

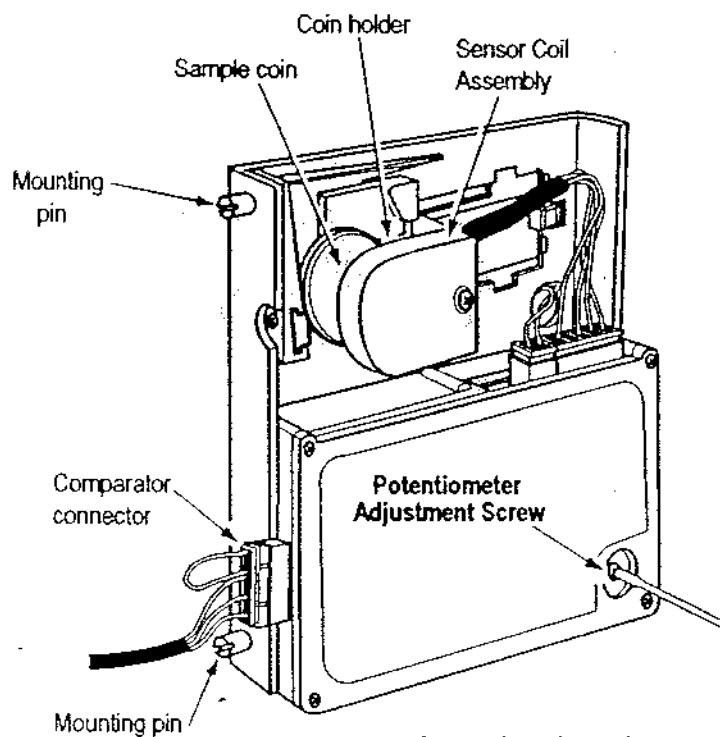
Adjusting the Coin Comparitor

The Coin Comparitor is an electronic coin tester that analyzes each coin placed in the coin slot and compares it to the sample coin and either accepts the coin or rejects it.

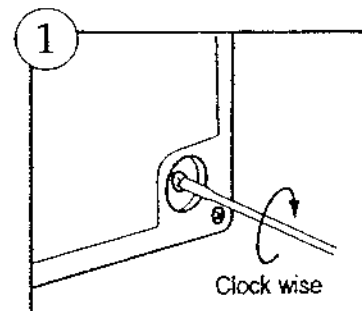
Adjusting the Coin Comparitor

Sometimes adjustments are needed to discriminate against slugs that may be put into the coin slot.

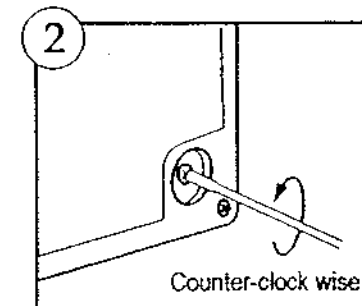
- 1 In the lower right corner of the coin comparitor is the **Potentiometer Adjustment Screw**. To adjust the comparitor, turn the screw clockwise as far as possible to the right using a flat head small screw driver.
- 2 Place a coin in the coin holder of the correct denomination. Insert a coin in the coin slot, if the coin is rejected adjust the **Potentiometer Adjustment Screw** by slightly turning the screw counter clockwise until a coin is accepted.



Resetting the coin comparitor.



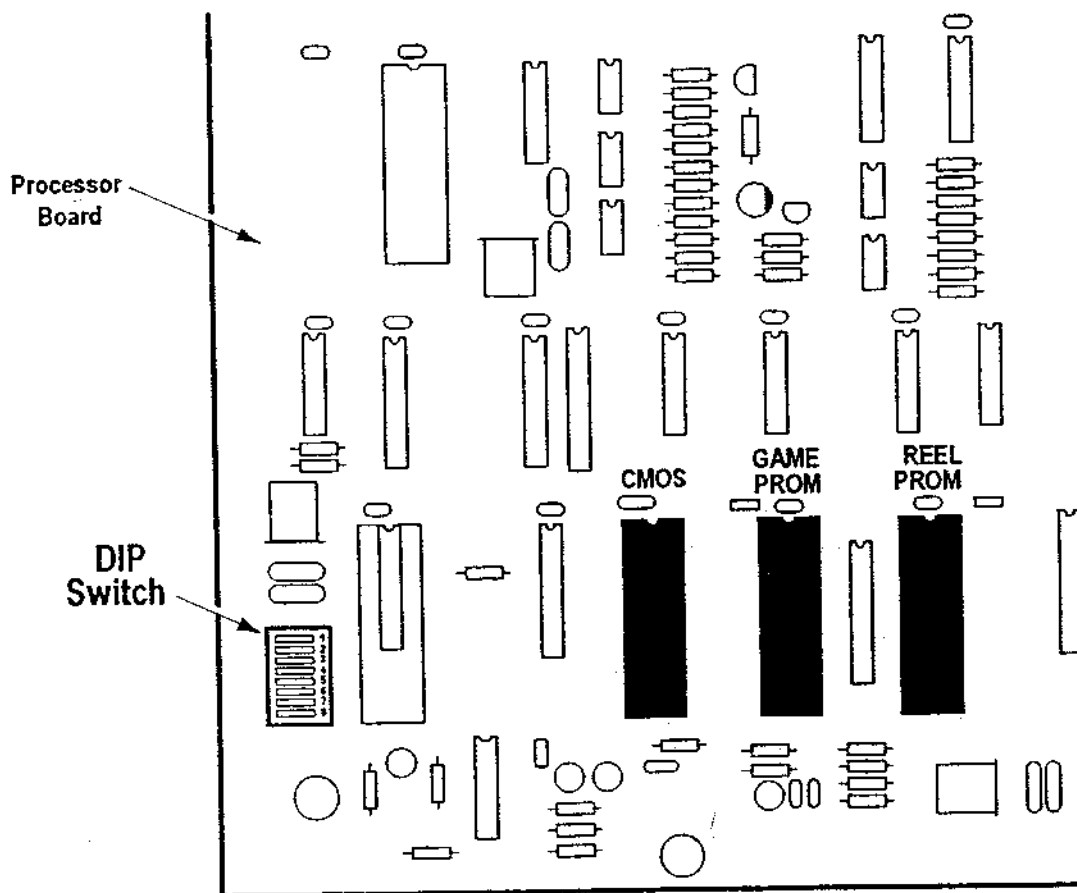
Resetting the potentiometer screw.



Recalibrating the coin comparator.

DIP Switch Location

The DIP switch is a small switch located on the processor board that is used to alter the basic software programming on the processor board. The switch has eight switch connections that can adjust the payout amounts, sound generator, the speed of the reels and adjust the software programming for the progressive games.

