SERVICE FUNCTIONS AND INITIAL SETUP

USER MANUAL

(rev. 2.0)

REVISION HISTORY

Rev.1.0. - an initial document version.

Rev.2.0. - Changes have been made.

REVISION HISTORY

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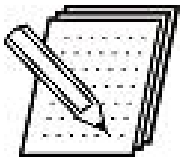
CHAPTER II. SERVICE FUNCTIONS

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SIGNS USED

WARNING!
Warns about specific conditions or situations of/in the gaming machine, which require due attention.

NOTE!
Gives important or additional information of the gaming machine, software or the game.

GAMING MACHINE INITIAL SETUP

CHAPTER I. GAMING MACHINE INITIAL SETUP

WARNING!
The gaming machine is delivered from the producer with test settings. It is necessary to make the initial setup of the gaming machine to be put into operation.

The initial setup of the machine includes **4** operations which are described later in the document:

- Gaming machine memory reset;
- Initial settings of gaming machine parameters;
- Gaming machine authorization procedure;
- Gaming machine control restart.
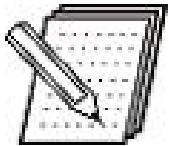
NOTE!
The authorization can be done before the initial machine setup according to the prior arrangement with EGT service (see I.3. Gaming Machine Authorization Procedure). Gaming machine memory reset at any time after the authorization does not require a new authorization.

I.1. GAMING MACHINE MEMORY RESET

Machine memory reset (**NVRAM**) shall be performed only when it is necessary and only by authorized service staff.

For this purpose a **NVRAM clear DIP switch** is used, which is placed on the

ON
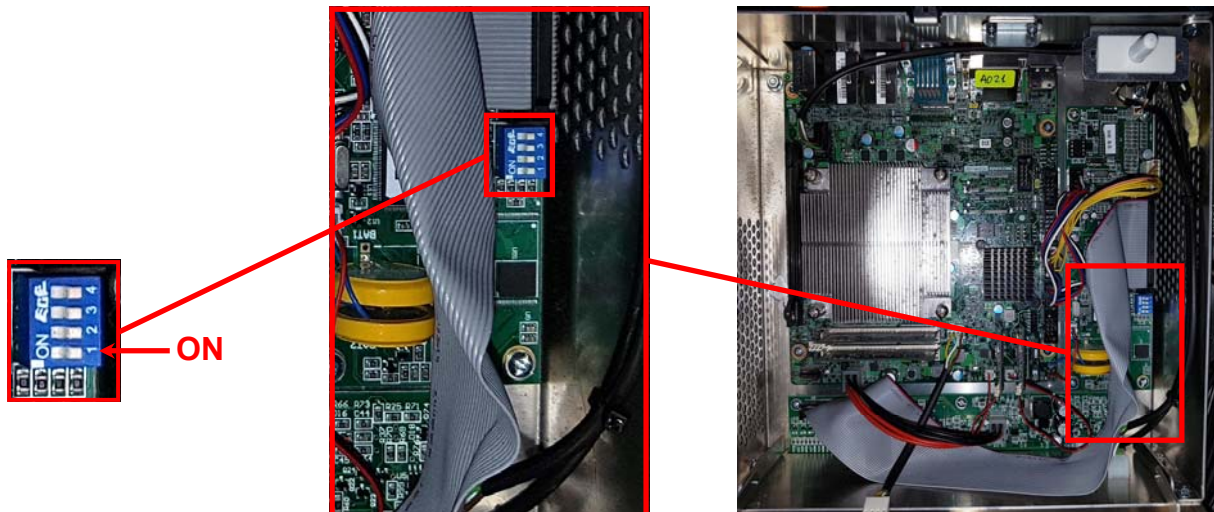
EXCITER III Motherboard. The switch and its location are shown on the picture below:

1-st **DIP** switch is used for the machine memory reset. Put it in **ON** position (position on the left) during memory reset.

To perform machine memory (**NVRAM**) reset follow the procedure described below:

a) Power the machine off;

b) The **FC card** with game has to be put on the **SATA2** slot of the **EXCITER III** platform and system flash card on the **SATA1** slot.

c) Put the **NVRAM clear DIP switch** in **ON** position;

d) Close the **EXCITER III** platform box;

e) Power the machine on and await until a **"NVRAM clear ready. Please restart the machine after the System halted message"** message appears on the both monitors of the machine and "**reboot: System halted**" on their bottom;

f) Power the machine off;

g) Open the **EXCITER III** platform box and put the **NVRAM clear DIP switch** in **OFF** position (upper position);

h) Close the **EXCITER III** platform box and power the machine on;

i) Wait until the screen with a list of settings which have to be done appears.

⚠ **WARNING!**
Do not replace the gaming flash cards between the gaming machines!

📝 **NOTE!**
Machine memory reset is possible only if a CF game card is inserted into the platform. If a CF card is not inserted, a message appears on the machine screen: "**Please insert bootable device and reboot.**". It is necessary to put the CF card on its place and repeat the procedure, described above. The machine is reset for the appropriate multigame.

⚠ **WARNING!**
The following parameters are cleared upon machine memory reset procedure:

- Gaming machine settings;
- Electronic meters data for **Master** and **Period Accounting**;
- All Events Logs.

GAMING MACHINE INITIAL SETUP

I.2. INITIAL SETTINGS OF GAMING MACHINE PARAMETERS

The setup of parameters shall be performed after machine memory reset.

When the machine is switched on with a game flash card after NVRAM Clear, the following screen appears:

Fig. I.1

This screen contains a list of all menus in which there are unset parameters, **that shall be set once.** With regard to proper operation of the machine, all these parameters shall be set correctly!

NOTE!
The setup menus will become active after **Owner** key insertion. In case of entering by this key is not possible, that means the software does not identify the key and it is necessary to follow the procedure of its teaching

After machine memory reset all one-time settable parameters are **Not Set.** After setting of all **Not Set** parameters of a given menu, it disappears from the list in *Fig I.1.*

WARNING!
All one-time settable parameters have to be set very carefully as their values can be changed only after **NVRAM** clearing.

After the procedure of setting up the one-time settable parameters, the following message appears on the screen "**Please, restart the gaming machine!**" and the machine has to be restarted.

I.2.1. List of One-time Settable Parameters

A list of one-time settable parameters is given below:

I. "GENERAL SETUP" MENU

1. "General Setup → Device Setup" Menu

a) Bill Validator [Not Set/ None/ JCM/ Cash Code/ Ardac Elite/ MEI]

b) Printer [Not Set/ None/ Ithaca EPIC950/ FutureLogic GEN2]

2. "General Setup → Monetary Settings" Menu

a) Currency Code - enter currency code (one to three letters) manually from the keyboard.

b) Number of Player Denominations [Not Set/ 1]

c) 1 Player Denomination [0.01 to 1000]

d) Coin/Token Denomination [0.01 to 5000]

e) Attendant Add Credit [Not set / Enable / Disable]

f) Accounting Denomination [Not set/ from 0.01 to 1000.00]

g) Show Collected Information [Not set/ Disable/ Enable]

h) Enable Cash Out On Forbidden Machine [Not set/ Disable/ Enable]

i) Always Handpay Jackpots: [Enable/ Disable/]

j) Currency Mode: [Not set/ Sign/ Money]

k) Play Left-over Bet: [Not set/ Disable/ Enable]

3. "General Setup → Cash Out Options" Menu

a) **Payment on Empty Hopper** [Not set/ Disable/ Enable]

b) **Fractional Token Payment** [Not set/ Disable/ Enable]

4. "General Setup → Bill Validator Channels" Menu

a) Setup Mode: [Not Set/ Auto/ Manual]

b) *Channels from 1 to 16* [from **1** to **1 000 000**]

c) Tickets: [Not Set/ Disabled/ Enabled]

5. "General Setup → Mechanical Counters" Menu

a) Coin In (Total Bet)	[Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/]
b) Coin Out (Not Hand Paid Win)	[Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/]
c) Jackpot (Hand Paid Win)	[Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/]
d) Jackpot (Hand Paid Win)	[Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/]
e) Total IN:	[Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/]

f) Coin Drop: [Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/]

g) Bills In: [Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/]

h) Keyed In: [Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/]

i) Total OUT: [Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/]

j) Hand Paid Cancelled Credits [Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/]

k) Cancelled Credits: [Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/]

l) Prog. Jackpot: [Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/]

m) Prog. Jackpot Hits: [Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/]

n) Games: [Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/]

o) Mechanical Meter 1 Scale: [Not set/ 1 tick per 0.01/1 tick per 0.10/1 tick per 1.00/1 tick per 10.00/1 tick per 100.00/1 tick per 1 000.00/ 1 tick per 10 000.00/ 1 tick per 100 000.00]

p) Mechanical Meter 2 Scale: [Not set/ 1 tick per 0.01/1 tick per 0.10/1 tick per 1.00/1 tick per 10.00/1 tick per 100.00/1 tick per 1 000.00/ 1 tick per 10 000.00/ 1 tick per 100 000.00]

q) Mechanical Meter 3 Scale: [Not set/ 1 tick per 0.01/1 tick per 0.10/1 tick per 1.00/1 tick per 10.00/1 tick per 100.00/1 tick per 1 000.00/ 1 tick per 10 000.00/ 1 tick per 100 000.00]

r) Mechanical Meter 4 Scale: [Not set/ 1 tick per 0.01/1 tick per 0.10/1 tick per 1.00/1 tick per 10.00/1 tick per 100.00/1 tick per 1 000.00/ 1 tick per 10 000.00/ 1 tick per 100 000.00]

s) Mechanical Meter 5 Scale: [Not set/ 1 tick per 0.01/1 tick per 0.10/1 tick per 1.00/1 tick per 10.00/1 tick per 100.00/1 tick per 1 000.00/ 1 tick per 10 000.00/ 1 tick per 100 000.00]

t) Mechanical Meter 6 Scale: [Not set/ 1 tick per 0.01/1 tick per 0.10/1 tick per 1.00/1 tick per 10.00/1 tick per 100.00/1 tick per 1 000.00/ 1 tick per 10 000.00/ 1 tick per 100 000.00]

6. "General Setup → Auto/Gamble" Menu

a) Auto mode: [Not set/ Enable/ Disable]

b) SAS LPOLL AA Behavior: [Not set/ Enable/Disable Auto Mode / Start/Stop User Auto Rebet]

c) Gamble: [Not set/ Enable/ Disable]

7. "General Setup→SAS Setup→Common" Menu

a) Voucher In: [Not Set/ Disable/ Channel 1/ Channel 2] - it is enabled for setting if Bill validator is enabled

b) Voucher Out: [Not Set/ Disable/ Channel 1/ Channel 2] - it is enabled for setting if printer is enabled

c) Voucher Date Format: [Not set/ DD/MM/YYYY/ MM/DD/YYYY]

d) Legacy Bonusing: [Not Set/ Disable/ Channel 1/ Channel 2]

e) AFT: [Not Set/ Disable/ Channel 1/ Channel 2]

f) Validation: [Not Set/ No Validation/ System/ Standard/ Enhanced]

g) Playable Only Voucher Out: [Not Set/ Enable/ Disable] - may be enabled if the printer is enabled

h) Playable Only Voucher In: [Not Set/ Disable/ Enable] - may be enabled if the bill validator is enabled. It is used only if Voucher In is enabled

i) Remote Handpay Reset: [Not Set/ Enable/Disable]

8. "General Setup→SAS Setup → SAS Channels Setup" Menu

a) Game Play Exceptions: [Not set/ Disable/ Enable]

b) Handpay Reporting: [Not set/ Disable/ Enable]

c) Resend Handpay Reporting: [Not set/ Disable/ Enable]

d) Link Down Allow Game Play: [Not set/ Disable/ Enable]

9. "General Setup→SAS Setup → AFT Setup" Menu

a) Partial Transfer: [Not set/ Disable/ Enable]

b) Bonus Transfer: [Not set/ Disable/ Enable]

c) Transfer to Gaming Machine: [Not set/ Disable/ Enable]

d) Transfer from Gaming Machine: [Not set/ Disable/ Enable]

e) Host to Ticket Transfer: [Not set/ Disable/ Enable]

f) Cash Out to Host Control: [**Not set/ Host controlled/ Soft/ Hard]**

10. "General Setup → Real Time Clock" Menu

a) Date

b) Time

NOTE!
If the time and date are correct, it is not necessary to adjust them after entering this menu.

11. "General Setup → Machine Info Setup" Menu

a) Serial Number: Only numbers may be inserted.

b) Asset Number: Only numbers may be inserted.

12. "General Setup → Languages Setup" Menu

Column **LANGUAGES:**

a) English - [Not Set/ Enable/ Disable]

b) Bulgarian - [Not Set/ Enable/ Disable]

GAMING MACHINE INITIAL SETUP

II. "GAME SETUP" MENU

1. Game Setup→ Common Setup" Menu

a) Bet Buttons: [Not Set/ Play/ Not Play]

b) Panel Fields: [Not Set/ Always Show/ Show/Hide]

c) Product Type: [Not Set/ Multi Game/ Single Game]

2. "Game Setup→Game Play" Menu

a) Reels' Fast Stop: [Not Set / Enable / Disable]

b) Game Speed: [Not Set / Standard / 4 / 5 / 6]

III. "JACKPOTS SETUP" MENU

1. "Jackpots Setup → Game JP Assignment" Menu

a) **Progressive:** [Not Set/ None/ PPJS]

2. "Jackpots Setup → PPJS→ Server Settings" Menu

a) **Variant Type:** [Not Set/ FGRH-1/…]

3. "Jackpots Setup → PPJS→ Jackpot Setup" Menu

a) **Progressive Jackpot Splash Clear:** [Not Set/ Auto/ Key]

b) **Timer for automatic selection in bonus game -** [Enable/ Disable]

NOTE!
These parameters are described in details in Chapter **II.5, II.6** and **II.7**.

I.2.2. Order of Gaming Machine Parameters Initial Settings

WARNING!
For proper setup of the one-time settable parameters the following order of setup procedure is **mandatory**:

1. Set all settings of the devices in **General Setup/ Device Setup** menu.

2. Calibrate the touchscreen (**Touch Screen Calibration**) in **Diagnostics** menu**.**

3. Set **all** parameters in **Game Setup** menu for each of the enabled games.

4. Set the parameters in **General Setup/ Monetary Settings** Menu.

After the parameters, specified above **4** are set, the rest of the parameters from the list, shown on **Fig. I.1** are specified in accordance with the provisions of the appropriate legislation and/or by decision of the casino/gaming hall manager.

WARNING!
The machine has to be restarted after initial setting of the parameters. In this way the settings go in force.
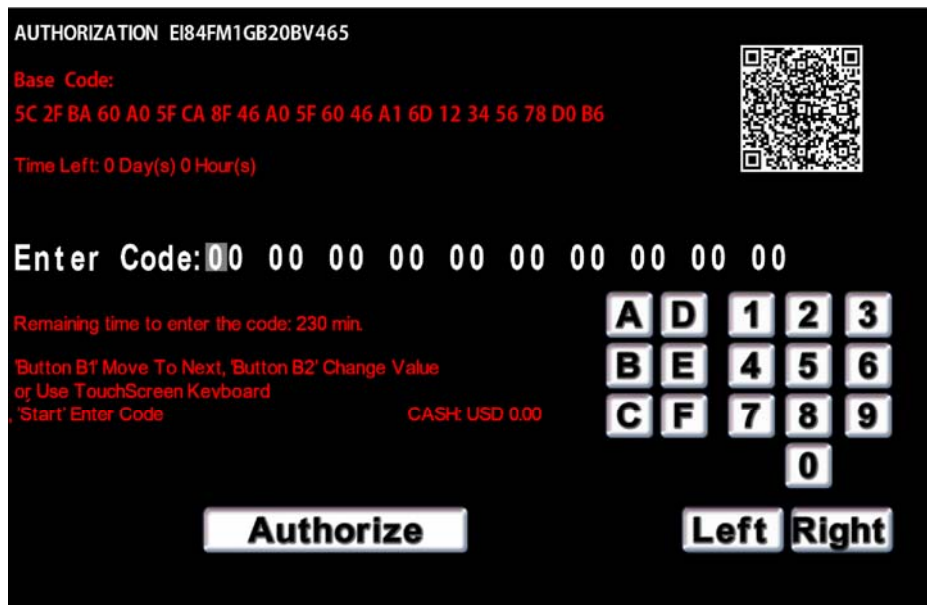
I.3. GAMING MACHINE AUTHORIZATION PROCEDURE

⚠ WARNING!
Make a connection with the **EGT** service and fix an exact date and time for online support (at least **2** work days before the authorization procedure).

⚠ WARNING!
Authorization process is an event in real time (within **1** hour of machine starting/ login menu **OWNER**. This process requires sending the base code to the service, generate a valid activation code which has to be sent back to the client and after receiving it is inserted manually into the machine. This implies an advanced reservation and fixing an date and time.

<div style="writing-mode: vertical">GAMING MACHINE INITIAL SETUP</div>

After the gaming machine parameters setting and machine restart, the **AUTHORIZATION** screen automatically appears:

📝 NOTE!
Authorization code appears right after the machine loading unless you are on the Enhanced validation.

The authorization screen can appear if a **Service → Authorization** menu of the service function is chosen before the initial machine setup and before the debugging.

Service Functions and Initial Setup

Base Code is displayed on the screen in red and the remaining time to work.

If there is remaining time to work and into this screen was entered on our own initiative, there is a button to exit this screen - **TAKE WIN**, which and go back to the main menu. **CASH** field shows the current credit. In this value the current win may not be included.

If the work time is has elapsed, it is necessary to call in the **EGT** service and send the **Base Code** value as dictate it, or use Skype, e-mail, or by **SMS**. There is a possibility to send the **Base Code** by scanning the matrix code (**QR** code), located at the top right of the screen. In response, an activation code returns to you that has to be entered in the **Enter Code** field by electronic keypad that appears on the bottom right of the screen or by the machine keyboard buttons in the following way: press **Button B1** to move the marker from left to right, **Button B2** to change the value of the marked unit, and a **START** button to save the new code.

NOTE!
After entering the received code, please check it again before confirming by **START/ Authorize** button.

The authorization is completed after **START/ Authorize** button pressing if the entered code is correct.

After three unsuccessful attempts to insert the right code the machine will be restarted. If the activation code is not inserted up to **4** hours, on the place of the red inscription with the left time (**Remaining time to enter the code: 230 min**), a message appears:

"3 Invalid Attempts! Restart machine after 20 seconds."

The machine is automatically restarted after **20** seconds.

I.4. GAMING MACHINE CONTROL RESTART

After restart the **Base Code** will be changed. The procedure must be repeated again.

To ensure that the machine has not any technical problems it is necessary to check its efficiency and make the machine control restart after the authorization.

GAMING MACHINE INITIAL SETUP

SERVICE FUNCTIONS

CHAPTER II. SERVICE FUNCTIONS

MAIN MENU

Main Menu is the main page of program service functions and its window is shown on the picture above.

If different types of keys are inserted some of the elements of the **Main Menu** and/or submenus are not displayed (depending on the access rights of the appropriate key). Non-zero credit also leads to hiding of elements of the **Main Menu**.

In the upper right corner of the Service Functions screen the following information is displayed: kind of key, with which the **Service Functions** are accessible; the date of the last reset of **NVRAM**, gaming platform serial number.

II.1. ACCOUNTING

II.1.1. Machine Accounting

Machine Accounting		Owner
		Cleared: 06.01.2012 No: 0000-0000
		09.01.2012 15:30:34
	Master Accounting	**Period Accounting**
Total Bet (Coin In):	97 460.05 BGN	31 934.00 BGN
- Total Cashable Played:	97 460.05 BGN	31 934.00 BGN
- Total Promotional Played:	0.00 BGN	0.00 BGN
- Total Non-cashable Played:	0.00 BGN	0.00 BGN
Total Won:	1 436 195.85 BGN	1 147 973.03 BGN
- Total Winnings to Credit:	249 009.52 BGN	23 561.70 BGN
-- Winnings from Paytable (Coin Out):	246 177.26 BGN	23 561.70 BGN
-- Winnings from Progressives:	0.14 BGN	0.00 BGN
-- Winnings from External Bonuses:	2 832.12 BGN	0.00 BGN
- Total Winnings Paid by Attendant:	1 187 186.33 BGN	1 124 411.33 BGN
-- Attendant Paid Paytable Winnings:	1 170 370.80 BGN	1 108 625.80 BGN
-- Attendant Paid Progressives:	14 003.18 BGN	14 003.18 BGN
-- Attendant Paid External Bonuses:	2 812.35 BGN	1 782.35 BGN

'Button B2' Down, 'Take Win' Return to Main Menu

Page 1

These pages contain main statistics of the machine. Data of the electronic counters are shown in two columns.

The first column contains machine data from the moment of the last clear of power-independent memory (**NVRAM**). The column title is **Master Accounting.**

The second column contains machine data from the moment of the last clear of this statistics. This column also contains date and time of the last clear of this statistics - at the top, shown in green. The column title is **Period Accounting**.

Parameters, displayed on this page:

– **Total Bet (Coin In)** - sum of all bets, done during a game;

– **Total Cashable Played** - sum of all **cashable** credits, played during games;

– **Total Promotional Played** - sum of all **promotional** credits, played during games;

– **Total Non-cashable Played** - sum of all **non-cashable** credits, played during games;

SERVICE FUNCTIONS

- **Total Won -** sum of all winnings (including progressive and mystery jackpots, bonuses and double-ups):

  - **Total Winnings to Credit -** sum of all winnings transferred into **Credit meter** or paid out via hopper, voucher or **AFT**;

    - **Winnings from Paytable (Coin Out)** - winnings from games (paytable), including double ups;

    - **Winnings from Progressives** - winnings from progressives;

    - **Winnings from External Bonuses** - winnings from external bonus system (SAS Host or mystery);

  - **Total Winnings Paid by Attendant** - sum of all winnings, paid out by **Attendant** (**handpay**):

    - **Attendant Paid Paytable Winnings** - winnings from games;

    - **Attendant Paid Progressives** - winnings from progressives;

    - **Attendant Paid External Bonuses** - winnings from external bonus system (SAS Host or mystery).

Machine Accounting		Owner
		Cleared: 06.12.2016 No: 0001-0032
		06.12.2016 10:54:15
	Master Accounting	**Period Accounting**
Machine hold %:	5.57 %	5.57 %
Machine yield %:	94.43 %	94.43 %
Weighted Average TRTP %:	93.07 %	93.07 %
Total In:	1 001 000.00 EUR	1 001 000.00 EUR
- Physical Coin In:	0.00 EUR	0.00 EUR
- Bill In:	0.00 EUR	0.00 EUR
- Cashless In:	1 001 000.00 EUR	1 001 000.00 EUR
-- Cashable Electronic In:	1 001 000.00 EUR	1 001 000.00 EUR
--- Keyed In:	1 001 000.00 EUR	1 001 000.00 EUR
-- Promotional Electronic In:	0.00 EUR	0.00 EUR
-- Non-cashable Electronic In:	0.00 EUR	0.00 EUR
- Voucher In:	0.00 EUR	0.00 EUR
-- Cashable Voucher In:	0.00 EUR	0.00 EUR
-- Promotional Voucher In:	0.00 EUR	0.00 EUR
-- Non-cashable Voucher In:	0.00 EUR	0.00 EUR
'Button B1' Up, 'Button B2' Down, 'Take Win' Return to Main Menu		

Page 2

This page is shown when a **Button B2** button in **page 1** is pressed. To return back to **page 1** press **Button B1** button. By pressing a **TAKE WIN** button may return back to the **Main Menu**.

- **Machine hold %** - total percentage, held by machine and equal to (100-Machine yield) [%];

- **Machine yield %** - percentage rate of the machine yield. All jackpot and double-up winnings are also included in the calculation of this rate. It is equal to (Total won/Total Bet)*100 [%];

- **Weighted Average TRTP %** - Theoretical Return to Player %. It is calculated in this way:

X_i% - theoretical **RTP%** for game i;

Total Bet - total bet for game i;

Total BET - total bet for the machine.

NOTE:
Each **TRTP%** set is considered as a separate game i.

- **Total In:**

  - **Physical Coin In** - amount in money of all tokens, inserted into machine;

  - **Bill In** - amount in money of all bills, inserted into machine;

  - **Cashless In** - amount in money of all inserted by electronic transfer or inserted by a key credits:

    - **Cashable Electronic In** - amount in money of cashable credits from **host** (in-house), including inserted by **Attendant** key:

      - **Keyed In** - amount of the money added by **Attendant** (by a calculator);

      - **Promotional Electronic In** - amount in money of promotional credits from host (in-house);

      - **Non-cashable Electronic In** - amount in money of non-cashable credits from host (in-house);

  - **Voucher In** - amount in money from tickets, inserted into the machine:

    - **Cashable Voucher In** - amount in money from cashable tickets;

    - **Promotional Voucher In -** amount in money from promotional tickets;

    - **Non-cashable Voucher In -** amount in money from non-cashable tickets.

