



## MODULE 6

MK6-EVMOD-0001

**SETUP AND OPERATIONS  
NEW YORK LOTTERY**

Bally Gaming and Systems

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# Module 2

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## Module 2

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## Setup

### Introduction

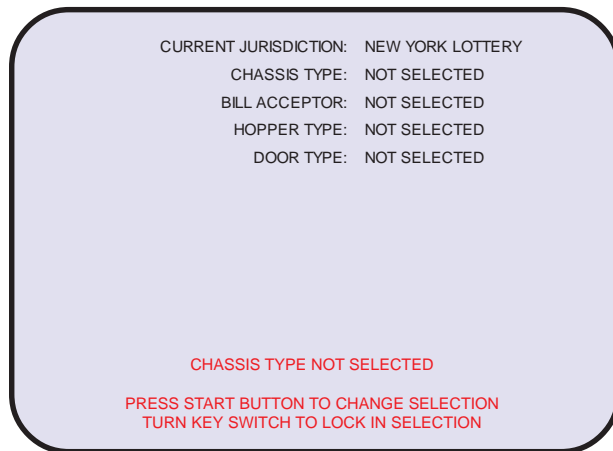
This module describes the configuration and operation of the EVO® video lottery terminal (VLT) built for the New York market.

### SafeRAM™ Clear

Please refer to the SafeRAM™ Clear procedure described in Module 2, Setup and Operation.

### EEPROM Options

After a SafeRAM™ Clear, the EEPROM configuration menu is presented. The jurisdiction, bill acceptor protocol, and payment device are preset and cannot be changed.



*EEPROM Selection*

The configurable options are CHASSIS TYPE and DOOR TYPE. The option for configuration is presented in red text. Scroll through the available selections by pressing the START button. Turn the audit key to select the choice and to advance to the next option.

### Chassis Type

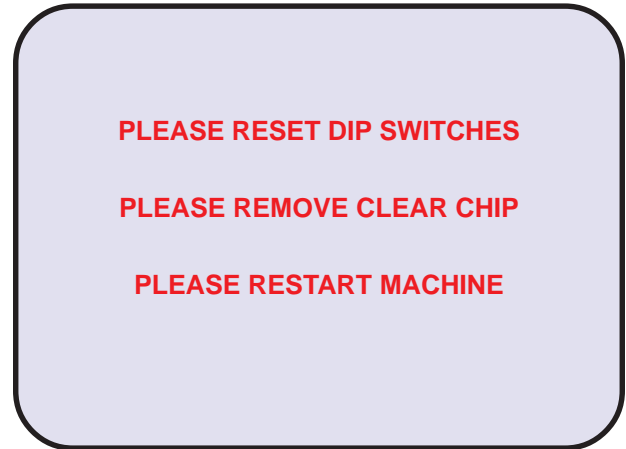
The choices for CHASSIS TYPE are UPRIGHT, BARTOP, or SLANT. The selection determines the graphical image used to display status information when a door is opened. If the machine is bolted to a stand, choose UPRIGHT. If the machine is self-contained in a low-profile cabinet, choose SLANT. Currently, there are no bartops in New York.

### Door Type

The choices for DOOR TYPE are MECHANICAL and PULSED OPTIC. The choices refer to the sensing device used to detect the opening of the main door. Choose PULSED OPTIC.

### One-time Configuration After a SafeRAM™ Clear

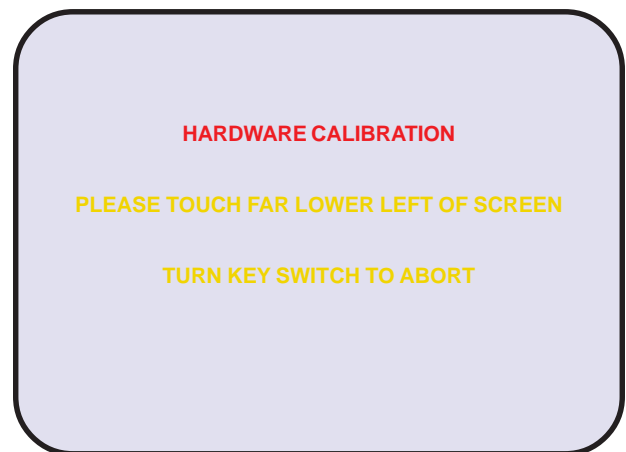
Following a SafeRAM™ Clear, on-screen instructions state that the DIP switches must be reset and the EPROM must be removed.



*SafeRAM™ Clear*

### Touch Screen Calibration

Upon rebooting, a calibration screen displays. Follow the instructions as they appear. The calibration process sets the parameters of the touch screen so that active icons that appear respond properly when they are touched by the Operator or Player.



