

# SHOOT TO WIN CRAPS LUCKY ROLL



## Important notice

### **ATTENTION!**

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

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

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

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

### **重要通知**

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

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

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

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

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## General Information

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### Introduction

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

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

### Technical Support

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

### 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.

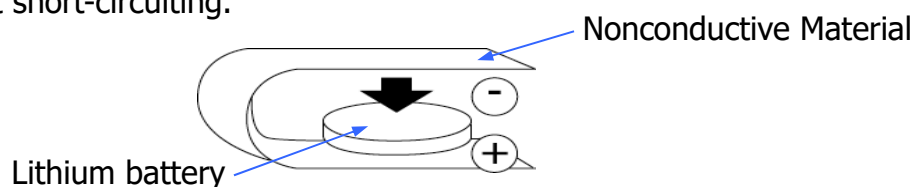
## Disposal of Lithium Batteries

### **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.

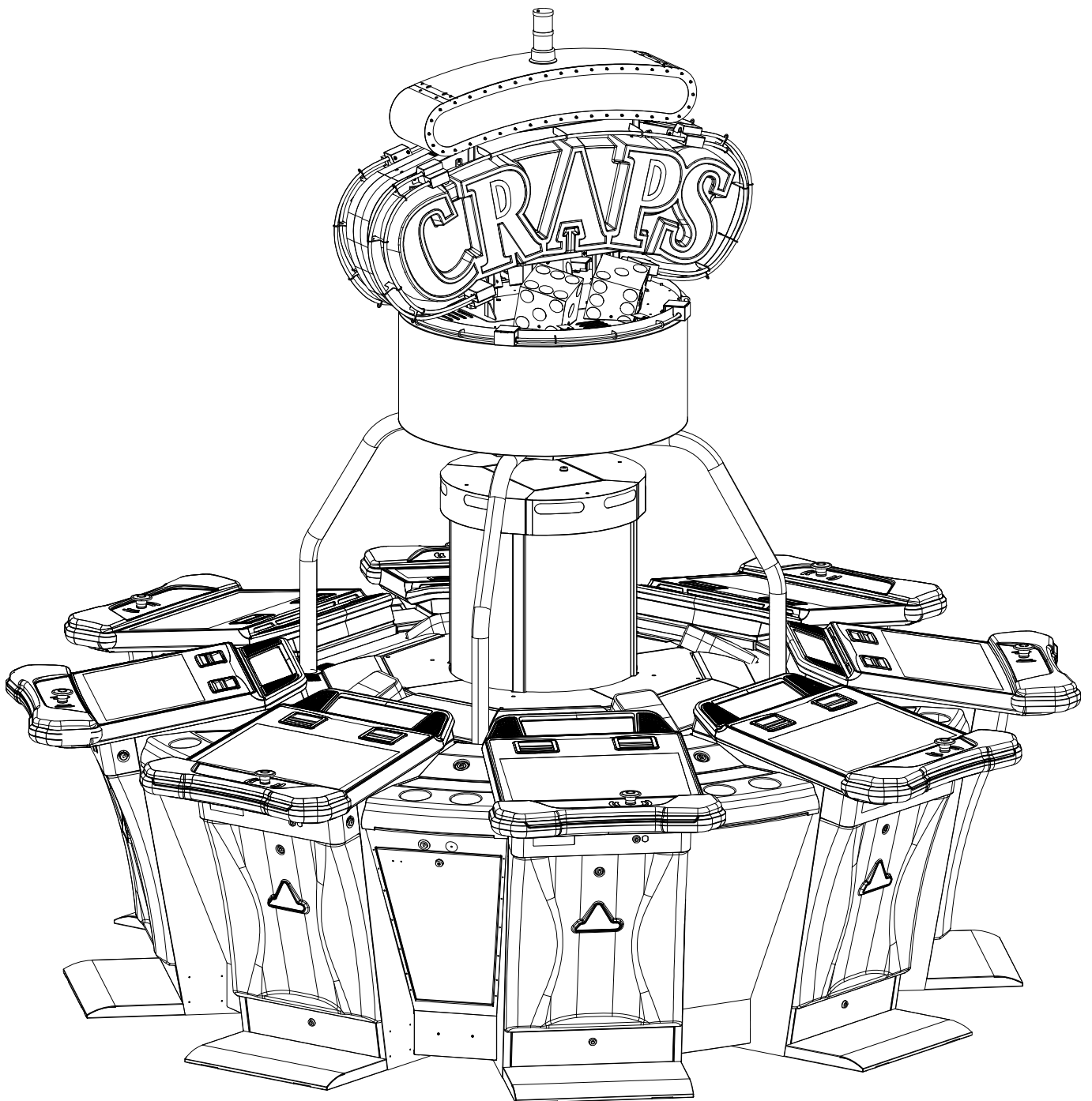
The warranty is not valid for accidents (including failures) caused by modification.

- ◇ 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.

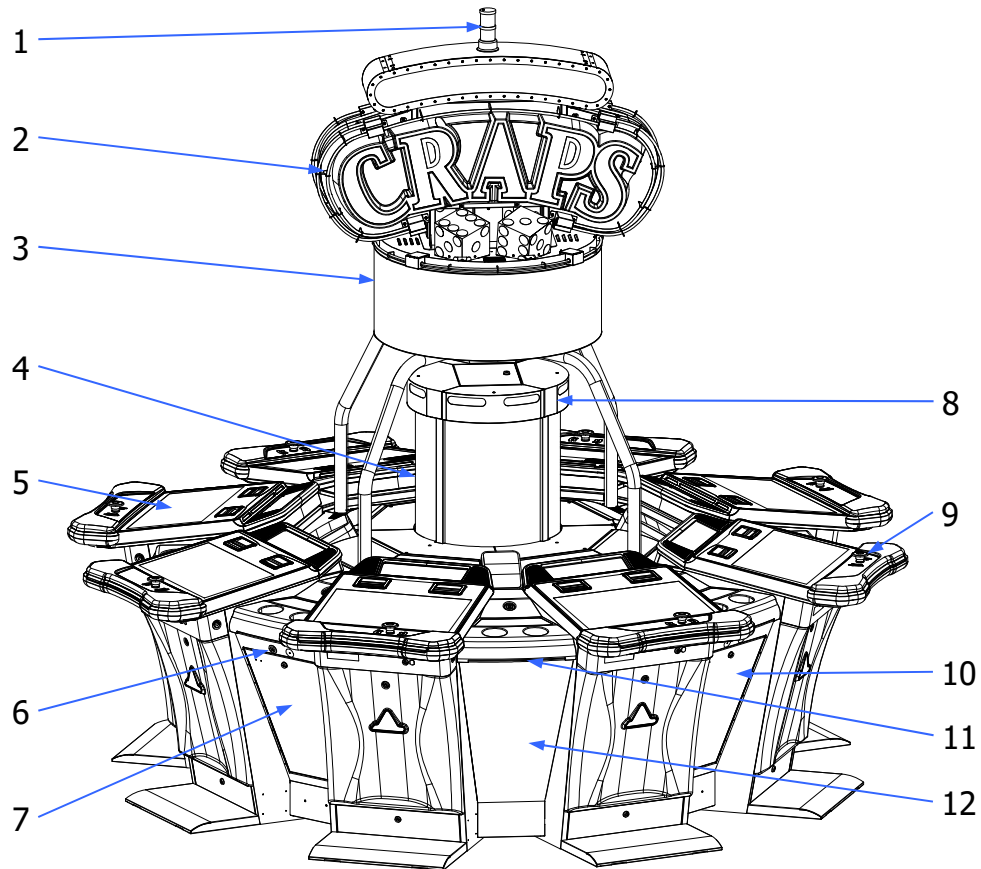
# Chapter 1

## Major Components

### 1. 1: Appearance of Whole Machine

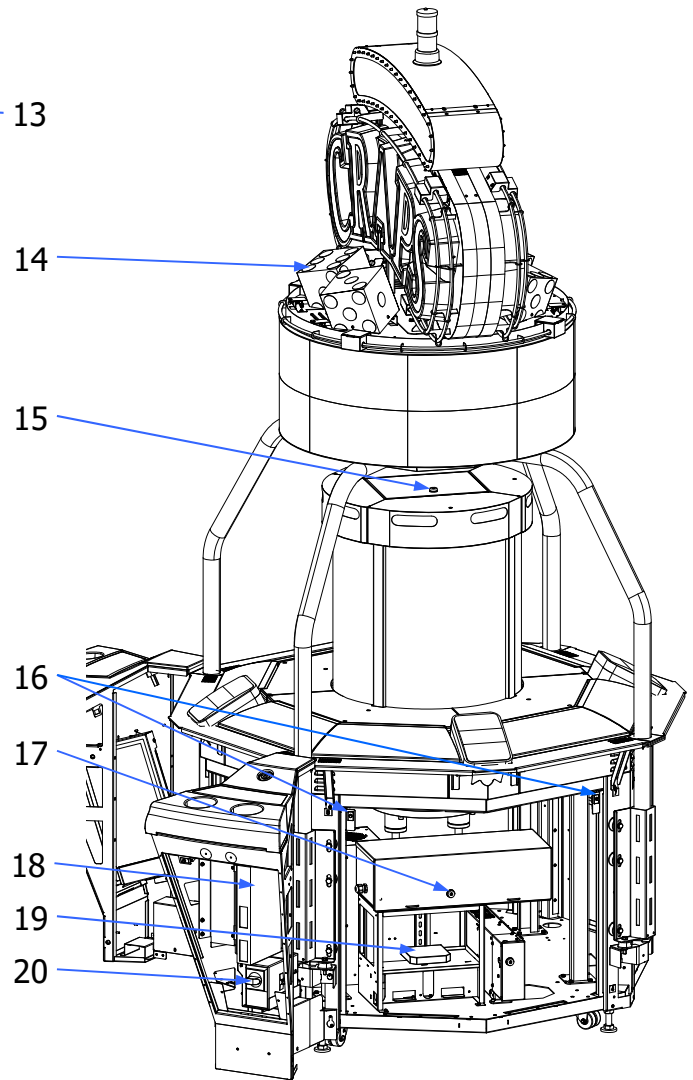
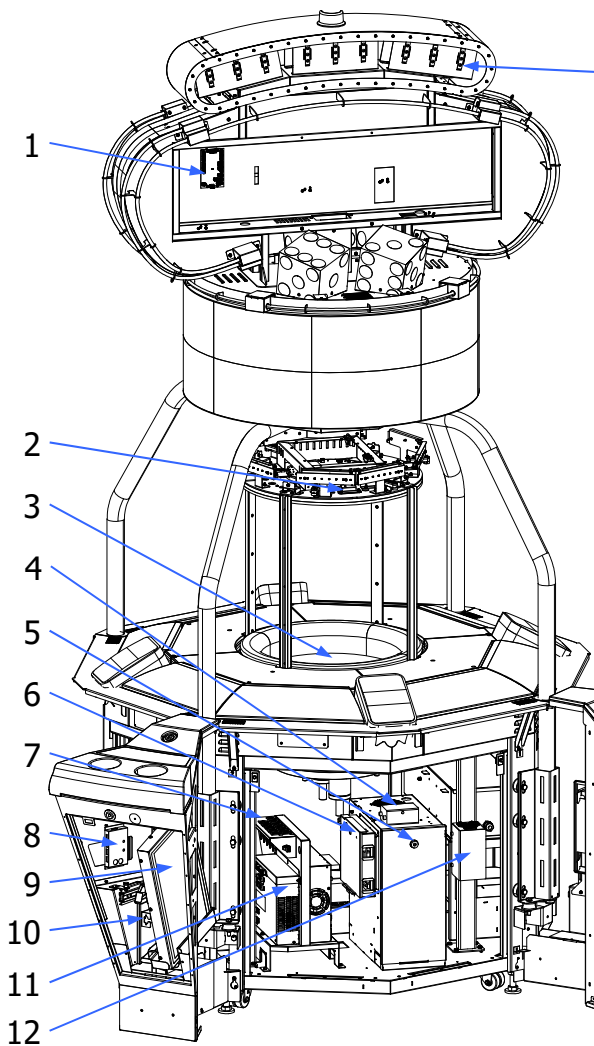


## 1. 2: Outside View of Center Unit



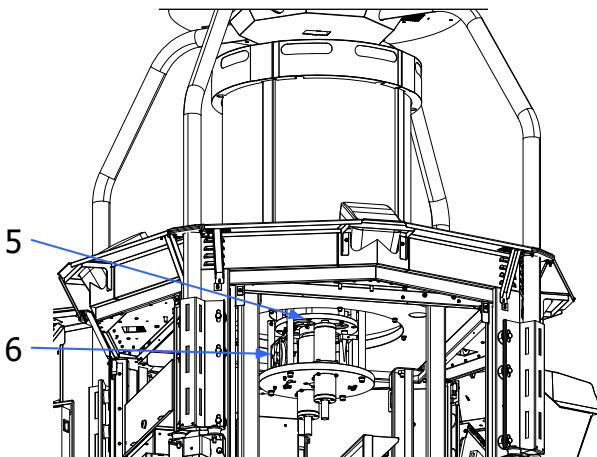
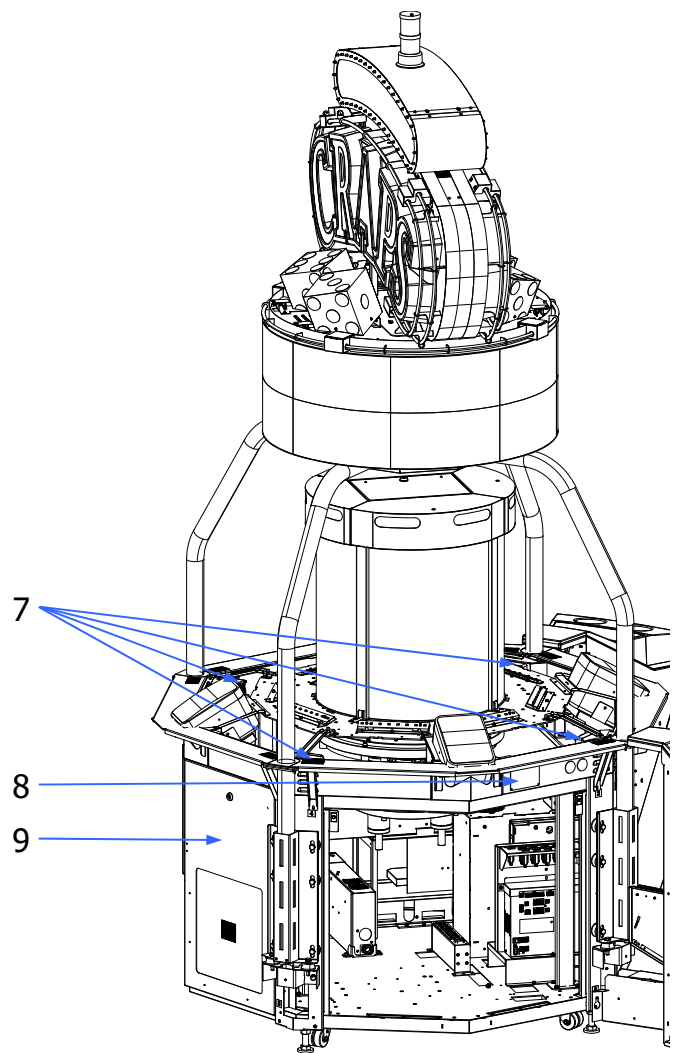
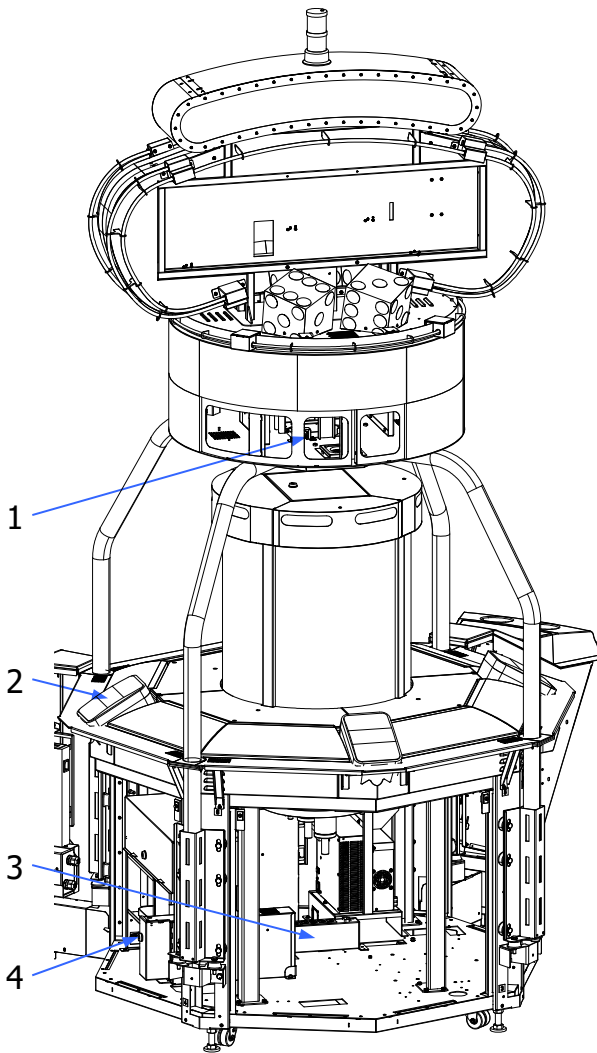
- |                                 |                                    |
|---------------------------------|------------------------------------|
| 1. Tower Light(Optional)        | 8. Head(Field Area) Cover LED      |
| 2. Top Sign(CRAPS Top Box) Unit | 9. Shooter Button                  |
| 3. LED Panel Unit               | 10. Pow Switch and HUB Spacer Door |
| 4. Center Unit                  | 11. Spacer LED                     |
| 5. Station                      | 12. Spacer Unit                    |
| 6. RESET/AUDIT Key switch       |                                    |
| 7. Control Spacer Door          |                                    |

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



1. Top LED Driver Module (PN5010)
2. Network Camera
3. Dice Field
4. Tinker Board Unit
5. Security Cage Door Lock
6. IO Case Unit
7. Breaker Unit
8. 2CH KVM Switch
9. LCD Control Pad
10. GAT3(D SUB) Connector(Optional)
11. Main Power Unit
12. Power Relay Unit

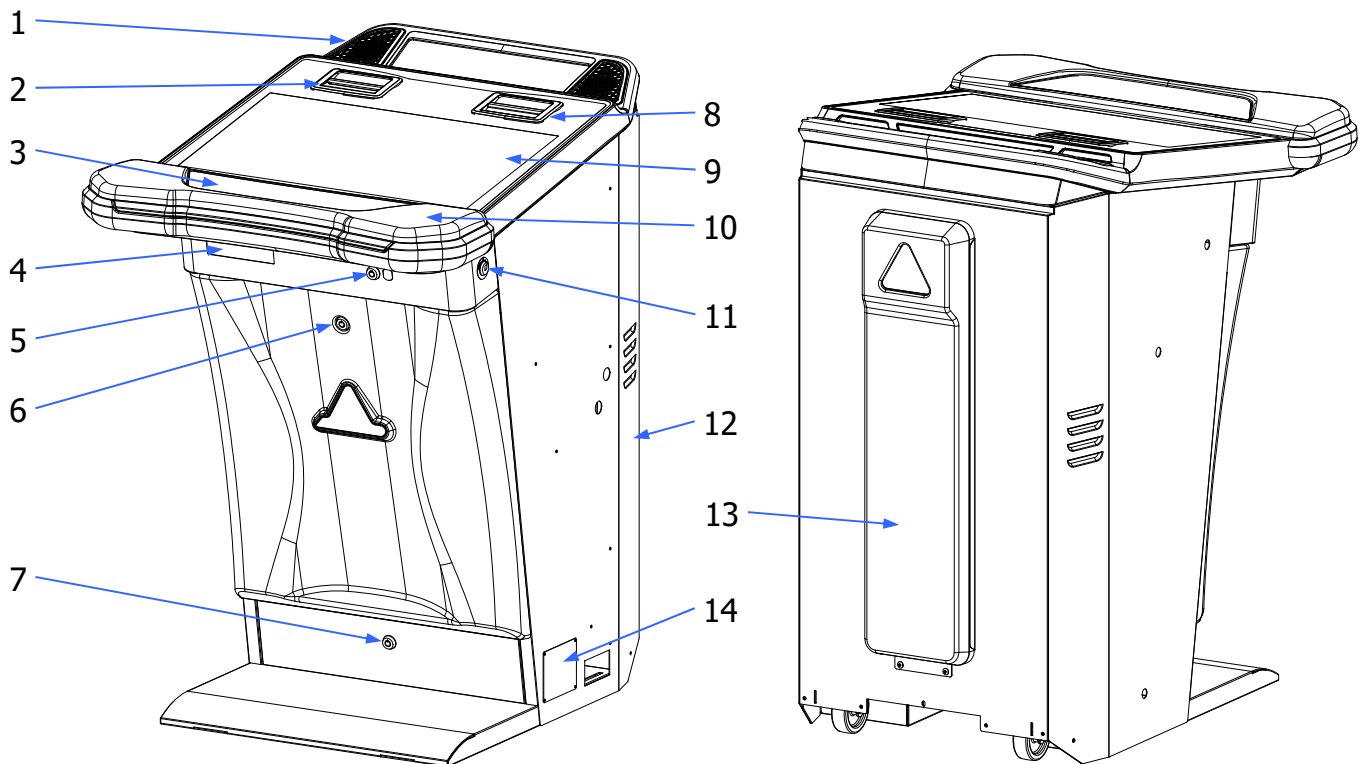
13. Light Guide Plate
14. Top Table Dice Unit
15. Head Door Lock
16. Center Door Switches.
17. Driver Case Cover Lock
18. Switching HUB
19. Audio Module
20. Main Power Switch



1. AC Base: INLET(for Signage Unit)
2. Speakers
3. Power Distribution Unit
4. ETD PC Case Door Lock
5. DICE Generator Unit(Actuator)
6. DICE Generator Fan

7. Fans(Cabinet Fan)
8. ID Plate
9. Center Unit Doors

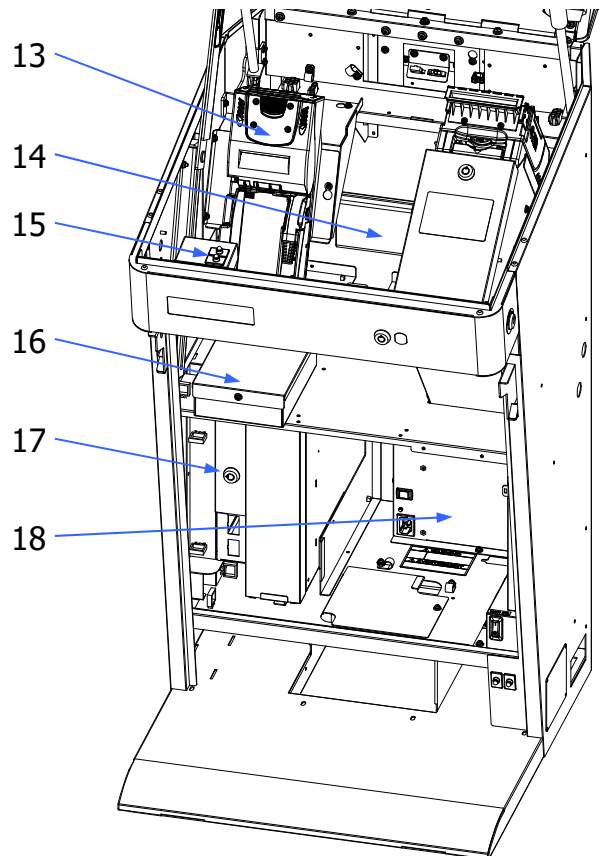
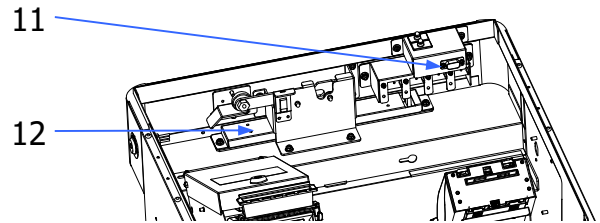
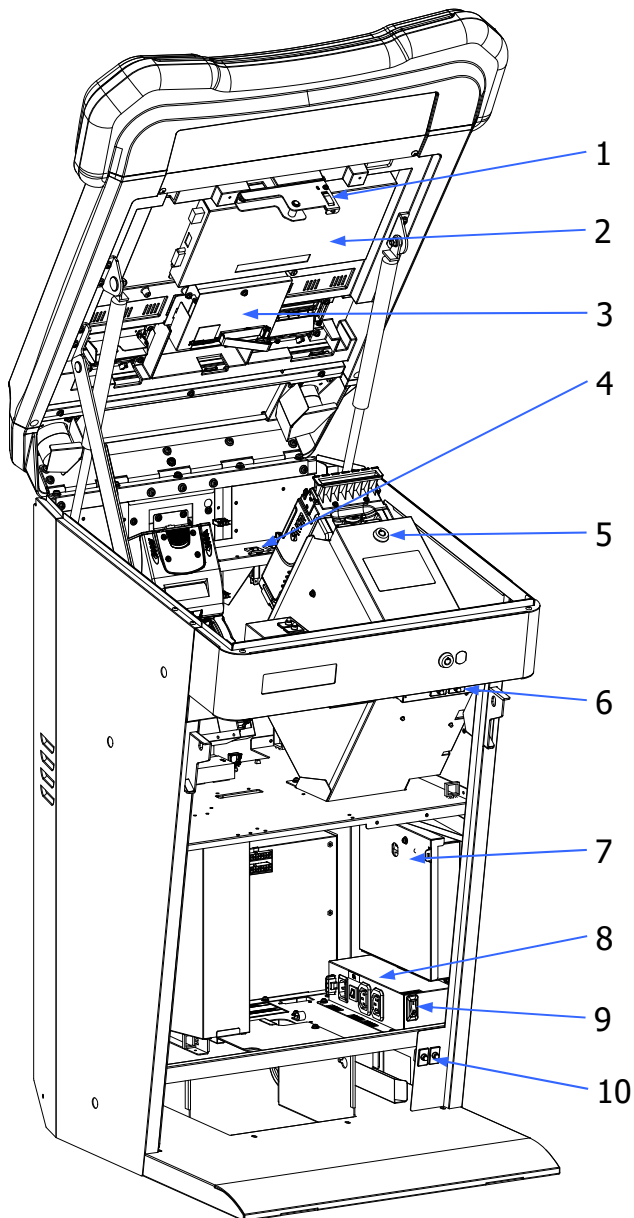
### 1. 4: Outside View of Station



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

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

## Chapter 2

### Preparation before Operation

#### 2. 1: Power ON

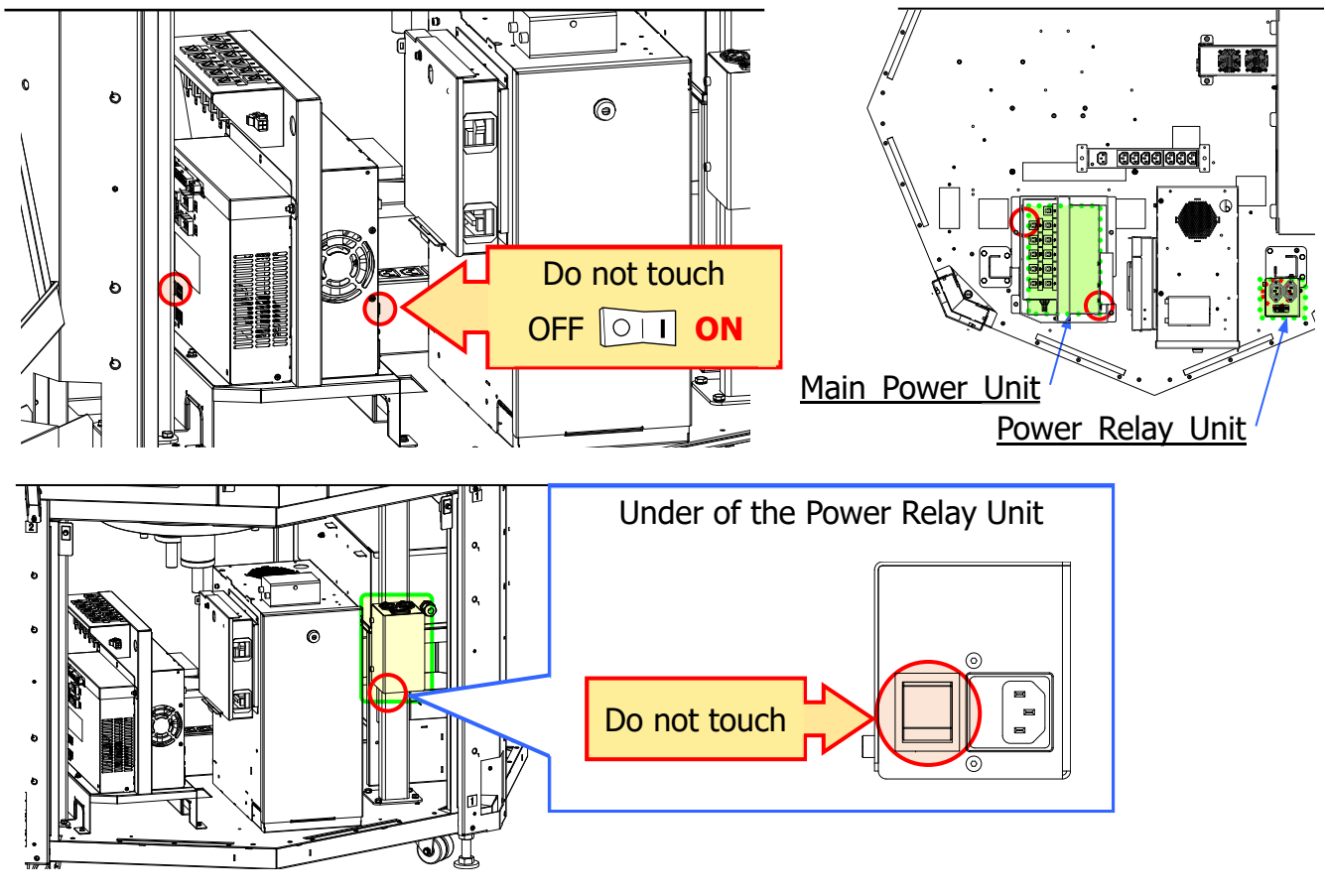
Before turning on the power, refer to “**Install Check List**” at Chapter 2 of the SERVICE Manual to check that all the following procedures have been completed.