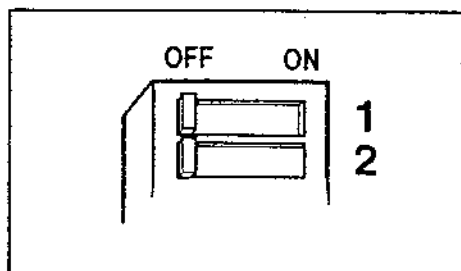


The location of the DIP Switch on the processor board

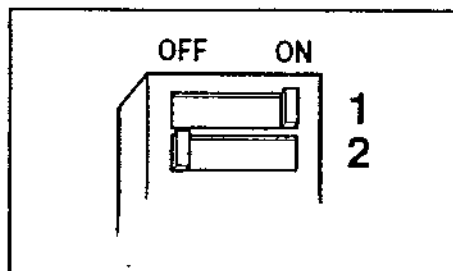
Dip Switch Settings

The DIP Switch will need adjusted to change the payout of your machine. Shown below are four diagrams indicating the different DIP Switch settings for payout amounts.

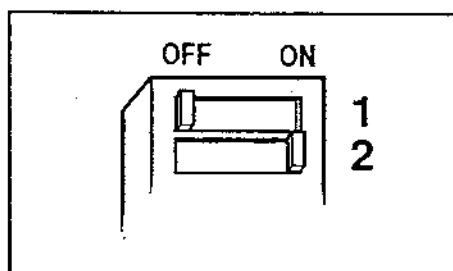
DIP Switch settings for adjusting the payout



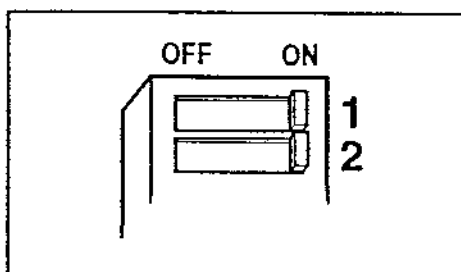
DIP Switch setting for 300 coins



DIP Switch setting for 400 coins



DIP Switch setting for 600 coins

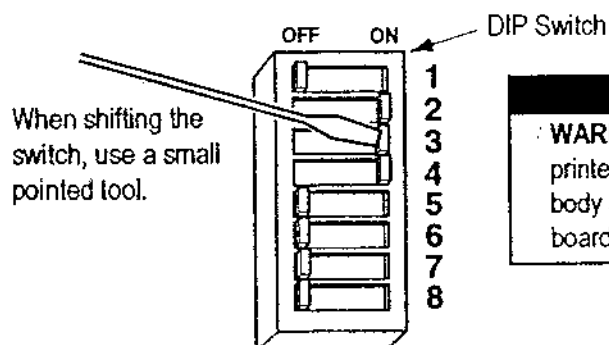


DIP Switch setting for
601- 999 coins

To adjust the payout for more than 600 coins, adjust the Dip Switch so 1 and 2 are in the ON position. In conjunction with the DIP Switch setting, you'll need to refer to page 9-22, Maximum Hopper Payout - TEST #7 of this chapter and follow the instructions indicated.

Dip Switch Chart

The Dip Switches are used to change certain functions on your S+ slot machine. Before making any changes, refer to the chart below for the function of each DIP Switch.



..... NOTE

WARNING: Static electricity may cause damage to your printed circuit board (PCB) and processor board. Discharge body static electricity to avoid any electrical damage to the boards.

IGT S+ Processor Board DIP Switch Settings 1 - 8

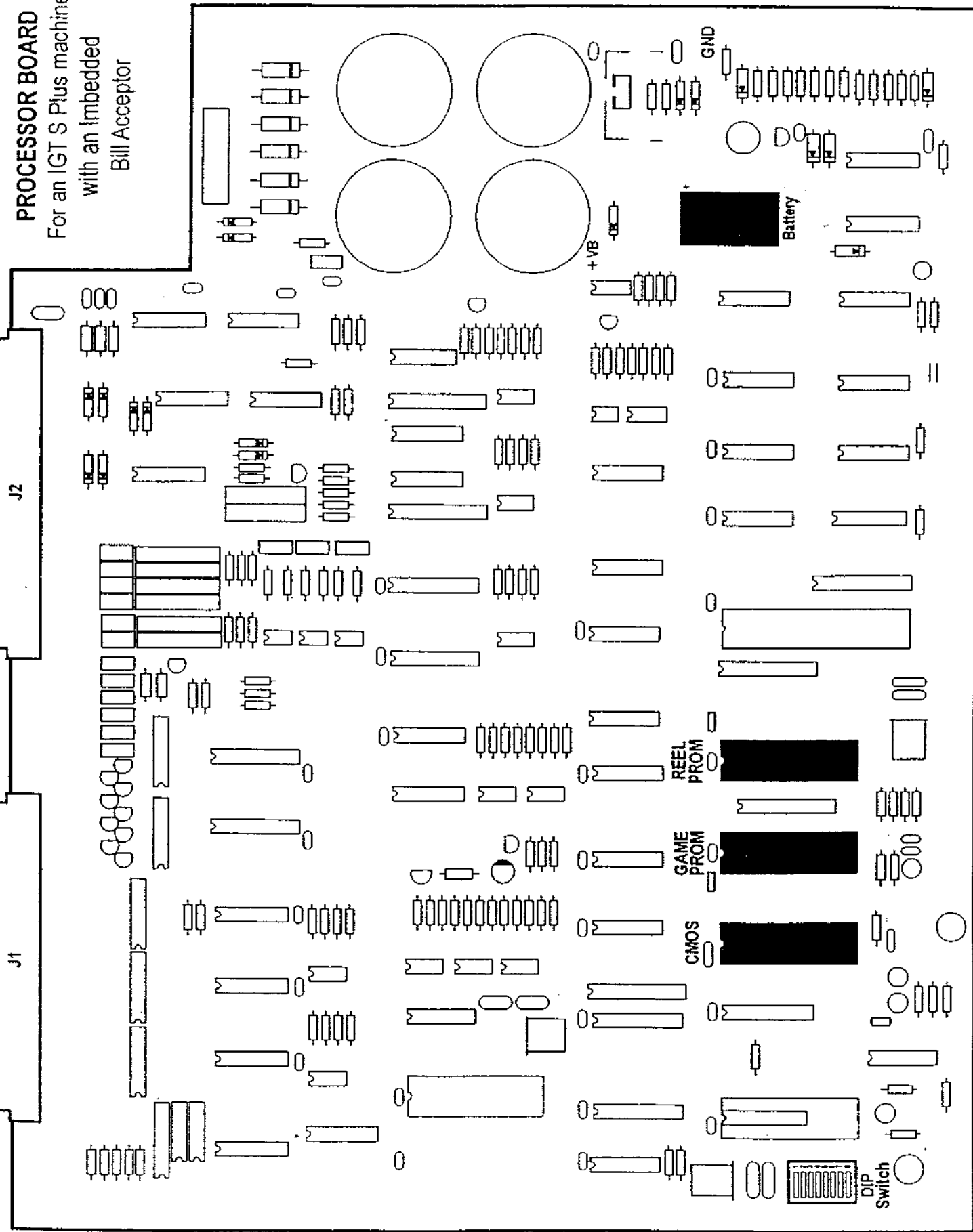
Dip No.	Function	Functional Outcome from Switch Settings				
1	Maximum Hopper Pay	OFF	ON	OFF	ON	# To dispense more than 600 coins, the DIP Switch setting needs to be ON/ON . Refer to page 4-29 on how to adjust payout in the Self Test Mode.
2		OFF	OFF	ON	ON	
		300 Coins	400 Coins	600 Coins	#	
3	Sound Generator	ON	All sounds are generated during Reel Spin			
		OFF	Only Reel Stop sound			
4	Game Speed	ON	High Speed Cycle			
		OFF	Normal Speed Cycle			
DIP Switches 5 - 8 only apply for Progressive Play						
5	Progressives	ON	Activates Progressive Play			
		OFF	No Effect			
6	High / Low Progressives	ON	Activates High / Low Progressive Play			
		OFF	Activates A/B Progressive Play			
7	Double Progressives	ON	Activates Double Progressive Play			
		OFF	Activates Single Progressive Play			
8	Link Progressives	ON	Activates Link Progressive Play			
		OFF	Activates Stand - Alone Progressive Play			

