

IGT S + SLOT MACHINE PSRs & TESTS SIMPLIFIED

These are Option Sheets should simplify reading the PSR (Program Summary Report) and tests that can be preformed. It is intended for a quick reference for rookies and noobies home use, and is not intended to be a technical manual by any means. (Wrote by a rookie for rookies) These Option Sheets are self-explanatory, with a brief description, for further information see your PSR for that game chip or appropriate manual.

The brackets around column headings match PSR bracket numbers, which indicate in which window the numbers are displayed.

" " indicate flashing numbers in a window of Coins Played, Credits or Winner Paid.

When viewing pages 2, 3 and 4 by pushing the self-test switch, (Self, Input & Output tests) they will have their own pages within each group of tests by turning the jackpot key. Some PSRs like SP874 do not have a listing of the pages within that group. Check other PSRs like 1271 or 1274 for a listings of page 2, Self tests, page 3, Input tests and page 4, Output tests. Or you can use the set of test sheets included. These are also simplified with the same format.

Example: Changing the Hopper Limit

If you push the white self-test switch 12 times, you should see a 7 in the coins played window, a 1 in the credit window and a four digit number in the winner paid window, with the rightmost digit flashing. This number you change to the value you want, for the hopper limit. Use the spin reel button to change the currently flashing digit and the jackpot key to move to the next digit. Repeat this until until you have the desired hopper limit. Push the self test button to save and/or to go to the next page. Close and lock door and the machine will reset itself.

Example: Check Bill Acceptor Lights. (Sheet 9)

Push the white self-test switch 4 times to enter Group 3, Page 2 Options (Output Tests), and you should see a 10 in the winner payed window. Turn the jackpot key 14 times and you should see 26 in the winner payed window. Push the reel button and it should light up .(See last page for other Output tests.) Not all tests will show up because of the SP (game chip) or many other factors.

Here is a list of SP option sheets made, each sheet is made to enter your own options, (in pencil if you want to change later) game/reel numbers, denominations, page 7 options, other SP you may have, reel strip sequence and reel glass color. You can make your sheets own by these examples.

SP 1274 is for type 2 Haywire and Type 21 Haywire Deluxe games.

SP 1271 is for type 0,1,4,5 and 19 games.

SP1306 is for type 23 Triple Dollar w/ Mystery Reel Action and Double Wild games.

SP 874 is for type 3 Volcano and type 6 Tidal Wave games.

SP 731 is for type 0,1,4,5 and 12 games.

Some SP will allow you to use Bet One Credit button instead of turning Jackpot key (older SP).

There are a total of 11 sheets of Options and Tests, any suggestions welcome.

r273 Resident Rookie

SP 1271 OPTIONS FOR GAME _____ TYPE _____

*	<COINS PLAYED>	{CREDITS}	[WINNER PAID]	BRIEF EXPLANATIONS
1.	(Group 1, Communications Options)	0		0=No communication (See PSR accounting/ Communications, not used for home use)
2.	0 (Group 2, Page 0 Options)	1	2	Self Tests. See sheet 7 for list of options, turn jackpot key to access.
3.	1 (Group 3, Page 1 Options)		10 1	Input Tests. See sheet 8 for list of options, turn jackpot key to access
4.	2 (Group 3, Page 2 Options)		10	Output Tests. See sheet 9 for list of options, turn jackpot key to access.
5.	(Sound Tests)		50	Turn jackpot key to select sound, press Spin.
6.	8 (Digital Display)	8888	8888	Show all digits are working.
7.	"0" (Display Test)	"0"1"2"4"8"	"0"1"2"4"8"	Flashes as it is displayed. " " = Flashing No.
8.	3 (Hopper Test)		0	Status OK. (See PSR for 10 coins count test)
9.	4 (Paytable Tests)	"1271" " ____ " Game/Reel	" "" ____ " Type/ Strip #	(Game/Reel, Game type and first two digits of the reel-strip. Numbers flash alternately)
10.	5 (Reel-Strip Test)			(See PSR for viewing physical reel stops)
11.	6 (Denomination Display)	_____ (Fill In)		SET090 chip required for 1 cent (Can use others for 5 cents and above)
12.	7 (Hopper Limit)	1	_____ (Fill In)	Determines when hand-pays & hopper pays occur after selected amount is reached. See PSR
13.	7 (Lower Jackpot Limit)	2	_____ (Fill In)	Any win over the set amount, will go into hand-pay. Locks up, no credits accumulated.
14.	7 (Credit Limit)	3	_____ (Fill In)	Max. amount of credits that can be accumulated.
15.	7 (Upper Jackpot Limit)	4	_____ (Fill In)	Not displayed if jackpot to credit is disabled.
16.	7 (Bill Acceptor Credit Limit)	5	_____ (Fill In)	Max. amount of credit, bill acceptor will take.
17.	8 (Partial Pay Amount)		_____ (Fill In)	Max. number of coins from hopper before hand-pay occurs. 0000 = None.
18.	"1" (Standalone Progressive #1)		00	(See PSR)
19.	"0" "9" (Standalone Progressive #2)		0 0	(See PSR)