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

#### CAUTION!

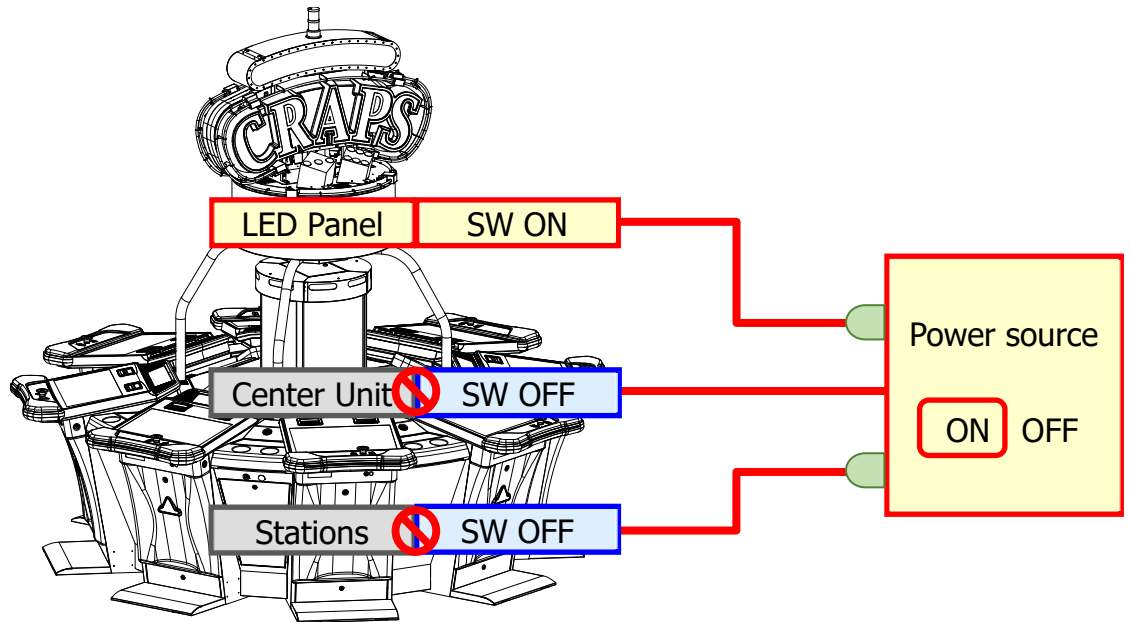
Make sure that the 2 Switches of the Main Power Unit inside the Center Unit and the one under the Power Relay Unit, are all switched to ON.

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

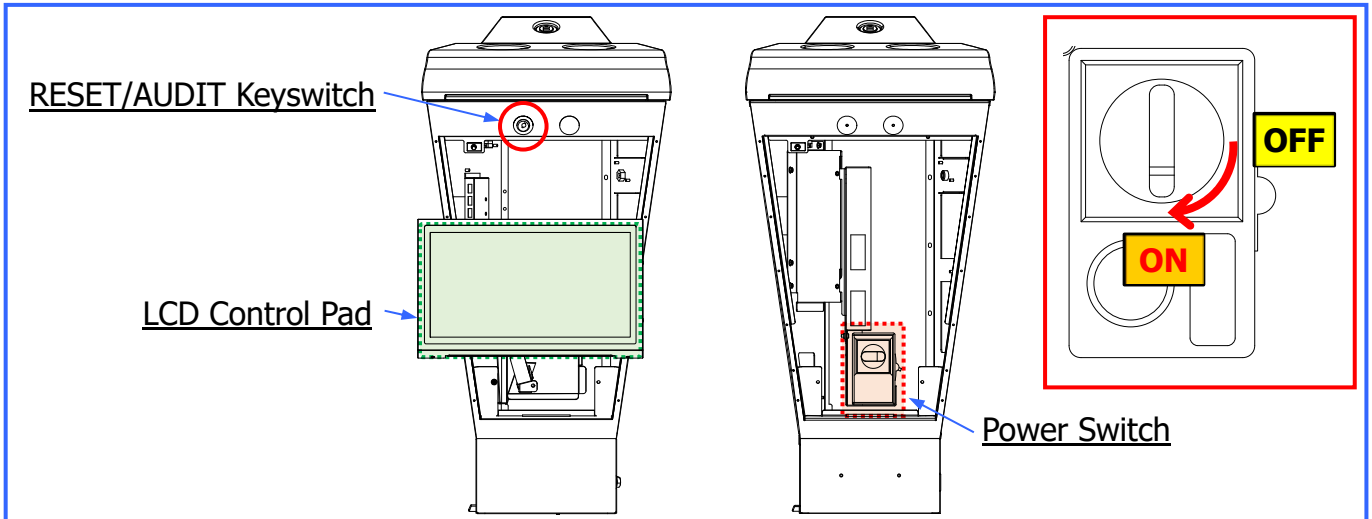


### 2. 1. 1: Turn on the Center Unit

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

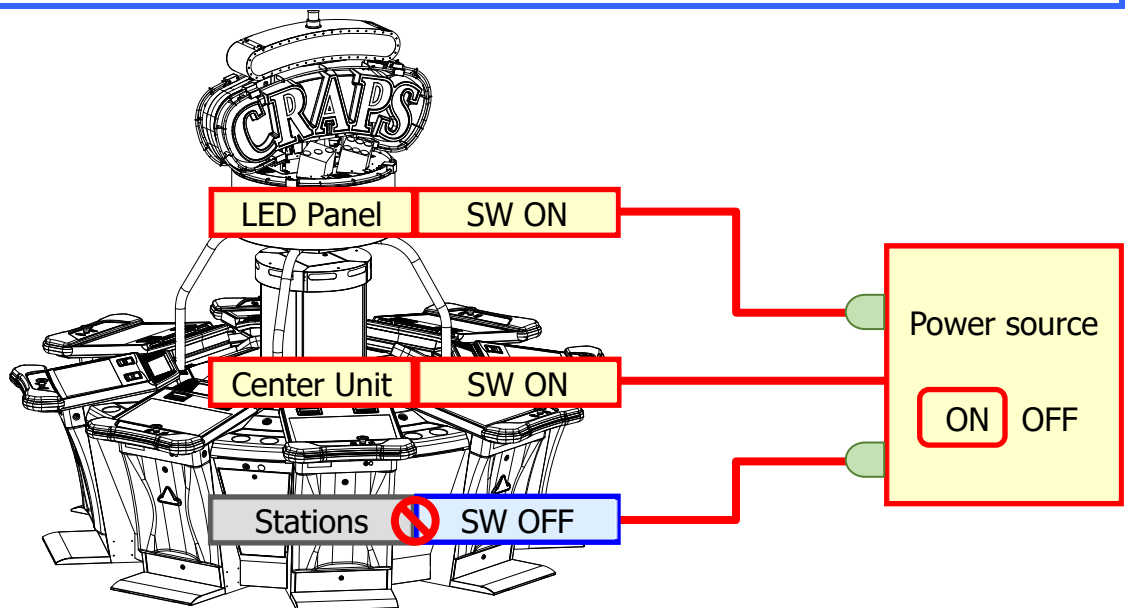


**CAUTION!**

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

**NOTE:**

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



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

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

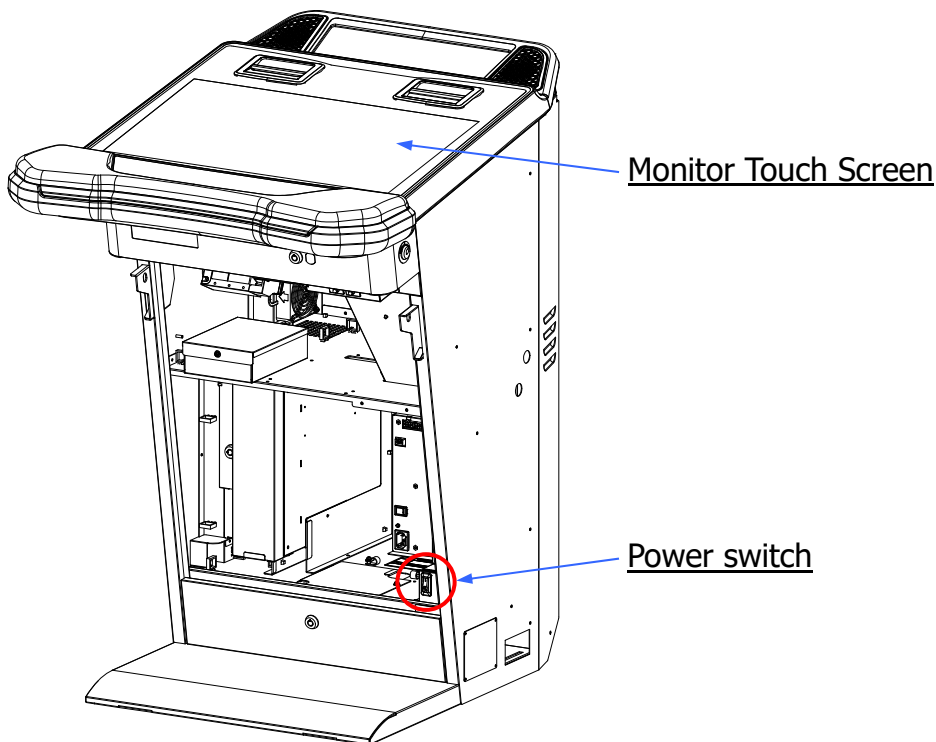


### CAUTION!

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

### **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.



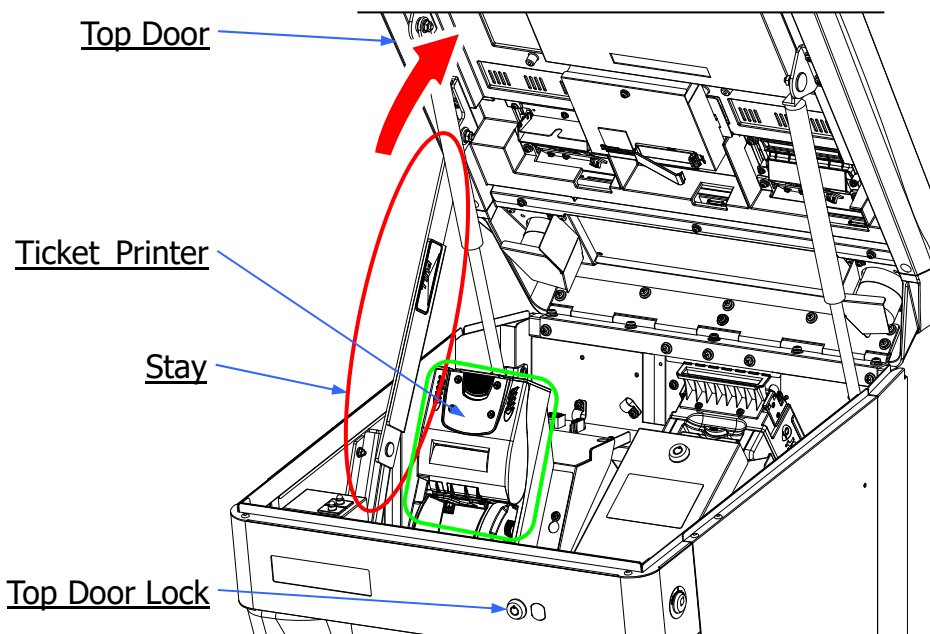
### 2. 1. 3: Loading Tickets

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!**

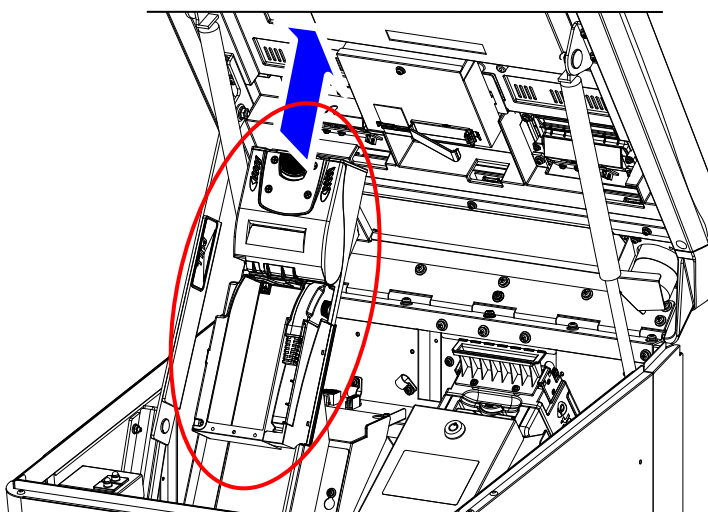
Hold the Top Door until you are sure that the Stay bar is locked, which will ensure that the Top Door will not suddenly close.



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

**⚠ CAUTION!**

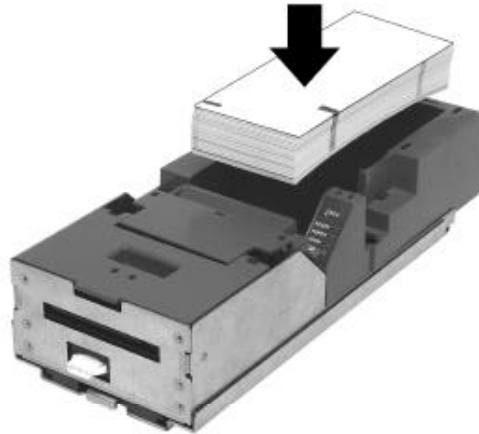
Make sure not to get fingers caught when taking the Ticket Printer in and out. T



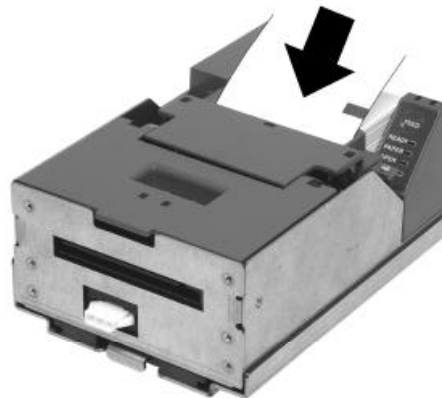
**i NOTE:**

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

CRAPS is a game that is played with a pair of dice.

- Image for base game -



In "Shoot to win CRAPS lucky roll" it is possible to place bets on 2 optional Side Games. (Set them at "IMPORTANT SETTINGS" on the SERVICE Manual Chapter 4).

<b>Outline of the Side Games.</b>	
<b>Side Game 1: HOT SHOOTER JACKPOT</b>	<b>Side Game 2: LUCKY ROLLER</b>
<b>Betting time of the Side Game</b>	
It is possible to bet on the [HOT SHOOTER JACKPOT] only during the Bet Time before the selection of the Shooter.	It is possible to add a bet on the [LUCKY ROLLER] during the Bet Time before the selection of the Shooter, or each time a new Bet Time opens, until none of the Numbers included in the Bet Spot where the bet should be placed is rolled
After Bet Time is concluded, the Bet Chips placed on the Side Game are displayed with a [Lock mark] and it is not possible to cancel them.	
	
<b>WIN conditions for the Side Game</b>	
The game ends when [Seven Out] is rolled.	The game ends when all the numbers included in the relative Bet Spot are highlighted, or after a [Roll of 7].

**SIDE GAME 1: [HOT SHOOTER JACKPOT]**

The Roll Count (number of rolls thrown by the Shooter) is displayed on the [HOT SHOOTER JACKPOT] Side Game area of each Station.

If Roll count reaches the required number, the players who bet on the [HOT SHOOTER JACKPOT] Side Game can win a prize.



**[Characteristics SIDE GAME 1]**

The Paytable display changes according to the Bet value.

**SIDE GAME 2: [LUCKY ROLLER]**

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

**[Characteristics SIDE GAME 2]**

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

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




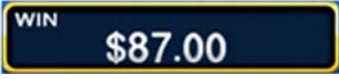








Station screen.

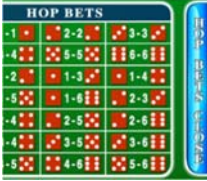











The elements displayed on the game screen may depend on the game settings selected on both the Center Unit and the Station.










SHOOTER button

#	ITEM	DESCRIPTION
1		Bet time indicator.
2		A unique Station ID number is set for each Station.
3		Information about the maximum and minimum bet allowed, and the ODDS.
4		WIN meter. Touch this icon to change the display to [CREDIT] or [CASH].
		Denomination indicator.
		BET meter. Touch this icon to change the display to [CREDIT] or [CASH].
		CREDIT meter Touch this icon to change the display to [CREDIT] or [CASH].
5		Cash out the accumulated credit.
		Button to call an attendant.
6		Shows the game results of last 15 games. The results of rolls from the same Shooter are displayed inside a white frame.
7	<b>BET AREA</b>	The BET spots are shown. The BET spots are active or non-active according to the possibility to bet on them during each phase of the game.
8		Bet spot for the SIDE GAME 1 [HOT SHOOTER JACKPOT]. <b>i NOTE:</b> Refer to " <b>Important Settings / Basic Settings</b> " at Chapter 4 of the SERVICE Manual and set "SIDE GAME 1" to <b><u>HOT SHOOTER JACKPOT</u></b> to display this area.
9		Bet spot for the SIDE GAME 2 [LUCKY ROLLER]. <b>i NOTE:</b> Refer to " <b>Important Settings / Basic Settings</b> " at Chapter 4 of the SERVICE Manual and set "SIDE GAME 2" to <b><u>LUCKY ROLLER 80%</u></b> or to <b><u>LUCKY ROLLER 92%</u></b> to display this area.

#	ITEM	DESCRIPTION
10		Display the Bet spots for [HOP BETS].
11		Opens the window for Game Rules.
		Opens the Easy Help screen. The player can read a synopsis of each bet rule and ODDS by touching a bet spot on the Easy Help screen.
12		Set the volume of the Station.
		When turned to "ON", the Camera screen will be displayed when the dice are shaken.
13		The [SHOOTER] icon is displayed only to the Player who become the shooter.

#	ITEM	DESCRIPTION
14		<p>Set the value of the bet Chip by selecting one of the chips displayed. Refer to "BET BUTTON VALUE xx" in "<b>GAME SETTINGS</b>" at chapter 4 of the SERVICE Manual.</p>
		<p>Bet chip whose value can be changed. If on the chip is displayed a [Gear mark] as illustrated, when that chip is tapped two consecutive times, a window to input the bet value opens. After the value input, the chip can be used as any other chip.</p>  <p><b>i NOTE:</b> Refer to "<b>Bet Settings</b>" at Chapter 4 of the SERVICE Manual and set "BET BUTTON VALUE xx (ETG)" to <b><u>INSERT VALUE</u></b> to activate this function.</p>
		<p>Chips placed on the following Bet Spots can momentarily be turned OFF (inactive). <b>ODDS, DON'T ODDS, COME ODDS, DON'T COME ODDS, BIG 6/8, PLACE, BUY, PLACE TO LOSE, LAY, and HARDWAYS.</b></p> <p>To turn OFF a bet first touch the [OFF] button, then touch the bet(s) you want to turn OFF. [OFF] is displayed over the chips that have been turned OFF. Touch again a Bet Chip turned OFF to release it from the OFF status.</p> <p><b>i NOTE:</b> Refer to "<b>Bet Settings</b>" at Chapter 4 of the SERVICE Manual and set "BET BUTTON VALUE xx (ETG)" to <b><u>OFF</u></b> to activate this function.</p>

#	ITEM	DESCRIPTION
15		<p>It is possible to place Across Bets.</p> <p>By pressing this button, a chip is automatically displayed on all the Bet Spot for Place except the established Point.</p> 
		Undo the last action of the Player. It is possible to return up to 50 actions.
		Press the CANCEL button first, and then the chip you want to cancel. To place a new bet, press the CANCEL button again.
		All the Bets are cancelled by pressing this button.
		Turns OFF (inactive) all the possible chips.
		Turns all the OFF (inactive) chips to ON (active).
16	<b>SHOOTER BUTTON</b>	The player selected as shooter can shoot the dice by pressing this physical button or the on screen button.

### 3. 1. 3: Game Flow

#### - BASIC GAME FLOW -

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

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



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



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

(WIN or LOSE)

(A [Point] is established)

D) **SECOND ROLL**



E) **SUCCESSIVE ROLLS**



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

#### **NOTE:**

- If no player places a bet, the game will automatically repeat the cycle of the steps A-B-C as described above.
- The Bet time will repeat until a player will place a bet on [PASS LINE] or [DON'T PASS LINE].

**BET TIME STARTS**

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

✳️It is possible to place bets on 2 optional Side Games. (Refer to 3.1.1)

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



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



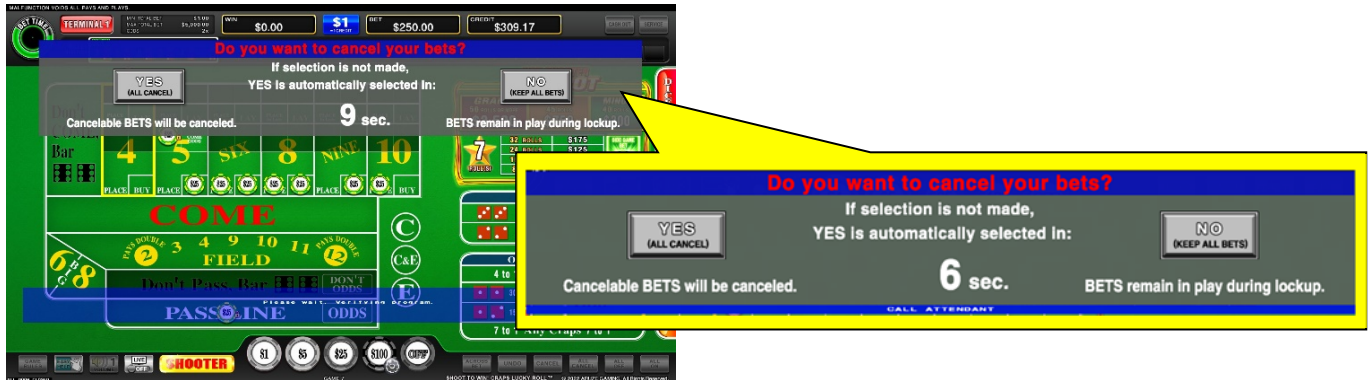
3. Chips will appear over a bet spot where a bet has been placed, as illustrated in the figure below.



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

During the game a Lockup occurs, the players may be request to choose if they want to [Keep] or [CANCEL] their bets. Chips with the [Lock mark] displayed, are not included in the [CANCEL] option.

When a choice is not made within the preset time, the Bet Chips will be canceled.



**BET TIME ENDS**

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

BET TIME COUNTER



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

No More Bets Display



**i NOTE:**

- If "GREY CHIP FUNCTION" of "Extra Settings", described at Chapter 4 of the SERVICE Manual, is **ENABLED** the BET CHIPS that have not reached the Minimum Bet value are displayed in gray and returned to the player when the Bet Time is over.
- It is possible to set the Minimum total bet. For more details refer to " **Min/Max timer Schedule Setting** " of "GAME SETTINGS" at Chapter 4 of the SERVICE Manual.
- At the end of the Bet Time, a [Power Odds] event may occur randomly for the time of the relative roll only. During a [Power Odds] event the Odds for specific Bet Spots are displayed higher than the regular Odds. It can occur on more than one Bet Spot Group. Set this function as described in "POWER ODDS / SHORT PAYTABLE SETTINGS" of "IMPORTANT SETTINGS" on Chapter 4 of the SERVICE Manual.

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



## COME OUT ROLL

The Shooter is automatically selected by turns among the players who have placed a bet on [PASS LINE] or [DON'T PASS LINE].

A message is displayed on the Station of the Player that has become Shooter. When the Shooter presses the Shoot Button within the time limit or when the time limit expires, the dice is shot. Set the time limit as described in "DICE SHOOTING TIME (SECONDS) (ETG)" of "Timer Settings" on Chapter 4 of the SERVICE Manual.



When the dice stop a result is determined, and wins are paid to the players' credit.



## SECOND ROLL

If a [Point] is established (no WIN/LOOSE), on the relative Number Box, an [ON] mark is displayed on the Number Box of the Station screen.