PROCESSOR BOARD For an IGT S Plus machine with an Imbedded Bill Acceptor

PROCESSOR BOARD - Showing CMOS, GAME PROM, REEL PROM, DIP Switch and Battery

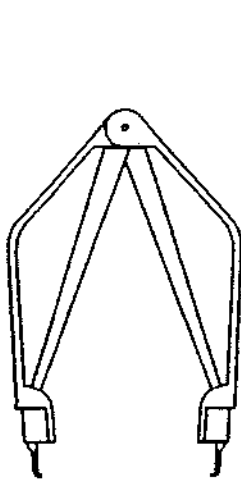
J2

J1

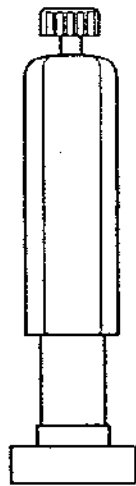


IC Chip Extraction - Preparation Check list

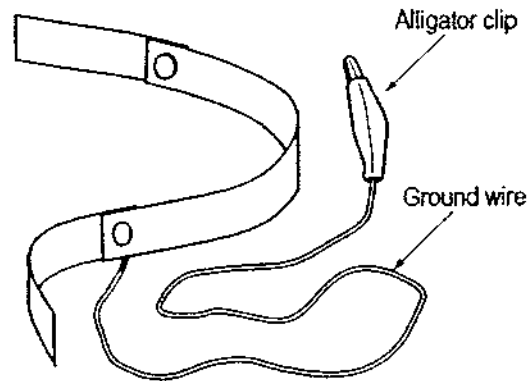
The IC Chip that determines the payout percentages is the REEL PROM chip. To replace this chip you will need to purchase the following tools: IC Chip Extractor, IC Chip Inserter and we recommend an Antistatic Wrist Band with a ground wire.



IC Chip Extractor



IC Chip Inserter



Antistatic Wrist Band

All of these tools can be purchased at any electrical or computer supply store.

To extract an IC Chip you will need to remove the processor board.

Because the processor board is sensitive to static electricity it is important that you review this check list before you start.

- ✓ Select a flat work surface free of all clutter, except for the tools that will be used.
- ✓ The replacement IC Chip should be checked, making sure all the wire pins are perfectly straight and properly lined up.
- ✓ Make sure the processor board is situated so it is secure and lies flat.
- ✓ Wear the Antistatic Wrist Band and ground yourself using the ground wire.
- ✓ Avoid getting up and moving around once you have started.

IC Chip Inspection

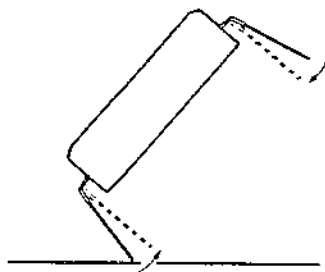
••••• NOTE •••••

Avoid touching the the wire pins of the IC Chip. When handling the chip use either the IC Extractor tool or hold the chip at the ends. NEVER touch the wire pins with a metal tool, this may damage the chip.

IC Chip Inspection

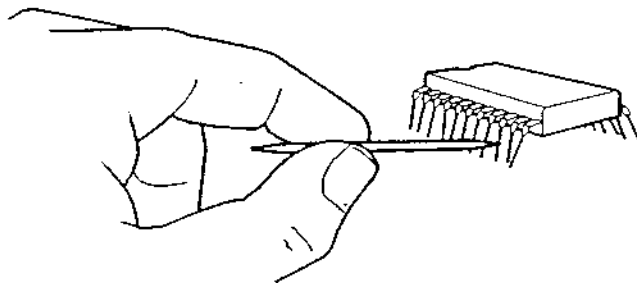
Before installing a new IC Chip check the following:

- ✓ Check the wire legs. They should all be in perfect alignment, and each pin should be straight and should not be too far away from the IC Chip. The two rows of pins or legs tend to be spread a little wider for the openings in the IC Chip socket. If the legs appear too wide, you'll need to adjust the alignment inward.

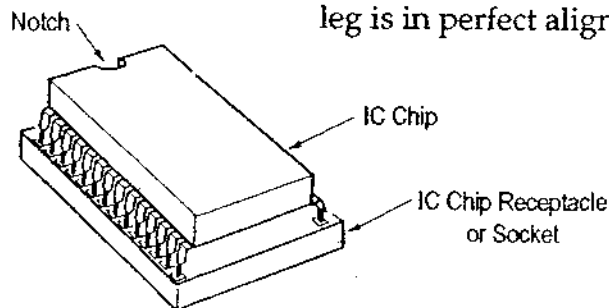


To move the pins or legs inward, place the chip on its side, on a non metal surface, and bend the legs inward slightly on each side.

- ✓ Check all the pins, make sure they are evenly spread apart. Use a toothpick and straighten and align any pin that may be crooked.



