Program Summary Report: S-Plus Stepper Slot Version SP1271

COMPLETE SET OF SLOT GAME CHIPS

Game PROM	Programmable Read-Only Memory. The game program is stored on this PROM. The PROM is a 27C512 device, and the label indicates S-PLUS GAME, the version (SP1271), and the game type. **NOTE:** *This PROM must be installed on a 10 MHz processor board.*
Data PROM	The companion data PROM is a 27C64 device that identifies the reel-strip symbols and determines the game type, paytable values, progressive capability, number of reels, maximum bet, and whether the game is a multi-line game, multi-coin game, scattered pay, or buy-a-pay game. The label indicates S-PLUS REEL and the SS number that identifies the paytable.
Set Chip	IGT utility program SET088, SET089, SET090, SET091, SET101, SET102, SET116, or SET121 is required to configure options for this version. For information about using the set chips, refer to the appropriate set chip PSR. **NOTE:** *Set chips may support features not supported by the game program. If the game program does not support a feature, it cannot be enabled.*

GAME TYPES

Type 0 (no special features), Type 0 games support nine paylines
Type 1 (Slam Dunk, Balloon Bars, etc.),
Type 4 (Spin 'Til You Win),
Type 5 (4th of July),
Type 19 (4th Coin Buy-a-Pay).

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FEATURES AND CAPABILITIES

Bill Acceptor	Uses ID-023. Acceptable bill denominations are $1, $5, $10, $20, $50, and $100. If the bill pay mode selection is disabled, all inserted bills are paid from the hopper, regardless of the game credit type. If the bill pay mode selection is enabled, the operator can specify in self test how inserted bills are paid. Use the set chip to enable/disable the bill pay mode selection.
Bill Rejection Feature	Bills are rejected if any of the following conditions occur: a $5 bill is inserted and the game denomination is $2, a $50 bill is inserted and the game denomination is $20, the game denomination is higher than the bill denomination, (in bills-to-credit mode) the credit value of the accepted bill plus any credits on the game exceeds the bill acceptor credit limit set in the self test mode, or (in bills-to-hopper mode) the coin/credit value of the accepted bill exceeds the hopper limit or bill acceptor credit limit.

Coupon Transactions	To use this feature, the bill acceptor must be enabled and capable of accepting coupons and bills, the communication type must be Bally MISER, the coupon capability must be enabled with the appropriate set chip, and the machine must be connected to a game monitoring unit (GMU) that uses the MISER protocol with coupon capability. Promotional (restricted) and cashable credit (unrestricted) coupons are accepted. When promotional and cashable credits are accumulated, the game wagers credits in the following order: (a) promotional coupon credits; (b) cashable coupon credits and credits from inserted bills; and (c) won credits. Coupons are rejected if the value of the coupon plus the accumulated credits exceeds the credit limit or if the value of coupons exceeds the bill/coupon credit limit set in the self test mode. Coupons are also rejected if the credit option is set to the standard noncredit mode. Coupon transactions and meters are displayed in the statistical data mode.
Credit Limit	Set in the self test mode.
Denomination Modifications	Requires the set chip. The denomination can be set at $0.01, $0.05, $0.10, $0.25, $0.50, $1, $2, $5, $10, $20, $25, $50, $100, $250, $500, $1,000, or zero (none).
Hand-Pay Display	The amount to be hand paid by an attendant is displayed in the Credits and Winner Paid windows. This information alternates with the amounts normally displayed in these windows. The hand-pay amount contains leading zeros instead of blanks so that it can be identified easily. The tilt error codes 3100 (for an extra coin out) and 3200 (for a coin-out tilt) also appear in the alternating display if these conditions occur while the machine is in the hand-pay condition.
Information Systems Compatibility	Bally MISER, Bally SDS, and IGT SAS. This version supports long polls and exceptions available in SAS protocols up to and including 3.06; however, not all long polls and exceptions in these protocols are used by this version. A list of the supported long polls and exceptions is available, provided a nondisclosure agreement signed by the requester is on file with IGT.
Jackpot to Credit	The purpose of this feature is to minimize the number of jackpot hand pays that must be made with high denomination machines. To use this feature, the following are required: a second reset key must be installed on the machine, and the jackpot to credit option must be enabled. Jackpots can be reset to the credit meter only if the following conditions are met: The win must be less than or equal to the upper jackpot limit, and current credits plus the win must be less than the credit limit. The operator can turn the second reset key to place the win on the credit meter. If the win is not eligible, the operator must hand

