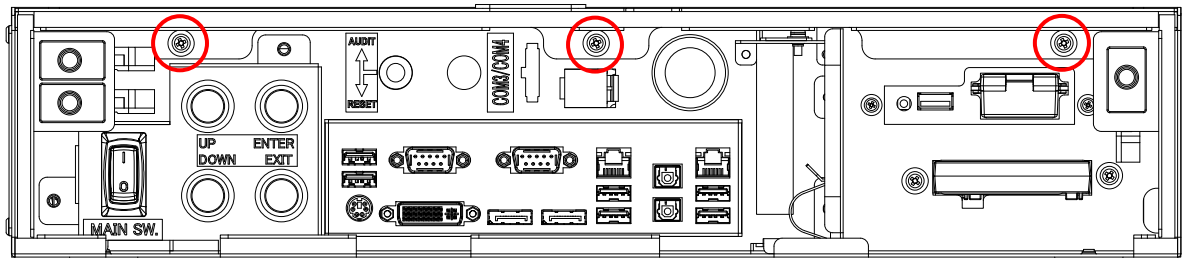


2. Open the Main Door and the Security Door of the Station Controller Unit, and disconnect all the harnesses and the AC cable that are connected, then and pull out the Controller Unit.

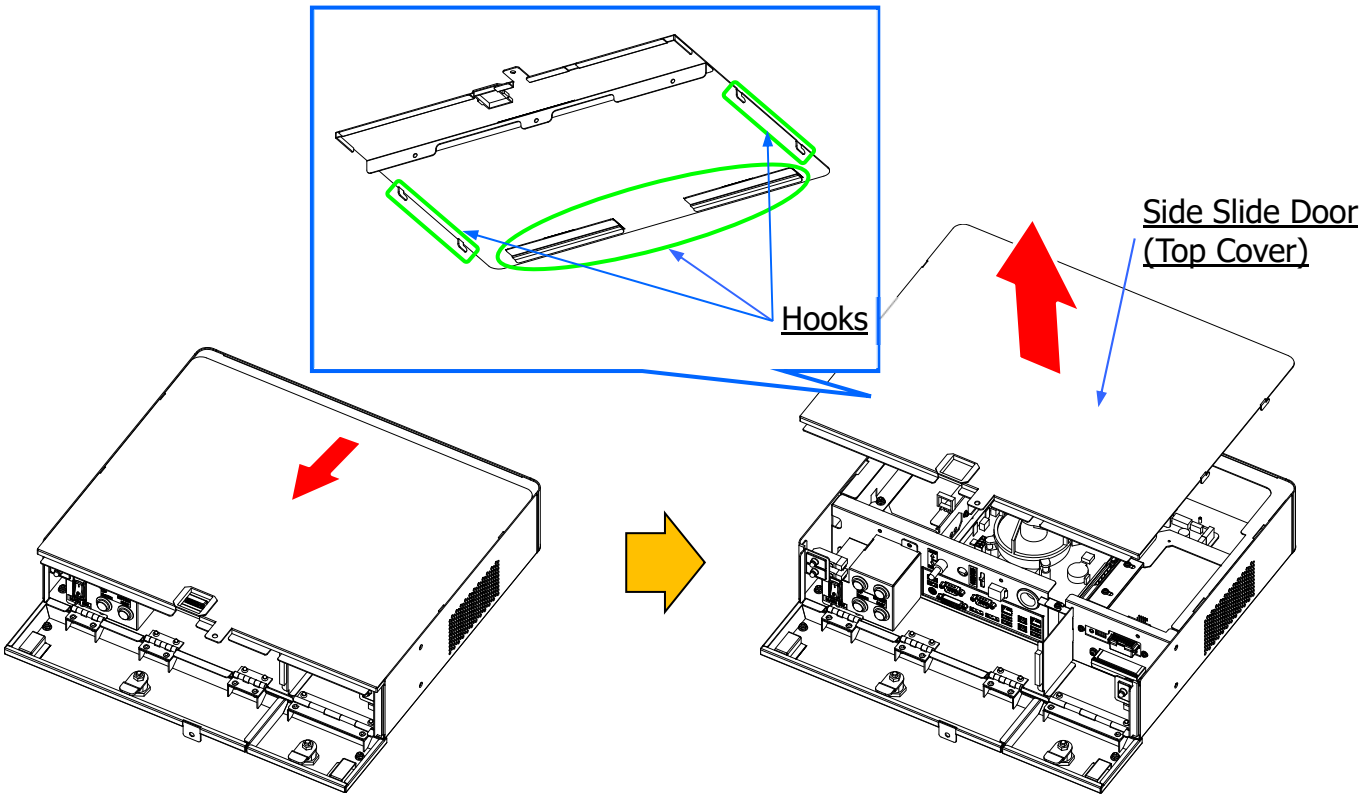
NOTE:
Refer to **"Cable Connections"** on Chapter 3 for the reconnection procedures of the connectors.



3. Remove the 3 fasteners on the front side of Controller Unit.

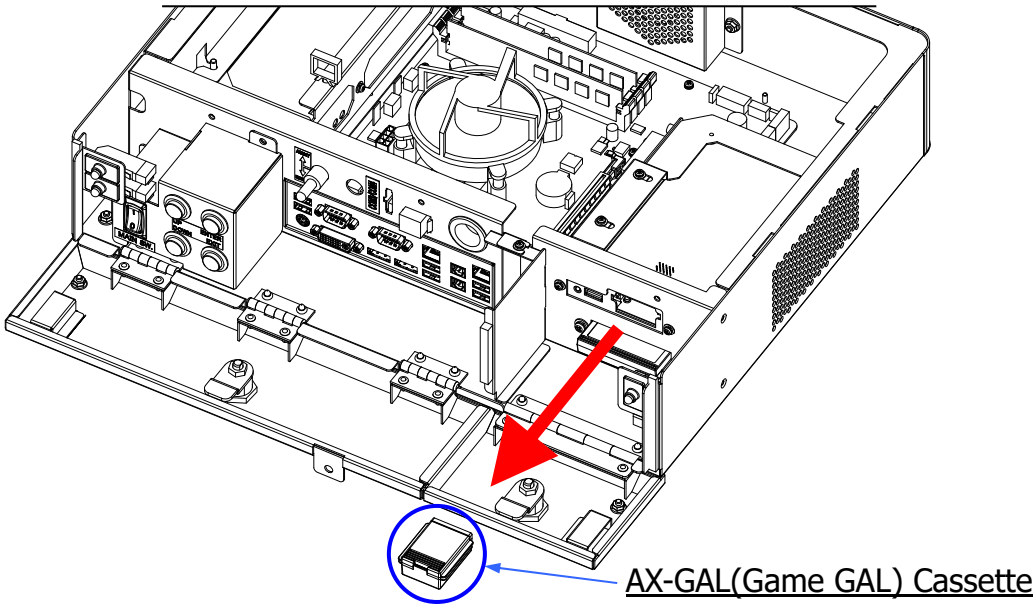


4. Slide toward the front side the Side Slide Door(Top Cover). Free the hooks and detach the Side Slide Door(Top Cover).

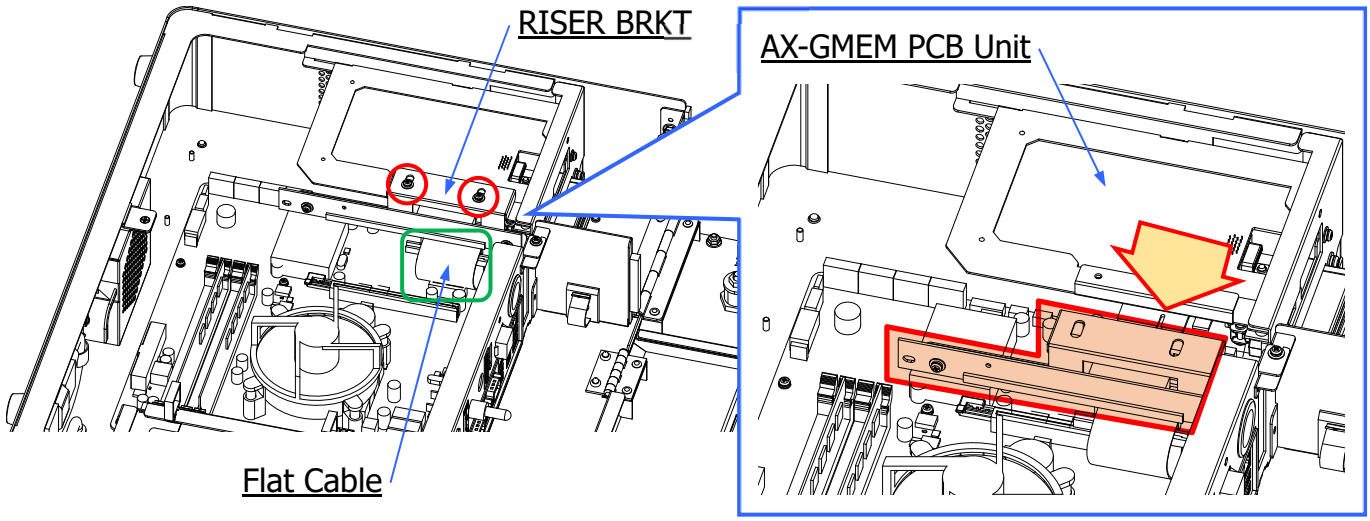


7. 7. 2: AX-GMEM PCB Unit of Controller Unit

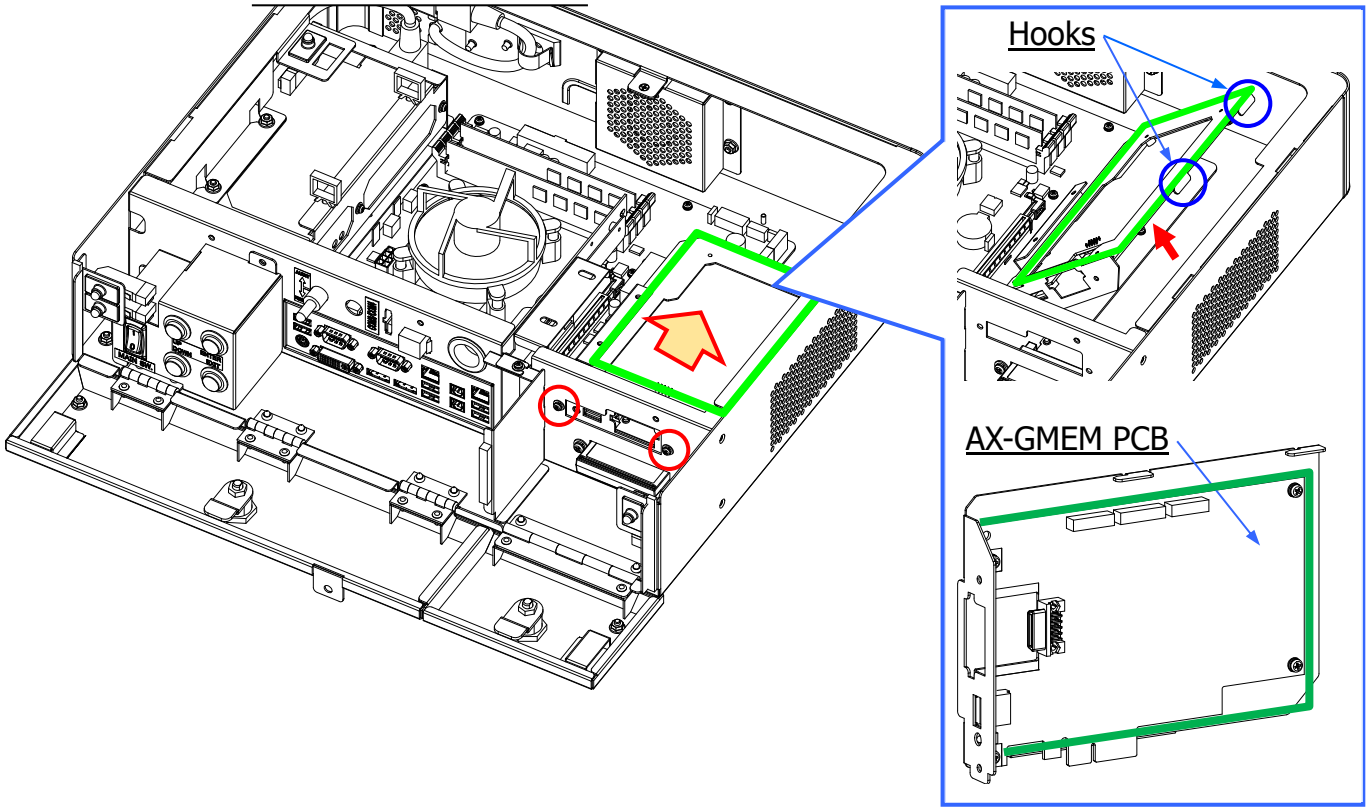
1. Remove the Side Slide Door(Top Cover). **(Refer to 7.7.1)**
2. Remove the AX-GAL(Game GAL) Cassette currently inserted into the machine.



3. Remove the 2 RISER BRKT fasteners. Disconnect the Flat Cable connected to the RISER BRKT and, while holding the AX-GMEM PCB Unit with one hand, remove the RISER BRKT.

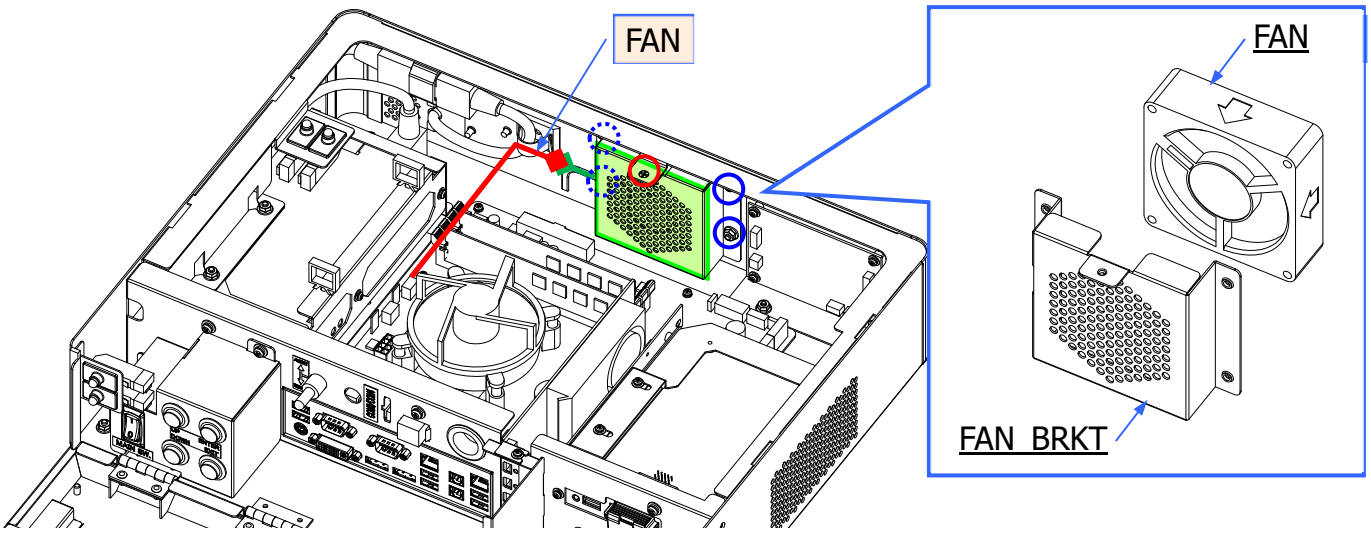


4. Remove the 2 fasteners on the front side of the Controller Unit. Slide toward the back side the AX-GMEM PCB Unit to free the hook on the right side. It is possible to remove the AX-GMEM PCB Unit by extracting the harness connected to the connector on the back side.



7. 7. 3: Security Box Fan of Controller Unit

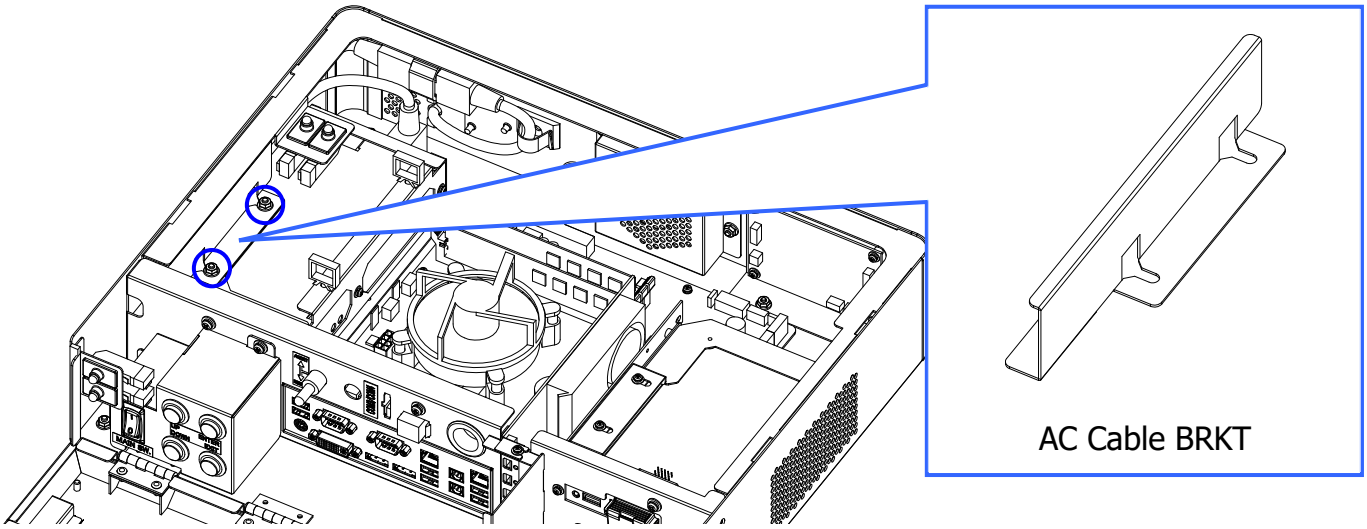
1. Remove the Side Slide Door(Top Cover). **(Refer to 7.7.1)**
2. Extract the FAN Connector and remove the fastener and the 4 nuts on the inner side of the Controller Unit. Remove the FAN BRKT and the FAN.



7. 7. 4: Power Supply Unit of Controller Unit

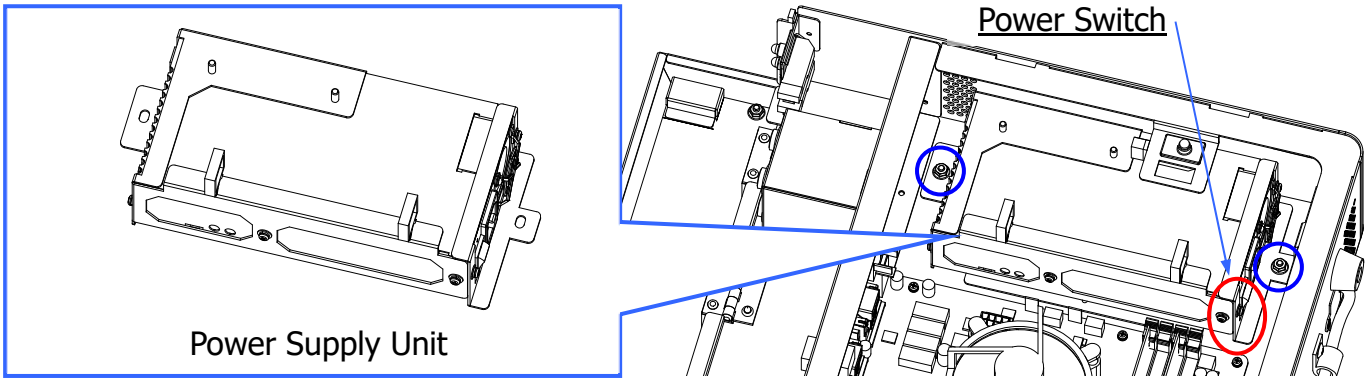
DANGER!
Disconnect the AC cable from the Plug-in Unit Inlet before operation.

1. Remove the Side Slide Door(Top Cover). **(Refer to 7.7.1)**
2. Remove the 2 Nuts to detach the AC Cable BRKT.



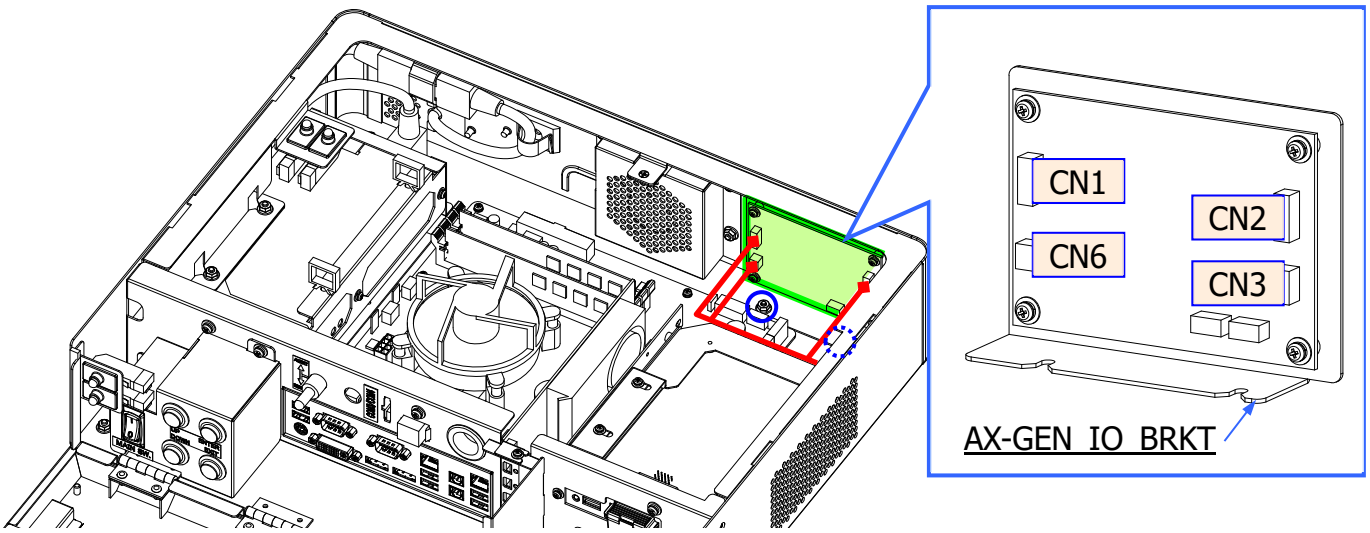
3. Remove 2 Nuts and extract the Cable Connector and the AC Cable on the front and back side, to detach the Power Supply Unit.

NOTE:
Pay attention not to turn off the Switch of the Power Supply Unit when assembling or disassembling.



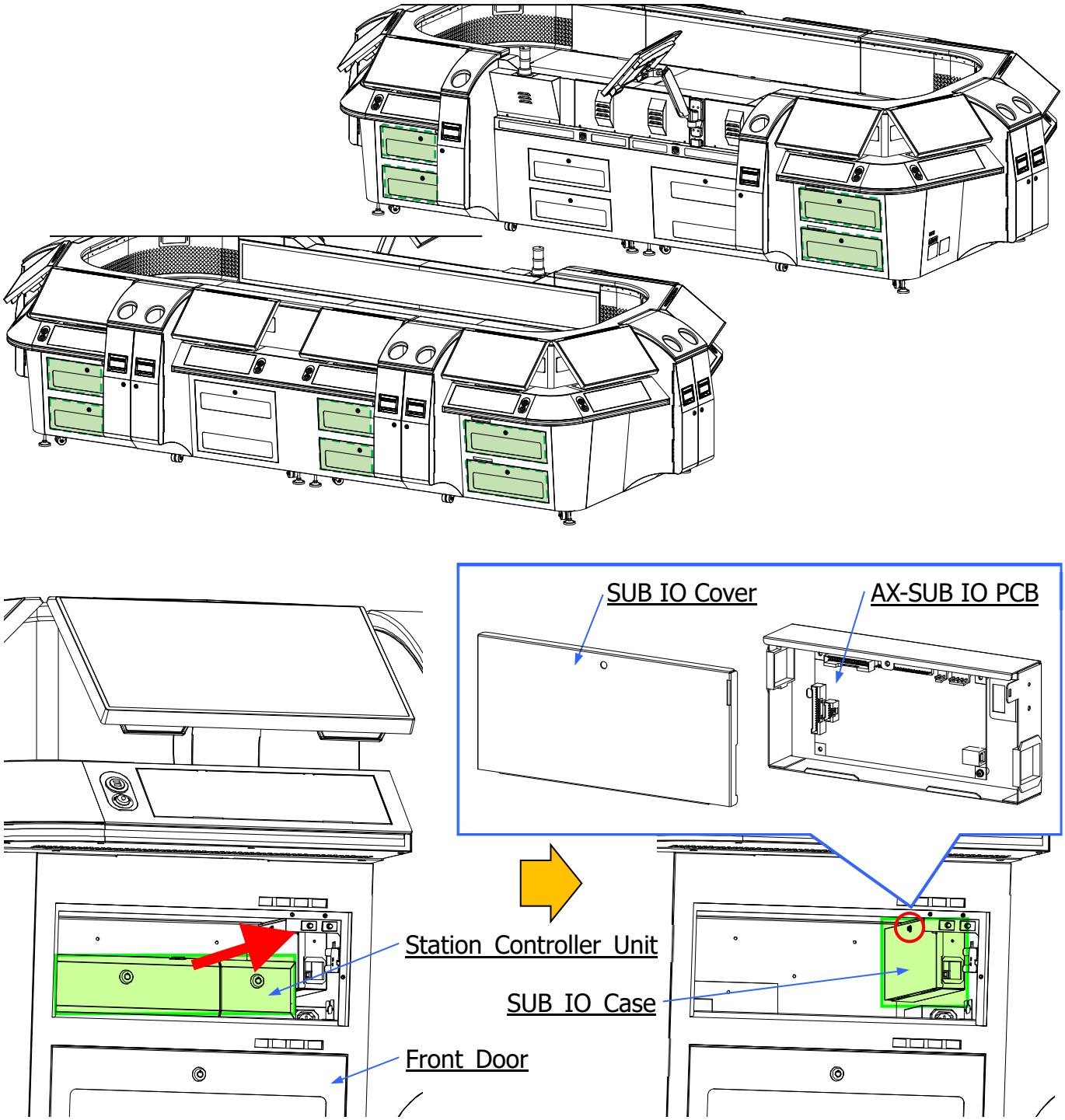
7. 7. 5: AX-GEN IO PCB Unit of Controller Unit

1. Remove the Side Slide Door(Top Cover). **(Refer to 7.7.1)**
2. Disconnect the CN1, CN2, CN3 and CN6 Connectors, then remove the 2 nuts to remove the AX-GEN IO PCB BRKT.



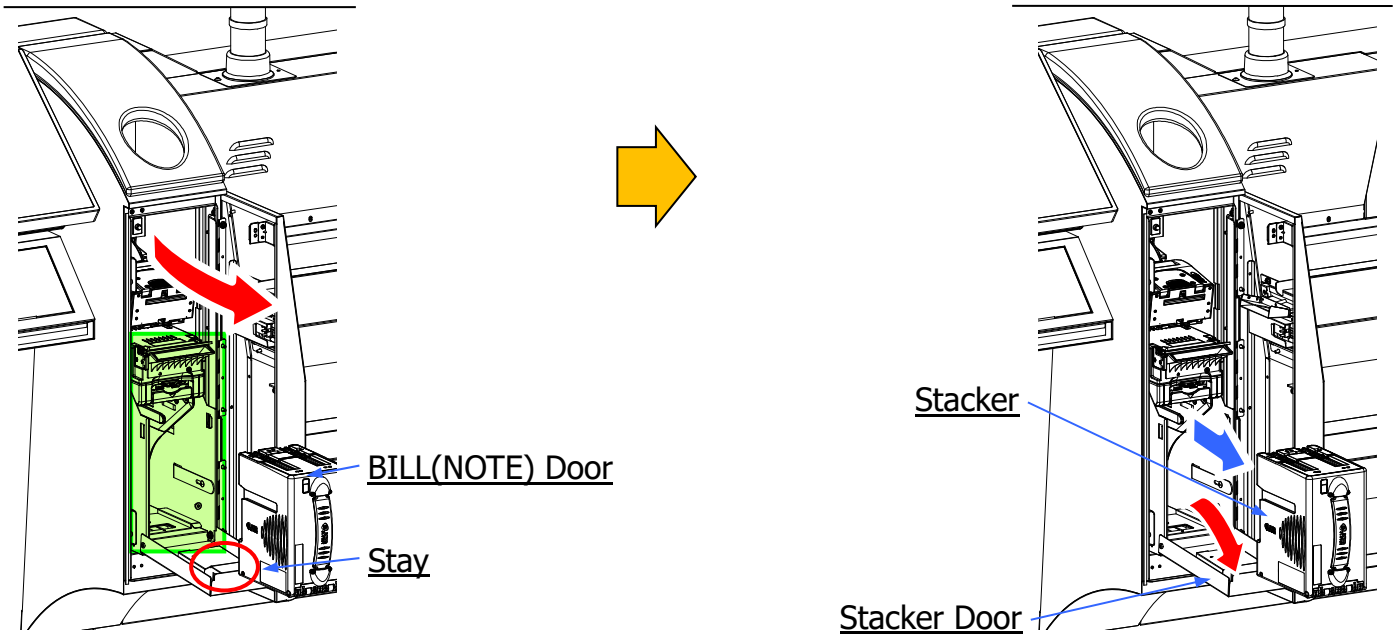
7. 7. 6: SUB IO Case

1. Remove the targeted Station Controller Unit of the Center Unit. **(Refer to 7.7.1)**
2. Remove 1 screw of the IO Case, located either on the inner left side or the inner right side, to detach the IO Cover.



7. 7. 7: Validator

1. Open the BILL(NOTE) Door, and then unlock the Stacker Door Lock to pull out the Stacker.

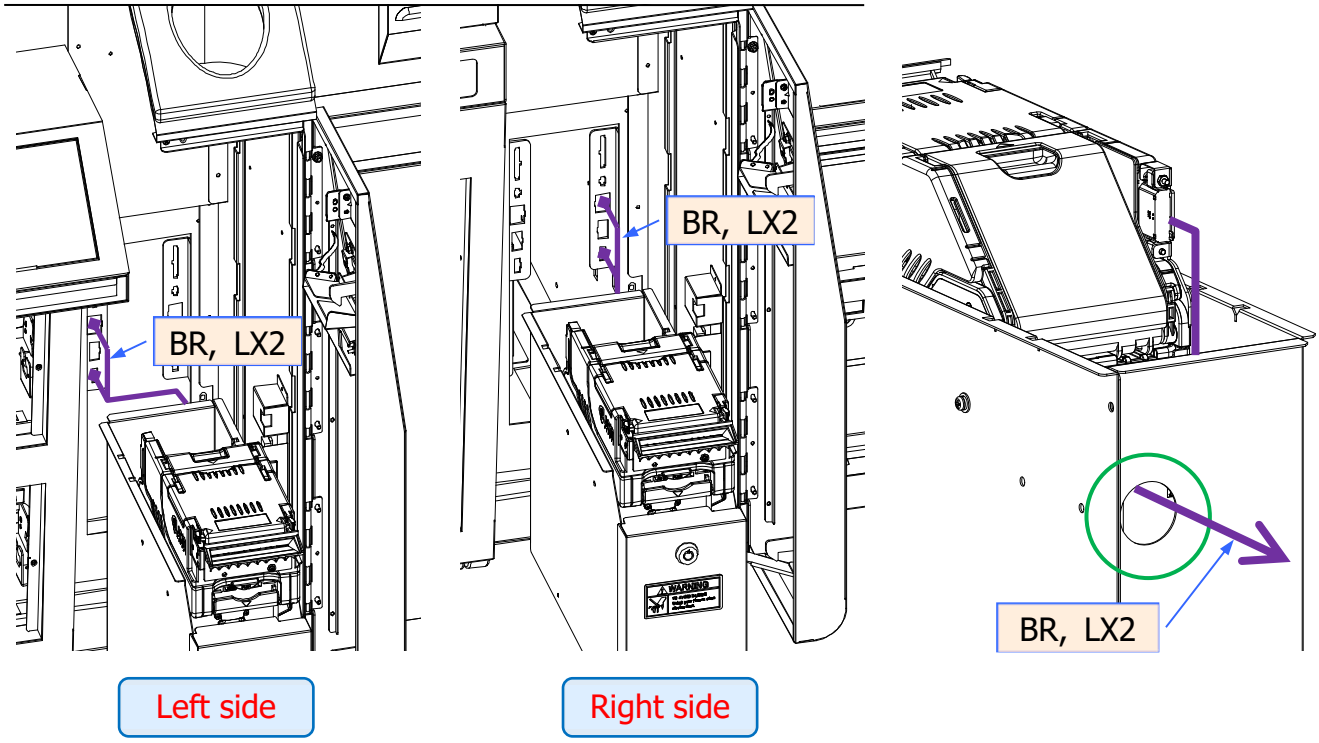


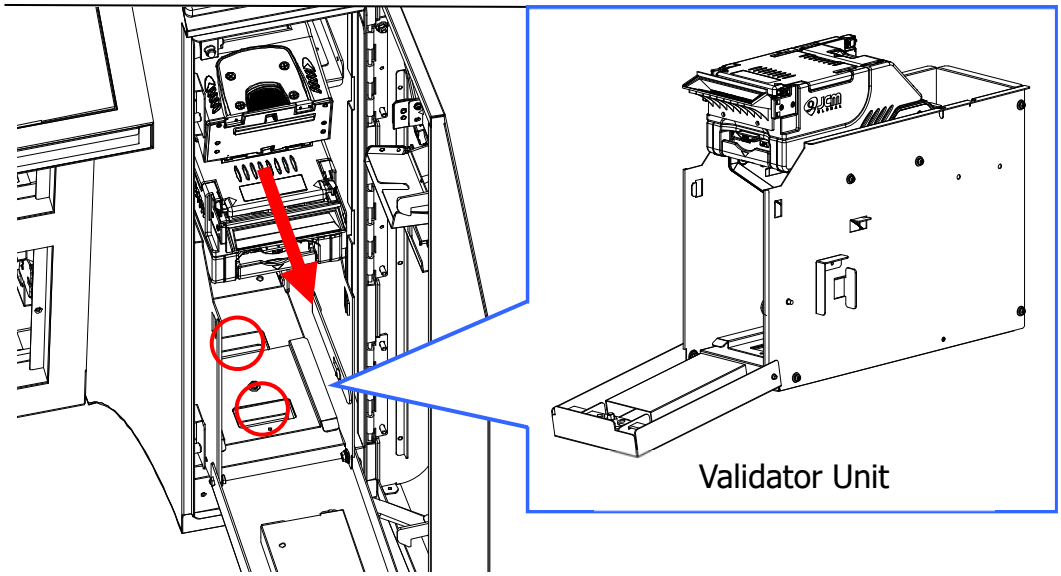
2. The Validator Unit can be slide forward and pulled out by removing the 2 screws from inside the hole on the bottom of the Validator Unit.

CAUTION!

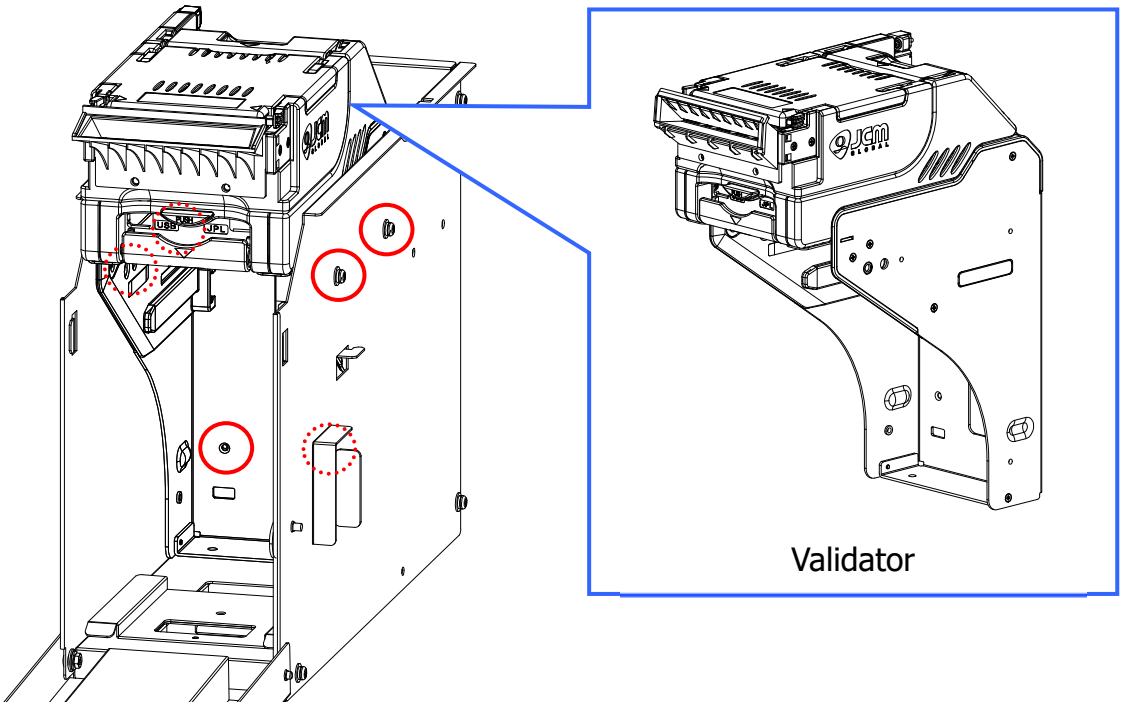
・A Cable is connected to the backside of the Validator Unit. Handle with care.

・When assembly, make sure that the Cable that connects the Validator passes through the hole at the back of the Validator Unit.





3. The Validator can be detached by removing the 4 screws on both sides and the 2 screws on the inside of the Validator Unit.

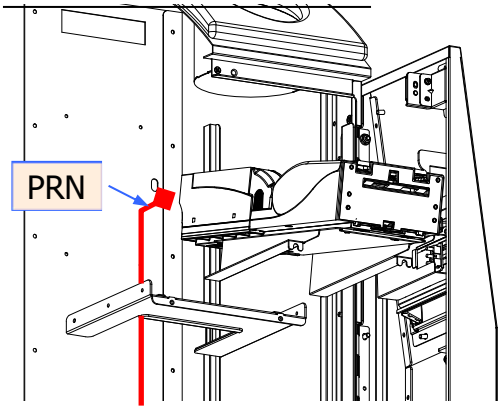


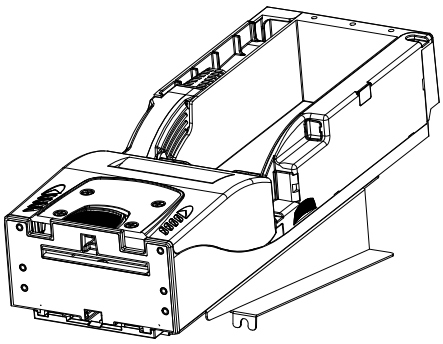
7. 7. 8: Ticket Printer

1. Open the BILL(NOTE) Door, then remove the 2 screws of the Ticket Printer and then detach the Ticket Printer Unit.

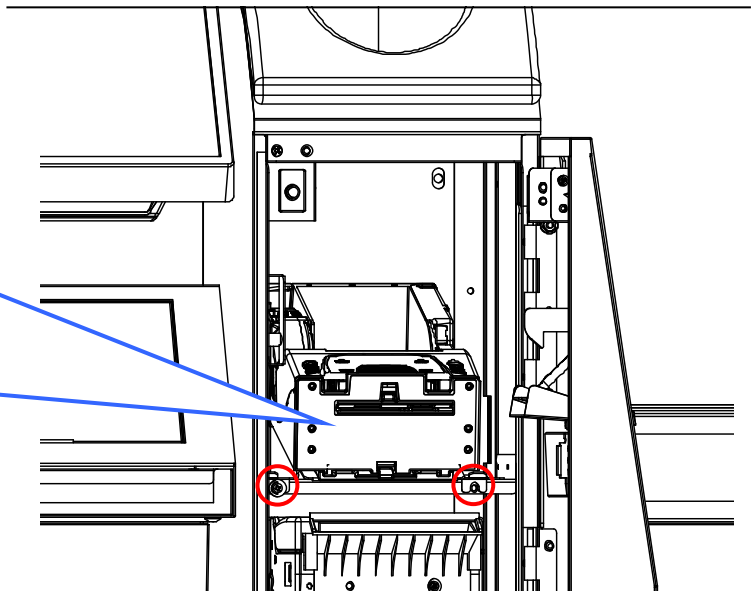
CAUTION!

- A Cable is connected to the backside of the Ticket Printer, handle with care.
- If it is difficult to extract the Ticket Printer, first Detach the Validator Unit. **(Refer to 7.7.7)**

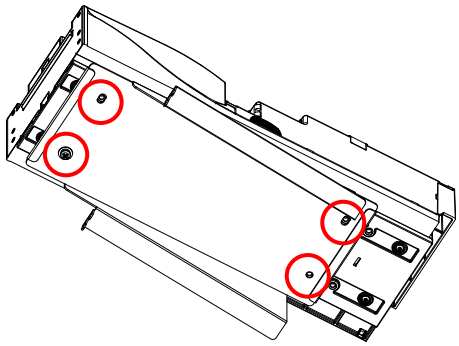




Ticket Printer Unit



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



7. 8: Replacement of Expendable Supplies

DANGER!

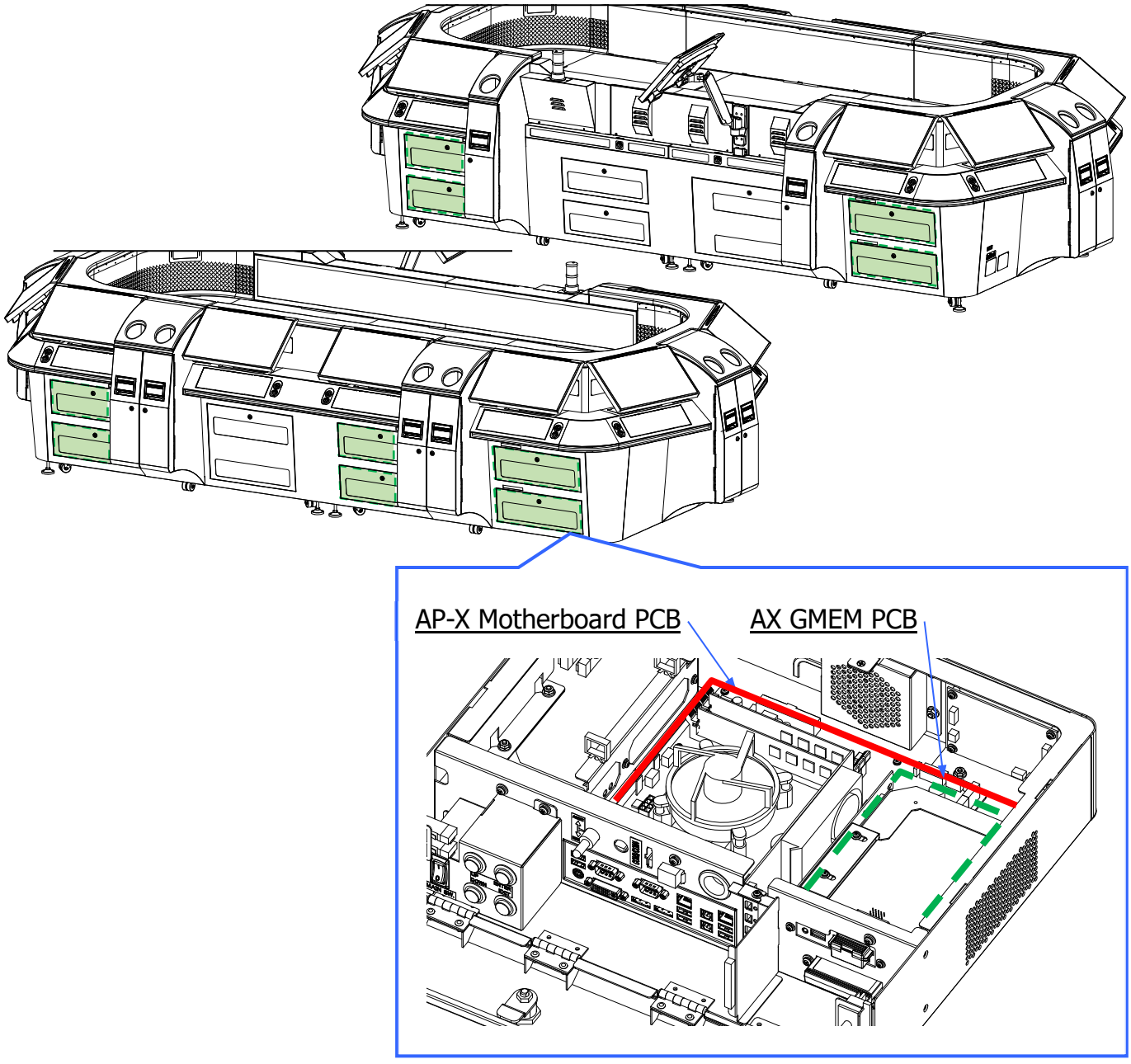
Ensure that the machine is turned off before replacing any expendable items.

7. 8. 1: Lithium Battery

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

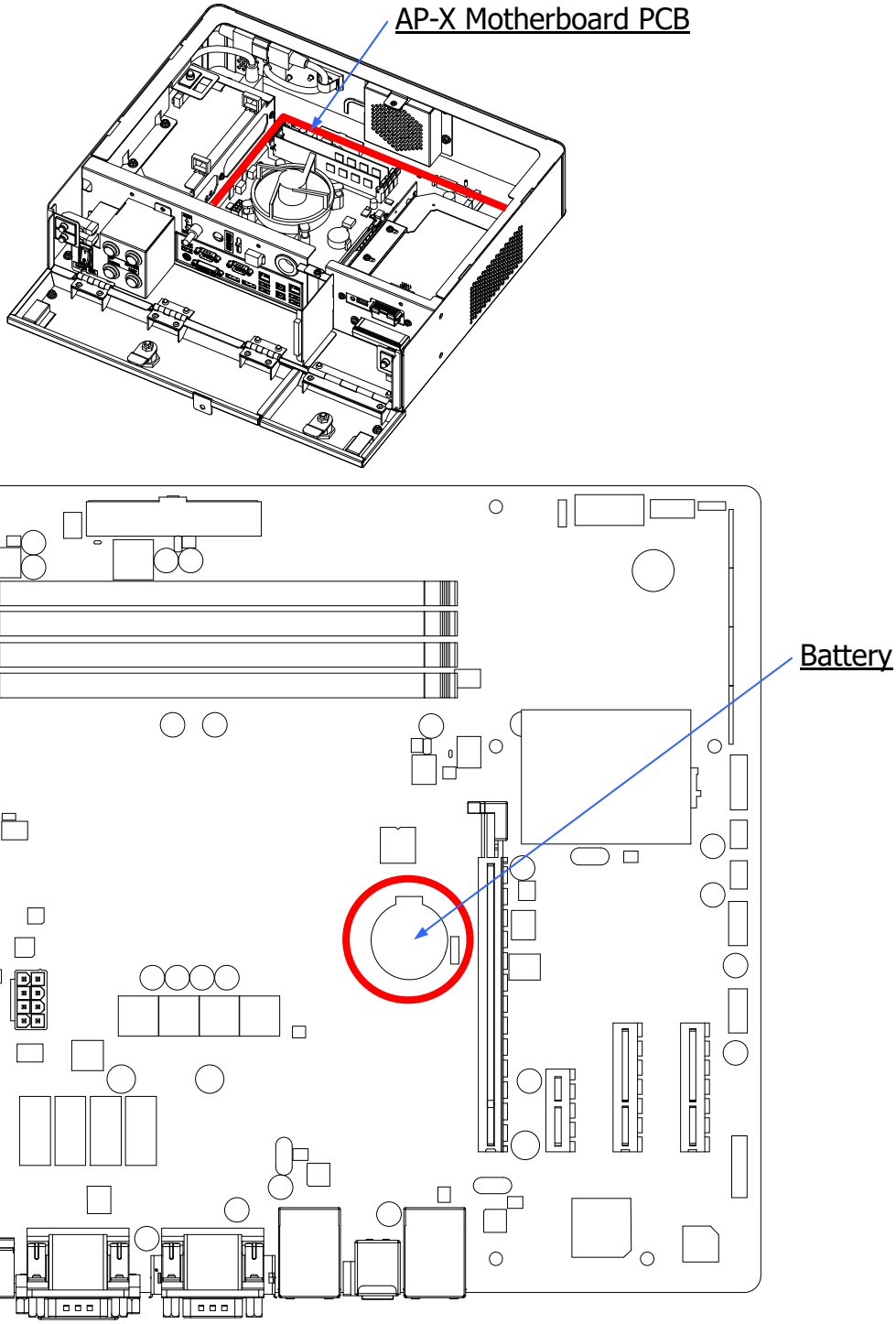
CAUTION!

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


AP-X Motherboard PCB
AX GMEM PCB

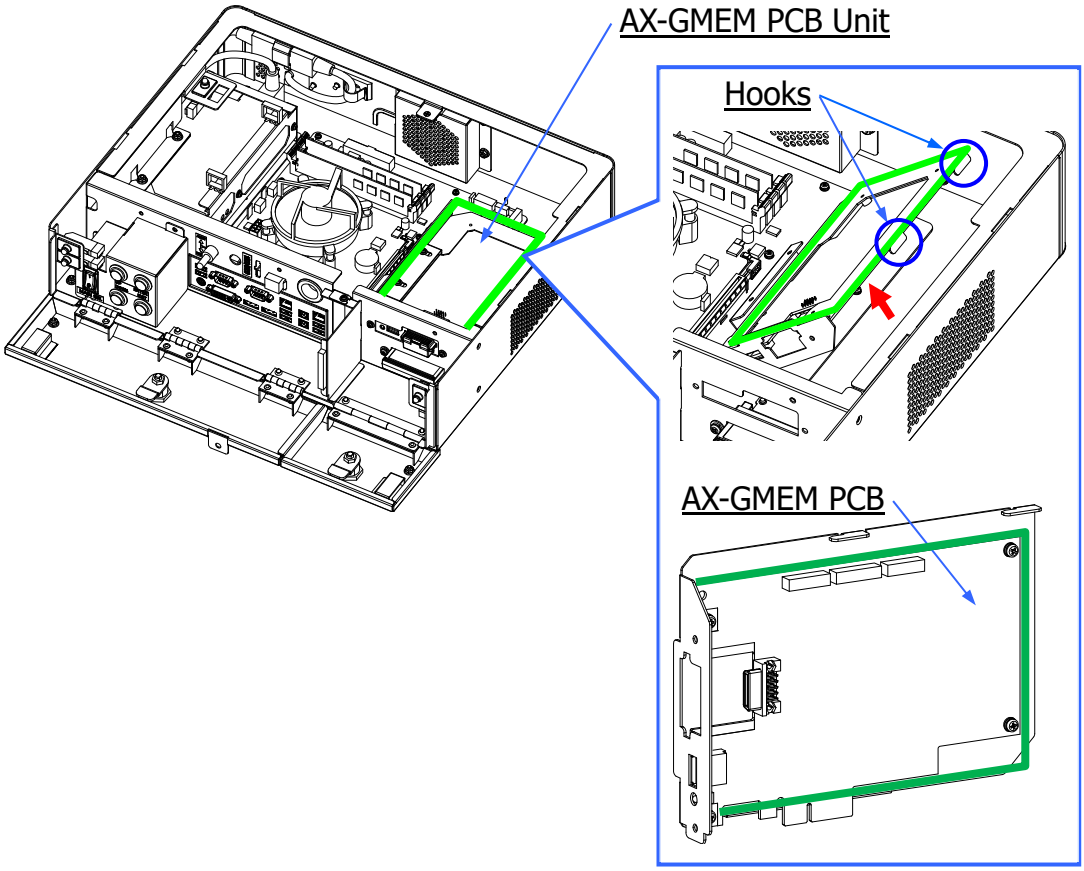
- AP-X Mother board PCB -

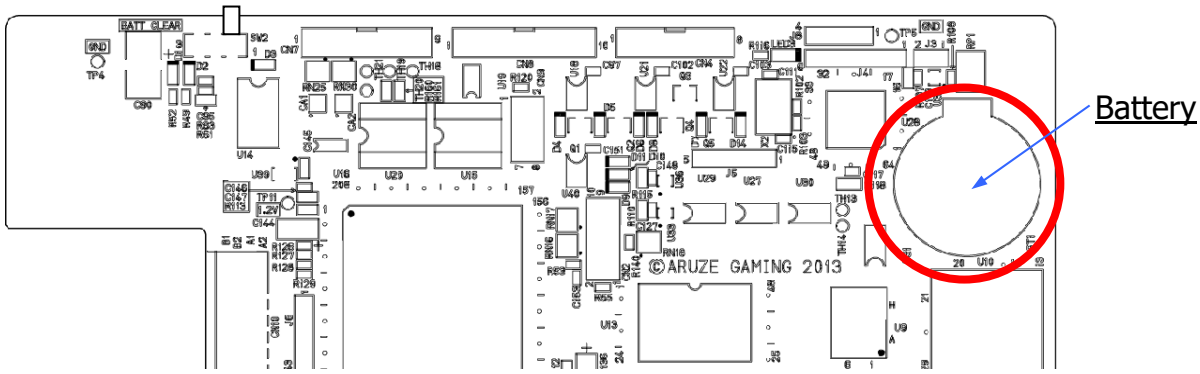
Remove the Side Slide Door(Top Cover) and replace the lithium battery on the AP-X Mother Board PCB. **(Refer to 7.7.1)**



- AX-GMEM PCB -

Detach the AX-GMEM PCB Unit and replace the lithium battery on the AX-GMEM PCB. **(Refer to 7.7.2)**





Chapter 8

Troubleshooting

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

CALL SERVICE IMMEDIATELY!

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

8. 1: Errors during Power Up Self Test

8. 1. 1: 1st Monitor connection test
2nd Monitor connection test

NORMAL	OK	**ABNORMAL**	DISCONNECTED
WHAT	LCD Connection Test.		
WHEN	During power up.		
ERROR RESET	Power OFF/ON.		

CAUSE		**CHECK**	**REMEDY**
1	Display port cable error.	Check for connection faults and disconnections.	Make sure the display port cable is properly connected or replace the display port cable.
2	The LCD power is not turned ON.	Check the power switch of the LCD.	Turn on the power for the LCD unit.
3	LCD or AX-DP-DAMP PCB input voltage error.	Check the voltage.	The DC power box requires replacement.

CHECK ROUTE

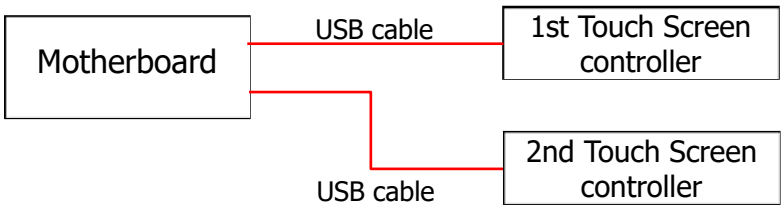
※ Refer to Block Diagram.

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

NORMAL	OK	**ABNORMAL**	DISCONNECTED
WHAT	Touch Screen Connection Test.		
WHEN	During power up.		
ERROR RESET	Power OFF/ON.		

CAUSE		**CHECK**	**REMEDY**
1	USB cable error.	Check for connection faults and disconnections.	Make sure the USB cable is properly connected or replace the USB cable.
2	USB DC power supply error	Check for connection faults and disconnections.	The Motherboard requires replacement.

CHECK ROUTE



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

8. 1. 3: Backup memory test

NORMAL	OK	**ABNORMAL**	POWER OFF DURING WRITING/CRACKED
WHAT	Backup Memory Corruption Check.		
WHEN	During power up.		
ERROR RESET	RAM clear.		

CAUSE		**CHECK**	**REMEDY**
1	Backup Memory Corruption.	---	RAM clear.
2	GMEM PCB error.	---	The GMEM PCB requires replacement.
3	Motherboard or PCI express slot error.	---	The Motherboard requires replacement.

8. 1. 4: Backup version test

NORMAL	OK	**ABNORMAL**	FAULT
WHAT	Comparison Test between the version previously activated and the current version.		
WHEN	During power up.		
ERROR RESET	RAM clear.		

	CAUSE	**CHECK**	**REMEDY**
1	The version differs from the backup version.	---	RAM clear.