*Touch Screen Calibration*

When the calibration completes, a "Validating CD ROM Personality" message briefly appears followed by the machine loading the operating system.

## Setup

### Host Registration

Before a VLT is operational, it must be registered with the Host. An unregistered machine displays the following:



VLT Pre-Host Registration

To begin registration, a valid employee card must be inserted into the card reader with the door open. The VLT must be programmed with the following information before it can be registered with the Host system:

- Device Name — Usually the VLT's serial number.
- IP Address — Network address of the VLT within the system.
- Game Options (VLT Game Denomination and Maximum Wager) — VLT game percentage.

The items must be entered in sequence and are accessible through the CONFIGURATION sub menu in the AUDIT menu.

#### Device Name

Touching the DEVICE NAME text icon presents a keyboard to enter a unique name for the VLT. Use the keyboard to enter the serial number of the VLT as it appears on the identification plate. Touch SAVE to enter the number into memory and to automatically return to the AUDIT menu.

#### Host Config

HOST CONFIGURATION presents the opportunity to enter five required addresses for the VLT to communicate with the Host. Each address is divided into four icons (octets) of three numbers each. Touch the icon for the group to present a keypad to enter three numbers of the IP ADDRESS. The UDP port number represents the port that the directory service listens on.

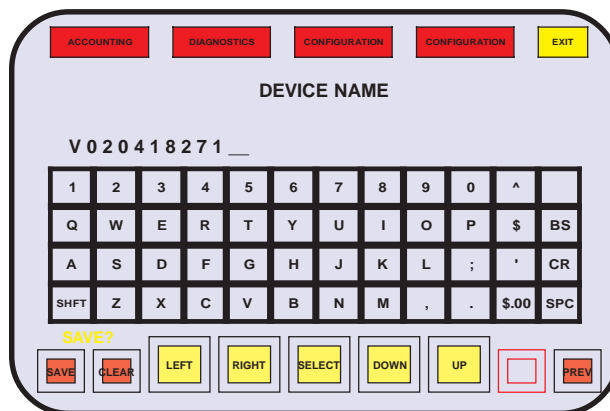
When the complete IP ADDRESS is entered, the addresses for BROADCAST ADDRESS, DEFAULT GATEWAY, SUBNET MASK, and UDP PORT fill automatically.

Touch any number group to edit the address, or touch PREV to save the addresses and return to the AUDIT menu.

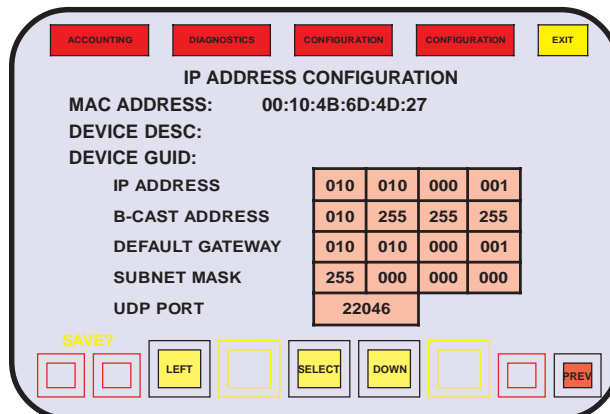
#### Game Options (VLT Game Denomination and Maximum Wager)

The GAME OPTIONS (GAME DENOMINATION AND MAXIMUM WAGER) sub menu displays the available games, the payback percentage, and the denomination.

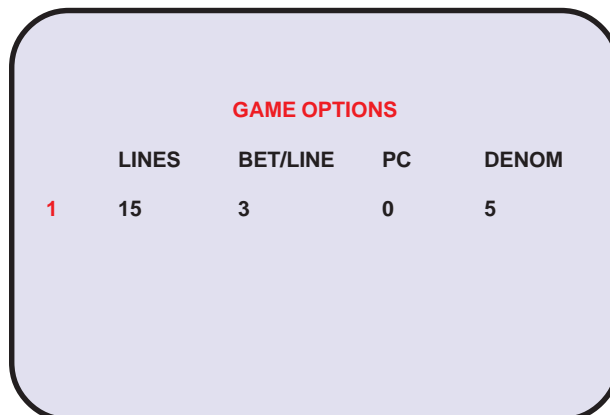
After selecting the correct denomination and percentage, touch PREV to proceed.



