Bally Gaming • Systems ®

ProSlot® 6000

MODULE 12

MK12-S6MOD-0001

TOURNAMENT OPERATION

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) 46-22559 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 12
Tournament Operation Table of Contents

ProSLOT® 6000

Module 12
Tournament Operation

Introduction

The ProSlot® 6000 supports a variety of tournament applications. With additional hardware, the machines will operate in a nonrevenue state where individual Players compete with others to accumulate the most credits.

According to Machine Options, a tournament can be based on time, or each machine can have a starting amount of credits (kitty). It's even possible to use of combination of both. Accounting meters remain unchanged during a tournament.

Tournament SMIs and Kits

Although any SMI will support tournament operation, programs are available with a higher payback percentage to add more fun for a tournament Player. There are some programs that include dual SMIs--one for tournaments and one for normal revenue operation. The most popular programs are listed in the following table:

Tournament Programs						
SMI	%	Config.	Personality	Art Form	Theme	
7339	89.41	0-0	E6481A2X-05	SAB-5024	Stars and Bars	
7340	1958.2	1-1				
7717	86.87	0-0	E6865A2X-05	SAB-5030	Stars and Bars Starlight Magic	
7718	1958.2	1-1				
7906	87.47	0-0	E7392A2X-05	DM7-5009	Blazing Triple Sevens Slant Cabinet	
8389	1554.6	1-0				

Tournament Kits are available that include the additional hardware needed for tournament operation:

Part #	Description	Cabinet
K-00710-6001	Tournament II CAS/HBY	W6
K-00710-6002	Tournament II CHOPTOP	C6
K-00710-6003	Tournament II Without Display	

Installing the Tournament Kit

Note the punch-out in the cabinet liner near the Audit Keyswitch for additional keyswitches. Use the appropriate tool to form a ¾" hole through the cabinet. Install the Tournament Keyswitch (part number M-00281-0172).
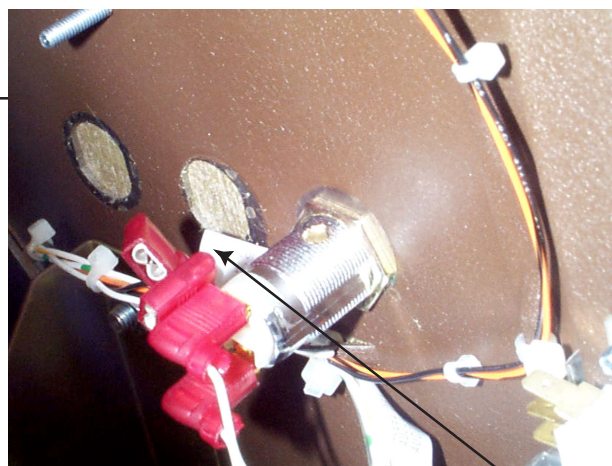
Near the Audit Keyswitch will be existing cabling for the Tournament Keyswitch. Cut the wire ties to free the black and white wires with Faston flag connectors and attach them to the lugs of the Tournament Keyswitch.

If the Tournament Display is not included, use the wire ties to secure the cable and complete the installation.

Installing the Tournament Display

Remove the smoked plexiglas cover from the Tournament Display to set the display DIP switches. Selections are made by a four-switch package DIP S1.

⚠️ **Note:** A Tournament Display must be used because the Message Center does not show accumulated credits.
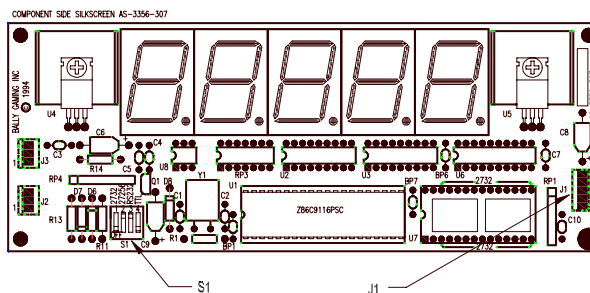
Set SW1 for a 27C256 EPROM at U7 and RS-232C communication standard according to the following table:

