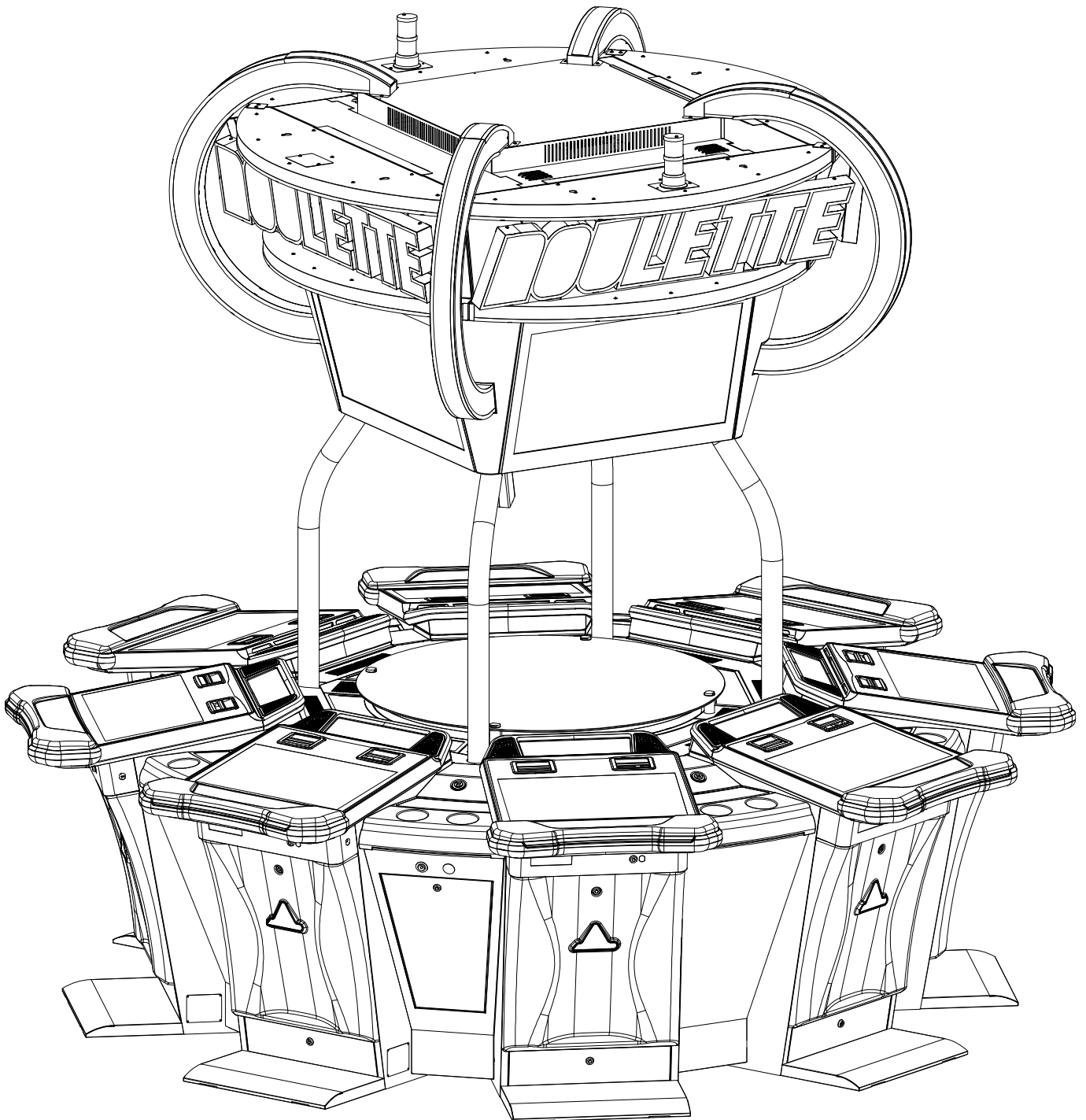


# ROULETTE XPLOSION



## Important notice

### **ATTENTION!**

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

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

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

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

### **重要通知**

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

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

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

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

## Important notice during operation



### ATTENTION!


Please fully understand the statement on this page, otherwise serious financial loss could be caused to the casino.

Please be aware that **a critical problem has occurred in the basic function of the machine and there is a high possibility that the problem could potentially cause serious financial loss to the casino** even if one of the following errors occurs only once.



### CALL SERVICE IMMEDIATERY!

Immediately turn off the machine and please contact the Customer Technical Support or your nearest distributor even if one of the following errors occurs only once. All the errors are the result of monitoring by important machine control functions and are indicating that a critical problem has occurred on the machine.

Error messages: Power OFF.  <b>CALL SERVICE IMMEDIATELY!</b>	
GAME INIT ERROR	ZERO SENSOR DETECT ERROR
BALL START ERROR	ZERO SENSOR ERROR
BALL FALL ERROR	AROUND SENSOR ERROR
COMPRESSOR ERROR	ENCODER COUNT ERROR
BALL COUNT ERROR	POCKET SHUFFLE ERROR
MOTOR ERROR	WHEEL DIRECTION ERROR
POSITION SENSOR ERROR (REF0130)	WHEEL ORIGIN DETECT ERROR
POSITION SENSOR ERROR (REF0430)	
POSITION SENSOR ERROR (REF0730)	
POSITION SENSOR ERROR (REF1030)	



## Safe Power OFF

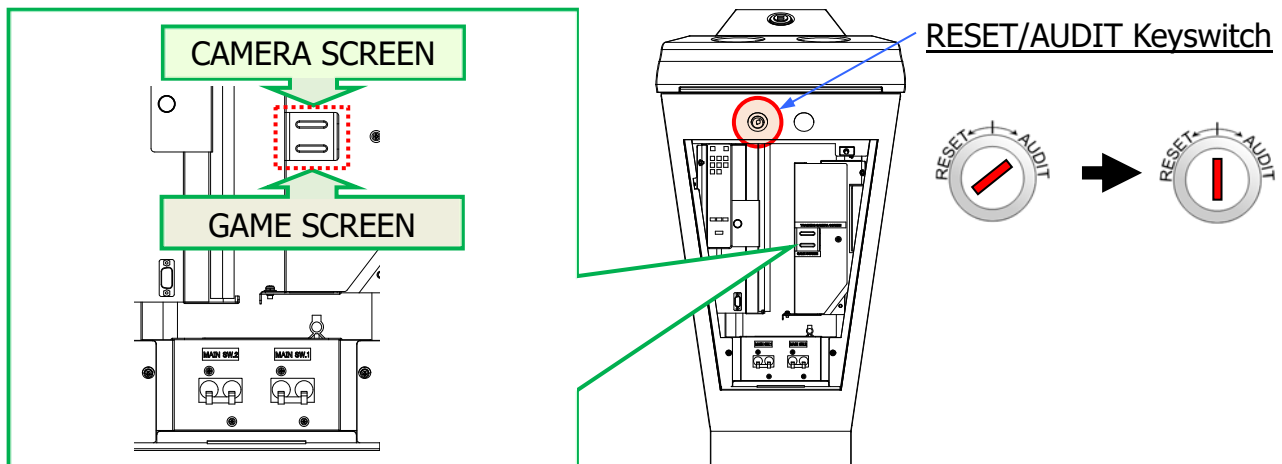
### **i** NOTE:

Automatically turns POWER OFF the machine after all the data is correctly saved (Standby shutdown) just by an AUDIT operation, without using the Power Switch. **(Refer to 6.10 or 7.10)**

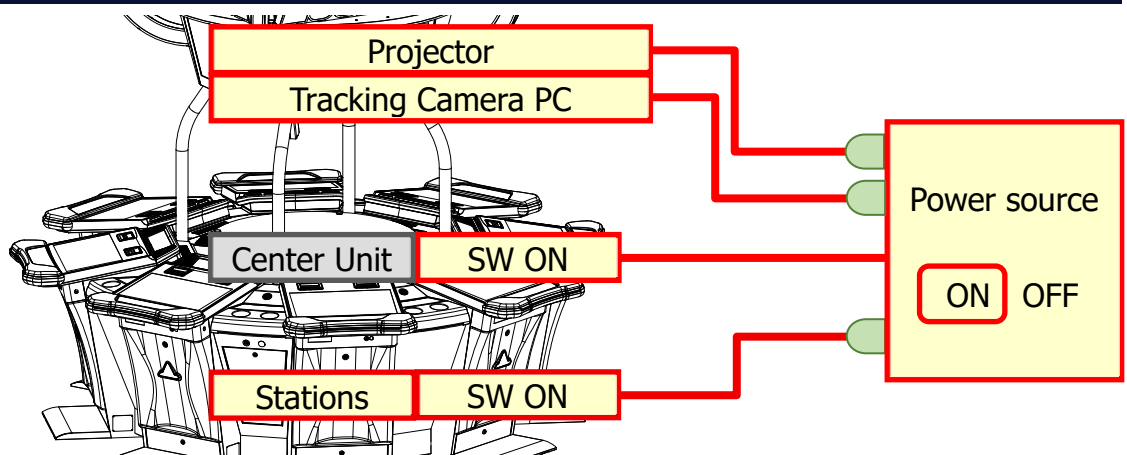
### A. Turn off the Center Unit

#### [From the operating state]

1. Remove the Control Spacer Door, then press the [GAME SCREEN] button of the PC Changer. Turn the RESET/AUDIT Key Switch to AUDIT and then return it to neutral to enter AUDIT mode.



2. Select TOP MENU>SHUTDOWN, then press the [SHUTDOWN] Button displayed on the screen to put on standby shutdown the Center Unit.

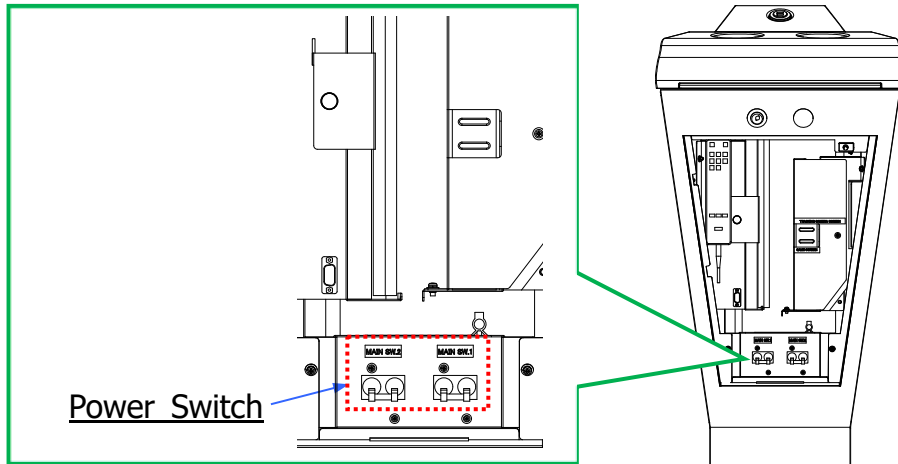


**i NOTE:**

**[For immediate reboot after the standby shutdown]**

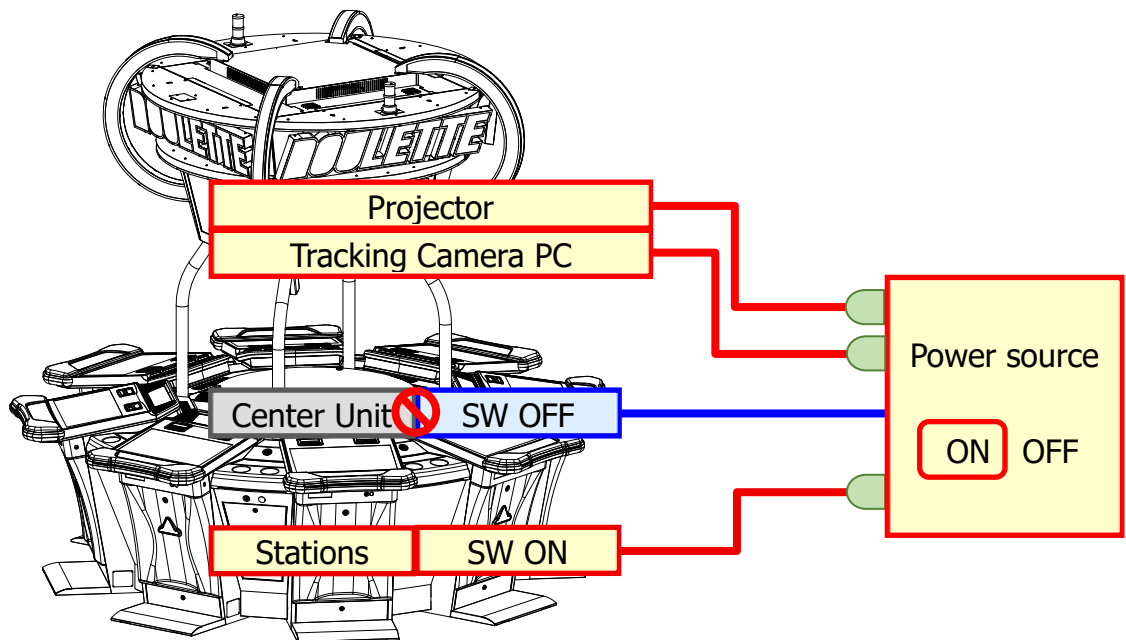
Turn OFF and ON the Power Switch of the Center Unit. Then, close all the doors that were opened.

- When doing "Power OFF-ON" wait at least 15 seconds before power On.
- Do not turn ON the 2 Power switches at the same time. Doing so can result in a start-up error of the machine.



**[For complete shutdown after the Standby shutdown] NOT standby shutdown**

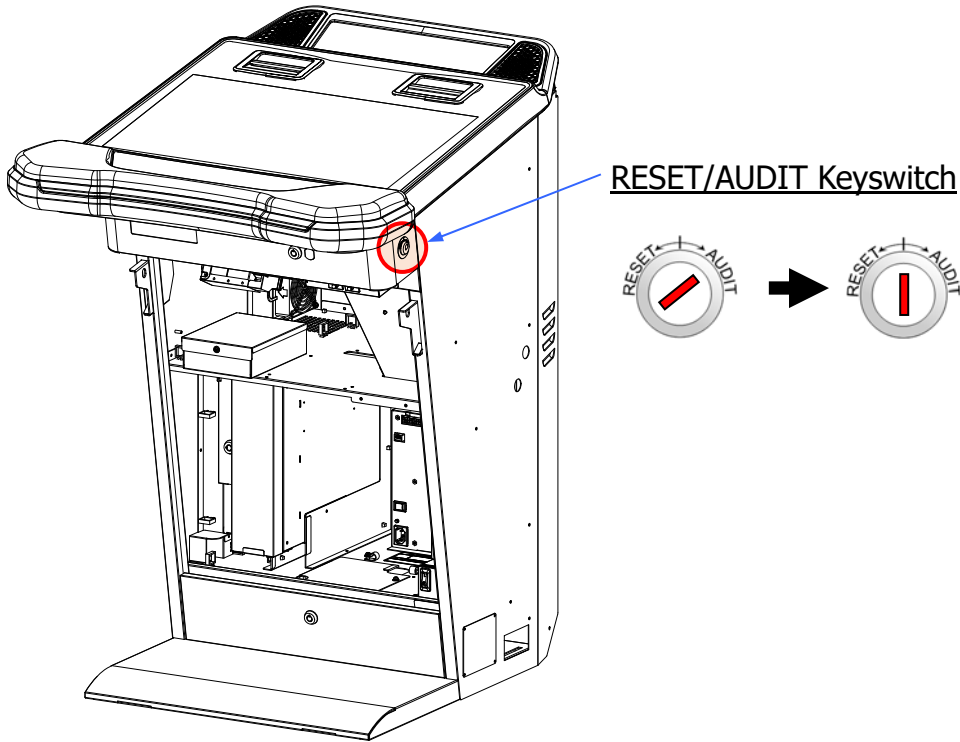
Turn OFF the Power Switch of the Center Unit.



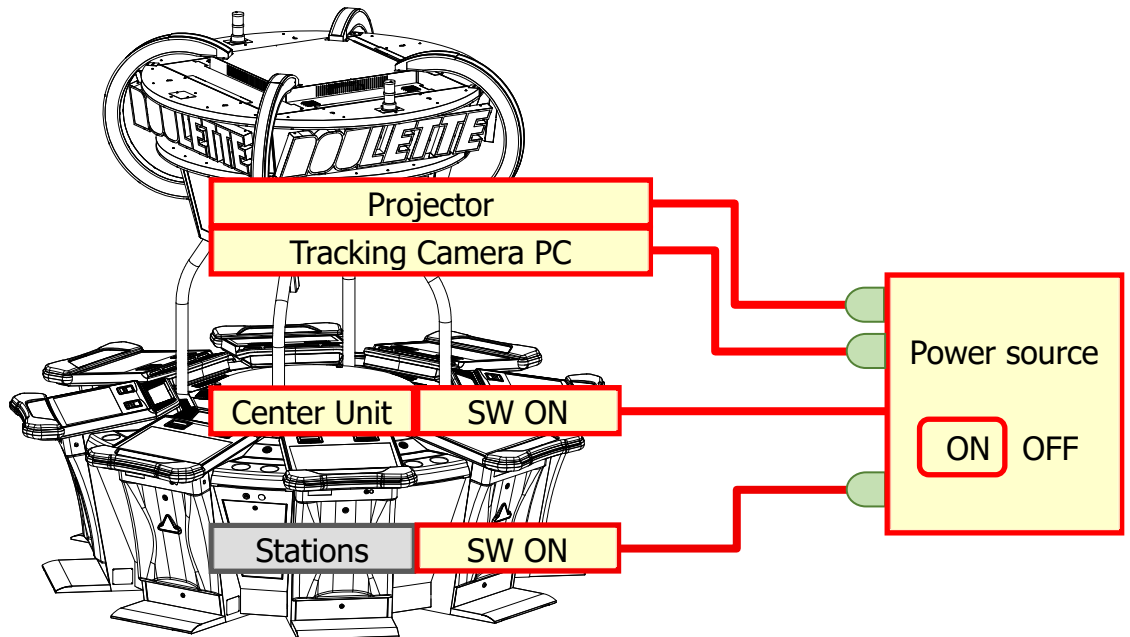
## B. Turn off the Station

### [From the operating state]

1. Remove the Front Door of the Station. Turn the RESET/AUDIT Key Switch to AUDIT and then return it to neutral to enter AUDIT mode.



2. Select TOP MENU>SHUTDOWN, then press the [SHUTDOWN] Button displayed on the screen to put on standby shutdown the Station.

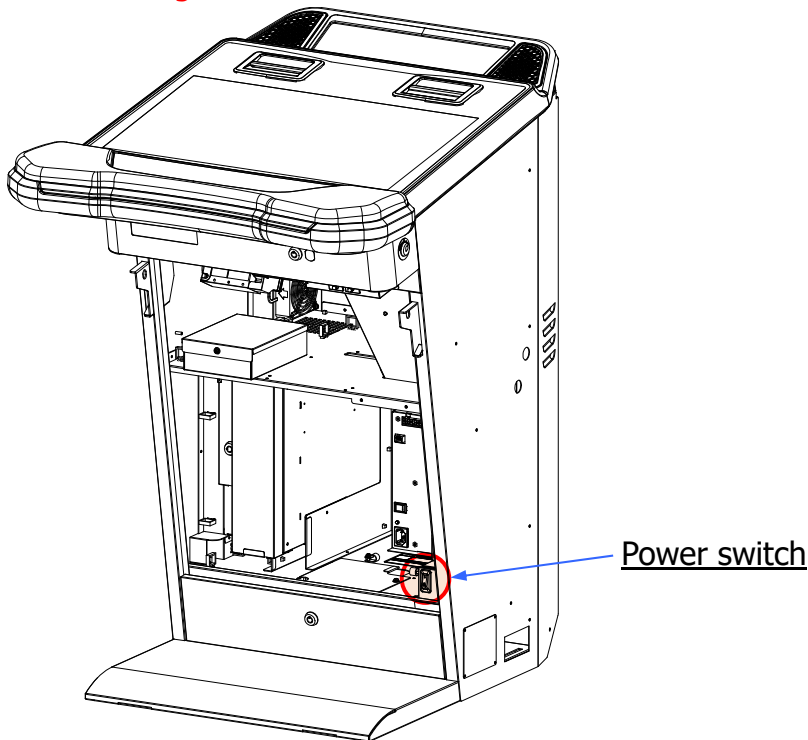


**i NOTE:**

**[For immediate reboot after the standby shutdown]**

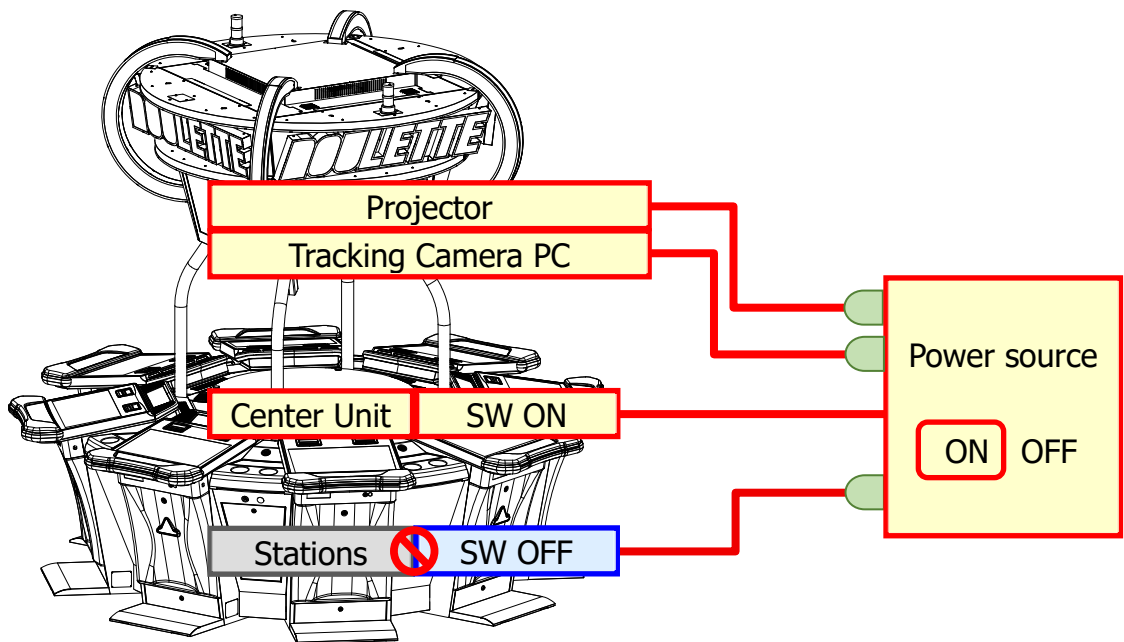
Turn OFF and ON the Power Switch of the Station. Then, close all the doors that were opened.

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



**[For complete shutdown after the Standby shutdown] NOT standby shutdown**

Turn OFF the Power Switch of the Station.



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## General Information

---

### Introduction

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

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

### Technical Support

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

### Copyright

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This manual may be subject to change without prior notice.

## Safety Instructions

### Definition of Safety Vocabulary

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

#### **DANGER!**

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

#### **WARNING!**

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

#### **CAUTION!**

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

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

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

#### **NOTE:**

The NOTE mark brings to attention important operation points.

## Installation

### **WARNING!**

To prevent an accident or a fire;

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

## Replacement of Lithium Batteries

### **CAUTION!**

Risk of Explosion.

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

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

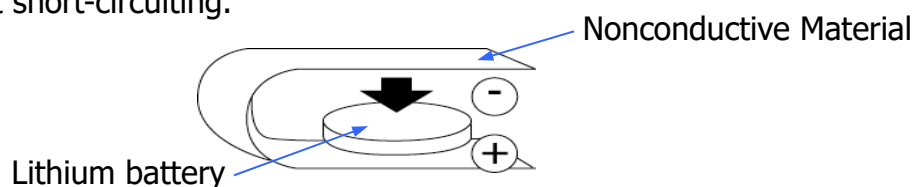
## Disposal of Lithium Batteries

### **WARNING!**

Risk of Injury or Fire.

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

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



## Environmental Specifications

Refer to "**Machine Specifications**".

## Grounding

The machine must be grounded to prevent current leakage.



### **WARNING!**

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

## Others



### **WARNING!**

The machine should never be modified in any way.

Modification may cause accident or failure.

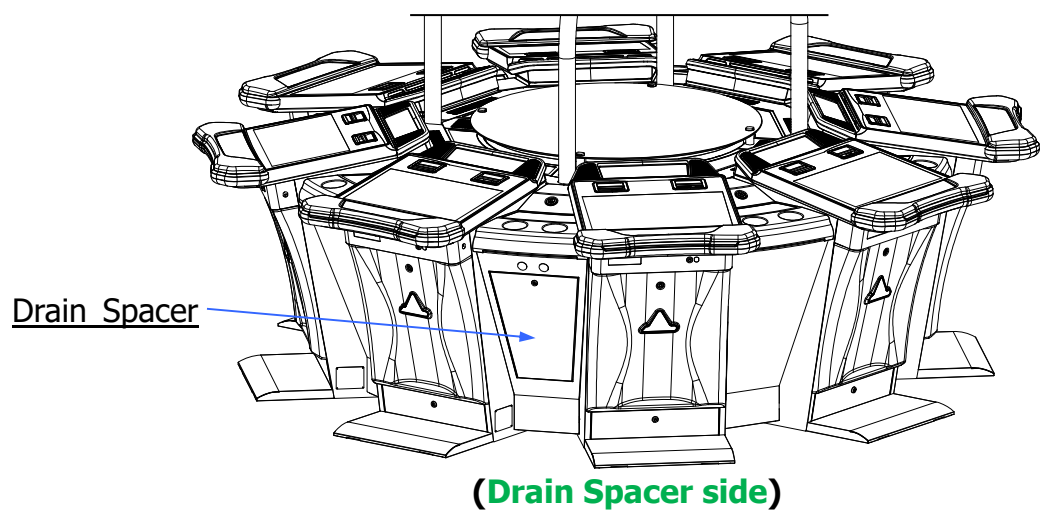
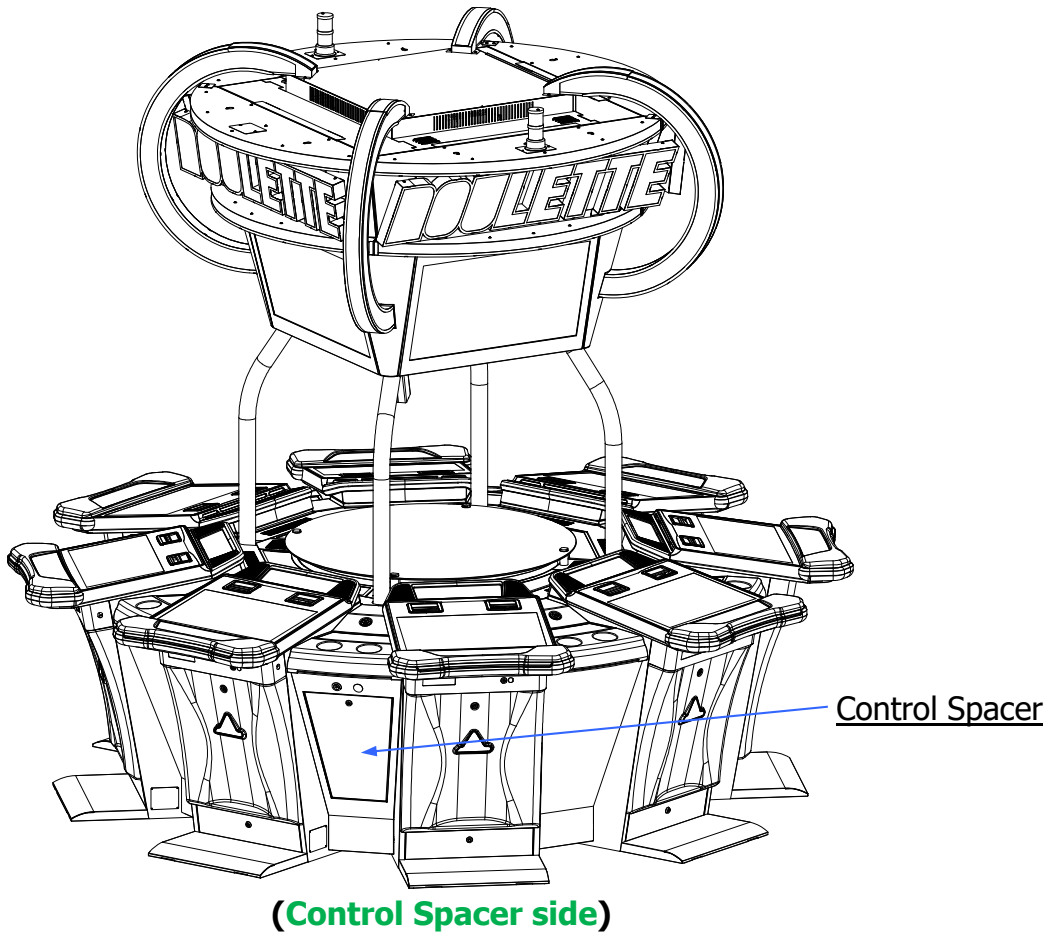
The warranty is not valid for accidents (including failures) caused by modification.