After the Bet time ends, the Shooter can throw the second shoot. When the dice stop a result is determined, and wins are paid to the players' credit.

## SUCCESSIVE ROLLS

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

**FINAL ROLL**

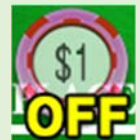
If the dice result is equal to the [Point] or is a [Roll of 7], when the credit pay is completed, the Series is concluded and a new Series starts.

If a Series ends because the [Point] was hit, the Shooter can start the [Come out Roll] of the new Series without changing. The Roll Count (number of shoots thrown by the Shooter) continues until a [Roll of 7].

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

**NOTE:**

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

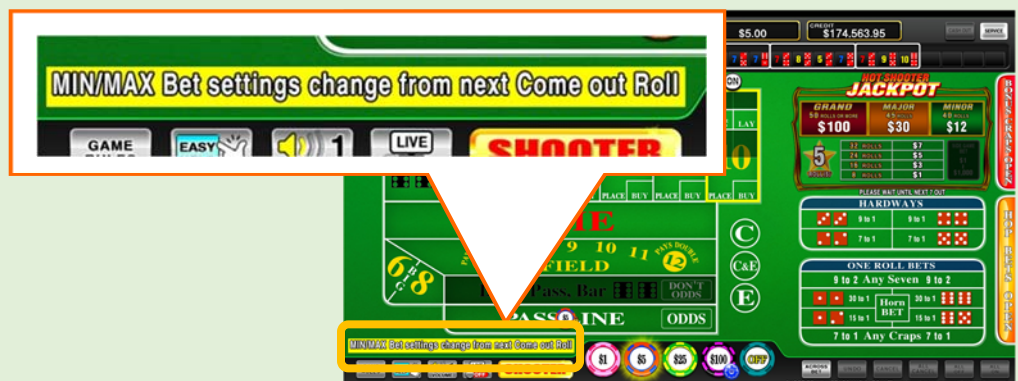


- If the automatic settings change function was activated at "**Min/Max timer Schedule Setting**" on "**GAME SETTINGS**", described at Chapter 4 of the SERVICE manual, the change is notified on the screen of each Station.

TIME SCHEDULE SETTING

	SETTING A RANGE: 1 - 50000	SETTING B RANGE: 1 - 50000	SETTING C RANGE: 1 - 50000
MONDAY	A B C B A C A B C B A C A B C B A C A B C A B A A		
TUESDAY	A B C B A C A B C B A C A B C B A C B C A C A C		
WEDNESDAY	A B C B A C A B C B A C A B C B A C B C A C A C		
THURSDAY	A B C B A C A B C B A C A B C B A C B C A C A C		
FRIDAY	A B C B A C A B C B A C A B C B A C B C A C A C		
SATURDAY	A B C B A C A B C B A C A B C B A C B C A C A C		
SUNDAY	A B C B A C A B C B A C A B C B A C B C A C A C		

- In case the settings will change during the Game operations, the timing of the setting switch is notified.



- After the settings changed during the Game operations, the following message is displayed.



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

**i NOTE:**

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

#### MAIN GAME – POSSIBLE BETS

**i NOTE:**




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

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

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

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

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

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

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

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

Bet options	Roll	ODDS
<b>ANY CRAPS</b>	7 to 1	
<b>ANY SEVEN</b>	4 to 1 (for <b>Axx Type</b> or <b>ASxx Type</b> or <b>Dxx Type</b> or <b>DSxx Type</b> ) 9 to 2 (for <b>Bxx Type</b> or <b>Cxx Type</b> )	
<b>C (CRAPS)</b>	7 to 1	
<b>E (ELEVEN)</b>	15 to 1	
<b>C&amp;E (CRAPS &amp; ELEVEN)</b>	Roll of 2, 3 or 12	3 to 1
	Roll of 11	7 to 1
<b>HORN BET</b>	Roll of 2 or 12	30 to 1 (for <b>Axx Type</b> or <b>Bxx Type</b> or <b>Dxx Type</b> ) 31 to 1 (for <b>Cxx Type</b> ) 29 to 1 (for <b>ASxx Type</b> or <b>DSxx Type</b> )
	Roll of 3 or 11	15 to 1 (for <b>Axx Type</b> or <b>Bxx Type</b> or <b>Cxx Type</b> or <b>Dxx Type</b> ) 14 to 1 (for <b>ASxx Type</b> or <b>Bxx Type</b> or <b>Cxx Type</b> or <b>DSxx Type</b> )
<b>HOP BETS</b>	Hard	30 to 1 (for <b>Axx Type</b> or <b>ASxx Type</b> or <b>Bxx Type</b> or <b>Dxx Type</b> or <b>DSxx Type</b> ) 31 to 1 (for <b>Cxx Type</b> )
	Easy	15 to 1

**SIDE GAME 1: HOT SHOOTER JACKPOT – PAY TABLE**

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

**SIDE GAME 2: LUCKY ROLLER – PAY TABLE**

<b>Bet Option</b>	<b>RTP</b>	<b>WIN</b>
LOW ROLLS	80%	30 to 1
HIGH ROLLS	80%	30 to 1
ROLL 'EM ALL	80%	155 to 1
LOW ROLLS	92%	34 to 1
HIGH ROLLS	92%	34 to 1
ROLL 'EM ALL	92%	175 to 1

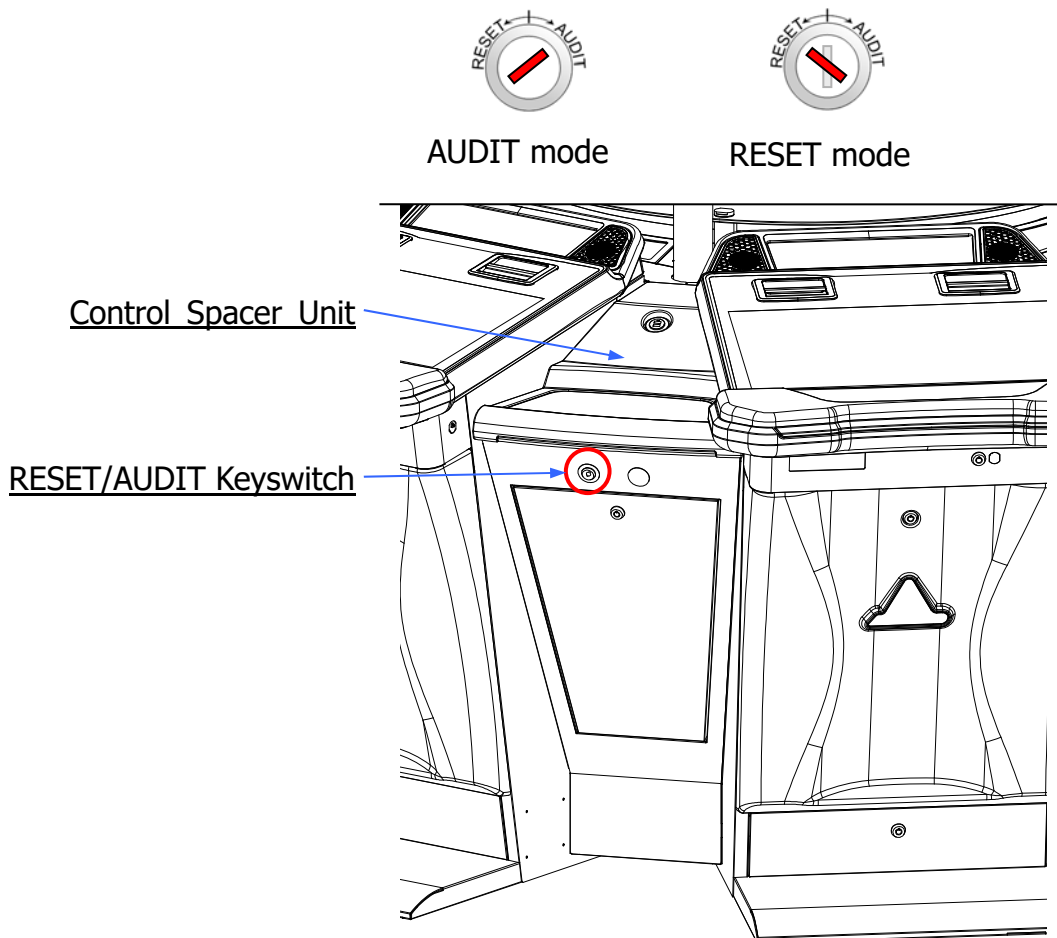
## Chapter 4

### 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

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

### Center Unit Events

#### 2 tiers

The tower light has 2 tiers of blue and white.

The function of this light is outlined below:

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

#### 3 tiers

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

The function of this light is outlined below:

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

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

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

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

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

### 3 tiers

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

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

**i NOTE:**

**Disabled mode:**

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

**Door open → closed:**

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

### 4. 3: Daily Servicing

#### Check the Dice

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



#### **CAUTION!**

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

#### Clean the Machine

- ◇ Clean the machine surface.



#### **CAUTION!**

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

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



#### **CAUTION!**

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



## Chapter 5

### Attendant Service for Stations

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

A RESET/AUDIT keyswitch is provided on each station.

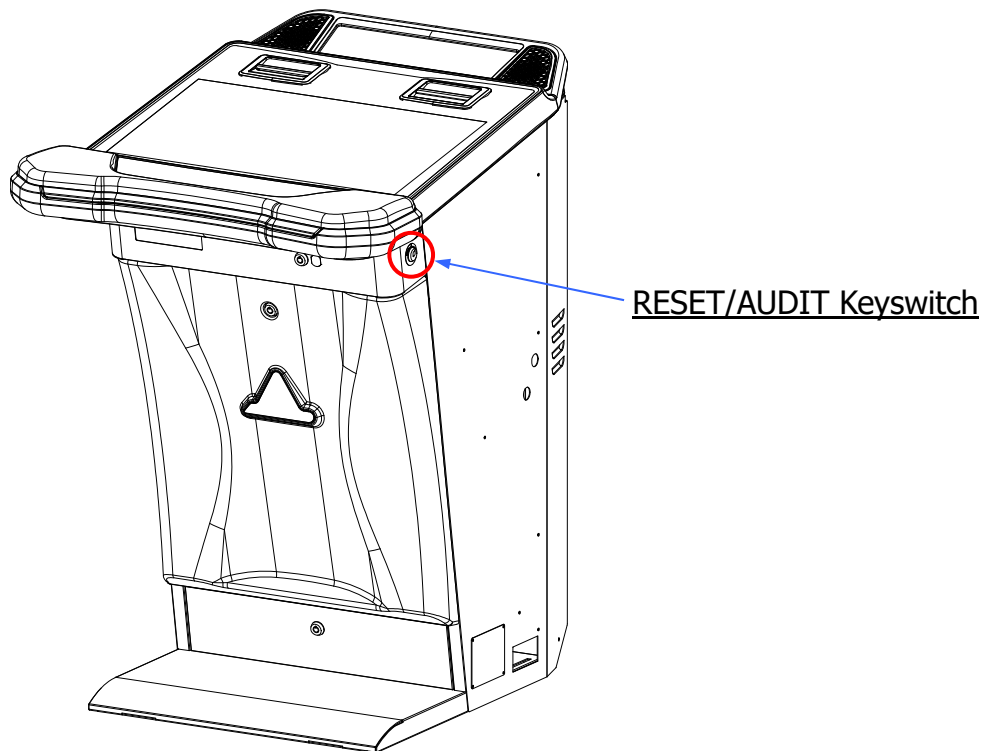
Turn the key to the AUDIT position to actuate the AUDIT mode, and turn the key to the RESET position to actuate the RESET mode.



AUDIT mode



RESET mode



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

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

### 5. 3: Daily Servicing

#### Clean the Machine

- ◇ Clean the machine surface.



#### **CAUTION!**

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

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



#### **CAUTION!**

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

## 5. 4: Clearing BILL Acceptor Jam

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

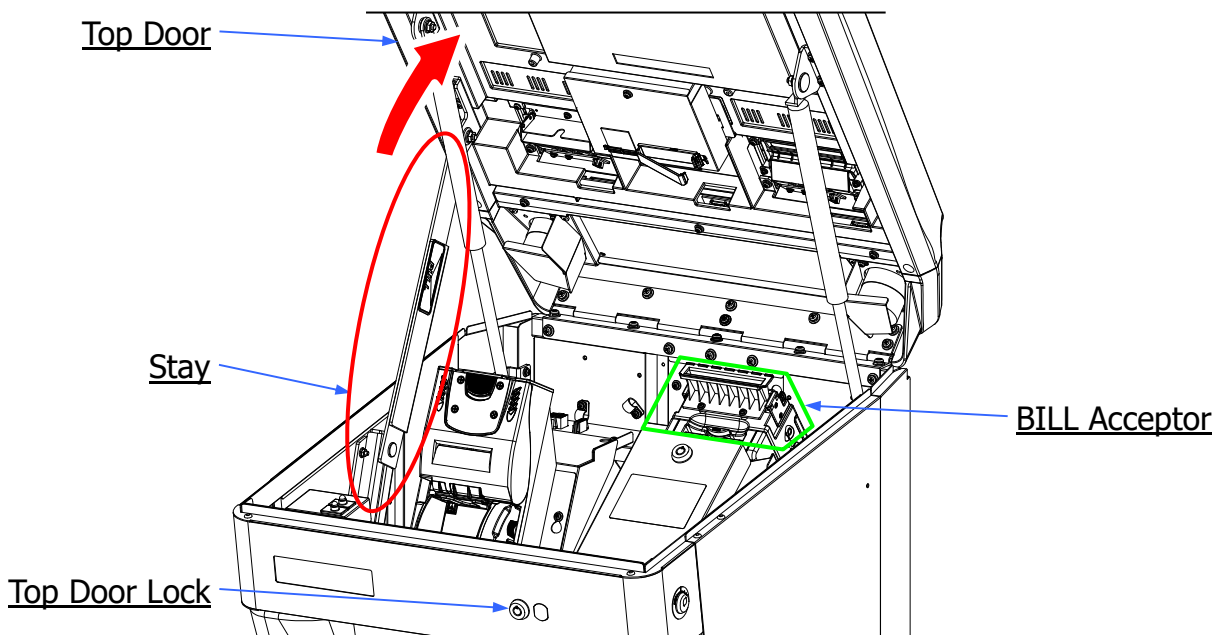
Use the following procedures to clear the jam.

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

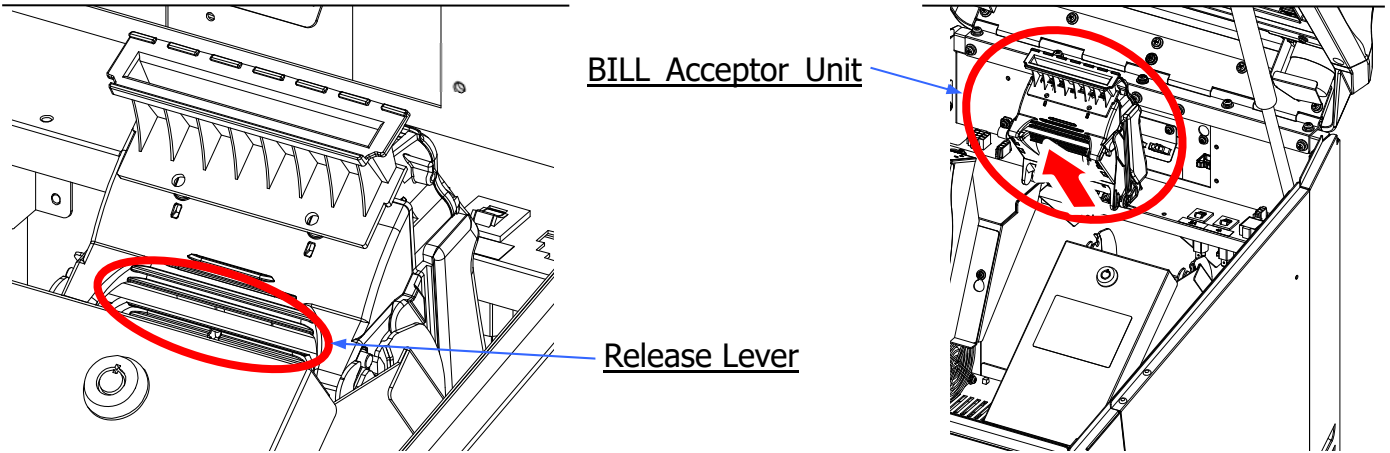


### **CAUTION!**

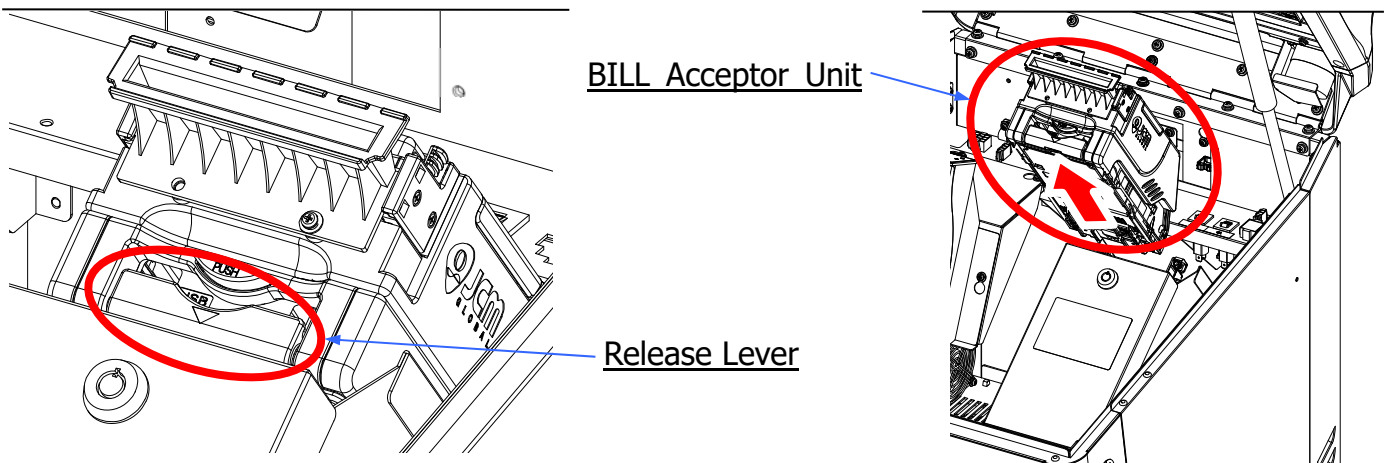
Hold the Top Door until you are sure that the Stay bar is locked, which will ensure that the Top Door will not suddenly close.



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

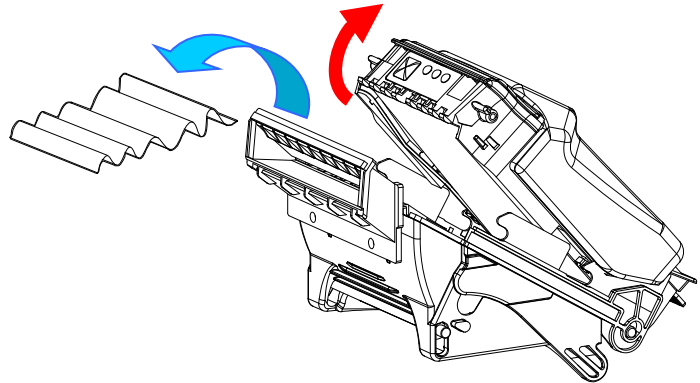
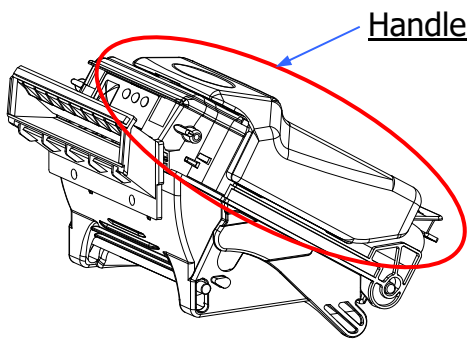


- For BILL Acceptor Units other than MEI -**

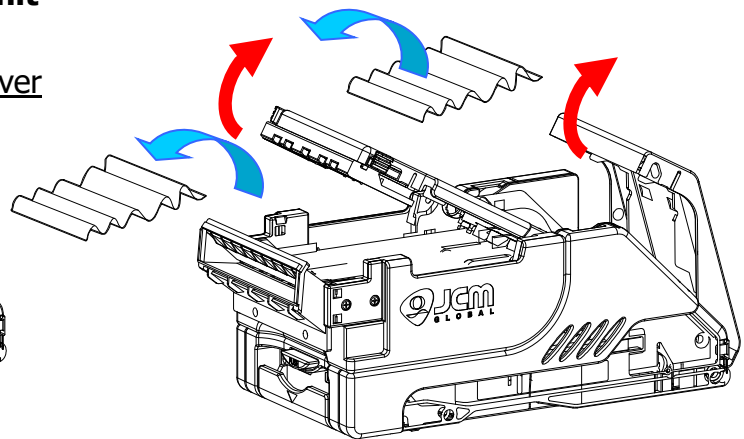
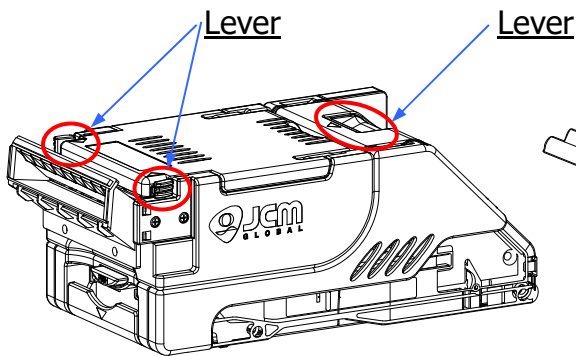


3. Open the top lid of the BILL Acceptor Unit, and then take out the jammed BILL.

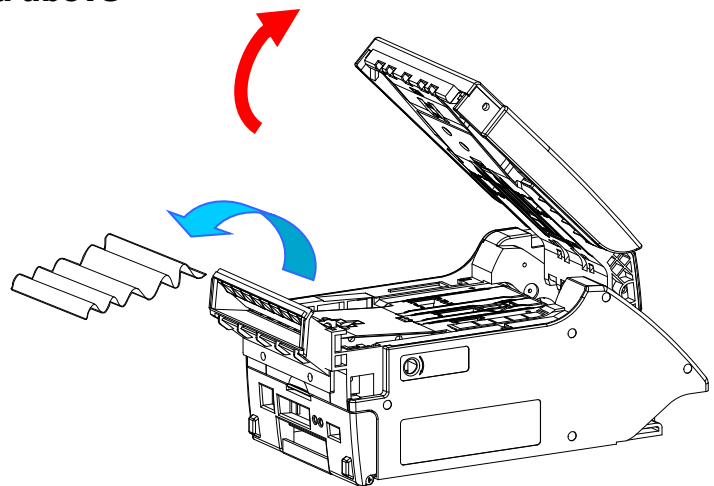
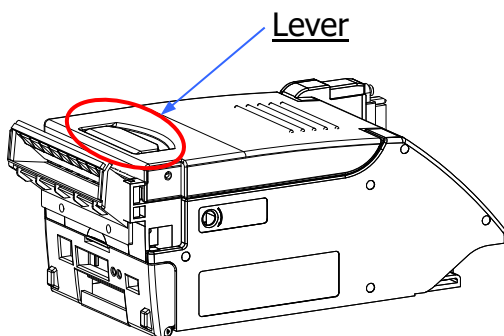
- For a MEI BILL Acceptor Unit -



- For a JCM iVIZION BILL Acceptor Unit -



- For BILL Acceptor Units not explained above -



**i NOTE:**

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

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



**CAUTION!**

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

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

## 5. 5: Clearing Ticket Jam

### **i NOTE:**

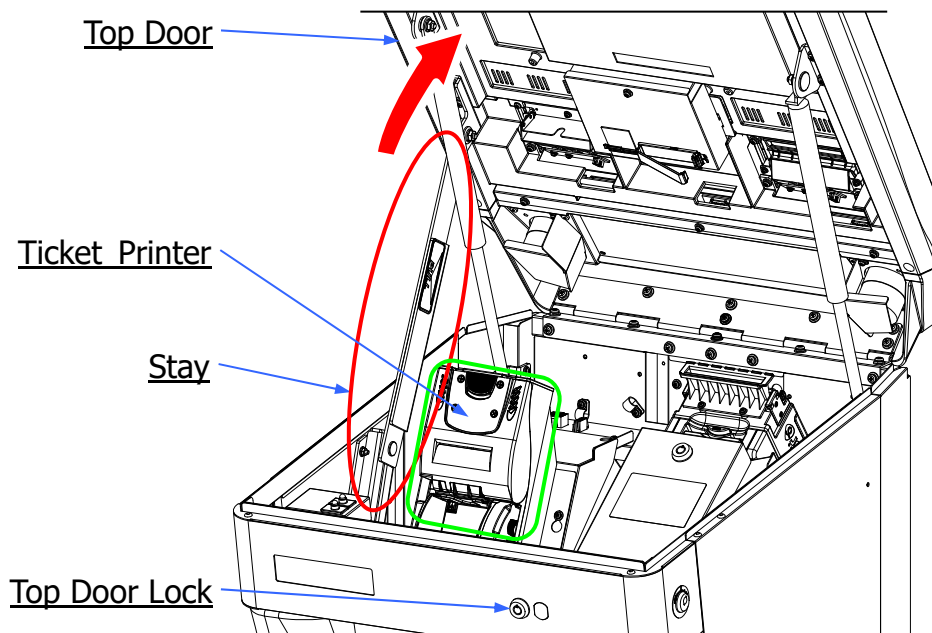
Refer to “**Loading Tickets**” at Chapter 2 to load tickets into the Ticket Printer.

