2.4 Options Menu (Option: [3])

The Options menu provides access to the machine setup. Refer to Table 2-28 for brief descriptions of each of the options available. This menu cannot be entered while the machine is in a tilt condition.

Note: This menu and the options on this menu are accessible only from the Operator menu.

Table 2-28. Selections Available on the Options Menu	
Option	**Description**
[3.1] Machine Options	Configure credit mode, drop door candle indication, time setup, machine limits, partial pay, hand pay amounts, and game speed parameters.
[3.2] Sound Options	Adjust game and attract mode volume, reel spin and stop sounds, the mechanical bell and credit roll-up sounds.
[3.3] Bill Accept Options	Enable or disable the bill acceptor. Set the bill pay mode, configure bill acceptor tilt handling and the bill rejection limit.
[3.4] Communication Options	Configure the SAS, Bally Miser and WAMM/LAP setups.
[3.5] Download Options	Download software to NETPLEX devices such as the bill acceptor or reprogram the LCD unit.
[3.6] Bonus Graphic Theme Setup	Configure the video graphic theme to display for the bonus games available. This option is available only on machines with generic bonus games.
[3.7] Game Selection	Enables the player to play games without releasing the player panel switch. This option is available with the international version PROM only.
[3.8] Language Options	Select the language to display to the player, terminal, and Operator and Attendant. This option is available only with the international version PROM.
[3.9] Tournament Options	Enable or disable tournament game mode and configure tournament settings. This option is available only when the Tournament Game (Type 14) is used.

2.4.1   Machine Options (Option: [3.1])

Credit Option (Option: [3.1.1])

Use the Credit Option screen to select from one of the following four credit modes:

- Credit – all credits are paid to the credit meter until the player presses the cash out button.

Note: *The credit option is the only option available when the ticket printer is enabled.*

- Noncredit – all credits are paid from the hopper unless the win is greater than the hopper limit. Otherwise, the machine will require a hand pay. The machine does not allow EFT and will act like a bill changer while in this mode, regardless of bill validator pay mode settings.

- Player Initiated Credit – initiated when the player presses the **CASH/CREDIT** switch while the machine is idle with zero credits on the credit meter.

  The player-initiated credit option defaults to the noncredit mode when the credit meter remains at zero for more than 30 seconds, or when any accumulated credits are cashed out.

- Player Initiated Noncredit – initiated when the player presses the **CASH/CREDIT** switch while the machine is idle, has zero credits on the credit meter and is in credit mode.

  The player-initiated noncredit option defaults to the credit mode if the game is idle for 30 seconds, and remains in the credit mode when credits are cashed out.

To set the credit mode, use the following steps:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Candles (Option: [3.1.2])

Reactive Candle Timer (Option: [3.1.2.1])

Use the Reactive Candle Timer screen to set the candle flash rate. If enabled, the candle flash rate progressively increases for the following conditions:

- Handpays

- Any tilts not related to the machine's doors

- System errors

The candle will increase its flash rate to the next flash rate after the time period expires. Set the value to a number between 1 and 99 minutes. To disable the timer, set the value to 0. Use the following steps to set the timer:

1. The screen displays the current setting. Press the **CHANGE** switch to navigate between the digits.

2. Press the **CASH/CREDIT** switch to increment the current digit.

3. Press the **SPIN REELS** switch to reset the value to the previous setting, or press the **PLAY MAX CREDITS** switch to save the new setting and exit the screen.

Door Closure Candle On/Off(Option: [3.1.2.2])

Use the Door Candle screen to enable or disable the door candle. If enabled, a candle lamp flashes for one complete game to indicate main/bill door closure. If disabled, the candle does not flash after the main/bill door is closed.

Use the following steps to enable or disable the door candle:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Drop-Door Candle (Option: [3.2.2.3])

Use the Drop-Door Candle screen to enable or disable the drop door candle. If enabled, the bottom level on the candle flashes at twice the normal door-open rate when the drop door is opened. If disabled, the candle is not affected when the drop door is opened. Use the following steps to enable or disable the drop-door candle:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Set Time (Option: [3.1.3])

Use the Set Time screen to adjust the time and date on the real-time clock (RTC). Use the following procedure to set the real-time clock:

1. The screen displays the current setting. Press the **CHANGE** switch to navigate between the digits.

2. Press the **CASH/CREDIT** switch to increment the current digit.

3. Press the **SPIN REELS** switch to reset the value to the previous setting, or press the **PLAY MAX CREDITS** switch to save the new setting and exit the screen.