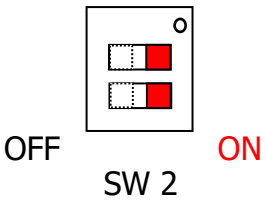
8. 1. 5: BODY PCB battery test
NOKI PCB battery test
SIGA PCB battery test
SIGB PCB battery test

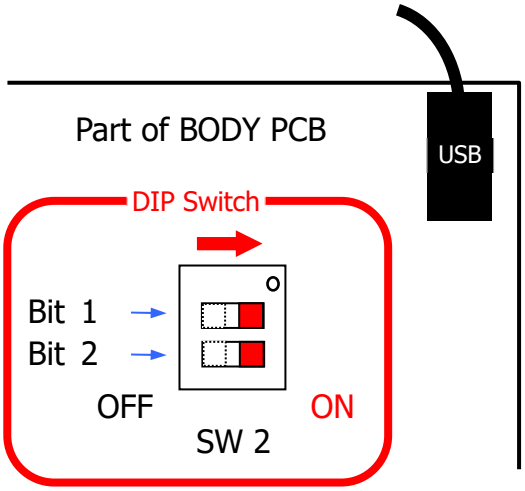
NORMAL	OK	**ABNORMAL**	LOW
WHAT	Voltage Test of the IO PCB Battery.		
WHEN	During power up.		
ERROR RESET	Power OFF/ON.		

	CAUSE	**CHECK**	**REMEDY**
1	The DIP switch is set up incorrectly.	Check the DIP switch diagram below.	Correct the DIP switch setup.
2	The voltage of the IO PCB battery is below a certain level.	Check the battery voltage.	The CR2032 battery requires replacement.

CHECK ROUTE

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



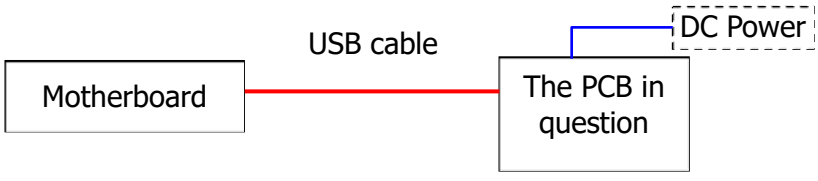


8. 1. 6: BODY PCB communication test
NOKI PCB communication test (Option)
SUB IO(DOOR) PCB communication test
SIGA PCB communication test
SIGB PCB communication test

NORMAL	CONNECTED	**ABNORMAL**	DISCONNECTED
WHAT	Communication Test with each IO.		
WHEN	During power up.		
ERROR RESET	Power OFF/ON.		

CAUSE		**CHECK**	**REMEDY**
1	USB Cable Connection Error	Check the USB cable/connector connecting the Motherboard to the relevant PCB.	Confirm the physical connection of the cables/connectors.
2	USB Cable Error.	Check for breaks in the cables that may cause disconnection.	The USB cable requires replacement.
3	DC power box error.	Check if the input DC power supply for the PCB in question is running properly.	The DC power box requires replacement.
4	Relevant PCB Error.	Check if there is a malfunction with the relevant PCB.	The PCB requires replacement.
5	Mother Board Error.	Check if there is a Motherboard malfunction.	The Motherboard requires replacement.

CHECK ROUTE



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

NORMAL	OK	**ABNORMAL**	CHANGED / CRACKED
WHAT	Each IO PCB ID Test and RAM Error Test.		
WHEN	During power up.		
ERROR RESET	Power OFF/ON.		

CAUSE		**CHECK**	**REMEDY**
1	The PCB ID from the previous power up and the current PCB ID differ.	---	Power OFF/ON.
2	Backup RAM of the IO PCB cannot be read.	---	The IO PCB requires replacement.

8. 1. 8: CPU fan test

NORMAL	OK	**ABNORMAL**	FAULT
WHAT	CPU Fan Function Test.		
WHEN	During power up.		
ERROR RESET	Power OFF/ON.		

CAUSE		**CHECK**	**REMEDY**
1	Power Supply connection error with the CPU fan.	Check if the CPU fan power supply harness is properly connected.	Make sure that the power supply harness is properly connected.
2	CPU fan body error.	Check if the fan is moving.	The CPU fan requires replacement.
3	CPU fan power supply voltage error.	Check the DC12V.	The Motherboard requires replacement.

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

NORMAL	OK	**ABNORMAL**	FAULT
WHAT	EEPROM Access Test.		
WHEN	During power up.		
ERROR RESET	Power OFF/ON.		

CAUSE		**CHECK**	**REMEDY**
1	The EEPROM data on the GMEM can not be read.	---	The GMEM PCB requires replacement.

8. 1. 10: GAL test

NORMAL	OK	**ABNORMAL**	CHANGED / GAME ID UNMATCHED / FAULT
WHAT	GAL Access Test and Version Comparison with the Game Media.		
WHEN	During power up.		
ERROR RESET	Power OFF/ON.		

CAUSE		**CHECK**	**REMEDY**
1	The GAL cannot be read, or the GAL does not match the game media.	---	The GAL Cassette requires replacement.
2	GMEM PCB malfunction.	---	The GMEM PCB requires replacement.

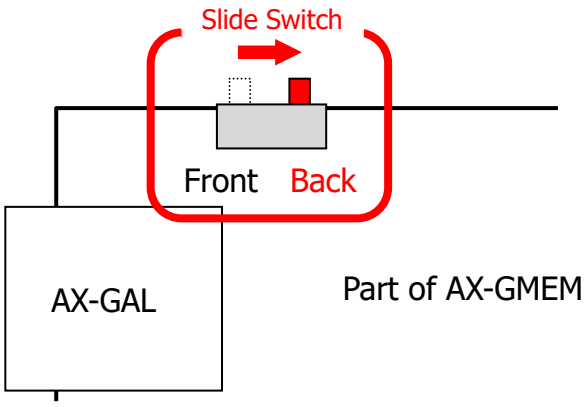
8. 1. 11: GMEM PCB battery test

NORMAL	OK	**ABNORMAL**	LOW
WHAT	Voltage Test of the GMEM PCB Battery.		
WHEN	During power up.		
ERROR RESET	Power OFF/ON.		

CAUSE		**CHECK**	**REMEDY**
1	The switch is set up incorrectly.	Check the GMEM PCB Switch 2 (Slide Switch) in the diagram below.	Correct the positions of the Slide Switch.
2	The voltage of the GMEM PCB battery is below a certain level.	Check the battery voltage.	The CR2032 battery requires replacement.

CHECK ROUTE

Slide Switch Setting
Back: Battery ON(On state)



8. 1. 12: GMEM PCB test

NORMAL	OK	**ABNORMAL**	FAULT
WHAT	GMEM PCB Access Test.		
WHEN	During power up.		
ERROR RESET	Power OFF/ON.		

CAUSE		**CHECK**	**REMEDY**
1	GMEM PCB cannot be accessed.	---	The GMEM PCB requires replacement.

8. 1. 13: MOTHER BOARD battery test

NORMAL	OK	**ABNORMAL**	LOW
WHAT	Motherboard Battery Voltage Test.		
WHEN	During power up.		
ERROR RESET	Power OFF/ON.		

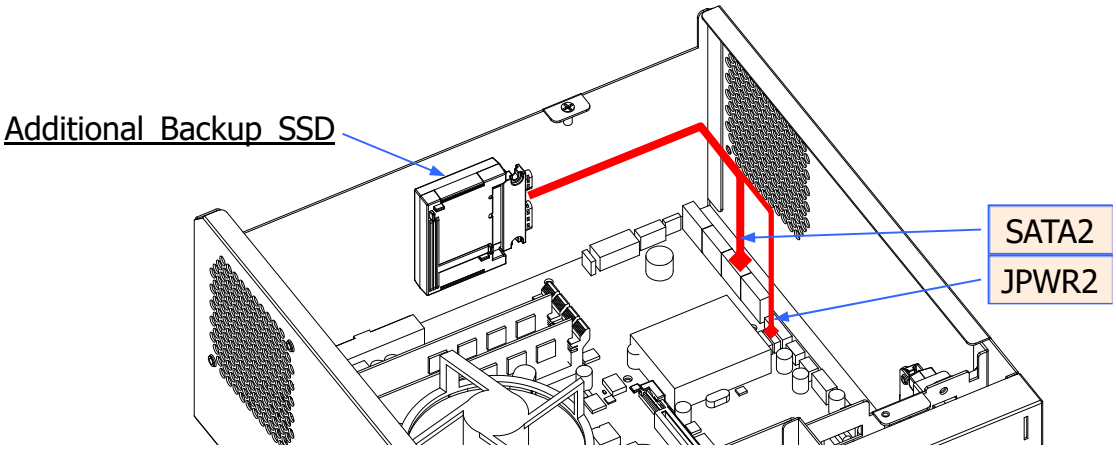
CAUSE		**CHECK**	**REMEDY**
1	The voltage of the Motherboard battery is below a certain level.	Check the voltage of the battery.	The CR2032 battery requires replacement.

8. 1. 14: 2nd Backup memory test

NORMAL	OK	**ABNORMAL**	FAULT / CRACKED
WHAT	Access test for the Additional Backup SSD memory.		
WHEN	During power up.		
ERROR RESET	Power OFF/ON.		

	CAUSE	**CHECK**	**REMEDY**
1	**FAULT** An appropriate SSD has not been installed as Additional Backup SSD	①The SATA2 of the Mother Board is connected to the GAME SSD ②The SSD has not been properly initialized. ③The SSD has not been provided by an official distributor.	Replace it with a proper SSD provided by an official distributor.
2	**CRACKED** The Additional Backup SSD has not been connected.	---	Connect the Additional Backup SSD.

CHECK ROUTE

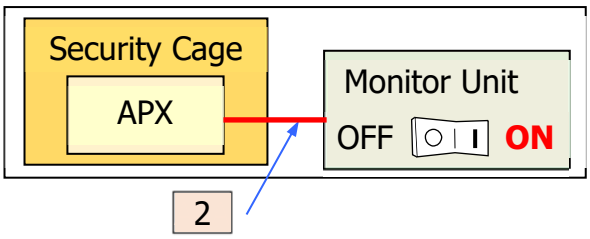


8. 1. 15: Monitor connection test

NORMAL	CONNECTED	**ABNORMAL**	DISCONNECTED
WHAT	Test for connection to the Monitor.		
WHEN	During power up.		
ERROR RESET	Power OFF/ON.		

	CAUSE	**CHECK**	**REMEDY**
1	The power switch of the Monitor Unit is turned OFF.		Turn ON the Power Switch of the Monitor Unit.
2	The DVI Cable of the Monitor Unit is not connected.	The DVI Cable connecting the Monitor Unit and the DP1 port of the APX Unit is disconnected or torn.	Reconnect the DVI Cable or change it.
3	Monitor Unit malfunction.		Replace the Monitor Unit.

CHECK ROUTE



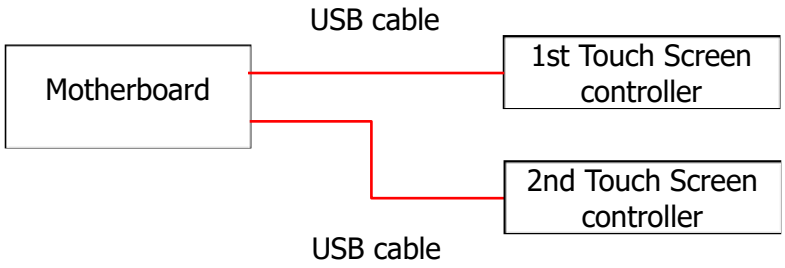
8. 2: Errors during the Game

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

Touch Screen disconnected

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

CHECK ROUTE



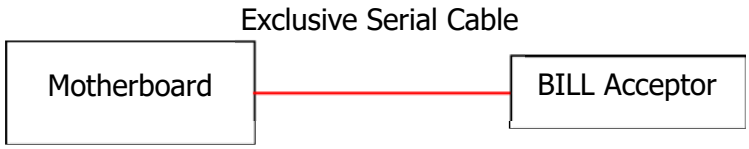
The Touch panel connector is an exclusive connector, not a USB connector.

8. 2. 2: BILL Acceptor cheat

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

8. 2. 3: BILL Acceptor communication error

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



8. 2. 4: BILL Acceptor failure

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

8. 2. 5: BILL Acceptor jam

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

8. 2. 6: BILL Acceptor pause

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

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

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

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

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

8. 2. 9: BILL Stacker full

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

8. 2. 10: BILL Stacker jam

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

8. 2. 11: BILL Stacker removed

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

8. 2. 12: xx PCB changed

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

8. 2. 13: Can not open EEPROM

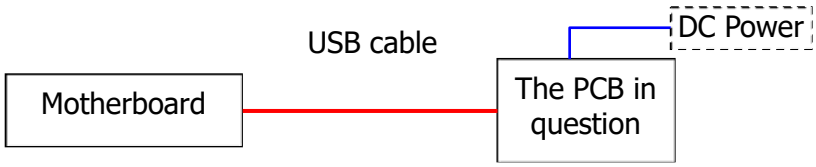
WHAT	The GMEM EEPROM driver can not be opened.		
WHEN	At any time.		
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear. The right CREDIT amount must be measured by an attendant.		
ERROR RESET	Power OFF->ON.		
CAUSE		**CHECK**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

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

WHAT	No communication with One of the PCBs.
WHEN	At any time. Checked at every frame. (Approx 1 second blanking time)
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.
ERROR RESET	Automatic recovery.

CAUSE		**CHECK**	**REMEDY**
1	USB cable failure.	Check for connection faults and disconnections.	Make sure that the USB cable is properly connected or replace the cable.
2	Corresponding PCB failure.	Check the power supply for the corresponding PCB.	The corresponding PCB requires replacement.

CHECK ROUTE

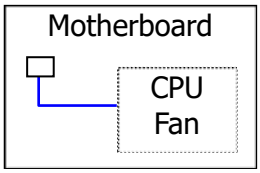


8. 2. 15: CPU Fan abnormal

WHAT	The CPU FAN rotation count is detected to be lower than the Threshold rotation count. Checked at every frame.
WHEN	At any time.
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.
ERROR RESET	Automatic recovery.

	CAUSE	**CHECK**	**REMEDY**
1	CPU fan power supply connection error.	Check if the power supply harness is connected.	Properly connect the power supply harness.
2	CPU fan body error.	Check if the fan is spinning.	The CPU FAN requires replacement.
3	CPU fan power supply voltage error.	DC12V	The Motherboard requires replacement.

CHECK ROUTE

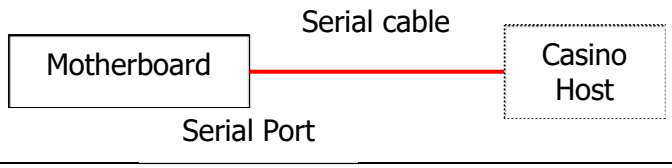


8. 2. 16: Event BUFFER corrupt

WHAT	The Event Buffer cue is corrupt.
WHEN	At any time.
EFFECT ON CREDITS	When this error occurs, the game will stop. Performing the RAM Clear, the BET selected during the game and credits will be cleared.
ERROR RESET	Ram Clear.

CAUSE		**CHECK**	**REMEDY**
1	Casino Host error.	---	Check if the casino host is operating correctly.
2	Communication cable error.	Check for connection faults and disconnections.	Make sure that the cable is properly connected or replace the cable.
3	GMEM PCB error.	PCB malfunction.	The PCB requires replacement.
4	Mother PCB error.	PCB malfunction.	The PCB requires replacement.

CHECK ROUTE

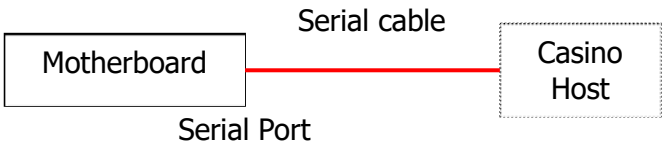


8. 2. 17: Exception BUFFER overflow

WHAT	A SAS events can not be reported to the host, or the report does not make it in time.
WHEN	At any time.
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.
ERROR RESET	Automatic recovery.

CAUSE		**CHECK**	**REMEDY**
1	Casino Host error.	---	Check if the casino host is operating correctly.
2	Communication cable error.	Check for connection faults and disconnections.	Make sure that the cable is properly connected or replace the cable.

CHECK ROUTE



8. 2. 18: Excessive BILL rejects

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

8. 2. 19: Firm corrupted

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

8. 2. 20: GAL fault

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

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

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

	CAUSE	**CHECK**	**REMEDY**
1	The relevant battery is low on voltage.	---	The battery requires replacement.

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

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

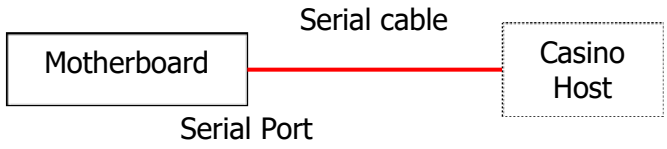
	CAUSE	**CHECK**	**REMEDY**
1	The relevant battery is low on voltage.	---	The battery requires replacement.

8. 2. 23: Machine disable from Host

WHAT	A Machine Disable signal is received from the Casino host.
WHEN	At any time.
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.
ERROR RESET	Automatic recovery.

CAUSE		**CHECK**	**REMEDY**
1	Casino Host error.	---	Check if the casino host is operating correctly.
2	Communication cable error.	Check for connection faults and disconnections.	The cable requires replacement.

CHECK ROUTE

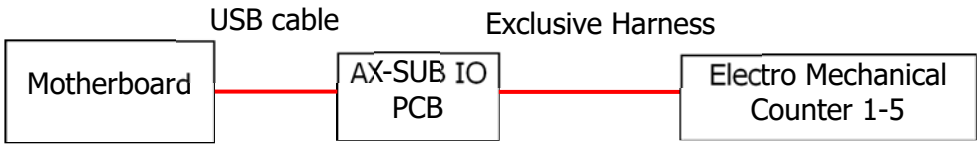


8. 2. 24: Mechanical Meter #1-4 fault/disconnected (Option)

WHAT	The mechanical meter has been removed or there is a related malfunction.
WHEN	At any time. Checked at every frame.
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.
ERROR RESET	Automatic recovery.

CAUSE		**CHECK**	**REMEDY**
1	Mechanical meter malfunction.	Check if the Mechanical meter is working properly.	The mechanical meter requires replacement.
2	Cable error	Check for connection faults and disconnections.	Make sure that the cable is properly connected, or there may be a need to replace the cable
3	AX-SUB IO PCB malfunction.	Check if the AX-SUB IO PCB is working properly.	The AX-SUB IO PCB requires replacement.

CHECK ROUTE



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

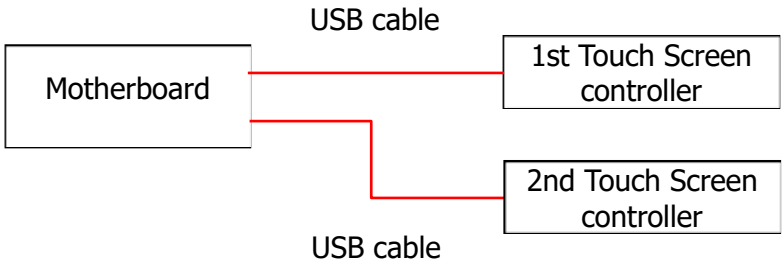
WHAT	Occurs when the SSD is removed.
WHEN	While the door is opened or while the Audit Screen is displayed on the screen.
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.
ERROR RESET	Power OFF->ON.

8. 2. 26: Not Touch Screen ID

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

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

CHECK ROUTE



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

8. 2. 27: Power off during setting

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

8. 2. 28: Power Supply Box error

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

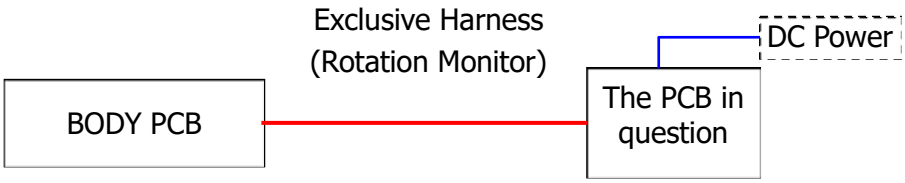
WHAT	The Power Supply Box temperature is abnormally high. (Monitored by the temperature sensor)		
WHEN	At any time. Checked at every frame.		
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.		
ERROR RESET	Power OFF.		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

8. 2. 29: Power Supply Fan abnormal

WHAT	An abnormality with the rotation count for the fan in the power supply box.
WHEN	At any time. Checked at every frame.
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.
ERROR RESET	Automatic recovery.

CAUSE		**CHECK**	**REMEDY**
1	Fan error.	Check the movement of the fan.	The fan requires replacement.
2	Rotation monitoring harness error.	Check for connection faults and disconnections.	Make sure that the harness is properly connected or replace the harness.
3	DC power harness error.	Check for connection faults and disconnections.	Make sure that the harness is properly connected or replace the harness.
4	DC power supply error.	Check the input DC voltage of the fan.	The power supply requires replacement.

CHECK ROUTE



8. 2. 30: Program corrupted

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

CAUSE		**CHECK**	**REMEDY**
1	Mother PCB error.	PCB malfunction.	The PCB requires replacement.

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

WHAT	It is not possible to read the data from the RAM.
WHEN	At any time.
EFFECT ON CREDITS	After turning the power off and then on, the game is replayed from the beginning of the spin in which the error occurred, and the same result will appear. If RAM Clear is performed, the BET during the game and credits will be cleared.
ERROR RESET	Turn Power off and then on, or RAM Clear.

	CAUSE	**CHECK**	**REMEDY**
1	The data in the RAM can not be read.	---	Power OFF>ON.
2			RAM Clear.
3	The RAM is corrupted.	---	The GMEM PCB requires replacement.

8. 2. 32: Self AUDIT error

WHAT	The Cash In/Out meters do not match.
WHEN	At any time.
EFFECT ON CREDITS	When this error occurs, the game will stop. Performing the RAM Clear, the BET selected during the game and credits will be cleared.
ERROR RESET	Ram Clear.

	CAUSE	**CHECK**	**REMEDY**
1	GMEM PCB disconnecting error.	Check the connections.	Make sure that the PCB is properly replaced.
2	GMEM PCB error.	PCB malfunction.	The PCB requires replacement.
3	Mother PCB error.	PCB malfunction.	The PCB requires replacement.

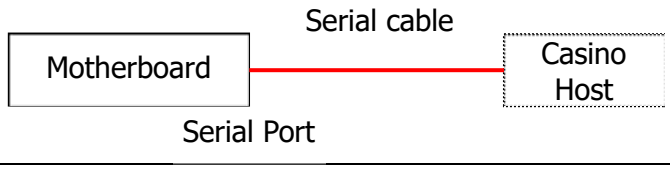
8. 2. 33: Threshold Amount exceeded

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

8. 2. 34: Ticket history BUFFER full

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

CHECK ROUTE



8. 2. 35: Ticket Print timed out

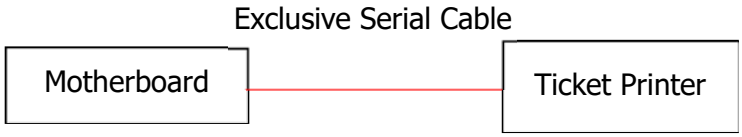
WHAT	The ticket was not printed for over a specific amount of time.
WHEN	Occurs while waiting for the ticket to print.
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.
ERROR RESET	RESET key.

8. 2. 36: Ticket Printer disconnected

WHAT	The ticket printer is not connected.
WHEN	At any time.
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.
ERROR RESET	Automatic recovery.

CAUSE		**CHECK**	**REMEDY**
1	Exclusive Serial cable error.	Check for connection faults and disconnections.	Make sure that the cable is properly connected or replace the cable.
2	Ticket Printer error.	---	The ticket printer requires replacement.

CHECK ROUTE



8. 2. 37: Ticket Printer open

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

8. 2. 38: Ticket Printer Paper empty

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

8. 2. 39: Ticket Printer Paper jam

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

8. 2. 40: Ticket Printer Paper low

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

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

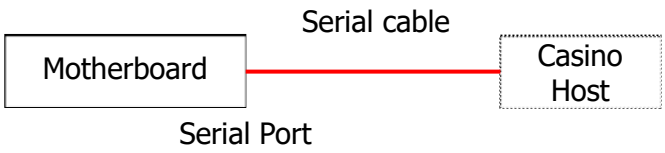
WHAT	The ticket is not correctly insert into the Printer.
WHEN	When the EGM is booted.
EFFECT ON CREDITS	----
ERROR RESET	RESET key.

8. 2. 42: Time Clock mismatched

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

8. 2. 43: Validation ID not configured

WHAT	LP4C is not sent from the host.		
WHEN	After RAM Clear.		
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.		
ERROR RESET	Automatic recovery.		
CAUSE		**CHECK**	**REMEDY**
1	Casino Host error.	---	Check to see if the current Host supports SECURE ENHANCED VALIDATION.
2	Communication cable error.	Check for connection faults and disconnections.	Make sure that the cable is properly connected or replace the cable.
CHECK ROUTE			



8. 2. 44: Media corrupted

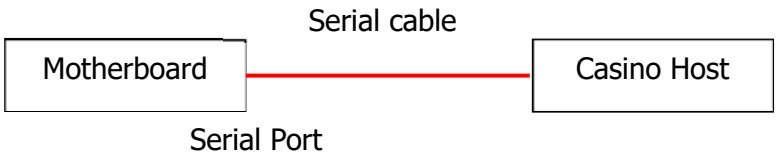
WHAT	Occurs if the data on the MEDIA SSD are damaged.		
WHEN	At any time.		
EFFECT ON CREDITS	When this error occurs, the game will stop. Performing the RAM Clear, the BET selected during the game and credits will be cleared.		
ERROR RESET	Ram Clear.		
CAUSE		**CHECK**	**REMEDY**
1	SSD Media error.	SSD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

8. 2. 45: Primary Port offline error

WHAT	Error in the communication to the Casino host.
WHEN	At any time.
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.
ERROR RESET	Automatic recovery.

	CAUSE	**CHECK**	**REMEDY**
1	Casino Host error	---	Check if the Casino host is operating correctly.
2	Communication cable error	Check for connection faults and disconnections.	The cable requires replacement.
3	Mother PCB error.	PCB malfunction.	The PCB requires replacement.

CHECK ROUTE

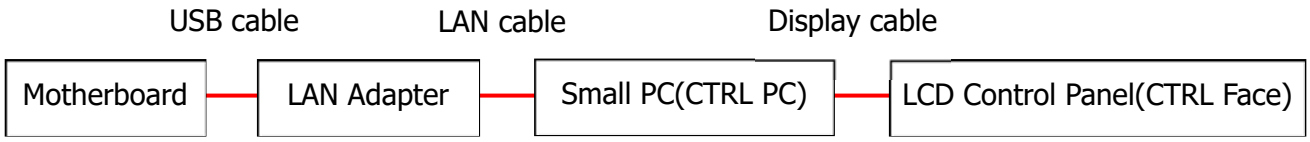


8. 2. 46: LCD Monitor disconnect

WHAT	The display of the LCD Control Panel (CTRL Face) does not display correctly.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Automatic recovery.

	CAUSE	**CHECK**	**REMEDY**
1	The Display Cable is not connected correctly.	Check the connection of the Display Cable on the Small PC (CTRL PC) and the LCD Control Panel (CTRL Face).	Connect again the Display Cable.
2	Display Cable malfunction.	There is not connection or the connection is not good.	Change the Display Cable.

CHECK ROUTE

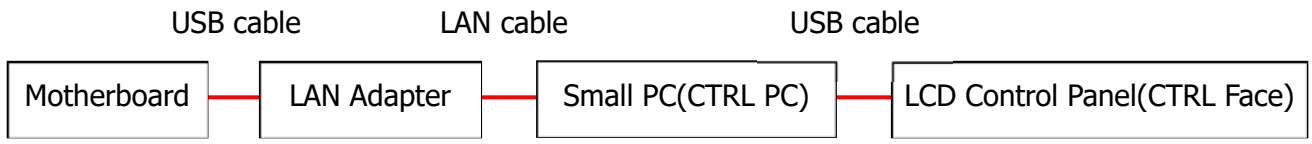


8. 2. 47: LCD Touch Panel disconnect

WHAT	The Touch Panel of the LCD Control Panel (CTRL Face) does not work.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Automatic recovery.

	CAUSE	**CHECK**	**REMEDY**
1	The USB Cable is not connected correctly.	Check the connection of the USB Cable on the Small PC (CTRL PC) and the LCD Control Panel (CTRL Face).	Connect again the USB Cable.
2	USB Cable malfunction.	There is not connection or the connection is not good.	Change the USB cable.

CHECK ROUTE

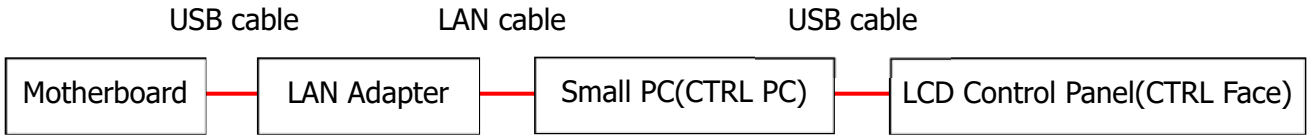


8. 2. 48: LCD PAD communication failure

WHAT	The display of the LCD Control Panel (CTRL Face) does not display correctly.
WHEN	After the power is turned ON and the game is activated.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	RESET key.

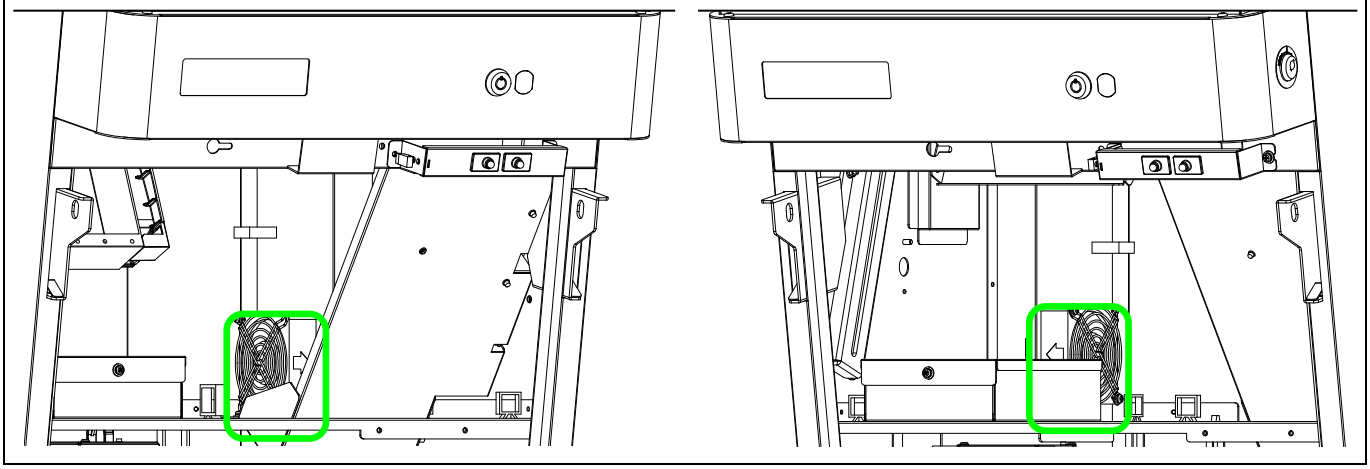
	CAUSE	**CHECK**	**REMEDY**
1	The LAN Cable has not been properly connected before turning the power ON.	The LAN Port Indicator Lamp of the Small PC (CTRL PC) is lit.	Check if the Small PC (CTRL PC) is ON, and if the Indicator Lamp is lit when re-connecting the LAN Cable.
2	The LAN Cable has been connected in the wrong way before turning the power ON.	The connection of the LAN Cable of the Small PC (CTRL PC) is wrong.	Connect to the correct LAN Port (LAN(0))
3	LAN Cable malfunction	There is not connection or the connection is not good.	Change the LAN Cable

CHECK ROUTE



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

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



8. 2. 50: Reprint Ticket

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

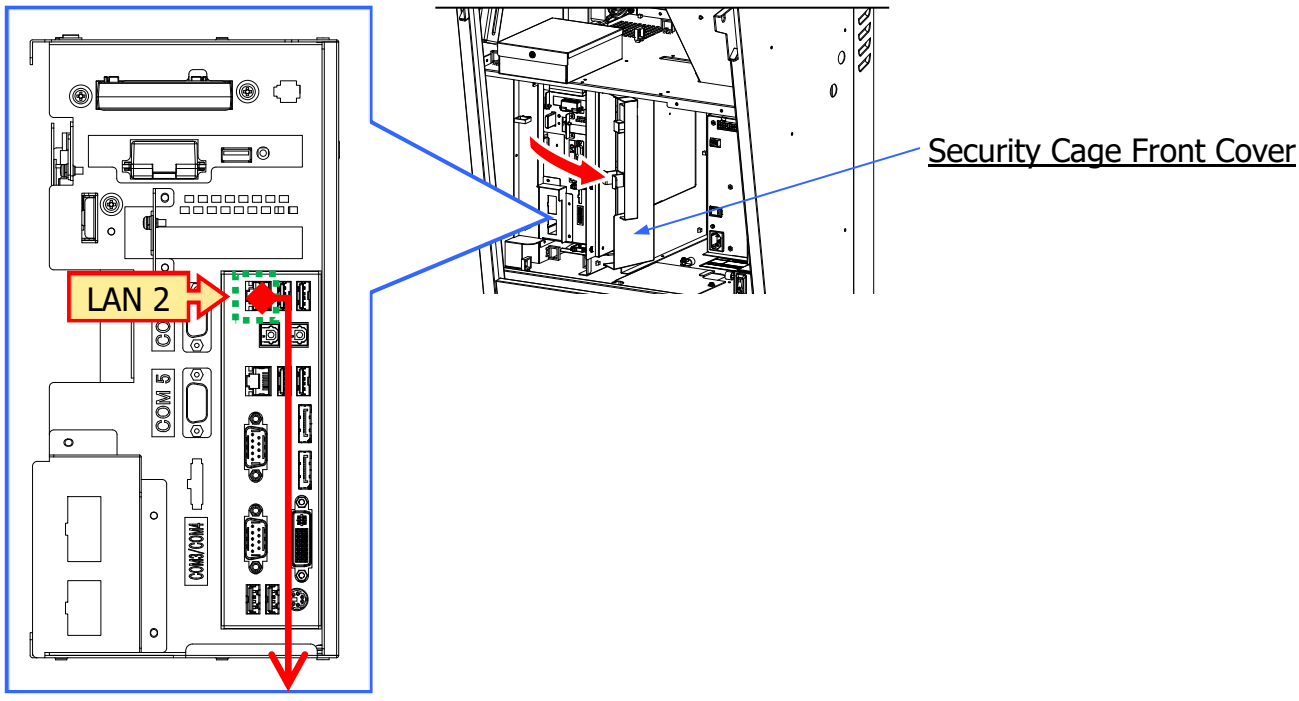
8. 2. 51: Ticket printing error
Void Printed Ticket and reprint

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

8. 2. 52: Live Camera Disconnected

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

CHECK ROUTE



8. 2. 53: Cashout to HOST Failure

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

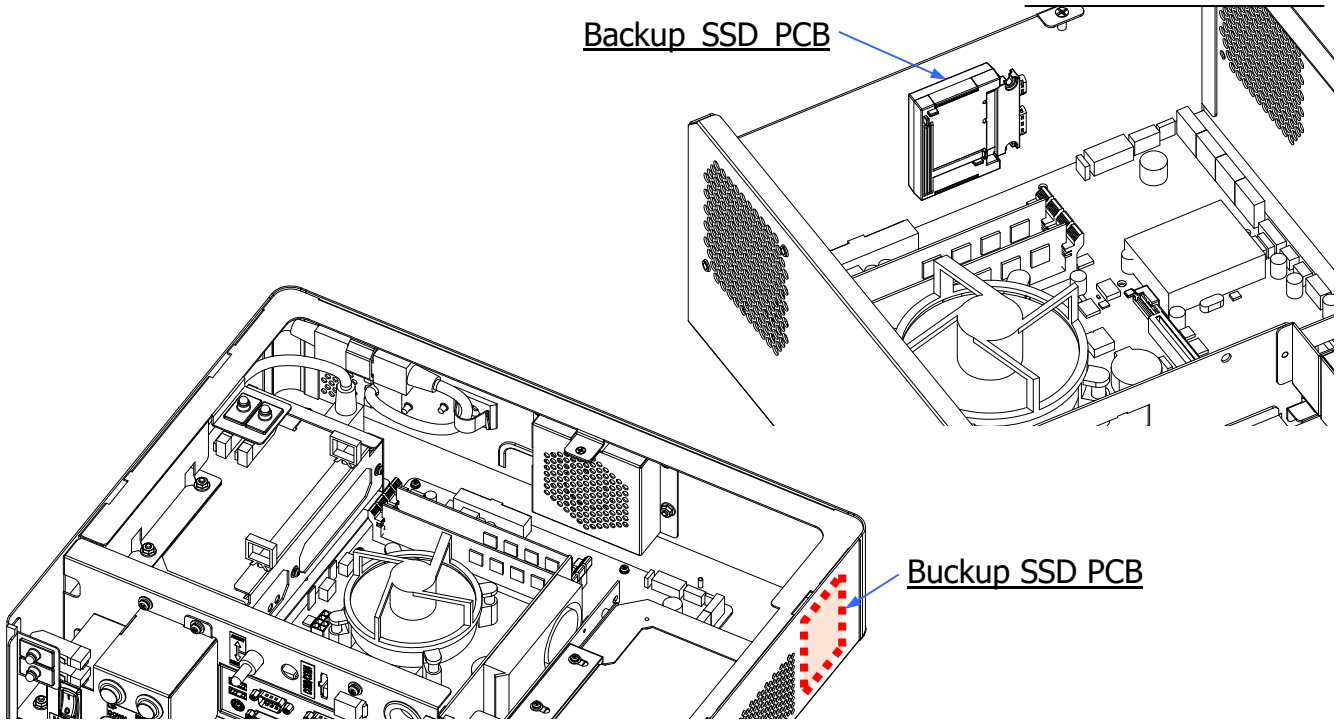
8. 2. 54: 2nd Backup Memory Error

WHAT	The Backup Memory SSD is corrupted.
WHEN	Can occur when accessing to the Backup SSD (at Log In, setting change, when creating new Accounts, when receiving Dealers Tip etc.).
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.
ERROR RESET	All Ram Clear

	CAUSE	**CHECK**	**REMEDY**
1	The Backup SSD got corrupted during the operations.	It is not possible to read the Data saved after the All Ram Clear.	Replace the SSD with a proper SSD provided by an official distributor, then refer to **"Memory Clear Procedure"** on Chapter 6 to perform the All Ram Clear.

CHECK ROUTE

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



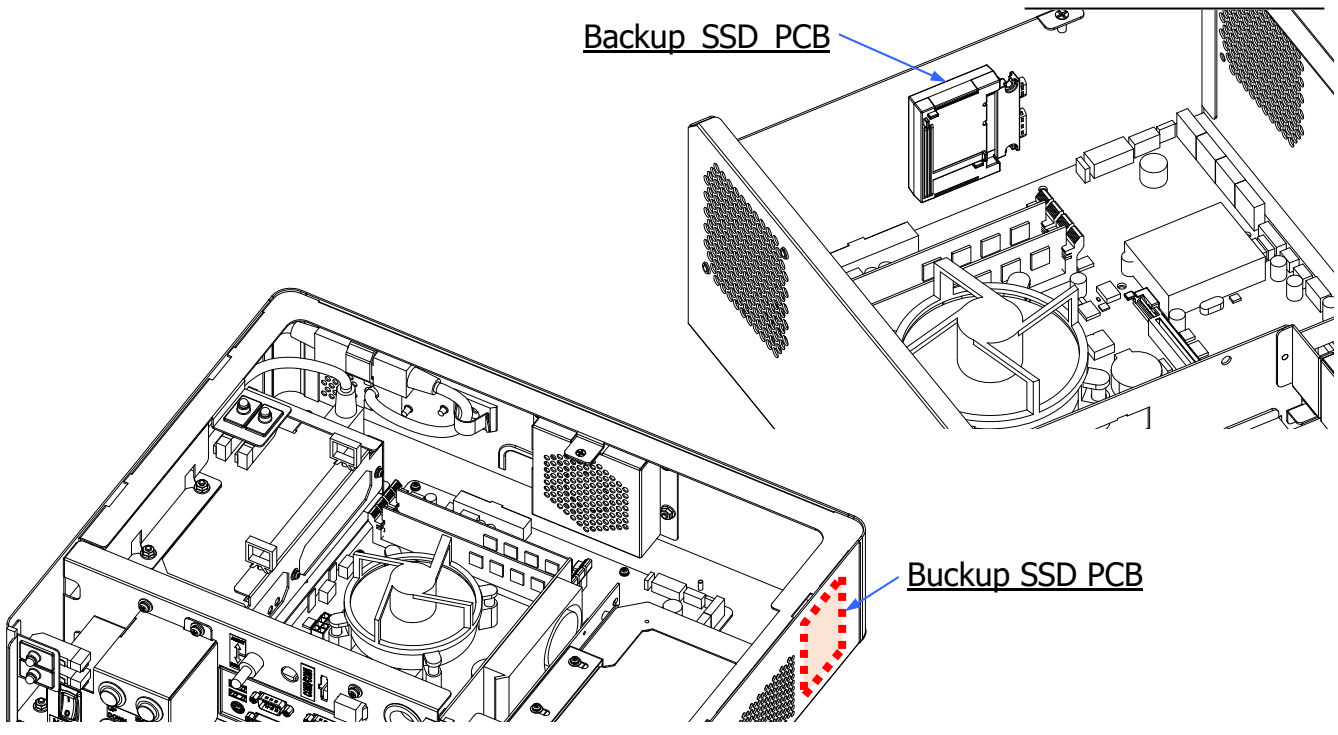
8. 2. 55: 2nd Backup Memory Error (No Data)

WHAT	It is not possible to read the Data in the Backup SSD.
WHEN	Can occur when accessing to the Backup SSD (at Log In, setting change, when creating new Accounts, when receiving Dealers Tip etc.).
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.
ERROR RESET	All Ram Clear

	CAUSE	**CHECK**	**REMEDY**
1	The Data were not saved to the Backup SSD, or the saved Data were deleted.	It is not possible to read the Data saved after the All Ram Clear.	Refer to **"Memory Clear Procedure"** on Chapter 6 to perform the All Ram Clear.
2			Replace the SSD with a proper SSD provided by an official distributor, then refer to **"Memory Clear Procedure"** on Chapter 6 to perform the All Ram Clear.

CHECK ROUTE

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



8. 2. 56: Handpay not been reported

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

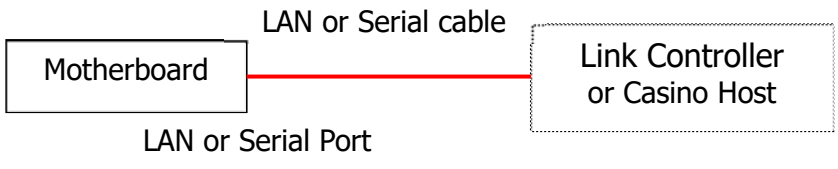
8. 3: Errors during EGM Link connection

8. 3. 1: Communication data error

WHAT	When the Progressive Type is set on SAS Link Progressive, and from the start no communication was established.
WHEN	After the power is turned ON and the game is activated.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Automatic recovery.

	CAUSE	**CHECK**	**REMEDY**
1	Link controller or Casino Host error.	---	Check if the Link controller or the Casino host are operating correctly.
2	Communication cable error	Check for connection faults and disconnections.	The cable requires replacement.
3	In case of SAS Link Progressive, the SAS cable is not connected to the right port.	Check the connection port, or an incorrect configuration of the Progressive Port.	Reconnect to the right port, or fix the settings for Progressive Port.

CHECK ROUTE

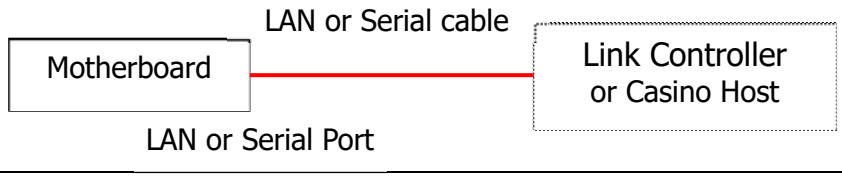


8. 3. 2: Communication offline error
Host communication link down

WHAT	When the Progressive Type is set on SAS Link Progressive, and the communication gets disconnected from a status of normal communication.
WHEN	At any time.
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.
ERROR RESET	Automatic recovery.

	CAUSE	**CHECK**	**REMEDY**
1	Link controller or Casino Host error	---	Check if the Link controller or the Casino host are operating correctly.
2	Communication cable error	Check for connection faults and disconnections.	The cable requires replacement.

CHECK ROUTE



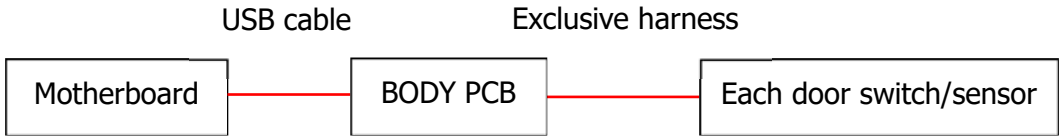
8. 4: Problems Which May Occur Without a Displayed Error

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

WHAT	The door is opened, but the machine does not display Door Open, or the door is closed but Door Close is not displayed.
WHEN	At any time.
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.

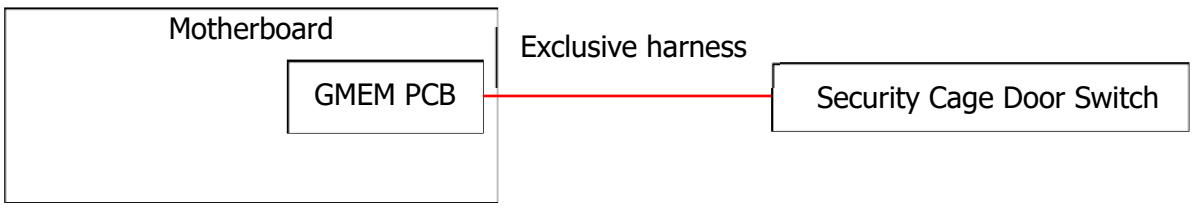
	CAUSE	**CHECK**	**REMEDY**
1	Door switch/sensor malfunction.	Test the switch and sensor functions.	The door switch/sensor requires replacement.
2	Switch is not properly pressed due to misalignment of the door, or the sensor is not properly aligned.	At the IO test, test the switch/sensor functions while opening and closing the door.	Straighten out the misalignment of the door.
3	Door switch/sensor harness error.	Check for connection faults and disconnections.	Make sure that the harness is properly connected or replace the harness.
4	BODY PCB harness error.	Check for connection faults and disconnections.	Make sure that the harness is properly connected or replace the harness.

CHECK ROUTE



NOTE

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

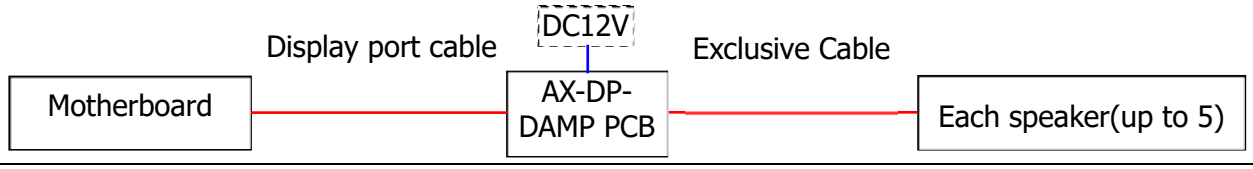


8. 4. 2: There is no sound

WHAT	There is no sound during game play, or there is only sound from certain parts of the speakers.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.

	CAUSE	**CHECK**	**REMEDY**
1	The volume has been lowered.	Check the Volume Settings in the Audit Menu.	Turn up the volume.
2	Speaker harness error.	Check if the speakers work in the Speaker Test in the Audit menu. Check for connection faults and disconnections.	Make sure that the harness is properly connected or replace the harness.
3	Speaker malfunction.	Check for connection faults and disconnections.	The speaker requires replacement.
4	Display Port cable error	Check for connection faults and disconnections.	Make sure that the harness is properly connected or replace the harness.
5	AX-DP-DAMP PCB power supply (DC12V) error.	Check the input voltage.	The power supply harness or the power supply unit requires replacement.
6	AX-DP-DAMP PCB error.	---	The AX-DP-DAMP PCB requires replacement.

CHECK ROUTE

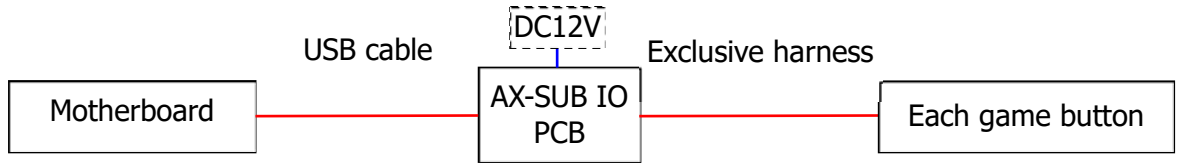


8. 4. 3: The Game Button cannot be pressed or has no response

WHAT	The buttons used in the game cannot be pressed or do not respond.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on CREDIT.

	CAUSE	**CHECK**	**REMEDY**
1	Liquids such as a drink have been spilled and stuck on to the button.	Check to see if the inside of the buttons is clear of adhesive material.	Remove anything attached to the button. The button may require replacement.
2	Button harness error.	Check for connection faults and disconnections.	Make sure that the harness is properly connected or replace the harness.
3	Button error.	Test the button functions in the IO test.	The buttons require replacement.
4	AX-SUB IO PCB Input Voltage (DC12V) error.	Check the input voltage.	Power supply harness or the power supply unit requires replacement.
5	AX-SUB IO PCB error.	---	The AX-SUB IO PCB requires replacement.

CHECK ROUTE

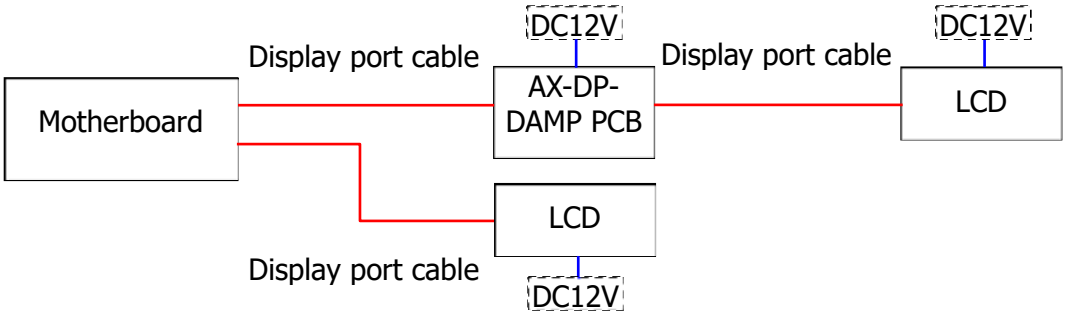


8. 4. 4: LCD Monitor stops working

WHAT	The LCD Monitor does not display anything.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.

	CAUSE	**CHECK**	**REMEDY**
1	The LCD power supply is not plugged in.	The LCD power switch is not turned ON.	Make sure that the power supply harness is properly connected, and then turn ON the LCD unit.
2	Display port cable error.	Check for connection faults and disconnections.	Make sure that the cables are properly connected, or replace the display port cable.
3	LCD malfunction.	---	The LCD requires replacement.
4	LCD, AX-DP-DAMP PCB input voltage error.	Check the voltage.	Replace the DC power box.
5	AX-DP-DAMP PCB malfunction.	---	The AX-DP-DAMP PCB requires replacement.

CHECK ROUTE



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

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

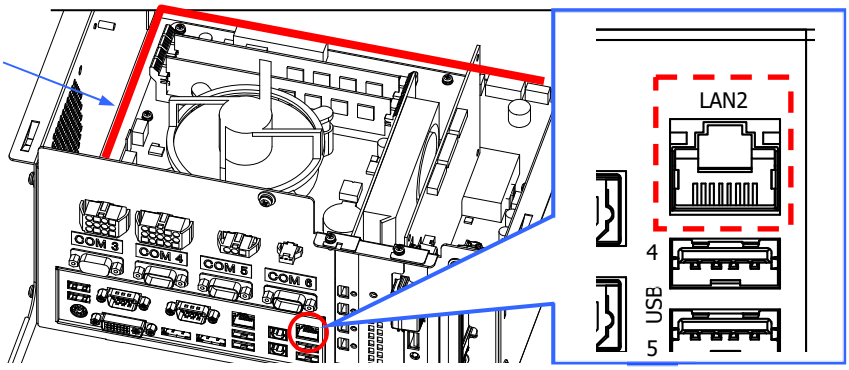
8. 4. 6: Network Error(for the ETG)

WHAT	There is not connection with the station.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.

CAUSE		**CHECK**	**REMEDY**
1	Connection error.	Check that the LED of the LAN Port located on the APX Unit is flashing.	Refer to **"Turn on the Center Unit"** on Chapter 2 to turn OFF the power. Wait 15 seconds or more and then turn ON the power.
2	Error in the connection of the LAN port.	Check that the APX Unit of the LAN Cable of the MTM Controller or of the Station are properly connected.	Connect again from the LAN 1 Port and the LAN 2 Port.
3	Error on the LAN Port of the HUB Unit.		Change the LAN Port connected to the Hub Unit of the MTM controller or of the Station.
4	Mal function or damage on the LAN Cable.		Change the LAN Cable.
5	Malfunction or damage on the APX Unit of the HUB.	Check that the LED of the LAN Port located on the APX Unit is flashing.	Replace the APX Unit or the HUB.

CHECK ROUTE

AP-X Motherboard PCB

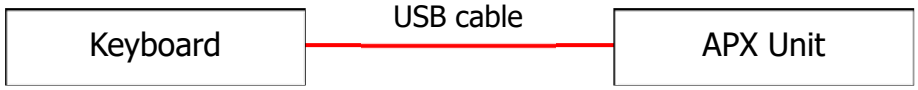


8. 4. 7: Keyboard Error(for the ETG)

WHAT	It is not possible to use the keyboard.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.

	CAUSE	**CHECK**	**REMEDY**
1	The machine does not recognize the keyboard.		Refer to **"Turn on the Center Unit"** on Chapter 2 to turn OFF the power. Wait 15 seconds or more and then turn ON the power.
2	The USB Cable of the Key Board is not connected.	The USB Cable of the Key Board is disconnected or torn	Reconnect the USB Cable connecting the Keyboard to the APX Unit, or change it.
3	Keyboard malfunction.		Replace the Keyboard.
4	Malfunction of the USB Port of the APX Unit.		Replace the APX Unit.

CHECK ROUTE

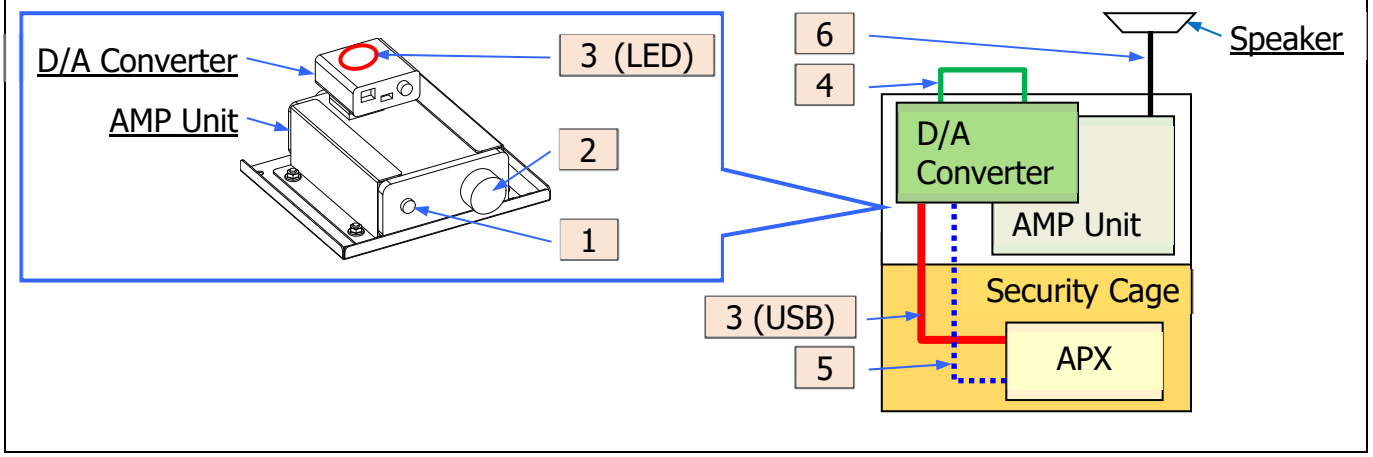


8. 4. 8: Speaker Errors(for use MTM Controller)

WHAT	There is no sound during game play, or there is only sound from certain parts of the speakers.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.