SERVICE FUNCTIONS

Machine Accounting	Owner Cleared: 06.01.2012 No: 0000-0000 09.01.2012 15:30:34	
	Master Accounting	Period Accounting
Total Out:	1 472 746.92 BGN	1 240 039.03 BGN
- Physical Coin Out:	0.00 BGN	0.00 BGN
- Total Winnings Paid by Attendant:	1 187 186.33 BGN	1 124 411.33 BGN
- Cancelled Credits Paid by Attendant:	284 640.49 BGN	115 627.70 BGN
- Voucher Out:	0.00 BGN	0.00 BGN
-- Cashable Voucher Out:	0.00 BGN	0.00 BGN
-- Non-cashable Voucher Out:	0.00 BGN	0.00 BGN
- Cashless Out:	920.10 BGN	0.00 BGN
-- Cashable Electronic Out:	920.10 BGN	0.00 BGN
-- Promotional Electronic Out:	0.00 BGN	0.00 BGN
-- Non-cashable Electronic Out:	0.00 BGN	0.00 BGN
Total Cancelled Credits:	285 560.59 BGN	115 627.70 BGN
Total Handpay Receipt:	0.00 BGN	0.00 BGN
- Cancelled Credits Receipt:	0.00 BGN	0.00 BGN
- Jackpot Receipt:	0.00 BGN	0.00 BGN
'Button B1' Up, 'Button B2' Down, 'Take Win' Return to Main Menu		

Page 3

- **Total Out**:

  - **Physical Coin Out** - amount in money of all tokens, paid out by machine (via a hopper);

  - **Total Winnings Paid by Attendant** - amount of all winnings in money, paid out by **Attendant**, which are not added to the credit;

  - **Cancelled Credits Paid by Attendant** - amount of all credits in money, paid out by **Attendant**, when **CASH OUT** button is pressed;

  - **Voucher Out** - all money, taken out from the machine by tickets:
    - **Cashable Voucher Out -** does not include **Debit**. There is not Promotional Voucher out. When they are paid out with Voucher, the promotional credits become cashable;

    - **Non-cashable Voucher Out** - the money, paid out with **Playable only voucher**;

  - **Cashless Out** - money, taken out from the machine by electronic transfer to the host:
    - **Cashable Electronic Out -** the money, which can be paid out by hand or by hoper (cashable) to the **host** (in-house), including those inserted by **Attendant** key;

    - **Promotional Electronic Out** - the money from promotions which can be paid out by hand or by hoper (cashable) to the **host** (in-house);

    - **Non-cashable Electronic Out -** the money, which can **not** be paid out by hand or by hoper (cashable) to the **host** (in-house);

SERVICE FUNCTIONS

– **Total Cancelled Credits** - counts out all money, paid out by the machine without those, paid out via hopper or counted by Total Winnings Paid by Attendant;

– **Total Handpay Receipt**:

  – **Cancelled Credits Receipt** - amount of credits in money, which are paid out by hand (handpay) at pressing **CASH OUT** button and for which a receipt is printed;

  – **Jackpot Receipt** - amount in money for winnings, which are caused **handpay** and a receipt is printed;

Machine Accounting		Owner
		Cleared: 06.12.2016 No: 0001-0032
		06.12.2016 10:54:15
	Master Accounting	Period Accounting
Coin Drop:	0.00 EUR	0.00 EUR
Extra Coins Out:	0.00 EUR	0.00 EUR
Hopper Fill:	0	0
Quantity of Physical Coins In:	0	0
Quantity of Physical Coins Out:	0	0
Quantity of Physical Coins In Drop:	0	0
Total Games Played:	502	502
- Total Games Won:	130	130
- Total Games Lost:	372	372
-- Main Games Lost:	372	372
-- Games Lost In Gamble:	0	0
'Button B1' Up, 'Button B2' Down, 'Take Win' Return to Main Menu		

Page 4

– **Coin Drop** - amount in money of the tokens, dropped into a drop box;

– **Extra Coins Out** - amount in money, equal to a product of number of events **Extra coin paid** by value of **1** token;

– **Hopper Fill** - number of tokens, added to the hopper by service;

– **Quantity of Physical Coins In** - number of tokens, inserted into machine;

– **Quantity of Physical Coins Out** - number of tokens, paid out by the machine;

– **Quantity of Physical Coins In Drop** - number of tokens, dropped into machine drop box;

- **Total Games Played** - total number of completed games:

  - **Total Games Won** - number of games, finished with a win;

  - **Total Games Lost** - number of games, finished without a win:

    - **Main Games Lost** - number of games, finished without a win in the main game;

    - **Games Lost in Gamble** - number of games, finished with a win in the main game, but subsequently lost in double up.

Machine Accounting		Owner Cleared: 06.12.2016 No: 0001-0032 06.12.2016 10:54:15
Fu Gui Rong Hua Jackpot Statistics		
Level	**Hits**	**Wins**
MINI	0	0.00 EUR
MINOR	1	38.31 EUR
MINOR ADDITIONAL REWARD	0	0.00 EUR
MAJOR	0	0.00 EUR
MAJOR ADDITIONAL REWARD	0	0.00 EUR
GRAND	0	0.00 EUR
GRAND ADDITIONAL REWARD	0	0.00 EUR
Total:	1	38.31 EUR
'Button B1' Up, 'Take Win' Return to Main Menu		

Page 5

The page consists of **Fu Gui Rong Hua Jackpot** statistics. There are two columns in it: **Hits** and **Wins**.

In **Hits** column, the total number of jackpots won of the appropriate level **MINI, MINOR, MAJOR** and **GRAND** is written. **Minor Additional Reward, Major Additional Reward** and **Grand Additional Reward** parameters show the total number of base amounts of the relevant level won in this game. In the lowest **Total** cell the total number of all won jackpots is written.

In **Wins** columns the total amounts of paid out money for corresponding jackpot are written. In the lower **Total** cell the total amount of money of all won jackpots is written. When **Period Accounting** is cleared the fields above are not cleared.

To view the next or previous pages of this menu use **Button B2/ Button B1** buttons. To return back to the **Main Menu** press a **TAKE WIN** button.

SERVICE FUNCTIONS

II.1.2. Game Accounting
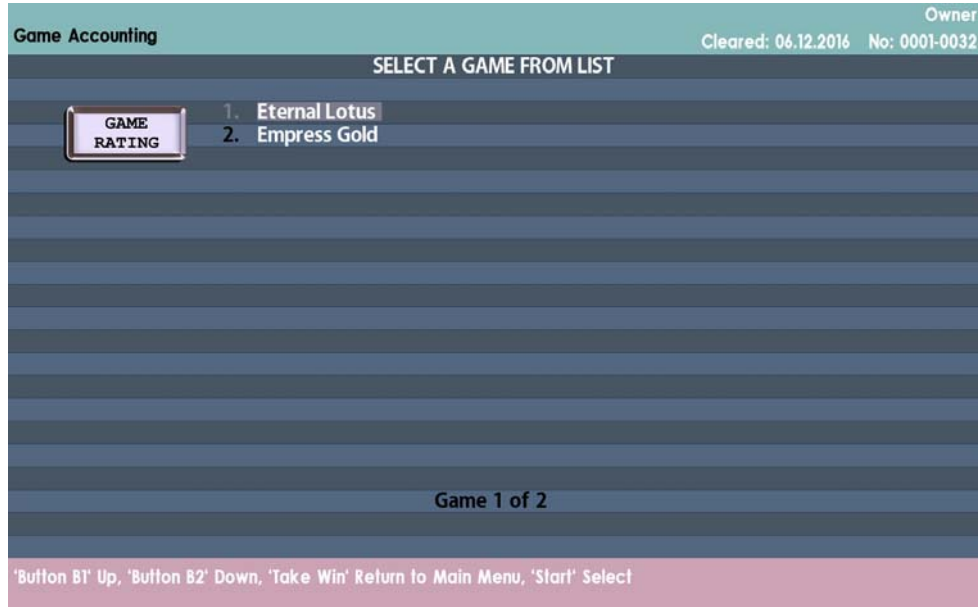
When this element of the **Accounting** menu is chosen, a page whit list of the game names in Multigame appears. **Game Accounting** is written on the left upper corner. When **GAME RATING** button is chosen, the games are listed according their rating in the multigame, and the number of Games Played and Total Bet on the game are shown. By **Sort by Games Played** and **Sort by Total Bet** buttons the games can be sort by number of games played, or by total bet.
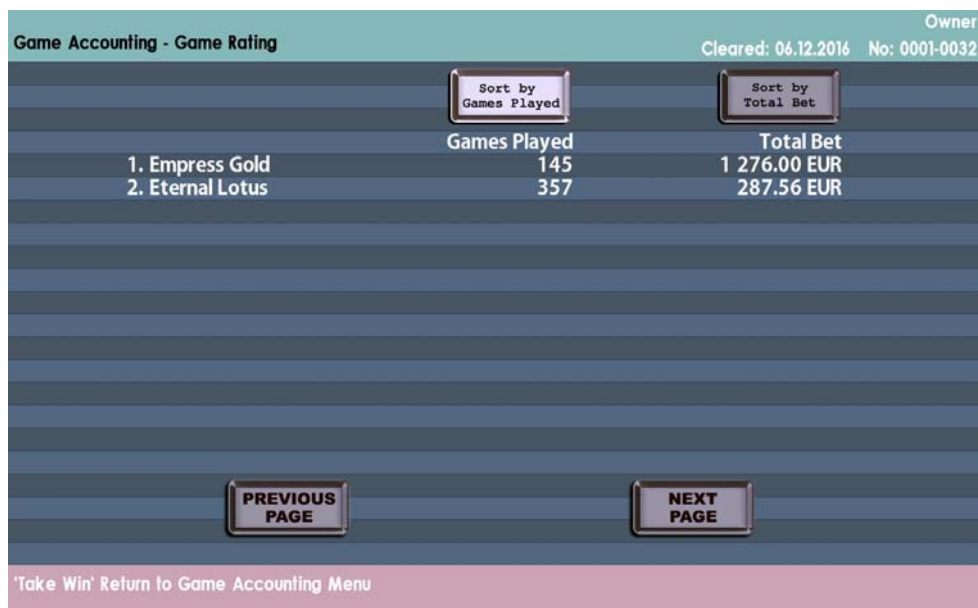
Service Functions and Initial Setup

When some of the games is chosen, **Game Accounting** page for the chosen game is logged.

Game Accounting - Eternal Lotus	Master Accounting	Period Accounting
Owner / Cleared: 06.12.2016 No: 0001-0032		
TOTAL		06.12.2016 10:54:15
Total Bet (Coin In):	287.56 EUR	287.56 EUR
Total Won:	213.25 EUR	213.25 EUR
- Total Winnings to Credit:	213.25 EUR	213.25 EUR
-- Winnings from Paytable (Coin out):	213.25 EUR	213.25 EUR
-- Winnings from Progressives:	0.00 EUR	0.00 EUR
-- Winnings from External Bonuses:	0.00 EUR	0.00 EUR
- Total Winnings Paid by Attendant:	0.00 EUR	0.00 EUR
-- Attendant Paid Paytable Winnings:	0.00 EUR	0.00 EUR
-- Attendant Paid Progressives:	0.00 EUR	0.00 EUR
-- Attendant Paid External Bonuses:	0.00 EUR	0.00 EUR
Game hold %:	25.85 %	25.85 %
Game yield %:	74.15 %	74.15 %

'Button B2' Down, 'Take Win' Return to Game List

Page 1

On the left upper corner of the page **Game Accounting - Game Name** is written. Under it **TOTAL** is written on the first two pages. After these two pages two new pages follow with the same parameters for the given game at RTP% set. This % is written on upper left of the pages instead **TOTAL**. The games in this multigame have only one denomination set and they are played at only one RTP% and because of this the amounts of the corresponding parameters in the second pages repeat those in the first ones.

These pages, like **Machine Accounting**, consists of two columns: **Master Accounting** and **Period Accounting**.

The first column contains machine data of the game installed from the moment of the last clear of power-independent memory (**NVRAM**). The column title is **Master Accounting.**

The second column is **Period Accounting** contains data of the installed game from the moment of the last clear of this statistics. This column also contains date and time of the last reset of this statistics - at the top, shown in green.

SERVICE FUNCTIONS

Parameters, displayed on this page:

− **Total Bet (Coin In)** - sum of all bets in money;

− **Total Won** - sum of all winnings in money (including from progressive jackpots, external bonuses and double ups):

  − **Total Winnings to Credit** - sum of all winnings in money, inserted into **Credit meter**, paid out via hopper, printer or **AFT**:

    − **Winnings from Paytable (Coin out)** - winnings from games in money (paytable), including double ups;

    − **Winnings from Progressives** - winnings in money from progressives;

    − **Winnings from External Bonuses** - winnings in money from external bonus system (SAS Host or mystery);

  − **Total Winnings Paid by Attendant** - sum in money from all winnings, paid out by **Attendant** (hand pay):

    − **Attendant Paid Paytable Winnings** - winnings in money from games (paytable);

    − **Attendant Paid Progressives** - winnings in money from progressives;

    − **Attendant Paid External Bonuses** - - winnings in money from external bonus system (SAS Host or mystery);

− **Game hold %** - current percentage, held from the game. Equal to (100-Game yield) [%];

− **Game yield %** - current yield percentage of the game. Jackpots, external bonuses, and double-ups are accounted;

Game Accounting - Eternal Lotus		Owner
		Cleared: 06.12.2016 No: 0001-0032
TOTAL		06.12.2016 10:54:15
	Master Accounting	**Period Accounting**
Games Played:	357	357
- Games Won:	94	94
- Games Lost:	263	263
-- Main Games Lost:	263	263
-- Games Lost in Gamble:	0	0
Gamble Sessions Played:	0	0
Gamble Sessions Won:	0	0
Gamble Sessions In:	0.00 EUR	0.00 EUR
Gamble Sessions Out:	0.00 EUR	0.00 EUR
Gamble Games Played:	0	0
- Gamble Games Won:	0	0
- Gamble Games Lost:	0	0
'Button B1' Up, 'Button B2' Down, 'Take Win' Return to Game List		

Page 2

- **Games Played** - total number of games played:
    - **Games Won** - number of games, finished with a win (after a game end);
    - **Games Lost** - number of games, finished without a win (after a game end):
        - **Main Games Lost** - number of games, finished without a win in the main game;
        - **Games Lost in Gamble** - number of games, finished with a win in the main game, but subsequently lost in double up;
- **Gamble Sessions Played** - number of entering in **Gamble** at least with one double up;
- **Gamble Sessions Won** - number of the winning entering in **Gamble.** These are the cases in which the last double up is successful;
- **Gamble Sessions In** - sum of winnings in money in a main game, which are doubled up;
- **Gamble Sessions Out** - sum in money from the winnings in Gamble, which are added to the main game;
- **Gamble Games Played** - number of double up games:
    - **Gamble Games Won** - number of double up winning games;
    - **Gamble Games Lost** - number of games lost in double up.

SERVICE FUNCTIONS

Page 3

- **Progressive Hits** - number of Progressive Jackpots won;

- **Host Bonus Hits** - number of bonuses won from the host;

- **Mystery Jackpot Hits** - number of Mystery Jackpots won. There is no mystery Jackpots in this multigame.

Page 4

Page **4** consists **Fu Gui Rong Hua Jackpot** statistics about this game. There are two columns in it: **Master Accounting** - data of the game installed from the moment of the last clear of power-independent memory and **Period Accounting** - data of the last clear of this statistics.

Service Functions and Initial Setup

Each of two columns consists of two columns: **Hits** and **Wins**.

In **Hits** column the total number of jackpots won from the corresponding level **Mini**, **Minor**, **Major** and **Grand** in this game is written. **Minor Additional Reward, Major Additional Reward** and **Grand Additional Reward** show the total number of base amounts of the relevant level won in this game. In the lowest **Total** cell the total number of all won jackpots is written.

In **Wins** column - the total amount of money paid out for the corresponding jackpot.

The parameters in the next **2** pages are the same and the corresponding parameters have the same amounts like those in **1-st** and **2-nd** but in the place of the inscription **TOTAL**, **VARIANT: XX.XX** is written above on the left of the pages.

Game Accounting - Eternal Lotus		Owner
		Cleared: 06.12.2016 No: 0001-0032
VARIANT: 93.07		06.12.2016 10:54:15
	Master Accounting	Period Accounting
Total Bet (Coin In):	574.44 EUR	574.44 EUR
Total Won:	335.60 EUR	335.60 EUR
- Total Winnings to Credit:	335.60 EUR	335.60 EUR
-- Winnings from Paytable (Coin out):	335.60 EUR	335.60 EUR
-- Winnings from Progressives:	0.00 EUR	0.00 EUR
-- Winnings from External Bonuses:	0.00 EUR	0.00 EUR
- Total Winnings Paid by Attendant:	0.00 EUR	0.00 EUR
-- Attendant Paid Paytable Winnings:	0.00 EUR	0.00 EUR
-- Attendant Paid Progressives:	0.00 EUR	0.00 EUR
-- Attendant Paid External Bonuses:	0.00 EUR	0.00 EUR
Game hold %:	41.58 %	41.58 %
Game yield %:	58.42 %	58.42 %

'Button B1' Up, 'Button B2' Down, 'Take Win' Return to Game List

Game Accounting - Eternal Lotus		Owner
		Cleared: 06.12.2016 No: 0001-0032
VARIANT: 93.07		06.12.2016 10:54:15
	Master Accounting	Period Accounting
Games Played:	683	683
- Games Won:	171	171
- Games Lost:	512	512
-- Main Games Lost:	512	512
-- Games Lost in Gamble:	0	0
Gamble Sessions Played:	0	0
Gamble Sessions Won:	0	0
Gamble Sessions In:	0.00 EUR	0.00 EUR
Gamble Sessions Out:	0.00 EUR	0.00 EUR
Gamble Games Played:	0	0
- Gamble Games Won:	0	0
- Gamble Games Lost:	0	0

'Button B1' Up, 'Button B2' Down, 'Take Win' Return to Game List

SERVICE FUNCTIONS

To view the next or previous pages of this menu use **Button B2/Button B1** buttons. To return back to the **Main Menu** press a **TAKE WIN** button.

II.1.3. Total Denomination Accounting

Total Denomination Accounting and the set **Denomination** in **0,01 EUR** format are shown on the top of the page.

Total Denomination Accounting		Owner Cleared: 06.12.2016 No: 0001-0032
DENOMINATION: 0.01 EUR		06.12.2016 10:54:15
	Master Accounting	**Period Accounting**
Total Bet (Coin In):	1 563.56 EUR	1 563.56 EUR
Total Winnings to Credit:	1 476.56 EUR	1 476.56 EUR
- Winnings from Paytable (Coin Out):	1 438.25 EUR	1 438.25 EUR
- Winnings from Progressives:	38.31 EUR	38.31 EUR
- Winnings from External Bonuses:	0.00 EUR	0.00 EUR
Total Winnings Paid by Attendant:	0.00 EUR	0.00 EUR
- Attendant Paid Paytable Winnings:	0.00 EUR	0.00 EUR
- Attendant Paid Progressives:	0.00 EUR	0.00 EUR
- Attendant Paid External Bonuses:	0.00 EUR	0.00 EUR
Total Games Played:	502	502
- Total Games Won:	130	130
- Total Games Lost:	372	372
'Take Win' Return to Main Menu		

There are **Master** and **Period Accounting** columns.

− **Total Bet (Coin In)** - sum of all bets, placed during a game for this denomination;

− **Total Winnings to Credit** - sum of all winnings, inserted into **Credit meter,** or paid out via hopper, printer or **AFT** for this denomination:

   − **Winnings from Paytable (Coin Out)** - winnings from games (paytable) , including double up;

   − **Winnings from Progressives** - winnings from progressives;

   − **Winnings from External Bonuses** - winnings from external bonus system (SAS Host or Mystery);

- **Total Winnings Paid by Attendant** - sum of all winnings, paid out by Attendant (handpay) for this denomination:

  - **Attendant Paid Paytable Winnings** - winnings from games (paytable);

  - **Attendant Paid Progressives** - winnings from progressives;

  - **Attendant Paid External Bonuses** - winnings from external bonus system (SAS Host or mystery);

- **Total Games Played** - total number of completed games for this denomination.

  - **Total Games Won** - number of games, finished with win for this denomination;

  - **Total Games Lost** - number of games, finished without win for this denomination;

  To return back to the **Main Menu** press a **TAKE WIN** button.

II.1.4. Game Denomination Accounting

When **Game Denomination Accounting** of the **Accounting** menu is chosen, a page whit list of the game names in Multigame appears. **Game Denomination Accounting** is written on the left top.
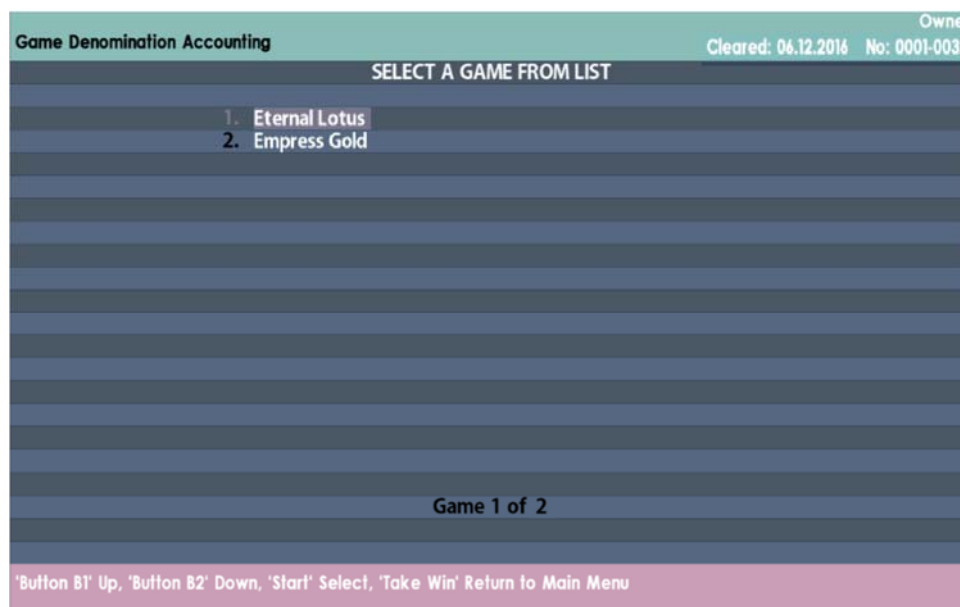
SERVICE FUNCTIONS

When some of the games is chosen, **Denomination Accounting** page of the chosen game is loaded.

Denomination Accounting - Empress Gold		Owner Cleared: 06.12.2016 No: 0001-0032
DENOMINATION: 0.01 EUR		06.12.2016 10:54:15
	Master Accounting	**Period Accounting**
Total Bet (Coin In):	1 276.00 EUR	1 276.00 EUR
Total Winnings to Credit:	1 263.31 EUR	1 263.31 EUR
- Winnings from Paytable (Coin Out):	1 225.00 EUR	1 225.00 EUR
- Winnings from Progressives:	38.31 EUR	38.31 EUR
- Winnings from External Bonuses:	0.00 EUR	0.00 EUR
Total Winnings Paid by Attendant:	0.00 EUR	0.00 EUR
- Attendant Paid Paytable Winnings:	0.00 EUR	0.00 EUR
- Attendant Paid Progressives:	0.00 EUR	0.00 EUR
- Attendant Paid External Bonuses:	0.00 EUR	0.00 EUR
Total Games Played:	145	145
- Total Games Won:	36	36
- Total Games Lost:	109	109
'Take Win' Return to Game List		

On the left upper corner of the page **Denomination Accounting - Game Name** is written. This page consists of the same parameters like the parameters in the **Total Denomination Accounting** screen but their values are referred only to the appropriate game.

To return back to the **Main Menu** press a **TAKE WIN** button.

II.1.5. Voucher Accounting

Voucher Accounting	Owner Cleared: 06.12.2016 No: 0001-0032
Cashable Voucher In:	0.00 EUR
Cashable Voucher In count:	0
Promotional Voucher In:	0.00 EUR
Promotional Voucher In count:	0
Non-cashable Voucher In:	0.00 EUR
Non-cashable Voucher In count:	0
Cashable Voucher Out	0.00 EUR
Cashable Voucher Out count:	0
Non-cashable Voucher Out:	0.00 EUR
Non-cashable Voucher Out count:	0
'Take Win' Return to Main Menu	

Only **Master Accounting** column is displayed on the screen.

- **Cashable Voucher In** - sum in money of **cashable** vouchers, accepted by the machine;

- **Cashable Voucher In count** - number of **cashable** vouchers, accepted by the machine;

- **Promotional Voucher In** - sum in money of **promotional** vouchers, accepted by the machine;

- **Promotional Voucher In count** - number of **promotional** vouchers, accepted by the machine;

- **Non-cashable Voucher In** - sum in money of **non-cashable** vouchers, accepted by the machine;

- **Non-cashable Voucher In count** - number of **non-cashable** vouchers, accepted by the machine;

- **Cashable Voucher Out** - sum in money of **cashable** vouchers, printed by the machine;

- **Cashable Voucher Out count** - number of **cashable** vouchers, printed by the machine;

- **Non-cashable Voucher Out** - sum in money of **non-cashable** vouchers, printed by the machine;

- **Non-cashable Voucher Out count** - number of **non-cashable** vouchers, printed by the machine.

  To return back to the **Main Menu** press a **TAKE WIN** button.

II.1.6. Security Accounting

Page 1

Information, related to security is displayed on this page.