Device Name



Host Config



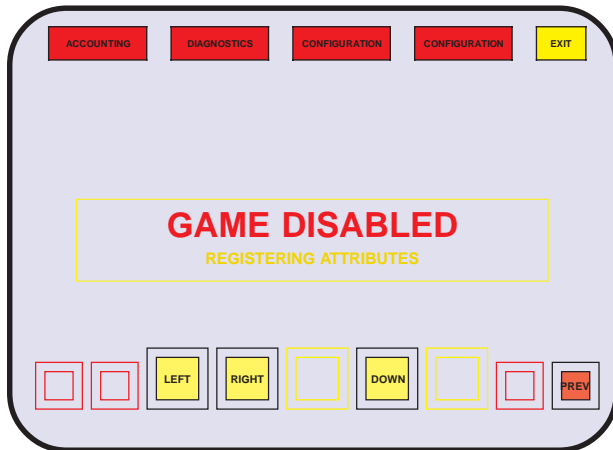
Game Options



## Setup

### Registering Attributes

To finalize HOST REGISTRATION, remove the employee card from the card reader. The registration process automatically begins. The following status screen displays the machine's progress.



*Registering Attributes*

Each step in the process displays as it is performed. Some steps take substantial time while others pass so quickly they appear invisible. The steps are as follows:

- Initializing Proxy
- Requesting Guid
- Requesting Service
- Requesting Connection
- Registering Instance
- Registering Attributes
- Registering Commands
- Registering Notifications
- Registering Games
- Registering Denomination
- Register Progressive
- Getting Attributes
- Setting Attributes
- Requesting to Play

#### Initializing Proxy

The IOP is initializing the communications channel with the Pentium® PC assembly. The message should appear briefly, if at all.

#### Requesting Guid (Gaming Unit Identification)

The VLT is requesting the gaming unit ID from the server. This message should display briefly, if at all, and is requested only after a SafeRAM™ Clear.

#### Requesting Service

The VLT is requesting server information from the directory service. This message displays initially for all registrations. If the message remains, the directory service is not responding. While this message appears, the Player can cash out by receiving an offline voucher.

#### Requesting Connection

The VLT is attempting to connect with the server. This message should appear briefly, if at all.

#### Registering Instance

The VLT is attempting to register with the server. This message displays briefly.

#### Registering Attributes

The VLT is registering all attributes. This should display only for an initial registration after a SafeRAM™ Clear.

#### Registering Commands

The VLT is registering commands. This should display only for an initial registration after a SafeRAM™ Clear.

#### Registering Notifications

The VLT is registering all notifications. This should display only for an initial registration after a SafeRAM™ Clear.

#### Registering Games

The VLT is registering game decks (line and bet combinations). This should display for all registrations. Games have from two up to 75 decks.

#### Registering Denomination

The VLT is registering the credit value with the Host. This should display briefly for all registrations. Only a single denomination is registered for each game.

#### Register Progressive

The VLT is registering a progressive pool. This should display briefly for all registrations where the game includes a progressive win.

#### Getting Attributes

The VLT is receiving from the Host the attributes just registered. This should display for all registrations.



## Setup

### Registering Attributes (cont.)

#### Setting Attributes

The VLT is setting the current value of attributes it controls. This should display for all registrations.

#### Requesting to Play

The VLT is requesting all game information from the Host. This process may take substantial time, especially when a new machine is being registered.

A registered machine displays the following screen while the main door is open.



*Requesting to Play*

A door status icon appears while any cabinet door is open.

Note: A door opened with an invalid employee card will cause an "Unauthorized Access" message.



The following is the game screen with all doors closed and with credit available for wagering or cashing out.



*Credits Available*



*Printing Cash Ticket*

Pressing COLLECT causes a cash ticket to print for the value of the cash meter. The following image shows the cash out screen while a voucher is printing.

### Playing a Game

At least one credit must be wagered to play a game. The EVO® VLT offers a variety of ways to place wagers. The variety accommodates the large library of games available. Interchangeable player panels provide a variety of buttons matching the game's theme, as well as active screen icons to provide convenient methods of playing a game.

Wagers are deducted from the available cash credit and shown in the game's bet display. The available cash credit for wagering can be increased by placing bills into the bill acceptor. Depending upon the game's theme, the bet can be distributed among multiple pay lines. Help screens are available with payment schedules (pay tables) and instructions for playing the game. Some games have the Audio Assist™ feature to guide a sight-impaired Player with voice prompts.