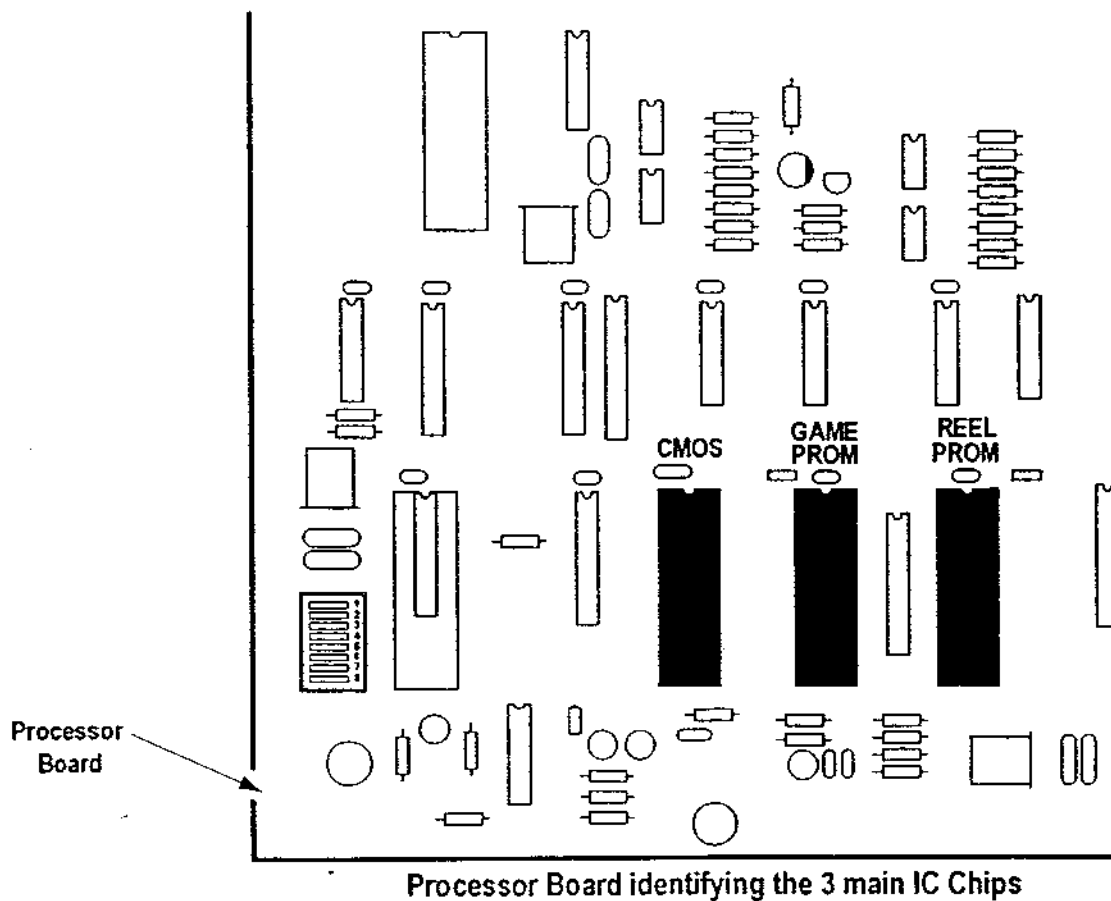
- ✓ Place the chip over the IC Chip receptacle, making sure that the notch of the chip is at the top. Check to make sure each leg lines up with each socket hole. If every leg is in perfect alignment the chip is ready to insert.



IC Chip Extraction

Extracting an IC Chip

- 1 Open the machine, and turn the power off.
- 2 Remove the processor board.
- 3 The processor board will need to be secured on a flat surface.
- 4 It is important that you ground yourself. Use the antistatic wrist band with the ground wire.
- 5 Locate the IC Chip that will be replaced.

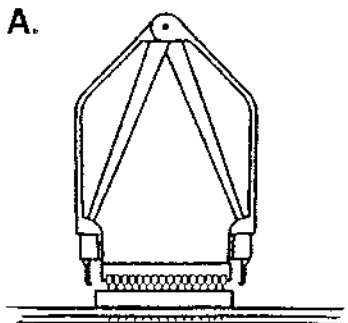


IC Chip Extraction

Extracting an IC Chip

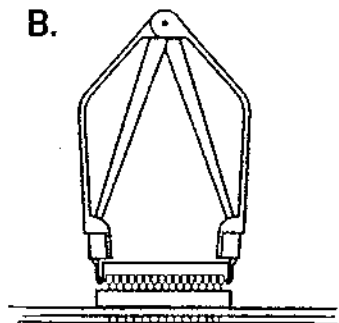
⑥ Carefully follow the extraction instructions diagramed below.

A.



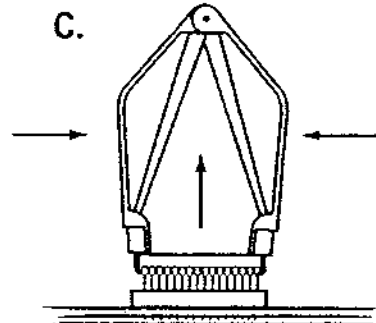
Place the Chip Extractor over the IC Chip.

B.



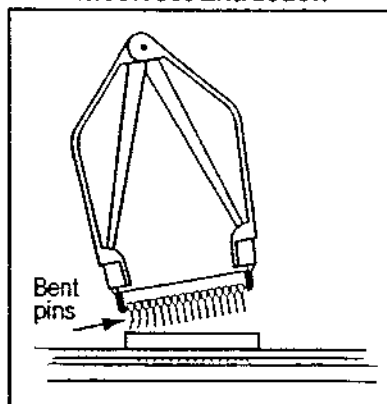
Firmly attach the Extractor to both sides of the IC Chip.

C.



Keep the Extractor level, and squeeze it firmly. The chip should lift out of the socket.

Incorrect Extraction



Keep the extractor level at all times, failure to do so will bend the pins.

..... NOTE

Always use an IC Chip extractor when removing an IC Chip. The processor board can be easily chipped or cracked if prying tools are applied in extracting an IC Chip.

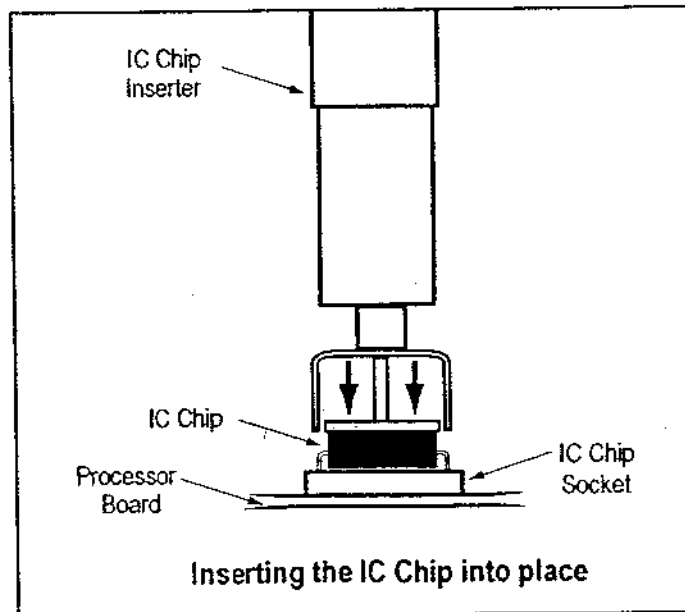
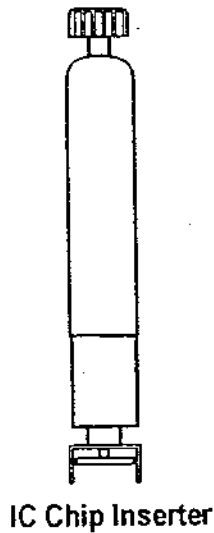
IC Chip Insertion

Inserting an IC Chip

..... NOTE

Make sure the IC Chip is in the correct position before inserting the chip in place. The notch end should always be at the top. Each pin or leg must be in the correct socket hole, failure to do so will cause the chip to be irreversibly damaged when the machine is turned on.

