OPERATION MANUAL
G-ENEX Video Slot Gaming Machine

Version AU-1.02
July 20, 2007

Introduction

This manual is intended for Operators, Owners, and Qualified Maintenance/Service Personnel to provide the important information about the machine installation, operation, and servicing.

It is strongly recommended to thoroughly read and understand this manual before starting the machine.   Please keep this manual at hand, so that you can quickly refer to it whenever necessary.

Technical Support

Aruze Gaming America Inc, Aruze Gaming Australia Pty. Ltd, and Aruze Gaming Africa (Pty.) Ltd (ARUZE thereinafter) are dedicated to providing high quality service and maintenance.   Please feel free to contact us any time.

Limited Warranty

ARUZE warrants that the products it manufactures will be free from defects in materials and workmanship for a period of six (6) months commencing on the date the products are shipped from Japan (except as otherwise provided in any separate sales agreement). Within this period, ARUZE will provide replacement parts at no charge for the products covered under this limited warranty when a part requires replacement.

This warranty does not cover any damage or failure caused by or attributable to improper installation, improper usage, abuse, improper maintenance, excessive operating voltages, or repairs performed or recommended by anyone other than an ARUZE technician or an authorized distributor of ARUZE.

TO THE MAXIMUM EXTENT PERMITTED BY LAW, ARUZE SHALL NOT BE LIABLE FOR ANY DIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM ANY BREACH OR WARRANTY OR UNDER ANY OTHER LEGAL THEORY (INCLUDING, BUT NOT LIMITED TO, LOST PROFITS), EVEN IF ARUZE HAS BEEN ADVISED OF THE POSSIBILITY OF THE DAMAGES.

Safety Instructions

1. Definition of Safety Words

The safety words of DANGER, WARNING, and CAUTION are used in this manual to indicate hazard levels.   Please understand each meaning to handle the machine safely.

⚠	**DANGER**	It warns of the immediate hazards which WILL result in severe personnel injury or death.
⚠	**WARNING**	It warns of hazards or unsafe practices which COULD result in severe personnel injury or death.
⚠	**CAUTION**	It warns of hazards or unsafe practices which COULD result in minor personnel injury or product/property damage.

2. Environmental Specifications

Refer to Chapter 8, "Machine Specifications".

3. Installation

⚠ **WARNING!**

> **To prevent an accident or a fire;**
>
> 1. **Install this machine on flat, stable, well-constructed floor.**
>
> 2. **Keep this machine away from the direct ray of the sun.**
>
> 3. **Keep this machine away from a dusty place.**
>
> 4. **Keep this machine away from water and other liquids.**
>
> 5. **Keep this machine away from disaster preventive facilities. (ex. emergency exit, emergency stairs, fire hydrant, and fire extinguisher)**
>
> 6. **Do not install this machine outdoors.**
>
> 7. **Keep this machine away from vibration.**
>
> 8. **Keep this machine away from dangerous articles.**

4. Grounding

Be sure to GROUND this machine to prevent a current leak.

⚠ **WARNING!**

> **Risk of Electric Shock.**
> **ARUZE makes no warranty as to accidents (including failures) caused by improper grounding.**

5.　　Precautions for Using This Machine

　　WARNING!

NEVER retrofit the machine.　Retrofitting the machine could cause an accident or a failure.

ARUZE makes no warranty as to accidents (including failures) caused by retrofit.

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1. Only qualified personnel should assemble, install, maintain, inspect, and troubleshoot the machine.
2. Do not mount or sit on the machine.　Or, do not put a heavy object on the machine. A dented machine could cause trouble.
3. As soon as smoke, smell, and/or an unknown trouble is detected, turn off the POWER switch and the power source breakers.
4. Before servicing the machine, turn off the POWER switch to prevent an electric hazard.
5. Unless specified, NEVER use a multimeter for continuity check.　Using a multimeter may damage the electrical circuits.
6. The shield of the hopper motor may be hot.　Wait until the shield cools down before touching the hopper.
7. The coin diverter may be hot.　Wait until it cools down before touching.
8. Never use chemical duster, thinner, benzine, alcohol, or synthetic detergent for cleaning the machine.　They will damage the surface of the machine.
9. Electrostatic discharge may damage the internal components. When accessing into the cabinet, take the anti-static action (ex. touching the door) before proceeding.
10. Use this machine in commercial areas.　Using it in residential areas is prohibited.
11. Actual currency and date format may differ slightly from the screen displays shown in this manual.

Table of Contents

Chapter 1: Major Components

This chapter shows the major components of this machine.

1.1 Appearance
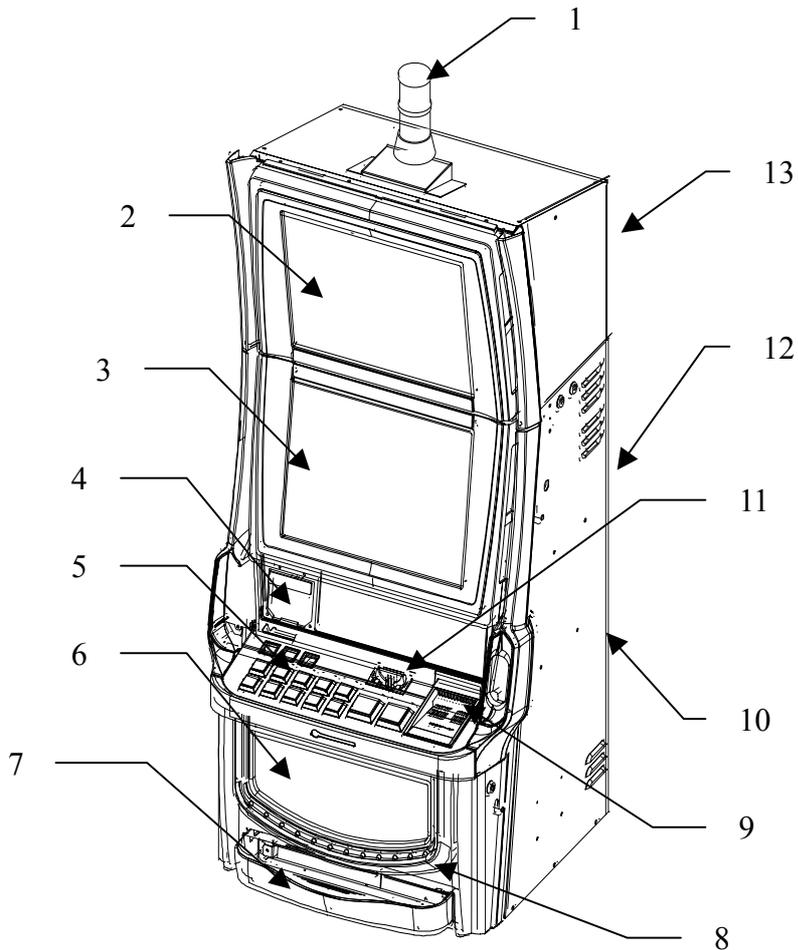
1. Tower Light (Option)   2. Sub-LCD
3. Main LCD (Touch Screen)   4. Ticket Printer
5. Game Buttons   6. Belly Door Glass   7. Coin Tray
8. Mechanical Meters   9. Bill Entry   10. Speakers
11. Coin Head   12. Main Cabinet   13. Top Box
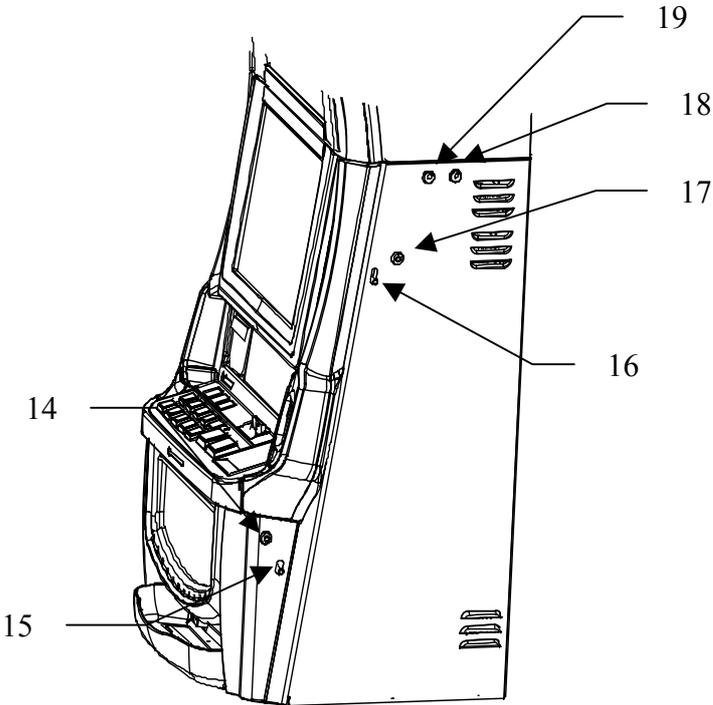
14. Belly Door Lock   15. Belly Door Latch   16. Main Door Latch
17. Main Door Lock   18. Power Save Keyswitch
19. RESET/AUDIT keyswitch

1.2 Internal Structure
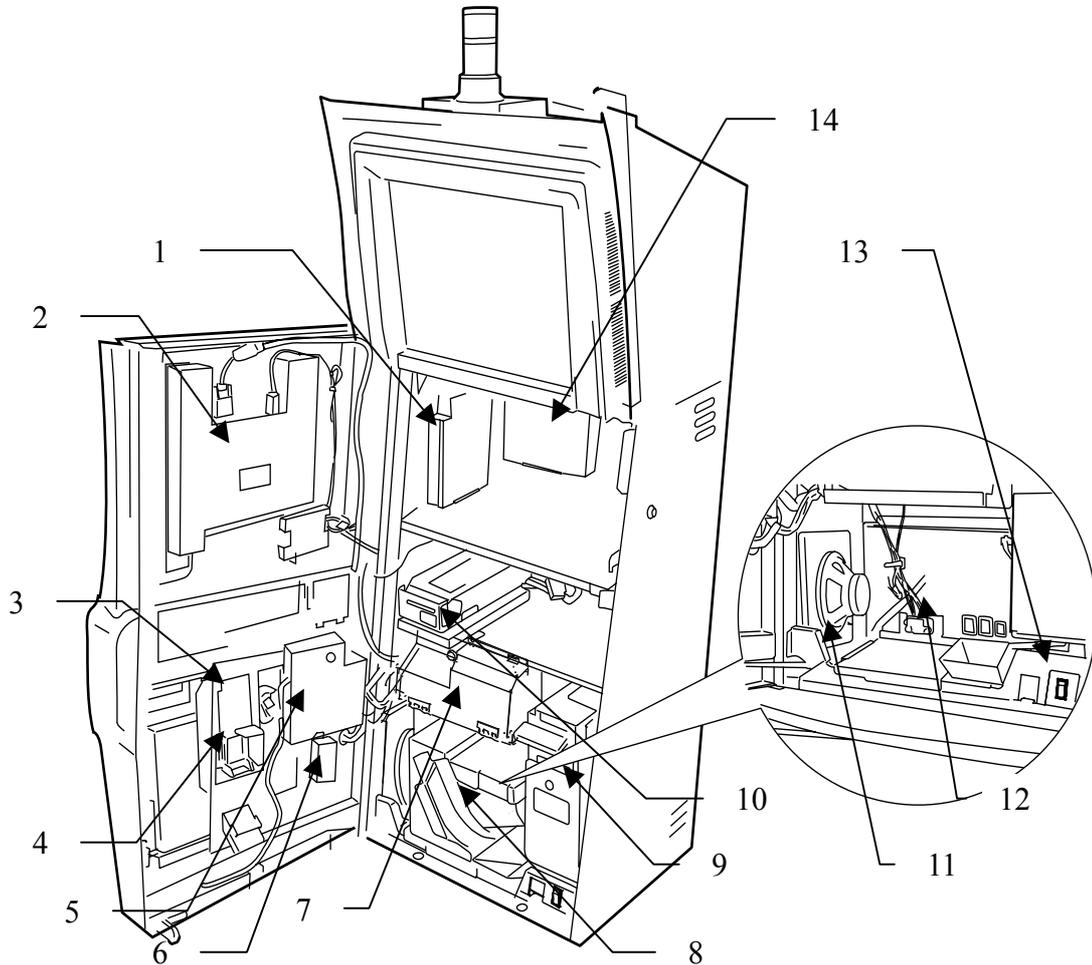
1. Body I/O PCB Housing   2. Main LCD   3. Coin Acceptor

4. Coin Diverter   5. Door I/O PCB Housing   6. Inverter Fluorescent Lamp

7. Security Cage   8. Hopper   9. Bill Acceptor

10.   Ticket Printer (Optional)   11. Woofers   12. Power Box

13. Power Switch   14. AUSCOM PCB

Belly Door
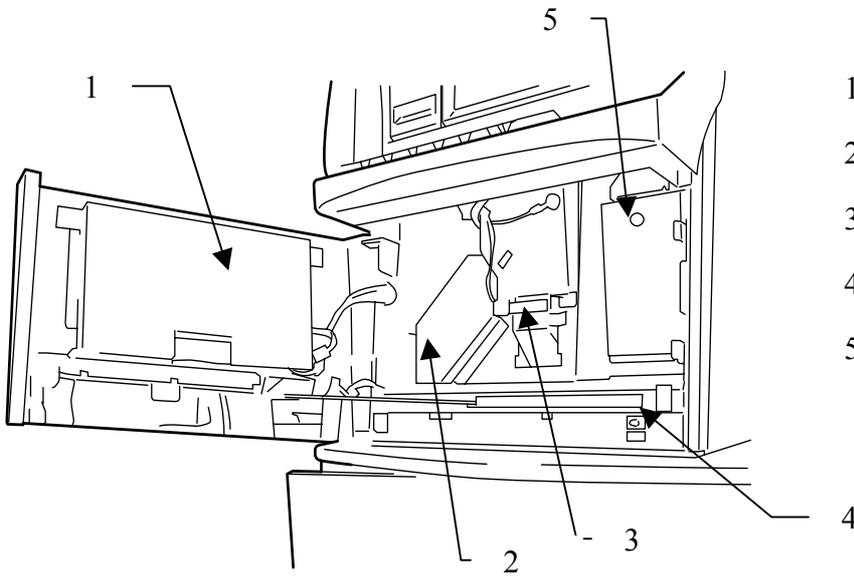
1. Fluorescent Lamp Unit

2. Coin Duct

3. Coin Drop Sensor

4. Belly Door Switch

5. Bill Stacker Lock

Power Box
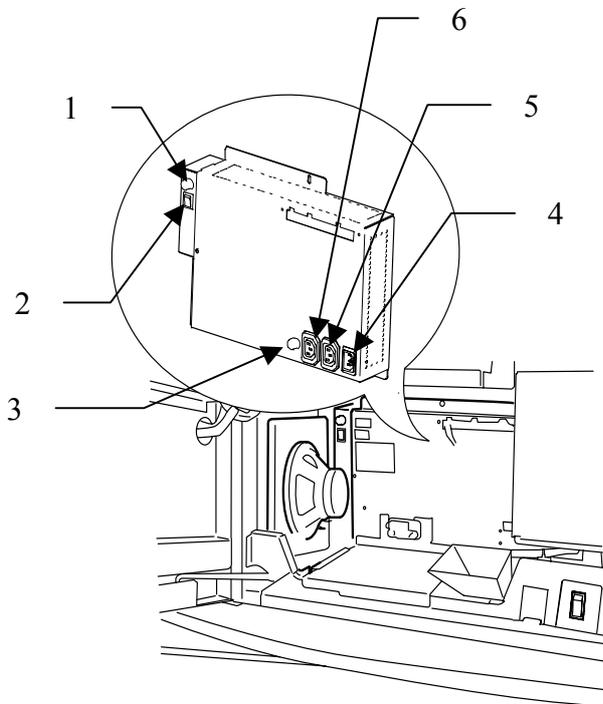
1. Main Fuse
2. Power Switch for Service Outlet
3. Fuse for Service Outlet
4. Inlet
5. Outlet for Topper
6. Service Outlet (1A)
7. Main Switch

1.3 Closing Door

To close the Main Door and/or Belly Door, pull and lift the stay lever.