Parameters, displayed on this page:

- **Main Door** - gaming machine main door;
  - **Last Open** - date and time of last main door opening;
  - **Last Close** - date and time of last main door closing;
  - **Open count** - number of main door openings;
  - **Games since last close** - number of games, played since the last door close;

- **Logic board door** - **EXCITER III** metal case door;
  - **Last Open** - date and time of last **EXCITER III** metal case door opening;
  - **Last Close** - date and time of last **EXCITER III** metal case door closing;
  - **Open count** - number of **EXCITER III** metal case door openings;
  - **Games since last close** - number of games, played since the last **EXCITER III** metal case door close;

- **Drop Door** - gaming machine drop door;
  - **Last Open** - date and time of last drop door opening;
  - **Last Close** - date and time of last drop door closing;
  - **Open count** - number of drop door openings;
  - **Games since last close** - number of games, played since the last drop door close;

- **Bill Stacker Box Door** - bill stacker access door;
  - **Last Open** - date and time of last bill stacker door opening;
  - **Last close** - date and time of last bill stacker door closing;
  - **Open count** - number of bill stacker door openings;
  - **Games since last close** - number of games, played since the last bill stacker door close;

- **Belly door** - belly door access door;
  - **Last Open** - date and time of last belly door opening;
  - **Last close** - date and time of last belly door closing;
  - **Open count** - number of belly door openings;
  - **Games since last close** - number of games, played since the last belly door close;

SERVICE FUNCTIONS

Service Functions and Initial Setup

- **Top Box door** - top box access door;

  - **Last Open** - date and time of last top box door opening;

  - **Last close** - date and time of last top box door closing;

  - **Open count** - number of top box door openings;

  - **Games since last close** - number of games, played since the last top box door close;

Page 2

This page is showed when **Button B2** button in **page 1** is pressed. To return back to **page 1** press **Button B1** button.

- **Bill Validator Door** - bill validator access door, located on the main door;

  - **Last Open** - date and time of last bill validator door opening;

  - **Last Close** - date and time of last bill validator door closing;

  - **Open count** - number of bill validator door openings;

  - **Games since last close** - number of games, played since the last bill validator door close;

- **Bill Stacker Access** - information of bill stacker;

  - **Last remove** - date and time of last remove of the bill stacker;

  - **Last insert** - date and time of last insert of the bill stacker;

  - **Remove count** - number of bill stacker removals;

- **Power Information** - information of power condition

  - **Last Power Failed** - date and time of last power failure;

  - **Last Turned On** - date and time, when the machine was last turned on;

  - **Power off duration** - duration of power off condition;

  - **Power failures** - number of power failures;

  - **Games since last power on** - number of games, played since the last power off;

- **Door Ext** - not available in **Upright** cabinets.

- **Drop door (power off)** - not available in **Upright** cabinets.

  - **Last Close** - date and time of last Drop Door at machine power off;

  - **Open count** - number of Drop Door openings at machine power off;

- **Bill validator door (power off) -** information of condition of the Bill validator door at machine power off;

  - **Last Close** - date and time of last Bill validator door at machine power off;

  - **Open count** - number of Bill validator door openings at machine power off;

- **Bill Stacker door (power off) -** information of condition of the Bill stacker door at machine power off;

  - **Last Close** - date and time of last Bill stacker door at machine power off;

  - **Open count** - number of Bill stacker door openings at machine power off;

Page 3

– **Main door (power off) -** information of condition of the main door at machine power off;

  – **Last Close** - date and time of last main door closing at machine power off;

  – **Open count** -number of main door openings at machine power off;

– **Logic board door (power off)** - information of condition of the **EXCITER III** metal case door at machine power off;

  – **Last Close** - date and time of last **EXCITER III** metal case door closing at machine power off;

  – **Open count** - number of **EXCITER III** metal case door openings at machine power off;

– **Top Box door (power off)** - information of condition of the Top box door at machine power off;

  – **Last Close** - date and time of last Top Box door closing at machine power off;

  – **Open count** -number of Top Box door openings at machine power off;

– **Belly door (power off)** - belly door access door;

  – **Last close** - date and time of last belly door closing at machine power off;

  – **Open count** - number of belly door openings at machine power off;

– **Top Box door (power off)** - top box access door;

  – **Last close** - date and time of last top box door closing at machine power off;

  – **Open count** - number of top box door openings at machine power off;

– **Door Ext (power off)** - not available in **Upright** cabinets.

To view the next or previous pages of this menu use **Button B2/Button B1** buttons. To return back to the **Main Menu** press a **TAKE WIN** button.

SERVICE FUNCTIONS

II.1.7. Error Accounting

Registered errors of the machine are displayed on this page.

Error Accounting	Owner Cleared: 06.12.2016 No: 0001-0032
Coin In Jams	0
Coin Alarm	0
Bill In Jams	0
Bills Rejected	0
Counterfeit Bill Detected	0
Bill Validator Errors	0
Hopper Empty	0
Hopper Coin Out Jams	0
Extra Coin Paid	0
Printer Jams	0
Printer Errors	0
Printer Disconnects	0
Mechanical Meter Disconnects	0
Touch Screen Errors	0
Runtime Reset	0
Boot Time Reset	0
'Take Win' Return to Main Menu	

Parameters, displayed on this page:

– **Coin In Jams** - number of token jams in the **Coin Acceptor**;

– **Coin Alarm** - number of warning situations, reported by the **Coin Acceptor**;

– **Bill In Jams** - number of bill jams in the **Bill Validator**;

– **Bills Rejected** - number of bills, rejected by the **Bill Validator**;

– **Counterfeit Bill Detected** - number of counterfeit bills, detected by the **Bill Validator**;

– **Bill Validator Errors** - registers communication breakdowns with the bill validator, or errors, reported by the **Bill Validator**;

– **Hopper Empty** - registers how many times the hopper was empty;

– **Hopper Coin Out Jams** - registers how many times there were coin jams at payouts via hopper;

– **Extra Coin Paid** - number of extra coins paid after hopper stop or when the hopper is stopped;

- **Printer Jams** - registers how many times there was a crumpled ticket;

- **Printer Errors** - registers how many times the printer was reported about error;

- **Printer Disconnects** - registers how many times the printer was disconnected;

-

- **Mechanical Meter Disconnects** - increments when some of Mechanical meters is disconnected or is late;

- **Touch Screen Errors** - registers number of events, at which the connection with touchscreen controller is lost;

- **Runtime Reset** - registers how many times there were soft restarts of the machine;

- **Boot Time Reset** - registers how many times **PIC Intrusion** has been restarted.

To return back to the **Main Menu** press a **TAKE WIN** button.

II.1.8. Bill Accounting

Bill Accounting		Owner
		Cleared: 06.12.2016 No: 0001-0032
06.12.2016 10:54:15	Master Accounting	Period Accounting
EUR 1 bills	0	0
EUR 2 bills	0	0
EUR 5 bills	0	0
EUR 10 bills	0	0
EUR 20 bills	0	0
EUR 25 bills	0	0
EUR 50 bills	0	0
EUR 100 bills	0	0
EUR 200 bills	0	0
EUR 250 bills	0	0
EUR 500 bills	0	0
EUR 1 000 bills	0	0
EUR 2 000 bills	0	0
EUR 2 500 bills	0	0
EUR 5 000 bills	0	0
EUR 10 000 bills	0	0
EUR 20 000 bills	0	0
EUR 25 000 bills	0	0
EUR 50 000 bills	0	0
EUR 100 000 bills	0	0
'Button B2' Down, 'Take Win' Return to Main Menu		

The following information is displayed on this page:

- The number of bills of appropriate nominal, accepted in stacker;

- Total number of bills accepted;

- Total amount of bills accepted.

These pages like **Machine Accounting** page consist of two columns - **Master Accounting** and **Period Accounting**. **Period Accounting** resets together with **Machine Period Accounting** or when the stacker of the bill validator removes.

To return back to the **Main Menu** press a **TAKE WIN** button.

II.1.9. Clear Period Accounting

The following message appears on the center of the page:

Press a button "Start" to clear all period meters

By pressing of the **Start** button all **Period Accountings** start to be reset. Await awhile for **all period meters to** be cleared.

To return back to the **Main Menu** press a **TAKE WIN** button.

Tests and checks of different parameters of the machine may be performed by using functions of these pages.

II.2. DIAGNOSTICS
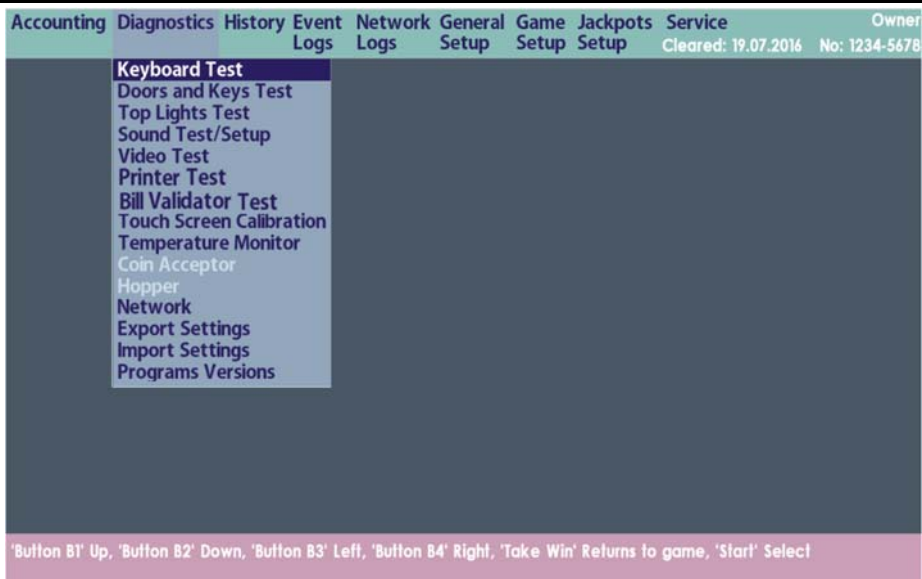
II.2.1. Keyboard Test

A window with the **18** keyboard buttons and their appropriate names appears on the screen.
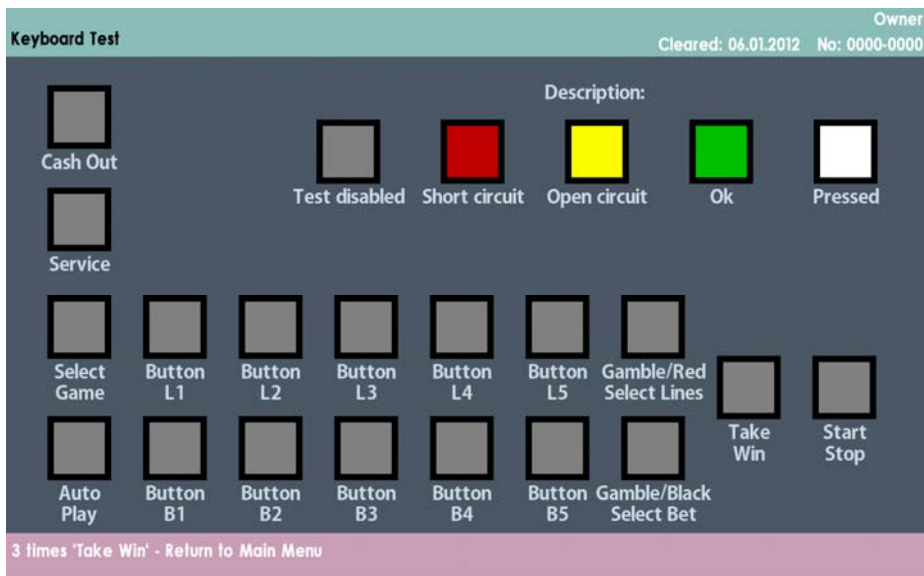
Test of the keyboard buttons LEDs. If the test is available, the buttons are colored in one of the **5** colors, described below according to appropriate LEDs condition.

Gray	- masked - test disabled
Red	- short circuit in LED
Yellow	- LED burned out
Green	- normal LED operation
White	- pressed key

If all buttons are displayed in gray, it is necessary to check whether the test of the keyboard LEDs is disabled.

By pressing of each button of the keyboard when the test is disabled, appropriate key on the screen lights in white. This is a sign of good working condition of this button.

To return back to the **Main Menu 3** times press a **TAKE WIN** button.

II.2.2. Doors and Keys Test

This is a page for test of doors, mechanical locks, and battery condition. A window with names of the eight doors is displayed - The door names are displayed in two different colors.

Doors and Keys Test
Cleared: 06.01.2012   No: 0000-0000
Owner

| Bill Validator Door | Main Door | Drop Door | Bill Stacker Box Door |
| Closed | Closed | Closed | Closed |

| Belly Door | Top Box Door | Door Ext | Logic Door |
| Closed | Closed | Closed | Closed |

| Attendant 0 | Cashier 0 | Admin 0 | Owner 0 |
| No Key | No Key | No Key | No Key |

Battery Level
Operational

'Take Win' - Return to Main Menu
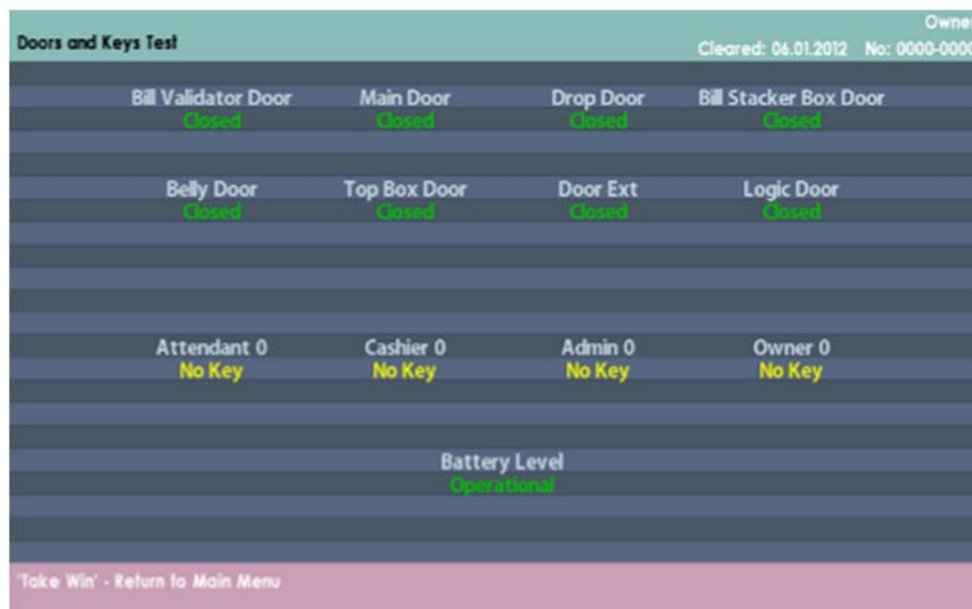
Description of door color codes:

Red	- door opened
Green	- door closed

The same screen also displays the four mechanical locks with their appropriate names (shown in two different colors).

SERVICE FUNCTIONS

Description of key color codes:

Yellow   - no key

Green   - key placed

Power-independent memory battery condition information is also displayed as follows:

Red   - **Low** - low battery level

Green   - **Operational** - normal battery level

To return back to the **Main Menu** press a **TAKE WIN** button.

II.2.3. Top Lamps Test

This is a page for test of **3** top signal lights. The positions and numbers of the lamps in two situation variants (horizontally and upright), and a light mode during the test are displayed on the screen. When the page is displayed, the test starts, and the lamps begin to light according to the given mode (top lamps **1** and **3** - in phase, top lamp **2** - in opposite phase) if they are in good working condition. The visual control of the real top lamps light may be realized in this way.

To return back to the **Main Menu** press a **TAKE WIN** button.

SERVICE FUNCTIONS

II.2.4. Sound Test

Sound volume is tested and set from this screen.
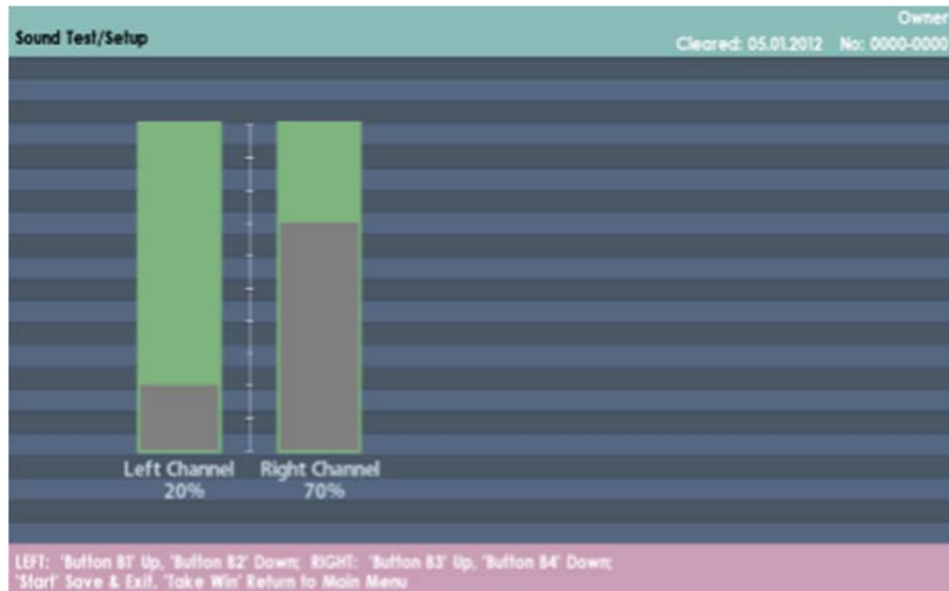
Button B1/B2 buttons - Left channel volume - low/high

Button B3/B4 buttons - Right channel volume - low/high

START button - Save and Exit

TAKE WIN button - Exit with no changes of settings.

Turning up and down of both channels may be also performed by touching the left or right channel scale on the touchscreen.

II.2.5. Video Test

SERVICE FUNCTIONS

II.2.6. Printer Test

To enter in this menu the printer has to be enabled in the machine setup. Otherwise, the menu is not active and it is colored in gray.

The following message appears on the screen:

<div align="center">

Printer test

To print void ticket press "Start" button

</div>

When **Start** button is pressed, a text ticket starts printing. The following message appears on the screen:

<div align="center">

Printing void ticket...

</div>

The **Take Win** button is not active during the test voucher printing.

If the printing is completed successfully, the following message is displayed on the screen:

<div align="center">

Void ticket printed.

</div>

If the printing is finished with an error, the type of the error appears on the screen:

<div align="center">

Error *Error type*

</div>

To return back to the **Main Menu** press a **TAKE WIN** button.

II.2.7. Bill Validator Test

In this menu may enter only if the **Bill Validator** is enabled in the machine

Bill Validator Diagnostics
Cleared: 31.01.2016   No: 0009-7437   Owner

Insert Bill or Ticket to start Test

'Take Win' Return to Main Menu

setup. Otherwise, the menu is not active and it is colored in gray.

NOTE!

When the bill validator is tested, detected bills or tickets are not accepted and not accounted. They are held in **escrow** to the moment of pressing a **Reject** or an **Exit** buttons, and then the taken bill/ticket is restored.

The following message appears on the screen:

Insert Bill or Ticket to start Test

When a bill is inserted in the bill validator and the bill is detected by it, the following message appears on the screen:

The inserted Bill is xx.xx [bank code]

When a ticket is inserted in the bill validator and the ticket is detected by it, the following message appears on the screen:

The bar code is [bar code]

When a bill/ticket is inserted in the bill validator and they are not detected by it, the type of error appears on the screen:

Error *Error type*

By pressing **START (Reject)** button the taken bill/ticket is restored.

To return back to the **Main Menu** press a **TAKE WIN** button.

II.2.8. Touch Screen Calibration

Touch Screen calibration window.

Three targets and **TOUCH HERE!** sign appear consequently. The targets shall be consequently touched by the person, performing the calibration. The sign disappears when pressed and the coordinates are accepted at release.

After touching the third target press **START (Save)** button for saving calibration data and entering test mode.

In test mode each screen touch leads to displaying a cross in the coordinates, calculated by the machine. If the result is not satisfactory, repeat the calibration.

You may press **TAKE WIN (Cancel Calibration)** button at any time to exit calibration mode.

II.2.9. Temperature Monitor
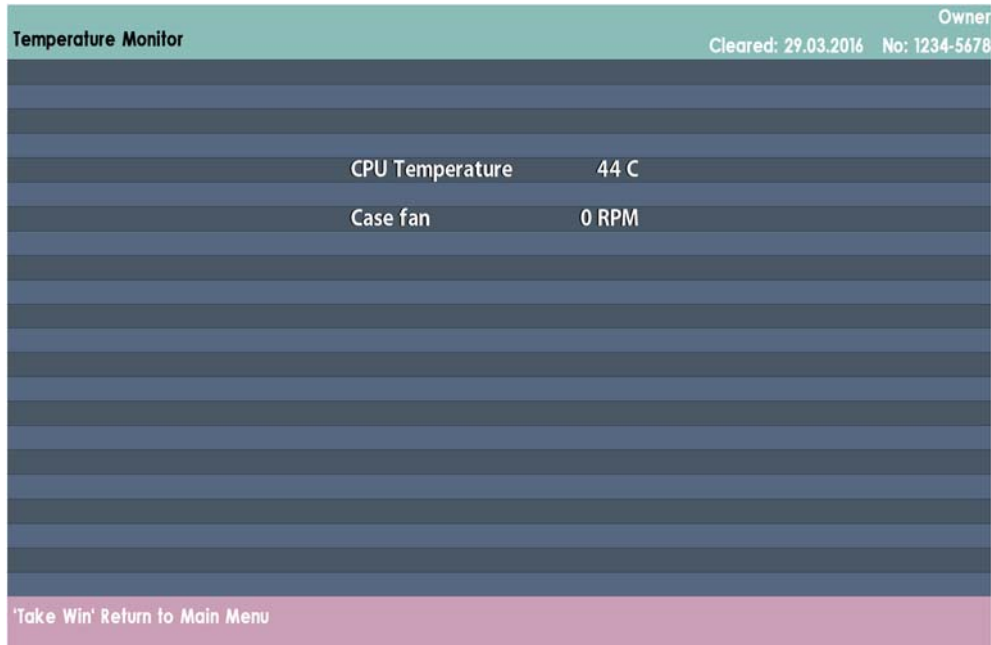
Temperature Monitor screen - displays information of the temperature in:

CPU Temperature - the processor (**CPU**) of the **Exciter III** platform motherboard

The revolutions of the platform fan is monitored, as well:

Case fan - RPM (revolutions per minute)

To return back to the **Main Menu** press a **TAKE WIN** button.

II.2.10. Network Diagnostics
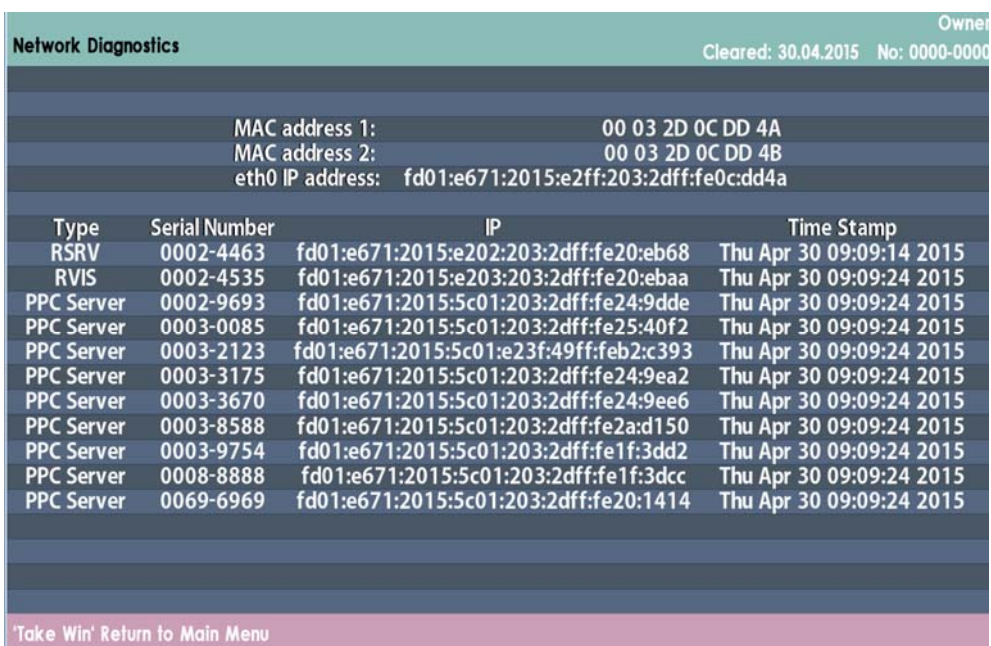
On the top of the page can be seen **MAC addresses** of two **LAN** cards and **IPv6 address** of the machine.

The devices in the network with their **Type**, **Serial Number**, **IP** address and **Time Stamp** are listed below.

There are **3** types of devices in the network:

RSRV - **R** (roulette) **SRV** (server) - server of the virtual roulette

RVIS - **R** (roulette) **VIS** (visualization) - visualization server of the virtual roulette

PPC Server - Premium Progressive Controller

II.2.11. Export Settings

Export Settings menu gives an opportunity to write on **USB Flash Drive** the settings, made on this gaming machine. For this purpose put the **USB Flash Drive** into one of the **USB** ports of the **Exciter III** platform and enter this **Export Settings** menu. The goal is to transfer the settings, made at this gaming machine to the others with **COMPLETELY** identical periphery and game program version.

