

2.2 Standard Self Test Pages

The following information describes the contents of the game program's self test mode as it appears on the video screen for Player's Edge-Plus machines. Table 2-1 is a comprehensive list of possible test pages in the order they typically appear during the self test mode. However, because of jurisdictional limitations, few programs contain all possible pages.

Open the machine door or the top panel and press the self test switch to begin the self test mode sequence.

Table 2-1 Typical Self Test Mode Pages		
Page Type	Description	Section
Test	Inputs	2.2.1
Test	Outputs	2.2.2
Option	Machine Options	2.2.3
Option	Progressive Options/Displays (Video Slot)	2.2.4
Option	Imbedded Display Format (Video Slot)	2.2.5
Test	Hopper Test	2.2.6
Setup	Sound Selection	2.2.7
Setup	Set Minimum Hand-Pay Value	2.2.8
Setup	Time Display/Set Clock	2.2.9
Display/Setup	Display/Set Header	2.2.10
Option	Select Credit Type	2.2.11
Option	Select Display Format (Keno)	2.2.12
Option	Select Input Device (Keno)	2.2.13
Option	Light Pen Deselect (Keno)	2.2.14
Option	Set Communication Options (Keno)	2.2.15
Option	Autobet Selection	2.2.16
Setup	Select Coin Handling	2.2.17
Setup	Select Credit Limit	2.2.18
Setup	Select Jackpot Limit	2.2.19
Setup	Select Hopper Size	2.2.20

Table 2-1 (cont.) Typical Self Test Mode Pages		
Page Type	Description	Section
Option	Partial Pay Selection	2.2.21
Setup	Cash Out Limit	2.2.22
Display/Option	Bill Acceptor Status	2.2.23
Setup	Bill Credit Limit	2.2.24
Setup	Set Country Code	2.2.25
Display/Option	Set Denomination	2.2.26
Setup	Select Maximum Coins In	2.2.27
Option	WAMM/COMM Address	2.2.28
Option	Communication Type	2.2.29
Option	Machine Serial Number	2.2.30
Option	Set Minisystem Address	2.2.31
Option	EFT Credit Limit	2.2.32
Option	Drop Door	2.2.33
Display	Set Background Color	2.2.34
Setup	Set Extra Ticket Length	2.2.35
Setup	Internal Primary Progressive Amounts (Video Slot)	2.2.36
Setup	Internal Secondary Progressive Amounts (Video Slot)	2.2.37
Option	Bill Acceptor Tilt Mode	2.2.38
Display	Monitor Adjustment – Red Display Test	2.2.39
Display	Monitor Adjustment – Green Display Test	2.2.39
Display	Monitor Adjustment – Blue Display Test	2.2.39
Display	Monitor Adjustment Dot Pattern	2.2.39
Display	Monitor Adjustment Grid Pattern	2.2.39
Display	Monitor Adjustment Color Attribute PROM (CAP)	2.2.39
Setup	Set Spin 'Til You Win Background Color	2.2.40
Test	Reel Strip Test (Video Slot)	2.2.41
Option	Double-Up Selection	2.2.42
Option	Pay Table Display	2.2.43
Option	Auto Hold (Poker)	2.2.44
Option	Animation Selection (Poker and Keno)	2.2.45
Display	Attract Mode	2.2.46
Setup	Set Attract Mode Time	2.2.47
Option	Autodraw (Stud Poker)	2.2.48
Setup	Deal/Game Speed	2.2.49

Table 2-1 (cont.) Typical Self Test Mode Pages		
Page Type	Description	Section
Option	Credit Increment Speed	2.2.50
Setup	Set Progressive Levels	2.2.51
Setup	Set Serial Number	2.2.52
Display	Out Of Service	2.2.53

Note: Since player panel switch labels vary depending upon the game software involved, the specific terminology on screen displays may vary as well. For example, the player panel switches on some poker games are labeled Hold/Remove, while the same switches on other games are labeled Remove/Recall; the switch labeled Deal-Spin-Start on some machines may be labeled Deal-Draw on others.

2.2.1 Input Tests

This self test page tests switch inputs. See Figure 2-1, Typical Input Tests.

