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## **Program Summary Report: S-Plus Stepper Slot Version SP1137**

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### **COMPLETE SET OF SLOT GAME CHIPS**

Game PROM	Programmable Read-Only Memory. The game program is stored on the PROM. The PROM is a 27C512 device, and the label indicates S-PLUS GAME, the PROM version (SP1137), and the game type.
Data PROM	The companion data PROM is a 27C64 device that identifies the reel-strip symbols and determines the game type, the payable values, the number of reels, the 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 or ST number that identifies the payable.
Set Chip	IGT utility program SET086 is required to modify the token value, enable/disable the bill acceptor, select the country code associated with the bill acceptor, select the SAS Enhanced Cashless Transaction (ECT) option, and modify the denomination. For information about how to use the set chip, refer to the section of this PSR titled <i>Using the Set Chip</i> .

### **GAME TYPE**

Type 0 (no special features), Type 1 (Slam Dunk, Balloon Bars, etc.), Type 4 (Spin 'Til You Win), Type 5 (4th of July), Type 12 (Fever), and Type 14 (Tournament). The tournament option can be enabled in the self test mode, provided the correct payable program, beginning with STxxxx, is installed. Type 0 games support nine paylines.

### **FEATURES AND CAPABILITIES**

Bill Acceptor	Uses ID-023. Acceptable bank note denominations are 1, 2, 5, 10, 20, 25, 50, 100, 200, 250, 500, 1,000, 2,000, 2,500, 5,000, 10,000, 20,000, 25,000, 50,000, 100,000, and 500,000. Use the set chip to enable and disable the bill acceptor.
Bill Rejection Feature	Bills are rejected if any of the following conditions occur: the game denomination is higher than the bill denomination; the bill inserted is not a multiple of the game denomination; the credit value of the accepted bill plus any credits on the game exceeds the bill acceptor credit limit that is set in the self test mode; or the number of bills inserted consecutively between games exceeds the bill limit set in the self test mode.
Credit Limit/ Credit Mode	The credit limit for Standard Euro credit, Semi-Euro credit, Semi-Euro credit II, Euro noncredit, and Lottery-style credit is

	selectable in the self test mode. The credit limit for Token credit is fixed at 9,999. The credit limit for Nevada-style credit automatically matches the hopper limit, which can be set by DIP switch or in the self test mode. No credit limit is associated with Nevada noncredit.
Denomination Modifications	Requires the set chip if either the bill acceptor or the SAS ECT option are enabled. When the denomination is set to zero (none), the bill acceptor is disabled (if present), the game does not display link progressive amounts, all link progressive wins cause the game to go to a hand-pay condition, and standalone progressive options can not be enabled. The denomination can be set at 0.01; 0.02; 0.05; 0.10; 0.20; 0.25; 0.50; 1; 2; 2.50; 5; 10; 20; 25; 50; 100; 200; 250; 500; 1,000; 2,000; 2,500; 5,000; or zero (none).
Information Systems Compatibility	IGT SAS with ECT capability. This version supports long polls and exceptions available in SAS protocols up to and including 3.13; 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.
Mechanical Meters	Counts coins in, coins out, drop, jackpots x 1 or jackpots x 10 (selectable in the self test mode), games played, and canceled credits.
Progressive Features/Displays	Nonprogressive; link or standalone progressive; single-level, single-level alternating, or double-level progressive; and an 8 x 8 progressive display. If a link progressive system is in place, disconnecting the tournament machines is recommended because the progressive amount is altered during the tournament and the original progressive amount will not be saved.
Reel Stops	Capable of handling 256 stops per reel.
Reel Tilt	When a tilt occurs any time other than during the random spinning period, the game soft tilts and automatically reset itself three times. The fourth tilt is considered a hard tilt and requires an attendant to reset the machine. The soft tilt counters are independent for each reel and are cleared after each game or door closure.
Tournament Features	The tournament games may be operated in three modes: time-limit-only, credit-only, or both time limit and credit play. Time-limit-only games are selected by setting the credit value to zero and setting the time to the desired limit. Credit-only games are selected by setting the time limit to zero and setting the credits to the desired amount. Games that combine both the time limit and credit play are selected by setting the desired values in their respective fields. Once the tournament capability is enabled in the

self test mode, tournament game play can be initialized by simultaneously pressing the Spin Reels button and turning the jackpot reset key. If the accumulated wins reach the 9,999,999 maximum, the machine enters a hand-pay condition.