	pay it.
Mechanical Meters	Counts coins in, coins out, drop, jackpots x 10, canceled credits, and games played.
Power Reset Notification	When the power has been reset, the game flashes the Insert Coin lamp until the player plays one complete game.
Progressive Features/Displays	Nonprogressive; link or standalone progressive; single-level or double-level progressive; provided the paytable supports progressives.
Reel Reset	To indicate that the reels are not spinning and stopping for a new game, the reels stop in reverse order when resetting. The reels also stop in reverse order when the last games recall function is entered.
Reel Stops	Capable of handling 512 stops per reel.
Reel Tilt	If a reel tilt occurs while the reels are spinning, the affected reel(s) spin very slowly, even with the door open, until the tilt is cleared. All reel tilts are treated as hard tilts and require an attendant to reset the machine. To reset a reel tilt that occurs during game play while the reels are spinning, open the main door, turn the jackpot reset key, and close the door.
Secure Count Hopper	Hopper-level reporting through SAS and visual notification if a secure hopper is installed.
Service (Door-Just-Closed) Notification	The Coins Played digit flashes from the time the door is closed until the end of one complete game.
Two-Stage Candle	The top level signifies tilt/jackpot/change conditions; the bottom level signifies jackpot/door-open conditions. If the game is disabled, both levels are lit. When the machine enters the self test or statistical data mode, the top level flashes quickly. *NOTE: The door-open candle (bottom level) does not continue to flash once the main door is closed. Instead, the door-open candle returns to its previous game status prior to the door being opened (off, on, or flashing).*

DIP SWITCH OPTIONS

This version is not affected by DIP switch settings.

SELF TEST MODE

The numbers enclosed in < > represent the self test page number, [ ] represent the option number. and { } represent the setting. During a tilt condition or while credits are accumulated, only the bill acceptor tilt mode can be modified.

The self test mode consists of three groups. General instructions for setting options within groups are provided below. Specific instructions are provided where applicable.

Group 1 -- Communications Options

To change the option setting or to increment the digit value, turn the jackpot reset key. To change the blinking digit position, press the Spin Reels button. To move to the next self test page. press the self test button.

Accounting System Communication Type Display	Displays the accounting system communication type. Options are none {0}, Bally MISER {1}, or IGT SAS {2}. The set chip is required to set this option.
SAS Communication Address Display <0>	Displays the machine address. This page is displayed only if the communication type is SAS. The set chip is required to set this option.

Group 2 -- Page Zero Options

To change the option setting, press the Spin Reels button. To move to the next page zero option. turn the jackpot reset key. To move to Group 3 at any time within the zero pages. press the self test button.

Reel-Spin Sound <0> [2]	Options are reel-spin tones and reel-stop sounds {0} or reel-spin tones only {1}.
Credit Mode <0> [5]	Options are standard credit or noncredit {0}, player-initiated credit {1} and player-initiated noncredit {2}. 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. The player-initiated noncredit option defaults to the credit mode if the game is idle for 30 seconds, and it remains in the credit mode when credits are cashed out credits are accumulated.
Mechanical Bell <0> [6]	Options are ring on hand pays only {0} or ring on all pays {1}.
Drop-Door Switch Monitoring <0> [7]	The drop-door monitoring option is automatically enabled with SAS communications. Options are enabled {1} or disabled {0}. If enabled, the number of times the drop door is opened is monitored and displayed in the statistical data mode.