SELF-TEST INPUTS	
0 COIN DETECTOR A	0 DEAL - SPIN - START
0 COIN DETECTOR B	0 MAX BET
0 COIN DETECTOR C	0 NOT USED
0 COIN OUT	0 PLAY CREDIT
0 HOPPER FULL	0 CASHOUT
1 DOOR OPEN	0 CHANGE REQUEST
0 LOW BATTERY	0 BILL ACCEPTOR
0 NOT USED	0 NOT USED
	0 DROP-DOOR OPEN
0 JACKPOT RESET	0 0 - 60HZ, 1 - 50HZ
0 SELF TEST	0 DIP SW2 UNUSED
0 HOLD-REMOVE 1	0 DIP SW3 UNUSED
0 HOLD-REMOVE 2	0 DIP SW4 UNUSED
0 HOLD-REMOVE 3	0 DIP SW5 UNUSED
0 HOLD-REMOVE 4	0 DIP SW6 UNUSED
0 HOLD-REMOVE 5	0 DIP SW7 UNUSED
0 NOT USED	0 DIP SW8 UNUSED

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Figure 2-1. Typical Input Tests (Poker).

The message **SELF-TEST INPUTS** appears at the top of the video screen. Below it are the names of the available inputs with either a "0" or a "1" in front of each. These numbers represent the present logic level of the input and are used to troubleshoot specific input devices. Typically, a "0" indicates the circuit or switch is in an open state and a "1" indicates the circuit or switch is closed.

Activating an input changes its logic level from 0 to 1 or 1 to 0 when the input is working properly. If no change occurs as the switch is activated, the switch or its wiring may be faulty, or a problem may exist on the processor board or with the game program integrated circuit (IC).

Note: All player panel switches are wired in series through the normally closed contact. If a switch appears to be malfunctioning, it may actually be due to a faulty contact on the preceding switch. Check both switches before repairing or replacing either switch.

To activate a switch input, press that particular switch. To activate inputs that are not switches, simply operate the part as it is used on the machine. For example, opening the bill acceptor lower assembly activates the cash door input.

View the operating frequency of the machine in the input test page as well. The operating frequency is not set in the self test mode, however. Set either 50 Hz or 60 Hz with DIP switch 1 on the processor board.

Press the self test switch to enter the next self test page.

2.2.2 Output Tests

This self test page tests switch outputs. See Figure 2-2, Typical Output Tests.

The message **SELF-TEST OUTPUTS** appears at the top of the video screen. Below it are the names of the available outputs. An arrow-shaped cursor, located to the immediate left of the output names, indicates which output is under test.

Consult the on-screen instructions and press the indicated switch on the player panel to move the cursor from one output to the next.

Turn the reset key to activate each output. Most tests illuminate one or more player panel switches. The lockout test activates the LED indicator on the coin comparator and the sound effects test produces a tone from the speaker.

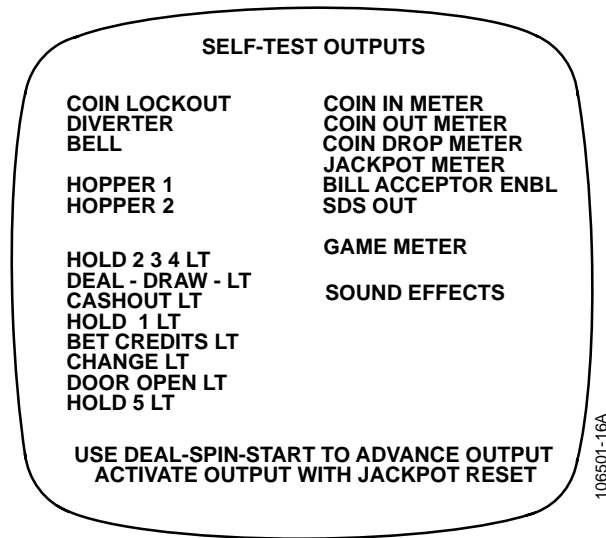


Figure 2-2. Typical Output Tests.

Note: To check the output of the coin lockout selection, turn the reset key clockwise and hold it there while testing the coin comparator.

Press the self test switch to enter the next self test page.

2.2.3 Machine Options

Machine Options (Non Video Slot)

This self test page sets selected machine options. The video screen displays the options **PROGRESSIVE** and **NON PROGRESSIVE**:

- Choose progressive to set the payable awards based on the progressive amount of a controller.
- Choose nonprogressive to set payable awards based on the actual number of coins deposited into the machine.

Press the self test switch to enter the next self test page.

Machine Options (Video Slot Only)

The machine options self test page for video slot machines differs from other Player's Edge-Plus machines. For video slots, various selections can be made in the machine options page, depending on the game program of the machine.

