MODULE 7

MK7-EVMOD-0002

PROGRESSIVES

Bally Gaming and Systems
6601 South Bermuda Road, Las Vegas, NV 89119

For Customer Service and Information:
+1-702-896-7772 outside the U.S.
1-877-GO BALLY (877) 462-2559 in the U.S. and Canada
896-7772 in Las Vegas
FAX +1-702-896-7710
or visit our website at http://www.ballygaming.com

Module 7
Progressive Operation Table of Contents

Module 7
Progressive Operation

Overview

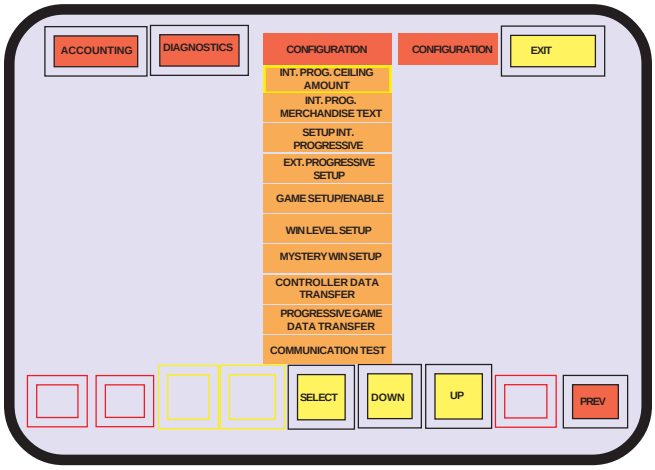
A progressive jackpot represents an amount of money held in reserve, which is paid out for a specific win. The jackpot begins at a selected minimum value, and increases by a percentage of money wagered on the games to which the progressive is connected.

A progressive system requires a controller, which is a computer to track the progressive amounts. The controller receives wager information from the games, then increases the progressive by a percentage of the wager.

The jackpot information can be incorporated into the on-screen pay table of the game, thereby eliminating the need for an external display to communicate the value of the progressive to the player.

Progressive Controller Setup

PROGRESSIVE



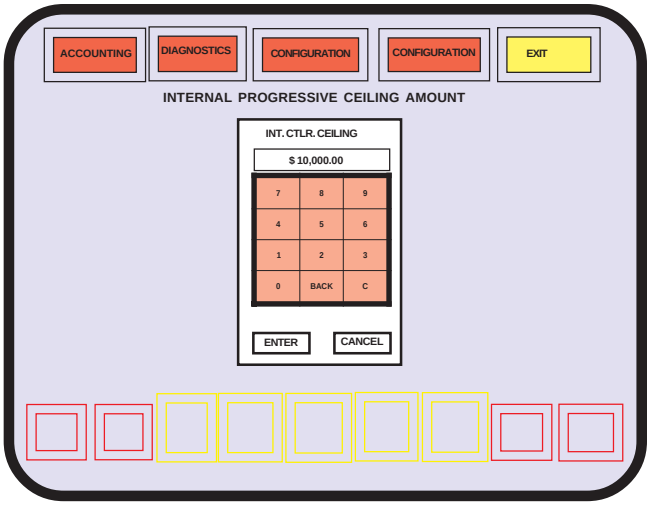
PROGRESSIVE Sub-menu

Internal Progressive Ceiling Amount

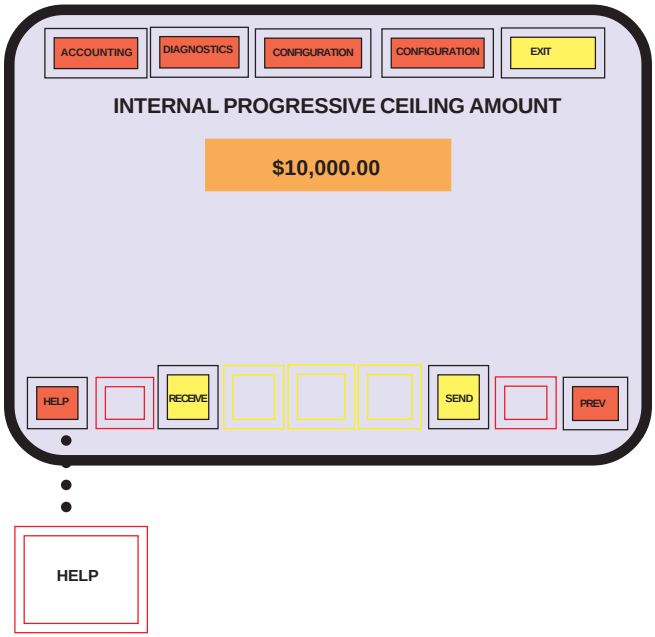
INT. PROG CEILING AMOUNT

The Internal Progressive Ceiling Amount is the maximum value of any of the 25 controllers. It is set once after a SafeRAM™ Clear. If a progressive ceiling has never been entered, the PROGRESSIVE sub-menu forces the operator to enter a value before any other configuration is allowed.

Selecting INT. PROG CEILING AMOUNT for the first time will present a numeric keypad with the default value: 10,000. A value up to nearly 43 million (16^8) can be entered by touching the appropriate areas of the keypad.



Numeric Keypad



INTERNAL PROGRESSIVE CEILING AMOUNT

SET THE CEILING AMOUNT FOR ALL INTERNAL PROGRESSIVE CONTROLLERS. THE CEILING AMOUNT IS THE MAXIMUM VALUE WHICH ANY INTERNAL PROGRESSIVE CAN ACHIEVE. THE INTERNAL PROGRESSIVE AMOUNTS WILL BE LIMITED TO THE CEILINGS REGARDLESS OF OTHER INTERNAL PROGRESSIVE SETUP, EFFECTIVELY OVERRIDING INC.2 WHERE APPLICABLE.

THE CEILING AMOUNT CAN BE SET ONE TIME ONLY. ONCE IT IS SET, AND THE OPTION SCREEN IS CLOSED, THEN IT CAN NOT BE CHANGED UNLESS SAFERAM IS CLEARED.

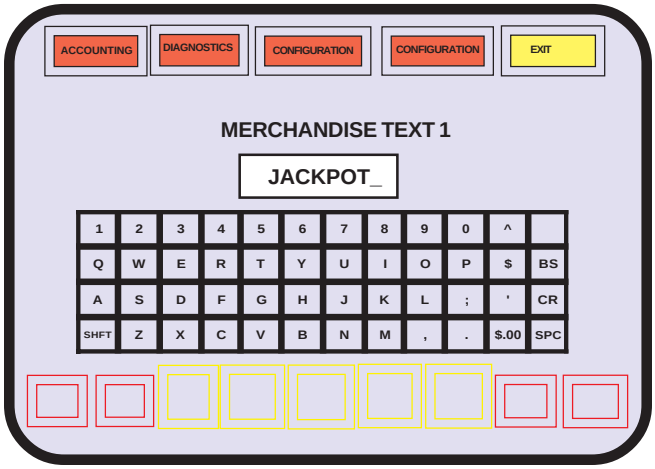
WHEN ASKED TO SAVE CHANGES, THE YES BUTTON STORES THE OPTION SETTINGS, THE NO BUTTON DISCARDS CHANGES AND RELOADS CURRENT SETTING

