

## e-motion Operating Instructions Module

This module of the Atronic e-motion Service Manual includes operating procedures for Atronic's e-motion Cabinet.

### Basic Procedures

Game Play	2
Handpays	6
Opening the Hopper drawer	8
Hopper Fill	9
Stacker Exchange	10
Viewing the Audit Menu	11
Viewing Hard Meters	11
Viewing Soft Meters	12
Last 10 Games	13
Last 10 Bills	14
Touch Screen Calibration	15

### Technical Procedures

Open & Close Main Door	16
Machine Power On & Off	16
Voucher Paper Refill (optional)	17
Coin In Jams	17
Coin Out Jams	18
Hopper Removal	18
Bill Jams	19
Service Menu	21
Clearing an Error	22
Activating the Diagnostics	23
Exchanging the Top Glass	24
Exchanging the Button Panel	25
Remove Playfield	26
Open Playfield Frame	27
Machine Conversion Guidelines	30

## Game Play

Most game themes from Atronic include additional gameplay features, such as Win Free games, 2<sup>nd</sup> Screen Bonuses, and Double Up. These are not included in the e-motion General Game Play Description, for simplicity.

EFT and TITO (optional) are included in the e-motion General Game Play Description for a brief introduction to these options.

## Insert Credits

### Coins

- Validated in machine
- Rejected
- Returned to Player
- Accepted
- Credits booked to Credit meter

### Bills

- Validated in machine
- Rejected
- Returned to Player
- Accepted
- Credits booked to Credit meter

### Vouchers

- Validated by TITO System
- Rejected
- Returned to Player
- Accepted
- Credits booked to Credit meter

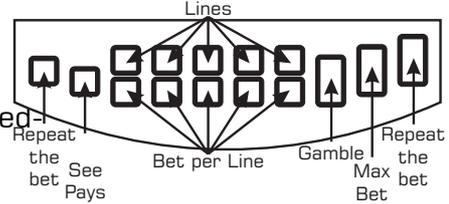
### Smart Card

- Validated by Cashless System
- Rejected
- Returned to Player
- Accepted
- Customer selects the number of credits to be booked to the credit meter
- Credits booked to Credit meter

## Select Bet

### Max Bet

The MAX BET button is lit if there are enough credits on the Credit meter to play Max Bet.



All lines become Active Pay lines once the MAX BET button is selected.

### Other Bets

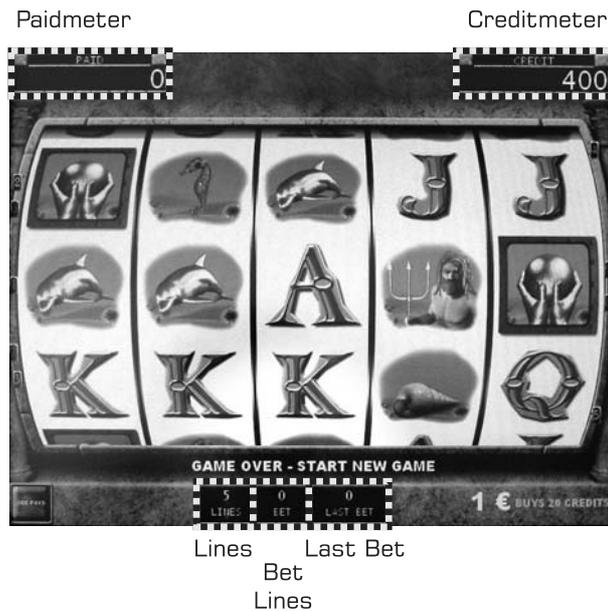
Select the number of lines to play. If there are enough credits on the Credit meter to play all lines, all PLAY X LINE(S) buttons will be lit.

If there are not enough credits on the Credit meter to play all lines, the PLAY X LINE(S) buttons will be lit up to the number of lines able to be played.

The number of lines selected, become Active Pay lines

Select the number of credits to bet per line. If there are enough credits on the Credit meter to bet the maximum credits per line, all BET X CREDIT(S) PER LINE buttons will be lit.

If there are not enough credits on the Credit meter to bet the maximum credits per line, the BET X CREDIT(S) PER LINE buttons will be lit up to the number of credits able to be bet.