Limits (Option: [3.1.4])

Select the Limits screen to adjust the hopper, credit, jackpot and bill acceptor credit limits:

- Hopper Limit – determines the maximum number of coins the machine will pay from the hopper.

- Credit Limit – sets the maximum number of credits that the machine will allow on its credit meter. If the player attempts to insert more coins, the machine will divert them to the coin tray.

- Jackpot Limit – determines the maximum number of credits that can be won from one game before the machine triggers a hand pay condition. This limit must be greater than or equal to the hopper limit.

- Bill Credit Limit – defines the maximum number of credits that can be put on the credit meter by inserting a bill. The limit must be less than the credit limit and $2,500.

Use the following procedure to set the machine limits:

1. The current limits are displayed on the screen. Press the **CASH/ CREDIT** switch to navigate between fields.

2. Press the **SPIN REELS** switch to change the limit amount. Use the following switches to change the value:

   a. **CHANGE –** to navigate among the digits

   b. **CASH/CREDIT –** to increment a digit

3. Press the **SPIN REELS** switch to reset the value, or press the **PLAY MAX CREDITS** switch to save the changes and exit the field.

4. Press the **PLAY MAX CREDITS** switch to save the changes and exit the screen.

Partial Pay (Option: [3.1.5])

> ***Note:*** *This menu and the associated options are available only on non-WAP machines, when the printer is disabled.*

Partial Pay Amount (Option: 3.1.5.1])

Select the Partial Pay Amount option to set the amount paid from the hopper when a single win exceeds the hopper limit. The partial pay amount is paid from the hopper before the machine locks up for a hand pay.

> ***Note:*** *The partial pay amount cannot be set to a value greater than the hopper limit.*

Use the following steps to configure the partial pay amount:

1. The screen displays the current setting. Press the **CHANGE** switch to navigate between the digits.

2. Press the **CASH/CREDIT** switch to increment the current digit.

3. Press the **SPIN REELS** switch to reset the value to the previous setting, or press the **PLAY MAX CREDITS** switch to save the new setting and exit the screen.

Odd Pay (Option: [3.1.5.2])

Select the Odd Pay option to enable or disable payment of fractional dollar amounts from the hopper. If enabled, the hopper will pay the fractional amount before the machine locks up for a hand pay, allowing the hand pay to be an even dollar amount.

> ***Note:*** *This option is available only when the game is in tokenization mode.*

Use the following steps to enable or disable odd pays:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Handpay Display (Option: [3.1.6])

Select the Handpay Display screen to enable or disable display of the hand pay amount on the VFD/LCD. If enabled, the machine displays a hand pay message and the amount to be paid. If disabled, only the hand pay message is displayed.

Use the following steps to enable or disable the handpay display:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Player Cashout Menu (Option: [3.1.7])

If the machine's ticket printer is enabled, the player may divide the cashout amount between the hopper and a ticket. When the player presses the CASH/CREDIT switch, the game uses the limits configured using the Player Coin Limit option, and the number of credits on the meter to determine the eligible cashout devices. The game then prompts the player with the available options.

> *Note:* To use this option, the machine must be equipped with a thermal ticket printer and the appropriate software, and the ticket printer must be enabled.

Enable/Disable (Option: 3.1.7.1])

Use the following steps to enable or disable the player cashout option:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Player Coin Limit (Option: 3.1.7.2])

This option configures the maximum amount that can be paid from the hopper when payouts are split between the hopper and the printer using the Player Cashout option.

Note: *The player coin limit cannot be greater than the hopper limit.*

Use the following steps to configure the player coin limit:

1. The screen displays the current setting. Press the **CHANGE** switch to navigate between the digits.

2. Press the **CASH/CREDIT** switch to increment the current digit.

3. Press the **SPIN REELS** switch to reset the value to the previous setting, or press the **PLAY MAX CREDITS** switch to save the new setting and exit the screen.

Quick Coin (Option: 3.1.7.3])

The Quick Coin feature enables the player to generate a partial cashout from the hopper. Use the Quick Coin option to determine the amount of partial cash the player can request. If the amount on the credit meter is less than the quick coin amount, the player cannot request a partial cashout.