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

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

### **! CAUTION!**

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

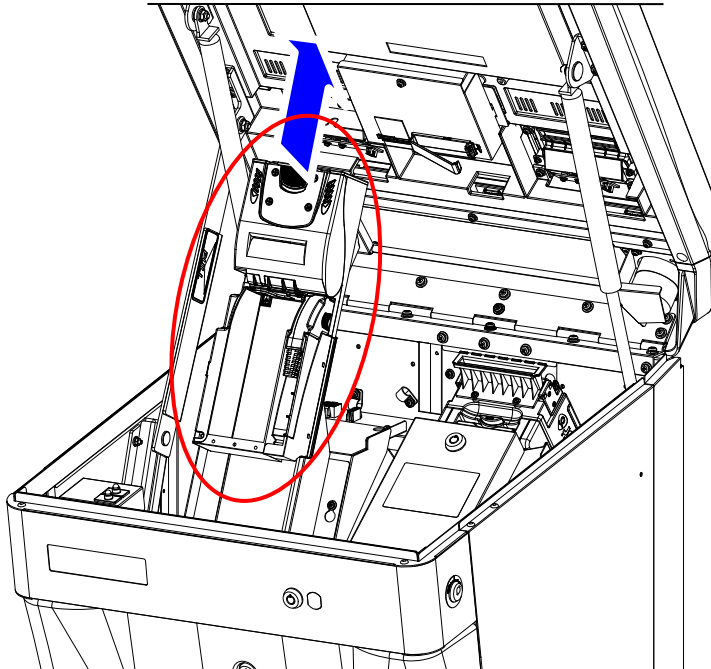


2. Slightly pull up the Ticket Printer at the angle shown below.



**CAUTION!**

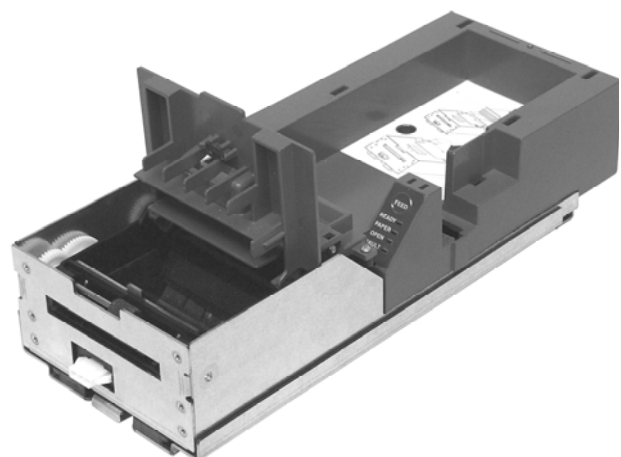
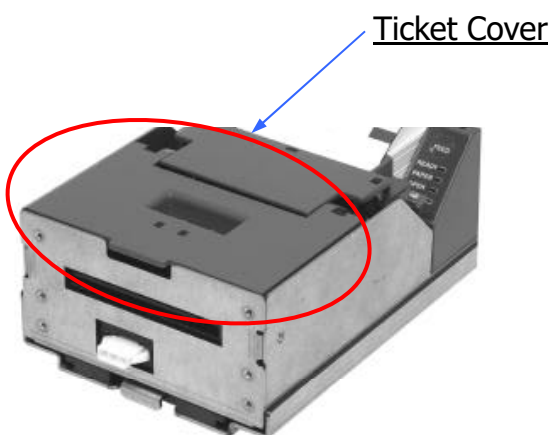
Make sure not to get fingers caught when taking the Ticket Printer in and out.



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

**- For EPIC950 (Ithaca) -**

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



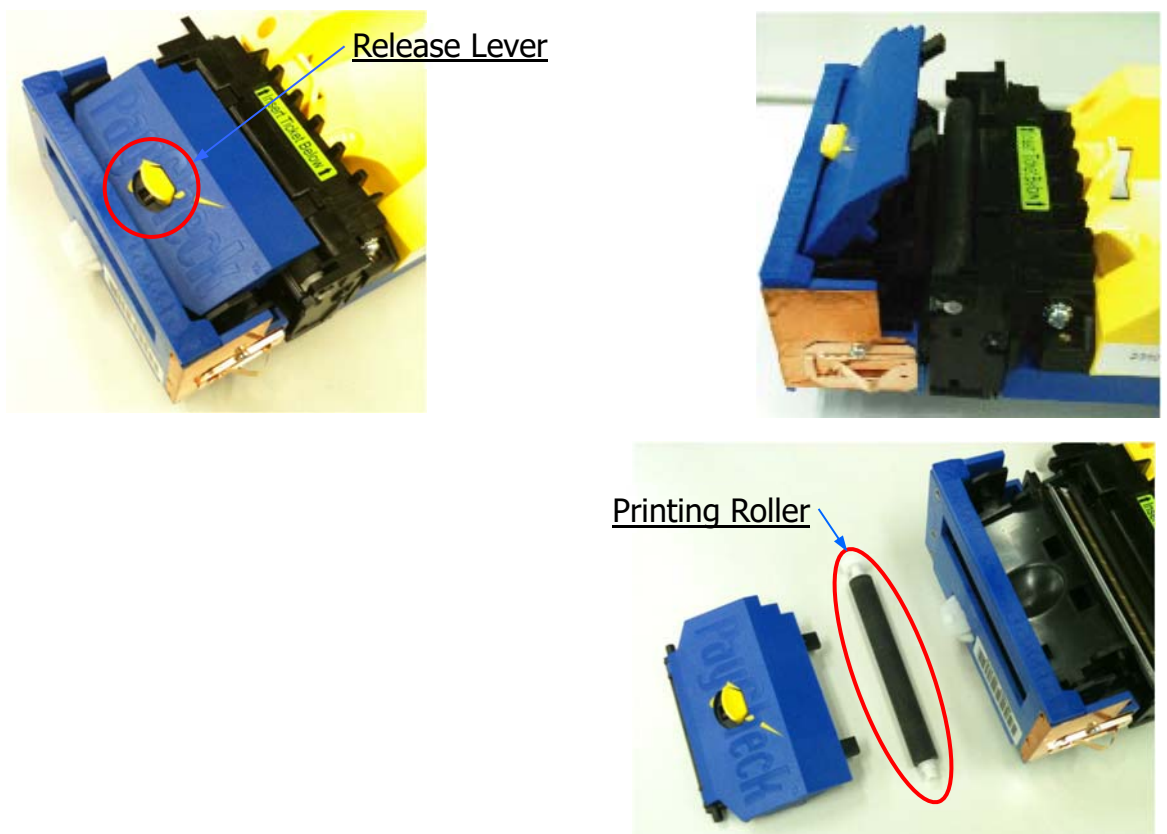
**- For GEN2 UNIVERSAL / GEN3 (Future Logic) / GEN5 -**

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



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

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



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



**CAUTION!**

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

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

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

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

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

There are 2 situations in which Attendant Pay will occur.

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

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

#### **i NOTE:**

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

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

Reset Attendant Pay by the following procedure:

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



#### **i NOTE:**

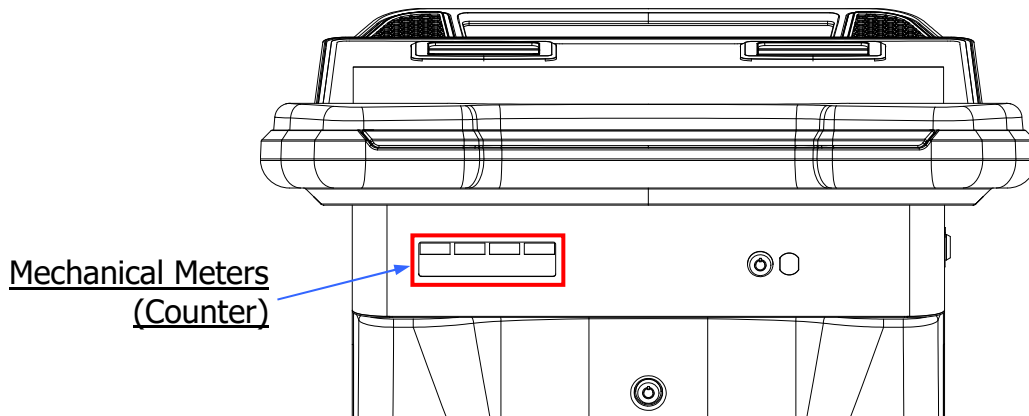
Depending on Machine settings and Casino Host settings, there may be cases when a ticket pays out the credit after the Attendant Pay RESET. In such a case, there is no need for an attendant to directly pay cash to the player.

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

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

**i NOTE:**

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



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

**i NOTE:**

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

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

Hand Pay /Jackpot	Total Out	Total In	Total BILL

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

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

Total cash in	Total cash out	Wagered	Game won

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



## Chapter 6

### AUDIT Mode for Center Unit (Operation)

#### Accessing – AUDIT mode - Top Menu

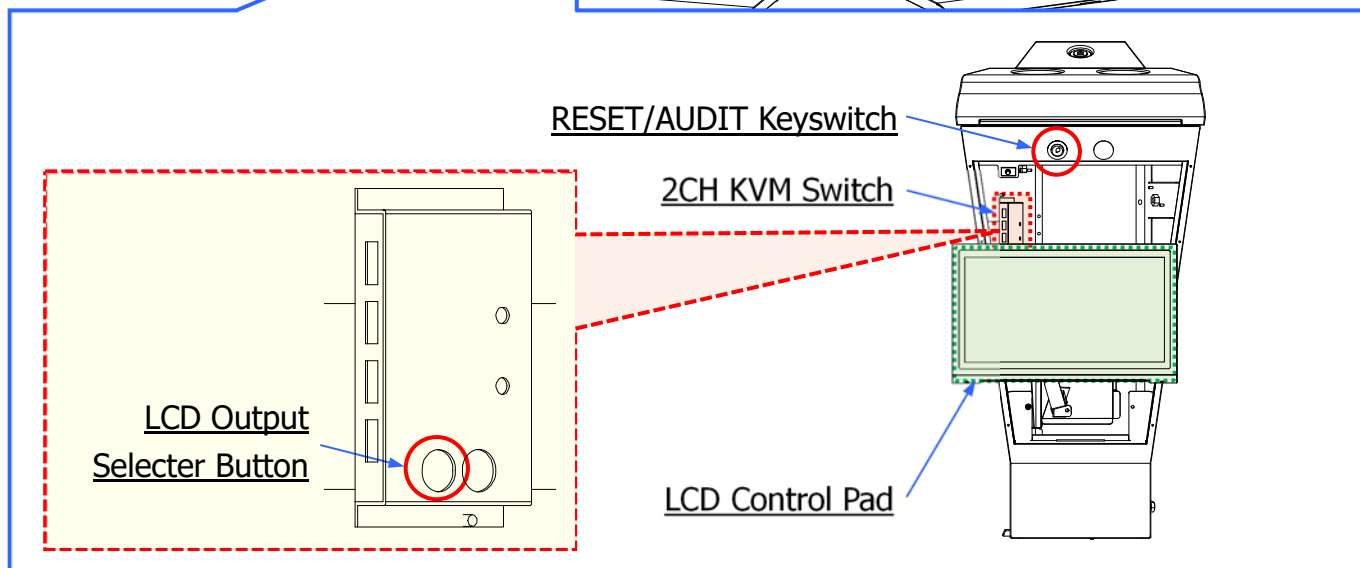
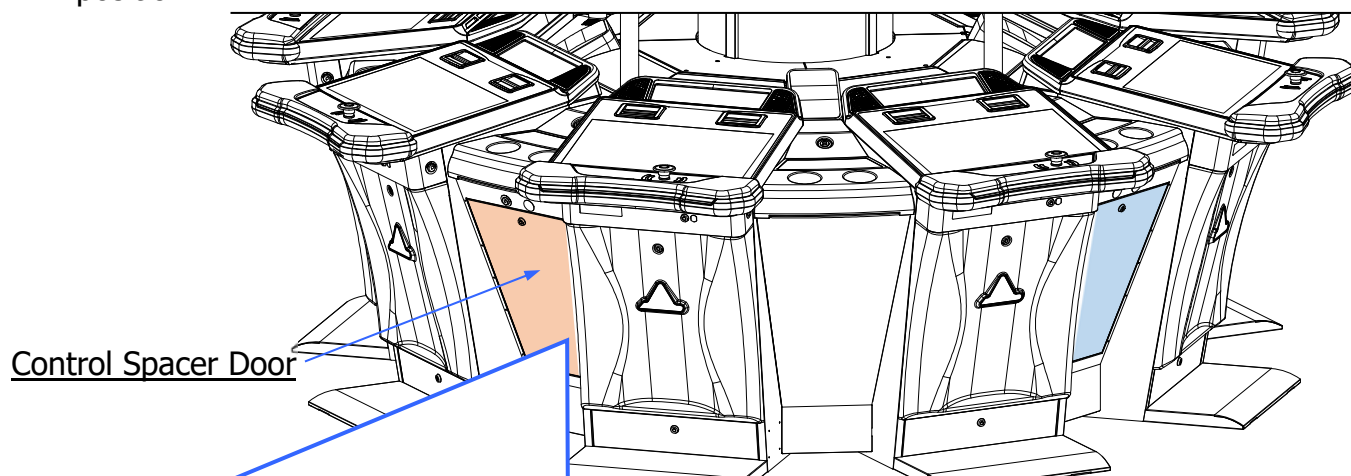
When the Machine is in idle mode (not during game or error status), the AUDIT menu can be accessed by the following procedure:



#### CAUTION!

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

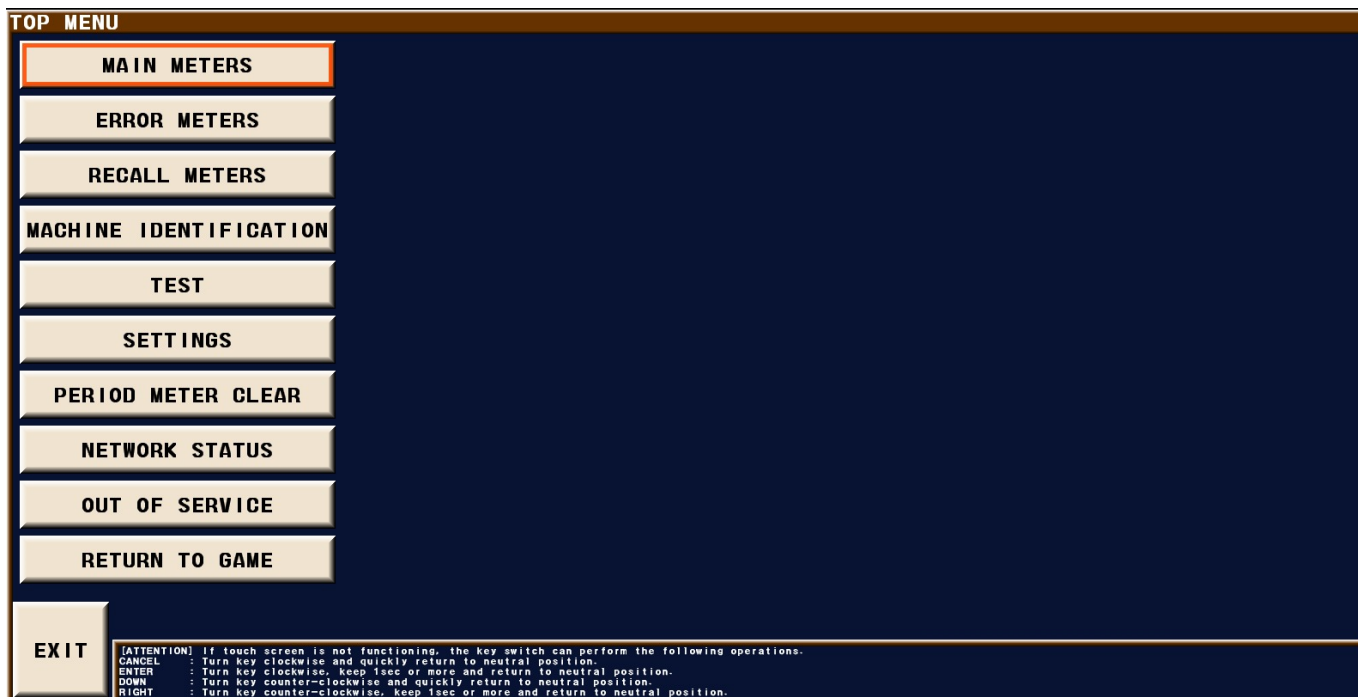
1. Refer to **“Opening Doors of the Center Unit”** at Chapter 2 of the SERVICE Manual to unlock and detach the Control Spacer Door, and set the LCD Control Pad to the operating position.



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



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



## Structure of Audit Mode

The items explained in this manual are written in blue.

**i NOTE:**

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

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

ROOT MENU	SUB MENU
<b>TEST</b> See Service Manual, Chapter 4 (for Main)	<b>MONITOR TEST</b>
	<b>TOUCH SCREEN TEST</b>
	<b>DICE UNIT TEST</b>
	<b>LIVE CAMERA TEST</b>
	<b>INPUT TEST</b>
	<b>OUTPUT TEST</b>
	<b>SERIAL TEST</b>
	<b>SOUND TEST</b>
<b>SETTINGS</b> See Service Manual, Chapter 4 (for Main)	<b>HARDWARE SETTINGS</b>
	<b>MAIN UNIT SETTINGS</b>
	<b>LIVE CAMERA SETTINGS</b>
	<b>DICE UNIT SETTINGS</b>
	<b>TICKET PRINT SETTINGS</b>
	<b>TOUCH SCREEN SETTINGS</b> (Can be set also if there is credit on the Stations)
	<b>VOLUME SETTINGS</b> (Can be set also if there is credit on the Stations)
	<b>AUDIT SETTINGS</b>
	<b>IMPORTANT SETTINGS</b>
	(Set only if the Security Door is open)
	<b>GAME SETTINGS</b> <b>MIN/MAX TIMER SCHEDULE SETTING</b> <b>BET SETTINGS</b> <b>SIDE GAME BET SETTINGS</b> <b>TIMER SETTINGS</b> <b>EXTRA SETTINGS</b>
	<b>GAME SOUND SETTINGS</b>
	<b>ONLINE SYSTEM SETTINGS</b>
	(Set only if the Security Door is open)
<b>OTHER SETTINGS</b> <b>CLOCK SETTINGS</b> <b>ADDITIONAL SETTINGS</b> <b>MACHINE INFORMATION SETTINGS</b>	
<b>PERIOD METER CLEAR</b> (Can be performed only if the Control Spacer Door is open)	

ROOT MENU	SUB MENU
<b>NETWORK STATUS</b> (Displayed only if the Control Spacer Door is open)	
<b>OUT OF SERVICE</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).

#### MAIN METERS

MASTER METERS

PROGRESSIVE METERS

DICE DATA

RESULT LIST

RETURN TO PREVIOUS MENU

EXIT

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

### 6.1.1: Master Meters

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

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

MASTER METERS PAGE (1/2)

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

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

MASTER METERS PAGE (2/2)

Meter Name	Permanent	Period
TOTAL BET (CONNECTED MACHINES)	\$22,370.00	N/A
TOTAL WON (CONNECTED MACHINES)	\$23,549.16	N/A
PARTICIPATED MACHINES	1	N/A
WORKING DAYS OF HOT SHOOTER JACKPOT IN LAST MONTH	0	0
WORKING DAYS OF HOT SHOOTER JACKPOT IN 2 MONTHS PRIOR	0	0
AVERAGE HOT SHOOTER JACKPOT BET AMOUNT PER GAME IN LAST MONTH	\$0.00	\$0.00
AVERAGE HOT SHOOTER JACKPOT BET AMOUNT PER DAY IN LAST MONTH	\$0.00	\$0.00
LICENSED HOT SHOOTER JACKPOT AMOUNT IN LAST MONTH	\$0.00	\$0.00
UTILIZATION NUMBER OF HOT SHOOTER JACKPOT PLAYED NUMBER OF TOTAL GAME	0.00%	0.00%
WORKING DAYS OF SIDE GAME 2 IN LAST MONTH	0	0
WORKING DAYS OF SIDE GAME 2 IN 2 MONTHS PRIOR	0	0
AVERAGE SIDE GAME 2 BET AMOUNT PER GAME IN LAST MONTH	\$0.00	\$0.00
AVERAGE SIDE GAME 2 BET AMOUNT PER DAY IN LAST MONTH	\$0.00	\$0.00
SIDE GAME 2 TOTAL BET AMOUNT IN LAST MONTH	\$0.00	\$0.00
UTILIZATION NUMBER OF SIDE GAME 2 PLAYED NUMBER OF TOTAL GAME	0.00%	0.00%

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

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

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

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

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

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

## 6.1.1.1: Master Meters (for NEVADA)

### 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
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

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

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
WORKING DAYS OF HOT SHOOTER JACKPOT IN LAST MONTH	0	0
WORKING DAYS OF HOT SHOOTER JACKPOT IN 2 MONTHS PRIOR	0	0
AVERAGE HOT SHOOTER JACKPOT BET AMOUNT PER GAME IN LAST MONTH	\$0.00	\$0.00
AVERAGE HOT SHOOTER JACKPOT BET AMOUNT PER DAY IN LAST MONTH	\$0.00	\$0.00
LICENSED HOT SHOOTER JACKPOT AMOUNT IN LAST MONTH	\$0.00	\$0.00
UTILIZATION NUMBER OF HOT SHOOTER JACKPOT PLAYED NUMBER OF TOTAL GAME	0.00%	0.00%
WORKING DAYS OF SIDE GAME 2 IN LAST MONTH	0	0
WORKING DAYS OF SIDE GAME 2 IN 2 MONTHS PRIOR	0	0
AVERAGE SIDE GAME 2 BET AMOUNT PER GAME IN LAST MONTH	\$0.00	\$0.00
AVERAGE SIDE GAME 2 BET AMOUNT PER DAY IN LAST MONTH	\$0.00	\$0.00
SIDE GAME 2 TOTAL BET AMOUNT IN LAST MONTH	\$0.00	\$0.00
UTILIZATION NUMBER OF SIDE GAME 2 PLAYED NUMBER OF TOTAL GAME	0.00%	0.00%

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

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.

ITEM	DESCRIPTION
<b>BILL IN</b>	The total value of BILLS inserted into the Station.
<b>NUMBER OF GAMES PLAYED SINCE POWER RESET</b>	The total number of games played since the last time the power was turned on.
<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: Dice Data

#### TOP MENU>MAIN METERS>DICE DATA

DICE DATA		
Meter Name	Permanent	Period
DICE-A 1	1	1
DICE-A 2	2	2
DICE-A 3	5	5
DICE-A 4	0	0
DICE-A 5	6	6
DICE-A 6	5	5
DICE-B 1	4	4
DICE-B 2	4	4
DICE-B 3	3	3
DICE-B 4	2	2
DICE-B 5	2	2
DICE-B 6	4	4

EXIT

SYSTEM SOFTWARE [ZANOMU-GEN-0203] OS VERSION [ ] 05/30/2024 05:38:27  
 GAME SOFTWARE [X23M09-51W-2A-0103-PRESN] GAME GAL ID [FFFF] DEALER TERMINAL

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

ITEM	DESCRIPTION
<b>DICE A [x]</b>	The number of times the result of Dice A was the indicated number.
<b>DICE B [x]</b>	The number of times the result of Dice B was the indicated number.

### 6. 1. 3: Result List

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

#### NOTE:

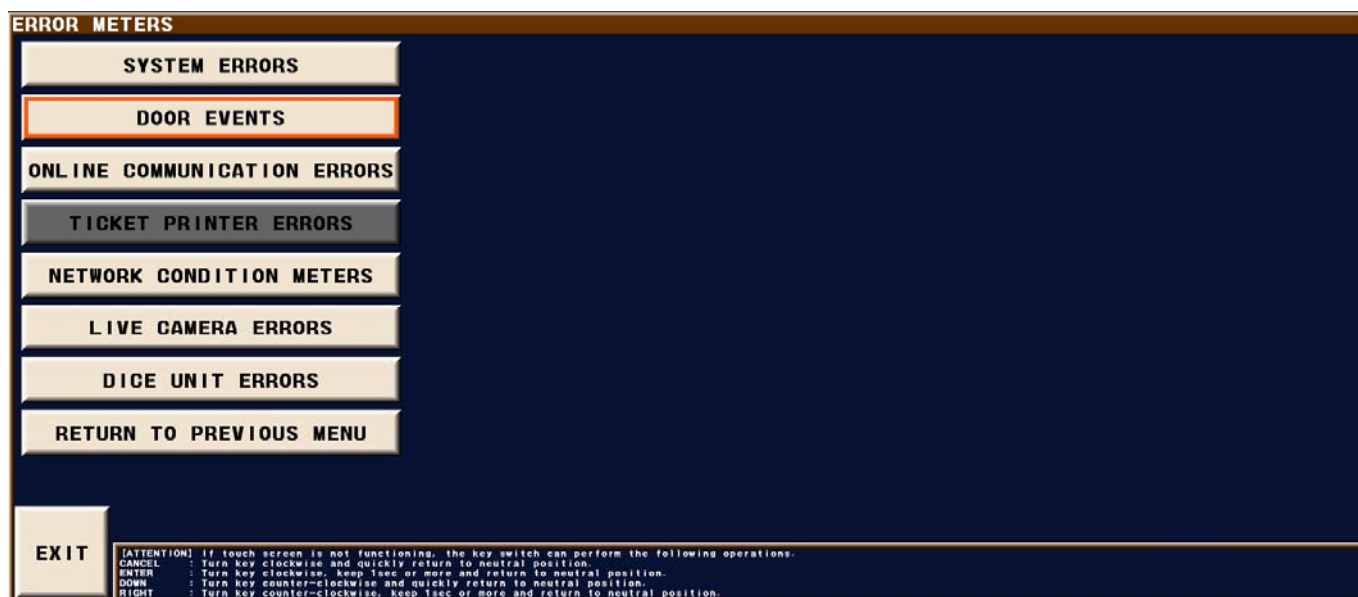
Open the RESULT LIST to see the results of up to 500 last games.

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

## 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
LOW BACKUP BATTERY (BODY PCB)	0	0
GPU FAN ABNORMAL	0	0
CABINET FAN1 SENSOR	0	0
CABINET FAN2 SENSOR	0	0
POWER BOX FAN1 SENSOR	0	0
CABINET FAN3 SENSOR	0	0
CABINET FAN4 SENSOR	0	0
POWER BOX FAN2 SENSOR	0	0
POWER SUPPLY BOX1 SENSOR	0	0
POWER SUPPLY BOX2 SENSOR	0	0
TIME DIFFERENT ERROR	0	0
POWER RESET	0	0
COMMUNICATION #1 ERROR (BODY PCB)	0	0
POWER OFF DURING SETTING	0	0
GAL FAULT	0	0
FIRM CORRUPTED	0	0

EXIT

SYSTEM SOFTWARE [Z2MGU-GEN-0203] OS VERSION [ ] 05/30/2024 08:39:27  
 GAME SOFTWARE [X23M09-81W-2A-0102-PRESN] GAME GAL ID [FFFF] DEALER TERMINAL

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

ITEM	DESCRIPTION
<b>LOW BACKUP BATTERY (XX)</b>	The cumulative number of times a low power level was detected on the backup battery of each PCB.
<b>CPU FAN ABNORMAL</b>	The cumulative number of times the number of revolutions of the CPU fan has been abnormal.
<b>CABINET FAN 1-2-3-4 SENSOR</b>	The cumulative number of times the number of revolutions of each cabinet fan was abnormal.
<b>POWER BOX FAN 1-2 SENSOR</b>	The cumulative number of times the number of revolutions of each power box fan was abnormal.
<b>POWER SUPPLY BOX 1-2 SENSOR</b>	The cumulative number of times the temperature of each power supply box fan was abnormally high.
<b>TIME DIFFERENT ERROR</b>	The cumulative number of times a time difference of 90 minutes or more was detected between the clock of the Main Unit and the clock of a Station.
<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 #aa ERROR (XX PCB)</b>	The cumulative number of times an error was detected on the communication with the indicated PCB.
<b>POWER OFF DURING SETTINGS</b>	The number of times the power was turned down during the System Settings Configuration
<b>GAL FAULT</b>	The number of times the GAL could not be read while the game was in progress.
<b>FIRM CORRUPTED</b>	The number of times a FIRMWARE change was detected.

## 6. 2. 2: Door Events

### TOP MENU>ERROR METERS>DOOR EVENTS

DICE DATA		
Meter Name	Permanent	Period
DICE-A 1	1	1
DICE-A 2	2	2
DICE-A 3	5	5
DICE-A 4	0	0
DICE-A 5	6	6
DICE-A 6	5	5
DICE-B 1	4	4
DICE-B 2	4	4
DICE-B 3	3	3
DICE-B 4	2	2
DICE-B 5	2	2
DICE-B 6	4	4

EXIT

SYSTEM SOFTWARE [Z3MGMU-GEN-0203] OS VERSION [ ] 05/30/2024 05:39:27  
 GAME SOFTWARE [X23W05-STW-2A-0103-PRESEN] GAME: CAL ID [FFFFF] DEALER TERMINAL

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

ITEM	DESCRIPTION
<b>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.

