

Operating instructions

The processes and procedures on the Atronic Cashline machines are initiated via the Audit Key, Jackpot Key, Service Switch, Reset Switch and the four buttons on the front panel.

The Audit Key Switch activates the Audit Menu, which allows access to several Statistical information routines and the MENU SETUP. It also clears Status and Error messages.

The Jackpot Key Switch confirms Hand Pays and Substantial Wins. It also activates the Hopper Refill routine.

The Service Switch activates the Service Menu, which allows access to the test functions and the machine Setup.

The Reset Switch is used to Reset the machine and to clear the machine Data.

Navigation in all the Menus is carried out by four buttons on the Button panel. The relevant buttons are lit for easy identification.

Different Setup areas, (e.g. Hardware, Currency Handling, Game Setup), are configured in different ways.

The Hard Meters, the Coin Value and several limits must be configured after a RAM Reset.

The Paytable and percentage can be selected via the Config Key.

PC-Setup allows the operator to change the machines Hardware Configuration, Coin Values, Bill Values and several Software limits.

Game features are configured in MENU SETUP in the Service Menu.

Additional settings, (e.g. Handpay modes), can be configured via the DIP-Switches on the Masterboard.

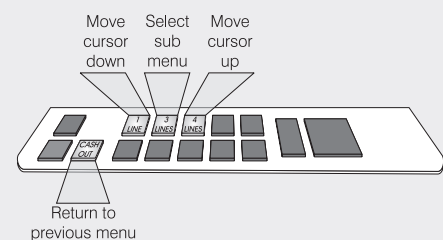
January 2000

additional information → See page 5

additional information → See page 3-4

additional information → See page 12

additional information → See section "software"



additional information → See section "software"

additional information → See section "software"

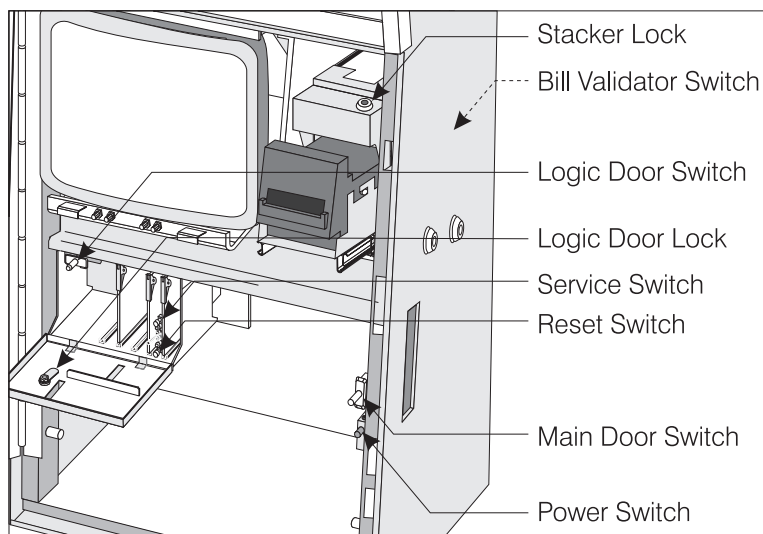
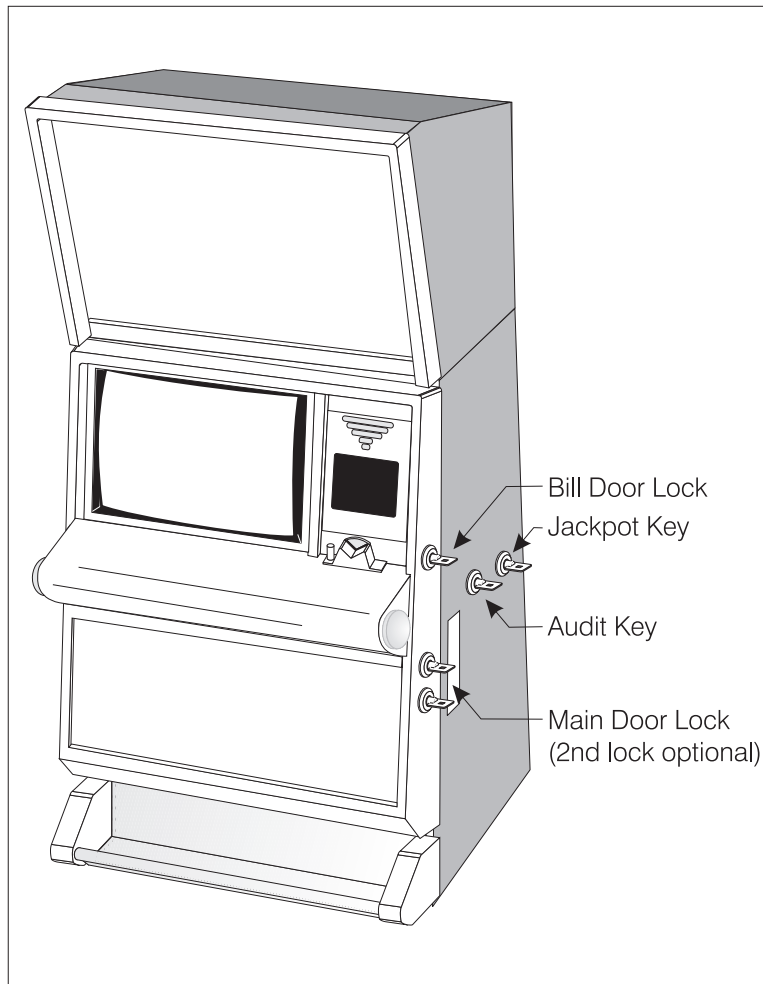
additional information → See section "software"

additional information → See page 22

additional information → See page 19

additional information → See section "software"

Locks, Keys and Switches



Audit Key

This key activates the Audit Menu and illuminates the Hardmeters. It also clears Status and Error messages.