Bill Acceptor Pay Mode <0> [8]	The bill acceptor must be enabled with the set chip to change this option. Options are pay coins from the hopper {2}, conver bills to credits {1}, or follow the player-initiated credit {0}. If set to follow the player-initiated credit, bills are converted to credits if the player has selected the credit mode, or paid from the hopper if the player has selected the noncredit mode.
Bill Acceptor Display <0> [9]	Indicates whether the bill acceptor is enabled {1} or disabled {0}. The set chip is required to enable and disable the bill acceptor.
Coupon or EFT Display <0> [11]	Indicates whether the coupon capability/EFT is enabled {1} or disabled {0}. The set chip is required to modify this option.
Hand-Pay Display <0> [13]	Options are enabled {1} or disabled {0}. If enabled, the hand-pay amount is displayed when the game goes into a hand-pay condition.
Bill Acceptor Tilt Mode Selection <0> [16]	This option can be changed only if the bill acceptor is enabled. Determines how bill acceptor tilts are handled. If set to no tilt {0}, game play continues. If set to soft tilt {1}, game play continues and the tilt lamp flashes until the tilt is cleared. Soft tilts can be cleared by a valid bill transaction, by closing the door, by entering the self test mode, by entering the display meters function in the statistical data mode, or by playing door-open games. If set to hard tilt {2}, the bill acceptor is disabled, game play halts, and the tilt lamp flashes until the tilt is cleared Hard tilts are cleared by opening and closing the main door.
Country Code Display <0> [30]	Displays the country code associated with the bill acceptor: United States {37} or Canada {7}. The set chip is required to set this option.
Progressive Selection Display <0> [31]	Displays progressive settings: none {0}; primary-level link, secondary-level link {1}; primary-level link, secondary-level standalone {2}; primary-level standalone, secondary-level standalone {3}; and primary-level standalone, secondary-level link {4}. The set chip is required to set this option.
Partial Pay on Top Award Option <0> [34]	Determines whether a partial pay is made when the top award is hit. Options are enabled {1} or disabled {0}. If enabled, the amount paid is set in the partial pay amount page. If disabled, the entire top award amount must be hand paid.

Progressive Level Display <0> [35]	Displays the progressive level: one progressive level {1}, or two progressive levels {2}. The set chip is required to set this option.
Max Bet Autospin <0> [39]	Determines whether the reels spin automatically when the maximum bet is reached or when the Play Max Credits button is pressed. Options are enabled {1} and disabled {0}.
Jackpot to Credit Display <0> [43]	Displays the jackpot to credit option setting: disabled {0}, enabled and SAS authorization is required {1}, or enabled and SAS authorization is not required {2}. The set chip is required to change this option.
Progressive Type Display <0> [60]	Displays the progressive type: high/low {0}, or alternating {1} progressive. The set chip is required to set this option.
Special Partial Pay <0> [78]	When enabled, this option determines whether a fractional currency amount of the hand pay will be paid by the hopper. When in a hand-pay condition, the hopper pays amounts less than a dollar, making the hand pay an even dollar amount. Options are disabled {0} or enabled {1}.

Group 3 – Miscellaneous Tests & Configurations

To change the option setting or to increment the digit value, press the Spin Reels button. To move through tests, turn the jackpot reset key. To move to the next self test page, press the self test button. In option pages, turn the jackpot reset key to change the blinking digit position. Specific instructions are provided where applicable.

Input Tests <1>   Allows testing of machine inputs. The Winner Paid window indicates the input number and whether it is active {1} or inactive {0}.

#	Input	#	Input
10	Coin in A	25	Self test button
11	Coin in B	26	Card Cage
12	Coin in C	27	Bill acceptor
13	Door closed	30	(Reserved)
14	Hopper coin out	31	Drop door
15	Hopper full	32	Jackpot to credit key
16	Handle/Spin button	33-37	(Reserved)
17	Jackpot reset key	40	Reel #1
20	Bet One Credit	41	Reel #2
21	Play Max Credits	42	Reel #3
22	Cash Out	43	Reel #4
23	Change light	44	Reel #5
24	Reel mechanism		

Output Tests <2>   Allows testing of machine outputs. The Winner Paid window indicates the output number and whether it is active {1} or inactive {0}.