Follow the next steps to export the settings:

1. Enter the **Export Settings** menu. **Mount Settings** screen appears:
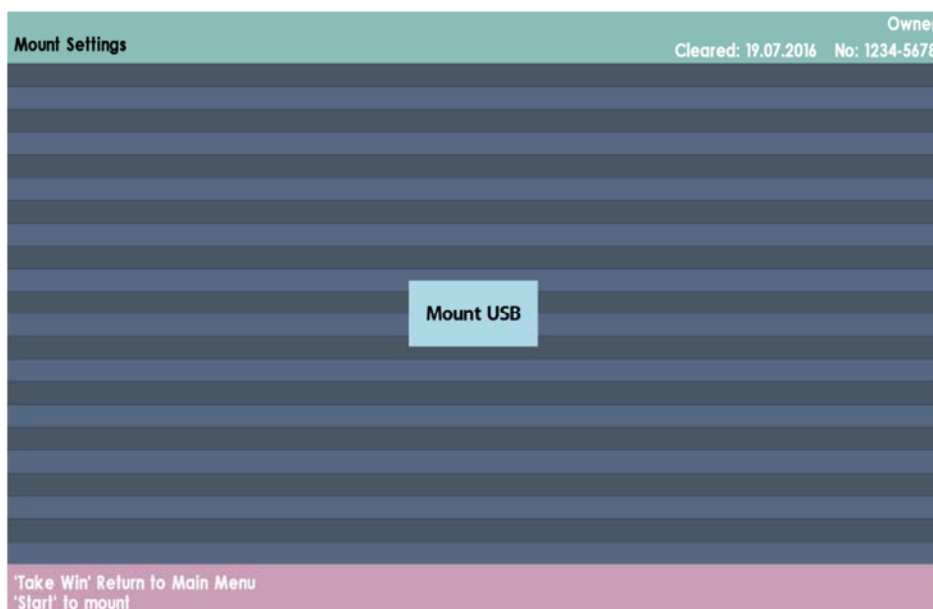
2. Touch **Mount USB** button on the screen to connect **USB Flash Drive** to the machine. **Export Settings** screen appears:

On the top left part of the screen the version of the game, loaded on the machine, is written against **Game Version:**

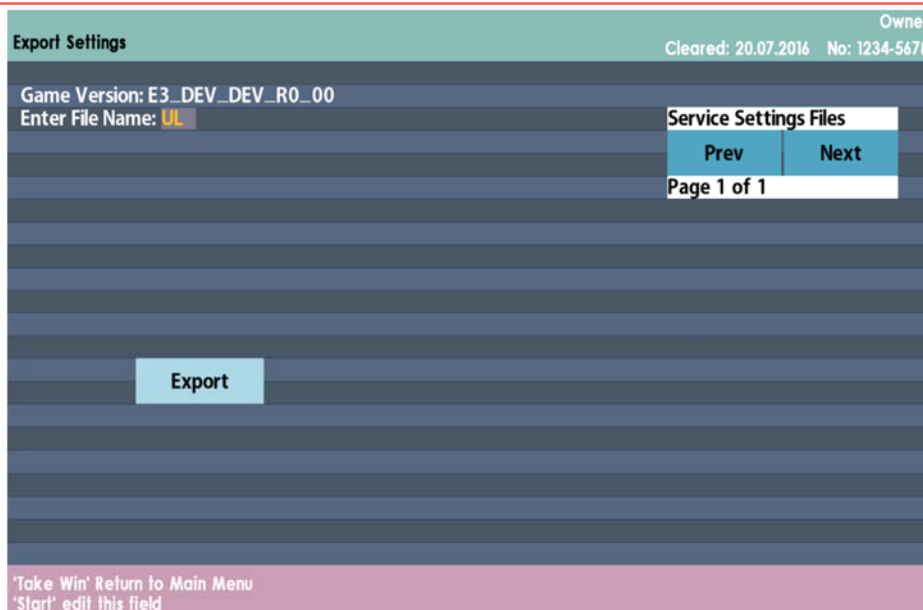**3**. Touch the field next to **Enter File Name:**. A keyboard appears on the screen:

4. Insert by the keyboard the name of the file with settings, which will be save on the **USB Flash** and press the **Enter** button of the keyboard. The following screen appears:

Service Functions and Initial Setup

5. Press **Export** button on the screen, to export the settings. A message that the file is successfully exported appears. The name of the exported file is appeared on the top right side of the screen. All names of the files with settings for this program version are listed there.

II.2.12. Import Settings

Import Settings menu is active only when the machine memory is reset. This page gives an opportunity to transfer the settings, made on an another gaming machine with **COMPLETELY** identical periphery and game program version, to this machine if its memory is reset. For this purpose a **USB Flash Drive** with saved settings is used.

To import the settings follow the next steps:

1. Put the **USB Flash Drive** into one of the **USB** ports of the **Exciter III** platform of the machine.

2. Calibrate the touchscreen before start of the procedure of importing the settings.

**3**. Enter **Import Settings** menu. **Mount Settings** screen appears:

Mount Settings	Owner
	Cleared: 19.07.2016 No: 1234-5678

Mount USB

'Take Win' Return to Main Menu
'Start' to mount
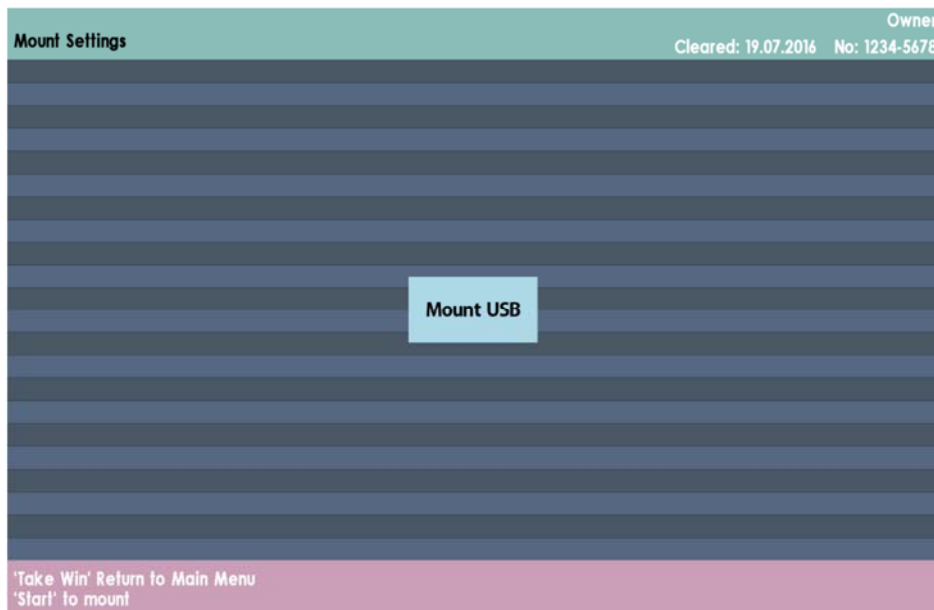
4. Touch **Mount USB** button on the screen to connect **USB Flash Drive** to the machine. **Import Settings** screen appears:

Import Settings	Owner
	Cleared: 19.07.2016 No: 1234-5678

Game Version: E3_DEV_DEV_R0_00
File to import:

Service Settings Files

Prev	Next

UL
Page 1 of 1

'Take Win' Return to Main Menu
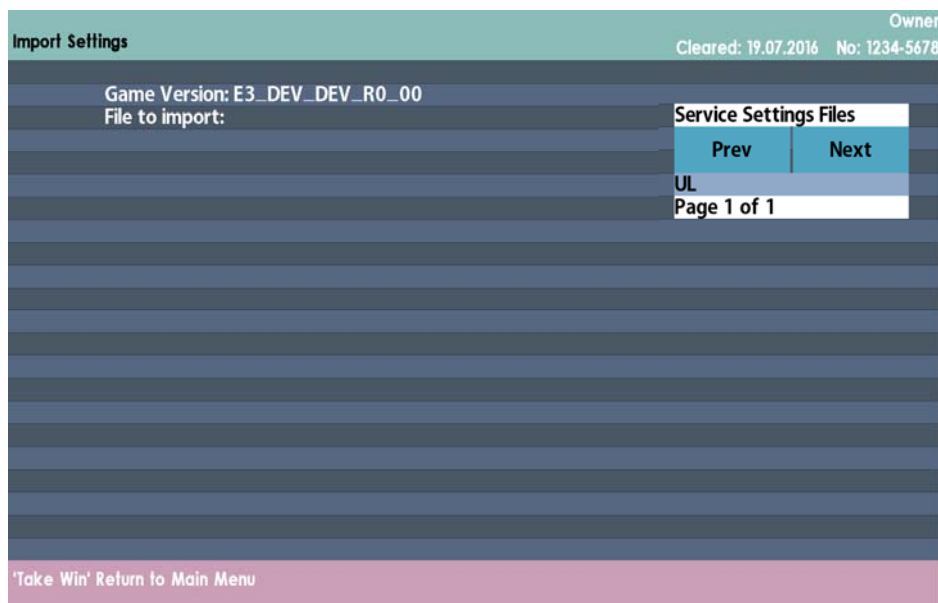
SERVICE FUNCTIONS

Service Functions and Initial Setup

On the top left part of the screen the version of the game, loaded on the machine, is written against **Game Version:**
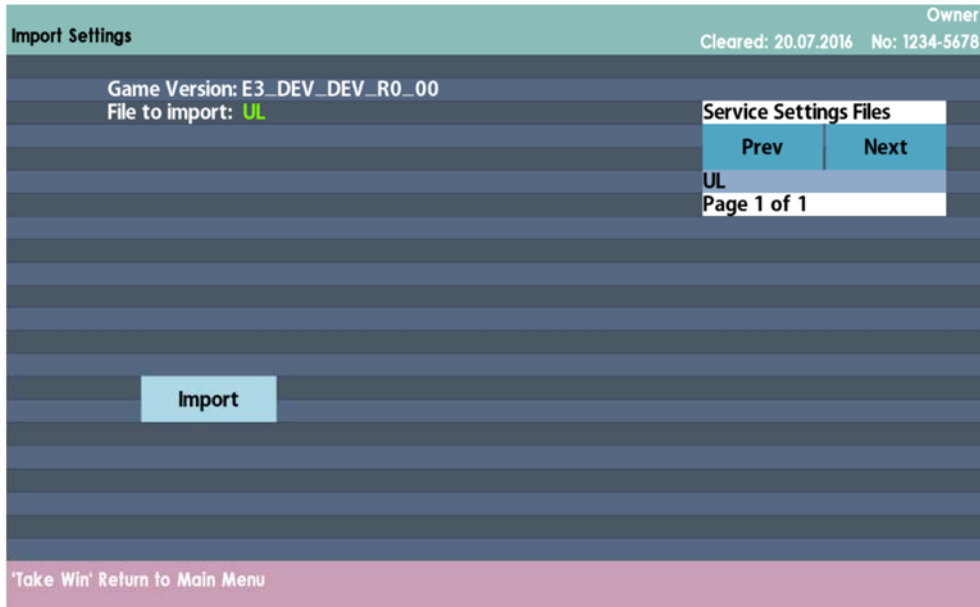
On the top right side of the screen, a list of names of the files on **USB Flash** with settings for this program version are shown.

5. Choose the desire file name from this list touching on it. The selected name appears against **File to import**:

6. Press **Import** button to import the written in the file settings. The following screen with a message "**Would you like to import file …?**" appears:
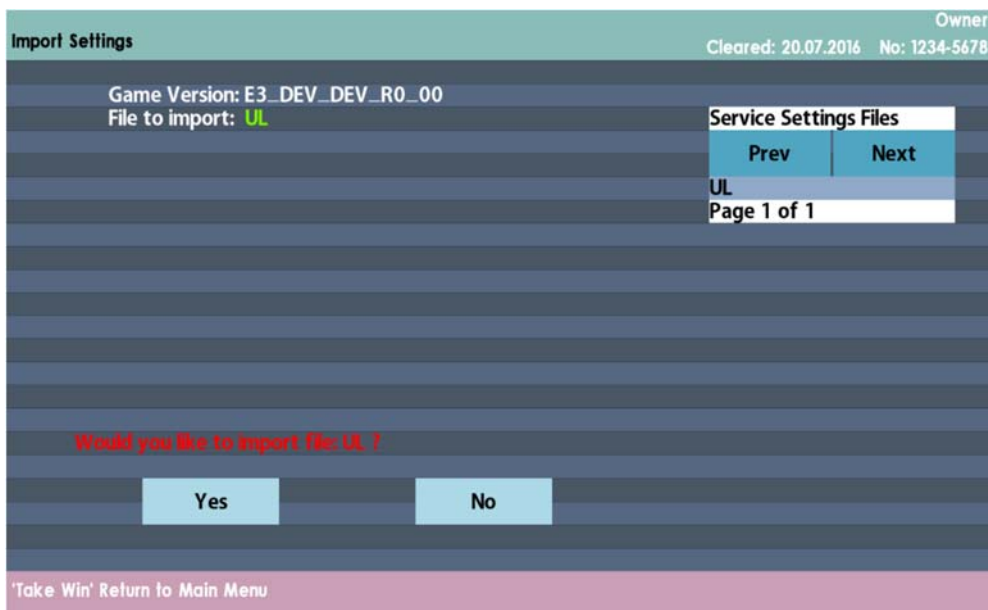
SERVICE FUNCTIONS

7. Press **Yes** button to confirm the importing, or **No** if you do not want to import settings from this file. When **Yes** is pressed, the following screen with a message that the procedure of importing was successful appears:

8. Restart the machine.

9. After restarting, the machine will have the same settings like those, saved on the imported fileII.2.15. Programs Versions.

II.2.13. Programs Versions
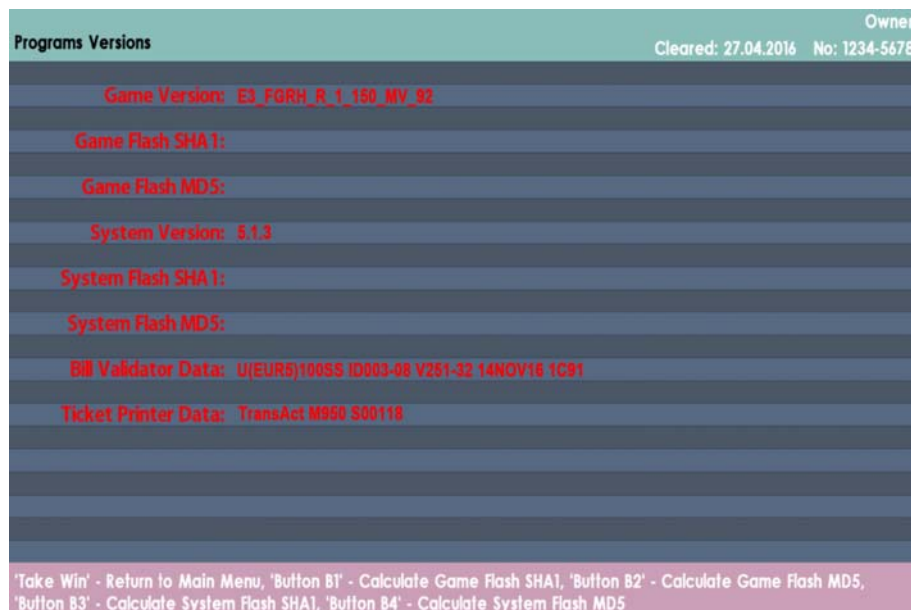
At entering in the menu the following message is displayed on the screen:

Game Version: - game version is writhen here;

Game Flash SHA1: the calculated **SHA1** of game **SATA** flash card is written here when **Button B1** is pressed;

Game Flash MD5: the calculated **MD5** of game **SATA** flash card is written here when **Button B2** is pressed;

System Version: - system version is writhen here;

System Flash SHA1: the calculated **SHA1** of system **SATA** flash card is written here when **Button B3** is pressed;

System Flash MD5: the calculated **MD5** of system **SATA** flash card is written here when **Button B4** is pressed;

Bill Validator Data: information of software version, got from the bill validator;

Ticket Printer Data: information of software version, got from the printer.

When **Button B1 ÷ Button B4** buttons are pressed, an inscription given below appears at the row, which is above the status line:

The calculation may take several minutes. Please wait…

„**x% competed**" the calculated check sum is displayed against the corresponding inscription.

This message stay until the calculation of the chosen check sum. The calculation can be stooped by pressing **TAKE WIN** button, allowing the return to the **Main Menu**.

Calculated check sum is shown against the corresponding message.

To return back to the **Main Menu** press a **TAKE WIN** button.

NOTE!
The **SATA flash card** of the game is provided for hardware write protection with a switch:

II.3. HISTORY OF LAST 50 GAMES

The Played Games History contains up to **50** records, as each of them covers data of the main games, bonus games in them, double-ups and jackpots.

To enter **History** menu use the **Cashier**, **Admin** or **Owner** keys and then select **Play History**.

Main Game History

The positions of the stopped reels for a given game and the following parameters are displayed on the screen:

– **Date** - date and time of the game start;

Service Functions and Initial Setup

- **Game Start Credit** - displays the monetary value of the credit, available at game start;

- **Reel Ways Pay Bet** - shows the value of the bet in the current game;

- **Bet Multiplier** - shows bet multiplier in the current game;

- **Denomination** - shows the value of denomination, active at game start (monetary value of **1** credit);

- **Total Bet** - shows the monetary value of the total bet of the game;**Total Win** - shows the monetary value of the win from the game, which is actually added to the credit meter after game completion. The parameters, participating in **Total Win** are displayed below this line:

  - **Reel Ways Pay Win** - shows the value of the win in the current game;

  - **Scatter Win** - shows the value of the win from scatters (if there is such) in the current game;

  - **Free Spins Win** - shows the value of the win from free spins (if there are such) in the current game:

  - **Progressive Jackpot -** appears only if a Progressive Jackpot is won and shows monetary amount of the winning from the jackpot;

- **Gamble** - appears if only there was a double-up and shows its result as monetary amount;

- **Game End Credit** - displays the monetary value of the credit after game completion;

- **Since This Game:** - credit events, occurred after the end of this game and before the start of the next game.

  The following rows are shown if the corresponding event has occurred:

  - **Collected:** (sum of all money, paid out from winning, exceeded limits or as result of pressing a „cash out" button after the last played game);

  - **Keyed In:** (money, inserted by key);

  - **Bill In:** (amount in money of all bills, inserted into machine);

  - **Coin In:** (amount in money of all coins, inserted into machine);

  - **AFT In:** (money, inserted by electronic transfer);

  - **Ticket In:** (amount in money of all tickets, inserted into machine).

NOTE!
If some of the above listed events occur after the game end and then History page is entered, these events will be registered as **Since This Game** in the page of the game, after which they have appeared.

In the right field of the screen is shown list of the winning combinations (line or scatter) in the game and the monetary values of the win for each of them.

SERVICE FUNCTIONS

If in the current game there have been free spins triggered, each next page of the play history shows the positions of the stopped reels for a given free spin. On the upper right the following is written:

- **Free Spin X of Y**, where **X** is the number of the current free spin and **Y** is the total number of free spins;

- **Free Spin Multiplier:** - multiplier of the free spins;

- **Current Free Spins Win:** - total amount of the winning from the current free spin;
  - **Reel Ways Pay Win** - monetary amount of the winning, formed by reel combinations of the current free spin. This row appears only if there are some winnings in the current free spin;
  - **Scatter Win** - monetary amount of the winning, formed by a scatter combination in the current free spin. This row appears only if there is a scatter winning in the current free spin;
  - **Progressive Jackpot** - shows monetary amount of the winning from progressive jackpots, won during the current free spin. Appears only if a progressive jackpot is won;

- **Plus X New Free Spins Added** - shows the number **X** of the additional free spins at retriggering. This row appears only if the current free spin is retriggered;

- a list of the winning combinations (scatter or reel ways pay) in the current free spin and the monetary values of the winning for each of them.

Jackpot Feature History

NOTE!
The following history will be available if in the current game there has been a jackpot feature played.
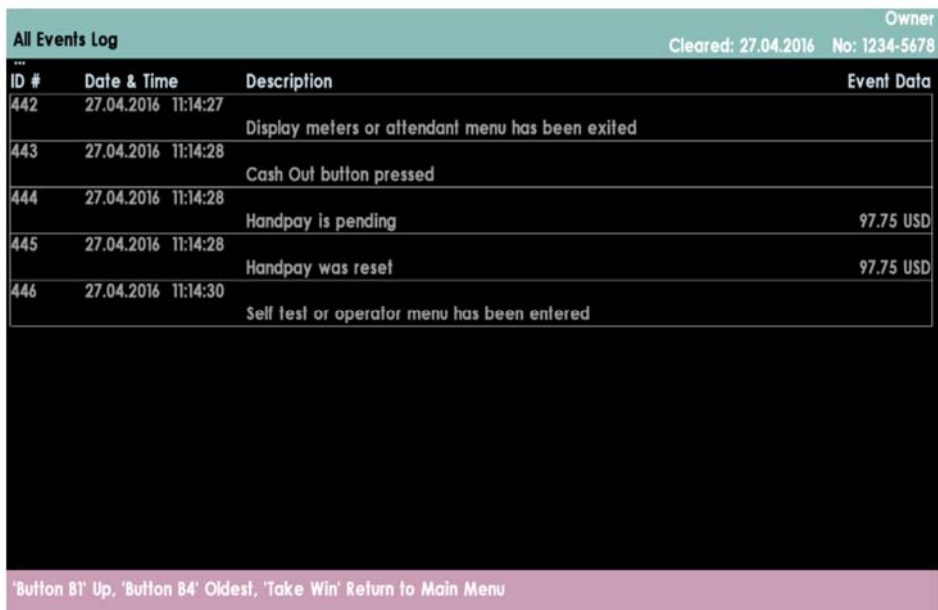

The topology and the result from the player selection are shown on the screen. The items, selected by the player are displayed colored in white. The items auto selected are displayed colored in green. The items not selected are displayed colored in grey. The gained jackpot level and the winning from it in money are shown on the right of the matrix with card selection results.

II.4. EVENT LOGS

Accounting	Diagnostics	History	Event Logs	Network Logs	General Setup	Game Setup	Jackpots Setup	Service	Owner

```
                                          All Events Log
                                          Credit In Log
                                          Cash Out Log
                                          Bill Accepted Log
                                          Handpay Log
                                          Progressive Log
                                          Voucher In Log
                                          Voucher Out Log
                                          Cashless In Log
                                          Cashless Out Log
                                          External Bonuses Log
```

Cleared: 30.04.2015   No: 0000-0000

'Button B1' Up, 'Button B2' Down', 'Button B3' Left, 'Button B4' Right, 'Take Win' Returns to game, 'Start' Select

II.4.1. All Events Log

All Events Log				Owner
			Cleared: 27.04.2016	No: 1234-5678
ID #	Date & Time	Description		Event Data
442	27.04.2016 11:14:27	Display meters or attendant menu has been exited		
443	27.04.2016 11:14:28	Cash Out button pressed		
444	27.04.2016 11:14:28	Handpay is pending		97.75 USD
445	27.04.2016 11:14:28	Handpay was reset		97.75 USD
446	27.04.2016 11:14:30	Self test or operator menu has been entered		

'Button B1' Up, 'Button B4' Oldest, 'Take Win' Return to Main Menu

This window displays information on activity during the game, access to the machine, errors in periphery devices and failures of the amusement machine.

All events and errors in all categories are displayed in a table, which consists of columns with ID number, date and time of the event, description, and event data.

To view the next or previous pages of this menu (if there are such) use **Button B2/Button B1** buttons. To return back to the **Main Menu** press a **TAKE WIN** button.

II.4.2. Credit In Log

Credit In Log			Owner
			Cleared: 27.04.2016 No: 1234-5678
ID#	**Date & Time**	**Description**	**Event Data**
357	27.04.2016 11:13:23	Empress Gold Keyed in	100.00 USD
365	27.04.2016 11:13:36	Empress Gold Keyed in	10 000.00 USD
429	27.04.2016 11:14:16	Eternal Lotus Keyed in	99.00 USD

'Take Win' Return to Main Menu

This page displays information of last **20** additions of credit by a key. The money added by **Attendant** key is registered - **Keyed In.** The **ID** number of the event, its date and time, and the money amount in appropriate currency are shown in the displayed table.

To view the next or previous pages of this menu (if there are such) use **Button B2/Button B1** buttons. To return back to the **Main Menu** press a **TAKE WIN** button.

II.4.3. Cash Out Log

Cash Out Log			Owner
			Cleared: 27.04.2016 No: 1234-5678
ID#	**Date & Time**	**Description**	**Event Data**
364	27.04.2016 11:13:28	Penguin Style Handpay was reset	99.60 USD
428	27.04.2016 11:14:08	Secrets of Alchemy Handpay was reset	9 994.55 USD
445	27.04.2016 11:14:28	Handpay was reset	97.75 USD

'Take Win' Return to Main Menu

This window displays information of the payments, caused by **CASH OUT** button pressing and of winnings, paid out as a result of **Credit Limit** exceeding.