Lines      Last Bet  
Bet  
Lines

## Game Play

After a bet is selected

- MAX BET was selected
- or-
- BET X CREDIT(S) PER LINE button was selected after PLAY X LINE(S) button was selected

REELS spin and stop

After REELS stop

No winning combinations on any Active Pay lines:  
over

Game routine is

- If credits remain on the Credit meter another bet can be selected
- If no credits remain on the Credits meter, more credits must be added to select another bet

Winning combinations on one or more Active Pay line(s):

- All winning combinations on Active Pay line(s) are added together = Total Win
- Total Win goes to the Win meter
  - Total Wins under Jackpot Limit are added to the Win Meter and Credit meter
  - Total Wins over the Jackpot Limit are paid in a Handpay, Machine locks into Handpay mode, Handpay must be reset with the Jackpot Reset key
- Win meter resets to 0 when the next game is played
- Win presentation is shown, it explains how and what was won

## Cash Out

Press the CASH OUT button to collect credits

Paid with coin

- Accumulated Credits under the Hopper Payout Limit will be paid from the hopper
- Accumulated Credits over the Hopper Payout Limit lock the machine into Handpay mode, Handpay must be reset with the Jackpot Reset key

Paid with a Voucher (optional)

- A Voucher is printed for the amount of Accumulated Credits in the Credit meter



**NOTE:**

Coin and Voucher payouts can be combined. See the TITO module for additional information.

Booked to a Smart Card (optional)

- All Accumulated Credits will be booked to the Smart Card through the Cashless System

## Playfield Adjustment

The player can adjust the Playfield to suit their playing position. The Playfield adjustment is controlled by two Playfield Adjustment buttons on the left and right sides of the Playfield, next to the Button panel. The Playfield Adjustment button on the left moves the Playfield down. The Playfield can be moved up with the Playfield Adjustment button on the right.

If the Playfield has been adjusted to its upper or lower limit the corresponding Playfield Adjustment will be disabled until the Playfield has been adjusted again.

Playfield Adjustment buttons will also be disabled if the Playfield adjustment has been stopped by an obstruction.

To remove a Playfield Adjustment obstruction

1. Adjust the Playfield in the opposite direction of the obstruction
2. Remove the obstruction
3. The Playfield Adjustment button that was disabled will become enabled



Playfield Height Adjustment

## Handpays

A Handpay is when a machine requires the player to be paid by casino personnel and not the machine.

### **On Atronic machines, a Handpay is triggered if:**

- A single completed game wins a Jackpot
  - A single game ends with the top winning combination on an Active Pay line
  - A single game's total win is over the Jackpot Limit
  - A single game's total win is over the Celebration limit
- Accumulated credits are over the Hopper Payout limit when the CASH OUT button is selected
- Residual Credits from Tokenization are left on the Credit meter and the CASH OUT button is selected

### **Atronic machines locked in a Handpay**

- Give a combination of visual and audible signals to the player and casino personnel
- Prevent all means of inserting credits
- Prevent all means of cashing out credits
- Stay locked up until Casino personnel Clear the Handpay

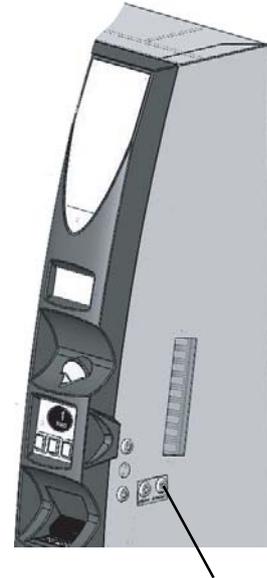
### **Determine the amount of the Handpay**

- If the Handpay was triggered by the top winning combination, or a single games total win, a Pop-Up window in the middle of the screen will display the amount of the handpaid
- If the Handpay was triggered by residual credits, see the credit meter for the amount of the handpaid

## Clearing a Handpay

After the player has been paid, follow these steps to clear a handpay.

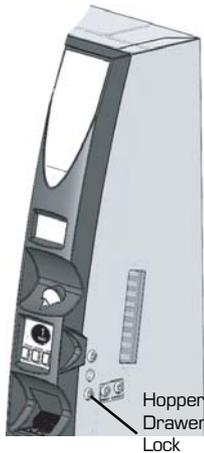
1. Locate the Jackpot Reset key switch. The Jackpot Reset key switch is located on the right side of the cabinet, behind the Hopper Drawer lock next to the Audit key switch.
2. Insert the Jackpot Reset key into the Jackpot Reset key switch.
3. Turn the Jackpot Reset key clockwise 90° and release.



**Jackpot Reset Key**

## Releasing and Closing the Hopper Drawer

To release the Hopper Drawer for Hopper Fills and Stacker removal, carefully follow these steps.

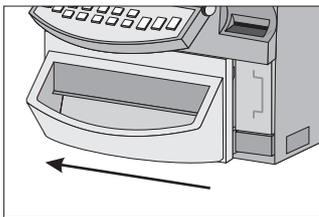


1. Locate the Hopper Drawer lock. The Hopper Drawer lock is on the right side of the Main door below the Main door lock.
2. Insert the Hopper Drawer key into the Hopper Drawer lock.
3. Turn the Hopper Drawer key clockwise 90° to unlock the Hopper Drawer.
4. Carefully slide the Hopper Drawer to the left until it stops. The "BILL DOOR OPEN" message will appear on screen accompanied by an audible signal.