*Number of times you push the white self test switch, (called page numbers) beside or behind main power switch. Other SP's that can be used_____,_____,_____. (Older SP's have less page 7 and other options)
 Reel strip #1 _____ #2 _____ #3 _____ (Left to right, the last three digits) or all the same _____
 Reel glass color: _____

SP 1274 OPTIONS FOR GAME _____ TYPE _____

*	<COINS PLAYED>	{CREDITS}	[WINNER PAID]	BRIEF EXPLANATIONS
1.	(Group 1, Communications Options)	0		0=No communication (See PSR accounting/ Communications, not used for home use)
2.	0 (Group 2, Page 0 Options)	1	2	Self Tests. See sheet 7 for list of options, turn jackpot key to access.
3.	1 (Group 3 , Page 1 Options)		10 1	InputTests. See sheet 8 for list of options, turn jackpot key to access.
4.	2 (Group 3, Page 2 Options)		10	Output Tests. See sheet 9 for list of options, turn jackpot key to access.
5.	(Sound Tests)		50	Turn jackpot key to select sound, press Spin.
6.	8 (Digital Display)	8888	8888	Show all digits are working.
7.	"0" (Display Test)	"0"1"2"4"8"	"0"1"2"4"8"	Flashes as it is displayed. " " = Flashing No.
8.	3 (Hopper Test)		0	Turn jackpot key, 10 coins drop out.
9.	4 (Paytable Tests)	" " " " " (Type Strip#)	"1274"" ____ " Game/Reel	(Game/Reel, Game type and first two digits of the reel-strip. Numbers flash alternately)
10.	5 (Reel-Strip Test)			(See PSR for viewing physical reel stops)
11.	6 (Denomination Display)	_____ (Fill In)		SET090 chip required for 1 cent (Can use others for 5 cents and above)
12.	7 (Hopper Limit)	1	_____ (Fill In)	Determines when hand-pays & hopper pays occur after selected amount is reached. See PSR
13.	7 (Lower Jackpot Limit)	2	_____ (Fill In)	Any win over the set amount, will go into hand-pay. Locks up, no credits accumulated.
14.	7 (Credit Limit)	3	_____ (Fill In)	Max. amount of credits that can be accumulated.
15.	7 (Upper Jackpot Limit)	4	_____ (Fill In)	Not displayed if jackpot to credit is disabled.
16.	7 (Bill Acceptor Credit Limit)	5	_____ (Fill In)	Max. amount of credit, bill acceptor will take.
17.	8 (Partial Pay Amount)		_____ (Fill In)	Max. number of coins from hopper before hand-pay occurs. 0000 = None
18.	"1" (Standalone Progressive #1)		00	(See PSR)
19.	"0" "9" (Standalone Progressive #2)		0 0	(See PSR)

*Number of times you push the white self test switch, (called page numbers) beside or behind main power switch.
 Other SP's that can be used_____,_____,_____. (Older SP's have less page 7 and other options)
 Reel strip #1_____#2_____#3_____ (Left to right, the last three digits) or all the same_____
 Reel glass color:_____