Internal Progressive Merchandise Text

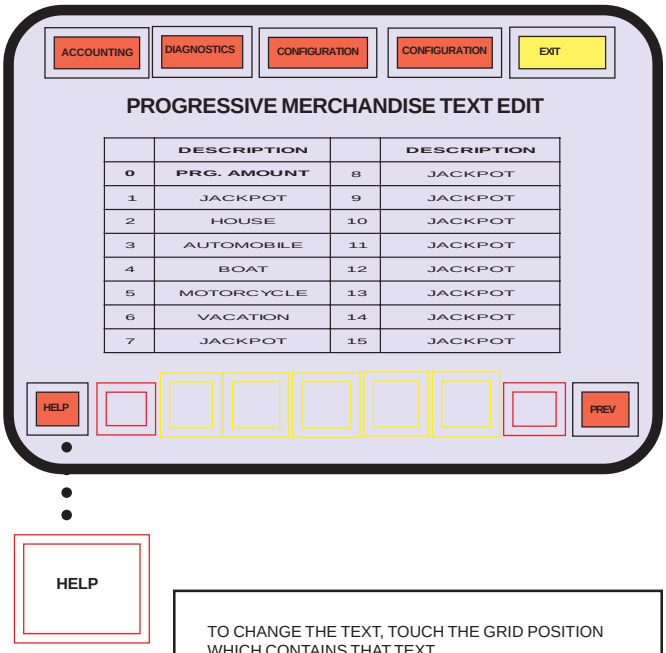
INT. PROG. MERCHANDISE TEXT

Merchandise instead of a monetary value may be awarded for a winning combination or Mystery Pay. The Evo® can place a description of the merchandise within the pay table of any game enabled for the feature.

INTERNAL PROG. MERCHANDISE TEXT facilitates entering a description of a merchandise jackpot. Selecting the DESCRIPTION area of merchandise fields 1-15 will present a keyboard for entries. The field is ten characters. BS is a destructive backspace (It erases the character as it moves the cursor back one space). SPC enters a space. SHFT adds additional characters to the keyboard.



Keyboard for Entries



	DESCRIPTION		DESCRIPTION
0	PRG. AMOUNT	8	JACKPOT
1	JACKPOT	9	JACKPOT
2	HOUSE	10	JACKPOT
3	AUTOMOBILE	11	JACKPOT
4	BOAT	12	JACKPOT
5	MOTORCYCLE	13	JACKPOT
6	VACATION	14	JACKPOT
7	JACKPOT	15	JACKPOT

TO CHANGE THE TEXT, TOUCH THE GRID POSITION WHICH CONTAINS THAT TEXT.

THE TEXT AT INDEX 0 IS NOT A MERCHANDISE STRING. IT IS A PLACE HOLDER ONLY, AND CAN NOT BE EDITED.

WHEN ASKED TO SAVE CHANGES, THE YES BUTTON STORES THE OPTION SETTINGS, THE NO BUTTON DISCARDS CHANGES AND RELOADS THE CURRENT SETTING.

MAKE ADJUSTMENTS TO THE STRING LENGTHS IN ORDER FOR THEM TO PROPERLY APPEAR IN THE SELECTED GAME'S PAYTABLE.

Note: DIPSW2—7 must be ON to configure or change progressive operation

SETUP INT. PROGRESSIVE

SETUP INT. PROGRESSIVE

SETUP INT. PROGRESSIVE sub-menu displays a configuration table for all 25 controllers. PAGE DOWN and PAGE UP navigates through the controller listing as they appear ten at a time on the screen.

TYPE

TYPE is either STD (standard) or MYST (mystery). Standard is awarded for a winning combination with a maximum-credit wager.

Mystery is awarded when the credits wagered equals a random preselected value between the LIMIT AMT. and the BASE AMOUNT. Please see Example 2—Mystery Pay on page 7-16.

DISPLAY

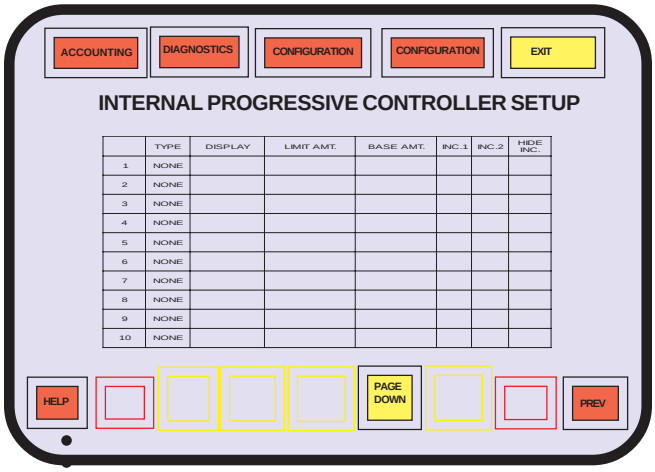
The setting for DISPLAY determines how the standard award appears in the game's paytable and in the game's icon as it appears in the Game Menu screen. For mystery pay, it determines the jackpot message when the award is won.

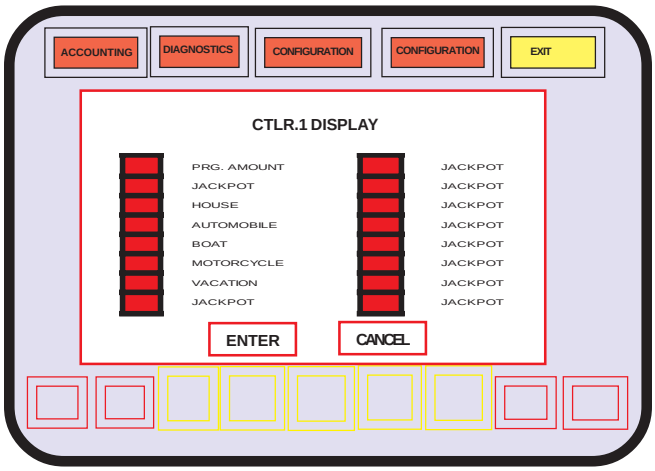
A "$" in DISPLAY indicates that the progressive amount is selected. The decimal monetary value will show as the award. It is the default when TYPE is something other than NONE. A choice of "JACKPOT" will display as text, as will any of the other text choices. Touching the DISPLAY area for any of the controllers presents a menu of the sixteen available choices.

LIMIT AMT.

For a standard type, the LIMIT AMT. is the value where a progressive amount increases by the rate of INC2. It is also the ceiling for a hidden progressive. For mystery pay, it is the upper boundary of a random value.

SETUP INT. PROGRESSIVE





DISPLAY Sub-menu

CONFIGURE INTERNAL PROGRESSIVE CONTROLLER BY CHOOSING THE FOLLOWING:

TYPE--SELECT THE PROG. MODE (NONE, STD, MYST.).
DISPLAY--SELECT HOW THE PROG. VALUE IS PRESENTED.
BASE AMT.--STARTING VALUE FOR PROG. AMOUNT.
INC.1--PERCENTAGE OF WAGER ADDED TO PROG. AMOUNT.
INC.2--PERCENTAGE OF WAGER ADDED TO PROG. AMOUNT AFTER LIMIT IS EXCEEDED. NOT USED IN MYST. TYPE.
HIDE INC.--PERCENTAGE OF WAGER ADDED TO HIDDEN AMOUNT. NOT USED FOR MYST. TYPE.
LIMIT AMT.--MAXIMUM VALUE OF HIDDEN AMOUNT AND SWITCH POINT TO STOP USING INC.1 AND START USING INC.2.

