

S-Plus Tournament Game Setup

Entering Option Pages

Note: Make sure that there is no game in play, tilts or credits on the machine before proceeding with the following steps.

1. Open the machine door.
 2. Access the self test mode by pressing the Self Test switch.
Use the Self Test switch or the Bet One Credit switch to forward through the self test pages to the option selection pages. At the beginning of the option selection pages a 5 appears on the left side of the Winner Paid window, a range of 0 to 2 appears on the right side, and a 0 appears in the Coins Played window.
 3. Use the Change or Jackpot Reset key switch and refer to the Option Selection Table to enter the following mode and options. The option numbers appear on the left side of the Winner Paid window. While in any of the listed options, change the parameters viewed in the Credit window by pressing the Spin Reels switch.
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Note: Depending on the game EPROM, options not related to the tournament feature may appear. The following option selections refer to the tournament mode only.

Exiting Option Pages

1. After setting options, exit the self test mode, and close and lock the machine door.
 2. To activate or reset the tournament mode from the game play mode, depress and hold down the Spin Reels switch and turn the Jackpot Reset key switch until a time or credit limit amount displays.
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Note: If the Jackpot Reset key is turned prior to pressing the Spin Reels switch, the statistical data display mode may be entered instead of the tournament mode.

3. Pressing the Spin Reels switch once more starts the tournament game.
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Note: Once started, the game must complete before another game can be started, or before self test mode can be accessed to modify the parameters.



Option Selection Table				
Option Selection	Option Description	Range of Options	Window Where Digits Appear	Comments
20 ¹	Tournament Mode	0 – OFF 1 – ON	Winner Paid	
21	Initial Credit	0000 – 9999	Credit	Self Test switch forwards flashing cursor mode from digit to digit. Spin Reels switch changes value of flashing number.
22	Time Limit	0 – 99 minutes 0 – 59 seconds	Credit	Two digits on left side represent minutes; two digits on right side represent seconds. Depending on game EPROM, option may be omitted. If omitted, function is set in options 40 through 42.
23 ²	Auto Bet	0 – OFF 1 – ON	Winner Paid	
24 ³	Auto Spin	0 – OFF 1 – ON	Winner Paid	
25	Tournament Credit Pay Out Rate	0 – credits instantly transfer to credits display 1 – credits scroll at 100 per second 2 – credits scroll at 125 per second	Winner Paid	Depending on game EPROM, option may be omitted. If omitted, function is set in option 28.
26	Jackpot Flash	0 – flashes for 3 seconds 1 – flashes for 15 seconds 2 – flashes during top award wins 3 – flashes during all wins	Winner Paid	Can be two parameters (0 and 1) or four parameters (0 through 3), depending on game EPROM.
Note 1: For options 21 through 28 and 40 through 42 to appear in option selection, option 20 must be set to ON.				
Note 2: If Auto Bet option is enabled, game automatically wagers maximum bet at beginning of each game. To open door and enter self test mode in order to change options, simultaneously press and hold down Change switch and turn Jackpot Reset key. This delays Auto Bet feature for three seconds. If door is not opened within three seconds, Auto Bet feature continues and places wager. Once wager is placed, self test mode cannot be entered until next game.				
Note 3: If both Auto Bet and Auto Spin are ON, machine automatically plays when game is started in tournament mode.				

Option Selection Table (cont.)				
Option Selection	Option Description	Range of Options	Window Where Digits Appear	Comments
27	Tournament Time Display	0 – time alternates with credits 1 – only credits appear	Winner Paid	Option used only when credits and time are selected.
28	Variable Tournament Credit Payout Rate	Increments of 10 with a range of 0 – 200.	Winner Paid	If 0 is set, total win displays at once. Depending on game EPROM, enabled only when option 25 is omitted.
40	Start Time Limit	0 – 99 minutes 0 – 59 seconds	Credit	Two digits on left side of Credit window represent minutes; two digits on right side represent seconds. Self Test switch forwards flashing cursor mode from digit to digit and Spin Reels switch changes value of flashing number (0000-9999). Depending on game EPROM, enabled only when option 22 is omitted.
41 ¹	Pause Time Limit	Same as option 40	Credit	Depending on game EPROM, enabled only when option 22 is omitted.
42 ¹	End Time Limit	Same as option 40	Credit	Depending on game EPROM, enabled only when option 22 is omitted.
Note 1: If only one round of tournament play per person is needed, options 41 and 42 can be omitted and left at 0. If two rounds are needed, set Pause Time Limit and the End Time Limit options to necessary levels.				

For additional information or assistance, contact the 24-hour **Customer Service Hotline** 1-800-688-7890.