

ProSlot® 6000 Machine Options (MO)

| # | OPTION | SETTING | DESCRIPTION |
|----------------|--|--|---|
| 27 | Bet Mode | (0001) 0003 | Credit game Coin to credit (Default if Mkt. Code=16) |
| 26 | Rebet-Autospin | 0000 (0001) 0002 0003 0004 0005 | No rebet, no autospin No rebet, autospin at maximum credits No rebet, autospin at maximum coins or credits Rebet, no autospin Rebet, autospin at maximum credits Rebet, autospin at maximum coins or credits |
| 09 | Jackpot Bell | 0000 0001 0002 0003 0004 0005 (0006) | No bell Bell rings on all wins Rings on wins of 20 or more Rings on wins of 50 or more Rings on wins of 100 or more Rings on wins of 200 or more Rings on wins causing lockup |
| 10 | Coin Denomination (View only - configured by DIP Switch DS2 Market Code and Main) | 0000 0001 0002 0003 0004 0005 0006 0007 0008 0009 0010 0011 0012 0013 0014 0015 0016 0017 | 500 250 100 50 25 20 10 5 2 1 0.5 0.25 0.2 0.1 0.05 0.01 4 2.5 |
| 11 | Change Coin/Credit | 0000 (0001) | Coins from hopper Credits to CREDIT meter |
| 02 | Progressive Type | (0000) 0001 0002 0003 0004 0005 0006 0007 0008 | OFF - Lockup jackpots for awarding prizes SPL - Serial Progressive Link PPL - Parallel Progressive Link MAPS® - Multi-Area Progressive System S/MPI - Serial/Multiplex Progressive Interface MPI - Multiplex Progressive Interface SAS® - Progressive v3.xx OTT - Over the Top SAS® - Progressive v4.xx |
| 07 | Number of External Jackpots | (0000) 0001 0002 0003 0004 | None One Two Three Four |
| 18 | Jackpot 4 Signal | (0000) 0001 0002 0003 0004 | Combination of 2 & 3 Combination of 1 & 2 Combination of 1 & 3 Combination of 1, 2, & 3 Discrete serial (Mikohn®) |
| 80 | Test 2 & 10 Enable | (0000) 0001 | Off Test 2, Output to Electro-Mechanical Meter, or Test 10, External Jackpot Signal |
| 01 | Tournament Minutes | (0000) 0001-0099 | Off Minutes for tournament |
| 47 | Attract Feature | 0000 (0001) | Off On |
| 38 | Reel Stop Sound | (0000) 0001 | Sound from speaker Handle solenoid click |
| 48 | Lower Configuration | (0000) 0001-0007 | This option has specialized settings. Please see Module 2 - Setup and Operations |
| 50Hi | Machine ID | (0000) 0000-9999 | Upper four digits of eight-digit identification number. |
| 50Lo | Machine ID | (0000) 0000-9999 | Lower four digits of eight-digit identification number. |
| 54 | Coin Hopper Pay Amount | (0000) 0000-9999 | Amount paid from the hopper upon a lockup under the settings of Option 56, Credit Lockup and Option 51, Credit Limit |
| 56 | Credit Collect Lockup | (0800) 0000-9999 | Number of credits for a lockup upon any collect. If MC=16, default is 4999. |
| 62 | Tournament Kitty | (0000) 0000-9999 | Starting amount of credits for tournament operation. |
| 63 | Reset Prog. Amt. | (0000) 0000-9999 | Credits added to the counter upon progressive jackpot reset (MC=3 or MC=4). |
| 78Hi | Primary SAS® ID | (0000) 0001-9997 9998 9999 | None SAS® 3.x, 4.x, and 5.x/GRIPS® Coin free (MC=6) Non-cashable credits |
| 78Lo | Machine Number | (0000) 0000-9999 | S/MPI Identification Number (Must match progressive controller) |
| 79Hi | Secondary SAS® ID | (0000) 0001-9997 9998 9999 | None SAS® 3.x, 4.x, and 5.x/GRIPS® Coin free (MC=6) Non-cashable credits |
| 79Lo | N/A | - | - |
| 04 | Even Handpay Collect Lockup | (0000) 0001 0002 0003 0004 | Off Even handpay by 10s Even handpay by 100s Even handpay by 1000s Machine pays to next 1.00 |
| 51 | Credit Top Limit | (0800) 0000-9999 | Maximum number of credits allowed on the CREDIT meter. Follows Option 56, Credit Collect Lockup, by default. IF MC=16, default is 4999. |
| 03 | Tournament Seconds | (0000) 0001-0059 | Seconds for tournament. |
| 22* | Tokenization (All Markets except 16 - see below) | (0000) 0001 | Off 1.0 Token |
| | Second Coin Denomination (MC=16 Only) | (0001) 0002 0003 0004 0005 | 1.0 Wager Coin (1:1) 0.50 Wager Coin (1:2) 0.20 Wager Coin (1:5) 0.10 Wager Coin (1:10) 0.05 Wager Coin (1:20) |
| | Tokenization (MC=30) | 0001 0002 0003 0004 | \$2 Token \$5 Token \$10 Token \$100 Token |
| | Tokenization (MC=31) | 0001 0002 | \$1 Token - supports 1¢ - 50¢ \$10 Token - supports 1¢ - \$5 |
| | Tokenization (MC=21) | 0001 | \$1000 Token - supports all denomination values for MC=21 |
| 15 | Residual Credits | (0000) 0001 | Residual credits must be played. Residual credits forced to Attendant pay. |
| 70 71 72 | MAPS® Progressive Cabinet ID | 0000 | The ID can be represented as XXXXYYYYZZZZ, where Option 70=XXXX, Option 71=YYYY, and Option 72=ZZZZ |
| 58 | Win Lockup | (0800) 0000-9999 | Amount of win for a Lockup. Follows Option 56, Credit Collect Lockup by default. Must be greater than Option 57, SAS® Lockup, if SAS® is enabled. If MC=16, default is 4999. |
| 06 | Progressive Group ID | (0000) 0000-0255 | SAS® Progressive v4.xx Group ID |