#	Output	#	Output
10	Coin drop meter	27	Jackpots meter
11	Coin-out meter	31	Change candle lamp
12	Coin-in meter	32	(Reserved)
13	B switch for SDS	33	Diverter
14	Hopper drive #2	34	Coin lockout
15	Stepper motor direction	35	Hopper drive #1
16	Mechanical bell	36	Payline lamp #1
17	Canceled credits meter	37	Payline lamp #2
20	Payline light #3	40	Stepper motor power
21	Payline light #4	41	Insert Coin lamp
22	Payline light #5	42	Coin accepted lamp
23	Payline light #6	43	Low hopper indicator
24	Door optics transmitter	44	Play Max Credits lamp
25	Games played meter	45	Bet One Credit lamp
26	Bill acceptor	46	Cash Out lamp

Sound Test	Winner Paid window = 50. Tests sounds (coin insertion, maximum coins in, etc.). Turn the jackpot reset key to select a sound. Press the Spin Reels button to play the sound.
Song Test	This page is displayed only if the game is Type 4 or Type 5. Activates song played during the Spin 'Til You Win and 4th of July modes. Turn the jackpot reset key to play the song.
Display Test <8>	Tests illumination on the player digital display and verifies that the digital display is receiving correct signals from the processor board. Part one: The digit 8 is displayed in every position of the display. Press the self test button to display part two: The digits 1, 2, 4, and 8 are displayed sequentially in every position of the display.
Hopper Test <3>	Tests the hopper operation by paying out ten coins. Turn the jackpot reset key to enter the hopper test.

If a secure count hopper is installed, the Credits window displays hopper status (left digit), and hopper level (right digit).

Hopper Status	Description
0	Status OK
1	Optics flooded with light
2	Coin out reverse direction directed
3	Coin optic exit time too short
4	Coin optic exit time too long

Hopper Level	Description
0	Hopper low
1	One-third full
2	Two-thirds full
3	Hopper full

Paytable Test <4>	The game type (0, 1, 4, 5, or 19) and the first two digits of the reel-strip number are alternately displayed in the Winner Paid window. The version number and the last four digits of the reel-strip number are alternately displayed in the Credits window. To enter the paytable test, turn the jackpot reset key. To test paytable values, the physical stops for all the reels must be entered. To input and increment the physical stop, press the Spin Reels button. Winner Paid window = physical stop. Credits window = reel number. To select the next reel, turn the jackpot reset key. After selecting the physical stop for the last reel, turn

the jackpot reset key to spin the reels to the entered physical stops. After the reels stop, the pay amount for the reel combination is displayed in the Winner Paid and Credits windows, and it alternates with the number of coins bet in the Winner Paid window. To view all award amounts, from one coin wagered up to the max bet, press the Spin Reels button. If the game is Type 19 and the physical stops and coin amounts for a bonus award is entered, paylines one, two, and three blink.

Reel-Strip Test <5>

Allows the operator to view the upper and lower virtual limits for all the reels by inputting the physical stops. Turn the jackpot reset key to enter the reel-strip test. To operate the reel-strip test, the physical stops for all the reels must be entered. To input and increment the physical stop, press the Spin Reels button. **Winner Paid window** = physical stop. **Credits window** = reel number. To select the next reel, turn the jackpot reset key. After selecting the physical stop for the last reel, turn the jackpot reset key to spin the reels to the entered physical stops. **Winner Paid window** = lower virtual limit. **Credits window** = upper virtual limit. The virtual limits alternate with the reel number. To view the next reel, press the Spin Reels button.

Denomination Display <6>

Displays the current denomination. The set chip is required to change the denomination.

Hopper Limit <7> [1]

Determines when hand pays and hopper pays occur.

Lower Jackpot Limit <7> [2]

Any single win over this limit causes the machine to go to a hand-pay condition. For example, this limit must be set to 1,199 to lock up on 1,200.

Credit Limit <7> [3]

Determines the maximum number of credits that can be accumulated.

NOTE: The EFT limit follows the credit limit.

Upper Jackpot Limit <7> [4]

This page is not displayed if the jackpot to credit option is disabled. Allows some hand pays to be directed to the credit meter. This limit is the maximum number of credits that can be directed to the credit meter.