## 6. 2. 3: Online Communication Errors

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

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

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

## 6. 2. 4: Ticket Printer Errors

Not used for this title.

## 6. 2. 5: Network Condition Meters

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

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

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

## 6. 2. 6: Live Camera Errors

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

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

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

## 6. 2. 7: Dice Unit Errors

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

DICE UNIT ERRORS PAGE (1/2)		
Meter Name	Permanent	Period
DICE UNIT DISCONNECTED	0	0
PLEASE INPUT PASSWORD	0	0
IMPROPER ACTUATOR OPERATION	0	0
DICE UNIT INITIALIZATION FAILURE	0	0
FAILED TO DETECT RF TAG IN DICE	0	0
INVALID MID OF TAG IN DICE	0	0
UNMATCH MID OF TAG IN DICE	0	0
UNABLE TO OPEN SERIAL PORT FOR RF TAG	0	0
UNMATCH CRC OF TAG IN DICE	0	0
INVALID ETD STATE ERROR	0	0
DICE CONFIGURATION ERROR	0	0
DICE VIBRATION ERROR	0	0
DICE DETECTION ERROR	0	0
DICE ANGLE ERROR	0	0
DICE FAILURE	0	0
DICE CHANGE SOON	0	0
DICE CHANGE NOW	0	0
DICE STATISTICS ERROR	0	0
DICE CORRELATION ERROR	0	0
HARDWARE ERROR	0	0
ETD ERROR	0	0
ETD IN SERVICE MODE	0	0
POWER SUPPLY FAILURE	0	0
TILT EVENT DETECTED	0	0
TEMPERATURE TOO HIGH	0	0
ETD TAMPER SWITCH OPEN	0	0
TILT TAMPER SWITCH OPEN	0	0
MAIN UNIT IN ERROR	0	0
NO DICE	0	0
CONSECUTIVE SAME RESULTS FOR ONE DICE	0	0
CONSECUTIVE SAME RESULTS FOR ALL DICE	0	0

EXIT      SYSTEM SOFTWARE [Z2MCMU-GEN-0203]      OS VERSION [ ]      05/30/2024 05:40:40  
             GAME SOFTWARE [X23M09-STW-ZA-0103-PRESEN]      GAME GAL ID [FFFF]      DEALER TERMINAL

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

DICE UNIT ERRORS PAGE (2/2)		
Meter Name	Permanent	Period
CONSECUTIVE NO DICE	0	0
CONSECUTIVE NO RESULTS OF ANY SPOT ON DICE(DICE A)	0	0
CONSECUTIVE NO RESULTS OF ANY SPOT ON DICE(DICE B)	0	0
NO DICE (WITHIN THE PREVIOUS 30 GAME)	0	0
NO DICE LOCKUP INTERVAL	0	0

EXIT      SYSTEM SOFTWARE [Z2MCMU-GEN-0203]      OS VERSION [ ]      05/30/2024 05:40:40  
             GAME SOFTWARE [X23M09-STW-ZA-0103-PRESEN]      GAME GAL ID [FFFF]      DEALER TERMINAL

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

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

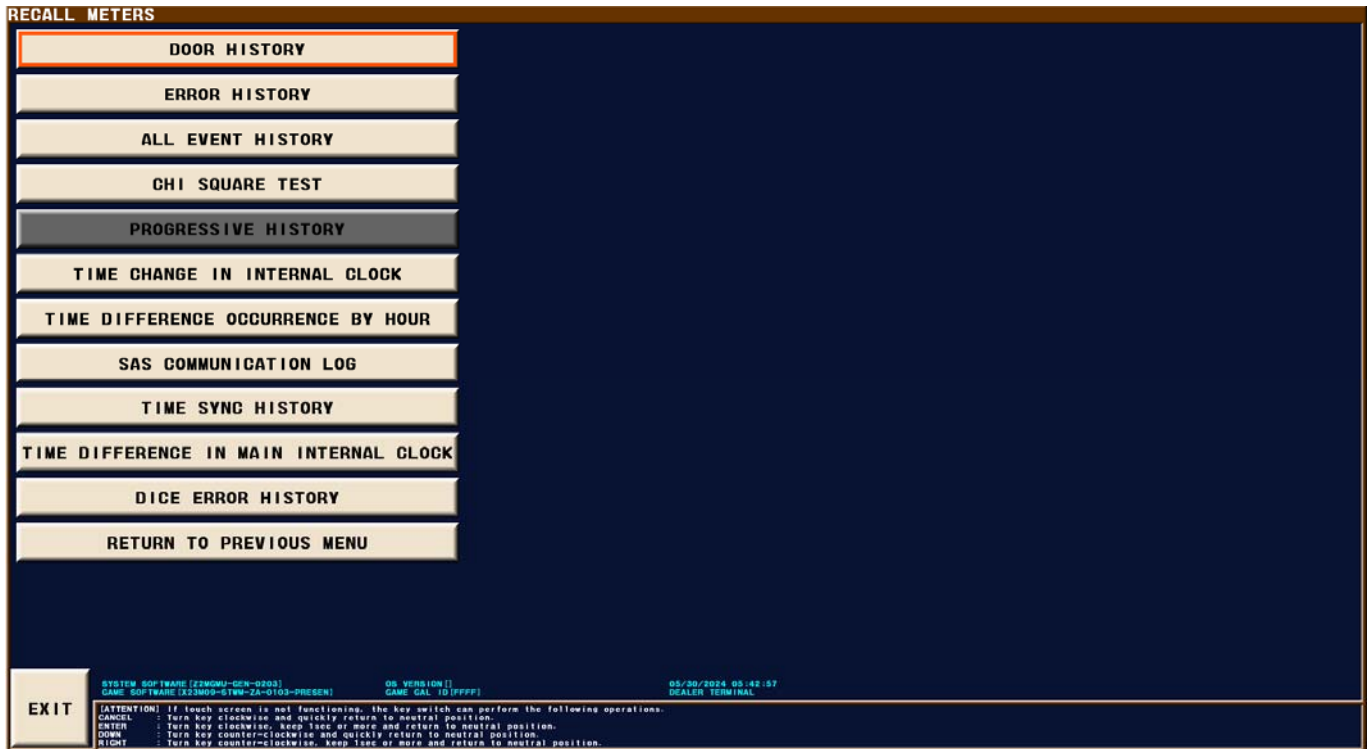
ITEM	DESCRIPTION
<b>DICE CHANGE NOW</b>	The number of times the message [Dice Change now] message appeared because the Dice arrived at end of their lifetime and had to be replaced.
<b>DICE STATISTICS ERROR</b>	The number of times a Dice Statistics error occurred.
<b>DICE CORRELATION ERROR</b>	The number of times a Dice Correlation error occurred.
<b>HARDWARE ERROR</b>	The number of times the ETD detected a hardware error condition on Dice electronics or mechanics that did not allow normal game operation.
<b>ETD ERROR</b>	The number of times the ETD detected a software, configuration or communication error that did not allow normal game operation
<b>ETD IN SERVICE MODE</b>	The number of times the ETD software switched to Service Mode.
<b>POWER SUPPLY FAILURE</b>	The number of times the ETD detected a power supply issue where one or more voltage levels were outside of allowed operating parameters.
<b>TILT EVENT DETECTED</b>	The number of times the Tilt module reported a serious disturbance of the generator operation that could influence the generator integrity.
<b>TEMPERATURE TOO HIGH</b>	The number of times the ETD reported one or more module detected a generator overheating condition
<b>ETD TAMPER SWITCH OPEN</b>	The number of times the ETD box tamper switch was opened.
<b>TILT TAMPER SWITCH OPEN</b>	The number of times the Tilt (cupola) module tamper switch was opened. <b>Tilt (cupola)</b> モジュールのタンパースイッチが開かれた回数
<b>MAIN UNIT IN ERROR</b>	The number of times the ETD received an Error status command from the Main Unit.
<b>NO DICE</b>	The number of times that the Dice Spot Reading Sensor detected a [NO DICE condition] (it was not possible to detect more than 1 dice).
<b>CONSECUTIVE SAME RESULTS FOR ONE DICE</b>	The number of times that one of the 2 dice showed the same spot over 4 times in a row.
<b>CONSECUTIVE SAME RESULTS FOR ALL DICE</b>	The number of times both dice showed the same spot over 4 times in a row.

ITEM	DESCRIPTION
<b>CONSECUTIVE NO DICE</b>	The number of times a [NO DICE condition] (only 1 or less dice could be read) continued to occur even after 3 times the dice was reshoot because [NO DICE condition] occurred.
<b>CONSECUTIVE NO RESULT OF ANY SPOTS ON DICE (DICE-A)/(DICE-B)</b>	The number of times that a definite spot was shown on each dice for more than the predetermined number of times consecutively.
<b>NO DICE (WITHIN THE PREVIOUS 30 GAME)</b>	The number of times a [NO DICE condition] (only 1 or less dice could be read) occurred twice within 30 games.
<b>NO DICE LOCKUP INTERVAL</b>	The number of times the machine locked up due to the repetition of [NO DICE condition] (only 1 or less dice could be read) reaching the set limit. Refer to "NO DICE LOCKUP INTERVAL" of " <b>Dice Unit Settings</b> " described at Chapter 4 of the SERVICE Manual.

### 6. 3: Recall Meters

#### TOP MENU>RECALL METERS

This item allows to check records of each Event.



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

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

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

**NOTE:**

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



### 6.3.2: Error History

TOP MENU>RECALL METERS>ERROR HISTORY

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

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

#### **NOTE:**

You can see the history of the last 35 errors at most.

#### ERROR HISTORY

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

### 6.3.3: All Event History

TOP MENU>RECALL METERS>ALL EVENT HISTORY

#### **NOTE:**

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

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

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

EXIT

1 2 3

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

### 6.3.4: Progressive History

Not used in this game.

### 6.3.5: Snapshot – Game Data

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

**i NOTE:**

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

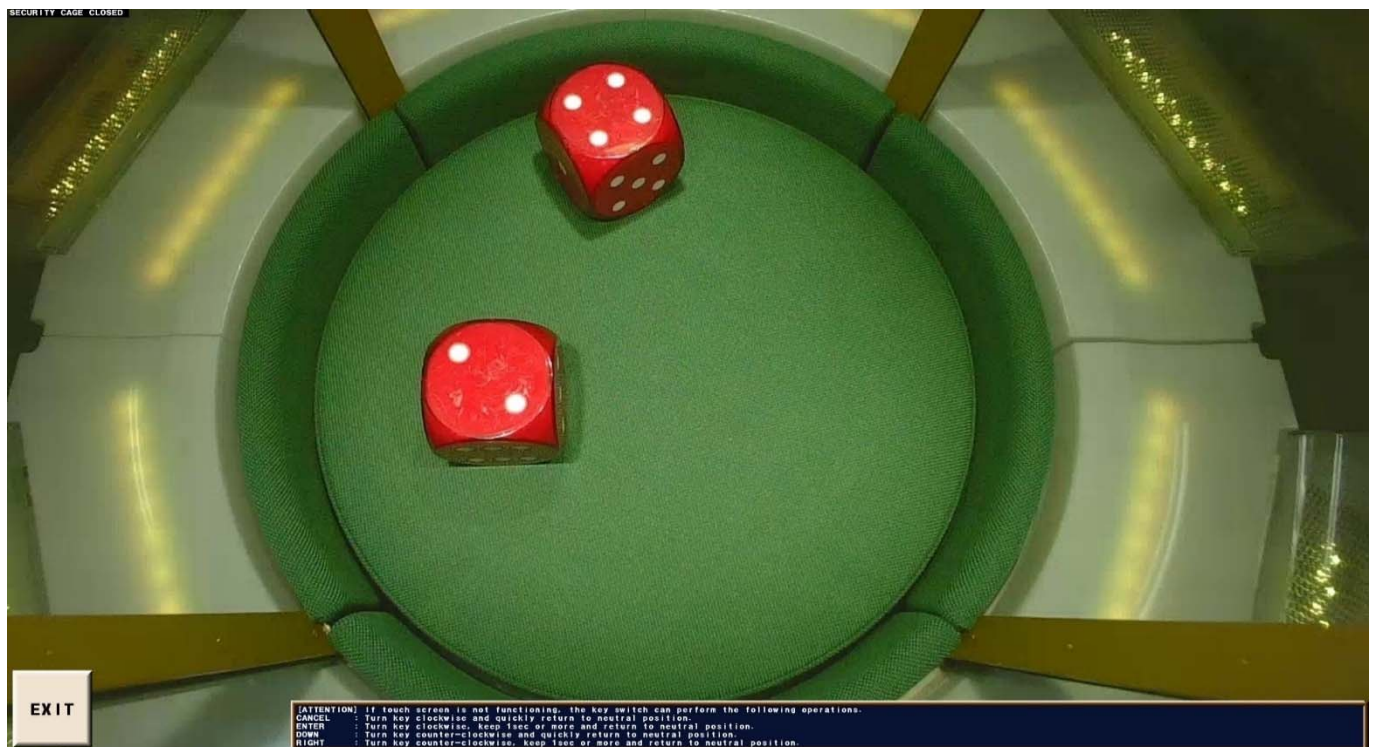
SNAPSHOT – GAME DATA PAGE (1/2)

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

EXIT UP DOWN 1 2 ENTER

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

#### Snapshot view.



### 6.3.6: 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(d/m/y)	TIME(h:m:s)	GAME No.	[D][D]	Error
1	10/12/2022	04:24:04	1	--NO DATA--	
2	10/12/2022	04:23:49	1	--NO DATA--	

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

#### Snapshot view.



### 6.3.7: Chi Square Test

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

**i NOTE:**

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

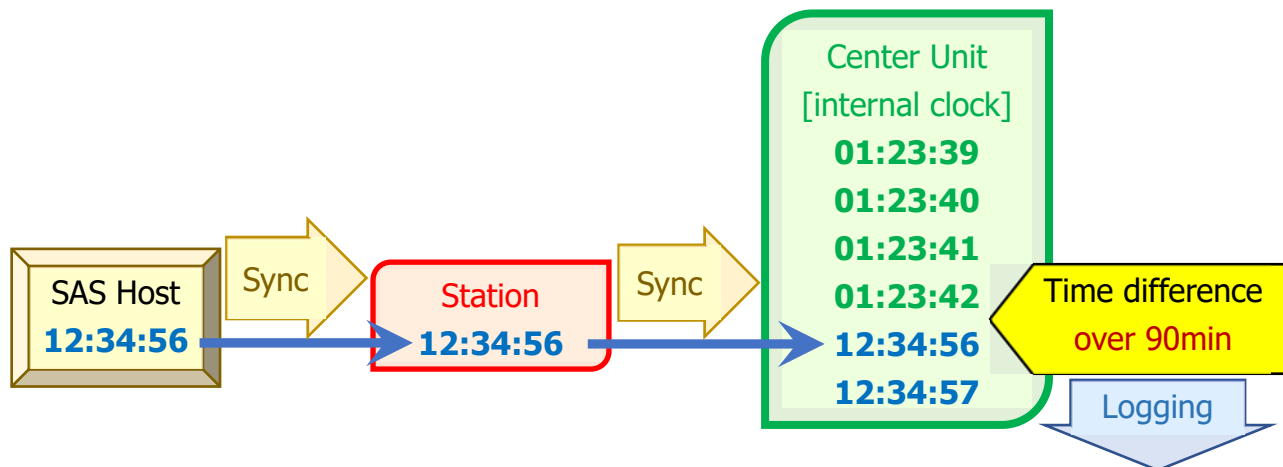
CHI SQUARE TEST											
No.	DATE(m/d/y)	TIME(h:m:s)	DICE ID	GAMES	RESULT						
<table border="0"> <tr> <td>EXIT</td> <td>                             SYSTEM SOFTWARE [Z2MGMU-GEN-0203]                              GAME SOFTWARE [X23M09-STW-2A-0103-PRESEN]                         </td> <td>                             OS VERSION [ ]                              GAME GAL ID [FFFF]                         </td> <td colspan="3">                             05/30/2024 05:43:32                              DEALER TERMINAL                         </td> </tr> </table>						EXIT	SYSTEM SOFTWARE [Z2MGMU-GEN-0203] GAME SOFTWARE [X23M09-STW-2A-0103-PRESEN]	OS VERSION [ ] GAME GAL ID [FFFF]	05/30/2024 05:43:32 DEALER TERMINAL		
EXIT	SYSTEM SOFTWARE [Z2MGMU-GEN-0203] GAME SOFTWARE [X23M09-STW-2A-0103-PRESEN]	OS VERSION [ ] GAME GAL ID [FFFF]	05/30/2024 05:43:32 DEALER TERMINAL								

### 6.3.8: Time Change In Internal Clock

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

**NOTE:**

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



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

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

### 6.3.9: Time Difference Occurrence By Hour

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

#### **i** NOTE:

The number of occurrences that gets recorded in "Time Change In Internal Clock" (refer to 6.3.8), are summed up as they happened at the same time each day, and that cumulative number is displayed in the [COUNT] column. (The maximum number of occurrences is 999,999).

#### TIME DIFFERENCE OCCURRENCE BY HOUR

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

EXIT

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

### 6.3.10: 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.

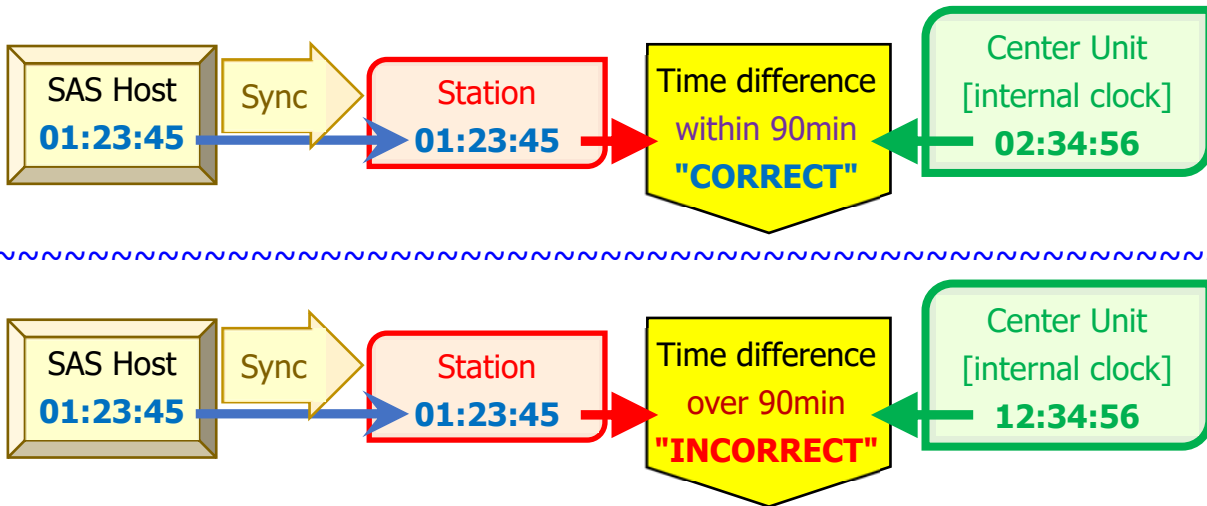
[SAVE] is used to save on the Backup Memory the condition information, as at the moment of the pause.

### 6.3.11: Time Sync History

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

**NOTE:**

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



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

EXIT

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

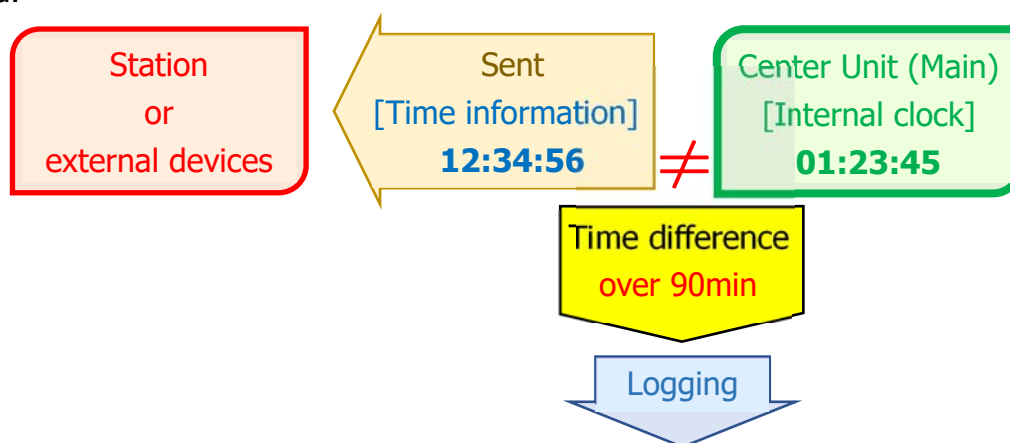
ITEM	DESCRIPTION
<b>STATION No.</b>	Id number of the Station.
<b>RECEIVED DATE</b>	The time when the [Time from the SAS host] was received from each Station, according to the Center Unit [Internal clock].
<b>DATE FROM BS</b>	The [Time from the SAS host] received from each Station.
<b>RESULT</b>	Result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

### 6.3.12: Time Difference In Main Internal Clock

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

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

The [Time information] that the Center Unit (Main) sends to the Station or other external devices is verified with the Center Unit (Main) [internal clock]. If the time difference is 90 minutes or more, a log is saved. A maximum of 30 log items is displayed, and older logs are deleted.



#### TIME DIFFERENCE IN MAIN INTERNAL CLOCK

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

EXIT

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

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

### 6. 3. 13: Dice Error History

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

**i NOTE:**

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

DICE ERROR HISTORY				
No.	Game count	DATE(m/d/y)	TIME(h:m:s)	NAME
1	2	12/13/2022	12:11:10	NO DICE
2	2	12/13/2022	12:10:54	NO DICE

EXIT

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

## 6. 4: Machine Identification

### TOP MENU>MACHINE IDENTIFICATION

This item allows to check different information.



### 6. 4. 1: Version Information

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



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

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

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



[SEED] is used to change the SEED Value.

[START] is used to start the calculation.

[STOP] is used to stop the calculation.

The default value is "00".

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

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



The default value is "00".

[DEL] is used to delete one selected character.

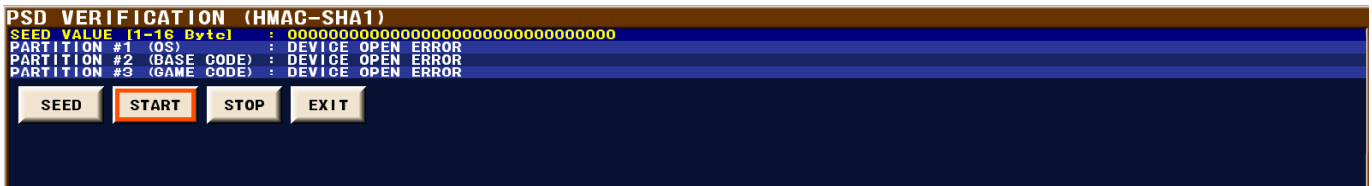
[CLEAR] is used to delete all the selected characters.

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

[ENTER] is used to confirm the seed value.

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

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



[SEED] is used to change the SEED Value.

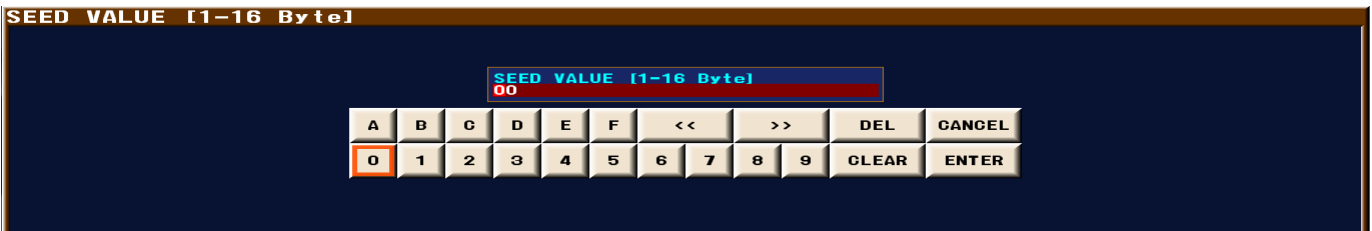
[START] is used to start the calculation.

[STOP] is used to stop the calculation.

The default value is "00".

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

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



The default value is "00".

[DEL] is used to delete one selected character.

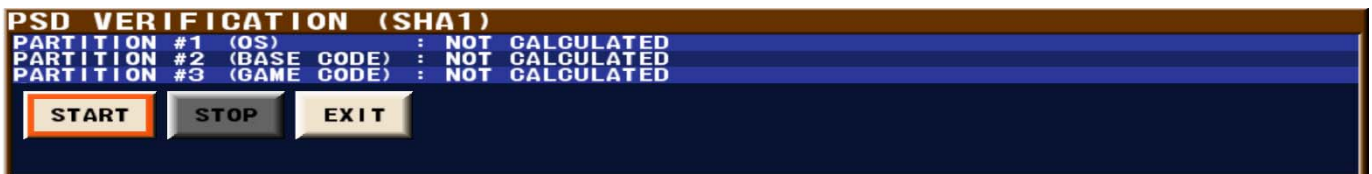
[CLEAR] is used to delete all the selected characters.

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

[ENTER] is used to confirm the seed value.

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

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



[START] is used to start the calculation.

[STOP] is used to stop the calculation.

The default value is "00".

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

## 6.4.5: Game Information

### TOP MENU>MACHINE IDENTIFICATION>GAME INFORMATION

GAME INFORMATION PAGE (1/2)	
GENERAL INFORMATION	
GAME TITLE	SHOOT TO WIN GRAPS LUCKY ROLL
VARIATION	293
PAYTABLE ID	1A0505
GAME DENOMINATION	\$1.00
MAIN GAME RTP	93.47%
SIDE GAME RTP	83.43%
EXPECTED OVERALL RTP	92.98%
<MAIN GAME>	
MINIMUM BET PER GAME (PER STATION)	1 ( \$1.00 )
MAXIMUM BET PER GAME (PER STATION)	5000 ( \$5,000.00 )
MINIMUM RTP	83.33%
MAXIMUM RTP	99.98%
<SIDE GAME>	
SIDE GAME 1 MINIMUM BET PER GAME (PER STATION)	1 ( \$1.00 )
SIDE GAME 1 MAXIMUM BET PER GAME (PER STATION)	1000 ( \$1,000.00 )
SIDE GAME 2 MINIMUM BET PER GAME (PER STATION)	1 ( \$1.00 )
SIDE GAME 2 MAXIMUM BET PER GAME (PER STATION)	1000 ( \$1,000.00 )
MINIMUM RTP	79.39%
MAXIMUM RTP	90.92%
EXIT	
1	2
<small>(ATTENTION) If touch screen is not functioning, the key switch can perform the following operations.            CANCEL : Turn key clockwise and quickly return to neutral position.            DOWN : Turn key counter-clockwise and quickly return to neutral position.            RIGHT : Turn key counter-clockwise, keep lock or more and return to neutral position.</small>	

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

### 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>JURISDICTION</b>	The Jurisdiction as set in "JURISDICTION" on " <b>Important Settings / Basic Settings</b> " described at Chapter 4 of the SERVICE Manual. <b>i NOTE:</b> This item is displayed only in ONTARIO version.
<b>SERIAL NUMBER</b>	The serial number as set in "SERIAL NUMBER" on " <b>Additional Settings</b> " of "Other Settings" described at Chapter 4 of the SERVICE Manual. <b>i NOTE:</b> This item is displayed only in ONTARIO version.
<b>GAME DENOMINATION</b>	The game denomination

ITEM	DESCRIPTION
<b>MAIN GAME RTP</b>	The RTP of the Main Game only.
<b>SIDE GAME RTP</b>	The RTP of all the Side Games only.
<b>EXPECTED OVERALL RTP</b>	The Theoretical RTP.