**NOTE:**

*The Hopper Drawer key cannot be removed unless the Hopper Drawer lock is in the locked position. If the Lock Angle (optional) is used it is not possible to access the hopper without opening the Main Door.*



With the Hopper Drawer slid to the left, the Stacker Access door (optional) and the hopper can be accessed.

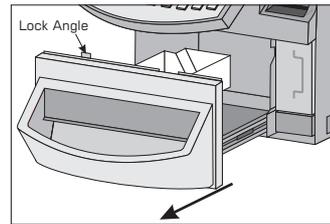
To properly close and lock the Hopper Drawer, carefully follow these steps:

1. Insert the Hopper Drawer key into the Hopper Drawer lock.
2. Make sure the Hopper Drawer lock is unlocked. The Hopper Drawer is not equipped with a "Slam" Latch.
3. Carefully slide the Hopper Drawer back to the right until it stops.
4. Turn the Hopper Drawer key 90° counterclockwise to lock the Hopper Drawer lock.
5. Verify the Hopper Drawer is locked by gently pushing it to the left.
6. The "BILL DOOR OPEN" message on the screen will disappear accompanied by an audible signal when the Hopper Drawer is properly closed and locked.

## Hopper Fill

To fill or refill the hopper, follow the steps below:

1. Unlock the Hopper Drawer.
2. Carefully slide the Hopper Drawer to the left until it stops. The "BILL DOOR OPEN" message displays onscreen accompanied by an audible signal.
3. Carefully pull the Hopper Drawer out from the machine until it stops. The "MAIN DOOR OPEN" message will appear on screen accompanied by an audible signal.
4. Fill the hopper with the appropriate number of coins. (The appropriate number of coins must be determined by casino personnel.)
5. Make sure all materials used to fill the hopper (coins, coin bag, machine log, etc.) are removed from the Hopper Drawer area.
6. Carefully push the Hopper Drawer back into the machine until it stops.
7. Slide and lock the Hopper Drawer.



from the Hopper



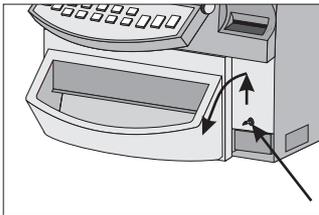
**NOTE:**

*If the Lock Angle (optional) is used it is not possible to pull out the hopper drawer without opening the Main Door.*

## Bill Validator Stacker Exchange

To remove and/or replace the stacker:

1. Unlock and slide the Hopper Drawer to the left until it stops.
2. Locate the Stacker Access Door lock (optional). (The Stacker Access Door lock is on the lower half of the Stacker door.)



3. Insert the Stacker Access Door key into the Stacker Access lock.
4. Turn the Stacker Access Door key clockwise 90°.
5. Open the Stacker Access Door.
6. Locate the Stacker Release lever.  
(The Stacker Release lever is on the JCM Bill Validator chassis, on the right side of the Stacker.)
7. Push the Stacker Release lever down to release the Stacker.
8. Pull the Stacker out of the cabinet.
9. Insert a Stacker.
10. Seat the Stacker firmly into the JCM Chassis.  
(The Stacker is properly seated when the Stacker Release lever is in the up position.)
11. Make sure the Stacker Access door is unlocked.  
(The Stacker Access door is not equipped with a "Slam" Latch.)
12. Lift the Stacker Access Door into the locking position.
13. Lock the Stacker Access Door.
14. Verify that the Hopper Drawer lock is unlocked.  
(The Hopper Drawer is not equipped with a "Slam" Latch.)
15. Carefully slide the Hopper Drawer back to the right until it stops.
16. Lock the Hopper Drawer lock.

## Audit Menu

From within the Audit Menu, many pages of information and a few procedures can be accessed.

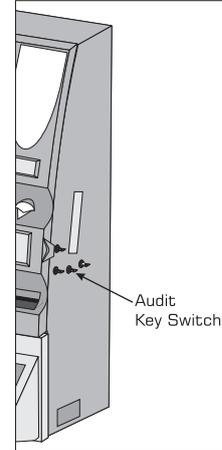
Activating the Audit Menu is not possible when a game in progress or during a Handpay.

To activate the Audit Menu:

1. Locate the Audit key switch.  
(The Audit key switch is located on the right side of the cabinet, behind the Hopper Drawer lock next to the Jackpot Reset key switch.)
2. Insert the Audit key into the Audit key switch.
3. Turn the Audit key clockwise 90° to activate the Audit Menu.

(The folders and pages within the Audit Menu can now be viewed. To view additional pages, touch the Folder or Page tabs.)