Bill Acceptor Credit Limit <7> [5]	Determines the maximum number of credits that can be accumulated before the bill acceptor is disabled. This limit must be less than or equal to the credit limit, or a maximum of $3,000.
Partial Pay Amount <8>	Determines the number of coins paid from the hopper when a jackpot is hit, before a hand-pay lockup condition occurs. The value cannot exceed the hopper or jackpot limits.
Standalone Progressive #1 Display <9>	This page is displayed only if the primary level is specified as standalone in the progressive option selection page and the primary progressive parameters are set with the set chip. Winner Paid window = primary-level parameter number. Upper portion of progressive display unit = amounts and data for the primary standalone progressive award.
Standalone Progressive #2 Display <9>	This page is displayed only if the secondary level is specified as standalone in the progressive option selection page and the secondary progressive parameters are set with the set chip. Winner Paid window = secondary-level parameter number. Lower portion of progressive display unit = amounts and data for the secondary standalone progressive award.
Link Progressive Display <9>	This page is displayed only if at least one level is set for progressive (on position) and at least one level is specified as link in the progressive option selection page with the set chip. Credits window = how many link levels are enabled {1} or {2}. Press the Spin Reels button to display link progressive information. Coins Played window = link progressive level 1 or 2. The external progressive display units show the link progressive amounts. The Winner Paid and Credits windows also display the link progressive amounts.
Rejected Bill Limit <11>	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.
Out of Service Page <90>	If enabled {1}, this function renders the machine inoperative without turning the power off. To place the machine in the out of service mode, close the main door while in this page. To place the machine back in service, perform the following steps: open the main door; press the self test button to enter the out of service mode page; then exit this self test page by pressing the Spin Reels button.

STATISTICAL DATA MODE

Turn the jackpot reset key to enter the statistical data mode and to move from one function to the next.

Display Meters Function <1>

Coins Played = 1.

Winner Paid = Group number, alternating with the first four digits of the meter value.

Credits = Meter number, alternating with the last four digits of the meter value. Press the Spin Reels button to display the first meter in a group and to page through meters within a group. Turn the jackpot reset key to advance from one group to the next (and to the next page of this mode). The groups and meters appear in the following order:

Master Money Accounting <1>

01	Coins in (total wagers)
02	Coins out
03	Drop (bill/coin)
04	Drop (coin)
05	Canceled credits
06	Amount of jackpots in coins
07	Physical coins inserted
08	Coins dispensed by the hopper
09	Credits played
10	Credits won
11	Credits paid
12	Hopper throughput sign (positive {0}, negative {1})
13	Hopper throughput (total coins into and out of hopper)
14	Jackpots reset to credit meter (in credits)

Master Statistics Accounting <2>

01	Games played
02	Games won
03	Games lost
04-13	Games played with from 1 to 10 coins in (number of coins in depends on options)

Master Bill Accounting <3>

01	$1 bills accepted
02	$2 bills accepted
03	$5 bills accepted
04	$10 bills accepted
05	$20 bills accepted
06	$50 bills accepted
07	$100 bills accepted
08	Bills accepted
09	Coins or credits dispensed for bills
10	Dollar value of bills accepted
11	Bill acceptor cash box removed
12	Bill acceptor cash box full

Master EFT Accounting <4>

01	Cashable credits downloaded
02	Non-cashable credits downloaded
03	Promotional credits downloaded
04	Credits cashed out to the system

Period Bill Accounting <5>

01	$1 bills accepted since last meter reset
02	$2 bills accepted since last meter reset
03	$5 bills accepted since last meter reset
04	$10 bills accepted since last meter reset
05	$20 bills accepted since last meter reset
06	$50 bills accepted since last meter reset
07	$100 bill accepted since last meter reset
08	Bills accepted since last meter reset
09	Coins or credits dispensed for bills since last meter reset
10	Dollar value of all bills accepted since last meter reset

Security Accounting <6>

01	Games played since last main door closed
02	Games played since last power up
03	Door opens
04	Coin drop door opens

Error Accounting <7>

01	Coin-in tilts
02	Hopper-empty tilts
03	Coin-out tilts
04	Power resets
05	Processor board battery tilts
06	Reel #1 tilts
07	Reel #2 tilts
08	Reel #3 tilts
09	Reel #4 tilts
10	Reel #5 tilts
11	Reel mechanism tilts
12	Bill acceptor stacker jams
13	Bill acceptor hardware tilts
14	Bill acceptor reverse bills

Progressive Accounting <8>

01	Total progressive hits
02	(Reserved)
03	Primary progressive hits
04	Secondary progressive hits

Last 10 Games Recall Function <2>:

Reel Games Recall Pressing the Spin Reels button causes the reels to spin and stop to the position of the previous game, beginning with the most recent game.