Jackpot Key

Jackpot events and Handpay administration are controlled by this key. It also controls Remote Credit function (activated by using PC Set-up).

Bill Door Lock

Unlocking the Bill door allows the Validator and Stacker to be removed without unlocking the Main door.

Main Door Lock

Allows access to the machine components via the Main Door.

Stacker Lock

Enables the Stacker to be disconnected from the Bill Validator.

Bill Validator Switch

Removal of the Validator and Stacker is detected by this switch.

Logic Door Lock and Switch

The logic box is equipped with both a lock and a detection switch.

Service Switch (Green)

Pressing the Service Switch activates the Service Menu.

Reset Switch (Red)

Used for resetting the machine and clearing the machines memory.

Main Door Switch

Registers all Main Door openings.

Power Switch (Red)

Switches Power Supply On/Off

Handpays and Jackpots

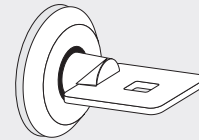
Handpay

A Handpay is executed when:

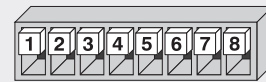
- The Hopper is empty and the Handpay mode is activated.
The machine has to be reset with the Jackpot Key and the payout amount has to be Hand Paid.
- The Credits to be cashed out are over the maximum Hopper payout value.
Depending on the machines configuration the Hopper pays out:
 - the maximum Hopper payout value
or
 - down to the next hundred,
or
 - no coins
 Coins above the Hopper payout level have to be Hand Paid. To return to Game mode, the machine has to be reset with the Jackpot Key.
- The machine is configured to "Knock Off". No hopper payouts can be initiated. Credits are cleared with the Jackpot Key and the payout amount has to be Hand Paid. (Knock Off mode is configured with PC-Setup.)

Jackpot

A Jackpot event occurs when the top award is hit, the machine locks up and must be Reset.
Reset machine with Jackpot Key and execute Jackpot pay.
If the machine is part of a Progressive Link, Reset machine according to the in-house procedures.

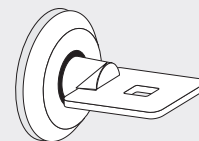


Jackpot Key



Note:

Handpay mode is configured via DIP-Switches on Masterboard. Max. Hopper payout is configured in MENU SETUP/HOPPER PAYOUT LIMIT.



Jackpot Key

Remote Credit

This function can be activated in PC-Setup via the routine "Software Switches/Limits"

Add Credits

By turning the Jackpot Key the Remote Credit function is activated. The player Credits on the Credit meter can now be increased or decreased by using the two buttons which are lit on the Button panel and set to the desired value. (Credits can not be decreased below the starting value).

Clear credits

After activating the Remote Credit function, by turning the Jackpot Key, all the player Credits can be cleared by pressing the cashout button.

Service Game

To simulate the Game play, enter the Service Game. Open the Main Door and enter the Audit Menu by turning the Audit Key. Enter the Service Game by selecting SERVICE GAME in the Audit Menu. The Credit meter will be set to 100 credits.

Note:

Not available in certain jurisdictions.

Note:

All Credit transactions are registered in the Statistics Menu under KEY CREDIT IN/OUT.

Note:

Only possible while in normal Game mode (not during Jackpot or Handpay)

Note:

Not available in certain jurisdictions.

Note:

The Service Game can not be activated with Credits on the Credit Meter.

Note:

The Hardmeters and Statistic Data are not influenced by Service Games.

Audit Menu

The Audit Menu will allow access to several Statistics, the Service Game and the touch screen calibration. After turning the Audit Key the Menu will be displayed on the screen.

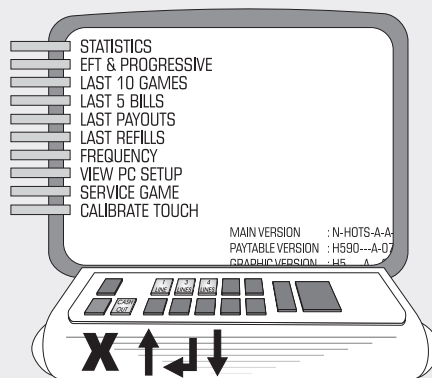
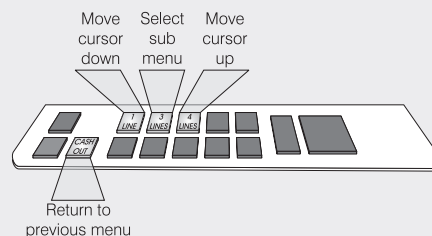
With the buttons, which are lit, the desired Sub-Menu can be highlighted and activated.

