80960 Microprocessor

Machine's main processor.

▶ **039 board** – uses a faster 80960 microprocessor than previous boards (20MHz vs. 16 MHz.) The additional processing power makes some game play options, particularly in the iGame product line, possible. This chip was incorporated for future compatibility. All 80960 processor boards currently run at 12 MHz.

Base PROM

Stores paytable information (physical reel stops, symbols). In Vision machines it hold instructions to pull paytables from itself or the installed SS chip (generic vs. specific bonuses and options). Also holds system configuration data that gets copied to CMOS on cold power-up.

Game PROMs

Store game instructions (sounds, lights, coin validation, hopper operation, nudge and haywire functions) as well as diagnostic, accounting, and setup software.

CMOS/RAM

Holds current game information as well as game and bill history. Game King machines may have time clock chip under U22.

SENET (Synchronous Expansion Network)

An I/O controller capable of handling 256 inputs and 256 outputs. Controls most simple communications in the machine (lights, switches, optics, motors, etc.).

▶ **039 board** – has a new SENET chip, which has internal static RAM making it non-interchangeable with older chips.

Multimedia Connector

For plugging in a sound card, or another multimedia device in the future. Some IGT machines are currently using a soundboard in these connectors. (Australian sound card).