**Main Game**

ITEM	DESCRIPTION
<b>MINIMUM BET PER GAME (PER STATION)</b>	The MINIMUM bet allowed by each Station.
<b>MAXIMUM BET PER GAME (PER STATION)</b>	The MAXIMUM total bet allowed by each Station if bets are placed on all the available bet spots except the side game.
<b>MINIMUM RTP</b>	The MINIMUM RTP for the Main game.
<b>MAXIMUM RTP</b>	The MAXIMUM RTP for the Main game.

**Side Game**

ITEM	DESCRIPTION
<b>SIDE GAME 1 MINIMUM BET PER GAME (PER STATION)</b>	The MINIMUM bet amount for Side Game 1 at each station.
<b>SIDE GAME 1 MAXIMUM BET PER GAME (PER STATION)</b>	The MAXIMUM bet amount for Side Game 1 at each station.
<b>SIDE GAME 2 MINIMUM BET PER GAME (PER STATION)</b>	The MINIMUM bet amount for Side Game 2 at each station.
<b>SIDE GAME 2 MAXIMUM BET PER GAME (PER STATION)</b>	The MAXIMUM bet amount for Side Game 2 at each station.
<b>MINIMUM RTP</b>	The MINIMUM RTP for the Side game.
<b>MAXIMUM RTP</b>	The MAXIMUM RTP for the Side game.

**Signature Information**

ITEM	DESCRIPTION
<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**

Not used in this game.

## 6.4.7: Hardware Information

### TOP MENU > MACHINE IDENTIFICATION > HARDWARE INFORMATION

HARDWARE INFORMATION	
BIOS VERSION	NOT SUPPORTED
MOTHER BOARD TEMPERATURE	-1 C
CPU TEMPERATURE	-1 C
CPU FAN SPEED	7777 RPM
TOTAL MEMORY	6880.424 MB
FREE MEMORY	6172.424 MB
MINIMUM MEMORY	6172.012 MB
BATTERY VOLTAGE (MOTHER BOARD)	3.3 V
AUDIO MODULE	TYPE DP D

<b>EXIT</b>	SYSTEM SOFTWARE [Z3H0UJ-GEN-0303] GAME SOFTWARE [Z3380D-S1WV-Z4-0103-PRESEN]	OS VERSION [1] GAME CAL ID [FFFF]	05/20/2024 05:38:27 DEALER TERMINAL
[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations. CANCEL : Turn key clockwise and quickly return to neutral position.			

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

## 6.4.8: MACAU Information

Not used in this 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

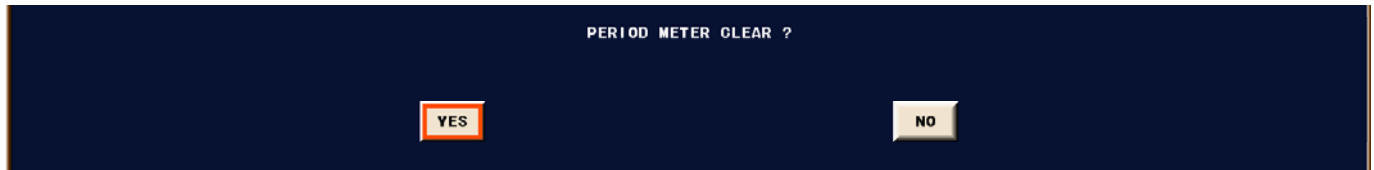
#### TOP MENU>PERIOD METER CLEAR

**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: Network Status

#### TOP MENU>NETWORK STATUS



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

### 6. 9: 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.





## 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.

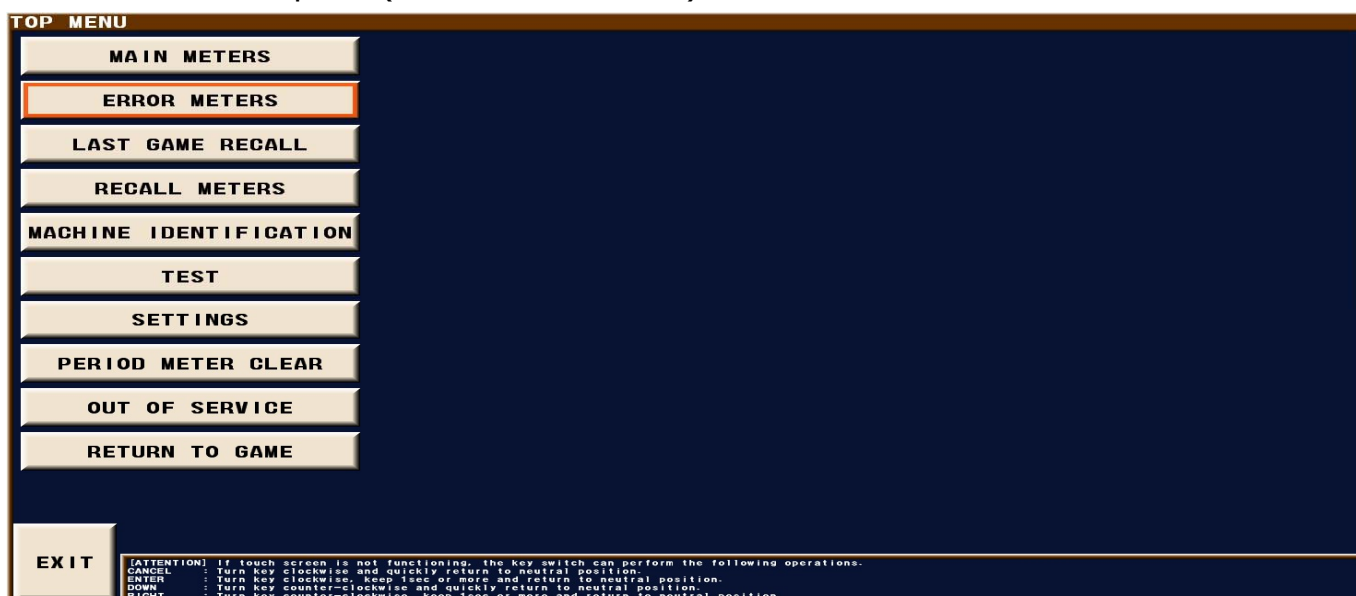
- To call the AUDIT mode, turn the RESET/AUDIT Key Switch to the AUDIT position, and return it to the neutral position.



**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)].

- 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>
<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>100th LAST GAME</b>

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

ROOT MENU	SUB MENU
<b>SETTINGS</b> See SERVICE Manual, Chapter 5 (for Station)	<b>HARDWARE SETTINGS</b>
	<b>BILL ACCEPTOR SETTINGS</b>
	<b>TICKET PRINT SETTINGS</b>
	<b>TOUCH SCREEN SETTINGS</b> (Can be set if the Front door is closed)
	<b>VOLUME SETTING</b> (Can be set if the Front door is closed)
	<b>AUDIT SETTINGS</b>
	<b>IMPORTANT SETTINGS</b> (Set only if the Security cage is open)
	<b>GAME SETTINGS</b>
	<b>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)	

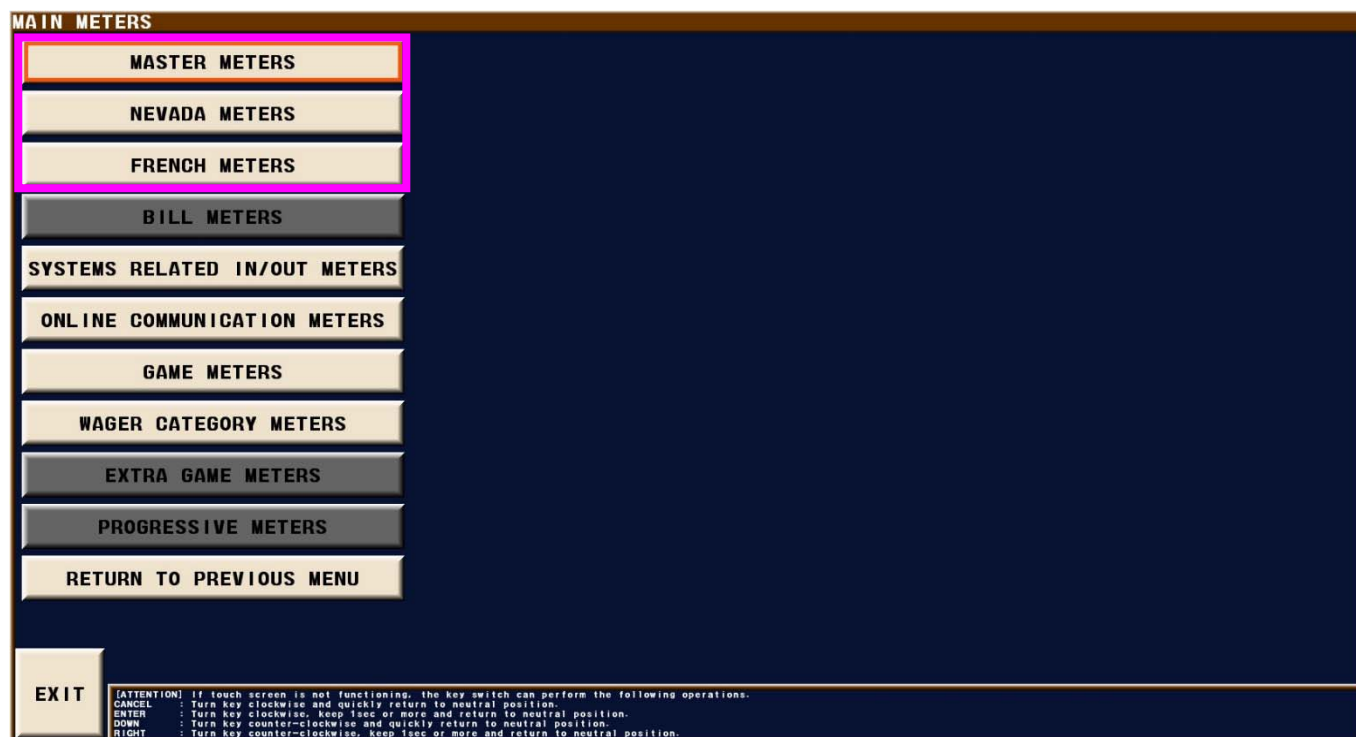
## 7. 1: Main Meters

### TOP MENU>MAIN METERS

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

#### **i** NOTE:

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



### 7.1.1: Master Meters

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

**i NOTE:**

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

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

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

## 7.1.1.1: NEVADA Meters

### TOP MENU>MAIN METERS>NEVADA METERS

#### NOTE:

In NEVADA Version, the Master Meters displays as following.

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

**EXIT**

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

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

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

## 7.1.1.2: MACAU Meters

### TOP MENU>MAIN METERS>MACAU METERS

#### NOTE:

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

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 Standby 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

#### **i** NOTE:

This item is displayed only in certain jurisdictions.

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

EXIT

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

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

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

1 2 EXIT

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

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

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

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

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

EXIT

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

ITEM	DESCRIPTION
<b>ATTENDANT PAID PROGRESSIVE PAYOUT</b>	The total value of hand pays resulting from a progressive win.
<b>MACHINE PAID PROGRESSIVE PAYOUT</b>	The total value of machine pays resulting from a progressive win.
<b>MACHINE PAID EXTERNAL BONUS PAYOUT</b>	The total value of additional wins awarded by an external bonus system and paid by the machine.
<b>ATTENDANT PAID EXTERNAL BONUS PAYOUT</b>	The total value of additional wins awarded by an external bonus system and hand paid by an attendant.
<b>VOUCHER IN</b> (Displayed as "TICKET IN" in Macau version)	The total value of cashable tickets and non-restricted tickets accepted by the BILL acceptor.
<b>VOUCHER OUT</b> (Displayed as "TICKET 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&gt;MAIN METERS&gt;ONLINE COMMUNICATION METERS

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

1 2 3 4 5 EXIT

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

1 2 3 4 5 EXIT

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

0054	TOTAL NUMBER OF \$200,000.00 BILLS ACCEPTED	0
0055	TOTAL NUMBER OF \$250,000.00 BILLS ACCEPTED	0
0056	TOTAL NUMBER OF \$500,000.00 BILLS ACCEPTED	0
0057	TOTAL NUMBER OF \$1,000,000.00 BILLS ACCEPTED	0
0058	TOTAL CREDITS FROM BILLS TO DROP	0
0059	TOTAL NUMBER OF \$1.00 BILLS TO DROP	0
005A	TOTAL NUMBER OF \$2.00 BILLS TO DROP	0
005B	TOTAL NUMBER OF \$5.00 BILLS TO DROP	0
005C	TOTAL NUMBER OF \$10.00 BILLS TO DROP	0
005D	TOTAL NUMBER OF \$20.00 BILLS TO DROP	0
005E	TOTAL NUMBER OF \$50.00 BILLS TO DROP	0
005F	TOTAL NUMBER OF \$100.00 BILLS TO DROP	0
0060	TOTAL NUMBER OF \$200.00 BILLS TO DROP	0
0061	TOTAL NUMBER OF \$500.00 BILLS TO DROP	0
0062	TOTAL NUMBER OF \$1,000.00 BILLS TO DROP	0
0063	TOTAL CREDITS FROM BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
0064	TOTAL NUMBER OF \$1.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
0065	TOTAL NUMBER OF \$2.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
0066	TOTAL NUMBER OF \$5.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
0067	TOTAL NUMBER OF \$10.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
0068	TOTAL NUMBER OF \$20.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
0069	TOTAL NUMBER OF \$50.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
006A	TOTAL NUMBER OF \$100.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
006B	TOTAL NUMBER OF \$200.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
006C	TOTAL NUMBER OF \$500.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
006D	TOTAL NUMBER OF \$1,000.00 BILLS DIVERTED TO HOPPER	### NO SUPPORT ###
006E	TOTAL CREDITS FROM BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
006F	TOTAL NUMBER OF \$1.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0070	TOTAL NUMBER OF \$2.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0071	TOTAL NUMBER OF \$5.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0072	TOTAL NUMBER OF \$10.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0073	TOTAL NUMBER OF \$20.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0074	TOTAL NUMBER OF \$50.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0075	TOTAL NUMBER OF \$100.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0076	TOTAL NUMBER OF \$200.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0077	TOTAL NUMBER OF \$500.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
0078	TOTAL NUMBER OF \$1,000.00 BILLS DISPENSED FROM HOPPER	### NO SUPPORT ###
007F	WEIGHTED AVERAGE THEORETICAL PAYBACK PERCENTAGE	95.96%
0080	REGULAR CASHABLE TICKET IN (CENTS)	\$0.00
0081	REGULAR CASHABLE TICKET IN (QUANTITY)	0

1 2 3 4 5 EXIT

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

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

1 2 3 4 5 EXIT

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

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

1 2 3 4 5 EXIT

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

### 7. 1. 5: Game Meters

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

GAME METERS PAGE(1/7)

Meter Name	Permanent	Period
PAYOUT %	79.366%	79.366%
PAYOUT % (INCLUDE PROGRESSIVE)	79.366%	79.366%
GAMES WON	18	18
GAMES LOST	1	1
WIN 1000000 OR MORE CREDITS	0	0
WIN 500000 - 999999 CREDITS	0	0
WIN 100000 - 499999 CREDITS	0	0
WIN 50000 - 99999 CREDITS	0	0
WIN 10000 - 49999 CREDITS	0	0
WIN 5000 - 9999 CREDITS	0	0
WIN 1000 - 4999 CREDITS	0	0
WIN 500 - 999 CREDITS	1	1
WIN 200 - 499 CREDITS	3	3
WIN 100 - 199 CREDITS	2	2
WIN 1 - 99 CREDITS	12	12

EXIT

SYSTEM SOFTWARE [ZM05T-GEN-0203] OS VERSION[ ] 05/30/2024 05:54:43  
 GAME SOFTWARE [X23M10-S1W5-ZA-0103-PRESN] GAME GAL ID[FFFF] 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 face of more and return to neutral position.

GAME METERS PAGE(2/7)

Meter Name	Permanent	Period	Actual (Permanent)	Actual (Period)	Average	Share
TOTAL BET - PASS LINE	4	4				0.89%
TOTAL BET - PASS LINE	\$52.00	\$52.00			\$19.00	1.92%
TOTAL WON - PASS LINE	1	1	25.00%	25.00%		
TOTAL WON - PASS LINE	\$2.00	\$2.00	3.85%	3.85%		
TOTAL BET - ODDS	2	2				0.49%
TOTAL BET - ODDS	\$42.00	\$42.00			\$21.00	1.55%
TOTAL WON - ODDS	0	0	0.00%	0.00%		
TOTAL WON - ODDS	\$0.00	\$0.00	0.00%	0.00%		
TOTAL BET - DON'T PASS LINE	2	2				0.49%
TOTAL BET - DON'T PASS LINE	\$4.00	\$4.00			\$2.00	0.15%
TOTAL WON - DON'T PASS LINE	1	1	50.00%	50.00%		
TOTAL WON - DON'T PASS LINE	\$6.00	\$6.00	100.00%	100.00%		
TOTAL BET - DON'T ODDS	1	1				0.24%
TOTAL BET - DON'T ODDS	\$1.00	\$1.00			\$1.00	0.04%
TOTAL WON - DON'T ODDS	1	1	100.00%	100.00%		
TOTAL WON - DON'T ODDS	\$1.00	\$1.00	100.00%	100.00%		
TOTAL BET - COME	5	5				1.22%
TOTAL BET - COME	\$37.00	\$37.00			\$7.40	1.37%
TOTAL WON - COME	4	4	80.00%	80.00%		
TOTAL WON - COME	\$10.00	\$10.00	27.03%	27.03%		
TOTAL BET - COME ODDS 4,10	1	1				0.24%
TOTAL BET - COME ODDS 4,10	\$35.00	\$35.00			\$35.00	1.29%
TOTAL WON - COME ODDS 4,10	0	0	0.00%	0.00%		
TOTAL WON - COME ODDS 4,10	\$0.00	\$0.00	0.00%	0.00%		
TOTAL BET - COME ODDS 5,9	0	0				0.00%
TOTAL BET - COME ODDS 5,9	\$0.00	\$0.00			\$0.00	0.00%
TOTAL WON - COME ODDS 5,9	0	0	0.00%	0.00%		
TOTAL WON - COME ODDS 5,9	\$0.00	\$0.00	0.00%	0.00%		
TOTAL BET - COME ODDS 6,8	0	0				0.00%
TOTAL BET - COME ODDS 6,8	\$0.00	\$0.00			\$0.00	0.00%
TOTAL WON - COME ODDS 6,8	0	0	0.00%	0.00%		

EXIT

SYSTEM SOFTWARE [ZM05T-GEN-0203] OS VERSION[ ] 05/30/2024 05:55:07  
 GAME SOFTWARE [X23M10-S1W5-ZA-0103-PRESN] GAME GAL ID[FFFF] 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 face of more and return to neutral position.

GAME METERS PAGE(3/7)

Meter Name	Permanent	Period	Actual (Permanent)	Actual (Period)	Average	Share
TOTAL BET - COME ODDS 6,8	\$0.00	\$0.00	0.00%	0.00%		
TOTAL BET - DON'T COME	4	4				0.99%
TOTAL BET - DON'T COME	\$35.00	\$35.00			\$8.75	1.29%
TOTAL WON - DON'T COME	4	4	100.00%	100.00%		
TOTAL WON - DON'T COME	\$35.00	\$35.00	100.00%	100.00%		
TOTAL BET - DON'T COME ODDS 4,10	1	1				0.24%
TOTAL BET - DON'T COME ODDS 4,10	\$1.00	\$1.00			\$1.00	0.04%
TOTAL WON - DON'T COME ODDS 4,10	1	1	100.00%	100.00%		
TOTAL WON - DON'T COME ODDS 4,10	\$1.00	\$1.00	100.00%	100.00%		
TOTAL BET - DON'T COME ODDS 5,9	1	1				0.24%
TOTAL BET - DON'T COME ODDS 5,9	\$3.00	\$3.00			\$3.00	0.11%
TOTAL WON - DON'T COME ODDS 5,9	1	1	100.00%	100.00%		
TOTAL WON - DON'T COME ODDS 5,9	\$3.00	\$3.00	100.00%	100.00%		
TOTAL BET - DON'T COME ODDS 6,8	1	1				0.24%
TOTAL BET - DON'T COME ODDS 6,8	\$2.00	\$2.00			\$2.00	0.07%
TOTAL WON - DON'T COME ODDS 6,8	1	1	100.00%	100.00%		
TOTAL WON - DON'T COME ODDS 6,8	\$2.00	\$2.00	100.00%	100.00%		
TOTAL BET - PLACE 4,10	3	3				0.73%
TOTAL BET - PLACE 4,10	\$9.00	\$9.00			\$3.00	0.33%
TOTAL WON - PLACE 4,10	0	0	0.00%	0.00%		
TOTAL WON - PLACE 4,10	\$0.00	\$0.00	0.00%	0.00%		
TOTAL BET - PLACE 5,9	3	3				0.73%
TOTAL BET - PLACE 5,9	\$9.00	\$9.00			\$3.00	0.33%
TOTAL WON - PLACE 5,9	0	0	0.00%	0.00%		
TOTAL WON - PLACE 5,9	\$0.00	\$0.00	0.00%	0.00%		
TOTAL BET - PLACE 6,8	3	3				0.73%
TOTAL BET - PLACE 6,8	\$42.00	\$42.00			\$14.00	1.55%
TOTAL WON - PLACE 6,8	0	0	0.00%	0.00%		
TOTAL WON - PLACE 6,8	\$0.00	\$0.00	0.00%	0.00%		
TOTAL BET - PLACE TO LOSE 4,10	11	11				2.68%
TOTAL BET - PLACE TO LOSE 4,10	\$144.00	\$144.00			\$19.09	5.31%

EXIT

SYSTEM SOFTWARE [ZM05T-GEN-0203] OS VERSION[ ] 05/30/2024 05:55:01  
 GAME SOFTWARE [X23M10-S1W5-ZA-0103-PRESN] GAME GAL ID[FFFF] 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 face of more and return to neutral position.

# Chapter 7: AUDIT Mode for Stations (Operation)

**GAME METERS PAGE (4/7)**

Motor Name	Permanent	Period	Actual (Permanent)	Actual (Period)	Average	Share
TIMES WON - PLAGE TO LOSE 4, 10	7	7	63.64%	63.64%		
TOTAL WON - PLAGE TO LOSE 4, 10	\$103.30	\$103.30	71.74%	71.74%		
TIMES BET - PLAGE TO LOSE 5, 9	8	8				1.95%
TOTAL BET - PLAGE TO LOSE 5, 9	\$108.00	\$108.00			\$13.50	3.99%
TIMES WON - PLAGE TO LOSE 5, 9	6	6	75.00%	75.00%		
TOTAL WON - PLAGE TO LOSE 5, 9	\$144.00	\$144.00	100.00%	100.00%		
TIMES BET - PLAGE TO LOSE 6, 8	11	11				2.68%
TOTAL BET - PLAGE TO LOSE 6, 8	\$121.00	\$121.00			\$11.00	4.46%
TIMES WON - PLAGE TO LOSE 6, 8	7	7	63.64%	63.64%		
TOTAL WON - PLAGE TO LOSE 6, 8	\$93.60	\$93.60	77.36%	77.36%		
TIMES BET - BUY 4, 10	3	3				0.73%
TOTAL BET - BUY 4, 10	\$11.00	\$11.00			\$3.66	0.41%
TIMES WON - BUY 4, 10	0	0	0.00%	0.00%		
TOTAL WON - BUY 4, 10	\$0.00	\$0.00	0.00%	0.00%		
TIMES BET - BUY 5, 9	4	4				0.98%
TOTAL BET - BUY 5, 9	\$12.00	\$12.00			\$3.00	0.44%
TIMES WON - BUY 5, 9	0	0	0.00%	0.00%		
TOTAL WON - BUY 5, 9	\$0.00	\$0.00	0.00%	0.00%		
TIMES BET - BUY 6, 8	3	3				0.73%
TOTAL BET - BUY 6, 8	\$39.00	\$39.00			\$13.00	1.44%
TIMES WON - BUY 6, 8	0	0	0.00%	0.00%		
TOTAL WON - BUY 6, 8	\$0.00	\$0.00	0.00%	0.00%		
TIMES BET - LAY 4, 10	10	10				2.44%
TOTAL BET - LAY 4, 10	\$146.00	\$146.00			\$14.60	5.39%
TIMES WON - LAY 4, 10	6	6	60.00%	60.00%		
TOTAL WON - LAY 4, 10	\$118.02	\$118.02	80.84%	80.84%		
TIMES BET - LAY 5, 9	8	8				1.95%
TOTAL BET - LAY 5, 9	\$156.00	\$156.00			\$19.50	5.76%
TIMES WON - LAY 5, 9	6	6	75.00%	75.00%		
TOTAL WON - LAY 5, 9	\$205.82	\$205.82	101.84%	101.84%		
TIMES BET - LAY 6, 8	9	9				2.20%

EXIT [1] [2] [3] [4] [5] [6] [7]

SYSTEM SOFTWARE [Z2MGT-GEN-0203] OS VERSION [1] 05/30/2024 05:55:03  
 GAME SOFTWARE [Z2MGT-3-TW-2A-0100-PRESN] GAME CAL. ID [FFFF] 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 (5/7)**