| # | OPTION | SETTING | DESCRIPTION |
|-------------------|---|--|---|
| 57 | SAS® Lockup (MC=6) | 0800 (0000)-9999 | A win that is less than the setting of Option 58 and greater or equal to the setting of Option 57 causes a win lockup that is released by the Host Accounting System. Option 90, Host Remote Jackpot Release, must be set to enable this option. |
| 12 | Win Lockup Credit Release | (0000) 0000-9999 | Off Win lockup credits lower than the setting of Option 12 which are added to CREDIT meter by actuation of a second key switch. |
| 90 | Host Remote Jackpot Release | (0000) 0001 | Off Lockups may be released by Host. |
| 91 | Host Queue | (0000) 0001 | No queue. Multiple lockups queued for processing. |
| 95 | Voucher Denomination Mismatch | (0000) 0001 | Redeemable vouchers must be evenly divisible by the machine's denomination to be accepted by the machine. Machine accepts all vouchers and prints a change voucher for the odd amount. |
| 73 | Voucher Validation Level | 0000 0001 0002 (0003) | Standard validation Host enhanced validation Host secure enhanced validation Host system validation |
| 76 | Voucher Receipt Enable | (0000) 0001 | Printer dispenses only redeemable vouchers. Printer dispenses redeemable vouchers and informational receipts. |
| 61 | Machine Directed Payment Configuration | (0001) 0002 0003 | Hopper Seiko® PSA™ printer Seiko® PSA™ printer and hopper |
| 81 | Coin Acceptor Enable | 0000 (0001) | No coin acceptor Coin acceptor enabled |
| 74 | Voucher Expiration Mkt Code 00 | 0000 (0001)-0255 0000 (0030-0255) | No expiration Days before voucher expires No expiration Days before voucher expires |
| 64 | Minimum Voucher Pay | 8000 (0000)-9999 | Fewest credits paid by a voucher. |
| 67 | Maximum Voucher Pay | (8000) 0000-9999 | Most credits paid by a voucher. |
| 14 | Even Voucher Pay | (0000) 0001 0002 0003 0004 0005 0006 0007 0008 0009 0010 | Off Even voucher pay by 1.00 Even voucher pay by 2.00 Even voucher pay by 5.00 Even voucher pay by 10.00 Even voucher pay by 20.00 Even voucher pay by 50.00 Even voucher pay by 100.00 Even voucher pay by 200.00 Even voucher pay by 500.00 Even voucher pay by 1000.00 |
| 77A 77B 77C | Site Location Label | (01.00) 0000-0047 | Allows the Operator to enter three (3) lines of address to be printed on the vouchers. |
| 08 | Credit Snap | (0000) 0001 | Wins added incrementally to CREDIT meter. Wins more than 20 added as a sum to the CREDIT meter. |
| 05 | Even Hand Pay - Win Lockup | (0000) 0001 0002 0003 0004 | Off Even handpay by 10s Even handpay by 100s Even handpay by 1000s Machine pays to next 1.00 |
| 20 | Extra Coin | (0000) 0001 | Extra coins returned to the Player. Extra coins applied to BET for next game (Default if MC=16). |
| 66 | PRD Sound Enable | (0000) 0001 | Reel stop sound enabled. Reel stop sound disabled. |