The following Sub-Menus are available:

| | |
|------------------------------|---------|
| Statistics | page 6 |
| EFT & Progressive | page 8 |
| Last 10 Games | page 9 |
| Last 5 Bills | page 9 |
| Last Payouts | page 10 |
| Last Refills | page 10 |
| Frequency | page 10 |
| View PC-Setup | page 11 |
| Service Game | page 11 |
| Calibrate Touch | page 11 |

Additionally, the Game Software version and the basic configuration are shown on the entry screen:

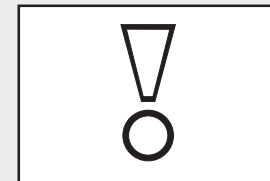
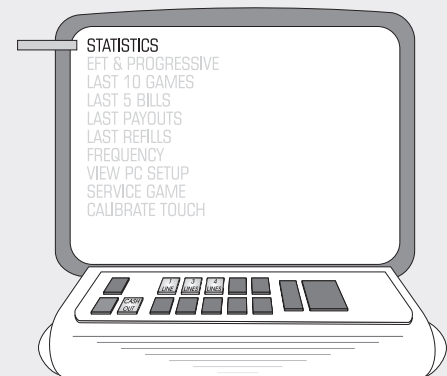
MAIN VERSION : N-HOTS-A-A-W1
 PAYTABLE VERSION : H590---A-07-A-9800
 GRAPHIC VERSION : H5__-A---01-1
 CONFIG VERSION : CK-RDW_-A-A
 SOUND VERSION : HOTS1A_1.U84
 COIN ACCEPTOR: CC16
 COIN VALUE: 1.00
 IN-MULTIPLIER: 1
 DENOMINATION: 1.00 \$
 ACTIVE CREDITLIMIT : 500000
 MECHANICAL METER1: CREDITS WAGERED
 MECHANICAL METER2: CREDITS WON
 MECHANICAL METER3: DROP WITH BILLS
 MECHANICAL METER4: HAND PAID
 MECHANICAL METER5: GAMES
 MECHANICAL METER6: JACKPOT



Statistics

The following List will be shown:

| | |
|--------------------------|---|
| Credits Wagered: | Total number of Credits which have been Bet. |
| Credits Won: | Total number of Credits which have been Won. |
| Coins Out: | Total number of Credits which were Bet, plus the Credits which were paid out by the Hopper and also the Credits which were won and paid by Cashless |
| Hand Paid Won: | Total number of Win Credits which have been Handpaid. (Including Jackpots and Key Credit Out) |
| Total Drop: | Total value of Credits from Stacked Bills and Coins. |
| Coins Drop: | Total value of Credits from Coins to Dropbox. |
| Hand Paid: | Total value of Credits which have been Handpaid, including Jackpot. (Except Progressive Jackpot) |
| Games Played: | Total number of Games played. |
| Jackpot Wins: | Total value of Jackpot Payouts. |
| Jackpot Hits: | Total number of Jackpot events. |
| Door Opens: | Total number of Main Door accesses. |
| True In: | Total number of Credits from inserted Coins, Bills and Key Credits |
| True Out: | Total number of Credits paid out by Hopper. |
| Net Win: | Total value of the difference between Credits Wagered and Credits Won. |
| Current Payout %: | Ratio of credits won to credits wagered. Expressed as a percentage. |
| Coins Overpaid: | Total number of Coins overpaid by the Hopper. |
| Games/Door: | Total number of Games played since the last Main Door access. |



Note:

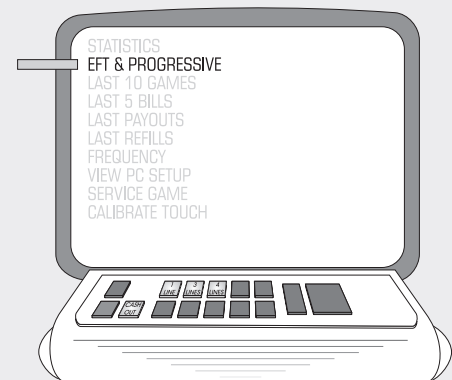
Different Game Systems can give additional or different Statistics.

Statistics (cont.)

| | |
|----------------------------|--|
| Games/Power: | Total number of Games played since the last Power up. |
| Logic Door: | Total number of times the Logic Box was accessed. |
| Drop Door: | Total number of times access was gained to the Drop Box. |
| Billbox Door: | Total number of times access was gained to the Bill Stacker. |
| Billacc Stacker: | Total number of Bill Stacker removals. |
| Key Credit In: | Total number of Credits incremented with the Jackpot Key and with the Accounting System. (Only if the machine is configured to Remote) |
| Key Credit Out: | Total number of Credits decremented with the Jackpot key, Remote, Knock off and the Accounting System. |
| Card Credit In: | Total number of Credits incremented with cashless cards. |
| Card Credit Out: | Total number of Credits decremented with cashless cards. |
| Double Utilization: | Number of Wagered Wins by Double Up in Percent. |
| Double Up Wagered: | Won Credits Wagered by Double Up. |
| Double Up Won: | Credits won by Double Up. |
| Double Up Payout%: | Ratio of Credits Won to Credits Wagered by Double Up. Expressed as a percentage. |
| DEM 50: | Number of 50DM bills |
| DEM 10: | Number of 10DM Bills |
| DEM 20: | Number of 20DM Bills |
| DEM 50: | Number of 50DM Bills |
| DEM 100: | Number of 100DM Bills |
| Tot. Bills Cred: | Total number of Credits from inserted Bills |
| Tot. Bills Curr: | Total value of inserted Bills (in currency) |
| Hopper Refill: | Amount of coins refilled in the main hopper and entered in the Menu Setup/Set Hopper Refill. |
| Hopper Content: | Calculated amount of coins in the main hopper. |