At payment via hopper after payment completion (by reason of fully amount paid or of empty hopper), **Pay out completed,** and the amount paid are logged.
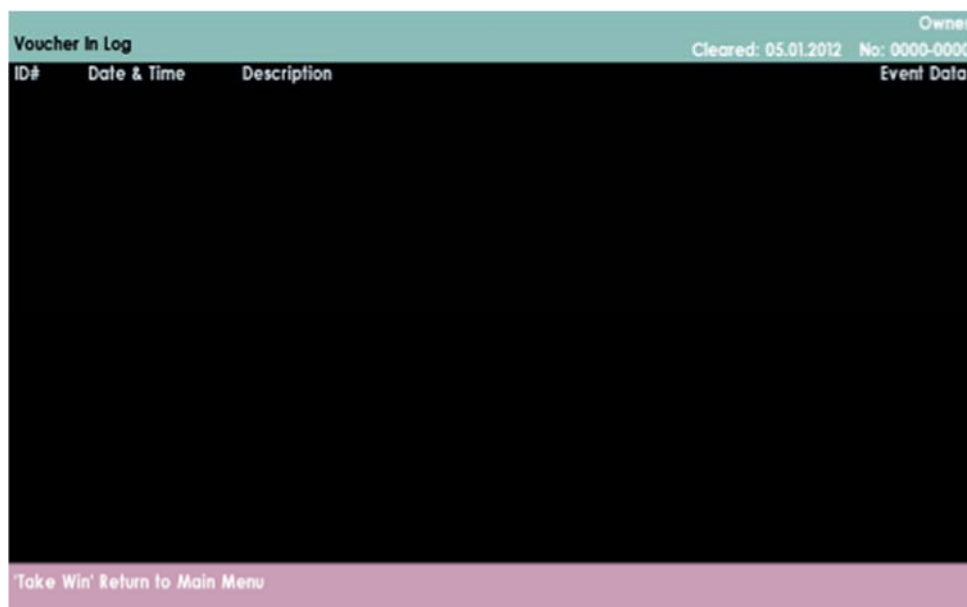
To view the next or previous pages of this menu (if there are such) use **Button B2/Button B1** buttons. To return back to the **Main Menu** press a **TAKE WIN** button.

II.4.4. Bill Accepted Log
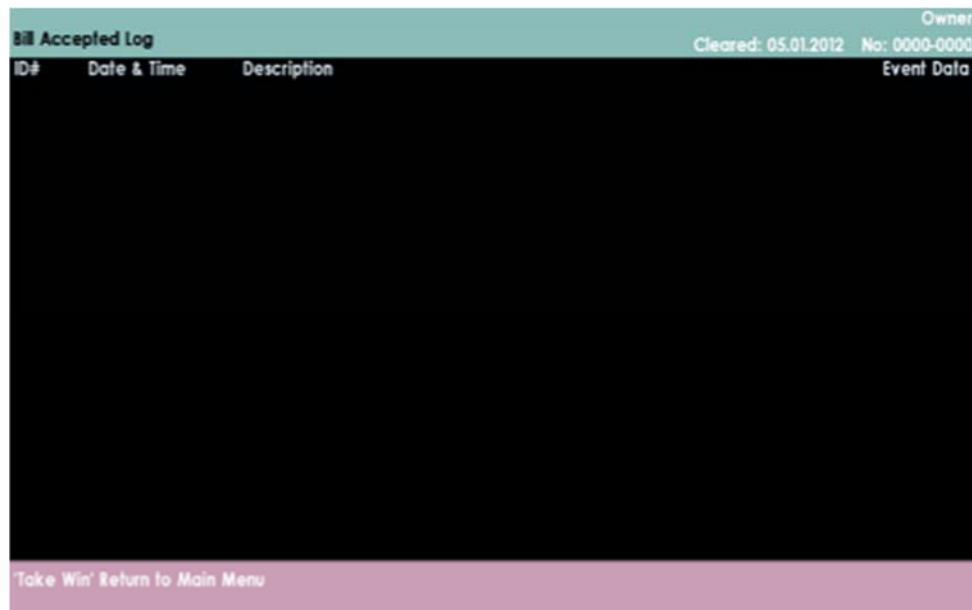
This window displays information of last **20** accepted bills and their par values. When a bill is accepted (independently of par), **Bill accepted** is logged in a **Description** column and par value in an **Event Data** column.

To view the next or previous pages of this menu (if there are such) use **Button B2/ Button B1** buttons. To return back to the **Main Menu** press a **TAKE WIN** button.

SERVICE FUNCTIONS

II.4.5. Handpay Log

ID#	Date & Time	Description	Event Data
		Handpay Log	Cleared: 27.04.2016 No: 1234-5678
364	27.04.2016 11:13:28	Empress Gold	
		Handpay was reset	99.60 USD
428	27.04.2016 11:14:08	Eternal Lotus	
		Handpay was reset	9 994.55 USD
445	27.04.2016 11:14:28	Empress Gold	
		Handpay was reset	97.75 USD

'Take Win' Return to Main Menu

This window displays information of the **Attendant** payments, caused by:

- pressing **CASH OUT** button;
- exceeding of **Credit Limit**;
- exceeding of **Jackpot Limit**.

When the payment is caused by pressing of **CASH OUT** button or by **Credit Limit** exceeding, **Hand paid** and the sum are logged.

When the payment is caused by **Jackpot Limit** exceeding, **Jackpot hand paid** and the sum are logged.

To view the next or previous pages of this menu (if there are such) use **Button B2/ Button B1** buttons.

To return back to the **Main Menu** press a **TAKE WIN** button.

SERVICE FUNCTIONS

II.4.6. Progressive Log
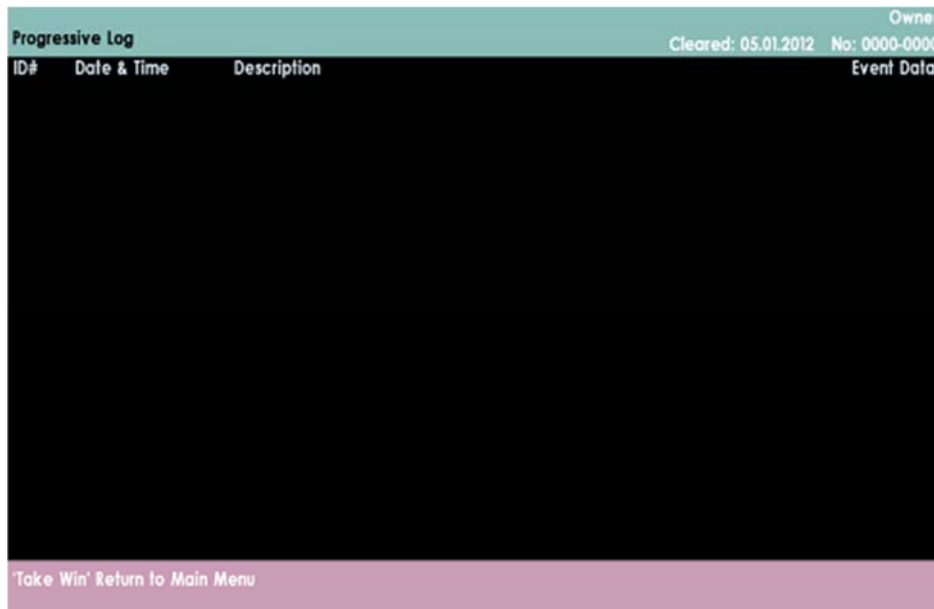
This window displays information of progressive jackpots levels, won by the gaming machine with date and time.

The game name is written in **Description** column on the **1**-st row, and on the second one, the name of the jackpot level, won by this game.

The amount in money of the winning is displayed in an **Event Data** column.

To view the next or previous pages of this menu (if there are such) use **Button B2/ Button B1** buttons.

To return back to the **Main Menu** press a **TAKE WIN** button.

II.4.7. Voucher In Log

The vouchers accepted are logged in this page.

The voucher type is displayed at the **1**st row in a **Description** column, and **validation data:** and the last **4** numbers of bar code is displayed at the **2**nd row.

The amount in money is displayed at the **1**st row in an **Event Data** column. Date and time of the voucher accepting are logged as well.

The type of the voucher may be:

 − **Cashable Voucher In** - can be paid out by hand or with a hoper;

 − **Non-cashable Voucher In** - cannot be paid out by hand or with a hoper;

 − **Promotional Voucher In** - can be paid out by hand or with a hoper.

Vouchers rejected by host or because of timeout are logged as well. **Voucher In Rejected** is displayed then. If there is information for the bar code and amount of the rejected voucher, it also is displayed.

Information for the last **25** events is kept.

To view the next or previous pages of this menu (if there are such) use **Button B2/ Button B1** buttons.

To return back to the **Main Menu** press a **TAKE WIN** button.

SERVICE FUNCTIONS

II.4.8. Voucher Out Log
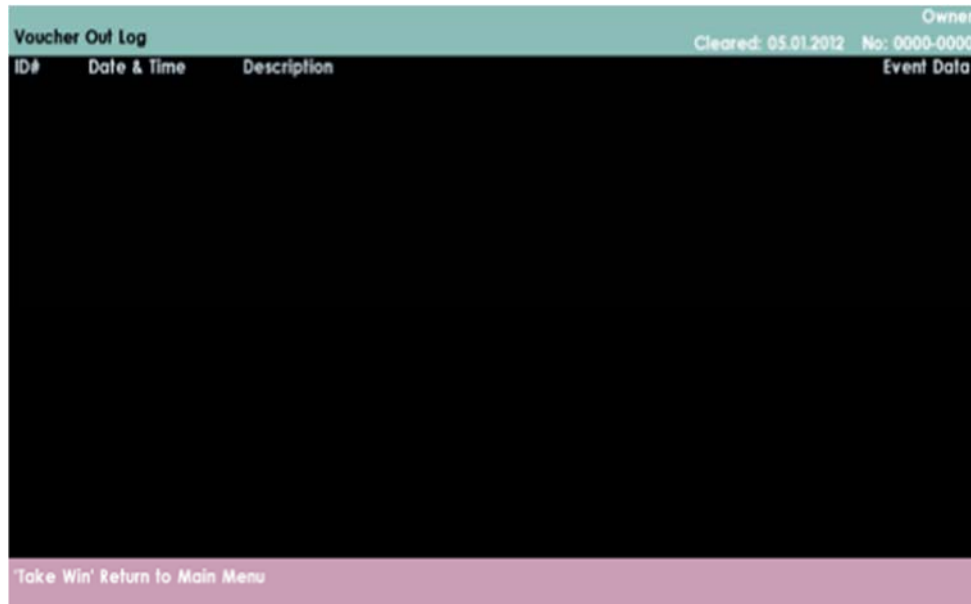
Printed vouchers and receipts are logged at this page.

The voucher type is displayed at the **1**st row in a **Description** column, and **validation data:** and the last **4** numbers of bar code is displayed at the **2**nd row.

The amount in money is displayed at the **1**st row in an **Event Data** column. Date and time of the voucher and receipt printing are logged as well.

The type of the voucher may be:

– Cashable Voucher Out;

– Non-cashable Voucher Out;

– Cashable Host to Voucher Out;

– Non-cashable Host to Voucher Out.

The type of the receipt may be:

– Jackpot Receipt;

– Cash out Receipt.

Failed attempts at printing are logged as well (not received host confirmation or because of timeout). **Voucher Out failed** is displayed then. If there is information for the bar code and amount, it also is displayed.

Information for the last **25** events is kept.

To view the next or previous pages of this menu (if there are such) use **Button B2/ Button B1** buttons. To return back to the **Main Menu** press a **TAKE WIN** button.

II.4.9. Cashless In Log

Amounts, received as result of **AFT** transfer, are logged at this page.

In **Description** column are written:

- The game name on the 1-st row;
- **AFT Transfer** on the 2-nd row;
- **ID and transaction number,** kind of transfer, credit, and amount on the 3-rd row.

The amount in money is displayed at the **1st** row in an **Event Data** column.

The kind of transfer can be:

- **InHouse** (In-house amount from host to GAMING MACHINE);
- **Bonus coin in** - (Bonus coin in win amount from host to GAMING MACHINE);
- **Bonus jackpot** - (Bonus jackpot win amount from host to GAMING MACHINE);
- **InHouse to Voucher** - (In-house amount from host to ticket);

Kind of credit can be:

- **C** - Cashable - can be paid out by hand or with a hoper;
- **P** - Promotional - credit from promotions - can be paid out by hand or with a hoper;
- **N** - Non-cashable - cannot be paid out by hand or with a hoper.

All kind of credits and their amounts, which are received by transaction, are specified.

Information for the last **25** events is kept.

To view the next or previous pages of this menu (if there are such) use **Button B2/ Button B1** buttons. To return back to the **Main Menu** press a **TAKE WIN** button.

II.4.10. Cashless Out Log

Payments, as result of **AFT** transfer, are logged at this page.

In **Description** column are written:

− The game name on the 1-st row;

− **AFT Transfer** on the 2-nd row;

− **ID and transaction number,** kind of transfer, credit, and amount on the 3-rd row.

The amount in money is displayed at the **1st** row in an **Event Data** column.

Kind of transfer can be:

− **InHouse out cashout** - (In-house amount from GAMING MACHINE to host);

− **InHouse out win** - (Win amount from GAMING MACHINE to host).

Kind of credit can be:

− **C** - Cashable - can be paid out by hand or with a hoper;

− **P** - Promotional - credit from promotions - can be paid out by hand or with a hoper;

− **N** - Non-cashable - cannot be paid out by hand or with a hoper.

All kind of credits and their amounts, which are paid out by transaction, are specified.

Information for the last **25** events is kept.

To return back to the **Main Menu** press a **TAKE WIN** button.

II.4.11. External Bonuses Log

Amounts of external bonuses, accepted by the **SAS** host are logged at this page.

The game name is displayed on the **1st** row in a **Description** column and type of the bonus and **received** or **awarded** on the **2nd**, and the amount in money is displayed in an **Event Data** column.

Information for the last **25** events is kept.

II.5. GENERAL SETUP

General Setup menu is only available when **CREDIT=0** and with **Owner** key**.**

To save the inputted parameters values on the relevant page press **Save** button.

All parameters, which are set after the setting of another one, are colored in gray at first, and they are not available for setting till the parameter, on which they are dependent, is set.

The parameters which have **Not Set** in their setting options is one time settable parameters and can be changed only after memory reset **NVRAM** of the gaming machine.

The parameters which have not **Not Set** in their setting options can be changed at any time.

II.5.1. Jurisdiction Setup
−**Jurisdiction:** - Standard/ South-African/ French/ Belarus

NOTE!
This parameter is written in the **EEPROM** chip.

− **Subjurisdiction:** - General/ Sun International/ - this parameter is active when jurisdiction **South-African** is set in the **EEPROM** chip:

To return back to the **Main Menu** press a **TAKE WIN** button.
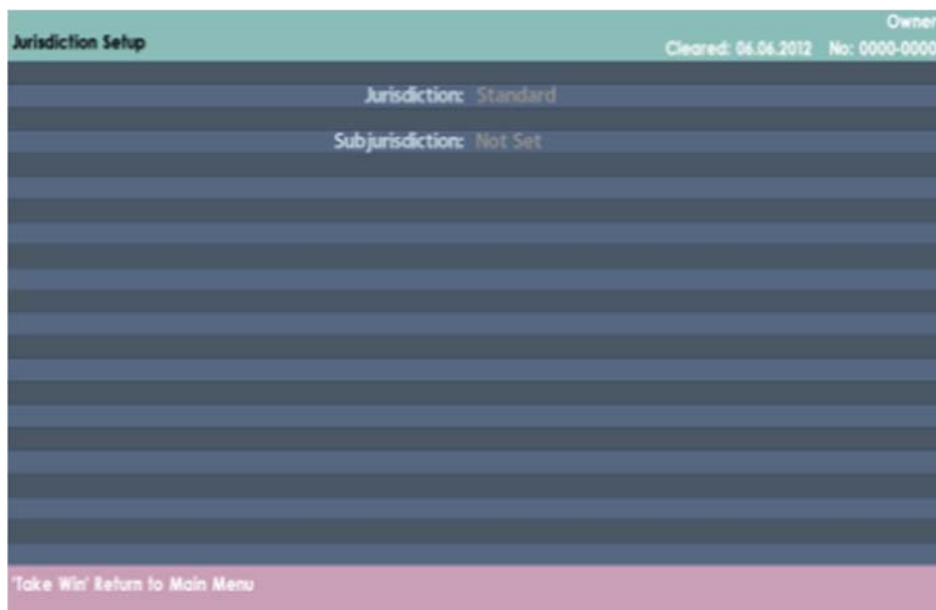
II.5.2. Device Setup
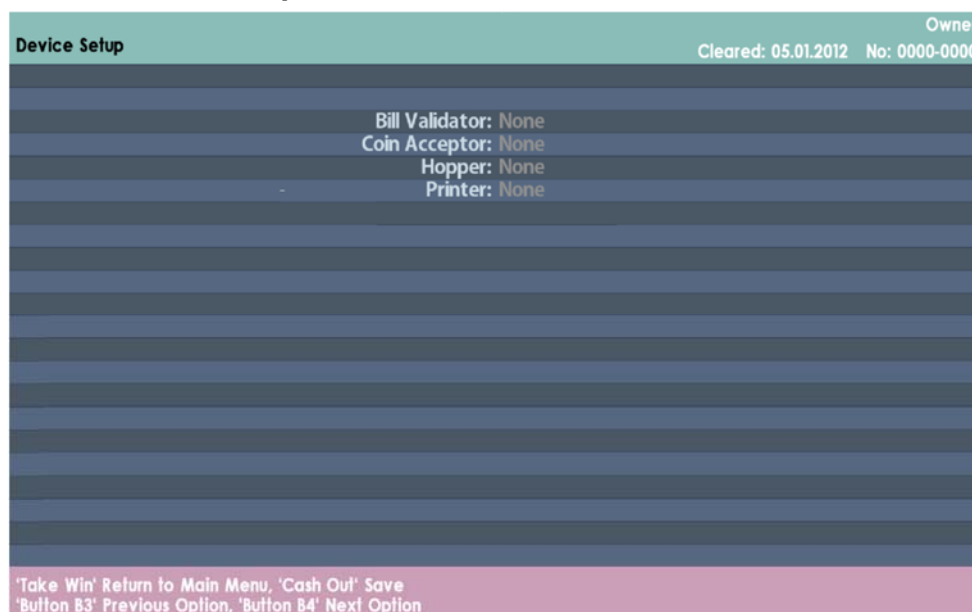
The parameters, listed below are one-time settable parameters:

- **Bill Validator:** Not Set/ None/ JCM/ Cash Code/ Ardac Elite/ MEI - chooses whether there is a bill validator and its type;

- **Coin Acceptor:** Not Set/ None Condor Premier/ MC 62 - chooses whether there is a coin acceptor and its type.

- **Hopper:** Not Set/ None/ SUZO Excel - chooses whether there is a hoper and its type.

- **Printer:** Not Set/ None/ Ithaca 950/ FutureLogic - chooses whether there is a printer and its type;

To select an upper or a lower parameter use **Button B1/ Button B2** buttons. To choose the next or the previous option of the chosen parameter condition, use **Button B4/Button B3** buttons. The given parameter setting can start after pressing a **START** button. To save all settings, done up to the moment, press a **CASH OUT** button. To return back to the **Main Menu** press a **TAKE WIN** button.

II.5.3. Monetary Settings

Monetary Settings	Owner Cleared: 15.12.2016 No: 1234-5678

Currency Code: EUR

Number of Player Denominations: 1	Coin/Token Denomination: 0.01 EUR
1 Player Denomination: 0.01 EUR	Decimal Point on Jackpot Screen: Enable
	Attendant Add Credit: Enable
	Accounting Denomination: 0.01 EUR
	Credit Field Display: Toggle allowed
	Show Collected Information: Enable
Enable Cash Out On Forbidden Machine:	Enable
	Always Handpay Jackpots: Enable
	Currency Mode: Money
	Play Left-over Bet: Disable

'Take Win' Return to Main Menu

The parameters, listed below are one-time settable parameters:

− **Currency Code** - is inserted the bank code of the currency used to be displayed with the amounts of money both on the game screen and in service functions;

− **Number of Player Denominations:** Not set/ 1 - determines the number of possible denominations. Only one denomination is available for this multigame;

− **1 Player Denomination:** - shows the denomination value;

NOTE!
The possible denominations values are: 0.01/ 0.02/ 0.05/ 0.10/ 0.20/ 0.25/ 0.50/ 1.00/ 2.00/ 2.50/ 5.00/ 10.00/ 20.00/ 25.00/ 50.00/ 100.00/ 200.00/ 250.00/ 500.00/ 1000.00.

− **Coin/Token Denomination** - here the token value is selected;

− **Decimal Point on Jackpot Screen** - Enable/ Disable - defines whether the amounts to be displayed with a decimal point or not on the jackpot screen only. This parameter is not one-time settable;

− **Attendant Add Credit** - Not set/ Enable/ Disable - if Disable option is selected, the Attendant will have no option to enter credit into the machine by key;

− **Accounting Denomination** - Not set/ from 0.01 to 1000.00 - defines the amount of SAS Accounting Denomination Unit;
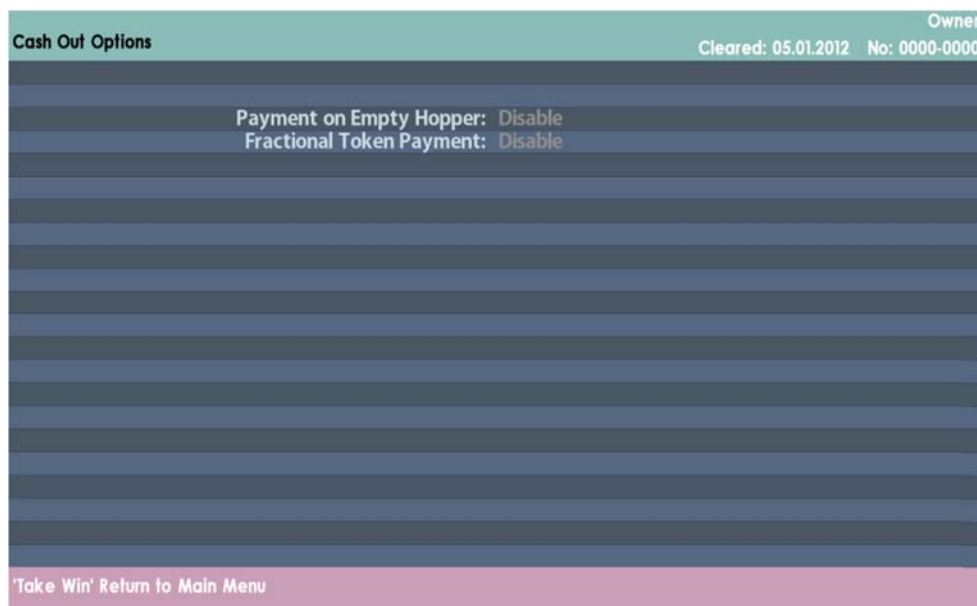
- **Credit Field Display** - Toggle allowed - is not set - defines to display the credits in money and in credits via toggle;

- **Show Collected Information** - [Not set/ Disable/ Enable] - enables whether to show the information for the sum of all paid money after the last played game;

- **Enable Cash Out On Forbidden Machine:** - [Not set/ Disable/ Enable] - defines the **Cash Out** button availability at machine, forbidden from the host.

- **Always Handpay Jackpots -** Not Set/ Enable/ Disable - determines whether the winnings from jackpots, legacy and host bonuses to be added to the credit or not. If it is Enable, each jackpot hit causes **Handpay** splash appearance and the winnings are not added to the credit but they paid out by hand.

- **Currency Mode** - Not Set/ Sign/ Money - determines whether the bank currency code to be shown by sign (Sign) or by trilateral code (Money).

- **Play Left-over Bet:** - Not Set/ Enable/ Disable - enables to play with a credit less than the bet. When Enable is selected, it is allowed to play with a credit less than the minimum set total bet. When Disable - it is not possible to play with a credit less than the minimum set total bet.

To select an upper or a lower parameter use **Button B1/ Button B2** buttons. To choose the next or the previous option of the chosen parameter condition, use **Button B4/Button B3** buttons. The given parameter setting can start after pressing a **START** button. To save all settings, done to the moment, press a **CASH OUT** button. To return back to the **Main Menu** press a **TAKE WIN** button.

II.5.4. Cash Out Options

Cash Out Options   Owner   Cleared: 05.01.2012   No: 0000-0000

Payment on Empty Hopper: Disable
Fractional Token Payment: Disable

'Take Win' Return to Main Menu

SERVICE FUNCTIONS

−   **Payment on Empty Hopper:** Not set/ Disable/ Enable - if "Enable" is chosen, then alternative payment is available: via a printer or by hand (handpay). Accessible to set if the hopper is enabled. If the hopper is disabled, the option is "Enable";

−   **Fractional Token Payment:** Not set/ Disable/ Enable:

  −   **Enable** - payment of credit less than value of **1** token is enabled. A splash with a question if the player wants to get the money or will play it will appear at asking for payment;

  −   **Disable** - payment of credit less than value of **1** token is disabled.

To select an upper or a lower parameter use **Button B1/ Button B2** buttons. To choose the next or the previous option of the chosen parameter condition, use **Button B4/Button B3** buttons. The given parameter setting can start after pressing a **START** button. To save all settings, done to the moment, press a **CASH OUT** button. To return back to the **Main Menu** press a **TAKE WIN** button.