4. When finished with the Audit Menu, release and remove the Audit key.

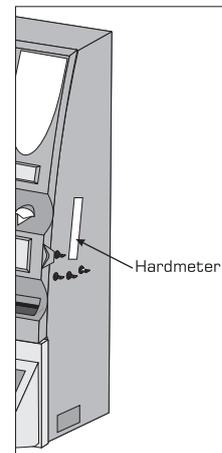


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## Viewing Hardmeters

To view the Hardmeters activate the Audit Menu.  
(The Hardmeter window is above the Audit key switch).

Lights inside the Hardmeter window are activated to enable Hardmeter viewing. When finished viewing the Hardmeters, release and remove the Audit key.



## Viewing Soft Meters

Accessing the Audit Menu or Service Menu is not possible when a game is in progress or during a Handpay.

To view the Soft Meters (History):

1. Activate the Audit Menu.
2. Touch the History folder tab (to view the Soft Meters)  
The following Soft Meter and Machine Log pages are available in the History folder:  
Accounting  
Game  
Money Log  
Event Log  
Error Log  
EFT



**NOTE:**

*Definitions of what each meter records can be seen by touching the meter name.*

3. To view the pages within the History folder, simply touch the page tab of the page to be viewed.
4. To go to another page within the History folder, touch another page tab. (If no other page tabs are present, touch exit or the History folder tab to go back to the History folder.)
6. When finished viewing the Soft Meters, release and remove the Audit key.



**NOTE:**

*The History folder can also be accessed from the Service Menu.*

## Game

### Last 10 Games

This menu displays information about bets made and wins given. To view the last 10 games that have been played, follow these steps:

1. Activate the Audit Menu.
2. Touch the History folder tab.
3. Touch the Game page tab.
4. Touch the Last Games button.  
(Each game will be displayed separately)
5. Touch the game to be viewed.
6. Press the MAX BET button on the Button panel to view the replay.
7. Press the MAX BET button again to go back to the Last Games page.
9. Touch another game to view it.
10. When finished viewing the Last Games, release and remove the Audit key.

## Money Log

All Money-In and Money-Out transactions are displayed in this menu.

- Last 10 Bills
- Last 10 Stacker Clearance
- Last 10 Handpays
- Last 10 Denominations
- Last 10 Hopper Payouts
- Last 10 Hopper Refills
- Last 25 EFT In
- Last 25 EFT Out
- Last 35 Vouchers In (optional)
- Last 35 Vouchers Out (optional)

## Event Log

This menu displays all events happend at the machine with date and time (e..g power up).

## Error Log

This menu displays all erros and special states happend at the machine (e.g. hopper empty).

## EFT

This menu displays information about all EFTs (electronic fund transfer)

## Touch Screen Calibration

To calibrate the Main TFT display's Touch Screen, follow these steps.

1. Activate the Audit Menu.
2. Touch the Touch Calibration folder tab.
3. Touch the Touch Calibration button.
4. Follow the instruction presented on screen.
5. When Touch Calibration has finished, release and remove the Audit key.

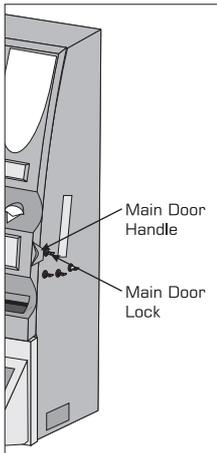
## Service Game

Here the service game can be started. The service game is only accessable, when there are no credits on the machine and the main door is open.

During the service game, no meters are affected!

## Opening and Closing the Main Door

To open the Main door properly, follow these steps.



1. Locate the Main door lock.  
(The main door lock is on the right side of the Main door above the Hopper drawer lock)
2. Insert the Main door key into the Main door lock.
3. Turn the Main door key clockwise 90° to unlock the Main door lock.
4. Grasp the Main door handle and open the Main door.  
(The "MAIN DOOR OPEN" message will appear on screen accompanied by an audible signal.)

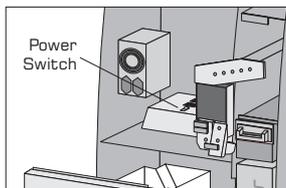


**NOTE:**

*The Main door key cannot be removed unless the Main door lock is in the locked position.*

To properly close and lock the Main door, follow these steps.

1. Make sure the Main Door key into the Main door lock.
2. Verify the Main door lock is unlocked.  
(The Main door is not equipped with a "Slam" Latch.)
3. Hold the Main door closed.
4. Turn the Main door key 90° counterclockwise to lock the Main door lock.
5. Verify the Main door is locked by gently pulling on the Main door handle.
6. The "MAIN DOOR OPEN" messages on the screen will disappear accompanied by an audible signal when the Main door is properly closed and locked.



## Turning the Machine Power On & Off

1. Unlock and open the Main door.
2. Locate the Power switch.
3. Turn the Power Switch On or Off.
4. Close and lock the Main door.