| 68 | Game Sounds | 0000 (0001) | Internal device. External sound board (ProSound I or II) |
| 23 | GRIPS® Host | (0000) 0001 | No GRIPS® Host or MC=28 without EFT. GRIPS® Host (also 78Hi>0000) |
| 92 | SAS® Bonusing | (0000) 0001 0002 0003 | Disabled SAS® 5.01 bonusing AFT bonusing SAS® 5.01 and AFT bonusing enabled (also 78Hi>0000) |
| 98 | Primary Host | (0000) 0001 0002 | Host disabled SAS® Host (also 78Hi>0000) SDS® Host |
| 99 | Secondary Host | (0000) 0001 0002 | Host disabled SAS® Host (also 78Hi>0000) SDS® Host |
| 69 | Coin Acceptor | (0000) 0001 | CC-16 IDX X-20 dual denomination coin acceptance (default if MC=16) |
| 19Hi | Asset Number | (0000) 0000-9999 | Upper four digits of an eight digit asset number (House ID). |
| 19Lo | Asset Number | (0000) 0000-9999 | Lower four digits of an eight digit asset number (House ID). |
| 75 | Coins to Dispense | (0125) 0000-1024 | Number of coins to dispense for diagnostic (float level). Market Code 16 only. |
| 93 | Bank Meter Transfer | (0000) 0001 | No transfer to bank meter. Transfers 2E from bank to credit each time a transfer button is pressed. Mkt Code 16 only. |
| 17 | SAS® Version | (0000) 0001 | SAS® 5.01 SAS® 6.01 |
| 29 | Operator Initiated AFT Registration Request | 0000 0001 0002 | Exit option. Initiate EFT registration cycle. Cancel EFT registration cycle. (Available when Options 19Hi and 19Lo are set to non-zero values, and Option 98, Primary Host, and Option 99, Secondary Host) |
| 79 | VLC Identification | 0000-(4000) | The ID can be represented by numbers 0000-4000. VLC only. |
| 24 | Print Promotional/ Restricted Vouchers | (0000) 0001 | Disallow printing of Promotional/Restricted Vouchers. Allow printing of Promotional/Restricted Vouchers. (Option 61 must be set to 0002 or 0003). |
| 30Hi | Game Serial Number Upper | (0000) 0000-9999 | The upper four digits of the Game Serial Number are sent to the SAS® Host in a 54 Long Poll Response. VLC only. |
| 30Lo | Game Serial Number Lower | (0000) 0000-9999 | The lower four digits of the Game Serial Number are sent to the SAS® Host in a 54 Long Poll Response. VLC only. |
| 82 | Machine Control Functionality | (0001) 0002 | Assigned to Primary Host Assigned to Secondary Host |
| 83 | AFT/EFT Functionality | (0001) 0002 | Assigned to Primary Host Assigned to Secondary Host |
| 84 | Progressive | (0001) 0002 | Assigned to Primary Host Assigned to Secondary Host |
| 85 | Legacy Bonusing | (0001) 0002 | Assigned to Primary Host Assigned to Secondary Host |
| 86 | Validation (TITO) | (0001) 0002 | Assigned to Primary Host Assigned to Secondary Host |
| 87 | Tournament | (0001) 0002 | Assigned to Primary Host Assigned to Secondary Host |
| 88 | SAS® Busy Timing | (0001) 0000 | Enabled Disabled |
| 96 | Filtering of SAS® Control Polls | (0001) 0000 | Enabled Disabled |