⚠ **CAUTION!**

> **Do not open the Main door and Belly door at the same time. Otherwise it may damage the surface of the door.**

⚠ **WARNING!**

> **Do not put hands on speakers and/or edge of side door when you open the main door. Otherwise it may jam your fingers.**

Main Door
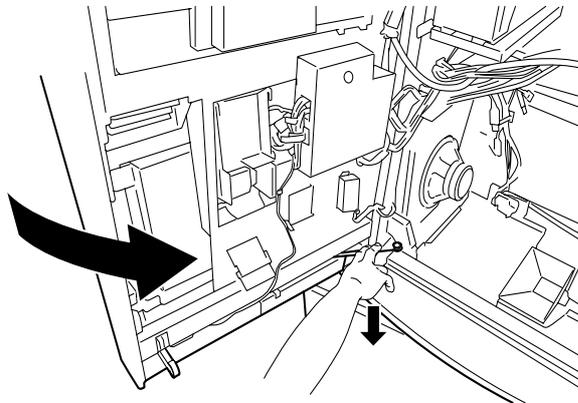
Belly Door
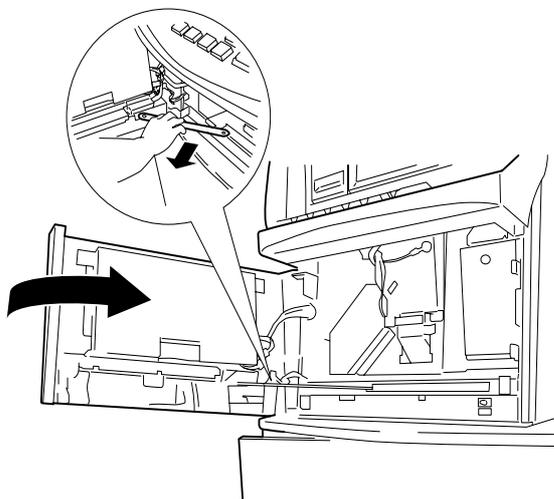
Chapter 2: Power-ON

This chapter shows how to power on and how to prepare before starting the operation.

2.1 Filling Hopper with Coins/Tokens

⚠ **WARNING!**

> The hopper cover must be removed by authorized personnel.
> After filling the hopper, make sure to return the hopper cover and securely screw it down.

Use the following procedure to fill the hopper with coins/tokens:

1. Unlock and unlatch the main door to open it.
2. Pull forward the hopper to take it out
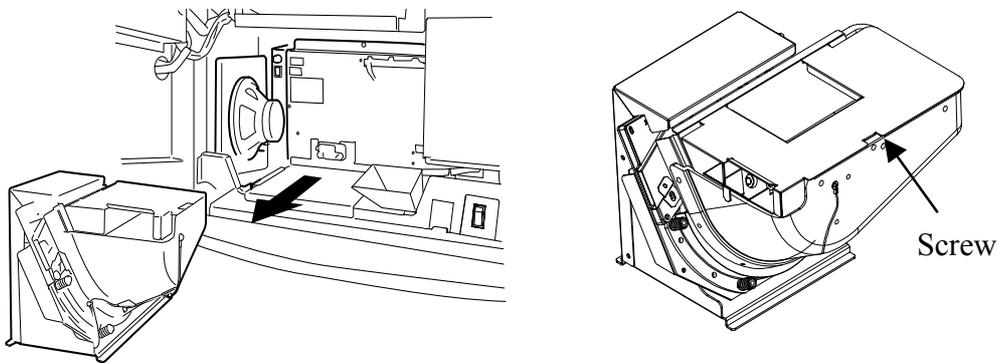
Screw

3. Remove the hopper cover by loosening the fixing screw (1 screw).
4. Fill the hopper with coins/token.
5. After filling the hopper, screw down the hopper cover onto the hopper.
6. Set the hopper onto the hopper rail inside the cabinet.
7. Push the hopper until it seats to the hopper connector.
8. Close the main door.

2.2 When your acceptor is MC-62 Coin Acceptor

Replace the transport token with your casino coin/token in the following procedure:

1. Unlock and unlatch the main door to open it.
2. Locate the MC-62 coin acceptor on the back of the main door.
3. Slide the reference coin holder in the arrow-indicated direction to remove the transport token.
4. Set your casino coin/token (reference coin/token) in the holder.
5. Close the main door.
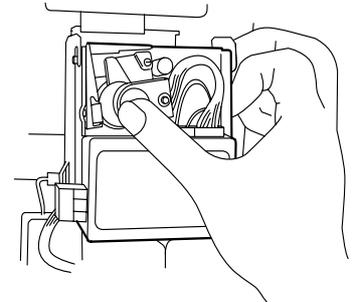
2.3 POWER-ON

Before turning ON the machine, check the following:
1. All the cable connectors are securely seated.
2. The machine is properly earthed.

Use the following procedure to turn ON the machine:

1. Unlock and unlatch the main door to open it.
2. Locate the POWER switch and press it to ON.
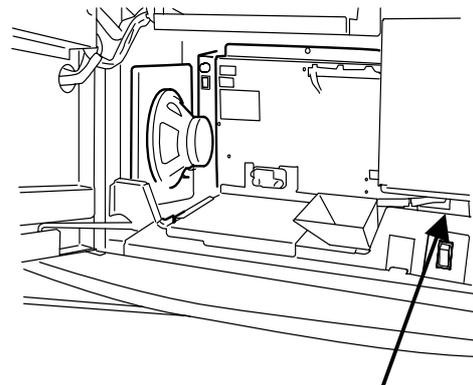
NOTE:
If clearing the RAM data is necessary, refer to Paragraph 11.1.

POWER switch

3. Close the main door.

⚠ **WARNING!**

Do not touch the touch screen when the machine is turned on.
The touch screen may malfunction.

2.4 Adjusting Game Sound Volume Level

Referring to Paragraph 5.1, call the AUDIT mode.

      1.   Select "MACHINE SETUP".

      2.   Select "SOUND SYSTEM".

AUDIT MODE – SOUND SYSTEM

VOLUME SETTING MENU
SOUND TEST
EXIT

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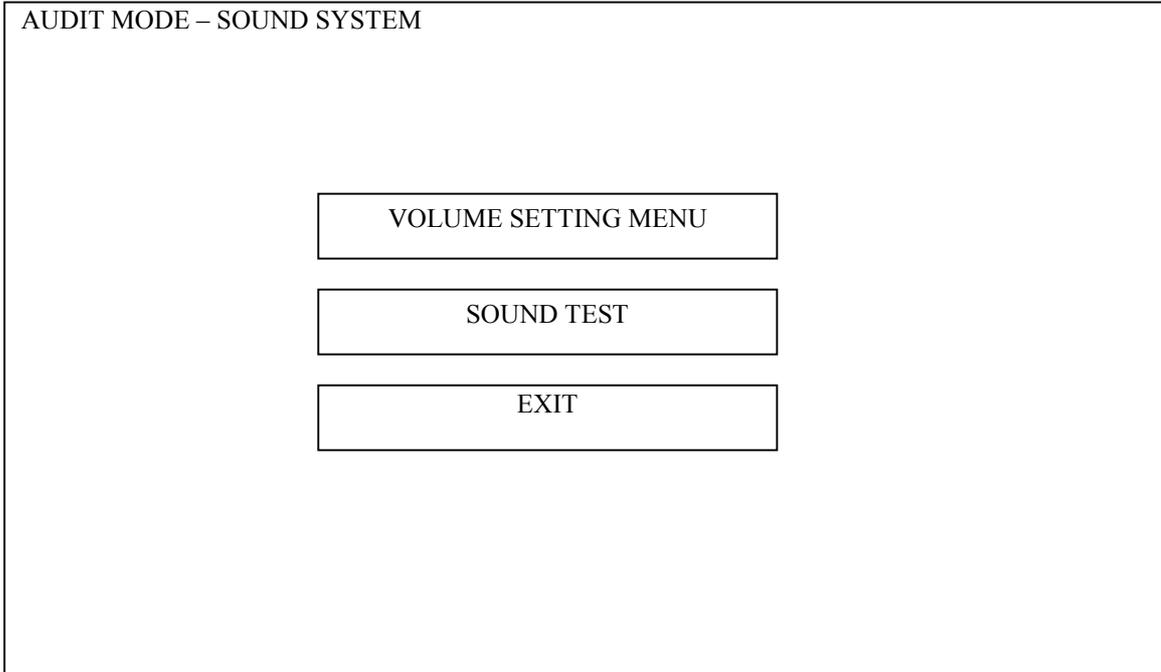
      3.   Select "VOLUME SETTING MENU" to adjust the game sound volume level.

AUDIT MODE –VOLUME SETTING MENU

MASTER VOLUME	1
BGM VOLUME	1
SOUND EFFECT VOLUME	1
ERROR VOLUME	20
SOUND TEST	

CURSOR UP		
	ENTER	EXIT
CURSOR DOWN		
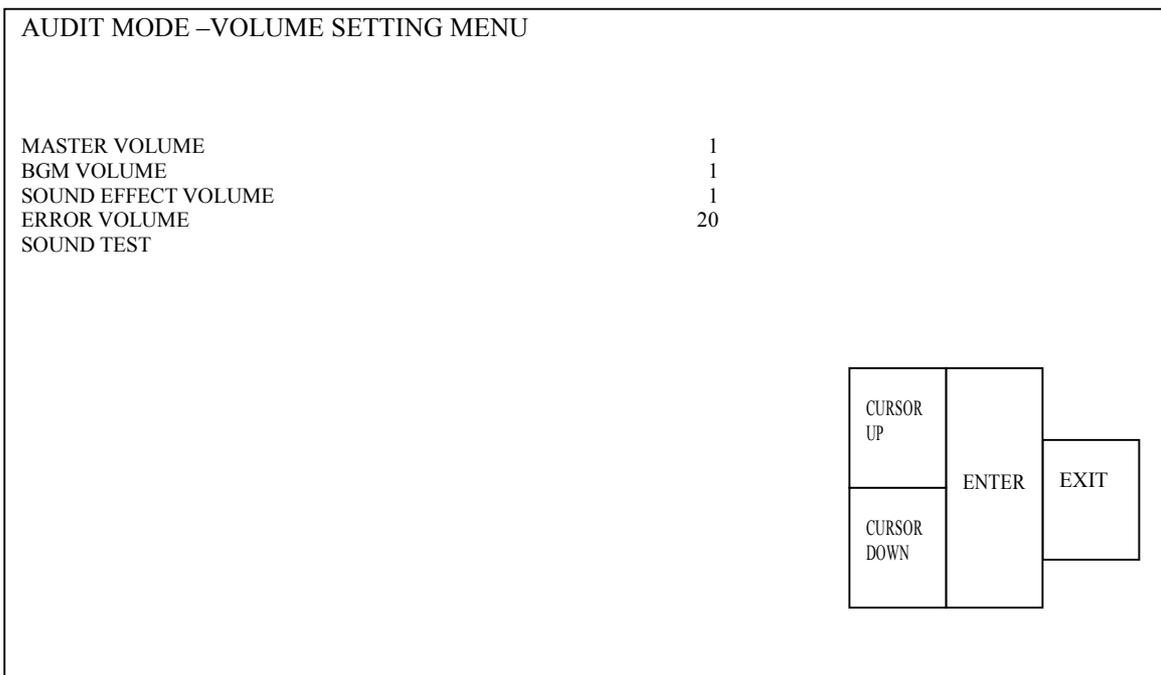
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AUDIT MODE – MASTER VOLUME SETTING