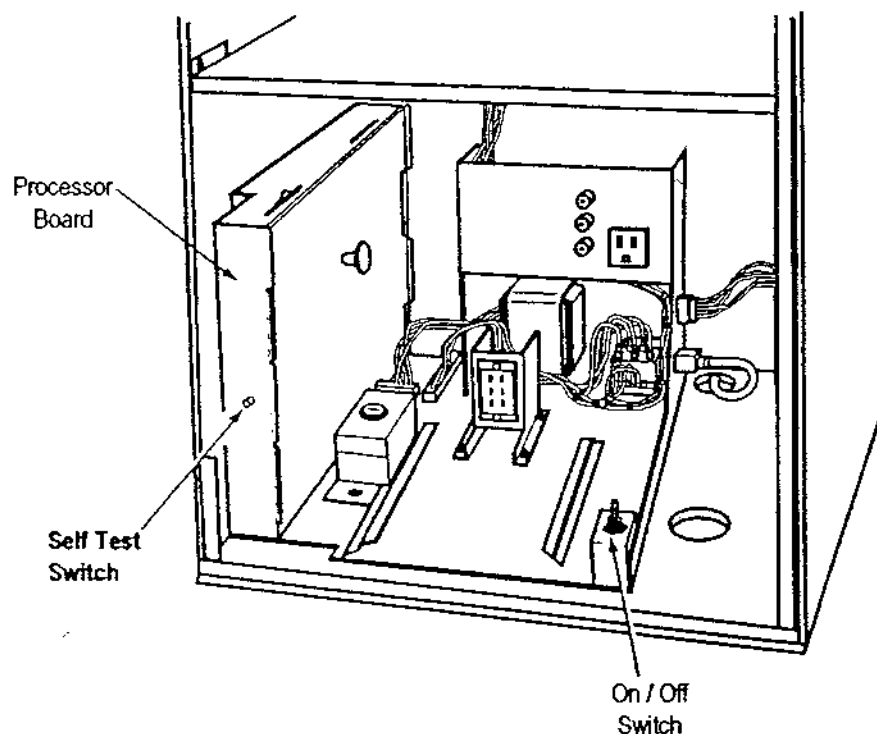
- ① Gently place the IC Chip over the socket.
- ② Check to make sure every pin or leg is correctly in line with the socket hole.
- ③ Lightly tap the chip into place checking that each leg is in the socket correctly.
- ④ Use the Insertion Tool and place it directly over the IC Chip.
- ⑤ Gently press the IC Chip in place.



Self Test Mode

The Self Test Mode is used to modify game options, verify information and test machine functions. To enter into a Self Test mode follow the instructions listed below.

- 1 Open up the machine door.
- 2 Turn the machine ON.



Identifying the Self Test switch

- 3 To enter into the Self Test mode, press the Self Test switch as seen in the above diagram.

..... NOTE

At any time you can exit the Self Test mode by closing the door during any Self Test page, **except the INPUTS page**, and by pressing the Self Test switch from the last Self Test page.

Self Test Mode

IMPORTANT: You are about to enter into a Self Test mode which will alter the existing software program on the processor board. We advise you read through the entire Self Test listing before you make any changes. This is a typical test for most IGT S+ machines, but may not correspond exactly to every game or machine configuration.

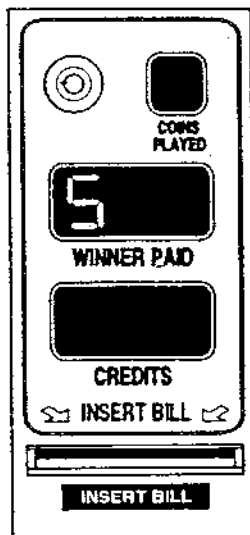
Entering the Self Test Mode

To enter the first test, press the Self Test switch. A number will appear in either the WINNER PAID window or the COINS PLAYED window of the WIN LED display panel. To advance from one test page to the next, press the Self Test switch.

Credit and Non-Credit - TEST #5

Press the Self Test switch until the number 5 appears in the **WINNER PAID** window.

In this Test Page, you can select between credit and non-credit play.



- In the WINNER PAID display window the number 5 indicates you are in TEST# 5



The zero indicates the machine is always in the Credit mode.



The one indicates the machine is in the Non-Credit mode.

- To toggle between the two selections, press the SPIN REELS switch or pull the handle.

Press the Self Test switch to save the new setting, and once more, to advance to the next page.

..... NOTE

At any time you can exit the Self Test mode by closing the door during any Self Test page, **except the INPUTS page**, and by pressing the Self Test switch from the last Self Test page.

Self Test Mode - INPUT Tests

INPUT - TEST #1

Press the Self Test switch until the number 1 appears in the **COINS PLAYED** window.

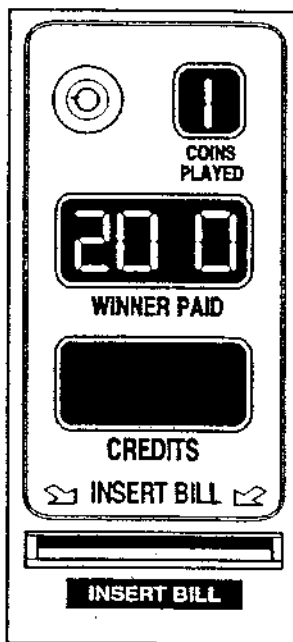
In this Test Page, the INPUT Test is used to verify an individual operation in the machine.

In each input test, a 3 digit of a 4 digit code will appear in the **WINNER PAID** display window on the WIN LED display window.

EXAMPLE

If you wanted to test the INPUT for the **PLAY ONE CREDIT** switch on the machine, you would refer to the INPUT Test chart and look for the **PLAY ONE CREDIT** on the chart. Right next to it, a number will appear - 20_0. Identify the toggle instructions. In this example, the toggle instructions would be - **Press the BET ONE Credit switch.**

Turn the reset key on the machine until the number 20 appears on the **WINNER PAID** window. Press the **BET ONE** credit switch. Identify the number next to the number 20.



This indicates the Play One Credit switch or circuit is in an OPEN state.



This indicates the Play One Credit switch or circuit is in a CLOSED state.

..... NOTE

Because of physical configurations in some IGT S+ machines, some of the input tests will not apply.

Self Test Mode - INPUT Tests

0 = Switch is in an OPEN State 1 = Switch is in a CLOSED State X = can be 1 or 0
To test Reels 1 to 5 - INPUTS will depend upon where each reel has stopped.