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

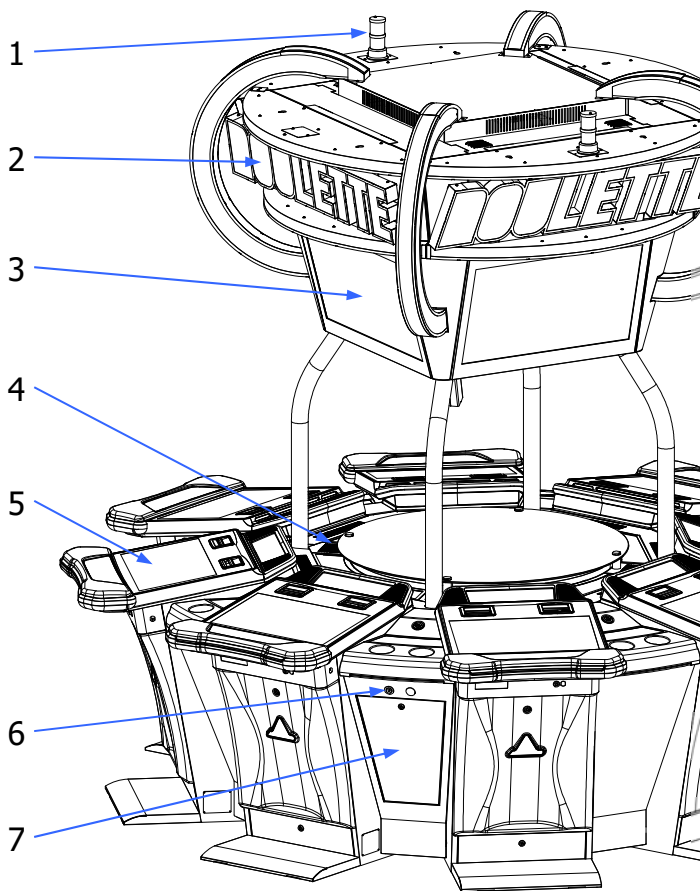
# Chapter 1

## Major Components

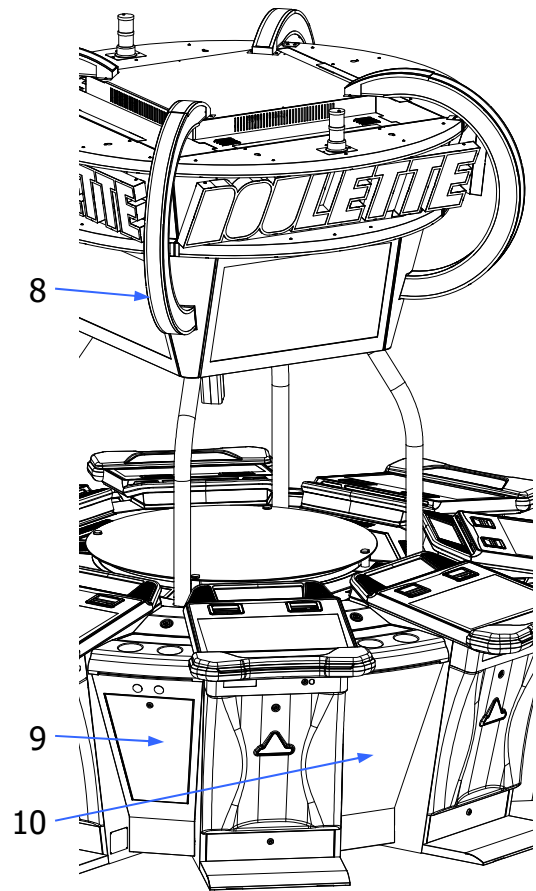
### 1. 1: Appearance of Whole Machine



## 1. 2: Outside View of Center Unit



**(Control Spacer side)**

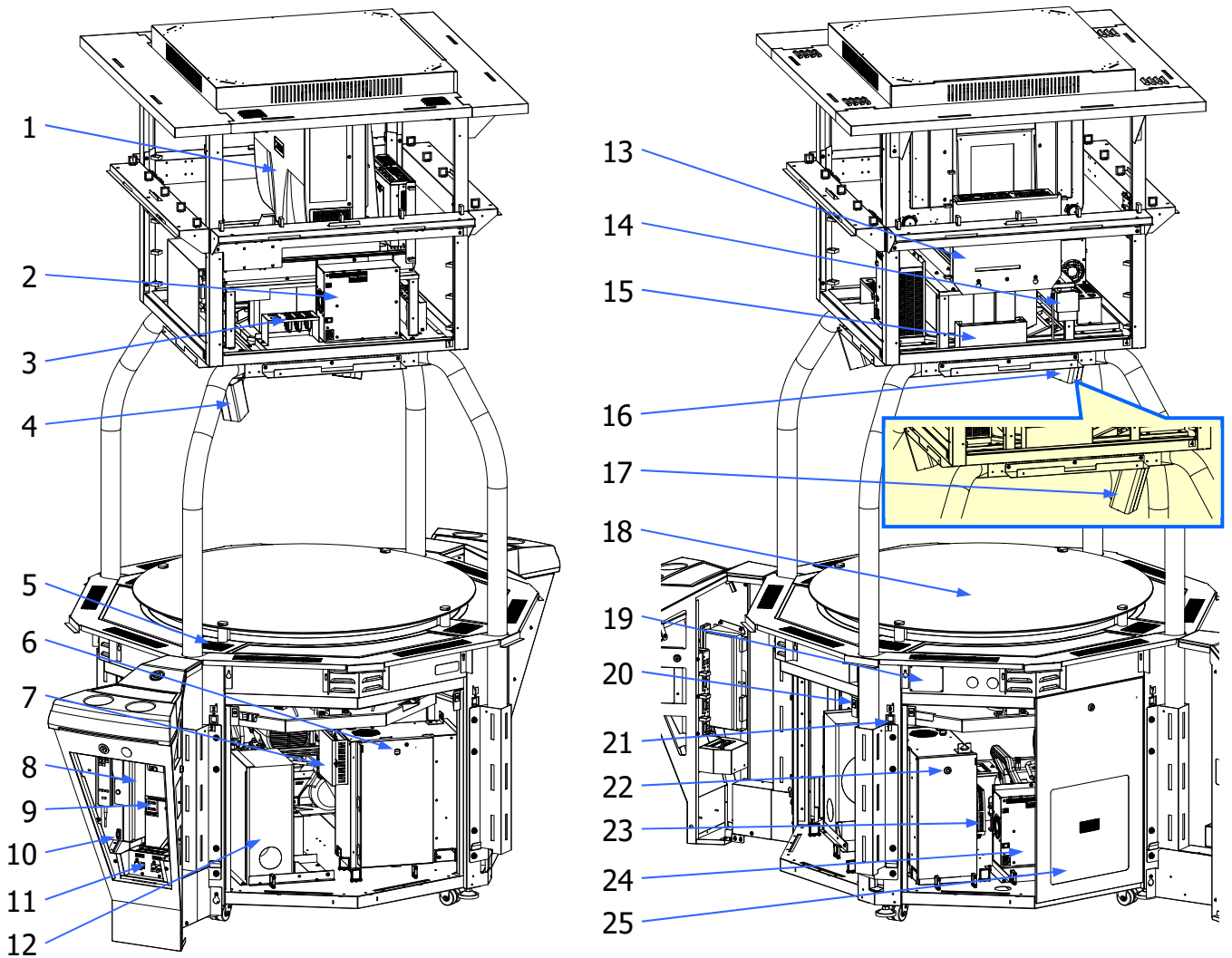


**(Drain Spacer side)**

1. Tower Light(Optional)
2. Top Sign Unit
3. LCD Unit
4. Center Unit
5. Station
6. RESET/AUDIT Keyswitch
7. Control Spacer Door

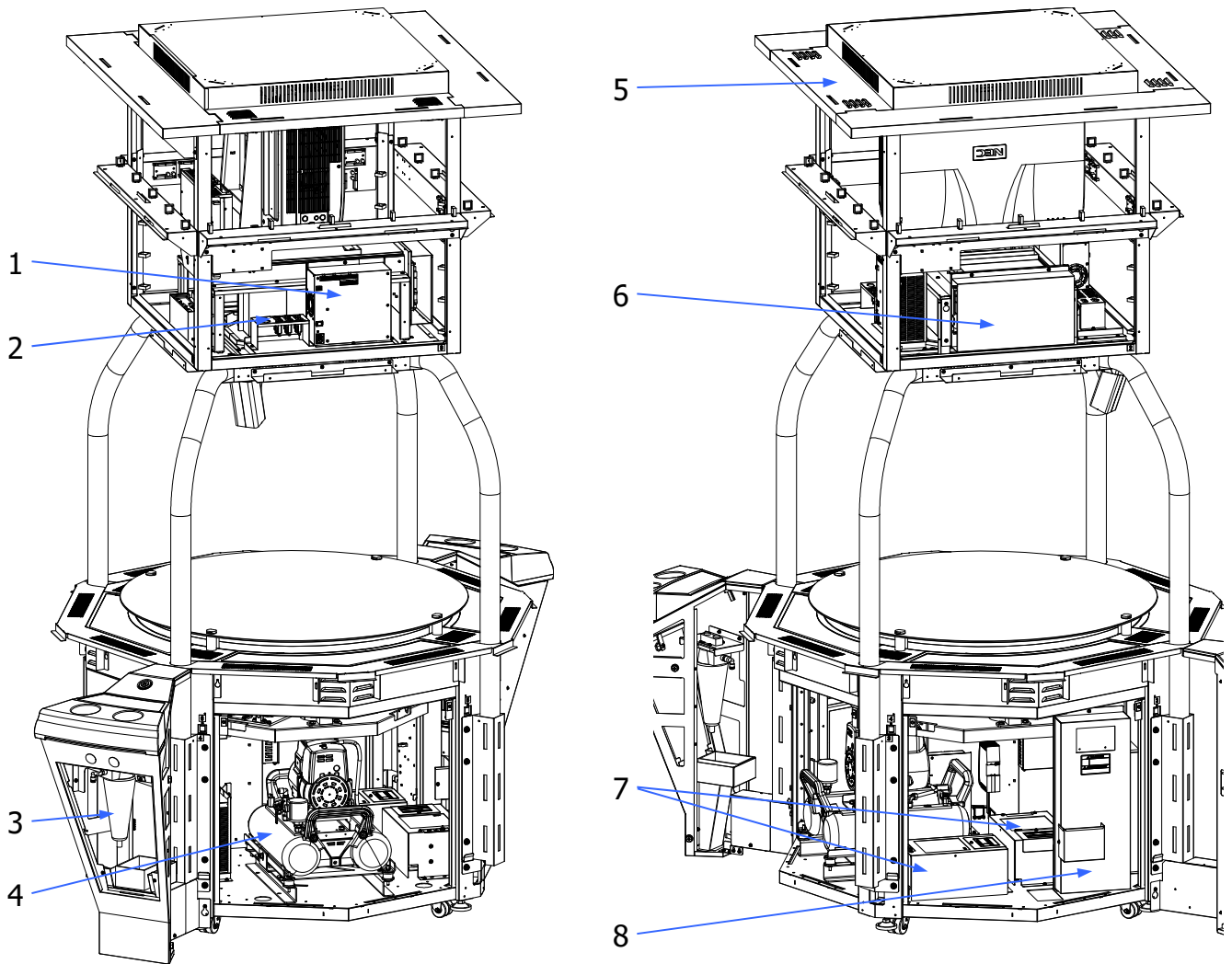
8. Ring Unit
9. Drain Spacer Door
10. Spacer Unit

### 1. 3: Inside View of Center Unit



**(Control Spacer side View)**

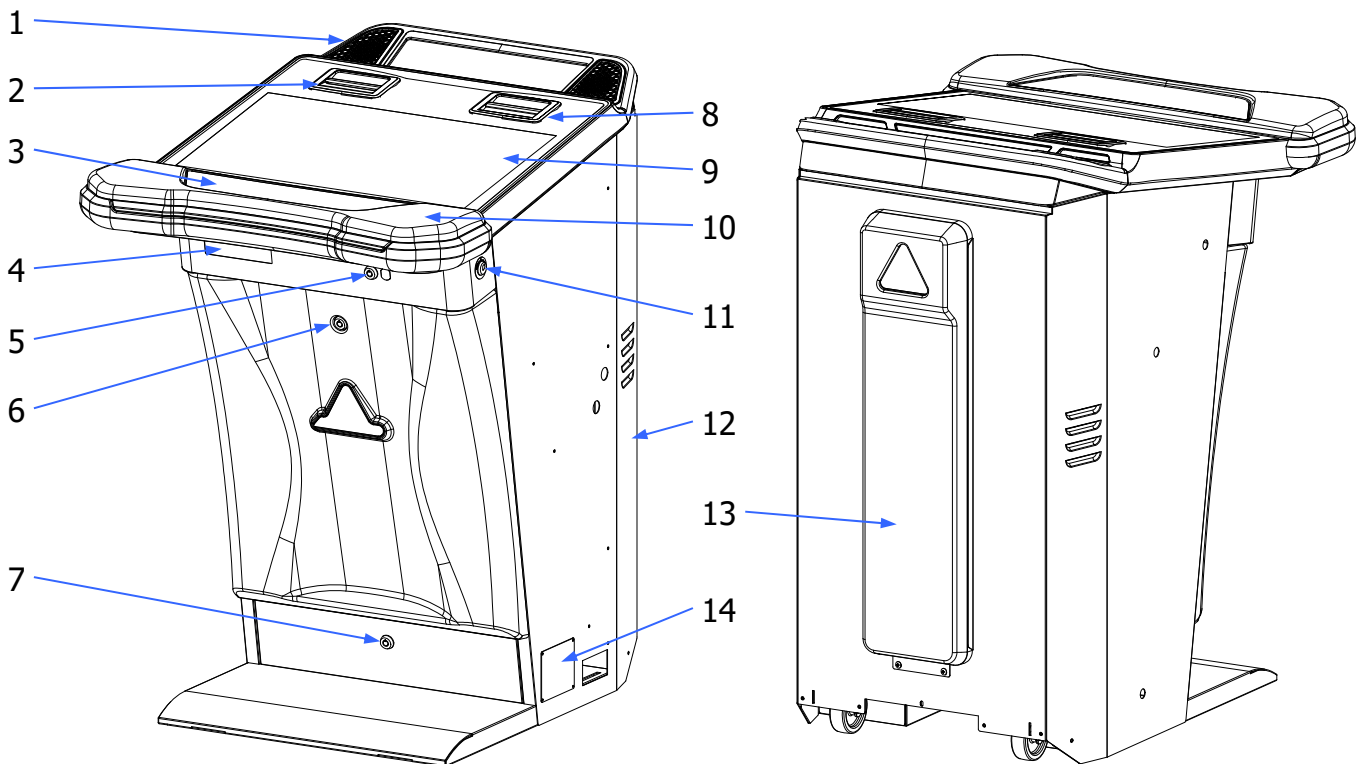
- |  |   |
|--|---|
| 1. Projector                           | 13. Tracking Camera PC Unit             |
| 2. Power Box A                         | 14. TINKER Unit(for HBVCAM-F2028HD-V11) |
| 3. Breakers                            | 15. DVI Splitter                        |
| 4. Tracking Camera                     | 16. Live Camera (HBVCAM-F2028HD-V11)    |
| 5. Speakers                            | 17. Live Camera (HD-NDI-200)            |
| 6. IO Case Unit                        | 18. Wheel Unit                          |
| 7. AMP Case                            | 19. Serial Plate                        |
| 8. Keyboard / Remote Commander         | 20. Center Door Switches                |
| 9. PC Changer                          | 21. LAN Ports                           |
| 10. GAT3(D SUB) Connector(Optional)    | 22. Security Cage Door Lock             |
| 11. Power Switch(MAIN SW 1, MAIN SW 2) | 23. Switching Hub                       |
| 12. Woofer Speaker                     | 24. Main Power Unit                     |
|  | 25. Center Unit Doors                   |



**(Drain Spacer side view)**

- |                          |                      |
|--------------------------|----------------------|
| 1. Power Box B           | 5. Top Base Unit     |
| 2. Breakers              | 6. Top PCB Box       |
| 3. Separator Filter Unit | 7. Transformer Box   |
| 4. Air Compressor Unit   | 8. Switch Board Unit |

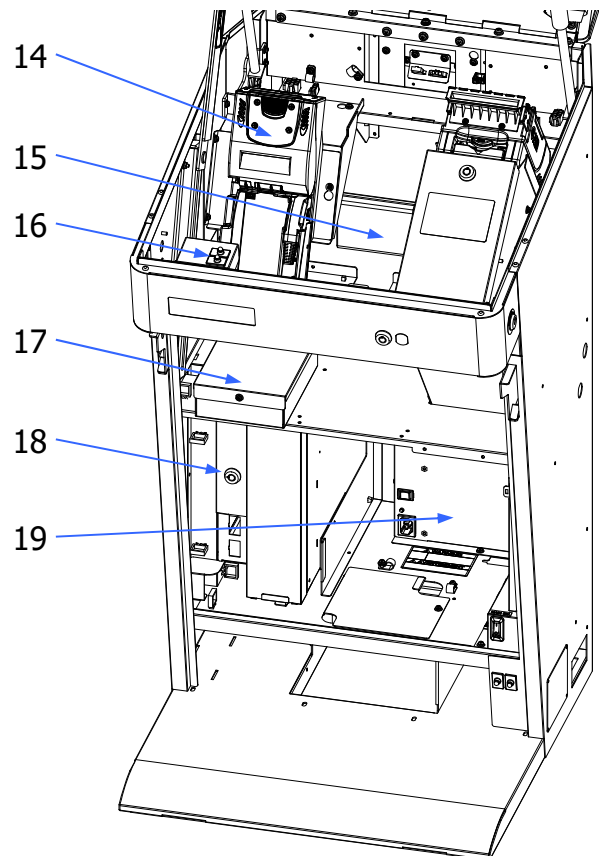
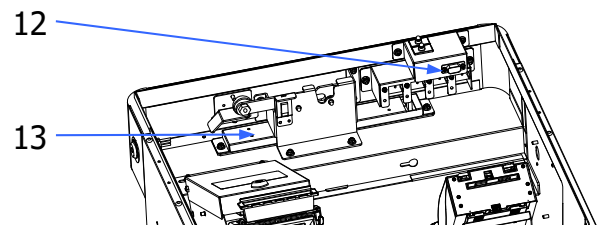
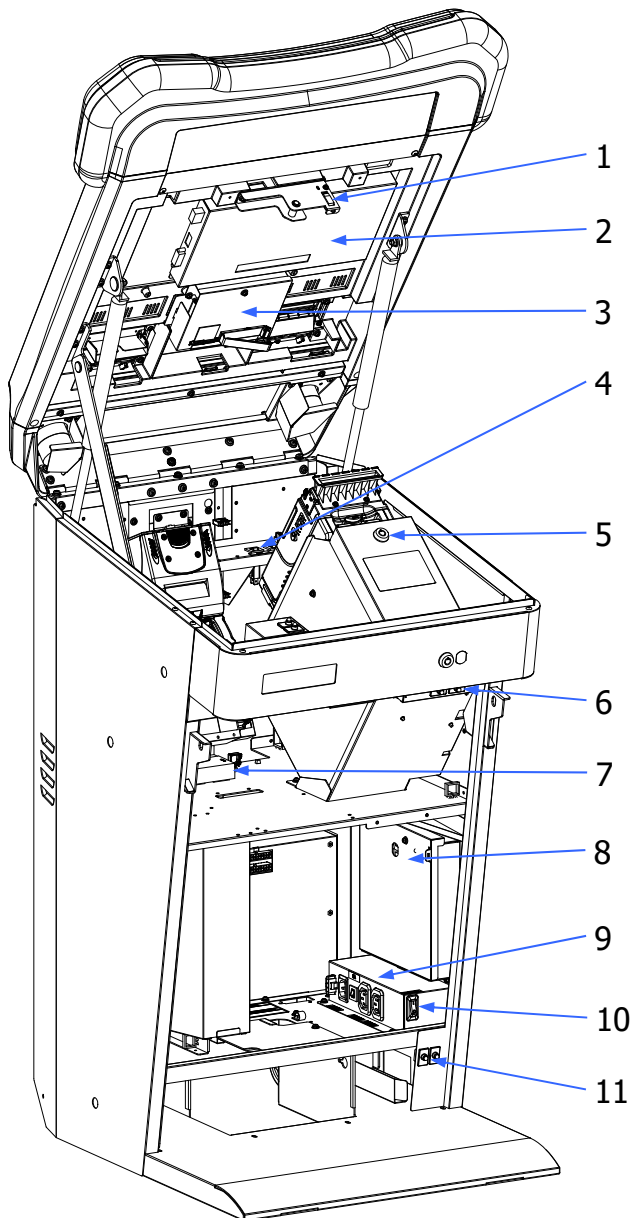
### 1. 4: Outside View of Station



1. Speakers
2. Printer Chute
3. Control Panel
4. Mechanical Meters(Counter)  
:Used only in the regions that use the mechanical meters.
5. Top Door Lock
6. Front Door Lock
7. Bottom Door Lock

8. BILL Chute
9. Top Door
10. Arm Rest(Pad)
11. RESET/AUDIT Key Switch
12. Cabinet
13. Back LED(Optional)
14. Serial Plate

## 1. 5: Inside View of Station



- |                                 |                                     |
|---------------------------------|-------------------------------------|
| 1. Top Door Sensor              | 12. GAT3(D SUB) Connector(Optional) |
| 2. LCD Monitor                  | 13. Front LED                       |
| 3. Touch Screen PCB             | 14. Ticket Printer                  |
| 4. Breakers                     | 15. Audio Module PCB                |
| 5. BILL Case(BV CASE) Door Lock | 16. Top Door Switch                 |
| 6. Front Door Switch and Sensor | 17. SUB IO Case(Optional)           |
| 7. DDC/EDID Emulator            | 18. Security Cage Front Cover Lock  |
| 8. IO Case                      | 19. Power Supply                    |
| 9. Plug-in Unit(AC Base)        |                                     |
| 10. Power Switch                |                                     |
| 11. Bottom Door Switch          |                                     |

## Chapter 2

### Preparation before Operation

---

#### 2. 1: Power ON

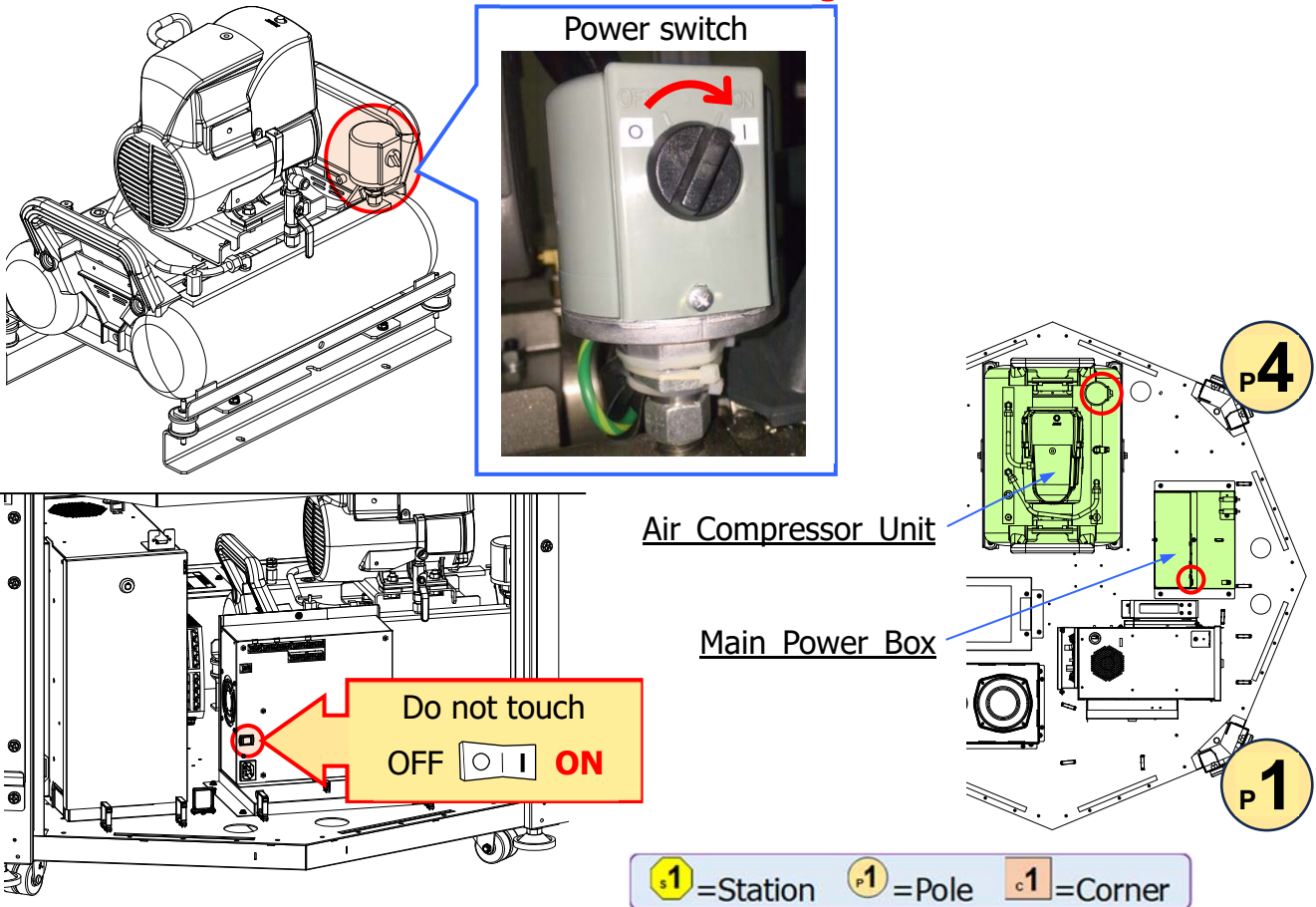
Before turning on the power, refer to "**Install Check List**" at Chapter 2 of the SERVICE Manual to check that all the following procedures have been completed.

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

**⚠ CAUTION!**

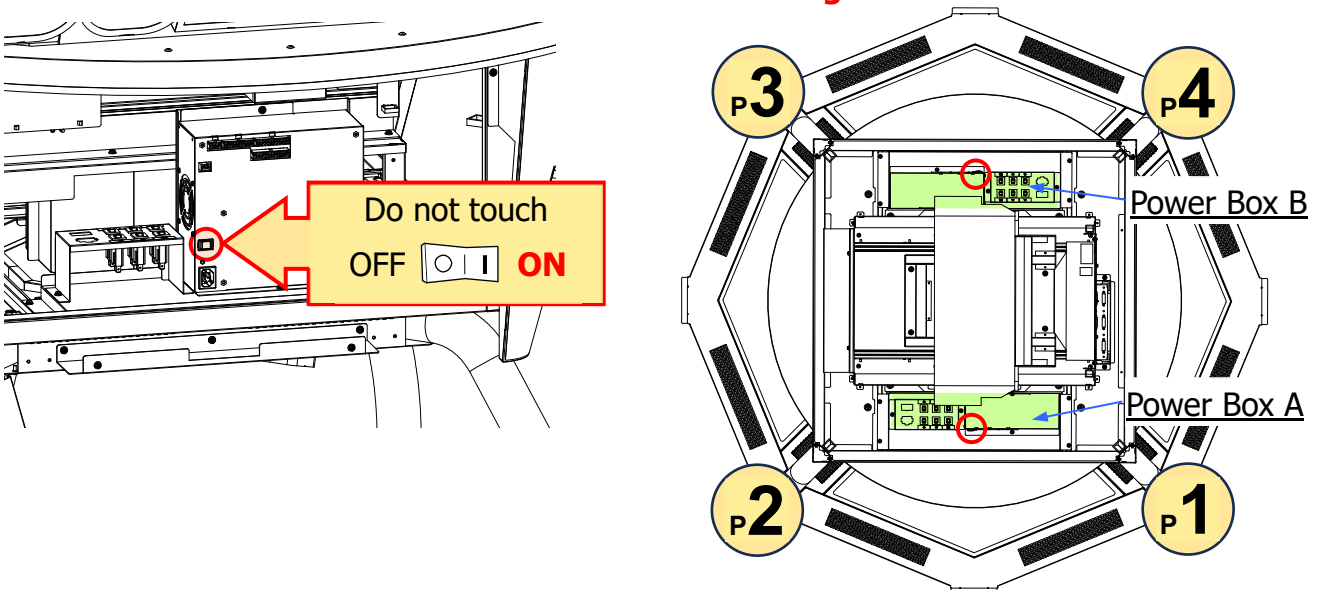
Make sure that the Switches of the Air Compressor Unit and of the Main Power Box inside the Center Unit are switched to ON.

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



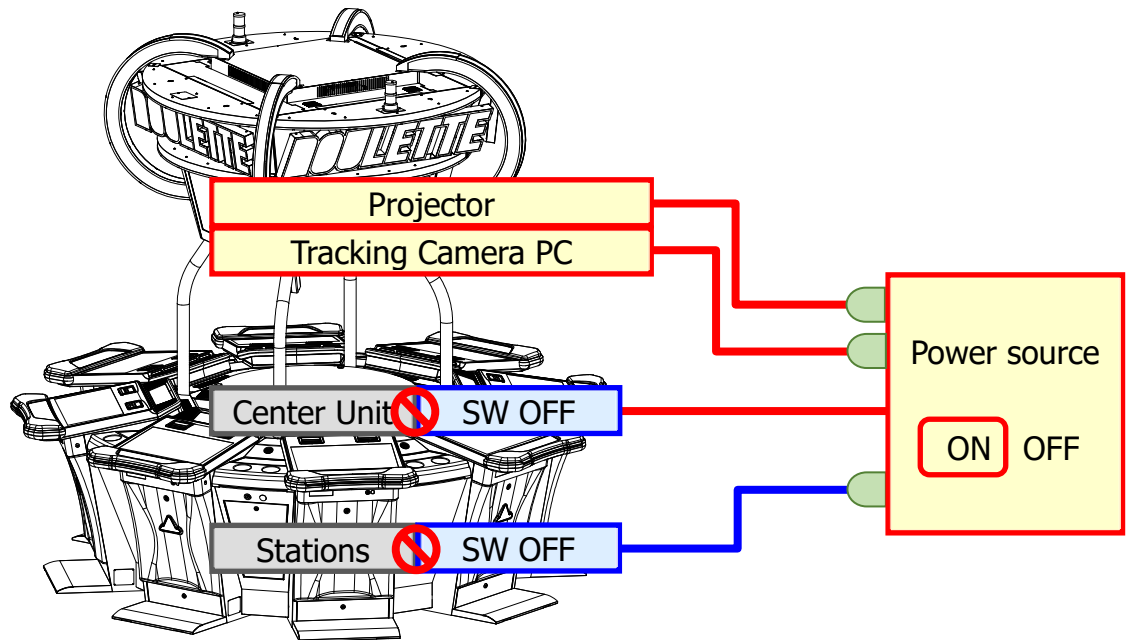
Make sure that the 2 Switches of the Power Box A and Power Box B, that are inside the Top Sign Unit, are switched to ON.

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

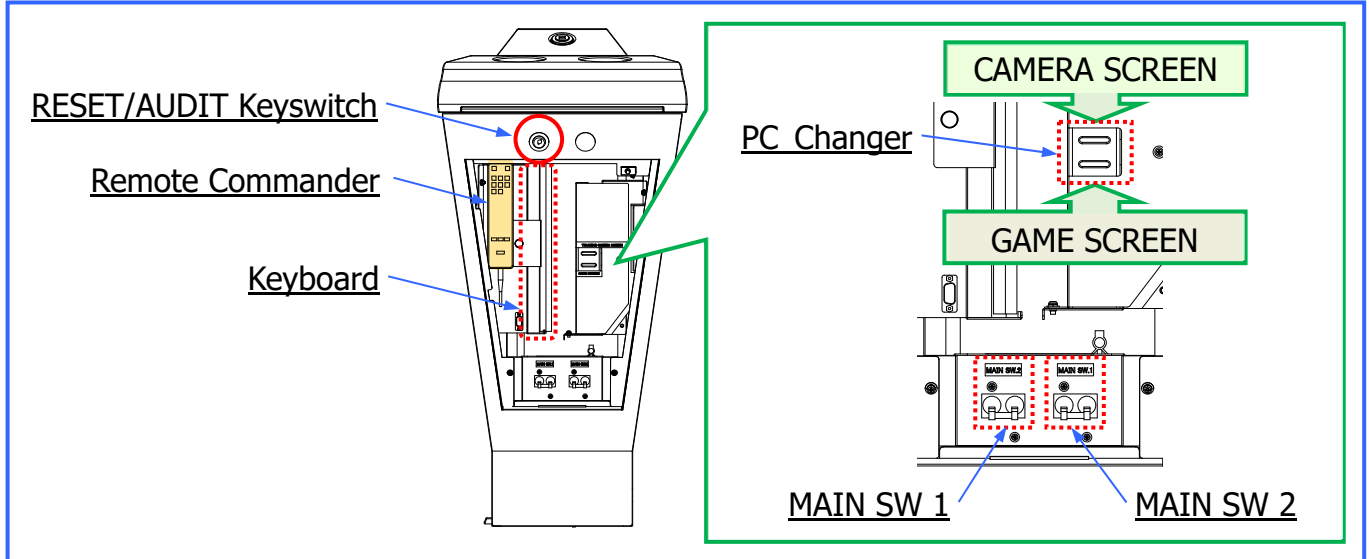


### 2. 1. 1: Turn on the Center Unit

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



- Unlock and detach the Control Spacer Door, then turn ON the Power Switches of the Center Unit. Close the Control Spacer Door. While the POWER UP SELF TEST is performed, the item [Program test] is displayed as [NOW CHECKING]. When the check is successfully completed the display turns to [OK].

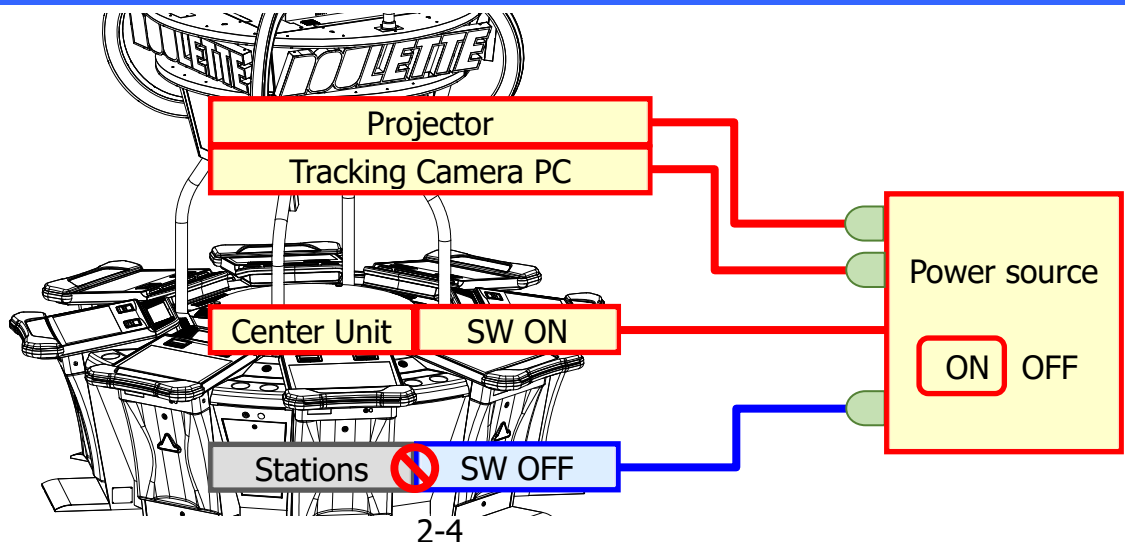


**CAUTION!**

- 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.