Motor Name	Permanent	Period	Actual (Permanent)	Actual (Period)	Average	Share
TOTAL BET - LAY 6, 8	\$124.00	\$124.00			\$13.77	4.58%
TIMES WON - LAY 6, 8	5	5	55.56%	55.56%		
TOTAL WON - LAY 6, 8	\$93.19	\$93.19	75.15%	75.15%		
TIMES BET - HARDWAYS 4, 10	13	13				3.17%
TOTAL BET - HARDWAYS 4, 10	\$116.00	\$116.00			\$8.92	4.28%
TIMES WON - HARDWAYS 4, 10	1	1	7.69%	7.69%		
TOTAL WON - HARDWAYS 4, 10	\$24.00	\$24.00	20.69%	20.69%		
TIMES BET - HARDWAYS 6, 8	10	10				2.44%
TOTAL BET - HARDWAYS 6, 8	\$109.00	\$109.00			\$10.90	4.02%
TIMES WON - HARDWAYS 6, 8	0	0	0.00%	0.00%		
TOTAL WON - HARDWAYS 6, 8	\$0.00	\$0.00	0.00%	0.00%		
TIMES BET - FIELD	15	15				3.66%
TOTAL BET - FIELD	\$58.00	\$58.00			\$9.86	2.14%
TIMES WON - FIELD	6	6	40.00%	40.00%		
TOTAL WON - FIELD	\$18.00	\$18.00	31.03%	31.03%		
TIMES BET - ANY SEVEN	15	15				3.66%
TOTAL BET - ANY SEVEN	\$71.00	\$71.00			\$4.73	2.62%
TIMES WON - ANY SEVEN	3	3	20.00%	20.00%		
TOTAL WON - ANY SEVEN	\$50.00	\$50.00	70.42%	70.42%		
TIMES BET - ANY CRAPS / C	27	27				6.59%
TOTAL BET - ANY CRAPS / C	\$98.00	\$98.00			\$9.62	3.62%
TIMES WON - ANY CRAPS / C	3	3	11.11%	11.11%		
TOTAL WON - ANY CRAPS / C	\$24.00	\$24.00	24.49%	24.49%		
TIMES BET - 2, 12	21	21				5.12%
TOTAL BET - 2, 12	\$119.00	\$119.00			\$5.66	4.39%
TIMES WON - 2, 12	1	1	4.76%	4.76%		
TOTAL WON - 2, 12	\$195.00	\$195.00	130.00%	130.00%		
TIMES BET - 3, 11 / E	40	40				9.76%
TOTAL BET - 3, 11 / E	\$165.00	\$165.00			\$4.12	6.09%
TIMES WON - 3, 11 / E	1	1	2.50%	2.50%		
TOTAL WON - 3, 11 / E	\$32.00	\$32.00	19.39%	19.39%		

EXIT [1] [2] [3] [4] [5] [6] [7]

SYSTEM SOFTWARE [Z2MGT-GEN-0203] OS VERSION [1] 05/30/2024 05:55:07  
 GAME SOFTWARE [Z2MGT-3-TW-2A-0100-PRESN] GAME CAL. ID [FFFF] 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 (6/7)**

Motor Name	Permanent	Period	Actual (Permanent)	Actual (Period)	Average	Share
TIMES BET - C&E	9	9				2.20%
TOTAL BET - C&E	\$54.00	\$54.00			\$6.00	1.99%
TIMES WON - C&E	2	2	22.22%	22.22%		
TOTAL WON - C&E	\$12.00	\$12.00	22.22%	22.22%		
TIMES BET - HORN BET	15	15				3.66%
TOTAL BET - HORN BET	\$75.00	\$75.00			\$5.00	2.77%
TIMES WON - HORN BET	3	3	20.00%	20.00%		
TOTAL WON - HORN BET	\$51.25	\$51.25	68.33%	68.33%		
TIMES BET - BIG 6 / 8	13	13				3.17%
TOTAL BET - BIG 6 / 8	\$146.00	\$146.00			\$11.23	5.39%
TIMES WON - BIG 6 / 8	4	4	30.77%	30.77%		
TOTAL WON - BIG 6 / 8	\$98.00	\$98.00	67.12%	67.12%		
TIMES BET - HOP BETS HARD	28	28				6.83%
TOTAL BET - HOP BETS HARD	\$131.00	\$131.00			\$4.67	4.83%
TIMES WON - HOP BETS HARD	1	1	3.57%	3.57%		
TOTAL WON - HOP BETS HARD	\$124.00	\$124.00	94.66%	94.66%		
TIMES BET - HOP BETS EASY	106	106				25.85%
TOTAL BET - HOP BETS EASY	\$435.00	\$435.00			\$4.10	16.05%
TIMES WON - HOP BETS EASY	6	6	5.66%	5.66%		
TOTAL WON - HOP BETS EASY	\$704.00	\$704.00	161.84%	161.84%		

EXIT [1] [2] [3] [4] [5] [6] [7]

SYSTEM SOFTWARE [Z2MGT-GEN-0203] OS VERSION [1] 05/30/2024 05:55:10  
 GAME SOFTWARE [Z2MGT-3-TW-2A-0100-PRESN] GAME CAL. ID [FFFF] 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 (7/7)							
Meter Name	Permanent	Period	Actual (Permanent)	Actual (Period)	Average	Share	
TIMES BET - HOT SHOOTER JACKPOT BET	0	0				0.00%	
TOTAL BET - HOT SHOOTER JACKPOT BET	\$0.00	\$0.00			\$0.00	0.00%	
TIMES WON - HOT SHOOTER JACKPOT BET	0	0	0.00%	0.00%			
TOTAL WON - HOT SHOOTER JACKPOT BET	\$0.00	\$0.00	0.00%	0.00%			
TIMES BET - SIDE GAME 2 LOW	0	0				0.00%	
TOTAL BET - SIDE GAME 2 LOW	\$0.00	\$0.00			\$0.00	0.00%	
TIMES WON - SIDE GAME 2 LOW	0	0	0.00%	0.00%			
TOTAL WON - SIDE GAME 2 LOW	\$0.00	\$0.00	0.00%	0.00%			
TIMES BET - SIDE GAME 2 HIGH	0	0				0.00%	
TOTAL BET - SIDE GAME 2 HIGH	\$0.00	\$0.00			\$0.00	0.00%	
TIMES WON - SIDE GAME 2 HIGH	0	0	0.00%	0.00%			
TOTAL WON - SIDE GAME 2 HIGH	\$0.00	\$0.00	0.00%	0.00%			
TIMES BET - SIDE GAME 2 ALL	0	0				0.00%	
TOTAL BET - SIDE GAME 2 ALL	\$0.00	\$0.00			\$0.00	0.00%	
TIMES WON - SIDE GAME 2 ALL	0	0	0.00%	0.00%			
TOTAL WON - SIDE GAME 2 ALL	\$0.00	\$0.00	0.00%	0.00%			

EXIT
SYSTEM SOFTWARE [Z2M0ST-GEN-0203] OS VERSION [1]  
GAME SOFTWARE [X23M10-S1WS-ZA-0103-PRESEN] GAME GAL ID [FFFF]
05/20/2024 05:55:14  
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. "WIN 1000-4999 CREDITS"). The "WIN 1 -99 CREDITS" range includes all wins greater than 0 credits, such as 0.5 credits.
<b>TIMES BET -xx</b>	The number of times a bet was placed on each bet spot.
<b>TOTAL BET -xx</b>	The amount of all the bets placed on each bet spot.
<b>TIMES WON -xx</b>	The number of times a bet placed on each Bet option won.
<b>TOTAL WON -xx</b>	The total amount won from bets placed on each Bet option.

### 7. 1. 6: Gamble Meters

Not used in this machine

## 7. 1. 7: Wager Category Meters

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

WAGER CATEGORY METERS					
Meter Name			Permanent	Period	
WAGER CATEGORY 79.00%	~	79.99%	79%	0.00	0.00
WAGER CATEGORY 81.00%	~	81.99%	81%	0.00	0.00
WAGER CATEGORY 83.00%	~	83.99%	83%	0.00	0.00
WAGER CATEGORY 86.00%	~	86.99%	86%	0.00	0.00
WAGER CATEGORY 87.00%	~	87.99%	87%	271.00	271.00
WAGER CATEGORY 88.00%	~	88.99%	88%	0.00	0.00
WAGER CATEGORY 90.00%	~	90.99%	90%	0.00	0.00
WAGER CATEGORY 91.00%	~	91.99%	91%	175.00	175.00
WAGER CATEGORY 92.00%	~	92.99%	92%	3101.00	3101.00
WAGER CATEGORY 93.00%	~	93.99%	93%	0.00	0.00
WAGER CATEGORY 94.00%	~	94.99%	94%	233.00	233.00
WAGER CATEGORY 95.00%	~	95.99%	95%	493.00	493.00
WAGER CATEGORY 96.00%	~	96.99%	96%	1107.00	1107.00
WAGER CATEGORY 97.00%	~	97.99%	97%	59.00	59.00
WAGER CATEGORY 98.00%	~	98.99%	98%	0.00	0.00
WAGER CATEGORY 99.00%	~	99.99%	99%	0.00	0.00
WEIGHTED PAYTABLE THEORETICAL PAYBACK:			92.94%	92.94%	
ACTUAL WEIGHTED MACHINE HOLD:			7.06%	7.06%	

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>Wager Category ##aa.aa% Coin in</b>	The total number of credits bet on a certain wager % category. (The number of categories is dependent on the game title.)
<b>WEIGHTED PAYTABLE THEORETICAL PAYBACK</b>	$\frac{[\text{Total sum of (Value of each meter * each category percentage)}]}{(\text{Sum of all credits in each category})} * 100$
<b>ACTUAL WEIGHTED MACHINE HOLD</b>	The machine hold calculated as 100% minus WEIGHTED PAYTABLE THEORETICAL PAYBACK.

## 7. 1. 8: Extra Game Meters

Not used in this machine

## 7. 1. 9: Multi Denom Meters

Not used in this machine

## 7. 1. 10: Progressive Meters

Not used in this machine

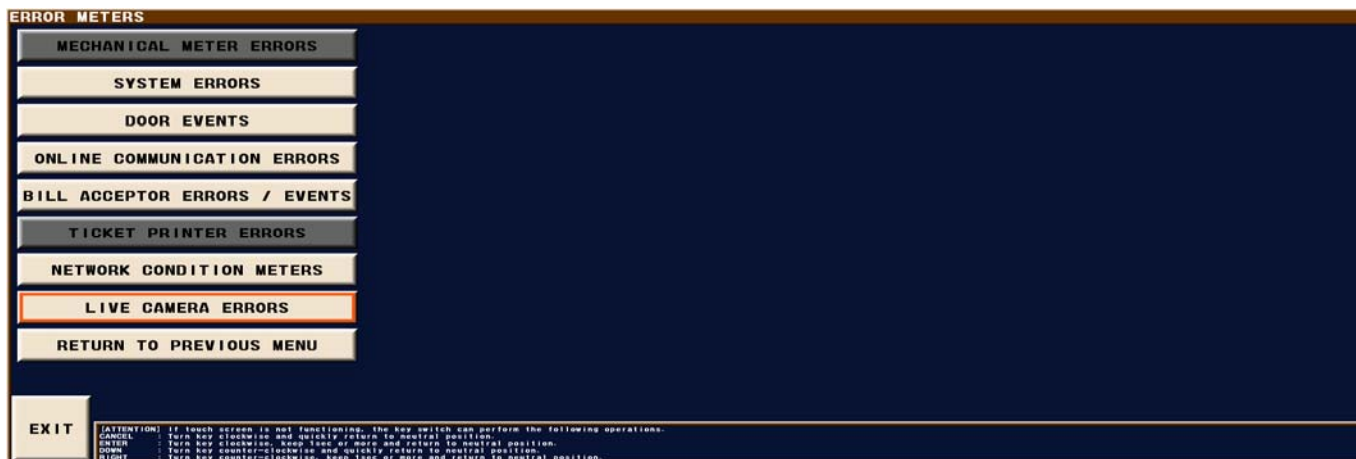
## 7. 1. 11: Progressive Meters (Server)

Not used in this machine

## 7. 2: Error Meters

### TOP MENU>ERROR METERS

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



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

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

**NOTE:**

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

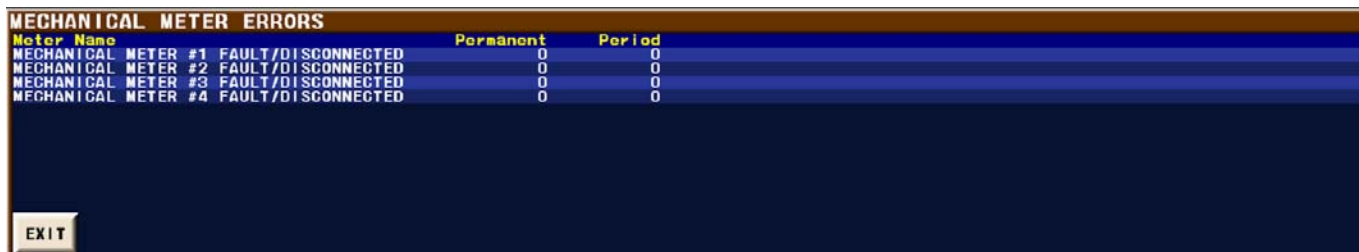
The meter assignment may vary according to specification settings.

#### "PATTERN 1"

Hand Pay /Jackpot	Total Out	Total In	Total BILL

#### "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
POWER RESET	0	0
POWER OFF DURING SETTING	0	0
GAL FAULT	0	0

EXIT

SYSTEM SOFTWARE [Z2MGT-GEN-0203] OS VERSION [ ] 05/30/2024 05:57:30  
 GAME SOFTWARE [Z2M10-STW-2A-0103-PRCSN] GAME GAL ID [FFFF] 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.

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>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.

## 7. 2. 3: Reel Errors

Not used in this machine

## 7. 2. 4: Door Events

### TOP MENU>ERROR METERS>DOOR EVENTS

DOOR EVENTS		
Meter Name	Permanent	Period
TOP DOOR OPEN (MECHANICAL SWITCH)	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. 5: Online Communication Errors

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

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

EXIT

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

## 7.2.6: BILL Acceptor Errors/Events

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

#### **i** NOTE:

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

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

EXIT

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

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

## 7.2.7: Ticket Printer Errors

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

#### **i** NOTE:

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

#### TICKET PRINTER ERRORS

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

EXIT

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

## 7.2.8: Extension Unit Errors

Not used on this machine

## 7.2.9: Specific Device Errors

Not used on this machine

## 7. 2. 10: Network Condition Meters

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

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

EXIT

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

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

## 7.2.11: Live Camera Errors

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

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

EXIT

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

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

## 7.3: Last Game Recall

### TOP MENU>LAST GAME RECALL

#### **i** NOTE:

- Recall the last 100 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 PAGE (1/2)			
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	51st LAST GAME
10th LAST GAME	24th LAST GAME	38th LAST GAME	52nd LAST GAME
11th LAST GAME	25th LAST GAME	39th LAST GAME	53rd LAST GAME
12th LAST GAME	26th LAST GAME	40th LAST GAME	54th LAST GAME
13th LAST GAME	27th LAST GAME	41st LAST GAME	NEXT PAGE
EXIT	<small>[ATTENTION] If touch screen is not functioning, the key switch can perform the following operations.            CANCEL : Turn key clockwise and quickly return to neutral position.            ENTER : Turn key clockwise, keep 1sec or more and return to neutral position.            DOWN : Turn key counter-clockwise and quickly return to neutral position.            RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.</small>		

SECURITY DOOR CLOSED

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 - 100th LAST GAME</b>	Recall information of the past games before the LAST GAME. <b>(Refer to 7.3.3)</b>

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

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

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

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

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

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

## 7.3.1: Current Game

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

#### Page 1

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

**EXIT**    **PREVIOUS GAME**    **NEXT GAME**    **<<**    **>>**    **ENTER**

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

#### Page 2

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

**EXIT**    **PREVIOUS GAME**    **NEXT GAME**    **<<**    **>>**    **ENTER**

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

#### Page 3

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

**EXIT**    **PREVIOUS GAME**    **NEXT GAME**    **<<**    **>>**    **ENTER**

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

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

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

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

### 7.3.2: Last Game

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

#### Page 1

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

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

EXIT PREVIOUS GAME NEXT GAME << >> ENTER

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

ALL DOOR CLOSED

#### Page 2

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

ATTENDANT PAID CANCELLED CREDITS		\$0.00
BILL IN		\$0.00
VOUCHER IN		\$0.00
VOUCHER OUT		\$0.00
ELECTRONIC FUNDS TRANSFER IN		N/A
WAGERING ACCOUNT TRANSFER IN	\$1,500.00	
WAGERING ACCOUNT TRANSFER OUT		\$0.00
NON-CASHABLE ELECTRONIC PROMOTION IN		\$0.00
CASHABLE ELECTRONIC PROMOTION IN		\$0.00
NON-CASHABLE ELECTRONIC PROMOTION OUT		\$0.00
CASHABLE ELECTRONIC PROMOTION OUT		\$0.00
COUPON PROMOTION IN		\$0.00
COUPON PROMOTION OUT		\$0.00
MACHINE PAID EXTERNAL BONUS PAYOUT		\$0.00
ATTENDANT PAID EXTERNAL BONUS PAYOUT		\$0.00
ATTENDANT PAID PROGRESSIVE PAYOUT		N/A
MACHINE PAID PROGRESSIVE PAYOUT		N/A

EXIT PREVIOUS GAME NEXT GAME << >> ENTER

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

#### Page 3

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

EXIT PREVIOUS GAME NEXT GAME << >> ENTER

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

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

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

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

### 7.3.3: 2nd to 100th Last Games

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

##### Page 1

10th LAST GAME PAGE (1/3)		
LAST PLAY INFORMATION (1/2)		
CREDIT BET		69.00
CREDIT REMAINED ON CREDIT METER	1431.00 (\$1,431.00)	
WON (EXCEPT BONUS)		0.00
HOST BONUS WON (DURING GAME)		0
PLAYER DENOM		\$1.00
CREDIT END		1431.00
BILLS ADDED (CENTS)		\$0.00
TICKETS ADDED (CENTS)		\$0.00
CASHLESS ADDED (CENTS)		\$0.00
HOST BONUS ADDED (CENTS)		\$0.00
	+-----	
TOTAL CENTS ADDED		\$0.00
TICKETS COLLECTED (CENTS)		\$0.00
CASHLESS COLLECTED (CENTS)		\$0.00
TOTAL HANDPAY (CENTS)		\$0.00
FORGED LOST COLLECTED (CENTS)		\$0.00
TIP AWARDED (CENTS)		\$0.00
	+-----	
TOTAL CENTS COLLECTED		\$0.00
JACKPOT PAID		\$0.00
PROGRESSIVE PRIZES		N/A
GAME START DATE	12/13/2022	12:58:28
GAME END DATE	12/13/2022	12:58:47
COIN IN		\$69.00
COIN OUT		\$0.00
ATTENDANT PAID JACKPOT		\$0.00
EXIT	PREVIOUS GAME	NEXT GAME << >> ENTER
<small>METERS UPDATED AT GAME END                  [ATTENTION] If touch screen is not functioning, the key switch can perform the following operations:                  CANCEL : Turn key clockwise and quickly return to neutral position.                  ENTER : Turn key clockwise, keep 1sec or more and return to neutral position.                  DOWN : Turn key counter-clockwise and quickly return to neutral position.                  RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.</small>		

##### Page 2

10th LAST GAME PAGE (2/3)		
LAST PLAY INFORMATION (2/2)		
ATTENDANT PAID CANCELLED CREDITS		\$0.00
BILL IN		\$0.00
VOUCHER IN		\$0.00
VOUCHER OUT		\$0.00
ELECTRONIC FUNDS TRANSFER IN		N/A
WAGERING ACCOUNT TRANSFER IN	\$1,500.00	
WAGERING ACCOUNT TRANSFER OUT		\$0.00
NON-CASHABLE ELECTRONIC PROMOTION IN		\$0.00
CASHABLE ELECTRONIC PROMOTION IN		\$0.00
NON-CASHABLE ELECTRONIC PROMOTION OUT		\$0.00
CASHABLE ELECTRONIC PROMOTION OUT		\$0.00
COUPON PROMOTION IN		\$0.00
COUPON PROMOTION OUT		\$0.00
MACHINE PAID EXTERNAL BONUS PAYOUT		\$0.00
ATTENDANT PAID EXTERNAL BONUS PAYOUT		\$0.00
ATTENDANT PAID PROGRESSIVE PAYOUT		N/A
MACHINE PAID PROGRESSIVE PAYOUT		N/A
EXIT	PREVIOUS GAME	NEXT GAME << >> ENTER
<small>METERS UPDATED AT GAME END                  [ATTENTION] If touch screen is not functioning, the key switch can perform the following operations:                  CANCEL : Turn key clockwise and quickly return to neutral position.                  ENTER : Turn key clockwise, keep 1sec or more and return to neutral position.                  DOWN : Turn key counter-clockwise and quickly return to neutral position.                  RIGHT : Turn key counter-clockwise, keep 1sec or more and return to neutral position.</small>		

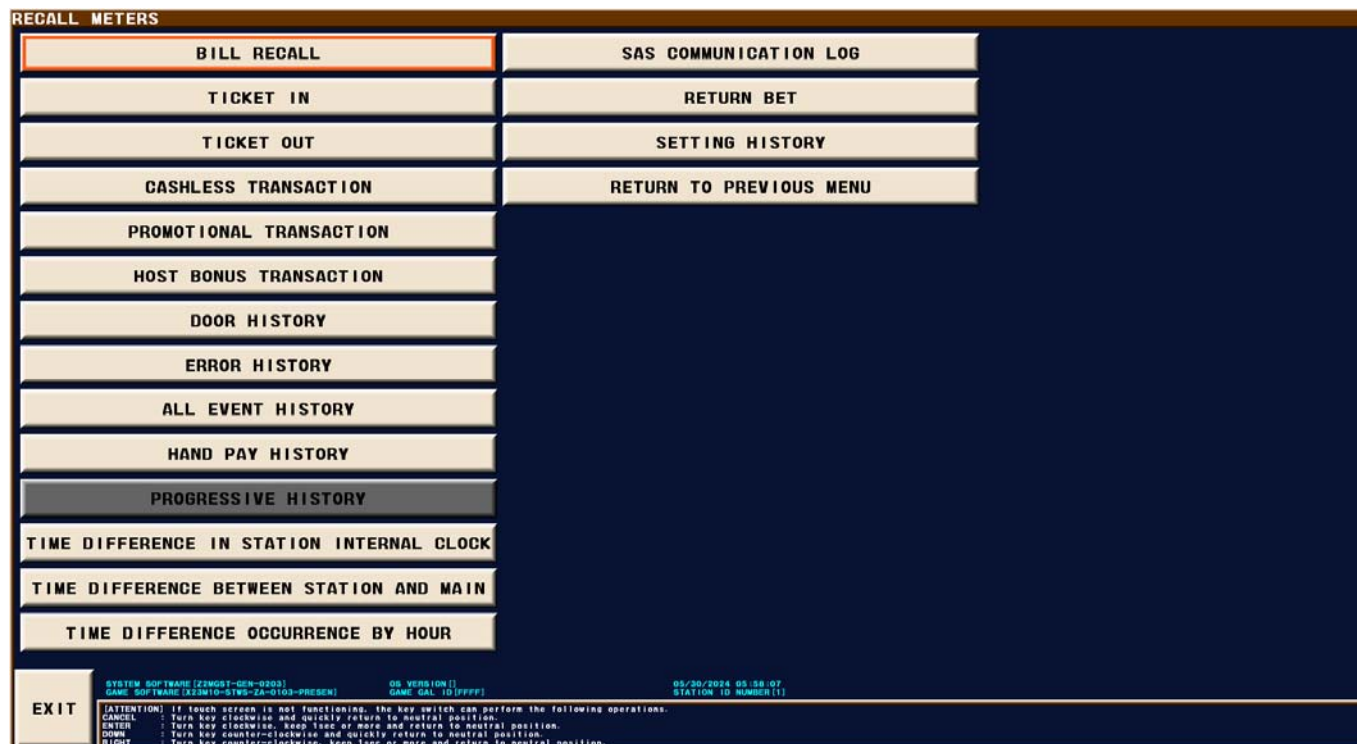
##### Page 3

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

## 7. 4: Recall Meters

### TOP MENU>RECALL METERS

This item allows to check records of each Event.



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

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

ITEM	DISPLAYED INFORMATION	DISPLAYED NUMBER
<b>TIME DIFFERENCE IN STATION INTERNAL CLOCK</b>	No., Date, Time, Gap( <b>Refer to 7.4.2</b> )	Last 30 events
<b>TIME DIFFERENCE BETWEEN STATION AND MAIN</b>	No., Date, Time, Gap( <b>Refer to 7.4.3</b> )	Last 30 events
<b>TIME DIFFERENCE OCCURRENCE BY HOUR</b>	Time, Count( <b>Refer to 7.4.4</b> )	The count resets at 999,999
<b>SAS COMMUNICATION LOG</b>	HH:MM:SS.mSec, Data( <b>Refer to 7.4.1</b> )	<b>Refer to 7.4.1</b>
<b>RETURN BET</b>	No., Date, Time, Amount, Method( <b>Refer to 7.4.5</b> )	Last 30 return bet events
<b>SETTING HISTORY</b>	No., Date, Time, ID Name, From, To	Last 100 settings

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

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

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

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

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

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

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

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

## 7.4.1: SAS Communication Log

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



#### CAUTION!

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

**SAS COMMUNICATION LOG**

MAIN PORT

EXTEND PORT 1

EXTEND PORT 2

RETURN TO PREVIOUS MENU

---

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

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

START STOP SAVE 1 2 3 4 5 6 7 EXIT

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

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

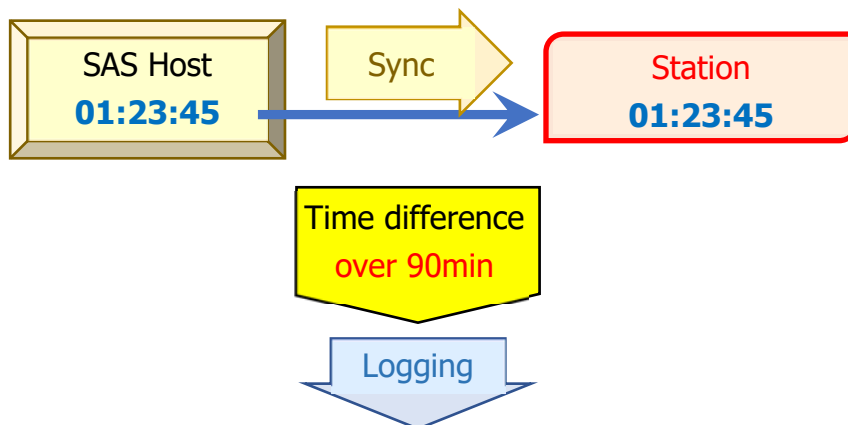
[SAVE] is used to save on the Backup Memory the condition information, as at the moment of the pause.

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

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

**i NOTE:**

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



TIME DIFFERENCE IN STATION INTERNAL CLOCK

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

EXIT

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

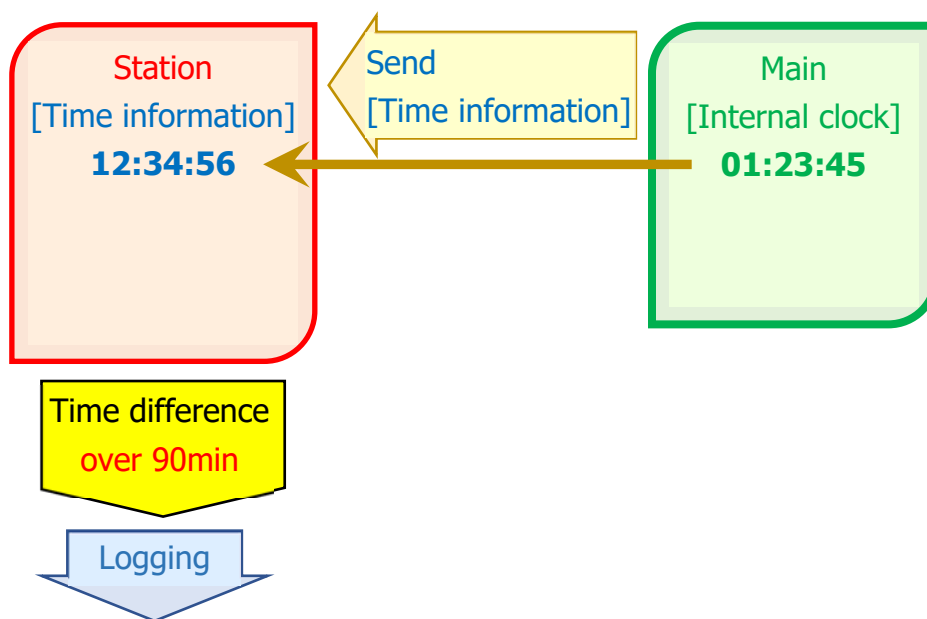
ITEM	DESCRIPTION
<b>No.</b>	Number
<b>DATE(m/d/y)</b>	The date when the Time difference occurred on the Station.
<b>TIME(h : m : s)</b>	The time when the Time difference occurred on the Station.
<b>GAP</b>	Amount of the Time difference (minutes).