	CAUSE	**CHECK**	**REMEDY**
1	The switch of the AMP Unit is turned OFF.	Check the Power Switch of the AMP Unit of the MTM Controller Unit.	Turn ON the power on the AMP Unit.
2	The volume of the AMP Unit is low.	Check the Volume of the AMP Unit of the MTM Controller Unit.	Increase to the maximum the volume of the AMP Unit.
3	The D/A Converter is not supplying power.	If the power LED on the D/A Converter is not lightening, check if the USB Cable is disconnected or torn.	Reconnect the USB Cable connecting the D/A Converter and the APX Unit, or change it.
4	The AMP Unit and the D/A Converter are disconnected.	The Cable of the AMP Unit and the D/A Converter is disconnected or torn.	Reconnect the Cable of the AMP Unit and the D/A Converter, or change it.
5	The D/A Converter and the APX Unit are disconnected.	The SPDIF cable of the D/A Converter and the APX Unit is disconnected or torn.	Reconnect the SPDIF Cable of the D/A Converter and the APX Unit, or change it.
6	The AMP Unit and the Speaker are disconnected.	The Cable of the AMP Unit and the Speaker is disconnected or torn.	Reconnect the Cable of the AMP Unit and the Speaker, or change it.

CHECK ROUTE

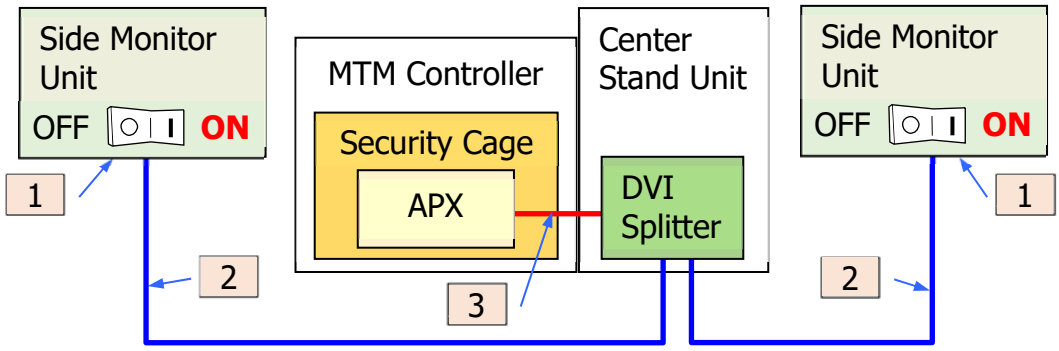


8. 4. 9: The LCD produces no picture(for Big Wheel)

WHAT	The Side Monitor Unit does not display anything.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.

	CAUSE	CHECK	REMEDY
1	The Side Monitor Unit power switch is turned OFF.		Turn ON the Power Switch of the Side Monitor Unit.
2	Not Connect the DVI Cable of the Side Monitor Unit.	The DVI Cable connecting the Side Monitor Unit and the DVI Splitter is disconnected or torn.	Reconnect the DVI Cable connecting the Side Monitor Unit and the DVI Splitter, or change it.
3	The DVI Cable of the DVI Splitter in not connected.	The DVI Cable connecting the DVI Splitter and the DP2 Port of the APX Unit is disconnected or torn.	Reconnect the DVI Cable connecting the DVI Splitter and the DP2 Port of the APX Unit, or change it.
4	Side Monitor Unit malfunction.		Replace the Side Monitor Unit.
5	There is not display input from the APX Unit.		Replace the APX Unit.

CHECK ROUTE



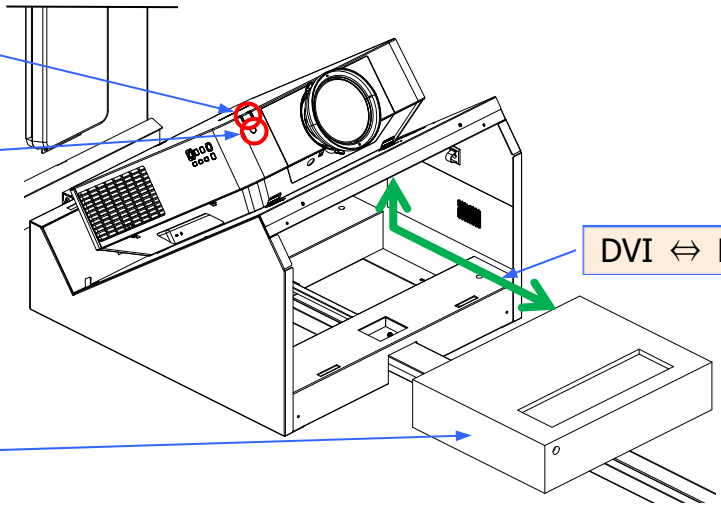
8. 4. 10: No display from the projector

WHAT	The Projector does not display anything.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.

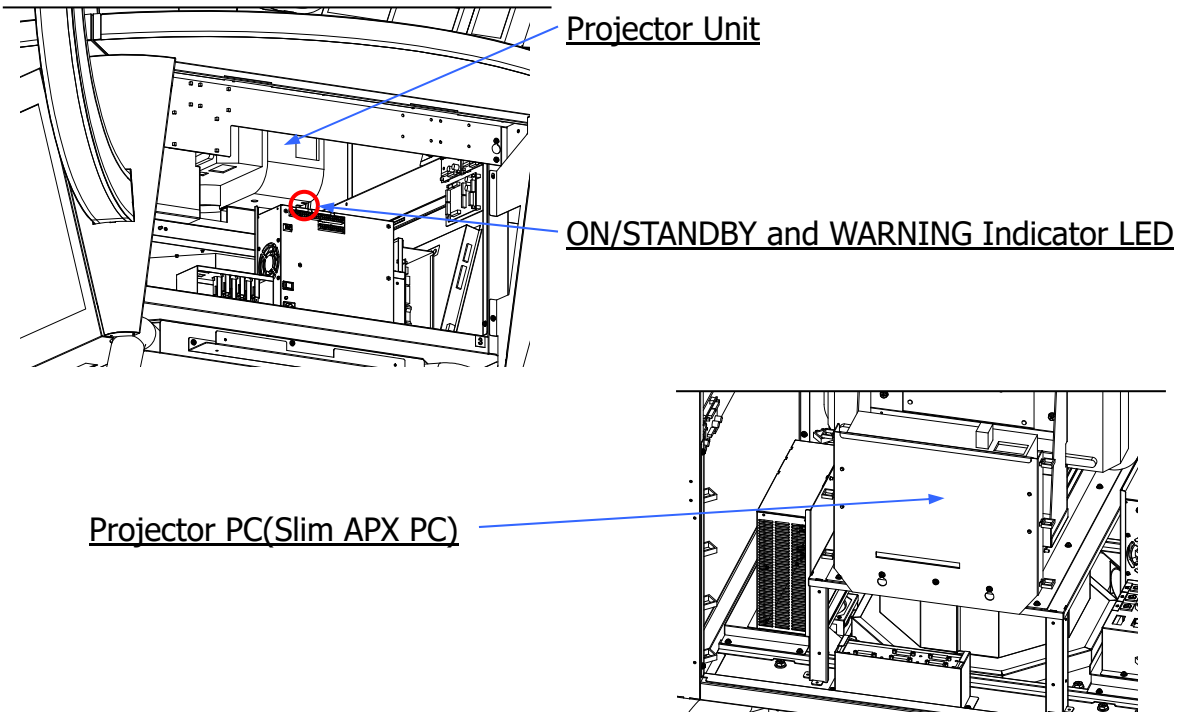
	CAUSE	**CHECK**	**REMEDY**
1	No power is supplied to the Projector or to the Projector PC (Slim APX PC).	If the Power LED is lightening, the AC Cable may be disconnected or torn.	Reconnect the AC Cable, or change it.
2	Projector, or Projector PC (Slim APX PC) DVI Cable malfunction.	Check the condition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

CHECK ROUTE

- for Big Wheel -



- for Roulette -



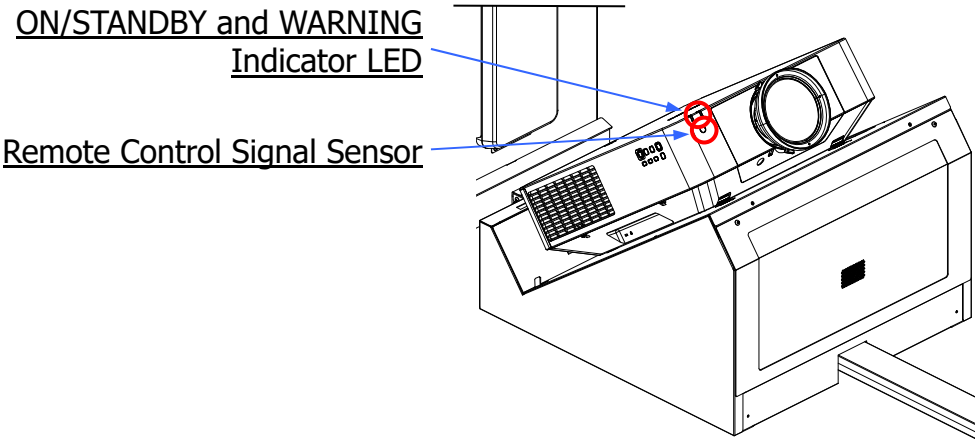
8. 4. 11: How to restore the Projector after a light off status : The Projector does not automatically recover

WHAT	During the operations the projector went on a light off status. (All the other parts work correctly)
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.

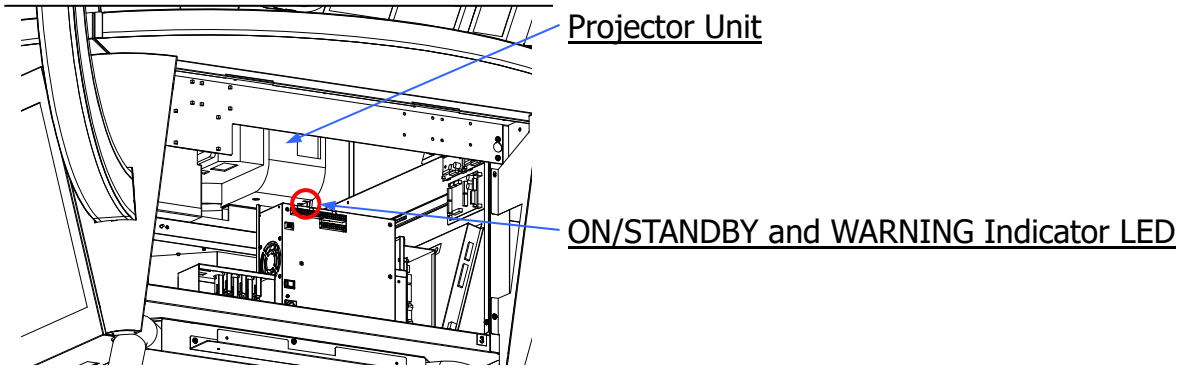
	CAUSE	CHECK	REMEDY
1	Projector malfunction. Check if the ON/STANDBY LED of the Projector is flashing in red.	Refer to **"Projector Unit"** on Chapter 6, to create the conditions to check the LED of the Projector.	Turn OFF the Projector. Check that the LED turned OFF, and then turn ON again the projector (reconnect the AC Cable). If the ON/STANDBY LED is lit in green, the process is completed.

CHECK ROUTE

- for Big Wheel -



- for Roulette -

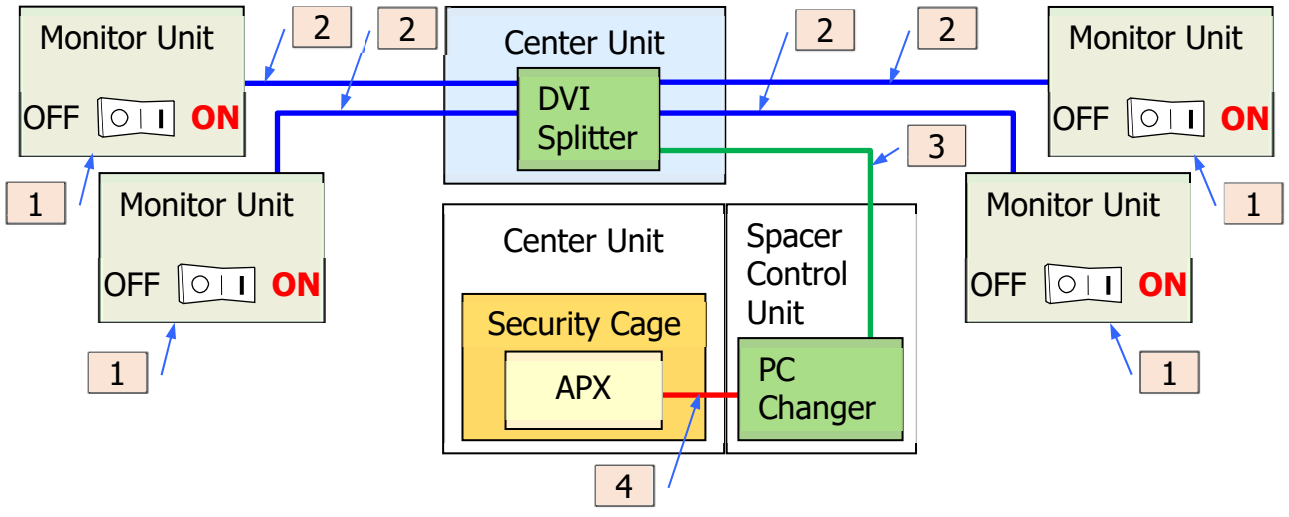


8. 4. 12: The LCD produces no picture(for Roulette)

WHAT	The Top Sign Unit does not display anything.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.

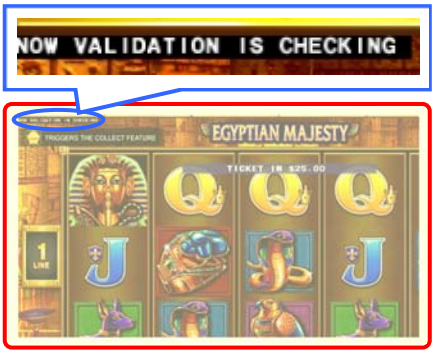
	CAUSE	CHECK	REMEDY
1	The Side Monitor Unit power switch is turned OFF.		Turn ON the Power Switch of the Monitor Unit.
2	The DVI Cable of the Monitor Unit on the Top Sign Unit is not connected.	The DVI Cable connecting the Monitor Unit and the DVI Splitter is disconnected or torn.	Reconnect the DVI Cable connecting the Monitor Unit and the DVI Splitter, or change it.
3	The DVI Cable of the PC Changer in not connected.	The DVI Cable connecting the PC Changer and the DVI Splitter is disconnected or torn.	Reconnect the DVI Cable connecting the PC Changer and the DVI Splitter, or change it.
4	The DVI Cable of the DVI Splitter in not connected.	The DVI Cable connecting the DVI Splitter and the DP4 Port of the APX Unit is disconnected or torn.	Reconnect the DVI Cable connecting the DVI Splitter and the DP2 Port of the APX Unit, or change it.
5	Motor Unit of the Top Sign Unit malfunction.		Replace the Monitor Unit.
6	There is not display input from the APX Unit of the Center unit.		Replace the APX Unit.

CHECK ROUTE



8. 4. 13: Ticket validation stops

WHAT	When a ticket was inserted, the credit changed according to its value and Game play become possible, but the Ticket Validation process did not complete.
WHEN	When a ticket is inserted
EFFECT ON CREDITS	There is no effect on the credits.

	CAUSE	CHECK	REMEDY
1	It is not possible to accept a ticket because a previous ticket Validation communication did not complete.	[NOW VALIDATION IS CHECKING] system message is displayed at the top left of the screen. 	Refer to "RESET TICKET VALIDATION" at **"Online System Settings"** on Chapter 5 and follow the indications on the screen to finalize the communication process. Return to the game screen and check that the message [NOW VALIDATION IS CHECKING] disappeared, and it is possible to validate Tickets.

8. 5: Errors during ETG Game

8. 5. 1: SERVER Network error

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

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

WHAT	The denomination setting on the Center Unit and on the Station are different.
WHEN	After the power is turned ON and the game is activated.
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.
ERROR RESET	Power OFF>ON.

	CAUSE	**CHECK**	**REMEDY**
1	The setting for denomination on the Center Unit and on the Station do not match.	----	Set the Denomination so that the one on the Station matches with the one on the Center Unit.

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

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

	CAUSE	**CHECK**	**REMEDY**
1	It is impossible to read the Configuration settings, or they have been deleted.	----	Power OFF>ON
2			Set again the Configuration. Power OFF>ON
3			Ram Clear

8. 5. 4: GAL Mismatch(Jurisdiction)

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

8. 5. 5: Main Unit error

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

8. 5. 6: Main Unit Maintenance

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

8. 5. 7: Main Unit Disable from HOST

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

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

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

	CAUSE	**CHECK**	**REMEDY**
1	Major settings were changed on the Center Unit, while the Station is OFF LINE.	Check if credit is still charged on the Station.	Cashout the Credit on the Station.

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

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

	CAUSE	**CHECK**	**REMEDY**
1	It is impossible to perform the RAM Clear because there is still credit charged.	----	Cashout the Credit.

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

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

8. 5. 11: Protocol Violation

WHAT	The GAME Soft Version of the Center Unit and the GAME Soft version on the Station do not match.
WHEN	After the power is turned ON and the game is activated.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Ram Clear.

CAUSE		**CHECK**	**REMEDY**
1	The GAME Soft Version on the Station is old.	Check the GAME Soft Version on the Center Unit.	Change the GAME Soft Version on the Station with one on the same type as on the Center Unit.

8. 5. 12: Station ID Invalid

WHAT	The Station ID is already used.
WHEN	After the power is turned ON and the game is activated.
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.
ERROR RESET	Power OFF>ON.

CAUSE		**CHECK**	**REMEDY**
1	The Station ID is already used.	----	Use a Station ID that was not already used.

8. 5. 13: Unreasonable Meter increment

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

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

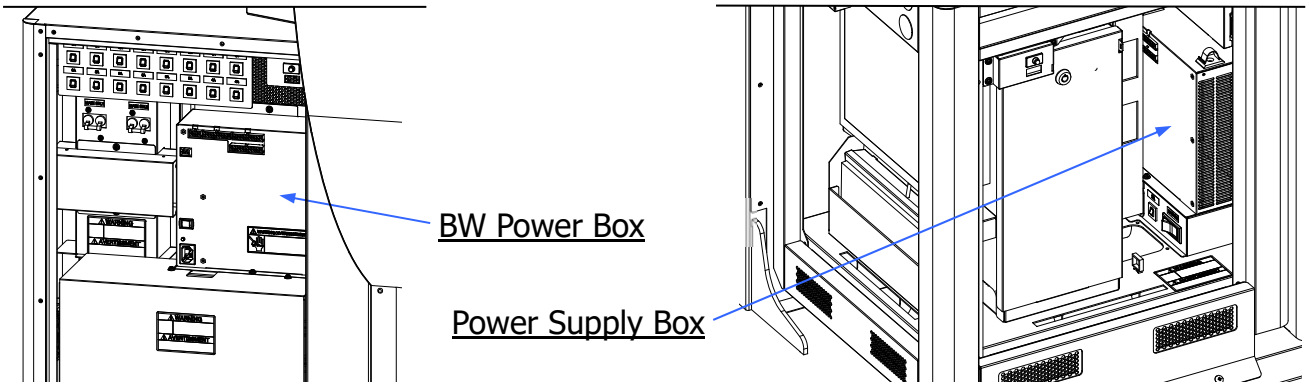
⚠ CAUTION!
When this error occurs, immediately turn OFF the machine.

WHAT	The Power Supply Box temperature is abnormally high. (Monitored by the temperature sensor)
WHEN	At any time. Checked at every frame.
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.
ERROR RESET	Power OFF.

CAUSE		**CHECK**	**REMEDY**
1	Power supply error.	⚠ **CAUTION!** When this error occurs, immediately turn OFF the machine power supply.	The power supply requires replacement. ⚠ **CALL SERVICE IMMEDIATELY!** Contact your local office or distributor.

CHECK ROUTE

- for SUPER BIG WHEEL -



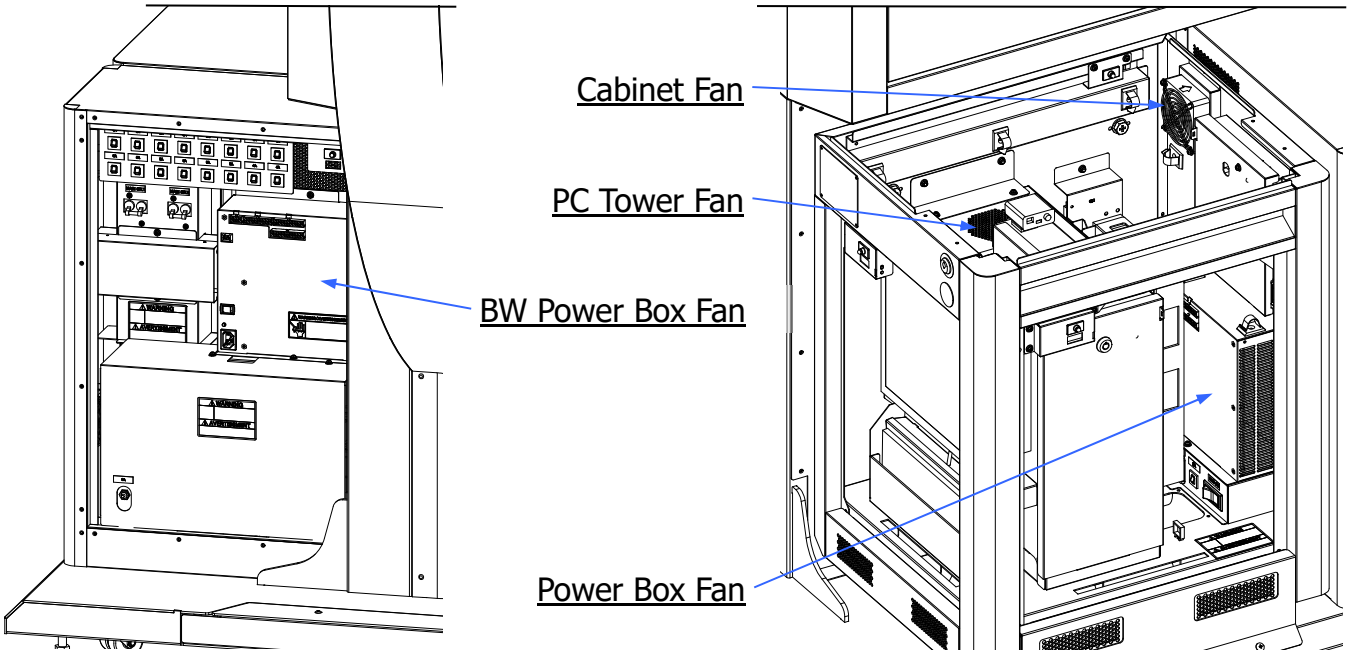
8. 5. 15: BW Power Box Fan abnormal(for BIG WEEL)
Cabinet Fan abnormal(for BIG WEEL)
PC Tower Fan abnormal(for BIG WEEL)
Power Box Fan abnormal(for BIG WEEL)

WHAT	The FAN do not move properly.
WHEN	At any time.
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.
ERROR RESET	Automatic recovery.

CAUSE		**CHECK**	**REMEDY**
1	Fan error.	Check the movement of the fan.	The fan requires replacement.

CHECK ROUTE

- for SUPER BIG WHEEL -

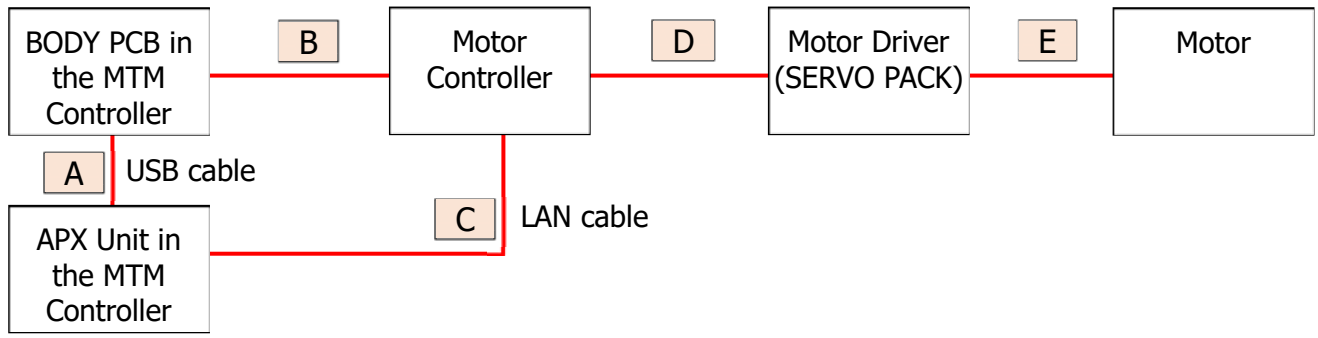


8. 5. 16: Communication Error (Motor Driver)(for BIG WEEL)

WHAT	There is no communication to the Motor Driver (SERVO PACK).
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	RESET key.

	CAUSE	**CHECK**	**REMEDY**
1	The Cable is not connected correctly.	Check that the cables are properly connected.	Reconnect the cables A, B, C and D, illustrated in the diagram below, or change them.
2	No power is supplied to the Motor Driver (SERVO PACK)	The power cable of the Motor Driver (SERVO PACK) is disconnected or torn.	Reconnect the power cable of the Motor Driver (SERVO PACK) or change it.

CHECK ROUTE

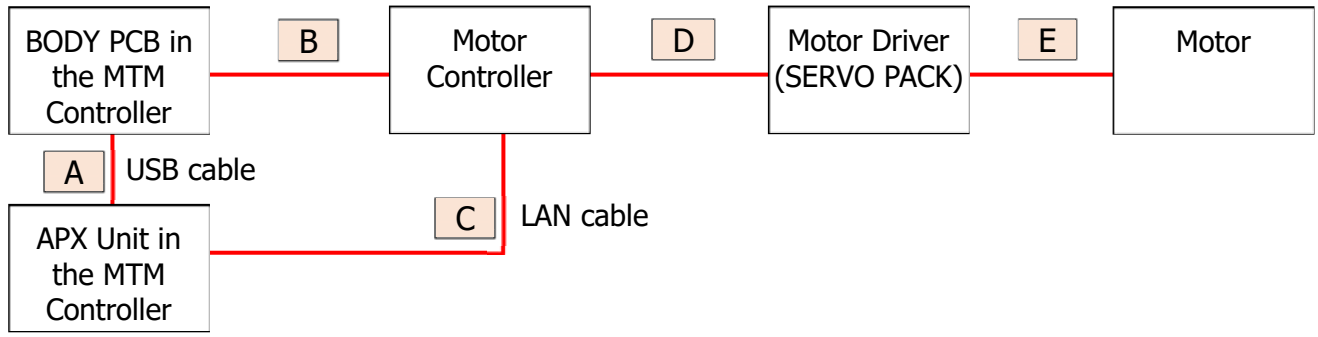


8. 5. 17: Communication Error (Motor Controller)(for BIG WEEL)
5 Consecutive Communication Error(for BIG WEEL)

WHAT	There is no communication to the Motor Controller.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	RESET key.

CAUSE		**CHECK**	**REMEDY**
1	The Cable is not connected correctly.	Check that the cables are properly connected.	Reconnect the cables A, B, C and D, illustrated in the diagram below, or change them.
2	No power is supplied to the Motor Driver (SERVO PACK)	The power Cable of the Motor Controller is disconnected or torn.	Reconnect the power Cable of the Motor Controller, or change it.

CHECK ROUTE

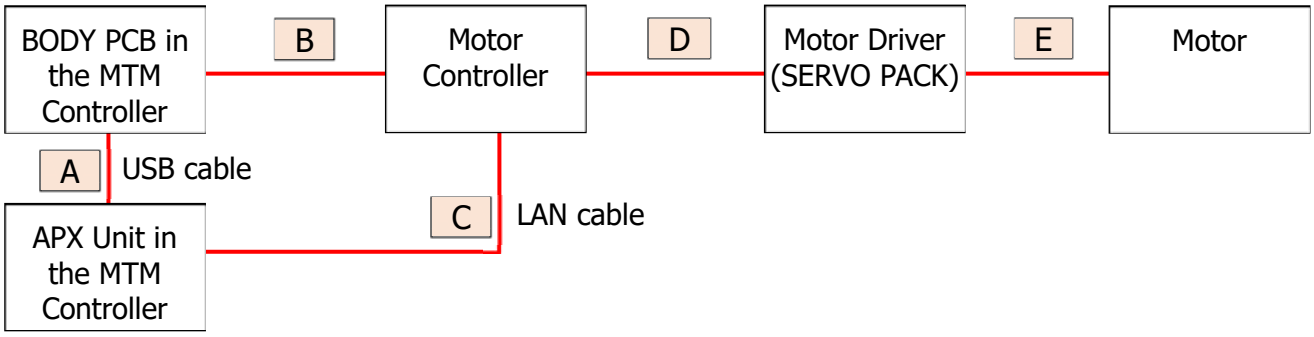


8. 5. 18: Wheel Motor Error(for BIG WEEL)

WHAT	Error on the Wheel Motor. The Wheel Motor cannot move.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	RESET key.

	CAUSE	**CHECK**	**REMEDY**
1	The Cable is not connected correctly.	Check that the cable is properly connected.	Reconnect the Cable E illustrated in the diagram below, or change it.
2	An error occurred on the Motor Driver (SERVO PACK) or on the Motor Controller.	Check that no error is displayed on the LED indicator of the Motor Driver(SERVO PACK). Check that ERR LED is not lighted on the status display of the Motor Controller.	Refer to the APPENDIX : Servo Drives (Alarm & Warning) to resolve the problem.

CHECK ROUTE

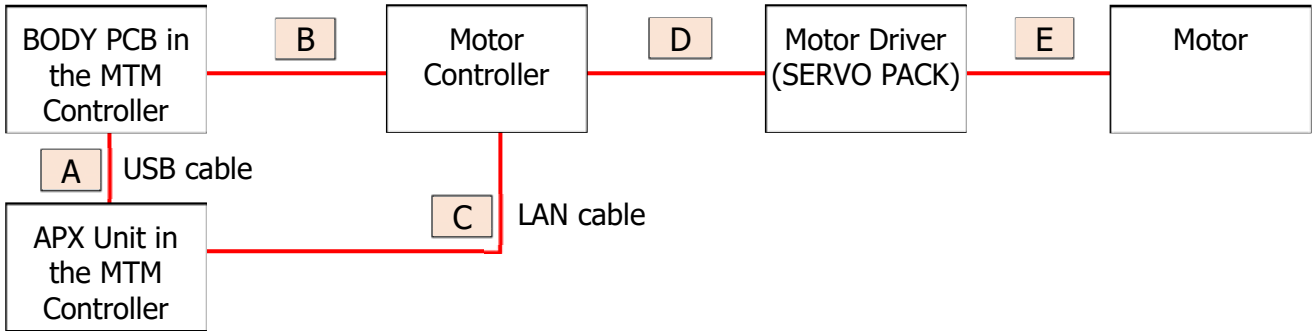


8. 5. 19: Wheel Motor FAULT(for BIG WEEL)

WHAT	Failure on the Wheel Motor. A Limit Over Error has been registered by the Motor Controller.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	RESET key.

	CAUSE	**CHECK**	**REMEDY**
1	An error occurred on the Motor Driver (SERVO PACK).	Check the error No. and Warning No. displayed by the LED Indicator on the Motor Driver(SERVO PACK).	Refer to the APPENDIX : Servo Drives (Alarm & Warning) to resolve the problem.

CHECK ROUTE

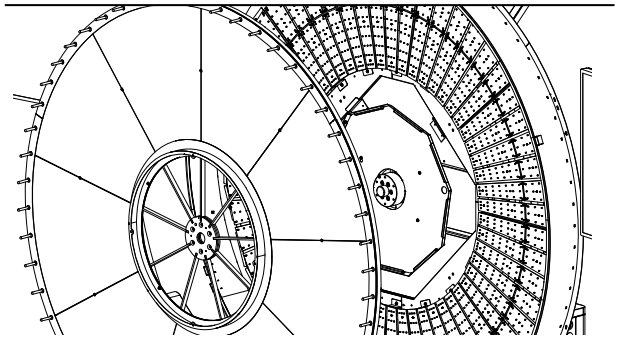


8. 5. 20: Wheel Error(for BIG WEEL)

WHAT	Error on the wheel. The Wheel motor rotates, but the Wheel does not rotate.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF->ON.

	CAUSE	**CHECK**	**REMEDY**
1	Malfunction of the joint between the Motor Shaft and the Wheel.	Check the joint between the Motor Shaft and the Wheel.	If there is a malfunction of the joint between the Motor Shaft and the Wheel, install it again.

CHECK ROUTE

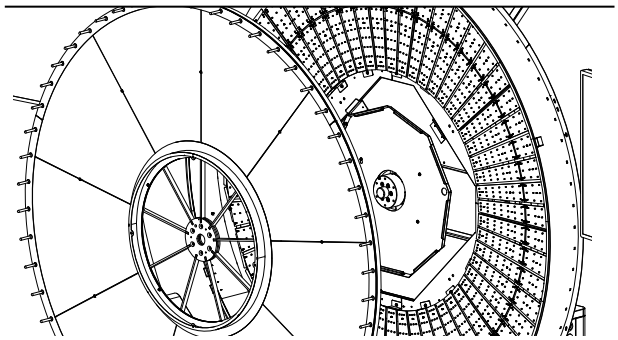


8. 5. 21: Wheel Runaway(for BIG WEEL)
Wheel Stop Error(for BIG WEEL)

WHAT	Error in the movement of the Wheel. The Wheel Motor is still, but the wheel is moving.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF->ON.

	CAUSE	**CHECK**	**REMEDY**
1	Malfunction of the joint between the Motor Shaft and the Wheel.	Check the joint between the Motor Shaft and the Wheel.	If there is a malfunction of the joint between the Motor Shaft and the Wheel, install it again.
2	Malfunction on the main body of the Wheel.	Check that the main body of wheel is not deformed. Check that no symbol artwork plates on the wheel surface is detached.	Install again, or change, the main body of the wheel and the Symbol artwork Plate.

CHECK ROUTE



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

WHAT	INIT Error on the Wheel. The origin of the wheel could not be detected over half round. ※For Wheel INIT Error 1 it was detected by the GAME, for Wheel INIT Error 2, it was detected by the Library.
WHEN	After the power is turned ON and the game is activated.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF->ON.

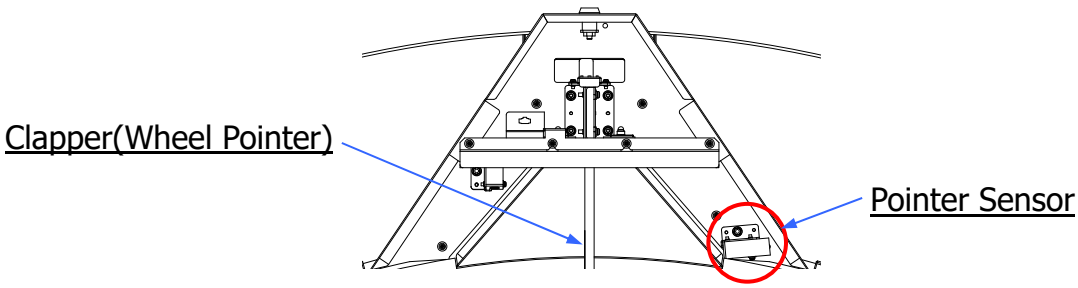
CAUSE		**CHECK**	**REMEDY**
1	The Sensor for the Wheel Origin does not work properly.	Check that the connector of the origin sensor is properly connected.	Reconnect the connector of the origin sensor.
2	The Sensor for the Wheel Origin does not work properly.	Check if the Origin Sensor is damaged.	Perform the IO test to check that the origin sensor is properly operating.

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

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

	CAUSE	**CHECK**	**REMEDY**
1	Malfunction on the Clapper (Wheel Pointer).	Is the fixed part of the Clapper (Wheel Pointer) is firmly secured? Is the Clapper (Wheel Pointer) largely bent or broken?	Install again the Clapper (Wheel Pointer) or change it.
2	The Pointer Sensor of the Wheel is not working properly.	Check if the Pointer Sensor is damaged.	Perform the IO test to check that the Pointer Sensor is properly operating.

CHECK ROUTE

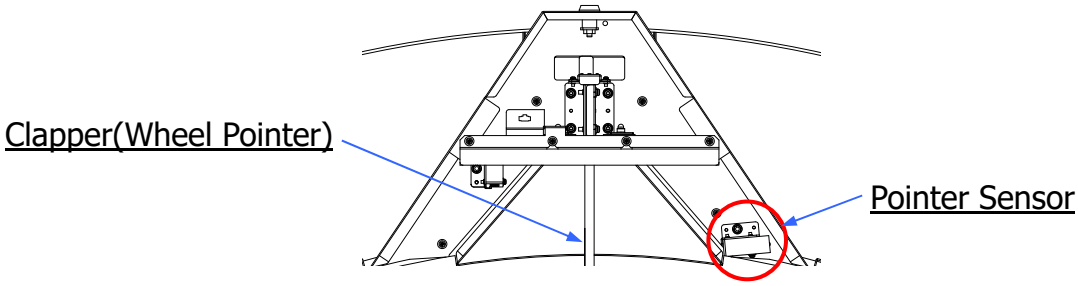


8. 5. 24: Pointer Runaway(for BIG WEEL)

WHAT	Irregularity in the movement of the Clapper (Wheel Pointer). Even if the Wheel is not rotating, the Clapper (Wheel Pointer) moved.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF->ON.

	CAUSE	**CHECK**	**REMEDY**
1	The Pointer Sensor of the Wheel is not working properly.	Check if the Pointer Sensor is damaged.	Perform the IO test to check that the Pointer Sensor is properly operating.

CHECK ROUTE

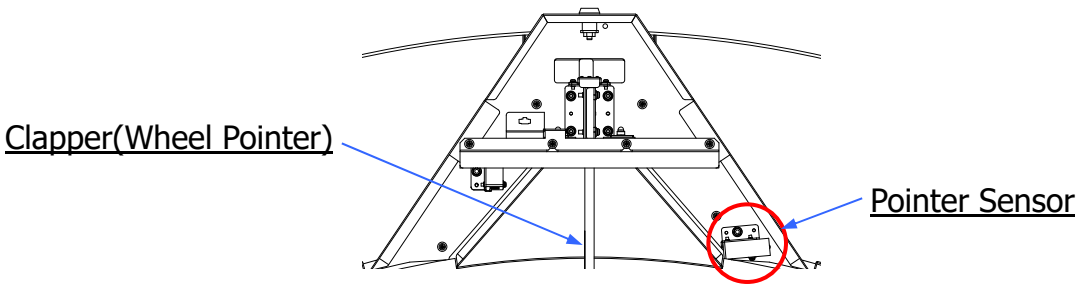


8. 5. 25: Pointer Error(for BIG WEEL)

WHAT	Irregularity in the position of the Clapper (Wheel Pointer). The Wheel is rotating, but the Clapper (Wheel Pointer) is not moving.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF->ON.

CAUSE		**CHECK**	**REMEDY**
1	Malfunction on the Clapper (Wheel Pointer).	Is the fixed part of the Clapper(Wheel Pointer) is firmly secured? Is the fixed part of the Clapper(Wheel Pointer) is bent or broken?	Install again the Clapper (Wheel Pointer) or change it.
2	The Wheel Pin is not in the correct position.	Check that no Wheel Pin is not loose or bent.	Install again the Wheel pin or change it.
3	The Pointer Sensor of the Wheel is not working properly.	Check if the Pointer Sensor is damaged.	Perform the IO test to check that the Pointer Sensor is properly operating.

CHECK ROUTE



8. 5. 26: CLIENT ID error

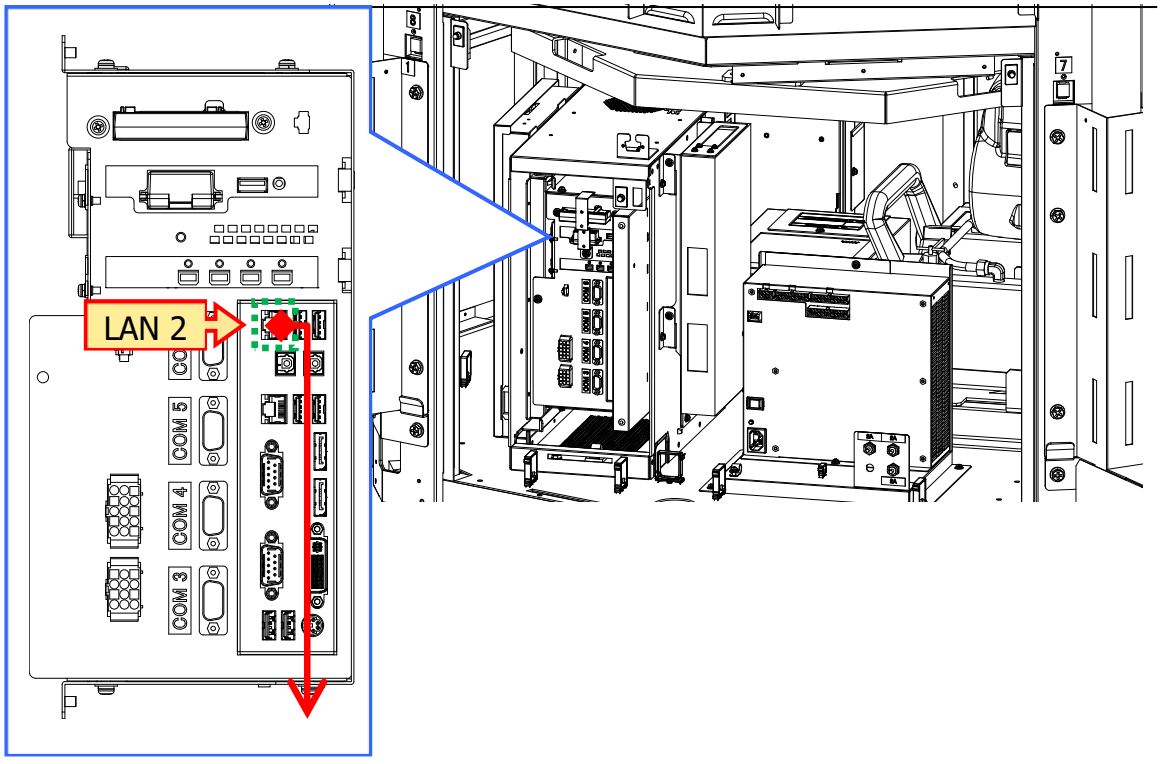
WHAT	It took too much time to restore the connection to the Host.
WHEN	After the connection to the Host is restored.
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.
ERROR RESET	Power OFF>ON.

8. 5. 27: Live Camera Disconnected

WHAT	Displayed if there is not connection with the Live CAMERA.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Automatic recovery.

	CAUSE	**CHECK**	**REMEDY**
1	The LAN Cable is disconnected, not plugged properly or malfunctioning.	Check if the wire is broken or disconnected.	Reconnect or change the LAN Cable.
2	Wrong settings of the Live CAMERA	The settings of the Live CAMERA are correct.	Set again the Live CAMERA.
3	Live CAMERA malfunction.		Replace the Live CAMERA.

CHECK ROUTE



8. 5. 28: Cabinet Fan xx abnormal(for Roulette)
PC Tower Fan abnormal(for Roulette)
Power Box Fan abnormal(for Roulette)
Power Box A Fan abnormal(for Roulette)
Power Box B Fan abnormal(for Roulette)
Top Cabinet Fan xx abnormal(for Roulette)

WHAT	The FAN does not move or the number of fan rotations is not normal.
WHEN	At any time.
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.
ERROR RESET	Automatic recovery.

CAUSE		**CHECK**	**REMEDY**
1	Fan error.	Check the movement of the fan.	The fan requires replacement.

CHECK ROUTE

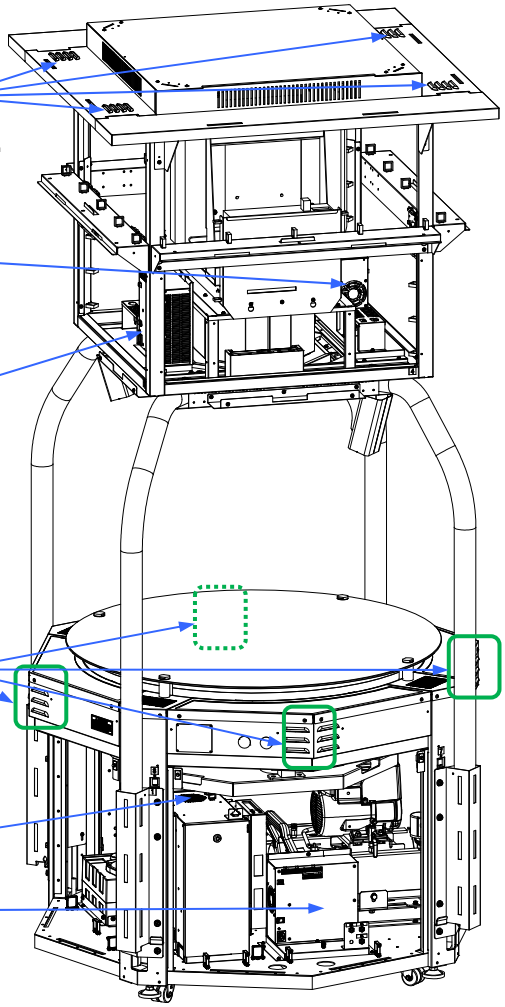
- for LUCKY ROULETTE -

Top Cabinet Fan

※ Refer to **"Fans in the Top Sign Unit"** on Chapter 6.

Power Box B Fan

Power Box A Fan



Cabinet Fan

※ Refer to **"Speaker and Fan"** on Chapter 6.

PC Tower Fan

Power Box Fan

8. 5. 29: Power Supply Box thermal error(for Roulette)
Signage Power Supply A thermal error(for Roulette)
Signage Power Supply B thermal error(for Roulette)

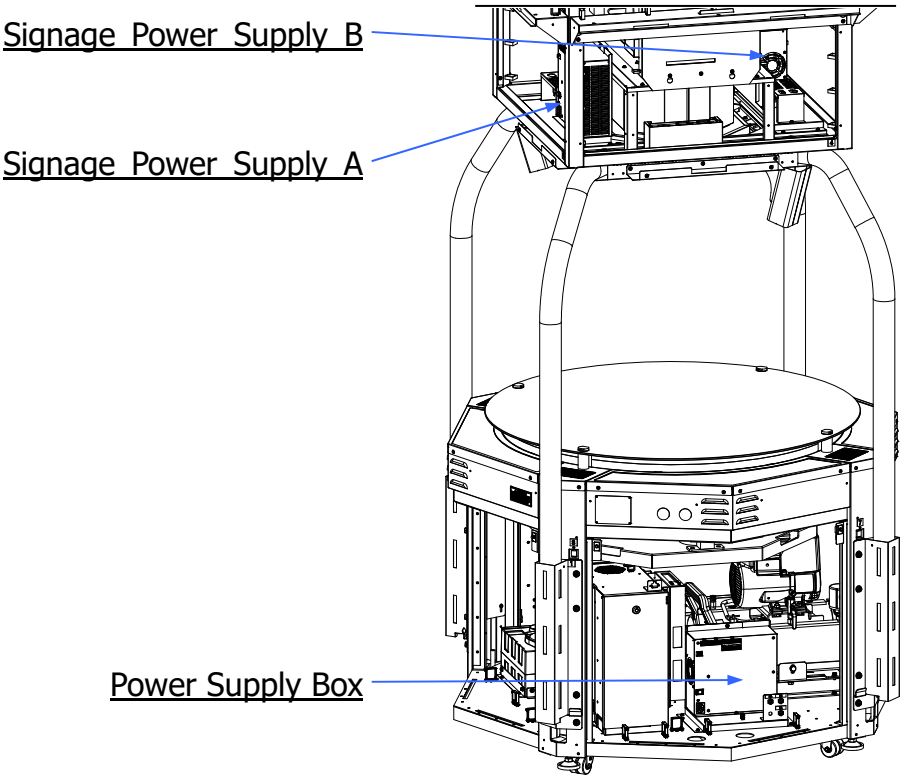
⚠ CAUTION!
When this error occurs, immediately turn OFF the machine.

WHAT	The Power Supply Box temperature is abnormally high. (Monitored by the temperature sensor)
WHEN	At any time. Checked at every frame.
EFFECT ON CREDITS	The game is replayed from the beginning of the spin in which the error occurred, and the same result will appear.
ERROR RESET	Power OFF.

CAUSE		CHECK	REMEDY
1	Power supply error.	**⚠ CAUTION!** When this error occurs, immediately turn OFF the machine power supply.	The power supply requires replacement. **⚠ CALL SERVICE IMMEDIATELY!** Contact your local office or distributor.

CHECK ROUTE

- for LUCKY ROULETTE -

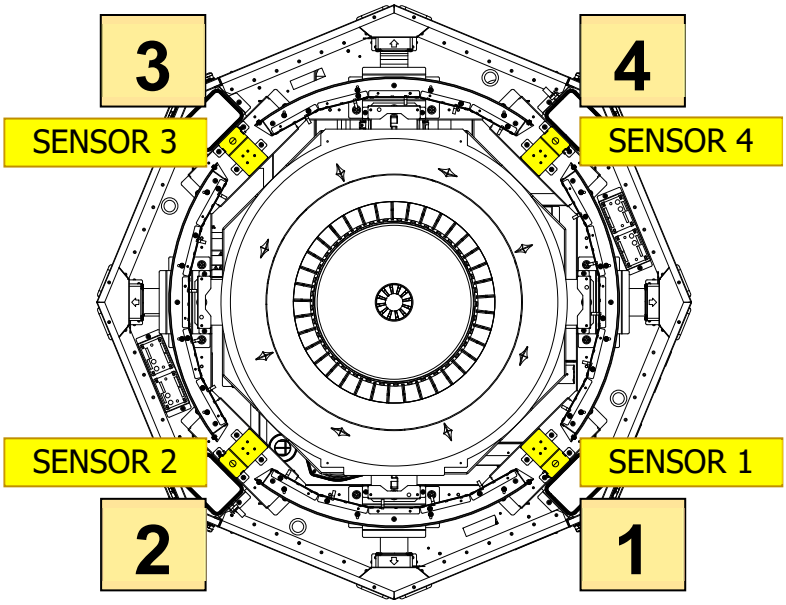


8. 5. 30: Wheel Glass Sensor xx Open(for Roulette)

WHAT	The sensor indicated was activated.
WHEN	At any time.
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.
ERROR RESET	Automatic recovery.

CAUSE		**CHECK**	**REMEDY**
1	The sensor indicated was activated.	The relative Post B Bolt is loose.	Fasten the Post B Bolt.
2	Sensor error.	Refer to **"Input Test"** on Chapter 4, to test the sensor.	In case of malfunction, refer to **"Glass Sensor Unit"** on Chapter 6 to replace the Sensor.

CHECK ROUTE



8. 5. 31: Game INIT error(for Roulette)

WHAT	The wheel could not stop at the starting position.
WHEN	After the power is turned ON and the game is activated.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ⚠ **CALL SERVICE IMMEDIATELY!**

8. 5. 32: Ball Start error(for Roulette)

WHAT	A ball start error happened for 3 consecutive balls.
WHEN	Occurs between the time the wheel starts spinning and stops.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ⚠ **CALL SERVICE IMMEDIATELY!**

8. 5. 33: Ball Fall error(for Roulette)

WHAT	A ball did not fall in a pocket within the preset time period.
WHEN	Occurs between the time the wheel starts spinning and stops.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ⚠ **CALL SERVICE IMMEDIATELY!**

8. 5. 34: Compressor error(for Roulette)

WHAT	The air compressor did not work normally.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ⚠ **CALL SERVICE IMMEDIATELY!**

8. 5. 35: Ball Count error(for Roulette)

WHAT	2 or more balls fell in one pocket.
WHEN	Occurs between the time the wheel starts spinning and stops.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ⚠ **CALL SERVICE IMMEDIATELY!**

8. 5. 36: Motor error(for Roulette)

WHAT	The motor of the wheel did not work at the preset speed
WHEN	Occurs between the time the wheel starts spinning and stops.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ⚠ **CALL SERVICE IMMEDIATELY!**

8. 5. 37: Position Sensor error (REF0130) (for Roulette)
Position Sensor error (REF0430) (for Roulette)
Position Sensor error (REF0730) (for Roulette)
Position Sensor error (REF1030) (for Roulette)

WHAT	When one of the sensors could not detect any difference from a bet starting moment to the following bet start.
WHEN	Occurs between the time the wheel starts spinning and stops.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ⚠ **CALL SERVICE IMMEDIATELY!**

8. 5. 38: Zero Sensor Detect error(for Roulette)

WHAT	The Zero sensor could not detect the Zero position at the initialization time, even after two or more spins of the wheel.
WHEN	After the power is turned ON and the game is activated.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ⚠ **CALL SERVICE IMMEDIATELY!**

8. 5. 39: Zero Sensor error(for Roulette)

WHAT	When the Zero sensor could not detect any difference from a bet starting moment to the following bet start.
WHEN	Occurs between the time the wheel starts spinning and stops.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ⚠ **CALL SERVICE IMMEDIATELY!**

8. 5. 40: Around Sensor error(for Roulette)

WHAT	One of the following conditions occurred: ·Both the Around sensors gets activated at the same time. ·Only one of the Around sensors is activated for 15 consecutive times. ·None of the sensors is activated.
WHEN	After the power is turned ON and the game is activated.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ⚠ **CALL SERVICE IMMEDIATELY!**

8. 5. 41: Encoder Count error(for Roulette)

WHAT	The motor moved but there was no change on the Encoder.
WHEN	Occurs between the time the wheel starts spinning and stops.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ⚠ **CALL SERVICE IMMEDIATELY!**

8. 5. 42: Pocket Shuffle error(for Roulette)

WHAT	The value of the pocket shuffle and was different at the initialization time and during the normal time.
WHEN	Occurs between the time the wheel starts spinning and stops.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ⚠ **CALL SERVICE IMMEDIATELY!**

8. 5. 43: Wheel Direction error(for Roulette)

WHAT	The actual spinning direction of the wheel was opposite to the settings.
WHEN	After the power is turned ON and the game is activated.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ⚠ **CALL SERVICE IMMEDIATELY!**

8. 5. 44: Wheel Origin Detect error(for Roulette)

WHAT	The sensor could not detect the Origin position at the initialization time, even after one or more spins of the wheel.
WHEN	After the power is turned ON and the game is activated.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF. ⚠ **CALL SERVICE IMMEDIATELY!**

8. 5. 45: GAL Mismatch(for Roulette)

WHAT	In case of a mismatch of between the number of pockets on the wheel and the GAL used.
WHEN	After the power is turned ON and the game is activated.
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.
ERROR RESET	Ram Clear.

	CAUSE	**CHECK**	**REMEDY**
1	The number of pockets on the wheel and the information on the GAL are different.	Check the GAL.	Change to a GAL that matches with the number of pockets on the Wheel Unit.

8. 5. 46: Warning!! Configure Main Unit ID(for Roulette)

WHAT	Occurs when the Center Unit ID is not changed from the default "0000".
WHEN	After the power is turned ON and the game is activated.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Ram Clear.

	CAUSE	**CHECK**	**REMEDY**
1	The Center Unit ID is not changed from the default "0000"		Refer to the item "MAIN UNIT ID" on **"Important Settings / Basic Settings"** on chapter 4, and change the ID code.

8. 5. 47: Base Protocol Version is Unmatched

WHAT	Occurs if the Base Protocol version of the Center Unit and of the Station do not match.
WHEN	When the communication with the Center Unit has been restored.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF>ON.

	CAUSE	**CHECK**	**REMEDY**
1	The Base Protocol version of the Center unit and the Station do not match.	Check if the Version of the Center Unit and of the Station are correct.	Replace the SSD of the wrong Version.

8. 5. 48: Game Protocol Version is Unmatched

WHAT	Occurs if the Game Protocol version of the Center Unit and of the Station do not match.
WHEN	When the communication with the Center Unit has been restored.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF>ON.

	CAUSE	**CHECK**	**REMEDY**
1	The Game Protocol version of the Center unit and the Station do not match.	Check if the Version of the Center Unit and of the Station are correct.	Replace the SSD of the wrong Version.

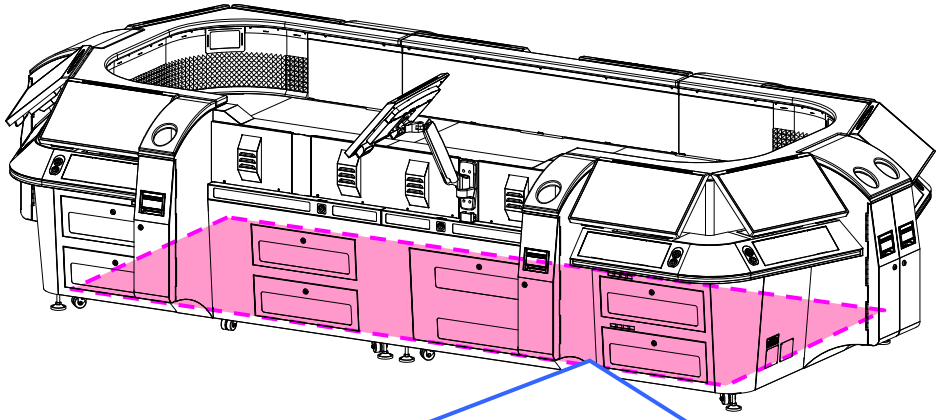
8. 5. 49: Bottom xx Fan abnormal(for Roll to win Craps)

WHAT	The FAN do not move properly.
WHEN	At any time.
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.
ERROR RESET	Automatic recovery.