EFT & Progressive

| | |
|-----------------------------|---|
| Tot. Active Credits: | Actual Credits on the Machine |
| Active Cashable: | Actual Cashable Credits on the Machine |
| Active Noncash: | Actual Non-Cashable Credits on the Machine |
| Active Promo: | Active Promotional Credits on the Machine |
| Card Cashable In: | Cashable Credits transferred to the Machine from Card |
| Card Cashable Out: | Cashable Credits transferred to Card from the Machine |
| Card Noncash In: | Non-Cashable Credits transferred to the Machine from Card |
| Card Noncash Out: | Non-Cashable Credits transferred to Card from the Machine |
| Card Promo In: | Promotional Credits transferred to the Machine from Card |
| Card Prom Out: | Promotional Credits transferred to Card from the Machine |
| Cleared Credits: | Option not used |
| Coupons Accepted: | Number of accepted Coupons |
| Coupons Cashable: | Cashable Credits transferred to the Machine from Coupons |
| Coupons Noncash: | Non-Cashable Credits transferred to the Machine from Coupons |
| Coupons Promo: | Promotional Credits transferred to the Machine from Coupons |
| Bonus Meter 1: | System Bonus Deductible |
| Bonus Meter 2: | System Bonus Non-Deductible |
| Bonus Meter 3: | System Bonus wager matched |
| Bonus Meter 4: | Multiplied Jackpot Deductible |
| Bonus Meter 5: | Multiplied Jackpot Non-Deductible |
| Cashable: | Normal Credits which can be cashed out |
| Non Cashable: | Credits which cannot be cashed out in money, but can be booked back to the card as Non-Cashable Credits. Wins from these Credits can be cashed out. |
| Promo: | Credits which cannot be cashed out in money, but can be booked back to the card as Promotional Credits. Wins from these Credits can be cashed out. |



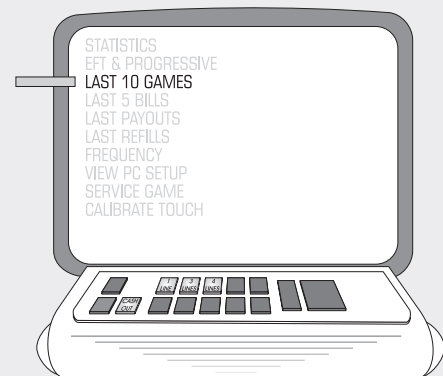
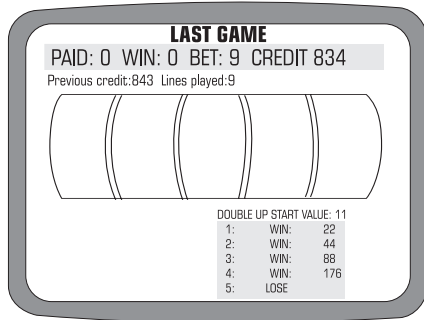
Note:

Bonus Meters are only active if the System supports BONUSING and Bonusing is Enabled in the Machine

Last 10 Games

This routine will display the values for the Last 10 Games.

Each Game will be displayed separately.



Paid:

Total number of Credits paid out after a Game from the Hopper, Handpay, Remote, Knock off, Cashless out and Ticket Printer.

Win:

Number of Credits won.

Bet:

Number of Credits which have been bet.

Credit:

Current credit.

Previous Credit:

Previous credit.

Lines Played:

Number of lines played.

Double Up:

Double up value.

Last 10 Games

This routine will display the values for the Last 10 Games of the Last 10 Games Validator.



Last Payouts

This routine displays the Date, Time, Number of Coins and Coin Value of the Payouts from the Hoppers.



Last Refills

This Routine displays the Date, Time, Number of Coins and Coin Value from hopper refills.



Frequency

In this routine it is possible to display the frequency of the Win Combinations for each Line (Video Slot) or Card Combinations (Video Poker).



View PC-Setup

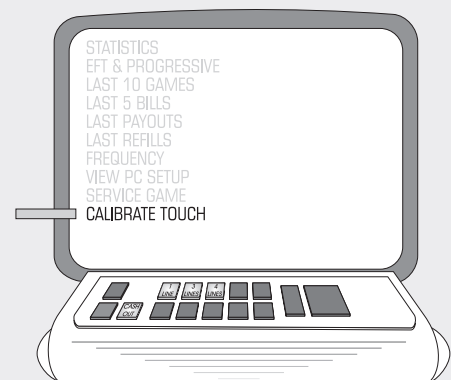
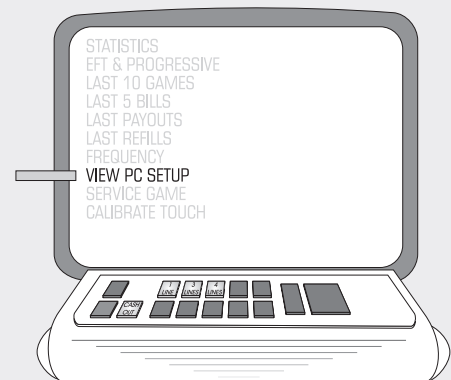
In this routine it is possible to display the current machine configuration. (The configuration cannot be changed in this routine)

Service Game

This routine allows simulated game play (only possible while Front Door is open and no credits on credit meter). The credit meter will be set to 100 credits. Hardmeters and Statistic Data are not influenced by Service Games.