#### Two- or Three- Stage Candle

On a two-stage candle, the top level signifies a tilt/change condition, the bottom level signifies a door-open condition, and both levels flashing signifies a hand-pay jackpot condition. After the door is closed, the door-open candle (bottom level) remains flashing until one uninterrupted game is completed or until the game is left idle for one minute. On a three-stage candle, the top level signifies a hand-pay condition, the middle level signifies a door-open condition, and the bottom level signifies a change/tilt condition. For proper candle operation, the level selected in self test must be the same as the physically installed candle. The three-stage candle requires special harnessing.

### DIP SWITCH OPTIONS

The dual in-line package switch selection chart is located on the processor board tray. The options for this machine are: hopper limit (switches 1 and 2), reel-spin sound (switch 3), fast or normal game speed (switch 4), progressive enable/disable (switch 5), high/low or alternating progressive (switch 6), double or single progressive (switch 7), and link or standalone progressive (switch 8). The DIP switch configuration is displayed in the self test mode.

### USING THE SET CHIP

Before the SAS ECT option can be selected with the set chip, perform the following steps: install the game PROM, turn the machine on, and enter the self test mode. Specify IGT SAS as the accounting system communication type, set the SAS address to a non-zero value, and exit the self test mode. Turn the machine off, install the set chip, and turn the machine on. Press the self test button to step through the set chip option pages. To change an option setting, press the Spin Reels button.

**NOTE:** After any change has been made, save the option(s) by stepping through to the last page and exiting.

#### Token Value

Selection <0> [15]

Tokens can be set to a value between 2 and 99 credits.

Credits window = token value. Press the Spin Reels button to step through token values. Turn the jackpot reset key to select a value.

#### Bill Acceptor Enable/ Disable <0> [17]

Options are enabled {1} or disabled {0}.

#### Country Code <0> [20]

Allows the operator to select the country code associated with the bill acceptor. Options are:

Argentina (01)	Czechoslovakia (10)	Italy (21)	Spain (32)
Australia (02)	Denmark (11)	Korea (16)	South Africa (33)
Austria (03)	Estonia (22)	Luxembourg (23)	Sweden (34)
Belgium (04)	Finland (12)	Malta (24)	Switzerland (35)
Belize (40)	France (13)	Mexico (25)	Thailand (40)
Brazil (05)	Germany (14)	Morocco (26)	Turkey (36)
Brunei (40)	Greece (17)	Norway (27)	U.K. (15)
Bulgaria (06)	Holland (38)	Poland (28)	U.S.A. (37)
Canada (07)	Hungary (19)	Portugal (29)	Venezuela (18)
Colombia (08)	Iceland (39)	Romania (30)	Zimbabwe (40)
Cyprus (09)	Ireland (20)	Russia (31)	

**NOTE:** These codes may have been updated since this PSR was created. If your country code is not listed, please contact your IGT representative.

SAS ECT Option <0> [21]	Determines whether SAS ECT is enabled {1}, or disabled {0}.
Games Played Meter Selection <0> [52]	Determines whether the games played mechanical meter is selected as the bill drop meter {1} or games played meter {0}.
Coin Drop Meter Selection <0> [53]	Determines whether the coin drop mechanical meter is selected as the coin drop meter only {1} or coin drop and bill drop meter {0}.
Denomination Selection/Display <6>	Determines the game denomination. The Credits window displays the current denomination, in cents. The Winner Paid window displays denominations larger than 50.00.

## 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 machine address and 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	Options are none {0} or IGT SAS (Standard and ECT) {2}.
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## SAS Communication

Address <0>

This page is displayed only if the communication type is SAS. When using the SAS protocol, a machine address is required to distinguish one machine from another. The valid address range is {001} to {127}.