## Voucher Paper Refill

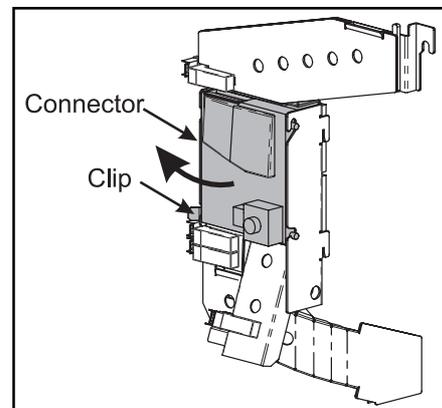
To fill or refill the Voucher printer Voucher paper, carefully follow these steps:

1. Open the Main door
2. Pull the Voucher printer out from the machine until it stops
3. Remove old paper or debris from the voucher (ticket) tray
4. Properly load the Voucher paper  
(See the Voucher printer module(s) for further information)
5. Push the Voucher printer back into the machine until it stops
6. Close and lock the Main door

## Coin In Jams

To clear a Coin Jam from the coin in assembly, follow these steps:

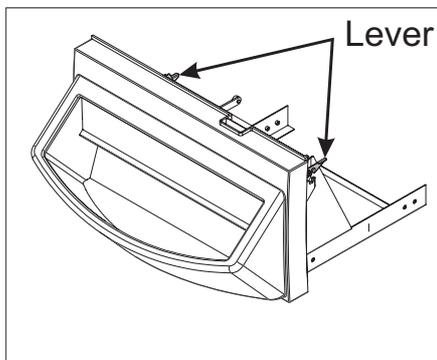
1. Open the Main door.
2. Turn the machine power Off.
3. Unplug the Coin Validator.
4. Gently push the Coin Validator Clip, on the left side of the Coin Validator out.
5. Pull the bottom of the Coin Validator out.
6. Slide the Coin Validator down until it comes free.
7. Remove coins that may be jammed inside the Coin Validator. (Replace the Sample Coin in the Coin Validator.)
8. Check the coin chutes for jammed coins and clear them if needed.
9. To replace the Coin Validator, align Coin Validator studs with the Coin Validator mounting slots at the top of the Coin Validator mounting bracket.
10. Push the Coin Validator up into the mounting slots until it stops.
11. Push the bottom of the Coin Validator into the alignment slots at the bottom of the Coin Validator mounting bracket until the coin validator retaining clip clicks, and holds the coin validator in place.
12. Plug the Coin Validator harness in to the Coin Validator.
13. Turn the machine power on.
14. Make sure the Coin In assembly functions properly.
15. Close and lock the Main door.



## Coin Out Jams

In the event of a Coin Out jam, remove the hopper using the following steps:

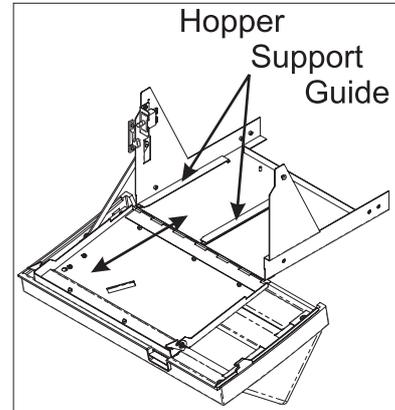
1. Unlock and open the main door.
2. Turn the machine power Off.
3. Close the Main door.
4. Unlock, slide, and pull out the Hopper Drawer to gain access to the Hopper.
5. Remove any coins that may have collected around the Roller Lever of the Hopper.
6. Check if there are any coins under the Hopper Knife.
7. Once the coin jam is cleared, press the Hopper Drawer slide release button.
8. Press the Hopper Drawer slide release button.
9. Carefully push the Hopper Drawer back into the machine until it stops.
10. Slide and lock the Coin Bowl closed.
11. Turn the machine power back ON.
12. Confirm the machine completes the payout, if the jam occurred while paying out.
13. If there is no payout to complete, perform a hopper test.



## Hopper Removal and Replacement

To remove the hopper, follow these steps:

1. Unlock and open the main door.
2. Turn the machine power Off
3. Close the Main door.
4. Unlock, slide, and pull out the Hopper Drawer.
5. Lift the Coin Bowl retaining lever on the right side of the Hopper Drawer.
6. Hold the Coin Bowl, to prevent it from falling open, and release the Coin Bowl retaining lever on the left side of the Hopper Drawer.



**NOTE:**

*If the Lock Angle (optional) is used it is not possible to pull out the hopper drawer without opening the Main Door!*

7. Gently lower the Coin Bowl until it stops.
8. Push down the Hopper securing spring to release the hopper.
9. Slide the Hopper completely out of the Hopper Support Guide.