WINNER PAID	Description	Response from Toggle OUTPUT Action
10_1	Coin In A	Activated ONLY if the coin comparator accepts coins in door closed game mode: refer to Coin B input test
11_1	Coin In B	Disconnect the coin comparator harness, and remove the coin comparator. Insert a coin into the coin path, between the rear encoder-PC board mounting bracket and the black plastic insert for each optic input (B and C)
12_1	Coin In C	
13_0	Door Optics Receiver	CLOSE door - Push locking bar in place
14_1	Hopper Coin Out	Locate the hopper optic - To activate coin out, place an opaque card over the hopper optic
15_0	Hopper Probe	Locate the hopper coin-level probe and ground it to hopper chassis
16_0	SPIN	Press the SPIN switch or pull the mechanical handle
17_0	Jackpot Reset	Turn the Reset key one time to the right
20_0	Play One Credit	Press the BET ONE credit switch
21_0	Play Max Credits	Press the MAX CREDITS switch
22_1	Cashout Credits	Press the CASHOUT player switch
24_1	Reel Mechanism	Disconnect the reel harness from the mother board connector
25_0	Self Test	Press the Self Test switch one time
27_0	Bill Acceptor	Insert any bill into the bill acceptor
31_0	Drop Door	Close the drop door
40_X	Reel 1	Move the Reel 1 up one notch or down one notch and return to the starting position
41_X	Reel 2	Move the Reel 2 up one notch or down one notch and return to the starting position
42_X	Reel 3	Move the Reel 3 up one notch or down one notch and return to the starting position
Only applies if the machine has a Reel 4 or Reel 5		
43_X	Reel 4	Move the Reel 4 up one notch or down one notch and return to the starting position
44_X	Reel 5	Move the Reel 5 up one notch or down one notch and return to the starting position

Self Test Mode - OUTPUT Tests

OUTPUT - TEST #2

Press the Self Test switch until the number 2 appears in the **COINS PLAYED** window.

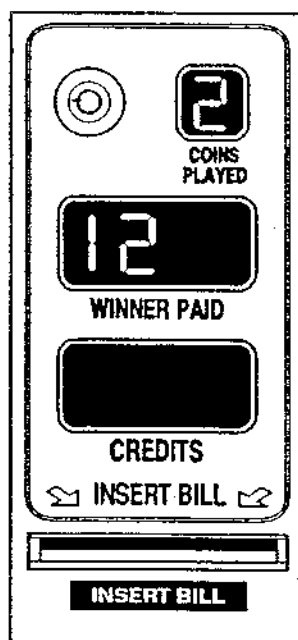
In this Test Page, the OUTPUTS are verified in the machine.

In each output test, a 2 digit of a 4 digit code will appear in the **WINNERS PAID** display window.

EXAMPLE

If you wanted to test the OUTPUT for the **COIN IN METER** on the machine, you would refer to the OUTPUT Test chart and look for the **COIN IN METER** on the chart. Right next to it, a number will appear - 12__. Identify the toggle instructions. In this example, the toggle instructions would be - **Tests coin-in counter**

Turn the Reset Key on the machine until the number 12 appears on the **WINNER PAID** window.



To activate or deactivate the Output, press the **SPIN REELS** switch.

- To step through all the Output tests, refer to the Output test chart and use the Reset Key and **SPIN REELS** switch to test each output listed.

..... NOTE

Because of physical configurations in some IGT S+ machines, some of the output tests will not apply.

Press the Self Test switch to save the new setting, and once more, to advance to the next page.

Self Test Mode - S+ OUTPUT Tests

IMPORTANT: To Activate TEST, press the SPIN REELS button where indicated by the chart below.

WINNER PAID	Description	Press Spin Reels	Response from Toggle OUTPUT Action
10__	Coin Drop Meter	●	Tests coin to drop box
11__	Coin Out Meter	●	Tests coin-out counter
12__	Coin In Meter	●	Tests coin-in counter
13__	B Switch (SDS)	●	Tests "B" switch on machines that have SDS
14__	Hopper Drive #2	●	If Hopper #2 turns on, then hopper #1 driver is faulty
15__	Stepper Motor Direction		(Bench-Level processor board test only)
16__	Mechanical Bell	●	Activates the bell sound
17__	Canceled Credits Meter	●	Tests the canceled credits counter
20__	Payline Light #3	●	Tests the illumination of the third coin payline
21__	Payline Light #4	●	Tests the illumination of the fourth coin payline
22__	Payline Light #5	●	Tests the illumination of the fifth coin payline
23__	Payline Light #6	●	Tests the illumination of the sixth coin payline
24__	Door Optics Transmitter	●	Tests the door optics transmitter
25__	Games Played Meter	●	Tests the games played counter
26__	Bill Acceptor	●	Tests the bill acceptor enable
27__	Jackpot Coins	●	Tests the Jackpot counter
31__	Change Lamp	●	Tests the illumination of the change lamp
32__	Handle Release	●	Tests the handle release sound activate
33__	Diverter	●	Tests to see coin-channel diverter move inside door & logic level toggle between 0 and 1 (as with INPUTS)
34__	Coin Lockout	●	Tests to hear coin lockout activate
35__	Hopper Drive #1	●	If Hopper #1 turns on, then hopper #2 driver is faulty
36__	Coin Stepper #1 Lamps	●	Tests the illumination of first-coin payline
37__	Coin Stepper #2 Lamps	●	Tests the illumination of second-coin payline
40__	Stepper Motor Power Supply		(Bench-Level processor board test only)
41__	Insert Coin Lamp	●	Tests the illumination of Insert Coin Lamp

Self Test Mode - S+ OUTPUT Tests

IMPORTANT: To Activate TEST, press the SPIN REELS button where indicated by the chart below.

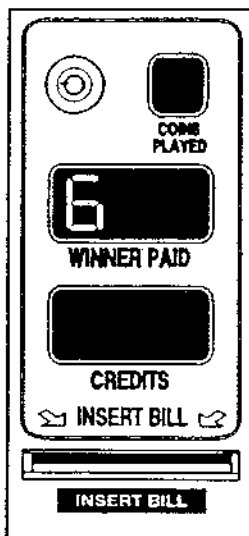
WINNER PAID	Description	Press Spin Reels	Response from Toggle OUTPUT Action
42__	Coin Drop Lamp	●	Tests the illumination of the Coin Accepted lamp
43__	Jackpot Lamp	●	Tests the illumination of the Jackpot / Hand-pay lamp
44__	Bet Maximum Credits Switch Lamp	●	Tests the illumination of the Bet Maximum Credits switch lamp
45__	Bet One Credit Switch Lamp	●	Tests the illumination of the Bet One Credit switch lamp
46__	Cashout Credits Switch Lamp	●	Tests the illumination of the Cashout Credits switch lamp

Self Test Mode

Mechanical Bell - TEST #6 (does not apply in most machines)

Press the Self Test switch until a number 6 appears in the **WINNER PAID** window.

In this Test Page, the bell will be tested to ring on all winning combinations, or only on hand pays.



- Turn the reset key after entering this page.
- To toggle between the two selections press the SPIN REELS switch.



The zero indicates the machine will ring only on hands played.



The one indicates the machine will ring on ALL winning combinations.

Press the Self Test switch to save the new setting, and once more, to advance to the next page.

Sound - TEST #50

Press the Self Test switch until a number 50 appears in the **WINNER PAID** window.