**NOTE:**

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



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

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

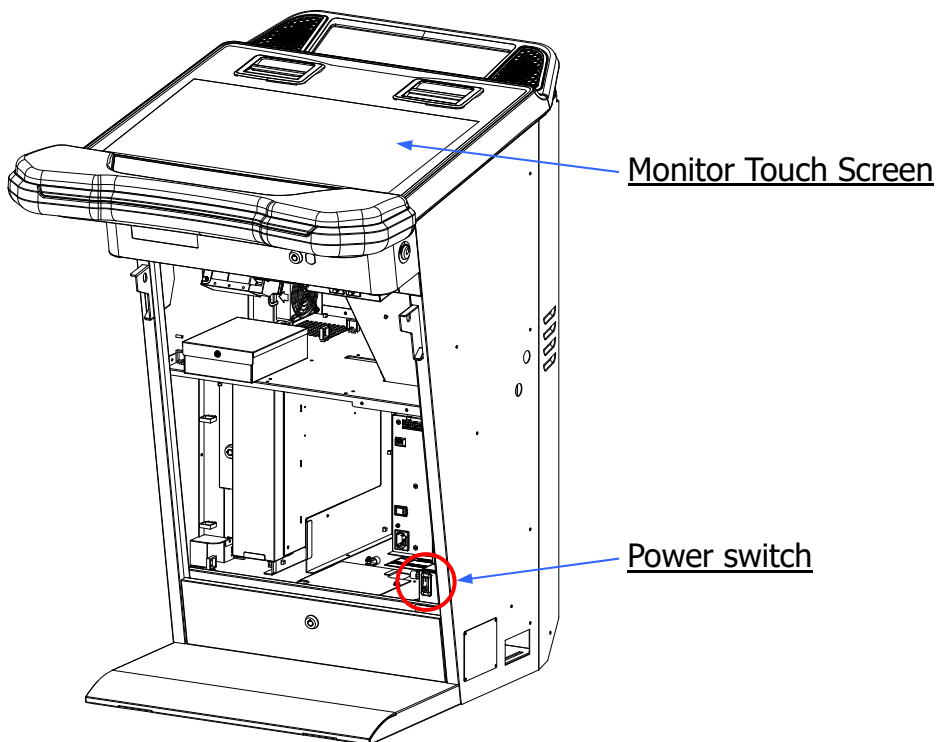


### CAUTION!

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

### **i** NOTE:

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



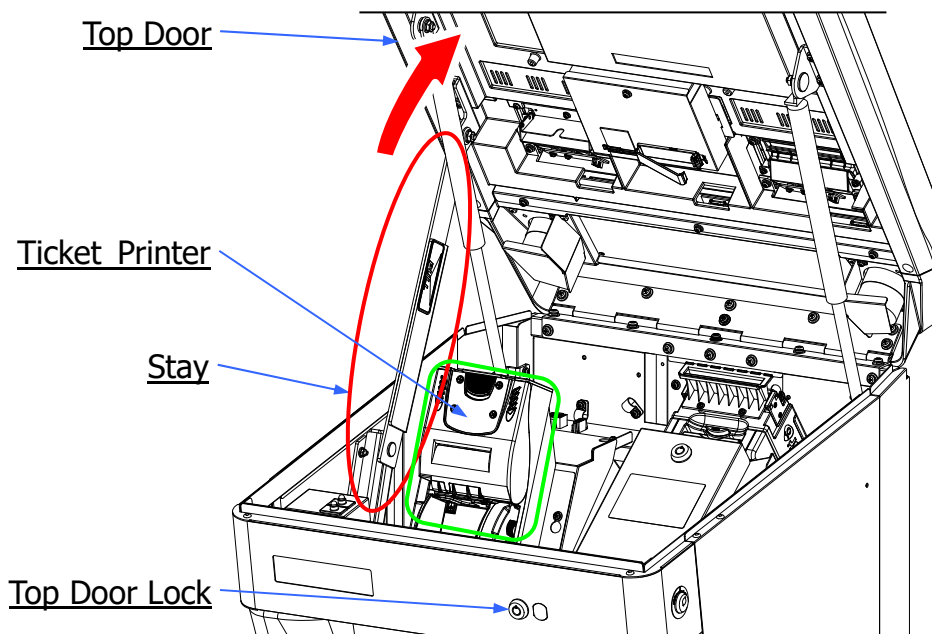
### 2. 1. 3: Loading Tickets

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

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

**⚠ CAUTION!**

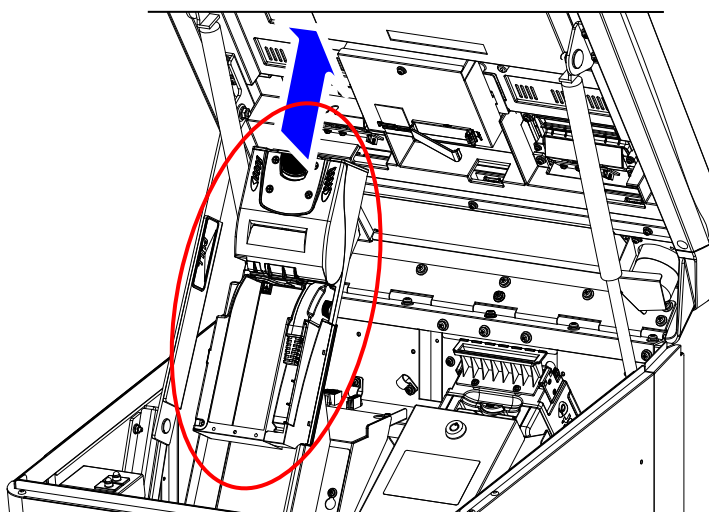
Hold the Top Door until you are sure that the Stay bar is locked, which will ensure that the Top Door will not suddenly close.



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

**⚠ CAUTION!**

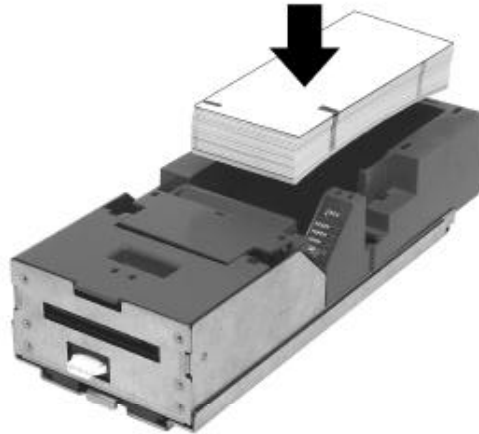
Make sure not to get fingers caught when taking the Ticket Printer in and out.



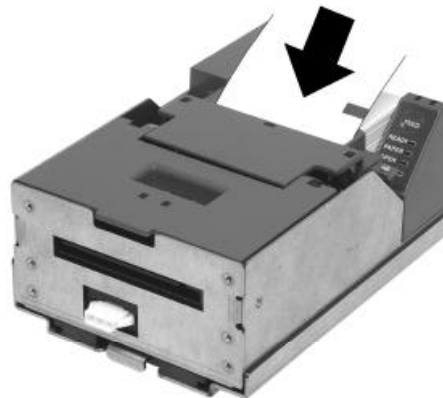
**i NOTE:**

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

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



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



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

**! CAUTION!**

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

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



## Chapter 3

### How to play

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

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

The roulette game is played by predicting in which pocket of the wheel the ball will stop. The wheel is divided into 37 pockets numbered from 1 to 36 plus a [0] pocket (Single zero type), or into 38 pockets numbered from 1 to 36 plus a [0] and a [00] pockets (Double zero type). Each pocket from 1 to 36 can be either red or black.

#### - Image for base game -



**“Roulette Xplosion” features a Side Game.**

**Outline of the Side Games.**

**SIDE GAME: ODDS UP SPOT**

**Betting time of the Side Game**

Alle the players that participate to the Roulette Game are qualified for the Side Game, so no specific entry fee or application is required.

**WIN conditions for the Side Game**

If the ball stops on one of the numbers that before the [BALL SPIN] were selected as “ODDS UP SPOT”, the players who bet on that spot will receive a prize according to the displayed odds.

**[ ODDS UP SPOT is triggered ]**



**SIDE GAME: [ODDS UP SPOT]**

**i NOTE:**

To activate the Side Game, please refer to **“Important Settings”** at Chapter 4 of the SERVICE Manual and set **“ODDS UP TYPE”** to **TYPE A**, **TYPE B** or **TYPE C**.

**[Characteristics of SIDE GAME]**

- All the players who bet on the Roulette Game are qualified, with no need for entry fee or application.
- Before the [BALL SPIN], 3 to 8 “ODDS UP SPOTS” are selected, and the Odds for the win on that Bet Spots will be increased.
- If the ball stops on one “ODDS UP SPOT”, the players who bet on that spot will receive a prize according to the displayed odds.

**ODDS UP SPOT is triggered**



**Triggered ODDS UP SPOT hit**



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

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

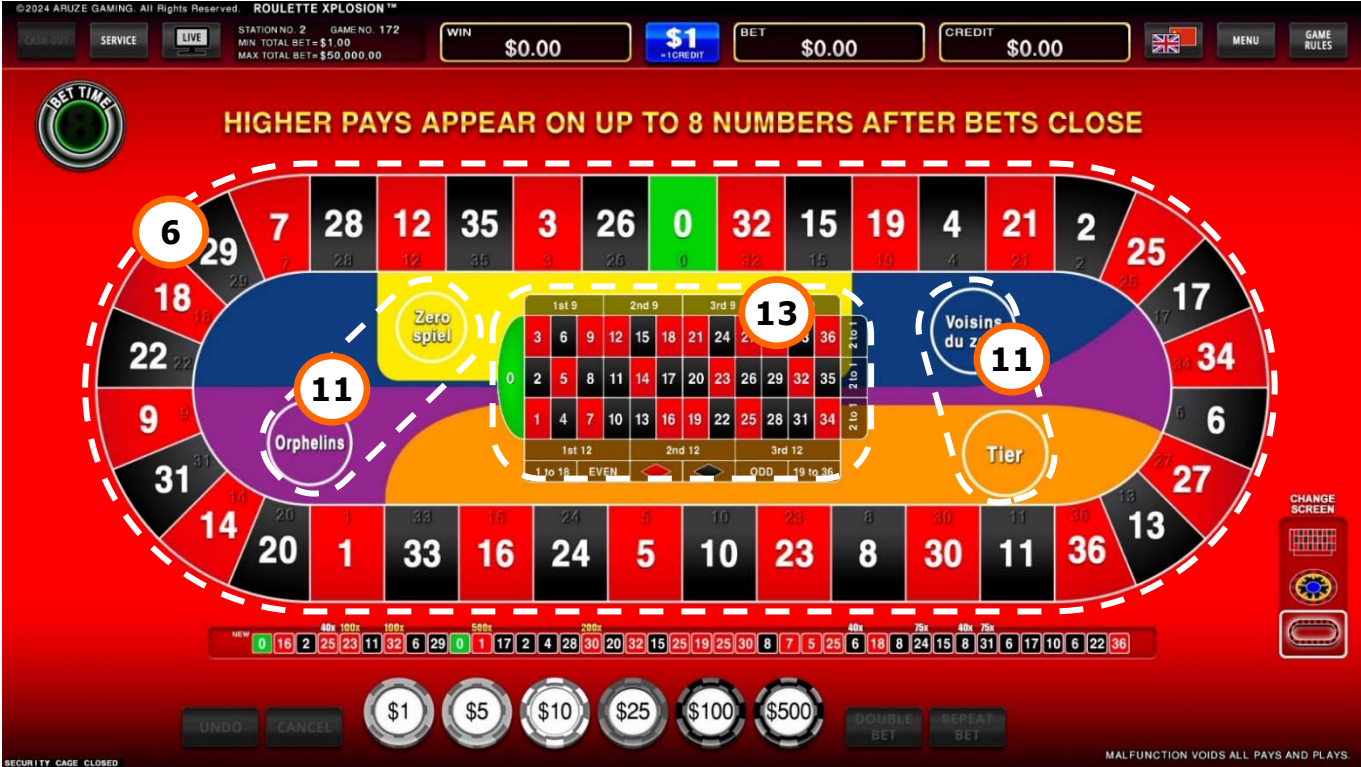
Station display when the [STANDARD BET] is selected.









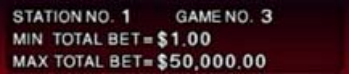


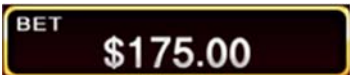
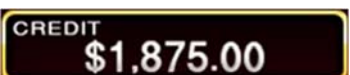








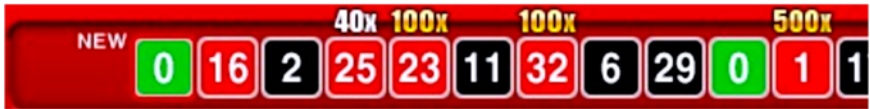
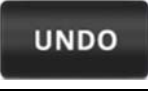


Station display when the [STRATEGY BET] is selected.








Station display when the [RACETRACK BET] is selected.



#	ITEM	DESCRIPTION
1		Cash out the accumulated credit.
		Button to call an attendant.
	 Button to open the Live camera window showing the live image of the wheel.  Close the Live camera window.  Change to the compact window view  Change to the extended window view    [Extended window view]                      [Compact window view]	
2		Information about the station, the number of played games, the maximum and minimum bet allowed.
3		WIN meter. Touch this icon to change the display to credits or cash.
		Denomination indicator.
		BET meter. Touch this icon to change the display to credits or cash.
		CREDIT meter Touch this icon to change the display to credits or cash.

#	ITEM	DESCRIPTION
4		Button to change the language between English and Chinese. The flag representing English may vary depending on jurisdiction.
		Shows the actual value of the Jackpot for each level.  <ul style="list-style-type: none"> <li>→ Volume regulation</li> <li>→ Brightness regulation</li> <li>→ Drag chip function mode</li> <li>→ Cancel Button mode</li> </ul>
		Opens the window for Game Rules.
5		Bet time indicator.
6	<b>BET AREA</b>	The bet spots are displayed.
7		Change the display of the screen.
8	<b>GAME HISTORY</b>	Shows the game results up to the last 40 games. If the ball stopped on an "ODDS UP SPOT", the ODDS UP value is displayed over the game result. 
9		Undo the last action of the Player. It is possible to return up to 50 actions.
		Press the [CANCEL] first, and then touch the chips you want to cancel.
		Press to cancel all the bets.

#	ITEM	DESCRIPTION
10		Set the value of the bet Chip by selecting one of the chips displayed. The value of each Bet button can be set by referring to "BET BUTTON VALUE xx" on " <b>GAME SETTINGS</b> " at Chapter 4 of the SERVICE Manual.
11		Doubles the current credit bet.
		Place the same bet as the one placed as previous game.
		Place AREA bets on "Tier", "Voisins du zero", "Zero spiel", "Orphelins".
12	<b>HISTOGRAM</b>	The result of the last 50 games is showed as histogram.
13		Placed Chips and win spots are displayed on the miniature of the field.

The following methods can be used to cancel your bets. Please refer to "CANCEL BUTTON FUNCTION" on "**IMPORTANT SETTINGS/BASIC SETTINGS**", and "DRAG CHIP" on "**GAME SETTINGS**" at Chapter 4 of the SERVICE Manual. If the item is set on **SELECTABLE**, the player can choose the method from the [MENU] button.

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

### 3. 1. 3: Game Flow

#### - BASIC GAME FLOW -

One game cycle is composed of step A) to C) as follows.

- A) **BET TIME STARTS**  
▼ (Default: 15 sec)
- B) **BET TIME ENDS**  
▼ (Drawing of the ODDS UP SPOT numbers)  
**BALL SPIN**  
▼ (About 20 spins)  
**BALL STOP**
- C) **RESULT**  
(Max: 7 sec)

**i NOTE:**

If no player places a bet, the game will automatically repeat the cycle of the steps A), B), C) as described above.

**BET TIME STARTS**

During this time, players can place their bets.

1. Choose a chip on the CHIP SELECTOR to select the Chip value.



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



3. Chips will appear over a bet spot where a bet has been placed.



4. STEPs 2) and 3) can be repeated to place more bets. During the BET TIME, the player is able to change the chips by using the CHIP SELECTOR, or to cancel the bet. By pressing the Change screen Button, it is possible to change from the [STRATEGY BET] or the [RACETRACK BET].

In the [STRATEGY BET] it is possible to place "One number straight" bets while referring to a histogram of the last 50 games displayed inside the circle.

In the [RACETRACK BET] beside the "One number straight" bets, it is possible to place Area Bets by using the Area buttons. Placed Chips and win spots are displayed on the miniature of the field at the center of the screen.



**BET TIME ENDS**

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

BET TIME COUNTER



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

No More Bets Display



Before the [BALL SPIN], 3 to 8 "ODDS UP SPOTS" are selected, and the Odds for the win on that Bet Spots will be increased.

**i NOTE:**

- If on "**Game Settings**" described at Chapter 4 of the SERVICE Manual the setting "GREY CHIP FUNCTION" is set on **ENABLED**, placed chips that do not reach the Minimum bet are displayed in grey, and are returned to the player at the end of the Bet time.
- Please refer to "**Game Settings**" at Chapter 4 of the SERVICE Manual and set "MINIMUM TOTAL PLAY CREDIT" to set the Minimum Bet value.

**BALL SPIN**

The ball is shoot and spins on the wheel.

**BALL STOP**

The number of the pocket where the ball finally falls is the Winning Number.

**i NOTE:**

If the ball stops on one "ODDS UP SPOT", the displayed odds are used.

**RESULT**

Results are displayed in the HISTORY, and the win amount is paid according to the amount bet.

**- Screen Shot when the player wins -**



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

The ODDS of the Roulette Game are as following:

#### MAIN GAME – SINGLE 0

Over all Average RTP%	
RTP Variation 1	<b>97.30%</b>
RTP Variation 2	
RTP Variation 3	
RTP Variation 4	
RTP Variation 5	
RTP Variation 6	
RTP Variation 7	
RTP Variation 8	

Bet Type	ODDS
STRAIGHT	35 to 1 (ODDS TYPE NONE)
	28 to 1 (ODDS TYPE A, B or C)
SPLIT	17 to 1
STREET / 3 NUMBERS	11 to 1
CORNER / 4 NUMBERS	8 to 1
6 LINE	5 to 1
BOX	3 to 1
COLUMN	2 to 1
DOZEN	2 to 1
RED / BLACK	1 to 1
EVEN / ODD	1 to 1
1 to 18/19 to 36	1 to 1

#### MAIN GAME – DOUBLE 0

RTP Variation varies depending on the setting. Refer to "RTP" on "**GAME SETTINGS**" at Chapter 4 of the SERVICE Manual.

Over all Average RTP%	
RTP Variation 9	<b>94.74%</b>
RTP Variation 10	<b>94.72%</b>
RTP Variation 11	<b>94.75%</b>
RTP Variation 12	<b>94.73%</b>
RTP Variation 13	<b>94.74%</b>
RTP Variation 14	<b>94.72%</b>
RTP Variation 15	<b>94.75%</b>
RTP Variation 16	<b>94.73%</b>

Bet Type	ODDS
STRAIGHT	35 to 1 (ODDS TYPE NONE)
	28 to 1 (ODDS TYPE A, B or C)
SPLIT	17 to 1
STREET / 3 NUMBERS	11 to 1
CORNER / 4 NUMBERS	8 to 1
6 LINE	5 to 1
BOX	3 to 1
COLUMN	2 to 1
DOZEN	2 to 1
RED / BLACK	1 to 1
EVEN / ODD	1 to 1
1 to 18/19 to 36	1 to 1



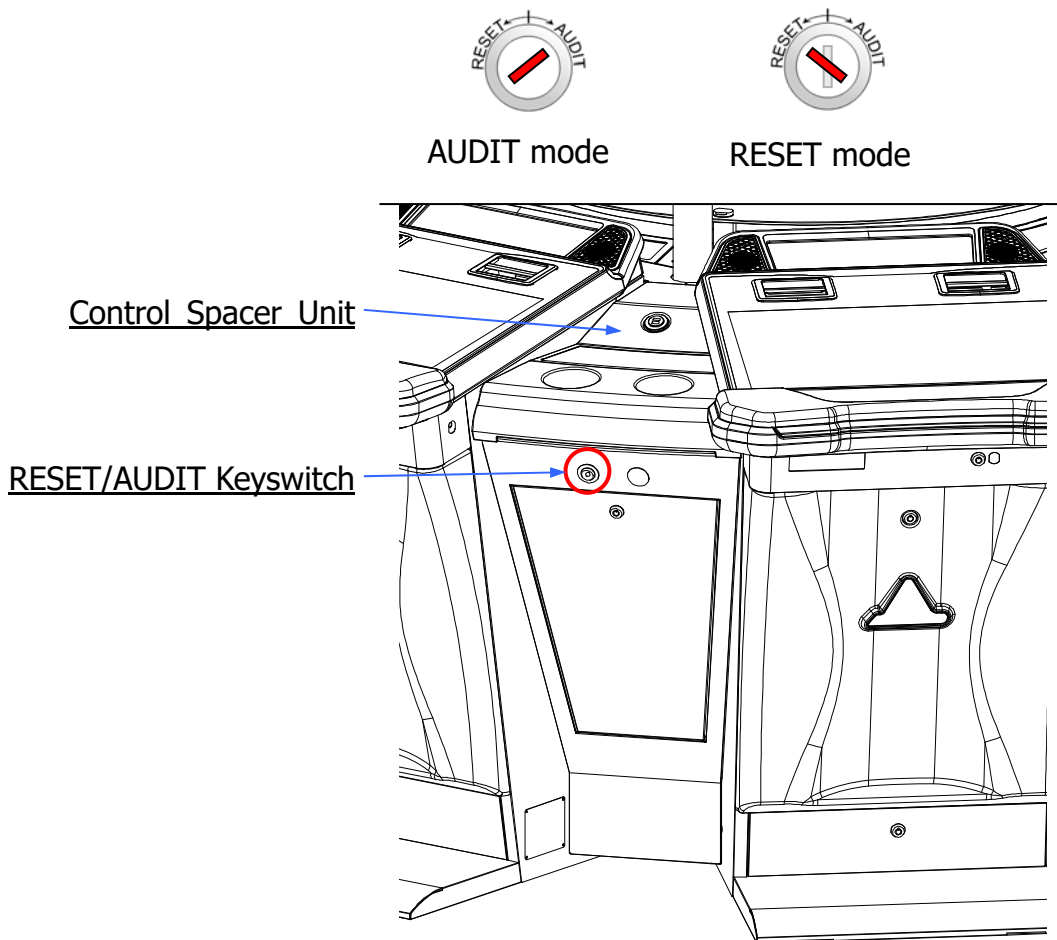
## Chapter 4

### Attendant Service for Center Unit

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

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

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



## 4. 2: Tower Light on Center Unit

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

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

#### Center Unit Events

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

#### Station Events

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

## 2 tiers (SAGMA) for South Africa

### Center Unit Events

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

### Station Events

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

### 3 tiers

#### Center Unit Events

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

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

#### Station Events

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

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

#### NOTE:

##### **Disabled mode:**

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

##### **Door open → closed:**

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

### 4. 3: Daily Servicing

#### 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.

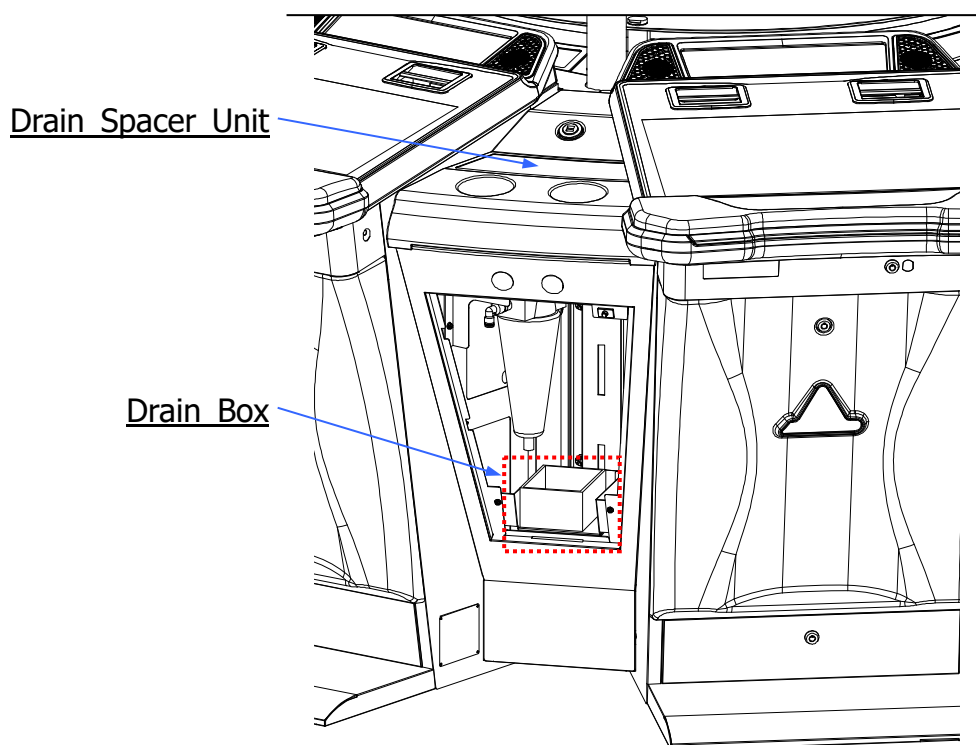


#### **CAUTION!**

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

### 4. 4: Weekly Servicing (every 1 week)

- ◇ Open the Drain Spacer Door and dispose of the drainage water.





## Chapter 5

### Attendant Service for Stations

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

A RESET/AUDIT keyswitch is provided on each station.

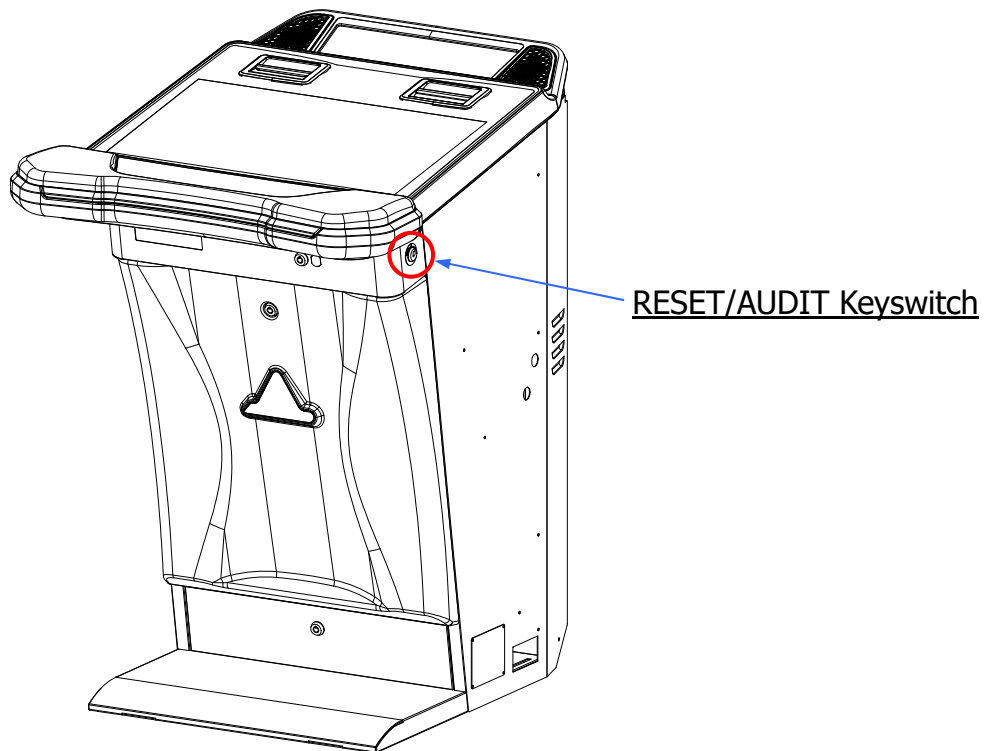
Turn the key to the AUDIT position to actuate the AUDIT mode, and turn the key to the RESET position to actuate the RESET mode.



AUDIT mode



RESET mode



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

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

### 5.3: Daily Servicing

#### Clean the Machine

- ◇ Clean the machine surface.



#### **CAUTION!**

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

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



#### **CAUTION!**

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

## 5. 4: Clearing BILL Acceptor Jam

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

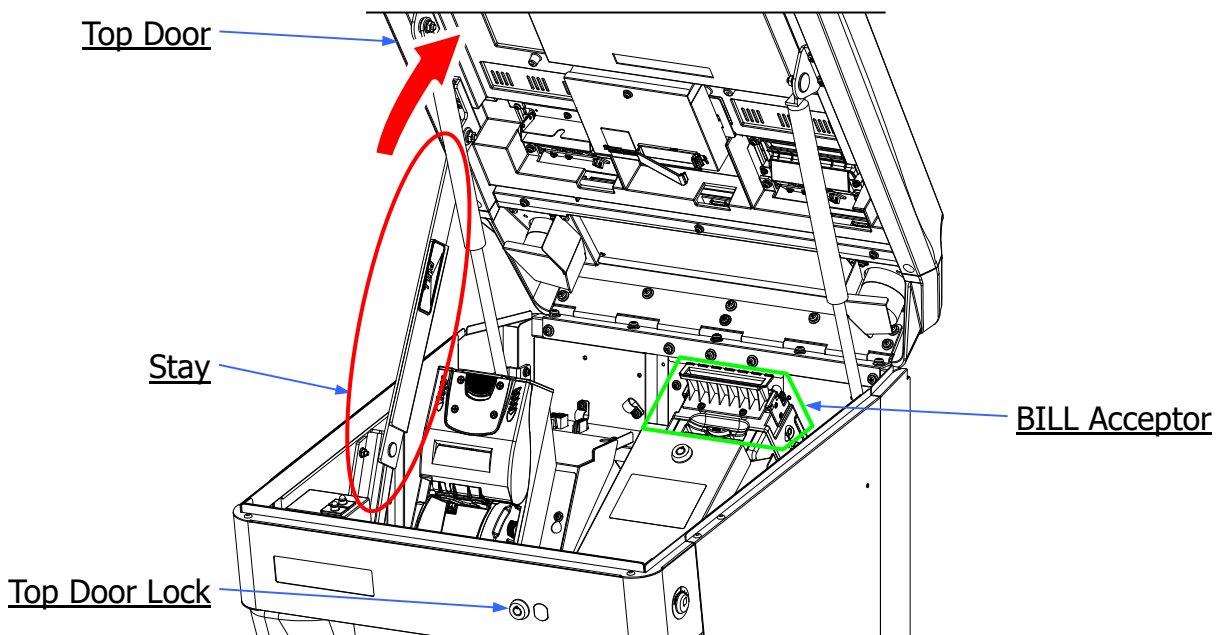
Use the following procedures to clear the jam.

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

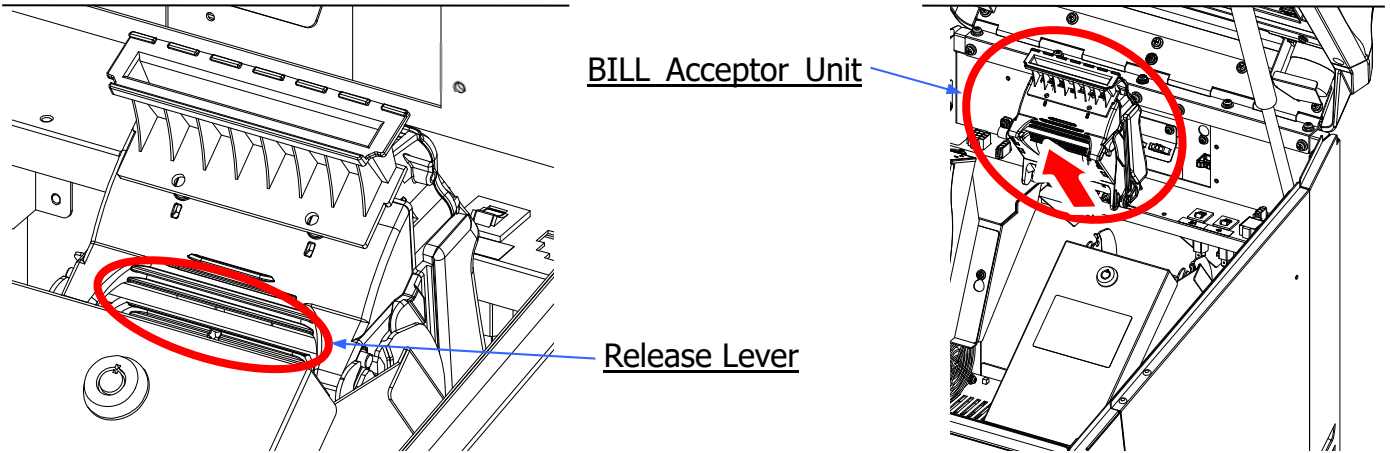


### **CAUTION!**

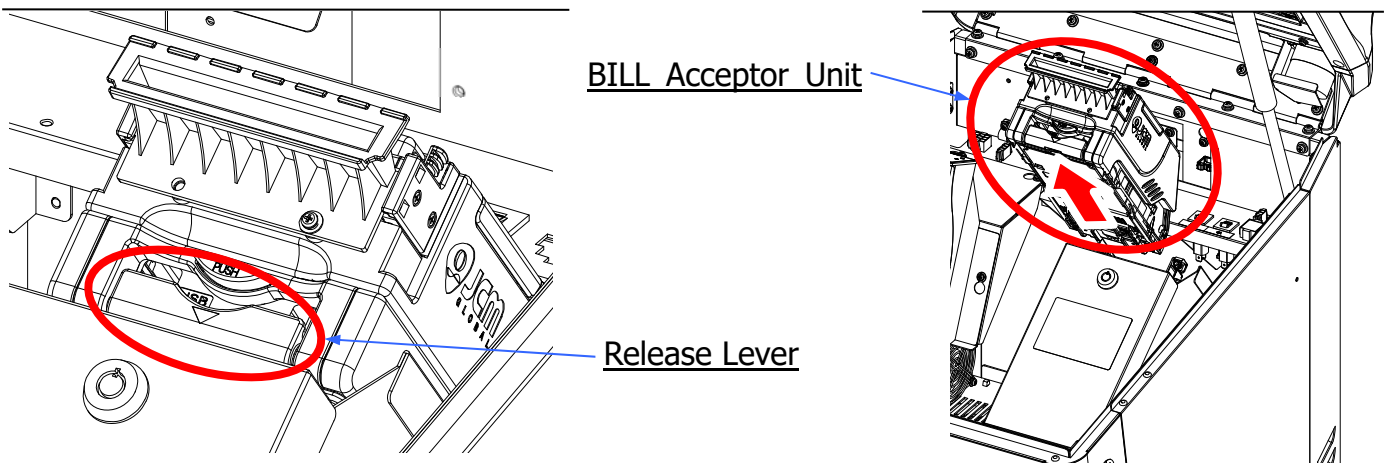
Hold the Top Door until you are sure that the Stay bar is locked, which will ensure that the Top Door will not suddenly close.