Use the following steps to configure the quick coin amount:

1. The screen displays the current setting. Press the **CHANGE** switch to navigate between the digits.

2. Press the **CASH/CREDIT** switch to increment the current digit.

3. Press the **SPIN REELS** switch to reset the value to the previous setting, or press the **PLAY MAX CREDITS** switch to save the new setting and exit the screen.

W2-G Setup (Option: [3.1.8])

Note: *The machine hardware must include the proper harnessing and an extra reset switch for the W2-G feature to function properly.*

Select the W2-G Setup menu to configure W2-G settings. The purpose of this feature is to minimize the number of jackpot hand pays. Jackpots can be reset to the credit meter under the following conditions:

• The win must be equal to or greater than the lower jackpot limit

- The win must be less than the upper jackpot limit

- Current credits plus the win must be equal to or less than the credit limit

W2-G Controller (Option: [3.1.8.1])

Set the controller to one of the following:

- Controlled by SAS – the jackpot cannot be reset until authorization is sent to the machine by the SAS system. The operator must turn the W2-G reset key to place the win on the credit meter.

- Controlled by the operator – the operator may turn the Attendant key to hand pay the win, or the W2-G reset key to reset the win to the credit meter.

Note: *If SAS authorization is required, SAS must communicate on the primary channel. Refer to Section 2.4.4 for procedures to set the communication channel.*

Use the following procedure to set the W2-G controller:

1. Turn the W2-G reset key when prompted. The screen displays the current setting.

2. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

3. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

W2-G Limit (Option: [3.1.8.2])

Use the following procedure to configure the W2-G limit:

1. Turn the second reset key when prompted. The screen displays the current setting.

2. Press the **CHANGE** switch to navigate between the digits.

3. Press the **CASH/CREDIT** switch to increment the current digit.

4. Press the **SPIN REELS** switch to reset the limit to the previous value, or press the **PLAY MAX CREDITS** switch to save the new setting and exit the screen.

Machine Serial Number (Option: [3.1.9])

> **Note:** *The serial number entered on this screen must match the number on the machine's model tag.*

Configure a machine serial number up to nine digits for transmission to the WAP/WAMM system. Use the Machine Serial Number screen to set the serial number as follows:

1. The screen displays the current setting. Press the **CHANGE** switch to navigate between the digits.

2. Press the **CASH/CREDIT** switch to increment the current digit.

3. Press the **SPIN REELS** switch to reset the value to the previous setting, or press the **PLAY MAX CREDITS** switch to save the new setting and exit the screen.

Printer (Option: [3.1.10])

Select the Printer menu to configure the ticket printer.

> **Note:** *Printer configuration screens cannot be accessed if the machine does not have an enabled ticket printer.*

Data Entry (Option: [3.1.10.1])

Use the following steps on the Data Entry screen to enter the establishment name and address that will be printed on all cash out tickets:

1. The screen displays the current ticket data. Press the **SPIN REELS** switch to navigate through the fields.

2. Press the **BET ONE CREDIT** switch to move through the characters in a field.

3. Press the **CHANGE** and **CASH/CREDIT** switches to change the current character. The SELECT list at the top of the screen displays the available characters and numbers.

4. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes.

Print Button (Option: [3.1.10.2])

Enables or disables the PRINT button display on the screen.

> ***Note:*** *This option is available only if the machine is configured with an impact or dot matrix printer.*

Use the following steps to enable or disable this feature:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Remainder (Option: 3.1.20.3])

Determines the minimum amount that remains on the credit meter when the machine automatically cashes out due to an exceeded credit limit.

Use the following steps to set the remainder:

1. The screen displays the current setting. Press the **CHANGE** switch to navigate between the digits.

2. Press the **CASH/CREDIT** switch to increment the current digit.

3. Press the **SPIN REELS** switch to reset the value to the previous setting, or press the **PLAY MAX CREDITS** switch to save the new setting and exit the screen.

Printer Tilts (Option: [3.1.10.4])

The Printer Tilt Setup screen sets the level of machine tilt that will occur when the printer has an error:

- Soft Tilt – the top level of the candle flashes, and the reason for the tilt is displayed on the VFD when either the main door or bill door is opened

- Hard Tilt – game play halts until the tilt is cleared

> ***Note:*** *IGT recommends configuring the machine to create a hard tilt when the printer has an error.*

Use the following steps to set the printer tilt:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Split Pay (Option: [3.1.11])

Select the Split Pay menu to configure split pay parameters.