II.5.5. Bill Validator Channels
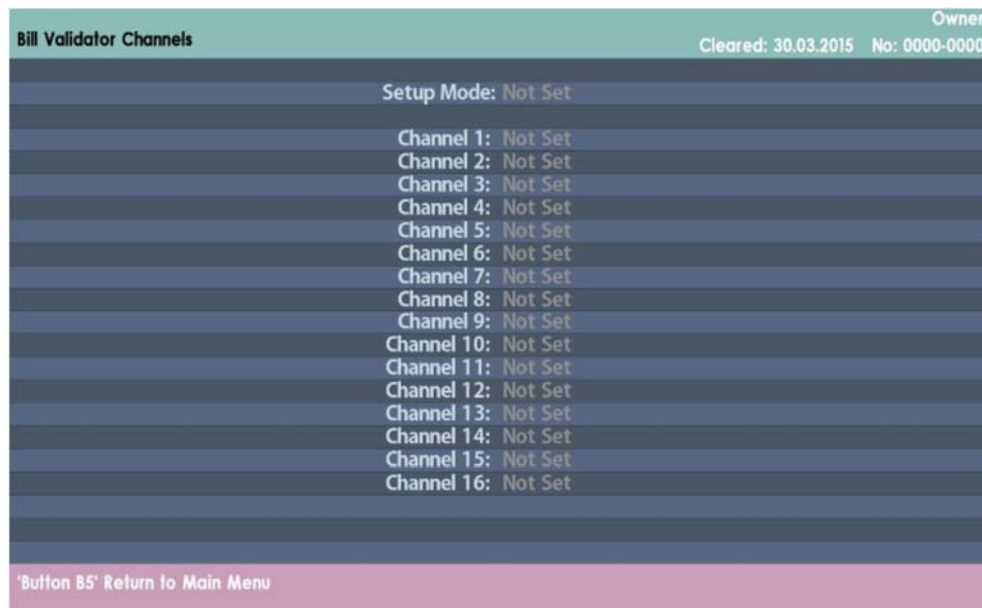
Setup of the bill validator **16** channels. To enter in this menu the bill validator has to be enabled.

Channel settings and currency bank code are given from the validator.

−   **Setup Mode:** Not Set/ Auto/ Manual - gives a possibility for automatically set the channels, according to the appropriate currency channels in the bill validator. If it is Manual, then the channels are set manually.

NOTE!

The automatically channels set (**Auto**) concerns **JCM** and **CashCode** bill validators for **BGN** and **EUR** currency. This option concerns **MEI** bill validator for **BGN** and **EUR** currency as well at **Firmware** (of the bill validator) **Rev.39** and above. It is permitted only prohibit of channels with existing settings and only at initial machine setup.

For each of the channels can choose whether it is disabled or which nominal is accepted by it. For channels, which have no settings in Bill validator is shown "-" instead of bank code value.

Setup of channels from 1 to 16:

−   **Channel 1:** Not Set/ Disabled/ 1.00/ 2.00/ 5.00/…/ 1 000 000 [bank code]

To select an upper or a lower channel use **Button B1/ Button B2** buttons. To choose the next or the previous option of the chosen channel condition, use **Button B4/Button B3** buttons. The given channel setting can start after pressing a **START** button. To save all settings, done to the moment, press a **CASH OUT** button. To return back to the **Main Menu** press a **TAKE WIN** button.

II.5.6. Mechanical Counters

The gaming machine has **6** electromechanical counters that can be configured in a variety of predefined ways. Depending on the function of a counter in a scheme, it can count money or events.

First scheme of counting is selected, then the necessary divider are set.

For counters, counting money a preliminary divider (scale factor) can be set. It determines how many units of currency is equal to one count of mechanical counter.

The entering in this screen is possible only if the **Monetary Settings** are done.

Choice What Will the Mechanical Counters Count Out

Each of the listed parameters can be counted out by one of the mechanical counters.

It is possible one counter to count the values of more than one parameter.

Mechanical counter №

Coin In (Total Bet):	Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/
Coin Out (Not Hand Paid Win):	Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/
Jackpot (Hand Paid Win):	Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/
Jackpot (Hand Paid Win):	Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/
Total IN:	Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/
Coin Drop:	Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/
Bills In:	Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/
Keyed In:	Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/
Total OUT:	Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/
Hand Paid Cancelled Credits	Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/
Cancelled Credits:	Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/
Progr. Jackpot:	Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/
Progr. Jackpot Hits:	Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/
Games:	Not set/ None/ 1/ 2/ 3/ 4/ 5/ 6/

WARNING!
Total Win = Coin Out (Not Hand Paid Win) + Jackpot (Hand Paid Win)
Do not direct two **Jackpot (Hand Paid Win)** parameters to one and the same counter. Different counters must count these parameters out!

1	2	3
4	5	6

The scheme of physical situation of the mechanical counters is displayed on the right of the screen. **COUNTERS POSITION** is displayed above this scheme.

Service Functions and Initial Setup

It has to be determinate what will each of the counters count out, save these setting and after that select the scale factor for each of them.

If a given counter will count out events, **scale factor** is not set for this counter. **1 tick per event** is displayed in this field and it is colored in gray.

To save the coefficients of counting in **NVRAM** use a **Cash Out**" button after their setting.

Mechanical Meter 1 Scale: [Not set/ 1 tick per 0.01/1 tick per 0.10/1 tick per 1.00/1 tick per 10.00/1 tick per 100.00/1 tick per 1 000.00/ 1 tick per 10 000.00/ 1 tick per 100 000.00]

Mechanical Meter 2 Scale: [Not set/ 1 tick per 0.01/1 tick per 0.10/1 tick per 1.00/1 tick per 10.00/1 tick per 100.00/1 tick per 1 000.00/ 1 tick per 10 000.00/ 1 tick per 100 000.00]

Mechanical Meter 3 Scale: [Not set/ 1 tick per 0.01/1 tick per 0.10/1 tick per 1.00/1 tick per 10.00/1 tick per 100.00/1 tick per 1 000.00/ 1 tick per 10 000.00/ 1 tick per 100 000.00]

Mechanical Meter 4 Scale: [Not set/ 1 tick per 0.01/1 tick per 0.10/1 tick per 1.00/1 tick per 10.00/1 tick per 100.00/1 tick per 1 000.00/ 1 tick per 10 000.00/ 1 tick per 100 000.00]

Mechanical Meter 5 Scale: [Not set/ 1 tick per 0.01/1 tick per 0.10/1 tick per 1.00/1 tick per 10.00/1 tick per 100.00/1 tick per 1 000.00/ 1 tick per 10 000.00/ 1 tick per 100 000.00]

Mechanical Meter 6 Scale: [Not set/ 1 tick per 0.01/1 tick per 0.10/1 tick per 1.00/1 tick per 10.00/1 tick per 100.00/1 tick per 1 000.00/ 1 tick per 10 000.00/ 1 tick per 100 000.00]

To select an upper or a lower parameter use **Button B1/ Button B2** buttons. To choose the next or the previous option of the chosen parameter condition, use **Button B4/Button B3** buttons. The given parameter setting can start after pressing a **START** button allowing a selection of the parameter to be adjusted. To save all settings, done to the moment, press a **CASH OUT** button. To return back to the **Main Menu** press a **TAKE WIN** button.

If one and the same counter counts out simultaneously events and money, at pressing the button for "**Save**" "**Wrong Settings!**" message in a red splash is appeared on the screen. The save procedure is not completed. The same splash is appeared if there is at least one parameter with **Not Set.** The save procedure is not completed again.

Wrong Settings! message can be eliminated by pressing one of **Button B1÷Button B4** buttons.

SERVICE FUNCTIONS

II.5.7. Limits Setup

To enter in this menu, **Device Setup** and **Monetary Settings** have to be done.

The limits can to be changed if the credit is zero.

– **Credit Limit:** - the maximum amount in money, which may be inserted into Credit meter. Default value is **0** - no limit;

– **Printer Limit:** - the maximum amount in money, which may be paid out via a printer. Can set only if there is a printer. Default value is **0** - that means the printer cannot use as a payment device;

– **Jackpot Limit:** - winnings from a game, an external bonus (SAS bonus or Fu Gui Rong Hua mystery) or a progressive jackpot, which exceeds this limit, will cause a splash **Jackpot! Call Attendant**. Default value is **0** - no limit and then this splash will not appear;

– **Upper Jackpot Limit:** - winnings from a game, an external bonus (SAS bonus or Fu Gui Rong Hua mystery) or a progressive jackpot, which exceeds this limit, and cannot be added to the credit. Default value is **0** - no limit. If after **Upper Jackpot Limit** setting**, Jackpot Limit** is changed, **Upper Jackpot Limit** becomes **0**.

The following text is written below **Upper Jackpot Limit = XXX BGN** row:

Jackpot Limit ≤ Upper Jackpot Limit

Permissible settings: **Jackpot Limit ≤ Upper Jackpot Limit**

– **Hopper Limit:** - the maximum amount in money, which may be paid out via the hopper. If it is **0,** means that a hopper cannot be used. Can set only if there is a hopper.

Permissible settings: **1 token ≤ Hopper Limit**

− **Attendant Limit:** - the maximum permissible amount in money, which the attendant can insert by key, taking account of the current credit. Can set only if **Attendant Add Credit** is enabled**. Attendant Limit** has to be ≤ **Credit Limit**. If **Credit Limit=0**, then **Attendant Limit** is not limited.

<p align="center">***Attendant Limit ≤ Credit Limit***</p>

− **Hold Button B1 Add:** - 0 / 1.00/ 10.00/ 100.00/ 1 000.00 - determines the credit amount which can be inserted to the machine by the **B1** button from the keyboard. The maximum sum has to be ≤ **Attendant Limit/100.** Can set only if **Attendant Add Credit** is enabled;

− **Row Credit Limit:** - determines the maximum possible amount "Raw Credits" in the current credit of the machine. It is recommended: - is active only at **Jurisdiction= French**;

− **Acceptor Limit:** - defines the maximum possible amount in money by bills and tokens acceptance according to the current machine credit. If it is **0**, the limitation is **Credit Limit**;

− **Tickets In Limit:** - defines the maximum possible amount in money by tickets acceptance according to the current machine credit. If it is **0**, the limitation is **Credit Limit** for cashable tickets only.

NOTE!
If some of limits given above are set **0**, on their right **No Limit** is written. When the shortened input widget is used for a value insert, "**Zero means no limit**" in red appears under it.

       To select an upper or a lower parameter use **Button B1/ Button B2** buttons. To choose the next or the previous option of the chosen parameter condition use **Button B4/Button B3** buttons. The given parameter setting can start after pressing a **START** button. (The shortened input widget is shown after given field selection, via which the desired permissible limit is inserted. Only numbers without decimal point can be inserted). To save all settings, done to the moment, press a **CASH OUT** button. To return back to the **Main Menu** press a **TAKE WIN** button.

II.5.8. Auto/Gamble


Page for setup of **Double-Up** function and **Auto Play** mode.

- **Auto Mode:** Not set/ Enable/ Disable - on-settable parameter - enables or disables the option of program start in Auto mode by the player;

- **SAS LPOLL AA Behavior** - **Not Set/ Enable/Disable Auto Mode / Start/Stop User Auto Rebet** - this parameter give to **SAS** system an opportunity to control from a distance the **Auto play** mode. It is active and takes effect only if **Auto mode:** Enable. There are two possibilities:

  - **Enable/Disable Auto Mode** - enables/disables Auto Mode in real time;

  - **Start/Stop User Auto Rebet** - simulates pressing AUTO PLAY button on the keyboard;

- **Gamble Game:** Not set/ Enable/ Disable – on-settable parameter - disables or enables the option, the win to be doubled up by the player;

- **Max Gamble Attempts:** 1÷10 - Defines the number of maximum player attempts in Gamble Game. May be chosen by **Button B3** and **Button B4** buttons; Default value is **5**. Can be changed at a **Credit=0**;

- **Gamble Limit:** in money - a winning more than **1/2 Gamble Limit** cannot be doubled. Default value is **100 000 000** and this is the upper limit. **0** (zero) cannot be inserted. Can be changed at a **Credit=0**.

To select an upper or a lower parameter use **Button B1/ Button B2** buttons. To choose the next or the previous option of the chosen parameter condition, use **Button B4/Button B3** buttons. The given parameter setting can start after pressing a **START** button. To save all settings, done to the moment, press a **CASH OUT** button. To return back to the **Main Menu** press a **TAKE WIN** button.

Service Functions and Initial Setup

Once a field is selected, a keyboard is shown and in this way the desired allowable limit is entered. Numbers without a decimal point are entered.
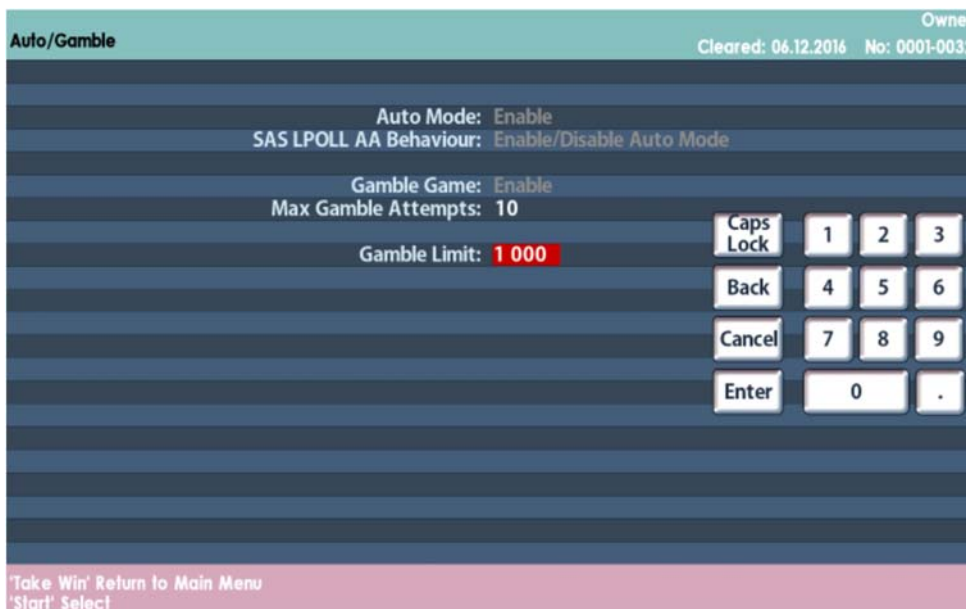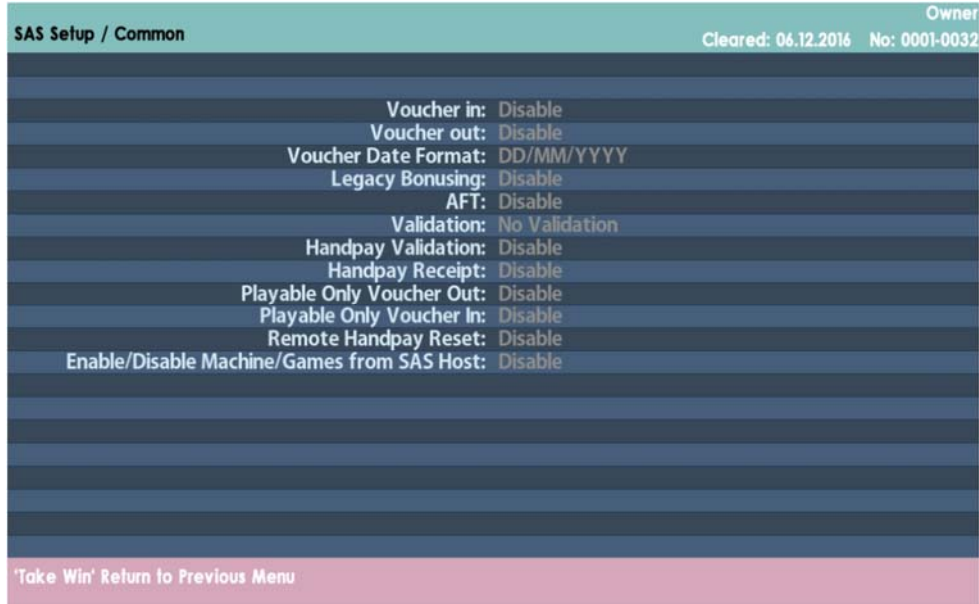

II.5.9. SAS Setup
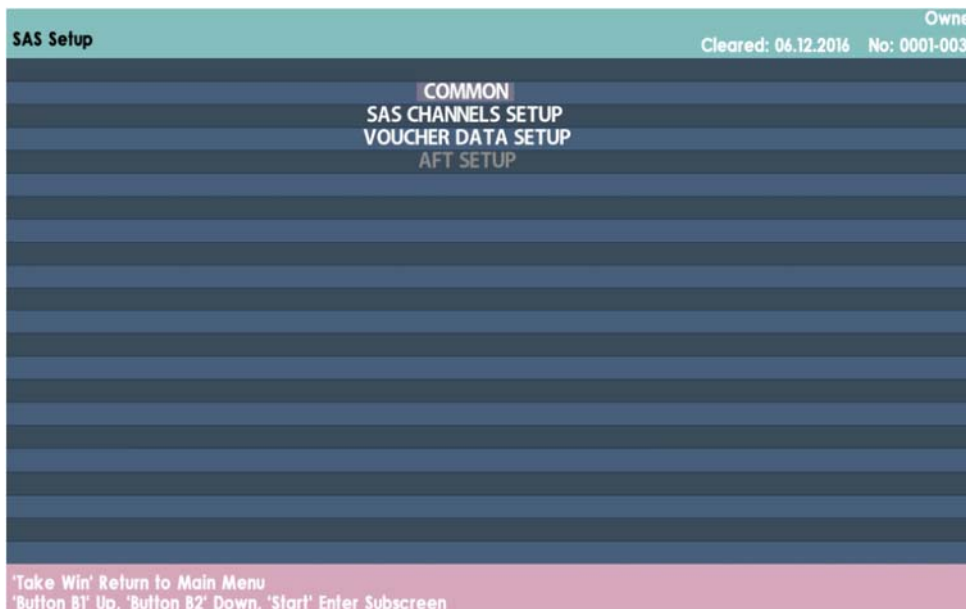
The rows of this screen are elements of a menu: **Common, SAS Channels Setup, Voucher Data Setup, AFT Setup**. Use **Button B1** and **Button B2** buttons to position on the desired menu and press **Start** button.

II.5.9.1. Common

The parameters with a **Not Set** option in their fields are one-time settable parameters.

−   **Voucher In:** Not Set/ Disable/ Channel 1/ Channel 2 - This parameter defines whether the bill validator will be able to accept vouchers (tickets) and at which channel in the SAS network. Enabled to set only if the bill validator is enabled. If the bill validator is disabled, it automatically becomes Disable (tougher with the bill validator);

−   **Voucher Out:** Not Set/ Disable/ Channel 1/ Channel 2- This parameter defines whether the printer will be able to print out vouchers (tickets) and at which channel in the SAS network. Enabled to set only if the printer is enabled. If the printer is disabled, it automatically becomes Disable (tougher with the printer);

−   **Voucher Date Format:** Not set/ DD/MM/YYYY/ MM/DD/YYYY - defines the format of the date, which will be written on the voucher (ticket);

−   **Legacy Bonusing**: Not Set/ Disable/ Channel 1/ Channel 2- This parameter defines whether the machine will be able to receipt Legacy bonuses from the SAS host and at which cannel in the SAS network;

−   **AFT:** Not set/ Disable/ Channel 1/ Channel 2 - disables AFT transfers or one of two channels is selected via which all AFT transfers will be realized. If it is set **Disable, AFT** submenu in **SAS Setup** menu is not active;

- **Validation:** Not Set/ No Validation/ System/ Standard/ Enhanced. - Defines the type of the validation. In case of **Standard** validation **Voucher In** and **Non-cashable Credits In** become **Disable**.

The following parameters are available to set if **Enhanced Validation** is enabled:

- **Handpay Validation:** Disable/ Enable - This parameter defines whether there will be validation of handpay events from the host in the machine and at which channel in the SAS network;

- **Handpay Receipt:** Disable/ Enable - Defines whether the appropriate receipt will be printed out (Enable) or not (Disable) after clearing of the handpay splash. May be enabled only if the printer is enabled;

- **Playable Only Voucher Out:** Not Set/ Enable/ Disable - Defines whether the machine will be able to print out (Enable) or not (Disable) playable only vouchers. May be enabled only if the printer is enabled. Uses only if **Voucher Out** is enabled;

- **Playable Only Voucher In:** Not Set/ Disable/ Enable - Defines whether the machine will be able to accept (Enable) or not (Disable) playable only vouchers. May be enabled only if the bill validator is enabled. Uses only if **Voucher In** is enabled;

- **Remote Handpay Reset:** Not Set/ Enable/ Disable - Defines whether the handpay splashes will be able to be cleared remote by the host:

  - **Enable** - "**Jackpot! Call Attendant**" and "**Call Attendant. Handpay XXX BGN**" splashes may be cleared by host;

  - **Disable** - "**Jackpot! Call Attendant**" and "**Call Attendant. Handpay XXX BGN**" can be cleared only by key.

- **Enable/Disable Machine/Games from SAS Host:** Not Set/ C1/ C2/ Both - Determines the channel on which determinate commands will be executed. When C1 is set - on C1 channel, C2 - on C2 channel, both - on both channels .
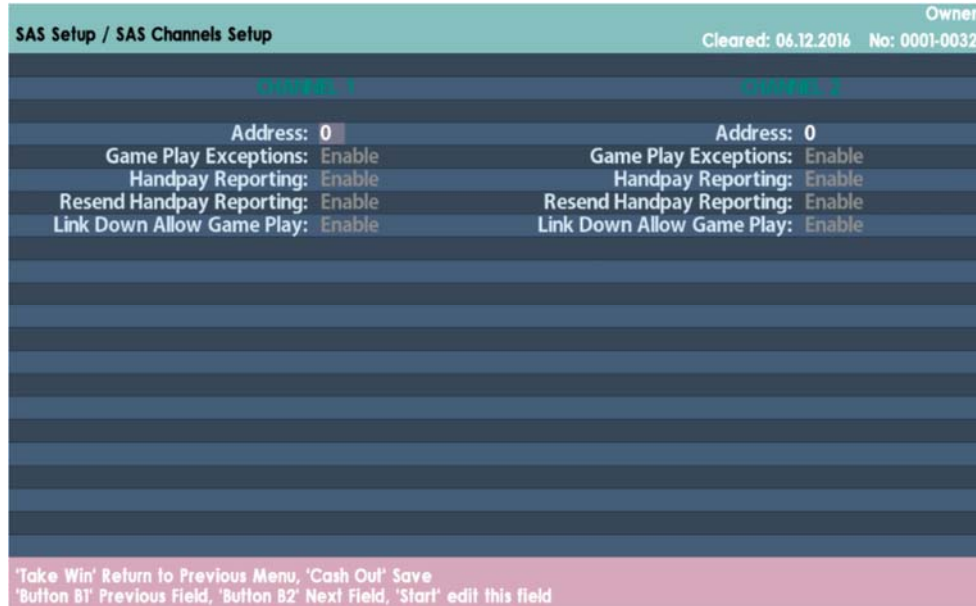
NOTE!
Voucher In, **Voucher Out** and **Handpay Validation** parameters have to be set at the same channel (Channel 1 or Channel 2).

To select an upper or a lower parameter use **Button B1/ Button B2** buttons. To choose the next or the previous option of the chosen parameter condition, use **Button B4/Button B3** buttons. The given parameter setting can start after pressing a **START** button. To save all settings, done to the moment, press a **CASH OUT** button. To return back to the **SAS Main Page** screen press a **TAKE WIN** button.

SERVICE FUNCTIONS

II.5.9.2. SAS Channels Setup

The parameters with a **Not Set** option in their fields are One-time settable parameters.

− **Address** - address of the machine in the SAS network for the given channel.

NOTE!
If a given channel is not used, its address has to be set equal to **0**.

− **Game Play Exceptions** - Defines whether the events of the game start and the game end will be sent (Enable) or not (Disable) to the host;

− **Handpay Reporting** - Defines whether the handpay events will be sent (Enable) or not (Disable) to the host. This parameter has to be enabled at least for one of two channels;

− **Resend Handpay Reporting** - Defines supporting (Enable) or not (Disable) of a buffer in the machine for the last **5** handpay events and their periodical sending to the host until they are read;

− **Link Down Allow Game Play** - Defines whether the machine is enabled to play if the communication with the host is interrupted (Enable - the machine is enabled, Disable - the machine is not enabled).

Service Functions and Initial Setup

SAS Channel 1	SAS Channel 2
Address: from 0 to 127 - may be changed at credit=0	**Address:** from 0 to 127 - may be changed at credit=0
Game Play Exceptions: Not set/ Disable/Enable	**Game Play Exception**s: Not set/ Disable/Enable
Handpay Reporting: Not set/ Disable/ Enable	**Handpay Reporting:** Not set/ Disable/ Enable
Resend Handpay Reporting: Not set/ Disable/ Enable	**Resend Handpay Reporting:** Not set/ Disable/ Enable
Link Down Allow Game Play: Not set/ Disable/ Enable	**Link Down Allow Game Play:** Not set/ Disable/ Enable

To select an upper or a lower parameter use **Button B1/ Button B2** buttons. To choose the next or the previous option of the chosen parameter condition, use **Button B4/Button B3** buttons. The given parameter setting can start after pressing a **START** button. To save all settings, done to the moment, press a **CASH OUT** button. To return back to the **SAS Main Page** screen press a **TAKE WIN** button.

II.5.9.3. Voucher Data Setup

This menu is accessible to setup only if **Voucher Out** is enabled.

A screen with a keyboard and **8** fields is shown. The text, which is inserted in the fields of the screen, is printed out on the voucher or the receipt.