**NOTE:** SAS is not enabled if the address is zero.

## 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.

Credit Type

Selection <0> [5]

The credit type can not be changed if credits are accumulated or if the tournament option is enabled. Options are Standard Euro credit {1}, Euro noncredit {2}, Nevada-style credit {3}, Nevada-style noncredit {4}, Lottery-style credit {5}, Semi-Euro credit {6}, Token credit {7}, or Semi-Euro credit II {8}.

Mechanical Bell <0> [6]

Options are ring on hand pays only {0} or ring on all pays {1}.

Drop-Door Switch

Monitoring <0> [7]

This page is not displayed if the tournament option is enabled. 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.

Tournament Option <0> [9]

This page is displayed only if the tournament option (game Type 14) is requested at the time the data chip is produced, and if credits are not accumulated from a non-tournament game. Enable {1} or disable {0} the tournament option.

Initial Credit <0> [10]

This page is displayed only if the tournament option is enabled. Determines the initial amount of credits given to a tournament player. The maximum amount is 999.

Time Limit <0> [11]

This page is displayed only if the tournament option is enabled. Determines the amount of time available to a tournament player. The maximum time limit is 9959 (99 minutes, 59 seconds).

Tournament Autobet

Selection <0> [12]

This page is displayed only if the tournament option is enabled. Enable {1} or disable {0} the autobet option. If the autobet option is enabled, the game automatically wagers the maximum allowable bet at the beginning of each game.

Autospin Selection <0> [13]

This page is displayed only if the tournament option is enabled. Enable {1} or disable {0} the autospin option. If the autospin option is enabled, the game automatically spins the reels when the maximum bet is reached.

Jackpot Mechanical Meter Selection <0> [14]	This page is not displayed if the tournament option is enabled. Options are jackpot x 1 {1}, which increments the mechanical meter once for each coin counted, or jackpot x 10 {0}, which increments the mechanical meter once for every ten coins counted.
Token Value Display <0> [15]	This page is not displayed if the tournament option is enabled. If the credit type is Token, {1} appears in the Winner Paid window and the token value is shown in the Credits window. The set chip is required to modify the token value.
Candle Selection <0> [16]	This page is not displayed if the tournament option is enabled. Select a two- {0} or three-stage {1} candle operation.
Bill Acceptor Enabled/ Disabled Display <0> [17]	This page is not displayed if the tournament option is enabled. Indicates whether the bill acceptor is enabled {1} or disabled {0}. This option can only be modified with the set chip.
Number of Consecutive Bills <0> [18]	This page is not displayed if the bill acceptor is disabled or if the tournament option is enabled. Determines the number of consecutive bills that can be inserted between games before the bill acceptor is disabled. The range is 0 to 20 bills. If set to zero, the number of bills is unlimited.
Rejected Bill Limit <0> [19]	This page is not displayed if the bill acceptor is disabled or if the tournament option is enabled. Determines the number of times bills can be rejected by the bill acceptor before the change lamp is switched on. The range is 0 to 10. If set to 0, the change lamp is not affected by rejected bills.
Country Code Display <0> [20]	This page is displayed only if the bill acceptor is enabled. Displays the country code associated with the bill acceptor. This option can only be modified with the set chip.
SAS ECT Display <0> [21]	Indicates whether the SAS ECT option is enabled {1} or disabled {0}. This option can only be modified using the set chip.
Games Played Meter Display <0> [52]	Displays whether the games played mechanical meter is selected as the bill drop meter {1} or games played meter {0}. This option can only be modified using the set chip.
Coin Drop Meter Display <0> [53]	Displays whether the coin drop mechanical meter is selected as the coin drop meter only {1}, or coin drop and bill drop meter {0}. This option can only be modified using the set chip.
DIP Switch Configuration Display <0>	Displays whether the processor board DIP switches are on {1} or

off {0}. The status of DIP switches 1 through 4 appears in the Winner Paid window, and the status of DIP switches 5 through 8 appears in the Credits window.