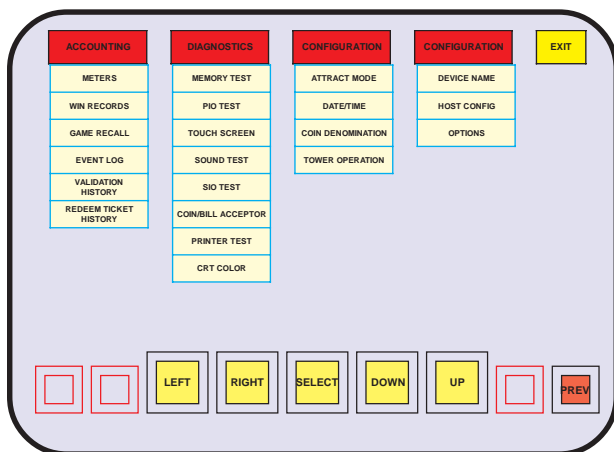
Winning combinations are highlighted, and the win is added to the cash meter. The value shown in the cash meter can either be wagered, or collected as a cash voucher.





## Audit Menu

The AUDIT menu displays all accounting, diagnostic, and game configuration selections. It consists of three sub menus: ACCOUNTING, DIAGNOSTICS, and CONFIGURATION.



Audit Menu

The EVO® VLT responds to touching the icon or menu selection. The choice activates when the finger lifts from the touch screen.

Insert the employee card and open the main door to display the following screen:



Main Door Screen

Turn the audit key switch to display AUDIT menu. Please refer to Module 2, Setup and Operations for more information.



**Note:** The AUDIT menu only displays when the cash meter is \$0. If credit is available, only ATTRACT MODE appears in the menu.



Main Door Screen with Employee Card Inserted

## Accounting

The EVO® VLT records and stores accounting information in electromechanical counters and electronic meters.

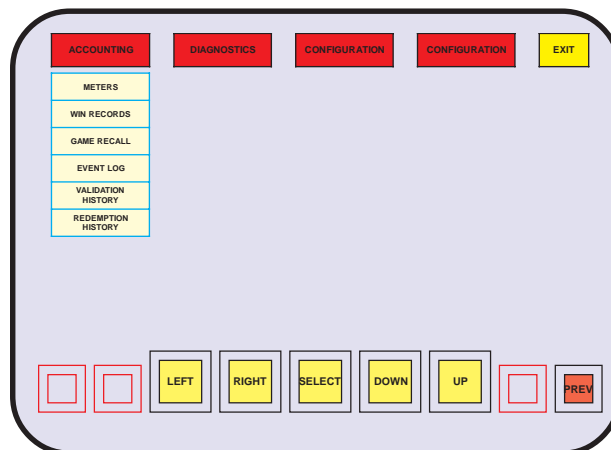
### Electromechanical Meters

Electromechanical meters are located inside the machine's cabinet. The meters are numbered one through five, however only three are used. The meters labels are TOTAL IN, TOTAL OUT and DROP. Other meters that may be installed are ATTENDANT PAID, BILL CREDITS and SUPER JACKPOTS (highest winning jackpot).

### Accounting Sub Menu

The ACCOUNTING sub menu provides access to all counters, records, and GAME RECALL.

Touch the text icon of each sub menu to enter.



Accounting Sub Menu

# Accounting

## Meters

There are multiple screens of bookkeeping information available under the METERS sub menu. The information presented depends upon the programs installed in the machine.

*Bookkeeping and Event Counters*

Touching METERS presents the first of five accounting screens. The accounting information includes TOTAL IN, TOTAL OUT, TOTAL DROP, TOTAL BILL ACCEPTOR, PROGRESSIVE JACKPOT, JACKPOTS and BILL DROP. Also included are maintenance counters for GAME FAILURES, MACHINE RESETS AND TIMESTAMPS, DOOR ACCESSES and LAST ACCESSES. Resets and door accesses have the date and time of the last occurrence.

Touch NEXT to view the bill acceptor transactions. The accepted bills and vouchers are totaled and categorized by denomination. A group of totals reset to zero when the stacker is removed. A record is kept of the last 10 bills that includes the time and date of acceptance.

*Bill Acceptor Transactions*

Touch NEXT to view the record of vouchers accepted and dispensed by the machine. The totals are divided into items currently in the bill acceptor, and cumulative totals. The values for the items currently in the bill acceptor (stacker) zero when the stacker is removed.

| - Revised, || - New

*Voucher Transactions*

Touch NEXT for game activity. A review of all money wagered for a game and the number of times the game has been played is available for all installed games.

*Game Activity*

Touch NEXT for GAME INFORMATION. The game identification number (SMI) game description and total amount wagered on each game is presented.