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

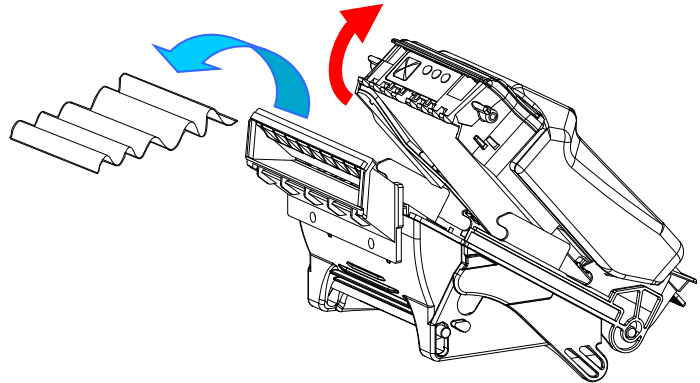
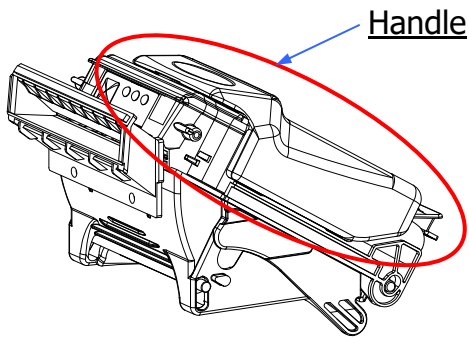


- For BILL Acceptor Units other than MEI -**

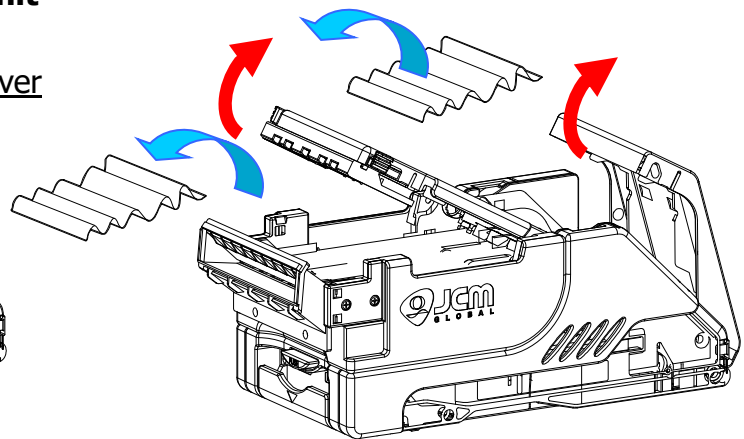
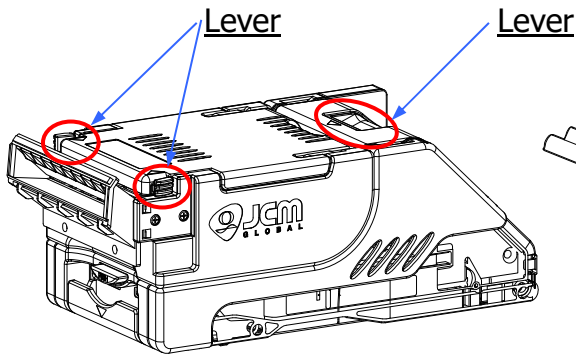


3. Open the top lid of the BILL Acceptor Unit, and then take out the jammed BILL.

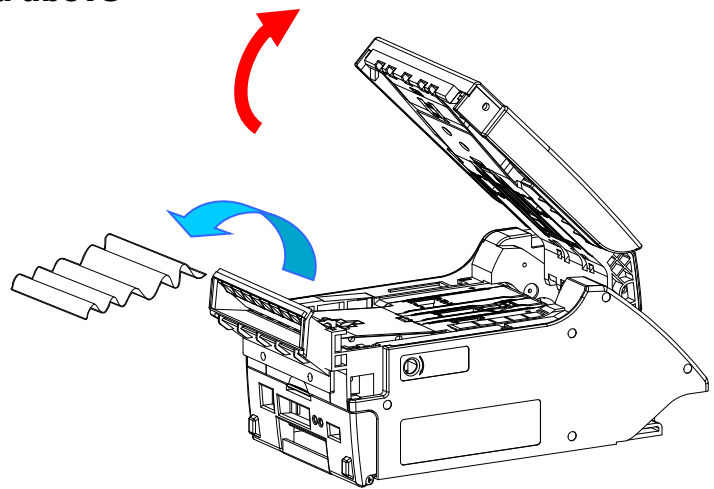
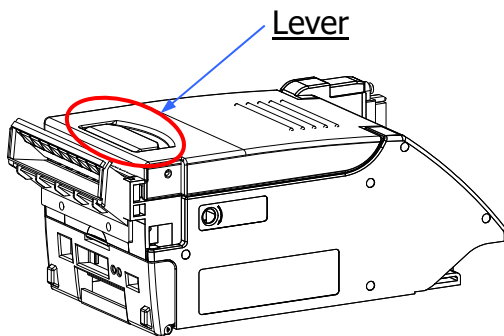
- For a MEI BILL Acceptor Unit -



- For a JCM iVIZION BILL Acceptor Unit -



- For BILL Acceptor Units not explained above -



**i NOTE:**

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

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



**CAUTION!**

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

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

## 5. 5: Clearing Ticket Jam

**i NOTE:**

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

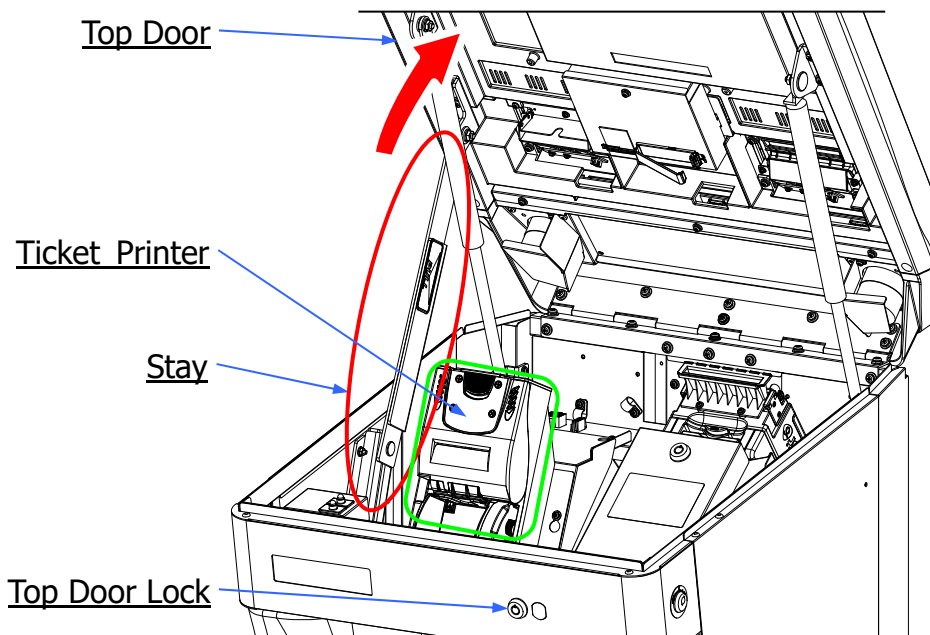
If a ticket is jammed into the Ticket Printer, the message [TICKET PRINTER PAPER JAM] is displayed on the Monitor screen. Follow the procedure below to clear the ticket of the paper jam.

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



**CAUTION!**

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

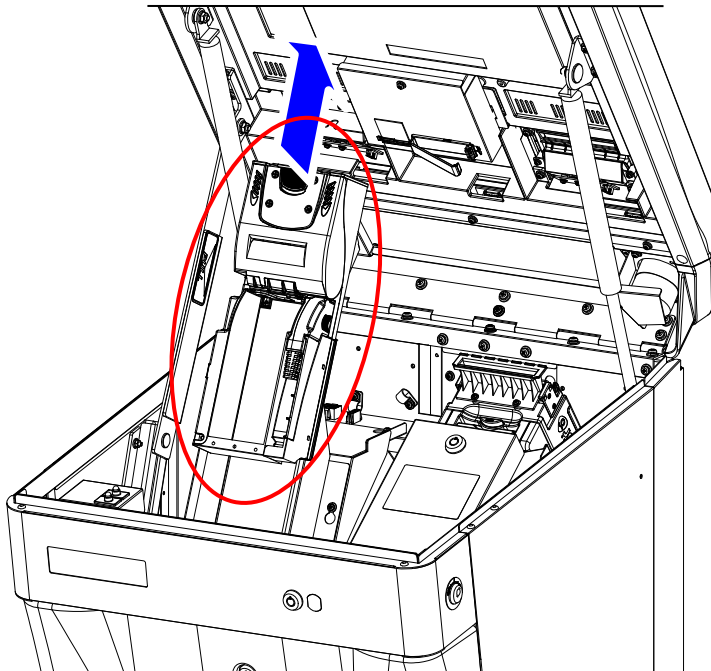


2. Slightly pull up the Ticket Printer at the angle shown below.



**CAUTION!**

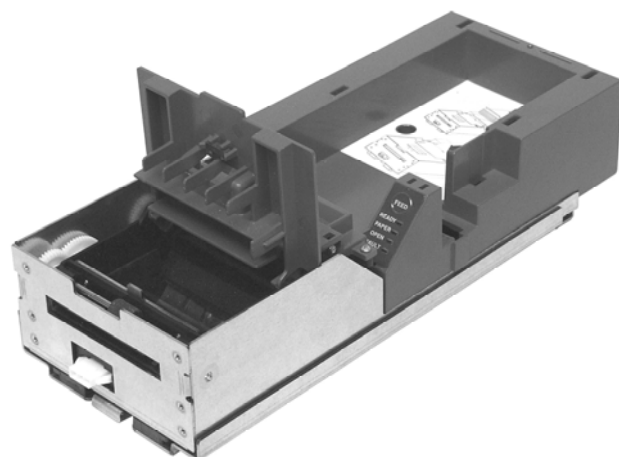
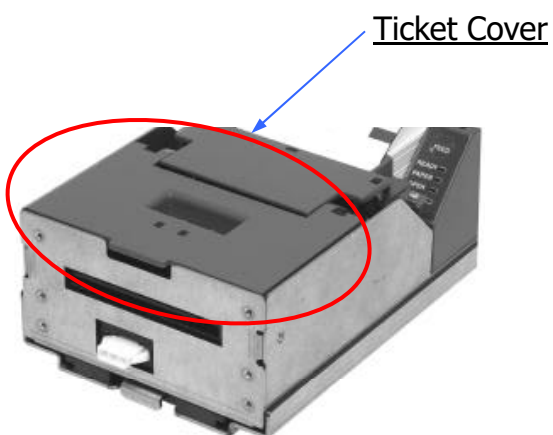
Make sure not to get fingers caught when taking the Ticket Printer in and out.



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

**- For EPIC950 (Ithaca) -**

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



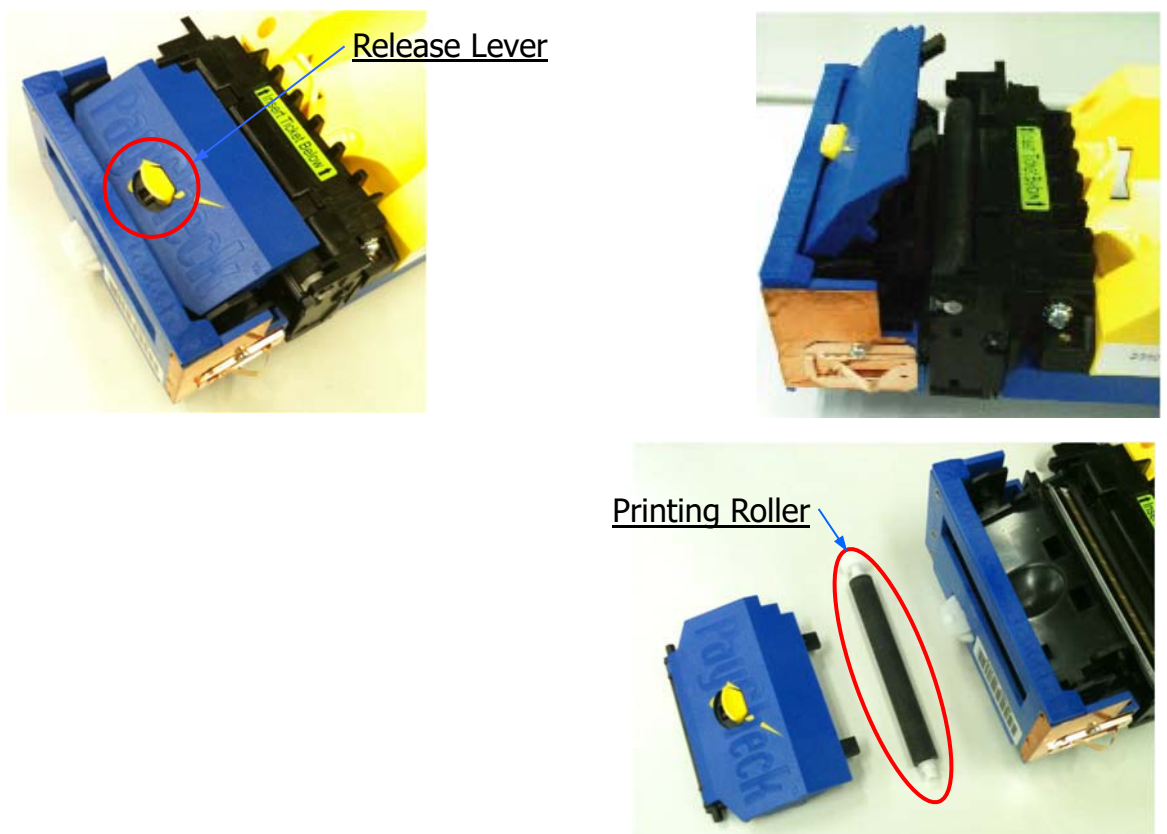
**- For GEN2 UNIVERSAL / GEN3 (Future Logic) / GEN5 -**

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



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

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



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



**CAUTION!**

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

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

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

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

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

There are 2 situations in which Attendant Pay will occur.

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

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

#### **i NOTE:**

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

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

Reset Attendant Pay by the following procedure:

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



#### **i NOTE:**

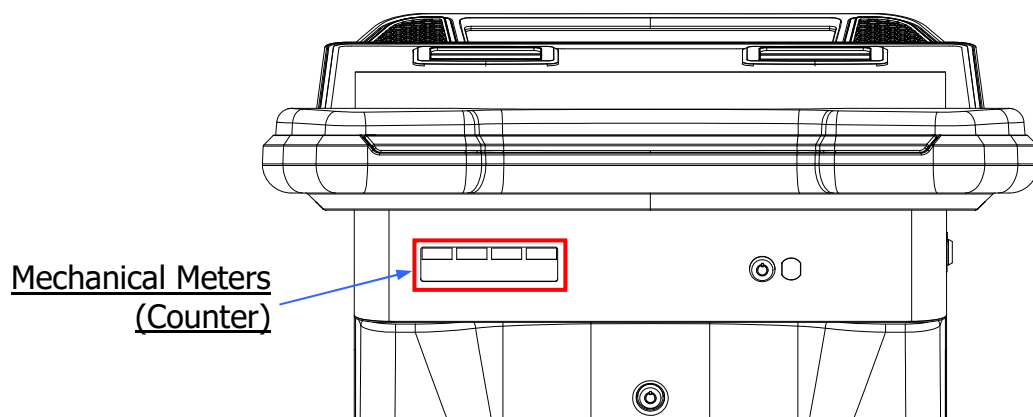
Depending on Machine settings and Casino Host settings, there may be cases when a ticket pays out the credit after the Attendant Pay RESET. In such a case, there is no need for an attendant to directly pay cash to the player.

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

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

**i NOTE:**

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



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

**NOTE:**

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

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

Hand Pay /Jackpot	Total Out	Total In	Total BILL

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

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

Total cash in	Total cash out	Wagered	Game won

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

◇ When "MECHANICAL METER TYPE" is set to **PATTERN 3**.

Wagered	Game won	Game played	BILL In

Meters	DESCRIPTION
Wagered	The cumulative value bet on this machine.
Game won	The cumulative value won on this machine.
Game played	The total number of games played on this machine.
BILL In	The total value of all BILLS accepted.



## Chapter 6

### AUDIT Mode for Center Unit (Operation)

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

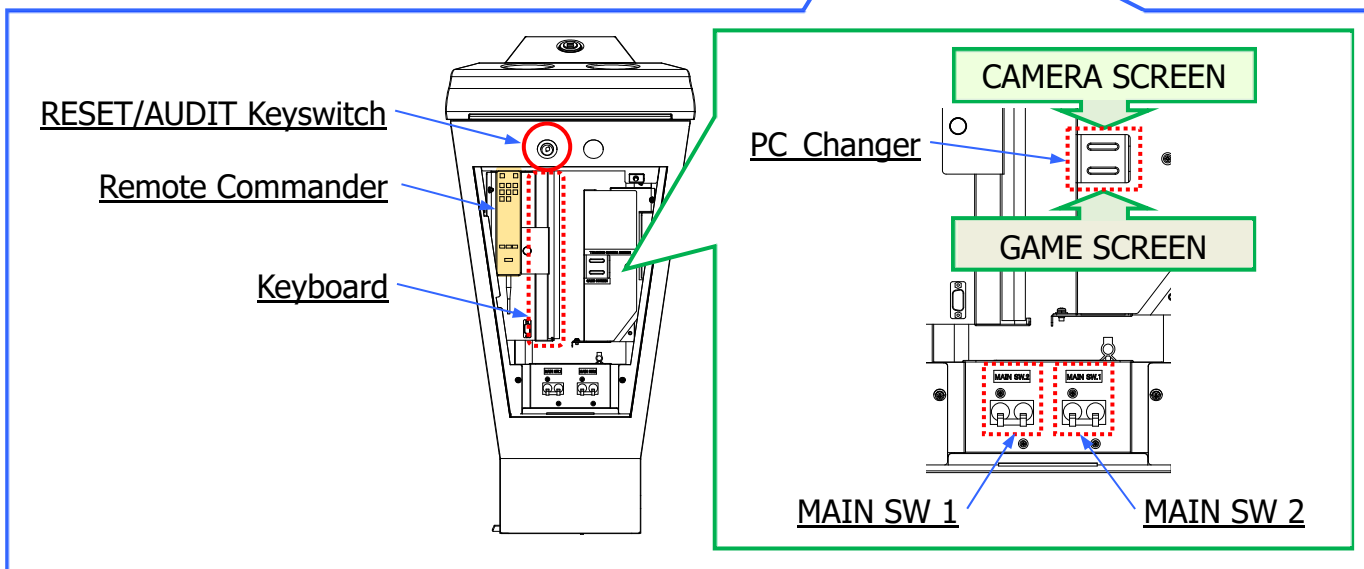
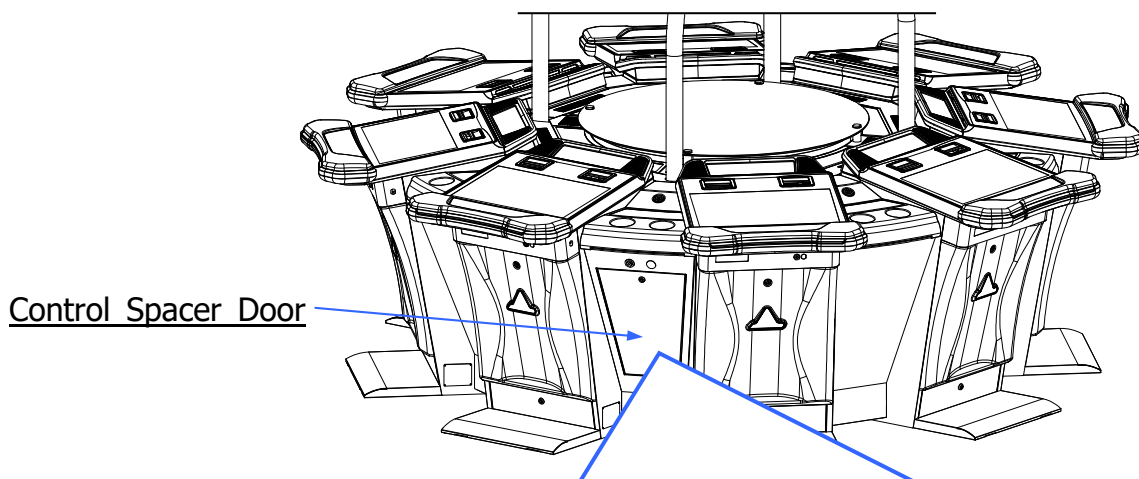
When the Machine is in idle mode (not during game or error status), the AUDIT menu can be accessed by the following procedure:



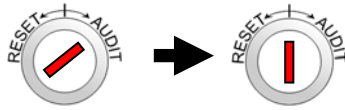
#### CAUTION!

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

1. Refer to **“Opening Doors of the Center Unit”** on Chapter 2 of the SERVICE MANUAL to unlock and detach the Control Spacer Door in order to access to the Keyboard.

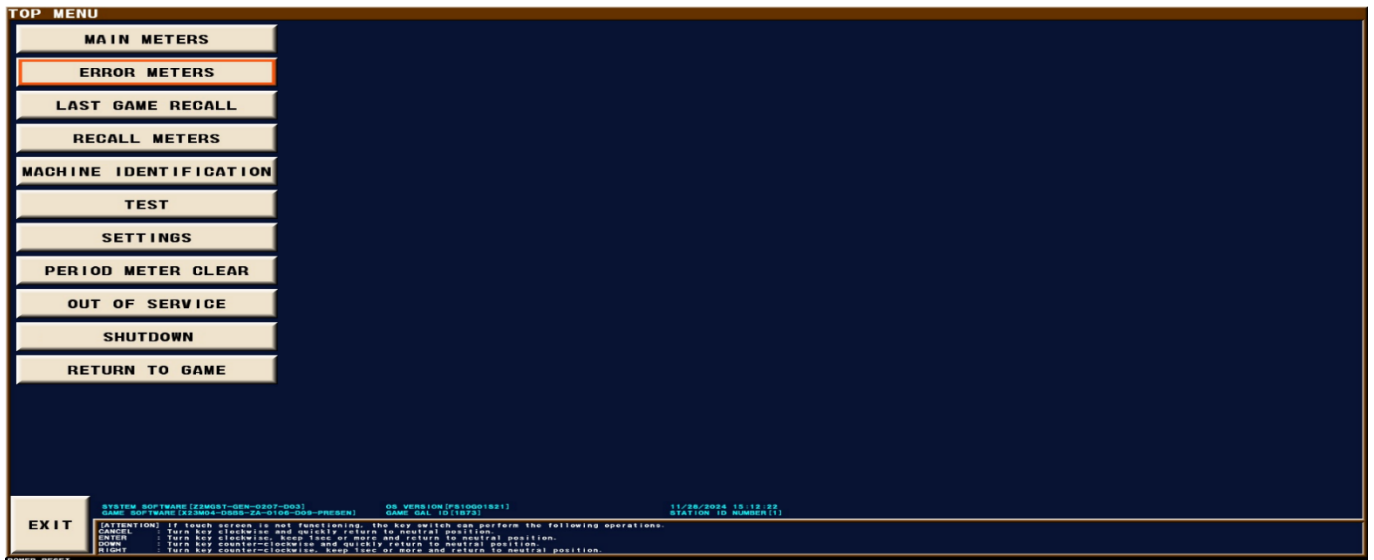


- To call the AUDIT mode, turn the RESET/AUDIT Key Switch to the AUDIT position, and return it to the neutral position.



- Select SETTING by using the following keys of the keyboard.

#	Item Name	Functionality
1		Used to move up the cursor.
2		Used to move down the cursor.
3		Used to enter your selection.
4		Used to cancel your selection.



## Structure of Audit Mode

The items explained in this manual are written in blue.

**i NOTE:**

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

ROOT MENU	SUB MENU
<b>MAIN METERS</b> (Displayed only if the Control Spacer Door is open)	<b>MASTER METERS</b>
	<b>ROULETTE DATA</b>
	<b>RESULT LIST</b>
	<b>SIDE GAME METERS</b>
<b>ERROR METERS</b> (Displayed only if the Control Spacer Door is open)	<b>SYSTEM ERRORS</b>
	<b>ROULETTE ERRORS</b>
	<b>DOOR EVENTS</b>
	<b>ONLINE COMMUNICATION ERRORS</b>
	<b>NETWORK CONDITION METERS</b>
<b>RECALL METERS</b> (Displayed only if the Control Spacer Door is open)	<b>LIVE CAMERA ERRORS</b>
	<b>DOOR HISTORY</b>
	<b>ERROR HISTORY</b>
	<b>ALL EVENT HISTORY</b>
	<b>PROGRESSIVE HISTORY</b>
	<b>SAS COMMUNICATION LOG</b>
	<b>SNAPSHOT – GAME DATA</b>
<b>SNAPSHOT – ERROR DATA</b>	
<b>MACHINE IDENTIFICATION</b> (Displayed only if the Control Spacer Door is open)	<b>CHI SUQARE TEST</b>
	<b>VERSION INFORMATION</b>
	<b>PSD VERIFICATION (MD5 &amp; CRC)</b>
	<b>PSD VERIFICATION (HMAC-SHA1)</b>
	<b>PSD VERIFICATION (SHA1)</b>
	<b>GAME INFORMATION</b>
	<b>HARDWARE INFORMATION</b>
<b>SUBMISSION INFORMATION</b>	

ROOT MENU	SUB MENU
<b>TEST</b> See SERVICE Manual, Chapter 4	<b>MONITOR TEST</b>
	<b>INPUT TEST</b>
	<b>OUTPUT TEST</b>
	<b>SERIAL TEST</b>
	<b>SOUND TEST</b>
	<b>ROULETTE UNIT TEST</b>
<b>SETTINGS</b> See SERVICE Manual, Chapter 4	<b>HARDWARE SETTINGS</b>
	<b>MAIN UNIT SETTINGS</b> (Set only if the Security Cage is open)
	<b>VOLUME SETTINGS</b> (Can be set also if there is credit on the stations)
	<b>AUDIT SETTINGS</b>
	<b>IMPORTANT SETTINGS</b> (Set only if the Security Cage is open)
	<b>GAME SETTINGS</b> <b>BET SETTINGS</b> <b>TIME SETTINGS</b> <b>EXTRA SETTINGS</b>
	<b>GAME SOUND SETTINGS</b>
	<b>ONLINE SYSTEM SETTINGS</b> (Set only if the Security Cage is open)
	<b>OTHER SETTINGS</b> (Can be set also if there is credit on the stations) <b>CLOCK SETTINGS</b> <b>ADDITIONAL SETTINGS</b> <b>MACHINE INFORMATION SETTINGS</b>
	<b>PERIOD METER CLEA</b> (Can be performed only if the Control Spacer Door is open)
<b>OUT OF SERVICE</b> (Can be performed only if the Control Spacer Door is open)	
<b>EXPORT LOG DATA</b> See SERVICE Manual, Chapter 4	(option for MACAU version)
<b>SHUTDOWN</b> (Can be performed only if the Control Spacer Door is open)	

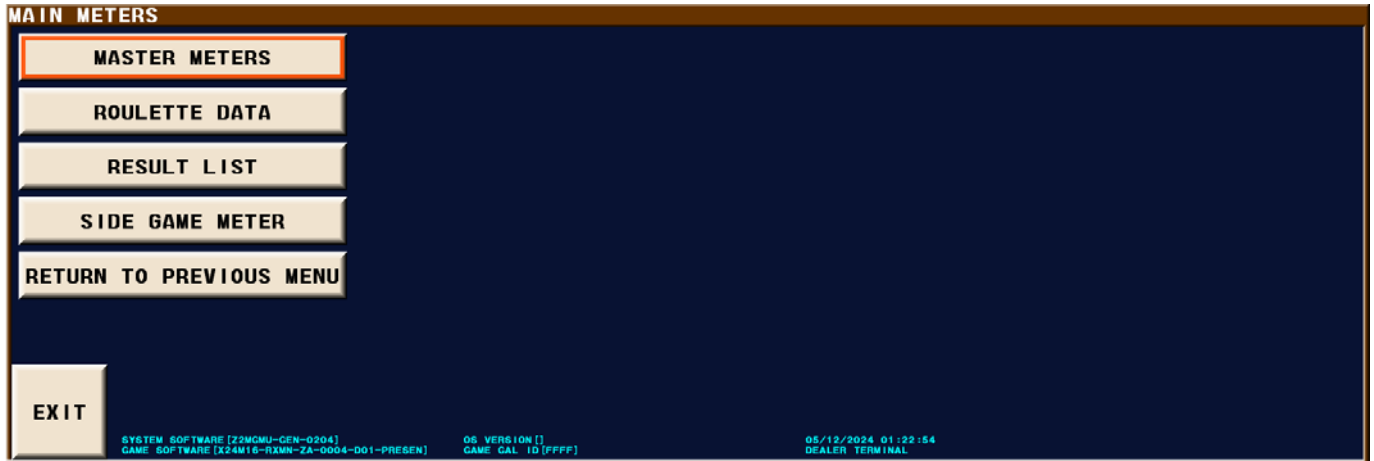
## 6. 1: Main Meters

### TOP MENU>MAIN METERS

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

**i NOTE:**

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



## 6.1.1: Master Meters

### TOP MENU>MAIN METERS>MASTER METERS

**i NOTE:**

NEVADA Version displays different items. (refer to 6.1.1.1).

MASTER METERS		
Meter Name	Permanent	Period
TOTAL GAME TIMES	0	0
TOTAL PLAYED GAME TIMES	0	0
TOTAL BET (VALUE)	\$0.00	\$0.00
TOTAL WON (VALUE)	\$0.00	\$0.00
TOTAL HOUSE GAIN (VALUE)	\$0.00	\$0.00
TOTAL PAY OUT (%)	0.00%	0.00%
TOTAL CASH IN (VALUE)	\$0.00	\$0.00
TOTAL CASH OUT (VALUE)	\$0.00	\$0.00
TOTAL ATTENDANT PAID (VALUE)	\$0.00	\$0.00
COIN IN	\$0.00	\$0.00
COIN OUT	\$0.00	\$0.00
TOTAL BET (CONNECTED MACHINES)	\$0.00	N/A
TOTAL WON (CONNECTED MACHINES)	\$0.00	N/A
PARTICIPATED MACHINES	1	N/A

SYSTEM SOFTWARE [Z2MGU-GEN-0204] OS VERSION [] 05/12/2024 01:22:57  
 GAME SOFTWARE [X24M16-RXMN-ZA-0004-D01-PRESEN] GAME GAL ID [FFFF] DEALER TERMINAL

ITEM	DESCRIPTION
<b>TOTAL GAME TIMES</b>	The cumulative number of games played on the Center Unit.
<b>TOTAL PLAYED GAME TIMES</b>	The total number of games bet on all the stations.
<b>TOTAL BET (VALUE)</b>	The total value of credits bet on all the stations.
<b>TOTAL WON (VALUE)</b>	The total value of credits won on all the stations.
<b>TOTAL HOUSE GAIN (VALUE)</b>	The value of credits calculated by [TOTAL BET – TOTAL WON].
<b>TOTAL PAY OUT (%)</b>	The payout percentage calculated by [TOTAL WON / TOTAL BET].
<b>TOTAL CASH IN (VALUE)</b>	The total value the stations accepted by coins, bills, tickets, cashless cards, etc.
<b>TOTAL CASH OUT (VALUE)</b>	The total value the stations paid out including attendant's handpays, tickets, cashless cards, etc.
<b>TOTAL ATTENDANT PAID (VALUE)</b>	The total value the stations paid out by attendant's handpays.

<b>ITEM</b>	<b>DESCRIPTION</b>
<b>COIN IN</b>	The total value of all the bets from all the stations.
<b>COIN OUT</b>	The total value of all wins from all the stations, paid by the machine.
<b>TOTAL BET (CONNECTED MACHINES)</b>	The sum of the bets sent by all the Stations connected to the Center Unit.
<b>TOTAL WON (CONNECTED MACHINES)</b>	The sum of the wins hit by all the Stations connected to the Center Unit
<b>PARTECIPATED MACHINES</b>	The total number of Stations connected to the Center Unit

**6. 1. 1. 1: Master Meters (for NEVADA)**

**TOP MENU>MAIN METERS>MASTER METERS**

**i NOTE:**

In NEVADA Version, the Master Meters displays as following.

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

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

1 2

**MASTER METERS PAGE (2/2)**

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

1 2

ITEM	DESCRIPTION
<b>COIN IN</b>	The total value of all the bets from all the stations.
<b>COIN OUT</b>	The total value of wins paid by all the stations.
<b>COIN DROP</b>	The total amount of coins that entered the Coin Drop Box.
<b>PHYSICAL COIN IN</b>	The actual amount of inserted coins.
<b>PHYSICAL COIN OUT</b>	The actual amount of paid coins.
<b>ATTENDANT PAID JACKPOTS</b>	The total value paid out by attendant's handpay, for all the stations.
<b>ATTENDANT PAID CANCELLED CREDITS</b>	The total value the stations paid out and was cancelled by an attendant.
<b>BILL IN</b>	The total value of BILLS inserted into the Station.