*	<COINS PLAYED>	{CREDITS}	[WINNER PAID]	BRIEF EXPLANATIONS
1.	(Group 1, Communications Options)	0		0=No communication (See PSR accounting/Communications, not used for home use)
2.	0 (Group 2, Page 0 Options)	1	2	Self Tests. See Sheet 7 for list of options, turn jackpot key to access.
3.	1 (Group 3 , Page 1 Options)		10 1	Input Tests. See sheet 8 for list of options, turn jackpot key to access.
4.	2 (Group 3, Page 2 Options)		10	Output Tests. See sheet 9 for list of options, turn jackpot key to access.
5.	(Sound Tests)		50	Turn jackpot key to select sound, press Spin.
6.	8 (Digital Display)	8888	8888	Show all digits are working.
7.	"0" (Display Test)	"0"1"2"4"8"	"0"1"2"4"8"	Flashes as it is displayed. " " = Flashing No.
8.	3 (Hopper Test)		0	Turn jackpot key, 10 coins drop out.
9.	4 (Paytable Tests)	"1306" " " " Game/Reel	"23" " " " (Type Strip #)	(Game/Reel, Game type and first two digits of the reel-strip. Numbers flash alternately)
10.	5 (Reel-Strip Test)			(See PSR for viewing physical reel stops)
11.	6 (Denomination Display)	(Fill In)		SET090 chip required for 1 cent (Can use others for 5 cents and above)
12.	7 (Hopper Limit)	1	(Fill In)	Determines when hand-pays & hopper pays occur after selected amount is reached. See PSR
13.	7 (Lower Jackpot Limit)	2	(Fill In)	Any win over the set amount, will go into hand-pay. Locks up, no credits accumulated.
14.	7 (Credit Limit)	3	(Fill In)	Max. amount of credits that can be accumulated.
15.	7 (Upper Jackpot Limit)	4	(Fill In)	Not displayed if jackpot to credit is disabled.
16.	7 (Bill Acceptor Credit Limit)	5	(Fill In)	Max. amount of credit, bill acceptor will take.
17.	8 (Partial Pay Amount)		(Fill In)	Max. number of coins from hopper before hand-pay occurs. 0000 = None.
18.	"1" (Standalone Progressive #1)		00	(See PSR)
19.	"0" "9" (Standalone Progressive #2)		0 0	(See PSR)

*Number of times you push the white self test switch, (called page numbers) beside or behind main power switch. Other SP's that can be used_____,_____,_____. (Older SP's have less page 7 and other options)
 Reel strip #1 _____ #2 _____ #3 _____ (Left to right, the last three digits) or all the same _____
 Reel glass color: _____

SP 874 OPTIONS FOR GAME _____ TYPE _____

*	<COINS PLAYED>	{CREDITS}	[WINNER PAID]	BRIEF EXPLANATIONS
1.		0		0=No communication (See PSR accounting/ Communications, not used for home use)
2.	0		0 "0"	See PSR. Displayed only if the communication type is SAS. (Slot Accounting System by IGT.)
3.	0 (WAMM/CCOM & Self Test Options)		5 1	(See PSR for WAMM/CCOM options.) Push Change button to access option.) (See sheet 11 for Self Test Options.
4.	1 (Input Test Options)		10 1	Input Test. See sheet 8 for list. Push change button to access options. (List on newer PSRs)
5.	2 (Output Test Options)		10	Output Tests. See sheet 9 for list. Push change button to access options (List on newer PSRs)
6.	(Sound Tests)		50	Push Change button to select sound. Press Spin.
7.	8 (Digital Display)	8888	8888	Show all digits are working.
8.	"0" (Display Test)	"0"1"2"4"8"	"0"1"2"4"8"	Flashes as it is displayed. " " = Flashing No.
9.	3 (Hopper Test)		0	Turn jackpot key, 10 coins drop out.
10.	4 (Pay Table Tests)	" " " " " (Type Reel #)	<u>0874</u> (Game)	(Game type and digits of the reel-strip number. Numbers flash alternately. This SP is for type 3 or 6 only. (See PSR)
11.	5 (Reel-Strip Test)			(Verifies that the symbols appearing on the reels are correct and that the reel spins to the correct stops)
12.	6 (Denomination Display)	_____ (Fill In)		SET015 chip required. (Can use others)
13.	7 (Maximum Hopper Pay)		_____ (Fill In)	Programmable, only if DIP switch 1&2 are on. Determines the maximum number of coins that are paid out of hopper. (See PSR)
14.	7 (Bill Acceptor Credit Limit)	_____ (Fill In)		Programmable only for bills to credit if dip switch 4 is OFF, when using SP 562. Max amount of credit bill acceptor will take.
15.	8 (Partial Pay Section)	000"0"	8	Max. number of coins from hopper before hand-pay occurs. 0000 = None
16.	"1" (Standalone Progressive #1)		0 "0"	(See PSR)
17.	"0" "9" (Standalone Progressive #2)		0 0	(See PSR)