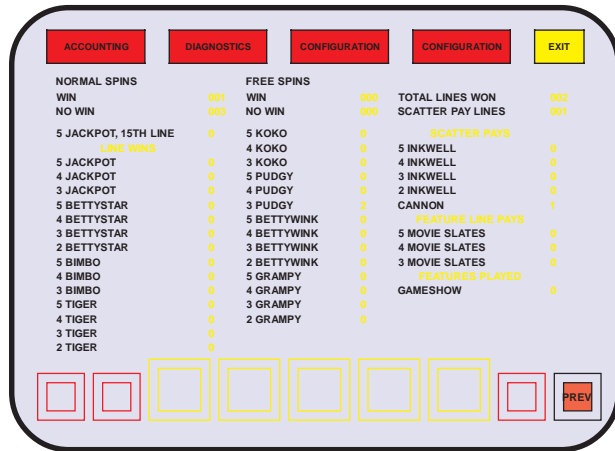
*Game Information*



# Accounting

## Win Records

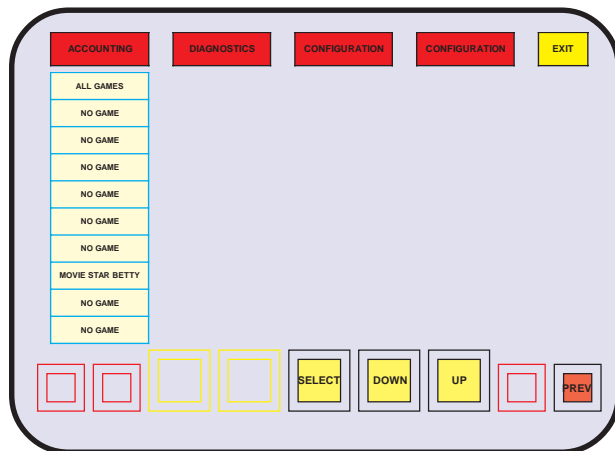
Selecting WIN RECORDS presents a listing of possible results, along with the number of occurrences.



Win Records

## Game Recall

Selecting GAME RECALL presents a sub menu of installed games. The first item in the menu is the category ALL GAMES. The display includes the date and time of the event.



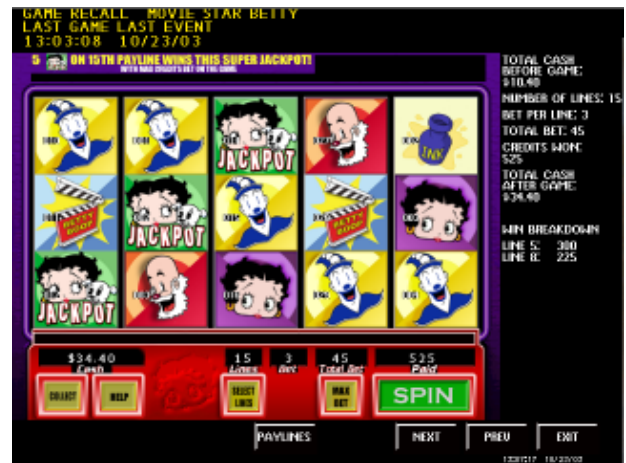
Game Recall Sub Menu

### ALL GAMES

Fifty events in occurrence order are available for review. The display includes the date and time of the event. An "event" is a completed game or collect. NEXT and PREV allow scrolling through the events.

### SELECTED GAME

All the details of transpired games can be reviewed. The details include the value of the cash meter before and after the game, the amount wagered, the amount won and the final outcome of the game.

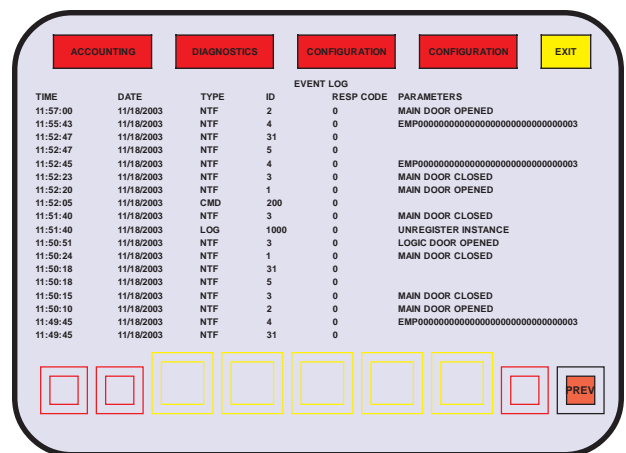


Game Recall — Last Game Last Event



## Event Log

A record of recent events transmitted to the Host is maintained in the EVENT LOG. Events, such as opening the main or logic door, are recorded with the time, date and other information.