*Option 22, Tokenization, is displayed only if appropriate DIP switch is enabled.

]- New/Revised setting. Items in Parentheses () are the machine default settings. Some options may not be available in all jurisdictions.

ProSlot® 6000 Malfunction and Game Codes

| # | Code | # | Code | # | Code | # | Code |
|---------------------------------|-----------------------------------|-----------------|--|-----------------|--|---|---|
| 20 | Coin in jam | 52 | Bill acceptor stacker access | 83F-1 | Invalid main EPROM | 91-B | Game in host disabled |
| 21 | Inappropriate coin in | 53 | Lower door open (slant) | 83F-3 | Invalid coin denomination | 91-E | Event log full |
| 22 | Invalid coin | 54 | Drop door open | 84 ₃ | RAM Error | 91-FF | Feature fault |
| 23 | Coin not sensed | 55 | Bill acceptor stacker access | 85 | MPU removed with power off | 91nC | No communication |
| 24 | Coin reverse | 60 | Reset during bill change | 86 | Secondary device communication fault during game after failure of the second attempt to reestablish communication. | 91JP/Pd | The result from a key switch activation after a code 86 lockup condition. |
| 50-26 ₁ | Bill paused | 65 | Mechanical meter disconnect | | | | |
| 50-27 ₁ | Bill jam | 70 | Door open during reel spin | | | | |
| 50-29 ₁ | Bill acceptor communication error | 71 | Reel #1 movement | | | EP | Awards available but not acknowledged by controller. |
| 30 | Hopper overpay | 72 | Reel #2 movement | | | HdiS | Communication lost |
| 31 | Hopper coin-out jam | 73 | Reel #3 movement | 87-x | Memory Failure during Win Evaluation | 99 | Server Failure (recoverable) |
| 32 | Hopper empty | 74 | Reel #4 movement | 88 | Catastrophic failure | <div>WIN PAID</div> <div><div><div></div><div></div><div></div><div></div></div></div> <div>1 2 3 4</div> | |
| 33 | Reset during payout | 75 | Reel #5 movement | 89 | AFT cashout to Host failed | | |
| 5 ₂ -36 ₁ | Printer failure | 77 | Secondary device comm. fault during game | 90 | Display error | | |
| 5 ₂ -37 ₁ | Printer jammed | 80 ₃ | ROM checksum error | 91 | Communication error | Position 1 | System Reset (no malfunction) |
| 5 ₂ -38 ₁ | Printer empty | 81 ₃ | Battery low | 91-0 | No communication | Position 2 | Door Opened/Closed |
| 5 ₂ -39 ₁ | Printer low | 82 | Door open with power off | 91-1 | Serial checksum error | Position 3 | Malfunction during Reel Spin/Replay |
| 40 | Reel initialization error | 83 ₃ | SafeRAM™ error | 91-2 | Optioning error | Position 4 | Bill Transaction |
| 41 | Reel #1 improper spin | 83-6 | Personality SafeRAM™ | 91-4 | Mystery machine pay timing error | | |
| 42 | Reel #2 improper spin | 83-7 | Game History | | | | |
| 43 | Reel #3 improper spin | 83-8 | Option Table | 91-5 | Jackpot missing | | |
| 44 | Reel #4 improper spin | 83-9 | Bill Record | 91-7 | Game error lockout | | |
| 45 | Reel #5 improper spin | 83-A | EFT History | 91-8 | Host defined lockout in configuration | | |
| 50 | Slot door open | 83F | SafeRAM™ format error | | | | |
| 51 | Belly door open | 83F-0 | Invalid SafeRAM™ EPROM | 91-9 | Game in host configuration | | |
| | | | | 91-A | Game not configured | | |