MASTER VOLUME                                          1
BGM VOLUME                                             1
SOUND EFFECT VOLUME                                    1
ERROR VOLUME                                          20
SOUND TEST




        max volume 30       ┌──────┐   ┌──────────┐        ┌───────┐┌───────┐
                            │      │   │ VOLUME   │        │       ││ PLAY  │
            VOLUME 1        │      │   │   UP     │        │ ENTER ││ SOUND │
                            │      │   ├──────────┤        │       │├───────┤
        min volume 1        │      │   │ VOLUME   │        │       ││CANCEL │
                            └──────┘   │  DOWN    │        └───────┘└───────┘
                                       └──────────┘
```

2.5 Checking Machine Identification

Check the machine identification referring to "5.4 MACHINE IDENTIFICATION".

POWER-ON CHECK LIST

1. **Verify no error occurred during the POWER-UP self-test.**
2. **Verify the illuminations are properly turned ON.**
3. **Verify inserted coins/bills are correctly counted.**
4. **Verify the game buttons and the keyswitch are properly actuated.**
5. **Verify the two LCD's are properly turned ON.**
6. **Verify the reels properly spin.**
7. **Verify the sound speakers properly produce sounds.**
8. **Verify the hopper properly pays out coins.**

Chapter 3: How to Play

3.1 Credit Meter

A player can insert either coins or notes to post credits to the CREDIT meter.

3.2 Game Buttons

A player can use the following game buttons:

COLLECT: When this button is pressed with the credit meter value less than or equal to the hopper pay limit, all the redeemable credits are paid by coins from the hopper.   If an amount over the hopper pay limit is to be paid out, the machine locks up for attendant handpay.
Refer to Paragraph 4.2 for "Attendant Handpay".

GAME RULES: This button is used for calling the HELP screen.

RESERVE: This button is used for displaying the message "RESERVED".

3.2.1 INCA EMPIRE series

BET XX PER LINE:

Pressing one of bet buttons will determine the number of bets per line to be staked.

PLAY XX LINE:

Pressing one of line buttons will determine the number of lines to be played in the next game and start the game.

RED PLAY XX LINE:

This button is used for selecting Red in the Double Up game. The button is activated (1) after a player wins and presses the GAMBLE button, and (2) after any successful Double Up is attempt.

Selecting Play XX Line will play 1 line in the next game and start the game.

BLACK PLAY XX LINE:

This button is used for selecting Black in the Double Up game.

Selecting Play XX Line will play XX lines in the next game and start the game.

TAKE WIN: Selecting TAKE WIN will add the total of a win to the credit meter.   The button is active after a winning game and after any successful Double Up attempt.

GAMBLE/START FEATURE:

Pressing the GAMBLE button, the player can attempt to Double Up a win.

Pressing the START FEATURE button, the player can attempt to Feature game.

3.2.2 GREAT ERUPTION series / WILD HUNTERS TIGER series
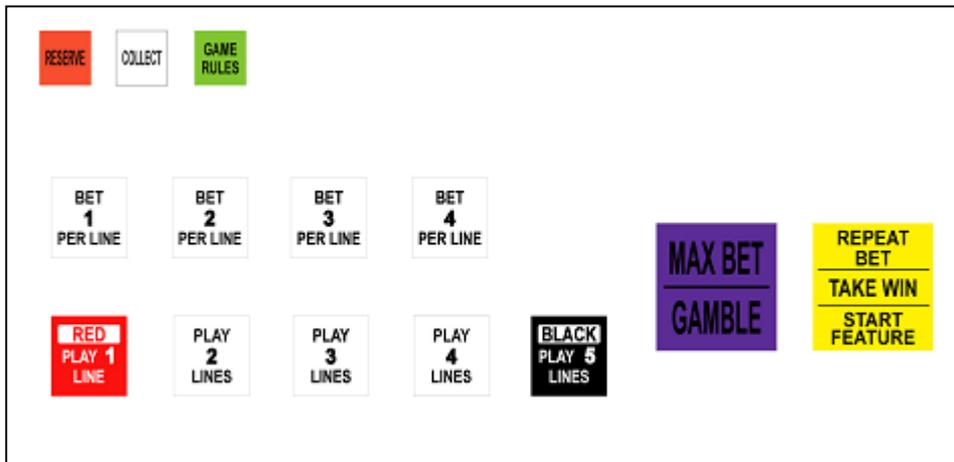
MAX BET/GAMBLE:

Pressing the MAX BET button, the player can attempt to bet maximum credits (MAX BET) at a time on a game play, and spin the reels.

Pressing the GAMBLE button, the player can attempt to Double Up a win.

REPEAT BET/ TAKE WIN/START FEATURE:

Pressing the REPEAT BET button, the player can start the next game play in the same betting condition as in the last game.

Selecting TAKE WIN will add the total of a win to the credit meter. The button is active after a winning game and after any successful Double Up attempt.

Pressing the START FEATURE button, the player can attempt to Feature game.

3.2.3   SCATTER SAFARI series
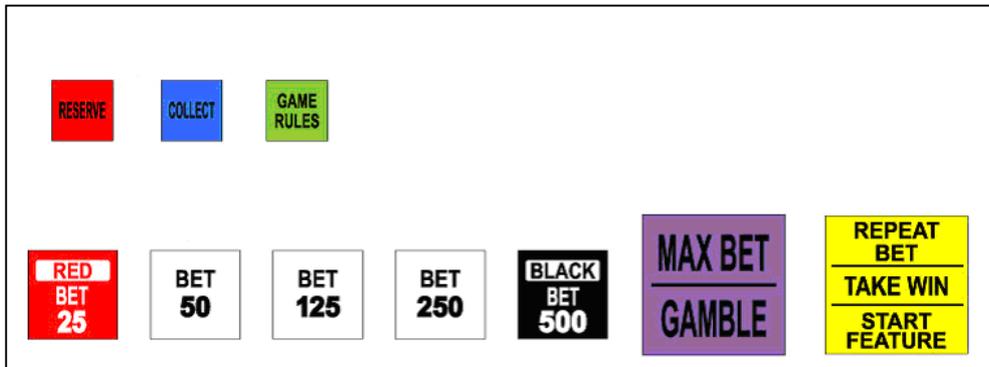
BET XX:

Pressing one of bet buttons will determine the number of bets to be staked and start the game.

RED BET XX:

This button is used for selecting Red in the Double Up game. The button is activated (1) after a player wins and presses the GAMBLE button, and (2) after any successful Double Up is attempt.

Selecting BET XX will start the game.

BLACK BET XX:

This button is used for selecting Black in the Double Up game.

Selecting BET XX will start the game.

Chapter 4: Attendant Service for Assisting Games

This chapter shows services to be performed by attendants during game operations.

4.1 RESET/AUDIT Keyswitch

The RESET/AUDIT keyswitch is on the right side of the cabinet.

Turn the key clockwise to actuate the AUDIT keyswitch, and ant-clockwise to actuate the RESET keyswitch.
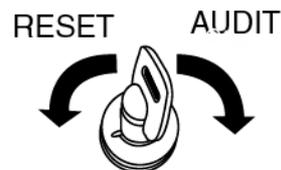
4.2 POWER SAVE Keyswitch

The POWER SAVE keyswitch is beside the RESET/AUDIT keyswitch on the right side of the cabinet. Turn the key anticlockwise to actuate the POWER SAVE keyswitch,

4.3 Attendant Handpay

In the following cases, the machine enters Attendant Handpay status.:

Case 1:   A player pressed the COLLECT button to cancel accumulated credits over $1000.

Case2:   A player pressed the COLLECT button to cancel accumulated credits (When the hopper and ticket printer is disabled)

Case3:   A player pressed the COLLECT button to cancel accumulated credits over the hopper pay limit, **"CANCEL CREDIT LEVEL (COINS)"** that was set in machine configuration. (When the hopper is enabled but ticket printer is disabled.)

Case 4:   A player pressed the COLLECT button to cancel accumulated credits over the hopper pay limit, **"CANCEL CREDIT LEVEL (COINS)"** that was set in machine configuration. (When the ticket printer is enabled but a communication error (P3 suspend) happened.)

NOTE:

The above attendant handpay function can be canceled by pressing the COLLECT button again. Use the following procedure for attendant handpay:

1.   The value to be handpaid is displayed on the HAND PAY banner.

2.   Jot down the displayed values.

3.   Pay the value to the player.

4.   Turn the RESET keyswitch.

4.4 Electromechanical Meters

The following electromechanical meters are provided just below the arm rest.

They show the following cumulative counts up to 9999999, then roll over to zero.
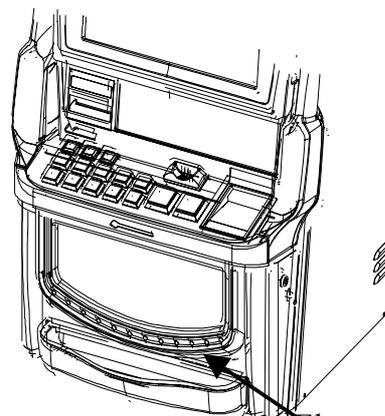
Electro mechanical meters

Turn Over	Total Win	Cash Box	Cancelled Credits	Money In	Money Out	Cash-In	Cash-Out

Turn Over:
> Shows the cumulative total of the money wagered on this machine.

Total Win: Shows the cumulative total of the wins generated by this machine and transferred to the credit meter.

Cash Box: Shows the cumulative total of the cash actually deposited in the cash box.

Cancelled Credits:
> Shows the cumulative total of the credits paid out by means of a "book payout" and/or "ticket".

Money In: Shows the cumulative total of the money transferred into this machine from CCCE.

Money Out:
> Shows the cumulative total of the money transferred out of this machine to CCCE.

Cash-In: Shows the cumulative total of the cash (notes and coins) inserted and accepted by this machine.

Cash-Out: Shows the cumulative total of the coins output from this machine.

4.5 Filling Hopper with Coins/Tokens

⚠ **WARNING!**

> The hopper cover must be removed by authorized personnel.
>
> After filling the hopper, make sure to return the hopper cover and securely screw it down.

When the hopper is getting short for coins/tokens, or when there is no coin/token in the hopper, a "**COIN OUT ERROR - HOPPER EMPTY**" message is displayed on the screen.

Use the following procedure to fill the hopper coins/tokens:

1. Unlock the main door to open.

2. Pull forward the hopper to take it out.
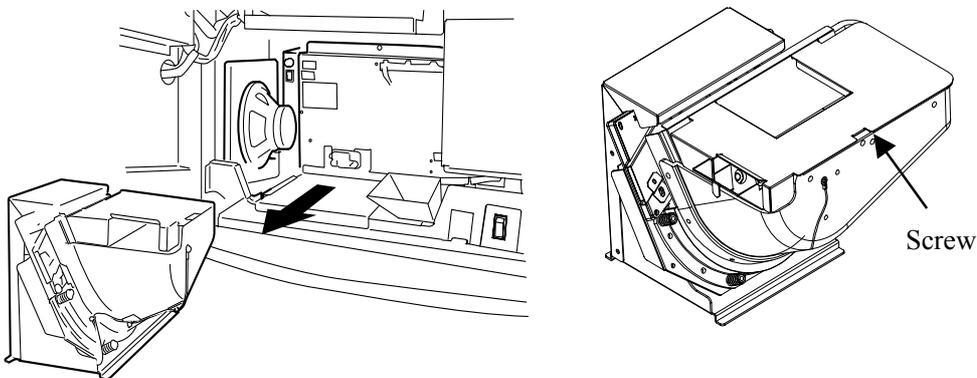
Screw

3. .Remove the hopper cover by loosening the fixing screw (1 screw).

4. Fill the hopper with coins/tokens.

5. After filling the hopper, screw down the hopper cover onto the hopper.

6. Set the hopper onto the hopper rail.

7. Push the hopper until it seats to the hopper connector.

8. Close the main door.

9. Turn the RESET keyswitch to clear the error message.

10. Call the AUDIT mode by referring to Paragraph 5.1, and open

"HOPPER REFILL".

11. Follow the prompt line instructions.

12. After successfully completing the refill procedure, the message 'HOPPER REFILL FINISHED - **XXX** COINS ADDED TO HOPPER' will appear on the screen.

AUDIT MODE – HOPPER REFILL

```
             ┌─────────────────────────┐
             │      HOPPER REFILL      │
             └─────────────────────────┘