Credit Limit  
Selection <0> [3]

This page is displayed only if the credit type selected is Standard Euro credit, Euro noncredit, Semi-Euro credit, Semi-Euro credit II, or Lottery-style credit. Determines the amount of credits that can be accumulated before winning amounts are paid by the hopper. If set at 0000, the limit automatically defaults to the highest nonprogressive win amount in the payable.

Credit Limit  
Default <0> [3]

This page is displayed only if the credit limit is set at 0000. Displays the default credit limit.

### 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	24	Reel mechanism
11	Coin in B	25	Self test button
12	Coin in C	26	(Reserved)
13	Door closed	27	Bill acceptor
14	Hopper coin out	30	(Reserved)
15	Hopper full	31	Drop door
16	Handle/Spin button	32-37	(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

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
00	Turn on all lamps	32	(Reserved)
10-12	(Reserved)	33	Diverter
13	B switch for SDS	34	Coin lockout
14	Hopper drive #2	35	Hopper drive #1

15	Stepper motor direction	36	Payline lamp #1
16	Mechanical bell	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	44	Play Max Credits lamp
24	Door optics transmitter	45	Bet One Credit lamp
26	Bill acceptor	46	Cash Out lamp
31	Change candle lamp		

#### Sound Test

Winner Paid window = 50. Tests all sounds available (coin insertion, maximum coins in, etc.). Turn the jackpot reset key to select a sound. Press the Spin Reels button to play the sound.

#### Idle Mode Music Selection

Activates songs and allows selection of the song that is played during the attract mode. Turn the jackpot reset key to select a song. Press the self test button to save the selection.

#### 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. This test can only be performed once each time the self test mode is entered.

#### Paytable Test <4>

The game type (0, 1, 4, 5, 12, or 14) and reel-strip numbers (first two digits) are alternately displayed in the Winner Paid window. The version number and reel-strip numbers (last four digits) are alternately displayed in the Credits window. To test the paytable values, press the Spin Reels button. The award for a one-coin bet alternates with the award for the max coin bet in the Credits and Winner Paid windows. If the game is Type 12, the Fever paytable test begins after the standard paytable test. The lamps around the Fever display flash to indicate that the Fever paytable is being tested.

**NOTE:** Previously, reel-strip numbers were composed of four digits. Reel-strip numbers are now six digits long.

#### Reel-Strip Test <5>

Verifies that the symbols appearing on the reels are correct and that the reels spin to the correct stops.

#### Denomination Selection/ Display <6>

Displays the current denomination. The denomination selection is available only if the bill acceptor and ECT are disabled; otherwise, the set chip must be used.

#### Hopper Limit <7> [1]

This page is not displayed if the tournament option is enabled. Programmable only if the DIP switches 1 and 2 are set for self test



selection (on position); otherwise, this page is for display purposes only. Determines when hand pays and hopper pays occur. For example, if the hopper limit is set to 500 coins and the credit limit is set to 600 coins, the machine pays wins as follows:

Credits Accumulated	Single Win Amount	Action
0	650	Hand pay 650
500	200	Hopper pay 200
550	--	Hand pay 550 (when cashing out)

Bill Acceptor Credit Limit <7> [2]

This page is not displayed if the tournament option is enabled. Determines the maximum amount 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 9,000 coins.

Progressive #1 Selection <9>

This page is displayed only if the tournament option is disabled, DIP switch 5 is set for progressive (on position), and 8 is set for standalone progressive (off position). The denomination must be set to a non-zero value. This page determines the progressive reset amount [1], maximum progressive amount [2], progressive percentage [3], and current progressive amount [4] for the single-level progressive.

Progressive #2 Selection <9>

This page is displayed only if the tournament option is disabled, DIP switch 5 is set for progressive (on position), 7 is set for double-level progressive (on position), and 8 is set for standalone progressive (off position). The denomination must be set to a non-zero value. This page determines the progressive reset amount [5], maximum progressive amount [6], progressive percentage [7], and current progressive amount [8] for the double-level progressive.

## STATISTICAL DATA MODE

Turn the jackpot reset key to enter the statistical data mode and to move from one function to the next. Press the Spin Reels button to advance through the categories or transactions within each function.