> ***Note:*** *The machine must be equipped with a thermal printer with the appropriate software, the ticket printer must be enabled and the hopper limit must be greater than zero to use this option.*
>
> *If the payout is not divisible by the hopper denomination, the coin pay limit is ignored and the entire amount is paid by ticket.*

Enable/Disable (Option: [3.1.11.1])

If the Split Pay option is enabled, a payout equal to or less than the coin pay limit is made from the hopper and the amount above the coin pay limit, if any, is paid by ticket. A jackpot condition locks up the machine, and the screen displays CALL ATTENDANT – JACKPOT.

If the Split Pay option is disabled, the entire payout amount is paid from the hopper if the amount is equal to or less than the coin pay limit. If the amount is above the coin pay limit, the entire amount is paid by ticket.

Enable or disable split pay as follows:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Limits (Option: [3.1.11.2])

If the payout amount is above the coin pay limit, the entire payout amount is paid by ticket. A jackpot condition locks up the machine, and the screen displays CALL ATTENDANT – JACKPOT.

Note: *The coin pay limit cannot be set to a value greater than the hopper limit.*

Set the coin pay limit as follows:

1. The screen displays the current setting. Press the **CHANGE** switch to navigate between the digits.

2. Press the **CASH/CREDIT** switch to increment the current digit.

3. Press the **SPIN REELS** switch to reset the value to the previous setting, or press the **PLAY MAX CREDITS** switch to save the new setting and exit the screen.

2.4.2   Sound Options (Option: [3.2])

Volume Control/Game Volume (Option: [3.2.1])

Note: *If the machine has an LCD/M-Slave installed, some sounds are played by that device. Use the Setups and Info options provided by the LCD/M-Slave to control those sounds. The options on this menu affect only the sounds generated by the base machine.*

Game Volume (Option: [3.2.1.1])

Use the Game Volume option to set the volume for game play music and sound effects. Set the volume using the following procedure:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Money Volume (Option: [3.2.1.2])

Use the Money Volume option to set the volume for monetary transactions, such as bill in and out and ticket in and out.

Set the volume using the following procedure:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Reel Spin Sound (Option: [3.2.2])

> **Note:** *This option is not available on all machine configurations.*

Select the Reel Spin Sound screen to enable or disable spin sounds. If the spin sound is enabled, a random note melody plays while the reels are spinning. If disabled, no sound is made while the reels spin. Enable or disable spin sounds using the following procedure:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Reel Stop Sound (Option: [3.2.3])

> **Note:** *This option is not available on all machine configurations.*

Select the Reel Stop Sound screen to determine the sound played when the reels come to a stop. The following sounds are available:

- None

- Speaker (produced by the sound processor)

- Solenoid (handle-solenoid clicks)

Set the stop sound using the following procedure:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Mechanical Bell (Option: [3.2.4])

Select the Mechanical Bell screen to indicate when the bell should ring. The following options are available:

- Off

- Ring for all wins

- Ring for hand pays only

Configure the bell using the following procedure:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Rollup Tones (Option: [3.2.5])

Note: *This option is not available on all machine configurations.*

Use the Roll Up Tones screen to set the sound played while credits are awarded to the player:

- Rollup tones – normal (single tone)

- Rollup melody – enhanced melody

Configure rollup tones using the following procedure:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Multimedia (Option: [3.2.6])

This menu allows the operator to configure the machine for specific multimedia options if a Multimedia Lite board is installed.

Audio Mode (Option: [3.2.6.1])

Set the playback sound to mono or stereo depending on the wiring harnesses and hardware options in the machine.

Configure the audio mode using the following procedure:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Attract Time (Option: [3.2.6.2])

When the machine enters idle mode with no credits on the meter, the machine plays a random attract sound once. Use the Attract Time option to configure the amount of time that elapses before the machine plays the random attract sound.

Set the attract time using the following steps:

1. The screen displays the current setting. Press the **CHANGE** switch to navigate between the digits.

2. Press the **CASH/CREDIT** switch to increment the current digit.

3. Press the **SPIN REELS** switch to reset the value to the previous setting, or press the **PLAY MAX CREDITS** switch to save the new setting and exit the screen.