To replace the hopper, carefully follow these steps:

1. Insure the Machine power is Off, the Hopper Drawer is pulled out, and the Coin Bowl has been lowered.
2. Line up the base of the hopper with the Hopper Support Guide and place the back of the hopper base into the front of the Hopper Support Guide.
3. Slide the hopper into the Hopper Support Guide until the Hopper Securing spring clicks.
4. Lift the Coin Bowl up until it stops and secure it with the Coin Bowl retaining levers on the left and right sides of the Hopper Drawer.
5. Carefully push the Hopper Drawer back into the machine until it stops.
6. Slide and lock the Coin Bowl closed.

## Bill Jams

To clear a bill jam in the Bill Validator Head:

1. Open the Main door.
2. Turn the machine power Off.
3. Pull on the Transport release lever and remove the Transport and Bill Validator Head.
4. Release the Bill Validator Head Top by pulling both of the release tabs towards the Bezel. The Bill Validator Head Top will pop up.
5. Open the Bill Validator Head.
6. Remove the jammed bill.
7. Close the Bill Validator Head.
8. Slide the Bill Validator Transport back into the Bill Validator Frame.

To clear a bill jam in the Bill Validator Transport:

1. Open the Main door.
2. Turn the machine power Off.
3. Pull on the Bill Validator Transport Release lever and remove the Transport and Bill Validator Head.
4. Open the Bill Validator Head by pulling the release tabs towards the Bezel.
5. Remove the jammed bill.
6. Slide the Coin Validator down until it comes free.
7. Remove coins that may be jammed inside the Coin Validator. (Replace the Sample Coin in the Coin Validator, if applicable.)
8. Check the coin chutes for jammed coins and clear them if needed.
9. To replace the Coin Validator, align the Coin Validator studs with the Coin Validator mounting slots at the top of the Coin Validator mounting bracket.
10. Push the coin validator up into the mounting slots until it stops.
11. Push the bottom of the Coin Validator into the alignment slots at the bottom of the Coin Validator mounting bracket until the coin validator retaining clip clicks, and holds the coin validator in place.
12. Plug the Coin Validator harness in to the Coin Validator.
13. Turn the machine power on.
14. Insure the Coin In assembly functions properly.
15. Close and lock the Main door.

## Service Menu

From within the Service Menu, many pages of information, settings, and diagnostics can be accessed.

Activating the Service Menu is not possible when a game is in progress or during a Handpay.

To activate the Service Menu, follow these steps.

1. Open the Main door
3. Locate the Service Switch on the Logic Box
4. With a small screw driver, gently press the Service Switch through the hole in the Logic Box door.
5. The Service Menu will be activated.
6. When finished viewing the Service Menu, close and lock the Main door.



**NOTE:**

*See the Software module for further Service Menu information.*

## **Clearing an Error**

Occasionally, machines encounter a problem that forces the machine into a Tilt. Follow these steps to clear most minor Tilts.

### **Clearing an error with the Audit Menu**

1. Make a note of the on-screen information, type of error, game state, number of credits won, number of credits in the credit meter, etc..
2. Activate the Audit Menu.
3. Release the Audit key.
4. Verify the information that was noted before activating the Service Menu.

If activating and exiting the Audit Menu does not clear the error, activate the Service Menu.

### **Clearing an error with the Service Screen**

1. Make a note of the on-screen information, type of error, game state, number of credits won, number of credits in the credit meter, etc..
2. Open the Main door
3. Locate the Service Switch on the Logic Box
4. With a small screw driver, gently press the Service Switch through the hole in the Logic Box door.
5. The Service Menu will be activated.
6. Close and lock the Main door.
7. Verify the information that was noted before activating the Service Menu.

If activating and exiting the Service Menu does not clear the error, cycle the machine power. To cycle the machine power (off then back on), follow these steps:

1. Make a note of the on-screen information, type of error, game state, number of credits won, number of credits in the credit meter, etc..
2. Open the Main door
3. Turn the Machine power off and wait 10 seconds.
4. Turn the Machine power back On.
5. Close and lock the Main door.
6. Verify the information that was noted before activating the Service Menu.

## Activating the Diagnostics Folder

From within the Diagnostic Folder, machine function and diagnostic tests can be performed. Activating the Service Menu is not possible when a game is in progress or during a Handpay.

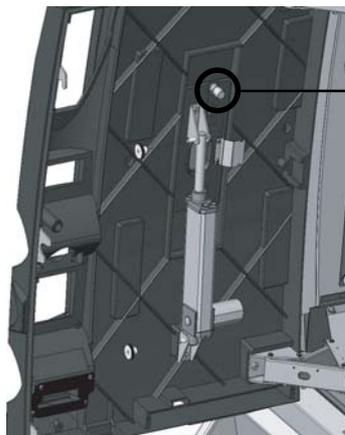
To enter the Diagnostic Folder, follow these steps.