WHEN ASKED TO SAVE CHANGES, THE YES BUTTON STORES THE OPTION SETTINGS, THE NO BUTTON DISCARDS CHANGES AND RELOADS CURRENT SETTING

Formulae to find the *average* combined wagers to hit a Mystery Pay merchandise jackpot and the *average* value of a Mystery Pay if the jackpot is monetary:

AP=average Mystery Pay
AW=average (combined) wagers
B=BASE AMOUNT L=LIMIT AMOUNT
I=Inc.1

AP = (B + L) / 2
AW = (AP -B) / I

BASE AMOUNT

BASE AMOUNT is the starting value for a standard monetary progressive. It increments at the rate of INC1 until it reaches LIMIT AMT, where it then increases at the rate of INC.2 until it is either awarded or it reaches the INTERNAL PROGRESSIVE CEILING AMOUNT.

For a MYSTERY award, it is the lower boundary of a random value and the beginning value of the unseen progressive value. The unseen value increases at the rate of INC.1 until the progressive value matches the random value.

INC.1, INC.2, HIDDEN INC.

The increment rates are expressed as decimal percentage of the credit value. For example, if the rate for a nickel machine is set at 20.00, a progressive would increase one penny for every credit played; or 20 cents for every dollar played. This increases the game percentage by 20%.

INC.1 is the rate each a STANDARD and MYSTERY award increases.

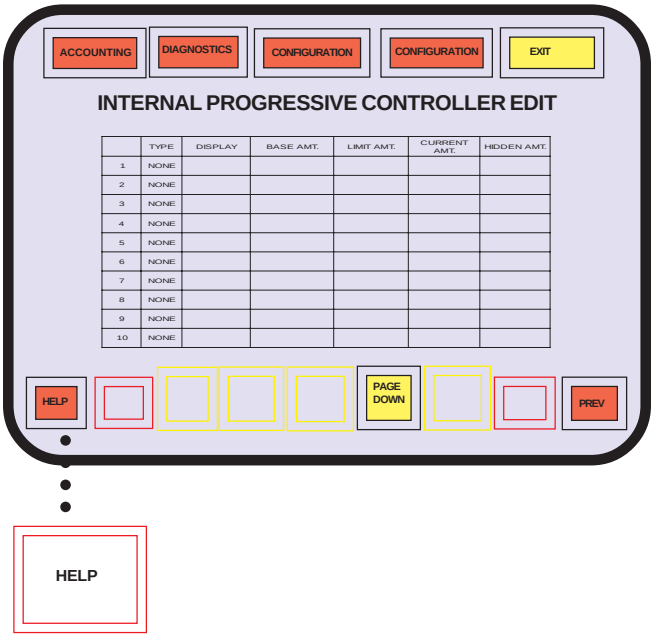
INC.2 is the rate a STANDARD award increases after it reaches LIMIT AMOUNT. It is not used for a MYSTERY award.

HIDE. inc. is the rate of increase of a “hidden” jackpot. The hidden jackpot is the BASE AMOUNT of a STANDARD jackpot increased at the rate of HIDDEN INCREMENT. When the STANDARD jackpot is awarded, the hidden jackpot amount becomes the current jackpot amount. The BASE AMOUNT becomes the new hidden jackpot.

Selecting any of the value areas presents a numeric keypad for entry.

INTERNAL PROGRESSIVE CONTROLLER EDIT

Within the INTERNAL PROGRESSIVE CONTROLLER EDIT sub-menu, the CURRENT AMOUNT and HIDDEN AMOUNTS of STANDARD awards can be changed by selecting the respective areas. A numeric keypad will appear where values can be entered. The opportunity to save or discard changes will be available upon leaving the sub-menu. MYSTERY values do not display and can not be changed.



INTERNAL PROGRESSIVE CONTROLLER EDIT

TO CHANGE A VALUE, TOUCH THE GRID POSITION WHICH CONTAINS THAT VALUE. THE CURRENT AND HIDDEN AMOUNTS ARE EDITABLE FOR STANDARD PROGRESSIVES ONLY.

CURRENT AMT.--CURRENT PAY VALUE FOR THE PROGRESSIVE. THIS VALUE INCREMENTS AT A RATE SPECIFIED BY INC.1 OR INC.2.
HIDDEN AMT.--VALUE TO LOAD INTO THE CURRENT AMT. FOLLOWING A WIN. THIS VALUE INCREMENTS AT A RATE SPECIFIED BY HIDE. INC. AND IS RESTRICTED BY LIMIT AMT..

WHEN ASKED TO SAVE CHANGES, THE YES BUTTON STORES THE OPTION SETTINGS, THE NO BUTTON DISCARDS CHANGES AND RELOADS CURRENT SETTING

EXTERNAL PROGRESSIVE SETUP

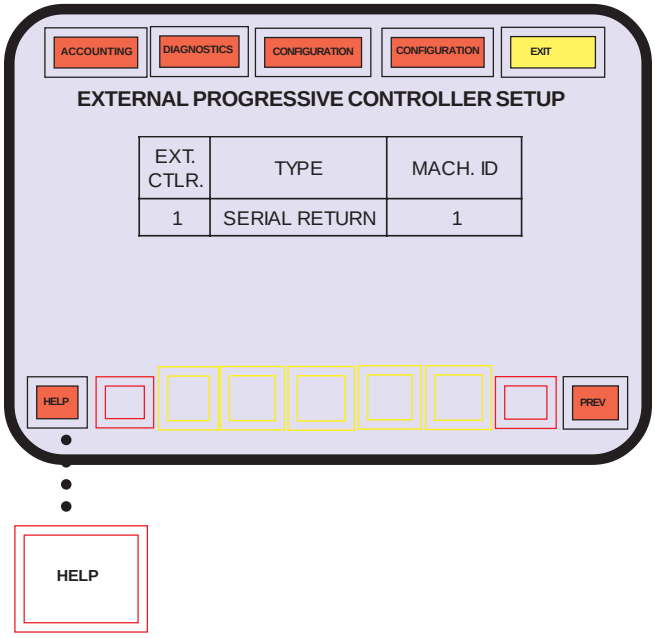
EXTERNAL PROGRESSIVE SETUP sub-menu allows the set up of links to external controllers. Additional hardware is required for external progressive operation.

TYPE

There are two types of external controller operation: SERIAL RETURN and HANDPAY.

SERIAL RETURN enables the machine to receive jackpot information from the controller and display it within the paytable. The machine will process the jackpot credits according to the settings in HOPPER/CREDIT LIMITS configuration area. If the amount of the jackpot does not exceed the configuration limits, no intervention is necessary to pay the jackpot.

Handpay operation requires an attendant to pay and release the jackpot lockup condition.



EXTERNAL PROGRESSIVE CONTROLLER SETUP

CONFIGURE EACH EXTERNAL PROGRESSIVE CONTROLLER BY CHOOSING APPROPRIATE SETTINGS FOR THE FOLLOWING:

TYPE--SERIAL RETURN PROVIDES PROGRESSIVE WIN AMOUNT VIA SERIAL LINK, ALLOWING THE WIN AMOUNT TO BE PAID TO THE CREDIT METER. HANDPAY REQUIRES ATTENDANT TO MANUALLY PAY WINS.
MACH. ID--SPECIFIES THE PHYSICAL MACHINE ID TO THE EXTERNAL CONTROLLER. VALID MACHINE ID VALUES RANGE FROM 1 TO 32. THE MACHINE ID APPLIES ONLY TO EXTERNAL CONTROLLERS WHICH ARE OPTIONED FOR SERIAL RETURN.
CREDIT DIVISOR--PROVIDES A DIVISOR FOR CREDIT PULES. THIS IS USEFUL FOR GAMES WITH LARGE MAXIMUM WAGER VALUES (MORE THAN 30 CREDITS). USE THIS DIVISOR TO SCALE THE NUMBER OF CREDIT PULSES TO 30 OR LESS.