*Number of times you push the white self test switch, (called page numbers) beside or behind main power switch.

Other SP's that can be used_____,_____,_____. (Older SP's have less page 7 and other options)

Reel strip #1_____#2_____#3_____ (Left to right, the last three digits) or all the same_____

Reel glass color:_____

If using SP874 change DIP switch # 10 on BV 200 for bills to credit. (some older SP you may have to do the same)

SP 731 OPTIONS FOR GAME _____ TYPE _____

* 1.	<COINS PLAYED>	{CREDITS}	[WINNER PAID]	BRIEF EXPLANATIONS
1.		0		0=No communication (See PSR accounting/ Communications, not used for home use)
2.	0		0 "0"	See PSR. Displayed only if the communication type is SAS. (Slot Accounting System by IGT.)
3.	0 (WAMM/CCOM & Self Test Options)		5 1	(See PSR for WAMM/CCOM options.) Push Change button to access option.) (See sheet 12 for Self Test Options.
4.	1 (Input Test Options)		10 1	Input Test. See sheet 8 for list. Push change button to access options. (List on newer PSRs)
5.	2 (Output Test Options)		10	Output Tests. See sheet 9 for list. Push change button to access options (List on newer PSRs)
6.	(Sound Tests)		50	Push Change button to select sound. Press Spin.
7.	8 (Digital Display)	8888	8888	Show all digits are working.
8.	"0" (Display Test)	"0"1"2"4"8"	"0"1"2"4"8"	Flashes as it is displayed. " " = Flashing No.
9.	3 (Hopper Test)		0	Turn jackpot key, 10 coins drop out.
10.	4 (Pay Table Tests)	<u>0731</u> (Game)	" " " " (Type Reel #)	(Game type and digits of the reel-strip number. Numbers flash alternately. For game type 0,1,4, 5 and 12. (See PSR)
11.	5 (Reel-Strip Test)			(Verifies that the symbols appearing on the reels are correct and that the reel spins to the correct stops) Push Spin Reel for each stop
12.	6 (Denomination Display)	_____		SET015 chip required. (Can use others)
13.	7 (Maximum Hopper Pay)		_____	Programmable, only if DIP switch 1&2 are on. Determines the maximum number of coins that are paid out of hopper. (See PSR)
14.	7 (Bill Acceptor Credit Limit)	_____		Programmable only for bills to credit if dip switch 4 is OFF, when using SP 562. Max amount of credit bill acceptor will take.
15.	8 (Partial Pay Section)	000"0"	8	Max. number of coins from hopper before hand-pay occurs. 0000 = None
16.	"1" (Standalone Progressive #1)		0 "0"	(See PSR)
17.	"0" "9" (Standalone Progressive #2)		0 0	(See PSR)

*Number of times you push the white self test switch or Bet One Credit button.