Winner Paid = number and virtual position of the reel before any "nudging" is done.

Credits = game being displayed. If the game is Type 1, the Credits window also indicates the number and physical position of the reel after any nudging is done. If the game is Type 4 or Type 5, the Credits window also indicates 0 (standard game) or 1 (free spin). If the game is Type 19 and a bonus amount was paid for that game, payline lamps one, two, and three flash. Press the Spin Reels button to view each reel stop. After the last reel stop is displayed, press the Spin Reels button again.

Game Details The following pages display last game data in the Winner Paid and Credits windows. The Coins Played window displays the number of coins/credits wagered for the game. Press the Change button to step through the data pages.

NOTE: The value for pages 1, 3, and 8 requires the Winner Paid and Credits windows to display the entire amount, so the page number does not appear in the Credits window.

Page Description	Display	
	Credits Window	**Winner Paid Window**
Total game win	Lower 4 digits of the total win amount	Upper 4 digits of the total win amou
Amount of win paid by hopper	Page number (2)	Hopper pay amount
Amount of win paid by hand pay	Lower 4 digits of the hand-pay amount	Upper 4 digits of the hand-pay amount
Current credits	Page number (4)	Credit amount
Bill transaction	Page number (5)	Total coin amount of bills inserted since the game end
Cash out	Page number (6)	Most recent cash out or partial pay amount, including special partial pa amount, if any
Cumulative cash out	Page number (7)	Sum of credits cashed out and partia pay amounts including special partia pay amount, if any, since the game end
Cumulative SAS bonus amount	Displays 0000 because this version does not support SAS bonusing.	Displays 0000 because this version does not support SAS bonusing.
First cash out amount	Page number (9)	Amount of first player-initiated cas out

Press the Spin Reels button to cause the reels spin to the positions of the previous game (from withi the game details function, above).

Bill Acceptor Transactions <9>:

All LED displays show 9 until the Spin Reels button is pressed. Coins Played = last bill transaction 1 (most recent) through 5 (oldest). Winner Paid = number of coins dispensed or credits given, beginning with the most recent transaction. Credits = bill denomination.

IGT Service Utility Information <3>:
Coins Played = 3.

Progressive Jackpot Recall <4>:
Winner Paid = a number from 50 to 1. The progressive display shows the amount won, beginning with the most recent jackpot awarded.

EFT Transactions <5> through <9>:
Turn the jackpot reset key to view each category; press the Spin Reels button to view the last five transactions within each category. The category is displayed in the Coins Played window: 5 = downloaded non-cashable credits, 6 = downloaded cashable credits, 7 = downloaded promotional credits. 8 = cash outs to the system, 9 = forced cash outs to the hopper. The far left digit in the Winner Paid window = 1 (acknowledgment received, transaction processed) or 0 (no acknowledgment, transaction not processed). The far right digits in the Winner Paid window indicate the transaction status: 00 = successfully completed, 01 = no game denomination set, 03 = downloaded credit not a multiple of game denomination, 04 = downloaded credit exceeds credit limit. The Winner Paid window also alternately displays the transaction number. The Credits window = number of credits transferred, alternating with the transaction reference number: 1 represents the most recent transaction and 5 represents the oldest.

Clearing Resettable Bill Meters <10>:
The resettable bill meters keep a count of the bill acceptor transactions since the last time the meter was cleared. If any of the resettable bill meters is not equal to zero, {8888} is displayed in both the Credits and Winner Paid windows. Press the Spin Reels button to clear the resettable meters. {0000} is displayed in the Credits and Winner Paid windows when the meters are cleared.