Calibrate Touch

This routine allows calibration of the touch screen.



Service Menu

The Service Menu allows access to several test functions and Game settings. The Menu is activated by opening the Main Door and pressing the Green Service Switch.

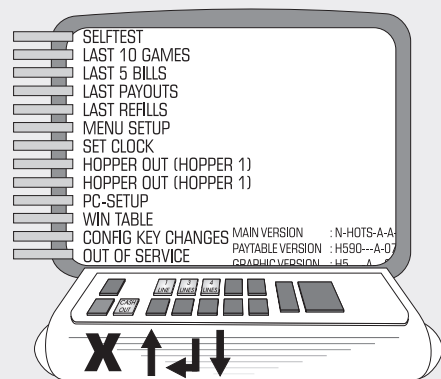
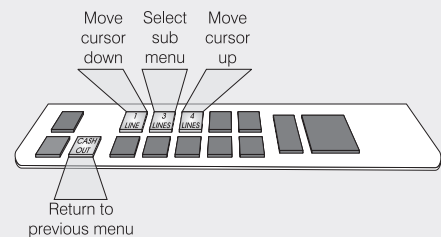
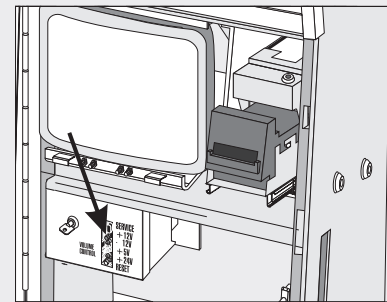
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| | |
|---------------------------|---------|
| Selftest | page 13 |
| Last 10 Games | page 18 |
| Last 5 Bills | page 18 |
| Last Payouts | page 19 |
| Last Refills | page 19 |
| Menu Setup | page 19 |
| Set Clock | page 22 |
| Hopper Out (1) | page 22 |
| Hopper Out (2) | page 22 |
| PC-Setup | page 22 |
| Win Table | page 22 |
| Config Key Changes | page 23 |
| Out Of Service | page 23 |

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 MECHANICAL METER6: JACKPOT



Note:

For a detailed description of the Game System see section Software.

Selftest

Different components and their functions can be tested with this routine.

IIC-Port Driver Check

All I²C circuits are checked. In case of an Error the defective component will be displayed.

Example:

BUTTON - BOARD

MAIN - BOARD

I²C - DRIVER U9

I²C - DRIVER U1

Voltage Check

The following Voltages are checked:

24 Volt + 12 Volt - 12 Volt + 5 Volt

Example:

VOLTAGE FAILURE

Coin Diverter Check

The Coin Diverter is checked.

Example:

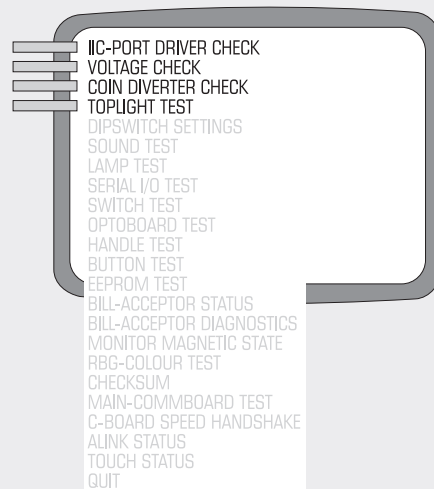
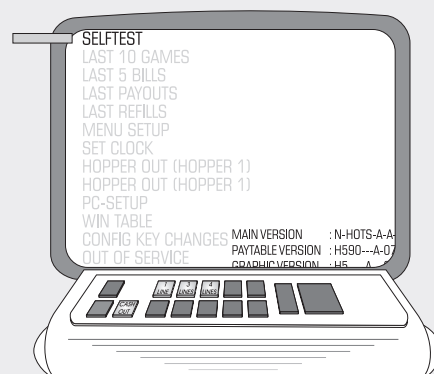
COIN DIVERTER SOLENOID ERROR

Toplight Test

The Toplight lamps are checked.

Example:

TOPLIGHT: UPPER LAMP DEFECTIVE

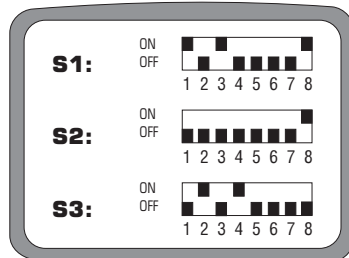


Selftest (cont.)

DIP-Switch Settings

The current DIP-Switch settings can be checked in this routine.

Note: DIP-Switches can be viewed, not changed!



Sound Test

In the sound test the function of the sound interface can be tested. With "SOUND TEST ALL" all included sound samples can be selected and played. "SOUND TEST RIGHT/LEFT" plays a sample on the right/left channel only.

Lamp Test

The lamp test checks the button lamps.