1. Open the Main door
2. Locate the Service Switch on the Logic Box
3. With a small screw driver, gently press the Service Switch through the hole in the Logic Box door.
4. The Service Menu will be activated.
5. Touch the Diagnostic folder tab.  
(The Diagnostic tests are grouped by system.)
6. Touch the button of the system to be tested.
7. When finished viewing and testing within the Diagnostic folder, close and lock the Main door.

## Exchanging the Top Glass

To exchange the Top Glass, follow these steps:

1. Open Main Door
2. Locate the Top Glass release on the inner side of the Main Door, press and slide the release lever downwards



Top Glass  
Release Lever

3. Take out Top Glass

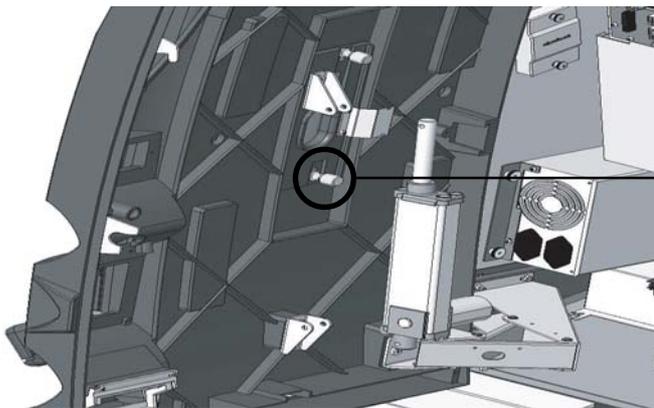


4. Install new Top Glass in reversed order

## Exchanging the Button Panel

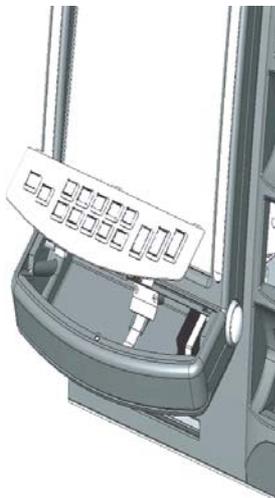
To exchange the Button Panel Assembly, follow these steps:

1. Open Main Door
2. Locate the Button Panel Release, press and slide the release lever upwards



Button Panel  
Release Lever

3. Take out Button Panel Assembly while unplugging connectors from the Button board



4. Install new Button Panel in reversed order

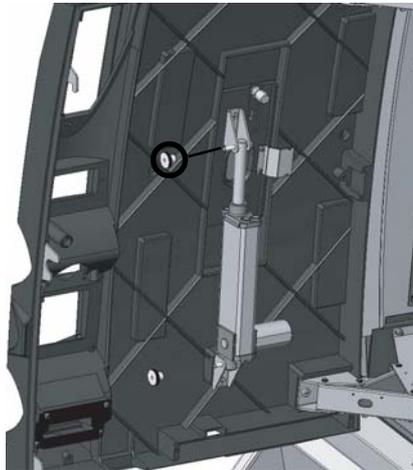
## Remove Playfield

To remove the Playfield Assembly, follow these steps:



**NOTE:**  
Do not apply any pressure on the TFTs during this procedure.

1. Open Main Door.
2. Unplug all cables running from the Playfield to the Functional Button Panel, Graphiccard and Filterboard.
3. Remove thumbscrew at motor.



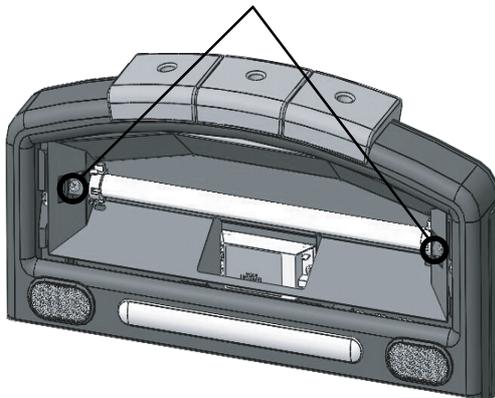
4. Push playfield to the upper position and take out playfield Assembly.