In this Test Page, you will be able to hear six different tones.



- In the **WINNER PAID** display window the number 50 indicates you are in TEST #50
- Turn the reset key to step through the 6 tones. Example: to hear the TILT sound, turn the reset key to 4, so it appears in the window as 54.

- 0 - Coin insertion tone
- 1 - Maximum coins inserted
- 2 - Credits played
- 3 - Coins paid
- 4 - TILT
- 5 - Switch
- 6 - Jackpot

- Press the SPIN REELS switch to hear each tone.

Press the Self Test switch to save the new setting, and once more, to advance to the next page.

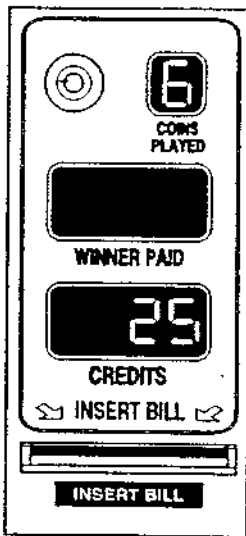
Self Test Mode

Denomination Setup - TEST #6

Press the Self Test switch until the number 6 appears in the **COINS PLAYED** window.

In this Test Page, the denomination can be changed three different ways. The age of your machine will determine which way will work best for your machine.

The current denomination will appear in the **CREDITS** window.



- **Non-Selectable** - The denomination has been set by the manufacturer and cannot be changed.
- **Selectable** - Some early versions of the IGT S+ machine programs allowed for the denomination to be changed in the Self Test mode. The Winners Paid display window displays the current denomination. To change the denomination press the Spin Reels switch or pull the handle.
- **Set Denomination IC Chip** - To change the denomination, a new IC Denomination Chip will need to be installed on the processor board. The denomination cannot be changed in the Self Test Mode.

..... NOTE

When changing the denomination it is important all changes correspond with all the following:
- the denomination of the machine shown on the sales order, the hopper denomination, the denomination printed on the glass and the type of coin acceptor installed in the machine.

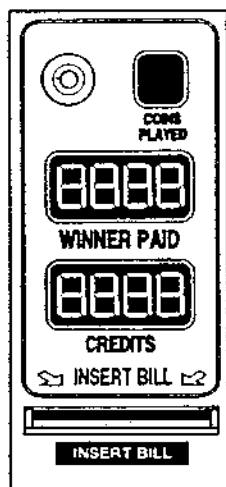
Press the Self Test switch to save the new setting, and once more, to advance to the next page.

Self Test Mode

Display Panel - TEST #8888 and #1248

Press the Self Test switch until the number **8888** appears in the **WINNER PAID** window.

In this Test Page, the illumination of the digits and communication signals from the processor board can be verified.



- In the **WINNER PAID** display window the number **8888** should appear.



The **8888** tests for illumination and brightness for each digit number.

- In some machines the number **1248** will appear. Press the Self Test switch and the number **1248** will appear in the **WINNER PAID** window.



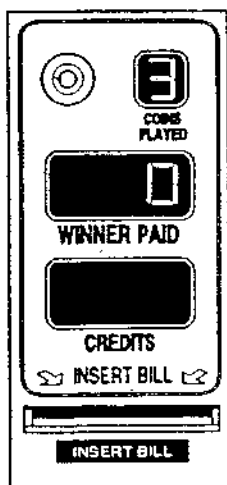
The **1248** verifies that each segment of a number is clearly identified and that the processor board is transmitting the correct signal to the display window.

Press the Self Test switch to save the new setting, and once more, to advance to the next page.

Hopper - TEST #3

Press the Self Test switch until the number **3** appears in the **COINS PLAYED** window.

In this Test Page, the hopper will be tested in three ways. Ability to count ten coins, dispensing of coins correctly and receiving the correct communication signals from the processor board.



- In the **COINS PLAYED** display window the number **3** indicates you are in **TEST #3**
- Press the **SPIN REELS** to activate the test.
- The hopper will count out ten coins and dispense them onto the coin tray.

Press the Self Test switch to save the new setting, and once more, to advance to the next page.

Self Test Mode

Pay Table - TEST #4

Press the Self Test switch until the number 4 appears in the **COINS PLAYED** window.

In this Test Page, pay table values can be verified.



- The reel strip number appears on the **WINNER PAID** display window. The game version number appears in the **CREDITS** window.
- Compare the pay amounts on both displays with the pay table printed on the Reel Strip List shipped with the machine or with new game program orders, and any pay amounts that appear on the machine glass. To conduct the test, press the **SPIN** switch or pull the handle. The reels spin until winning combination are reached. Pay amounts are displayed on the **CREDIT** and **WINNER PAID** windows.

..... NOTE

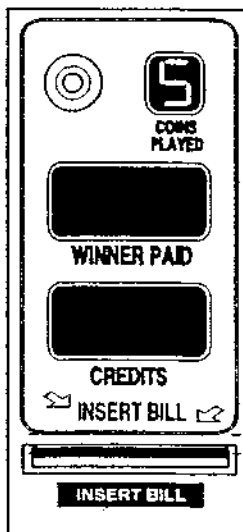
IMPORTANT: You will need the REEL STRIP list or the new reel program orders for this test.

Press the Self Test switch to save the new setting, and once more, to advance to the next page.

Reel Strip - TEST #5

Press the Self Test switch until the number 5 appears in the **COINS PLAYED** window.

In this Test Page, you will be able to verify all symbols and the correct position of the reel stops.



- Most machines have 22 fixed reel stop positions. It is important to point out that some IGT S+ machines have been programed for more than 22 stops. Follow the Reel Strip List for that specific program or a worksheet that contains information about the sequences that should appear for each reel strip, depending upon the game.
- Press the **SPIN REELS** switch to advance through each reel stop.
- Check the symbols shown on the center payline with the symbols on the Reel Strip.
- After all stops have been checked press the **SPIN REELS** switch to cycle all the reels back to the starting position

..... NOTE

IMPORTANT: You will need the REEL STRIP list or the new reel program orders for this test.

Press the Self Test switch to save the new setting, and once more, to advance to the next page.

Self Test Mode

Maximum Hopper Payout - TEST #7

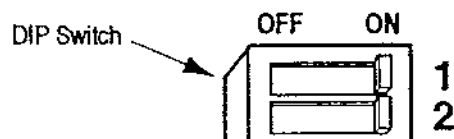
Press the Self Test switch until the number 7 appears in the **COINS PLAYED** window.

In this Test Page, the maximum number of coins to be dispensed by the hopper at one time with the exception of progressive machines can be set.

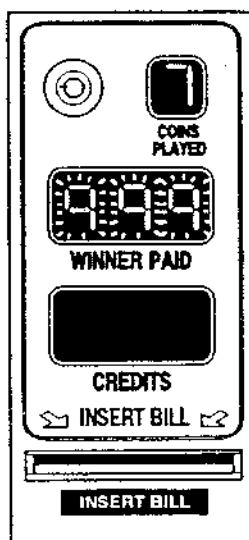
..... NOTE

DIP Switches 1 and 2 must both be in the ON position for the maximum payout to be set.