Coupon Credits (or EFT) Meters Breakdown <12>:
If the coupon capability is enabled, this page displays coupon credit meters. If EFT is enabled, this page displays EFT meters. If the main door is open, this function is not available for viewing. Pressing the Spin Reels button advances through the two coupon credits (or EFT) meters. If the Coins Played window = 1, the Credits window = promotional credits. If the Coins Played window 2. the Credits window = buffered credits (bill transactions and cashable downloads).

Cumulative Coupon Capability Meters <17>:
Press the Spin Reels button to view each category. The category is displayed in the Coins Played window:

1   Total number of coupons accepted
2   Total number of cashable coupon credits
3   Total number of non-cashable coupon credits
4   Dollar value of cashable coupon credits
5   Dollar value of non-cashable coupon credits
6   Total dollar value of coupon credits (cashable and non-cashable)

Last 5 Coupon Transactions <18>:
Press the Spin Reels button to display the last five coupon transactions. Coins Played = 1 (most recent) through 5 (oldest). Winner Paid = number of coupon credits. The Credits window indicates the type of coupon transaction: 0 = no coupon transaction, 1 = cashable coupon credits, or 2 = promotional coupon credits.

CLEARING TILTS

Malfunctions in the S-Plus machine cause the machine to enter a tilt state. The tilt codes are displayed in the Winner Paid window; they are defined below.

Tilt Code	Malfunction	Clearing the Tilt
12	Low battery	Replace battery. Open and close door.
21	Coin-in	Open and close door.
23	Excessive extra coins in	Open and close door.
3100	Extra coin out	Open and close door.
3200	Coin jam in hopper	Open and close door.
3300	Hopper empty	Open and close door.
34_0	Hopper optics blocked	Open and close door.
35_0	Coin out reverse direction detected	Open and close door.
36_0	Coin optic exit time too short	Open and close door.
36_1	Coin optic exit time too long	Open and close door.
41	Reel 1 tilt	Open and close door.
42	Reel 2 tilt	Open and close door.
43	Reel 3 tilt	Open and close door.
44	Reel 4 tilt	Open and close door.
45	Reel 5 tilt	Open and close door.
49	Reel mechanism disconnected	Reconnect reel mechanism. Open and close door.
61	Bad CMOS RAM	Open door and press self test button for 2 to 3 seconds. Se 61_1.
61_1	Game data reset	Close door and turn jackpot reset key.
61_2	Recoverable CMOS error	Open door and press self test button for 2 to 3 seconds. Se 61_1.
61_3	Hardware malfunction	Open door and press self test button for 2 to 3 seconds. Se 61_1.
62_0	Bad game PROM	Replace game PROM.
62_1	Bad data PROM	Replace data PROM.
65_0	Bad EEPROM device	Replace EEPROM with a blank one.
65_1	Bad EEPROM data	Open door and press self test button for 1 to 2 seconds.
65_2	Game type mismatch	Open door and press self test button for 1 to 2 seconds.
65_3	Game options & meters not in most current format	Recover options & meters by using correct set chip. O Turn jackpot reset key to continue power-up procedure. G. will be upgraded to most current format. See 65_1 or 65_2
66	Game PROM changed	Open door. Turn machine off, then on.
67	Data PROM changed	Open door. Turn machine off, then on.
68	Non-compatible data PROM	Install correct data PROM.
99_1	Stacker jam	Open and close door.
99_2	Cash box removed	Open and close door.
99_4	Cash box full	Open and close door.
99_5	Hardware error	Open and close door.
99_6	Reverse bill detected	Open and close door.

REFERENCES

Refer to the appropriate IGT publication for detailed information about S-Plus software and error resolutions: *Game Software -- S-Plus Products* p/n 821-206-0x, *Troubleshooting -- Game Machines* p/n 821-283-0x, or *S-Plus Diagnostic Card Set* p/n 821-154-0x. Refer to the Reel-Strip Listing for exact paytable information and symbol alignment on each reel.

For additional information or to order manuals, contact IGT Customer Service, 9295 Prototype Drive, Reno, Nevada, (USA) 89521-8986; telephone 775-448-0364, between 8 a.m. and 4 p.m. PST; FAX 775-448-0675.

For viewing and downloading technical information, visit IGT's Web site (www.igt.com).

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