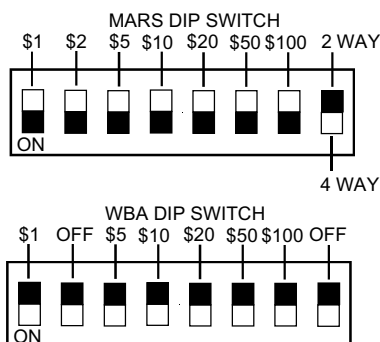


## Set Hopper Probe (Factory Preset)

Coins inserted through the coin head and validated by the coin acceptor, are routed to the hopper coin bowl until reaching an Operator determined level. This level is set by the Operator using a probe (some hoppers use two probes) installed in the hopper coin bowl. If needed, use a Phillips screw driver to remove the probe. Fill the hopper with the desired number of coins or tokens (see the Hopper Capacities Table, Module 4; Preventative Maintenance). The coins or tokens should be level with, or slightly below, one of the holes located on the side of the coin bowl. Gently shake the coin bowl to settle the coins. Insert the probe into a hole which is level with, or just above, the amount of coins in the bowl. Secure the probe. When the coin level drops below the probe, the coin diverter routes inserted coins or token to the hopper. **Level one is the lowest hole on the bowl.**

## Option the Bill Acceptor (Factory Preset)

The bill acceptor validates, either accepting or rejecting bills inserted into the bill validator module (bill head). Accepted bills are transported to the cash cassette, and an appropriate number of credits register on the credit meter. For example, an accepted U.S. \$1.00 bill shows as 4 credits on a 25¢ machine. Rejected bills are returned to the Player. Remove the bill validator module (refer to the Module 3; Assemblies, Parts & Hardware). Mars DIP switches are located along the left side of the unit. WBA DIP switches are along the RIGHT side of the unit. Set Mars Dips to ON or WBA DIPS to OFF to accept desired bills.



**NOTE:** If bill acceptor change function is enabled (CPU PCB DIP SW2 post-9 ON), the coin equivalent of an accepted bill pays from the hopper and does not register to the credit meter (VFD displays credit equivalent countdown of hopper pay). If bill acceptor change function is disabled (CPU PCB DIP SW2 post-9 OFF), the credit equivalent of an accepted bill registers to the credit meter.

## Set Game Features

### Overview

Several game options are available to the Operator. Game options are configured by accessing menus which display on the LED/VFD message center.

To configure game features, access the Feature Select menu.

Actuate the RESET keyswitch. The message "SOFT METER" displays on the LED/VFD display center (alphanumeric characters also display, denoting the game program number). Press the **MAX BET (PLAY # CREDITS)** button until the message "FEATURE SELECT" displays. Follow the procedures below to configure each game feature.

### Demo Music

Access the Feature Select menu. Press the **SPIN REELS (START)** button. The message "DEMO MUSIC" displays in the top row of the LED/VFD display. The lower row displays the current selection. For example, if no music is currently selected, the display shows "1 : NO" in the lower row. Press the **SPIN REELS (START)** button. The messages "DEMO MUSIC : 1" and "1 : NO" display (example only; current selection displays). Press the **MAX BET (PLAY # CREDITS)** button to scroll music choices or the **BET 1 CREDIT** button to play a displayed music choice. Press the **SPIN REELS (START)** button twice to select the displayed music choice. The message "DEMO MUSIC : #" displays on the LED/VFD upper row (the # represents the music choice selected). Press **CASH CREDIT (PAYOUT)** then **MAX BET (PLAY # CREDITS)** to continue setting game features. Repeatedly pressing **CASH CREDIT (PAYOUT)** exits to game play mode.

### Meter Increment

Access the Feature Select menu. Press the **SPIN REELS (START)** button. The message "DEMO MUSIC" displays in the top row of the LED/VFD display. Press **MAX BET (PLAY # CREDITS)** until the message "METER INCREMENT" displays in the top row of the LED/VFD display. The lower row displays the current selection. Press the **SPIN REELS (START)** button. The messages "METER INCREMENT : 1" and "1 : WAGER \$ CREDIT" display (example only; current selection displays). Press **MAX BET (PLAY # CREDITS)** to scroll meter increment choices.

- **WAGER & CREDIT:** Credit meter and wager display increment unit by unit (counts up). Supports optional jackpot bell.
- **CREDIT ONLY:** Credit meter increments unit by unit (counts up). Wager display jumps to maximum bet when **MAX BET** button is pressed. Supports optional jackpot bell.
- **WAGER ONLY:** Credit meter jumps to new total. Wager display increments unit by unit (counts up) to maximum bet when **MAX BET** button is pressed. Does not support optional jackpot bell.
- **NO USE:** Credit meter jumps to new total. Wager display jumps to maximum bet when **MAX BET** button is pressed. Does not support optional jackpot bell.

Press the **SPIN REELS (START)** button twice to select the displayed meter increment option. Press **CASH CREDIT (PAYOUT)** then **MAX BET (PLAY # CREDITS)** to continue setting game features. Repeatedly pressing **CASH CREDIT (PAYOUT)** exits to game play mode.