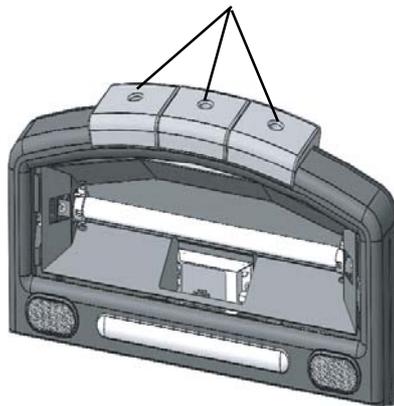
## Open Playfield Frame

To get access to the inner components of the Playfield, follow these steps:

1. Remove Top Glass
2. Remove Button Panel
3. Remove Top Lamp Assembly by removing the two screws and unplugging the connectors at the reflector panel



2. Unplug Speaker Cable
3. Remove toplight covers, each is fixed with a single screw

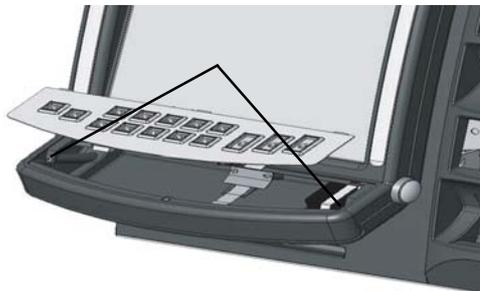


## Open Playfield Frame, cont.

4. Remove nuts at the back of the playfield frame



5. Remove the two screws at the bottom of the playfield



**Open Playfield Frame, cont.**

6. Remove the two screws at the top of the playfield



7. Lift the front part of the playfield frame and carefully pull the cables through the opening of the back part of the playfield frame.



## **Machine Conversion Guide Lines**

Machine Conversions can be classified into three different types.

- Theme Conversion**
- Paytable Conversion**
- Denomination Conversion**

Each type of conversion can be done individually or in any combination.

### **Theme Conversion**

These areas of the machine may be involved in a Theme conversion.

- Software**
- Glass**
- Legend kit / Button Panel**

The Theme the machine is being converted from and how the machine is configured, determine which, if not all three, of the areas listed above will require conversion.

Theme conversions may require a Master Reset.

### **Software**

Elements of the Theme are generally contained in these two types of software.

- CD-Rom      DVD Drive
- Game Version      Main board

One or both of these software types may need to be changed out for a Theme conversion.

Paytable software may be included in a Theme conversion.

### **Glass**

If the machine is configured with an Upper TFT Display, and the Top glass is Themed, only the Top glass will need to be replaced.

If the machine is configured with a backlit Main glass instead of a TFT Display, the Main glass may need to be changed. When a Main glass is involved in a Theme conversion, verify the correct Main glass decals, if any, are used.

## Machine Conversion Guide Lines, (continued)

### Legend kit / Button Panel

Button panel conversions can generally be completed by changing the Button legend kit. A Button panel legend kit consists of a group of button inserts.

New game features (bonus screens, bet and win doubling, etc.) may be added to new themes. Sometimes these new game features require a change in the Button panel configuration. Changes in the Button panel configuration may require a new Button panel and legend kit.

### Paytable Conversion

These areas of the machine may be involved in a Paytable conversion.

**Paytable software**  
**Legend kit**  
**Main glass decals**

The Paytable the machine is being converted from and how the machine is configured, determine which, if not all three, of the areas listed above will require conversion.

### Paytable software

The Paytable software, located on the Main board, is available in two types.

Non-Configurable  
Configurable

Non- Configurable Paytable software requires replacement of the Paytable chip to convert the Paytable.

To convert the Paytable when Configurable Paytable software is used, only a Paytable Configuration is needed. A Paytable Configuration requires a Paytable Configuration chip.

### Legend Kit

If the Maximum bet of the paytable is changed, the Button Panel legend must be converted accordingly. A Legend kit is required to convert the Button Panel.

## **Machine Conversion Guide Lines (continued)**

### **Main Glass Decals**

When a backlit Main glass is used instead of an Upper TFT display, the Main glass decals way have to be changed according to the new Paytable.

If the machine is configured with two TFT Displays, the payable information displayed on the Upper TFT display will change automatically when the Paytable is converted.

### **Denomination Conversion**

These areas of the machine are involved in a Denomination conversion.

- Machine Configuration**
- Denomination Decal**
- Toplight**
- Coin In**
- Coin Out**

How the machine is configured, determines which, if not all five, of the areas listed above will be converted.

#### **Machine Configuration**

This area is where the machine's denomination is set. The denomination of the machine can only be changed with a Master Reset.

#### **Denomination Decal**

If the denomination is changed, the Denomination Decal on the Functional Button panel must be changed accordingly.

#### **Toplight**

If the machine is configured with a Toplight that indicates the machines denomination, the Toplight cover or insert must be converted.

## Machine Conversion Guide Lines (continued)

### Coin In

If the machine is configured with a Coin Validator, these three areas of the Coin In must be converted.

Coin Entry Coin Geometry  
Coin Sorting Coin Geometry  
Coin Validator

If a Denomination conversion is completed and the coin size changes, the Coin Entry and Coin Sorting Geometries and the Coin Validator may have to be converted.

### Coin Out

If the machine is configured with a hopper, a Hopper conversion may have to be done if the coin size changes as a result of the Denomination conversion.