- **Location:** the name (location) of the casino hall is inserted in this field;

−   **Address 1:** the address of the casino is inserted in this field;

−   **Address 2:**   the address of the casino is inserted in this field;

−   **Expiration:** ☐ **days** - the time in days of the voucher validity. Inserted data is   directed   to **Cash Out Voucher** and **Receipts.** Only numbers may be inserted in this field;

−   **Playable Only Voucher Expiration:** ☐ **days** - the time in days of the voucher validity. Inserted data is directed to **Playable Only Voucher**. Only numbers may be inserted in this field;

−   **Currency Name:** - The full name of the currency is inserted here. (Example: EURO, LEV...). Only letters may be inserted in this field;

−   **Currency Subunit (1/100) Name:** The subunit (1/100) of the currency is inserted here. (Example: STOTINKA, CENT …). Only letters may be inserted in this field:

    −   **Currency Prefix:** the bank code of the currency is inserted;

    −   **Gaming voucher type:** Determines the voucher barcode width. Possible settings are: 1.4 cm/ 1.8 cm/ 2.6 cm/ Firmware. **Firmware** setting is setting by default and it is the one possibility when **FutureLogic GEN 2** printer is selected.

    The text may be inserted in this way:
    −   By **Button B1** and **Button B2** may choose the field, where the text will be inserted. To select the chosen field press a **START** button.

    −   By touching a button from the keyboard, a symbol at the chosen field is shown. May write left to right.
    −   To save all settings, done to the moment, press a **CASH OUT** button.

    To return back to the **SAS Main Page** screen press a **TAKE WIN** button.

II.5.9.4. AFT Setup

```
SAS Setup / AFT Setup                              Owner
                              Cleared: 05.01.2012   No: 0000-0000


                    Partial Transfer:  Enable
                    Bonus Transfer:    Disable
            Transfer to Gaming Machine: Enable
          Transfer from Gaming Machine: Disable
                 Host to Ticket Transfer: Disable
                    Debit Transfer:    Disable
            Cash Out to Host Control:   Host Controlled
            Answer to Registration Poll: No


          In-house In Limit: 0.00 BGN
              In-house In Limit <= Credit Limit

          In-house Out Limit: 0.00 BGN


                    Credit limit is infinite


'Take Win' Return to Previous Menu, 'Cash Out' Save
'Button B1' Up, 'Button B2' Down, 'Button B3' Previous Option, 'Button B4' Next Option, 'Start' Select
```
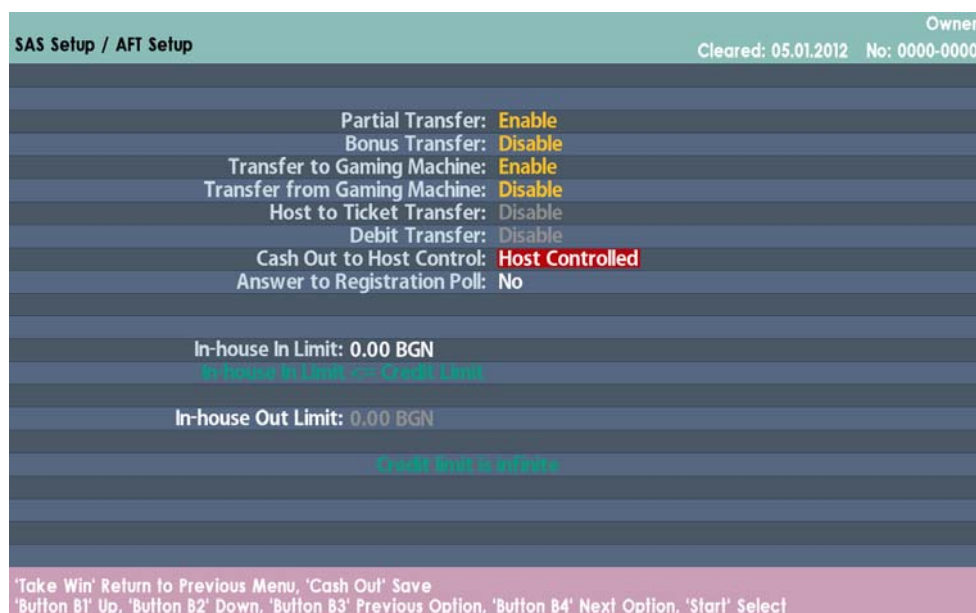
This menu is available to set only if **AFT** is enabled.

The parameters with **Not Set** options are one-time settable parameters.

− **Partial Transfer:** Not set/ Disable/ Enable - when is enabled, it is possible to transfer an amount less than the definite one from the host;

− **Bonus Transfer:** Not set/ Disable/ Enable - defines whether the machine will be able to receive **AFT Jackpot Bonuses** and **AFT Coin Out Bonuses** from the host;

− **Transfer to Gaming Machine:** Not set/ Disable/ Enable - enables transfer of amounts to the machine from the host. (is added to the credit);

− **Transfer from Gaming Machine:** Not set/ Disable/ Enable - enables transfer of amounts from the machine to the host. (is deducted from the credit or the winning);

− **Host to Ticket Transfer:** Not set/ Disable/ Enable - enables transfer of amounts from the host to the machine, which are directly printed to a ticket;

− **Debit Transfer:** Disable - is not active;

− **Cash Out to Host Control:** Not set/ Host controlled/ Soft/ Hard:

  − **Soft** control - the cash out methods (AFT Transfer, Hopper, Printer, Handpay) are chosen from the machine automatically (without the attendant intervention);

  − **Hard** control - At payment of money from the machine and if the **AFT In-house Out Transfer** is failed, the machine is blocked till the attendant intervention. (unblocks by an **Attendant** key and an alternative way for payment is started);

- **Host controlled** - The host (not the machine) defines whether the cash out control will be **Soft** or **Hard**;

- **Answer to Registration Poll** - Yes/ No - determines whether the machine answers to host if the machine has **AFT** registration.

The limits are set by a keyboard, which appears when one of the following fields is chosen. The desired limits may be inserted in these fields.

- **In-house In Limit** - cannot be more than **Credit Limit** - defines the maximum amount which is able to transfer by **Transfer to Gaming Machine** and by **Transfer to Ticket**;

- **In-house Out limit** - defines the maximum amount which is able to transfer by **Transfer from Gaming Machine** to the host.

To select an upper or a lower parameter use **Button B1/ Button B2** buttons. To choose the next or the previous option of the chosen parameter condition, use **Button B4/Button B3** buttons. The given parameter setting can start after pressing a **START** button. To save all settings, done to the moment, press a **CASH OUT** button. To return back to the **SAS Setup** screen press a **TAKE WIN** button.

II.5.10. Real Time Clock
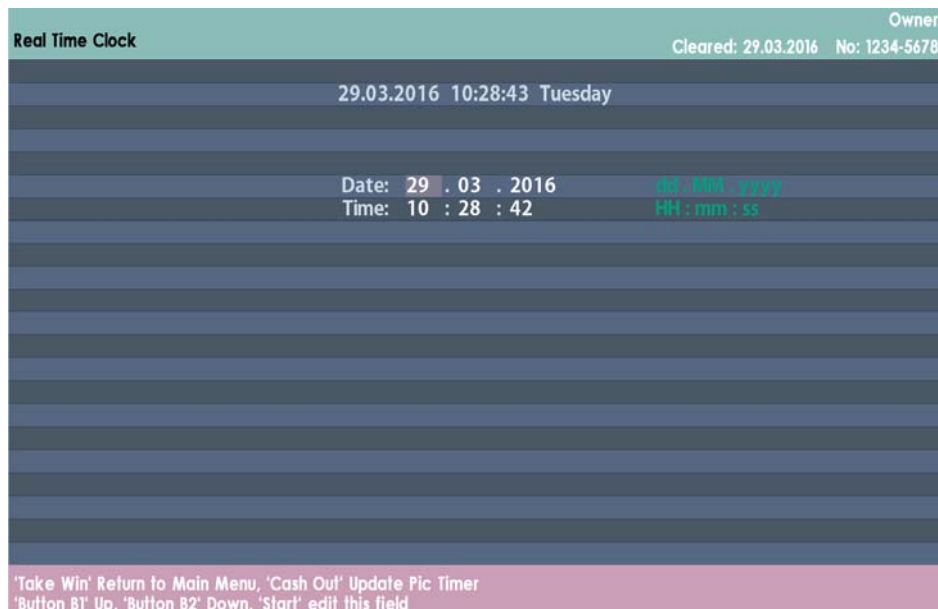
Setup page for setting of current date and time of the machine in following formats:

Date - **dd.MM.yyyy**
Time - **HH:mm:ss**

II.5.11. Machine Info Setup
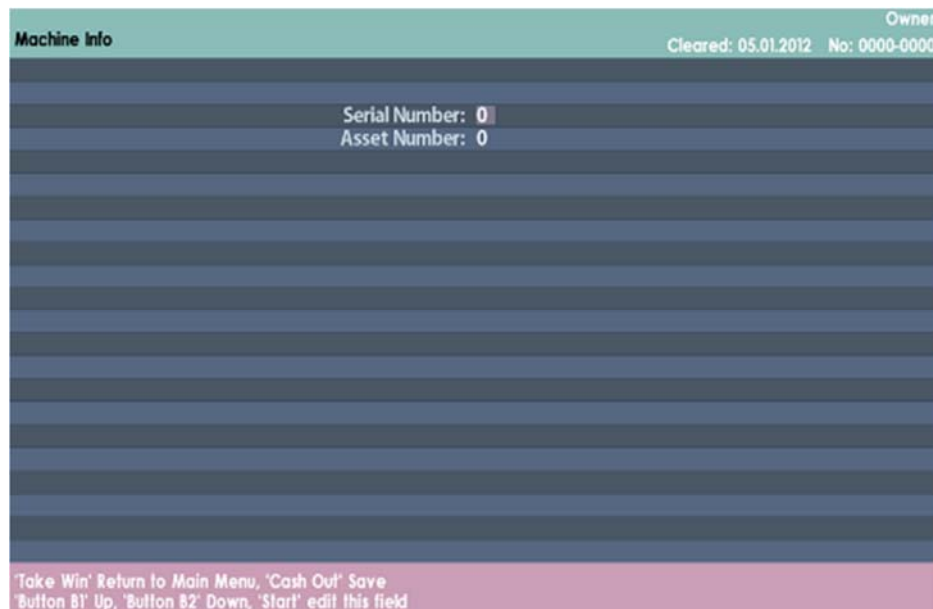
- **Serial Number:** - May be inserted only numbers. One-time settable parameter;
- **Asset Number:** - May be inserted only numbers. One-time settable parameter.

WARNING!
These parameters may be entered just once, only after memory reset.

To select an upper or a lower parameter use **Button B1/ Button B2** buttons. To choose the next or the previous option of the chosen parameter condition, use **Button B4/Button B3** buttons. The given parameter setting can start after pressing a **START** button. When given field is selected, a new input widget for numbers insertion is shown, via which the desired values are inserted. To save all settings, done to the moment, press a **CASH OUT** button. To return back to the **Main Menu** screen press a **TAKE WIN** button.

II.5.12. Lamps Test Masks

Mechanical counters lamp and machine keyboard lamps (LED's) test setup page.

- **Mechanical Counters Lamp:** Enable/ Disable - enables and disables the test of mechanical counters lamp;

- **KB General Test:** Enable/ Disable - enables and disables the test of the keyboard lamps (LEDs);

- **Button L1 Lamp:** Enable/ Disable;

- **Button L2 Lamp:** Enable/ Disable;

- **Button L3 Lamp:** Enable/ Disable;

- **Button L4 Lamp:** Enable/ Disable;

- **Button L5 Lamp:** Enable/ Disable;

- **Button B1 Lamp:** Enable/ Disable;

- **Button B2 Lamp:** Enable/ Disable;

- **Button B3 Lamp:** Enable/ Disable;

- **Button B4 Lamp:** Enable/ Disable;

- **Button B5 Lamp:** Enable/ Disable;

- **Cash Out Lamp:** Enable/ Disable;

- **Service Lamp:** Enable/ Disable;

- **Select Game Lamp:** Enable/ Disable;

— **Auto Play Lamp:** Enable/ Disable;

— **Select Lines Lamp:** Enable/ Disable;

— **Select Bet Lamp:** Enable/ Disable;

— **Take Win Lamp:** Enable/ Disable;

— **Start Lamp:** Enable/ Disable.

After enabling the common test flag, the individual test flags for each **LED** may be set.

The **LEDs** with enabled flag are tested at each machine start-up and this will generate warning messages on the screen and **Events Log** records if there is short circuit in LED or LED burned out. The warning message disappears at placing of the **Attendant** key.

To select an upper or a lower parameter use **Button B1/ Button B2** buttons. To choose the next or the previous option of the chosen parameter condition, use **Button B4/Button B3** buttons. The given parameter setting can start after pressing a **START** button. To save all settings, done to the moment, press a **CASH OUT** button. To return back to the **Main Menu** screen press a **TAKE WIN** button.

II.5.13. Languages Setup
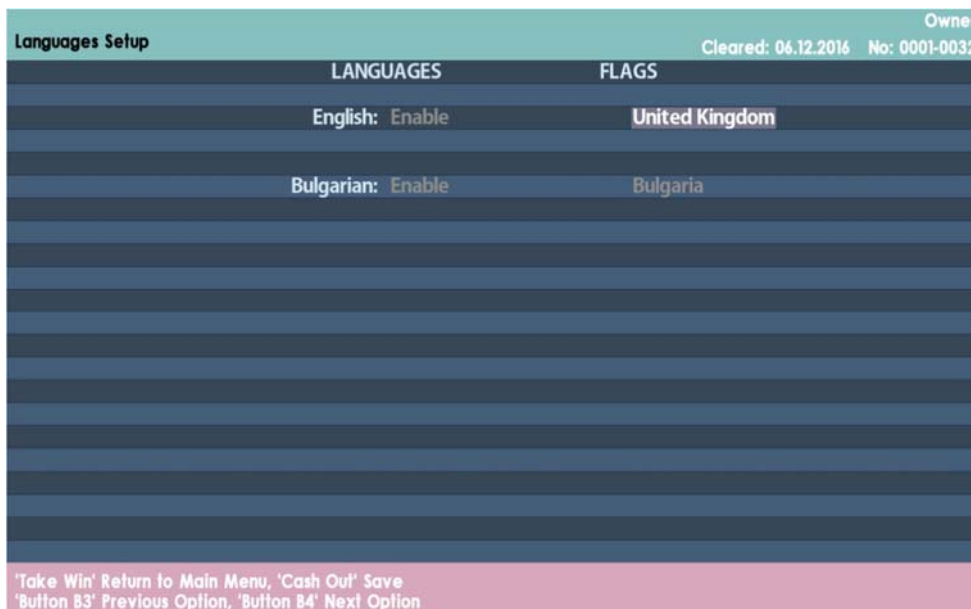
Setup parameters:

In column **LANGUAGES**:

— **English** - Not Set/ Enable/ Disable;

— **Bulgarian** - Not Set/ Enable/ Disable;

The name of country is shown in column **FLANGS** after language setup. When the chosen language is spoken in more than one country, here you can change the name the country.

−   **English:** Not set/ USA/ United Kingdom;

−   **Bulgarian:** - Not Set/ Bulgaria;

To select an upper or a lower parameter use **Button B1/ Button B2** buttons. To choose the next or the previous option of the chosen parameter condition, use

Button B4/ Button B3 buttons. The given parameter setting can start after pressing a **START** button. To save all settings, done to the moment, press a **CASH OUT** button. To return back to the **Main Menu** screen press a **TAKE WIN** button.
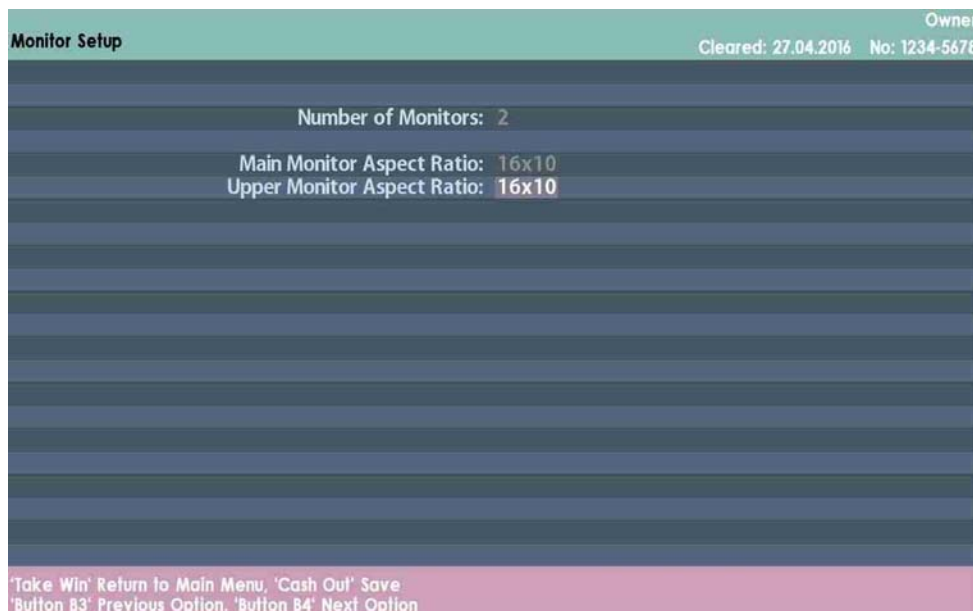
II.5.14. Monitor Setup

The proper parameters set here ensures high image quality and given resolution of the picture.

−   **Number of Monitors** - 1/ 2/ - determines the number of monitors of the machine:

  −   **1** - only one monitor (STORK)

  −   **2** - two monitors, then the next parameter is enabled to set:

−   **Main Monitor Aspect Ratio** 16x9/ 16x10 - determines the Aspect Ratio of the main monitor screen.

−   **Upper Monitor Type** - it is set if **Number of Monitors** parameter is set to **2**. 16x9/ 16x10 - determines the Aspect Ratio of the upper monitor screen.

To save all settings, done to the moment, press a **CASH OUT** button. An inscription appears on the screen:

Configuration updated !!! Restart is required for changing display mode !!!"

Restart the machine for taking effect the settings.

II.6. GAME SETUP

Game Setup menu is available only when **CREDIT=0** and **OWNER** key.

II.6.1. Common Setup
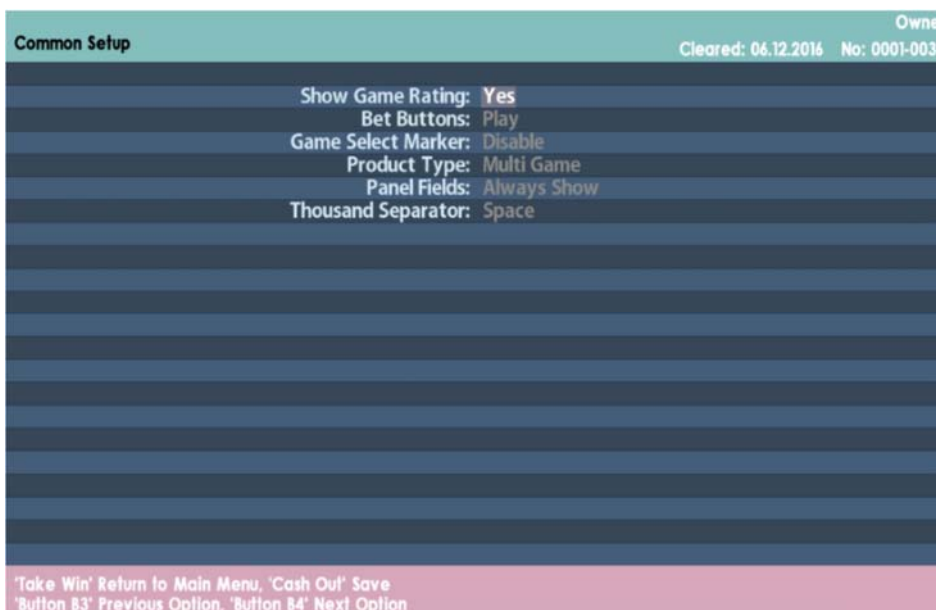
Setup parameters:

- **Show Game Rating:** No/ Yes - determines whether the **Game Rating** button will be on the select game screen or not. In this way the rating of the games by numbers of played games will be enabled or not;

- **Bet Buttons:** Not Set/ Play/ Not Play - parameter which determines whether the bet buttons will start (Play) or will not start (Not Play) a game.

- **Game Select Marker:** Enable/ Disable - enables/ disables the lighting markers around the game buttons on select game screen. Refers to the games, installed on Super Premier gaming machine;

- **Product Type:** - Not Set/ Multi Game/ Single Game - Determines whether all games in Multigame to be active (**Multi Game**), or only one of them (**Single Game**):

  - **Multi Game** - all games are active and any game cannot be disabled. In this case the parameter **Game Active** in **Game Setup/Games Settings/ <game name> Setup** menu is fixed **Yes** for each of the games and is not set.

  - **Single Game** - only one game will be active. The active game is chosen in **Game Setup/Games Settings** menu. The names of the games are options of the **Active Game** parameter in this menu. In this case the parameter **Game Active** for 1 of games will be fixed **No,** but for the chosen game it will be **Yes**.

  - **Panel Fields:** Not Set/ Always Show/ Show/Hide - determines whether the values on **Credit**, **Bet** or **Win** fields on game screens to be always shown (**Always Show**) or to be hidden anytime if the player wants (**Show/Hide**) - in this case **View** buttons 👁 are shown on the screen.

  - **Thousand Separator** - None/ Point/ Comma/ Space - determines if there is a separator between thousands of the displayed on the screen values and which one to be used. None - without separator.

To choose the next or the previous option of the chosen parameter condition, use **Button B4/Button B3** buttons. The given parameter setting can start after pressing a **START** button. To save all settings, done to the moment, press a **CASH OUT** button. To return back to the **Main Menu** screen press a **TAKE WIN** button.

II.6.2. Game Play
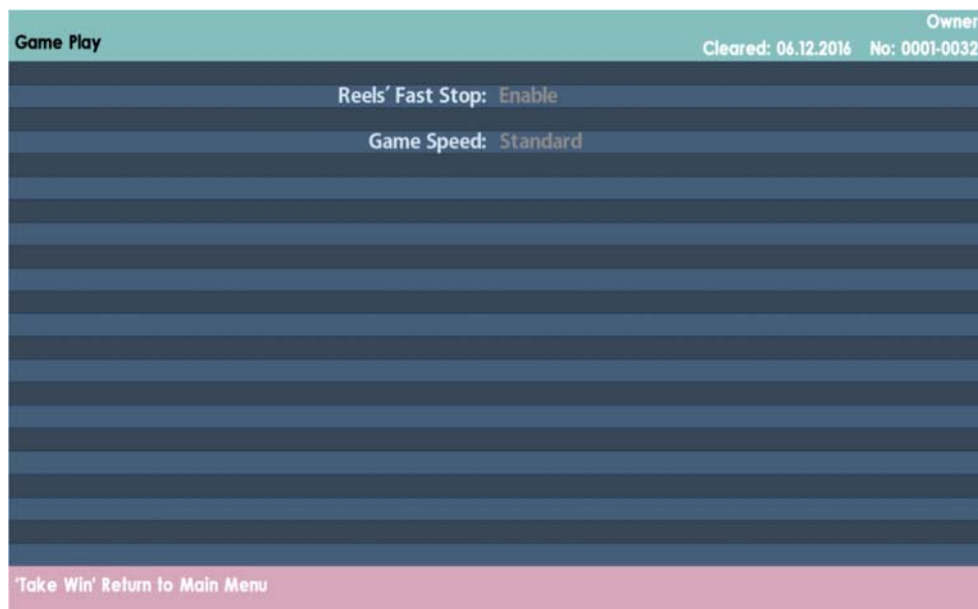
Game speed and reels' fast stop (refers to all games) can be set in this menu.

Setup parameters:

− **Reels' Fast Stop**: - Not Set/ Enable/ Disable - the possibility for fast stop of all reels via Start button, and some of the reels by Play Bet button/s pressing and by touching some of the reels before the first reel to stop, as well (this is not referred to free spins);

− **Game Speed:** - Not Set/ Standard/ 3/ 4/ 5/ 6 - determines the minimum time in seconds to a game be played when is not used reels fast stop or **Reels' Fast Stop** parameter is disabled. If **Standard** is selected, the minimum time is **2,54 sec**.

SERVICE FUNCTIONS

II.6.3. Games Settings

II.6.3.1. Active Game Selection
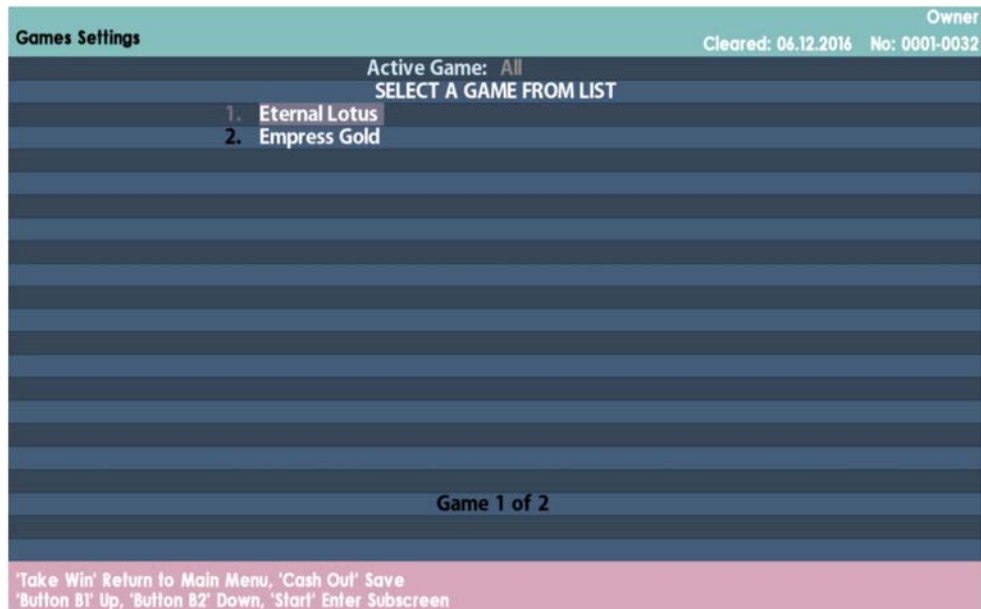
Initially, this menu is not available. It is necessary to make the jackpots settings to become available.