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

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

### 6. 1. 2: Roulette Data

#### TOP MENU>MAIN METERS>ROULETTE DATA

ROULETTE DATA			
Meter Name	Permanent	Period	
POCKET [ 1]			
POCKET [ 2]			
POCKET [ 3]			
POCKET [ 4]			
POCKET [ 5]	13	13	
POCKET [ 6]			
POCKET [ 7]			
POCKET [ 8]			
POCKET [ 9]			
POCKET [10]	10	10	
POCKET [11]	11	11	
POCKET [12]			
POCKET [13]			
POCKET [14]			
POCKET [15]			
POCKET [16]			
POCKET [17]			
POCKET [18]			
POCKET [19]			
POCKET [20]			

ITEM	DESCRIPTION
<b>SPOT #XX</b>	The total number of times the ball stopped inside each pocket.

### 6. 1. 3: Result List

#### TOP MENU>MAIN METERS>RESULT LIST

**i NOTE:**

Display of the results of the last 500 games.

RESULT LIST	
GAME No.	: [RESULT]
46	: [ 7]
45	: [ 2]
44	: [ 3]
43	: [ 3]
42	: [ 4]
41	: [ 4]
40	: [ 5]
39	: [28]
38	: [ 8]
37	: [ 8]
36	: [22]
35	: [20]
34	: [ 4]
33	: [ 6]
32	: [27]
31	: [ 5]
30	: [11]
29	: [15]

## 6. 1. 4: Side Game Meters

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

Display of counters relative to the Side Game.

SIDE GAME METER		
Meter Name	Permanent	Period
<b>NUMBER OF CHANCE SPOTS</b>		
0	10	10
1	0	0
2	0	0
3	0	0
4	1	1
5	0	0
6	0	0
7	0	0
8	0	0
<b>CHANCE ODDS COUNT</b>		
500x	1	1
200x	0	0
100x	1	1
75x	0	0
50x	0	0
40x	2	2
35x	0	0

SYSTEM SOFTWARE [Z2MGMU-GEN-0204] OS VERSION [ ] 05/12/2024 01:31:10  
 GAME SOFTWARE [X24MT6-RXMN-ZA-0004-D01-PRESEN] GAME GAL ID [FFFF] DEALER TERMINAL

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

### NUMBER OF CHANCE SPOTS

ITEM	DESCRIPTION
<b>0 / 1 / -- / 8</b>	<p>Total counter for the Side Game by number of [CHANCE SPOTS (Odds UP Spots)] ("1" to "8") selected.</p> <p>※When no [CHANCE SPOT] is selected because the Side Game is not enabled ("ODDS TYPE" on "IMPORTANT SETTINGS" is set to <b>NONE</b>), the game is counted under "0".</p> <p><b>Reading the Chart</b></p> <p>Up to now:</p> <p>10 Games were played with "0" CHANCE SPOTS selected</p> <p>1 Game was played with "4" CHANCE SPOTS selected</p>

### CHANCE ODDS COUNT

ITEM	DESCRIPTION
<b>500x / 200x / 100x / 75x / 50x / 40x / 35x</b>	<p>Total counter for the Side Game, by value ([CHANCE ODDS]) of each [CHANCE SPOTS (Odds UP Spots)].</p> <p><b>Reading the Chart</b></p> <p>Up to now the value of the [CHANCE ODDS] for the selected spots was</p> <p>500x on 1 spot</p> <p>100x on 1 spot</p> <p>40x on 2 spots</p>

## 6. 2: Error Meters

### TOP MENU>ERROR METERS

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



## 6. 2. 1: System Errors

### TOP MENU>ERROR METERS>SYSTEM ERRORS

SYSTEM ERRORS		
Meter Name	Permanent	Period
LOW BACKUP BATTERY (MOTHER BOARD)	0	0
LOW BACKUP BATTERY (GMEM PCB)	0	0
POWER SUPPLY FAN ABNORMAL	0	0
POWER SUPPLY BOX ERROR	0	0
CABINET FAN1 ABNORMAL	0	0
CABINET FAN2 ABNORMAL	0	0
POWER BOX FAN ABNORMAL	0	0
PC TOWER FAN ABNORMAL	0	0
TOP CABINET FAN1 ABNORMAL	0	0
TOP CABINET FAN2 ABNORMAL	0	0
TOP CABINET FAN3 ABNORMAL	0	0
TOP CABINET FAN4 ABNORMAL	0	0
CABINET FAN3 ABNORMAL	0	0
CABINET FAN4 ABNORMAL	0	0
POWER BOX A FAN ABNORMAL	0	0
POWER BOX B FAN ABNORMAL	0	0
POWER SUPPLY BOX THERMAL ERROR	0	0
SIGNAGE POWER SUPPLY A THERMAL ERROR	0	0
SIGNAGE POWER SUPPLY B THERMAL ERROR	0	0
POWER RESET	1	1
POWER OFF DURING SETTING	0	0
GAL FAULT	0	0
FIRM CORRUPTED	0	0

ITEM	DESCRIPTION
<b>LOW BACKUP BATTERY (xx)</b>	The cumulative number of times a low power level was detected on the backup battery of each PCB.
<b>LOW BACKUP BATTERY (GMEM BOARD)</b>	The cumulative number of times a low power level was detected on the backup battery of each the GMEM board.
<b>POWER SUPPLY FAN ABNORMAL</b>	The cumulative number of times an anomaly was detected on the number of rotations of the Power Supply Fan.
<b>POWER SUPPLY BOX ERROR</b>	The cumulative number of times an anomaly was detected on the Power Supply Fan.
<b>CABINET FAN xx ABNORMAL</b>	The cumulative number of times an anomaly was detected on the number of rotations of the Cabinet fan 1 or 2.
<b>POWER BOX FAN ABNORMAL</b>	The cumulative number of times an anomaly was detected on the number of rotations of the Power Box Fan.
<b>PC TOWER FAN ABNORMAL</b>	The cumulative number of times an anomaly was detected on the number of rotations of the PC Tower Fan.
<b>TOP CABINET FAN xx ABNORMAL</b>	The cumulative number of times an anomaly was detected on the number of rotations of the Top Cabinet Fans 1 to 4.
<b>CABINET FAN xx ABNORMAL</b>	The cumulative number of times an anomaly was detected on the number of rotations of the Cabinet fan 3 or 4.
<b>POWER BOX xx FAN ABNORMAL</b>	The cumulative number of times an anomaly was detected on the number of rotations of the Box fan A or B.

ITEM	DESCRIPTION
<b>POWER SUPPLY BOX THERMAL ERROR</b>	The cumulative number of times an anomaly was detected on the temperature the Power Box.
<b>SIGNAGE POWER SUPPLY A-B THERMAL ERROR</b>	The cumulative number of times an anomaly was detected on the temperature the Signage Power Supply.
<b>POWER RESET</b>	The cumulative number of times the machine recovered from power down or an instantaneous power failure since the last RAM clear.
<b>COMMUNICATION ERROR (xxx)</b>	The cumulative number of times an error was detected on the communication with the indicated PCB.
<b>POWER OFF DURING SETTING</b>	The number of times the power was turned down during the System Settings Configuration
<b>GAL FAULT</b>	The number of times the GAL could not be read while the game was in progress.
<b>FIRM CORRUPTED</b>	The number of times a FIRMWARE change was detected.

## 6. 2. 2: Roulette Errors

### TOP MENU>ERROR METERS>ROULETTE ERRORS



#### CAUTION!

- The following errors related to the roulette wheel could potentially cause serious financial loss to the casino.
- If an error with **[CALL SERVICE IMMEDIATELY ! ]** occurs, immediately turn off the machine and call the official customer service.

#### ROULETTE ERRORS

Meter Name	Permanent	Period
GAME FAILURE ERROR	9	9
GAME INIT ERROR	0	0
BALL START ERROR	0	0
BALL FALL ERROR	0	0
COMPRESSOR ERROR	0	0
BALL COUNT ERROR	0	0
MOTOR ERROR	0	0
POSITION SENSOR ERROR (REF0130)	0	0
POSITION SENSOR ERROR (REF0430)	0	0
POSITION SENSOR ERROR (REF0730)	0	0
POSITION SENSOR ERROR (REF1030)	0	0
ZERO SENSOR ERROR	0	0
ZERO SENSOR DETECT ERROR	0	0
AROUND SENSOR ERROR	0	0
ENCODER COUNT ERROR	0	0
POCKET SHUFFLE ERROR	0	0
WHEEL ORIGIN DETECT ERROR	0	0
WHEEL DIRECTION ERROR	0	0
BALL SHOOT RETRY	0	0

ITEM	DESCRIPTION
<b>GAME FAILURE ERROR</b>	The cumulative number of times a game did not finish due to an error or door open event.
<b>GAME INIT ERROR</b>	<b>⚠ CALL SERVICE IMMEDIATELY!</b> The cumulative number of times the wheel could not stop at the starting position.
<b>BALL START ERROR</b>	<b>⚠ CALL SERVICE IMMEDIATELY!</b> The cumulative number of times a ball start error happened for 3 consecutive balls.
<b>BALL FALL ERROR</b>	<b>⚠ CALL SERVICE IMMEDIATELY!</b> The cumulative number of times a ball did not fall in a pocket within the preset time period.
<b>COMPRESSOR ERROR</b>	<b>⚠ CALL SERVICE IMMEDIATELY!</b> The cumulative number of times the air compressor did not work normally.
<b>BALL COUNT ERROR</b>	<b>⚠ CALL SERVICE IMMEDIATELY!</b> The cumulative number of times 2 or more balls fell in one pocket.

ITEM	DESCRIPTION
<b>MOTOR ERROR</b>	<p><b>▲ CALL SERVICE IMMEDIATELY!</b></p> <p>The cumulative number of times the motor of the wheel did not work as preset.</p>
<b>POSITION SENSOR ERROR</b> (REF0130) - (REF0430) - (REF0730) - (REF1030) -	<p><b>▲ CALL SERVICE IMMEDIATELY!</b></p> <p>Increases by 1 each time one of the reflection sensors could not detect any difference from a bet starting moment to the following bet start.</p>
<b>ZERO SENSOR ERROR</b>	<p><b>▲ CALL SERVICE IMMEDIATELY!</b></p> <p>Increases by 1 each time when the Zero sensor could not detect any difference from a bet starting moment to the following bet start.</p>
<b>ZERO SENSOR DETECT ERROR</b>	<p><b>▲ CALL SERVICE IMMEDIATELY!</b></p> <p>The cumulative number of times the Zero sensor could not detect the Zero position at the initialization time, even after two or more spins of the wheel.</p>
<b>AROUND SENSOR ERROR</b>	<p><b>▲ CALL SERVICE IMMEDIATELY!</b></p> <p>The cumulative number of times one of the following conditions occurred:</p> <ul style="list-style-type: none"> <li>·Both the Around sensors gets activated at the same time.</li> <li>·Only one of the Around sensors is activated for 15 consecutive times.</li> <li>·For longer than 3 seconds none of the sensors is activated.</li> </ul>
<b>ENCODER COUNT ERROR</b>	<p><b>▲ CALL SERVICE IMMEDIATELY!</b></p> <p>The cumulative number of times the motor moved but there was no change on the Encoder.</p>
<b>POCKET SHUFFLE ERROR</b>	<p><b>▲ CALL SERVICE IMMEDIATELY!</b></p> <p>The cumulative number of times the value of the pocket shuffle and was different at the initialization time and during the normal time.</p>
<b>WHEEL ORIGIN DETECT ERROR</b>	<p><b>▲ CALL SERVICE IMMEDIATELY!</b></p> <p>The cumulative number of times the sensor could not detect the Origin position at the initialization time, even after one or more spins of the wheel.</p>
<b>WHEEL DIRECTION ERROR</b>	<p><b>▲ CALL SERVICE IMMEDIATELY!</b></p> <p>The cumulative number of times the actual spinning direction of the wheel was opposite to the settings.</p>
<b>BALL SHOOT RETRY</b>	<p>The cumulative number of times a ball shoot was retried.</p>

### 6. 2. 3: Door Events

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

DOOR EVENTS		
Meter Name	Permanent	Period
MAIN DOOR OPEN	10	10
SPACER DRAIN DOOR OPEN	0	0
WHEEL GLASS SENSOR #1 OPEN	0	0
WHEEL GLASS SENSOR #2 OPEN	0	0
WHEEL GLASS SENSOR #3 OPEN	0	0
WHEEL GLASS SENSOR #4 OPEN	0	0
SECURITY CAGE OPEN	8	8
IO BOX COVER OPEN	0	0
MAIN DOOR ACCESS DURING POWER DOWN	0	0
SPACER DRAIN DOOR OPEN ACCESS DURING POWER DOWN	0	0
WHEEL GLASS SENSOR #1 OPEN ACCESS DURING POWER DOWN	0	0
WHEEL GLASS SENSOR #2 OPEN ACCESS DURING POWER DOWN	0	0
WHEEL GLASS SENSOR #3 OPEN ACCESS DURING POWER DOWN	0	0
WHEEL GLASS SENSOR #4 OPEN ACCESS DURING POWER DOWN	0	0
SECURITY CAGE ACCESS DURING POWER DOWN	0	0
IO BOX COVER ACCESS DURING POWER DOWN	0	0

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

### 6. 2. 4: Online Communication Errors

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

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

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

## 6. 2. 5: Network Condition Meters

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

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

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

## 6. 2. 6: Live Camera Errors

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

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

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

## 6. 3: Recall Meters

### TOP MENU>RECALL METERS

This item allows to check records of each Event.



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

### 6. 3. 1: Door History

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

#### **i** NOTE:

Display of the records of last 35 door open events.

DOOR HISTORY			
No.	DATE (m/d/y)	TIME (h:m:s)	DOOR NAME
1	08/09/2018	20:22:32	SIDE DOOR OPEN
2	08/09/2018	20:11:28	SIDE DOOR OPEN

### 6. 3. 2: Error History

TOP MENU>RECALL METERS>ERROR HISTORY

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

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

#### **NOTE:**

Display of the records of last 50 errors.

#### ERROR HISTORY

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

### 6. 3. 3: All Event History

TOP MENU>RECALL METERS>ALL EVENT HISTORY

#### **NOTE:**

Display of the records of last 100 events.

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

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

### 6. 3. 4: Progressive History

TOP MENU>RECALL METERS>PROGRESSIVE HISTORY

#### **NOTE:**

Display of the records of last 100 Progressive Wins.

#### PROGRESSIVE HISTORY

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

### 6.3.5: SAS Communication Log

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



#### CAUTION!

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

#### SAS COMMUNICATION LOG

MAIN PORT

EXTEND PORT 1

EXTEND PORT 2

RETURN TO PREVIOUS MENU

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

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

START

STOP

SAVE

1

2

3

4

5

6

7

EXIT

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

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

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

### 6. 3. 6: Snapshot – Game Data

TOP MENU>RECALL METERS>SNAPSHOT – GAME DATA

**i NOTE:**

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

SNAPSHOT – GAME DATA				
No.	DATE (m/d/y)	TIME (h:m:s)	GAME No.	[RESULT]
1	10/11/2018	17:00:14	26	[15]
2	10/11/2018	16:59:06	25	[34]
3	10/11/2018	16:57:56	24	[10]
4	10/11/2018	16:57:07	23	[20]
5	10/11/2018	16:55:46	22	[ 9]
6	10/11/2018	16:55:00	21	[27]
7	10/11/2018	16:53:39	20	[ 5]
8	10/11/2018	16:52:14	19	[22]
9	10/11/2018	16:51:04	18	[ 5]
10	10/11/2018	16:49:58	17	[ 6]
11	10/11/2018	16:49:07	16	[ 9]
12	10/11/2018	16:46:32	14	[13]
13	10/11/2018	16:44:14	12	[ 3]
14	10/11/2018	16:39:02	8	[27]
15	10/11/2018	16:30:05	6	[ 3]
16	10/11/2018	16:29:02	5	[24]
17	10/11/2018	16:26:42	3	[19]

### 6. 3. 7: Snapshot – Error Data

TOP MENU>RECALL METERS>SNAPSHOT – ERROR DATA

**i NOTE:**

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

SNAPSHOT – ERROR DATA				
No.	DATE (m/d/y)	TIME (h:m:s)	GAME No.	[RESULT] Error
1	10/23/2018	16:47:15	5	--NO DATA-- ENCODER COUNT ERROR
2	10/23/2018	16:46:24	4	--NO DATA-- POSITION SENSOR ERROR (REF0730)
3	10/23/2018	16:45:16	4	--NO DATA-- POSITION SENSOR ERROR (REF0430)

### 6. 3. 8: Chi Square Test

TOP MENU>RECALL METERS>CHI SQUARE TEST

**i NOTE:**

Display of the result of last 20 Chi Square Tests.

CHI SQUARE TEST				
No.	DATE (m/d/y)	TIME (h:m:s)	ID	GAMES RESULT

## 6. 4: Machine Identification

### TOP MENU>MACHINE IDENTIFICATION

This item allows to check different information.



### 6. 4. 1: Version Information

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

VERSION INFORMATION	
SYSTEM SOFTWARE	Z2MGU-GEN-0003
GAME SOFTWARE	X17M04-ROMN-ZA-0103-PRESEN
GAME GAL ID	132A
OS VERSION	
MEDIA VERSION	X17M04--Z60003-0103
SSD SERIAL NUMBER	
GAME RESOURCE	X17M04-ROMN-ZA-RSRC-0201

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

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

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



[SEED] is used to change the SEED Value.

[START] is used to start the calculation.

[STOP] is used to stop the calculation.

The default value is "00".

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

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



The default value is "00".

[DEL] is used to delete one selected character.

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

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

[ENTER] is used to confirm the seed value.

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

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



[SEED] is used to change the SEED Value.

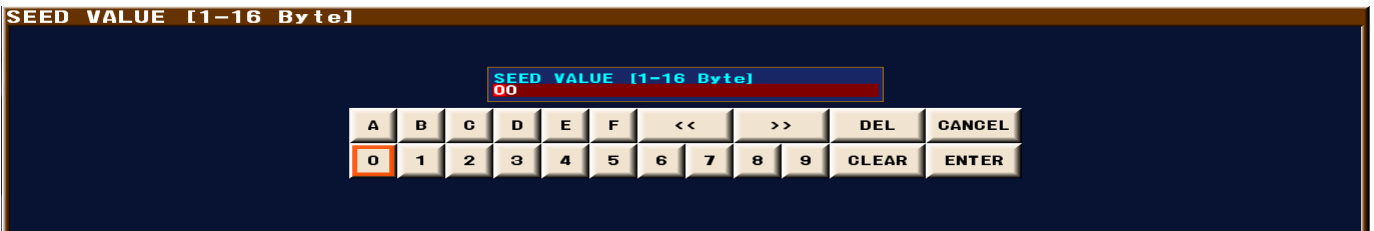
[START] is used to start the calculation.

[STOP] is used to stop the calculation.

The default value is "00".

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

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



The default value is "00".

[DEL] is used to delete one selected character.

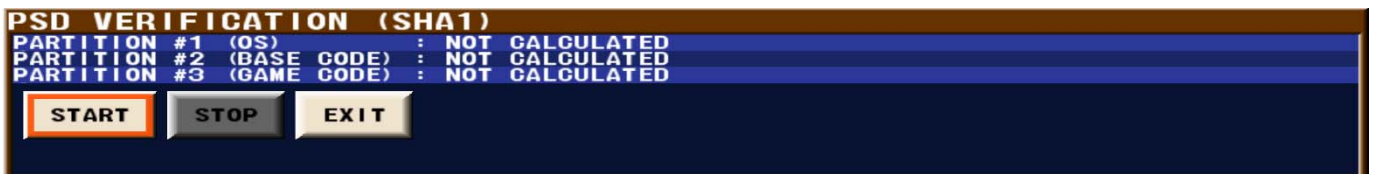
[CLEAR] is used to delete all the selected characters.

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

[ENTER] is used to confirm the seed value.

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

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



[START] is used to start the calculation.

[STOP] is used to stop the calculation.

The default value is "00".

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

## 6. 4. 5: Game Information

### TOP MENU>MACHINE IDENTIFICATION>GAME INFORMATION

GAME INFORMATION PAGE (1/2)	
<b>GENERAL INFORMATION</b>	
GAME TITLE	ROULETTE XPLOSION
VARIATION	10
PAYTABLE ID	ffff10
GAME DENOMINATION	\$1.00
<b>GAME RTP</b>	
OVERALL RTP	94.72%
FINAL MACHINE HOLD %	5.28%
MAIN GAME RTP (ROULETTE GAME)	94.74%
SIDE GAME RTP (ODDS UP SPOT)	94.68%
<b>RTP DIFFERENTIAL</b>	
MINIMUM RTP (ROULETTE GAME)	94.74%
MAXIMUM RTP (ROULETTE GAME)	94.74%
MINIMUM RTP (ODDS UP SPOT)	94.68%
MAXIMUM RTP (ODDS UP SPOT)	94.68%

1

2

SYSTEM SOFTWARE [Z2MGMU-GEN-0204]  
 GAME SOFTWARE [X24M16-RXMN-ZA-0004-D01-PRESEN]

OS VERSION []  
 GAME GAL ID [FFFF]

05/12/2024 01:34:11  
 DEALER TERMINAL

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

1



2

SYSTEM SOFTWARE [Z2MGMU-GEN-0204]  
 GAME SOFTWARE [X24M16-RXMN-ZA-0004-D01-PRESEN]

OS VERSION []  
 GAME GAL ID [FFFF]

05/12/2024 01:34:11  
 DEALER TERMINAL

### General Information

ITEM	DESCRIPTION
<b>GAME TITLE</b>	The title of the game
<b>VARIATION</b>	The PO variation number.
<b>PAYTABLE ID</b>	The GAL number and the PO Variation.
<b>GAME DENOMINATION</b>	The game denomination
<b>JURISDICTION</b>	The Jurisdiction as set in "JURISDICTION" of "IMPORTANT SETTINGS"  <b>NOTE:</b> This item is displayed only in ONTARIO version.
<b>SERIAL NUMBER</b>	The Jurisdiction as set in "SERIAL NUMBER" of "OTHER SETTINGS"  <b>NOTE:</b> This item is displayed only in ONTARIO version.

**Game RTP**

<b>ITEM</b>	<b>DESCRIPTION</b>
<b>OVERALL RTP</b>	The theoretical RTP of the Main game and the Side game.
<b>FINAL MACHINE HOLD %</b>	The machine hold calculated as 100% – OVERALL RTP
<b>MAIN GAME RTP (ROULETTE GAME)</b>	The RTP for the Main game (Roulette game) only.
<b>SIDE GAME RTP (ODDS UP SPOT)</b>	The RTP for the Side game (Odds Up Spot).

**RTP Differential**

<b>ITEM</b>	<b>DESCRIPTION</b>
<b>MINIMUM RTP (ROULETTE GAME)</b>	The MINIMUM RTP for the Roulette Game.
<b>MAXIMUM RTP (ROULETTE)</b>	The MAXIMUM RTP for the Roulette Game.
<b>MINIMUM RTP (ODDS UP SPOT)</b>	The MINIMUM RTP for the Odds Up Spot.
<b>MAXIMUM RTP (ODDS UP SPOT)</b>	The MAXIMUM RTP for the Odds Up Spot.

**Signature Information**

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

## 6. 4. 6: ONTARIO Game Option

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

#### **i** NOTE:

This item is displayed only in ONTARIO version.

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

**EXIT**

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

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

## 6. 4. 7: Hardware Information

### TOP MENU>MACHINE IDENTIFICATION>HARDWARE INFORMATION

HARDWARE INFORMATION	
BIOS VERSION	NOT SUPPORTED
MOTHER BOARD TEMPERATURE	35 C
CPU TEMPERATURE	52 C
CPU FAN SPEED	3125 RPM
TOTAL MEMORY	6884.696 MB
FREE MEMORY	6403.132 MB
MINIMUM MEMORY	6400.956 MB
BATTERY VOLTAGE (MOTHER BOARD)	3.0 V
AUDIO MODULE	TYPE DP D

EXIT

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

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

## 6. 4. 8: Submission Information

### TOP MENU>MACHINE IDENTIFICATION>SUBMISSION INFORMATION

#### **i** NOTE:

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

SUBMISSION INFORMATION	
<b>GENERAL INFORMATION</b>	
GAME TITLE	ROULETTE XPLOSION
VARIATION	10
PAYTABLE ID	ffff10
GAME DENOMINATION	\$\$1.00
CONTRIBUTING EGM	8
NUMBER OF BET SPOT	164
<b>GAME RTP</b>	
EXPECTED OVERALL RTP	94.7237%
FINAL MACHINE HOLD %	5.2763%
MAIN GAME RTP (ROULETTE GAME)	94.7368%
SIDE GAME RTP (ODDS UP SPOT)	94.6816%
<b>RTP DIFFERENTIAL</b>	
MINIMUM RTP (ROULETTE GAME)	94.7368%
MAXIMUM RTP (ROULETTE GAME)	94.7368%
MINIMUM RTP (ODDS UP SPOT)	94.6816%
MAXIMUM RTP (ODDS UP SPOT)	94.6816%
<b>MAIN GAME (ROULETTE GAME)</b>	
MINIMUM BET PER GAME (PER STATION)	1 (\$\$1.00)
MAXIMUM TOTAL BET PER GAME (PER STATION)	50000 (\$\$50,000.00)
MAXIMUM ODDS	28 to 1
MAXIMUM BET (FOR MAXIMUM ODDS) (PER STATION)	1000 (\$\$1,000.00)
MAXIMUM WIN PER GAME (PER STATION)	28000 (\$\$28,000.00)
MAXIMUM PAY PER GAME (PER STATION)	29000 (\$\$29,000.00)
<b>SIDE GAME (MULTIPLIER SPOT)</b>	
MAXIMUM ODDS	500 to 1
MAXIMUM BET (FOR MAXIMUM ODDS) (PER STATION)	1000 (\$\$1,000.00)
MAXIMUM WIN PER GAME (PER STATION)	50000 (\$\$500,000.00)
MAXIMUM PAY PER GAME (PER STATION)	50100 (\$\$501,000.00)

SYSTEM SOFTWARE [Z2W00U-GEN-0204]

GAME SOFTWARE [Z24W10-REMN-ZA-0004-001-PRESEN]

OS VERSION [ ]

GAME GAL ID [FFFF]

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DEALER TERMINAL

**General Information**

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

**Game RTP**

<b>ITEM</b>	<b>DESCRIPTION</b>
<b>EXPECTED OVERALL RTP</b>	The theoretical RTP of the Main game and the Side game.
<b>FINAL MACHINE HOLD %</b>	The machine hold calculated as 100% – OVERALL RTP
<b>MAIN GAME RTP (ROULETTE GAME)</b>	The RTP for the Main game (Roulette game) only.
<b>SIDE GAME RTP (ODDS UP SPOT)</b>	The RTP for the Side game (Odds Up Spot).

**RTP Differential**

<b>ITEM</b>	<b>DESCRIPTION</b>
<b>MINIMUM RTP (ROULETTE GAME)</b>	The MINIMUM RTP for the Roulette Game.
<b>MAXIMUM RTP (ROULETTE GAME)</b>	The MAXIMUM RTP for the Roulette Game.
<b>MINIMUM RTP (ODDS UP SPOT)</b>	The MINIMUM RTP for the Odds Up Spot.
<b>MAXIMUM RTP (ODDS UP SPOT)</b>	The MAXIMUM RTP for the Odds Up Spot.

**Main Game (Roulette Game)**

<b>ITEM</b>	<b>DESCRIPTION</b>
<b>MINIMUM BET PER GAME (PER STATION)</b>	The MINIMUM bet allowed by the station.
<b>MAXIMUM TOTAL BET PER GAME (PER STATION)</b>	The maximum bet allowed by the station if a bet is placed on all the available bet spots, not including the side game.
<b>MAXIMUM ODDS</b>	The highest odds for a spot of the Main Game.
<b>MAXIMUM BET (FOR MAXIMUM ODDS) (PER STATION)</b>	The MAXIMUM bet allowed by the station when betting on the spot with the highest odds for the Main Game.
<b>MAXIMUM WIN PER GAME (PER STATION)</b>	The highest amount (minus the bet amount) the station can return to the player as the result of one game, when one bet of the MAXIMUM allowed amount is placed on the spot with the highest odds, for the Main Game.
<b>MAXIMUM PAY PER GAME (PER STATION)</b>	The highest amount (including the bet amount) the station can return to the player as the result of one game, when one bet of the MAXIMUM allowed amount is placed on the spot with the highest odds, for the Main Game.

**Side Game (Multiplier Spot)**

<b>ITEM</b>	<b>DESCRIPTION</b>
<b>MAXIMUM ODDS</b>	The highest odds for a spot, for both Main Game and Side Game.
<b>MAXIMUM BET (FOR MAXIMUM ODDS) (PER STATION)</b>	The MAXIMUM bet allowed by the station when betting on the spot with the highest odds, for both Main Game and Side Game.
<b>MAXIMUM WIN PER GAME (PER STATION)</b>	The highest amount (minus the bet amount) the station can return to the player as the result of one game, for both Main Game and Side Game.
<b>MAXIMUM PAY PER GAME (PER STATION)</b>	The highest amount (including the bet amount) the station can return to the player as the result of one game, when one bet of the MAXIMUM allowed amount is placed on the spot with the highest odds, for both Main Game and Side Game.

## 6. 5: Test

### TOP MENU > TEST

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

## 6. 6: Settings

### TOP MENU > SETTINGS

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

## 6. 7: Period Meter Clear

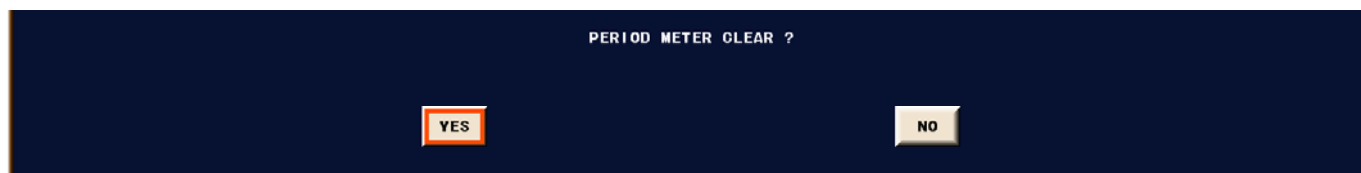
### TOP MENU > PERIOD METER CLEAR

#### **i** NOTE:

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

Select this item to display the screen below.

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



## 6. 8: Out of Service

### TOP MENU > OUT OF SERVICE

#### **i** NOTE:

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

1. Select this item to display the screen below.



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



## 6. 9: Export Log Data

### TOP MENU > EXPORT LOG DATA

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

## 6. 10: Shutdown

### TOP MENU>SHUTDOWN

**i NOTE:**

Turns POWER OFF the machine (Standby shutdown), without using the Power Switch.

**(Refer to the Opening insert **Safe Power OFF**)**



By selecting [SHUTDOWN], the machine will automatically turn POWER OFF (standby shutdown) after all the data are completely saved.

Touch [CANCEL] to return to the Top Menu.



## Chapter 7

### AUDIT Mode for Stations (Operation)

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

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

**i NOTE:**

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

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



**i NOTE:**

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

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




## Structure of Audit Mode

The items explained in this manual are written in blue.