Other SP's that can be used _____, _____, _____. (Older SP's have less page 7 and other options)

Reel strip #1 _____ #2 _____ #3 _____ (Left to right, the last three digits) or all the same _____

Reel glass color: _____

If using SP731 change DIP switch # 10 on BV 200 for bills to credit. (some other SP you may have to do the same)

GROUP 2, PAGE 0 OPTIONS (SELF TESTS)

No credits on machine. Press white test button 2 times to enter.
Turn jackpot key for each page. Push Spin Reel button to change.

*	<COINS PLAYED>	{CREDITS}	[WINNER PAID]	BRIEF EXPLANATIONS
	0 Reel Spin Sounds	1	2	Stop sound only {0} Reel-spin tones and stop sounds {1}
1.	0 (Credit Mode)	1	5	No credit {0} Player-initiated On {1} Off {2}
2.	0 (Mechanical Bell)	0	6	Rings jackpot only {0} Rings all pays {1}
3.	0 (Drop-Door Switch)	0	7	On {1} Off {0}
4.	0 (Bill Acceptor Pay Mode)	0	8	Set chip required, Player-initiated {0} Bills to credit {1} Pays from hopper {2}
5.	0 (Bill Acceptor Display)	1	9	Set chip required. On {1} Off {0}
6.	0 (Coupon or EFT Display)	0	11	Set chip required. On {1} Off {0}
7.	0 (Hand-Pay Display)	1	13	On {1} Off {0}
8.	0 (Bill Acceptor Tilt)	0	16	No tilt {0}, Soft tilt {1}, Hard tilt {2}, see PSR
9.	0 (Country Code Display)	37	30	Set chip required, USA {37} Canada {7}
10.	0 (Progressive Selection Display)	0	31	Set chip required, Off {0} Secondary-level Link {1} Stand-alone {2} Secondary-level Stand-alone {3} Primary-level Stand-alone {4}
11.	0 (Partial Pay Top Award)	1	34	On {1} Off {0}
12.	0 (Progressive Lever Display)	1	35	Set chip required, one level {1} two levels {2}
13.	0 (Max Bet Autospin)	1	39	Spins when you hit max bet On {1} Off {0}
14.	0 (Jackpot to Credit Display)	0	43	Set chip required, Off {0} Secondary-level Off {0} SAS Authorizations (See PSR)
15.	0 (Progressive Type Display)	0	60	Set chip required, High/Low {0} Alternating {1} Progressive. (See PSR)
16.	0 (Special Partial Pay)	0	78	Pays out of hopper less than a dollar Off {0} On {1}

*Number of turns of Jackpot Key.
Self Tests may vary from SP to SP.

GROUP 3, PAGE 1 OPTIONS (INPUT TESTS)

Press white test button 3 times to enter. Turn jackpot key for each page.

These tests are usually not required for home use.

*	<COINS PLAYED>	{CREDITS}	[WINNER PAID]	BRIEF EXPLANATIONS
	1 (Coin in A)		10 0	Activated only when coin comparator accepts coin in door-closed game mode; go to coin B input test.
1.	1 (Coin in B)		11 1	Remove the coin comparator and disconnect the comparator harness; drop a coin into the coin path, between the rear encoder-board mounting bracket and the black plastic insert for each optic input
2.	1 (Coin in C)		12 1	(B and C)
3.	1 (Door Closed)		13 0	Close and firmly lower the door locking-bar to its lowest position.
4.	1 (Hopper Coin Out)		14 1	Cover hopper optic with a flat, opaque object to simulate coin.
5.	1 (Hopper Full)		15 0	Ground hopper coin-level probe to hopper chassis
6.	1 (Hopper/Spin Button)		16 0	Press player panel switch or trip handle-spin mechanical switch.
7.	1 (Jackpot Reset Key)		17 0	Turn reset key one time.
8.	1 (Bet One Limit)		20 0	Press bet one credit player switch.
9.	1 (Play Max Credits)		21 0	Press play max credits player switch.
10.	1 (Cash Out)		22 1	Press cash out player switch.
11.	1 (Change Light)		23 0	Press change light switch one time.
12.	1 (Reel Mechanism)		24 1	Disconnect reel harness from J7 motherboard connection
13.	1 (Self Test Button)		25 0	Press self test switch one time.
14.	1 (Card Cage)		26 1	
15.	1 (Bill Acceptor)		27 0 ³	Insert bill into bill acceptor.
16.	1 (Reserved)		30 0	May not show.
17.	1 (Drop Door)		31 0	Completely close the door trap.
18.	1 (Jackpot to Credit Key)		32 1	
19.	1 (Reserved)		33 1	
20.	1 (Reserved)		34 1	
21.	1 (Reserved)		35 1	
22.	1 (Reserved)		36 1	
23.	1 (Reserved)		37 1	
24.	1 (Reel #1)		40 0 ³	Move first reel up (or down) one step and return to position.
25.	1 (Reel #2)		41 1 ³	Move second reel up (or down) one step and return to position.
26.	1 (Reel #3)		42 1 ³	Move third reel up (or down) one step and return to position.
27.	1 (Reel #4)		43 ³	Move fourth reel up (or down) one step and return to position.
28.	1 (Reel #5)		44 ³	Move fifth reel up (or down) one step and return to position.