WHEN ASKED TO SAVE CHANGES, THE YES BUTTON STORES THE OPTION SETTINGS, THE NO BUTTON DISCARDS CHANGES AND RELOADS CURRENT SETTING.

External Progressive Setup (cont.)

EXT. PROGRESSIVE SETUP

Machine ID

Machine ID distinguishes the machine as one serviced by the controller. The ID must match the wiring for the external controller (Consult the controller manufacturer's documentation).

Credit Divisor

GAME SETUP/ENABLE

Some game models allow a large quantity of credits wagered per game. If the progressive bank is large, the time lag between wagers and the current progressive amount may become unacceptable.

The setting for CREDIT DIVISOR establishes a ratio between credits wagered and credit pulses sent to the progressive controller so that fewer credit pulses are required to record large quantity of credits wagered.

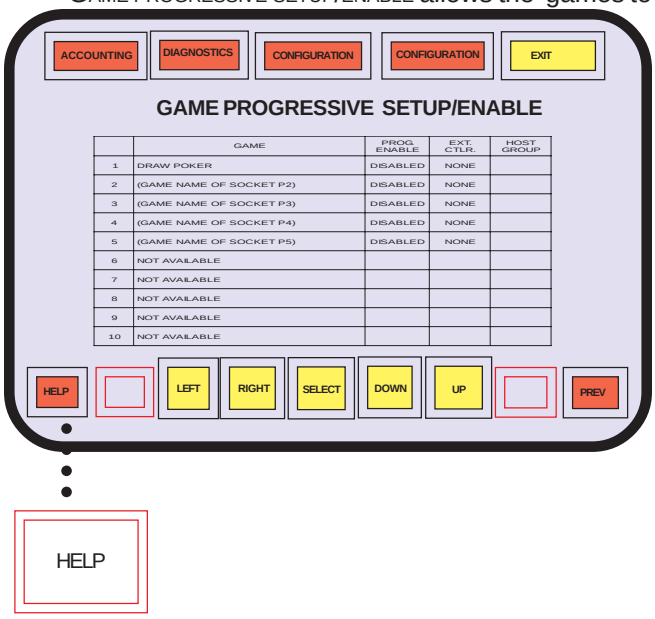
Note that the controller must be configured to coincide with the ratio set in the machine.

Game Progressive Setup/Enable

GAME PROGRESSIVE SETUP/ENABLE allows the games to have win levels associated with internal and external controllers. Internal and external controllers may be selected for the same game. This allows a game to be connected to an external controller for linked jackpots, and to simultaneous stand alone controllers. Each win level, however, can be associated to only one controller.

If an external controller is associated with the game, selecting EXT. CTLR. offers a selection of the available external controllers.

If the Host is able to control a progressive, configuration is available at this menu.



GAME PROGRESSIVE SETUP/ENABLE

CONFIGURE GAME PROGRESSIVE SETUP BY CHOOSING THE FOLLOWING:

PROG. ENABLE--MASTER SWITCH TO ENABLE OR DISABLE PROGRESSIVE CAPABILITIES FOR THE ASSOCIATED GAME.

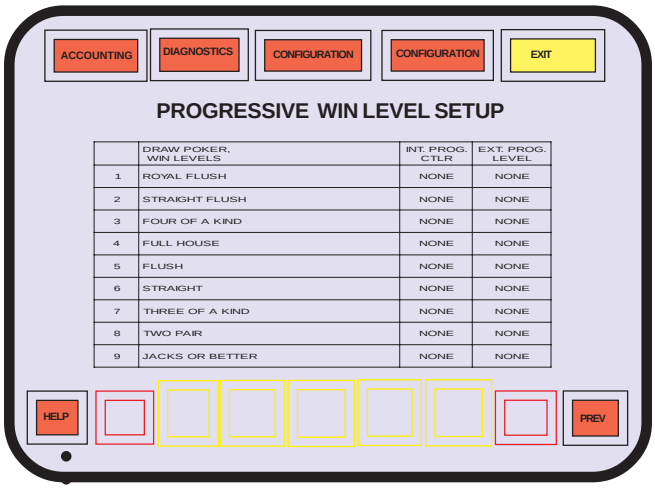
EXT. CTLR.--EXTERNAL CONTROLLER ASSOCIATED WITH GAME. THIS MUST BE CONFIGURED BEFORE EXTERNAL PROGRESSIVE LEVELS CAN BE USED IN THE EXTERNAL LINK CONFIGURATION FOR THE ASSOCIATED GAME.

HOST GROUP--HOST PROGRESSIVE CONTROLLER GROUP ASSOCIATED WITH GAME. THE HOST MUST B CONFIGURED TO SUPPORT HOST PROGRESSIVES.

WHEN ASKED TO SAVE CHANGES, THE YES BUTTON STORES THE OPTION SETTINGS, THE NO BUTTON DISCARDS CHANGES AND RELOADS CURRENT SETTING.

Win Level Setup

WIN LEVEL SETUP



PROGRESSIVE WIN LEVEL SETUP

CONFIGURE GAME WIN LEVEL LINKS TO PROGRESSIVE BY ASSIGNING A LINK BETWEEN THE GAME WIN LEVEL AND AN INTERNAL PROGRESSIVE CONTROLLER OR AN EXTERNAL PROGRESSIVE LEVEL, BUT NOT BOTH.

INT. PROG. CTLR.--ESTABLISHES A LINK BETWEEN THE GAME WIN LEVEL AND THE INTERNAL PROGRESSIVE CONTROLLER. ONLY INT. PROG. CONTROLLERS OF TYPE STD ARE AVAILABLE.

EXT. CTLR. LEVEL--ESTABLISHES A LINK BETWEEN THE GAME WIN LEVEL AND THE EXTERNAL PROGRESSIVE CONTROLLER LEVEL. EXT. PROG. LINKS ARE AVAILABLE ONLY IF AN EXT. PROG. CONTROLLER HAS BEEN ASSIGNED TO THIS GAME.

EACH GAME IS ALLOWED A MAXIMUM OF 12 WIN LEVEL LINKS. THESE WIN LEVEL LINKS ARE SHARED BY BOTH THE GAME WIN LEVEL CONFIGURATION AND THE MYSTERY WIN CONFIGURATION.

WHEN ASKED TO SAVE CHANGES, THE YES BUTTON STORES THE OPTION SETTINGS, THE NO BUTTON DISCARDS CHANGES AND RELOADS CURRENT SETTING.

WIN LEVEL SETUP allows the association of any winning combination of any game to any controller. Each game may associate up to 12 links.

WIN LEVEL SETUP (CONT.)