**i NOTE:**

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

ROOT MENU	SUB MENU
<b>MAIN METERS</b>	<b>MASTER METERS</b>
	<b>NEVADA(or MACAU) METERS</b>
	<b>FRENCH METERS</b>
	<b>BILL METERS</b> (Accessible only if the BILL Acceptor is Enabled)
	<b>SYSTEM RELATED IN/OUT METERS</b>
	<b>ONLINE COMMUNICATION METERS</b>
	<b>GAME METERS</b>
	<b>WAGER CATEGORY METERS</b>
<b>ERROR METERS</b>	<b>MECHANICAL METER ERRORS</b>
	<b>SYSTEM ERRORS</b>
	<b>DOOR EVENTS</b>
	<b>ONLINE COMMUNICATION ERRORS</b>
	<b>BILL ACCEPTOR ERRORS/EVENTS</b> (Accessible only if the BILL Acceptor is Enabled)
	<b>TICKET PRINTER ERRORS</b> (Accessible only if the Ticket Printer is Enabled)
	<b>NETWORK CONDITION METERS</b>
	<b>LIVE CAMERA ERRORS</b>

ROOT MENU	SUB MENU
<b>LAST GAME RECALL</b>	<b>CURRENT GAME</b>
	<b>LAST GAME</b>
	<b>2nd LAST GAME</b>
	<b>3rd LAST GAME</b>
	<b>4th LAST GAME</b>
	<b>5th LAST GAME</b>  <b>50th LAST GAME</b>
<b>RECALL METERS</b>	<b>BILL RECALL</b>
	<b>TICKET IN</b>
	<b>TICKET OUT</b>
	<b>CASHLESS TRANSACTION</b>
	<b>PROMOTIONAL TRANSACTION</b>
	<b>HOST BONUS TRANSACTION</b>
	<b>DOOR HISTORY</b>
	<b>ERROR HISTORY</b>
	<b>ALL EVENT HISTORY</b>
	<b>HAND PAY HISTORY</b>
	<b>PROGRESSIVE HISTORY</b>
	<b>SAS COMMUNICATION LOG</b> <b>RETURN BET</b>
<b>MACHINE IDENTIFICATION</b>	<b>VERSION INFORMATION</b>
	<b>PSD VERIFICATION (CRC)</b>
	<b>PSD VERIFICATION (HMAC-SHA1)</b>
	<b>PSD VERIFICATION (SHA1)</b>
	<b>GAME INFORMATION</b>
	<b>HARDWARE INFORMATION</b> <b>SUBMISSION INFORMATION</b>
<b>TEST</b> See SERVICE Manual, Chapter 5 (Can be performed only if the Front door is open)	<b>BILL ACCEPTOR TEST</b>
	<b>TICKET PRINT TEST</b>
	<b>MONITOR TEST</b>
	<b>TOUCH SCREEN TEST</b>
	<b>INPUT TEST</b>
	<b>OUTPUT TEST</b>
	<b>SERIAL TEST</b> <b>SOUND TEST</b>

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

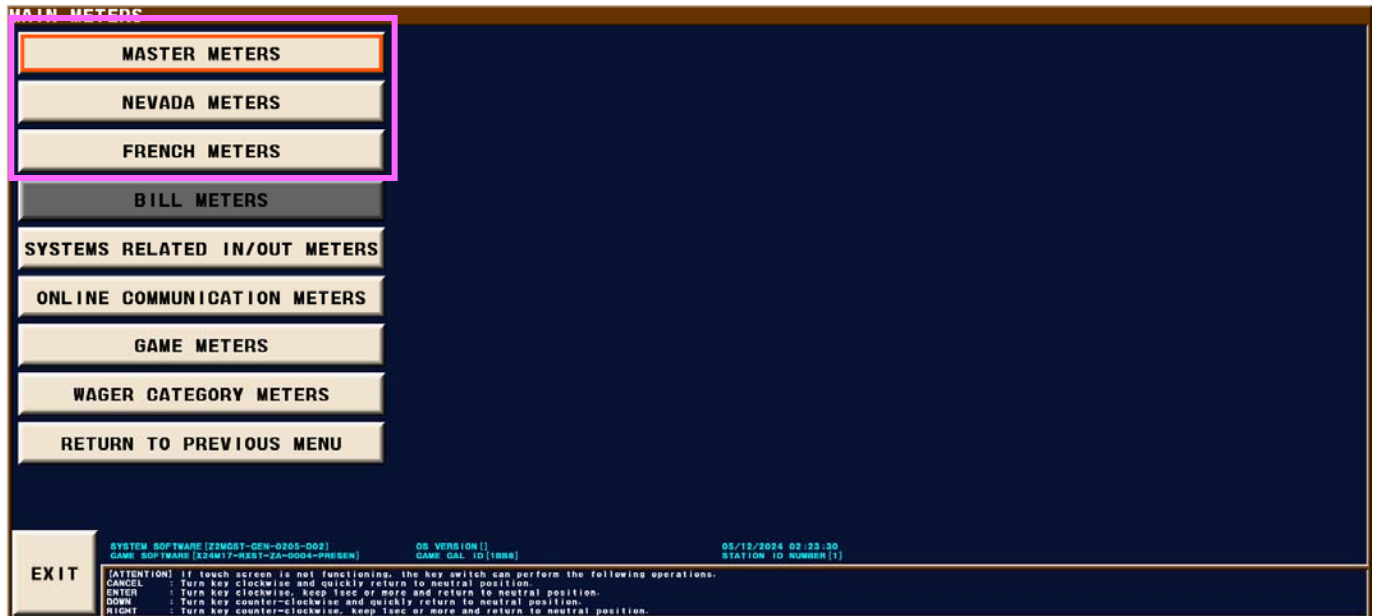
## 7. 1: Main Meters

### TOP MENU>MAIN METERS

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

**i NOTE:**

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



## 7.1.1: Master Meters

### TOP MENU>MAIN METERS>MASTER METERS

#### NOTE:

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

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

**EXIT**

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

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

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

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

### 7.1.1.1: Master Meters (for NEVADA)

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

#### NOTE:

In NEVADA Version, the Master Meters displays as following.

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

**EXIT**

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

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

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

## 7.1.1.2: MACAU Meters

### TOP MENU>MAIN METERS>MACAU METERS

#### NOTE:

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

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

EXIT

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

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

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

### 7.1.1.3: FRENCH Meters

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

#### NOTE:

This item is displayed only in certain jurisdictions.

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

EXIT

[ATTENTION] In case of no touch button or no response when it touch, sometimes following operation is effective.  
CANCEL : Total key clockwise and quickly return to normal position.

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

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

This item is displayed only in ONTARIO version.

**ONTARIO METERS**

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

EXIT

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

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

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

## 7. 1. 2: BILL Meters

### TOP MENU>MAIN METERS>BILL METERS

**i NOTE:**

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

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

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

1 2 EXIT

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

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

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

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

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

EXIT

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

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

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

### 7.1.4: Online Communication Meters

#### TOP MENU>MAIN METERS>ONLINE COMMUNICATION METERS

ONLINE COMMUNICATION METERS PAGE (1/6)

0000	TOTAL COIN IN CREDITS	71700
0001	TOTAL COIN OUT CREDITS	134500
0002	TOTAL JACKPOT CREDITS	0
0003	TOTAL HAND PAID CANCELLED CREDITS	113000
0004	TOTAL CANCELLED CREDITS	113000
0005	GAMES PLAYED	12
0006	GAMES WON	11
0007	GAMES LOST	1
0008	TOTAL CREDITS FROM COIN ACCEPTOR	0
0009	TOTAL CREDITS PAID FROM HOPPER	0
000A	TOTAL CREDITS FROM COINS TO DROP	0
000B	TOTAL CREDITS FROM BILLS ACCEPTED	0
000C	CURRENT CREDITS	49800
000D	TOTAL SAS CASHABLE TICKET IN (CENTS)	\$0.00
000E	TOTAL SAS CASHABLE TICKET OUT (CENTS)	\$0.00
000F	TOTAL SAS RESTRICTED TICKET IN (CENTS)	\$0.00
0010	TOTAL SAS RESTRICTED TICKET OUT (CENTS)	\$0.00
0011	TOTAL SAS CASHABLE TICKET IN (QUANTITY)	0
0012	TOTAL SAS CASHABLE TICKET OUT (QUANTITY)	0
0013	TOTAL SAS RESTRICTED TICKET IN (QUANTITY)	0
0014	TOTAL SAS RESTRICTED TICKET OUT (QUANTITY)	0
0015	TOTAL TICKET IN (CREDITS)	0
0016	TOTAL TICKET OUT (CREDITS)	0
0017	TOTAL ELECTRONIC TRANSFERS TO GAMING MACHINE (CREDITS)	100000
0018	TOTAL ELECTRONIC TRANSFERS TO HOST (CREDITS)	0
0019	TOTAL RESTRICTED AMOUNT PLAYED (CREDITS)	0
001A	TOTAL NONRESTRICTED AMOUNT PLAYED (CREDITS)	0
001B	CURRENT RESTRICTED CREDITS (CREDITS)	0
001C	TOTAL MACHINE PAID PAYTABLE WIN (CREDITS)	134500
001D	TOTAL MACHINE PAID PROGRESSIVE WIN (CREDITS)	0
001E	TOTAL MACHINE PAID EXTERNAL BONUS WIN (CREDITS)	0
001F	TOTAL ATTENDANT PAID PAYTABLE WIN (CREDITS)	0

EXIT [1] [2] [3] [4] [5] [6]

SYSTEM SOFTWARE [Z2WG5T-GEN-0205-002] OS VERSION [1]  
 GAME SOFTWARE [Z2GAT1-RES1-22-0004-PRSEEN] GAME GAL ID [188B] 05/12/2024 02:23:48  
 STATION ID NUMBER [1]

The items described in credits are in ACCOUNTING DENOMINATION units (100.01 units)  
 [ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.  
 CANCEL : Turn key clockwise and quickly return to neutral position.  
 DOWN : Turn key counter-clockwise and quickly return to neutral position.  
 RIGHT : Turn key counter-clockwise, keep 1sec. or more and return to neutral position.

ONLINE COMMUNICATION METERS PAGE (2/6)

0020	TOTAL ATTENDANT PAID PROGRESSIVE WIN (CREDITS)	0
0021	TOTAL ATTENDANT PAID EXTERNAL BONUS WIN (CREDITS)	0
0022	TOTAL WON CREDITS (CREDITS)	134500
0023	TOTAL HAND PAID CREDITS (CREDITS)	113000
0024	TOTAL DROP (CREDITS)	0
0025	GAMES SINCE LAST POWER RESET	12
0026	GAMES SINCE SLOT DOOR CLOSURE	0
0027	TOTAL CREDITS FROM EXTERNAL COIN ACCEPTOR (CREDITS)	0
0028	TOTAL CASHABLE TICKET IN (CREDITS)	0
0029	TOTAL REGULAR CASHABLE TICKET IN (CREDITS)	0
002A	TOTAL RESTRICTED PROMOTIONAL TICKET IN (CREDITS)	0
002B	TOTAL NONRESTRICTED PROMOTIONAL TICKET IN (CREDITS)	0
002C	TOTAL CASHABLE TICKET OUT (CREDITS)	0
002D	TOTAL RESTRICTED PROMOTIONAL TICKET OUT (CREDITS)	0
002E	ELECTRONIC REGULAR CASHABLE TRANSFERS TO GAMING MACHINE (CREDITS)	0
002F	ELECTRONIC RESTRICTED PROMOTIONAL TRANSFERS TO GAMING MACHINE (CREDITS)	0
0030	ELECTRONIC NONRESTRICTED PROMOTIONAL TRANSFERS TO GAMING MACHINE (CREDITS)	0
0031	ELECTRONIC DEBIT TRANSFERS TO GAMING MACHINE (CREDITS)	0
0032	ELECTRONIC REGULAR CASHABLE TRANSFERS TO HOST (CREDITS)	0
0033	ELECTRONIC RESTRICTED PROMOTIONAL TRANSFERS TO HOST (CREDITS)	0
0034	ELECTRONIC NONRESTRICTED PROMOTIONAL TRANSFERS TO HOST (CREDITS)	0
0035	TOTAL REGULAR CASHABLE TICKET IN (QUANTITY)	0
0036	TOTAL RESTRICTED PROMOTIONAL TICKET IN (QUANTITY)	0
0037	TOTAL NONRESTRICTED PROMOTIONAL TICKET IN (QUANTITY)	0
0038	TOTAL CASHABLE TICKET OUT (QUANTITY)	0
0039	TOTAL RESTRICTED PROMOTIONAL TICKET OUT (QUANTITY)	0
003E	NUMBER OF BILLS CURRENTLY IN THE STACKER	0
003F	TOTAL VALUE OF BILLS CURRENTLY IN THE STACKER (CREDITS)	0
0040	TOTAL NUMBER OF \$1.00 BILLS ACCEPTED	0
0041	TOTAL NUMBER OF \$2.00 BILLS ACCEPTED	0
0042	TOTAL NUMBER OF \$5.00 BILLS ACCEPTED	0
0043	TOTAL NUMBER OF \$10.00 BILLS ACCEPTED	0

EXIT [1] [2] [3] [4] [5] [6]

SYSTEM SOFTWARE [Z2WG5T-GEN-0205-002] OS VERSION [1]  
 GAME SOFTWARE [Z2GAT1-RES1-22-0004-PRSEEN] GAME GAL ID [188B] 05/12/2024 02:23:48  
 STATION ID NUMBER [1]

The items described in credits are in ACCOUNTING DENOMINATION units (100.01 units)  
 [ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.  
 CANCEL : Turn key clockwise and quickly return to neutral position.  
 DOWN : Turn key counter-clockwise and quickly return to neutral position.  
 RIGHT : Turn key counter-clockwise, keep 1sec. or more and return to neutral position.

ONLINE COMMUNICATION METERS PAGE (3/6)	
0044	TOTAL NUMBER OF \$20.00 BILLS ACCEPTED 0
0045	TOTAL NUMBER OF \$25.00 BILLS ACCEPTED 0
0046	TOTAL NUMBER OF \$50.00 BILLS ACCEPTED 0
0047	TOTAL NUMBER OF \$100.00 BILLS ACCEPTED 0
0048	TOTAL NUMBER OF \$200.00 BILLS ACCEPTED 0
0049	TOTAL NUMBER OF \$250.00 BILLS ACCEPTED 0
004A	TOTAL NUMBER OF \$500.00 BILLS ACCEPTED 0
004B	TOTAL NUMBER OF \$1,000.00 BILLS ACCEPTED 0
004C	TOTAL NUMBER OF \$2,000.00 BILLS ACCEPTED 0
004D	TOTAL NUMBER OF \$2,500.00 BILLS ACCEPTED 0
004E	TOTAL NUMBER OF \$5,000.00 BILLS ACCEPTED 0
004F	TOTAL NUMBER OF \$10,000.00 BILLS ACCEPTED 0
0050	TOTAL NUMBER OF \$20,000.00 BILLS ACCEPTED 0
0051	TOTAL NUMBER OF \$25,000.00 BILLS ACCEPTED 0
0052	TOTAL NUMBER OF \$50,000.00 BILLS ACCEPTED 0
0053	TOTAL NUMBER OF \$100,000.00 BILLS ACCEPTED 0
0054	TOTAL NUMBER OF \$200,000.00 BILLS ACCEPTED 0
0055	TOTAL NUMBER OF \$250,000.00 BILLS ACCEPTED 0
0056	TOTAL NUMBER OF \$500,000.00 BILLS ACCEPTED 0
0057	TOTAL NUMBER OF \$1,000,000.00 BILLS ACCEPTED 0
0058	TOTAL CREDITS FROM BILLS TO DROP 0
0059	TOTAL NUMBER OF \$1.00 BILLS TO DROP 0
005A	TOTAL NUMBER OF \$2.00 BILLS TO DROP 0
005B	TOTAL NUMBER OF \$5.00 BILLS TO DROP 0
005C	TOTAL NUMBER OF \$10.00 BILLS TO DROP 0
005D	TOTAL NUMBER OF \$20.00 BILLS TO DROP 0
005E	TOTAL NUMBER OF \$50.00 BILLS TO DROP 0
005F	TOTAL NUMBER OF \$100.00 BILLS TO DROP 0
0060	TOTAL NUMBER OF \$200.00 BILLS TO DROP 0
0061	TOTAL NUMBER OF \$500.00 BILLS TO DROP 0
0062	TOTAL NUMBER OF \$1,000.00 BILLS TO DROP 0
0063	TOTAL CREDITS FROM BILLS DIVERTED TO HOPPER ### NO SUPPORT ###

EXIT

SYSTEM SOFTWARE [ZMG051-GEN-0205-002] OS VERSION [ ] 05/12/2024 02:23:49  
 GAME SOFTWARE [X24M17-RXST-ZA-0004-PRESEN] GAME GAL ID [1898] STATION ID NUMBER [1]

1

2

3

4

5

6

The items described in credits are in ACCOUNTING DENOMINATION units (-USD.01 units)  
 (ATTENTION) If touch screen is not functioning, the key switch can perform the following operations.  
 CANCEL : Turn key clockwise and quickly return to neutral position.  
 DOWN : Turn key counter-clockwise and quickly return to neutral position.  
 RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.

ONLINE COMMUNICATION METERS PAGE (4/6)	
0064	TOTAL NUMBER OF \$1.00 BILLS DIVERTED TO HOPPER ### NO SUPPORT ###
0065	TOTAL NUMBER OF \$2.00 BILLS DIVERTED TO HOPPER ### NO SUPPORT ###
0066	TOTAL NUMBER OF \$5.00 BILLS DIVERTED TO HOPPER ### NO SUPPORT ###
0067	TOTAL NUMBER OF \$10.00 BILLS DIVERTED TO HOPPER ### NO SUPPORT ###
0068	TOTAL NUMBER OF \$20.00 BILLS DIVERTED TO HOPPER ### NO SUPPORT ###
0069	TOTAL NUMBER OF \$50.00 BILLS DIVERTED TO HOPPER ### NO SUPPORT ###
006A	TOTAL NUMBER OF \$100.00 BILLS DIVERTED TO HOPPER ### NO SUPPORT ###
006B	TOTAL NUMBER OF \$200.00 BILLS DIVERTED TO HOPPER ### NO SUPPORT ###
006C	TOTAL NUMBER OF \$500.00 BILLS DIVERTED TO HOPPER ### NO SUPPORT ###
006D	TOTAL NUMBER OF \$1,000.00 BILLS DIVERTED TO HOPPER ### NO SUPPORT ###
006E	TOTAL CREDITS FROM BILLS DISPENSED FROM HOPPER ### NO SUPPORT ###
006F	TOTAL NUMBER OF \$1.00 BILLS DISPENSED FROM HOPPER ### NO SUPPORT ###
0070	TOTAL NUMBER OF \$2.00 BILLS DISPENSED FROM HOPPER ### NO SUPPORT ###
0071	TOTAL NUMBER OF \$5.00 BILLS DISPENSED FROM HOPPER ### NO SUPPORT ###
0072	TOTAL NUMBER OF \$10.00 BILLS DISPENSED FROM HOPPER ### NO SUPPORT ###
0073	TOTAL NUMBER OF \$20.00 BILLS DISPENSED FROM HOPPER ### NO SUPPORT ###
0074	TOTAL NUMBER OF \$50.00 BILLS DISPENSED FROM HOPPER ### NO SUPPORT ###
0075	TOTAL NUMBER OF \$100.00 BILLS DISPENSED FROM HOPPER ### NO SUPPORT ###
0076	TOTAL NUMBER OF \$200.00 BILLS DISPENSED FROM HOPPER ### NO SUPPORT ###
0077	TOTAL NUMBER OF \$500.00 BILLS DISPENSED FROM HOPPER ### NO SUPPORT ###
0078	TOTAL NUMBER OF \$1,000.00 BILLS DISPENSED FROM HOPPER ### NO SUPPORT ###
007A	TIP MONEY METER (CREDITS) 0
007F	WEIGHTED AVERAGE THEORETICAL PAYBACK PERCENTAGE 75.57%
0080	REGULAR CASHABLE TICKET IN (CENTS) \$\$0.00
0081	REGULAR CASHABLE TICKET IN (QUANTITY) 0
0082	RESTRICTED TICKET IN (CENTS) \$\$0.00
0083	RESTRICTED TICKET IN (QUANTITY) 0
0084	NONRESTRICTED TICKET IN (CENTS) \$\$0.00
0085	NONRESTRICTED TICKET IN (QUANTITY) 0
0086	REGULAR CASHABLE TICKET OUT (CENTS) \$\$0.00
0087	REGULAR CASHABLE TICKET OUT (QUANTITY) 0
0088	RESTRICTED TICKET OUT (CENTS) \$\$0.00

EXIT

SYSTEM SOFTWARE [ZMG051-GEN-0205-002] OS VERSION [ ] 05/12/2024 02:23:49  
 GAME SOFTWARE [X24M17-RXST-ZA-0004-PRESEN] GAME GAL ID [1898] STATION ID NUMBER [1]

1

2

3

4

5

6

The items described in credits are in ACCOUNTING DENOMINATION units (-USD.01 units)  
 (ATTENTION) If touch screen is not functioning, the key switch can perform the following operations.  
 CANCEL : Turn key clockwise and quickly return to neutral position.  
 DOWN : Turn key counter-clockwise and quickly return to neutral position.  
 RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.

## Chapter 7: AUDIT Mode for Stations (Operation)

ONLINE COMMUNICATION METERS PAGE (5/6)	
00B9 RESTRICTED TICKET OUT (QUANTITY)	0
00BA DEBIT TICKET OUT (CENTS)	\$\$0.00
00BB DEBIT TICKET OUT (QUANTITY)	0
00BC VALIDATED CANCELLED CREDIT HANDPAY, RECEIPT PRINTED (CENTS)	\$\$0.00
00BD VALIDATED CANCELLED CREDIT HANDPAY, RECEIPT PRINTED (QUANTITY)	0
00BE VALIDATED JACKPOT HANDPAY, RECEIPT PRINTED (CENTS)	\$\$0.00
00BF VALIDATED JACKPOT HANDPAY, RECEIPT PRINTED (QUANTITY)	0
0090 VALIDATED CANCELLED CREDIT HANDPAY, NO RECEIPT (CENTS)	\$\$0.00
0091 VALIDATED CANCELLED CREDIT HANDPAY, NO RECEIPT (QUANTITY)	0
0092 VALIDATED JACKPOT HANDPAY, NO RECEIPT (CENTS)	\$\$0.00
0093 VALIDATED JACKPOT HANDPAY, NO RECEIPT (QUANTITY)	0
00A0 IN-HOUSE CASHABLE TRANSFERS TO GAMING MACHINE (CENTS)	\$\$0.00
00A1 IN-HOUSE CASHABLE TRANSFERS TO GAMING MACHINE (QUANTITY)	0
00A2 IN-HOUSE RESTRICTED TRANSFERS TO GAMING MACHINE (CENTS)	\$\$0.00
00A3 IN-HOUSE RESTRICTED TRANSFERS TO GAMING MACHINE (QUANTITY)	0
00A4 IN-HOUSE NONRESTRICTED TRANSFERS TO GAMING MACHINE (CENTS)	\$\$0.00
00A5 IN-HOUSE NONRESTRICTED TRANSFERS TO GAMING MACHINE (QUANTITY)	0
00A6 DEBIT TRANSFERS TO GAMING MACHINE (CENTS)	\$\$0.00
00A7 DEBIT TRANSFERS TO GAMING MACHINE (QUANTITY)	0
00A8 IN-HOUSE CASHABLE TRANSFERS TO TICKET (CENTS)	\$\$0.00
00A9 IN-HOUSE CASHABLE TRANSFERS TO TICKET (QUANTITY)	0
00AA IN-HOUSE RESTRICTED TRANSFERS TO TICKET (CENTS)	\$\$0.00
00AB IN-HOUSE RESTRICTED TRANSFERS TO TICKET (QUANTITY)	0
00AC DEBIT TRANSFERS TO TICKET (CENTS)	\$\$0.00
00AD DEBIT TRANSFERS TO TICKET (QUANTITY)	0
00AE BONUS CASHABLE TRANSFERS TO GAMING MACHINE (CENTS)	\$\$0.00
00AF BONUS CASHABLE TRANSFERS TO GAMING MACHINE (QUANTITY)	0
00B0 BONUS NONRESTRICTED TRANSFERS TO GAMING MACHINE (CENTS)	\$\$0.00
00B1 BONUS NONRESTRICTED TRANSFERS TO GAMING MACHINE (QUANTITY)	0
00BB IN-HOUSE CASHABLE TRANSFERS TO HOST (CENTS)	\$\$0.00
00B9 IN-HOUSE CASHABLE TRANSFERS TO HOST (QUANTITY)	0
00BA IN-HOUSE RESTRICTED TRANSFERS TO HOST (CENTS)	\$\$0.00

EXIT	1	2	3	4	5	6	SYSTEM SOFTWARE [Z3W03T-CEN-0000-0001] OS VERSION [ ] 05/12/2024 02:23:50 GAME SOFTWARE [X24W17-R30T-2A-0004-PRESEN] GAME GAL ID [1898] STATION ID NUMBER [1]
							The items described in credits are in ACCOUNTING DENOMINATION units (0.00, 01 units) [ATTENTION] If touch screen is not functioning, the key switch can perform the following operations. CANCEL : Turn key clockwise and quickly return to neutral position. DOWN : Turn key counter-clockwise and quickly return to neutral position. RIGHT : Turn key counter-clockwise, keep 1sec or more, and return to neutral position.

ONLINE COMMUNICATION METERS PAGE (6/6)	
00BB IN-HOUSE RESTRICTED TRANSFERS TO HOST (QUANTITY)	0
00BC IN-HOUSE NONRESTRICTED TRANSFERS TO HOST (CENTS)	\$\$0.00
00BD IN-HOUSE NONRESTRICTED TRANSFERS TO HOST (QUANTITY)	0

EXIT	1	2	3	4	5	6	SYSTEM SOFTWARE [Z3W03T-CEN-0000-0001] OS VERSION [ ] 05/12/2024 02:23:51 GAME SOFTWARE [X24W17-R30T-2A-0004-PRESEN] GAME GAL ID [1898] STATION ID NUMBER [1]
							The items described in credits are in ACCOUNTING DENOMINATION units (0.00, 01 units) [ATTENTION] If touch screen is not functioning, the key switch can perform the following operations. CANCEL : Turn key clockwise and quickly return to neutral position. DOWN : Turn key counter-clockwise and quickly return to neutral position. RIGHT : Turn key counter-clockwise, keep 1sec or more, and return to neutral position.

### 7.1.5: Game Meters

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

GAME METERS PAGE (1/3)

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

EXIT [1] [2] [3]

SYSTEM SOFTWARE [22MGT-GEN-0206] OS VERSION [FS10001821] 02/13/2025 06:38:26  
 GAME SOFTWARE [24M17-RXST-2A-0101-PRESN] GAME CAL ID [18BA] STATION ID NUMBER [1]

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

GAME METERS PAGE (2/3)

Meter Name	Permanent	Period
TIMES BET - BET SPOT STRAIGHT	0	0
TOTAL BET - BET SPOT STRAIGHT	\$0.00	\$0.00
TIMES WON - BET SPOT STRAIGHT	0	0
TOTAL WON - BET SPOT STRAIGHT	\$0.00	\$0.00
TIMES BET - BET SPOT SPLIT	0	0
TOTAL BET - BET SPOT SPLIT	\$0.00	\$0.00
TIMES WON - BET SPOT SPLIT	0	0
TOTAL WON - BET SPOT SPLIT	\$0.00	\$0.00
TIMES BET - BET SPOT STREET/3 NUMBERS	0	0
TOTAL BET - BET SPOT STREET/3 NUMBERS	\$0.00	\$0.00
TIMES WON - BET SPOT STREET/3 NUMBERS	0	0
TOTAL WON - BET SPOT STREET/3 NUMBERS	\$0.00	\$0.00
TIMES BET - BET SPOT CORNER/4 NUMBERS	0	0
TOTAL BET - BET SPOT CORNER/4 NUMBERS	\$0.00	\$0.00
TIMES WON - BET SPOT CORNER/4 NUMBERS	0	0
TOTAL WON - BET SPOT CORNER/4 NUMBERS	\$0.00	\$0.00
TIMES BET - BET SPOT 6 LINE	0	0
TOTAL BET - BET SPOT 6 LINE	\$0.00	\$0.00
TIMES WON - BET SPOT 6 LINE	0	0
TOTAL WON - BET SPOT 6 LINE	\$0.00	\$0.00
TIMES BET - BET SPOT BOX (9 NUMBERS)	0	0
TOTAL BET - BET SPOT BOX (9 NUMBERS)	\$0.00	\$0.00
TIMES WON - BET SPOT BOX (9 NUMBERS)	0	0
TOTAL WON - BET SPOT BOX (9 NUMBERS)	\$0.00	\$0.00
TIMES BET - BET SPOT DOZEN	0	0
TOTAL BET - BET SPOT DOZEN	\$0.00	\$0.00
TIMES WON - BET SPOT DOZEN	0	0
TOTAL WON - BET SPOT DOZEN	\$0.00	\$0.00
TIMES BET - BET SPOT COLUMN	0	0
TOTAL BET - BET SPOT COLUMN	\$0.00	\$0.00
TIMES WON - BET SPOT COLUMN	0	0

EXIT [1] [2] [3]

SYSTEM SOFTWARE [22MGT-GEN-0206] OS VERSION [FS10001821] 02/13/2025 06:37:53  
 GAME SOFTWARE [24M17-RXST-2A-0101-PRESN] GAME CAL ID [18BA] STATION ID NUMBER [1]

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

GAME METERS PAGE (3/3)

Meter Name	Permanent	Period
TOTAL WON - BET SPOT COLUMN	\$0.00	\$0.00
TIMES BET - BET SPOT RED/BLACK	0	0
TOTAL BET - BET SPOT RED/BLACK	\$0.00	\$0.00
TIMES WON - BET SPOT RED/BLACK	0	0
TOTAL WON - BET SPOT RED/BLACK	\$0.00	\$0.00
TIMES BET - BET SPOT EVEN/ODD	0	0
TOTAL BET - BET SPOT EVEN/ODD	\$0.00	\$0.00
TIMES WON - BET SPOT EVEN/ODD	0	0
TOTAL WON - BET SPOT EVEN/ODD	\$0.00	\$0.00
TIMES BET - BET SPOT LOW/HIGH	0	0
TOTAL BET - BET SPOT LOW/HIGH	\$0.00	\$0.00
TIMES WON - BET SPOT LOW/HIGH	0	0
TOTAL WON - BET SPOT LOW/HIGH	\$0.00	\$0.00

EXIT [1] [2] [3]

SYSTEM SOFTWARE [22MGT-GEN-0206] OS VERSION [FS10001821] 02/13/2025 06:38:38  
 GAME SOFTWARE [24M17-RXST-2A-0101-PRESN] GAME CAL ID [18BA] STATION ID NUMBER [1]

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

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

### 7. 1. 6: Wager Category Meters

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

WAGER CATEGORY METERS				
Meter Name			Permanent	Period
ROULETTE RED/BLACK	94.74%	Coin in:	216	216
ROULETTE ODD/EVEN	94.74%	Coin in:	208	208
ROULETTE 1-18/19-36	94.74%	Coin in:	11	11
ROULETTE DOZEN	94.74%	Coin in:	111	111
ROULETTE COLUMN	94.74%	Coin in:	6	6
ROULETTE BOX	0.00%	Coin in:	145	145
ROULETTE 6 LINE	94.74%	Coin in:	0	0
ROULETTE CORNER / 4 NUMBERS	94.74%	Coin in:	0	0
ROULETTE STREET / 3 NUMBERS	94.74%	Coin in:	0	0
ROULETTE SPLIT	94.74%	Coin in:	0	0
ROULETTE STRAIGHT	94.68%	Coin in:	20	20
WEIGHTED PAYTABLE THEORETICAL PAYBACK:			94.74%	94.74%
ACTUAL WEIGHTED MACHINE HOLD:			5.26%	5.26%

<b>EXIT</b>	<small>SYSTEM SOFTWARE [Z2MST-GEN-0205-002]                  GAME SOFTWARE [X24M17-RXST-2A-0004-PRESN]</small>	<small>OS VERS [0N ]                  GAME CAL ID [1888]</small>	<small>05/12/2024 02:24:10                  STATION ID NUMBER [1]</small>
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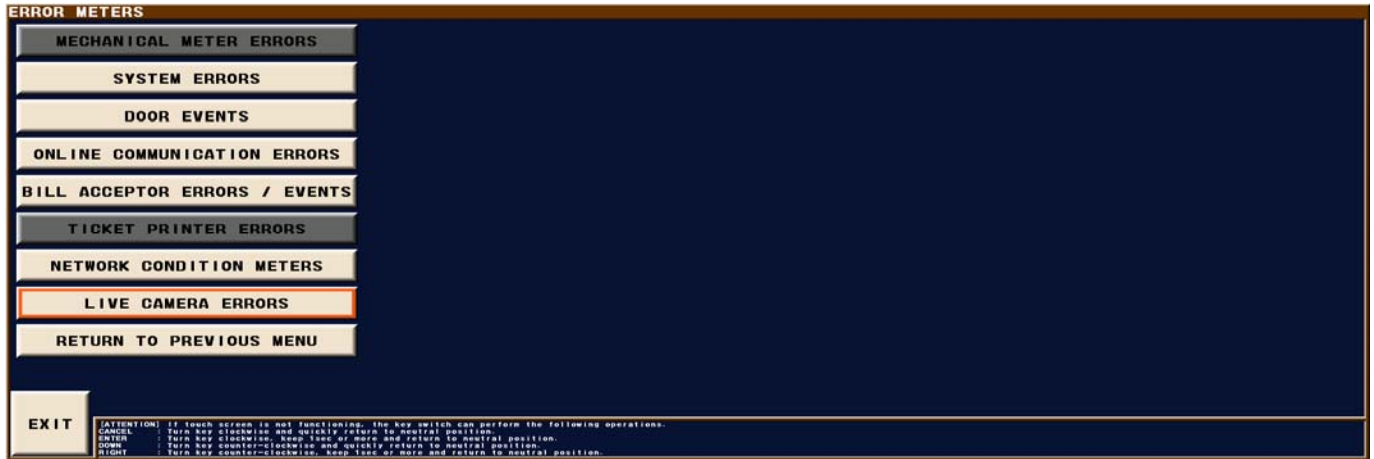
[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.  
 CANCEL : Turn key clockwise and quickly return to neutral position.

ITEM	DESCRIPTION
<b>ROULETTE xx</b>	The total number of credits bet on a certain wager percentage category.
<b>WEIGHTED PAYTABLE THEORETICAL PAYBACK</b>	$\frac{[\text{Total sum of (Value of each meter * each category percentage)}]}{(\text{Sum of all credits in each category})} * 100$
<b>ACTUAL WEIGHTED MACHINE HOLD</b>	The machine hold calculated as 100% minus WEIGHTED AVERAGE THEORETICAL PAYBACK.