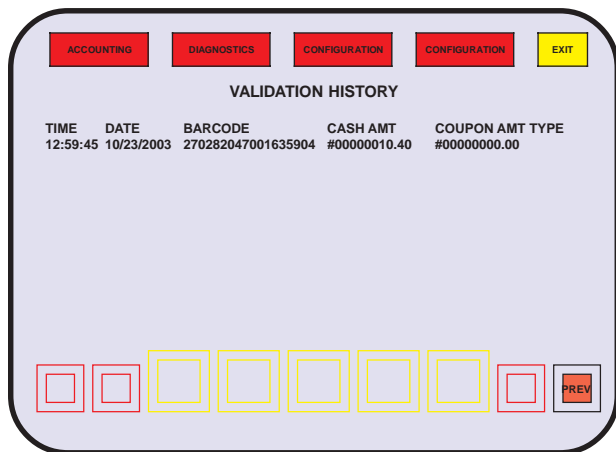


Event Log

## Accounting

### Ticket Validation History

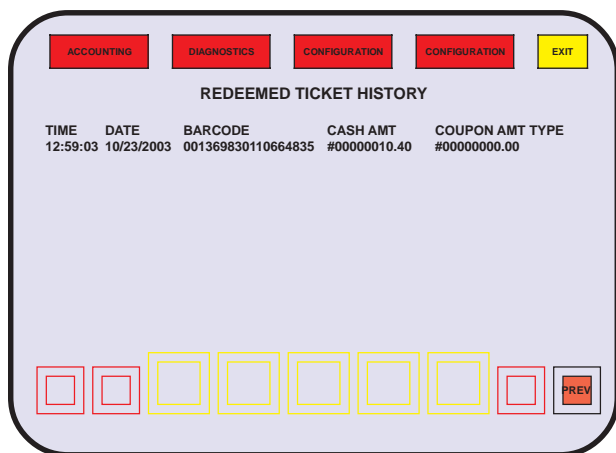
The TICKET VALIDATION HISTORY is a display of the last 35 vouchers dispensed the machine.



*Ticket Validation History*

### Redeemed Ticket History

REDEEMED TICKET HISTORY is a display of the last 35 vouchers dispensed by the machine.

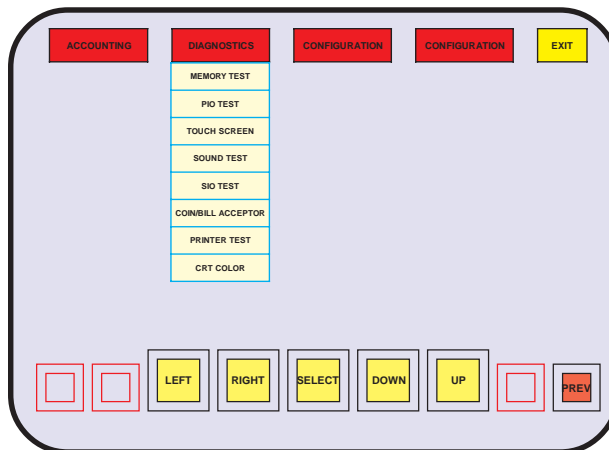


*Redeemed Ticket History*

## Diagnostics

The DIAGNOSTICS sub menu has text icons to access MEMORY TEST, PIO TEST, TOUCH SCREEN, SOUND TEST, SIO TEST, COIN/BILL ACCEPTOR, PRINTER TEST and CRT COLOR.

For information on these settings, please refer to Module 2, Setup and Operations.

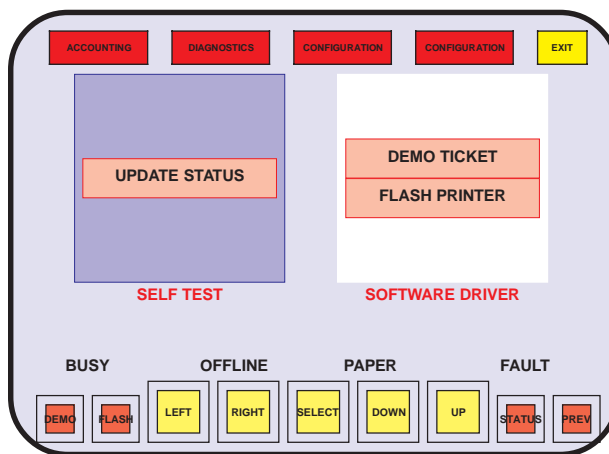


*Diagnostics Sub Menu*

### Printer Test

The PRINTER TEST provides a display of the printer's control line status and the ability to print a test document.

The PRINTER TEST screen also provides access to the printer's EEPROM to "flash" the printer's memory with the current printer software.