             ┌─────────────────────────┐
             │          EXIT           │
             └─────────────────────────┘
```
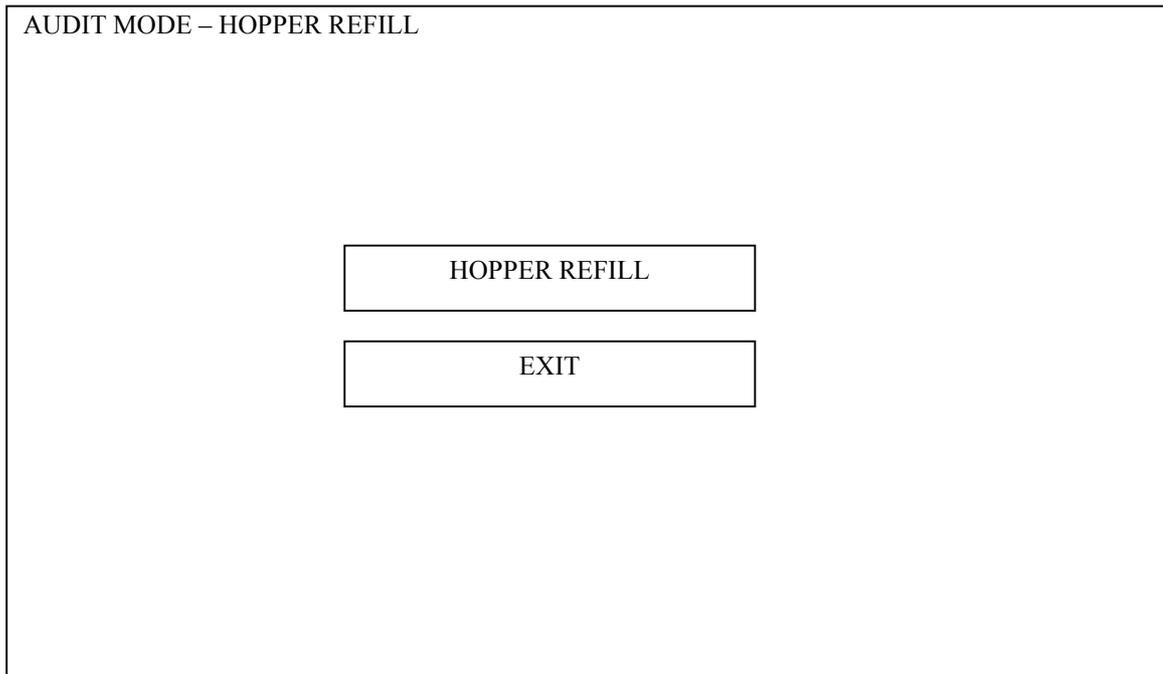
4.6 Clearing Coin/Token Jam

4.6.1 Removing Jamming Coin/Token from Coin Acceptor

If the coin acceptor is blocked with a coin/token, a "**COIN-IN JAM**" error message is displayed on the screen.

Use the following procedure to clear the jam:

1. Unlock the main door to open it.

2. Locate the coin acceptor on the back of the main door.

3. **When your coin acceptor is a MC-62 coin acceptor**, slide the reference coin holder in the arrow-indicated direction to remove the jamming coin.
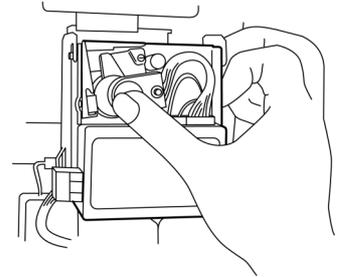
   When your coin acceptor is a CONDOR coin acceptor, open the coin acceptor as depicted right to remove the jamming coin/token.
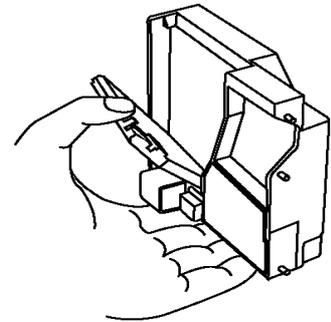
   NOTE:
   If necessary, remove the coin acceptor in the following manner:

   ① Disconnect the cable connector from the coin acceptor.

   ② Push up then pull forward (unhook) the coin acceptor to remove it.

4. After clearing the coin jam, if the coin acceptor was removed, return the coin acceptor onto the back of the main door, and connect the cable connector.

5. Close the main door.

6. Turn the RESET keyswitch to clear the error message.

4.6.2 Removing Jamming Coin/Token from Hopper

⚠ **WARNING!**

RISK OF BURN

The shield of the hopper motor may be hot.

Wait until the shield cools down before touching the hopper.

Do not turn the shelf wheel forcibly for clearing a jamming coin/token.

If the hopper is blocked with a coin/token, a "**HOPPER JAM**" is displayed on the main LCD screen.

Use the following procedure to clear the jam:

1. Unlock and unlatch the main door to open it.
2. Pull forward the hopper to take it out
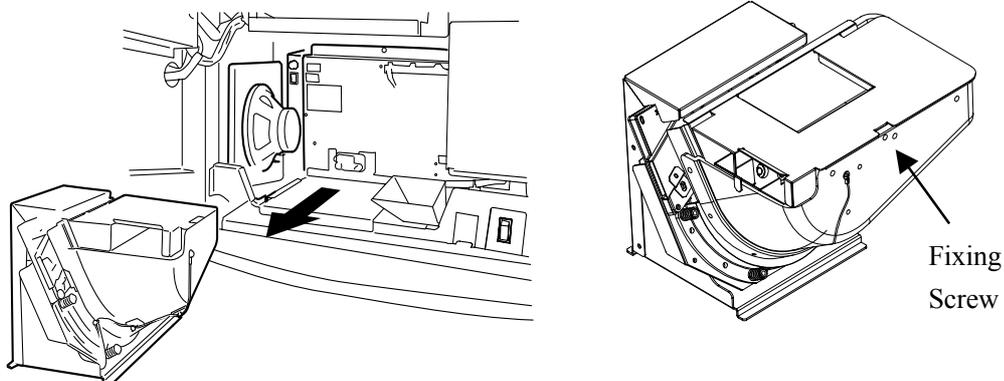
Fixing
Screw

3. Remove the hopper cover by loosening the fixing screw (1 screw).
4. Take out all the coins/tokens from the hopper.
5. Clear the jamming coin/token in the following steps.
a.　　Manually rotate the shelf wheel first counterclockwise, then clockwise to free the jamming coin/token.
b.　　Push the jamming coin/token back in by using the edge of a similar coin/token.
6. After clearing the coin/token, fill the hopper with coins/tokens.

7. Screw down the hopper cover onto the hopper.

8. Set the hopper onto the hopper rail inside the cabinet.

9. Push the hopper until it seats to the hopper connector.

10. Close the main door.

11. Turn the RESET keyswitch to clear the error message.

4.7 Clearing Note Jam

If your note acceptor is blocked with a note, a "**NOTE ACCEPTOR JAM**" is displayed on the screen.

NOTE:
Regarding a "**NOTE ACCEPTOR　STACKER JAM**" error, refer to Service Manual, Paragraph 6.4

Use the following procedure to clear the jam:

4.7.1 When your note acceptor is an ARGUS note acceptor;

1.   Unlock the main door to open it.

2.   Locate the latches just below the note validator head.

3.   Squeeze the latches inward.

4.   Pull forward the note validator head to make the note channel visible.

5.   Clear the jamming note.

Latches
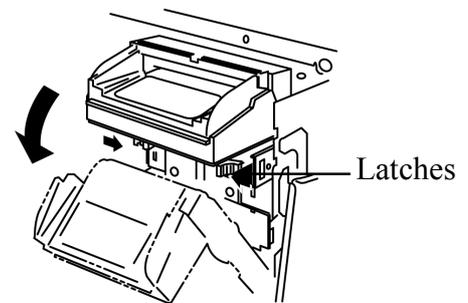
If the jam persists;

6.   Locate the note validator module lock plate on the left side of the note acceptor unit.

7.   Press the lock plate outward.

8.   Pull up the module to remove it.

9.   Disconnect the cable from the module.

10.   Clear the jamming note.

11.   After clearing the jam, return the module into the note acceptor.

12.   Close the main door.

13.   Turn the RESET keyswitch to clear the error message.

Note validator module lock plate
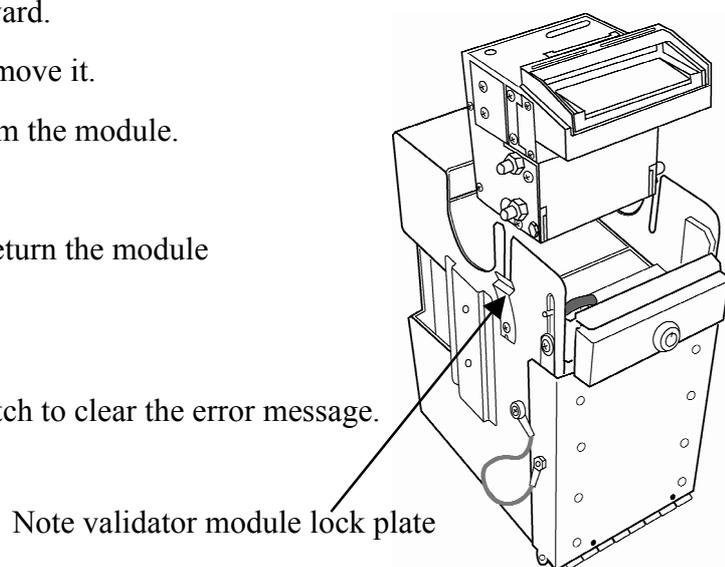
4.7.2 When your note acceptor is a CashCode note acceptor;

Use the following procedure to clear the jam:

1. Unlock the main door to open it.

2. Push up the note validator head release lever to withdraw the note validator head.

3. Pull up the top cover release levers to open the covers.

4. Clear the jamming note.

5. After clearing the jam, close the top covers.

6. Return the note validator head onto the note acceptor.

    NOTE:
    When you return the head, be sure to push it until you hear a locking sound.

7. Close the main door.

8. Turn the RESET keyswitch to clear the error message.

Note validtor head release lever

Top cover release lever
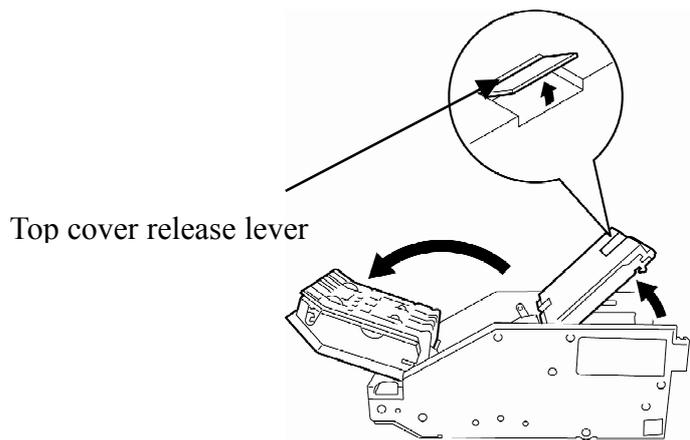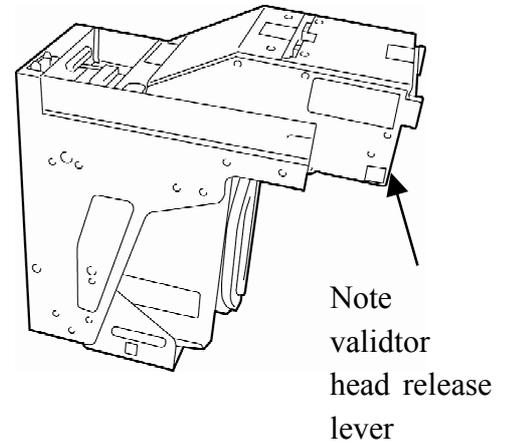
4.8 Ticket Printer

4.8.1 When your printer is EPIC (Ithaca) printer:

Use the following procedure to load tickets into the ticket supply tray:

Ticket Printer

1. Open the main door and locate the ticket printer.
2. Withdraw the printer to take it out.

3. Load tickets into the ticket supply tray, making sure that the black dot is positioned as show below:
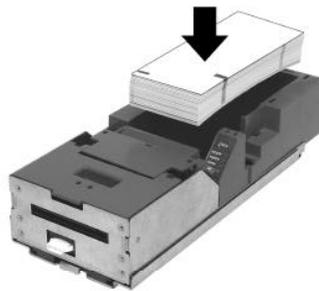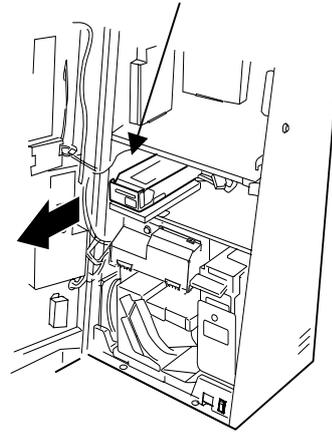
4. Insert the leading ticket into the printer's insertion guide until about a half of the ticket is fed into the mechanism.
5. The machine automatically completes the feeding process.
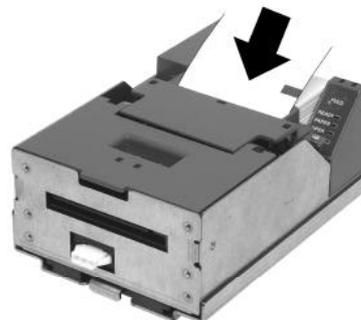
6. Return the printer into the cabinet
7. Close and lock the main door.

Feeding Paper

Use the FEED button to advance the paper to the top of the next form.

FEED Button
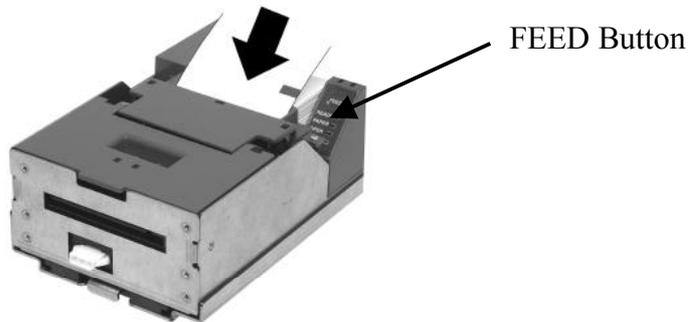
Removing Paper Jam

Use the following procedure to remove the jamming paper:

Ticket Cover

1. Unlock und unlatch the main door to open it.

2. Locate the ticket printer.

3. Withdraw the printer to take it out.

4. Lift and open the ticket cover.

5. Remove a jamming paper from the paper path. and check for any debris.

6. Remove the remaining paper stack from the paper tray.

7. Feed paper.

8. Return the printer into the cabinet.

9. Close and lock the main door.
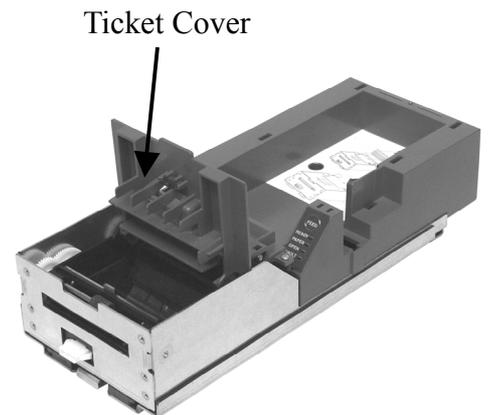
Chapter 5: AUDIT Mode

5.1 Accessing AUDIT Mode

When the game machine is on standby (that is, no game is being played, or there is no tilt on this machine), you can access the AUDIT mode in the following procedure:

1.   Turn ON and OFF the AUDIT keyswitch to call the AUDIT mode.
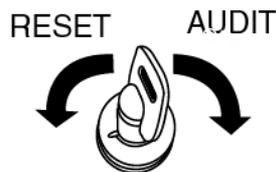

```
AUDIT MODE – MAIN MENU

GMID:                    0
PROGRAM #: ZANEP003
PROGRAM #: LOSEP003
FIRMWARE #: SPMRD046
FIRMWARE #: SPMDB046
PROGRAM #: SMOCX046


          ┌──────────────────────┐   ┌──────────────────────┐
          │  METER INFORMATION   │   │  TICKET HISTORY      │
          └──────────────────────┘   └──────────────────────┘

          ┌──────────────────────┐   ┌──────────────────────┐
          │  GAME RECALL         │   │  HOPPER REFILL       │
          └──────────────────────┘   └──────────────────────┘