## 7. 2: Error Meters

### TOP MENU>ERROR METERS

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



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

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

**NOTE:**

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

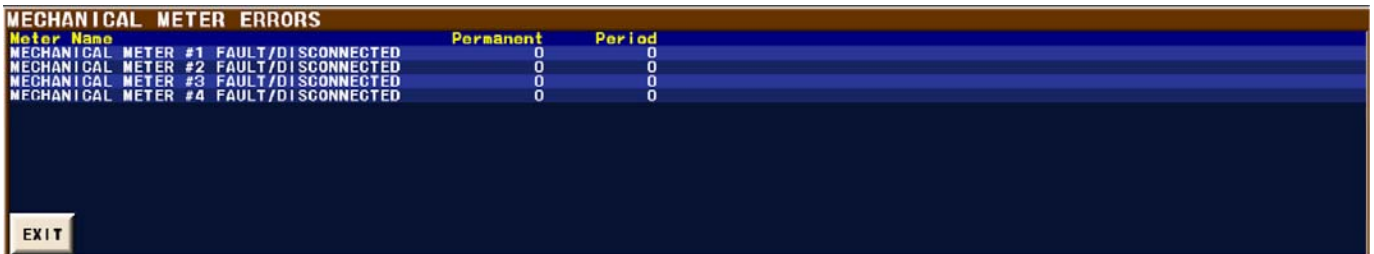
The meter assignment may vary according to specification settings.

#### "PATTERN 1"

Hand Pay /Jackpot	Total Out	Total In	Total BILL

#### "PATTERN 2"

Total cash in	Total cash out	Wagered	Game won



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

## 7. 2. 2: System Errors

### TOP MENU>ERROR METERS>SYSTEM ERRORS

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

EXIT

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

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

### 7. 2. 3: Door Events

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

DOOR EVENTS		
Meter Name	Permanent	Period
TOP DOOR OPEN (MECHANICAL SWITCH)	8	8
TOP DOOR OPEN (OPTICAL SENSOR)	0	0
FRONT DOOR OPEN (MECHANICAL SWITCH)	10	10
FRONT DOOR OPEN (OPTICAL SENSOR)	3	3
BILL STACKER DOOR OPEN	0	0
SECURITY CAGE OPEN	9	9
BODY PCB CASE OPEN	0	0
BOTTOM DOOR OPEN	0	0
TOP DOOR ACCESS DURING POWER DOWN	0	0
FRONT DOOR ACCESS DURING POWER DOWN	0	0
SECURITY CAGE ACCESS DURING POWER DOWN	0	0
BODY PCB CASE ACCESS DURING POWER DOWN	0	0
BILL STACKER DOOR ACCESS DURING POWER DOWN #0	0	0
BOTTOM DOOR ACCESS DURING POWER DOWN	0	0

EXIT

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

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

### 7. 2. 4: Online Communication Errors

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

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

EXIT

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

## 7.2.5: BILL Acceptor Errors/Events

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

#### **i** NOTE:

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

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

EXIT

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

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

## 7.2.6: Ticket Printer Errors

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

**i NOTE:**

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

#### TICKET PRINTER ERRORS

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

EXIT

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

## 7. 2. 7: Network Condition Meters

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

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

EXIT

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

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

## 7. 2. 8: Live Camera Errors

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

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

EXIT

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

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

## 7.3: Last Game Recall

### TOP MENU>LAST GAME RECALL

#### **i** NOTE:

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

LAST GAME RECALL			
CURRENT GAME	14th LAST GAME	28th LAST GAME	42nd LAST GAME
LAST GAME	15th LAST GAME	29th LAST GAME	43rd LAST GAME
2nd LAST GAME	16th LAST GAME	30th LAST GAME	44th LAST GAME
3rd LAST GAME	17th LAST GAME	31st LAST GAME	45th LAST GAME
4th LAST GAME	18th LAST GAME	32nd LAST GAME	46th LAST GAME
5th LAST GAME	19th LAST GAME	33rd LAST GAME	47th LAST GAME
6th LAST GAME	20th LAST GAME	34th LAST GAME	48th LAST GAME
7th LAST GAME	21st LAST GAME	35th LAST GAME	49th LAST GAME
8th LAST GAME	22nd LAST GAME	36th LAST GAME	50th LAST GAME
9th LAST GAME	23rd LAST GAME	37th LAST GAME	RETURN TO PREVIOUS MENU
10th LAST GAME	24th LAST GAME	38th LAST GAME	
11th LAST GAME	25th LAST GAME	39th LAST GAME	
12th LAST GAME	26th LAST GAME	40th LAST GAME	
13th LAST GAME	27th LAST GAME	41st LAST GAME	

EXIT

SYSTEM SOFTWARE (ZMGSST-GEN-0205-002) OS VERSION ( ) 05/12/2024 03:00:18  
 GAME SOFTWARE (ZMGSST-GEN-0205-002) GAME S/W ( ) Station ID NUMBER ( )

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

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

### [ How to Check Last Game Recall ]

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

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

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

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

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

### 7.3.1: Current Game

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

##### Page 1

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

CREDIT BET	0
ANTE BET	0 (\$0.00)
CREDIT REMAINED ON CREDIT METER	1917 (\$1,917.00)
BILLS ADDED (CENTS)	\$0.00
TICKETS ADDED (CENTS)	\$0.00
CASHLESS ADDED (CENTS)	\$0.00
HOST BONUS ADDED (CENTS)	\$0.00
+-----	
TOTAL CENTS ADDED	\$0.00
TICKETS COLLECTED (CENTS)	\$0.00
CASHLESS COLLECTED (CENTS)	\$0.00
TOTAL HANDPAY (CENTS)	\$0.00
ANTE COLLECTED (CENTS)	\$0.00
FORGED LOST COLLECTED (CENTS)	\$0.00
+-----	
TOTAL CENTS COLLECTED	\$0.00
JACKPOT PAID	\$0.00
COIN IN	\$808.00
COIN OUT	\$2,225.00
ATTENDANT PAID JACKPOT	\$0.00
ATTENDANT PAID CANCELLED CREDITS	\$0.00
BILL IN	\$0.00
VOUCHER IN	\$0.00
VOUCHER OUT	\$0.00
ELECTRONIC FUNDS TRANSFER IN	N/A
WAGERING ACCOUNT TRANSFER IN	\$500.00
WAGERING ACCOUNT TRANSFER OUT	\$0.00

EXIT      SYSTEM SOFTWARE [Z2MGS1-GEN-0208]      OS VERSION [F510Q01521]      02/12/2025 07:02:09  
 GAME SOFTWARE [X24M17-RXST-2A-0101-PRESEN]      GAME GAL ID [188A]      STATION ID NUMBER [1]

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

##### Page 2

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

NON-CASHABLE ELECTRONIC PROMOTION IN	\$0.00
CASHABLE ELECTRONIC PROMOTION IN	\$0.00
NON-CASHABLE ELECTRONIC PROMOTION OUT	\$0.00
CASHABLE ELECTRONIC PROMOTION OUT	\$0.00
COUPON PROMOTION IN	\$0.00
COUPON PROMOTION OUT	\$0.00
MACHINE PAID EXTERNAL BONUS PAYOUT	\$0.00
ATTENDANT PAID EXTERNAL BONUS PAYOUT	\$0.00
ATTENDANT PAID PROGRESSIVE PAYOUT	N/A
MACHINE PAID PROGRESSIVE PAYOUT	N/A

EXIT      SYSTEM SOFTWARE [Z2MGS1-GEN-0208]      OS VERSION [F510Q01521]      02/12/2025 07:10:38  
 GAME SOFTWARE [X24M17-RXST-2A-0101-PRESEN]      GAME GAL ID [188A]      STATION ID NUMBER [1]

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

##### Page 3

**CURRENT GAME PAGE (3/3)**  
**ERROR EVENT (S) BEFORE GAME START --- OCCURRED**  
 LOWER DOOR OPEN (MECHANICAL SWITCH)  
 SECURITY CAGE OPEN

PREVIOUS GAME    NEXT GAME    <<    >>    ENTER    EXIT

ITEM	DESCRIPTION
<b>CREDIT BET</b>	The number of credits bet since the end of the previous game.
<b>ANTE BET</b>	The amount set as Ante Bet. Please refer to "ANTE AMOUNT (CENT)" at " <b>Important Settings / Basic Settings</b> " on SERVICE Manual Chapter 4.
<b>CREDIT REMAINED ON CREDIT METER</b>	The current number of credits remaining on the credit meter.
<b>BILLS ADDED (CENTS)</b>	The value of BILLS inserted since the end of the previous game.
<b>TICKETS ADDED (CENTS)</b>	The value of tickets inserted since the end of the previous game.
<b>CASHLESS ADDED (CENTS)</b>	The value paid out from electronic transfers since the end of the previous game.
<b>HOST BONUS ADDED (CENTS)</b>	The value of bonuses inserted by the host since the end of the previous game.
<b>TOTAL CENTS ADDED</b>	The total value of all credits inserted into the machine since the end of the previous game.
<b>TICKETS COLLECTED (CENTS)</b>	The total value of credits paid out by the ticket printer during the game.
<b>CASHLESS COLLECTED (CENTS)</b>	The total value of credits paid out by electronic transfer during the game.
<b>TOTAL HAND PAY (CENTS)</b>	The total value of credits paid by hand pay during the game.
<b>ANTE COLLECTED (CENTS)</b>	The amount that was paid as Ante Bet to participate to the game.
<b>FORCED LOST COLLECTED (CENTS)</b>	The amount of [Come point] bets that was lost as forced collection because the Ante Bet was not played again.
<b>TOTAL CENTS COLLECTED</b>	The total value of credits paid out since the end of the previous game.
<b>JACKPOT PAID</b>	The total value of all Progressive Jackpots paid out during the game.
<b>COIN IN</b>	The total of all bets (displayed in currency amount)
<b>COIN OUT</b>	The total WIN amount excluding hand pays, SAS bonus, progressives, progressive base values, and increments.
<b>ATTENDANT PAID JACKPOT</b>	The total value of hand pays excluding SAS bonus. The BASE VALUE and INCREMENT VALUE are also excluded.

ITEM	DESCRIPTION
<b>ATTENDANT PAID CANCELLED CREDITS</b>	The total value of hand pays which is a result of the pay out operation. This value is accumulated from prior games.
<b>BILL IN</b>	The total value of all BILLS inserted into the Machine. This value is accumulated from prior games.
<b>VOUCHER IN</b> (Displayed as "TICKET IN" in Macau version)	Same as "VOUCHER IN" on " <b>System Related In/Out Meters</b> " (Refer to 7.1.3).
<b>VOUCHER OUT</b> (Displayed as "TICKET OUT" in Macau version)	Same as "VOUCHER OUT" on " <b>System Related In/Out Meters</b> " (Refer to 7.1.3).
<b>ELECTRONIC FUNDS TRANSER IN</b>	The total value of Debit Credit transferred from the Host to the Machine. AFT 4060. This value is accumulated from prior games.
<b>WAGERING ACCOUNT TRANSFER IN</b>	The total value of Cashable Credit transferred from the Host to the Machine. EFT 69 etc. This value is accumulated from prior games.
<b>WAGERING ACCOUNT TRANSFER OUT</b>	The total value of Cashable Credit transferred from the Machine to the Host. EFT 64 etc. This value is accumulated from prior games.
<b>NON-CASHABLE ELECTRONIC PROMOTION IN</b>	The total value of Restricted (Promotional) Credit transferred from the Host to the Machine. EFT 63 etc. This value is accumulated from prior games.
<b>CASHABLE ELECTRONIC PROMOTION IN</b>	The total value of Non-Restricted (Cashable) Credit transferred from the Host to the Machine. EFT 62 etc. This value is accumulated from prior games.
<b>NON-CASHABLE ELECTRONIC PROMOTION OUT</b>	The total value of Restricted (Promotional) Credit transferred from the Machine to the Host. EFT 6B
<b>CASHABLE ELECTRONIC PROMOTION OUT</b>	The total value of Non-Restricted (Cashable) Credit transferred from the Machine to the Host. This value is accumulated from prior games.
<b>COUPON PROMOTION IN</b>	The total value of Promotional Tickets accepted by the machine. This value accumulates from prior games.

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

### 7.3.2: Last Game

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

#### Page 1

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

CREDIT BET	18
ANTE BET	0 (\$0.00)
CREDIT REMAINED ON CREDIT METER	1734 (\$1,734.00)
WON (EXCEPT BONUS)	0
HOST BONUS WON (DURING GAME)	0
PLAYER DENOM	\$1.00
CREDIT END	1734

BILLS ADDED (CENTS)	\$0.00
TICKETS ADDED (CENTS)	\$0.00
CASHLESS ADDED (CENTS)	\$0.00
HOST BONUS ADDED (CENTS)	\$0.00
+-----	
TOTAL CENTS ADDED	\$0.00

TICKETS COLLECTED (CENTS)	\$0.00
CASHLESS COLLECTED (CENTS)	\$0.00
TOTAL HANDPAY (CENTS)	\$0.00
ANTE COLLECTED (CENTS)	\$0.00
FORGED LOST COLLECTED (CENTS)	\$0.00
+-----	
TOTAL CENTS COLLECTED	\$0.00

JACKPOT PAID	\$0.00
PROGRESSIVE PRIZES	N/A

GAME START DATE	02/13/2025 06:58:01
GAME END DATE	02/13/2025 06:58:19

COIN IN	\$790.00
COIN OUT	\$2,024.00

SYSTEM SOFTWARE [ZMGS1-GEN-0206] OS VERSION [P510001821] 02/13/2025 07:05:19  
 GAME SOFTWARE [X24M17-R251-2A-0101-PREGEN] GAME CAL ID [188A] STATION ID NUMBER [1]

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

EXIT PREVIOUS GAME NEXT GAME << >> ENTER

#### Page 2

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

ATTENDANT PAID JACKPOT	\$0.00
ATTENDANT PAID CANCELLED CREDITS	\$0.00
BILL IN	\$0.00
VOUCHER IN	\$0.00
VOUCHER OUT	\$0.00
ELECTRONIC FUNDS TRANSFER IN	N/A
WAGERING ACCOUNT TRANSFER IN	\$500.00
WAGERING ACCOUNT TRANSFER OUT	\$0.00
NON-CASHABLE ELECTRONIC PROMOTION IN	\$0.00
CASHABLE ELECTRONIC PROMOTION IN	\$0.00
NON-CASHABLE ELECTRONIC PROMOTION OUT	\$0.00
CASHABLE ELECTRONIC PROMOTION OUT	\$0.00
COUPON PROMOTION IN	\$0.00
COUPON PROMOTION OUT	\$0.00
MACHINE PAID EXTERNAL BONUS PAYOUT	\$0.00
ATTENDANT PAID EXTERNAL BONUS PAYOUT	\$0.00
ATTENDANT PAID PROGRESSIVE PAYOUT	N/A
MACHINE PAID PROGRESSIVE PAYOUT	N/A

SYSTEM SOFTWARE [ZMGS1-GEN-0206] OS VERSION [P510001821] 02/13/2025 07:10:38  
 GAME SOFTWARE [X24M17-R251-2A-0101-PREGEN] GAME CAL ID [188A] STATION ID NUMBER [1]

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

EXIT PREVIOUS GAME NEXT GAME << >> ENTER

#### Page 3

LAST GAME PAGE (3/3)  
**ERROR EVENT(S) --- OCCURRED**  
 LOWER DOOR OPEN (MECHANICAL SWITCH)  
 SECURITY CAGE OPEN

PREVIOUS GAME NEXT GAME << >> ENTER EXIT

ITEM	DESCRIPTION
<b>CREDIT BET</b>	The number of credits bet since the end of the previous game.
<b>ANTE BET</b>	The amount set as Ante Bet. Please refer to "ANTE AMOUNT (CENT)" at " <b>Important Settings / Basic Settings</b> " on SERVICE Manual Chapter 4.
<b>CREDIT REMAINED ON CREDIT METER</b>	The current number of credits remaining on the credit meter.
<b>WON (EXCEPT BONUS)</b>	The number of credits won, excluding any bonus wins.
<b>HOST BONUS WON (DURING GAME)</b>	N/A
<b>PLAYER DENOM</b>	The denomination selected to play the game.
<b>CREDIT END</b>	The number of credits remaining on the meter at the end of the LAST GAME that was recalled.
<b>BILLS ADDED (CENTS)</b>	The value of all BILLS inserted during the game.
<b>TICKETS ADDED (CENTS)</b>	The value of all tickets inserted during the game.
<b>CASHLESS ADDED (CENTS)</b>	The value of all cashless credits transferred during the game.
<b>HOST BONUS ADDED (CENTS)</b>	The value of bonuses inserted by the host during the game.
<b>TOTAL CENTS ADDED</b>	The total value inserted during the game.
<b>TICKETS COLLECTED (CENTS)</b>	The total value paid out by tickets during the game.
<b>CASHLESS COLLECTED (CENTS)</b>	The total value paid out by cashless credits transfer during the game.
<b>TOTAL HANDPAY (CENTS)</b>	The total value paid out by hand pay (cancel credit) during the game.
<b>ANTE COLLECTED (CENTS)</b>	The amount that was paid as Ante Bet to participate to the game.
<b>FORCED LOST COLLECTED</b>	The amount of [Come point] bets that was lost as forced collection because the Ante Bet was not played again.

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

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

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

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

#### Page 1

**10th LAST GAME PAGE (1/3)**  
**LAST PLAY INFORMATION (1/2)**

CREDIT BET		18
ANTE BET		0 (\$0.00)
CREDIT REMAINED ON CREDIT METER	1734 (\$1,734.00)	
WON (EXCEPT BONUS)		0
HOST BONUS WON (DURING GAME)		0
PLAYER DENOM		\$1.00
CREDIT END		1734
BILLS ADDED (CENTS)		\$0.00
TICKETS ADDED (CENTS)		\$0.00
CASHLESS ADDED (CENTS)		\$0.00
HOST BONUS ADDED (CENTS)		\$0.00
	+-----	
TOTAL CENTS ADDED		\$0.00
TICKETS COLLECTED (CENTS)		\$0.00
CASHLESS COLLECTED (CENTS)		\$0.00
TOTAL HANDPAY (CENTS)		\$0.00
ANTE COLLECTED (CENTS)		\$0.00
FORGED LOST COLLECTED (CENTS)		\$0.00
	+-----	
TOTAL CENTS COLLECTED		\$0.00
JACKPOT PAID		\$0.00
PROGRESSIVE PRIZES		N/A
GAME START DATE	02/13/2025 06:58:01	
GAME END DATE	02/13/2025 06:58:19	
COIN IN		\$790.00
COIN OUT		\$2,024.00

EXIT      PREVIOUS GAME      NEXT GAME      <<      >>      ENTER

SYSTEM SOFTWARE (Z2W051-02H-0204)      OS VERSION (F810001831)      02/13/2025 07:08:19  
 GAME SOFTWARE (X24M17-RXST-2A-0101-PRESEN)      GAME GAL ID (188A)      STATION ID NUMBER (1)

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

#### Page 2

**10th LAST GAME PAGE (1/3)**  
**LAST PLAY INFORMATION (1/2)**

ATTENDANT PAID JACKPOT		\$0.00
ATTENDANT PAID CANCELLED CREDITS		\$0.00
BILL IN		\$0.00
VOUCHER IN		\$0.00
VOUCHER OUT		\$0.00
ELECTRONIC FUNDS TRANSFER IN		N/A
WAGERING ACCOUNT TRANSFER IN	\$500.00	
WAGERING ACCOUNT TRANSFER OUT		\$0.00
NON-CASHABLE ELECTRONIC PROMOTION IN		\$0.00
CASHABLE ELECTRONIC PROMOTION IN		\$0.00
NON-CASHABLE ELECTRONIC PROMOTION OUT		\$0.00
CASHABLE ELECTRONIC PROMOTION OUT		\$0.00
COUPON PROMOTION IN		\$0.00
COUPON PROMOTION OUT		\$0.00
MACHINE PAID EXTERNAL BONUS PAYOUT		\$0.00
ATTENDANT PAID EXTERNAL BONUS PAYOUT		\$0.00
ATTENDANT PAID PROGRESSIVE PAYOUT		N/A
MACHINE PAID PROGRESSIVE PAYOUT		N/A

EXIT      PREVIOUS GAME      NEXT GAME      <<      >>      ENTER

SYSTEM SOFTWARE (Z2W051-02H-0204)      OS VERSION (F810001831)      02/13/2025 07:10:28  
 GAME SOFTWARE (X24M17-RXST-2A-0101-PRESEN)      GAME GAL ID (188A)      STATION ID NUMBER (1)

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

#### Page 3

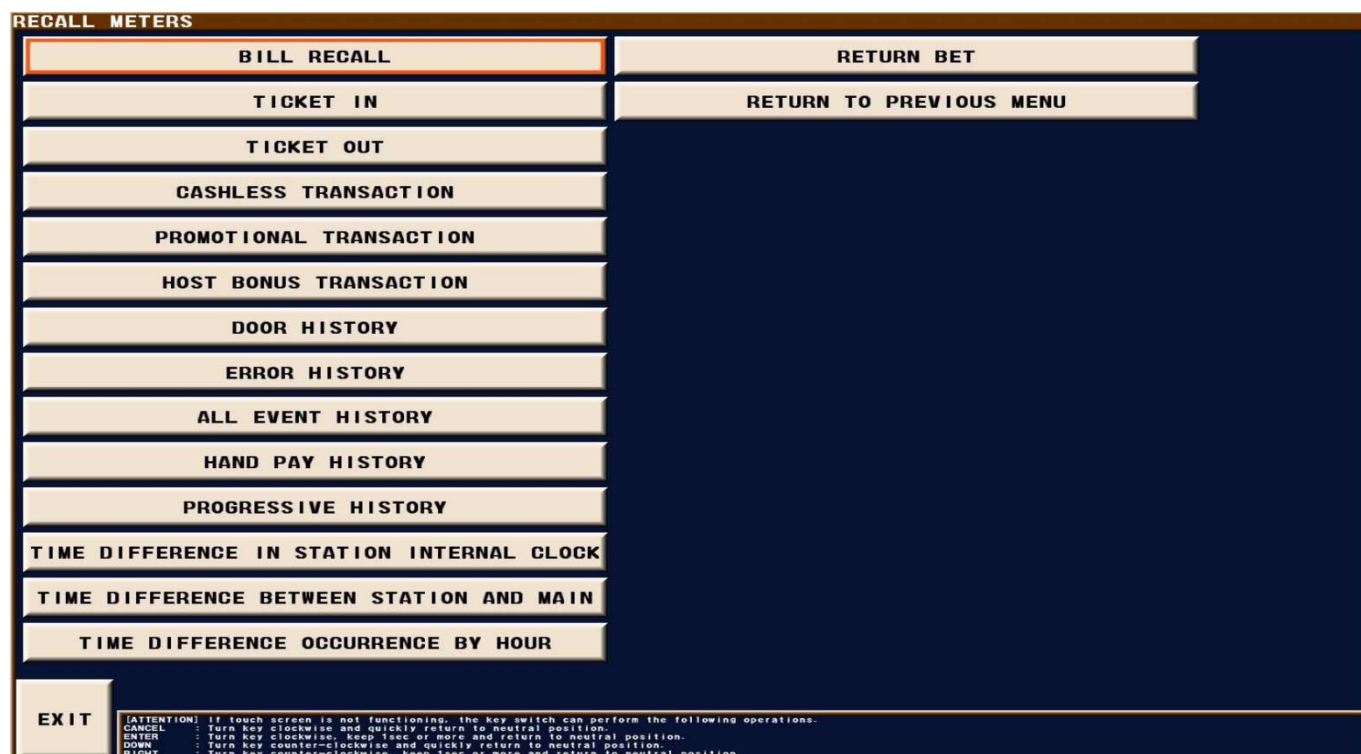
**10th LAST GAME PAGE (3/3)**  
**ERROR EVENT(S) --- OCCURRED**  
 LOWER DOOR OPEN (MECHANICAL SWITCH)  
 SECURITY CAGE OPEN

PREVIOUS GAME      NEXT GAME      <<      >>      ENTER      EXIT

## 7. 4: Recall Meters

### TOP MENU>RECALL METERS

This item allows to check records of each Event.



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

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

ITEM	DISPLAYED INFORMATION	DISPLAYED NUMBER
<b>PROGRESSIVE HISTORY</b>	No., Date, Time, Lv.,Amount, Status	Last 100 Progressive wins
<b>SAS COMMUNICATION LOG</b>	HH:MM:SS.mSec, Data ( <b>Refer to 7.4.1</b> )	<b>Refer to 7.4.1</b>
<b>RETURN BET</b>	No., Date, Game No., Data	Last 35 return bet events

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

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

EXIT

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

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

EXIT

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

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

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

EXIT

1 2 3 4

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

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

PROGRESSIVE HISTORY					
No.	DATE (m/d/y)	TIME (h:m:s)	LV.	AMOUNT (\$)	STATUS
1	05/30/2016	08:33:05	3	\$39.01	HANDPAID [STANDALONE]
2	05/30/2016	08:32:50	4	\$19.23	[STANDALONE]
3	05/30/2016	08:32:21	1	\$8889.01	HANDPAID [STANDALONE]
4	05/30/2016	08:31:39	2	\$1888.99	HANDPAID [STANDALONE]
5	05/30/2016	08:31:07	3	\$39.05	HANDPAID [STANDALONE]
6	05/30/2016	08:30:32	4	\$19.14	HANDPAID [STANDALONE]

EXIT

## 7.4.1: SAS Communication Log

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

#### CAUTION!

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



**SAS COMMUNICATION LOG**

MAIN PORT

EXTEND PORT 1

EXTEND PORT 2

RETURN TO PREVIOUS MENU

---

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

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

START STOP SAVE 1 2 3 4 5 6 7 EXIT

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

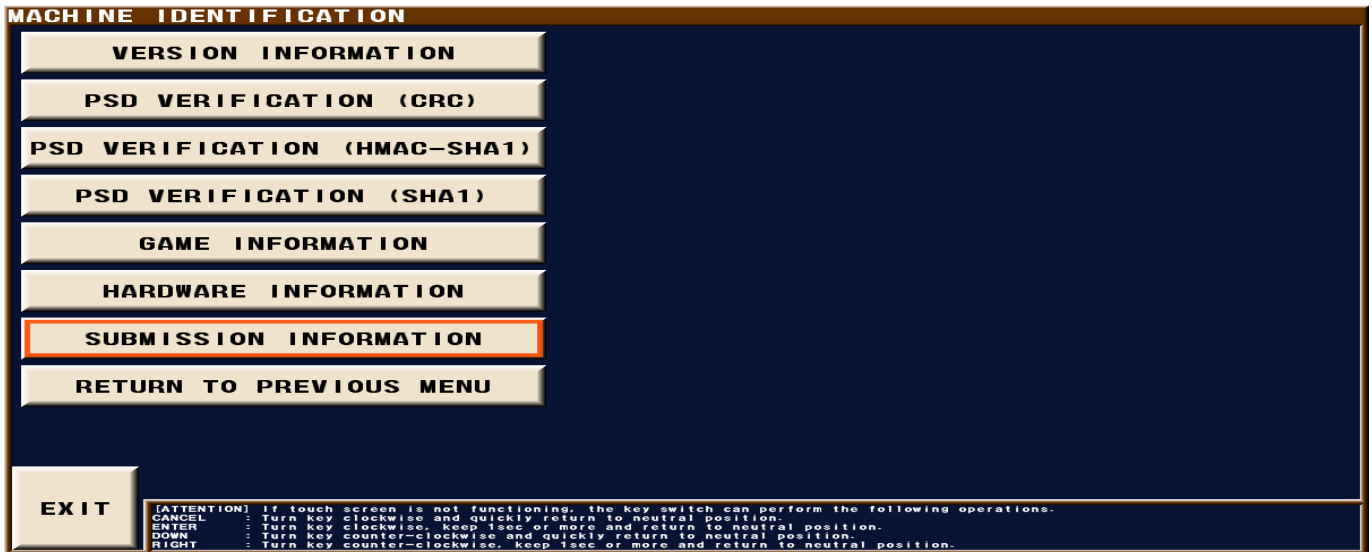
[STOP] is used to pause the update, so that the connection condition can be easily read.

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

## 7. 5: Machine Identification

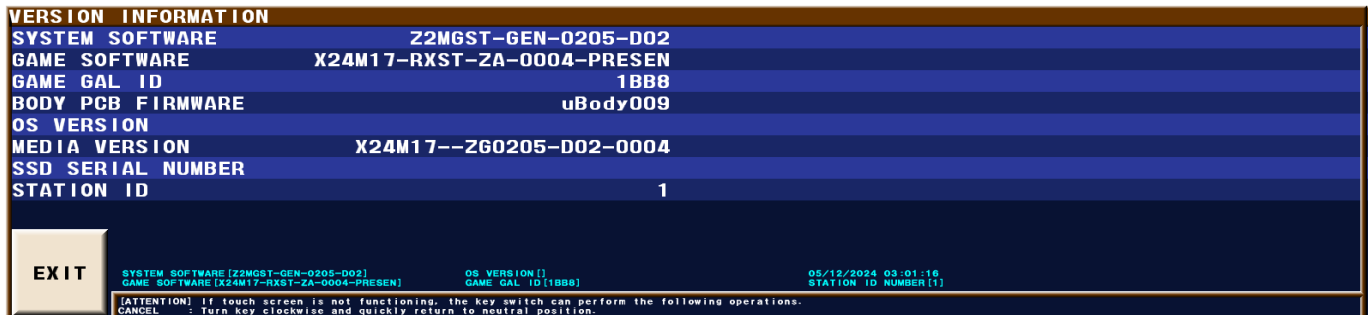
### TOP MENU>MACHINE IDENTIFICATION

On this item it is possible to check different information.



### 7. 5. 1: Version Information

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



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

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

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



[SEED] is used to change the SEED Value.

[START] is used to start the calculation.

[STOP] is used to stop the calculation.

The default value is "00".

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

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



The default value is "00".

[DEL] is used to delete one selected character.

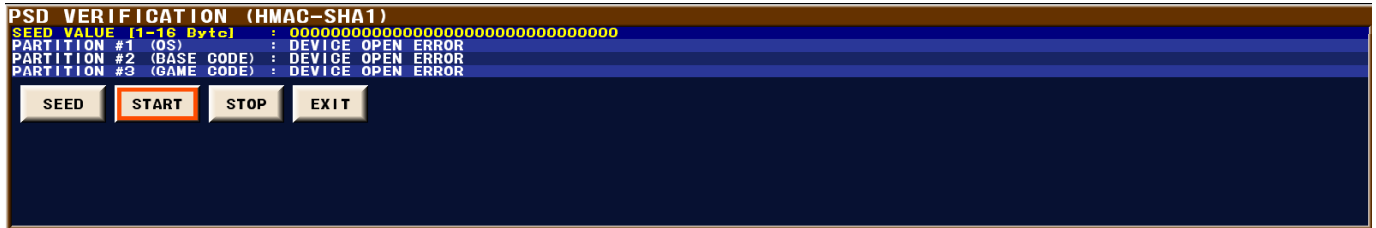
[CLEAR] is used to delete all the selected characters.

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

[ENTER] is used to confirm the seed value.

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

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



[SEED] is used to change the SEED Value.

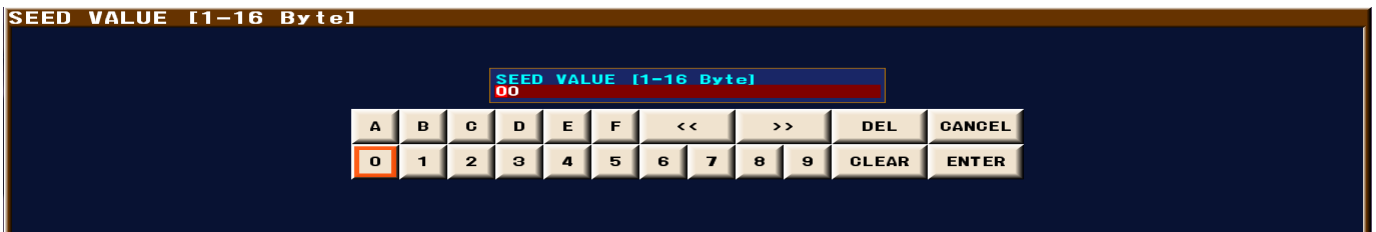
[START] is used to start the calculation.

[STOP] is used to stop the calculation.

The default value is "00".

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

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



The default value is "00".

[DEL] is used to delete one selected character.

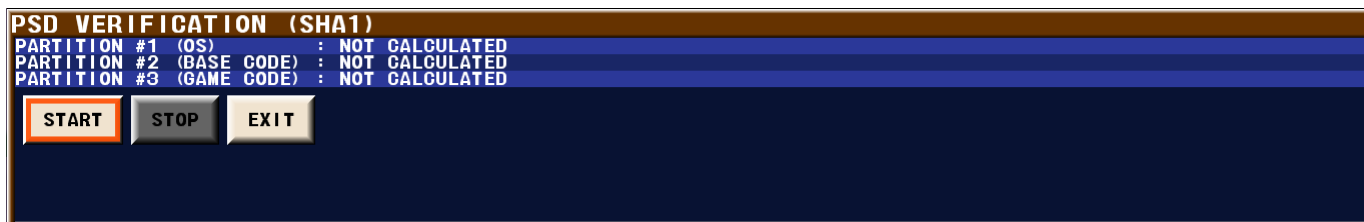
[CLEAR] is used to delete all the selected characters.

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

[ENTER] is used to confirm the seed value.

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

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



[START] is used to start the calculation.

[STOP] is used to stop the calculation.

The default value is "00".