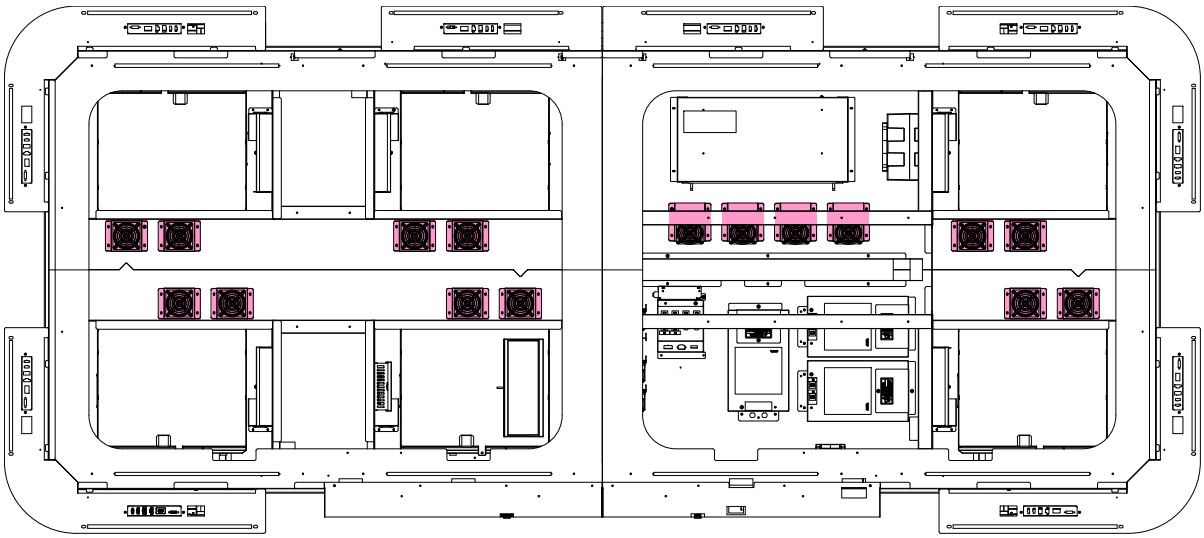
CAUSE		**CHECK**	**REMEDY**
1	Fan error.	Check the movement of the fan.	The fan requires replacement.

CHECK ROUTE

※ Refer to **"Input Test"** on Chapter 4.
Refer to **"Bottom Fan (Base Frame Fan)"** on Chapter 6.



Location of the Bottom Fan (Bottom Area UPPER View)



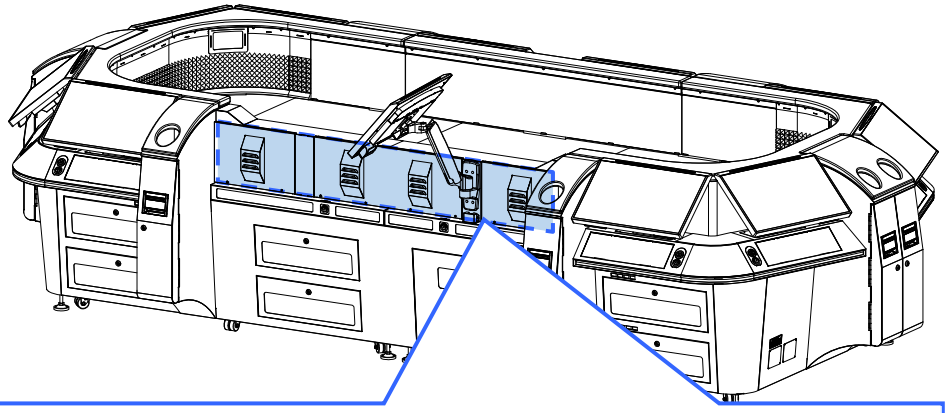
8. 5. 50: Front xx Fan abnormal(for Roll to win Craps)

WHAT	The FAN do not move properly.
WHEN	At any time.
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.
ERROR RESET	Automatic recovery.

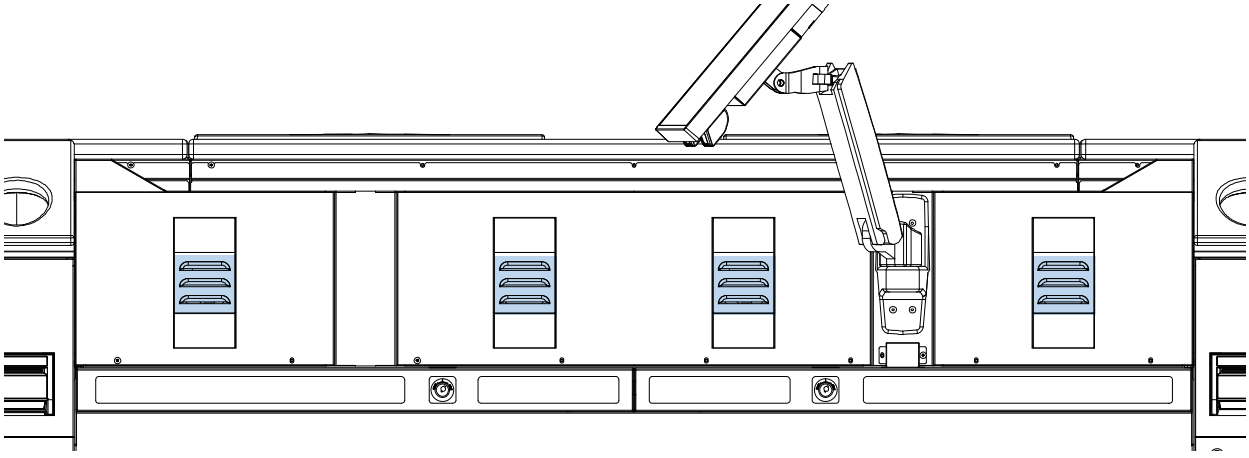
CAUSE		**CHECK**	**REMEDY**
1	Fan error.	Check the movement of the fan.	The fan requires replacement.

CHECK ROUTE

※ Refer to **"Input Test"** on Chapter 4.
Refer to **"Wall LED Unit, Front Fan"** on Chapter 6.



Location of the Front Fan



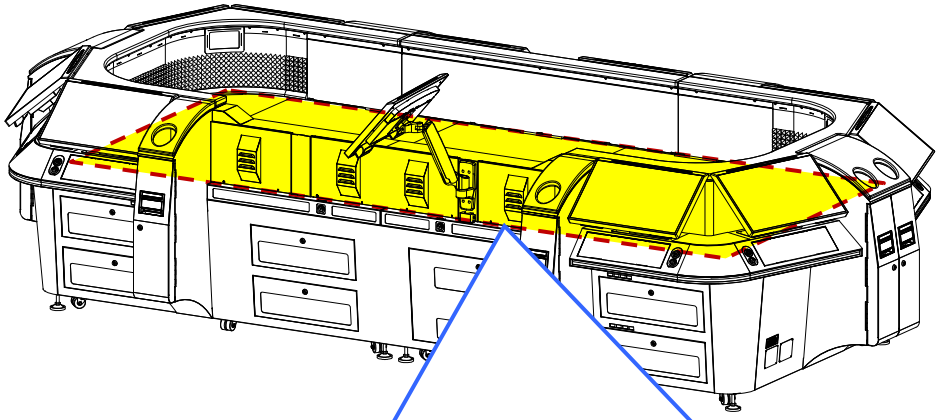
8. 5. 51: Middle xx Fan abnormal(for Roll to win Craps)

WHAT	The FAN do not move properly.
WHEN	At any time.
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.
ERROR RESET	Automatic recovery.

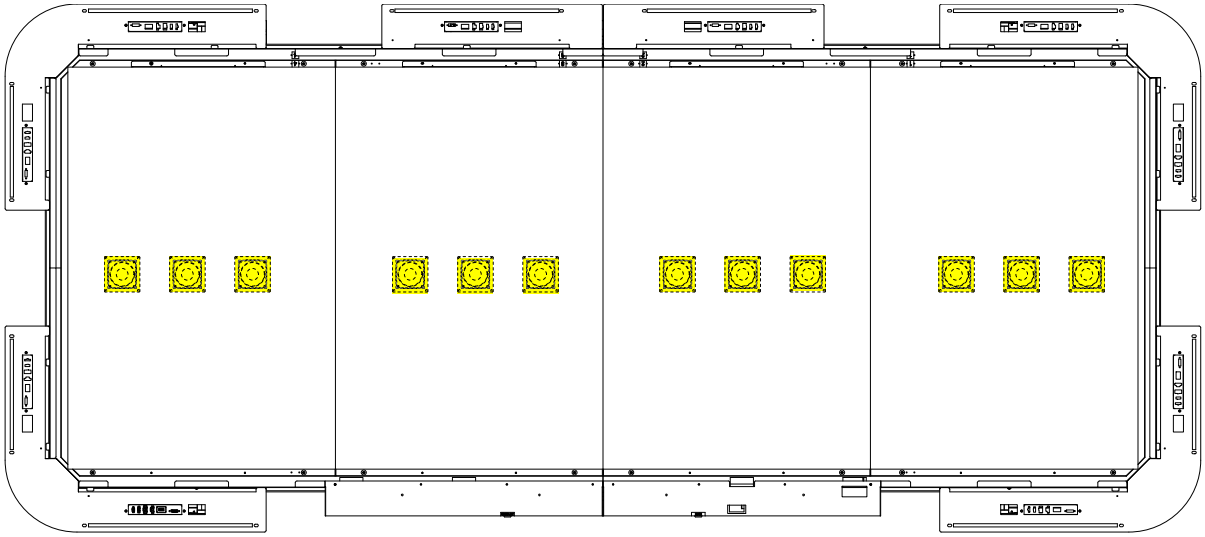
CAUSE		**CHECK**	**REMEDY**
1	Fan error.	Check the movement of the fan.	The fan requires replacement.

CHECK ROUTE

※ Refer to **"Input Test"** on Chapter 4.
Refer to **"Field LED Unit, Middle Fan"** on Chapter 6.



Location of the Middle Fan (Middle Area UPPER View)



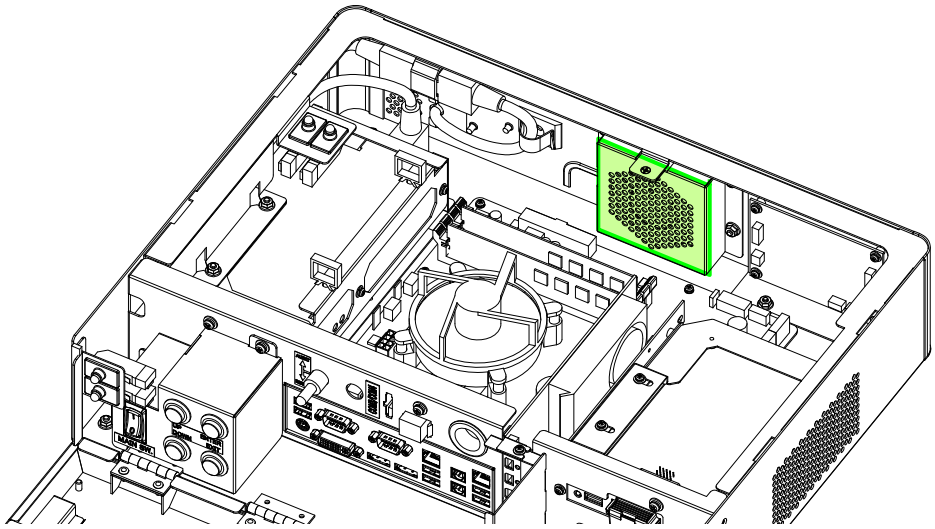
8. 5. 52: Security Box Fan abnormal(for Roll to win Craps)

WHAT	The FAN do not move properly.
WHEN	At any time.
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.
ERROR RESET	Automatic recovery.

	CAUSE	**CHECK**	**REMEDY**
1	Fan error.	Check the movement of the fan.	The fan requires replacement.

CHECK ROUTE

※ Refer to **"Security Box Fan of Controller Unit"** on Chapter 6 for Center Unit, or on Chapter 7 for Player Terminal Unit.



8. 5. 53: Inappropriate Game Result Input(for Roll to win Craps)

WHAT	When the "LOCKUP" is pressed.
WHEN	At any time.
EFFECT ON CREDITS	The right CREDIT amount must be measured by an attendant.
ERROR RESET	RESET key.

8. 5. 54: Login Failure(for Roll to win Craps)

WHAT	When the Log in to the Dealer Console is failed for 3 times.
WHEN	When Log in to the machine.
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits.
ERROR RESET	RESET key, or wait 30 minutes.

8. 5. 55: Table ID Setting Required(for Roll to win Craps)

WHAT	Occurs if TABLE ID on IMPORTANT SETTINGS of the Center Unit is not set.
WHEN	After the power is turned ON and the game is activated.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Automatic recovery.

8. 5. 56: Power Supply Box error(for Roll to win Craps)

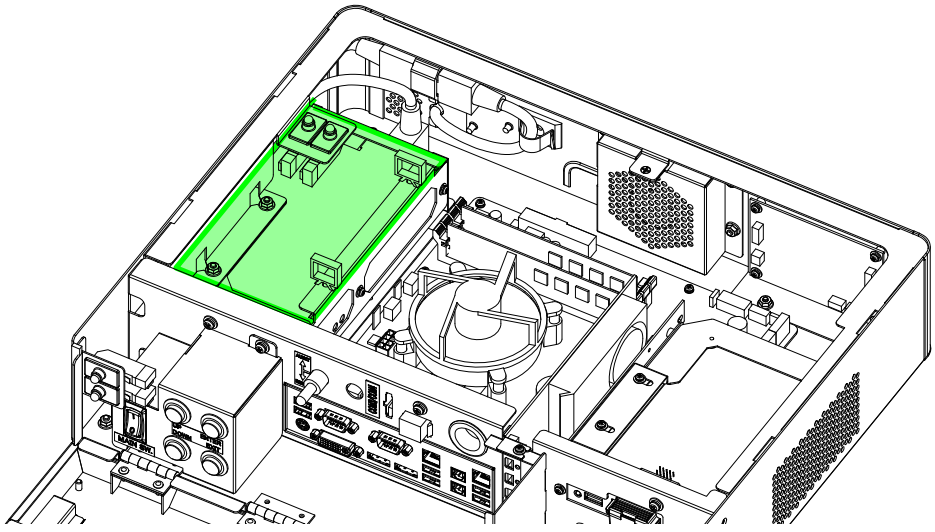
⚠ CAUTION!
When this error occurs, immediately turn OFF the machine.

WHAT	The Power Supply Box temperature is abnormally high. (Monitored by the temperature sensor)
WHEN	At any time. Checked at every frame.
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.
ERROR RESET	Power OFF.

CAUSE		CHECK	REMEDY
1	Power supply error.	⚠ **CAUTION!** When this error occurs, immediately turn OFF the machine power supply.	The power supply requires replacement. **CALL SERVICE IMMEDIATELY!** Contact your local office or distributor.

CHECK ROUTE

※ Refer to **"Power Supply Unit of Controller Unit"** on Chapter 6 for Center Unit, or on Chapter 7 for Player Terminal Unit.



8. 5. 57: Power Supply Fan abnormal(for Roll to win Craps)

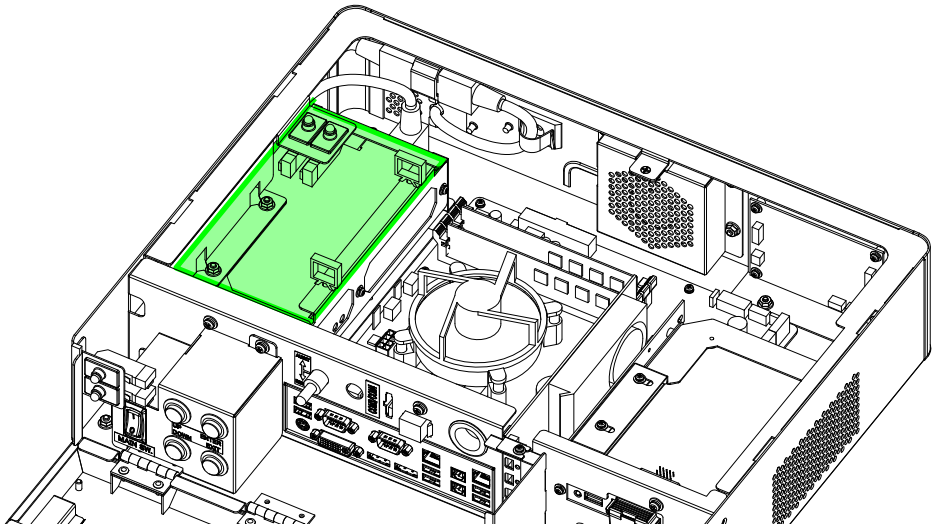
⚠ CAUTION!
When this error occurs, immediately turn OFF the machine.

WHAT	An abnormality with the rotation count for the fan in the power supply box.
WHEN	At any time. Checked at every frame.
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.
ERROR RESET	Power OFF.

CAUSE		CHECK	REMEDY
1	Power supply error.	**⚠ CAUTION!** When this error occurs, immediately turn OFF the machine power supply.	The power supply requires replacement. **⚠ CALL SERVICE IMMEDIATELY!** Contact your local office or distributor.

CHECK ROUTE

※ Refer to **"Power Supply Unit of Controller Unit"** on Chapter 6 for Center Unit, or on Chapter 7 for Player Terminal Unit.



8. 5. 58: This Station can not return to the Game, All BETs will be return to Credit Meter then cashout.

(for Roll to win Craps)

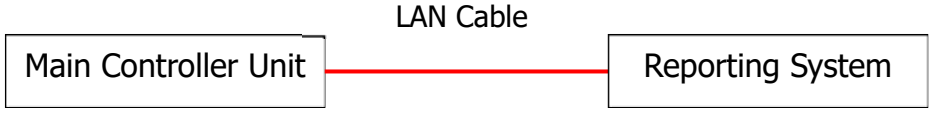
WHAT	The connection to the Center unit was interrupted leaving credit charged on the station. Then settings that do not require the Ram Clear are changed on the Center Unit. When the connection to the Center Unit is restored, this error occurs.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	RESET key.

8. 5. 59: Reporting System communication offline(for Roll to win Craps)

WHAT	It is not possible to connect to the Reporting System.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Automatic recovery.

CAUSE		**CHECK**	**REMEDY**
1	Incorrect settings on the Main Controller Unit.	Check the settings for "REPORTING SYSTEM", "REPORTING SERVER ADDRESS", "REPORTING SERVER PORT" and "TABLE ID" on **"Important Settings / Basic Settings"** described at Chapter 4.	Input the correct setting on the Main Controller Unit.
2	Main Controller Unit or Reporting System error		Check if the Main Controller Unit or the Reporting System are operating correctly.
3	Communication cable error	Check for connection faults and disconnections.	The cable requires replacement.

CHECK ROUTE

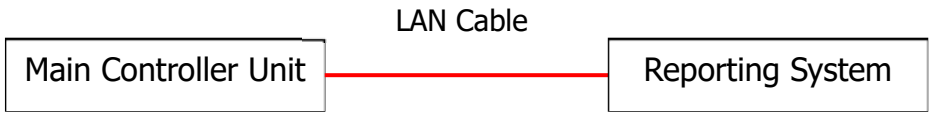


8. 5. 60: Reporting System Event BUFFER full(for Roll to win Craps)

WHAT	The information to send to the Reporting system accumulate more than established.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Automatic recovery.

	CAUSE	**CHECK**	**REMEDY**
1	Main Controller Unit or Reporting System error		Check if the Main Controller Unit or the Reporting System are operating correctly.
2	Communication cable error	Check for connection faults and disconnections.	The cable requires replacement.

CHECK ROUTE



8. 5. 61: Mini PC / Pit Boss PC Disconnected(for Roll to win Craps)

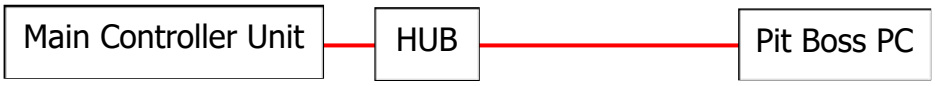
WHAT	The Mini PC or the Pit Boss PC are not connected.		
WHEN	At any time.		
EFFECT ON CREDITS	There is no effect on the credits.		
ERROR RESET	Power OFF>ON.		
CAUSE		**CHECK**	**REMEDY**
1	The LAN Cable is disconnected, not plugged properly or malfunctioning.	Check if the wire is broken or disconnected.	Reconnect or change the LAN Cable.
2	Mini PC/ Pit Boss PC error.	---	Check if the casino host is operating correctly.

CHECK ROUTE

[If using Mini PC]



[If using Pit Boss PC]



8. 5. 62: Printer Jam (Please retrieve printed report)(for Roll to win Craps)

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

8. 5. 63: Please wait(for Roll to win Craps)

WHAT	If an individual's Total Win violates the "OVERPAY LOCKUP" trigger condition, the Machine locks up and this message is displayed in all Player Terminals. (Refer to "OVERPAY LOCKUP SECURITY LEVEL" and "OVERPAY LOCKUP LIMIT($)" on **"Game Settings"** at Chapter 4).
WHEN	An individual's Total Win violates the "OVERPAY LOCKUP" trigger condition.
EFFECT ON CREDITS	Does not occur during the game, so there is no effect on the credits. The right CREDIT amount must be measured by an attendant.
ERROR RESET	Open the [OPERATION] Tab on the Dealer Terminal > Press [OVERPAY LOCKUP] > Select the target [Player Terminal] > Press [RESET] to clear the condition. (Refer to **"Dealer Terminal Screen, Buttons And Settings"** on Chapter 3 of the OPERATION Manual.)  

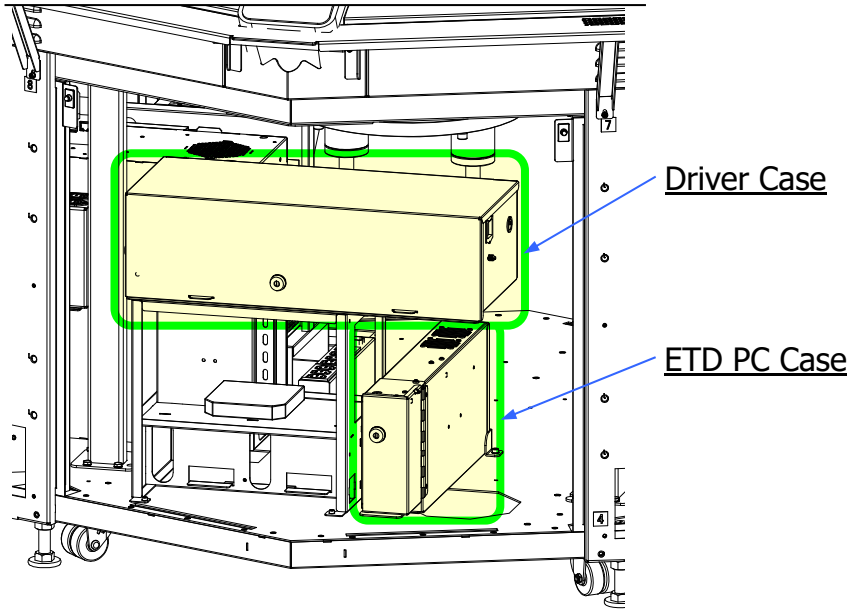
8. 5. 64: Consecutive No Dice(for Shoot to win Craps) (for Dragon Sic Bo)

WHAT	A [NO DICE condition](only 1 or less dice could be read) occurred again even after 3 times the dice was reshoot because [No DICE condition] occurred. ※This error is displayed only if on **"Dice Unit Settings"** described at Chapter 4, the setting " NO DICE RESHOOT" is set to **ENABLED**.
WHEN	After the Dice Field is stopped, when the Dice Spot Reading Sensor reads the Dice.
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.
ERROR RESET	Reset key

CAUSE		**CHECK**	**REMEDY**
1	Dice Field Malfunction.	Contact your local office or distributor.	Improve the condition of the Dice or of the Dice Field.
2	Cable Malfunction.		Reconnect the cables of the Driver Case and ETD PC Case, or replace the cables.
3	Dice Malfunction.		Change Dice.

CHECK ROUTE

※ Refer to **"Dice"** or **"Accessing the Driver Case, the ETD PC Case, the Audio module and the DICE Generator Fan "**on Chapter 6.



8. 5. 65: Consecutive No Results Of Any Spot On Dice(Dice A) Consecutive No Results Of Any Spot On Dice(Dice B) Consecutive No Results Of Any Spot On Dice(Dice C)

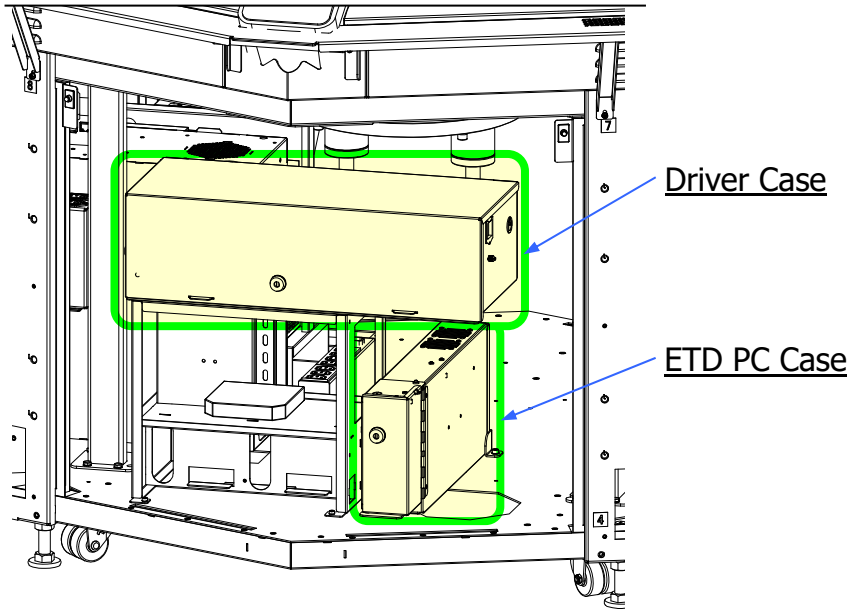
(for Shoot to win Craps) (for Dragon Sic Bo)

WHAT	One of the Dice did not show a certain face for 100 times in a row.
WHEN	After the Dice Field is stopped, when the Dice Spot Reading Sensor reads the Dice.
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.
ERROR RESET	Reset key

CAUSE		**CHECK**	**REMEDY**
1	Dice Trouble like cracks etc.	Contact your local office or distributor.	Change the Dice.
2	Cable malfunction.		Reconnect the cables of the Driver Case and ETD PC Case, or replace the cables.

CHECK ROUTE

※ Refer to **"Dice"** or **"Accessing the Driver Case, the ETD PC Case, the Audio module and the DICE Generator Fan "**on Chapter 6.



8. 5. 66: Consecutive Same Results For One Dice
Consecutive Same Results For All Dice

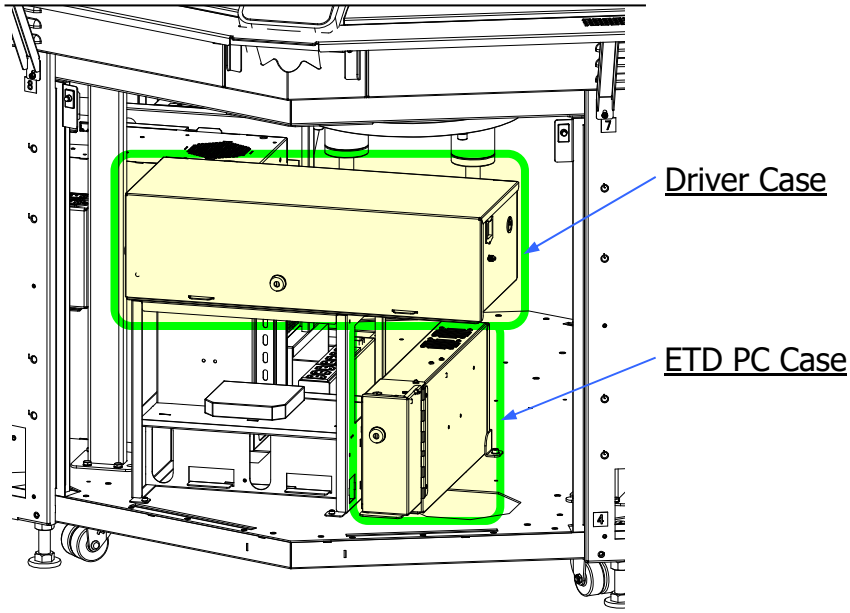
(for Shoot to win Craps) (for Dragon-Sic Bo)

WHAT	for Dragon-Sic Bo **Consecutive Same Results For One Dice** **Consecutive Same Results For All Dice** One (or all) Dice showed the same face 4 times in a row. --- for Shoot to win Craps **Consecutive Same Results For One Dice** One Dice showed the same face for 10 times in a row. **Consecutive Same Results For All Dice** All Dice showed the same faces for 6 times in a row.
WHEN	After the Dice Field is stopped, when the Dice Spot Reading Sensor reads the Dice.
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.
ERROR RESET	Reset key

	CAUSE	**CHECK**	**REMEDY**
1	Dice Trouble like cracks etc.	Contact your local office or distributor.	Change the Dice.
2	Cable malfunction.		Reconnect the cables of the Driver Case and ETD PC Case, or replace the cables.

CHECK ROUTE

※ Refer to **"Dice"** or **"Accessing the Driver Case, the ETD PC Case, the Audio module and the DICE Generator Fan "**on Chapter 6.



8. 5. 67: Dice And Field Maintenance Required Self Chi Square Test Failure(for Shoot to win Craps) (for Dragon Sic Bo)

WHAT	A result of chi-square is not proper. ※Refer to "CHI SQUARE FAILURE LOCK UP" on **"Main Unit Settings"** at Chapter 4.
WHEN	When the next game starts.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Reset key

	CAUSE	**CHECK**	**REMEDY**
1	・Dice Trouble like cracks etc. ・Foreign object on the Dice Field. ・Deterioration due to use over time.	Refer to **"Chi Square Test"** of "**Recall Meters**" described at Chapter 6 of the OPERATION Manual to check the frequency of occurrence of this error. ※If this error occurs twice or more within 2 months, contact your local office or distributor.	Change the Dice, or improve the condition of the Dice Field.

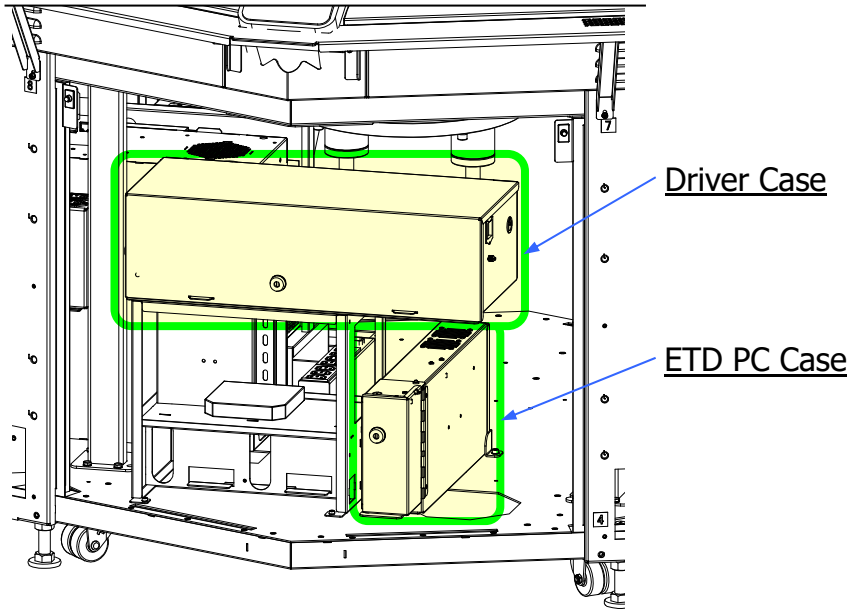
8. 5. 68: Dice Failure(for Shoot to win Craps) (for Dragon Sic Bo)

WHAT	[NO DICE condition](only 1 or less dice could be read) occurred again within 30 games after the previous [No DICE condition].
WHEN	After the Dice Field is stopped, when the Dice Spot Reading Sensor reads the Dice.
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.
ERROR RESET	Reset key.

	CAUSE	**CHECK**	**REMEDY**
1	Dice Trouble like cracks etc.	Contact your local office or distributor.	Change the Dice.
2	Cable malfunction.		Reconnect the cables of the Driver Case and ETD PC Case, or replace the cables.

CHECK ROUTE

※ Refer to **"Dice"** or **"Accessing the Driver Case, the ETD PC Case, the Audio module and the DICE Generator Fan "**on Chapter 6.

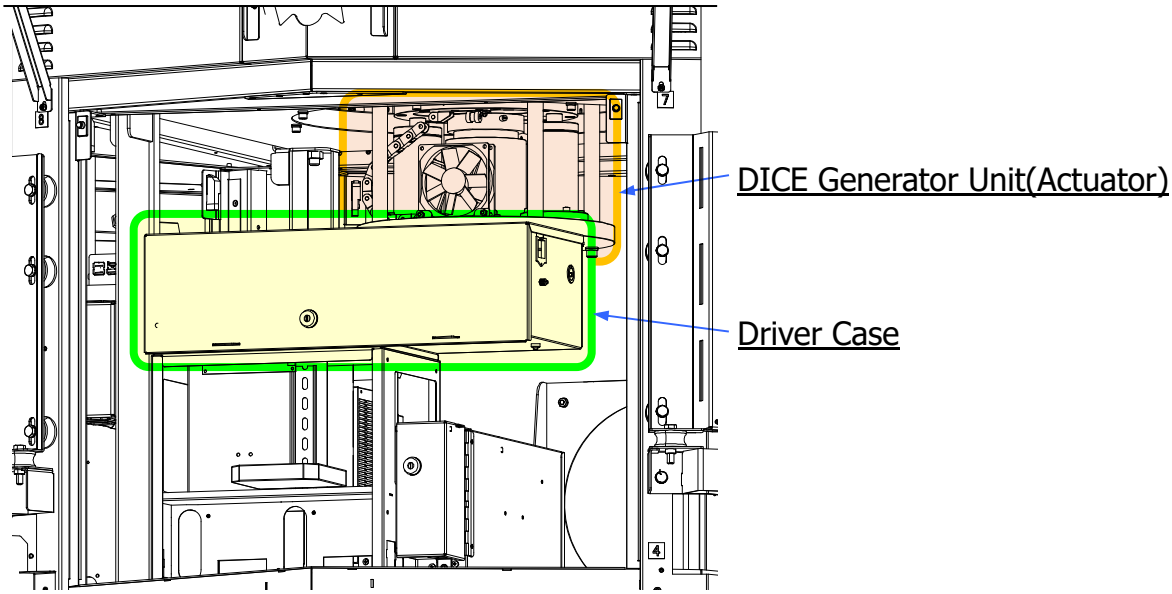


8. 5. 69: Dice Unit Disconnected(for Shoot to win Craps) (for Dragon Sic Bo)

1WHAT	Displayed if there is no connection to the Dice Unit.
WHEN	At any time.
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.
ERROR RESET	Reset Key

CAUSE		**CHECK**	**REMEDY**
1	Malfunction of the cable between the Driver Case and the DICE Generator Unit(Actuator).	Contact your local office or distributor.	Reconnect the cables or replace the cables.
2	Driver Case or DICE Generator Unit(Actuator) malfunction.		Change the Driver Case or DICE Generator Unit(Actuator).

CHECK ROUTE



8. 5. 70: Dice Unit Settings Have Been Changed, Please Reboot
(for Shoot to win Craps) (for Dragon Sic Bo)

WHAT	It is necessary to reboot the ETD PC after changing the setting of **"Dice Unit Settings"** in **"Settings"**. **(Refer to 4.8)**
WHEN	Displayed when exiting AUDIT.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF>ON.

8. 5. 71: Game Failure Error(for Shoot to win Craps) (for Dragon Sic Bo)

WHAT	A game play could not be executed because an error occurred.
WHEN	At any time.
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.
ERROR RESET	Reset key.

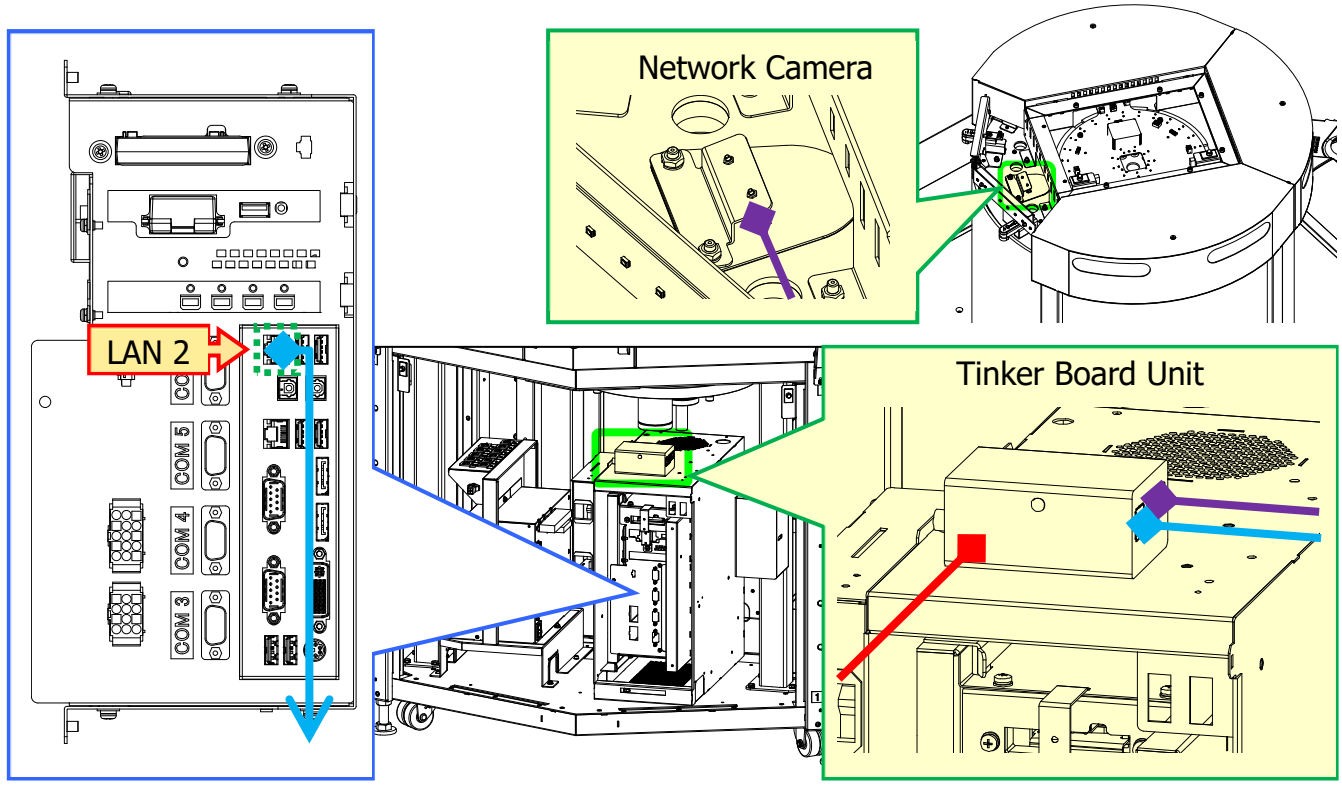
	CAUSE	**CHECK**	**REMEDY**
1	It is not possible to play games because an error occurred.	---	Clear all errors.

8. 5. 72: Live Camera Disconnected(for Shoot to win Craps) (for Dragon Sic Bo)

WHAT	Displayed if there is not connection with the Live CAMERA.
WHEN	At any time.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF>ON

	CAUSE	**CHECK**	**REMEDY**
1	The LAN Cable, USB Cable and DC Cable are plugged incorrectly, disconnected, or malfunctioning.	Check if the wire is broken or disconnected.	Reconnect or change the LAN Cable.
2	Tinker Board Unit malfunction.	Contact your local office or distributor.	Refer to **"Accessing the Security Cage, the Tinker Board Unit, the IO Case, the Main Power Unit and the Power Relay Unit"** at Chapter 6 to change the Tinker Board Unit.
3	Network Camera malfunction.		Refer to **"Network Camera, Field LED PCB and Dice Field"** at Chapter 6 to change the Network Camera.
CHECK ROUTE			

CHECK ROUTE



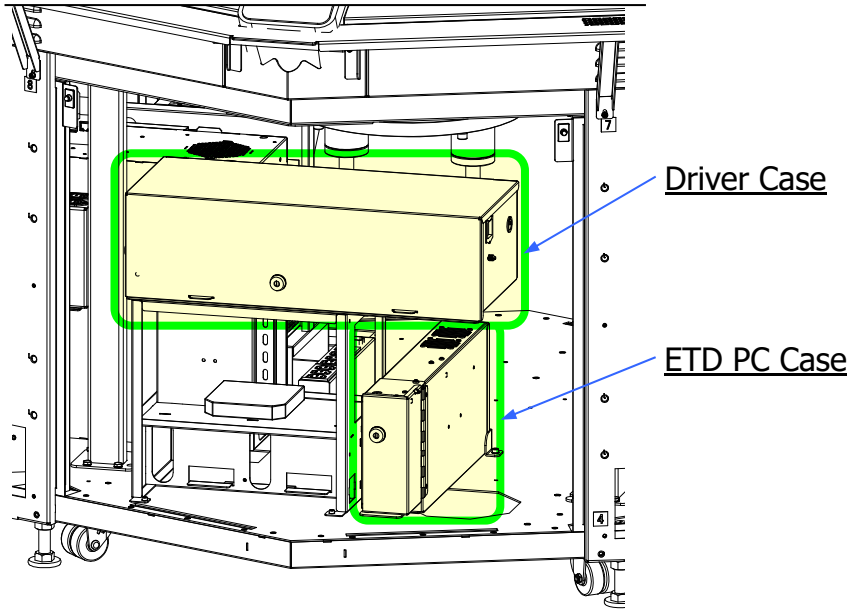
8. 5. 73: No Dice Lockup Interval(for Shoot to win Craps) (for Dragon Sic Bo)

WHAT	It was reached the number of times a "NO DICE condition" (only 1 or less dice could be read) can occur within 100 consecutive games. ※Refer to "NO DICE LOCKUP INTERVAL" on **"Dice Unit Settings"** at Chapter 4.
WHEN	After the Dice Field is stopped, when the Dice Spot Reading Sensor reads the Dice.
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.
ERROR RESET	Reset key

CAUSE		**CHECK**	**REMEDY**
1	Dice Field Malfunction.	Contact your local office or distributor.	Improve the condition of the Dice or of the Dice Field.
2	Cable Malfunction.		Reconnect the cables of the Driver Case and ETD PC Case, or replace the cables.
3	Dice Malfunction.		Change Dice.

CHECK ROUTE

※ Refer to **"Dice"** or **"Accessing the Driver Case, the ETD PC Case, the Audio module and the DICE Generator Fan "**on Chapter 6.



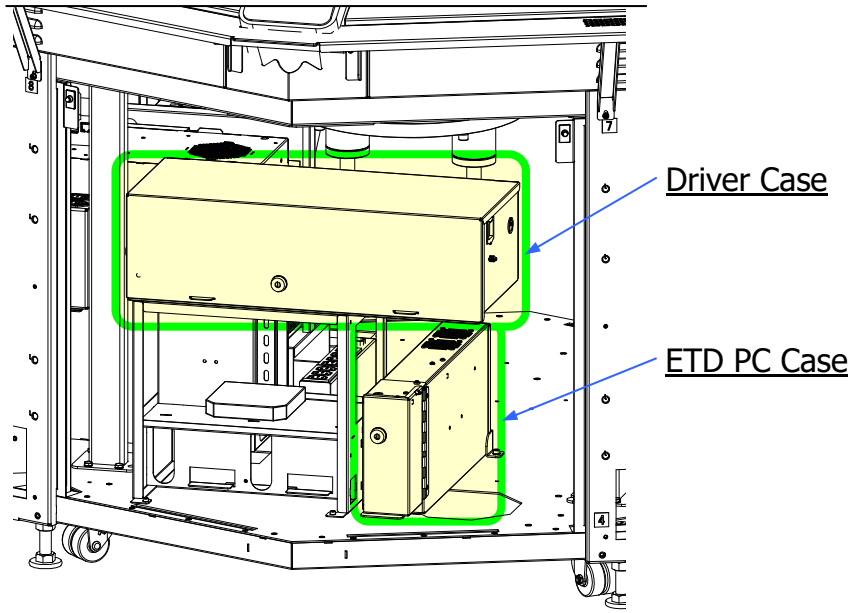
8. 5. 74: No Dice(for Shoot to win Craps) (for Dragon Sic Bo)

WHAT	A [NO DICE condition] (only 1 or less dice could be read) occurred. ※This error is displayed only if on **"Dice Unit Settings"** described at Chapter 4, the setting "NO DICE RESHOOT" is set to **DISABLED**.
WHEN	After the Dice Field is stopped, when the Dice Spot Reading Sensor reads the Dice.
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.
ERROR RESET	Reset key

	CAUSE	**CHECK**	**REMEDY**
1	Dice Field Malfunction.	Contact your local office or distributor.	Improve the condition of the Dice or of the Dice Field.
2	Cable Malfunction.		Reconnect the cables of the Driver Case and ETD PC Case, or replace the cables.
3	Dice Malfunction.		Change Dice.

CHECK ROUTE

※ Refer to **"Dice"** or **"Accessing the Driver Case, the ETD PC Case, the Audio module and the DICE Generator Fan "**on Chapter 6.



8. 5. 75: Cabinet Fan 1-4 Sensor
Power Box Fan1-2 Sensor(for Shoot to win Craps) (for Dragon Sic Bo)

WHAT	The FAN does not move properly.
WHEN	At any time.
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.
ERROR RESET	Automatic recovery

CAUSE		**CHECK**	**REMEDY**
1	Fan error.	Check the movement of the fan.	The fan requires replacement.

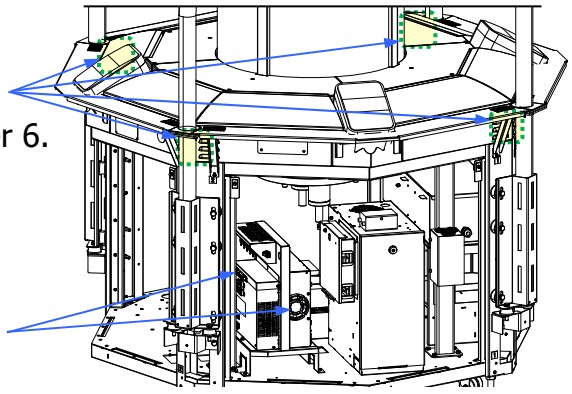
CHECK ROUTE

- for SHOOT TO WIN CRAPS LUCKY ROLL -

Location of the Fans are refer to Chapter 6.5.

Cabinet Fan 1(or else 2, 3, 4)

※ Refer to **"Speaker and Cabinet Fan"** on Chapter 6.



Power Box Fan 1(or else 2)

※ Refer to **"Accessing the Security Cage, the Tinker Board Unit, the IO Case, the Main Power Unit and the Power Relay Unit"** on Chapter 6.

8. 5. 76: Power Supply Box 1 Sensor
Power Supply Box 2 Sensor(for Shoot to win Craps) (for Dragon Sic Bo)

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

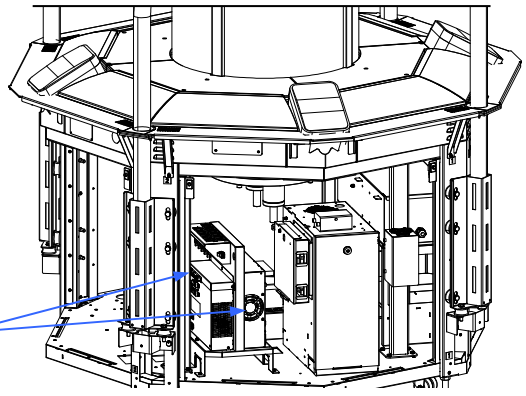
WHAT	The Power Supply Box temperature is abnormally high. (Monitored by the temperature sensor)
WHEN	At any time. Checked at every frame.
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.
ERROR RESET	Power OFF.

CAUSE		CHECK	REMEDY
1	Power supply error.	⚠ **CAUTION!** When this error occurs, immediately turn OFF the machine power supply.	The power supply requires replacement. **CALL SERVICE IMMEDIATELY!** Contact your local office or distributor.

CHECK ROUTE

- for SHOOT TO WIN CRAPS LUCKY ROLL -

Power Supply Box 1(or else 2) Sensor



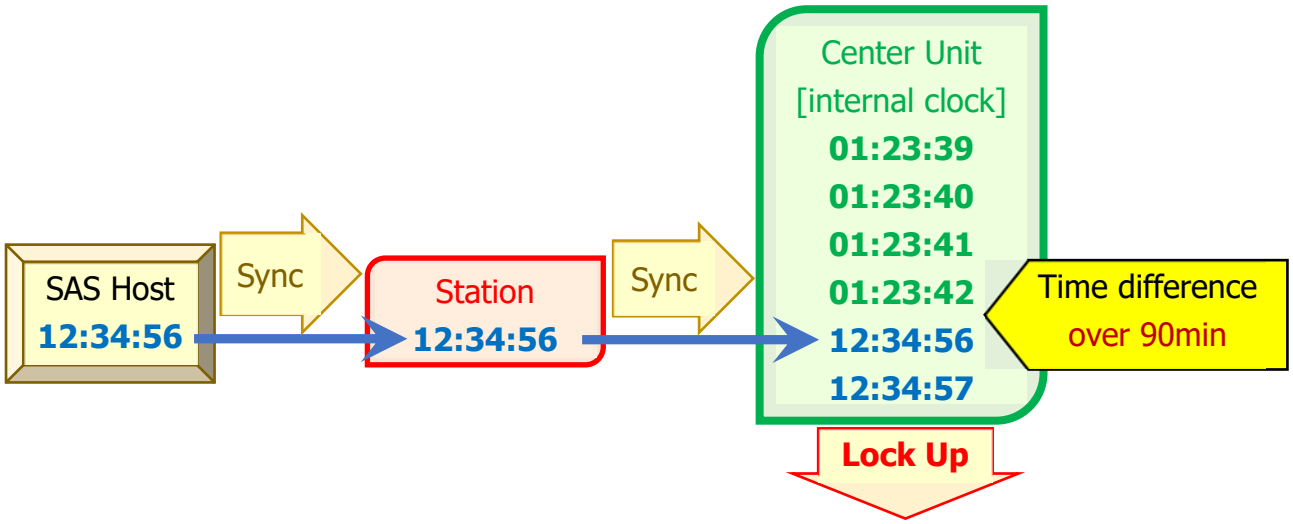
※ Refer to **"Accessing the Security Cage, the Tinker Board Unit, the IO Case, the Main Power Unit and the Power Relay Unit"** on Chapter 6.

8. 5. 77: Time Different Error(for Shoot to win Craps) (for Dragon Sic Bo)

WHAT	A time difference of 90 minutes or more is detected between the clock of the Main Unit and the clock of one of the Stations. ※The machine locks up if on **" Main Unit Settings"** described at Chapter 4, the setting " the setting TIME DIFFERENT ERROR" is set to **LOCK UP**.
WHEN	At any time.
EFFECT ON CREDITS	When this error occurs, the game will stop according to the setting of "TIME DIFFERENT ERROR" on **"Main Unit Settings"** at Chapter 4. It may be needed to have the right CREDIT amount to be measured by an attendant.
ERROR RESET	Reset Key

	CAUSE	**CHECK**	**REMEDY**
1	Host error.	・Check the time settings on the Center Unit and the Station. ・Check the connection with the Host.	Check if the casino host is operating correctly.
2	Communication cable error.		Reconnect or replace the cable.

CHECK ROUTE



8. 5. 78: No. xx Fan abnormal
Power Box Fan xx abnormal
Top Fan No. xx abnormal(for Dragon-Sic Bo)

WHAT	The FAN malfunction.
WHEN	At any time.
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.
ERROR RESET	Reset key.

CAUSE		**CHECK**	**REMEDY**
1	Fan error.	Check the movement of the fan.	The fan requires replacement.

CHECK ROUTE

- for DRAGON SICBO -

Location of the Fans are refer to Chapter 6.5.

Top Fan No.01(or else 02, 03, 04)

※ Refer to **"Top PID Unit"** on Chapter 6.

Power Box Fan 01(or else 02)

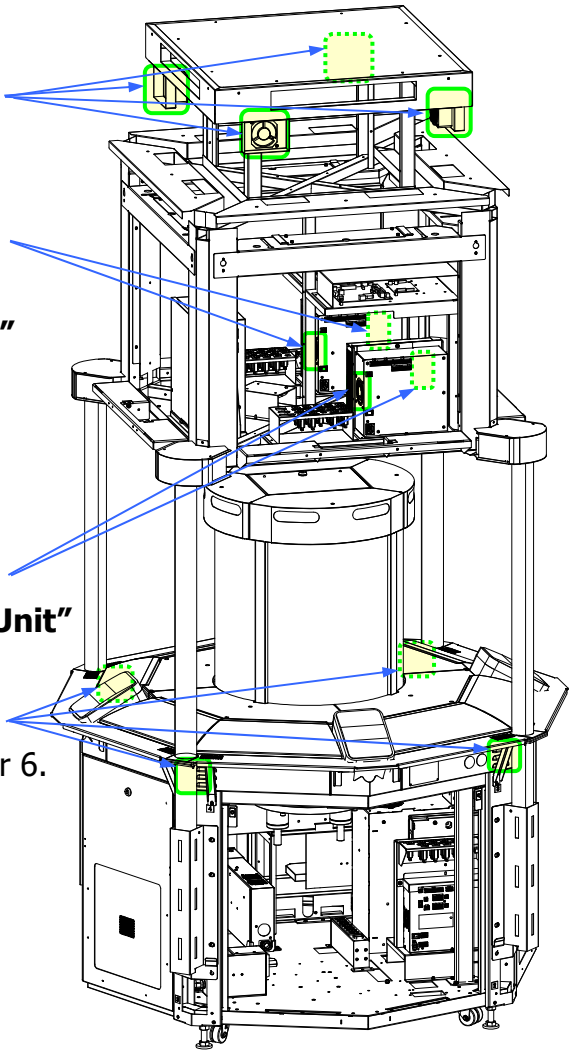
※ Refer to **"Accessing the Power Unit A and SERIAL POWER(SERI PWR) PCB of PID Unit"** on Chapter 6.

Power Box Fan 03(or else 04)

※ Refer to **"Accessing the Power Unit B of PID Unit"** on Chapter 6.

No.1(or else 2, 3, 4) Fan

※ Refer to **"Speaker and Cabinet Fan"** on Chapter 6.



8. 5. 79: Power Box xx thermal abnormal(for Dragon-Sic Bo)

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

WHAT	The Power Supply Box temperature is abnormally high. (Monitored by the temperature sensor)
WHEN	At any time.
EFFECT ON CREDITS	When this error occurs, the game will stop. It may be needed to have the right CREDIT amount to be measured by an attendant.
ERROR RESET	Power OFF.

CAUSE		CHECK	REMEDY
1	Power supply error.	**⚠ CAUTION!** When this error occurs, immediately turn OFF the machine power supply.	The power supply requires replacement. **CALL SERVICE IMMEDIATELY!** Contact your local office or distributor.

CHECK ROUTE

- for DRAGON SICBO -

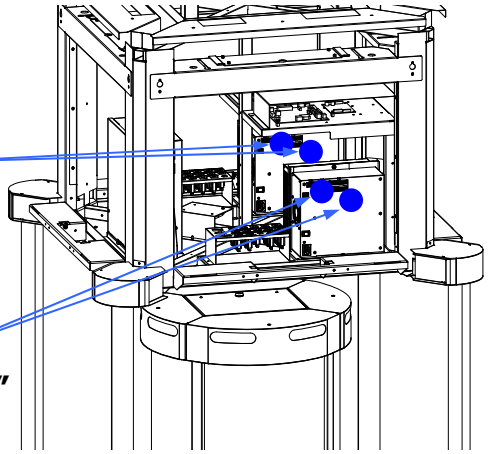
Location of the Power Boxes are refer to Chapter 6.5.

Power Box 01(or else 02) thermal

※ Refer to **"Accessing the Power Unit A and SERIAL POWER(SERI PWR) PCB of PID Unit"** on Chapter 6.

Power Box 03(or else 04) thermal

※ Refer to **"Accessing the Power Unit B of PID Unit"** on Chapter 6.



8. 5. 80: Signage Type Settings Have Been Changed, Please Reboot (for Dragon-Sic Bo)

WHAT	It is necessary to reboot the machine after changing the setting of "SIGNAGE TYPE" in **"Signage Direction"**. **(Refer to 4.8.8)**
WHEN	Displayed when exiting AUDIT.
EFFECT ON CREDITS	There is no effect on the credits.
ERROR RESET	Power OFF>ON.