Example:

BET4 - BUTTON LAMP DEFECTIVE

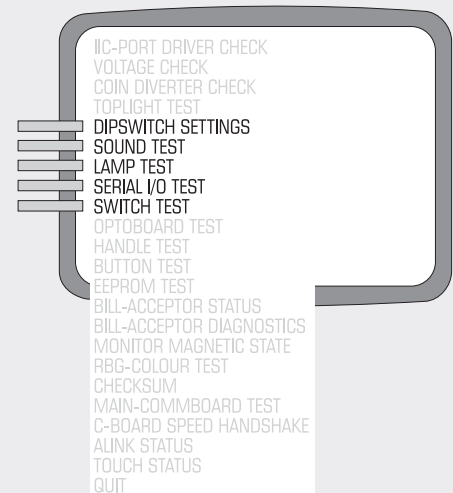
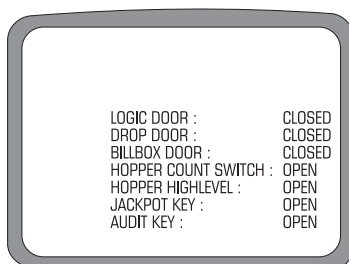
Serial I/O Test

The serial interface (SUB-D9 connector) on the Master board is checked. (Only with test-plug.)

Switch Test

All switches and sensors can be tested in this routine.

Closing a Switch shows a "Closed" message on the monitor.



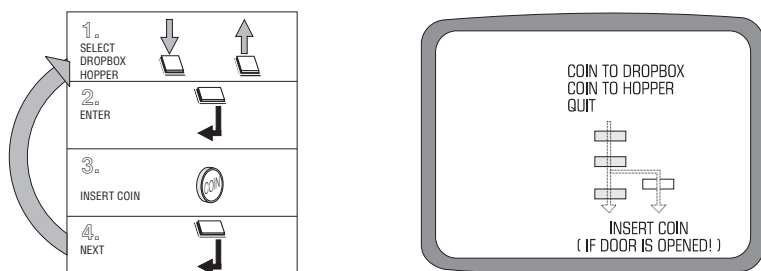
Note:

For internal use only.

Selftest (cont.)

Optoboard Test

The Optoboard test checks all Coin Channeling Optics.



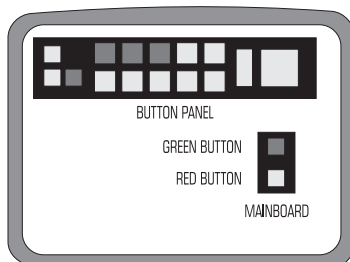
Select the Channel to the Hopper or to the Drop Box and insert Coins. An Optic darkened by a falling Coin changes from yellow to red.

Handle Test

Option not used.

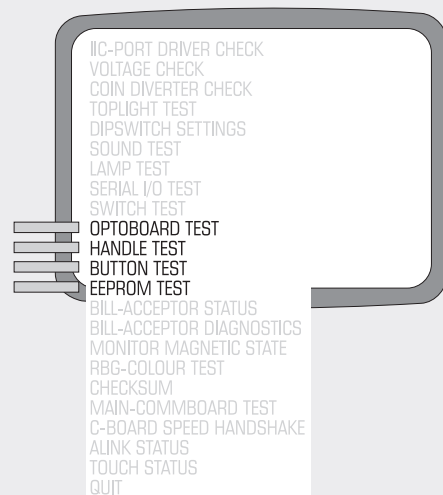
Button Test

In the button test the panel buttons and the Master board buttons will be checked. Buttons are shown yellow and will change to red as a button is activated.



EEPROM Test

All EEPROM's are tested.



Note:

The buttons used to control the Menus are already shown Red. Accessing this test is only possible if these buttons are functioning correctly.

Note:

For internal use only.

Self Test (cont.)

Bill-Acceptor Status

The current status and operation mode of the Stacker and Acceptor is displayed.

| | |
|-------------------|--------------|
| Program Revision: | SF3N4R00 |
| Serial Number: | 0000 |
| Asset Number: | 205C69010000 |
| Production Date: | 22 97 |
| Status: | INITIALIZED |
| Operation Mode: | ACTIVE |
| Stacker Status: | ATTACHED |
| Current Mode: | INTERRUPT |
| | ESCROW |
| Bill Acceptance: | BOTH WAYS |
| | BOTH SIDES |
| Current Status: | INHIBITED |

Bill-Acceptor Diagnostics

In this routine Acceptor Statistics are shown and the Acceptor can be tested without stacking the Bill.

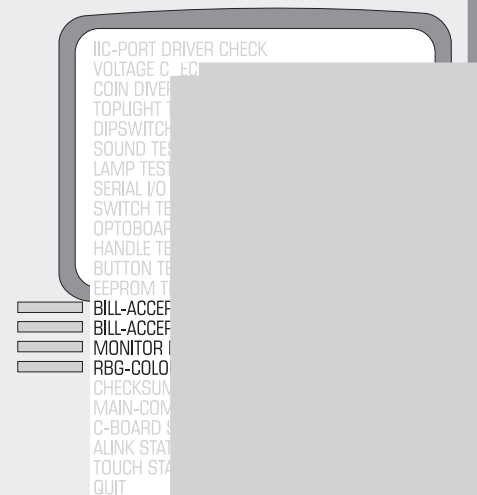
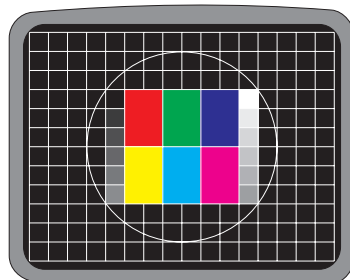
| |
|---------------------------------|
| LIFETIME COUNTER |
| BILLS ENABLED |
| CURRENT STATISTICS |
| VALIDATOR TEST WITH STACKING |
| VALIDATOR TEST WITHOUT STACKING |
| QUIT |

Monitor Magnetic State

This routine checks the Colour Purity of the Monitor. The whole screen should be Homogenous Red. If this is not the case check the Degaussing Coil.