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



## 7.5.5: Game Information

### TOP MENU>MACHINE IDENTIFICATION>GAME INFORMATION

GAME INFORMATION PAGE (1/2)	
<b>GENERAL INFORMATION</b>	
GAME TITLE	ROULETTE XPLOSION
VARIATION	10
PAYTABLE ID	1bb810
GAME DENOMINATION	\$1.00
<b>GAME RTP</b>	
OVERALL RTP	94.72%
FINAL MACHINE HOLD %	5.28%
MAIN GAME RTP (ROULETTE GAME)	94.74%
SIDE GAME RTP (ODDS UP SPOT)	94.68%
<b>RTP DIFFERENTIAL</b>	
MINIMUM RTP (ROULETTE GAME)	94.74%
MAXIMUM RTP (ROULETTE GAME)	94.74%
MINIMUM RTP (ODDS UP SPOT)	94.68%
MAXIMUM RTP (ODDS UP SPOT)	94.68%
EXIT	<small>SYSTEM SOFTWARE [X2MGST-GEN-0205-D02] OS VERSION [ ] 05/12/2024 03:01:23</small> <small>GAME SOFTWARE [X24M17-RXST-ZA-0004-PRESEN] GAME GAL ID [1888] STATION ID NUMBER [1]</small> <small>[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.</small> <small>CANCEL : Turn key clockwise and quickly return to neutral position.</small> <small>DOWN : Turn key counter-clockwise and quickly return to neutral position.</small> <small>RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.</small>

GAME INFORMATION PAGE (2/2)	
<b>SIGNATURE INFORMATION</b>	
CRC SIGNATURE	NOT CALCULATED
PARTITION #1 (OS) SHA1 SIGNATURE	NOT CALCULATED
PARTITION #2 (BASE CODE) SHA1 SIGNATURE	NOT CALCULATED
PARTITION #3 (GAME CODE) SHA1 SIGNATURE	NOT CALCULATED
PARTITION #1 (OS) HMAC-SHA1 SIGNATURE	NOT CALCULATED
PARTITION #2 (BASE CODE) HMAC-SHA1 SIGNATURE	NOT CALCULATED
PARTITION #3 (GAME CODE) HMAC-SHA1 SIGNATURE	NOT CALCULATED
EXIT	<small>SYSTEM SOFTWARE [X2MGST-GEN-0205-D02] OS VERSION [ ] 05/12/2024 03:01:23</small> <small>GAME SOFTWARE [X24M17-RXST-ZA-0004-PRESEN] GAME GAL ID [1888] STATION ID NUMBER [1]</small> <small>[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.</small> <small>CANCEL : Turn key clockwise and quickly return to neutral position.</small> <small>DOWN : Turn key counter-clockwise and quickly return to neutral position.</small> <small>RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.</small>

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

ITEM	DESCRIPTION
<b>GAME TITLE</b>	The title of the game
<b>VARIATION</b>	The PO variation number.
<b>PAYTABLE ID</b>	The GAL number and the PO Variation.
<b>JURISDICTION</b>	The Jurisdiction as set in "JURISDICTION" of " <b>IMPORTANT SETTINGS</b> "  <b>NOTE:</b> This item is displayed only in ONTARIO version.
<b>SERIAL NUMBER</b>	The Jurisdiction as set in "SERIAL NUMBER" of " <b>OTHER SETTINGS</b> "  <b>NOTE:</b> This item is displayed only in ONTARIO version.
<b>GAME DENOMINATION</b>	The game denomination

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

<b>ITEM</b>	<b>DESCRIPTION</b>
<b>OVERALL RTP</b>	The theoretical RTP of the Main game and the Side game.
<b>FINAL MACHINE HOLD %</b>	The machine hold calculated as 100% – OVERALL RTP
<b>MAIN GAME RTP (ROULETTE GAME)</b>	The RTP for the Main game (Roulette game) only.
<b>SIDE GAME RTP (ODDS UP SPOT)</b>	The RTP for the Side game (Odds Up Spot).

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

<b>ITEM</b>	<b>DESCRIPTION</b>
<b>MINIMUM RTP (ROULETTE GAME)</b>	The MINIMUM RTP for the Roulette Game.
<b>MAXIMUM RTP (ROULETTE GAME)</b>	The MAXIMUM RTP for the Roulette Game.
<b>MINIMUM RTP (ODDS UP SPOT)</b>	The MINIMUM RTP for the Odds Up Spot.
<b>MAXIMUM RTP (ODDS UP SPOT)</b>	The MAXIMUM RTP for the Odds Up Spot.

**Signature Information**

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

## 7.5.6: ONTARIO Game Option

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

#### NOTE:

This item is displayed only in ONTARIO version.

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

**EXIT**

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

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

## 7.5.7: Hardware Information

### TOP MENU>MACHINE IDENTIFICATION>HARDWARE INFORMATION

HARDWARE INFORMATION	
BIOS VERSION	NOT SUPPORTED
MOTHER BOARD TEMPERATURE	39 C
CPU TEMPERATURE	49 C
CPU FAN SPEED	3125 RPM
TOTAL MEMORY	6884.448 MB
FREE MEMORY	6510.596 MB
MINIMUM MEMORY	6502.124 MB
BATTERY VOLTAGE (MOTHER BOARD)	3.0 V
AUDIO MODULE	TYPE DP D

EXIT	SYSTEM SOFTWARE [Z2MGST-GEN-0205-D02]	OS VERSION [ ]	05/12/2024 03:01:28
	GAME SOFTWARE [X24M17-RXST-ZA-0004-PRESEN]	GAME GAL ID [1BB8]	STATION ID NUMBER [1]
[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations. CANCEL : Turn key clockwise and quickly return to neutral position.			

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

### 7.5.8: Submission Information

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

**i NOTE:**

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

SUBMISSION INFORMATION	
<b>GENERAL INFORMATION</b>	
GAME TITLE	ROULETTE XPLOSION
VARIATION	10
PAYTABLE ID	1bb810
GAME DENOMINATION	\$1.00
CONTRIBUTING EGM	8
NUMBER OF BET SPOT	164
<b>GAME RTP</b>	
EXPECTED OVERALL RTP	94.7237%
FINAL MACHINE HOLD %	5.2763%
MAIN GAME RTP (ROULETTE GAME)	94.7368%
SIDE GAME RTP (ODDS UP SPOT)	94.6816%
<b>RTP DIFFERENTIAL</b>	
MINIMUM RTP (ROULETTE GAME)	94.7368%
MAXIMUM RTP (ROULETTE GAME)	94.7368%
MINIMUM RTP (ODDS UP SPOT)	94.6816%
MAXIMUM RTP (ODDS UP SPOT)	94.6816%
<b>MAIN GAME (ROULETTE GAME)</b>	
MINIMUM BET PER GAME (PER STATION)	1 (\$1.00)
MAXIMUM TOTAL BET PER GAME (PER STATION)	50000 (\$50,000.00)
MAXIMUM ODDS	28 to 1
MAXIMUM BET (FOR MAXIMUM ODDS) (PER STATION)	0 (\$0.00)
MAXIMUM WIN PER GAME (PER STATION)	0 (\$0.00)
MAXIMUM PAY PER GAME (PER STATION)	0 (\$0.00)
<b>SIDE GAME (MULTIPLIER SPOT)</b>	
MAXIMUM ODDS	500 to 1
MAXIMUM BET (FOR MAXIMUM ODDS) (PER STATION)	0 (\$0.00)
MAXIMUM WIN PER GAME (PER STATION)	0 (\$0.00)
MAXIMUM PAY PER GAME (PER STATION)	0 (\$0.00)
<b>EXIT</b>	SYSTEM SOFTWARE [Z2MGST-GEN-0205-002] OS VERSION [ ] 05/12/2024 03:01:29 GAME SOFTWARE [X24M17-RXST-ZA-0004-PRESEN] GAME CAL ID [1BB8] STATION ID NUMBER [1]
[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations. CANCEL : Turn key clockwise and quickly return to neutral position.	

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

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

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

ITEM	DESCRIPTION
<b>EXPECTED OVERALL RTP</b>	The theoretical RTP of the Main game and the Side game.
<b>FINAL MACHINE HOLD %</b>	The machine hold calculated as 100% – OVERALL RTP
<b>MAIN GAME RTP (ROULETTE GAME)</b>	The RTP for the Main game (Roulette game) only.
<b>SIDE GAME RTP (ODDS UP SPOT)</b>	The RTP for the Side game (Odds Up Spot).

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

ITEM	DESCRIPTION
<b>MINIMUM RTP (ROULETTE GAME)</b>	The MINIMUM RTP for the Roulette Game.
<b>MAXIMUM RTP (ROULETTE GAME)</b>	The MAXIMUM RTP for the Roulette Game.
<b>MINIMUM RTP (ODDS UP SPOT)</b>	The MINIMUM RTP for the Odds Up Spot.
<b>MAXIMUM RTP (ODDS UP SPOT)</b>	The MAXIMUM RTP for the Odds Up Spot.

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

<b>ITEM</b>	<b>DESCRIPTION</b>
<b>MINIMUM BET PER GAME (PER STATION)</b>	The MINIMUM bet allowed by the station.
<b>MAXIMUM TOTAL BET PER GAME (PER STATION)</b>	The maximum bet allowed by the station if a bet is placed on all the available bet spots, not including the side game.
<b>MAXIMUM ODDS</b>	The highest odds for a spot of the Main Game.
<b>MAXIMUM BET (FOR MAXIMUM ODDS) (PER STATION)</b>	The MAXIMUM bet allowed by the station when betting on the spot with the highest odds for the Main Game.
<b>MAXIMUM WIN PER GAME (PER STATION)</b>	The highest amount (minus the bet amount) the station can return to the player as the result of one game, when one bet of the MAXIMUM allowed amount is placed on the spot with the highest odds, for the Main Game.
<b>MAXIMUM PAY PER GAME (PER STATION)</b>	The highest amount (including the bet amount) the station can return to the player as the result of one game, when one bet of the MAXIMUM allowed amount is placed on the spot with the highest odds, for the Main Game.

**Side Game (Multiplier Spot)** (All the items show values from the Center Unit)

<b>ITEM</b>	<b>DESCRIPTION</b>
<b>MAXIMUM ODDS</b>	The highest odds for a spot, for both Main Game and Side Game.
<b>MAXIMUM BET (FOR MAXIMUM ODDS) (PER STATION)</b>	The MAXIMUM bet allowed by the station when betting on the spot with the highest odds, for both Main Game and Side Game.
<b>MAXIMUM WIN PER GAME (PER STATION)</b>	The highest amount (minus the bet amount) the station can return to the player as the result of one game, for both Main Game and Side Game.
<b>MAXIMUM PAY PER GAME (PER STATION)</b>	The highest amount (including the bet amount) the station can return to the player as the result of one game, when one bet of the MAXIMUM allowed amount is placed on the spot with the highest odds, for both Main Game and Side Game.

## 7. 6: Test

### TOP MENU > TEST

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

## 7. 7: Settings

### TOP MENU > SETTINGS

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

## 7. 8: Period Meter Clear

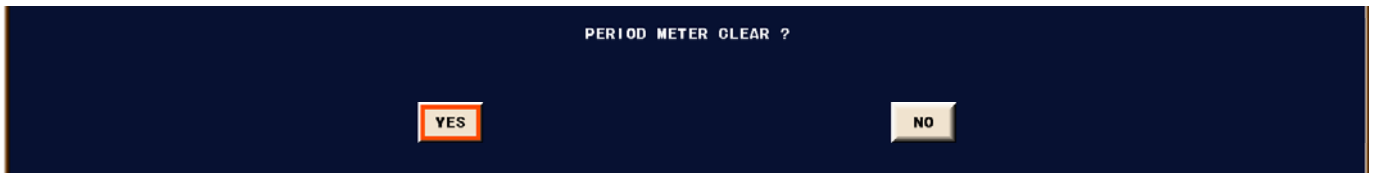
### TOP MENU > PERIOD METER CLEAR

#### **i** NOTE:

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

Select this item to display the screen below.

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



## 7. 9: Out of Service

### TOP MENU > OUT OF SERVICE

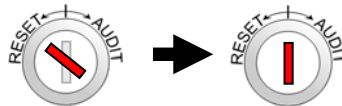
#### **i** NOTE:

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

1. Select this item to display the screen below.



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



## 7. 10: Shutdown

### TOP MENU>SHUTDOWN

**i NOTE:**

Turns POWER OFF the machine (Standby shutdown), without using the Power Switch.

**(Refer to the Opening insert **Safe Power OFF**)**



By selecting [SHUTDOWN], the machine will automatically turn POWER OFF (standby shutdown) after all the data are completely saved.

Touch [CANCEL] to return to the Top Menu.

## Chapter 8

### Error Messages

---

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

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



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

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







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








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





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

### **CALL SERVICE IMMEDIATELY!**

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

#	Error messages	ID	Remedy	Refer to
1	AROUND SENSOR ERROR	495	Power OFF 	8.5.40
2	BALL COUNT ERROR	487	Power OFF 	8.5.35
3	BALL FALL ERROR	485	Power OFF 	8.5.33
4	BALL START ERROR	488	Power OFF 	8.5.32
5	BODY PCB CASE ACCESS DURING POWER DOWN	35	Reset Key	8.2.7
6	BODY PCB CHANGED	63	Reset Key	8.2.12
7	CABINET FAN1 ABNORMAL	510	Automatic recovery	8.5.28
8	CABINET FAN2 ABNORMAL	511	Automatic recovery	8.5.28
9	CABINET FAN3 ABNORMAL	518	Automatic recovery	8.5.28
10	CABINET FAN4 ABNORMAL	519	Automatic recovery	8.5.28
11	CAN NOT OPEN EEPROM	61	Power OFF>ON	8.2.13
12	COMMUNICATION #1 ERROR(BODY PCB)	13	Automatic recovery	8.2.14
13	COMMUNICATION #5 ERROR (NOKI PCB)	100	Automatic recovery	8.2.14
14	COMMUNICATION #6 ERROR (SIGA PCB)	106	Automatic recovery	8.2.14
15	COMMUNICATION #7 ERROR (SIGB PCB)	107	Automatic recovery	8.2.14
16	COMPRESSOR ERROR	486	Power OFF 	8.5.34
17	CONFIGURATION MISMATCH. SET THE CONFIGURATION AGAIN. (GAME DENOMINATION)	389 390 391	Power OFF>ON	8.5.2
18	CONFIGURATION SETTING IS CLEARED. SET THE CONFIGURATION AGAIN.	78 79	Power OFF>ON	8.5.3
19	CONSECUTIVE SAME RESULT OF A WHEEL	501	Reset Key	---
20	CPU FAN ABNORMAL	59	Automatic recovery	8.2.15
21	ENCODER COUNT ERROR	496	Power OFF 	8.5.41
22	EVENT BUFFER CORRUPT	168	Ram Clear.	8.2.16
23	EXCEPTION BUFFER OVERFLOW	167	Automatic recovery	8.2.17
24	FIRM CORRUPTED	77	Power OFF>ON	8.2.19
25	GAL FAULT	144	Power OFF>ON	8.2.20
26	GAL MISMATCH	501	Ram Clear.	8.5.45

#	Error messages	ID	Remedy	Refer to
27	GAME INIT ERROR	484	Power OFF 	8.5.31
28	GMEM PCB CHANGED	362	Reset key	8.2.12
29	IO BOX COVER ACCESS DURING POWER DOWN	502	Reset Key	8.2.7
30	IO BOX COVER OPEN	N/A	Automatic recovery	8.2.8
31	LIVE CAMERA DISCONNECTED	469	Reset key	8.5.27
32	LOW BACKUP BATTERY (BODY PCB)	26	Automatic recovery	8.2.21
33	LOW BACKUP BATTERY (GMEM PCB)	25	Automatic recovery	8.2.22
34	LOW BACKUP BATTERY (MOTHER BOARD)	24	Automatic recovery	8.2.22
35	LOW BACKUP BATTERY (SIGA PCB)	132	Automatic recovery	8.5.54
36	MAIN DOOR ACCESS DURING POWER DOWN	32	Reset Key	8.2.7
37	MAIN DOOR OPEN	N/A	Automatic recovery	8.2.8
38	MEDIA CORRUPTED	76	Ram Clear	8.2.44
39	MEDIA REMOVED. TURN OFF AND ON THE MACHINE	398 399	Power OFF>ON	8.2.25
40	MOTOR ERROR	497	Power OFF 	8.5.36
41	NOKI PCB CHANGED	128	Reset Key	8.2.12
42	PC TOWER FAN ABNORMAL	513	Automatic recovery	8.5.15
43	POCKET SHUFFLE ERROR	498	Power OFF 	8.5.42
44	POSITION SENSOR ERROR (REF0130)	489	Power OFF 	8.5.37
45	POSITION SENSOR ERROR (REF0430)	490	Power OFF 	8.5.37
46	POSITION SENSOR ERROR (REF0730)	491	Power OFF 	8.5.37
47	POSITION SENSOR ERROR (REF1030)	492	Power OFF 	8.5.37
48	POWER BOX A FAN ABNORMAL	520	Automatic recovery	8.5.28
49	POWER BOX B FAN ABNORMAL	521	Automatic recovery	8.5.28
50	POWER BOX FAN ABNORMAL	512	Automatic recovery	8.5.28
51	POWER OFF DURING SETTING	31	Reset Key	8.2.27
52	POWER SUPPLY BOX THERMAL ERROR	522	Power OFF	8.5.29
53	PRIMARY PORT OFFLINE ERROR	430	Automatic recovery	8.2.45
54	PROGRAM CORRUPTED	74	Ram Clear	8.2.30
55	RAM ERROR	73	Ram Clear	8.2.31
56	SECURITY CAGE ACCESS DURING POWER DOWN	36	Reset Key	8.2.7
57	SECURITY CAGE OPEN	N/A	Automatic recovery	8.2.8
58	SELF AUDIT ERROR	57	Ram Clear	8.2.32
59	SELF CHI SQUARE TEST FAILURE	477	Reset Key	---
60	SIGA PCB CHANGED	133	Reset Key	8.2.12

#	Error messages	ID	Remedy	Refer to
61	SIGB PCB CHANGED	136	Reset Key	8.2.12
62	SIGNAGE POWER SUPPLY A THERMAL ERROR	523	Power OFF	8.5.29
63	SIGNAGE POWER SUPPLY B THERMAL ERROR	524	Power OFF	8.5.29
64	SPACER DRAIN DOOR OPEN	N/A	Automatic recovery	8.2.8
65	SPACER DRAIN DOOR OPEN ACCESS DURING POWER DOWN	506	Reset Key	8.2.7
66	THRESHOLD AMOUNT EXCEEDED	395	Reset Key	8.2.33
67	TIME CLOCK MISMATCHED	422	Power OFF>ON	8.2.42
68	TOP CABINET FAN1 ABNORMAL	514	Automatic recovery	8.5.28
69	TOP CABINET FAN2 ABNORMAL	515	Automatic recovery	8.5.28
70	TOP CABINET FAN3 ABNORMAL	516	Automatic recovery	8.5.28
71	TOP CABINET FAN4 ABNORMAL	517	Automatic recovery	8.5.28
72	WARNING!! CONFIGURE MAIN UNIT ID	479	Ram Clear	8.5.46
73	WHEEL DIRECTION ERROR	500	Power OFF 	8.5.43
74	WHEEL GLASS SENSOR #1 OPEN	N/A	Automatic recovery	8.5.30
75	WHEEL GLASS SENSOR #1 OPEN ACCESS DURING POWER DOWN	503	Reset Key	8.2.7
76	WHEEL GLASS SENSOR #2 OPEN	N/A	Automatic recovery	8.5.30
77	WHEEL GLASS SENSOR #2 OPEN ACCESS DURING POWER DOWN	504	Reset Key	8.2.7
78	WHEEL GLASS SENSOR #3 OPEN	N/A	Automatic recovery	8.5.30
79	WHEEL GLASS SENSOR #3 OPEN ACCESS DURING POWER DOWN	508	Reset Key	8.2.7
80	WHEEL GLASS SENSOR #4 OPEN	N/A	Automatic recovery	8.5.30
81	WHEEL GLASS SENSOR #4 OPEN ACCESS DURING POWER DOWN	509	Reset Key	8.2.7
82	WHEEL MAINTENANCE REQUIRED	483	Reset Key	---
83	WHEEL ORIGIN DETECT ERROR	499	Power OFF 	8.5.44
84	ZERO SENSOR DETECT ERROR	494	Power OFF 	8.5.38
85	ZERO SENSOR ERROR	493	Power OFF 	8.5.39

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

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

## 8. 2: Error Messages for Station Unit

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

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

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

#	Error messages	ID	Remedy	Refer to
1	BASE PROTOCOL VERSION IS UNMATCHED	468	Power OFF>ON	8.5.47
2	BILL ACCEPTOR CHEAT	46	Reset Key	8.2.2
3	BILL ACCEPTOR COMMUNICATION ERROR	43	Automatic recovery	8.2.3
4	BILL ACCEPTOR FAILURE	44	Reset Key	8.2.4
5	BILL ACCEPTOR JAM	40	Reset Key	8.2.5
6	BILL ACCEPTOR PAUSE	45	Automatic recovery	8.2.6
7	BILL STACKER DOOR ACCESS DURING POWER DOWN #0	403	Reset Key	8.2.7
8	BILL STACKER DOOR OPEN	N/A	Automatic recovery	8.2.8
9	BILL STACKER FULL	42	Automatic recovery	8.2.9
10	BILL STACKER JAM	39	Reset Key	8.2.10
11	BILL STACKER REMOVED	41	Automatic recovery	8.2.11
12	BODY PCB CASE ACCESS DURING POWER DOWN	35	Reset Key	8.2.7
13	BODY PCB CASE OPEN	N/A	Automatic recovery	8.2.8
14	BODY PCB CHANGED	65	Reset Key	8.2.12
15	BODY PCB OPEN	N/A	Automatic recovery	8.2.8
16	BOTTOM DOOR ACCESS DURING POWER DOWN	37	Reset Key	8.2.8
17	BOTTOM DOOR OPEN	N/A	Automatic recovery	8.2.8
18	CABINET FAN (LEFT) ABNORMAL	85	Automatic recovery	8.5.28
19	CABINET FAN (RIGHT) ABNORMAL	86	Automatic recovery	8.5.28
20	CAN NOT OPEN EEPROM	63	Power OFF>ON	8.2.13
21	CASHOUT TO HOST FAILURE	399	Reset Key	8.2.53
22	CLIENT ID ERROR	465	Power OFF>ON	8.5.26
23	COMMUNICATION #1 ERROR(BODY PCB)	13	Automatic recovery	8.2.14
24	COMMUNICATION #10 ERROR(SUB IO 00)	112	Automatic recovery	8.2.14
25	CONFIGURATION MISMATCH. SET THE CONFIGURATION AGAIN. (GAME DENOMINATION)	391 392 393	Power OFF>ON	8.5.2
26	CONFIGURATION SETTING IS CLEARED. SET THE CONFIGURATION AGAIN.	80 81	Power OFF>ON	8.5.3
27	CPU FAN ABNORMAL	61	Automatic recovery	8.2.15
28	EVENT BUFFER CORRUPT	170	Ram Clear.	8.2.16
29	EXCEPTION BUFFER OVERFLOW	169	Automatic recovery	8.2.17
30	EXCESSIVE BILL REJECTS	47	Reset Key	8.2.18

#	Error messages	ID	Remedy	Refer to
31	FIRM CORRUPTED	79	Power OFF>ON	8.2.19
32	FRONT DOOR ACCESS DURING POWER DOWN	32	Reset Key	8.2.8
33	FRONT DOOR OPEN (MECHANICAL SWITCH)	N/A	Automatic recovery	8.2.8
34	FRONT DOOR OPEN (OPTICAL SENSOR)	N/A	Automatic recovery	8.2.8
35	GAL FAULT	146	Power OFF>ON	8.2.20
36	GAME PROTOCOL VERSION IS UNMATCHED	469	Power OFF>ON	8.5.48
37	GAL MISMATCH(JURISDICTION)	486	Ram Clear	8.5.4
38	GMEM PCB CHANGED	364	Reset key	8.2.12
39	LOW BACKUP BATTERY (BODY PCB)	26	Automatic recovery	8.2.22
40	LOW BACKUP BATTERY (GMEM PCB)	25	Automatic recovery	8.2.22
41	LOW BACKUP BATTERY (MOTHER BOARD)	24	Automatic recovery	8.2.22
42	MACHINE DISABLE FROM HOST	171	Automatic recovery	8.2.23
43	MAIN UNIT DISABLE FROM HOST	477	Automatic recovery	8.5.7
44	MAIN UNIT ERROR	476	Automatic recovery	8.5.5
45	MAIN UNIT MAINTENANCE	478	Automatic recovery	8.5.6
46	MAIN UNIT SETTINGS CHANGED (CASH OUT THE CREDITS.)	479	Reset Key	8.5.8
47	MAIN UNIT SETTINGS CHANGED (TURN THE KEYSWITCH TO "RESET" TO CLEAR METERS.)	482	Reset Key	8.5.10
48	MAIN UNIT SETTINGS CHANGED. RAM CLEAR IS NECESSARY. AFTER RAM CLEAR, CREDIT BECOMES "0"(ZERO).	480 481	Ram Clear	8.5.9
49	MECHANICAL METER #1 FAULT/DISCONNECTED	16	Automatic recovery	8.2.24
50	MECHANICAL METER #2 FAULT/DISCONNECTED	17	Automatic recovery	8.2.24
51	MECHANICAL METER #3 FAULT/DISCONNECTED	18	Automatic recovery	8.2.24
52	MECHANICAL METER #4 FAULT/DISCONNECTED	19	Automatic recovery	8.2.24
53	MEDIA CORRUPTED	78	Ram Clear	8.2.44
54	MEDIA REMOVED. TURN OFF AND ON THE MACHINE	400 401	Power OFF>ON	8.2.25
55	NOT TOUCH SCREEN ID	84	Power OFF>ON	8.2.8
56	POWER OFF DURING SETTING	31	Reset Key	8.2.27
57	POWER SUPPLY BOX ERROR	128	Power OFF	8.2.28
58	POWER SUPPLY FAN ABNORMAL	87	Automatic recovery	8.2.29
59	PRIMARY PORT OFFLINE ERROR	430	Automatic recovery	8.2.45
60	PROGRAM CORRUPTED	76	Ram Clear	8.2.30

#	Error messages	ID	Remedy	Refer to
61	PROTOCOL VIOLATION	472	Ram Clear	8.5.11
62	RAM ERROR	75	Ram Clear	8.2.31
63	REPRINT TICKET	73	Power OFF>ON	8.2.50
64	SECURITY CAGE ACCESS DURING POWER DOWN	36	Reset Key	8.2.8
65	SECURITY CAGE OPEN	N/A	Automatic recovery	8.2.8
66	SELF AUDIT ERROR	59	Ram Clear	8.2.32
67	STATION ID INVALID	484	Power OFF>ON	8.5.12
68	THRESHOLD AMOUNT EXCEEDED	397	Reset Key	8.2.33
69	TICKET HISTORY BUFFER FULL	58	Automatic recovery	8.2.34
70	TICKET PRINT TIMED OUT	88	Reset Key	8.2.35
71	TICKET PRINTER DISCONNECTED	53	Automatic recovery	8.2.36
72	TICKET PRINTER OPEN	48	Automatic recovery	8.2.37
73	TICKET PRINTER PAPER EMPTY	49	Automatic recovery	8.2.38
74	TICKET PRINTER PAPER JAM	51	Automatic recovery	8.2.39
75	TICKET PRINTER PAPER LOW	50	Automatic recovery	8.2.40
76	TICKET PRINTER PAPER NOT SET CORRECTLY	426	Reset Key	8.2.41
77	TICKET PRINTING ERROR	57	Reset Key	8.2.51
78	TIME CLOCK MISMATCHED	424	Power OFF>ON	8.2.42
79	TOP DOOR ACCESS DURING POWER DOWN	34	Reset Key	8.2.8
80	TOP DOOR OPEN (MECHANICAL SWITCH)	N/A	Automatic recovery	8.2.8
81	TOP DOOR OPEN (OPTICAL SENSOR)	N/A	Automatic recovery	8.2.8
82	TOUCH SCREEN DISCONNECTED	82	Automatic recovery	8.2.1
83	UNREASONABLE METER INCREMENT	491	Reset Key	8.5.13
84	VALIDATION ID NOT CONFIGURED	56	Automatic recovery	8.2.43
85	VOID PRINTED TICKET AND REPRINT	72	Reset Key	8.2.51

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

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

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

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



## Chapter 9

### Machine Specifications

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

Center Unit: ROUX-MS  
Station: AXPS01

#### 9. 2: Overall Dimension

	Width	Height	Depth
Whole Machine Including 8pcs Stations layout	3050 mm (120.08")	2735 mm (107.68")	3050 mm (120.08")
Center Unit : Excluding Tower Light	2170 mm (85.43")	2735 mm (107.68")	2170 mm (85.43")
Station : Excluding Back LED Unit  : Including Back LED Unit	670 mm (26.38")	972 mm (38.27")	810 mm (31.89") 868 mm (31.17")

#### 9. 3: Weight

Center Unit	600 kg(1322.8 lbs)
Station	90 kg(198.4 lbs)

## 9. 4: Electrical Specifications

### Center Unit: ROUX-MS

#### Power Requirements

<b>Input Voltage</b>	100 - 120VAC	220 - 240VAC
Input Frequency	50 / 60Hz	50 / 60Hz
<b>Mains Input Current</b>		
EGM Maximum (* Including Service Outlet)	12.9 A	5.3 A
EGM Typical	5.8 A	3.2 A
<b>Power Consumption at Nominal Voltage</b>		
EGM Typical	684 W	647 W
Typical Heat Load	2334 BTU/hr	2208 BTU/hr
<b>Maximum Load Current</b>		
Service Outlet	<b>N/A</b>	<b>N/A</b>
<b>Power Consumption at Nominal Voltage</b>		
EGM Maximum (excluding Service Outlet)	Maximum allowed by PSU	Maximum allowed by PSU

### Station: APX-MS

#### Power Requirements

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

**9. 5: Environment**

Ambient temperature	0 through 30 degrees C
Ambient humidity	5 through 95% Free from dew condensation

**i NOTE:**

Please use this machine in an ambient with a temperature below 30°C.

If the ambient temperature exceeds 30°C, the security function of the Projector may put it into a light off status.

To restore the Projector from a light off status, please refer to Trouble Shooting.

**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



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## Glossary

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### A

#### **AFT**

Advanced Fund Transfer.

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

#### **Aging Test**

An automated test where a game program and associated hardware are run through continuous game cycles.

#### **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. If one or more symbols can be substituted by a wild symbol, resulting in a winning combination with the same pay as that using the original symbols, then both combinations are considered to be the same award.

#### **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 of any given slot game. These games 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.

**CF**

An abbreviation for Compact Flash memory.

**Communication Error**

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

**Competition**

A game element where 2 or more players compete for a credit prize.

**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 slot 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.

**Denomination (Denom)**

A monetary value assigned to a single credit.

**Drop**

The total amount of money, tokens and wagering vouchers contained in the drop box, and any electronic money transfers made to the slot 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, free spin of certain reels, 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****G-ENEX**

Aruze Cabinet series that preceded the current G-ENEX II series.

**GAL**

Generic Array Logic device.

**Gamble Play**

A game option, such as Double-Up, that may be selected following a win.

**Game ID**

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

**GLI**

The abbreviation for Gaming Laboratories International.

**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.

**H****Hand Pay**

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

**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 slot machines, when the best-paying reel symbol combination hits, or a special credit award is won.

**Jam**

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

**K****L****Line**

A pay line or win line.

**Link Feature Game**

A type of game where multiple stations are linked together.

**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.

**NGCB**

The abbreviation for Nevada Gaming Control Board.

**Note Acceptor**

See BILL Acceptor.

**O****P****Payout**

The amount of money a slot 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.

**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 slot machine.

**Progressive Settings**

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

**Progressive Reserve Pool**

An accumulated reservoir of jackpot monetary contributions.

**PSD Verification (HMAC-SHA1)**

PSD = Program Storage Device, and integrate circuit including Flash-ROM, RAM, Hard Disk and logic functions on a single chip. HMAC-SHA1 = 'Keyed-Hash Message Authentication Code' utilizing an input key, the contents of a Program Storage Device, and the SHA-1 Hash Algorithm.

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

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

**RAM Clear**

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

**Recall Meters**

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

**Reel**

Originally a mechanical wheel with painted symbols arranged periodically along their outer rim, used for randomizing symbols on a slot machine.

**Reel Sensor**

Sensors that are used in mechanical reel setup, which detect the positions of the reels, as well as any abnormal movements or activities.

**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****SABS**

The abbreviation for South African Bureau of Standards.

**Stacker**

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

**Stepper Reel Game**

A game that utilizes physical reels to display a game outcome. Games come in 3-reel and 5-reel configurations.

**Sub Touch Panel**

A smaller touch sensitive LCD monitor located just above the reels that displays game information, as well as inputs from the player.

**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.

**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 pattern of symbols or event required to initiate a feature.

**U****V****Video Reel Game**

Video Slots = A slot machine with a video screen that generates a picture of spinning reels, as opposed to a slot machine with actual physical reels.

**Voucher**

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

**W****Wager**

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

**Wagering Account**

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

**WAT**

Wagering Account Transfer

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

**X**

**Y**

**Z**





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