1 - The door codes are 50 = Main Door, 51 - Belly Door, 52 = Bill Acceptor Cash Box Door, 53 = Slant Lower Door, 54 = Drop Door, and 55 = Bill Acceptor Cash Box.
2 - Malfunction codes with prefix "5x" appear only while the door is open.
3 - Malfunction codes 80, 81, 83, and 84 are part of the machine self-test during power ON or a System Reset. Upon an error, all of the machine's lamps flash. The lamps flash one or more times per second, depending on the problem.

DIP Switch Selections

DS 1 Functions

| DS1 Secondary Device Protocol | | | | | | | | |
|---|-----|-----|-----|-----|-----|-----|-----|-----|
| System | sw1 | sw2 | sw3 | sw4 | sw5 | sw6 | sw7 | sw8 |
| BSG (Requires PRD Enabled) | * | * | * | OFF | ON | OFF | * | * |
| Secondary Device ₁ | * | * | * | ON | OFF | ON | * | * |
| None | * | * | * | ON | ON | ON | * | * |
| DS1 Other Functions | | | | | | | | |
| 5-Digit Display | OFF | * | * | * | * | * | * | * |
| Tokenization avail. as M.O. 22 | * | OFF | * | * | * | * | * | * |
| Win Eval Mem Corrupt Tilt Lock recoverable 87-x exception | * | * | OFF | * | * | * | * | * |
| HW Exception Lock, release to 99 Code | * | * | * | * | * | * | OFF | * |
| * - Setting does not matter, leave ON. 1- Requires wheel control chip G23S0100S0RCU-01 or above. | | | | | | | | |

DS2 Sw1 - Sw4 Denomination

| Market Codes 0 - 17, 22 ₁ , 24, 25, 28, 29, 30, 31, 32 ₂ | | | | | |
|--|-----|-----|-----|-------|-------------|
| Sw1 | Sw2 | Sw3 | Sw4 | Value | Denom. |
| ON | ON | ON | ON | 0000 | 500 |
| OFF | ON | ON | ON | 0001 | 250 |
| ON | OFF | ON | ON | 0002 | 100 |
| OFF | OFF | ON | ON | 0003 | 50 |
| ON | ON | OFF | ON | 0004 | 25 |
| OFF | ON | OFF | ON | 0005 | 20 |
| ON | OFF | OFF | ON | 0006 | 10 |
| OFF | OFF | OFF | ON | 0007 | 5 |
| ON | ON | ON | OFF | 0008 | 2 |
| OFF | ON | ON | OFF | 0009 | 1 |
| ON | OFF | ON | OFF | 0010 | 0.50 |
| OFF | OFF | ON | OFF | 0011 | 0.25 |
| ON | ON | OFF | OFF | 0012 | 0.20 |
| OFF | ON | OFF | OFF | 0013 | 0.10 |
| ON | OFF | OFF | OFF | 0014 | 0.05 |
| OFF | OFF | OFF | OFF | 0015 | 0.01 |
| ON | ON | ON | ON | 0016 | 4 (MC=07) |
| ON | ON | ON | ON | 0017 | 2.5 (Int'l) |
| 1 - MC 22 does not support denominations less than 2.00. 2 - MC 32 only supports 500 and 100 denominations. | | | | | |