          ┌──────────────────────┐   ┌──────────────────────┐
          │  MACHINE             │   │  ERROR LOG           │
          │  IDENTIFICATION      │   └──────────────────────┘
          └──────────────────────┘
                                      ┌──────────────────────┐
          ┌──────────────────────┐   │  MACHINE SETUP       │
          │  GAME STATISTICS     │   └──────────────────────┘
          └──────────────────────┘
                                      ┌──────────────────────┐
                                      │  EXIT                │
                                      └──────────────────────┘

MOTHER BOARD BIOS #: AP31
BODY I/O PCB BIOS #: S1
DOOR I/O PCB BIOS #: S1
XCOM I/O PCB BIOS #: S1
KERNEL VERSION #: 2.6.12-1.1381_fc3 04
```

2.   Choose "METER INFORMATION" by touch. Otherwise, use the game buttons on control panel.

3.   To exit to the game mode, touch "EXIT" or press the COLLECT button.
The MAIN MENU shows you GMID, PROGRAM # and FIRMWARE #.

a) Legend of the Sun / Flying Condor / Wild Hunters Tiger / Wild Hunters Tiger At Dusk

```
┌──────────────────────────────────────────────────────────────┐
│  ┌───┐ EXIT ┌───┐                                              │
│  └───┘      └───┘                                              │
│                                                                │
│  ┌────┐ ┌────┐ CURSOR ┌────┐ ┌────┐                            │
│  │    │ │    │   UP   │    │ │    │    ┌─────┐ ┌─────┐          │
│  └────┘ └────┘        └────┘ └────┘    │     │ │ ENTER│         │
│  ┌────┐ ┌────┐ CURSOR ┌────┐ ┌────┐    │     │ │     │          │
│  │    │ │    │  DOWN  │    │ │    │    └─────┘ └─────┘          │
│  └────┘ └────┘        └────┘ └────┘                            │
└──────────────────────────────────────────────────────────────┘
```
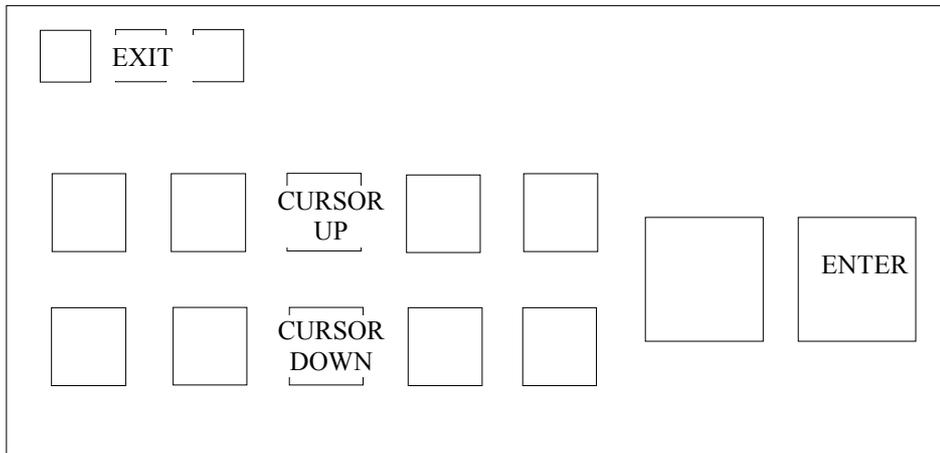
b) Scatter Safari / Great Eruption / Great Eruption Shades of Red

```
┌──────────────────────────────────────────────────────────────┐
│  ┌───┐ EXIT ┌───┐                                              │
│  └───┘      └───┘                                              │
│                                                                │
│  ┌────┐ ┌────┐ ┌────┐ ┌────┐ ┌────┐                            │
│  │    │ │    │ │    │ │    │ │    │    ┌─────┐ ┌─────┐          │
│  └────┘ └────┘ └────┘ └────┘ └────┘    │     │ │ ENTER│         │
│  ┌────┐ ┌────┐ CURSOR CURSOR ┌────┐    │     │ │     │          │
│  │    │ │    │  DOWN   UP    │    │    └─────┘ └─────┘          │
│  └────┘ └────┘               └────┘                            │
└──────────────────────────────────────────────────────────────┘
```
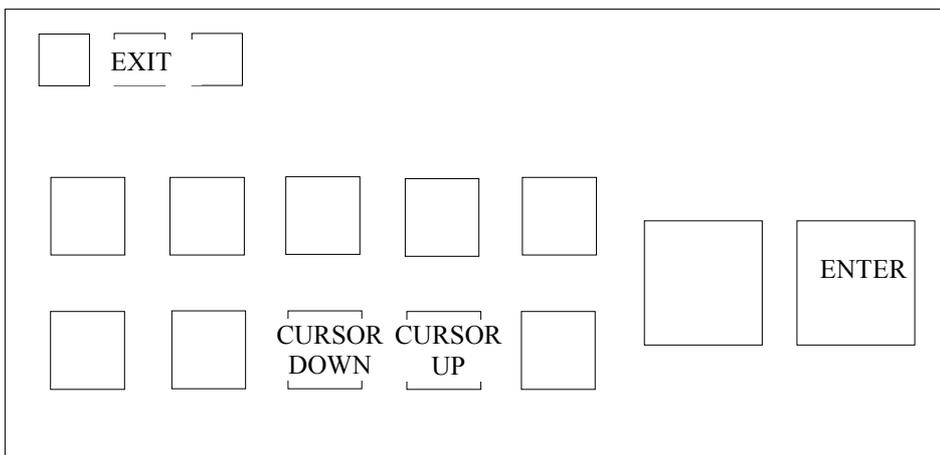
Once in one of the Menus or Sub-Menus, several commands are available and are displayed on the Command Line of the screen. Typical commands are described below.

NOTE:
All the Commands may not be available in a particular Sub Menu.

5.2

NEXT	Steps forward to the next item or menu.
PREVIOUS	Steps back to the previous item or menu.
PERIOD RESET	Initializes PERIOD METER to zero.
EXIT	Exits the particular Sub-Menu and returns to the previous menu.

METER INFORMATION

1st Page:

```
AUDIT MODE - SOFTWARE METER


                              MASTER METERS      PERIOD METERS

TURNOVER                      $        4.00     $        4.00
TOTAL WINS                    $        4.00     $        4.00
CASHBOX                       $        4.00     $        4.00
CANCELLED CREDITS             $        4.00     $        4.00
MONEY IN                      $        4.00     $        4.00
MONEY OUT                     $        4.00     $        4.00
CASH IN                       $        4.00     $        4.00
CASH OUT                      $        4.00     $        4.00
MISCELLANEOUS ACCRUAL                 N/A
CREDIT                        $        4.00
OCCURRENCE METER 1                    N/A
OCCURRENCE METER 2                    N/A
OCCURRENCE METER 3                    N/A
OCCURRENCE METER 4                    N/A
POWER UP                               6
GAMES PLAYED SINCE LAST POWER ON       6
GAMES PLAYED SINCE LAST DOOR OPEN      5
GAMES PLAYED                           0
EXTRA COIN OUT                         0
HOPPER REFIL                  $        4.00     $        4.00
HOPPER LEVEL                  $        4.00
COIN IN TIMEOUT                        5
COIN IN YO YO                          5
HOPPER JAM                             5
HOPPER DISCONNECT                      5
COIN TO CASHBOX OR DIVERTER FAULT      5




  ┌─────────┐ ┌─────────┐ ┌───────────┐ ┌──────────────┐
  │  EXIT   │ │  NEXT   │ │ PREVIOUS  │ │ PERIOD RESET │
  └─────────┘ └─────────┘ └───────────┘ └──────────────┘
```

This machine has MASTER and PERIOD soft meters. The MASTER meters show the statistical accounting information since the last RAM clear. The PERIOD meters show the same but temporary information since either the last RAM CLEAR or PERIOD RESET whichever more recent. Refer to our Service Manual, Paragraph 6.1 for how to RAM CLEAR.

NOTE:

Audit reports may vary between jurisdictions, e.g. currency type and button layout.

⚠ **CAUTION!**

> **Clearing MASTER meters must be done only by qualified personnel. Once the MASTER meters are cleared, they cannot be retrieved.**
> **Please write down all the necessary meter readings before clearing the RAM.**

This screen displays all audit related data details since last RAM Clear.

TURNOVER	Represents the cumulative total of all money wagered.
TOTAL WINS	Represents the cumulative total of all wins generated and transferred to the credit meter.
CASHBOX	Represents the cumulative total of the monetary value of cash that is actually deposited.
CANCELLED CREDITS	Represents the cumulative total of all credits paid out by means of a payout.
MONEY IN	Represents the cumulative total of the value of money transferred into the gaming machine from centralized cash control equipment (CCCE).
MONEY OUT	Represents the cumulative total of the value of money transferred out of the gaming machine to Centralised Cash Control Equipment (CCCE).
CASH IN	Represents the cumulative total of the value of all cash (notes and coins) inserted and accepted.
CASH OUT	Represents the cumulative total of the value of all coins output.
MISCELLANEOUS ACCRUAL	This meter is intended for a machine that implements special stand alone functions where prize money is accrued "in the background" according to some approved method and is transferred to the credit and win meters when a certain "winning event" occurs.
CREDIT	Represents the current accumulated credit balance that can be redeemed by the player.
OCCURRENCE METER 1	N/A
OCCURRENCE METER 2	N/A
OCCURRENCE METER 3	N/A
OCCURRENCE METER 4	N/A
POWER UP	Indicates the number of times the machine has been switched on. Incrementation takes place each time the machine is switched on after the power was off.
GAMES PLAYED SINCE LAST POWER ON	Indicates the number of games played since last power up.
GAMES PLAYED SINCE LAST DOOR OPEN	Indicates the number of games played since last door open.
GAMES PLAYED	Represents the cumulative total of games played.
EXTRA COIN OUT	Represents the total number of extra coins dispensed by the hopper.
HOPPER REFIL	Indicates the accumulated hopper refill amount.

HOPPER LEVEL	Indicates the current hopper level.
COIN IN TIMEOUT	Number of coin jammed errors.
COIN IN YO YO	Represents the total number of coin in yo-yo occurrences (When a coin does not go through the coin optics in the coin acceptor via the proper sequence e.g. coin went to acceptor via opposite sequence.)
HOPPER JAM	Represents the total number of occurrences of hopper jams.
HOPPER DISCONNECT	Represents the total number of occurrences of hopper disconnects.
COIN TO CASHBOX OR DIVERTER FAULT	Total number of coin acceptor diverter faults when coins went to the cash box if coins are expected to go into hopper (or vise versa).

```
AUDIT MODE - SOFTWARE METER

NOTE ACCEPTOR STATISTICS
                        MASTER METERS      PERIOD METERS      PERIOD VALUE

$5 NOTES                      0                  0          $          0
$10 NOTES                     0                  0          $          0
$20 NOTES                     0                  0          $          0
$50 NOTES                     0                  0          $          0
$100 NOTES                    0                  0          $          0
---------------
---------------
---------------
TOTAL VALUE            $      0                             $          0
NOTES ACCEPTED                0
REJECTED NOTES                0
% NOTES ACCEPTED       %      0          %          0

STACKER REMOVED               0
STACKER FULL                  0
NOTE ACCEPTOR ERRORS          0
NOTE ACCEPTOR DOOR OPENED     0
NOTE ACCEPTOR DISCONNECTED    0
NOTE ACCEPTOR JAMMED          0

THE LAST NOTE          $      0          $
2ND LAST NOTE          $      0          $
3RD LAST NOTE          $      0          $
4TH LAST NOTE          $      0          $
5TH LAST NOTE          $      0          $

BANKNOTE LIMIT         $      10000

* A BANKNOTE CLEARANCE (PERIOD RESET) CAN ONLY BE PERFORMED IF THE STACKER IS REMOVED.

  EXIT        NEXT        PREVIOUS        PERIOD RESET
```

$5 NOTES	Total number of $5 notes entered.
$10 NOTES	Total number of $10 notes entered.
$20 NOTES	Total number of $20 notes entered.
$50 NOTES	Total number of $50 notes entered.
$100 NOTES	Total number of $100 notes entered.
TOTAL VALUE	Total value of notes accepted.
NOTES ACCEPTED	Total number of notes accepted.
REJECTED NOTES	Total number of notes rejected.
% NOTES ACCEPTED	Percentage of accepted notes.
STACKER REMOVED	Total number of times the stacker has been removed.
STACKER FULL	Total number of times the stacker has been full.
NOTE ACCEPTOR ERRORS	Total number of Note Acceptor errors.
NOTE ACCEPTOR DOOR OPENED	Total number of times the note acceptor door has been opened.
NOTE ACCEPTOR DISCONNECTED	Total number of times the note acceptor has been disconnected.
NOTE ACCEPTOR JAMMED	Total number of times the note acceptor has been jammed.
THE LAST NOTE	The last note entered.
2ND LAST NOTE	2nd last note entered.
3RD LAST NOTE	3rd last note entered.
4TH LAST NOTE	4th last note entered.
5TH LAST NOTE	5th last note entered.
BANKNOTE LIMIT	Upper limit of banknote value.

