

Program Summary Report: S+ Stepper Slot Version SP708

COMPLETE SET OF SLOT GAME CHIPS

Game EPROM Erasable Programmable Read-Only Memory. The game program is stored on the EPROM. The EPROM is a 27C512 device, and the label indicates S-PLUS GAME, the EPROM version (SP708), and the game type.

Data EPROM The companion data EPROM is a 27C64 device that identifies the reel strip symbols and determines the game type, the pay table values, the number of reels, the maximum bet, and whether the game is a multi-line game, multi-coin game, scattered pay, or buy.a.pay game. The label indicates S-PLUS REEL and the SS number that identifies the pay table.

Set.chip IGT utility program SET005, SET015 or SET017 is required to modify the denomination and enable/disable the bill acceptor. If the bill acceptor is disabled, the denomination can be set in the self test mode. SET017 is required to select the SAS EFT option. IGT SAS must be specified as the accounting system communication type in the self test mode before the SAS EFT option can be selected with the set-chip.

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 set.chip. The game will automatically disable the bill acceptor if the denomination is set to either \$500 or \$1,000. 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: a \$5 bill is inserted and the game denomination is \$2, a \$50 bill is inserted and the game denomination is \$20, the game denomination is higher than the bill denomination, or 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 and SAS EFT 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). If the SAS EFT option is selected (using the set.chip), the denomination can also be set at \$500 or \$1,000.

## Electronic Funds

**Transfer** To utilize this feature, the game must be equipped with the IGT SAS EFT system; the normal IGT SAS protocol is not compatible. Downloads are not accepted if more than 9,998 credits are accumulated on the game. Downloaded promotional credits are intended for game play only and cannot be uploaded or cashed. Promotional credits are wagered before any other accumulated credits. If any non-cashable credits are downloaded, all credits on the machine are considered non-cashable and can only be uploaded or played.

## 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).

## Hand-pay Lockup

**Display** The hand-pay display option, designed for use during a jackpot lockup condition, can be enabled or disabled in the self test mode. If enabled, the amount to be hand-paid by an attendant is displayed in the Coins Played window and the Winner Paid window, and a blank appears in the Coins Played window. This information alternates with the amounts normally displayed in these windows. The hand-pay amount contains leading zeros instead of blanks so that it can be easily identified. This information is also displayed in the last 5 games recall. The tilt error codes 3100, for an extra coin out, and 3200, for a coin out tilt, will also appear in the alternating display if these conditions occur while the machine is in the hand-pay lockup condition. The hand-pay display will always appear if the game locks up due to canceling credits, even if the hand-pay display option is disabled in the self test mode.

## Information Systems

**Compatibility** SIS/SDS (SMART), Bally's serial SDS (XMISER), Wide Area Marketing Monitoring system (WAMM/CCOM), and IGT SAS with Electronic Fund Transfer capability.

## Maximum Credit

**Limit** Automatically matches the maximum hopper setting that can be set by DIP switch or in the self test mode. If the SAS EFT option is selected, the maximum limit cannot exceed 9,999.

## Mechanical Meters

Counts coins in, coins out, drop, jackpots x 10, canceled 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 Reset To indicate

that the reels are not spinning and stopping for a new game, the reels spin in reverse order when resetting. The reels also spin in reverse order when the last game recall is initiated in the statistical data mode.

Reel Stops Capable of handling 256 stops per reel.

Reel Tilt If a tilt occurs while the reels are spinning, the reels spin very slowly until the tilt is cleared. 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 requires an attendant to reset the machine. 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. If the game is disabled, both candles will stay solidly lit.

#### 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. The DIP switch configuration is displayed in the self test mode.

#### SELF TEST MODE

Pressing the self test switch or the Bet One Credit player switch . pages. forward through the self test mode, and pressing the Play Max Credits player switch pages backward. Changes or selections in the options pages may be made by pressing the Change switch or turning the jackpot reset key. During a tilt condition, only the WAMM/CCOM machine address may be selected or altered. The self test pages appear in the following order:

Accounting system communication type	Determines the communication type on channel A (DCS port). Options are None, Bally's serial SDS (XMISER), or IGT SAS (Standard and EFT).
Communication address	This page is displayed only if the communication type is SAS. When using the SAS protocol, a machine address is required to distinguish one machine from another. The valid address range is 001 to 127.
WAMM/CCOM address	The WAMM/CCOM is always installed on channel B (printer port). This page allows the setting of the CCOM address. The valid address range is 00 to 63. Once the valid range is selected, the new value must be saved by pressing the change switch. A bell will sound when the new address is accepted.
Player selectable credit	If this option is enabled, the player is allowed to select a credit or non.credit game mode.

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 not greater than 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 set.chip.

Extra coins in option This option can be modified only if the SAS EFT option is enabled. Determines how to handle the extra coins that are received after the maximum bet is reached. Options are pay from the hopper or automatically apply toward the next game.

SAS EFT enable/disable display Indicates that the SAS EFT option is enabled by displaying 1 in the rightmost digit of the Winner Paid window, or displaying 0 if the option is disabled.

Hand-pay lockup display Indicates that the hand-pay display is enabled by displaying 1 in the rightmost digit of the Winner Paid window, or displaying 0 if the option is disabled.

DIP switch configuration display Displays the current configuration of processor board DIP switches.