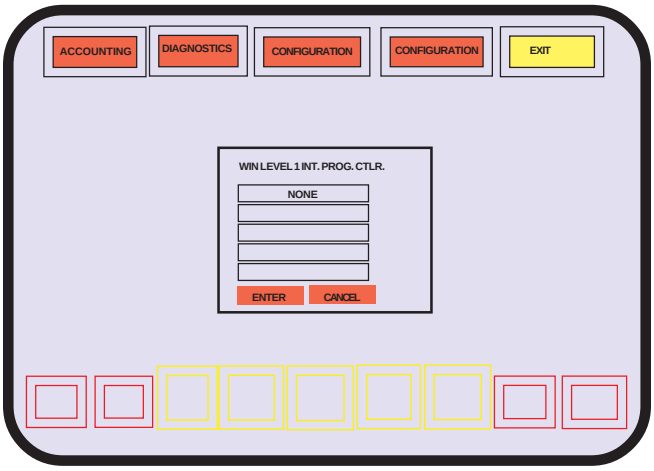
WIN LEVEL SETUP

When WIN LEVEL SETUP is selected, a listing of games is presented. Select the desired game and the winning combinations is presented in high-to-low order.

To associate winning combinations, select the area under INT. PROG. CTLR or EXT. PROG. LEVEL.

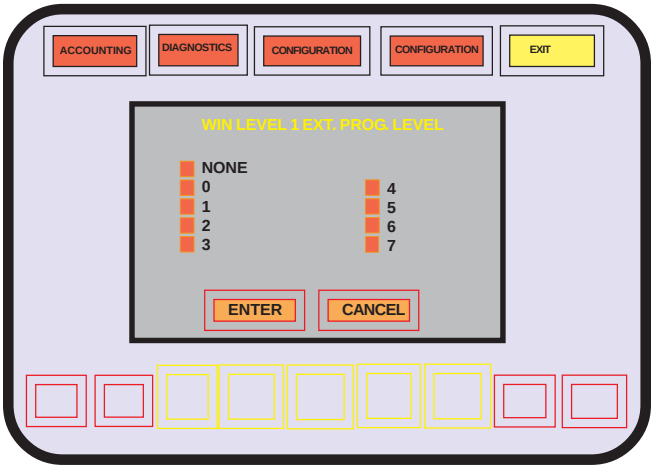
INTERNAL PROGRESSIVE CONTROLLER

When INT. PROG. CTLR associated with the winning combination is selected, a listing of the available controllers is presented.



EXTERNAL PROGRESSIVE CONTROLLER

When EXT. PROG LEVEL associated with the winning combination is selected, the opportunity to associate the winning combination to a choice of levels 0-7 is presented. Most controllers are multilevel controllers with 0 usually the top award. Consult the controller manufacturer's documentation for more information.



MYSTERY WIN SETUP

MYSTERY WIN SETUP

The MYSTERY WIN SETUP sub-menu allows enabling a game for MYSTERY operation. The controllers configured for MYSTERY operation will be available to associate with each enabled game with a YES or NO.

When MYSTERY WIN SETUP is selected, a listing of games is presented. Select the desired game. A listing of MYSTERY controllers, display, BASE AMT. , and LIMIT AMT. is shown. The opportunity to enable each MYSTERY controller is offered.

MYSTERY PROGRESSIVE WIN SETUP

CONFIGURE MYSTERY PROGRESSIVE WINS BY ASSIGNING A LINK BETWEEN THE GAME AND THE INTERNAL PROGRESSIVE CONTROLLERS WHICH ARE OPTIONED TO THE MYST TYPE.

MYSTERY ENABLE--SET TO YES TO ASSIGN A LINK BETWEEN THE GAME AND THE ASSOCIATED INTERNAL PROGRESSIVE CONTROLLER. SET TO NO TO DISABLE THE LINK TO THE ASSOCIATED INTERNAL PROGRESSIVE CONTROLLER.

EACH GAME IS ALLOWED A MAXIMUM OF 12 WIN LEVEL LINKS. THESE WIN LEVEL LINKS ARE SHARED BY BOTH THE GAME WIN LEVEL CONFIGURATION AND THE MYSTERY WIN CONFIGURATION.

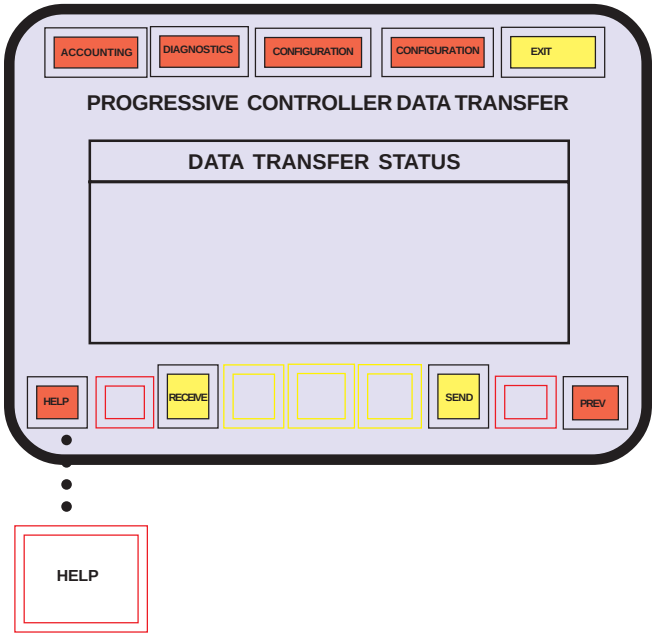
WHEN ASKED TO SAVE CHANGES, THE YES BUTTON STORES THE OPTION SETTINGS, THE NO BUTTON DISCARDS CHANGES AND RELOADS CURRENT SETTING

CONTROLLER DATA TRANSFER

CONTROLLER DATA TRANSFER

With the optional PC Connectivity Kit (Part # K-00694-0577), Internal Controller configuration can be accomplished with a PC. Controller information can be copied to disk for transfer to another Evo®.

The computer must have an RS-232 port and a communication program that supports the YMODEM protocol. Set the communication speed for 9600 baud, 8 data bits, 1 stop bit, and no parity. If flow control is selectable, choose NONE.



PROGRESSIVE CONTROLLER DATA TRANSFER

TRANSFER PROGRESSIVE CONTROLLER RELATED PROGRESSIVE DATA TO OR FROM EXTERNAL DEVICE.

THE SERIAL TRANSFER REQUIRES THE YMODEM PROTOCOL SET TO 9600 BAUD, 8 DATA BITS, NO PARITY, AND 1 STOP BIT. ALL DATA MUST BE IN TAB DELIMITED FORMAT.

THE RECEIVE BUTTON WILL ACCEPT A PROGRESSIVE CONTROLLER DATA FILE. THE DATA FILE IS VALIDATED FOR CONTENT BEFORE PROMPTING TO SAVE DATA. THE OPERATOR MUST THEN CHOOSE TO SAVE THE CHANGES OR ABANDON THEM. IF THE DATA FILE HAS ANY ERRORS IN IT, THE FILE WILL BE ABANDONED.

THE SEND BUTTON WILL TRANSMIT A PROGRESSIVE CONTROLLER DATA FILE

A TRANSFER MAY BE CANCELLED AT ANY TIME WITH THE CANCEL BUTTON.

The information is transferred in tab-delimited ASCII. Use upper case for all text fields. The file transferred is named “ctlr.dat.” The following is a file with default settings after a SafeRAM™ Clear.

CTLR.DAT

LINE #		DISPLAY #	TEXT FIELD
1	REM	ID	Terminal ID: 0000, Serial No.: 14-0000 DATE 04:15:47 01/05/91
2	D0	1	JACKPOT
3	D0	2	HOUSE
4	D0	3	AUTOMOBILE
5	D0	4	BOAT
6	D0	5	MOTORCYCLE
7	D0	6	VACATION
8	D0	7	JACKPOT
9	D0	8	JACKPOT
10	D0	9	JACKPOT
11	D0	10	JACKPOT
12	D0	11	JACKPOT
13	D0	12	JACKPOT
14	D0	13	JACKPOT
15	D0	14	JACKPOT
16	D0	15	JACKPOT

Line one of ctlr.dat is a REMarks field. Changes here will have no effect on the controllers.