On the video screen, an arrow points to the current option. Turn the reset key to change the current option. Press the Spin Reels player switch to move the arrow to the next option.

A denomination must be selected for progressive options to remain selected in the **ON** position.

- **Credit/Non-Credit** – This option should be set to correspond with the selection listed on the configuration work sheet shipped with the machine.

The **credit** selection allows all awards, except the top award and hand pays, to accumulate on the credit meter in the lower right corner of the video screen instead of dispensing the award from the hopper. This option cannot be changed from credit to non-credit if credits are on the credit meter.

The **non-credit** selection dispenses all awards, except the top award and hand pays, from the hopper. Follow the on-screen instructions to choose a credit option.

- **Progressive/Non Progressive** – This option refers to the top pay amounts when the maximum coins or credits are played.

Select the **non progressive** option to activate the game program's internal pay table.

Select the **progressive** option for one of the following progressive configurations.

- a. **Link/Standalone Progressive** – reflects whether the machine is a standalone or linked to other machines.

Select **link progressive** when the machine is connected with a group of machines to a progressive controller. When a link is correctly installed and active, the current progressive top awards are the same for all machines in that link. If the machine is set up for progressive serial link, one of the following occurs: **when the link is operating correctly**, the video monitor or progressive display shows the actual progressive amount; **when the link is operating incorrectly**, the video monitor displays the message **LINK DOWN**.

Progressive levels for base amounts, upper limits, add amounts and current amounts must be set at the progressive controller for serial link machines (refer to the explanation of internal primary and secondary progressive amount self test pages in this section).

Select **standalone progressive** when the machine is not connected to a progressive controller. Internal progressive amounts must be set for each machine. Progressive levels for base amounts, upper limits, add amounts and current amounts must be set internally for standalone machines (refer to the explanation of internal primary and secondary progressive amount self test pages in this section).

- b. **Single/Double Progressive** – Refers to the progressive operation of one or two top awards.

Single progressive allows only the top award to be progressive. The top award appears at the top of the video screen.

Double progressive allows two progressive awards. The amount of each of these awards appears at the top of the video screen.

- c. **A Type/B Type Progressive** – refers to games that perform the same in single level progressive mode. In single-level progressive mode only the top win is progressive.

A Type progressive (or alternating) allows only the top award to be progressive. The highest dollar amount of the two levels is the amount paid. Typically, if in double progressive level and the second level becomes greater than the first, the two levels switch so that the top award will always appear above the second award on the video screen.

B Type progressive allows the top two awards to be progressive. Both award amounts appear on the video screen with the top award above the second award.

Note: *If both single progressive and B type progressive are selected, only the top award is progressive.*

If both double progressive and A type progressive are selected, the award for the top winning hand is the higher of the top two award amounts.

Press the self test switch to enter the next self test page.

2.2.4 Progressive Options/Displays (Video Slot)

This self test page determines where the progressive display appears: on the video monitor, on the imbedded display, or both. Follow the on-screen directions to select where the progressive display appears. (This page appears only if progressive is selected in the machine options page.)

Press the self test switch to enter the next self test page.

2.2.5 Imbedded Display Format (Video Slot)

This self test page determines the size of the progressive display. (This page appears only if progressive and imbedded display is selected in the machine options pages.) Follow the on-screen directions to select one of the following sizes:

- 7 x 7
- 8 x 8
- 9 x 7

Press the self test switch to enter the next self test page.

2.2.6 Hopper Test

The hopper test checks the hopper SSR (solid state relay), hopper motor, motor brake and the optic coin-out sensor. The following explanation describes how this test works.

The message **HOPPER TEST - TO START TEST, ACTIVATE JACKPOT RESET** appears on the video screen.

Note: *If the hopper has an insufficient number of coins to complete the test, a **HOPPER EMPTY** condition may result.*

The Hopper 1 and Hopper 2 outputs on the processor board simultaneously activate the two inputs to the hopper SSR, which turns on the hopper motor and releases the motor brake. While the hopper dispenses coins, the optic coin-out sensor on the hopper detects each coin as it leaves the hopper and sends this information back to the processor board. The processor board displays the coin-out count at the bottom of the video screen. After counting out 10 coins or detecting a tilt, the processor board deactivates the hopper SSR, which turns off the hopper motor and engages the motor brake.