When **Games Settings** is selected from the list in **Game Setup** menu, a page where all games are listed appears on the screen.

- **Active Game:** All/ <Game Name> - Shows whether all games are active - **All** when **Product Type**: parameter in **Common Setup** menu is set to **Multi Game** or only one of them when **Product Type**: parameter in **Common Setup** menu is set to **Single game**. In the second case here the name of the active game is selected from all game names which are options of this parameter - Game Name. If the game name is changed, i.e. another game to be active, the machine has to be restarted. A message about this appears.

II.6.3.2. Setup Screen for Games

When you game from the list of active games is selected at **Games Settings**, menu, a screen with game settings for the chosen game is shown. In the upper left corner of the screen there is written **Setup - Game Name**.

In this multi-game all games are **Reel Ways Pay**. The picture below shows the screen with settings of one of the games. The parameters here are preset and can not be changed. To make setting effective just enter this screen.

Service Functions and Initial Setup

The meaning of parameters:

− **Game Active:** Yes - Informative parameter shows that the current game is active and can not be set.

− **Game Variant for Player Denomination:** - Informative parameter shows the selected denomination and RPT% for this denomination.

− **Reel Ways Pay Behaviour:** Fixed: - All reels are active.

− **Game Total Min Bet in credits -** minimum total bet for the game in credits - informative parameter;

− **Game Total Max Bet in credits -** maximum total bet for the game in credits- informative parameter;

− **Max Bet Multiplier in credits -** maximum bet multiplier in credits ;

The table bellow shows the change of Total Bet and number of active jackpots depending on the chosen Bet and Bet Multiplier.

Active Jackpots	0		1		2		3		4	
Reel Ways Pay	8		18		38		68		88	
	Bet Multiplier	Total Bet	Bet Multiplier	Total Bet	Bet Multiplier	Total Bet	Bet Multiplier	Total Bet	Bet Multiplier	Total Bet
Button B1	1	8	1	18	1	38	1	68	1	88
Button B2	2	16	2	36	2	76	2	136	2	176
Button B3	3	24	3	54	3	114	3	204	3	264
Button B4	6	48	6	108	6	228	6	408	6	528
Button B5	10	80	10	180	10	380	10	680	10	880

The maximum possible Total Bet per game is **880** credits.

II.7. JACKPOTS SETUP

The **Jackpots Setup** menu is only available when **CREDIT=0** and with **OWNER** key.

Game JP Assignment submenu sets the jackpot type for each of the games.

In **PPJS** menu sets for the progressive **Fu Gui Rong Hua jackpot** are done**.**

The other submenus in **Jackpots Setup** menu are not active.

SERVICE FUNCTIONS

II.7.1. Jackpots Setup - Game JP Assignment

This page shows the jackpot type set for each of the games.

On the left of the screen all games in multigame are listed. All the games are subscribed for **Progressives** only.

Initially all fields are in **Not set** condition.

Possible setting for **Progressives** is **PPJS**.

II.7.2. Jackpots Setup - PPJS

When **PPJS** progressive is selected from **Jackpots Setup** menu, **Jackpots**
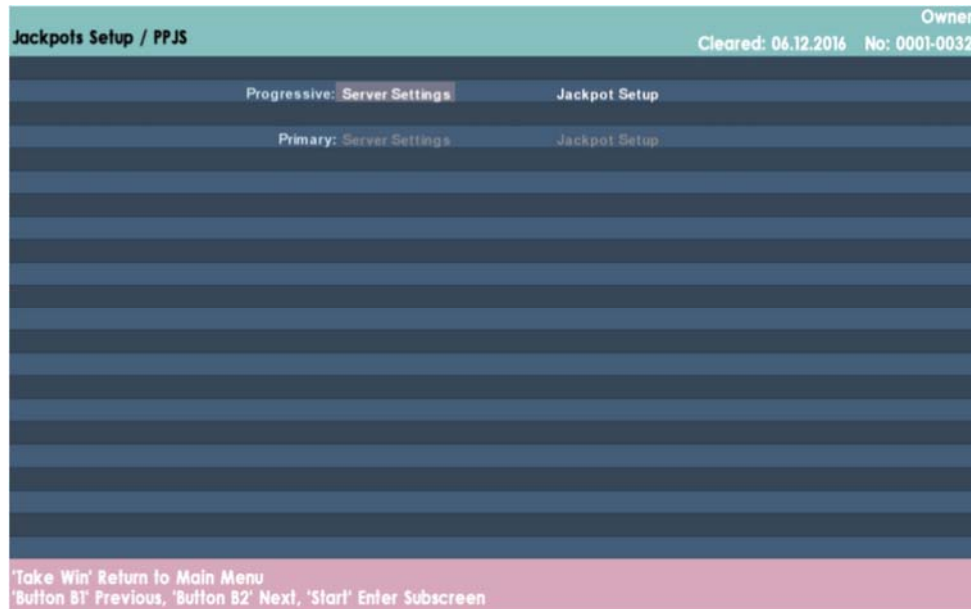
Setup/ PPJS page is opened:

At this screen only **Server Settings** and **Jackpot Setup** menus are active.

II.7.2.1. Jackpots Setup/ PPJS/ Server Settings

When **Progressive: Server Settings** is selected **Jackpots Setup/ Server**
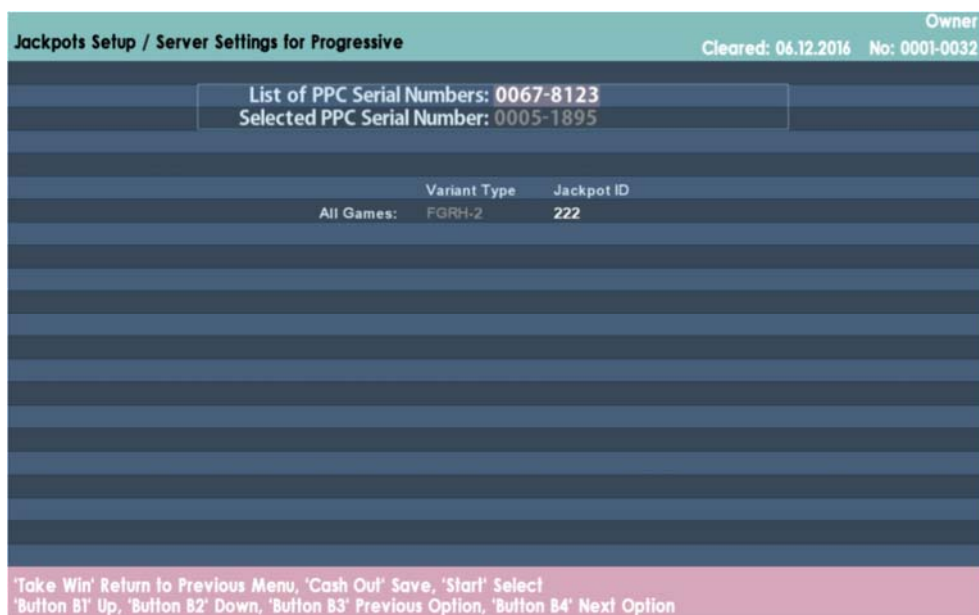
Setup parameters:

− **List of PPC Serial Numbers:** xxxx -yyyy - list of serial numbers of existing **PPC** servers, to which the machine can be connected. By **B3** and **B4** buttons the numbers are scrolled until the desired one is found. By **Start** button pressing, the selected number is saved in the next field:

− **Selected PPC Serial Number:** the selected serial number of the server from the List of PPC Serial Numbers: (informative field);

− **Variant Type:** - Not Set/ FGRH-1/… - defines the type of jackpot that corresponds to different base RTP%. For example: when FGRH-1 is selected the base RTP% is 94%.

    After **Variant type** is set **Game Setup/ Game Settings** menus are available to be set. This parameter determines **Game Variant for Player Denomination** parameter amount in **Setup - <Game Name>** menus which are set automatically in the same base **RTP%** corresponding to the selected base % for the jackpot type for all the games.

− **Jackpot ID:** - jackpot ID for which the machine is associated is set here;

SERVICE FUNCTIONS

II.7.2.2. Jackpots Setup / Jackpot Setup for Progressive

When **Progressive: Jackpot Setup** is selected **PPJS/ Progressive Settings** page is opened:
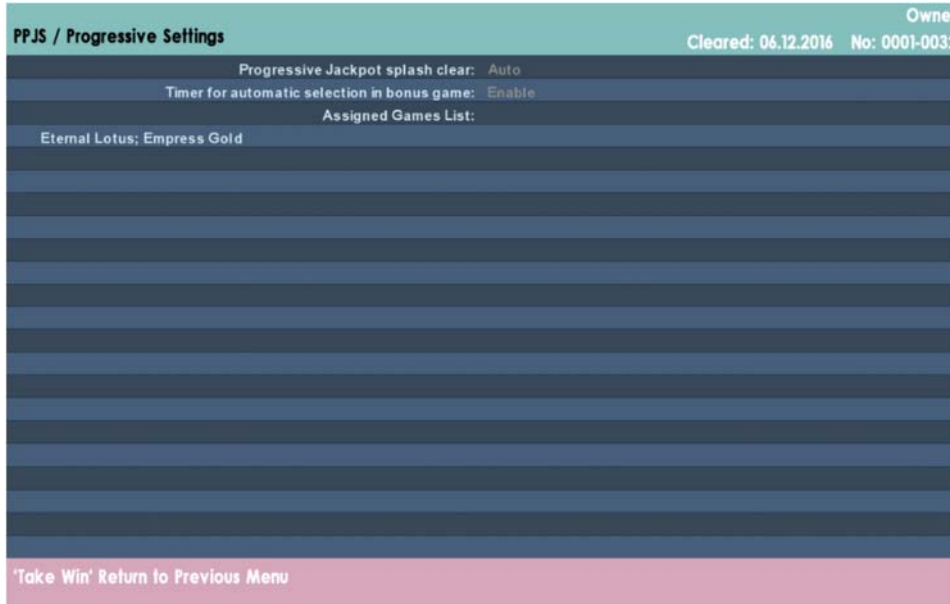

Parameters:

– **Progressive Jackpot Splash Clear:** Not Set/ Auto/ Key - determines how to clear the progressive jackpot splash:

  – **Auto** - The splash is cleared automatically several seconds after its appearance;

  – **Key** - The splash is cleared only by an **Attendant** key.

– **Timer for automatic selection in bonus game -** Enable/ Disable - determines whether the timer for automatic selection in bonus game to be on (Enable) or off (Disable). If the timer is enabled and after 5 seconds the player has not make his choice, an element from the bonus screen automatically and randomly is opened.

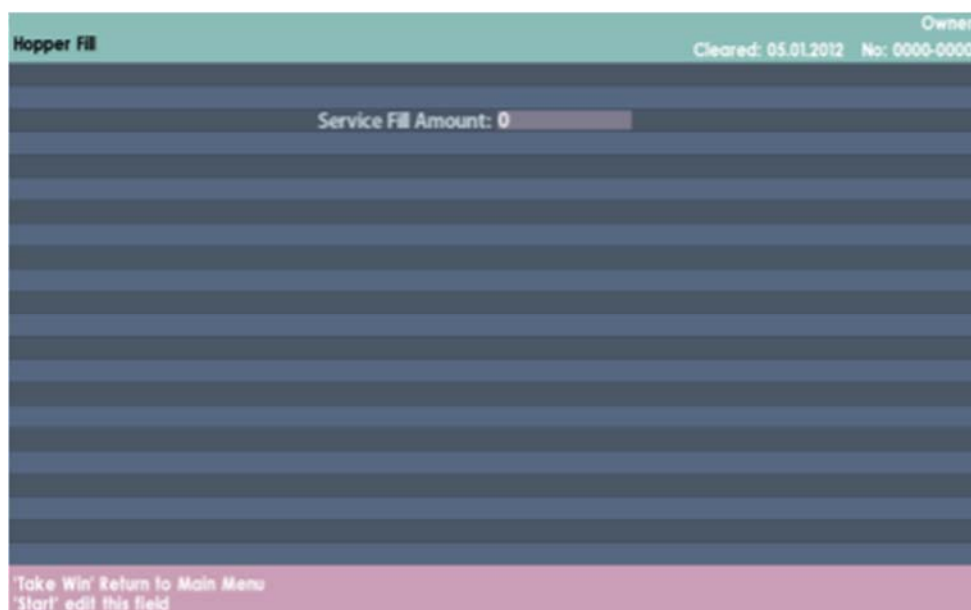– **Assigned Games List:** - list of assigned to the jackpot games

II.8. SERVICE

II.8.1. Hopper Fill
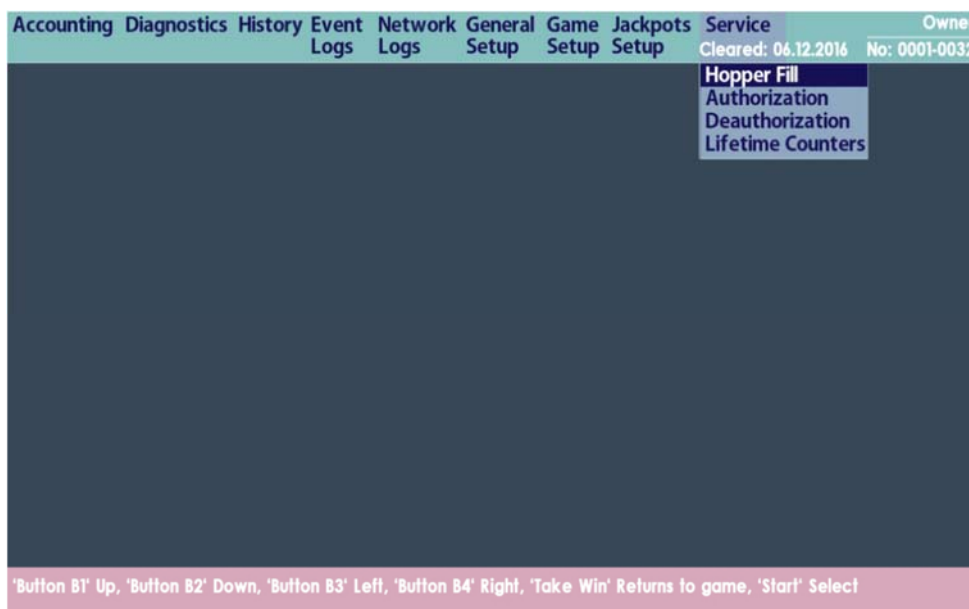
To fill the hopper with tokens, follow the procedure, described below:

1. Activate any of the following keys: **Cashier**, **Admin** or **Owner**. Service Functions screen will appear on the display;

2. From Service menu select Hopper Fill option.
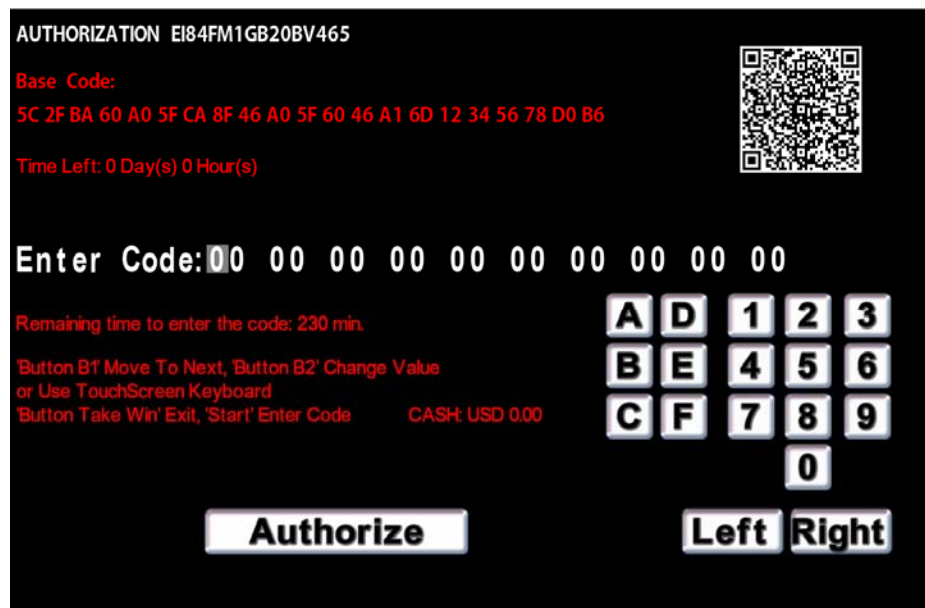
SERVICE FUNCTIONS

Screen for service hopper filling with tokens will appear.

3. Enter the number of tokens to be filled into the hopper. The **Service Fill Amount** parameter is used by the program to define the current amount of tokens in the hopper. Up to **9999** tokens may be filled.

4. Open the main door.

5. Fill the hopper with tokens.

6. Close the main door.

7. Exit Service Functions.

By pressing a **START** button edit this field.

To return back to the **Main Menu**, press a **TAKE WIN** button.

II.8.2. Authorization

The authorization mode is used for activation, check or reactivation of machine operation time. This mode may be entered either manually from **Service Functions** or automatically in case of different situations, in which the program cannot make independent decision. Such situations are, for example, change of game **SATA Flash Card**, expiry of operation period set (**Time left:**), etc.

Base Code and remaining operation time are displayed on the screen.

If there is operation time left and you enter this screen by your own initiative, there is **Exit** button - **TAKE WIN** and may return back to the main menu**.** The **Cash** field shows the current credit value. The value of the current winning may be including in this value.

Service Functions and Initial Setup

If the work time is has elapsed, it is necessary to call in the **EGT** service and send the **Base Code** value as dictate it, or use Skype, e-mail, or by SMS. There is a possibility to send the **Base Code** by scanning the matrix code (**QR** code), located at the top right of the screen. In response, an activation code returns to you that has to be entered in the **Enter Code** field by electronic keypad that appears on the bottom right of the screen or by the machine keyboard buttons in the following way: press **Button B1** to move the marker from left to right, **Button B2** to change the value of the marked unit, and a **START** button to save the new code.

NOTE!
After entering the received code, please check it again before confirming by **START/ Authorize** button.

The authorization is completed after **START/ Authorize** button pressing if the entered code is correct.

After three unsuccessful attempts to insert the right code the machine will be restarted. If the activation code is not inserted up to **4** hours, on the place of the red inscription with the left time (**Remaining time to enter the code: 230 min**), a message appears:

"3 Invalid Attempts! Restart machine after 20 seconds."

The machine is automatically restarted after **20** seconds.

After restart the **Base Code** will be changed. The procedure must be repeated again.
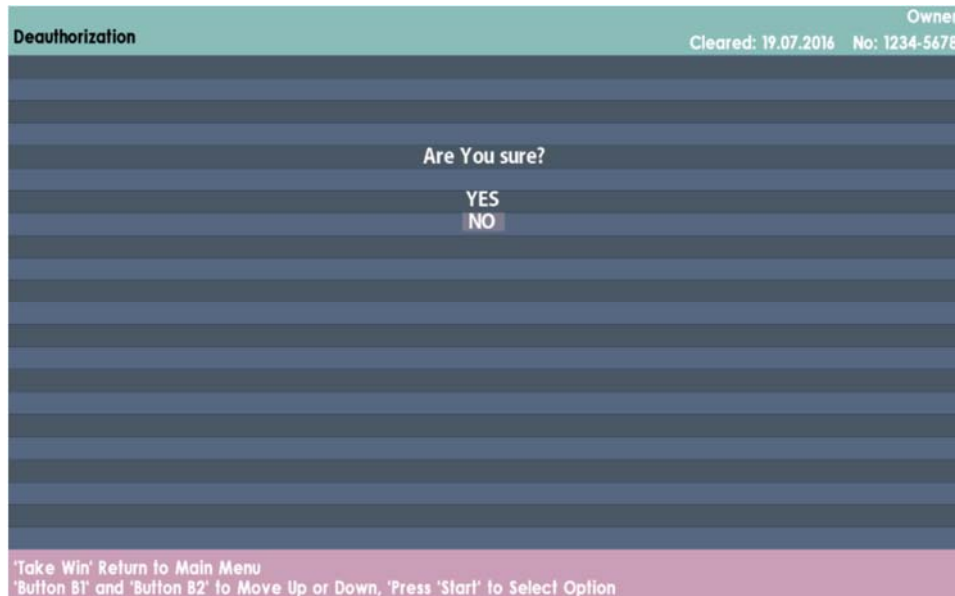
II.8.3. Deauthorization
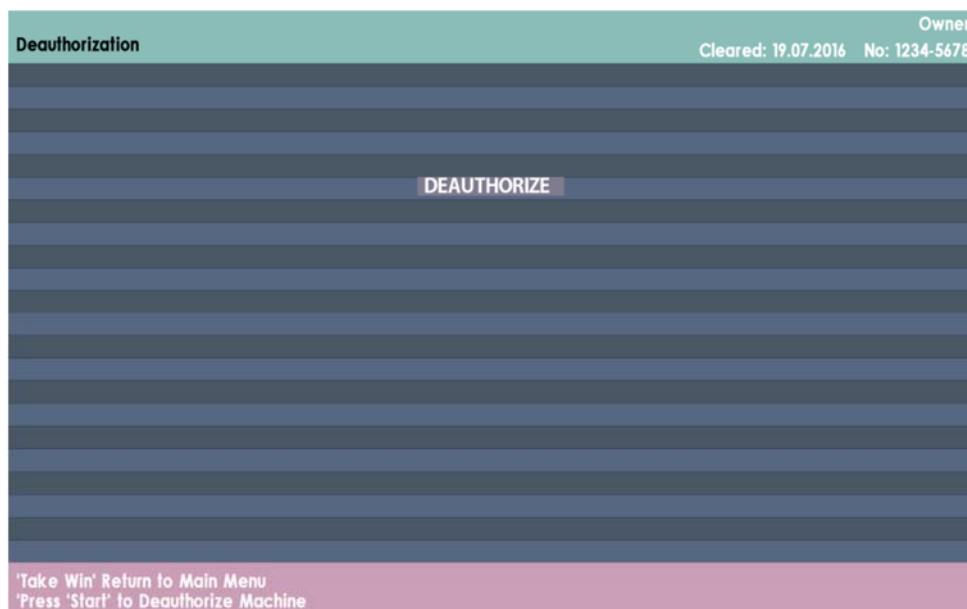
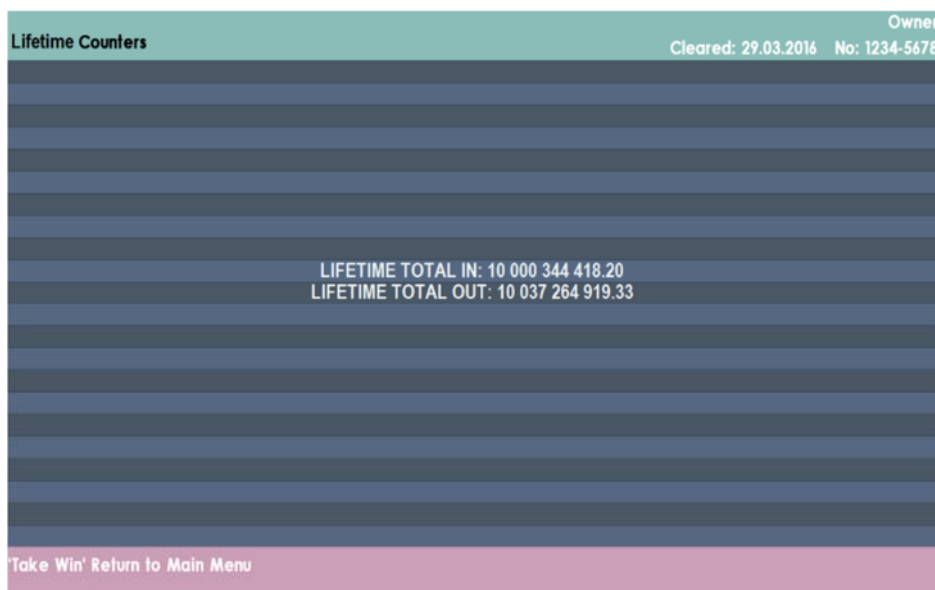When **Deauthorization** submenu is selected, a screen with DEAUTHORIZE button appears:

Touching the DEAUTHORIZE button calls the following screen:

SERVICE FUNCTIONS

When **YES** is selected, the machine is deauthorized and it is needed a new authorization to play on it. Choose **NO** if you do not want to deauthorize the machine.

II.8.4. Lifetime Counters

When **Lifetime Counters** submenu is selected, the following screen appears:

On this page are pointed the indications of two lifetime counters, which never is cleared even the machine memory has been cleared. This submenu is available by Owner, Admin, and Cashier i-buttons.

LIFETIME TOTAL IN: - indicates the total amount of all inserted credit in the machine (in money) independently of its form (bill, voucher, coin, cashless…).

LIFETIME TOTAL OUT: - indicates the total amount of all paid out money by the machine (in money) independently of its form (coin, cashless, voucher, by attendant, cancelled credits receipt, jackpot receipt …).

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