Chapter 9

Machine Specifications

9. 1: Cabinet Code(MODEL#)

Center Unit: 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 monitory 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


interblock
LUXURY GAMING PRODUCTS

Primary side

Secondary side

INPUT AC220V-240V or AC100-120V

TERMINAL BLOCK 9P

NOISE FILTER 30A

BREAKER SW 20A

ISOLATION TRANSFORMER 1.5KVA INPUT 220-240V or 100-120V OUTPUT 220-240V

Refer to 2/2

CIRCUIT BREAKER 8A

CIRCUIT BREAKER 5A

POWER SUPPLY DC12V (600W)_1

POWER SUPPLY DC24V (150W)

REMOTE ON/OFF

POWER SUPPLY DC12V (150W)

CIRCUIT BREAKER 3A

CIRCUIT BREAKER 3A

CIRCUIT BREAKER 4A

CIRCUIT BREAKER 3A

CIRCUIT BREAKER 3A

CIRCUIT BREAKER 3A

DC 12V

DC12V OUT

SIGNAL IN

FAN CONTROLLER

FAN1-8_H/L DETECTION (BASE)

DC12V DC FAN (BASE1) FAN1-8

SELECTOR SWITCH KEY (OPTION)

CALL BUTTON (OPTION)

AUDIT /RESET KEY

POWER SAVE (OPTION)

MAIN

AC IN

LAN2

RS232C

COM3

COM4

COM5

COM6

LAN1

SATA1

SATA PWR1

SSD 4G/8G

SATA2

SATA PWR2

BACK UP SSD 4G / 8G (OPTION)

AP-X LINK CONTROLLER

IN PORT

AX-GMEM

DC3.2V

DC12V

DC5V

USB

USB

USB

MAIN DOOR SW

SECURITY DOOR SW

SIDE SLIDE DOOR SW

VIDEO CARD

MiniDP1

MiniDP2

MiniDP3

MiniDP4

DC3.2V

DC12V

DC24V

USB

IN PORT

OUT PORT

BD-GM-M3IO (APX) BODY

LED OUT

IN DC 12V TOP TAPE LED11

USB SPEAKER x2

DP IN

DC12V 21.5" TOUCH SCREEN LCD

IN DC12V TOP TAPE LED1-5

DC12V LED6-8

Refer to 2/2

DC 12V

DC12V OUT

SIGNAL IN

FAN CONTROLLER

FAN9-16_H/L DETECTION (BASE)

DC12V DC FAN (BASE2) FAN9-16

POWER DOOR SW

OPT. POWER DOOR

MAIN X CONT. DOOR SW

OPT. MAIN X CONT. DOOR

PCB CASE DOOR SW

BD-GM-GE_ OUT CUSTOM(4P)

IN

LED IN

HDMI IN

HISTORY DISPLAY

AC IN

DC 12V IN TOWER LIGHT

CONTROLLER DOOR SW

OPT. CONTROLLER DOOR

FIELD X CONT. DOOR SW

OPT. FIELD X CONT. DOOR

DC3.2V

DC12V

DC24V

USB

IN PORT

BD-GM-M3IO(APX) NOKI

LED OUT

IN TOP TAPE LED9-10 Refer to 2/2

DC12V

NSW(OPTION)

DC 12V

DC3.2V

AX-CAP

NSW(OPTION)

DC 12V

DC3.2V

AX-CAP

IN BD-GM-GE_ OUT CUSTOM(4P) x4

DC 24V IN MAIN BOTTOM TAPE LED1

DC 24V IN MAIN MIDDLE TAPE LED1

DC 24V IN MAIN BOTTOM TAPE LED2

DC 24V IN MAIN MIDDLE TAPE LED2

DC 12V

DC12V OUT

SIGNAL IN

FAN CONTROLLER

FAN13-16_H/L DETECTION (WALL)

FAN9-12_H/L DETECTION (FIELD)

DC 12V

DC12V OUT

SIGNAL IN

FAN CONTROLLER

FAN1-8_H/L DETECTION (FIELD)

AC IN

SWITCHING HUB

LAN1 LAN2 LAN3 LAN4 LAN5 LAN6 LAN7 LAN8 LAN9 LAN10 LAN11 LAN12 LAN13 LAN14

(Refer to 2/2)

AUDIT /RESET KEY

POWER SAVE (OPTION)

AC IN

LAN2

USB

IN PORT

AX-GMEM

DC3.2V

DC12V

USB

AP-X LINK CONTROLLER

MAIN DOOR SW

SECURITY DOOR SW

SIDE SLIDE DOOR SW

VIDEO CARD

MiniDP4

MiniDP2

MiniDP1

Keyboard

SUBWOOFER

DC12V

SOUND OUT

AX DP-DAMP

DP IN

DP OUT

EDID EMULATOR

SPEAKER x4

FIELD

DC FAN (FIELD) FAN1-8 DC12V

DC FAN (FIELD) FAN9-12 DC12V

WALL

DC FAN (WALL) FAN13-16 DC12V

DC 12V HDMI IN2

2PORT HDMI SWITCH

HDMI OUT

HDMI IN2

EXT. VIDEO SYSTEM

OPTION DISPLAY

HDMI IN

SENDING CARD

AC IN

ETHERNET OUT1

P1.25 LED PANEL (1760 x160)

ETHERNET IN1

AC IN

OPTION DISPLAY

AC IN1

AC IN2

AC IN3

AC IN4

P1.66 LED DISPLAY CABINET (1920 x 720)

ETHERNET IN1

ETHERNET IN2

ETHERNET IN3

ETHERNET IN4

ETHERNET OUT1

ETHERNET OUT2

ETHERNET OUT3

ETHERNET OUT4

SENDING CARD

HDMI IN

AC IN

INPUT AC220V-240V or AC100-120V

LAN2

DATABASE SERVER

REPORTING SYSTEM

:LAN

:SIGNAL

:DC(UNDER24VDC)

:Secondary side AC200V

:Primary side AC220/230/240V or AC100/110/120V

TITLE	BLOCK DIAGRAM
MODEL	ROLL TO WIN CRAPS
ARUZE GAMING AMERICA	PAGE 1/2

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Refer to 1/2

NOISE FILTER 30A

BREAKER SW 20A

ISOLATION TRANSFORMER 1.5KVA INPUT 220-240V or 100-120V OUTPUT 220-240V

CIRCUIT BREAKER 8A

CIRCUIT BREAKER 5A

POWER SUPPLY DC12V (600W)_2

POWER SUPPLY DC24V (600W)

Primary side

Secondary side

NOISE FILTER 30A

BREAKER SW 20A

ISOLATION TRANSFORMER 1.5KVA INPUT 220-240V or 100-120V OUTPUT 220-240V

IN TOP TAPE LED1-5
DC12V LED6-8
DC12V Refer to 1/2

TOP TAPE LED2
TOP TAPE LED1
DC12V
DC12V TOP TAPE LED1-2
LAN1
LAN2
DC24V
AC POWER

SHEET(STATION No.1-2)

STATION1 X CONT.

SATA1 SATA PWR1 SSD 4G/8G
SATA2 SATA PWR2 BACK UP SSD 4G / 8G (OPTION)
DP1
USB
USB
DC12V
AC IN
LAN1
AX-GEN IO OUT PORT
IN PORT
AX-GMEM DC3.2V
IN PORT
AP-X LINK CONTROLLER
COM3
COM4
MAIN DOOR SW
SECURITY DOOR SW
SIDE SLIDE DOOR SW
ST. DOOR SW
OPT ST. DOOR SW

DC 12V TOP TAPE IN LED 1
DC12V SPEAKER x2
DP IN
USB 21.5" TOUCH SCREEN LCD

BILL UNIT
POWER SAVE (OPTION)
AUDIT/RESET KEY
DC 12V AX-LED2
IN
STACKER DOOR SW
IN DC12V DC24V BILL VALIDATOR
IN DC24V TICKET PRINTER
BILL DOOR SW
OPT BILL DOOR SW

STATION2 X CONT.

SATA1 SATA PWR1 SSD 4G/8G
SATA2 SATA PWR2 BACK UP SSD 4G / 8G (OPTION)
DP1
USB
USB
DC12V
AC IN
LAN2
AX-GEN IO OUT PORT
IN PORT
AX-GMEM DC3.2V
IN PORT
AP-X LINK CONTROLLER
COM3
COM4
MAIN DOOR SW
SECURITY DOOR SW
SIDE SLIDE DOOR SW
ST. DOOR SW
OPT ST. DOOR SW

NSW(OPTION)
DC3.2V DC 12V AX-CAP

DC 12V TOP TAPE IN LED 2
DC12V SPEAKER x2
DP IN
USB 21.5" TOUCH SCREEN LCD

BILL UNIT
POWER SAVE (OPTION)
AUDIT/RESET KEY
DC 12V AX-LED2
IN
STACKER DOOR SW
IN DC12V DC24V BILL VALIDATOR
IN DC24V TICKET PRINTER
BILL DOOR SW
OPT BILL DOOR SW

SUB IO 2 USB
SUB IO 1 USB

TOP TAPE LED3
TOP TAPE LED4
DC12V TOP TAPE LED3-4
LAN3
LAN4
DC12V
DC24V
AC POWER

SHEET(STATION No.3-4)

SUB IO 3 USB
SUB IO 4 USB

TOP TAPE LED5
TOP TAPE LED6
DC12V TOP TAPE LED5
DC12V TOP TAPE LED6
LAN5
LAN6
DC12V
DC24V
AC POWER

SHEET(STATION No.5-6)

SUB IO 5 USB
SUB IO 6 USB

TOP TAPE LED7
TOP TAPE LED8
DC12V TOP TAPE LED7-8
LAN7
LAN8
DC12V
DC24V
AC POWER

SHEET(STATION No.7-8)

SUB IO 7 USB
SUB IO 8 USB

TOP TAPE IN LED9-10 Refer to 1/2 DC12V

TOP TAPE LED9
TOP TAPE LED10
DC12V TOP TAPE LED9-10
LAN9
LAN10
DC12V
DC24V
AC POWER

SHEET(STATION No.9-10)

SUB IO 9 USB
SUB IO 10 USB

LAN1-LAN10 (Refer to 1/2)

USB IN PORT AX SUB-IO DC12V OUTPORT
MECH. METER 3
MECH. METER 4
MECH. METER 1
MECH. METER 5
MECH. METER 6
MECH. METER 2
MECH. METER 7
MECH. METER 8
MECH. METER 9
MECH. METER 10

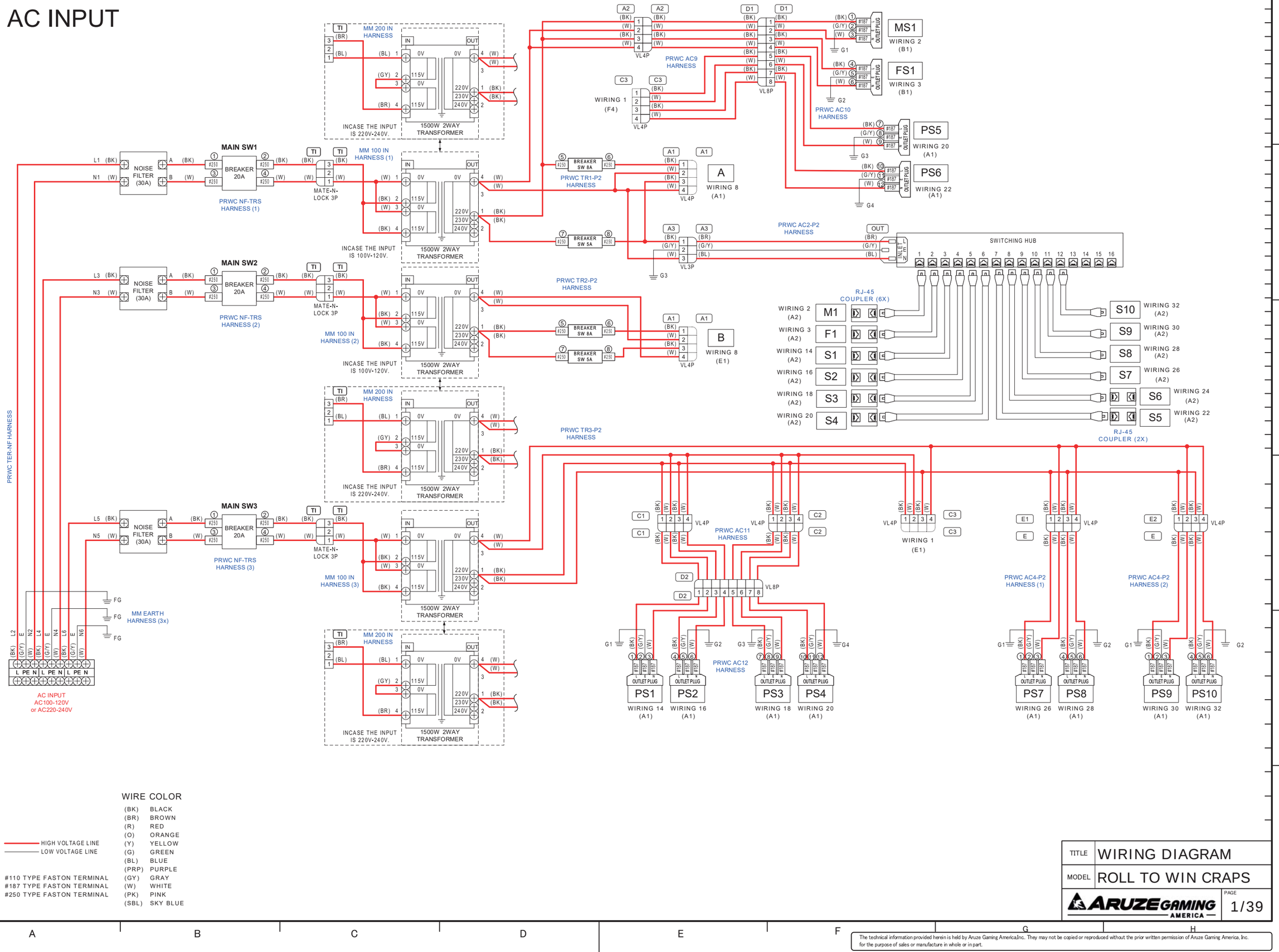
OPTION

:LAN
:SIGNAL
:DC(UNDER24VDC)
:Secondary side AC200V
:Primary side AC220/230/240V or AC100/110/120V

TITLE	BLOCK DIAGRAM
MODEL	ROLL TO WIN CRAPS
	ARUZE GAMING AMERICA
PAGE	2/2

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AC INPUT



WIRE COLOR

(BK)	BLACK
(BR)	BROWN
(R)	RED
(O)	ORANGE
(Y)	YELLOW
(G)	GREEN
(BL)	BLUE
(PRP)	PURPLE
(GY)	GRAY
(W)	WHITE
(PK)	PINK
(SBL)	SKY BLUE

HIGH VOLTAGE LINE
LOW VOLTAGE LINE

#110 #110 TYPE FASTON TERMINAL
#187 #187 TYPE FASTON TERMINAL
#250 #250 TYPE FASTON TERMINAL

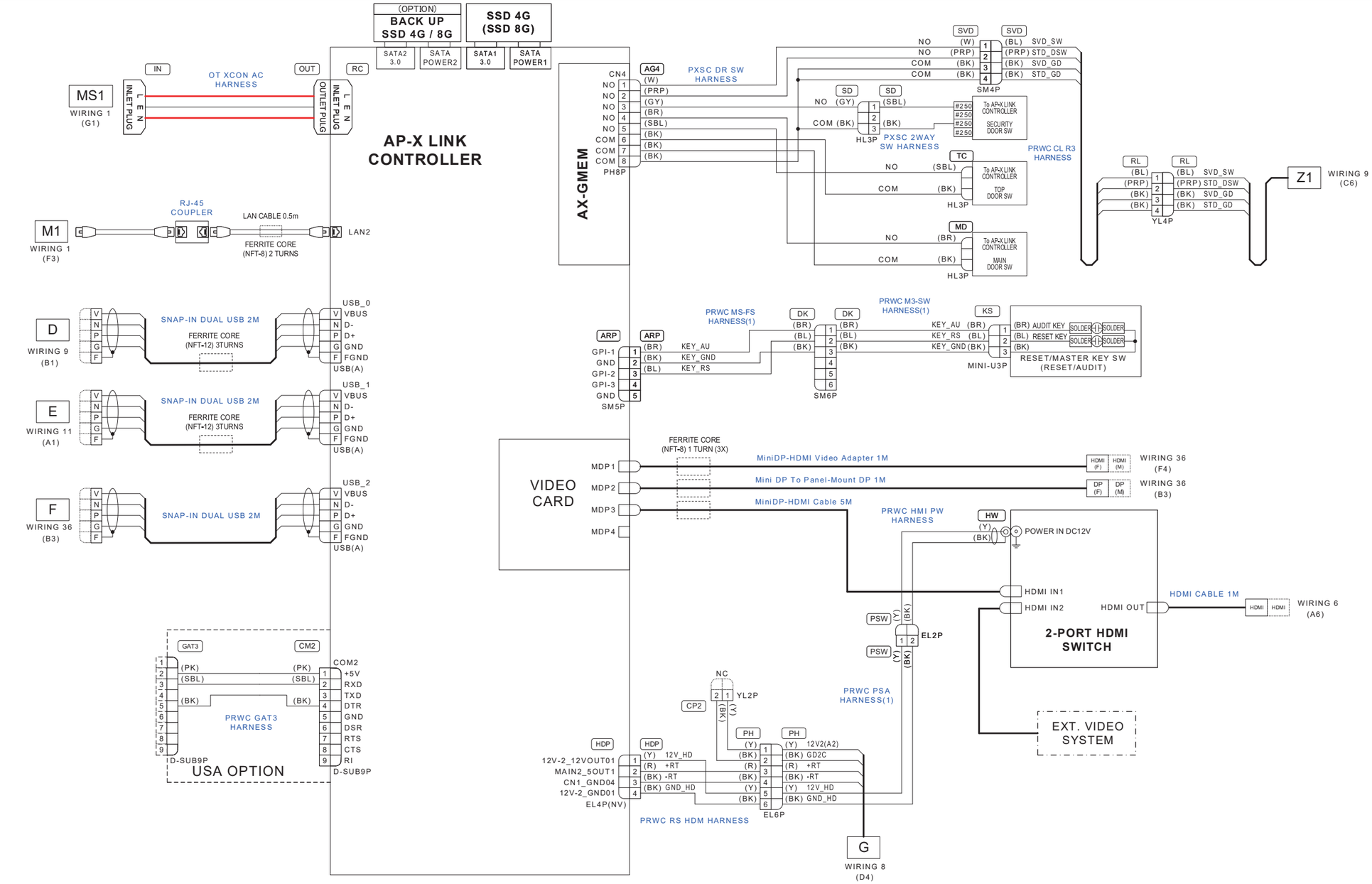
TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS

ARUZE GAMING AMERICA

PAGE 1/39

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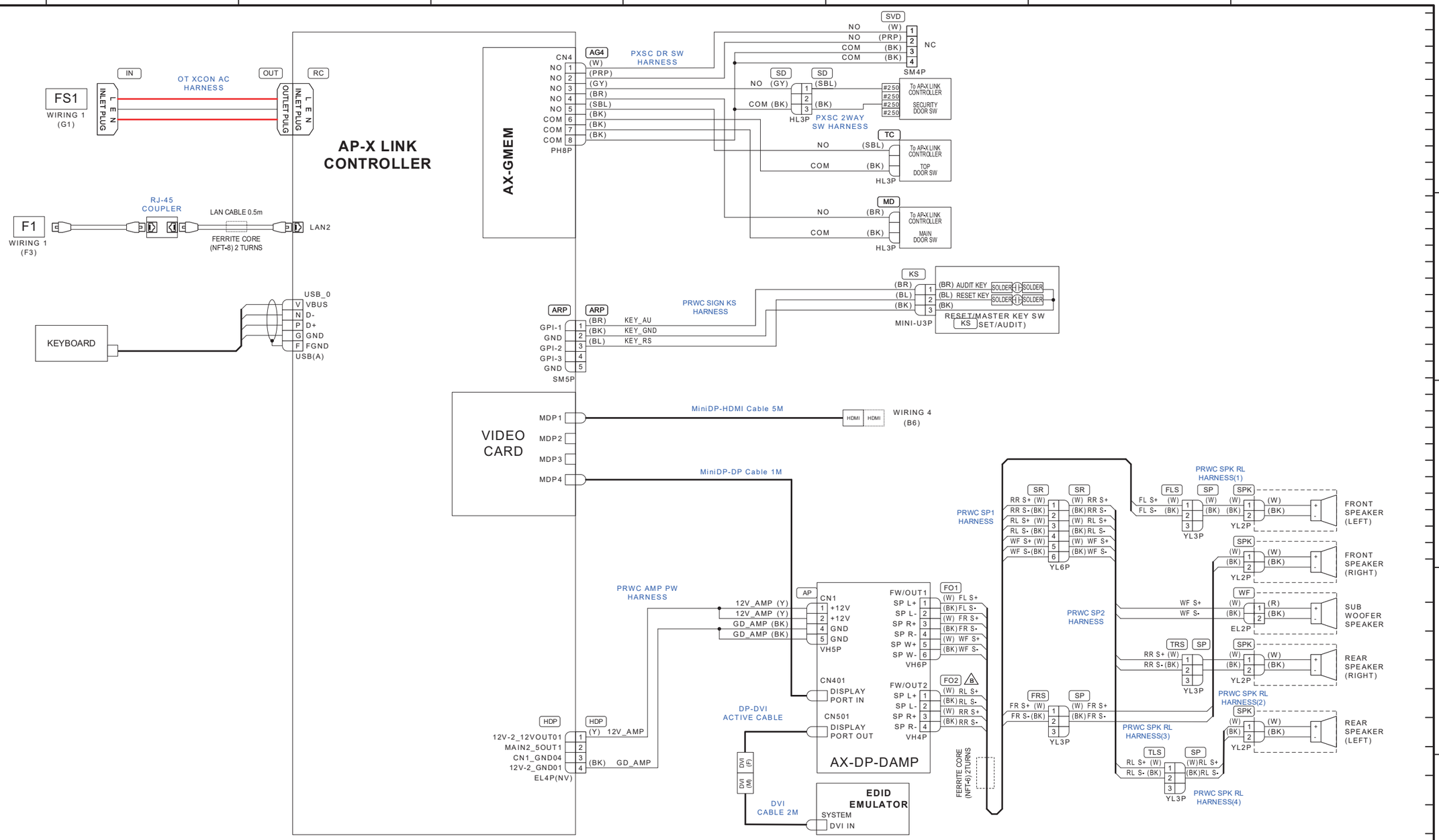
MAIN CONTROLLER



TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS
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ARUZE GAMING AMERICA

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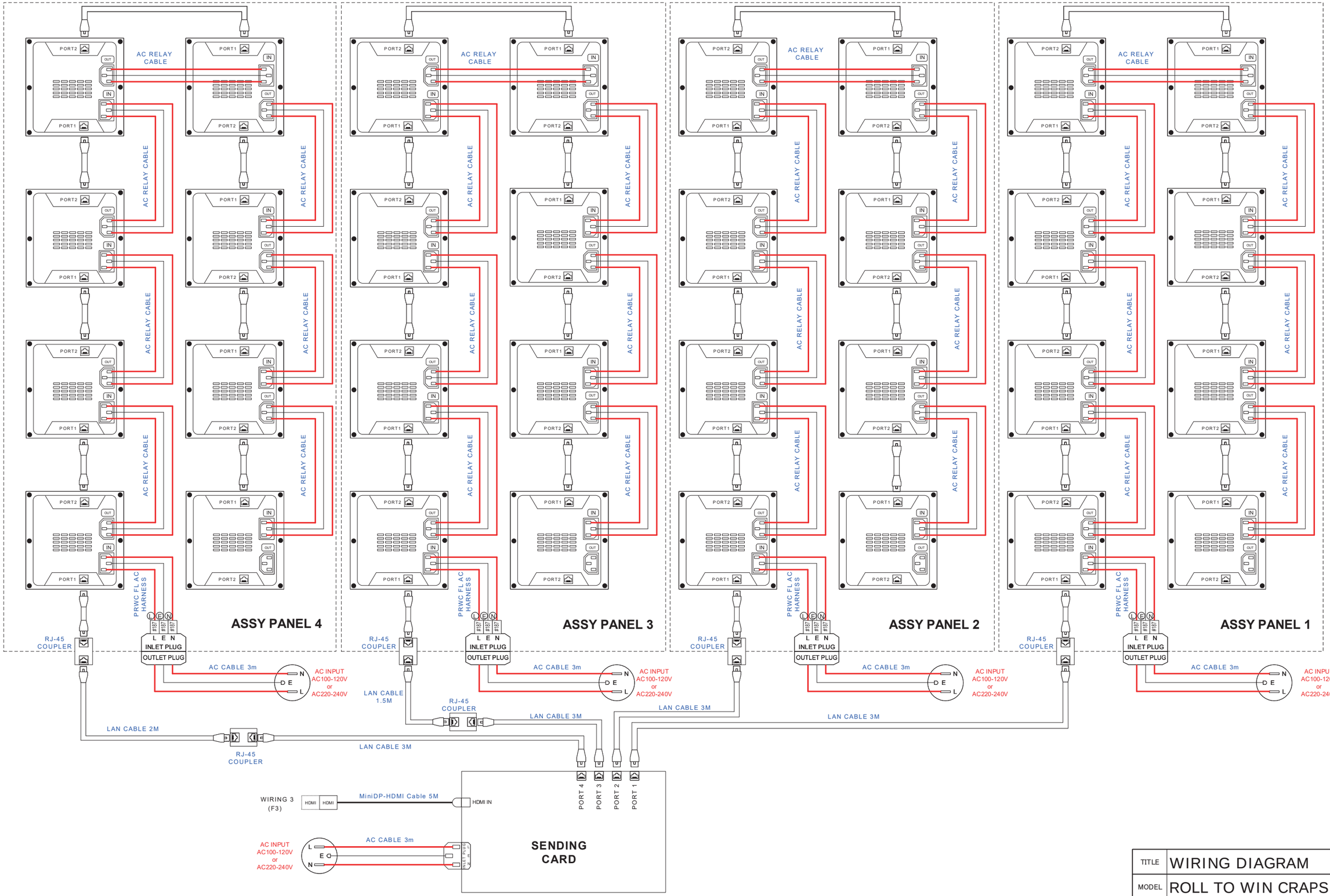
SIGNAGE CONTROLLER

TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS
	PAGE 3/39

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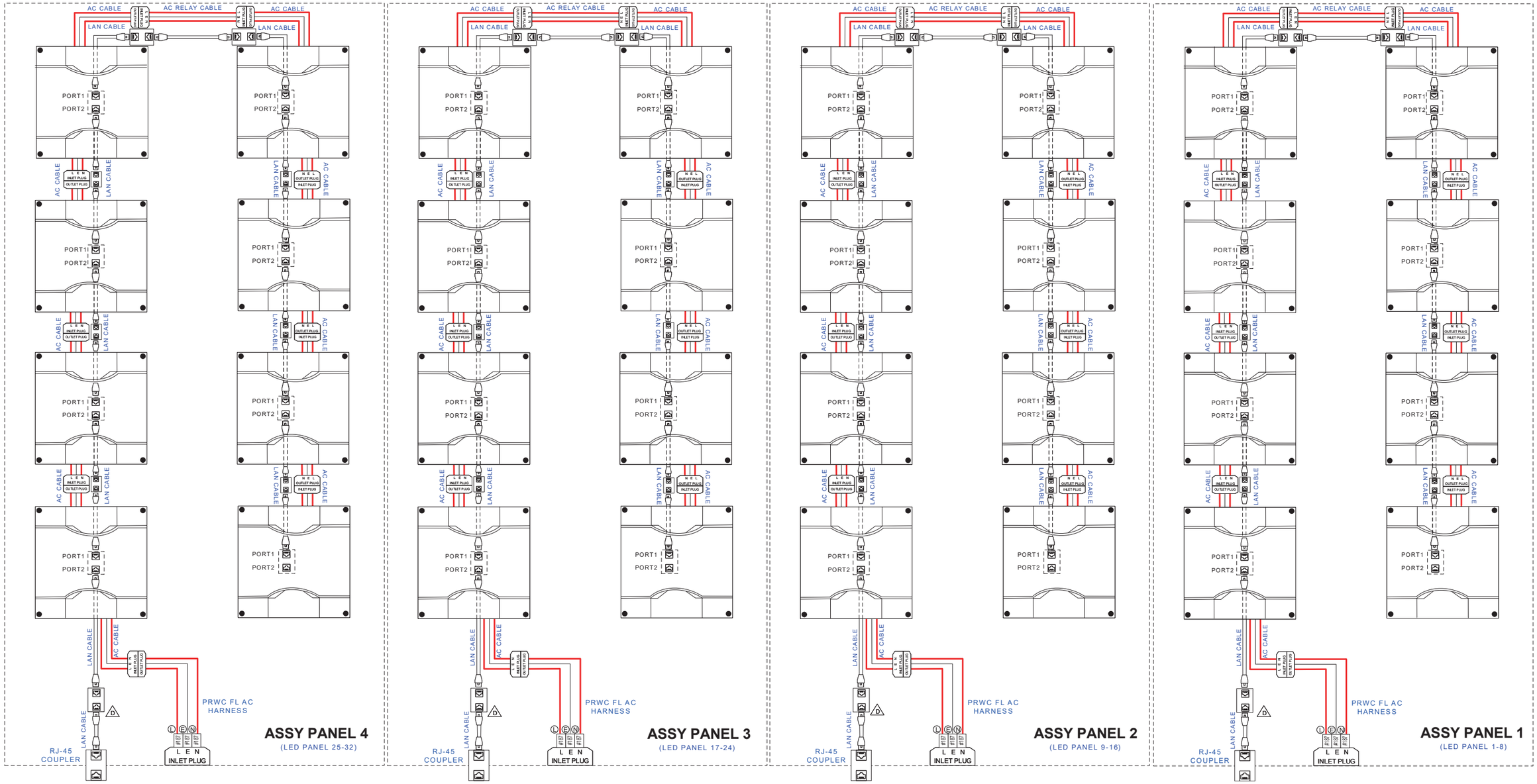
FIELD LED PANEL_SPEC 01



TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS
ARUZE GAMING AMERICA	PAGE 4/39

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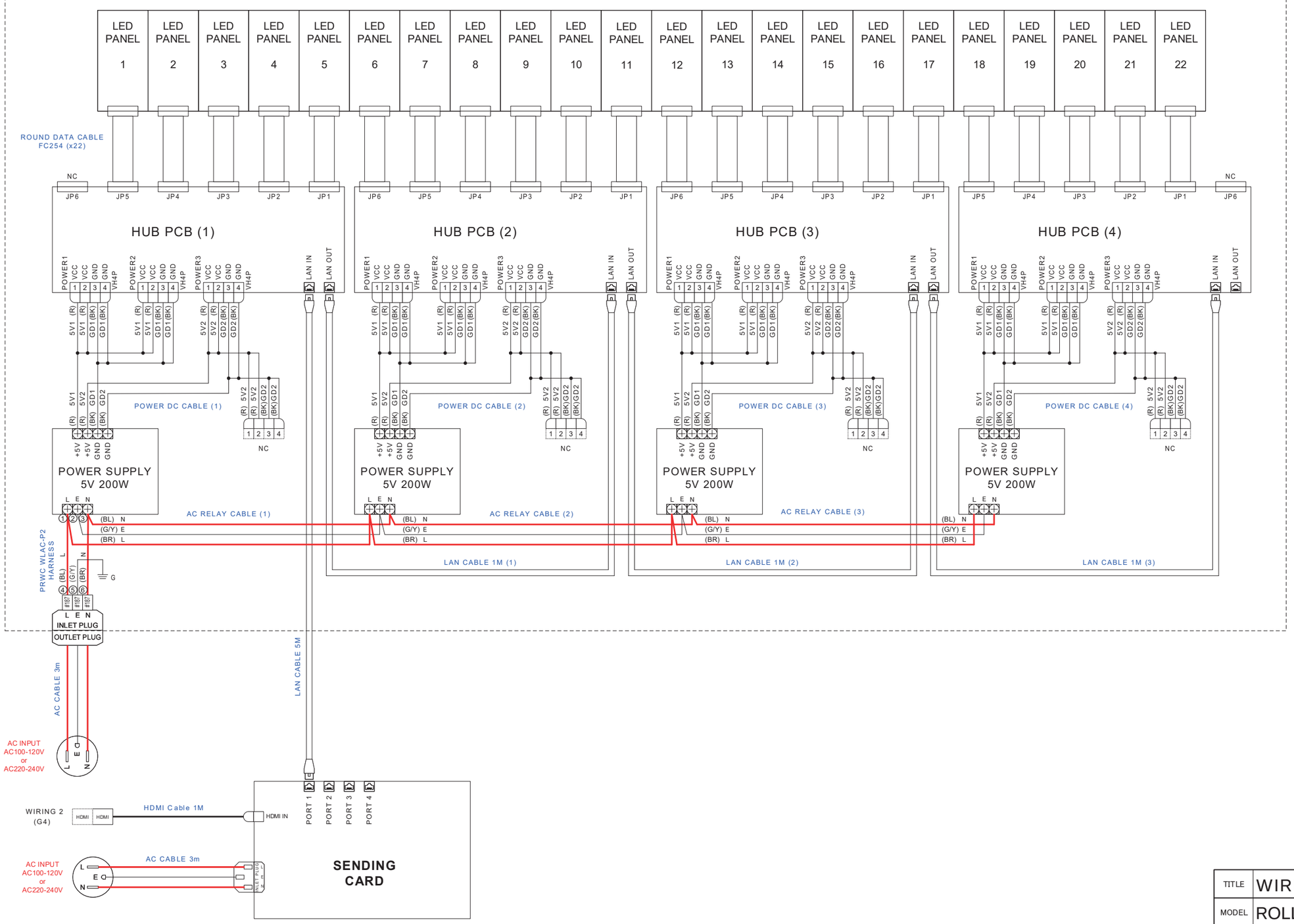
FIELD LED PANEL_SPEC 02



TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS
ARUZE GAMING AMERICA	PAGE 5/39

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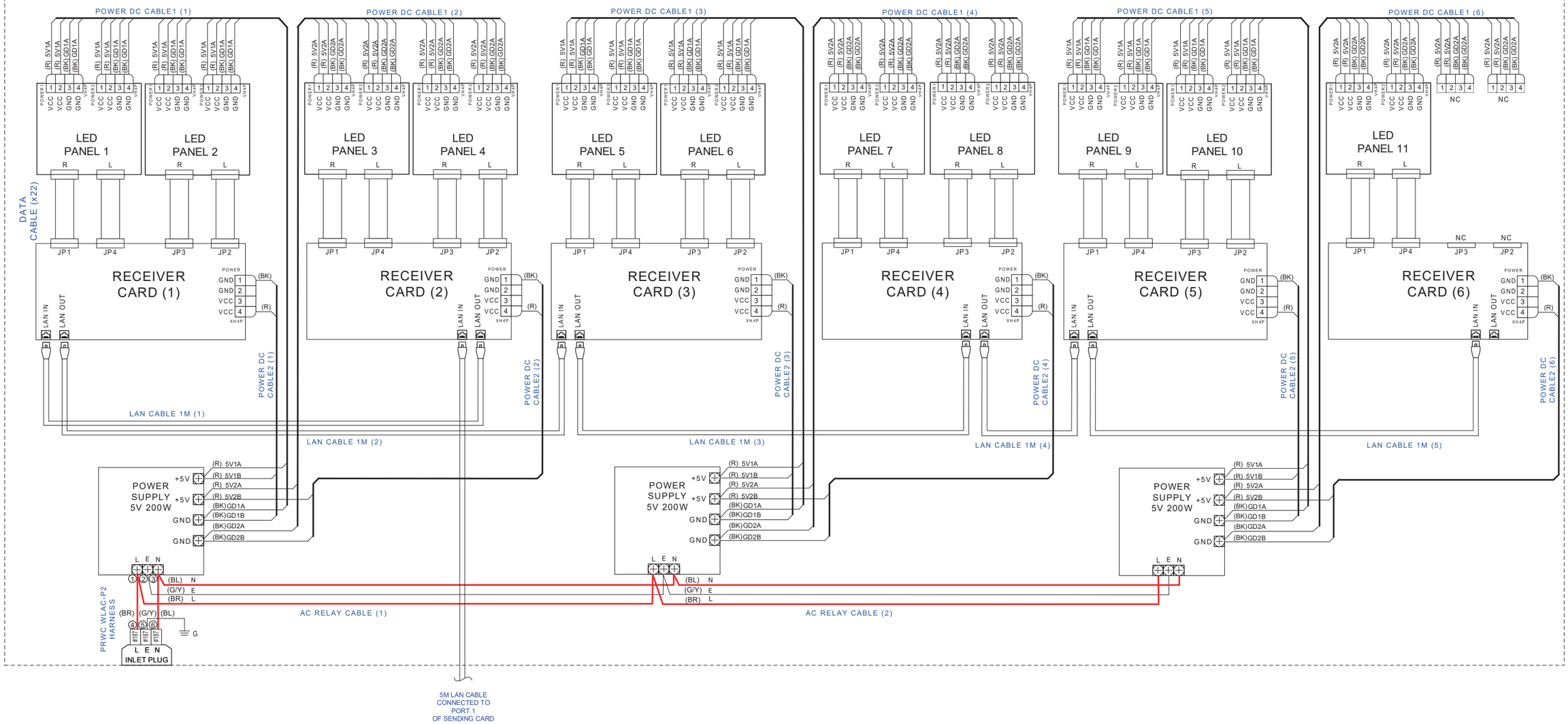
WALL LED PANEL_SPEC 01



TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS
ARUZE GAMING AMERICA	PAGE 6/39

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WALL LED PANEL_SPEC 02



TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS
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AC/DC POWER SUPPLY

WIRING 1
(E2)

A

VL4P

POWER SUPPLY 12V 600W

+12V
+12V
GND
GND

A (Y) 12V1A
B (Y) 12V2A
C (Y) 12V3A
D (Y) 12V4A
E (BK) GD1A
F (BK) GD2A
G (BK) GD3A
H (BK) GND2A

L E N

PRWC AC1-P2 HARNESS

POWER SUPPLY 24V 150W

+S
+24V
GND
-S

I (O) 24V1A
J (O) 24V2A
K (BK) GND1A
L (BK) GND2A

RT
REMOTE ON/OFF +R
REMOTE ON/OFF -R
(R) +RT
(BK) -RT

POWER SUPPLY 12V 150W

+12V
GND

N (Y) 12V5A
O (BK) GND2A

PRWC AC8-P2 HARNESS

PRWC DC3-BK HARNESS

DC1 / DC1

12V1A (Y) — (Y) 12V1(A1)
12V1A (Y) — (Y) 12V1(A2)
12V2A (Y) — (Y) 12V2(A1)
12V2A (Y) — (Y) 12V2(A2)
12V3A (Y) — (Y) 12V3A
12V4A (Y) — (Y) 12V4A
+RT (R) — (O) +RT
24V1(A1) (O) — (O) 24V1(A1)
24V1(A2) (O) — (O) 24V1(A2)
24V2(A1) (O) — (O) 24V2(A1)
24V2(A2) (O) — (O) 24V2(A2)
24V1A (O) — (O) 24V1A

EL12P

24V1A

24V1A (O) — BREAKER SW 3A — (O) 24V1(A1)
24V1A (O) — BREAKER SW 3A — (O) 24V1(A2)
24V2A (O) — BREAKER SW 4A — (O) 24V2(A1)
24V2A (O) — BREAKER SW 3A — (O) 24V2(A2)
12V5A (Y) — BREAKER SW 3A — (Y) 12V5(A1)
12V5A (Y) — BREAKER SW 3A — (Y) 12V5(A2)

GD1 / GD1

GD1A (BK) — (BK) GD1A
GD1A (BK) — (BK) GD1C
GD2A (BK) — (BK) GD2A
GD2A (BK) — (BK) GD2C
GD3A (BK) — (BK) GD3A
GD3A (BK) — (BK) GD3C
-RT (BK) — (BK) -RT
GND1A (BK) — (BK) GND1C
GND1A (BK) — (BK) GND2A
GND2A (BK) — (BK) GND2C
GND2A (BK) — (BK) GD4A

YL12P

PRWC PSA HARNESS (1)

G

WIRING 2, (E5)
WIRING 9, (A1)
WIRING 10, (C1)
WIRING 11, (A1)
WIRING 12, (C1)
WIRING 36, (A1)

LS / LS

12V5(A1) (Y) — (Y) 12V5(A1)
12V5(A2) (Y) — (Y) 12V5(A2)

EL6P

PRWC PSB HARNESS (1)

AB

WIRING 9, (A1)
WIRING 34, (A1)
WIRING 37, (A1)
WIRING 38, (D1)
WIRING 39, (A1)

WIRING 1
(E3)

B

VL4P

POWER SUPPLY 12V 600W

+12V
+12V
GND
GND

A (Y) 12V1B
B (Y) 12V2B
C (Y) 12V3B
D (Y) 12V4B
M (BK) GND2A
E (BK) GD1B
F (BK) GD2B
G (BK) GD3B
H (BK) GD4B

L E N

PRWC AC1-P2 HARNESS

POWER SUPPLY 24V 600W

+24V
+24V
GND
GND

I (O) 24V1B
J (O) 24V2B
K (O) 24V3B
L (O) 24V4B
M (BK) GND1B
N (BK) GND2B
O (BK) GND3B
P (BK) GND4B

PRWC DC4-BK HARNESS

DC2 / DC2

12V1B (Y) — (Y) 12V1(B1)
12V1B (Y) — (Y) 12V1(B2)
12V2B (Y) — (Y) 12V2(B1)
12V2B (Y) — (Y) 12V2(B2)
12V3B (Y) — (Y) 12V3(B1)
12V3B (Y) — (Y) 12V3(B2)
12V4B (Y) — (Y) 12V4(B1)
12V4B (Y) — (Y) 12V4(B2)
12V4B (Y) — (Y) 12V4(B3)
12V4B (Y) — (Y) 12V4(B4)
12V4B (Y) — (Y) 12V4(B5)

EL15P

PRWC PSB HARNESS (1)

DC3 / DC3

24V1B (O) — (O) 24V1(B1)
24V1B (O) — (O) 24V1(B2)
24V2B (O) — (O) 24V2(B1)
24V2B (O) — (O) 24V2(B2)
24V3B (O) — (O) 24V3(B1)
24V3B (O) — (O) 24V3(B2)
24V4B (O) — (O) 24V4(B1)
24V4B (O) — (O) 24V4(B2)
24V4B (O) — (O) 24V4(B3)
24V4B (O) — (O) 24V4(B4)

EL12P

GD2 / GD2

GD1B (BK) — (BK) GD1B
GD1B (BK) — (BK) GD1D
GD2B (BK) — (BK) GD2B
GD2B (BK) — (BK) GD2D
GD3B (BK) — (BK) GD3B
GD3B (BK) — (BK) GD3D
GD4B (BK) — (BK) GD4B
GND1B (BK) — (BK) GND1B
GND1B (BK) — (BK) GND1D
GND2B (BK) — (BK) GND2B
GND2B (BK) — (BK) GND2D
GND3B (BK) — (BK) GND3B
GND3B (BK) — (BK) GND3D
GND4B (BK) — (BK) GND4B
GND4B (BK) — (BK) GND4D

YL15P

I

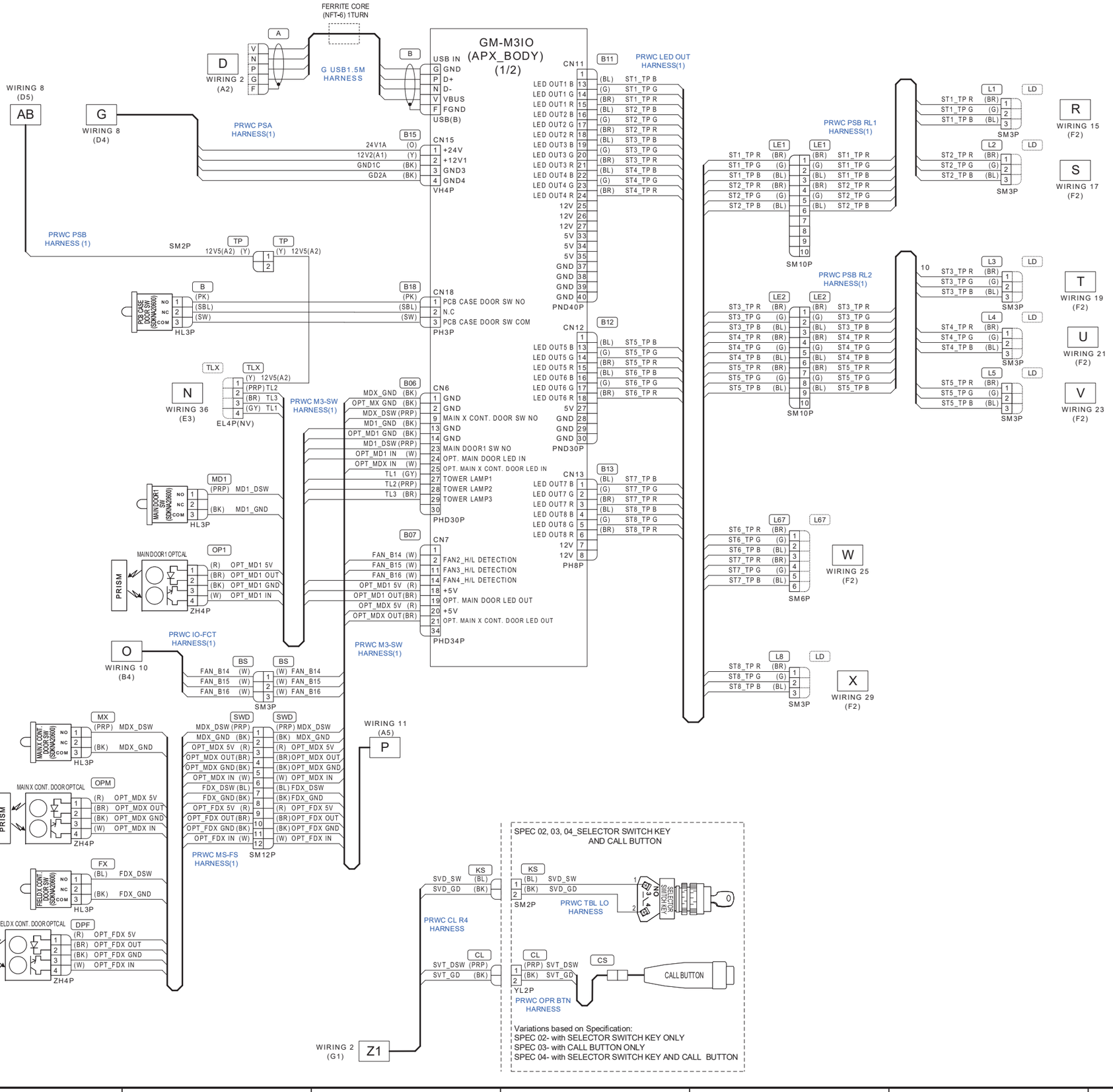
WIRING 35, (A1)
WIRING 36, (A1)
WIRING 37, (A1)

TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS

ARUZE GAMING AMERICA

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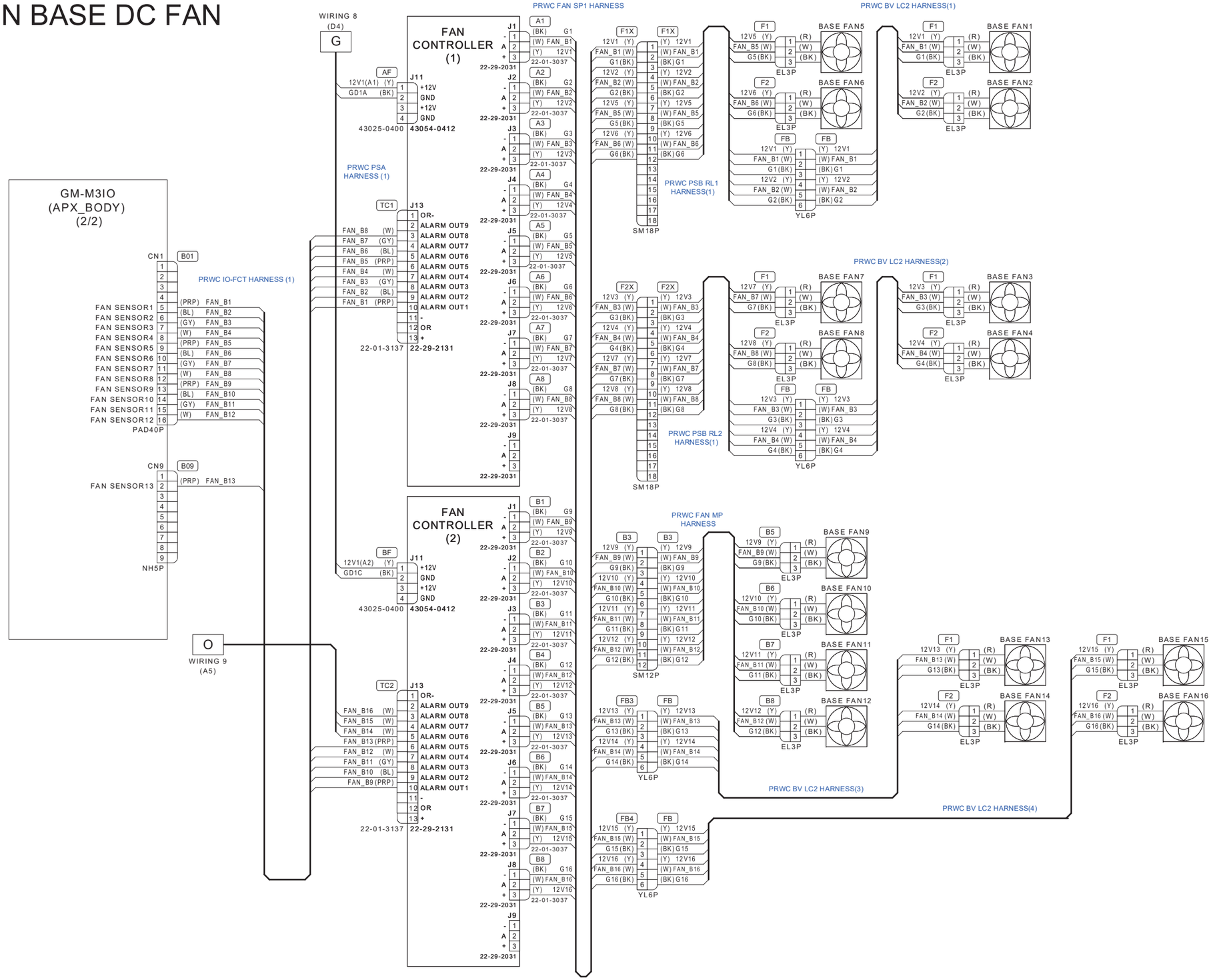
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MODEL	ROLL TO WIN CRAPS
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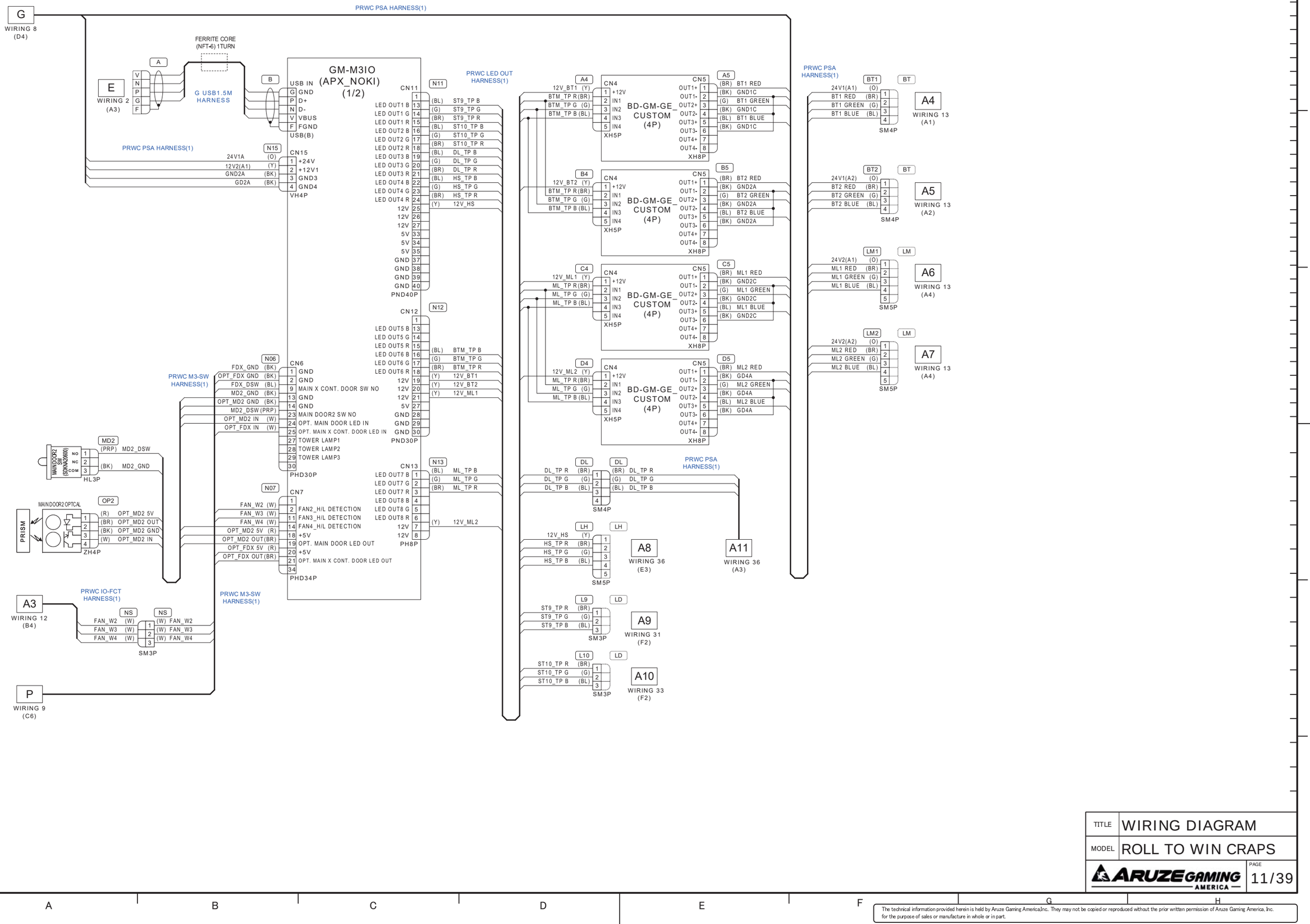
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MAIN BASE DC FAN



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FIELD BASE & WALL LED DC FAN

GM-M3IO
(APX_NOKI)
(2/2)

CN1 N01
PRWC IO-FCT HARNESS (1)
FAN SENSOR1 5 (PRP) FAN_F1
FAN SENSOR2 6 (BL) FAN_F2
FAN SENSOR3 7 (GY) FAN_F3
FAN SENSOR4 8 (W) FAN_F4
FAN SENSOR5 9 (PRP) FAN_F5
FAN SENSOR6 10 (BL) FAN_F6
FAN SENSOR7 11 (GY) FAN_F7
FAN SENSOR8 12 (W) FAN_F8
FAN SENSOR9 13 (PRP) FAN_F9
FAN SENSOR10 14 (BL) FAN_F10
FAN SENSOR11 15 (GY) FAN_F11
FAN SENSOR12 16 (W) FAN_F12
PAD40P

CN9 N09
FAN SENSOR13 2 (PRP) FAN_W1
NH5P

A3
WIRING 11
(A5)

WIRING 8
(D4)
G

PRWC FAN SP2 HARNESS

CF
12V3A (Y)
GD3A (BK)
43025-0400

DF
12V4A (Y)
GD3C (BK)
43025-0400

TC3
FAN_F8 (W)
FAN_F7 (GY)
FAN_F6 (BL)
FAN_F5 (PRP)
FAN_F4 (W)
FAN_F3 (GY)
FAN_F2 (BL)
FAN_F1 (PRP)
22-01-3137

TC4
FAN_W4 (W)
FAN_W3 (W)
FAN_W2 (W)
FAN_W1 (PRP)
FAN_F12 (W)
FAN_F11 (GY)
FAN_F10 (BL)
FAN_F9 (PRP)
22-01-3137

PRWC PSA
HARNESS (1)

FAN CONTROLLER (3)
J11 +12V / GND / +12V / GND
43054-0412
J13 OR- / ALARM OUT9 / ALARM OUT8 / ALARM OUT7 / ALARM OUT6 / ALARM OUT5 / ALARM OUT4 / ALARM OUT3 / ALARM OUT2 / ALARM OUT1 / - / OR / +
22-29-2131
J1 C1 (BK) G1 (W) FAN_F1 (Y) 12V1
J2 C2 (BK) G2 (W) FAN_F2 (Y) 12V2
J3 C3 (BK) G3 (W) FAN_F3 (Y) 12V3
J4 C4 (BK) G4 (W) FAN_F4 (Y) 12V4
J5 C5 (BK) G5 (W) FAN_F5 (Y) 12V5
J6 C6 (BK) G6 (W) FAN_F6 (Y) 12V6
J7 C7 (BK) G7 (W) FAN_F7 (Y) 12V7
J8 C8 (BK) G8 (W) FAN_F8 (Y) 12V8
J9
22-29-2031
22-01-3037