Should a failure occur, the hopper stops and the monitor displays the type of tilt. Possible tilt messages include the following:

- **HOPPER EMPTY** – means that less than ten coins were dispensed from the hopper or the coin-out sensor did not detect a coin for more than eight seconds.
- **COIN OUT** – means the same as coin-out jam and occurs when a coin blocks the optic sensor for more than 700 milliseconds.

If a coin jams or there are fewer than ten coins in the hopper, a tilt occurs. Close and open the door to exit the self test mode and clear the tilt. Add coins or follow the troubleshooting procedures in the *Troubleshooting: Game Machines* manual to resolve tilts.

Press the self test switch to re-enter the self test mode and advance to the hopper test page. Repeat the test by turning the reset key one time.

Ten coins are paid from the hopper each time the reset key is turned. A visual display appears at the bottom of the screen and counts the coins as they are dispensed.

Press the self test switch to enter the next self test page.

2.2.7 Sound Selection

This option determines the sound produced when coins or credits are awarded. The message **SET SOUND OPTION** appears at the top of the video screen and the current option selected appears in the middle of the screen. Follow the on-screen instructions to change the sound option.

Press the self test switch to enter the next self test page.

2.2.8 Set Minimum Hand-Pay Value

If the winning amount from a single game equals or exceeds the minimum hand pay value, the game goes to a jackpot lock up condition and the jackpot mechanical meter increments. The jackpot mechanical meter either increments once per credit, or once per 10 credits, depending on the game version and/or option settings.

Press the self test switch to enter the next self test page.

2.2.9 Time Display/Set Clock

The Time Display option displays the current date and time that is set in the set clock test page. Turn the reset key to advance to the Set Clock option.

The Set Clock option displays only if the reset key is turned while in the time display page. Sets the date and time.

Note: Use the self test switch to exit this option and return to the time display page.

Press the self test switch to enter the next self test page.

2.2.10 Display/Set Header

The Display Header page displays the machine's serial number and the name and location of the gaming establishment that are set in the set header self test page.

The Set Header page is displayed only if the jackpot reset key is turned while in the display header page. Sets the name of the gaming establishment, the location (city, state and/or county), and the machine's serial number.

Note: Use the self test switch to exit this page and return to the Display Header page.

Press the self test switch to enter the next self test page.

2.2.11 Select Credit Type

This option determines how coins and credits are earned or paid out.

When the **CREDIT** option is selected, either coins or credits can be awarded for a winning game, and either coins or credits can be wagered on successive games, with the number of credits earned displayed on the video screen.

When the **NON-CREDIT** option is selected, credits cannot be earned or wagered; instead the hopper dispenses the appropriate number of coins for each winning game.

Activating the **PLAYER INITIATED** option combines both of the other choices: when the Collect Winnings/Cash Out switch is pressed before a game is played, the credit meter keeps track of the number of credits earned and either coins or credits are awarded for games won.

Activating the **PLAYER INITIATED NONCREDIT** option defaults the game to the credit mode if the game is idle for 30 seconds. The game remains in the credit mode when credits are cashed out.

Press the self test switch to enter the next self test page.

2.2.12 Select Display Format (Keno)

This self test page appears only when the display format was not specified at the time the game chip was produced. This option determines which video display appears during the game play mode: select Fortune II format or Player's Edge-Plus.

Press the self test switch to enter the next self test page.

2.2.13 Select Input Device (Keno)

This self test page appears only if the input device was not specified at the time the game chip was produced. Follow the on-screen directions to select light pen or touch pad.

Press the self test switch to enter the next self test page.

2.2.14 Light Pen Deselect (Keno)

This self test page appears only if the input device is a light pen and it was not specified at the time the game chip was produced. This option enables a player to deselect a spot by touching that spot a second time with the light pen.

Press the self test switch to exit light pen deselect and enter the next self test page.

2.2.15 Set Communication Options (Keno)

This self test page appears only if the communications channel was not specified at the time the game chip was produced. This page determines which communications channel SAS and XMISER use. Dual monitor Keno machines can enable/disable the slave monitor. If the slave monitor is enabled, the monitor uses channel A, and SAS or XMISER default to channel B. Single monitor machines and dual monitor machines with the slave monitor disabled can use either channel A or channel B for SAS and XMISER communications. Follow the on-screen directions.

Press the self test switch to enter the next self test page.

2.2.16 Autobet Selection

This option enables a player to wager the same number of credits as the previous game simply by pressing the Deal-Spin-Start switch. Either the message **AUTOBET** or **NO AUTOBET** appears on the screen. Follow the on-screen instructions to toggle the options.