RGB Colour Test

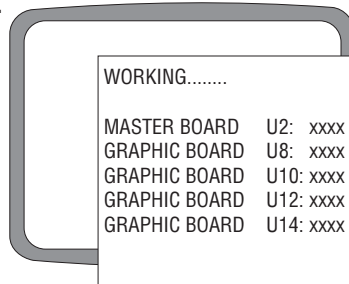
This test allows the correction of Colour and Screen size. Checks lines and circle for distortion, check grey and coloured areas for correct Brightness and Contrast.



Self Test (cont.)

Checksum Test

The EPROM's internal algorithm is checked. This can take some time. This Graphic shows the result as "xxxx". Different Game Systems show different Checksums. Each EPROM for a specific Game Software has its own checksum.



Main-Commboard Test

The transfer between the Commboard and the Masterboard is tested. (Only with test interface.)

C-Board Speed Handshake

The function of the Commboard is tested. (Only with test interface.)

Alink Status

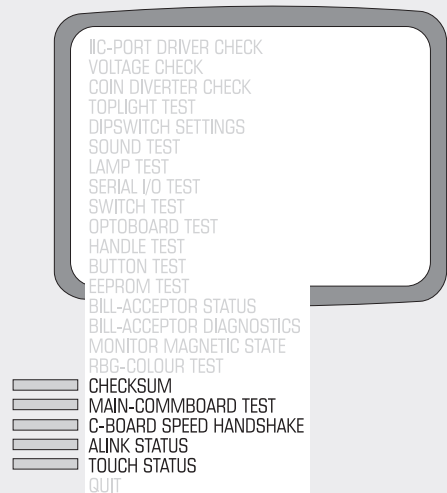
Only used where an A-Link is installed and configured.

Touch Status

Displays the current status of the touch screen interface.

Example:

TOUCH CONTROLLER NOT CONNECTED



Note:

For internal use only.

Note:

For internal use only.

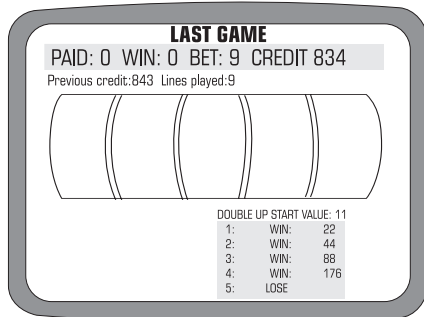


See section "A-Link"

Last 10 Games

This routine will display the values for the Last 10 Games.

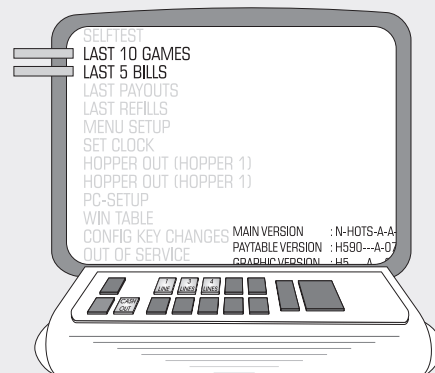
Each Game will be displayed separately.



| | |
|------------------|---|
| Paid: | Total number of Credits paid out after a Game from the Hopper, Handpay, Remote, Knock off, Cashless out and Ticket Printer. |
| Win: | Number of Credits won. |
| Bet: | Number of Credits which have been Bet |
| Credit: | Value of the Credits remaining on the machine. |
| Previous Credit: | Number of Credits on the machine before the displayed Game. |
| Lines Played: | Number of Lines Bet for the displayed Game (Video Slot only). |
| Double Up: | Complete Double Up sequence with all relevant values. |

Last 5 Bills

This routine will display the Value, Date and the Time of the Last 5 Notes which were accepted by the Bill Validator.



Last Payouts

This routine displays the Date, Time and Value of the Payouts from the Hopper.

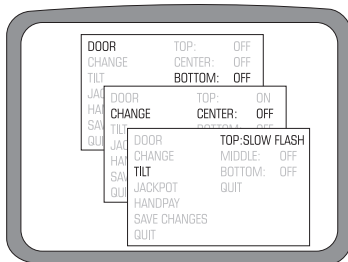
Last Refills

This Routine displays the Date, Time, Number of Coins and Coin Value from hopper refills.

Menu Setup

Toplight

The Toplight lamps are operator programmable (reactions on different events).



Remote Credit

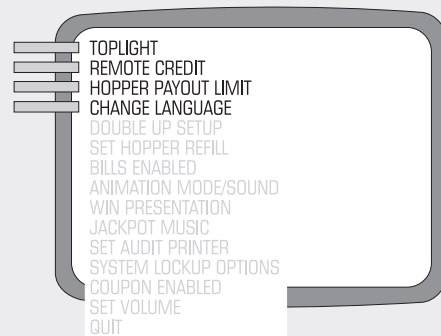
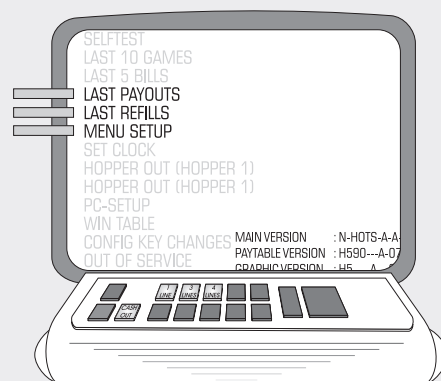
This routine sets the increment/decrement value for the Remote Credit function.

