

## EXTRA COIN

The electronic slot is also designed to detect an over coining situation. If an extra coin, one more than the specified coin limit of the game, were to cross the coin switch, it would be shown on the display after the first reel indexes and would act as the first coin deposited for the next game. Where a Replay Register (Credit Meter) is used, the additional coin will be applied to the Credit Meter immediately and to the "Coins In" verification meter at the start of the next game.

## KEY SWITCH

Another feature involving the display is that meter readings may be obtained by casino personnel without opening the door. This is accomplished by inserting and turning a key in the lock on the right side of the machine before the first coin of a new game is inserted. (On a Replay Register game, credits must be cleared from the Replay Register before meter readings can be taken). Upon conclusion of the meter display routine normal game operation will resume. This key switch serves another purpose on games with attendant paid jackpots. When the machine is in a lock-up condition, the actuation of this switch yields a jackpot cancel routine.

## JACKPOT LOCK-UP

For Jackpot payouts too large to be paid from the hopper, the machine is rendered unplayable until the Key Switch is actuated. During this time, the Jackpot Bell rings, Jackpot tower lamp is lit, and when applicable, Attendant Pay lamp is lit, SDS signal is output, appropriate feature lites are lit or flashed. When the Key Switch is actuated, the Winner Paid and Insert Coin lamps are lit, feature lites stop flashing and coins are accepted. The bell continues to ring and Jackpot lamps remain lit till a coin is deposited, at which time normal play resumes. Any variations to this sequence will be described in the Special Model Information Form (FO-652-XXX) accompanying each machine.