*Number of turns of Jackpot Key

1 = Circuit or switch is closed

3 = May not apply

0 = Circuit or switch is open

2 = Can be 1 or 2

GROUP 3, PAGE 2 OPTIONS (OUTPUT TESTS)

Press white test button 4 times to enter. Turn jackpot key for each page.

Press Reel Button to Test.

*	<COINS PLAYED>	{CREDITS}	[WINNER PAID]	BRIEF EXPLANATIONS
	2 (Lamps)		00**	Turn on all lamps. May not show on all machines.
	2 (Coin Drop Meter)		10**	Jumps up one for each press of Reel Button.
1.	2 (Coin Out Meter)		11**	Jumps up one for each press of Reel Button.
2.	2 (Coin In Meter)		12**	Jumps up one for each press of Reel Button
3.	2 (B Switch)		13	Only applicable for machines equipped w/ SDS.
4.	2 (Hopper Drive # 2)		14	Has no function in some machines.
5.	2 (Stepper Motor Direct.)		15	Bench-level progressor board test.
6.	2 (Mechanical Bell)		16	Rings each time Reel Button is pressed.
7.	2 (Cancel Credit Meter)		17**	If so equipped.
8.	2 (Payline Light #3)		20	If so equipped.
9.	2 (Payline Light #4)		21	If so equipped.
10.	2 (Payline Light #5)		22	If so equipped.
11.	2 (Payline Light #6)		23	If so equipped.
12.	2 (Door Optics Trans.)		24	Tests door optics.(Use camera LCD screen to view)
13.	2 (Games Played Meter)		25**	If so equipped.
14.	2 (Bill Acceptor Lights)		26	Lights up each time Reel Button is pressed.
15.	2 (Jackpot Coin Meter)		27**	If so equipped.
16.	2 (Reserved Space)		30	May not show up on some machines.
17.	2 (Change Lamp)		31	Lights up each time Reel Button is pressed.
18.	2 (Handle Release)		32	May not show up on some machines.
19.	2 (Coin Diverter)		33	Moves diverter each time Reel Button is pressed
20.	2 (Coin Lockout)		34	May not show up on some machines.
21.	2 (Hopper Drive #1)		35	Has no function in some machines.
22.	2 (Coin Stepper #1)		36	Has no function in some machines.
23.	2 (Coin Stepper #2)		37**	Has no function in some machines.
24.	2 (Stepper Motor Power)		40	Bench-level progressor board test.
25.	2 (Insert Coin Lamp)		41	Lights up each time Reel Button is pressed.
26.	2 (Coin Accepted Lamp)		42	Lights up each time Reel Button is pressed.
27.	2 (Jackpot/HandPayLamp)		43	Lights up each time Reel Button is pressed.
28.	2 (Bet Max. Credit Lamp)		44	Lights up each time Reel Button is pressed.
29.	2 (Bet One Credit Lamp)		45	Lights up each time Reel Button is pressed.
30.	2 (Cashout Credit Lamp)		46	Lights up each time Reel Button is pressed.