Attract Volume (Option: [3.2.6.3])

Use the Attract Volume option to configure the volume level at which the attract sound is played.

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Reel Spin Option (Option: [3.2.6.4])

Note: *This option is not available on all machine configurations.*

Use the Reel Spin Option screen to configure the sound made while the reels spin:

- • Generic – universal stereo melody

- • Enhanced – one or more enhanced stereo melodies

• S-Plus™ Legacy – random S-Plus notes

Note: To play the S-Plus Legacy reel spin sounds, the appropriate sound chip must be installed on the Multimedia Lite board.

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1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Handpay Option (Option: [3.2.6.5])

Note: This option is not available on all machine configurations.

Use the Handpay Option screen to configure the sound made while the machine is waiting for a hand pay:

• Game Theme – stereo sounds that are part of the game theme

• S-Plus Legacy – random S-Plus notes

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Rollup Option (Option: [3.2.6.6])

Note: This option is not available on all machine configurations.

Use the Rollup Option screen to configure the sound made while credits rollup on the meter, and during coin in, bill in and cash out:

• Game Theme – stereo sounds that are part of the game theme

• S-Plus Legacy – random S-Plus notes

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Haywire Option (Option: [3.2.6.7])

Note: *This option is not available on all machine configurations.*

Use the Haywire Option screen to configure the sound made when the machine is in Haywire!® mode:

- Game Theme – stereo sounds that are part of the game theme

- S-Plus Legacy – random S-Plus notes

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

2.4.3   Bill Acceptor (Option: [3.3])

Enable/Disable (Option: [3.3.1])

Select the bill acceptor Enable/Disable screen to configure whether or not the bill validator accepts bills. Use the following steps to enable or disable the bill acceptor:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Bill Pay Mode (Option: [3.3.2])

Select the Bill Pay Mode screen to configure how bills are paid when accepted by the machine:

- To Credit Always – causes the credit meter to increment

- According to Credit Mode – uses the credit type configured on the Credit Mode screen

- To Hopper Always – exchanges bills for coins paid from the hopper, even if the player has selected the credit mode

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Bill Tilts (Option: [3.3.3])

The Bill Tilts setup screen configures the machine tilt that occurs when the bill acceptor fails. Select one of the following tilt options:

- Ignored/No Tilt – bill acceptor tilts have no effect on the machine

- Soft Tilt – the top level of the candle flashes, and the reason for the tilt is displayed on the VFD when either the main door or bill door is opened

- Hard Tilt – game play halts until the tilt is cleared

All tilts are cleared by opening and closing the main door.

Use the following steps to set the bill validator tilt:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Bill Rejection Limit (Option: [3.3.4])

The Bill Rejection Limit screen configures the machine to notify an attendant when a player is having difficulty inserting a bill into the bill validator. When the bill rejection limit is reached, the change lamp on the candle is automatically illuminated. Pressing the **CHANGE** switch or inserting an acceptable bill turns the lamp off. If set to 0, the change lamp is not affected by rejected bills.

Use the following procedure to set the bill rejection limit:

1. The screen displays the current setting. Press the **CHANGE** switch to navigate between the digits.

2. Press the **CASH/CREDIT** switch to increment the current digit.

3. Press the **SPIN REELS** switch to reset the value to the previous setting, or press the **PLAY MAX CREDITS** switch to save the new setting and exit the screen.

2.4.4   Communication Options (Option: [3.4])

Use the following pages to set communication parameters such as channels and polling addresses.

SAS Setup (Option: [3.4.1])

Primary and Secondary Channels (Option: [3.4.1.X])

The setup screens for the SAS primary and secondary channels are the same, but are accessed by different menu options.

SAS Primary and Secondary Address (Option: [3.4.1.X.1])

Select the SAS Address screen to set the SAS polling address. Valid values are from 1 to 127.

- If set to 0, SAS communications are disabled.

- Typically, the address is set to 1 if there is a player tracking (PT) device inside the machine.

- Addresses 2 through 127 are used when the machine is connected directly to a site controller.