*Printer Test*

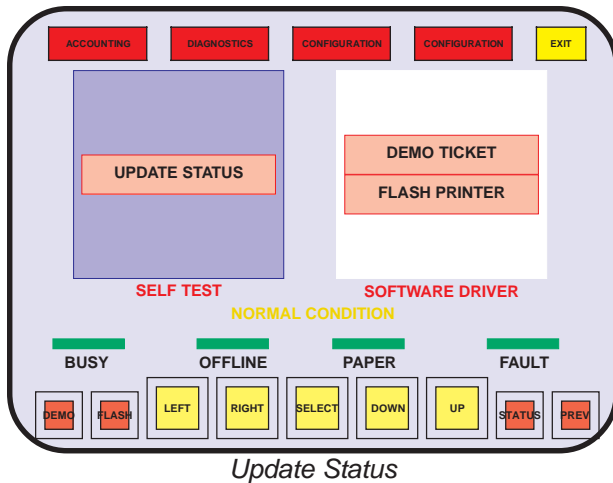
### Update Status

Touching UPDATE STATUS displays the printer status indicators. A functioning printer displays status text "normal condition," and each control line indicator (Busy, Offline, Paper, and Fault) displays green. Red bars indicate errors.



## Diagnosics

### Printer Test (cont.)



#### Demo Ticket

A test ticket can be printed by touching the DEMO TICKET.

#### Flash Printer

The printer's memory contains driver software required for communication. Touching FLASH PRINTER downloads driver software to the printer. The function must be performed when software is upgraded, or when the printer is replaced.

### Error Messages

#### Registration Failed

The VLT is unable to complete a valid registration because at least one of the registration processes failed. Recovery may be available by removing and reinserting the employee card to restart registration.

#### Validate Voucher Failure

The VLT is unable to validate a voucher presented to the machine because the server responded with a failure condition. The voucher should be rejected.

#### Begin Session Cash Failed

The VLT is unable to initiate a new session after processing a currency transaction. The bill will have been stacked by the bill acceptor and its value displayed. An Attendant will need to refund the value of the bill just inserted.

#### Begin Session Voucher Failed

The VLT was is unable to initiate a new session after processing a voucher. The voucher will have been stacked and its value displayed. An Attendant will need to refund the value of the voucher just inserted.  
NEW YORK LOTTERY

#### Begin Session Failed

The VLT is unable to load session information after re-registration.

#### Credit Cash Failed

The VLT is unable to add credit to the cash meter from a bill. The bill will have been stacked and its value displayed. An Attendant needs to refund the value of bill just inserted.

#### Credit Voucher Failed

The VLT was unable to add credit to the cash meter from a voucher. The voucher will have been stacked and its value displayed. An Attendant needs to refund the value of the voucher just inserted.

#### Session Balance Error

The VLT and the Host have different totals for currency or vouchers. The error can be resolved only by setting the VLT to match the Host.

#### Game Malfunction

The VLT is unable to complete a game. The error can be caused by a Host failure, or by a failure by the VLT in presenting the game. The bet will be returned to the Player.

#### Voucher Printed-Failed

The VLT is unable to change the status of a recently printed voucher from created to issued. The issued voucher is not valid, and is rejected if inserted into any VLT.

#### End Session Failed

The VLT is unable to terminate the session upon the Player attempting to collect. The value of available credit should remain, and the VLT should be able to initiate another session.

#### Set Attribute Failure

The VLT is unable to set the value of an attribute.

#### Player Logoff Failure

A Player is not successfully logged off the VLT.

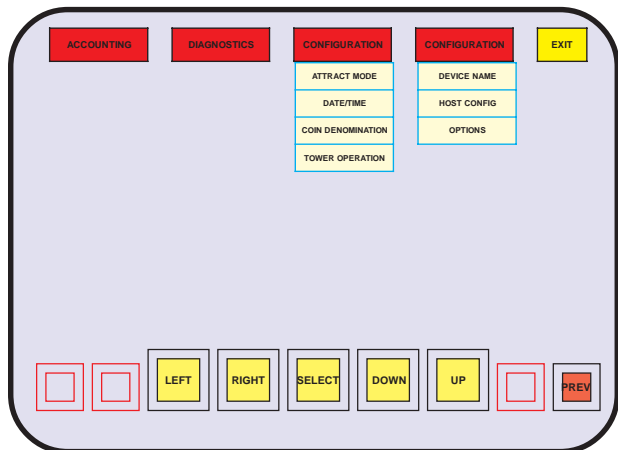
#### Locked Checksum Failure

The checksum reported by the VLT to the Host does not match the value computed by the Host.



