Program Summary Report: S+ Stepper Slot Version SP574

COMPLETE SET OF SLOT GAME CHIPS

EPROM 27C512   Erasable Programmable Read-Only Memory. The game program is stored on the EPROM.

Data chip   This chip identifies the reel strip symbols and determines the game type, the pay table values, the number of reels, the maximum bet, and if the game is a multi-line game, multi-coin game, scattered pay, or buy-a-pay game.

Set-chip   IGT utility program SET005, or later versions, is required to modify the denomination or enable/disable the bill acceptor. If the bill acceptor is disabled, the denomination can be set in the self test mode.

FEATURES AND CAPABILITIES

Bill Acceptor   JCM compatible; can accept $1 to $100 bills. Rowe compatibility limited; can accept $1 to $20 bills. Enable/disable with the SET005 set-chip. If the credit only option for paying bill credits is selected, the bill is paid as credits regardless of the current player initiated credit/non-credit selection.

Bill Rejection
Feature   Bills will be rejected if any of the following conditions occur: if a $5 bill is inserted and the game denomination is $2, if a $50 bill is inserted and the game denomination is $20, if the game denomination is higher than the bill denomination, or if the credit value of the accepted bill plus any credits on the game would exceed the bill limit that is set in the self test mode.

Denomination
Modifications   Requires the denomination set-chip, unless the bill acceptor option is disabled, in which case the denomination is set in the self test mode. When the denomination is set to zero (none), the bill acceptor is disabled (if present), the game will not display progressive amounts, and all progressive wins will cause the game to go to a hand-pay lockup condition. Can be set at $.05, $.10, $.25, $.50, $1, $2, $5, $10, $20, $25, $50, $100 or zero (none).

Game Feature
Type(s)   Type 0 (no special features), Type 1 (Slam Dunk, Balloon Bars, etc.), Type 4 (Spin 'Til You Win), Type 5 (4th of July), and Type 12 (Fever).

Information Systems
Compatibility   SIS/SDS (SMART), IGT serial SAS, Bally's

serial SDS (XMISER), or Casino Communications
System (CCOM).

Maximum Credit Limit	Automatically matches the maximum hopper setting that can be set by DIP switch or in the self test mode.
Mechanical Meters	Counts coins in, coins out, drop, jackpots x 10, cancelled credits and games played.
Progressive Features/Displays	Link or stand alone progressive, two-level RBP, 8 x 8 progressive display, single level, single level alternating, or double level.
Reel Stops	Capable of handling 256 stops per reel.
Reel Tilt	An error in stepper reel operations that suspends game play. However, when a tilt occurs any time other than during the random spinning period, the game will soft tilt and automatically reset itself three times. The fourth tilt is considered a hard tilt and will require an attendant to reset. The soft tilt counters are independent for each reel and are cleared after each game or door closure.
Two Stage Candle	The top level signifies tilt/change conditions; the bottom level signifies jackpot/door open conditions. If the drop door is opened and the drop door option is enabled in the self test mode, the door open candle flashes at twice the normal door open rate.

DIP SWITCH OPTIONS

The Dual In-line Package switch selection chart is located on the processor board tray. The options for this machine are: max hopper pay, reel spin sound, fast or normal game speed, progressive enable, high/low or alternating progressive, double or single progressive, link or stand alone progressive.

SELF TEST MODE

Pressing the self test switch "pages" through the self test mode. The self test pages appear in the following order:

Accounting system communication type	None, Bally's serial SDS (XMISER), IGT serial SAS, or CCOM.
Communication address	When using the SAS or CCOM serial communication protocol, a machine address is required to distinguish one machine from another. If the SAS system is selected, the valid address range is 001 to 127. If the CCOM system is selected, the valid address range is 00 to 63.

Player selectable
 edit   Options are credit, non-credit or player
                         initiated credit. The player initiated credit
                         option can be set to default to either a credit
                         or non-credit mode when the game is idle for 30
                         seconds.

Mechanical bell   Select to ring either on all pays or on hand
                         pays only.

Drop-door switch
enable/disable   This page is displayed only if the SAS mini system
                         address selected is zero (the drop door option is
                         always enabled with a non-zero SAS mini system
                         address). If enabled, the number of times the drop
                         (cash) door is opened will be monitored and is
                         displayed in the statistical data mode.

Bill acceptor
pay mode   Options are credit, non-credit or player
                         initiated.

Bill acceptor enabled/
disabled display   Indicates if the bill acceptor is enabled or
                         disabled using the SET005 set-chip.

Input tests   Tests inputs (coin in optics, Bet One Credit
                         player switch, etc.)

 tput tests   Tests outputs (Insert Coin lamp, Coin Accepted
                         lamp, etc.)

Sound test   Tests sounds (coin insertion, maximum coins
                         in, etc.)

Song test   Available only in Type 4, Type 5 or Type 12 games.
                         Activates song and allows song selection.

Display test   Tests illumination on the player digital
                         display and verifies that the digital display
                         is receiving correct signals from the
                         processor board.