*Number of turns of Jackpot Key

**Output test may not appear, depending on game software option.

GROUP 2, PAGE 0 OPTIONS (SELF TESTS for SP731)

No credits on machine. Press white test button 3 times to enter.

Push Spin Reel button to change.

* #	<COINS PLAYED>	{CREDITS}	[WINNER PAID]	BRIEF EXPLANATIONS
	0 (Credit Mode)	1	5	No credit {0} Player-initiated On {1} Off {2}
1.	0 (Mechanical Bell)	0	6	Rings Jackpot only {0} Rings all pays {1}
2.	0 (Drop-Door Switch)	0	7	On {1} Off {0}
3.	0 (Bill Acceptor Pay Mode)	0	8	Set chip required, Player-initiated {0} Bills to credit {1} Pays from hopper {2}
4.	0 (Bill Acceptor Display)	1	9	Set chip required. On {1} Off {0}
5.	0 (Extra Coins In)		10	Payed from hopper {0} Applied to next game {1} (Only if SAS EFT option is enable.)
6.	0 (Coupon or EFT Display)	0	11	Set chip required. On {1} Off {0}
7.	0 (Hand-Pay Display)	1	13	On {1} Off {0}
8.	0 (Bill Acceptor Tilt)	0	16	No tilt {0}, Soft tilt {1}, Hard tilt {2}, see PSR
9.	0 (Unknown)	0000	1111	Unkown Code
10.	0 (Progressive Selection Display)	0	31	Set chip required, Off {0} Secondary-level Link {1} Stand-alone {2} Secondary-level Stand-alone {3} Primary-level Stand-alone {4}
11.	0 (Partial Pay Top Award)	1	34	On {1} Off {0}
12.	0 (Progressive Lever Display)	1	35	Set chip required, one level {1} two levels {2}
13.	0 (Max Bet Autospin)	1	39	Spins when you hit max bet On {1} Off {0}
14.	0 (Jackpot to Credit Display)	0	43	Set chip required, Off {0} Secondary-level Off {0} SAS Authorizations (See PSR)
15.	0 (Progressive Type Display)	0	60	Set chip required, High/Low {0} Alternating {1} Progressive. (See PSR)
16.	0 (Special Partial Pay)	0	78	Pays out of hopper less than a dollar Off {0} On {1}

*Number of turns of Jackpot Key.

Self Tests vary from SP to SP.

GROUP 2, PAGE 0 OPTIONS (SELF TESTS for SP874)

No credits on machine. Press white test button 3 times to enter.

Push Spin Reel button to change.

*	<COINS PLAYED>	{CREDITS}	[WINNER PAID]	BRIEF EXPLANATIONS
	0 (Credit Mode)	1	5	No credit {0} Player-initiated On {1} Off {2}
1.	0 (Mechanical Bell)	0	6	Rings Jackpot only {0} Rings all pays {1}
2.	0 (Drop-Door Switch)	0	7	On {1} Off {0}
3.	0 (Bill Acceptor Pay Mode)	0	8	Set chip required, Player-initiated {0} Bills to credit {1} Pays from hopper {2}
4.	0 (Bill Acceptor Display)	1	9	Set chip required. On {1} Off {0}
5.	0 (Extra Coins In)		10	Payed from hopper {0} Applied to next game {1} (Only if SAS EFT option is enable.)
6.	0 (Coupon or EFT Display)	0	11	Set chip required. On {1} Off {0}
7.	0 (Hand-Pay Display)	1	13	On {1} Off {0}
8.	0 (Bill Acceptor Tilt)	0	16	No tilt {0}, Soft tilt {1}, Hard tilt {2}, see PSR
9.	0 (Partial Pay on Top Award Option)	0	34	{1} enabled {0} disabled
10.	0 (Max Bet Auto Spin Option)	0	39	{1} enabled {0} disabled
11.	0 (Partial Pay Top Award)	1	50	Only if SAS EFT is enabled.
12.	0 (Dip Switch Settings)	0000	1111	{ } 1 thru 4 [] 5 thru 8 On = 1 Off = 0

Self Test vary from SP to SP