Press the self test switch to enter the next self test page.

2.2.17 Select Coin Handling

This option allows selection of either standard coin handling or coinless, a condition in which the machine accepts credits only from the bill acceptor or electronic funds transfer.

Press the self test switch to enter the next self test page.

2.2.18 Select Credit Limit

This option sets a value for the credit meter so that any wins that exceed this value are either paid to the hopper or require a hand pay.

Press the self test switch to enter the next self test page.

2.2.19 Select Jackpot Limit

This option sets a jackpot limit so that if the winning amount from a single game equals or exceeds this limit, the game goes into a jackpot lock up.

Press the self test switch to enter the next self test page.

2.2.20 Select Hopper Size

This option determines the amount of coins that the hopper pays out before a hand pay is needed. The message **SELECT HOPPER SIZE** appears at the top of the video screen and the current selected value appears in the middle of the screen. Although the selection parameter may vary, typically it includes from 0 to 9,999 coins. An arrow-shaped cursor located below the current selection indicates the digit to be changed. Follow the on-screen instructions to change the numerical value of the digit and move the cursor to the next digit.

Note: *The hopper size should correspond with the maximum coin payout amount that appears on the glass insert.*

The hopper size should also be compatible with the type of hopper currently in the machine and the denomination selected. Refer to the appropriate Player's Edge-Plus maintenance manual for information regarding setting hopper coin levels.

Press the self test switch to enter the next self test page.

2.2.21 Partial Pay Selection

This self test page determines the amount of coins paid from the hopper when a jackpot is hit, before a hand pay lockup condition occurs. If set to zero, the partial pay option is disabled. The partial pay amount cannot be set higher than the maximum hopper amount. Follow the on-screen directions.

Press the self test switch to enter the next self test page.

2.2.22 Cash Out Limit

This self test page determines the maximum amount of credits that can be cashed out of the hopper. It also determines whether wins are hopper paid or hand paid when the credit limit is exceeded. Follow the on-screen directions.

Press the self test switch to enter the next self test page.

2.2.23 Bill Acceptor Status

This self test page displays the current bill acceptor enabled/disabled setting. The message **BILL ACCEPTOR** appears at the top of the video screen. If the bill acceptor is enabled, a subsequent self test page presents an option to divert all bill acceptor transactions to the credit meter.

DIP switch 4 on the processor board is used to set the bills-to-hopper operation. Three bill acceptor operations are available: standard, credit, and changer (bills-to-hopper). If DIP switch 4 is in the ON position, the bills-to-hopper operation is automatically used. If DIP switch 4 is in the OFF position, the game follows the option selected in self test.

Note: *In most Player's Edge-Plus games, the bill acceptor can only be enabled by using a "set chip" on the processor board. A bill acceptor enabled in this fashion requires denomination setting within the same page.*

The following instructions relate only to the self test display pages for the bill acceptor. Enabling the bill acceptor requires leaving the self test mode and powering down the machine in a separate procedure. Refer to Section 3 for a description of set chip options and bill acceptor enabling procedures.

If the bill acceptor is *disabled*:

The message

BILL ACCEPTOR - - - DISABLED

appears in the middle of the video screen.

If the bill acceptor is *enabled* and *player initiated credit* is selected:

The message

BILL ACCEPTOR - - - ENABLED

BILLS TO CREDIT - - - ENABLED/DISABLED

appears in the middle of the screen.

Press the far left Hold switch to toggle the bills to credit option, which is available only when the bill acceptor is enabled.

Press the self test switch to advance to the next self test page.

Note: *In games with the bills-to-credit feature, bills are accepted or rejected based on a bill limit in a separate self test page. If the coin value of an accepted bill plus any credits on the game would cause the bill limit to be exceeded, the bill is rejected.*

When the bills-to-credit option is enabled, bills accepted in player-initiated noncredit mode will force the game into player-initiated credit mode. The bill transaction is then added to credits. When the bills-to-credit option is disabled, the bill acceptor mode reflects the credit type.

2.2.24 Bill Credit Limit

This self test page determines the maximum amount of credits the machine can accumulate from inserted bills. The message **BILL CREDIT LIMIT** appears at the top of the video screen and the current selected value in the middle of the screen. Increment the digit by turning the reset key. The maximum bill credit limit is the maximum hopper size or \$2,500 in credits (whichever is less). Move the cursor to the next digit by pressing the Deal-Spin-Start switch.