Hopper test   Tests the hopper operation by paying out ten coins.

Pay table test   Displays game type, the EPROM version number
                         and reel chip number. Tests pay table values.
                         If the game type is 12, the Fever pay table
                         test begins after the standard pay table test.
                         The lamps around the Fever display will flash
                         to indicate that the Fever pay table is being
                         tested.

Reel strip test   Verifies that the symbols appearing on the
                         reels are correct and that the reels spin to
                         the correct stops.

Denomination
 ection/display   Displays the current denomination. The
                         denomination selection is available only
                         if the bill acceptor is disabled.

Maximum hopper pay
selection

Programmable only if the DIP switch is set for self test selection. Determines the maximum number of coins that may be paid out of the hopper. If the DIP switch is not set for self test selection, displays the hopper size set by the DIP switch.

Bill acceptor
credit limit

Maximum credits accumulated before the bill acceptor is disabled. Limit must be less than max hopper size or $2,500.

Partial pay selection

Determines the amount of coins to be paid from the hopper when a jackpot is hit, before a hand-pay lockup condition occurs.

Progressive #1
selection

Available only if the DIP switch is set for stand alone progressive. Sets progressive values for the first progressive: progressive reset value, maximum progressive amount, progressive percentage, and current progressive amount.

Progressive #2
selection

Available only if set for second stand alone progressive. Sets progressive values for the second progressive in a double progressive machine.

STATISTICAL DATA MODE

Each clockwise turn of the reset key "pages" through the statistical data functions. Press the Spin Reels player switch or pull the handle to advance through the categories or transactions within each function.

Display meters function:

The Coins Played window shows the category numbers 01 through 53. The Credits window and the Winner Paid window show the category totals. The categories appear in the following order:

1. Coins in (total wagers)
2. Coins out
3. Coins dropped
4. Cancelled credits (hand-paid cash out amount in coins)
5. Games played
6. Amount of jackpots in coins
7. Door opens
   Games won
   Games lost
10. Coin-in tilts

11.   Coin-out tilts

.   Power resets

13.   Hopper empty tilts

14.   (Reserved)

15.   (Reserved)

16.   Games played since last door closed

17.   Games played since last power up

18-27. Games played with from 1 to 10 coins in

28. $1 bills accepted

29. $5 bills accepted

30. $10 bills accepted

31. $20 bills accepted

32.   Bills accepted

33.   Coins or credits dispensed for bills

34. $1 bills accepted since last meter reading

35. $5 bills accepted since last meter reading

36. $10 bills accepted since last meter reading

37. $20 bills accepted since last meter reading

38.   Bills accepted since last meter reading

.   Coins or credits dispensed for bills since last meter reading

40.   Dollar value of all bills accepted since last meter reading

41.   Dollar value of all bills accepted

42.   Drop door opens

43.   Credits played

44.   Credits won

45.   Credits paid

46.   Physical coins inserted

47.   Coins dispensed by the hopper

48. $2 bills accepted

49. $50 bills accepted

50. $100 bills accepted

51. $2 bills accepted since last meter reading

52. $50 bills accepted since last meter reading

53. $100 bills accepted since last meter reading

Last 5 games played function:

Coins Played = 2. Winner Paid = the number and the virtual position of
the reel before any "nudging" is done, beginning with the most recently
completed game. Credits = game being displayed. If the game is type 4
or type 5, the Credits window will also indicate either 0 (standard game)
or 1 (free spin). If the game type is 12, the Credits window will

indicate either 0 (standard game) or 1 (bonus pay table was used). The reels spin to the reel positions of the completed game. After the last reel has been displayed, the last game Coins In, Coins Paid and Credits will be displayed in their normal locations.

Bill acceptor transaction:

All LED displays show 9 until the Spin Reels switch is pressed. Coins Played = 1 to 5. Winner Paid = number of coins dispensed or credits awarded beginning with the most recent transaction. Credits = bill denomination ($1, $2, $5, $10, $20, $50, or $100).

IGT service utility information:
Coins Played = 3.

Progressive jackpot recall:

Coins Played = 4. Winner Paid = a number from 50 to 1. Progressive display shows the amount won, beginning with the most recent jackpot awarded.

REFERENCES

Refer to the appropriate IGT publication for detailed information about S-Plus software and error resolutions: S-PLUS FIELD SERVICE MANUAL p/n 821-027-01, S-PLUS SLANT-TOP MANUAL p/n 821-067-01, S-PLUS IBA FIELD SERVICE MANUAL p/n 821-103-00, or S-PLUS DIAGNOSTICS CARD SET p/n 821-154-00. Refer to the Reel Strip Listing for exact pay table information and symbol alignment on each reel.

Contact IGT Customer Service, 702-688-0364, between 8 a.m. and 4 p.m. PST; FAX 702-688-0675. For 24 hour technical assistance, or for a glossary of gaming terms, call 1-800-688-7890.

For viewing and downloading technical information, call the 24-hour bulletin board: 1-800-448-1221.

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