```
AUDIT MODE - SOFTWARE METER

TICKET IN/OUT (TITO) STATISTICS

                         MASTER METERS        PERIOD METERS

TICKET IN ACCEPTED              0                    0
TICKET IN REJECTED              0                    0
TICKET OUT PRINTED              0                    0

TOTAL TICKET IN            $   0.00            $   0.00
TOTAL TICKET OUT           $   0.00            $   0.00

HOST ID: ********




              ┌────────┐  ┌────────┐  ┌──────────┐  ┌──────────────┐
              │  EXIT  │  │  NEXT  │  │ PREVIOUS │  │ PERIOD RESET │
              └────────┘  └────────┘  └──────────┘  └──────────────┘
```

TICKET IN ACCEPTED	Total number of tickets accepted.
TICKET IN REJECTED	Total number of tickets rejected.
TICKET OUT PRINTED	Total number of ticket printed.
TOTAL TICKET IN	Total value of ticket accepted.
TOTAL TICKET OUT	Total value of ticket printed.
HOST ID	ID number of host computer

5.3 GAME RECALL

GAME RECALL (METER)

```
AUDIT MODE – GAME RECALL

LAST PLAY INFORMATION                              MASTER METER

CREDIT BET                          25             TURNOVER                              $    4.00
CREDIT START LESS CR. BET            0             TOTAL WINS                            $    5.00
CREDIT WON                           0             CASHBOX                               $    0.00
CREDIT END                           0             CANCELLED CREDITS                     $    0.00
                                                   MONEY IN                              $    0.00
COINS ADDED (CREDITS)                0             MONEY OUT                             $    0.00
NOTES ADDED (CREDITS)                0             CASH IN                               $    0.00
CASHLESS ADDED (CREDITS)             0             CASH OUT                              $    0.00
                            ------------------     MISCELLANEOUS ACCRUAL                 $ 0.00
TOTAL CREDITS ADDED                  0             OCCURRENCE METER 1                         0
                                                   OCCURRENCE METER 2                         0
COINS COLLECTED (CREDITS)            0             OCCURRENCE METER 3                         0
TICKETS COLLECTED (CREDITS)          0             OCCURRENCE METER 4                         0
CASHLESS COLLECTED (CREDITS)         0             POWER UP
                            ------------------     GAMES PLAYED SINCE LAST POWER UP           0
TOTAL CREDITS COLLECTED              0             GAMES PLAYED SINCE LAST DOOR OPEN          0
                                                   GAMES PLAYED
TOTAL VALUE CANCELLED          $    0.00           RCR STROKE                                 0
PROGRESSIVE PRIZES             $    0.00           RCR TURNOVER                          $    0.00
                                                   RCR WIN                               $    0.00
RCR STROKE                           0
RCR TURNOVER                   $    0.00
RCR WIN                        $    0.00

GAME START DATE                08/06/2007 19:22:38
GAME END DATE                  08/06/2007 19:22:38

 ┌────────┐   ┌────────┐   ┌────────────┐
 │  EXIT  │   │  NEXT  │   │  PREVIOUS  │                      LAST PLAY
 └────────┘   └────────┘   └────────────┘
```

The result of the last 5 games is available in GAME RECALL mode. All information pertaining to the game is displayed.

NEXT steps to the double up screen and then the Last Game screen.

Double Up screen will be displayed after each game screen (see next Page).

CREDIT BET	The number of credits bet on this game.
CREDIT START LESS CR. BET	The number of credits posted when this game started.
CREDIT WON	The number of credits won in this game.
CREDIT END	The number of credits when this game ended.
COIN ADDED (CREDIT)	The number of credits posted by inserting coins after the previous game ended and before this game ended.

NOTE ADDED (CREDIT)	The number of credits posted by inserting notes after the previous game ended and before this game ended.
CASHLESS ADDED (CREDIT)	The number of credits posted by Credit-In communication after the previous game ended and before this game ended.
TOTAL CREDITS ADDED	The total number of credits calculated by "COIN ADDED (CREDIT) + NOTE ADDED (CREDIT) + CASHLESS ADDED (CREDIT)".
COINS COLLECTED (CREDIT)	The number of credits paid out from the hopper after the previous game ended and before the game ended.
TICKET COLLECTED (CREDIT)	The number of credits paid out by a ticket after the previous game ended and before the game ended.
CASHLESS COLLECTED (CREDIT)	The number of credits paid out by Credit-In communication after the previous game ended and before this game ended.
TOTAL CREDIT COLLECTED	The total number of credits calculated by "COINS COLLECTED (CREDIT) + TICKET COLLECTED (CREDIT) + CASHLESS COLLECTED (CREDIT)".
TOTAL VALUE CANCELLED	The value converted from the above "TOTAL CREDIT COLLECTED"
PROGRESSIVE PRIZED	The progressive meter count when this game ended.
TURNOVER	The accumulated value bet on the machine before this game ended.
TOTAL WINS	The accumulated value won on the machine before this game ended.
CASHBOX	The accumulated value of coins in the cash box before this game ended.
CANCELLED CREDITS	The accumulated credits handpaid by an attendant before this game ended.
MONEY IN	The accumulated value input in this machine before this game ended.
MONEY OUT	The accumulated value paid out from the machine before this game ended
MISCELLANEOUS ACCRUAL	Not used.

OCCURRENCE METER 1-4	The meter reading of the progressive meter 1-4 when this game starts.
POWER UP	The number of times when the power is on before this game.
GAMES PLAYED SINCE LAST POWERUP	The number of games since the last power on.
GAMES PLAYED SINCE LAST DOOR OPEN	The number of games since the last main door OPEN.
GAMES PLAYED	The number of games since the last RAM CLEAR.
RCR STROKE	The number of times that Residual Credit Gamble game is played.
RCR TURNOVER	The total amount of bet credits for Residual Credit Gamble game.
RCR WIN	The total amount of won credits for Residual Credit Gamble game.
GAME START DATE	Date and time when the game was started.
GAME END DATE	Date and time when the game was ended.

GAME RECALL (GAME)

AUDIT MODE – GAME RECALL

CREDIT BET/LINE	1
BET	25
WON	130

EXIT   NEXT   PREVIOUS

CREDIT BET/LINE	The number of bets per line.
BET	The number of credits bet on this game.
WON	The number of credits won in this game.

GAME RECALL (DOUBLE UP)

```
AUDIT MODE – GAME RECALL


                           YOUR CARD        ACTUAL CARD      WON       CREDIT

BEFORE DOUBLE UP                                             15         100
AFTER 1ST DOUBLE UP        BLACK            BLACK            15         100
AFTER 2ND DOUBLE UP        BLACK            RED              0          100
AFTER 3RD DOUBLE UP        ----------       ----------       ----------  ----------
AFTER 4TH DOUBLE UP        ----------       ----------       ----------  ----------
AFTER 5TH DOUBLE UP        ----------       ----------       ----------  ----------














  ┌────────┐  ┌────────┐  ┌───────────┐
  │  EXIT  │  │  NEXT  │  │ PREVIOUS  │           LAST PLAY
  └────────┘  └────────┘  └───────────┘
```

In the above screen, the credit was 100 and credit won was 15 BEFORE DOUBLE UP. The credit won was not added to old credit and if double up win, then the credit won will be added. AFTER 1ST DOUBLE UP, credit 15 is lost and old credit 100 is not changed.

NEXT steps to the LAST GAME stored.

If the Last Game is a Bonus Game, then Bonus Game screen will be displayed (see next Page).

GAME RECALL (BONUS GAME)

Bonus game can be identified by additional information displayed on the screen.

Note;

This function may vary depending on game titles.

GAME RECALL (FREE GAME)

The free game can be identified by additional information displayed on the screen.

First, the free game trigger is displayed as shown above.

Select the "NEXT" to see the next screen of the free game.
Otherwise, use the game buttons on control panel.

AUDIT MODE – GAME RECALL

CREDIT BET/LINE   1
BET   25
WON   130

ACCUMULATED WINS
FREE GAME   1 of   5

EXIT   NEXT   PREVIOUS   **LAST GAME**
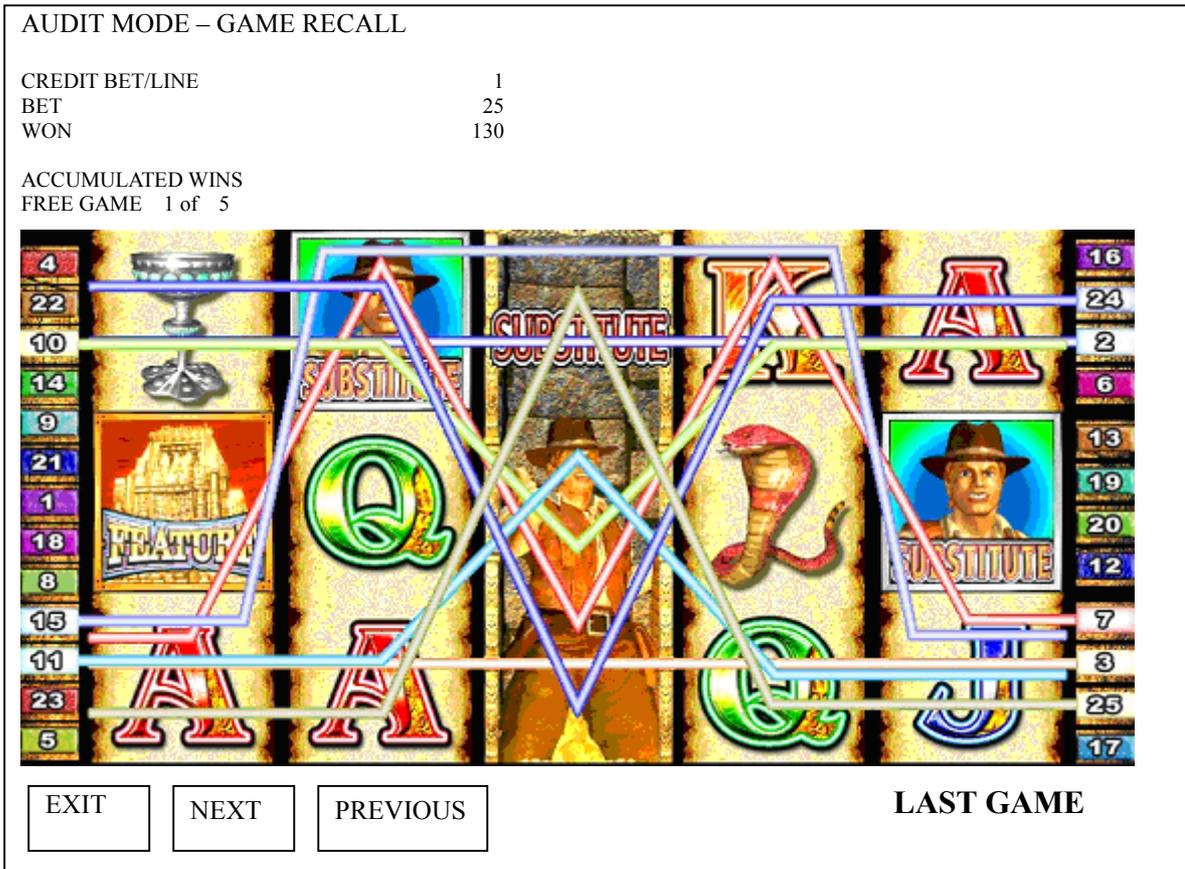
The free game results are displayed.

The credits won in the free game plays are displayed at the upper right of the screen.

Select the "NEXT" and "PREVIOUS" to see the game result of each free game play.
Otherwise, use the game buttons on control panel.

5.4 MACHINE IDENTIFICATION

Select "MACHINE IDENTIFICATION" to show the information on the machine.

```
AUDIT MODE – MACHINE IDENTIFICATION


MACHINE NUMBER (GMID)                             1
STANDARD DATA BLOCK VERSION                       0102
MANUFACTURER DATA BLOCK VERSION                   5AA5
MANUFACTURER IDENTIFICATION                       06
PROGRAM IDENTIFICATION SYSTEM                     ZANEP003
                    GAME                          LOSEP003
FIRMWARE IDENTIFICATION BODY                      SPMRD046
                    DOOR                          RSPMDB046
                    XCOM                          SMOCX046
BASE CREDIT VALUE (CENT)                          1
PROGRESSIVE LEVELS SUPPORTED                      0
CCCE TRANSFER LIMIT                               ON $10000.00
HOPPER LIMIT (COINS)                              10
MULTI-GAME IDENTIFICATION NUMBER                  00
THEORETICAL PRTP                                  85.072%
MAXIMUM POSSIBLE WIN VALUE (MPWV) (CREDIT)        137375




    ┌─────────┐
    │  EXIT   │
    └─────────┘
```

MACHINE NUMBER (GMID)	Gaming Machine identification number.
STANDARD DATA BLOCK VERSION	Assigned by protocol
MANUFACTURER DATA BLOCK VERSION	Assigned by protocol.
MANUFACTURER IDENTIFICATION	Manufacturer identification number assigned by protocol.
PROGRAM IDENTIFICATION SYSTEM	Program identification number of system.
PROGRAM IDENTIFICATION GAME	Program identification number of game.
FIRMWARE IDENTIFICATION BODY	Firmware identification number of both the Boot EPROM and game EPROMs.
FIRMWARE IDENTIFICATION DOOR	Firmware identification number of both the Boot EPROM and game EPROMs.
FIRMWARE IDENTIFICATION XCOM	Firmware identification number of both the Boot EPROM and game EPROMs.
BASE CREDIT VALUE (CENT)	Base credit denomination in cents.
PROGRESSIVE LEVELS SUPPORTED	N/A
CCCE TRANSFER LIMIT	Maximum CCCE transfer limit.
HOPPER LIMIT (COINS)	Hopper Cashout limit.
MULTI GAME IDENTIFICATION NUMBER	N/A
THEORETICAL PRT (%)	Average % of total credits played that are returned to player.
MAX. POSSIBLE WIN VALUE (CREDITS)	Maximum possible win for one play.

5.5 GAME STATISTICS

```
AUDIT MODE – GAME STATISTICS

GAME         INCA EMPIRE
CREDITS WON        0.00%
GAMES WON          0.00%

- TYPE -           - COUNT -        - TYPE -              - COUNT -
5 HEROES              0             5 TENS                   0
4 HEROES              0             4 TENS                   0
3 HEROES              0             3 TENS                   0
2 HEROES              0             5 GOLDS                  0
5 BOXS                0             4 GOLDS                  0
4 BOXES               0             3 GOLDS                  0
3 BOXES               0             2 GOLDS                  0
2 BOXES               0
5 MASKS               0
4 MASKS               0
3 MASKS               0
2 MASKS               0
5 CUPS                0
4 CUPS                0
3 CUPS                0
5 MAPS                0
4 MAPS                0
3 MAPS                0
5 SNAKES              0
4 SNAKES              0
3 SNAKES              0
5 ACES                0
4 ACES                0
3 ACES                0
5 KINGS               0
4 KINGS               0
3 KINGS               0
5 QUEENS              0
4 QUEENS              0
3 QUEENS              0
5 JACKS               0
4 JACKS               0
3 JACKS               0
```

This screen displays the occurrence of all winning combinations for the game. The symbol names may vary as they are game dependant.

Both the percentage of credits won and the percentage of games won are displayed at the top of the screen.

5.6 TICKET HISTORY

1st page

```
AUDIT MODE – TICKET HISTORY

GMID:              000000           TICKETS OUT

        TICKET #        DATE            TIME            AMOUNT ($)
    1.  0000002         27/10/2005      22:45:49        437
    2.  0000002         27/10/2005      22:44:07        900