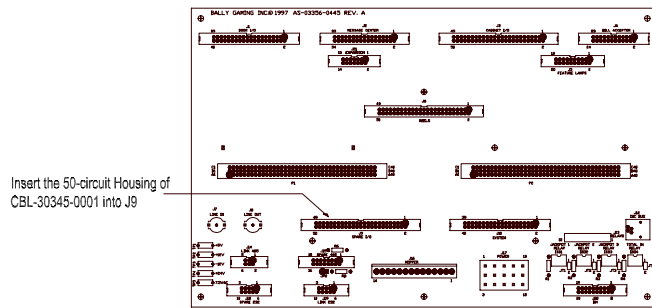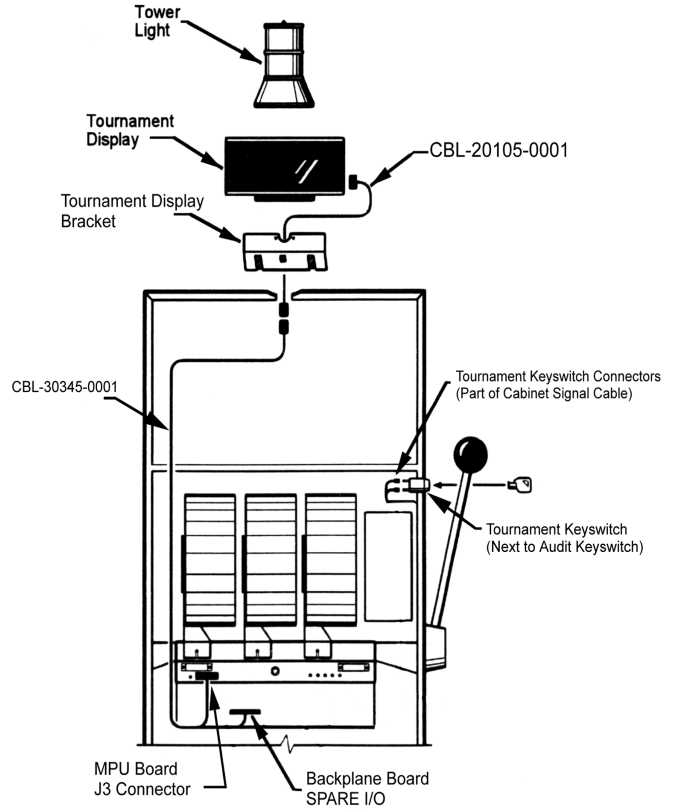| S1 Switch Settings					
U7 EPROM Size	sw1	sw2	Communication Standard	sw3	sw4
2732	ON	OFF	RS-232C	ON	OFF
27256	OFF	ON	TTL	OFF	ON

Installing the Tournament Kit (cont.)

Remove the Tower Light Assembly. Connect the MTA-100 connector of CBL-20105-0001 to the Tournament Display at J1. Reinstall the Tower Light Assembly with the Tournament Display Mounting Bracket P-09335-000x in place, routing the cable through the opening in the cabinet.

Route CBL-3095-0001 up the back of the cabinet through the opening into the Feature Box and connect the four-circuit receptacle of the cable to the four-circuit housing of CBL-20105-0001.

Secure the Tournament Display to the mounting bracket. Insert the 50-circuit housing of CBL-30345-0001 into the Backplane Assembly at connector J9 SPARE I/O. Connect the 10-circuit housing to the MPU Board Assembly at J3.

Complete the installation by securing the cabling with wire ties.

Tower Light

Tournament Display

CBL-20105-0001

Tournament Display Bracket

CBL-30345-0001

Tournament Keyswitch Connectors (Part of Cabinet Signal Cable)

Tournament Keyswitch (Next to Audit Keyswitch)

MPU Board J3 Connector

Backplane Board SPARE I/O

Insert the 50-circuit Housing of CBL-30345-0001 into J9

Upright Backplane Board AS-03356-0445

Insert the 50-circuit Housing of CBL-30345-0001 into J9
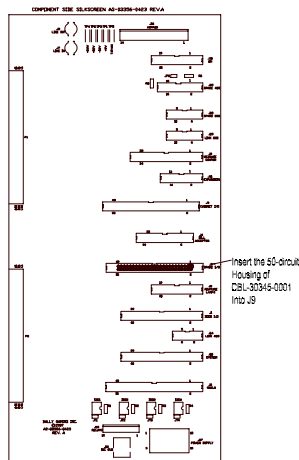
Slant Backplane Board AS-03356-0423

J3 Connector
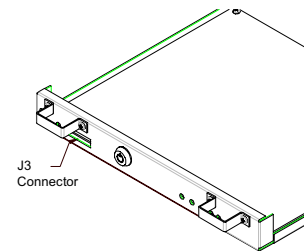
Tournament Operation

If EPROMs have been changed, a Complete SafeRAM™ Clear is required.

Set Machine Options pertaining to Tournament Operation as listed in the following table (also see Module 2 Set Up and Operation):

Machine Options For Tournament Operation			
No	**Option**	**Setting**	**Description**
09	Jackpot Bell	0000 0001 0002 0003 0004 0005	No Bell Bell rings on all wins Rings on wins of 20 or more Rings on wins of 50 or more Rings on wins of 100 or more Rings on wins of 200 or more
01	Tournament Minutes	0001-0099	Munutes for tournament
38	Reel Stop Sound	0000 0001	Sound from speaker Handle solenoid click
62	Tournament Kitty	0000-9999	Starting amount of credits for a tournament
03	Tournament Seconds	0001-0059	Seconds for tournament

Upon actuating the Tournament Keyswitch the Message Center will show a *97* in WIN PAID, indicating that a tournament session is ready to begin. The SMI configuration appears in CREDIT. The Tournament Display shows *HELLO*.

The session begins by pulling the handle or pressing SPIN. If values were entered in Option 01 Tournament Minutes or Option 3 Tournament Seconds, the progress of the count-down timer appears in WIN PAID. CREDIT shows the value entered in Option 62 Tournament Kitty. Wins show in WIN PAID. The accumulated wins always show in the Tournament Display.

The session completes when either the count-down timer or the kitty reach zero, indicated by *98* in WIN PAID.

Another session begins with actuation of the Tournament Keyswitch. The count-down timer and tournament kitty are reloaded. Machine Option settings remain unchanged. The Message Center will again show a *97* in WIN PAID.

Any interruption during a session such as a malfunction or opened door will suspend the timer. The Exception Code alternates with remaining time in WIN PAID. The Tournament Display will blink. When the condition is corrected, the session resumes by pulling the handle or pressing SPIN.

The session can be terminated at any time by with the Tournament Keyswitch.