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

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

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

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



#### TIME DIFFERENCE BETWEEN STATION AND MAIN

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

EXIT

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

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

## 7.4.4: Time Difference Occurrence By Hour

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

#### **i** NOTE:

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

#### TIME DIFFERENCE OCCURRENCE BY HOUR

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

EXIT

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

## 7.4.5: Return Bet

### TOP MENU>RECALL METERS >RETURN BET


#### NOTE:

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

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

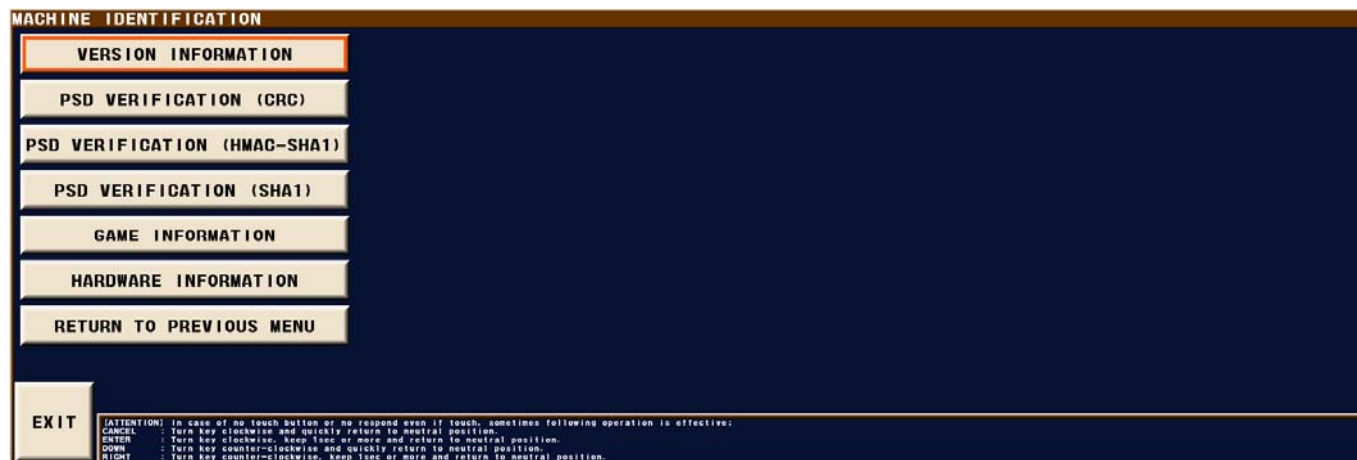
EXIT

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

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

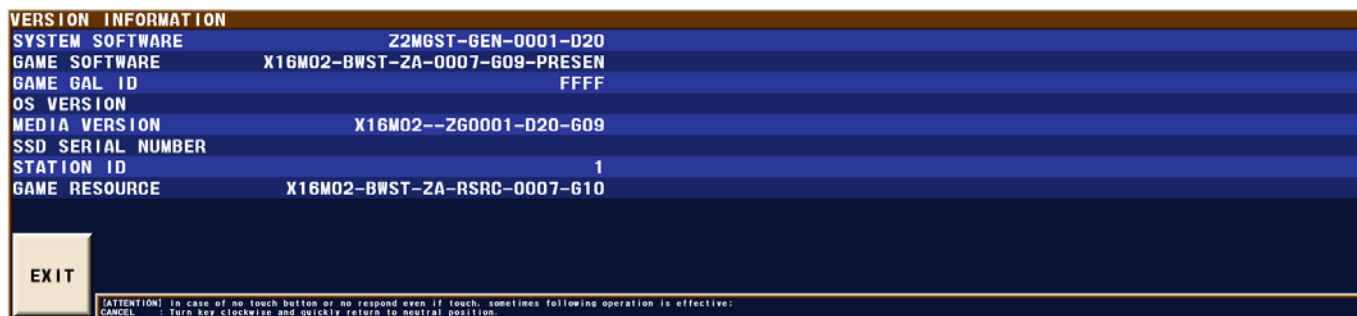
## 7. 5: Machine Identification

### TOP MENU>MACHINE IDENTIFICATION



#### 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>	Shows 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.

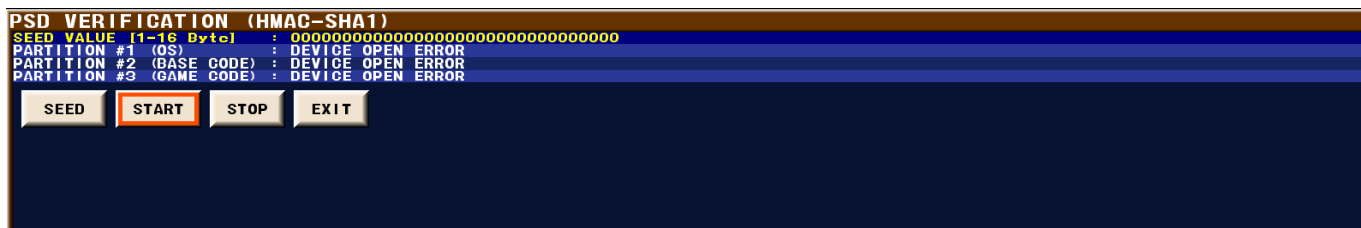
[CLEAR] is used to delete all the selected characters.

[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.

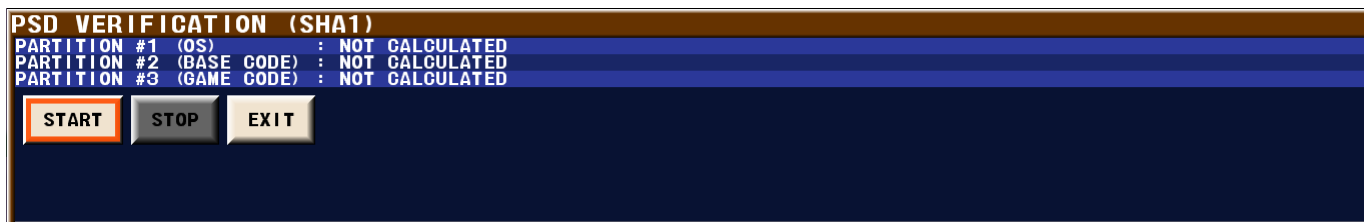
[CLEAR] is used to delete all the selected characters.

[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.

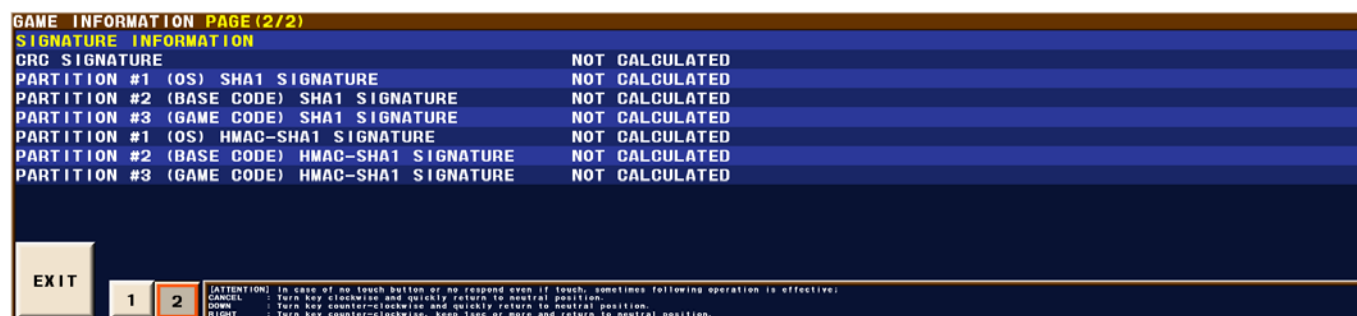
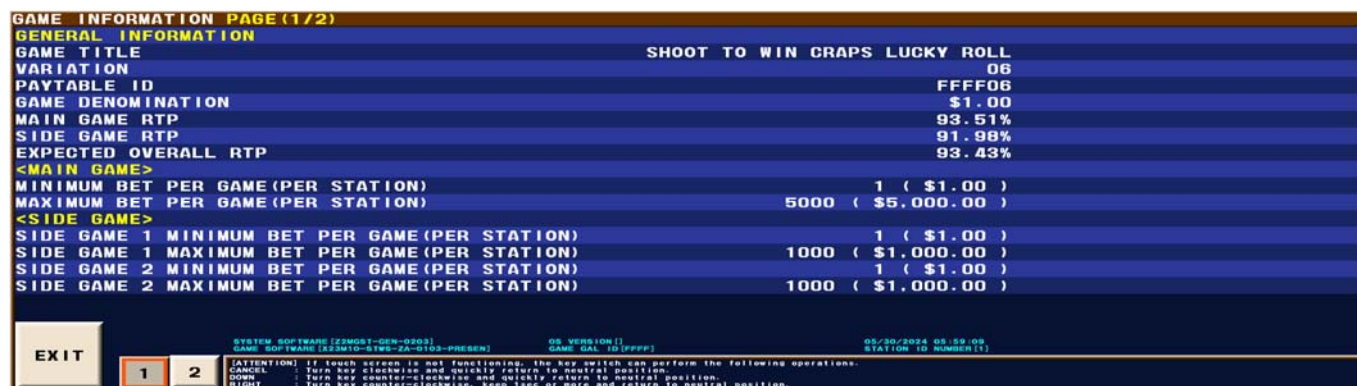
[STOP] is used to stop the calculation.

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



**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>	Shows the Jurisdiction as set in “JURISDICTION” on “ <b>Important Settings / Basic Settings</b> ” described at Chapter 4 of the SERVICE Manual. <b>NOTE:</b> This item is displayed only in ONTARIO version.
<b>SERIAL NUMBER</b>	Shows the serial number as set in “SERIAL NUMBER” on “ <b>Additional Settings</b> ” of “ <b>Other Settings</b> ” described at Chapter 4 of the SERVICE Manual. <b>NOTE:</b> This item is displayed only in ONTARIO version.
<b>GAME DENOMINATION</b>	The game denomination
<b>MAIN GAME RTP</b>	Shows the RTP of the Main Game only.
<b>SIDE GAME RTP</b>	Shows the RTP of all the Side Games only.
<b>EXPECTED OVERALL RTP</b>	The theoretical RTP of the Main game and the Side game.

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

ITEM	DESCRIPTION
<b>MINIMUM BET PER GAME (PER STATION)</b>	The MINIMUM bet allowed by the station
<b>MAXIMUM 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.

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

ITEM	DESCRIPTION
<b>SIDE GAME 1 MINIMUM BET PER GAME (PER STATION)</b>	Shows the minimum bet allowed by each Station for the bet on the side game 1.
<b>SIDE GAME 1 MAXIMUM BET PER GAME (PER STATION)</b>	Shows the maximum bet allowed by each Station for the bet on the side game 1.
<b>SIDE GAME 2 MINIMUM BET PER GAME (PER STATION)</b>	Shows the minimum bet allowed by each Station for the bet on the side game 2.
<b>SIDE GAME 2 MAXIMUM BET PER GAME (PER STATION)</b>	Shows the maximum bet allowed by each Station for the bet on the side game 2.

**Signature Information**

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

## 7.5.6: ONTARIO Game Option

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

#### NOTE:

This item is displayed only in ONTARIO version.

ONTARIO GAME OPTION	
COMMUNICATION PROTOCOL	NONE
CREDIT LIMIT	\$3000
HOPPER LIMIT	N/A
JACKPOT LIMITS	\$1200
ACCEPTOR LIMITS	\$3000
BILL REJECTION LIMIT	10
SPLIT PAY	N/A
TOWER LIGHT CONFIGURATION (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>	Shows information about the machine. <b>POLLING ADDRESS</b> Shows the setting for the gaming machine address main port. <b>POLLING ADDRESS EXTEND PORT 1</b> Shows the setting for the gaming machine address extend port 1. <b>POLLING ADDRESS EXTEND PORT 2</b> Shows the setting for the gaming machine address extend port 2. <b>TERMINAL ASSET#</b> Shows the set asset number

## 7.5.7: Hardware Information

### TOP MENU > MACHINE IDENTIFICATION > HARDWARE INFORMATION

HARDWARE INFORMATION			
BIOS VERSION	NOT SUPPORTED		
MOTHER BOARD TEMPERATURE	39 C	CRAPS LUCKY ROLL	
CPU TEMPERATURE	49 C		06
CPU FAN SPEED	3245 RPM		FFFF06
TOTAL MEMORY	6884.452 MB		\$1.00
FREE MEMORY	6348.372 MB		93.51%
MINIMUM MEMORY	6346.448 MB		91.98%
BATTERY VOLTAGE (MOTHER BOARD)	3.0 V		93.43%
AUDIO MODULE	TYPE DP D		

<b>EXIT</b>	SYSTEM SOFTWARE [Z2MGT-GEN-0203]	OS VERSION [ ]	05/30/2024 05:59:15
	GAME SOFTWARE [K2M10-S1WB-ZA-0103-PRESN]	GAME GAL ID [FFFF]	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 original 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).

## 7.6: Test

### TOP MENU > TEST

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

## 7.7: Settings

### TOP MENU > SETTINGS

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

## 7. 8: Period Meter Clear

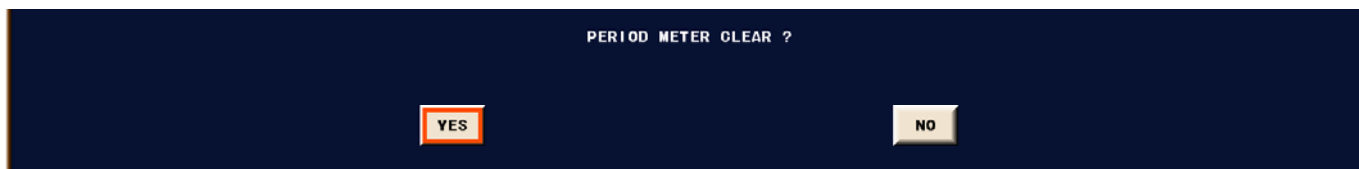
### TOP MENU>PERIOD METER CLEAR

**i NOTE:**

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

Select this item to display the screen below.

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



## 7. 9: Out of Service

### TOP MENU>OUT OF SERVICE

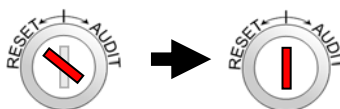
**i NOTE:**

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

1. Select this item to display the screen below.



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



## Chapter 8

### Error Messages

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

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



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

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

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



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

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

### **CALL SERVICE IMMEDIATELY!**

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

#	Error messages	ID	Remedy	Refer to
1	2ND BACKUP MEMORY ERROR	502	All Ram Clear	8.2.54
2	2ND BACKUP MEMORY ERROR(NO DATA)	503	All Ram Clear	8.2.55
3	BODY PCB CASE ACCESS DURING POWER DOWN	35	Reset Key	8.2.7
4	BODY PCB CHANGED	63	Reset Key	8.2.12
5	CABINET FAN 1 SENSOR	494	Automatic recovery	8.5.79
6	CABINET FAN 2 SENSOR	495	Automatic recovery	8.5.79
7	CABINET FAN 3 SENSOR	497	Automatic recovery	8.5.79
8	CABINET FAN 4 SENSOR	498	Automatic recovery	8.5.79
9	CAN NOT OPEN EEPROM	61	Power OFF>ON	8.2.13
10	COMMUNICATION #1 ERROR(BODY PCB)	13	Automatic recovery	8.2.14
11	COMMUNICATION #5 ERROR (NOKI PCB)	100	Automatic recovery	8.2.14
12	CONFIGURATION MISMATCH. SET THE CONFIGURATION AGAIN. (GAME DENOMINATION)	389 390 391	Power OFF>ON	8.5.2
13	CONFIGURATION SETTING IS CLEARED. SET THE CONFIGURATION AGAIN.	78 79	Power OFF>ON	8.5.3
14	CONSECUTIVE NO DICE	508	Reset Key	8.5.64
15	CONSECUTIVE NO RESULTS OF ANY SPOT ON DICE (DICE A)	509	Reset Key	8.5.65
16	CONSECUTIVE NO RESULTS OF ANY SPOT ON DICE (DICE B)	510	Reset Key	8.5.65
17	CONSECUTIVE SAME RESULTS FOR ALL DICE	507	Reset Key	8.5.66
18	CONSECUTIVE SAME RESULTS FOR ONE DICE	506	Reset Key	8.5.66
19	CPU FAN ABNORMAL	59	Automatic recovery	8.2.15
20	DICE AND FIELD MAINTENANCE REQUIRED	478	Reset Key	8.5.67
21	DICE FAILURE	512	Reset Key	8.5.68
22	DICE UNIT DISCONNECTED	504	Reset Key	8.5.69

#	Error messages	ID	Remedy	Refer to
23	DICE UNIT SETTINGS HAVE BEEN CHANGED, PLEASE REBOOT	N/A	Power OFF>ON	8.5.70
24	DRIVER CASE DOOR ACCESS DURING POWER DOWN	488	Reset Key	8.2.7
25	ETD PC CASE DOOR ACCESS DURING POWER DOWN	491	Reset Key	8.2.7
26	EVENT BUFFER CORRUPT	168	Ram Clear.	8.2.16
27	EXCEPTION BUFFER OVERFLOW	167	Automatic recovery	8.2.17
28	FIELD AREA DOOR ACCESS DURING POWER DOWN	492	Reset Key	8.2.7
29	FIRM CORRUPTED	77	Power OFF>ON	8.2.19
30	GAME FAILURE ERROR	468	Reset key	8.5.71
31	GAL FAULT	144	Power OFF>ON	8.2.20
32	GMEM PCB CHANGED	362	Reset key	8.2.12
33	HUB CORNER DOOR ACCESS DURING POWER DOWN	498	Reset Key	8.2.7
34	IO BOX COVER OPEN	N/A	Automatic recovery	8.2.8
35	IO CASE DOOR ACCESS DURING POWER DOWN	487	Reset Key	8.2.7
36	LIVE CAMERA DISCONNECTED	469	Power OFF>ON	8.2.52
37	LOW BACKUP BATTERY (BODY PCB)	26	Automatic recovery	8.2.21
38	LOW BACKUP BATTERY (GMEM PCB)	25	Automatic recovery	8.2.22
39	LOW BACKUP BATTERY (MOTHER BOARD)	24	Automatic recovery	8.2.22
40	MAIN DOOR ACCESS DURING POWER DOWN	32	Reset Key	8.2.7
41	MAIN DOOR OPEN	N/A	Automatic recovery	8.2.8
42	MEDIA CORRUPTED	76	Ram Clear	8.2.44
43	MEDIA REMOVED. TURN OFF AND ON THE MACHINE	398 399	Power OFF>ON	8.2.25
44	NO DICE LOCKUP INTERVAL	513	Reset Key	8.5.73
45	NO DICE	505	Reset Key	8.5.74
46	POWER BOX FAN 1 SENSOR	496	Automatic recovery	8.5.75
47	POWER BOX FAN 2 SENSOR	499	Automatic recovery	8.5.75
48	POWER OFF DURING SETTING	31	Reset Key	8.2.27
49	POWER SUPPLY BOX 1 SENSOR	500	Power OFF 	8.5.80
50	POWER SUPPLY BOX 2 SENSOR	501	Power OFF 	8.5.80
51	PRIMARY PORT OFFLINE ERROR	430	Automatic recovery	8.2.45
52	PROGRAM CORRUPTED	74	Ram Clear	8.2.30
53	RAM ERROR	73	Ram Clear	8.2.31
54	SECURITY CAGE ACCESS DURING POWER DOWN	36	Reset Key	8.2.7
55	SECURITY CAGE OPEN	N/A	Automatic recovery	8.2.8




#	Error messages	ID	Remedy	Refer to
56	SELF CHI SQUARE TEST FAILURE	477	Reset Key	8.5.67
57	SPACER CONTROL DOOR ACCESS DURING POWER DOWN	490	Reset Key	8.2.7
58	SPACER DRAIN DOOR OPEN	N/A	Automatic recovery	8.2.8
59	THRESHOLD AMOUNT EXCEEDED	395	Reset Key	8.2.33
60	TIME CLOCK MISMATCHED	422	Power OFF>ON	8.2.42
61	TIME DIFFERENT ERROR	474	Reset Key	8.5.77

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

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

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

ETD Errors can occur at three different levels of severity:

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

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


## 8. 2: Error Messages for Station Unit

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

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

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

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

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

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

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

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

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

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



## Chapter 9

### Machine Specifications

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

Center Unit: PTWDG01

Station: AXPS01

#### 9. 2: Overall Dimension

	Width	Height	Depth
Whole Machine Including 8pcs Stations layout Excluding Tower Light	3050 mm (120.08")	2695 mm (106.10")	3050 mm (120.08")
Station : Excluding Back LED Unit	670 mm (26.38")	972 mm (38.27")	810 mm (31.89")
: Including Back LED Unit			868 mm (31.17")

#### 9. 3: Weight

Center Unit Including PID Unit	364 kg(802.5 lbs)
Station	90 x8 kg(1587.3 lbs)
Pow Switch and HUB Spacer Unit	12 kg(26.5 lbs)
Control Spacer Unit	20 kg(44.1 lbs)
Spacer Unit	10 x6 kg(132.3 lbs)

## 9. 4: Electrical Specifications

### Center Unit: PTWDG01

#### Power Requirements

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

### Station: AXPS01

#### Power Requirements

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

**9. 5: Environment**

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

**9. 6: BILLS Capacity**

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



## Glossary

### A

#### **AFT**

Advanced Fund Transfer.

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

#### **Ante Bet**

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

#### **Asset Number**

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

#### **Attendant**

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

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

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

#### **Award**

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

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

PCB located in the security cage.

### B

#### **Backup Memory Battery**

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

#### **Base Game**

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

#### **Baud Rate**

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

#### **BILL Acceptor**

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

#### **BODY PCB**

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

**C****Cage**

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

**Cabinet**

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

**Calibration**

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

**Cancelled Credits**

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

**Capacitor Unit**

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

**Cash Out**

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

**Cashable Electronic Promotion**

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

**Cashable Tickets**

Tickets that contain value that can be redeemed for cash.

**Cashless**

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

**Celebration**

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

**Celebration Win**

A substantial win that is accompanied by a notifying message.

**Communication Error**

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

**Control Panel**

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

**Configuration**

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

**Coupon Promotion**

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

**CPU Fan**

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

**CRC**

Abbreviation for Cyclic Redundancy Check.

**Credit**

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

**Credit Meter**

Displays the amount of credits left in a gaming machine.

**D****Data Bit**

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

**Demonstration mode (Demo mode)**

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

**Denomination (Denom)**

A monetary value assigned to a single credit.

**Drag Chips**

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

**Drop**

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

**E****ECT**

Electronic Credit Transfer.

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

**EFT**

Electronic Funds Transfer.

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

**Error Event**

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

**Error Meters**

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

**External Bonus System**

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

**F****Feature**

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

**Feature Game**

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

**Firmware**

The embedded program memory of a computer.

**French Meters**

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

**G****GAL**

Generic Array Logic device.

**Game History**

Display of information and result of the last games.

**Game ID**

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

**GMEM PCB**

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

**Grey chip function**

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

**H****Hand Pay**

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

**Help pages**

Description of the game rules available to the player.

**Host**

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

**Host Bonus**

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

**I****Idle State**

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

**Important Settings**

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

**Increment Rate**

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

**J****Jackpot**

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

**Jam**

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

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

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

**Machine Identification**

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

**Main Meters**

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

**Master Meter**

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

**MD5**

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

**Media**

Game and/or Base software

**Meter**

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

**Meter Information**

The Audit Menu which contains software Meters.

**Minimum RTP**

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

**Multi Denom Meters**

Meters for multiple denomination data.

**N****Nevada Meters**

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

**Note Acceptor**

See BILL Acceptor.

**O****Opposite Bets**

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

**P****Payout**

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

**PCB**

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

**Parity Bit**

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

**Period Meter**

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

**Period Reset**

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

**Permanent Meter**

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

**PID**

Player Information Display.

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

**Power odds**

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

**Printer**

See Ticket Printer.

**Progressive (Jackpot)**

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

**Progressive Meter**

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

**Progressive Settings**

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

**Progressive Reserve Pool**

An accumulated reservoir of jackpot monetary contributions.

**PSD Verification (HMAC-SHA1)**

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

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

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

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

**RAM Clear**

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

**RAM Clear SSD**

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

**Recall Meters**

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

**Restricted Credits**

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

**RTP (Return to Player)**

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

**S****Signage**

See PID.

**Stacker**

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

**SSD**

Abbreviation for Solid State Drive.

**T****Ticket Printer**

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

**TITO**

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

**Time Schedule Settings**

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

**Theoretical Payback**

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

**Tokenization**

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

**Tower Light**

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

**Trigger**

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

**U****USB charger**

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

**V****Voucher**

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

**W****Wager**

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

**Wagering Account**

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

**WAT**

Wagering Account Transfer

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

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





**Customer Technical Support Available 24 hours a day/ 7 days a week**

TEL: USA, Canada, Latin America, Asia-Pacific: +1 877 676 7711  
Europe, Middle East and Africa: +386 51 305 111  
FAX: +386 1 724 77 44  
EMAIL: [call.center@interblockgaming.com](mailto:call.center@interblockgaming.com)  
WEB: [www.interblockgaming.com/service](http://www.interblockgaming.com/service)

**Australia**

**Interblock Asia & Pacific Pty Ltd**

World Square Tower' Suite 4555 Level 45, 680 George Street, Sydney NSW 2000

**Canada**

**Interblock Canada Inc.**

#225 - 20316 56 Avenue, Langley, British Columbia, Canada V3A 3Y7

**Asia**

**Interblock Asia Pacific Pty Ltd – Macau Branch**

Avenida da Praia Grande, n. 325, Edificio Cheong Fai, 2 andar "B", Macau

**USA**

**Interblock Usa L.C.**

6900 S Decatur Blvd. Suite 100, Las Vegas, NV 89118, USA

**Latin America**

**Interblock Spain S.L. – Argentina Branch Regional Office Buenos Aires, Argentina**

Esmeralda 1320, Piso 6° Of. B, Buenos Aires 1007, Argentina

**Europe**

**Interblock D.O.O.**

Gorenjska cesta 23, 1234 Mengeš, Slovenia, Europe

**Japan**

**G.K. Interblock**

TS Tower, 4-12-3 Higashi-Shinagawa, Shinagawa, Tokyo, 140-0002 Japan