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

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

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

Song test This page is displayed only if the game is Type 4, Type 5 or Type 12. Activates songs and allows selection of a song.

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 hopper operation by paying out ten coins.

Pay table test Displays the game type, 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 selection/display Displays the current denomination. The denomination selection is available only if both the bill acceptor and EFT are disabled; otherwise, the set.chip must be used.

Max hopper pay Programmable only if the DIP switches 1 and 2 are set for self test selection (on position). Determines the maximum number of coins that may be paid out of the hopper

Bill acceptor credit limit Maximum credits accumulated before the bill acceptor is disabled. Limit must be less than the 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. Cannot be set for an amount that is greater than the maximum hopper pay setting.

Progressive #1 selection This page is displayed only if DIP switch 5 is set for progressive (on position) and 8 is set for stand-alone progressive (off position). This page determines the progressive reset value, maximum progressive amount, progressive percentage, and current progressive amount for the single-level progressive.

Progressive #2 selection This page is displayed only if DIP switch 5 is set for progressive (on position), 7 is set for double level progressive (on position), and 8 is set for stand-alone progressive (off position). This page determines the progressive reset value, maximum progressive amount, progressive percentage, and current progressive amount for the double-level progressive.

Link Progressive Display Available only if DIP switch 5 is set for progressive (on position) and DIP switch 8 is set for link progressive (on position). Winner Paid window indicates which levels are enabled, Coins Played window = 9. Press the Spin Reels player switch to display progressive information. Winner Paid window = first 3 digits of the progressive dollar amount, Credits window = last 4 digits of the progressive dollar amount (does not include decimal amounts). Both external displays also show the progressive amount. Coins Played window = progressive level 1 or 2.

Out of service page This function renders the machine inoperative without turning the power off. The progressive displays and lamps are turned off, both candle levels are lit, and the digits 1 through 9 scroll across in the

Winner Paid, Credits and Coins Played windows.

STATISTICAL DATA MODE

Turn the jackpot reset key clockwise to enter the statistical data mode.

Press the Spin Reels 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 57. The Credits window and the Winner Paid window show the category totals. Press the Bet One Credit player switch, the Change player switch, or turn the jackpot reset key to . page. forward through the display meters, and press the Play Max Credits player switch to page backward. The categories appear in the following order:

1. Coins in (total wagers)
2. Coins out
3. Coins dropped
4. Canceled credits (hand.paid cash out amount in coins)
5. Games played
6. Amount of jackpots in coins
7. Door opens
8. Games won
9. Games lost
10. Coin.in tilts
11. Coin.out tilts
12. Power resets
13. Hopper empty tilts
- 14.15 (Reserved)
16. Games played since last door closed
14. Games played since last power up
- 18.27. Games played with from 1 to 10 coins in (number of coins in displayed depends on options)
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 reset
35. \$5 bills accepted since last meter reset
36. \$10 bills accepted since last meter reset
37. \$20 bills accepted since last meter reset
38. Bills accepted since last meter reset
39. Coins or credits dispensed for bills since last meter reset

40. Dollar value of all bills accepted since last meter reset
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 reset
52. \$50 bills accepted since last meter reset
53. \$100 bills accepted since last meter reset
54. Promotional credits downloaded
55. Non-cashable credits downloaded
56. Credits cashed out to the system
57. Cashable credits downloaded

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 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. The hand-pay information is also displayed during the last games recall if the hand-pay display option is enabled and a hand-pay has occurred.

Bill acceptor transaction:

All LED displays show 9 until the Spin Reels player 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.

Electronic Funds Transfer (EFT) Transaction:

Press the Bet One Credit player switch, the Change player switch, or turn the jackpot reset key to view each category; pull the handle or push the Spin Reels player switch to view the last five transactions within each category. The category is displayed in the Coins Played window: 5 = downloaded non.cashable credits, 6 = downloaded cashable credits, 7 = downloaded promotional credits, 8 = cash outs to the system, 9 = forced cash outs to the hopper. The far left digit in the Winner Paid window = 1 (acknowledgment received, transaction processed) or 0 (no acknowledgment, transaction not processed). The far right digits in the Winner Paid window indicates the transaction status: 00 = successfully completed, 01 = no game denomination set, 03 = downloaded credit not a multiple of game denomination, 04 = downloaded credit exceeds maximum credit limit. The Winner Paid window also alternately displays the transaction number. The Credits window = number of credits transferred, alternating with the transaction reference number; 1 represents the most recent transaction and 5 represents the oldest.

#### Clearing resettable bill meters:

Coins Played = 1 alternating with 0. The resettable bill meters keep a count of the bill acceptor transactions since the last time the meter was cleared. If any of the resettable bill meters is not equal to zero, 8888 is displayed in both the Credits and Winner Paid windows. Press the Spin Reels player switch to clear the resettable meters. 0000 is displayed in the Credits and Winner Paid windows when the meters are cleared.

#### IGT service utility information:

Coins Played window = 1 alternating with 1 (i.e. 11).

#### SAS EFT meters breakdown:

If the main door is open, this function is not available for viewing. Coins Played window = 1 alternating with 2. Pressing the Spin Reels player switch advances through the two SAS EFT meters. If the Coins Played window = 1, the Credits window = promotional credits. If the Coins Played window = 2, the Credits window = buffered credits (bill transactions, cashable downloads and non.cashable downloads.)

#### 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 821.154.01. 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.

September 7, 1995