Press the self test switch to advance to the next self test page.

2.2.25 Set Country Code

This self test page determines the currency type associated with the bill acceptor.

Press the self test switch to advance to the next self test page.

2.2.26 Set Denomination

This self test page determines machine denomination. The message **SELECT DENOMINATION** appears at the top of the video screen and the current selected value in the middle of the screen. Follow the on-screen instructions to advance through the denomination choices available.

Select a denomination amount that corresponds with **all** of the following:

- The denomination of the machine shown on the sales order
- The hopper denomination
- The denomination printed on the machine glass
- The type of coin acceptor mechanism installed in the machine

Electronic coin comparitors use a sample coin to determine the current denomination. NRI coin acceptors use a microprocessor in conjunction with a DIP switch to collect data regarding a coin's physical characteristics and compare that data to the properties programmed in the acceptor's microprocessor.

Press the self test switch to exit select denomination and enter the next self test page.

Note: *In some Player's Edge-Plus machines, denomination can only be altered by changing a chip on the processor board (refer to Section 3, Specialized Options, for a description of set chip options and activation). In some games, this procedure is tied to activating the bill acceptor. In games for which a set chip is required or a bill acceptor is enabled, this page appears for display purposes only.*

Some jurisdictions do not allow the denomination to be altered. In these jurisdictions, the select denomination self test page is referred to as a display denomination page, but it is not possible to change the setting.

2.2.27 Select Maximum Coins In

This self test page determines the maximum number of coins the machine can accept at one time in the game play mode. The message **SELECT MAXIMUM COINS IN** appears at the top of the video screen and the current selected value appears in the middle of the screen. The selection parameter may vary depending upon machine configuration and jurisdiction, but typically the range is from 1 to 20 coins. Follow the on-screen instructions to select the amount.

Press the self test switch to enter the next self test page.

Note: *Some jurisdictions do not allow the maximum number of coins in to be altered. In these jurisdictions, the select maximum coins in self test page is referred to as a display page, but it is not possible to change the setting.*

2.2.28 WAMM/COMM Address

This self test page sets the CCOM address. The valid address range is 00 to 63. The WAMM/CCOM is always installed on channel B (printer port). Follow the on-screen directions to set the address.

Press the self test switch to enter the next self test page.

2.2.29 Communication Type

This self test page selects one of the following three accounting system communication types for the game:

- **NONE** – No communication handling. The game does not communicate with any system other than SMART.
- **MISER** – The game communicates with Bally's XMISER and SMART.
- **SAS** – The game communicates with IGT SAS and SMART systems.

Use the reset key to toggle between the three options, then press the self test switch to advance to the next page.

2.2.30 Machine Serial Number

This self test page sets the machine serial number, the unique 10-digit number that appears on a metal plate on each IGT machine. Follow the on-screen instructions to enter the machine's serial number, making sure it matches the one on the machine's serial number plate.

Press the self test switch to enter the next self test page.

Note: *The machine serial number is not related to the minisystem address.*

2.2.31 Set Minisystem Address

This self test page only appears in those games where SAS is chosen as the communication type. It is used to assign an address to the machine. When a machine is linked to SAS, a machine address is needed to distinguish one machine from another. The message **SET MINI SYSTEM ADDRESS** appears at the top of the screen. Follow the on-screen instructions to select a number. (The number chosen should be different from any other machine in the minisystem.)

Press the self test switch to enter the next self test page.

2.2.32 EFT Credit Limit

This page is not displayed if the EFT option is disabled. This limit determines how many credits can be accumulated before downloads are no longer accepted. It can be set so that downloads are accepted until the credit meter matches the hopper limit or until the accumulated credits reach 9,999.

Press the self test switch to enter the next self test page.

2.2.33 Drop Door

This self test page determines whether or not the game software will monitor the drop door switch. If a SAS communication system is designated, this option is forced on and does not appear as a separate option page.

Follow the on-screen instructions to toggle between “yes” and “no” choices to monitor the drop door.

Note: The select drop door option appears only in those games where the game communication type on channel A is set for **NONE** or **MISER**.

Press the self test switch to enter the next self test page.

2.2.34 Set Background Color

This self test page determines the screen color surrounding the game and game-related information. The message **SET BACKGROUND COLOR** appears at the top of the video screen and current background color appears in the middle of the screen. The colors red, green and blue are used to create a variety of colors by incrementing the use of each color.