Lines 2-16 is information that can also be accessed

LINE #		#	TYPE	DISPLAY	BASE	LIMIT	INC1	INC2	HIDE INC.	CURRENT AMOUNT	HIDDEN AMOUNT
17	IO	1	NONE	0	0.00	0.00	0.0000	0.0000	0.0000	0.00	0.00
18	IO	2	NONE	0	0.00	0.00	0.0000	0.0000	0.0000	0.00	0.00
19	IO	3	NONE	0	0.00	0.00	0.0000	0.0000	0.0000	0.00	0.00
20	IO	4	NONE	0	0.00	0.00	0.0000	0.0000	0.0000	0.00	0.00
21	IO	5	NONE	0	0.00	0.00	0.0000	0.0000	0.0000	0.00	0.00
22	IO	6	NONE	0	0.00	0.00	0.0000	0.0000	0.0000	0.00	0.00
23	IO	7	NONE	0	0.00	0.00	0.0000	0.0000	0.0000	0.00	0.00
24	IO	8	NONE	0	0.00	0.00	0.0000	0.0000	0.0000	0.00	0.00
25	IO	9	NONE	0	0.00	0.00	0.0000	0.0000	0.0000	0.00	0.00
26	IO	10	NONE	0	0.00	0.00	0.0000	0.0000	0.0000	0.00	0.00
27	IO	11	NONE	0	0.00	0.00	0.0000	0.0000	0.0000	0.00	0.00
28	IO	12	NONE	0	0.00	0.00	0.0000	0.0000	0.0000	0.00	0.00
29	IO	13	NONE	0	0.00	0.00	0.0000	0.0000	0.0000	0.00	0.00
30	IO	14	NONE	0	0.00	0.00	0.0000	0.0000	0.0000	0.00	0.00
31	IO	15	NONE	0	0.00	0.00	0.0000	0.0000	0.0000	0.00	0.00
32	IO	16	NONE	0	0.00	0.00	0.0000	0.0000	0.0000	0.00	0.00
33	IO	17	NONE	0	0.00	0.00	0.0000	0.0000	0.0000	0.00	0.00
34	IO	18	NONE	0	0.00	0.00	0.0000	0.0000	0.0000	0.00	0.00
35	IO	19	NONE	0	0.00	0.00	0.0000	0.0000	0.0000	0.00	0.00
36	IO	20	NONE	0	0.00	0.00	0.0000	0.0000	0.0000	0.00	0.00
37	IO	21	NONE	0	0.00	0.00	0.0000	0.0000	0.0000	0.00	0.00
38	IO	22	NONE	0	0.00	0.00	0.0000	0.0000	0.0000	0.00	0.00
39	IO	23	NONE	0	0.00	0.00	0.0000	0.0000	0.0000	0.00	0.00
40	IO	24	NONE	0	0.00	0.00	0.0000	0.0000	0.0000	0.00	0.00
41	IO	25	NONE	0	0.00	0.00	0.0000	0.0000	0.0000	0.00	0.00

CONTROLLER DATA TRANSFER (cont.)

CONTROLLER DATA TRANSFER

through PROGRESSIVE MERCHANDISE TEXT EDIT.

Lines 17-41 list information about the internal controllers that can also be accessed in INTERNAL PROGRESSIVE CONTROLLER SETUP and INTERNAL PROGRESSIVE CONTROLLER EDIT.

LINE #		EXTERNAL #	TYPE	MACHINE ID
42	XO	1	SERIAL RETURN	1
43	XO	2	SERIAL RETURN	1
44	XO	3	SERIAL RETURN	1
45	XO	4	SERIAL RETURN	1
46	XO	5	SERIAL RETURN	1
47	XO	6	SERIAL RETURN	1
48	XO	7	SERIAL RETURN	1
49	XO	8	SERIAL RETURN	1
50	XO	9	SERIAL RETURN	1
51	XO	10	SERIAL RETURN	1

Lines 42-51 list information about the external controllers that can also be accessed in EXTERNAL PROGRESSIVE CONTROLLER SETUP.

Progressive Game Data Transfer

The file transferred In PROGRESSIVE GAME DATA TRANSFER is "game.dat."

PROGRESSIVE GAME DATA TRANSFER

The following is a file with default settings after a SafeRAM™ Clear.

GAME.DAT

LINE #		EPROM SOCKET P#	INTERNAL CONTROLLER	EXTERNAL CONTROLLER	
1	REM	ID	Terminal	ID: 0000,	Serial No.:14-000000 , DATE 04:16:25 01/05/91
2	G0	1	DISABLED	NONE	
3	G0	2	DISABLED	NONE	
4	G0	3	DISABLED	NONE	
5	G0	4	DISABLED	NONE	
6	G0	5	DISABLED	NONE	
7	G0	6	DISABLED	NONE	
8	G0	7	DISABLED	NONE	
9	G0	8	DISABLED	NONE	
10	G0	9	DISABLED	NONE	
11	G0	10	DISABLED	NONE	

Line one of game.dat is a REMarks field. Changes here will have no effect on the games. The information listed in lines 2-11 can also be accessed in GAME SETUP/ ENABLE.

LINE #		EPROM SOCKET P#	LINK #	WIN LEVEL	INTERNAL PROGRESSIVE	EXTERNAL PROGRESSIVE
12	W0	1	1	0	NONE	NONE
13	W0	1	2	0	NONE	NONE
14	W0	1	3	0	NONE	NONE
15	W0	1	4	0	NONE	NONE
16	W0	1	5	0	NONE	NONE
17	W0	1	6	0	NONE	NONE
18	W0	1	7	0	NONE	NONE
19	W0	1	8	0	NONE	NONE
20	W0	1	9	0	NONE	NONE
21	W0	1	10	0	NONE	NONE
22	W0	1	11	0	NONE	NONE
23	W0	1	12	0	NONE	NONE

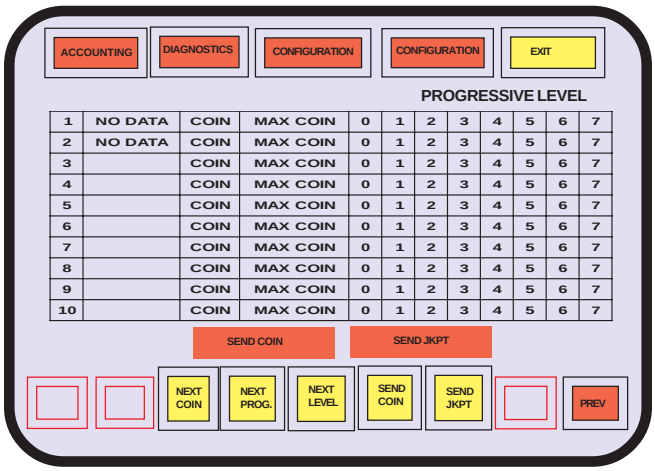
Lines 12-23 list information about the game installed. The information can also be accessed in WIN LEVEL SETUP.