| Market Codes 18, 20 | | | | | |
|---------------------|-----|-----|-----|-------|-------|
| Sw1 | Sw2 | Sw3 | Sw4 | Value | Denom |
| ON | ON | ON | ON | 0000 | 5000 |
| ON | OFF | ON | ON | 0002 | 1000 |
| OFF | OFF | ON | ON | 0003 | 500 |
| OFF | ON | OFF | ON | 0005 | 200 |
| Market Code 19 | | | | | |
| Sw1 | Sw2 | Sw3 | Sw4 | Value | Denom |
| ON | ON | ON | ON | 0000 | 1000 |
| OFF | ON | ON | ON | 0001 | 500 |
| ON | OFF | ON | ON | 0002 | 250 |
| ON | ON | OFF | ON | 0004 | 50 |
| OFF | ON | OFF | ON | 0005 | 25 |
| Market Code 21 | | | | | |
| Sw1 | Sw2 | Sw3 | Sw4 | Value | Denom |
| ON | ON | ON | ON | 0000 | 1000 |
| OFF | ON | ON | ON | 0001 | 500 |
| ON | OFF | ON | ON | 0002 | 250 |
| OFF | OFF | ON | ON | 0003 | 200 |
| ON | ON | OFF | ON | 0004 | 100 |
| Market Code 23 | | | | | |
| Sw1 | Sw2 | Sw3 | Sw4 | Value | Denom |
| ON | ON | ON | ON | 0000 | 500 |
| ON | OFF | ON | ON | 0002 | 100 |
| OFF | OFF | ON | ON | 0003 | 50 |
| ON | ON | OFF | ON | 0004 | 25 |
| ON | OFF | OFF | ON | 0006 | 10 |
| OFF | OFF | OFF | ON | 0007 | 5 |
| ON | ON | ON | OFF | 0008 | 1 |
| OFF | ON | ON | OFF | 0009 | 0.50 |
| ON | OFF | ON | OFF | 0010 | 0.25 |
| OFF | OFF | ON | OFF | 0011 | 0.20 |
| ON | ON | OFF | OFF | 0012 | 0.10 |
| OFF | ON | OFF | OFF | 0013 | 0.05 |
| ON | OFF | OFF | OFF | 0014 | 0.02 |
| OFF | OFF | OFF | OFF | 0015 | 0.01 |

DS2 Sw1 - Sw4 Denomination continued

| Market Codes 26 ₁ , 27 | | | | | |
|--|-----|-----|-----|-------|-------|
| Sw1 | Sw2 | Sw3 | Sw4 | Value | Denom |
| ON | OFF | OFF | ON | 0006 | 5 |
| OFF | OFF | OFF | ON | 0007 | 2 |
| ON | ON | ON | OFF | 0008 | 1 |
| OFF | ON | ON | OFF | 0009 | 0.50 |
| ON | OFF | ON | OFF | 0010 | 0.25 |
| OFF | OFF | ON | OFF | 0011 | 0.20 |
| ON | ON | OFF | OFF | 0012 | 0.10 |
| OFF | ON | OFF | OFF | 0013 | 0.05 |
| ON | OFF | OFF | OFF | 0014 | 0.02 |
| 1- MC 26 supports denominations greater than 5.00, see MC 0. | | | | | |