FAN CONTROLLER (4)
J11 +12V / GND / +12V / GND
43054-0412
J13 OR- / ALARM OUT9 / ALARM OUT8 / ALARM OUT7 / ALARM OUT6 / ALARM OUT5 / ALARM OUT4 / ALARM OUT3 / ALARM OUT2 / ALARM OUT1 / - / OR / +
22-29-2131
J1 D1 (BK) G9 (W) FAN_F9 (Y) 12V9
J2 D2 (BK) G10 (W) FAN_F10 (Y) 12V10
J3 D3 (BK) G11 (W) FAN_F11 (Y) 12V11
J4 D4 (BK) G12 (W) FAN_F12 (Y) 12V12
J5 D5 (BK) G13 (W) FAN_W1 (Y) 12V13
J6 D6 (BK) G14 (W) FAN_W2 (Y) 12V14
J7 D7 (BK) G15 (W) FAN_W3 (Y) 12V15
J8 D8 (BK) G16 (W) FAN_W4 (Y) 12V16
J9
22-29-2031
22-01-3037

PRWC PSB RL1 HARNESS(1)
FN 12V1 (Y) FAN_F1 (W) G1(BK) 12V2 (Y) FAN_F2 (W) G2(BK) 12V3 (Y) FAN_F3 (W) G3(BK) 12V4 (Y) FAN_F4 (W) G4(BK) 12V5 (Y) FAN_F5 (W) G5(BK) 12V6 (Y) FAN_F6 (W) G6(BK)
YL21P

PRWC FAN2 FL HARNESS(1)
FL1 FLX FD FD
12V1 (Y) FAN_F1 (W) G1(BK) 12V2 (Y) FAN_F2 (W) G2(BK) 12V3 (Y) FAN_F3 (W) G3(BK)
YL9P EL9P
FL2 FLX FD FD
12V4 (Y) FAN_F4 (W) G4(BK) 12V5 (Y) FAN_F5 (W) G5(BK) 12V6 (Y) FAN_F6 (W) G6(BK)
YL9P EL9P

PRWC FAN1 FL HARNESS(1)

PRWC LED FN HARNESS(1)
FL1 12V1 (Y) FAN_F1 (W) G1(BK) EL3P FIELD FAN1
FL2 12V2 (Y) FAN_F2 (W) G2(BK) EL3P FIELD FAN2
FL3 12V3 (Y) FAN_F3 (W) G3(BK) EL3P FIELD FAN3

PRWC LED FN HARNESS(2)
FL1 12V4 (Y) FAN_F4 (W) G4(BK) EL3P FIELD FAN4
FL2 12V5 (Y) FAN_F5 (W) G5(BK) EL3P FIELD FAN5
FL3 12V6 (Y) FAN_F6 (W) G6(BK) EL3P FIELD FAN6

PRWC FAN1 FL HARNESS(2)
FL3 FLX FD FD
12V7 (Y) FAN_F7 (W) G7(BK) 12V8 (Y) FAN_F8 (W) G8(BK) 12V9 (Y) FAN_F9 (W) G9(BK)
YL9P EL9P

PRWC LED FN HARNESS(3)
FL1 12V7 (Y) FAN_F7 (W) G7(BK) EL3P FIELD FAN7
FL2 12V8 (Y) FAN_F8 (W) G8(BK) EL3P FIELD FAN8
FL3 12V9 (Y) FAN_F9 (W) G9(BK) EL3P FIELD FAN9

PRWC FAN2 FL HARNESS(2)
FL4 FLX FD FD
12V10 (Y) FAN_F10 (W) G10(BK) 12V11 (Y) FAN_F11 (W) G11(BK) 12V12 (Y) FAN_F12 (W) G12(BK)
YL9P EL9P

PRWC LED FN HARNESS(4)
FL1 12V10 (Y) FAN_F10 (W) G10(BK) EL3P FIELD FAN10
FL2 12V11 (Y) FAN_F11 (W) G11(BK) EL3P FIELD FAN11
FL3 12V12 (Y) FAN_F12 (W) G12(BK) EL3P FIELD FAN12

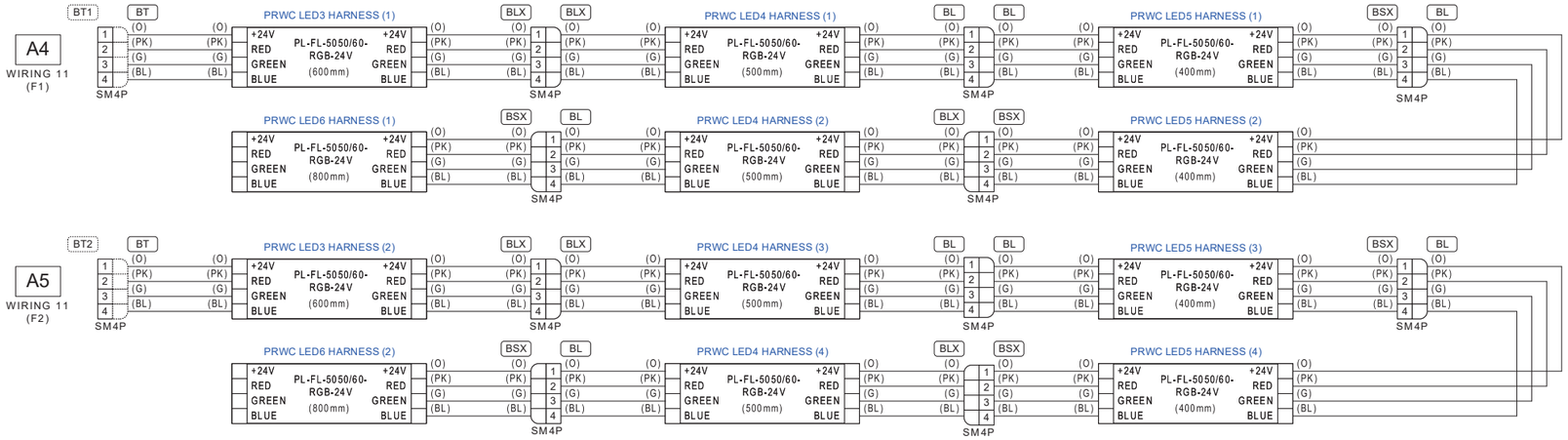
PRWC WALL FN HARNESS
WL 12V13 (Y) FAN_W1 (W) G13(BK) 12V14 (Y) FAN_W2 (W) G14(BK) 12V15 (Y) FAN_W3 (W) G15(BK) 12V16 (Y) FAN_W4 (W) G16(BK)
SM12P

WF1 12V13 (Y) FAN_W1 (W) G13(BK) EL3P WALL FAN1
WF2 12V14 (Y) FAN_W2 (W) G14(BK) EL3P WALL FAN2
WF3 12V15 (Y) FAN_W3 (W) G15(BK) EL3P WALL FAN3
WF4 12V16 (Y) FAN_W4 (W) G16(BK) EL3P WALL FAN4

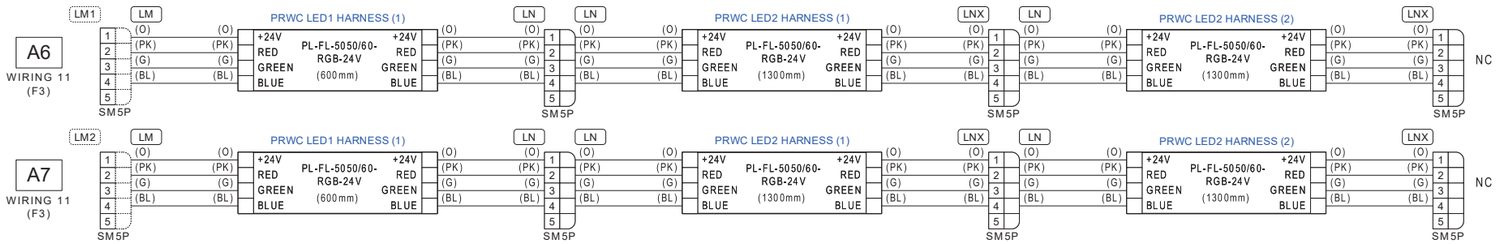
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BOTTOM LED



MIDDLE LED



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STATION 1 CONTROLLER

AP-X LINK CONTROLLER

(OPTION) BACK UP SSD 4G / 8G — SATA2 3.0 — SATA POWER2
SSD 4G (SSD 8G) — SATA1 3.0 — SATA POWER1

PS1 — WIRING 1 (E5) — IN / OUT / RC — OT XCON AC HARNESS — INLET PLUG L E N OUTLET PLUG

S1 — WIRING 1 (F3) — RJ-45 COUPLER — LAN CABLE 0.5m — FERRITE CORE (NFT-8) 2 TURNS — LAN2

B3 — WIRING 34 (A2) — SNAP-IN DUAL USB 2M — V N P G F

WIRING 34 (A2) — DP (M) DP (F) — DP Panel Mount Ext. Cable 2M — DISPLAY PORT 1

USB_0: V VBUS, N D-, P D+, G GND, F FGND — USB(A)
USB_1: V VBUS, N D-, P D+, G GND, F FGND — USB(A)

BM — WIRING 13 (F4) — COM1: 1, 2 RXD IN, 3 TXD OUT, 9 — D-SUB9P

B1 — WIRING 15 (E2) — PRWC AX IO HARNESS(1)

PG		PG		PVC		PVC	
1	(BR)	BTX	(BR)	1	TXD3		
2	(BK)	BGND	(BK)	2	GND3		
3	(BL)	BRX	(BL)	3	RXD3		
4	(BR)	PTX	(BR)	4	TXD4		
5	(BK)	PGND	(BK)	5	GND4		
6	(BL)	PRX	(BL)	6	RXD4		
7				7		SM7P	
8						SM8P	

AX-GMEM

AG4 — PXSC DR SW HARNESS

CN4		
NO	1	(W)
NO	2	(PRP)
NO	3	(GY)
NO	4	(BR)
NO	5	(SBL)
COM	6	(BK)
COM	7	(BK)
COM	8	(BK)
		PH8P

SVD — SM4P

NO	(W)	1	(W) SVD_SW
NO	(PRP)	2	(PRP) STD_DSW
COM	(BK)	3	(BK) SVD_GD
COM	(BK)	4	(BK) STD_GD

SD — HL3P — PXSC 2WAY SW HARNESS

NO	(GY)	1	(SBL)
COM	(BK)	2	
		3	(BK)

#250 — To AP-X LINK CONTROLLER — SECURITY DOOR SW

TC — HL3P

NO	(SBL)	To AP-X LINK CONTROLLER — TOP DOOR SW
COM	(BK)	

MD — HL3P

NO	(BR)	To AP-X LINK CONTROLLER — MAIN DOOR SW
COM	(BK)	

CN8 — PXSC GEN IN HARNESS

GPO-1	1	(BR) GPO-1
GPO-2	2	(G) GPO-2
GPO-3	3	(BL) GPO-3
GPO-4	4	(PRP) GPO-4
GPO-5	5	(GY) GPO-5
GPO-6	6	(W) GPO-6
GPO-7	7	(PK) GPO-7
GPO-8	8	(SBL) GPO-8
GND	9	(BK) GND
GND	10	(BK) GND
		PH10P

ARP — SM5P

GPI-1	1	(BR) KEY_AU
GND	2	(BK) KEY_GND
GPI-2	3	(BL) KEY_RS
GPI-3	4	
GND	5	

SWB — SM6P

GPI-4	1	(GY) OPD_IN
GPI-5	2	(GY) OPB_IN
GPI-6	3	
GPI-7	4	
GND	5	(BK) OPT_GND
GPI-8	6	

AX-GEN IO

CN1 — PRWC AX IO HARNESS(1)

GPO-1	1	(BR) GPO-1
GPO-2	2	(G) GPO-2
GPO-3	3	(BL) GPO-3
GPO-4	4	(PRP) GPO-4
GPO-5	5	(GY) GPO-5
GPO-6	6	(W) GPO-6
GPO-7	7	(PK) GPO-7
GPO-8	8	(SBL) GPO-8
GND	9	(BK) GND
GND	10	(BK) GND
		PUD10P

CN2 — PXSC GEN OUT HARNESS

OUT1	1	(G)
OUT2	2	(BL)
OUT3	3	(W)
OUT4	4	
OUT5	5	
OUT6	6	
OUT7	7	
OUT8	8	
		PND8P

GO — SM9P

(G)	1	(G)	L2_G
(BL)	2	(BL)	L2_BL
(W)	3	(W)	L2_W
(GY)	4	(SBL)	OPD_OUT
(SBL)	5	(SBL)	OPB_OUT
(R)	6	(R)	OPD_5V
(R)	7	(R)	OPB_5V
(Y)	8	(Y)	12V_L2
(BK)	9		

CN3

OPT_OUT1	1	(R)
5V	2	
OPT_OUT2	3	(R)
5V	4	(GY)
OPT_OUT3	5	
GND	6	
OPT_OUT4	7	(SBL)
GND	8	
		PUD8P

HDP — EL4P(NV)

(Y)	1	12V-2_12VOUT01
(R)	2	MAIN2_5OUT1
(BK)	3	CN1_GND04
(BK)	4	12V-2_GND01

CN6 — VCC, 5V, P-GND, P-GND, GND — VH5P

PXSC GEN PWR HARNESS

LD — EL2P

(Y)	1	(Y)
(BK)	2	(BK)

PXSC PTS PWR HARNESS

SY — SM4P

5V_GP	(R)	1
GND_GP	(BK)	2
		3
		4

PD — HL3P — PCB BOX CASE DOOR SW (SDNK030001)

PCB BOX CASE SW NO (GP)	(BR)	1 NO
PCB BOX CASE SW NC (GP)	(BL)	2 NC
PCB BOX CASE SW COM (GP)	(BK)	3 COM

RX — SM5P

PCB BOX CASE SW NO (GP)	(BR)	1
PCB BOX CASE SW NC (GP)	(BL)	2
PCB BOX CASE SW COM (GP)	(BK)	3
5V_GP	(R)	4
GND_GP	(BK)	5

B11 — WIRING 17 (F3)

DR — HL3P — STATION DOOR SW (SDNK030001)

SVD_SW	(W)	1 NO
SVD_RL	(W)	2 NC
		3 COM

OP — ZH4P — STATION DOOR OPTCAL — PRISM

OPD_5V	(R)	1
OPD_OUT	(SBL)	2
OPT_GND	(BK)	3
OPD_IN	(GY)	4

LV — SM12P

SVD_RL	(W)	1
SVD_GD	(BK)	2
STD_DSW	(PRP)	3
STD_GD	(BK)	4
OPB_IN	(GY)	5
OPT_GND	(BK)	6
OPB_OUT	(SBL)	7
OPB_5V	(R)	8
12V_L2	(Y)	9
L2_G	(G)	10
L2_BL	(BL)	11
L2_W	(W)	12

B4 — WIRING 15 (D4)

KY — SM5P

KEY_AU	(BR)	1
KEY_RS	(BL)	2
KEY_GND	(BK)	3
		4
		5

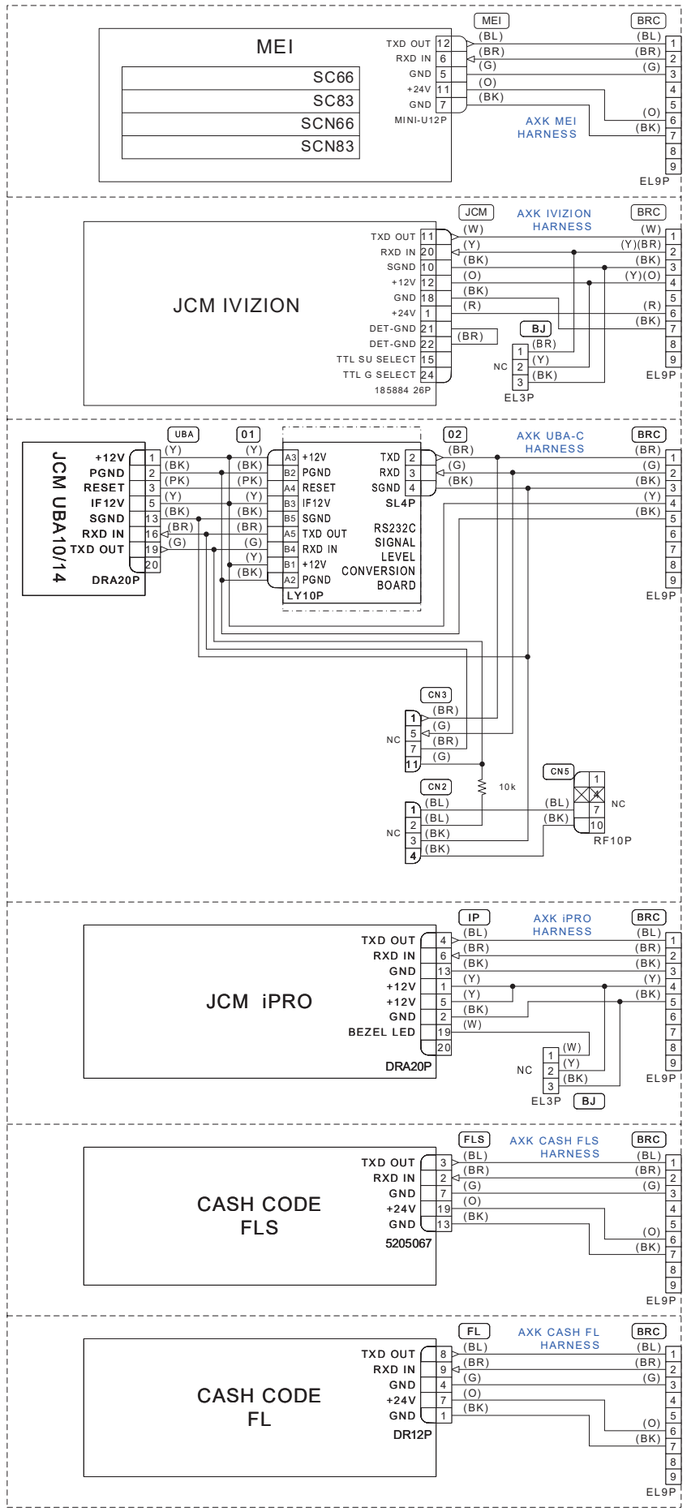
B5 — WIRING 17 (D5)

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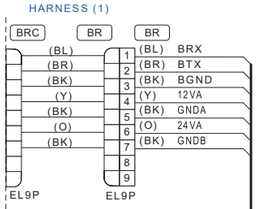
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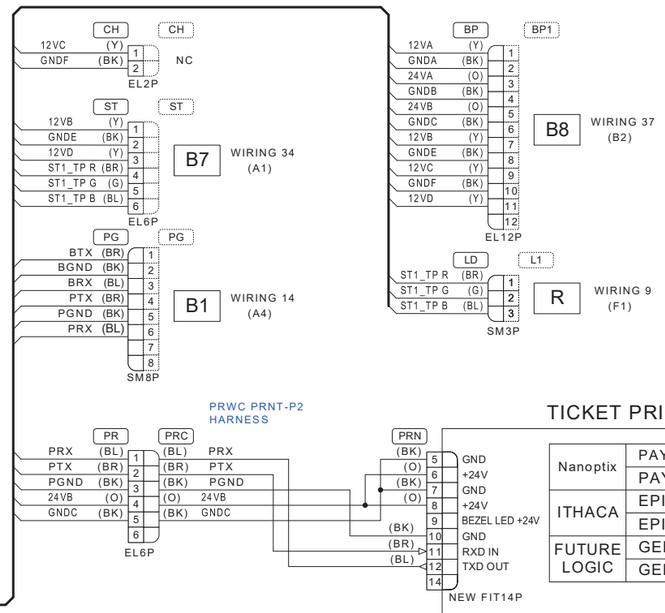
STATION 1 PERIPHERAL DEVICES OPTIONS

BILL VALIDATOR / NOTE ACCEPTOR



PRWC BV-AD HARNESS (1)



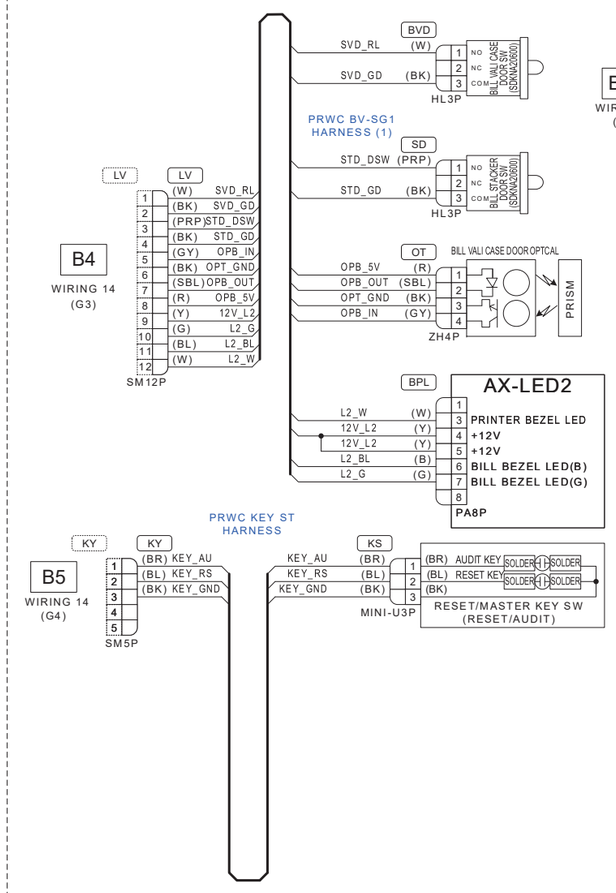


PRWC PRNT-P2 HARNESS

TICKET PRINTER

Nanoptix	PAYCHECK NEXTGEN
	PAYCHECK4
ITHACA	EPIC950
	EPIC EDGE
FUTURE LOGIC	GEN5
	GEN2

ALL ITEMS HAS THE SAME HARNESS



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STATION 2 CONTROLLER

AP-X LINK CONTROLLER

AX-GEN IO

(OPTION) BACK UP SSD 4G / 8G — SATA2 3.0, SATA POWER2
SSD 4G (SSD 8G) — SATA1 3.0, SATA POWER1

PS2 — WIRING 1 (E5) — IN / OUT / RC — OT XCON AC HARNESS — INLET PLUG / OUTLET PLUG

DP Panel Mount Ext. Cable 2M — WIRING 34 (A2) DP(M) DP(F) — DISPLAY PORT 1

S2 — WIRING 1 (F3) — RJ-45 COUPLER — LAN CABLE 0.5m — FERRITE CORE (NFT-8) 2 TURNS — LAN2

C3 — WIRING 34 (A4) — SNAP-IN DUAL USB 2M — USB_0 (VBUS, D-, D+, GND, FGND) USB(A)

C9 — WIRING 37 (B3) — USB_1 (VBUS, D-, D+, GND, FGND) USB(A)

CM — WIRING 17 (F4) — COM1 — RXD IN, TXD OUT — D-SUB9P

C1 — WIRING 17 (E2) — PG / PVC — BTX, BGND, BRX, PTX, PGND, PRX — TXD3, GND3, RXD3, TXD4, GND4, RXD4 — PRWC AX IO HARNESS(2) — SM8P / SM7P

HDP — 12V-2_12VOUT01, MAIN2_5OUT1, CN1_GND04, 12V-2_GND01 — EL4P(NV)

CN6 — VCC, 5V, P-GND, P-GND, GND — VH5P

PXSC GEN PWR HARNESS

AG4 — PXSC DR SW HARNESS — CN4 — SVD_SW, STD_DSW, SVD_GD, STD_GD — SM4P

SD — SM4P — NO (GY) (SBL), COM (BK) (BK) — HL3P — PXSC 2WAY SW HARNESS — To AP-X LINK CONTROLLER — SECURITY DOOR SW

TC — NO (SBL), COM (BK) — HL3P — To AP-X LINK CONTROLLER — TOP DOOR SW

MD — NO (BR), COM (BK) — HL3P — To AP-X LINK CONTROLLER — MAIN DOOR SW

DR — SVD_SW (W), SVD_RL (W) — HL3P — STATION DOOR SW (SDNM0A2800)

OP — STATION DOOR OPTCAL — OPD_5V (R), OPD_OUT (SBL), OPT_GND (BK), OPD_IN (GY) — ZH4P — PRISM

CN8 — GPO-1 (BR), GPO-2 (G), GPO-3 (BL), GPO-4 (PRP), GPO-5 (GY), GPO-6 (W), GPO-7 (PK), GPO-8 (SBL), GND (BK), GND (BK) — PH10P

ARP — KEY_AU (BR), KEY_GND (BK), KEY_RS (BL) — SM5P

SWB — OPD_IN (GY), OPB_IN (GY), OPT_GND (BK) — SM6P

PXSC GEN IN HARNESS

CN1 — GPO-1 (BR), GPO-2 (G), GPO-3 (BL), GPO-4 (PRP), GPO-5 (GY), GPO-6 (W), GPO-7 (PK), GPO-8 (SBL), GND (BK), GND (BK) — PUD10P

PRWC AX IO HARNESS(2)

CN2 — OUT1 (G), OUT2 (BL), OUT3 (W) — PND8P — PXSC GEN OUT HARNESS — GO — L2_G, L2_BL, L2_W, OPD_OUT, OPB_OUT, OPD_5V, OPB_5V, 12V_L2 — SM9P

CN3 — OPT_OUT1 (R), OPT_OUT2 (R), OPT_OUT3 (GY), OPT_OUT4 (SBL) — PUD8P

LD — (Y), (BK) — EL2P

C4 — WIRING 17 (D4) — LV — SVD_RL (W), SVD_GD (BK), STD_DSW (PRP), STD_GD (BK), OPB_IN (GY), OPT_GND (BK), OPB_OUT (SBL), OPB_5V (R), 12V_L2 (Y), L2_G (G), L2_BL (BL), L2_W (W) — SM12P

C5 — WIRING 17 (D5) — KY — KEY_AU (BR), KEY_RS (BL), KEY_GND (BK) — SM5P

PD — PCB BOX CASE SW NO (GP) (BR), PCB BOX CASE SW NC (GP) (BL), PCB BOX CASE SW COM (GP) (BK) — HL3P — PCB BOX CASE DOOR SW (SDNM0A2800)

SY — SM4P — SY (R) (BK) — 5V_GP, GND_GP

RX — PCB BOX CASE SW NO (GP) (BR), PCB BOX CASE SW NC (GP) (BL), PCB BOX CASE SW COM (GP) (BK), 5V_GP (R), GND_GP (BK) — SM5P

C11 — WIRING 17 (F3)

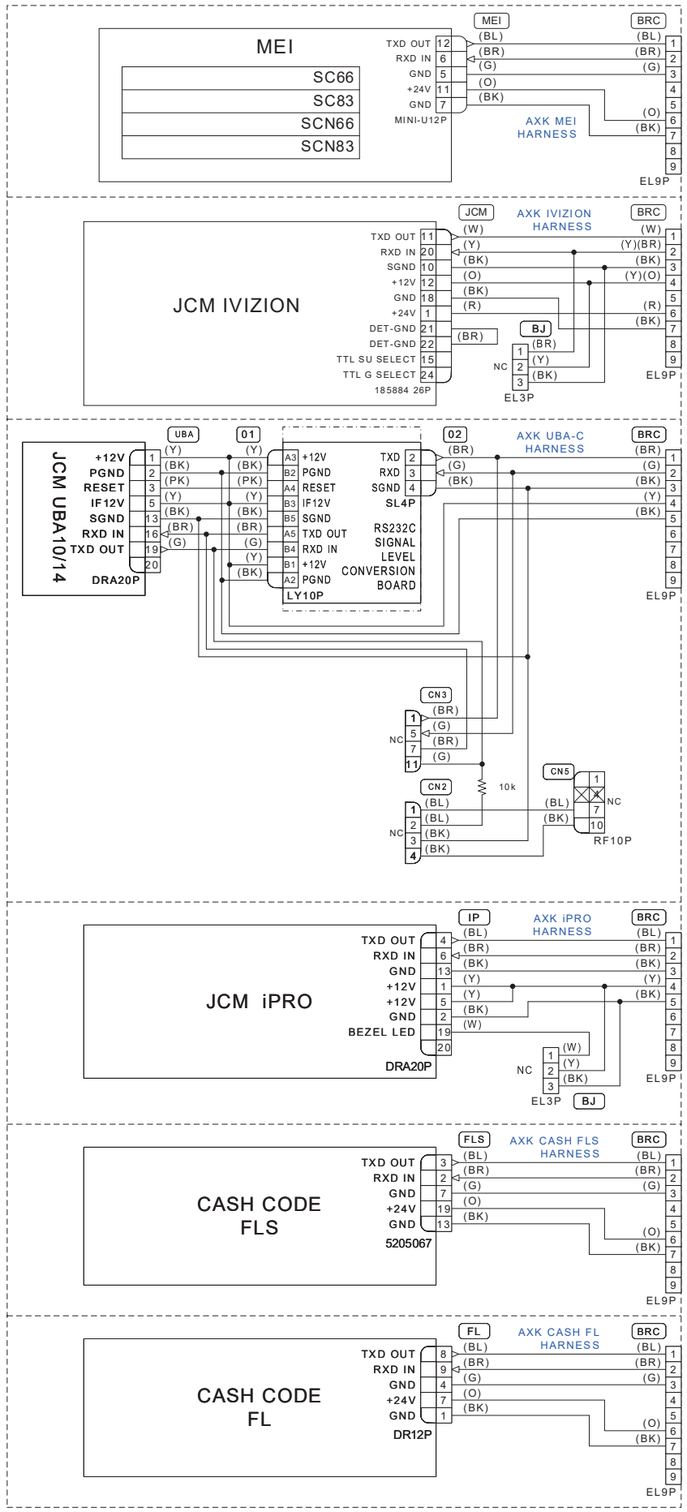
PXSC PTS PWR HARNESS

TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS
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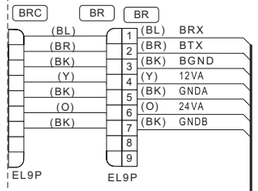
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STATION 2 PERIPHERAL DEVICES OPTIONS

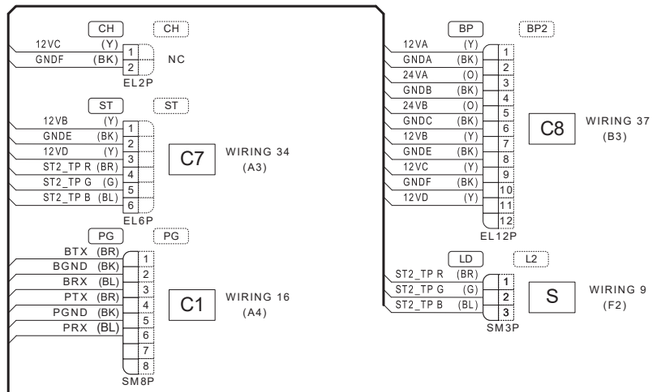
BILL VALIDATOR / NOTE ACCEPTOR



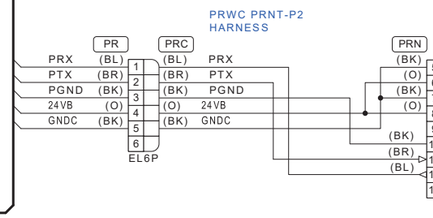
PRWC BV-AD HARNESS (2)



PRWC LC2-P2 HARNESS (1)



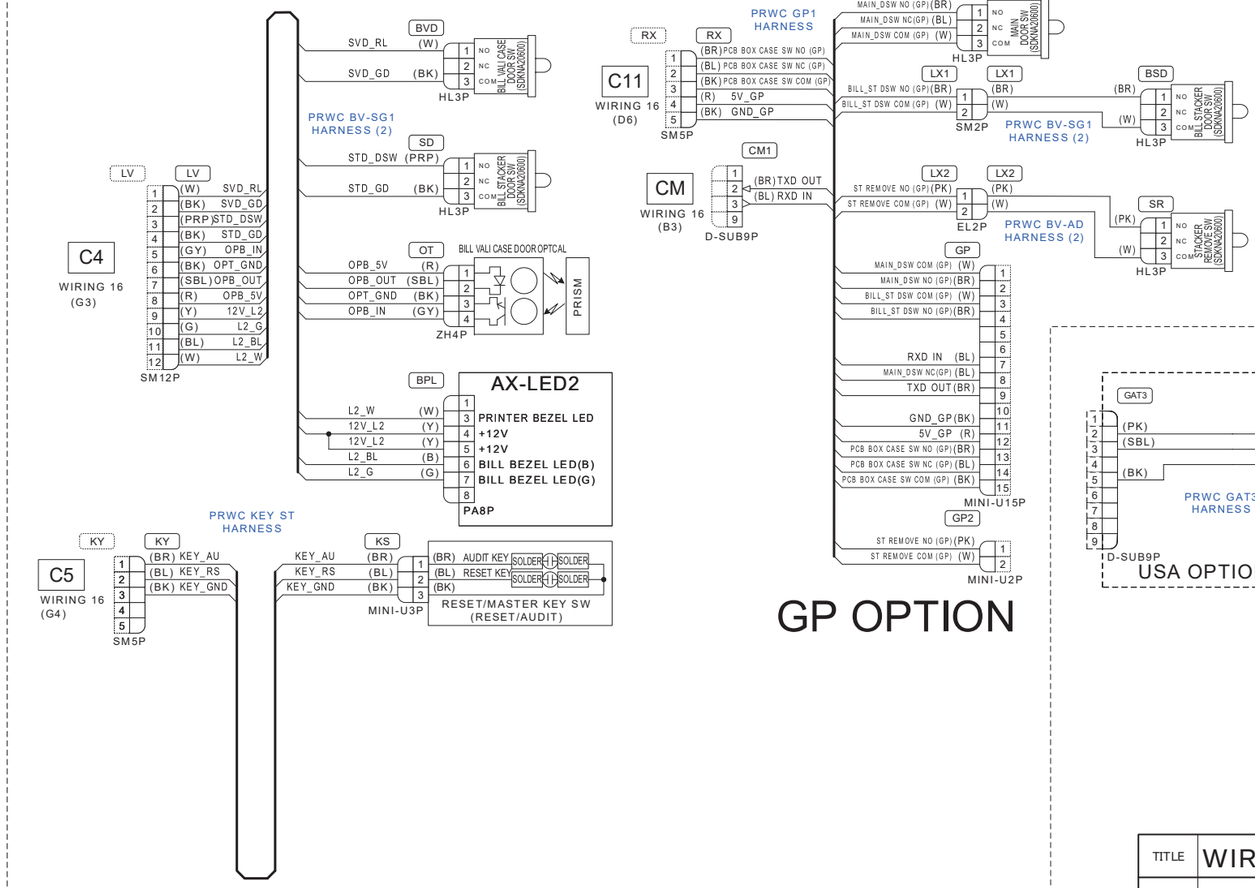
PRWC PRNT-P2 HARNESS



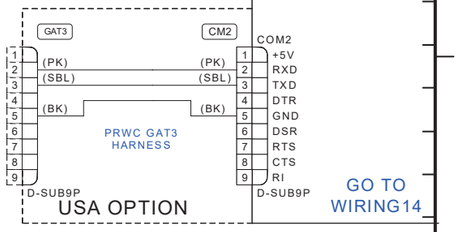
TICKET PRINTER

Nanoptix	PAYCHECK NEXTGEN
	PAYCHECK4
ITHACA	EPIC950
	EPIC EDGE
FUTURE LOGIC	GEN5
	GEN2

ALL ITEMS HAS THE SAME HARNESS



GP OPTION



GO TO WIRING14

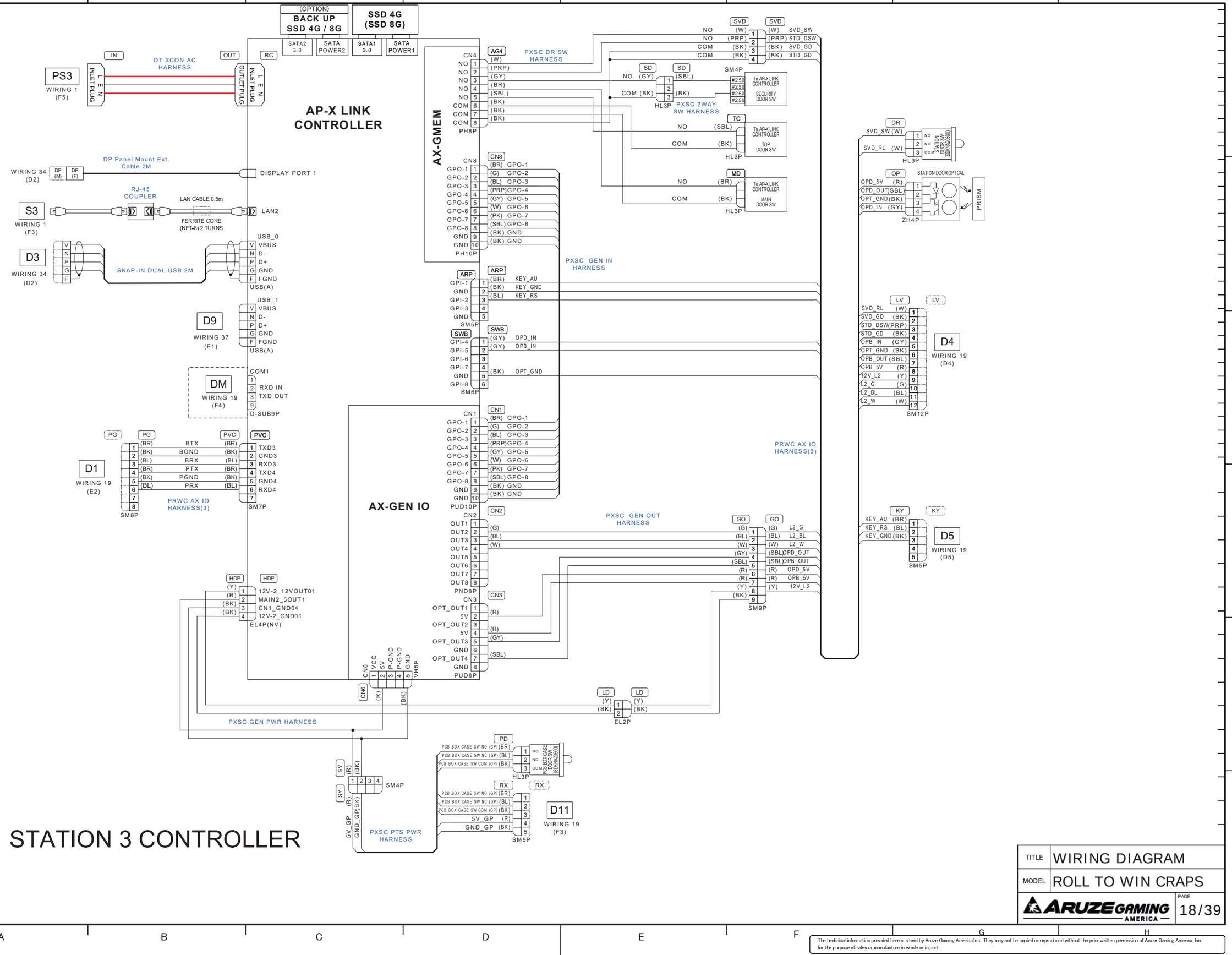
AP-X

TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS
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ARUZE GAMING AMERICA

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STATION 3 CONTROLLER

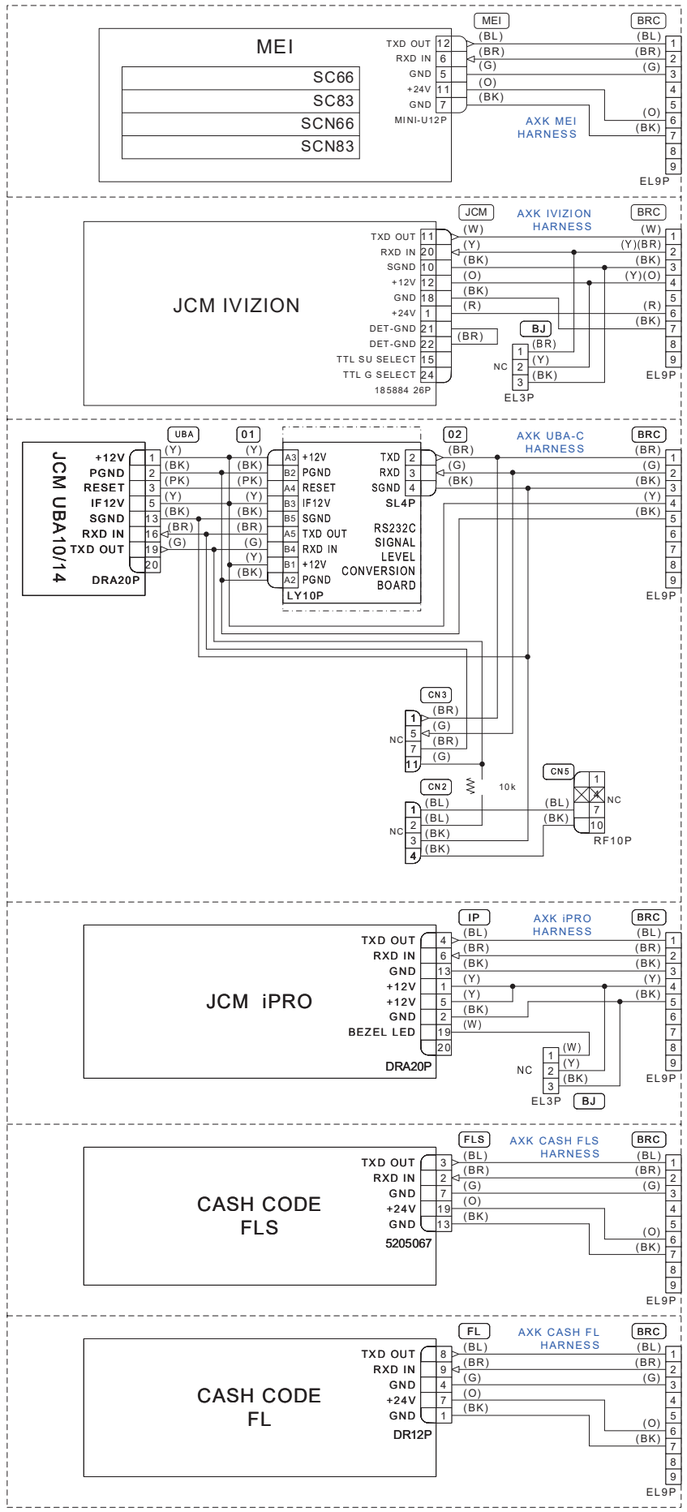


TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS
ARUZE GAMING AMERICA	PAGE 18/39

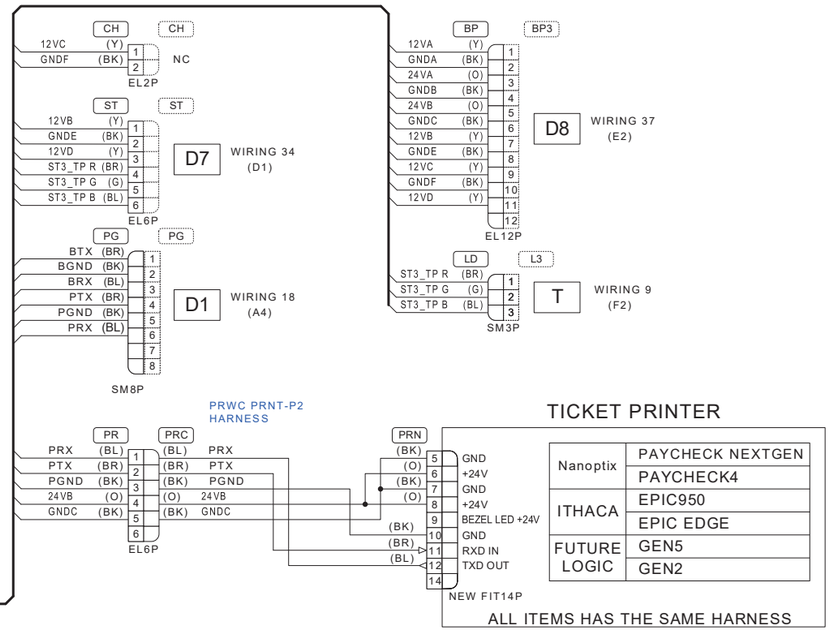
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STATION 3 PERIPHERAL DEVICES OPTIONS

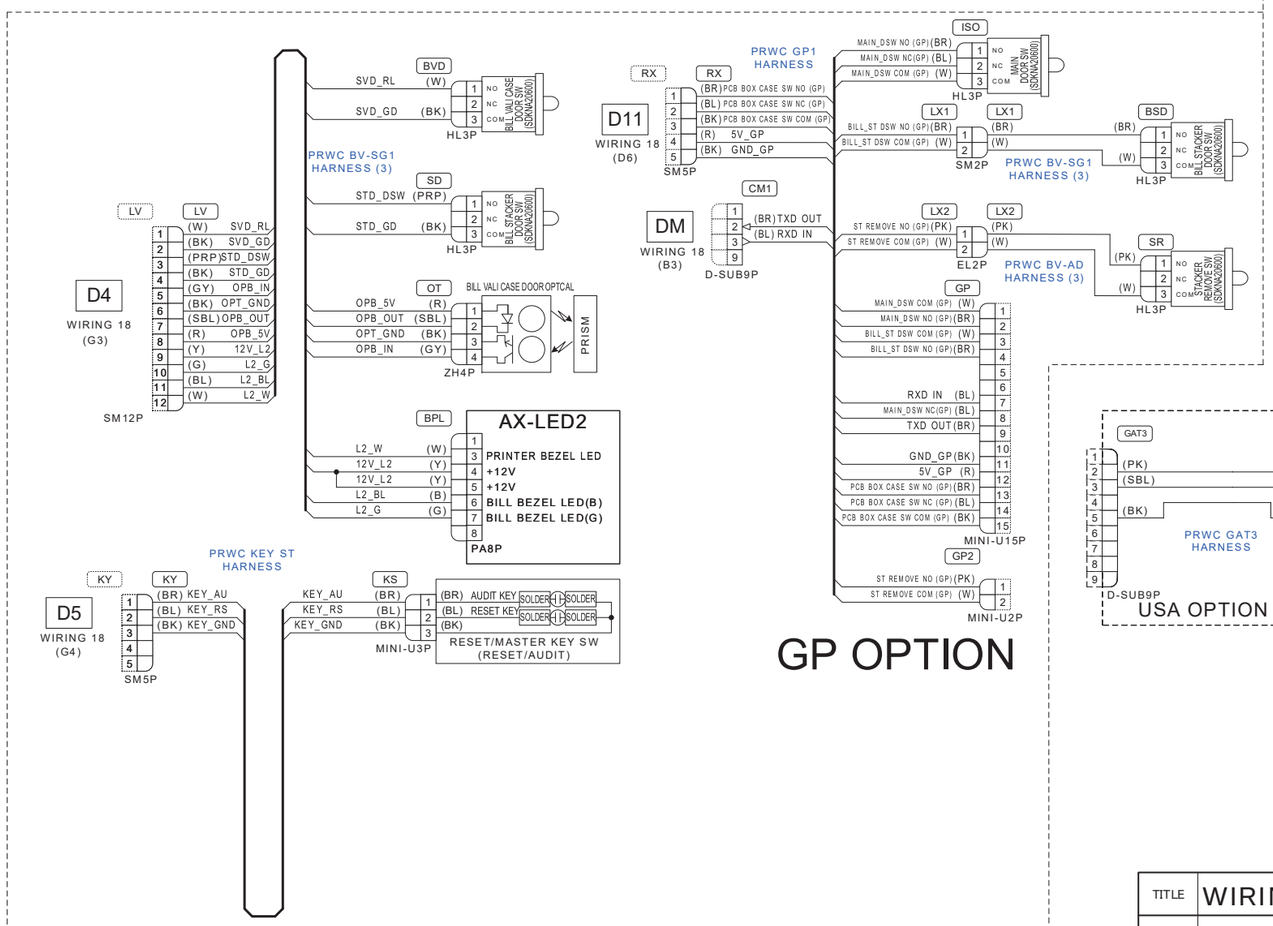
BILL VALIDATOR / NOTE ACCEPTOR



TICKET PRINTER



GP OPTION



TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS
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STATION 4 CONTROLLER

AP-X LINK CONTROLLER

AX-GEN IO

(OPTION) BACK UP SSD 4G / 8G — SATA2 3.0, SATA POWER2
SSD 4G (SSD 8G) — SATA1 3.0, SATA POWER1

PS4 — WIRING 1 (F5) — IN / OUT / RC — OT XCON AC HARNESS — INLET PLUG L E N OUTLET PLUG

DP Panel Mount Ext. Cable 2M — WIRING 34 (D4) DP (M) DP (F) — DISPLAY PORT 1

S4 — WIRING 1 (F3) — RJ-45 COUPLER — LAN CABLE 0.5m — FERRITE CORE (NFT-8) 2 TURNS — LAN2

E3 — WIRING 34 (D4) — SNAP-IN DUAL USB 2M — USB_0 VBUS D- D+ GND FGND USB(A)

E9 — WIRING 37 (E3) — USB_1 VBUS D- D+ GND FGND USB(A)

EM — WIRING 21 (F4) — COM1 RXD IN TXD OUT — D-SUB9P

E1 — WIRING 21 (E2) — PG PVC — BTX BGND BRX PTX PGND PRX — TXD3 GND3 RXD3 TXD4 GND4 RXD4 — PRWC AX IO HARNESS(4) — SM8P / SM7P

HDP — 12V-2_12VOUT01, MAIN2_5OUT1, CN1_GND04, 12V-2_GND01 — EL4P(NV)

CN6 VCC 5V P-GND P-GND GND — VH5P

PXSC GEN PWR HARNESS

AG4 — PXSC DR SW HARNESS — SVD SW, STD DSW, SVD GD, STD GD — SM4P

SD — PXSC 2WAY SW HARNESS — HL3P — To AP-X LINK CONTROLLER SECURITY DOOR SW (#250)

TC — To AP-X LINK CONTROLLER TOP DOOR SW — HL3P

MD — To AP-X LINK CONTROLLER MAIN DOOR SW — HL3P

CN8 — PXSC GEN IN HARNESS — GPO-1 GPO-2 GPO-3 GPO-4 GPO-5 GPO-6 GPO-7 GPO-8 GND GND — PH10P

ARP — KEY_AU, KEY_GND, KEY_RS — SM5P

SWB — OPD_IN, OPB_IN, OPT_GND — SM6P

CN1 — PRWC AX IO HARNESS(4) — GPO-1 GPO-2 GPO-3 GPO-4 GPO-5 GPO-6 GPO-7 GPO-8 GND GND — PUD10P

CN2 — PXSC GEN OUT HARNESS — OUT1 OUT2 OUT3 OUT4 OUT5 OUT6 OUT7 OUT8 — PND8P

GO — L2_G, L2_BL, L2_W, OPD_OUT, OPB_OUT, OPD_5V, OPB_5V, 12V_L2 — SM9P

CN3 — OPT_OUT1 5V OPT_OUT2 5V OPT_OUT3 GND OPT_OUT4 GND — PUD8P

LD — EL2P

PD — PCB BOX CASE SW NO (GP), PCB BOX CASE SW NC (GP), PCB BOX CASE SW COM (GP) — PCB BOX CASE DOOR SW (SDWA03000) — HL3P

RX — 5V_GP, GND_GP — SM5P

SY — 5V_GP, GND_GP — SM4P

E11 — WIRING 21 (F3) — PXSC PTS PWR HARNESS

DR — SVD_SW, SVD_RL — HL3P — STATION DOOR SW (SDWA03000)

OP — STATION DOOR OPTCAL — OPD_5V, OPD_OUT, OPT_GND, OPD_IN — ZH4P — PRISM

LV — SVD_RL, SVD_GD, STD_DSW, STD_GD, OPB_IN, OPT_GND, OPB_OUT, OPB_5V, 12V_L2, L2_G, L2_BL, L2_W — SM12P

E4 — WIRING 21 (D4)

KY — KEY_AU, KEY_RS, KEY_GND — SM5P

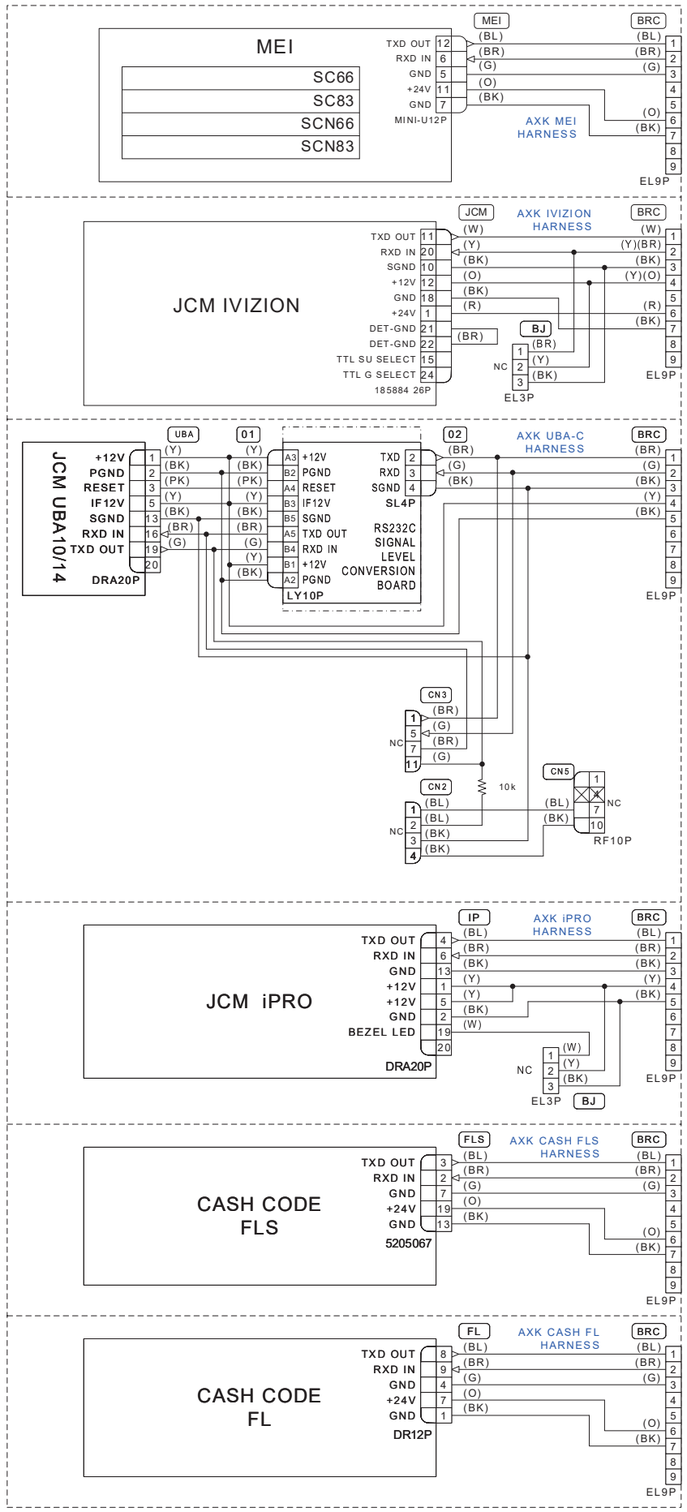
E5 — WIRING 21 (D5)

TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS
	ARUZE GAMING AMERICA
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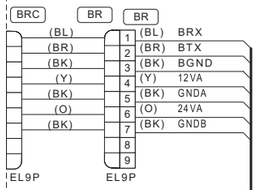
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STATION 4 PERIPHERAL DEVICES OPTIONS

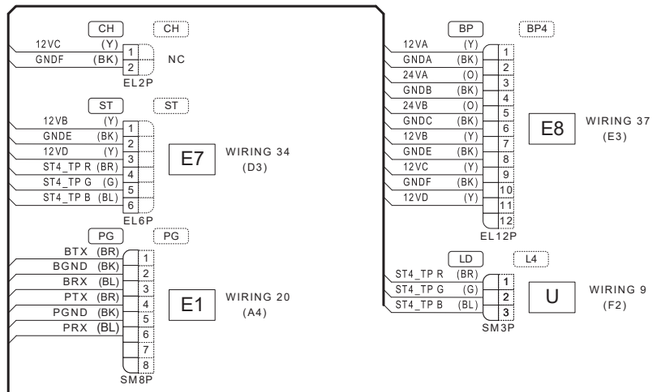
BILL VALIDATOR / NOTE ACCEPTOR



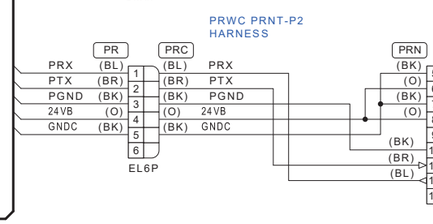
PRWC BV-AD HARNESS (4)