Use the following procedure to set the address for the primary or secondary channel:

1. The screen displays the current setting. Press the **CHANGE** switch to navigate between the digits.

2. Press the **CASH/CREDIT** switch to increment the current digit.

3. Press the **SPIN REELS** switch to reset the value to the previous setting, or press the **PLAY MAX CREDITS** switch to save the new setting and exit the screen.

SAS Primary and Secondary Channel (Option: [3.4.1.X.2])

Select the SAS Channel screen to configure the channel used by the SAS communication protocol. The default is channel 2 (DCS port on the machine's mother board). The default for the SAS secondary controller is OFF.

Use the following steps to set the channel number:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

SAS Primary and Secondary Link Down (Option: [3.4.1.X.3])

> **Note:** This option is available only on single denomination, non-WAP machines.

Select the SAS Link Down screen to configure the game to automatically disable itself when the communications link fails. Game play is automatically enabled when the communication link is restored.

Use the following steps to configure the link down setting:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

SAS Primary and Secondary Hand Pay (Option: [3.4.1.X.4])

The SAS Hand Pay Polling option determines if the game can repeatedly send out a hand pay notification. If enabled, the game sends out a notification every 15 seconds until the host requests the hand pay information. If disabled, the game sends only one notification.

Enable or disable hand pay notification using the following steps:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

SAS Primary and Secondary Game Event (Option: [3.4.1.X.5])

The Game Event option determines whether or not the machine reports game exceptions to the host. Enable or disable game event notification using the following steps:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

SAS Config (Option: [3.4.1.3])

Note: *This option is available only with the international version PROM.*

Select the SAS Config screen to assign SAS long polls to the primary or secondary channel. All messages are communicated via the primary channel by default.

Note: *This screen is available only when the Operator menu is accessed while the machine is in idle mode.*

Use the following procedure to configure SAS long polls:

1. Press the **CHANGE** switch to select a poll from the list.

2. Press the **CASH/CREDIT** switch to toggle the value of the selected item.

3. Press the **SPIN REELS** switch to reset the value of the currently active field to the previous setting, or press the **PLAY MAX CREDITS** switch to save the settings and exit the screen.

Validation Security (Option: [3.4.1.4])

Validation security allows the machine to protect validation information if communications with the EZ Pay Ticket System are interrupted. When the validation buffer is full, the machine locks up and displays TERMINAL DISABLED BY SAS. The machine also locks up if the host has not sent the proper validation ID number.

If disabled, the machine does not write additional information to the validation buffer or send it to the EZ Pay Ticket System. Therefore, additional hand pay information is lost.

Note: *This option must be enabled to use the EZ Pay Ticket System. The screen does not appear if the ticket printer is disabled.*

Enable or disable validation security using the following procedure:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Bally Miser Setup (Option: 3.4.2])

Miser Protocol (Option: [3.4.2.1])

The Miser Protocol screen determines which protocol is used. The machine defaults to the 906912 protocol, but older Bally PT devices may require the 906820 protocol. If the machine is configured to play only generic bonus games, a third protocol option – Bally Miser Protocol With Bonus Support – allows the controller to select the machine's bonus game.

Note: *If the machine is configured to play non-specific bonus games only, then this page will have a third protocol option that enables Bally bonus configuration options. The Bally controller will be able to select one of the 10 bonus configurations remotely.*

Use the following steps to configure Bally Miser protocol:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Miser Channel (Option: [3.4.2.2])

The Miser Channel screen determines which channel is used by the Miser communication protocol (RS232 port on the machine's communication board). The default is channel 3.

Use the following steps to configure the Bally Miser channel:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

WAMM, LAP, and WAP Setup (Option: [3.4.3])

WAMM/LAP Address (Option: [3.4.3.1])

Note: *This option is not available on WAP machines.*

The WAMM/LAP Address option configures the WAMM/LAP polling address. Valid values are from 0 to 63. Address 0 is typically not used because machines default to that address after memory tilts.

Use the following steps to set the WAMM/LAP address:

1. The screen displays the current setting. Press the **CHANGE** switch to navigate between the digits.

2. Press the **CASH/CREDIT** switch to increment the current digit.

3. Press the **SPIN REELS** switch to reset the value to the previous setting, or press the **PLAY MAX CREDITS** switch to save the new setting and exit the screen.

WAP Address (Option: [3.4.3.1])

Note: *This option is available only on WAP machines.*

The WAP Address option configures the WAP polling address. Valid values are from 0 to 63. Address 0 is typically not used because machines default to that address after memory tilts.