There are 256 possible background colors, including black and white. The typical selection parameters are: red 0-7; green 0-7; and blue 0-3, inclusive.

Example: Red 5 + Blue 2 = purple.

Consult the on-screen instructions and press the indicated switch to select the background color option. Follow the on-screen instructions to select color intensity for each color. Continue to follow the on-screen instructions until the desired color is reached.

Press the self test switch to enter the next self test page.

2.2.35 Set Extra Ticket Length

This option determines the number of extra line feeds that are added to a ticket. Options are none (off) through 20; increment the number using the key switch.

Press the self test switch to enter the next self test page.

2.2.36 Internal Primary Progressive Amounts (Video Slot)

This option sets a primary progressive amount for standalone progressive video slot machines. Set the following progressive values for the first progressive:

- Current progressive dollar amount
- Progressive incrementing percentage (add amount)
- Progressive reset value (base amount)
- Maximum progressive amount (limit amount)

Follow the on-screen instructions to select and increment each digit.

Note: This page is skipped if the nonprogressive selection is made in the machine options page.

Press the self test switch to enter the next self test page.

2.2.37 Internal Secondary Progressive Amounts (Video Slot)

This option sets a secondary progressive amount for standalone progressive video slot machines. Follow the on-screen instructions to select and increment each digit.

Note: This page is skipped if the single progressive or nonprogressive selection is made in the machine options page.

Press the self test switch to enter the next self test page.

2.2.38 Bill Acceptor Tilt Mode

This self test page determines how bill acceptor tilts are handled. The options are no tilt, soft tilt or hard tilt.

- Select no tilt to allow game play to continue during a tilt.
- Select soft tilt to allow game play to continue, with the tilt lamp flashing until tilt is cleared. Soft tilts are cleared by either a valid bill transaction, closing the door, playing door open games, entering the self test mode, or by entering the display meters function in the statistical data mode.
- Select hard tilt to disable the bill acceptor, halt game play, and cause the tilt lamp to flash until tilt is cleared. Hard tilts are cleared by opening and closing the main door. This page also determines the number of times bills can be rejected before the change lamp is switched on. The range is 0 to 99. If set to 0, the change lamp is not affected by rejected bills.

Press the self test switch to enter the next self test page.

2.2.39 Monitor Adjustment

The next self test pages are video monitor test pages that require no adjustments. Monitor adjustment pages are used for verifying color purity and color gun alignment during machine manufacture.

Push the self test switch to enter the next self test page.

2.2.40 Set Spin 'Til You Win Background Color

This page is displayed only if Spin 'Til You Win was requested at the time the data chip was produced. If selected, this setup page provides data to determine the background color while the game is in the Spin 'Til You Win mode.

Push the self test switch to enter the next self test page.

2.2.41 Reel Strip Test (Video Slot)

This self test page verifies that the symbols shown on the screen match the symbols shown on the reel strip listing.

The video reel strip test works in conjunction with a reel strip verification sheet or reel strip listing. Contact your IGT representative to receive additional copies of these sheets for specific reel strips, or contact IGT's electronic product information Web site.

The monitor displays the message **SELF TEST REEL STRIPS** and the number of the video reel strip contained in the game program IC.

Verify that the reel strip number on the screen matches the number on the reel strip verification sheet. Press the Spin Reels player switch to begin the test. The "Line" number on the verification sheet should correspond with the stop number shown on the video screen.

Press the Spin Reels player switch to step through each line/stop and verify that the symbols shown on the screen match the symbols shown on the reel strip verification sheet for that particular line.

Note: Some symbols may be displayed as blanks on the reel strips. For example, some reel strip listings may contain a "BS" or bonus wild symbol that is usually located above or below a "JW" or joker wild symbol. It appears as a blank on the reel strip and as a BS notation on the reel strip verification sheet.

Press the self test switch to enter the next self test page.

2.2.42 Double-Up Selection

This self test page enables the player to double the normal award for a winning combination in a double-up hand. The player may continue playing subsequent double-up games until a game is lost, until the award reaches the amount set for the double-up wager limit, or until the player quits playing the double-up game. The monitor displays the current option selected, **DOUBLE-UP** or **NO DOUBLE-UP**. Follow the on-screen instructions to select either option.

Press the self test switch to enter the next self test page.