PRWC LC1-P2 HARNESS (2)



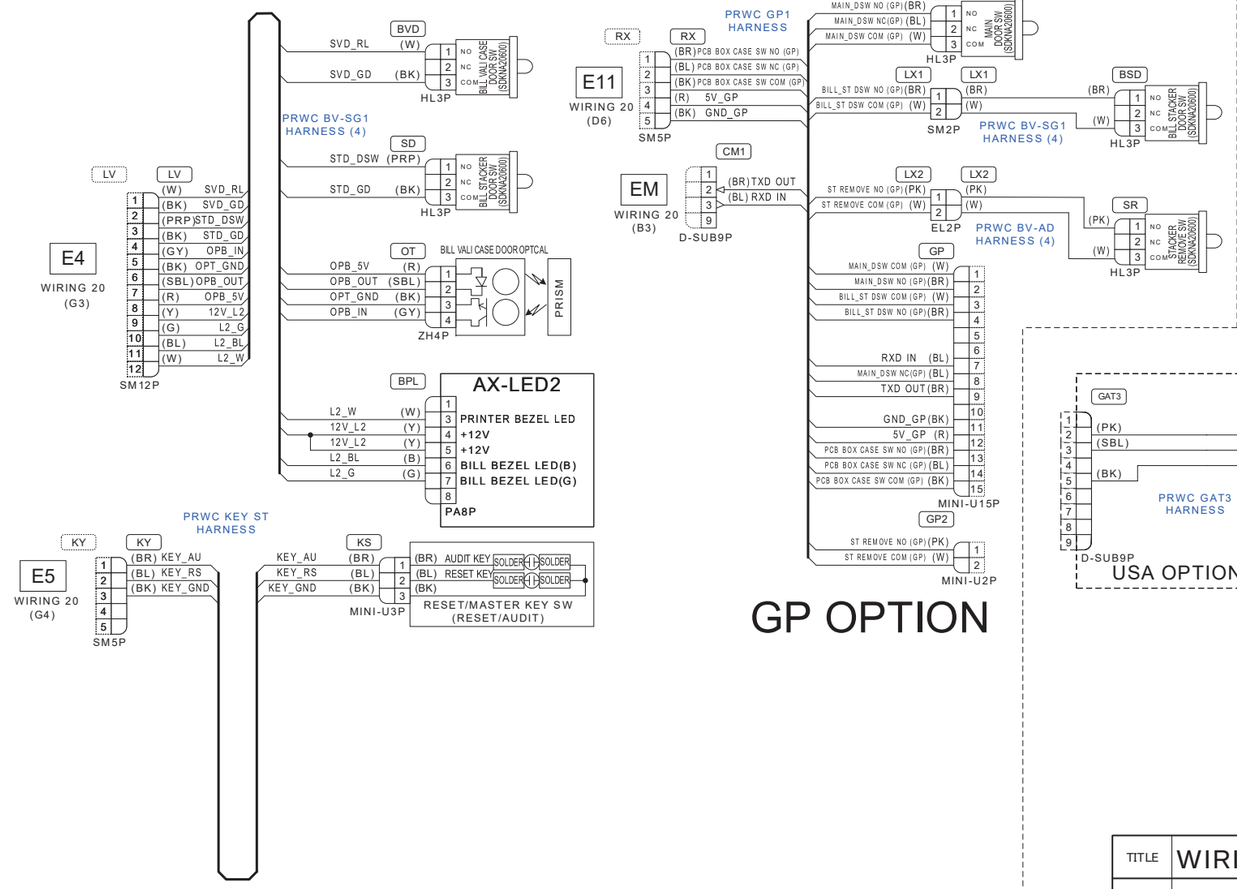
PRWC PRNT-P2 HARNESS



TICKET PRINTER

Nanoptix	PAYCHECK NEXTGEN
	PAYCHECK4
ITHACA	EPIC950
	EPIC EDGE
FUTURE LOGIC	GEN5
	GEN2

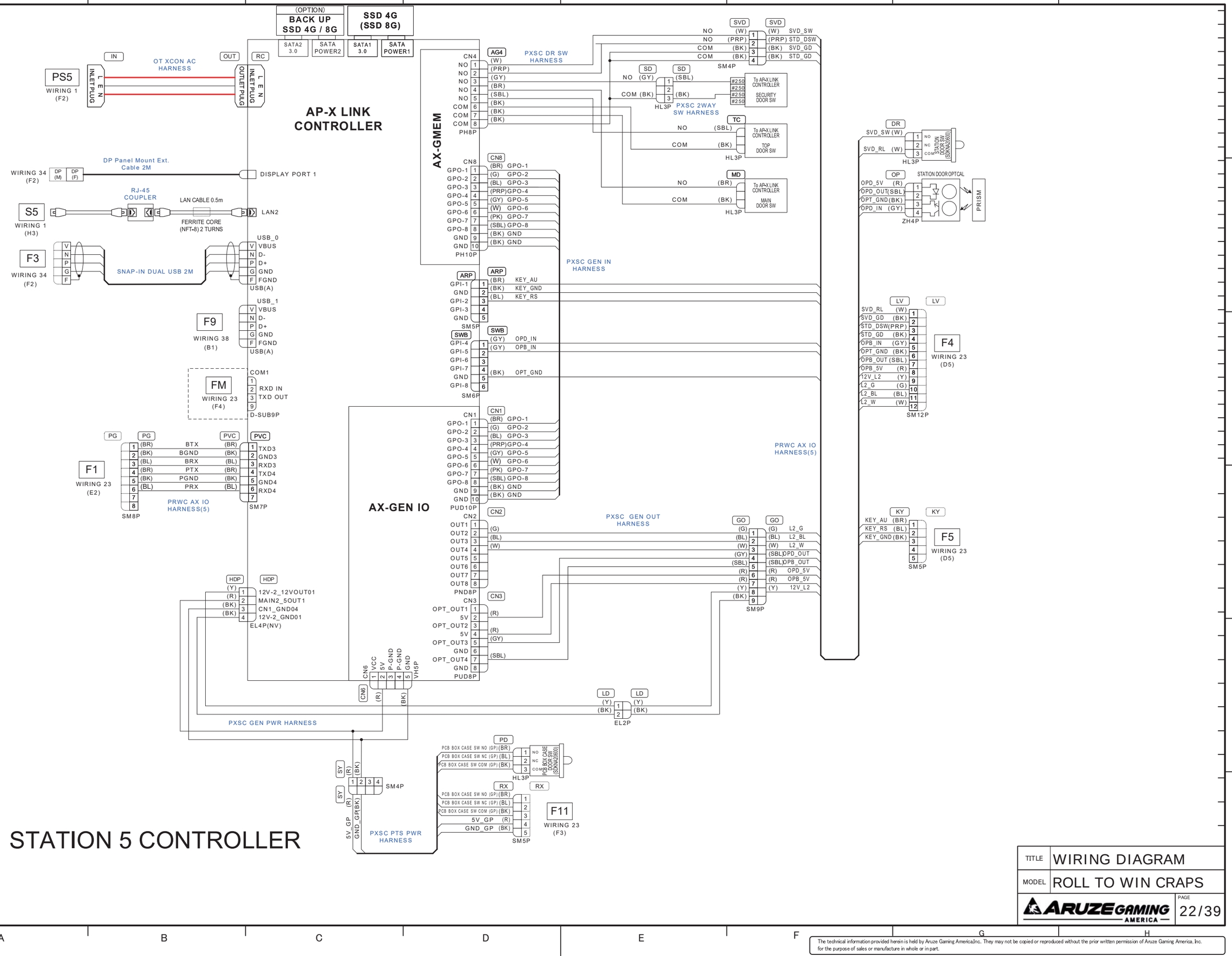
ALL ITEMS HAS THE SAME HARNESS



TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS
ARUZE GAMING AMERICA	PAGE 21/39

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STATION 5 CONTROLLER

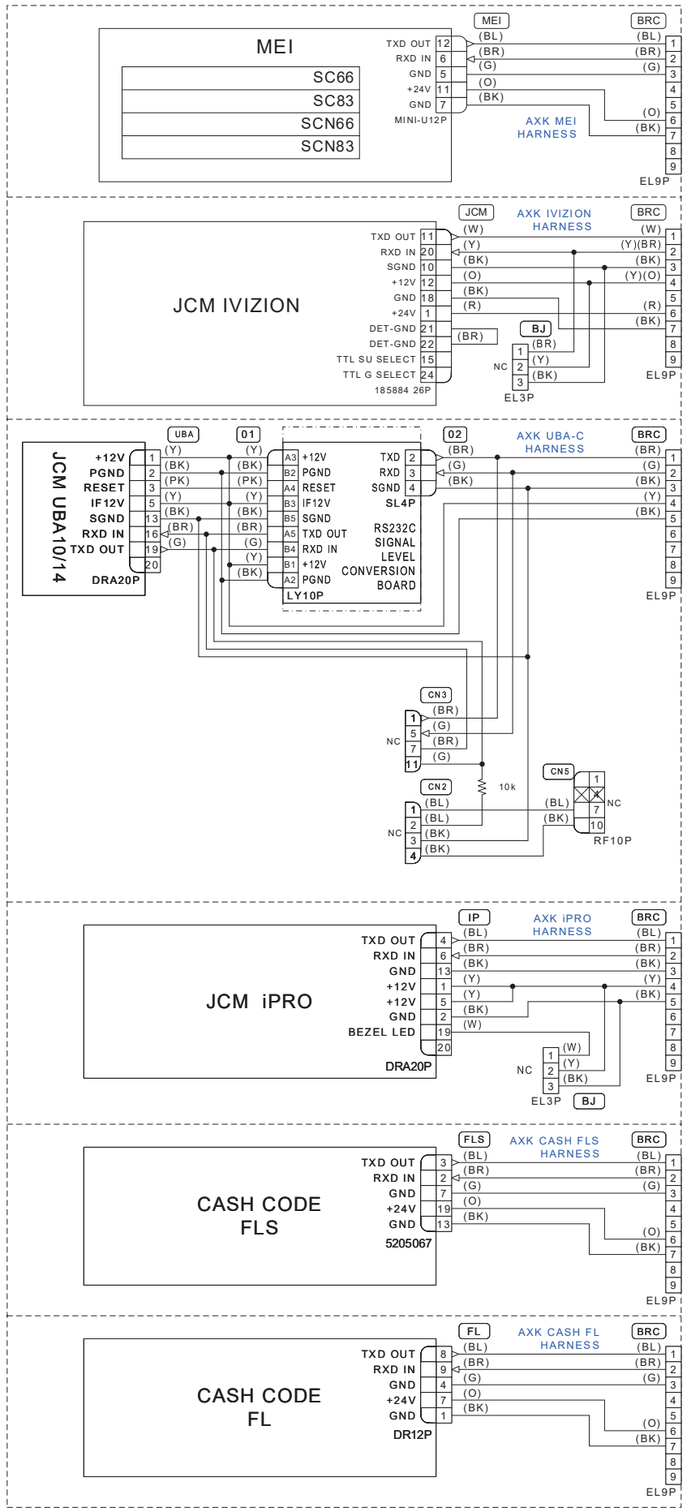


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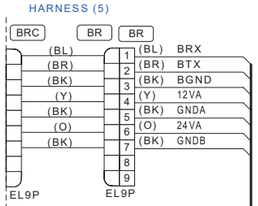
TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS
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STATION 5 PERIPHERAL DEVICES OPTIONS

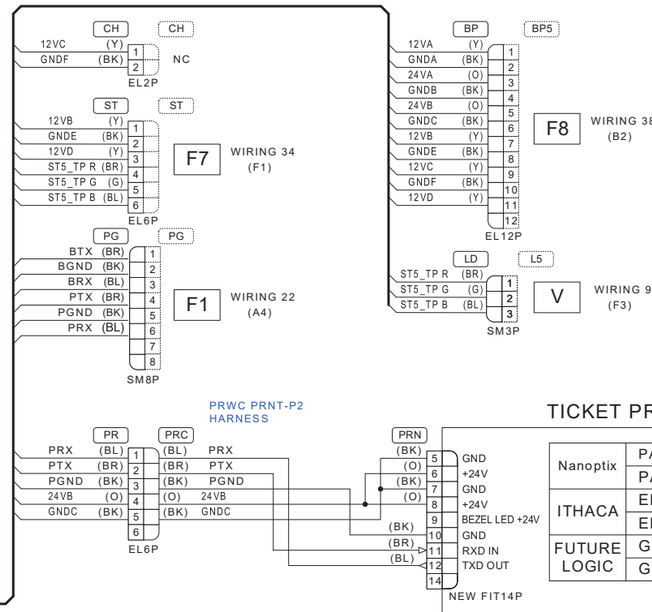
BILL VALIDATOR / NOTE ACCEPTOR



PRWC BV-AD HARNESS (5)



PRWC LC1-P2 HARNESS (3)

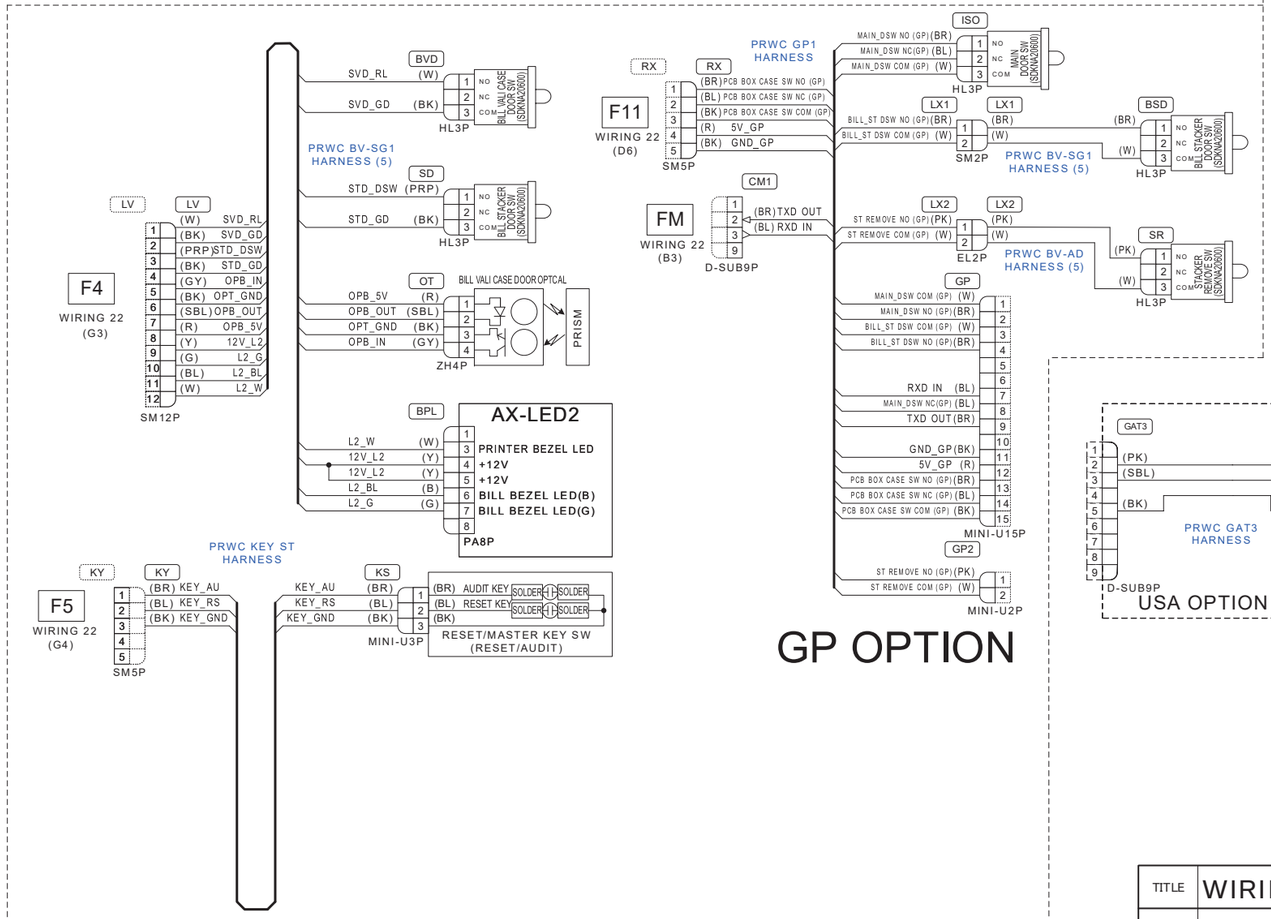


PRWC PRNT-P2 HARNESS

TICKET PRINTER

Nanoptix	PAYCHECK NEXTGEN
	PAYCHECK4
ITHACA	EPIC950
	EPIC EDGE
FUTURE LOGIC	GEN5
	GEN2

ALL ITEMS HAS THE SAME HARNESS



TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS
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STATION 6 CONTROLLER

AP-X LINK CONTROLLER

AX-GMEM

AX-GEN IO

(OPTION) BACK UP SSD 4G / 8G — SATA2 3.0 — SATA POWER2

SSD 4G (SSD 8G) — SATA1 3.0 — SATA POWER1

PS6 — WIRING 1 (F1) — IN — OT XCON AC HARNESS — OUT — RC

S6 — WIRING 1 (H3) — RJ-45 COUPLER — LAN CABLE 0.5m — FERRITE CORE (NFT-8) 2 TURNS — LAN2

G3 — WIRING 34 (F4) — SNAP-IN DUAL USB 2M — USB_0 (VBUS, D-, D+, GND, FGND) USB(A)

G9 — WIRING 38 (B3) — USB_1 (VBUS, D-, D+, GND, FGND) USB(A)

GM — WIRING 25 (F4) — COM1 (RXD IN, TXD OUT) D-SUB9P

WIRING 34 (F4) — DP Panel Mount Ext. Cable 2M — DP (M) / DP (F) — DISPLAY PORT 1

G1 — WIRING 25 (E2) — PRWC BV EXT HARNESS(1) — PRWC AX IO HARNESS(6) — SM8P / SM7P

PXSC DR SW HARNESS — PXSC 2WAY SW HARNESS — PXSC GEN IN HARNESS — PXSC GEN OUT HARNESS — PXSC GEN PWR HARNESS — PXSC PTS PWR HARNESS

PRWC AX IO HARNESS(6)

PRWC BV EXT HARNESS(1)

G11 — WIRING 25 (F3)

G4 — WIRING 25 (D4)

G5 — WIRING 25 (D5)

TITLE	WIRING DIAGRAM
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ARUZE GAMING AMERICA

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STATION 6 PERIPHERAL DEVICES OPTIONS

BILL VALIDATOR / NOTE ACCEPTOR

MEI
SC66
SC83
SCN66
SCN83

MEI — TXD OUT 12, RXD IN 6, GND 5, +24V 11, GND 7, MINI-U12P
AXK MEI HARNESS
BRC — EL9P

JCM IVIZION
JCM — TXD OUT 11, RXD IN 20, SGND 10, +12V 12, GND 18, +24V 1, DET-GND 21, DET-GND 22, TTL SU SELECT 15, TTL G SELECT 24, 185884 26P
AXK IVIZION HARNESS
BRC — EL9P
BJ — EL3P

JCM UBA10/14
+12V, PGND, RESET, IF12V, SGND, RXD IN, TXD OUT — DRA20P
UBA — 01 — LY10P (+12V, PGND, RESET, IF12V, SGND, TXD OUT, RXD IN, +12V, PGND)
RS232C SIGNAL LEVEL CONVERSION BOARD
AXK UBA-C HARNESS
02 — SL4P (TXD, RXD, SGND)
BRC — EL9P
CN3 — NC — 10k — CN5 — RF10P
CN2

JCM iPRO
TXD OUT, RXD IN, GND, +12V, +12V, GND, BEZEL LED — DRA20P
AXK iPRO HARNESS
IP — BRC — EL9P
BJ — EL3P

CASH CODE FLS
TXD OUT, RXD IN, GND, +24V, GND — 5205067
AXK CASH FLS HARNESS
FLS — BRC — EL9P

CASH CODE FL
TXD OUT, RXD IN, GND, +24V, GND — DR12P
AXK CASH FL HARNESS
FL — BRC — EL9P

PRWC BV-AD HARNESS (6)
BRC — BR — BR1 — EL9P — EL9P
PRWC LC3-P2 HARNESS (1)

CH1 — CH — EL2P (12VC, GNDF) — NC
ST1 — ST — EL6P (12VB, GNDE, 12VD, ST6_TP R, ST6_TP G, ST6_TP B) — G7 — WIRING 34 (F3)
PG1 — PG — SM8P (BTX, BGND, BRX, PTX, PGND, PRX) — G1 — WIRING 24 (A4)
BP — BP6 — EL12P (12VA, GNDA, 24VA, GNDB, 24VB, GNDC, 12VB, GNDE, 12VC, GNDF, 12VD) — G8 — WIRING 38 (B3)
L67 — L67 — SM6P (ST6_TP R, ST6_TP G, ST6_TP B, ST7_TP R, ST7_TP G, ST7_TP B) — W — WIRING 9 (E4)
G10 — WIRING 27 (F2)

PR1 — PRC — EL6P (PRX, PTX, PGND, 24VB, GNDC)
PRWC PRNT-P2 HARNESS
PRN — NEW FIT14P (GND, +24V, GND, +24V, BEZEL LED +24V, GND, RXD IN, TXD OUT)

TICKET PRINTER

Nanoptix	PAYCHECK NEXTGEN
	PAYCHECK4
ITHACA	EPIC950
	EPIC EDGE
FUTURE LOGIC	GEN5
	GEN2

ALL ITEMS HAS THE SAME HARNESS

GP OPTION

PRWC BV-SG1 HARNESS (6)
BVD — HL3P (SVD_RL, SVD_GD) — BILL VALI CASE DOOR SW (SDNKA20600)
SD — HL3P (STD_DSW (PRP), STD_GD) — BILL STACKER DOOR SW (SDNKA20600)
LV — SM12P (SVD_RL, SVD_GD, STD_DSW, STD_GD, OPB_IN, OPT_GND, OPB_OUT, 12V_L2, L2_G, L2_BL, L2_W) — G4 — WIRING 24 (H3)
OT — BILL VALI CASE DOOR OPTCAL — ZH4P (OPB_5V, OPB_OUT, OPT_GND, OPB_IN) — PRISM
BPL — PA8P — AX-LED2 (PRINTER BEZEL LED, +12V, +12V, BILL BEZEL LED(B), BILL BEZEL LED(G)) (L2_W, 12V_L2, 12V_L2, L2_BL, L2_G)

PRWC KEY ST HARNESS
KY — SM5P (KEY_AU, KEY_RS, KEY_GND) — G5 — WIRING 24 (H4)
KS — MINI-U3P (KEY_AU, KEY_RS, KEY_GND) — RESET/MASTER KEY SW (RESET/AUDIT) (AUDIT KEY, RESET KEY)

PRWC GP1 HARNESS
RX — SM5P (PCB BOX CASE SW NO (GP), PCB BOX CASE SW NC (GP), PCB BOX CASE SW COM (GP), 5V_GP, GND_GP) — G11 — WIRING 24 (D6)
ISO — HL3P (MAIN_DSW NO (GP), MAIN_DSW NC(GP), MAIN_DSW COM (GP)) — MAIN DOOR SW (SDNKA20600)
LX1 — SM2P (BILL_ST DSW NO (GP), BILL_ST DSW COM (GP))
SDP — BILL STACKER DOOR SW (SDNKA20600)
PRWC BV-SG1 HARNESS (6)
PRWC BV EXT HARNESS(1)
CM1 — D-SUB9P (TXD OUT, RXD IN) — GM — WIRING 24 (B3)
LX2 — EL2P (ST REMOVE NO (GP), ST REMOVE COM (GP))
SRP — SR — HL3P — BILL STACKER DOOR SW (SDNKA20600)
PRWC BV-AD HARNESS (6)
GP — MINI-U15P (MAIN_DSW COM (GP), MAIN_DSW NO (GP), BILL_ST DSW COM (GP), BILL_ST DSW NO (GP), RXD IN, MAIN_DSW NC(GP), TXD OUT, GND_GP, 5V_GP, PCB BOX CASE SW NO (GP), PCB BOX CASE SW NC (GP), PCB BOX CASE SW COM (GP))
GP2 — MINI-U2P (ST REMOVE NO (GP), ST REMOVE COM (GP))

AP-X
GAT3 — D-SUB9P — USA OPTION
PRWC GAT3 HARNESS
CM2 — D-SUB9P (COM2: +5V, RXD, TXD, DTR, GND, DSR, RTS, CTS, RI)
GO TO WIRING22

TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS
	ARUZE GAMING AMERICA
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STATION 7 CONTROLLER

AP-X LINK CONTROLLER

AX-GEN IO

AX-GMEM

(OPTION) BACK UP SSD 4G / 8G — SATA2 3.0 — SATA POWER2

SSD 4G (SSD 8G) — SATA1 3.0 — SATA POWER1

PS7 — WIRING 1 (G5) — IN — OT XCON AC HARNESS — OUT — RC — INLET PLUG L E N — OUTLET PULG L E N — INLET PLUG

WIRING 35 (B2) — DP (M) — DP (F) — DP Panel Mount Ext. Cable 2M — DISPLAY PORT 1

S7 — WIRING 1 (H3) — RJ-45 COUPLER — LAN CABLE 0.5m — FERRITE CORE (NFT-8) 2 TURNS — LAN2

H3 — WIRING 35 (B2) — V N P G F — SNAP-IN DUAL USB 2M — USB_0 VBUS D- D+ GND FGND USB(A)

H9 — WIRING 38 (E1) — USB_1 VBUS D- D+ GND FGND USB(A)

HM — WIRING 27 (F4) — COM1 — 1 RXD IN 2 TXD OUT 3 9 — D-SUB9P

H1 — WIRING 27 (E2) — PG2 — PG — PVC — PVC

1	(BR)	BTX	(BR)	1	TXD3
2	(BK)	BGND	(BK)	2	GND3
3	(BL)	BRX	(BL)	3	RXD3
4	(BR)	PTX	(BR)	4	TXD4
5	(BK)	PGND	(BK)	5	GND4
6	(BL)	PRX	(BL)	6	RXD4
7				7	
8					

SM8P — PRWC AX IO HARNESS(7) — SM7P

HDP — HDP

(Y)	1	12V-2_12VOUT01
(R)	2	MAIN2_5OUT1
(BK)	3	CN1_GND04
(BK)	4	12V-2_GND01

EL4P(NV)

CN6 — VCC 5V P-GND P-GND GND — VH5P — (R) (BK)

PXSC GEN PWR HARNESS

SY — (R) (BK) — SM4P — SY — (R) (BK) — 5V_GP GND_GP

PXSC PTS PWR HARNESS

PD — PCB BOX CASE SW NO (GP) (BR) — PCB BOX CASE SW NC (GP) (BL) — PCB BOX CASE SW COM (GP) (BK) — HL3P — PC BOX CASE DOOR SW (SDNAA20600)

RX — RX — PCB BOX CASE SW NO (GP) (BR) — PCB BOX CASE SW NC (GP) (BL) — PCB BOX CASE SW COM (GP) (BK) — 5V_GP (R) — GND_GP (BK) — SM5P

H11 — WIRING 27 (F3)

CN4 — AG4 — PXSC DR SW HARNESS

NO	1	(W)	
NO	2	(PRP)	
NO	3	(GY)	
NO	4	(BR)	
NO	5	(SBL)	
COM	6	(BK)	
COM	7	(BK)	
COM	8	(BK)	

PH8P

SVD — SVD — NO (W) — (W) SVD_SW — NO (PRP) — (PRP) STD_DSW — COM (BK) — (BK) SVD_GD — COM (BK) — (BK) STD_GD — SM4P

SD — SD — NO (GY) — (SBL) — COM (BK) — (BK) — HL3P — PXSC 2WAY SW HARNESS — #250 #250 #250 #250 — To AP-X LINK CONTROLLER — SECURITY DOOR SW

TC — NO (SBL) — COM (BK) — To AP-X LINK CONTROLLER — TOP DOOR SW — HL3P

MD — NO (BR) — COM (BK) — To AP-X LINK CONTROLLER — MAIN DOOR SW — HL3P

CN8 — AG4

GPO-1	1	(BR)	GPO-1
GPO-2	2	(G)	GPO-2
GPO-3	3	(BL)	GPO-3
GPO-4	4	(PRP)	GPO-4
GPO-5	5	(GY)	GPO-5
GPO-6	6	(W)	GPO-6
GPO-7	7	(PK)	GPO-7
GPO-8	8	(SBL)	GPO-8
GND	9	(BK)	GND
GND	10	(BK)	GND

PH10P

PXSC GEN IN HARNESS

ARP — ARP

GPI-1	1	(BR)	KEY_AU
GND	2	(BK)	KEY_GND
GPI-2	3	(BL)	KEY_RS
GPI-3	4		
GND	5		

SM5P

SWB — SWB

GPI-4	1	(GY)	OPD_IN
GPI-5	2	(GY)	OPB_IN
GPI-6	3		
GPI-7	4		
GND	5	(BK)	OPT_GND
GPI-8	6		

SM6P

CN1 — CN1

GPO-1	1	(BR)	GPO-1
GPO-2	2	(G)	GPO-2
GPO-3	3	(BL)	GPO-3
GPO-4	4	(PRP)	GPO-4
GPO-5	5	(GY)	GPO-5
GPO-6	6	(W)	GPO-6
GPO-7	7	(PK)	GPO-7
GPO-8	8	(SBL)	GPO-8
GND	9	(BK)	GND
GND	10	(BK)	GND

PUD10P

PRWC AX IO HARNESS(7)

CN2 — CN2

OUT1	1	(G)
OUT2	2	(BL)
OUT3	3	(W)
OUT4	4	
OUT5	5	
OUT6	6	
OUT7	7	
OUT8	8	

PND8P

PXSC GEN OUT HARNESS

CN3 — CN3

OPT_OUT1	1	(R)
5V	2	
OPT_OUT2	3	(R)
5V	4	(GY)
OPT_OUT3	5	
GND	6	(SBL)
OPT_OUT4	7	
GND	8	

PUD8P

GO — GO

(G)	1	(G)	L2_G
(BL)	2	(BL)	L2_BL
(W)	3	(W)	L2_W
(GY)	4	(SBL)	OPD_OUT
(SBL)	5	(SBL)	OPB_OUT
(R)	6	(R)	OPD_5V
(R)	7	(R)	OPB_5V
(Y)	8	(Y)	12V_L2
(BK)	9		

SM9P

LD — LD — (Y) — (BK) — EL2P — (Y) — (BK)

DR — SVD_SW (W) — SVD_RL (W) — HL3P — NO NC COM — STATION DOOR SW (SDNAA20600)

OP — STATION DOOR OPTCAL

OPD_5V	(R)	1
OPD_OUT	(SBL)	2
OPT_GND	(BK)	3
OPD_IN	(GY)	4

ZH4P — PRISM

LV — LV

SVD_RL	(W)	1
SVD_GD	(BK)	2
STD_DSW	(PRP)	3
STD_GD	(BK)	4
OPB_IN	(GY)	5
OPT_GND	(BK)	6
OPB_OUT	(SBL)	7
OPB_5V	(R)	8
12V_L2	(Y)	9
L2_G	(G)	10
L2_BL	(BL)	11
L2_W	(W)	12

SM12P — H4 — WIRING 27 (D4)

KY — KY

KEY_AU	(BR)	1
KEY_RS	(BL)	2
KEY_GND	(BK)	3
		4
		5

SM5P — H5 — WIRING 27 (D5)

TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS
	ARUZE GAMING AMERICA
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STATION 7 PERIPHERAL DEVICES OPTIONS

BILL VALIDATOR / NOTE ACCEPTOR

MEI
SC66
SC83
SCN66
SCN83

MEI — TXD OUT 12, RXD IN 6, GND 5, +24V 11, GND 7, MINI-U12P
AXK MEI HARNESS
BRC — EL9P

JCM IVIZION — TXD OUT 11, RXD IN 20, SGND 10, +12V 12, GND 18, +24V 1, DET-GND 21, DET-GND 22, TTL SU SELECT 15, TTL G SELECT 24, 185884 26P
JCM — AXK IVIZION HARNESS — BRC — EL9P
BJ — EL3P

JCM UBA10/14 — +12V, PGND, RESET, IF12V, SGND, RXD IN, TXD OUT — DRA20P
UBA — 01 — LY10P (A3 +12V, B2 PGND, A4 RESET, B3 IF12V, B5 SGND, A5 TXD OUT, B4 RXD IN, B1 +12V, A2 PGND)
02 — SL4P (TXD, RXD, SGND) — RS232C SIGNAL LEVEL CONVERSION BOARD
AXK UBA-C HARNESS — BRC — EL9P

CN3 — CN2 — CN5 — RF10P — 10k

JCM iPRO — TXD OUT, RXD IN, GND, +12V, +12V, GND, BEZEL LED — DRA20P
IP — AXK iPRO HARNESS — BRC — EL9P
BJ — EL3P

CASH CODE FLS — TXD OUT, RXD IN, GND, +24V, GND — 5205067
FLS — AXK CASH FLS HARNESS — BRC — EL9P

CASH CODE FL — TXD OUT, RXD IN, GND, +24V, GND — DR12P
FL — AXK CASH FL HARNESS — BRC — EL9P

PRWC BV-AD HARNESS (7)
BRC — BR — BR2 — EL9P — EL9P
BRX, BTX, BGND, 12VA, GNDA, 24VA, GNDB

PRWC LC3-P2 HARNESS (1)

CH2 — 12VC, GNDF — NC — EL2P
ST2 — ST — 12VB, GNDE, 12VD, ST7_TP R, ST7_TP G, ST7_TP B — H7 WIRING 35 (B1) — EL6P
PG2 — PG — BTX, BGND, BRX, PTX, PGND, PRX — H1 WIRING 26 (A4) — SM8P

BS — BS — 12VA, GNDA, 24VA, GNDB, 24VB, GNDC, 12VB, GNDE, 12VC, GNDF, 12VD — YL12P
H8 WIRING 38 (E2)
G10 WIRING 27 (E2)

PRWC PRNT-P2 HARNESS
PR2 — PRC — PRX, PTX, PGND, 24VB, GNDC — EL6P
PRN — GND, +24V, GND, +24V, BEZEL LED +24V, GND, RXD IN, TXD OUT — NEW FIT14P

TICKET PRINTER

Nanoptix	PAYCHECK NEXTGEN
	PAYCHECK4
ITHACA	EPIC950
	EPIC EDGE
FUTURE LOGIC	GEN5
	GEN2

ALL ITEMS HAS THE SAME HARNESS

BVD — SVD_RL, SVD_GD — BILL VALI CASE DOOR SW (SDKNA026600) — HL3P
PRWC BV-SG1 HARNESS (7)
SD — STD_DSW (PRP), STD_GD — STACKER DOOR SW (SDKNA026600) — HL3P
OT — OPB_5V, OPB_OUT, OPT_GND, OPB_IN — BILL VALI CASE DOOR OPTCAL — PRISM — ZH4P
BPL — L2_W, 12V_L2, 12V_L2, L2_BL, L2_G — AX-LED2 — PRINTER BEZEL LED, +12V, +12V, BILL BEZEL LED(B), BILL BEZEL LED(G) — PA8P

LV — SVD_RL, SVD_GD, STD_DSW, STD_GD, OPB_IN, OPT_GND, OPB_OUT, 12V_L2, L2_G, L2_BL, L2_W — SM12P
H4 WIRING 26 (G3)

PRWC KEY ST HARNESS
KY — KEY_AU, KEY_RS, KEY_GND — SM5P
H5 WIRING 26 (G4)
KS — KEY_AU, KEY_RS, KEY_GND — MINI-U3P — RESET/MASTER KEY SW (RESET/AUDIT)

RX — H11 WIRING 26 (D6) — SM5P
PRWC GP1 HARNESS
PCB BOX CASE SW NO (GP), PCB BOX CASE SW NC (GP), PCB BOX CASE SW COM (GP), 5V_GP, GND_GP
ISO — MAIN DOOR SW (SDKNA026600) — HL3P
LX1 — SM2P
BSD — BILL_ST DOOR SW (SDKNA026600) — HL3P
PRWC BV-SG1 HARNESS (7)

CM1 — HM WIRING 26 (B3) — D-SUB9P
TXD OUT, RXD IN

LX2 — EL2P
SR — STACKER DOOR SW (SDKNA026600) — HL3P
PRWC BV-AD HARNESS (7)

GP — MAIN_DSW COM (GP), MAIN_DSW NO (GP), BILL_ST DSW COM (GP), BILL_ST DSW NO (GP), RXD IN, MAIN_DSW NC(GP), TXD OUT, GND_GP, 5V_GP, PCB BOX CASE SW NO (GP), PCB BOX CASE SW NC (GP), PCB BOX CASE SW COM (GP) — MINI-U15P
GP2 — ST REMOVE NO (GP), ST REMOVE COM (GP) — MINI-U2P

GP OPTION

AP-X

GAT3 — CM2 — COM2 (+5V, RXD, TXD, DTR, GND, DSR, RTS, CTS, RI) — D-SUB9P
PRWC GAT3 HARNESS
USA OPTION
GO TO WIRING24

TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS
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STATION 8 CONTROLLER

AP-X LINK CONTROLLER

AX-GEN IO

AX-GMEM

(OPTION) BACK UP SSD 4G / 8G — SATA2 3.0 — SATA POWER2

SSD 4G (SSD 8G) — SATA1 3.0 — SATA POWER1

PS8 WIRING 1 (G5) — IN — OT XCON AC HARNESS — OUT — RC

S8 WIRING 1 (H3) — RJ-45 COUPLER — LAN CABLE 0.5m — FERRITE CORE (NFT-8) 2 TURNS — LAN2

I3 WIRING 35 (B4) — SNAP-IN DUAL USB 2M — USB_0 VBUS D- D+ GND FGND USB(A)

I9 WIRING 38 (E3) — USB_1 VBUS D- D+ GND FGND USB(A)

IM WIRING 29 (F4) — COM1 RXD IN TXD OUT D-SUB9P

WIRING 35 (B4) — DP (M) DP (F) — DP Panel Mount Ext. Cable 2M — DISPLAY PORT 1

I1 WIRING 29 (E2) — PRWC AX IO HARNESS(8) — SM8P / SM7P — TXD3 GND3 RXD3 TXD4 GND4 RXD4

HDP — 12V-2_12VOUT01 MAIN2_5OUT1 CN1_GND04 12V-2_GND01 — EL4P(NV)

PXSC DR SW HARNESS — SM4P — SVD_SW STD_DSW SVD_GD STD_GD

SD — NO (GY) COM (BK) (SBL) (BK) — HL3P — PXSC 2WAY SW HARNESS — To AP-X LINK CONTROLLER — SECURITY DOOR SW

TC — NO (SBL) COM (BK) — HL3P — To AP-X LINK CONTROLLER — TOP DOOR SW

MD — NO (BR) COM (BK) — HL3P — To AP-X LINK CONTROLLER — MAIN DOOR SW

PXSC GEN IN HARNESS — ARP — KEY_AU KEY_GND KEY_RS — SM5P

SWB — OPD_IN OPB_IN OPT_GND — SM6P

PRWC AX IO HARNESS(8)

PXSC GEN OUT HARNESS — GO — L2_G L2_BL L2_W OPD_OUT OPB_OUT OPD_5V OPB_5V 12V_L2 — SM9P

PXSC GEN PWR HARNESS — LD — EL2P

PXSC PTS PWR HARNESS — SY — SM4P — PD — PCB BOX CASE SW NO/NC/COM (GP) — HL3P — PCB BOX CASE DOOR SW (SDNAA20600) — RX — 5V_GP GND_GP — SM5P — I11 WIRING 29 (F3)

DR — SVD_SW (W) SVD_RL (W) — HL3P — STATION DOOR SW (SDNAA20600)

OP — STATION DOOR OPTICAL — OPD_5V OPD_OUT OPT_GND OPD_IN — ZH4P — PRISM

LV — SVD_RL SVD_GD STD_DSW STD_GD OPB_IN OPT_GND OPB_OUT OPB_5V 12V_L2 L2_G L2_BL L2_W — SM12P — I4 WIRING 29 (D4)

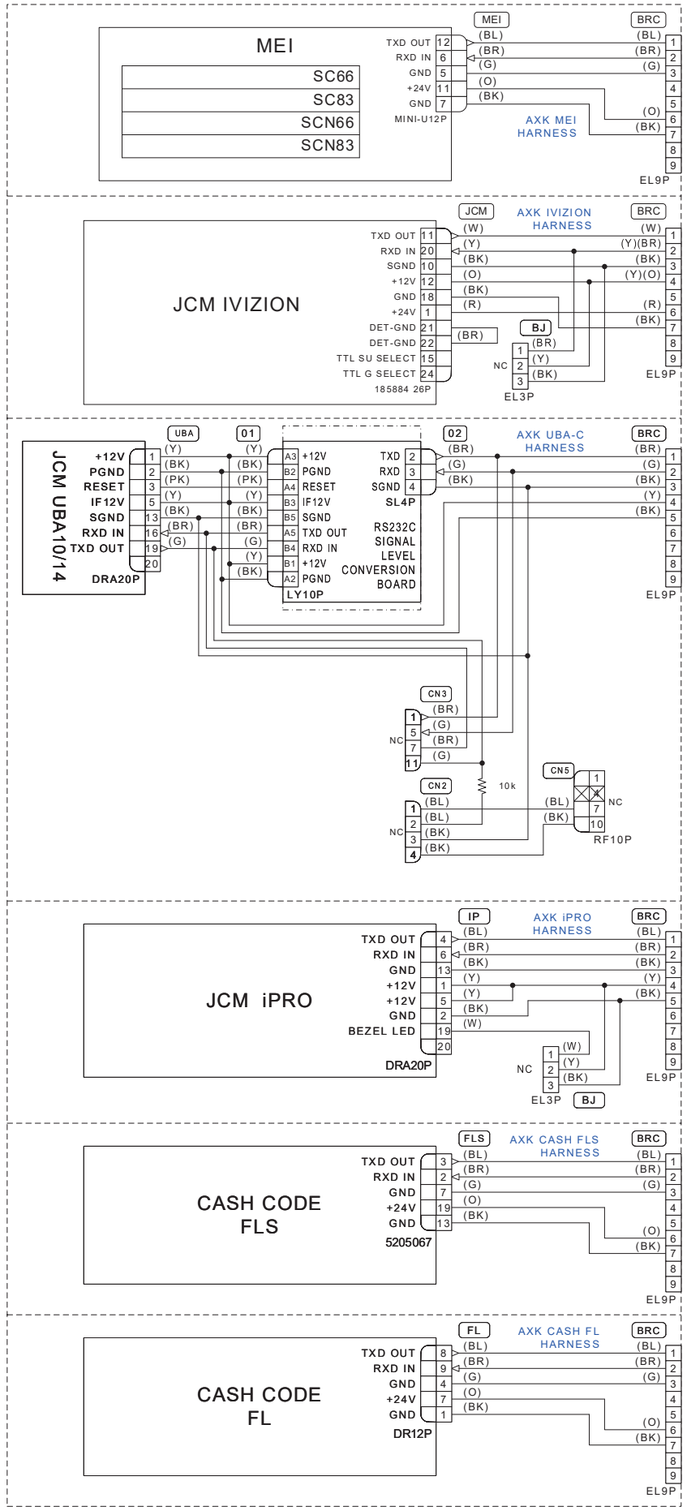
KY — KEY_AU KEY_RS KEY_GND — SM5P — I5 WIRING 29 (D5)

TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS
ARUZE GAMING AMERICA	PAGE 28/39

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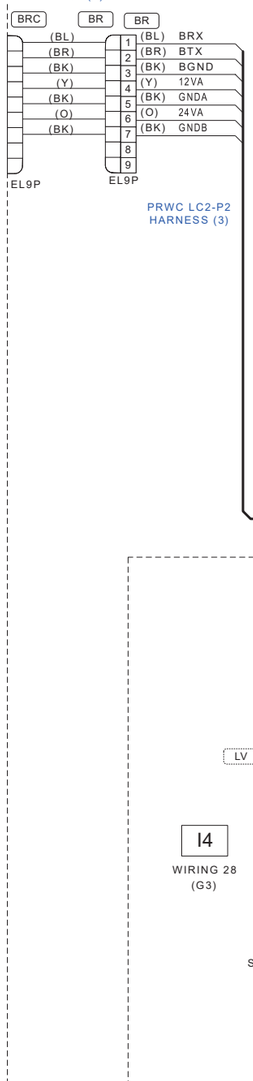
STATION 8 PERIPHERAL DEVICES OPTIONS

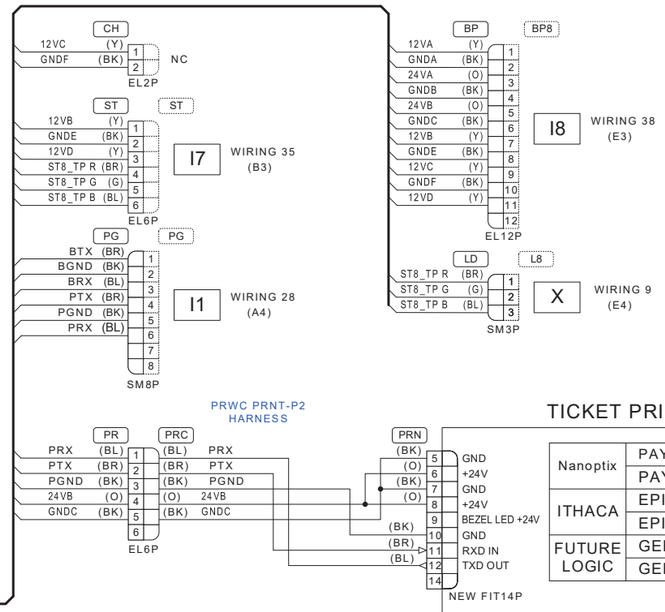
BILL VALIDATOR / NOTE ACCEPTOR



PRWC BV-AD HARNESS (8)

PRWC LC2-P2 HARNESS (3)



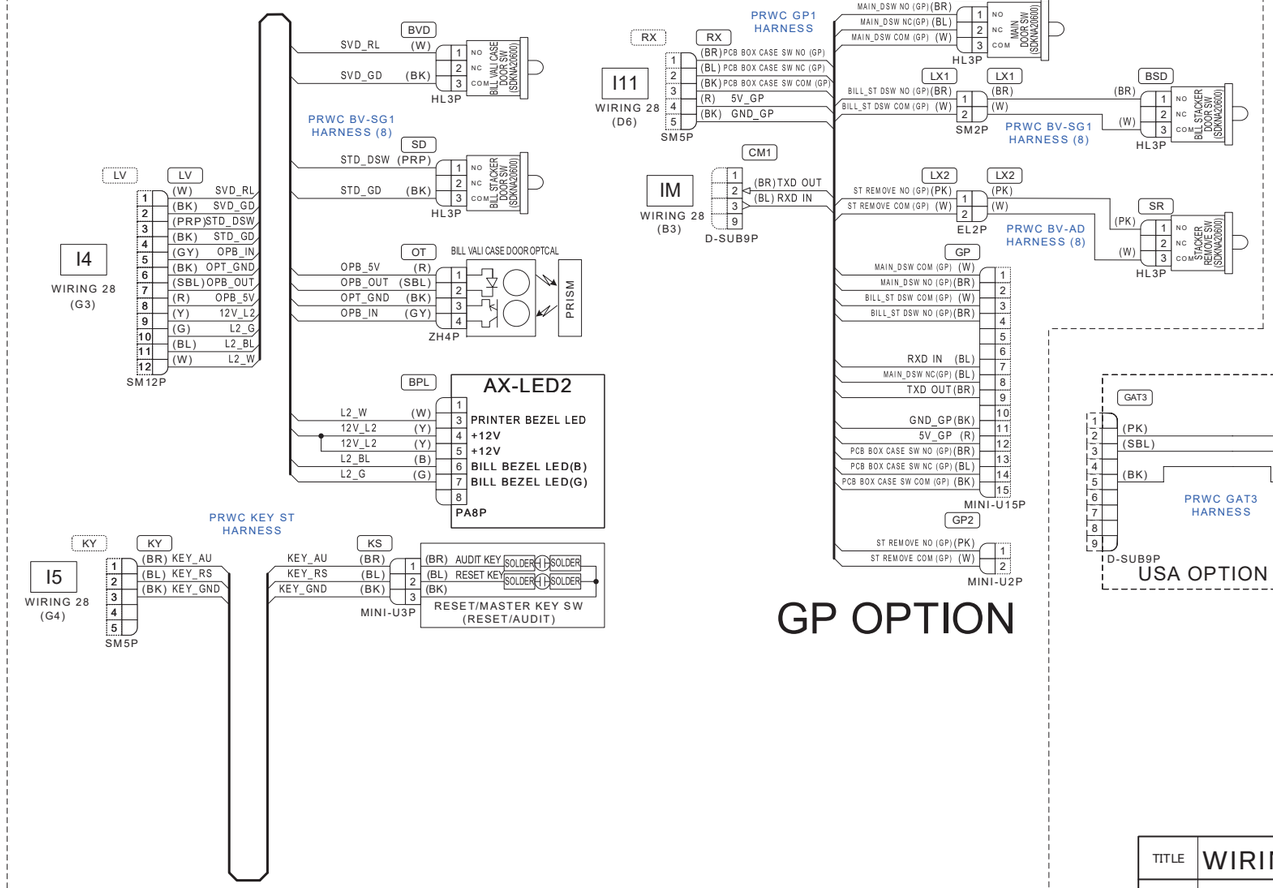


PRWC PRNT-P2 HARNESS

TICKET PRINTER

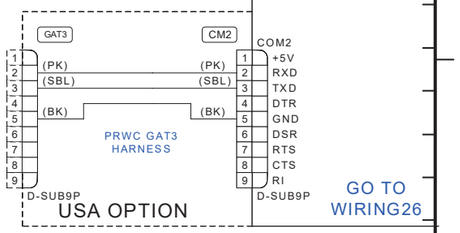
Nanoptix	PAYCHECK NEXTGEN
	PAYCHECK4
ITHACA	EPIC950
	EPIC EDGE
FUTURE LOGIC	GEN5
	GEN2

ALL ITEMS HAS THE SAME HARNESS



GP OPTION

AP-X



TITLE	WIRING DIAGRAM
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STATION 9 CONTROLLER

AP-X LINK CONTROLLER

AX-GEN IO

PS9 — WIRING 1 (H5)
IN: INLET PLUG L E N
OT XCON AC HARNESS
OUT: OUTLET PULG L E N
RC: INLET PLUG L E N

WIRING 35 (E2) DP (M) DP (F) — DP Panel Mount Ext. Cable 2M — DISPLAY PORT 1

S9 — WIRING 1 (H3) — RJ-45 COUPLER — LAN CABLE 0.5m — FERRITE CORE (NFT-8) 2 TURNS — LAN2

J3 — WIRING 35 (E2) — SNAP-IN DUAL USB 2M
USB_0: V VBUS, N D-, P D+, G GND, F FGND — USB(A)

J9 — WIRING 39 (C1)
USB_1: V VBUS, N D-, P D+, G GND, F FGND — USB(A)

JM — WIRING 31 (F4)
COM1: 1, 2 RXD IN, 3 TXD OUT, 9 — D-SUB9P

J1 — WIRING 31 (E2)
PG (BR) BTX — PVC (BR) TXD3
PG (BK) BGND — PVC (BK) GND3
PG (BL) BRX — PVC (BL) RXD3
PG (BR) PTX — PVC (BR) TXD4
PG (BK) PGND — PVC (BK) GND4
PG (BL) PRX — PVC (BL) RXD4
PRWC AX IO HARNESS(9)
SM8P — SM7P

HDP (Y) 1 12V-2_12VOUT01
HDP (R) 2 MAIN2_5OUT1
(BK) 3 CN1_GND04
(BK) 4 12V-2_GND01
EL4P(NV)

CN6: VCC, 5V, P-GND, P-GND, GND — VH5P
CN6 (R) (BK)

PXSC GEN PWR HARNESS

AX-GMEM
CN4 — AG4 — PXSC DR SW HARNESS
NO 1 (W)
NO 2 (PRP)
NO 3 (GY)
NO 4 (BR)
NO 5 (SBL)
COM 6 (BK)
COM 7 (BK)
COM 8 (BK)
PH8P

SVD (W) SVD_SW
SVD (PRP) STD_DSW
SVD (BK) SVD_GD
SVD (BK) STD_GD
SM4P

SD NO (GY) SD (SBL)
SD COM (BK) SD (BK)
HL3P — PXSC 2WAY SW HARNESS
#250 #250 #250 #250 — To AP-X LINK CONTROLLER — SECURITY DOOR SW

TC NO (SBL) — To AP-X LINK CONTROLLER — TOP DOOR SW
COM (BK)
HL3P

MD NO (BR) — To AP-X LINK CONTROLLER — MAIN DOOR SW
COM (BK)
HL3P

CN8 — CN8
GPO-1 1 (BR) GPO-1
GPO-2 2 (G) GPO-2
GPO-3 3 (BL) GPO-3
GPO-4 4 (PRP) GPO-4
GPO-5 5 (GY) GPO-5
GPO-6 6 (W) GPO-6
GPO-7 7 (PK) GPO-7
GPO-8 8 (SBL) GPO-8
GND 9 (BK) GND
GND 10 (BK) GND
PH10P

PXSC GEN IN HARNESS

ARP — ARP
GPI-1 1 (BR) KEY_AU
GND 2 (BK) KEY_GND
GPI-2 3 (BL) KEY_RS
GPI-3 4
GND 5
SM5P

SWB — SWB
GPI-4 1 (GY) OPD_IN
GPI-5 2 (GY) OPB_IN
GPI-6 3
GPI-7 4
GND 5 (BK) OPT_GND
GPI-8 6
SM6P

CN1 — CN1
GPO-1 1 (BR) GPO-1
GPO-2 2 (G) GPO-2
GPO-3 3 (BL) GPO-3
GPO-4 4 (PRP) GPO-4
GPO-5 5 (GY) GPO-5
GPO-6 6 (W) GPO-6
GPO-7 7 (PK) GPO-7
GPO-8 8 (SBL) GPO-8
GND 9 (BK) GND
GND 10 (BK) GND
PUD10P

PRWC AX IO HARNESS(9)

CN2 — CN2 — PXSC GEN OUT HARNESS
OUT1 1 (G)
OUT2 2 (BL)
OUT3 3 (W)
OUT4 4
OUT5 5
OUT6 6
OUT7 7
OUT8 8
PND8P

GO (G) (G) L2_G
GO (BL) (BL) L2_BL
GO (W) (W) L2_W
GO (GY) (SBL) OPD_OUT
GO (SBL) (SBL) OPB_OUT
GO (R) (R) OPD_5V
GO (R) (R) OPB_5V
GO (Y) (Y) 12V_L2
GO (BK)
SM9P

CN3 — CN3
OPT_OUT1 1 (R)
5V 2
OPT_OUT2 3 (R)
5V 4 (GY)
OPT_OUT3 5
GND 6 (SBL)
OPT_OUT4 7
GND 8
PUD8P

LD (Y) (Y)
LD (BK) (BK)
EL2P

PD — PCB BOX CASE SW NO (GP) (BR)
PCB BOX CASE SW NC (GP) (BL)
PCB BOX CASE SW COM (GP) (BK)
HL3P — PCB BOX CASE DOOR SW (SDNAA20800)

SY (R) (BK)
SY (R) (BK)
SM4P

RX — RX
PCB BOX CASE SW NO (GP) (BR)
PCB BOX CASE SW NC (GP) (BL)
PCB BOX CASE SW COM (GP) (BK)
5V_GP (R)
GND_GP (BK)
SM5P

J11 — WIRING 31 (F3)

PXSC PTS PWR HARNESS

DR — SVD_SW (W) — SVD_RL (W) — HL3P — STATION DOOR SW (SDNAA20800)

OP — STATION DOOR OPTCAL
OPD_5V (R)
OPD_OUT (SBL)
OPT_GND (BK)
OPD_IN (GY)
ZH4P — PRISM

LV — LV
SVD_RL (W)
SVD_GD (BK)
STD_DSW (PRP)
STD_GD (BK)
OPB_IN (GY)
OPT_GND (BK)
OPB_OUT (SBL)
OPB_5V (R)
12V_L2 (Y)
L2_G (G)
L2_BL (BL)
L2_W (W)
SM12P

J4 — WIRING 31 (D4)