LINE #		EPROM SOCKET P#	LINK #	WIN LEVEL	INTERNAL CONTROLLER	EXTERNAL CONTROLLER
24	W0	2	1	0	NONE	NONE
..	W0	..	..	..	..	..
36	W0	3	1	0	NONE	NONE
..	W0	..	..	..	..	..
120	W0	10	1	0	NONE	NONE
..	W0	..	..	..	..	..
131	W0	10	12	0	NONE	NONE

The next 108 lines of game.dat list the information for other Personalities.

Communication Test

COMMUNICATION TEST



COMMUNICATION TEST provides visual access to external progressives. A choice of the eight win levels can be selected for any of the external controllers.

COIN or MAX COIN, and a level can be selected for one of the controllers. SEND COIN will activate the choice. SEND JACKPOT will send a winning combination with the appropriate number of credits wagered to the external controller's level selected.

Jackpot information received appears in column #2 beside the game number. NO DATA indicates no jackpot information is received from the external controller.

Examples

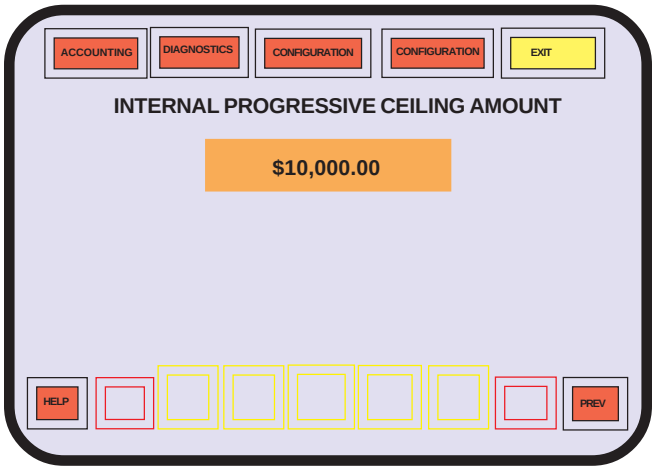
Example One--Two Standard Jackpots

In this example we will enable two jackpots for a $0.05 Draw Poker game. One jackpot is a progressive jackpot for a royal flush that begins at $200. The amount will not exceed $10,000.00. The progression rate will be 1.5% until the amount reaches $250.00. Thereafter, the rate will be .5%.

The second award on the same Draw Poker game is a silk jacket for any four of a kind.

Procedure:

DIPSW2—7 must be ON. Activate the Audit Key-switch with the Main Door open to enter the Audit Key menu. Select PROGRESSIVE in the CONFIGURATION area of the menu.

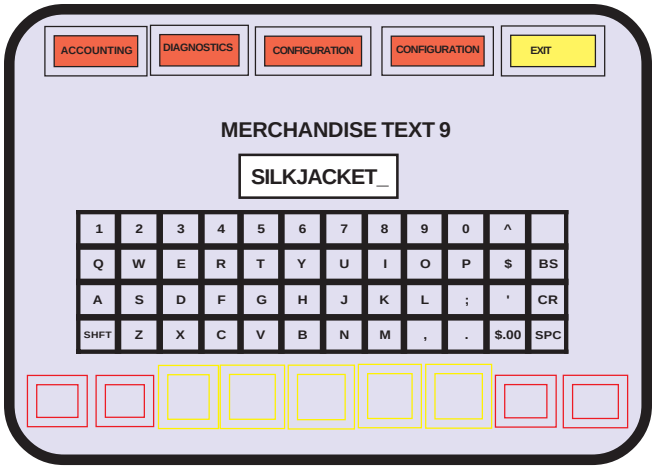


Step 1. Select INT. PROG. CEILING AMOUNT. If the value has not been previously entered, a keypad will be presented. The default value of $10,000.00 will be in the display, awaiting confirmation for entry. If the Ceiling has been previously entered, the current value will display. A SafeRAM™ Clear is required to change. None of the available 25 internal progressive jackpots will be able to exceed this value.

Step 2. Select INT. PROG. MERCHANDISE TEXT. Because one of the awards is a jacket rather than a progressive amount, a description of the item will be entered so that it will appear in the paytable of the game.

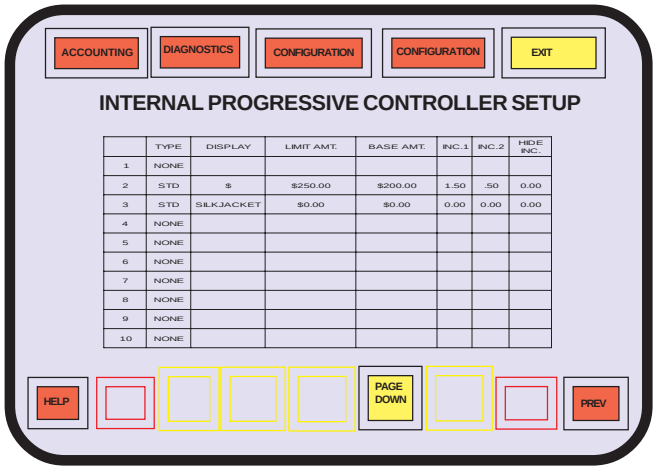
A silk jacket is not one of the default items available, so it will have to be entered into one of the 15 available areas that will accept text input. Any text field could be chosen; but we will select #9, which currently contains the default text "JACKPOT."

Once selected, a keyboard appears. BS will back-space and erase one character at a time. By creative



abbreviation to fit into the ten available spaces, Silk Jacket will appear as "SILKJACKET".

Select PREV. SAVE CHANGES? appears. Select YES, then PREV to return to the configuration sub-menu.



	TYPE	DISPLAY	LIMIT AMT.	BASE AMT.	INC.1	INC.2	HIDE INC.
1	NONE						
2	STD	$	$250.00	$200.00	1.50	.50	0.00
3	STD	SILKJACKET	$0.00	$0.00	0.00	0.00	0.00
4	NONE						
5	NONE						
6	NONE						
7	NONE						
8	NONE						
9	NONE						
10	NONE						

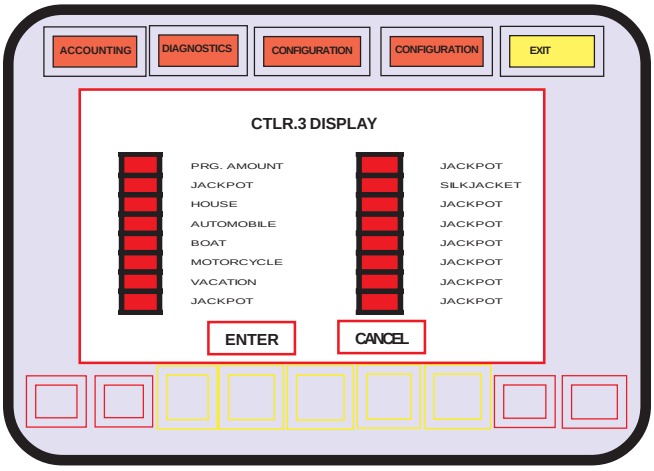
Step 3. Select SETUP INT. PROGRESSIVE to configure the behavior of the progressive (TYPE), format of the display (DISPLAY), the switch amount (LIMIT AMT.), BASE AMT, and the incrementation rates.

While in SETUP INT. PROGRESSIVE, we could assign any of the 25 available controllers, but for our example we will choose #2. The TYPE of the progressive will be STD.