    ┌──────────┐
    │  EXIT    │
    └──────────┘
```

The history of the last 35 issued tickets is displayed.

2nd page

```
AUDIT MODE – TICKET HISTORY

HOST ID:            000000           TICKETS IN (ACCEPTED)

        DATE            TIME            BARCODE NUMBER    AMOUNT ($)
    1.  27/10/2005      22:45:49        000000123456789   200
    2.  27/10/2005      22:44:07        000000123456789   900












    ┌──────────┐
    │  EXIT    │
    └──────────┘
```

The history of the last 35 accepted tickets is displayed.

3rd page

AUDIT MODE – TICKET HISTORY

HOST ID: 000000   TICKETS IN (REJECTED)

	DATE	TIME	BARCODE NUMBER	REJECTED REASON
1.	27/10/2005	22:45:49	000000123456789	
2.	27/10/2005	22:44:07	000000123456789	

EXIT

The history of the last 35 rejected tickets is displayed.

5.7 HOPPER REFILL

```
AUDIT MODE – HOPPER REFILL




                        ┌─────────────────────┐
                        │   HOPPER REFILL     │
                        └─────────────────────┘
                        ┌─────────────────────┐
                        │        EXIT         │
                        └─────────────────────┘
```
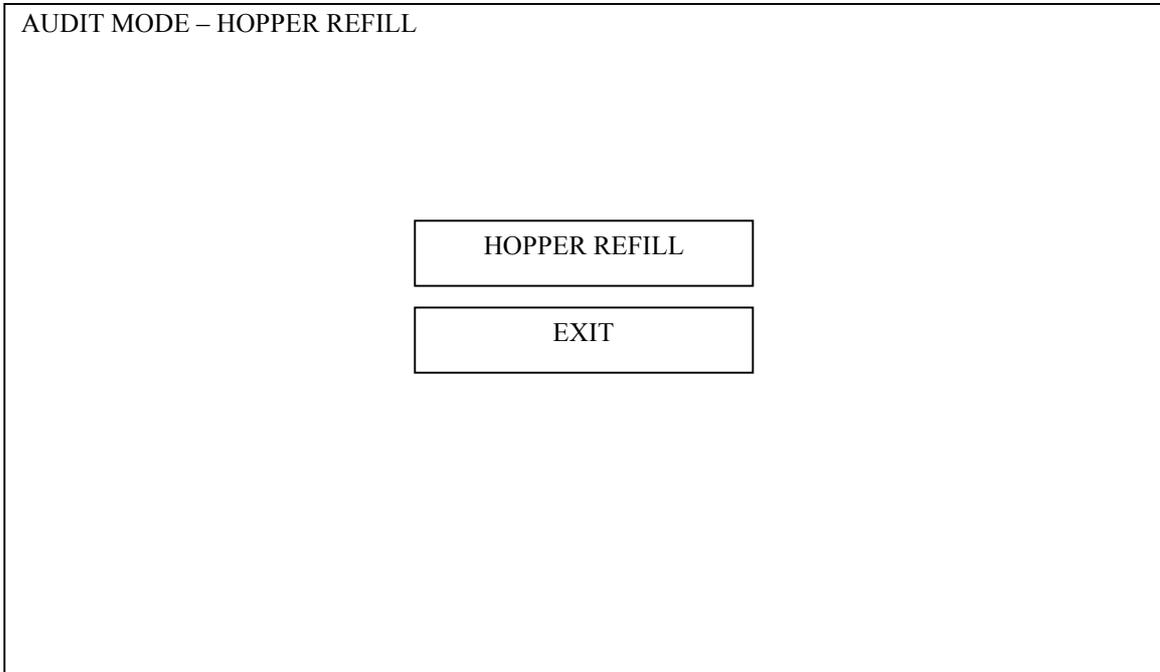
This screen is used to refill the hopper with the number of coins as set after the last RAM CLEAR.
(**XXX** is the refill amount which was configured from RAM Clear Setup screen).

Follow the prompt line instructions and after successfully completing the refill procedure the message 'HOPPER REFILL FINISHED – **XXX** COINS ADDED TO HOPPER' will appear on the screen.

5.8 ERROR LOG

```
AUDIT MODE – ERROR LOG


                       DESCRIPTION                DATE       TIME
   MOST RECENT -->  1. PRINTER DISCONNECTED      27/10/2005  22:45:49
                    2. PRINTER DISCONNECTED      27/10/2005  22:44:07
                    3. PLAY SUSPENDED P3         27/10/2005  22:44:07
                    4. BODY PCB OPEN             27/10/2005  22:44:07
                    5. PRINTER DISCONNECTED      27/10/2005  22:44:07
                    6. BODY PCB OPEN             27/10/2005  22:44:07
                    7. PRINTER DISCONNECTED      27/10/2005  22:44:07
                    8. BODY PCB OPEN             27/10/2005  22:44:07