KY — KY
KEY_AU (BR)
KEY_RS (BL)
KEY_GND (BK)
SM5P

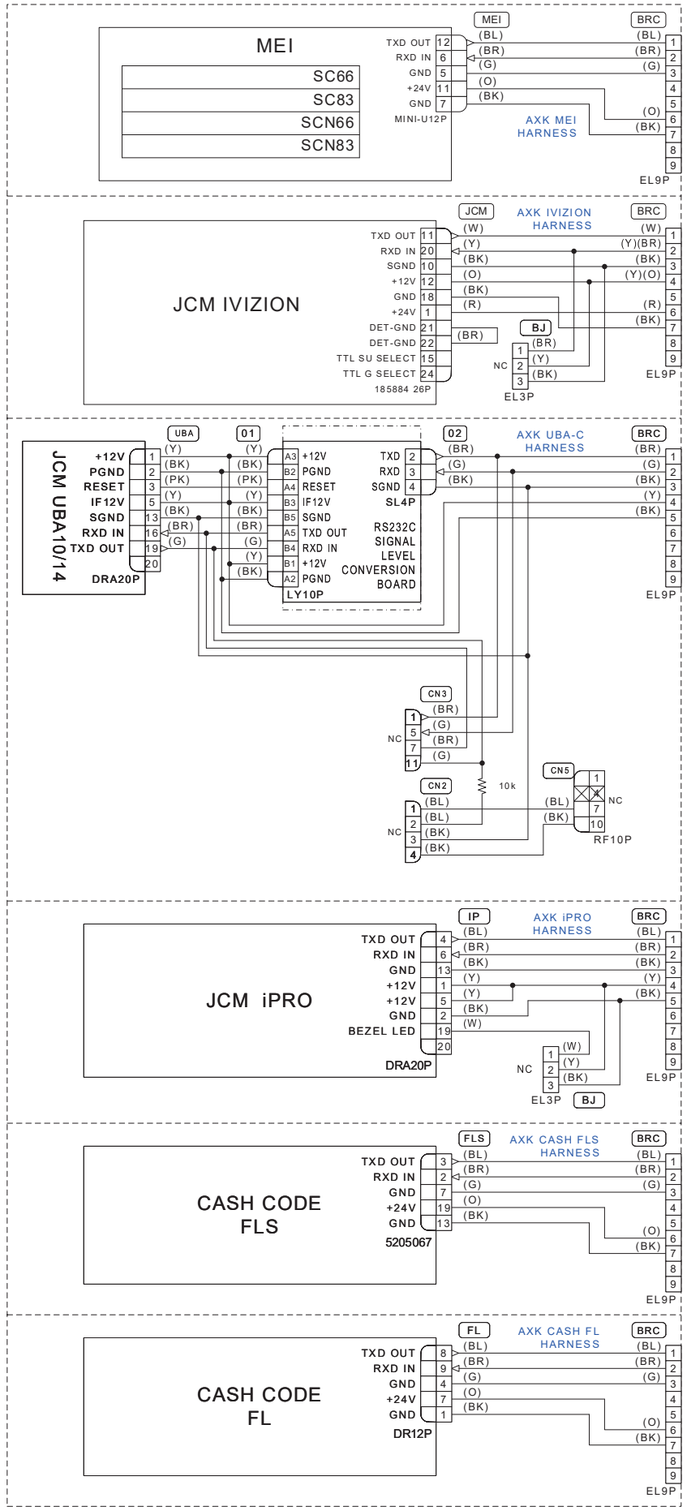
J5 — WIRING 31 (D5)

TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS
	ARUZE GAMING AMERICA
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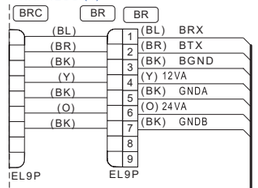
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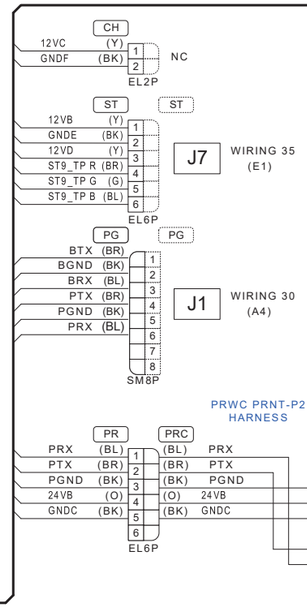
BILL VALIDATOR / NOTE ACCEPTOR



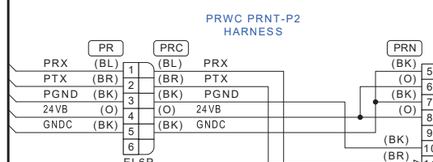
PRWC BV-AD HARNESS (9)

PRWC LC2-P2 HARNESS (4)





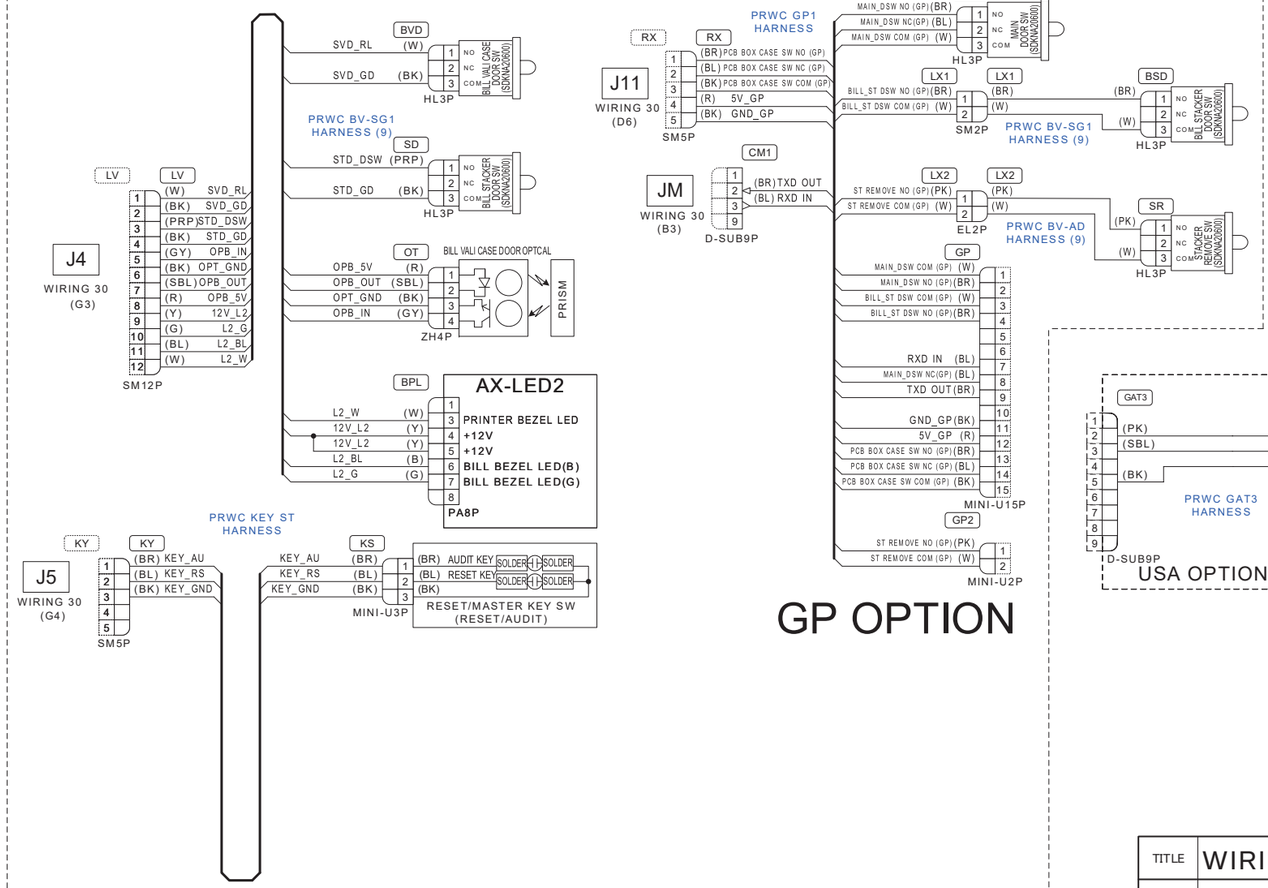
PRWC PRNT-P2 HARNESS



TICKET PRINTER

Nanoptix	PAYCHECK NEXTGEN
	PAYCHECK4
ITHACA	EPIC950
	EPIC EDGE
FUTURE LOGIC	GEN5
	GEN2

ALL ITEMS HAS THE SAME HARNESS



TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS
ARUZE GAMING AMERICA	PAGE 31/39

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STATION 10 CONTROLLER

AP-X LINK CONTROLLER

AX-GEN IO

(OPTION) BACK UP SSD 4G / 8G — SATA2 3.0 / SATA POWER2

SSD 4G (SSD 8G) — SATA1 3.0 / SATA POWER1

PS10 — WIRING 1 (H5) — IN — OT XCON AC HARNESS — OUT — RC — INLET PLUG (L E N) — OUTLET PULG (L E N)

WIRING 35 (E4) — DP (M) / DP (F) — DP Panel Mount Ext. Cable 2M — DISPLAY PORT 1

S10 — WIRING 1 (H3) — RJ-45 COUPLER — LAN CABLE 0.5m — FERRITE CORE (NFT-8) 2 TURNS — LAN2

K3 — WIRING 35 (E4) — V N P G F — SNAP-IN DUAL USB 2M — USB_0 V VBUS N D- P D+ G GND F FGND USB(A)

K9 — WIRING 39 (C3) — USB_1 V VBUS N D- P D+ G GND F FGND USB(A)

KM — WIRING 33 (F4) — COM1 1 2 RXD IN 3 TXD OUT 9 D-SUB9P

K1 — WIRING 33 (E2) — PG / PG — PVC / PVC

1	(BR)	BTX	(BR)	1	TXD3
2	(BK)	BGND	(BK)	2	GND3
3	(BL)	BRX	(BL)	3	RXD3
4	(BR)	PTX	(BR)	4	TXD4
5	(BK)	PGND	(BK)	5	GND4
6	(BL)	PRX	(BL)	6	RXD4
7				7	
8					

SM8P — PRWC AX IO HARNESS(10) — SM7P

AX-GMEM

CN4 — AG4 — PXSC DR SW HARNESS

NO 1	(W)		
NO 2	(PRP)		
NO 3	(GY)	SD (SBL)	HL3P — PXSC 2WAY SW HARNESS — #250 — To AP-X LINK CONTROLLER — SECURITY DOOR SW
NO 4	(BR)		
NO 5	(SBL)	TC	HL3P — To AP-X LINK CONTROLLER — TOP DOOR SW
COM 6	(BK)		
COM 7	(BK)	MD	HL3P — To AP-X LINK CONTROLLER — MAIN DOOR SW
COM 8	(BK)		

PH8P

SVD (W) SVD_SW; (PRP) STD_DSW; (BK) SVD_GD; (BK) STD_GD — SM4P

CN8 — PXSC GEN IN HARNESS

GPO-1 1	(BR)	GPO-1
GPO-2 2	(G)	GPO-2
GPO-3 3	(BL)	GPO-3
GPO-4 4	(PRP)	GPO-4
GPO-5 5	(GY)	GPO-5
GPO-6 6	(W)	GPO-6
GPO-7 7	(PK)	GPO-7
GPO-8 8	(SBL)	GPO-8
GND 9	(BK)	GND
GND 10	(BK)	GND

PH10P

ARP — ARP

GPI-1 1	(BR)	KEY_AU
GND 2	(BK)	KEY_GND
GPI-2 3	(BL)	KEY_RS
GPI-3 4		
GND 5		

SM5P

SWB — SWB

GPI-4 1	(GY)	OPD_IN
GPI-5 2	(GY)	OPB_IN
GPI-6 3		
GPI-7 4		
GND 5	(BK)	OPT_GND
GPI-8 6		

SM6P

CN1 — PRWC AX IO HARNESS(10)

GPO-1 1	(BR)	GPO-1
GPO-2 2	(G)	GPO-2
GPO-3 3	(BL)	GPO-3
GPO-4 4	(PRP)	GPO-4
GPO-5 5	(GY)	GPO-5
GPO-6 6	(W)	GPO-6
GPO-7 7	(PK)	GPO-7
GPO-8 8	(SBL)	GPO-8
GND 9	(BK)	GND
GND 10	(BK)	GND

PUD10P

CN2 — PXSC GEN OUT HARNESS

		GO		
OUT1 1	(G)	1	(G)	L2_G
OUT2 2	(BL)	2	(BL)	L2_BL
OUT3 3	(W)	3	(W)	L2_W
OUT4 4		4	(SBL)	OPD_OUT
OUT5 5		5	(SBL)	OPB_OUT
OUT6 6		6	(R)	OPD_5V
OUT7 7		7	(R)	OPB_5V
OUT8 8		8	(Y)	12V_L2
		9	(BK)	

PND8P — SM9P

CN3

OPT_OUT1 1	(R)	
5V 2		
OPT_OUT2 3	(R)	
5V 4	(GY)	
OPT_OUT3 5		
GND 6	(SBL)	
OPT_OUT4 7		
GND 8		

PUD8P

HDP / HDP

(Y) 1	12V-2_12VOUT01	
(R) 2	MAIN2_5OUT1	
(BK) 3	CN1_GND04	
(BK) 4	12V-2_GND01	

EL4P(NV)

CN6 — VCC 1 — 5V 2 — P-GND 3 — P-GND 4 — GND 5 — VH5P

CN6 — (R) — (BK) — PXSC GEN PWR HARNESS

LD (Y) (BK) — EL2P

SY (R) (BK) — SM4P

SY (R) (BK) — 5V_GP — GND_GP — PXSC PTS PWR HARNESS

PD — PCB BOX CASE SW NO (GP) (BR) — PCB BOX CASE SW NC (GP) (BL) — PCB BOX CASE SW COM (GP) (BK) — HL3P — PCB BOX CASE DOOR SW (SDNAA20600)

RX / RX

PCB BOX CASE SW NO (GP)	(BR)	1
PCB BOX CASE SW NC (GP)	(BL)	2
PCB BOX CASE SW COM (GP)	(BK)	3
5V_GP	(R)	4
GND_GP	(BK)	5

SM5P — K11 — WIRING 33 (F3)

DR — SVD_SW (W) — SVD_RL (W) — HL3P — STATION DOOR SW (SDNAA20600)

OP — STATION DOOR OPTCAL — OPD_5V (R) — OPD_OUT (SBL) — OPT_GND (BK) — OPD_IN (GY) — ZH4P — PRISM

LV / LV

SVD_RL	(W)	1
SVD_GD	(BK)	2
STD_DSW	(PRP)	3
STD_GD	(BK)	4
OPB_IN	(GY)	5
OPT_GND	(BK)	6
OPB_OUT	(SBL)	7
OPB_5V	(R)	8
12V_L2	(Y)	9
L2_G	(G)	10
L2_BL	(BL)	11
L2_W	(W)	12

SM12P — K4 — WIRING 33 (D4)

KY / KY

KEY_AU	(BR)	1
KEY_RS	(BL)	2
KEY_GND	(BK)	3
		4
		5

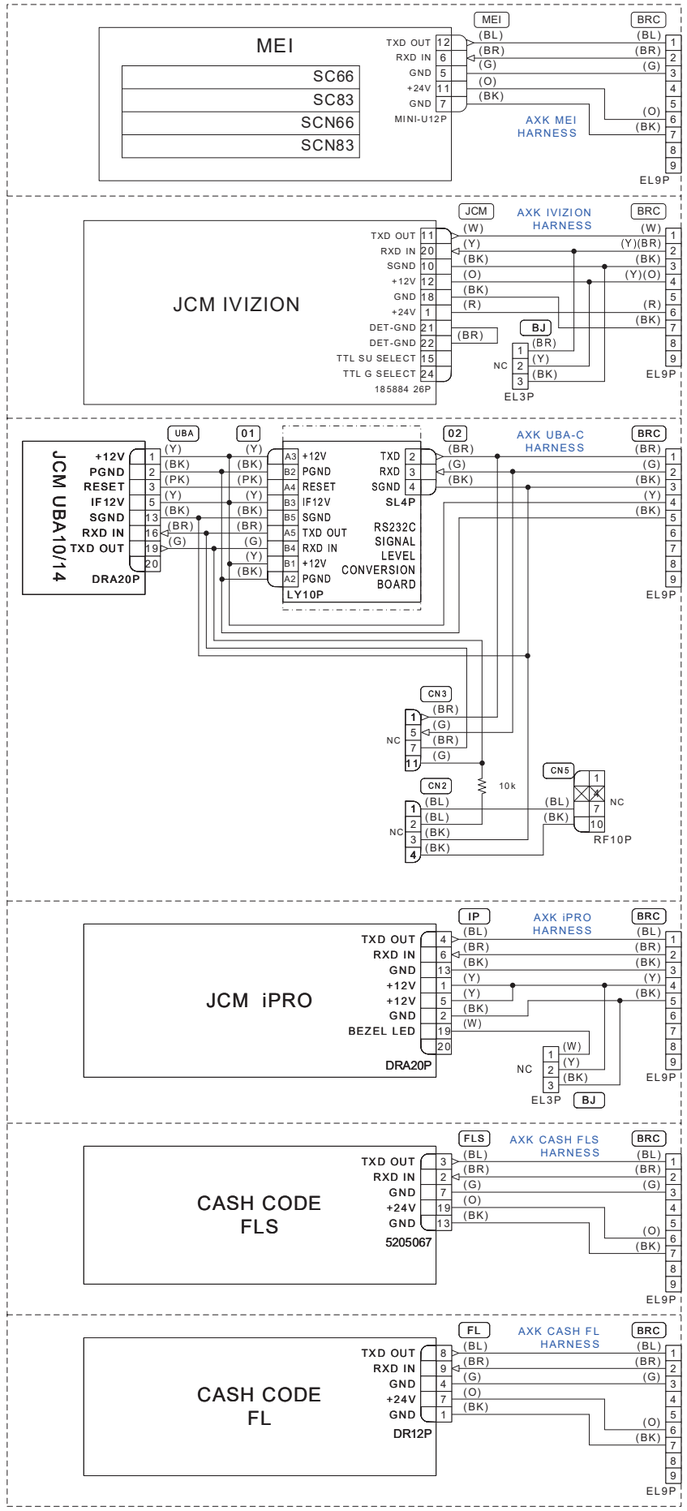
SM5P — K5 — WIRING 33 (D5)

TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS
	ARUZE GAMING AMERICA
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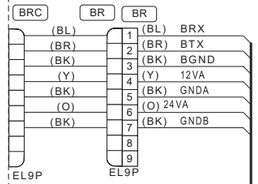
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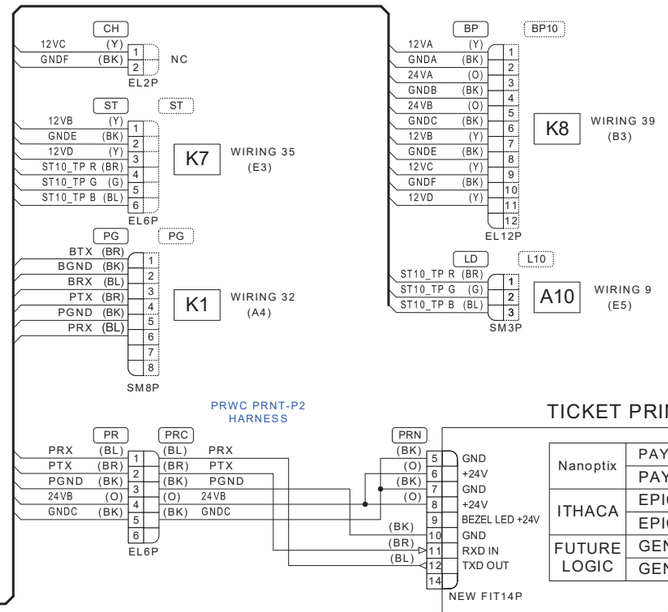
BILL VALIDATOR / NOTE ACCEPTOR



PRWC BV-AD HARNESS (10)

PRWC LC1-P2 HARNESS (4)



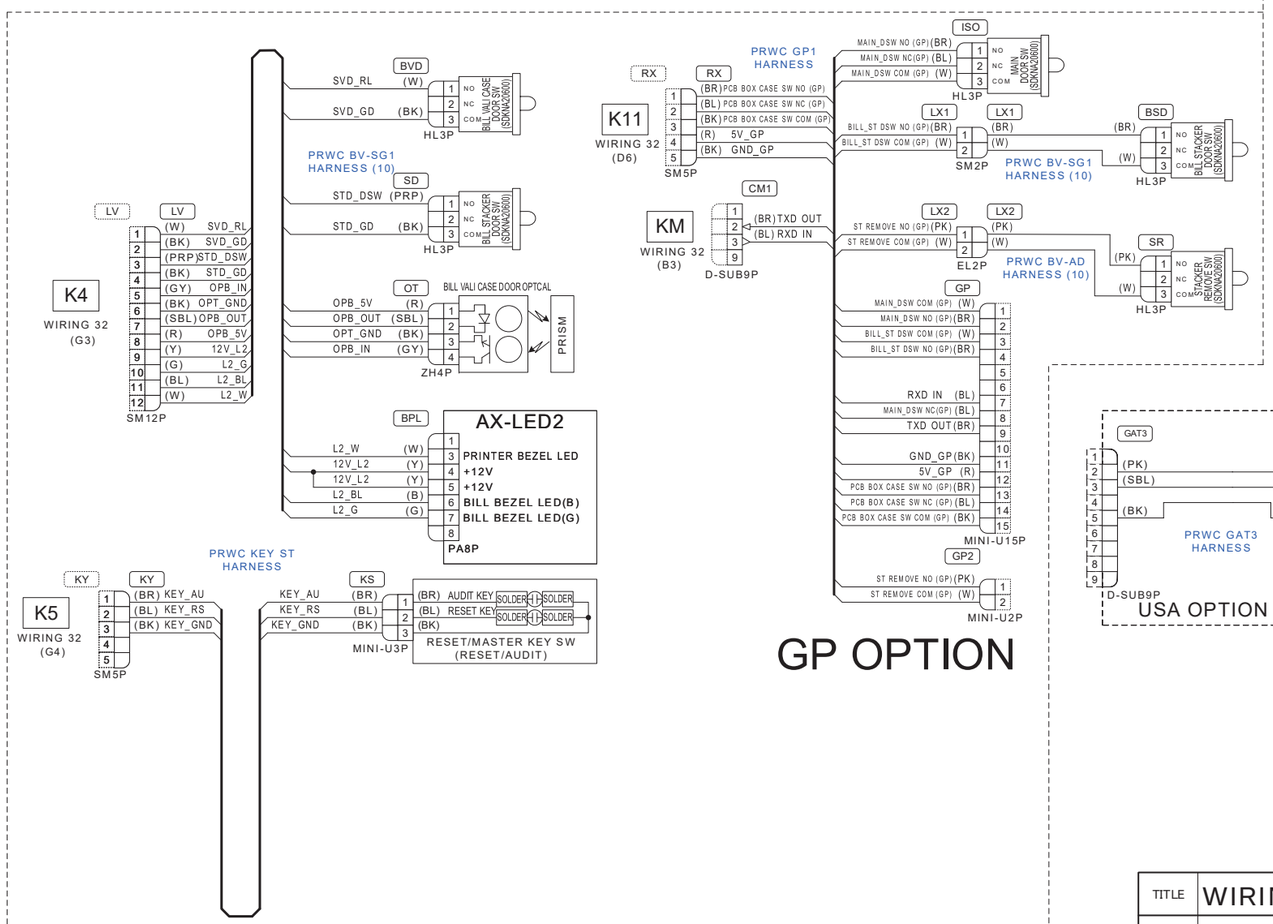


PRWC PRNT-P2 HARNESS

TICKET PRINTER

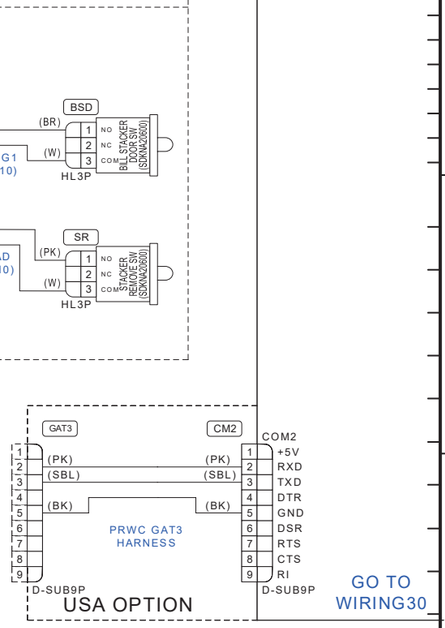
Nanoptix	PAYCHECK NEXTGEN
	PAYCHECK4
ITHACA	EPIC950
	EPIC EDGE
FUTURE LOGIC	GEN5
	GEN2

ALL ITEMS HAS THE SAME HARNESS



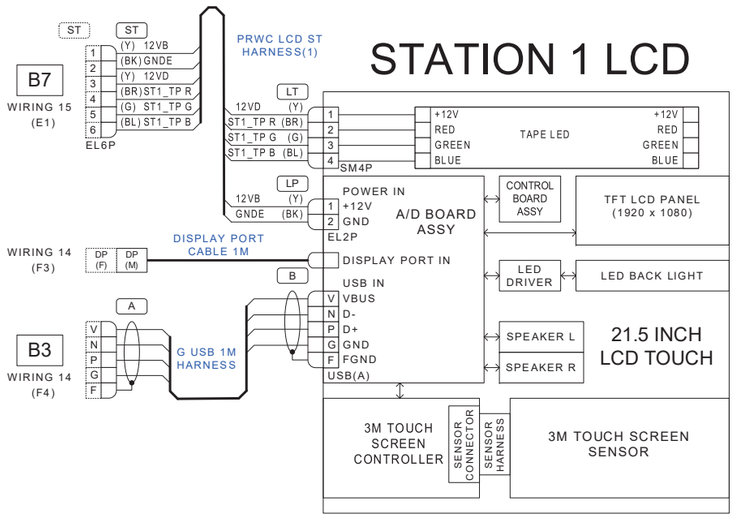
GP OPTION

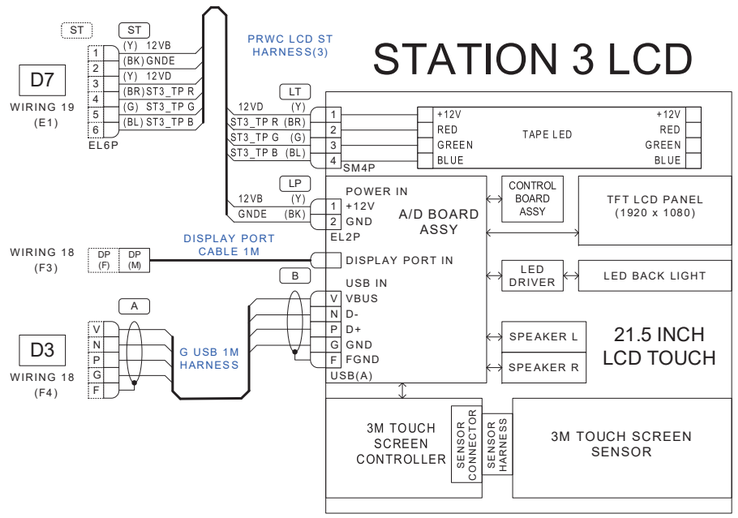
AP-X

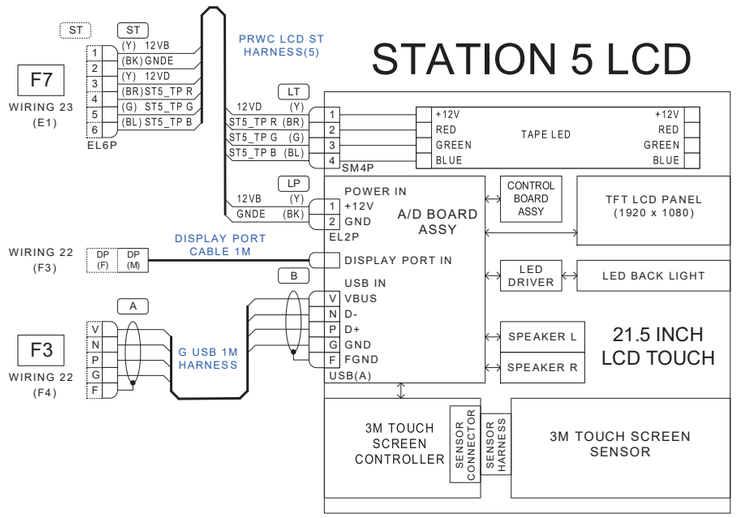


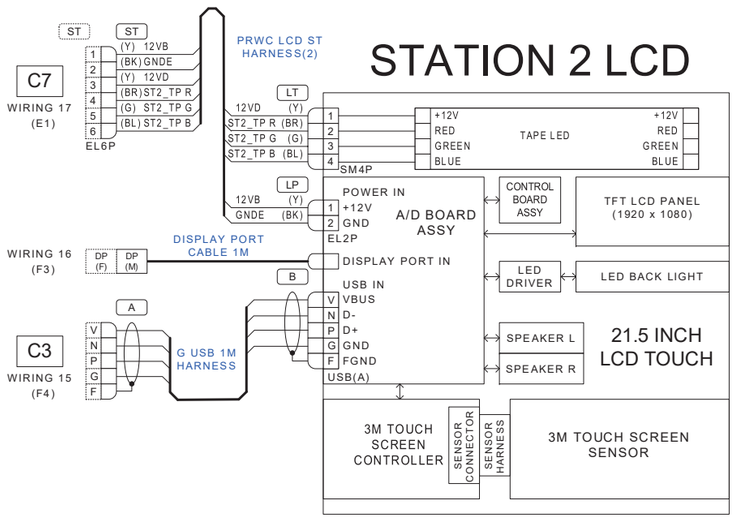
TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS
ARUZE GAMING AMERICA	PAGE 33/39

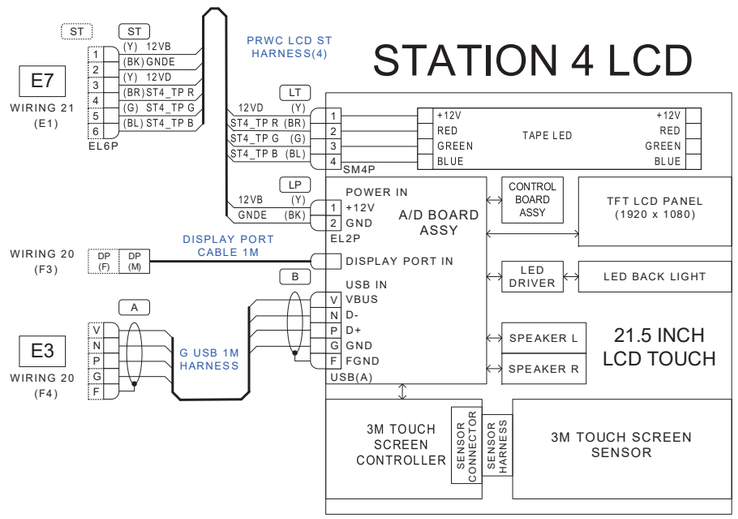
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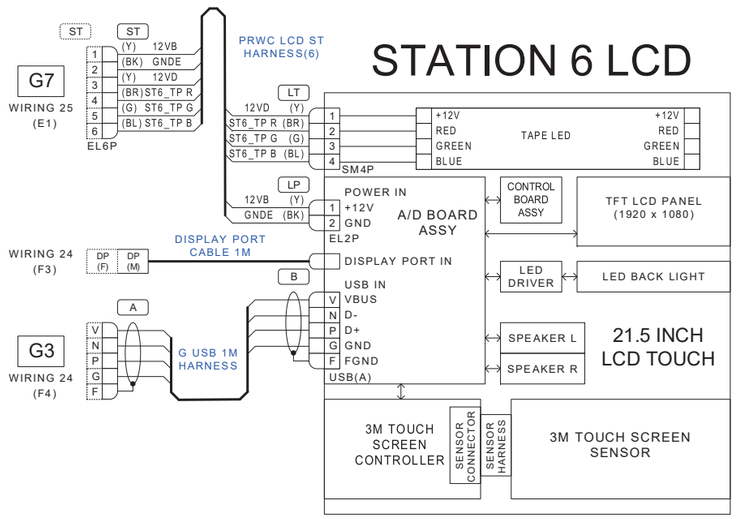






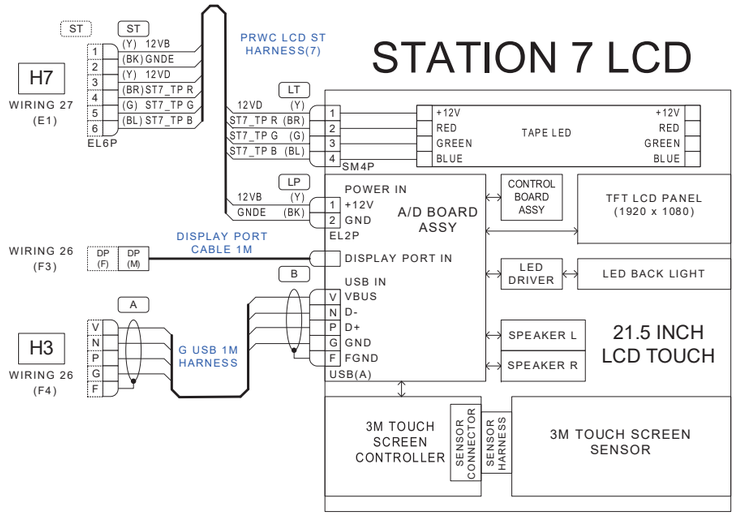


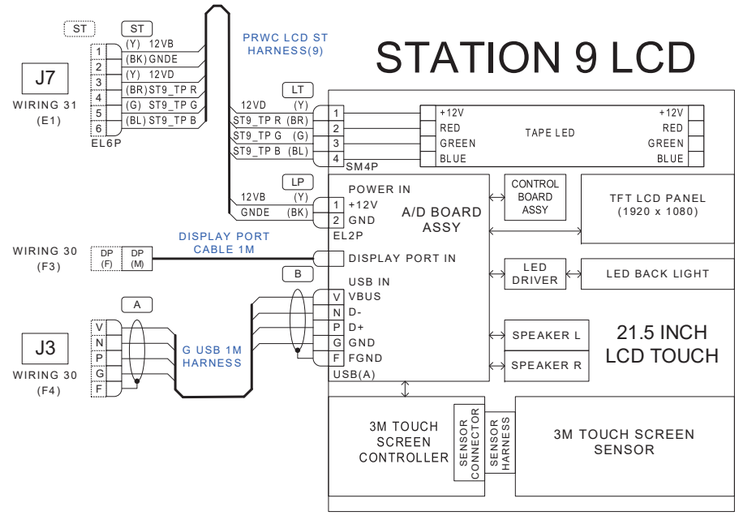


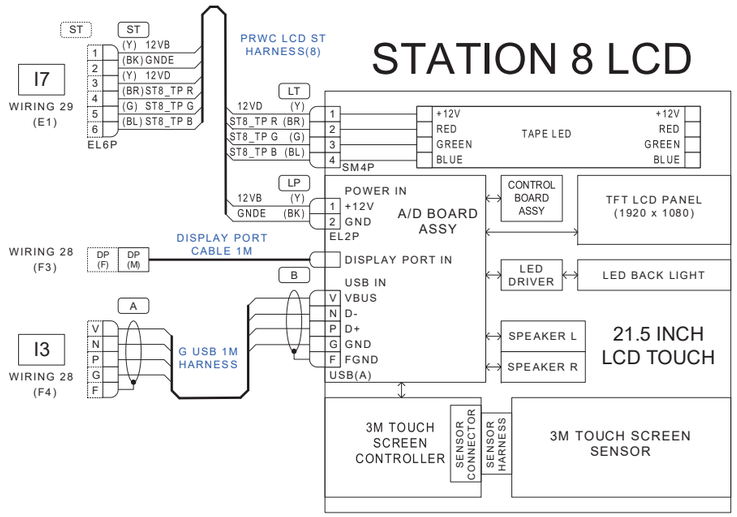


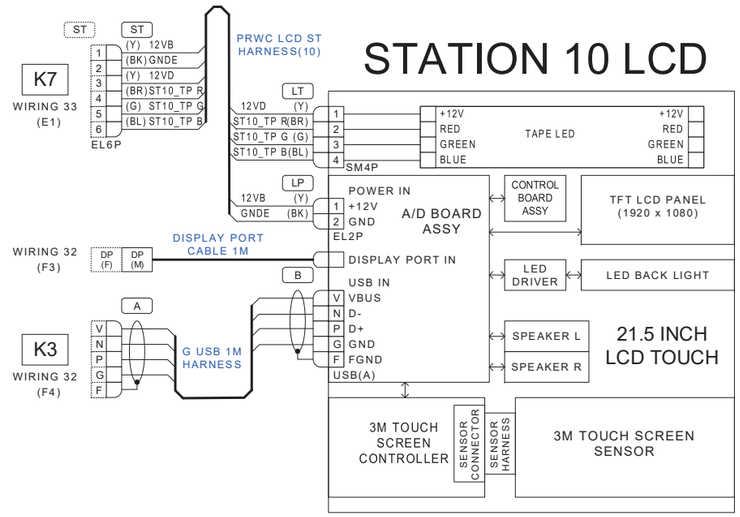
TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS
ARUZE GAMING AMERICA	PAGE 34/39

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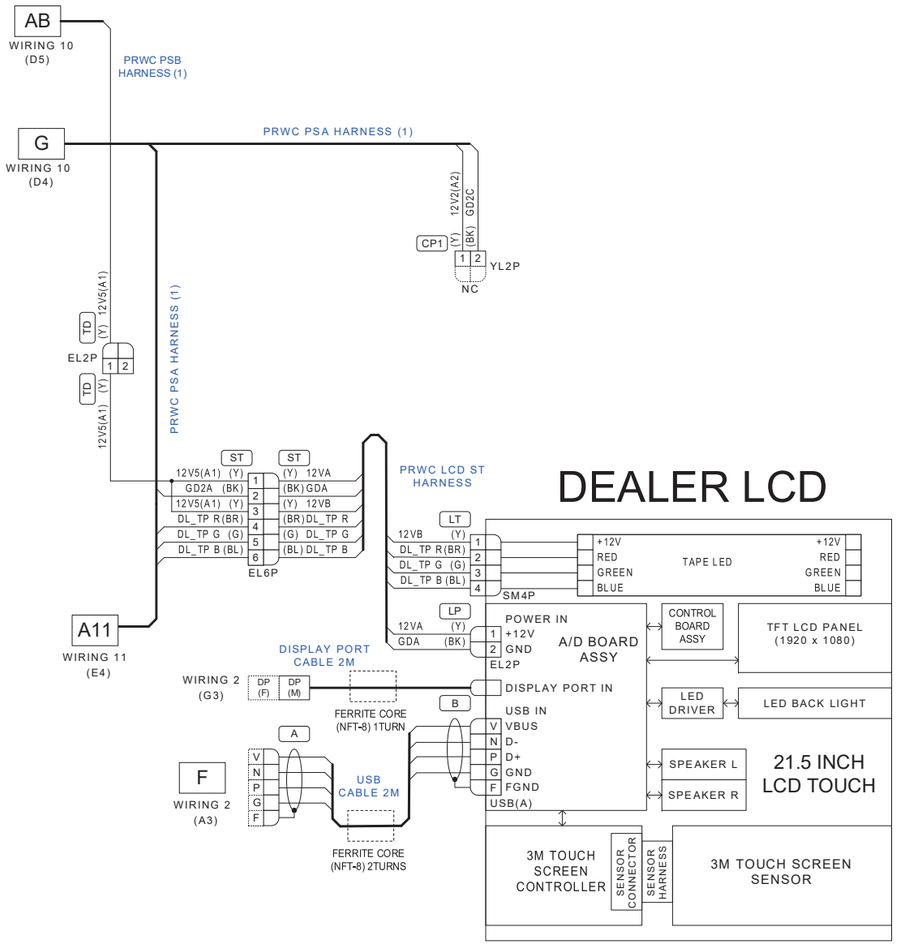


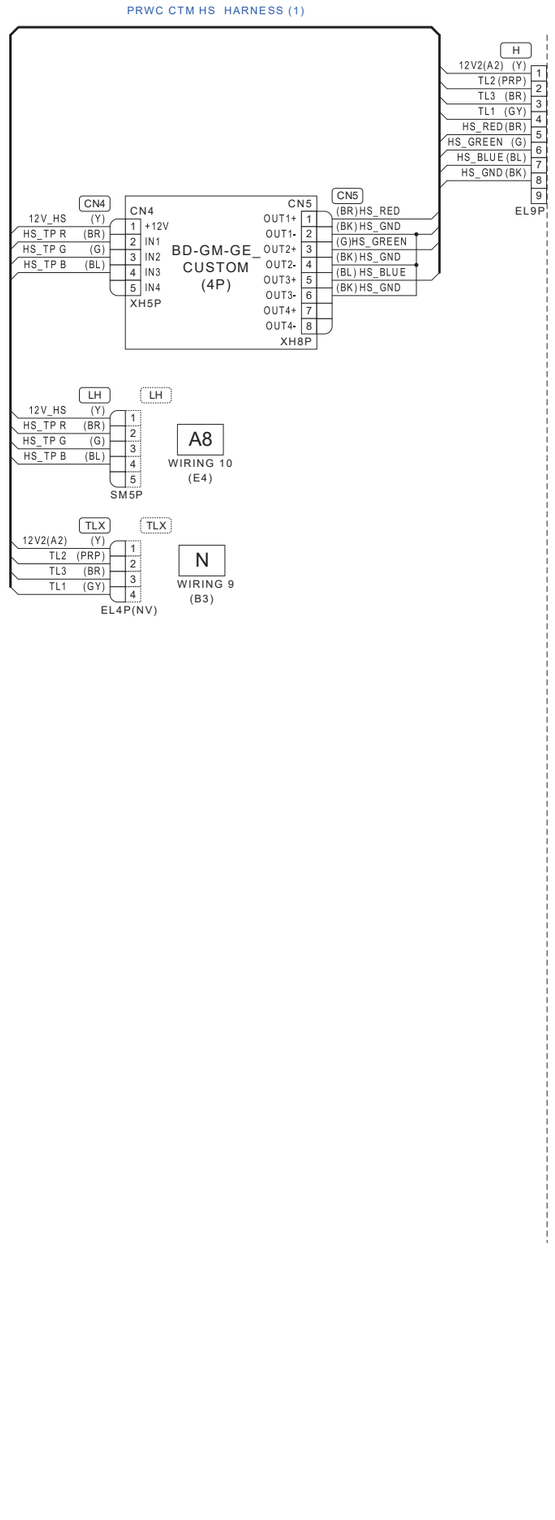


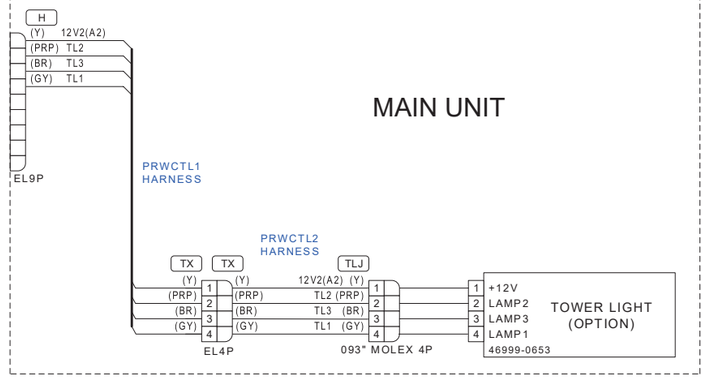


TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS
ARUZE GAMING AMERICA	PAGE 35/39

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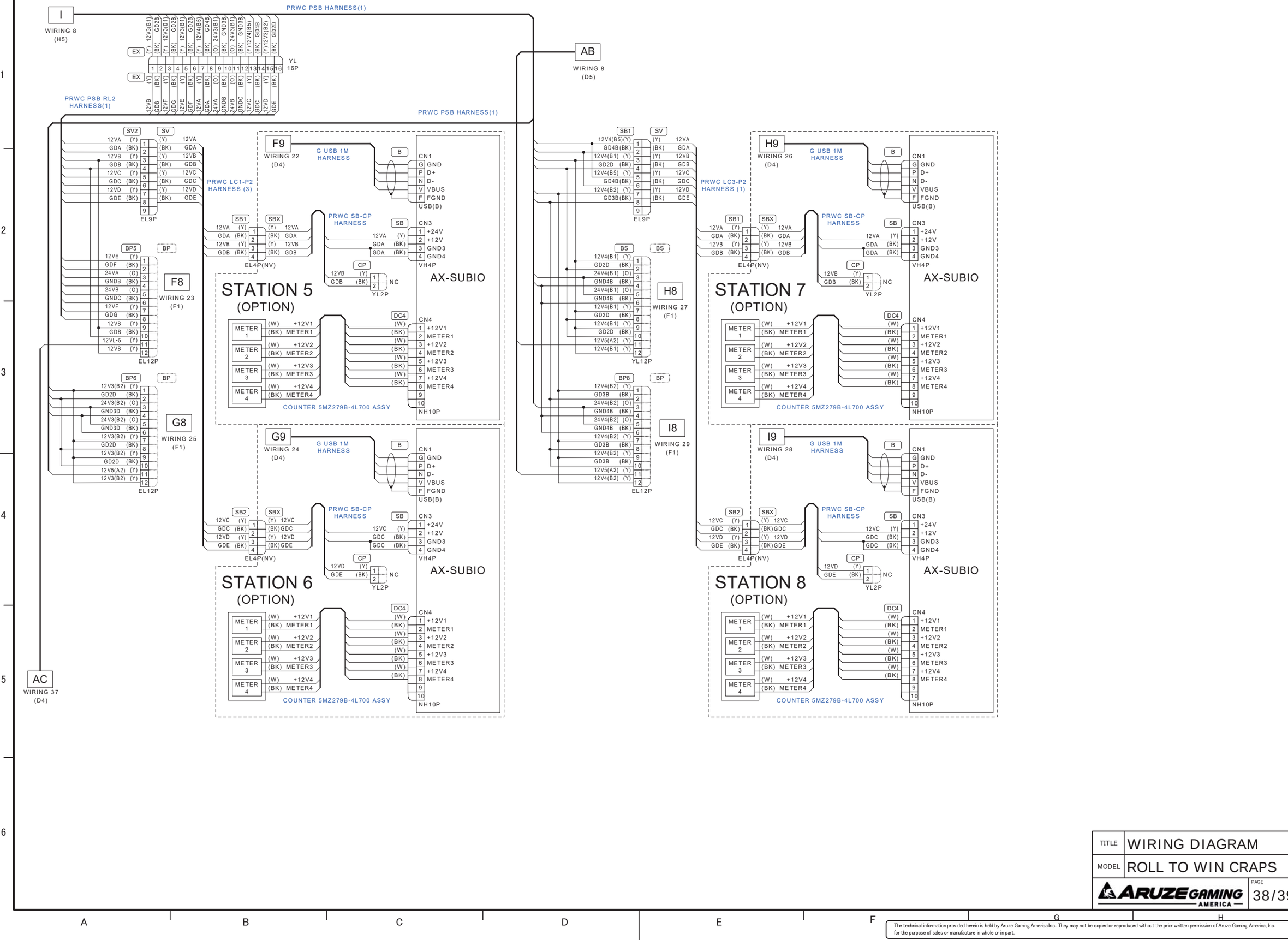


TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS
ARUZE GAMING AMERICA	PAGE 36/39

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TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS
ARUZE GAMING AMERICA	PAGE 37/39

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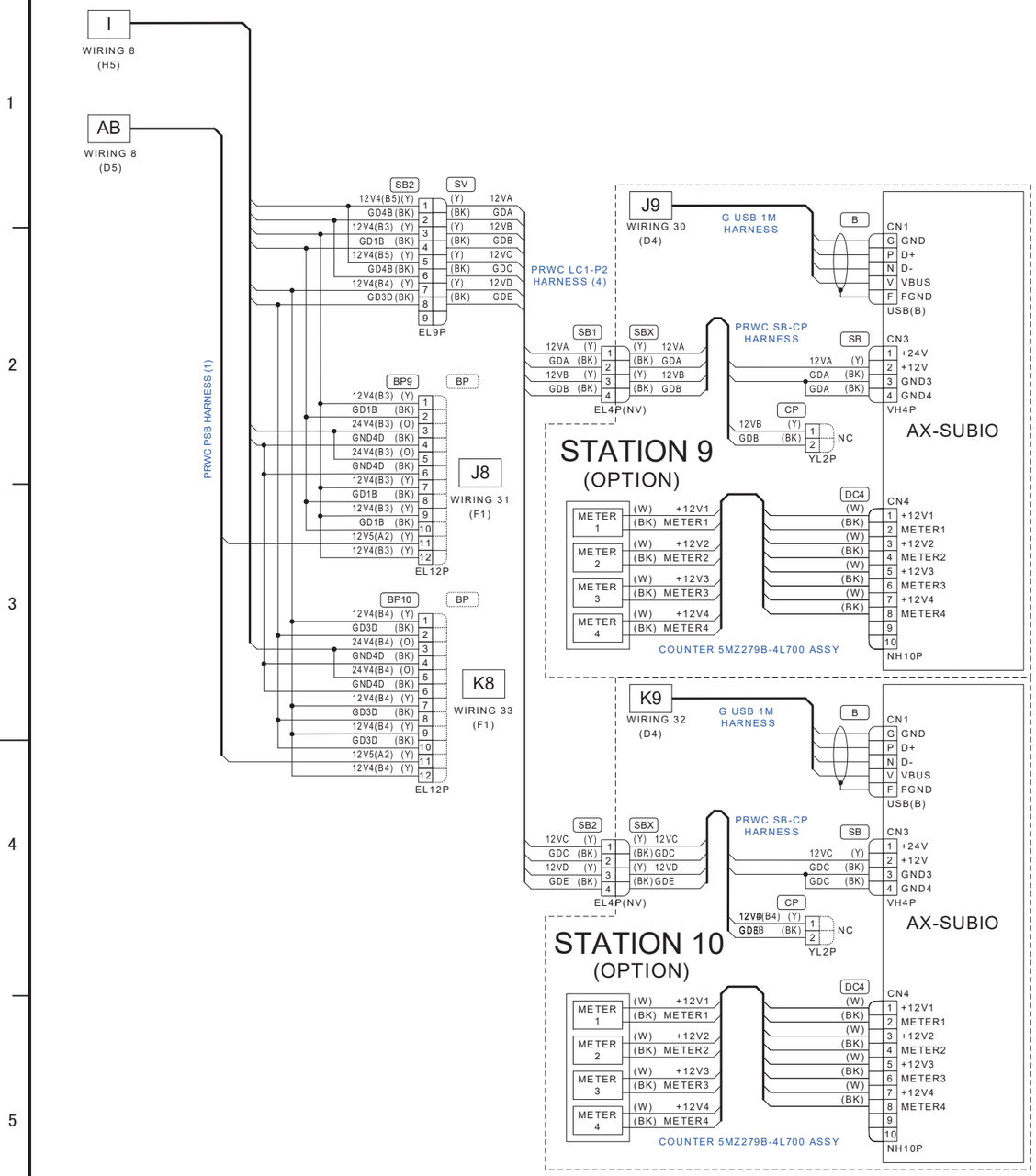


TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS

ARUZE GAMING AMERICA

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TITLE	WIRING DIAGRAM
MODEL	ROLL TO WIN CRAPS
ARUZE GAMING AMERICA	PAGE 39/39

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AC IN 100-240V

POWER SUPPLY AC-DC12V/4.16A ADAPTER

DC OUT 12V

DC IN 12V

MINI PC

ETHERNET 1

ETHERNET 0

USB 0

CASINO DHCP SERVER

LAN IN

RTWC MAIN UNIT

LAN 13

SWITCHING HUB

AC IN 100-240V

POWER SUPPLY AC-DC24V/2.71A ADAPTER

DC OUT 24V

TICKET PRINTER

DC IN 24V

IN

OPTION FOR USB DRIVE

USB 1

RTWC MAIN UNIT

(MAIN CONTROLLER)

AP-X LINK CONTROLLER

AC IN

LAN2

RS232C

COM3

COM4

COM5

COM6

PVC

LAN1

IN PORT

AX-GMEM

DC3.2V

DC12V

DC5V

USB

USB

USB

MAIN DOOR SW

SECURITY DOOR SW

SIDE SLIDE DOOR SW

VIDEO CARD

MiniDP1

MiniDP2

MiniDP3

MiniDP4

INPUT AC220V-240V or AC100-120V

:LAN

:SIGNAL

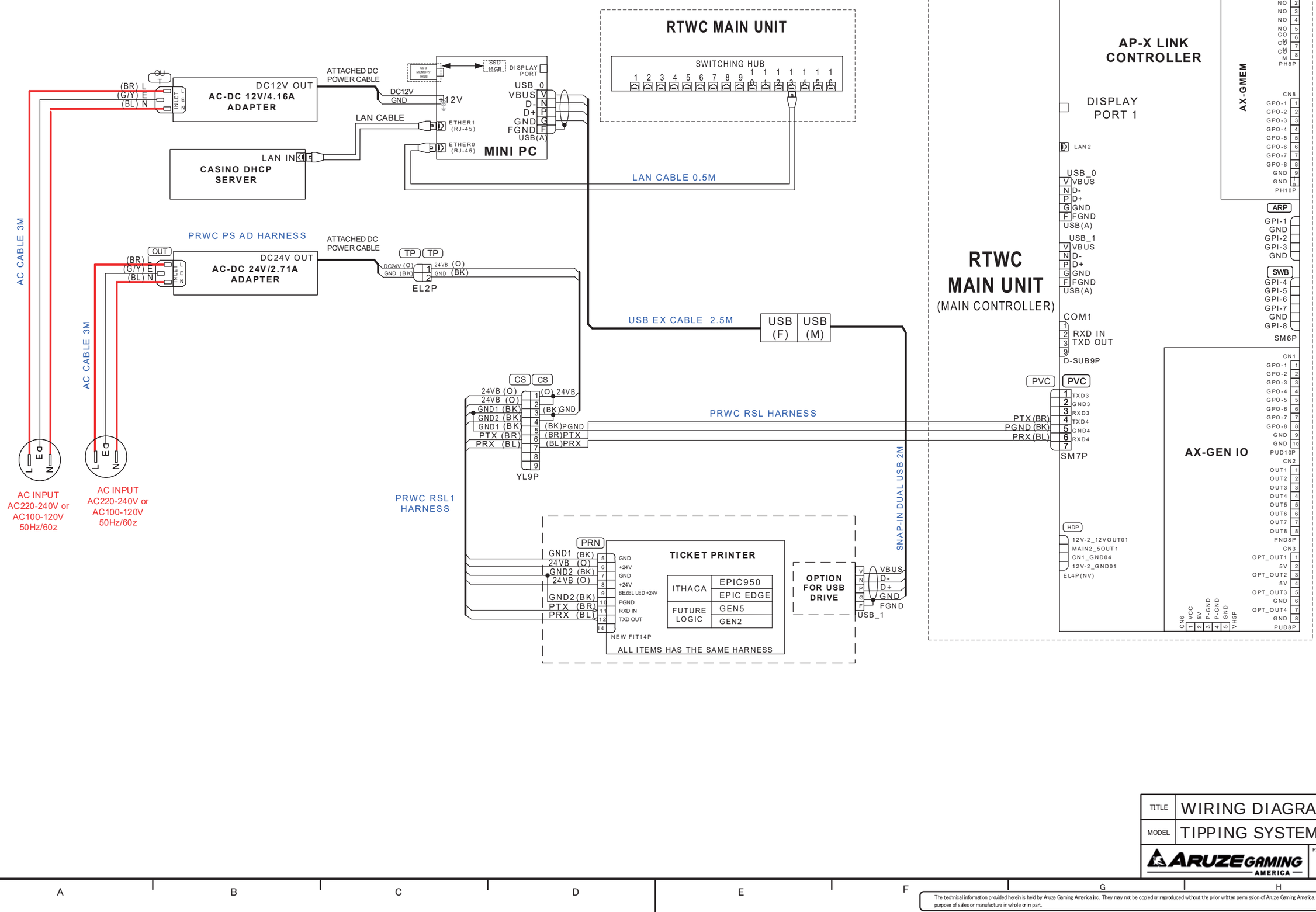
:DC(UNDER24VDC)

:Secondary side AC200V

:Primary side AC220/230/240V or AC100/110/120V

TITLE	BLOCK DIAGRAM
MODEL	TIPPING SYSTEM
ARUZE GAMING AMERICA	PAGE 1/1

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TITLE	WIRING DIAGRAM
MODEL	TIPPING SYSTEM
ARUZE GAMING AMERICA	PAGE 1/1

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FAX:	+386 1 724 77 44	
EMAIL:	call.center@interblockgaming.com	
WEB:	www.interblockgaming.com/service	

Australia

Interblock Asia & Pacific Pty Ltd

World Square Tower' Suite 4555 Level 45, 680 George Street, Sydney NSW 2000

Canada

Interblock Canada Inc.

#225 - 20316 56 Avenue, Langley, British Columbia, Canada V3A 3Y7

Asia

Interblock Asia Pacific Pty Ltd – Macau Branch

Avenida da Praia Grande, n. 325, Edificio Cheong Fai, 2 andar "B", Macau

USA

Interblock Usa L.C.

6900 S Decatur Blvd. Suite 100, Las Vegas, NV 89118, USA

Latin America

Interblock Spain S.L. – Argentina Branch Regional Office Buenos Aires, Argentina

Esmeralda 1320, Piso 6° Of. B, Buenos Aires 1007, Argentina

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Japan

G.K. Interblock

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