DS2 Sw5 - Sw6 Bill Acceptor

| DS2 Sw5 - Sw6 Bill Acceptor | | | |
|-----------------------------|-----|-------|------------------|
| Sw5 | Sw6 | Value | Bill Acceptor |
| ON | ON | 00 | No Bill Acceptor |
| OFF | ON | 01 | GPT/ARDAC |
| ON | OFF | 02 | JCM WBA |
| OFF | OFF | 03 | MARS |

DS2 Sw7 - Sw8 Special Features

| DS2 Sw7 - Sw8 Special Features | |
|--------------------------------|------------------|
| SW7 | Game Feature |
| ON | Normal Reel Spin |
| OFF | Crazy Reel Spin |
| Sw8 and MC = 01 or 13 | EFT Support |
| ON | Not Present |
| OFF | Present |

DS3 Sw1 - Sw4, Sw7, and Sw8 Market Code (MC)

| sw1 | sw2 | sw3 | sw4 | sw7 | sw8 | Value | Market |
|-----|-----|-----|-----|-----|-----|-------|-------------------------------|
| ON | ON | ON | ON | ON | ON | 00 | Nevada, V.L.C., W.V., DE., ME |
| OFF | ON | ON | ON | ON | ON | 01 | New Jersey |
| ON | OFF | ON | ON | ON | ON | 02 | Deadwood, SD; Quebec, Canada |
| OFF | OFF | ON | ON | ON | ON | 03 | France - Nominal% |
| ON | ON | OFF | ON | ON | ON | 04 | France - Basic% |
| OFF | ON | OFF | ON | ON | ON | 05 | Puerto Rico |
| ON | OFF | OFF | ON | ON | ON | 06 | South Africa |
| OFF | OFF | OFF | ON | ON | ON | 07 | Special Denom (AZ, Int'l) |
| ON | ON | ON | OFF | ON | ON | 08 | Indiana |
| OFF | OFF | OFF | OFF | OFF | OFF | 09 | Reserved |
| ON | OFF | ON | OFF | ON | ON | 10 | Colorado |
| OFF | OFF | ON | OFF | ON | ON | 11 | USAF |
| ON | ON | OFF | OFF | ON | ON | 12 | OLGC |
| OFF | ON | OFF | OFF | ON | ON | 13 | Mississippi |
| ON | OFF | OFF | OFF | ON | ON | 14 | Germany |
| OFF | OFF | OFF | OFF | ON | ON | 15 | New Mexico |
| ON | ON | ON | ON | OFF | ON | 16 | England |
| OFF | ON | ON | ON | OFF | ON | 17 | Portugal |
| ON | OFF | ON | ON | OFF | ON | 18 | Italy |
| OFF | OFF | ON | ON | OFF | ON | 19 | Greece |
| ON | ON | OFF | ON | OFF | ON | 20 | Russia |
| OFF | ON | OFF | ON | OFF | ON | 21 | Chile |
| ON | OFF | OFF | ON | OFF | ON | 22 | Venezuela |
| OFF | OFF | OFF | ON | OFF | ON | 23 | Estonia |
| ON | ON | ON | OFF | OFF | ON | 24 | Philippines |
| OFF | ON | ON | OFF | OFF | ON | 25 | Finland |
| ON | OFF | ON | OFF | OFF | ON | 26 | Ireland |
| OFF | OFF | ON | OFF | OFF | ON | 27 | Euro |
| ON | ON | OFF | OFF | OFF | ON | 28 | Switzerland |
| OFF | ON | OFF | OFF | OFF | ON | 29 | Manitoba |
| ON | OFF | OFF | OFF | OFF | ON | 30 | Hong Kong/Macau |
| OFF | OFF | OFF | OFF | OFF | ON | 31 | Uruguay |
| ON | ON | ON | ON | ON | OFF | 32 | Korea |

DS3 Sw5 - Sw6 Reel Map/Win Table

| DS3 Sw5 - Sw6 Reel Map/Win Table | |
|----------------------------------|-----|
| Sw5 | Sw6 |
| ON | ON |