The format of the progressive DISPLAY will be "$", the jackpot value in dollars and cents incorporated into the pay table of our poker game. The switch amount (LIMIT) is $250.00. The BASE is $200.00. INC.1 is 1.50, which will increment the progressive amount three cents for every two dollars played until the progressive amount reaches $250.00. INC.2 is .50, which will increment the progressive one penny for every two dollars played after the progressive amount reaches $250.00. We will not use a hidden jackpot, so HIDE INC. will remain at 0.00.

The Silk Jacket can be associated with any of the remaining available controllers. We will assign it to

Examples (cont.)



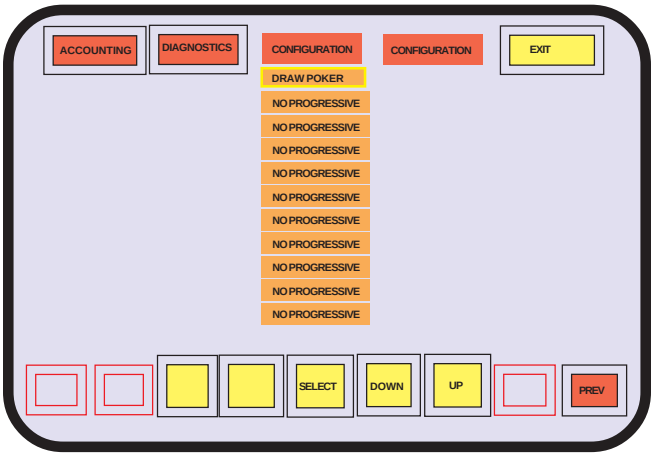
controller #3 in a manner similar to the preceding steps.

The TYPE will be STD. DISPLAY will be SILKJACKET (text item #9 set up in step 2.). LIMIT AMT., BASE AMT, and the INC values will not apply because the jackpot will be merchandise instead of a "progressed" monetary award.

Select PREV, then YES to save changes and return to configuration menu.

Step 4. Select GAME SETUP ENABLE. A listing of the installed games will appear. Choose PROG ENABLE that corresponds with the Draw Poker to enable the game for internal controller operation.

Step 5. Select WIN LEVEL SETUP and choose the Draw



Poker game. The winning combinations are listed in order. Select INT. PRG CTLR. corresponding with the Royal Flush, and assign it to #2 (the controller set up in step 3.). Select the area that corresponds with the four of a kind, and assign it to #3 (also set up in step 3.).

Step 6. Power OFF. Turn DIPSW2—7 OFF, then power ON. Confirm the poker game has a progressive amount within the game icon, and the paytable of the game displays SILKJACKET and the progressive amount when maximum credits are wagered.

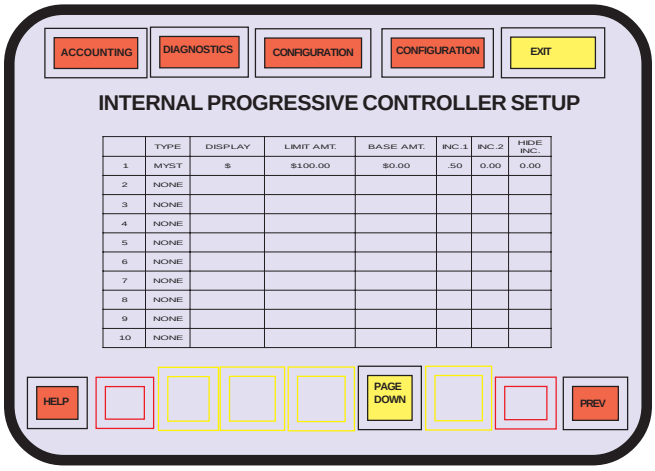
Example 2--Mystery Pay

In this example we will enable a Mystery Pay for the same machine in example 1. The payment will show in WIN PAID of the Draw Poker game that has incremented a hidden value to the random Mystery Pay.

The payment will range between 0 and $100, which means that the average award over time will be about $50. The hidden value will increase at the rate of one penny for every two dollars wagered, which means that the average wagers before the Mystery Pay is $10,000.

Procedure:

DIPSW2—7 must be ON. Activate the Audit Keyswitch with the Main Door open to enter the Audit Key menu. Select PROGRESSIVE in the CONFIGURATION area of the menu.



Step 1. Select SETUP INT. PROGRESSIVE to configure the TYPE, DISPLAY, LIMIT AMT., BASE AMT., and the rates. We will choose controller #1 to configure.

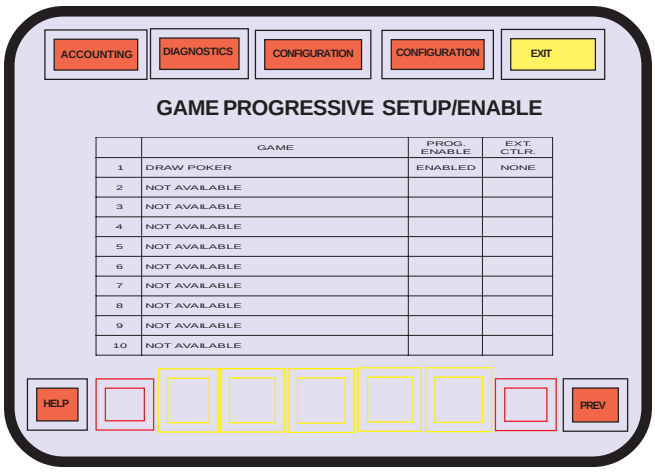
Type is MYST. DISPLAY is PROG. AMOUNT as indicated by "$." This means that the player will be awarded a monetary value that will appear in WIN PAID when the jackpot is won.

LIMIT AMT. is $100.00, which is the upper boundary for the random value of the Mystery jackpot.

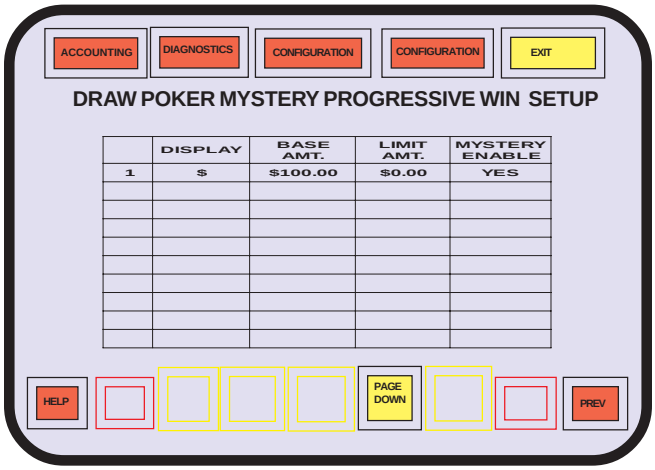
BASE AMT. will be $0.00, which is the lower boundary of the random value and the starting point of the progressing value.

INC.1 is .50, which is the rate of increase of the progressing value. INC.2 and HIDE INC. have no effect on the MYSTERY operation.

Examples (cont.)



Step 2. Select GAME SETUP ENABLE. A listing of the installed games will appear. Choose PROG ENABLE where it corresponds with the Draw Poker to enable the game for internal controller operation.



Step 3. Select MYSTERY WIN SETUP. The listing of installed games will appear again as in step 2. Choose Draw Poker from the list. A listing of the controllers configured for Mystery Operation appears (which will be only the one we configured in Step 1). A confirmation of YES will assign the controller to the Draw Poker game.

Step 4. Power OFF. Turn DIPSW2—7 OFF, then power ON. Confirm that the game icon shows the Mystery amount on the Game Menu screen.