## Configuration

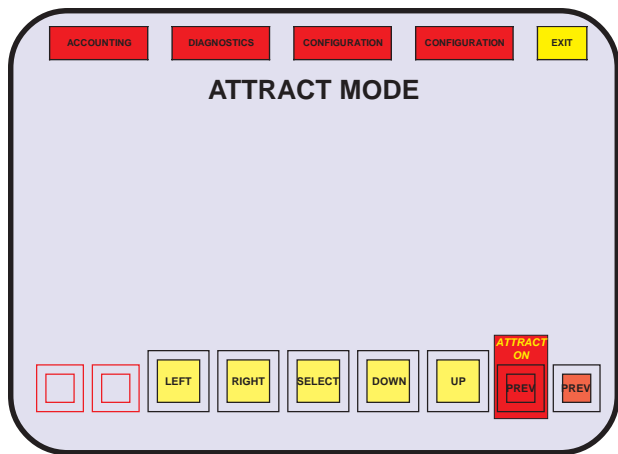
The CONFIGURATION sub menu has text icons to access ATTRACT MODE, DATE/TIME setting, COIN DENOMINATION setup, and TOWER OPERATIONS; as well as the three Host registration configuration items as described in SETUP — HOST REGISTRATION (page 6-6).



*Configuration Sub Menu*

### Attract Mode

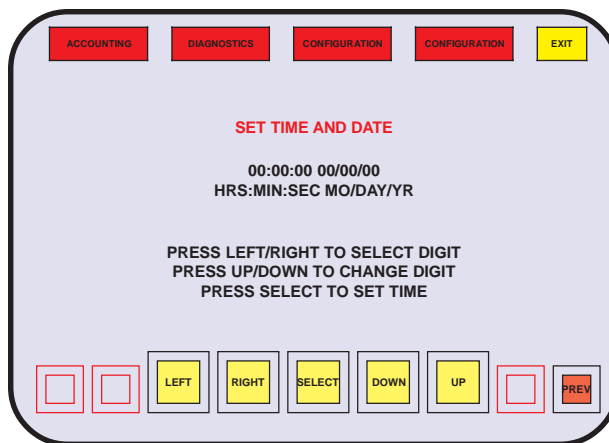
The attract feature can be turned ON or OFF. If the feature is ON, and there is no credit in the cash meter, the VLT enters an attract mode after two minutes of inactivity. The attract feature varies with each installed game. See Module 2, Setup and Operations for more information.



*Attract Mode*

### Date/Time

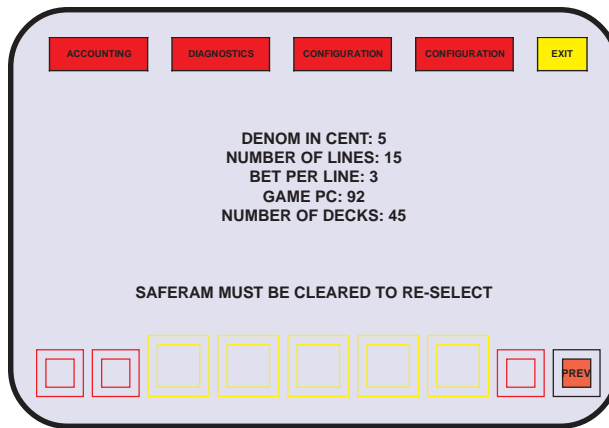
GAME RECALL and other records include a date and time stamp, which is automatically configured by the Host. The correct date and time assures accurate information when reviewing the records. Attempts to manually configure the date and time may result in a game malfunction.



*Date and Time*

### Coin Denomination

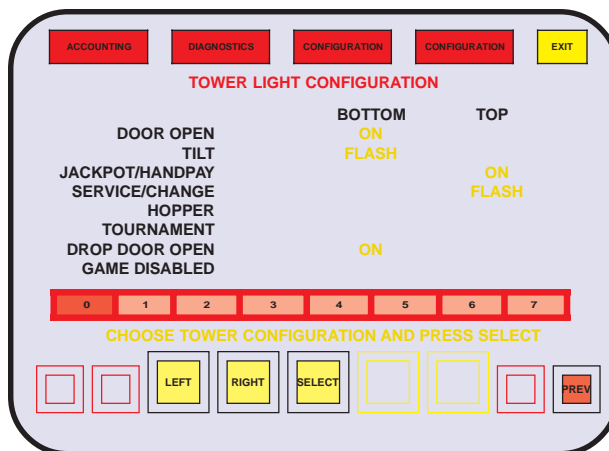
The machine's denomination can only be set immediately following a SafeRAM™ Clear. The current selection can be viewed, however, by touching COIN DENOMINATION in the CONFIGURATION sub menu.



*Coin Denomination*

### Tower Operation

The VLT supports two-tier towers, and defaults to setting 0. Attempts to select any other configuration setting may result in a game malfunction.



*Tower Light Configuration*