      EXIT
```

The history of the last 200 errors is displayed.

This screen displays the error log occurred in the game in order by date and time.

5.9 MACHINE SETUP

Refer to our Service Manual, Chapter 3, "Software Setting".

Chapter 6: Error Messages

This chapter shows the error messages and their remedial actions.   .

⚠ **WARNING!**

Accessing into the cabinet must be performed by qualified maintenance/service personnel.
Turn OFF the machine before accessing into the cabinet for remedial actions.

6.1 Start-up Self Test Errors

Message	Normal Message	Error Message	Cause	Remedy
Body I/O PCB communication test	CONNECTED	DIS-CONNECTED	A body I/O communication error occurred.	Turn the machine OFF and ON. If the error persists; 1. Turn OFF the machine. 2. Check for disconnections of the communication cables. 3. After the intervention, restart the machine.
Door PCB communication test	CONNECTED	DIS-CONNECTED	A door I/O communication error occurred.	Turn the machine OFF and ON. If the error persists; 1. Turn OFF the machine. 2. Check for disconnections of the communication cables. After the intervention, restart the machine.

EEPROM test	OK	FAULT	The EEPROM is damaged.	Referring to Service Manual, replace the GMEM PCB.
Program test	OK	CRACKED	The Compact Flash corrupted.	Referring to Service Manual, replace the Compact Flash.
GAL test	OK	GAME ID UNMATCHED	The ID of the GAL does not match to the one of the Compact Flash.	Check if the GMEM PCB and GAL are securely seated. Check for damage of the GAL.
		FAULT	The machine could not read the data of GAL, or the GAL is damaged.	Referring to Service Manual, replace the GAL. If the error persists, referring to Service Manual, replace the GMEM PCB.
BODY PCB test	OK	CHANGED	The body I/O PCB was replaced.	Turn the RESET keyswitch.
		CRACKED	The back-up RAM of the Body I/O PCB corrupted.	Turn the RESET keyswitch to clear the SRAM of the Body I/O PCB.
DOOR PCB test	OK	CHANGED	The door PCB was replaced.	Turn the RESET keyswitch.
		CRACKED	The back-up RAM of the door PCB corrupted.	Turn the RESET keyswitch to clear the SRAM of the door PCB.
GMEM PCB test	OK	FAULT	The GMEM PCB was damaged.	Referring to Service Manual, replace the GMEM PCB.
CPU fan test	OK	FAULT	A CPU fan error occurred.	1. Referring to Service Manual, take out the security cage. 2. Wait until the PCB's cool down. 3. Replace the CPU fan. 4. After the intervention, turn the RESET keyswitch.

SECURITY CAGE fan test	OK	FAULT	A security cage fan error occurred.	1. Referring to Service Manual, take out the security cage. 2. Wait until the PCB's cool down. 3. Replace the security cage fan. 4. After the intervention, turn the RESET keyswitch.
Backup battery test	OK	LOW	The backup battery on the mother board is low.	Referring to Service Manual, replace the backup battery.
Backup memory test	OK	POWER OFF DURING WRITING	The power failure occurred during time when data was written on the backup RAM.	Turn the RESET keyswitch.
		CRACKED	The RAM is defective, or the RAM was corrupted.	Clear the RAM Refer to Service Manual
Backup version test	OK	FAULT	The program media or GAL was replaced.	Clear the RAM Refer to Service Manual

6.2 System Errors

Condition	Display	Alarm	Lock UP	Reset
A body I/O communication error occurred.	COMMUNICATION ERROR - BODY PCB	Screen, Message, Bell	YES	Turn the RESET keyswitch.
A door I/O communication error occurred.	COMMUNICATION ERROR - DOOR PCB	Screen, Message, Bell	YES	Turn the RESET keyswitch.
A AUSCOM I/O communication error occurred.	COMMUNICATION ERROR - XCOM PCB	Screen, Message, Bell	YES	Turn the RESET keyswitch.
A GMEM - driver (loki) open/read error occurred.	GMEM PCB READ ERROR	Screen, Message, Bell	YES	Wait until the error is cleared.

The backup battery on the mother board is low.	LOW RAM BACK-UP BATTERY - MOTHERBOARD	Screen, Message, Bell	YES	Change the battery.
The backup battery on the GMEM PCB is low.	LOW RAM BACK-UP BATTERY - GMEM PCB	Screen, Message, Bell	YES	Change the battery.
The backup battery on the Body I/O PCB is low.	LOW RAM BACK-UP BATTERY - BODY PCB	Screen, Message, Bell	YES	Change the battery.
The backup battery on the Door I/O PCB is low.	LOW RAM BACK-UP BATTERY - DOOR PCB	Screen, Message, Bell	YES	Change the battery.
The backup battery on the AUSCOM PCB is low.	LOW RAM BACK-UP BATTERY - XCOM PCB	Screen, Message, Bell	YES	Change the battery.
The program media was removed during power down.	MEDIA REMOVED DURING POWER DOWN	Screen, Message, Bell	NO	-
The IDE cable was disconnected during power down.	IDE CABLE DISCONNECTED DURING POWER DOWN	Screen, Message, Bell	NO	-
The power was turned off during setting.	POWER OFF DURING SETTING	Screen, Message, Bell	YES	Wait until the error is cleared.
The self audit is failed.	SELF AUDIT ERROR	Screen, Message, Bell	YES	Turn the RESET keyswitch.. Clear the RAM.
A CPU fan error occurred.	CPU FAN ABNORMAL	Screen, Message, Bell	YES	Wait until the error is cleared.
A security fan box fan error occurred.	SECURITY CAGE FAN ABNORMAL	Screen, Message, Bell	YES	Wait until the error is cleared.
The ID of Body I/O PCB SRAM is not correct.	BODY PCB SRAM ID ERROR	Screen, Message, Bell	YES	
The ID of Door I/O PCB SRAM is not correct.	DOOR PCB SRAM ID ERROR	Screen, Message, Bell	YES	

The Body I/O PCB was changed.	BODY PCB CHANGED	Screen, Message, Bell	YES	Turn the RESET keyswitch.. Clear the RAM.
The Door I/O PCB was changed.	DOOR PCB CHANGED	Screen, Message, Bell	YES	Turn the RESET keyswitch.. Clear the RAM.
The SRAM of Body I/O PCB is abnormal.	BODY PCB SRAM ERROR	Screen, Message, Bell	YES	Turn the RESET keyswitch.. Clear the RAM.
The SRAM of Door I/O PCB is abnormal.	DOOR PCB SRAM ERROR	Screen, Message, Bell	YES	Turn the RESET keyswitch.. Clear the RAM.
The RAM is defective, or the RAM was corrupted.	GAME PROGRAM MISMATCH	Screen, Message, Bell	YES	Clear the RAM.
The Compact Flash corrupted.	PROGRAM CORRUPTED	Screen, Message, Bell	YES	Turn the RESET keyswitch.. Clear the RAM.
The machine has been recovered from power down or an instantaneous power failure.	POWER RESET	Screen, Message, Bell	YES	
The DOOR I/O PCB or BODY I/O PCB corrupted.	DOOR/BODY PCB FIRMWARE CORRUPTED	Screen, Message, Bell	YES	
The power is up just after power save.	POWER UP - SAVE	Screen, Message, Bell	NO	-
A communication error occurred when the machine was turned ON.	COMMUNICATION ERROR AT POWER ON	Screen, Message	YES	
SEF PORT 1 is disconnected.	PLAY SUSPENDED P1	Screen, Message, Bell	YES	Reconnect SEF PORT1
SEF PORT 2 is disconnected.	PLAY SUSPENDED P2	Screen, Message, Bell	YES	Reconnect SEF PORT2

SEF PORT 3 is disconnected.	PLAY SUSPENDED P3	Screen, Message, Bell	YES	Reconnect SEF PORT3
SEF PORT 4 is disconnected.	PLAY SUSPENDED P4	Screen, Message, Bell	YES	Reconnect SEF PORT4
SEF PORT 5 is disconnected.	PLAY SUSPENDED P5	Screen, Message, Bell	YES	Reconnect SEF PORT5
SEF PORT 6 is disconnected.	PLAY SUSPENDED P6	Screen, Message, Bell	YES	Reconnect SEF PORT6

6.3 Communication Data Error

Condition	Display	Alarm	Lock UP	Reset
Communicated data were not correct.	COMMUNICATION DATA ERROR	Screen, Message, Bell	YES	
The machine did not receive any message from the Host for the preset time period.	COMMUNICATION OFFLINE ERROR	Screen, Message, Bell	YES	

6.4 Mechanical Meter Errors

Condition	Display	Alarm	Lock UP	Reset
The meter #1 was disconnected or broken.	MECHANICAL METER #1 FAULT/DISCONNECTED	Screen, Message, Bell	YES	Turn the RESET keyswitch..
The meter #2 was disconnected or broken.	MECHANICAL METER #2 FAULT/DISCONNECTED	Screen, Message, Bell	YES	Turn the RESET keyswitch..
The meter #3 was disconnected or broken.	MECHANICAL METER #3 FAULT/DISCONNECTED	Screen, Message, Bell	YES	Turn the RESET keyswitch..
The meter #4 was disconnected or broken.	MECHANICAL METER #4 FAULT/DISCONNECTED	Screen, Message, Bell	YES	Turn the RESET keyswitch..

The meter #5 was disconnected or broken.	MECHANICAL METER #5 FAULT/DISCONNECTED	Screen, Message, Bell	YES	Turn the RESET keyswitch..
The meter #6 was disconnected or broken.	MECHANICAL METER #6 FAULT/DISCONNECTED	Screen, Message, Bell	YES	Turn the RESET keyswitch..
The meter #7 was disconnected or broken.	MECHANICAL METER #7 FAULT/DISCONNECTED	Screen, Message, Bell	YES	Turn the RESET keyswitch..
The meter #8 was disconnected or broken.	MECHANICAL METER #8 FAULT/DISCONNECTED	Screen, Message, Bell	YES	Turn the RESET keyswitch..

6.5 Coin Acceptor Errors

Condition	Display	Alarm	Lock UP	Reset
A coin jam occurred in the coin acceptor or at the diverter photo sensor. The diverter photo sensor is out of order (no feed back signal detected).	COIN IN ERROR - TIMEOUT	Screen, Message, Bell	YES	Clear the Jam
A coin moved in the reverse direction in the coin acceptor.	COIN IN ERROR - YO YO	Screen, Message, Bell	YES	Turn the RESET keyswitch..
The coin acceptor outputs an inappropriate signal.	COIN ACCEPTOR ERROR	Screen, Message, Bell	YES	Turn the RESET keyswitch..
A coin was inappropriately diverted to the drop.	COIN TO CASHBOX OR DIVERTER FAULT	Screen, Message, Bell	YES	Turn the RESET keyswitch..
A coin jam occurred in the drop.	DROP JAM	Screen, Message, Bell	YES	Turn the RESET keyswitch..

6.6 Hopper Errors

Condition	Display	Alarm	Lock UP	Reset

A coin jam occurred in the hopper bowl or the coin-out path.	COIN OUT ERROR - JAM	Screen, Message, Bell	YES	Clear the Jam
The hopper is getting empty.	COIN OUT ERROR - HOPPER EMPTY	Screen, Message, Bell	YES	Turn the RESET keyswitch..
The hopper malfunctioned and unexpectedly paid coins or hopper paid extra coins.	COIN OUT ERROR - EXCESS PAYOUT ##	Screen, Message, Bell	YES	Turn the RESET keyswitch..
The hopper was disconnected.	HOPPER DISCONNECTED	Screen, Message, Bell	YES	Turn the RESET keyswitch..

6.7 Note Acceptor Errors

Condition	Display	Alarm	Lock UP	Reset
A bill jam occurred at the bill stacker	NOTE STACKER JAM	Screen, Message, Bell	YES	Clear the Jam
A bill jam occurred at the bill acceptor module.	NOTE ACCEPTOR JAM	Screen, Message, Bell	YES	Clear the Jam
The bill stacker was removed.	NOTE STACKER REMOVED	Screen, Message, Bell	YES	Turn the RESET keyswitch..
The bill stacker got full.	NOTE STACKER FULL	Screen, Message, Bell	YES	Empty the stacker
A communication error occurred in the bill acceptor.	NOTE ACCEPTOR DISCONNECTED	Screen, Message, Bell	YES	Reconnect the note acceptor
The bill acceptor fell in a pause mode.	NOTE ACCEPTOR FAILURE	Screen, Message, Bell	YES	Turn the RESET keyswitch..
The bill acceptor fell in a pause mode.	NOTE ACCEPTOR PAUSE	Screen, Message, Bell	YES	Turn the RESET keyswitch..

| The bill acceptor detected a cheat. | NOTE ACCEPTOR CHEAT | Screen, Message, Bell | YES | Turn the RESET keyswitch.. |
| An inserted bill was consecutively rejected over 10times | EXCESSIVE NOTE REJECTS | Screen, Message, Bell | YES | Turn the RESET keyswitch.. |

6.8 Ticket Printer Errors

Condition	Display	Alarm	Lock UP	Reset
The ticket cover was opened.	PRINTER OPEN	Screen, Message, Bell	YES	
The paper was depleted.	PRINTER PAPER OUT	Screen, Message, Bell	YES	Feed papers
The paper runs short.	PRINTER PAPER LOW	Screen, Message	YES	Feed papers
A paper jam occurred.	PRINTER JAMMED	Screen, Message, Bell	YES	Clear the Jam
The ticket printer was disconnected.	PRINTER DISCONNECTED	Screen, Message, Bell	YES	Reconnect the Note Acceptor
An error occurred during the time when a ticket is being printed out.	PRINTER ERROR	Screen, Message, Bell	YES	Turn the RESET keyswitch..

6.9 Door Events

Condition	Display	Alarm	Lock UP	Reset
A door open was detected by the mechanical switch on the main door.	MAIN DOOR OPEN	Screen, Message, Bell	YES	Close the door.
The main door open was detected by the optics.	MAIN DOOR OPEN (OPTICAL)	Screen, Message, Bell	YES	Close the door.

A door open was detected by the mechanical switch on the front door.	FRONT DOOR OPEN	Screen, Message, Bell	YES	Close the door.
The front door open was detected by the optical sensor.	FRONT DOOR OPEN (OPTICAL)	Screen, Message, Bell	YES	Close the door.
The belly door is open.	BELLY DOOR OPEN	Screen, Message, Bell	YES	Close the door.
The door of the coin drop box is open.	CASH BOX DOOR OPEN	Screen, Message, Bell	YES	Close the door.
The door of the security cage is open.	SECURITY CAGE OPEN	Screen, Message, Bell	YES	Close the door.
The door of the bill stacker is open.	STACKER DOOR OPEN	Screen, Message, Bell	YES	Close the door.
The Body I/O PCB cover was removed.	BODY PCB OPEN	Screen, Message, Bell	YES	Close the door.
The Door I/O PCB cover open was detected by the mechanical switch.	DOOR PCB OPEN	Screen, Message, Bell	YES	Close the door.
The door of the AUSCOM PCB is open.	XCOM PCB OPEN	Screen, Message, Bell	YES	Close the door.
One of the mechanical meters was accessed.	MECHANICAL METER DOOR OPEN	Screen, Message, Bell	YES	Close the door.
The door of the security cage was opened during the time the power was down.	SECURITY CAGE ACCESS DURING POWER DOWN	Screen, Message, Bell	NO	-
The Body I/O PCB was accessed during the time the power was down.	BODY PCB ACCESS DURING POWER DOWN	Screen, Message, Bell	NO	-

The Door I/O PCB was accessed during the time the power was down.	DOOR PCB ACCESS DURING POWER DOWN	Screen, Message, Bell	NO	-
The main door was opened during power down.	MAIN DOOR ACCESS DURING POWER DOWN	Screen, Message, Bell	NO	-
The AUSCOM PCB was accessed during the time the power was down.	XCOM PCB ACCESS DURING POWER DOWN	Screen, Message, Bell	NO	-
The door of the coin drop box was opened during power down.	CASH BOX DOOR ACCESS DURING POWER DOWN	Screen, Message, Bell	NO	-
The mechanical meter cover was removed during power down.	MECHANICAL METER DOOR ACCESS DURING POWER DOWN	Screen, Message, Bell	NO	-
The front door was opened during power down.	FRONT DOOR ACCESS DURING POWER DOWN	Screen, Message, Bell	NO	-
The main door is closed.	MAIN DOOR CLOSED	Screen, Message, Bell	NO	-
The front door is closed.	FRONT DOOR CLOSED	Screen, Message, Bell	NO	-
The coin box door is closed.	CASH BOX DOOR CLOSED	Screen, Message, Bell	NO	-
The logic door is closed.	SECURITY CAGE CLOSED	Screen, Message, Bell	NO	-
The belly door is closed.	BELLY DOOR CLOSED	Screen, Message, Bell	NO	-
The bill stacker door is closed.	STACKER DOOR CLOSED	Screen, Message, Bell	NO	-
The main door is closed.	MAIN DOOR CLOSED (OPTICAL)	Screen, Message, Bell	NO	-

The front door is closed.	FRONT DOOR CLOSED (OPTICAL)	Screen, Message, Bell	NO	-
The Door I/O PCB cover has been returned.	DOOR PCB CLOSED	Screen, Message, Bell	NO	-
The Body I/O PCB cover has been returned.	BODY PCB CLOSED	Screen, Message, Bell	NO	-
The mechanical meter door is closed.	MECHANICAL METER DOOR CLOSED	Screen, Message, Bell	NO	-

Chapter 7: Preventative Maintenance

7.1 Daily Servicing

(1). Clean the machine surface.

⚠ **CAUTION!**

> **Never use chemical dust cloth, thinner, benzine or alcohol.**
>
> **They will damage the surface of the machine.**

(2). Remove loose coins inside the cabinet.

⚠ **CAUTION!**

> **A loose coin could cause an unexpected hazard including an electric shock.**

(3). Vacuum the inside of the cabinet to remove all dust and debris from the coin chute and hopper.

(4). Clean the monitor screen with clean, soft cloth. The static electricity gathers dust.

⚠ **CAUTION!**

> **Never use wet cloth. Do not rub the screen.**

7.2 Replacement

7.2.1 Lamps and Fluorescent Lamps

⚠ **WARNING!**

> **Turn OFF the machine before replacing a lamp.**
> **The lamps and fluorescent lamps may be hot.**
> **Wait until they cool down before touching them.**
> **Any replacement lamp must be the one specified by ARUZE, or the equivalent.**

### 7.2.1.1   Lamps of Optional Tower Light (Candle)

1. Referring to Service Manual, remove the tower light.
2. Loosen the screw on the top of the tower light to separate the tiers.
3. Unscrew the old lamp to replace it with a new one.
4. In the reverse order of the above, reassemble the tower light.
5. Return the tower light onto the top box.
6. Return the sub-LCD, the escutcheon, the top glass and game name strip bracket.
7. Close the main door.

Screw
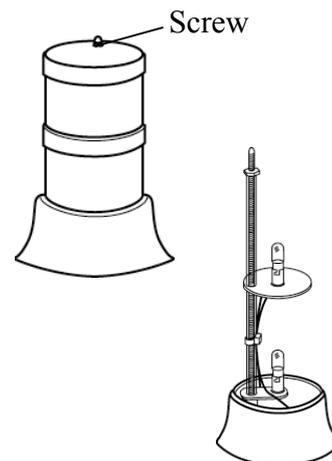
7.2.1.2   Fluorescent Light for Belly Glass

1.   Referring to Service Manual, remove the fluorescent light assembly for the belly glass.
2.   Turn the light assembly upside down to locate the fluorescent light release tabs.
3.   Holding the fluorescent light by one hand, press one of the tabs outward.
4.   Pull up (or forward) the fluorescent light until the terminal releases from the socket.
5.   Replace the light with a new one.
6.   Return the light assembly onto the belly door.
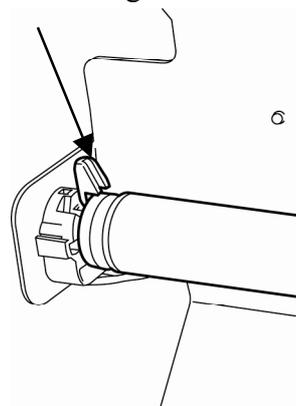
    NOTE:

   When your machine is single-LCD type, tighten the belly door fixing screws.

7.   Close the belly door.
8.   Close the main door.

Fluorescent light release tab

7.2.1.3   Fuse

1. Open the main door.
2. Locate the fuse holder just above the POWER switch.
3. Push the fuse holder, then turn it counterclockwise to remove it.
4. Pull out the fuse to replace it with a new one.
5. Return the fuse holder onto the power box.
6. Close the main door.

NOTE:

If a specified fuse is easily blown, contact ARUZE or your nearest distributor.
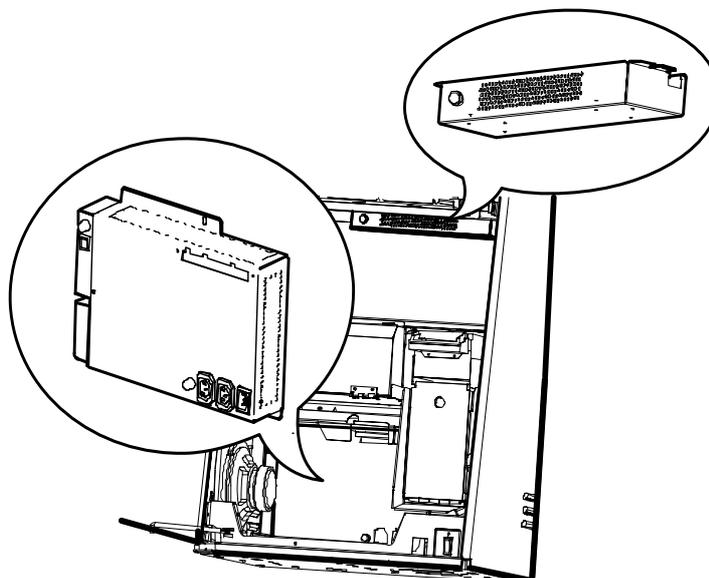
Chapter 8: Machine Specifications

This chapter shows the machine specifications.

8.1 Cabinet Name

G-ENEX

8.2 Overall Dimension Including Tower Light

- When 2 tiers tower light is attached.
624 (width) x 1534 (height) x 588 (depth) mm

- When 3 tiers tower light is attached.
624 (width) x 1579 (height) x 588 (depth) mm

8.3 Weight

128 Kg (including 10 Kg transformer and 7 Kg reel unit)

8.4 Electrical Specifications

When Line Voltage is 220 through 240 VAC

Line frequency: 50Hz
Max. current draw during game play: 3.6A

When Line Voltage is 100 through 120VAC

Line frequency: 60Hz
Max. current draw during game play: 5.5A

Fuse: 6.3A
Fluorescent lamp: 15W
Outlet: Earthed power outlet

8.5 Environment

Ambient temperature:	0 through 40 degrees C
Ambient humidity:	5 through 95%
	Free from dew condensation

8.6 Coins/Notes Capacity

<u>Hopper</u>

About 1100 coins (Aus. $1)

About 450 coins (US$ 1.00)
About 1800 coins (US 25 cent)

About 1600 coins (1R)
About 600 coins (10R)

<u>Note stacker</u>

ARGUS Note Stacker:	About 500 notes
CashCode Note Stacker:	About 600 notes

G-ENEX
Video Slot Gaming Machine
Operation Manual

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