2.2.43 Pay Table Display

This self test page determines whether or not the paytable appears on the video screen during the game play mode. The paytable must appear on the video screen if the machine does not include a paytable display glass. If the machine does include a paytable display glass, the on-screen paytable must match the one on the glass.

- Select **paytable** to display the paytable on the video screen during the game play mode.
- Select **no paytable** to omit the paytable from the video screen during the game play mode.

Note: Some games require an on-screen payable if the fourth, fifth, or sixth level progressive is enabled or if the maximum number of coins in is 1, 2, or 4, while other games do not allow an on-screen payable.

Press the self test switch to enter the next self test page.

2.2.44 Auto Hold (Poker)

This self test page determines whether or not the game automatically holds possible winning combinations of cards and displays the **HELD** message above the cards. The monitor displays the current option selected, **AUTO HOLD** or **NO AUTO HOLD**, in the middle of the video screen. If the auto hold option is selected, the game will automatically hold winning combinations of cards and display the **HELD** message above the cards. The player can cancel the hold by pressing the corresponding Hold/Cancel switch. Follow the on-screen instructions to select either option.

Press the self test switch to enter the next page.

2.2.45 Animation Selection (Poker and Keno)

This self test page determines what animation appears in the idle mode.

The following options are available:

- The rainbow selection allows for a rainbow sequence of colored backgrounds on the video screen during the idle mode (not available in all games).
- The music selection refers to a periodic series of songs to attract players when the machine is in the idle mode.
- The face card animation selection is allowed for poker games.

The video monitor displays the current options selected. Consult on-screen instructions to select the rainbow option or card animation and the indicated switch to select the music option. The default setting is "yes" for both options.

Press the self test switch to enter the next self test page.

2.2.46 Attract Mode

This self test page, available on some multipoker games, displays the following options.

- Menu Attract Only – When the game is idle, the display alternates between the menu screen and the most recently selected game.
- Menu Attract and Game Sequencing – When the game is idle, the display alternates between the menu screen and each of the installed games.
- Attract Mode Disabled – When the game is idle, the display remains on the last selected screen.

Press the self test switch to enter the next self test page.

2.2.47 Set Attract Mode Time

This self test page, available on some multipoker games, sets the amount of time each attract screen displays. This menu appears only if the attract mode is enabled.

- Idle Time before Attract – Sets the amount of time the machine must be idle before the attract mode is entered.
- Time Out for Menu Screen – Sets the amount of time the menu screen displays while in attract mode.
- Time Out for Game Screen – Sets the amount of time game screens display while in attract mode.

Press the self test switch to enter the next self test page.

2.2.48 Autodraw (Stud Poker)

This self test page determines how the fifth card is dealt after the maximum double-down amount is bet. If enabled, the fifth card is dealt automatically. If disabled, the message "Press Deal to See 5th Card" appears on the monitor and the player must press the Deal switch.

Press the self test switch to enter the next self test page.

2.2.49 Deal/Game Speed

The deal speed option determines how fast poker and blackjack cards or keno numbers appear on the screen. The message **GAME SPEED** (or **DEAL SPEED** in poker and keno games) appears at the top of the video screen. The monitor displays the current game speed setting in the middle of the video screen and shows a table of game speeds. Follow the on-screen instructions to select a speed.

Press the self test switch to enter the next self test page.

2.2.50 Credit Increment Speed

This self test page determines how fast credits are incremented on the video monitor when they are awarded to the player following a win. Follow the on-screen instructions.

Press the self test switch to enter the next self test page.

2.2.51 Set Progressive Levels

If the machine has been programmed for progressive operation in the machine options page, the set progressive levels self test page allows an operator to specify which winning hands will pay the progressive awards. The number of progressive levels and variations of winning combinations varies according to game software.

A range of winning combinations is displayed on screen. Follow on-screen instructions to toggle the option to make any of them progressive.

Press the self test switch to enter the next self test page.

2.2.52 Set Serial Number

Allows an attendant to enter a serial number, up to 10 characters. The serial number is used by the SAS communication protocol.

Press the self test switch to enter the next self test page.

2.2.53 Out Of Service

The **OUT OF SERVICE** display is a mode option that renders the machine inoperative without turning the power off. Out of service is the last page of the self test mode.

To set the machine in the out of service mode, close the door while the video screen displays the message **OUT OF SERVICE**. To return to the normal game play mode from out of service mode, open the machine door and press the self test switch.

Press the self test switch to bypass the out of service mode and exit the self test mode.

Close the door after exiting the self test mode to return to normal game play mode.