Hopper Payout Limit

The payout limit for the different handpay modes can be set from 0 to 3000 credits.

Change Language

The language of the text in normal Game mode can be set to one of four languages or to player selectable. Up to four player selectable languages can be activated. The selection is changed with the Change button on the button panel during the normal Game mode.



additional information → See page 4

additional information → See page 3

Menu Setup (cont.)

Double Up Setup

The Double Up function after a win can be enabled or disabled. Additionally, the type and the number of Double Up's can be selected and the Auto Double feature can be activated.

Set Hopper Refill

The amount of coins refilled in the main hopper (hopper 1) should be entered in this routine. Each refill must be confirmed with "SAVE CHANGES".

Bills Enabled

The acceptance for each programmed Bill can be enabled or disabled separately.

Animation Mode/Sound

The animation mode, which demonstrates the Game play during the Idle mode (no Credits on win or Credit meter), can be Enabled or Disabled. Additionally, the Sound during animation can be switched On/Off.

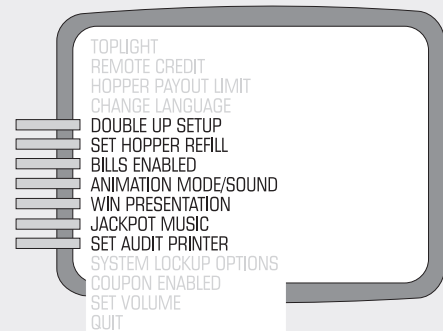
Win Presentation

When activated, the credits won for each winning combination is displayed.

Jackpot Music

The sound volume of the jackpot music can be adjusted:

| | |
|-------------------|--|
| High: | Maximum volume |
| Adjustable: | The same volume as the game sounds |
| High to adjusted: | Starts with maximum volume and fades after 45 sec. to adjusted game sound volume |



Menu Setup (cont.)

Set Audit Printer

A serial number and an ID number for coupons issued by the Audit Printer (optional) can be set.

System Lockup Options

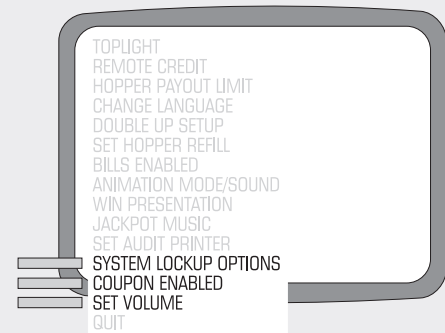
Configures handling of credits after a game lockup initiated by an accounting system. Only required in certain jurisdictions.

Coupons Enabled

Enables or disables use of coupons and allows to set the bar code length when using a JCM bill acceptor.

Set Volume

The sound volume in game mode can be adjusted.



Set Clock

The internal Clock of the machine can be set in this routine.

Highlight the figure to be changed and press the centre button, of the three buttons which are lit, to start changing the value.

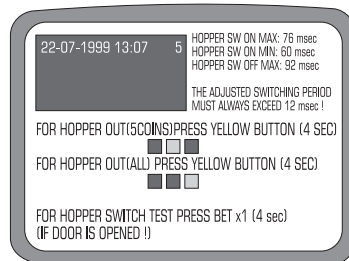
Hopper Out (Hopper 1, Hopper 2)

In this routines the correct function of the Hoppers can be tested.

Press the centre button, from the three lit buttons, to pay out 5 coins or press the right button, from the three lit buttons, to pay out all coins.

Additionally the coin switch from Hopper 1 can be tested. Press the left lit button for 4 seconds, stop the test by pressing the red Reset Button on the Masterboard. After the test the switching periods will be displayed in the upper right corner.

The last 12 payouts are stored in memory.



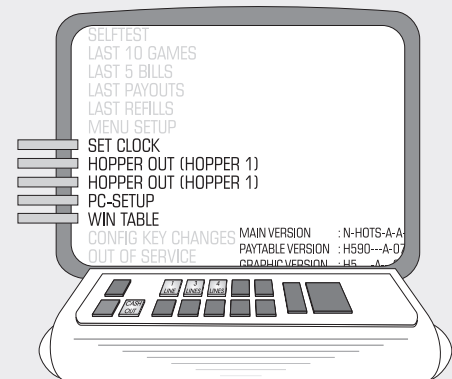
PC-Setup

Allows changes to the basic machine configuration. The Hardware settings, Bill and Coin Values, Software Switches/Limits and Jackpot configuration (if applicable) can be changed as required.

The appropriate configuration Software is displayed on the screen.

Win Table

The Winning Combinations together with their Prizes are displayed. If the game system allows different bets per line, the Win Tables will be displayed in succession.



See section "software"

Config Key Changes

After changing the machines Reel and Paytable configuration with the Config Key the changes will be stored. The last ten configuration changes can be reviewed with this routine.

The configurations date and time, the Config Key version used, the changed payable (old and new payable) and some major statistical data will be shown.

Out Of Service

To set the machine to "Out of Service" mode activate this routine. A "Sleep Mode" screen will be displayed. To Reset the machine to Game mode open the Main Door and press the green Service Switch.