### Display Meters Function <1>:

This function is not displayed if the machine is in the tournament option. The Coins Played window shows the meter numbers 01 through 89. The Credits window and the Winner Paid window show the meter totals. "\$" listed below is to denote denomination only and is interchangeable with any currency symbol. The meters appear in the following order: 01 Coins in (total wagers)

- 02 Coins out
- 03 Coins dropped

04	Canceled credits (hand-paid cash out amount in coins)
05	Games played
06	Amount of jackpots in coins
07	Door opens
08	Games won
09	Games lost
10	Coin-in tilts
11	Coin-out tilts
12	Power resets
13	Hopper empty tilts
14-15	(Reserved)
16	Games played since last door closed
17	Games played since last power up
18-27	Games played with from 1 to 10 coins in
28	\$1 bills accepted
29	\$5 bills accepted
30	\$10 bills accepted
31	\$20 bills accepted
32	Bills accepted
33	Coins or credits dispensed for bills
34	\$1 bills accepted since last meter reading
35	\$5 bills accepted since last meter reading
36	\$10 bills accepted since last meter reading
37	\$20 bills accepted since last meter reading
38	Bills accepted since last meter reading
39	Coins or credits dispensed for bills since last meter reading
40	Dollar value of all bills accepted since last meter reading
41	Dollar value of all bills accepted
42	Drop door opens
43	Credits played
44	Credits won
45	Credits paid
46	Physical coins inserted
47	Coins dispensed by the hopper
48	\$2 bills accepted
49	\$50 bills accepted
50	\$100 bills accepted
51	\$2 bills accepted since last meter reading
52	\$50 bills accepted since last meter reading
53	\$100 bills accepted since last meter reading
54	(Reserved)
55	Promotional credits downloaded
56	Non-cashable credits downloaded
57	Credits cashed out to the system
58	Cashable credits downloaded
59-61	(Reserved)
62	\$200 bills accepted

63 \$500 bills accepted  
 64 \$1,000 bills accepted  
 65 \$200 bills accepted since last meter reading  
 66 \$500 bills accepted since last meter reading  
 67 \$1,000 bills accepted since last meter reading  
 68 \$25 bills accepted  
 69 \$250 bills accepted  
 70 \$2,000 bills accepted  
 71 \$2,500 bills accepted  
 72 \$5,000 bills accepted  
 73 \$10,000 bills accepted  
 74 \$20,000 bills accepted  
 75 \$25,000 bills accepted  
 76 \$50,000 bills accepted  
 77 \$100,000 bills accepted  
 78 \$500,000 bills accepted  
 79 \$25 bills accepted since last meter reading  
 80 \$250 bills accepted since last meter reading  
 81 \$2,000 bills accepted since last meter reading  
 82 \$2,500 bills accepted since last meter reading  
 83 \$5,000 bills accepted since last meter reading  
 84 \$10,000 bills accepted since last meter reading  
 85 \$20,000 bills accepted since last meter reading  
 86 \$25,000 bills accepted since last meter reading  
 87 \$50,000 bills accepted since last meter reading  
 88 \$100,000 bills accepted since last meter reading  
 89 \$500,000 bills accepted since last meter reading  
 90 Number of bills rejected  
 91 Bill acceptor stacker removed events

#### **Last 5 Games Recall Function <2>:**

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 either 0 (standard game) or 1 (free spin). After the last reel has been displayed, the Coins Played, Winner Paid, and Credits windows contain their normal information for this game.

#### **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 20 (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.

**ECT 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 indicates 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.

**SAS ECT Credit Breakdown <12>:**

If the main door is open, this function is not available for viewing. Coins Played window = 1 alternating with 2. Pressing the Spin Reels button advances through the two SAS ECT 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, cashable downloads, and non-cashable downloads).

**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.
31	Extra coin out	Open and close door.
32	Coin jam in hopper	Open and close door.
33	Hopper empty	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. See 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.
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.

## 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, ***S-Plus International Software Guide*** p/n 821-047-0x. 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) 89511-8986; 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 Products ([www.igtproducts.com](http://www.igtproducts.com)).

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