Use the following steps to set the WAP address:

1. The screen displays the current setting. Press the **CHANGE** switch to navigate between the digits.

2. Press the **CASH/CREDIT** switch to increment the current digit.

3. Press the **SPIN REELS** switch to reset the value to the previous setting, or press the **PLAY MAX CREDITS** switch to save the new setting and exit the screen.

WAMM/LAP Channel (Option: [3.4.3.2])

Select the WAMM/LAP Channel screen to determine which channel to use for WAMM/LAP communications. The value can be set to channel 8 or OFF. Channel 8 is the fiber-optic channel on the machine's communication board.

Use the following steps to configure the WAMM/LAP channel:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

WAP Channel (Option: [3.4.3.2])

Select the WAP Channel screen to determine which channel to use for WAP communications. The value can be set to channel 8 or OFF. Channel 8 is the fiber-optic channel on the machine's communication board.

Use the following steps to configure the WAP channel:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

PSAMS Setup (Option: [3.4.4])

Use the following configuration options to configure machines that use the Progressive Security and Accounting Management System (PSAMS).

PSAMS Machine Address (Option: 3.4.4.1])

Select the PSAMS Machine Address option to set the PSAMS polling address. Valid values range from 0 to 127. Use the following procedure to set the address for the primary or secondary channel:

1. The screen displays the current setting. Press the **CHANGE** switch to navigate between the digits.

2. Press the **CASH/CREDIT** switch to increment the current digit.

3. Press the **SPIN REELS** switch to reset the value to the previous setting, or press the **PLAY MAX CREDITS** switch to save the new setting and exit the screen.

Machine Serial Number (Option: [3.4.4.2])

Configure a machine serial number up to nine digits for transmission to the PSAMS system.

Note: *The serial number entered on this screen must match the number on the machine's model tag.*

Use the Machine Serial Number screen to set the serial number as follows:

1. The screen displays the current setting. Press the **CHANGE** switch to navigate between the digits.

2. Press the **CASH/CREDIT** switch to increment the current digit.

3. Press the **SPIN REELS** switch to reset the value to the previous setting, or press the **PLAY MAX CREDITS** switch to save the new setting and exit the screen.

Denomination (Option: [3.4.4.3])

Select the Denomination option to set the machine's denomination. The machine denomination setting determines how accepted bills and progressive values are converted to credits. The default value is zero.

1. The current denomination is displayed. Press the **SPIN REELS** switch to edit the field.

2. Press the **CHANGE** and **CASH/CREDIT** switches to change the field value.

3. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the field's value.

PSAMS Communication Channel (Option: [3.4.4.4])

The PSAMS communication channel defaults to a value of eight, the fiber optic channel on the machine's communication board. This value cannot be changed.

2.4.5   Download (Option: [3.5])

NETPLEX™ Devices (Option: [3.5.1])

The pass-through operation is reserved for special purposes only, such as reprogramming a display device or the bill validator. Press the **SPIN REELS** switch at the prompt to begin the pass-through operation. Press the **PLAY MAX CREDITS** switch to exit the screen.

Video Display (LCD) (Option: [3.5.2])

The pass-through operation is reserved for special purposes only, such as reprogramming the LCD. Press the **SPIN REELS** switch at the prompt to begin the pass-through operation. Press the **PLAY MAX CREDITS** switch to exit the screen.

2.4.6   Bonus Graphic Theme Setup (Option: [3.6])

Note: *This option is available only on non-WAP machines that use generic bonus games.*

Select the Bonus Graphic Theme Setup option to change the graphic theme of the bonus game on the LCD. If the bonus game has only one graphic theme, the screen displays only the theme name. Use the following steps to configure the bonus graphic theme:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

2.4.7   Game Selection (Option: [3.7])

Spin Repeat (Option: [3.7.1])

If enabled, this option allows the player to control play as follows:

• For machines with the international version PROM, play repeats without releasing the player panel switch. The button remains active as long as it is pressed. The **BET MAX** switch starts the game with the maximum number of coins wagered. The **SPIN REELS** switch repeats the previous wager and starts the game.

• For all other machines, the player presses the **SPIN REELS** switch to repeat the existing wager. The button is disabled if the machine does not have enough credits to repeat the wager.