DIP Switch Setting



For additional information on DIP switches and DIP Switch settings refer to page 4-29 and page 4-30



- Use the reset key to set the appropriate digit. The digits will flash in the **WINNER PAID** window.
- Press the **SPIN REELS** switch to change the numerical value. The example at the left shows that the payout has been set to 999.
- When all the values have been changed, press the **Self Test** switch to save the new values.
- Make sure the maximum pay value matches the amounts on the pay table.

Press the **Self Test** switch to save the new setting, and once more, to advance to the next page.

Self Test Mode

Partial Hopper Payout - TEST #8

Press the Self Test switch until the number **8** appears in the **COINS PLAYED** window, and the current partial pay selection is shown in the **WINNER PAID** window.

In this Test Page, you can set a partial amount or a select number of coins to be paid out for a jackpot or hand pay.



- Use the Reset Key to set the appropriate digit. The digits will flash in the WINNER PAID window.
- Press the SPIN REELS switch to change the numerical value.
- When all the values have been changed, press the Self Test switch to save the new values.
- Make sure the maximum pay value matches the amounts on the pay table.

Press the Self Test switch to save the new setting, and once more, to advance to the next page.

Self Test Mode

Progressive #1 Selection - TEST #9

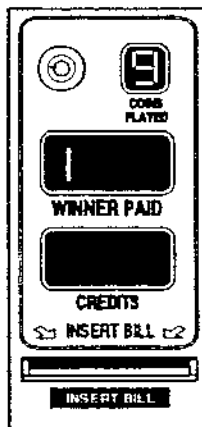
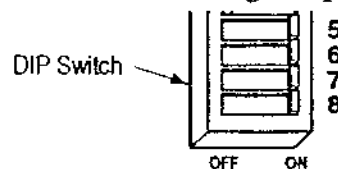
Press the Self Test switch until the number 9 appears in the COINS PLAYED window.

In this Test Page, four values can be changed or set.

..... NOTE

Set DIP Switches 5,6,7,8 in the ON position for progressive play for this Self Test.

DIP Switch setting for progressive play



- **Progressive Reset Value** - Press the Self Test switch once.



The number 1 appears in the WINNER PAID window.

- The current reset value appears on the local progressive meter.

- Turn Reset Key to select the digit you want changed. Each digit will flash when ready to change.
- Press the SPIN REELS switch to set the desired amount on each digit.

Max Progressive Amount - Press the Self Test switch once.



The number 2 appears in the WINNER PAID window.

- Repeat the steps (A) and (B) to select digits and change the amount.

Progressive Percentage - Press the Self Test switch once.



The number 3 appears in the WINNER PAID window.

- Repeat the steps (A) and (B) to select digits and change the amount.

Progressive Amount - Press the Self Test switch once.



The number 4 appears in the WINNER PAID window.

- Repeat the steps (A) and (B) to select digits and change the amount.

Press the Self Test switch to save the new setting, and once more, to advance to the next page.

Self Test Mode

Progressive #2 Selection - TEST #9

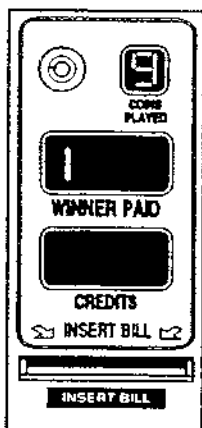
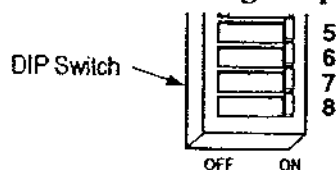
Press the Self Test switch until the number 9 appears in the **COINS PLAYED** window.

In this Test Page, the progressive amounts for the second progressive in a double progressive machine can be set.

..... NOTE.....

Set DIP Switches 5,6,7,8 in the ON position for progressive play for this Self Test.

DIP Switch setting for progressive play



- **Progressive #2 Selection** - Press the Self Test switch once.



The number 1 appears in the **WINNER PAID** window.

- The current reset value appears on the local progressive meter.
- A** Turn Reset Key to select the digit you want changed. Each digit will flash when ready to change.
- B** Press the SPIN REELS switch to set the desired amount on each digit.

Press the Self Test switch to save the new setting, and once more, to advance to the next page.

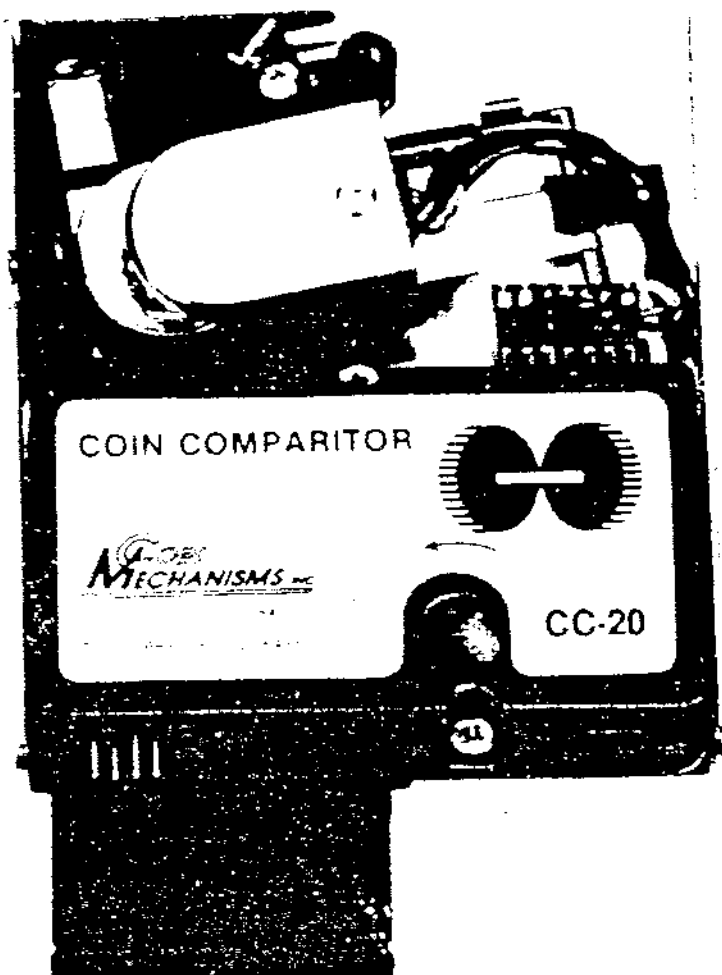
..... NOTE.....

This completes the Self Test mode. If you desired to modify one test page, continue to press the Self Test switch until the test page number that you desire appears on the WIN LED display window, and follow the instructions.

This series of Self Test pages is typical for most IGT S+ machines, but not all machines can be modified with this test series because of the type and year it was made.

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- Rejects coins automatically when power is off.
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