Use the following steps to enable or disable spin repeat:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Auto Spin (Option: [3.7.2])

Note: *This option is not available on all machine configurations.*

Use the Auto Spin option to change the way free spins for Multi Pull (Type 76) games are played:

• Auto Spin Enabled – the spins occur automatically.

• Auto Spin Disabled – the game prompts the player to press the **SPIN REELS** button.

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

2.4.8   Language Options (Option: [3.8])

Note: *This option is available only with the international version PROM.*

When this option is enabled and multilingual support is provided, the Operator may use this option to select the language displayed to the player, Operator and Attendant. This is a programmer-defined option with a default mode of disabled.

Player (Option: [3.8.1])

Use the Player option to select the language displayed to the player on the VFD.

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Attendant VFD (Option: [3.8.2])

Use the Attendant VFD option to select the language displayed to the player on the VFD.

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Attendant LCD (Option: [3.8.3])

Use the Attendant LCD option to select the language displayed to the player on the VFD.

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

2.4.9   Tournament Options (Option: [3.9])

The Tournament Options menu is available only when the Tournament Game (type 14) is used.

Enable/Disable (Option: [3.9.1])

The Enable/Disable option enables and disables tournament game mode. In some jurisdictions, this item defaults to enabled and cannot be changed. Use the following steps to enable or disable tournament game mode:

Note: *Tournament mode cannot be enabled if there are credits on the credit meter.*

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Timers (Option: [3.9.2])

Select the Timers option configure the tournament game period in minutes and seconds. Valid values range from zero to 99 minutes and 59 seconds. The following restrictions apply:

- International version PROM - the Start Timer is the only item that can be configured.

- All other PROMs - the Start Timer, Pause Timer and End Timer can be configured. To set the Pause Timer and End Timer, the Start Timer value must be greater than zero.

The default setting for the Start Timer is 30 minutes. Use the following steps to configure the timer:

1. The screen displays the current setting. Press the **CHANGE** switch to navigate between the digits.

2. Press the **CASH/CREDIT** switch to increment the current digit.

3. Press the **SPIN REELS** switch to reset the value to the previous setting, or press the **PLAY MAX CREDITS** switch to save the new setting and exit the screen.

Play Mode (Option: [3.9.3])

Select the Play Mode option to configure the game play type. The following types are supported:

- Normal – the player presses the **PLAY MAX CREDITS** switch, or wagers and presses the **SPIN REELS** switch to start the game.

- Auto-bet – the game automatically wagers the maximum bet and the player presses the **SPIN REELS** switch to start the game.

- Auto-spin – the game automatically starts without waiting for the player to press the **SPIN REELS** switch after pressing the **PLAY MAX CREDITS** switch.

- Auto-bet and auto-spin – the game automatically places the wager and starts the game until the tournament session ends.

Use the following steps to configure the play mode:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Credits (Option: [3.9.4])

Select the Credits option to configure the number of credits allocated to tournament game play. The default setting is 2500 and the maximum is 9999.

Use the following steps to configure tournament play credits:

1. The screen displays the current setting. Press the **CHANGE** switch to navigate between the digits.

2. Press the **CASH/CREDIT** switch to increment the current digit.

3. Press the **SPIN REELS** switch to reset the value to the previous setting, or press the **PLAY MAX CREDITS** switch to save the new setting and exit the screen.

Flash Lamp (Option: [3.9.5])

Select the Lamp Flash option to configure the candle operation for a winning game. The following candle operation settings are available:

- Flash three seconds for top wins – the candle flashes slowly for three seconds when the top jackpot is awarded.

- Flash 15 seconds for top wins (default) – the candle flashes slowly for 15 seconds when the top jackpot is awarded.

- Flash during payout of top win – the candle flashes slowly during rollup of the entire jackpot amount on the VFD.

- Flash during payout of all wins – the candle flashes slowly during rollup of any win amount on the VFD.

Use the following steps to configure the lamp flash:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Payout Rate (Option: [3.9.6])

Select the Payout Rate option to configure instantaneous or incremental credit rollup. The value defaults to instantaneous. Use the following steps to configure the payout rate:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Pulse Train (Option: 3.9.7])

Select the Pulse Train option to enable or disable transmission of progressive coin-in pulses during tournament mode. Use the following steps to configure this parameter:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.