3.1 Key Chip Config I Menu (Option: [7.1])

The options on the Key Chip Config menu vary by jurisdiction. The following options typically require the key chip and cannot be changed from the Operator menu. Refer to Table 3-1 for a brief description of the Key Chip Config menu options.

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<tr><td colspan="2" align="center">Table 3-1.
Key Chip Config Menu Options</td></tr>
<tr><td align="center">Menu/
Option</td><td align="center">Description</td></tr>
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<tr><td>Game Selection</td><td>Determine the game's paytable.</td></tr>
<tr><td>Bonus Menu</td><td>If the base PROM supports standalone bonus games, select and configure the standalone bonus game.</td></tr>
<tr><td>Progressive/ WAP System Setup</td><td>Configure features and levels for progressive games. The WAP System Setup menu is available only on WAP machines.</td></tr>
<tr><td>EFT Control</td><td>Determine the different modes of EFT operation.</td></tr>
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</table>

3.1.1 Denomination (Option: [7.1.1])

Note: *This option is available only on non-WAP machines.*

Select the Denomination option to set the machine's denomination. The machine denomination setting determines how accepted bills and progressive values are converted to credits. The default value is zero.

1. The current denomination is displayed. Press the **SPIN REELS** switch to edit the field.

2. Press the **CHANGE** and **CASH/CREDIT** switches to change the field value.

3. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the field's value.

Accounting Denomination (Option: [7.1.1.1])

> **Note:** This option is not available if the game is configured only to accept multiples of the hopper denomination.

Use the Accounting Denomination option to change the denomination for meters displayed by the Terminal Master Money Accounting and Period Terminal Accounting Options.

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Coin Denomination (Option: [7.1.1.2])

Use the Coin Denomination option to determine how the machine converts accepted bills, tickets, EFT transations and progressive values to machine credits. For example, if the coin denomination is set to 25 cents, a dollar is converted to four credits on the credit meter.

1. The screen displays the current setting. Press the **CHANGE** switch to navigate between the digits.

2. Press the **CASH/CREDIT** switch to increment the current digit.

3. Press the **SPIN REELS** switch to reset the value to the previous setting, or press the **PLAY MAX CREDITS** switch to save the new setting and exit the screen.

Player Denomination (Option: [7.1.1.3])

Use the Player Denomination option to configure the denomination options available to the player.

Note: The denomination cannot be less than the accounting denomination.

If the game is configured only to accept multiples of the hopper denomination, the denomination must be a multiple of the hopper denomination.

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1. Press the **CHANGE** and **CASH/CREDIT** switches to navigate through the list of denominations.

2. Press the **PLAY MAX CREDITS** switch to select the denomination or press the **SPIN REELS** switch to exit the screen.

3.1.2   Game Selection (Option: [7.1.2])

Use the Game Selection screen to determine the game's paytable. The number of paytables available depends on the base PROM installed. This screen cannot be accessed if only one paytable is available.

Set the paytable using the following procedure:

1. Navigate through the list of values using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

3.1.3   Bonus Menu (Option: [7.1.3])

Bonus Game Configuration (Option: [7.1.3.1])

Note: This option is available only if the machine is configured for generic bonus games.

Select the Bonus Game Configuration option to select up to 10 standalone bonus games to associate with the base game. The types of bonus games available depend on the Base PROM used and the LCD program version. Use the following steps to configure bonus games:

1. Press the **CHANGE** and **CASH/CREDIT** switches to navigate through the list of bonus fields.

2. Press the **SPIN REELS** switch to display the list of bonus games for the selected bonus field. Select a game using the following steps:

   a. Press the **CHANGE** and **CASH/CREDIT** to navigate through the list of available bonus games.

   b. Press the **PLAY MAX CREDITS** switch to select the bonus game, or press the **SPIN REELS** switch to reset the value.

3. Press the **PLAY MAX CREDITS** switch to exit the screen and save your changes.

View Bonus Game Settings (Option: [7.1.3.2])

Note: *This option is available only if the machine is configured for generic bonus games.*

Select the Bonus Game Settings option to configure bonus game parameters. If the parameter settings result in a payback percentage that is greater than the maximum allowed by the Key Chip, the payback area of the screen displays "---.--%" to indicate that the payback percentage is invalid. When this condition occurs, the parameters cannot be saved. Exiting the screen will restore the original bonus values.

Use the following steps to configure the bonus games:

1. Press the **CHANGE** and **CASH/CREDIT** switches to navigate through the list of parameters. Press the **SPIN REELS** switch to change the value of the desired parameter.

2. Press the **CHANGE** switch to select the digit to modify. Press the **CASH/CREDIT** switch to increment the digit's value.

3. Press the **SPIN REELS** switch to revert to the parameter's original value or press the **PLAY MAX CREDITS** switch to save the changes to the field.

4. Press **PLAY MAX CREDITS** to save the changes and exit the screen or press the **SPIN REELS** switch to revert to the original values.

Bonus Game Selection (Option: [7.1.3.3])

Note: *This option is available only if the machine is configured for generic bonus games.*

Select the Bonus Game Selection option to select one of 10 available bonus games.

Use the following steps to activate a bonus game:

1. Press the **CHANGE** and **CASH/CREDIT** switches to navigate through the list of bonus games.

   The screen displays the highlighted game's theoretical payback percentage. If the percentage exceeds the maximum allowed by the Key Chip, the screen displays "---.--%" to indicate that the payback percentage is invalid.

2. Press the **PLAY MAX CREDITS** switch to select the bonus game or press the **SPIN REELS** switch to exit the screen.

Global Setup (Option: [7.1.3.4])

This screen is enabled for games that support any of the global parameters. If a game-specific bonus game is installed, this screen allows the operator to set the User Input Timeout option, which determines the amount of time that the player has to push the **SPIN REELS** switch before the game automatically starts the non-linked bonus game.

Use the following procedure to configure the user input timeout:

1. If more than one item can be configured, press the **CHANGE** and **CASH/CREDIT** switches to navigate to the desired parameter.

2. Press the **SPIN REELS** switch to edit the selected parameter.

3. Press the **CHANGE** switch to move from one digit to another.

4. Press the **CASH/CREDIT** switch to increment the digit.

5. Press the **PLAY MAX CREDITS** switch to exit the field.

6. Press the **PLAY MAX CREDITS** switch to save the changes and exit the screen, or press the **SPIN REELS** switch to reset the settings to their original values.

System Bonus On/Off (Option: [7.1.3.5])

This screen enables or disables the SAS bonusing capability. To enable this option, the polling address must be set to 001. Enabling this option activates the bonus pays and multiple jackpot modes at the same time.

Use the following steps to enable or disable SAS bonusing:

1. Navigate through the list of values using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Link On/Off (Option: [7.1.3.6])

> **Note:** *This option is not available on WAP machines.*

This screen enables or disables SAS link bonusing. To enable this option, the polling address must be set to 001. If disabled, the game ignores all link bonus messages.

Use the following steps to enable or disable SAS link bonusing:

1. Navigate through the list of values using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Link Setup (Option: [7.1.3.7])

> **Note:** *This option is not available on WAP machines.*

If the link-bonusing option is enabled, this screen allows the operator to set the following bonus parameters:

- Max Win – allows the operator to set the maximum number of credits for a win from a link bonus. The machine accepts link messages from the host as long as the amounts are less than this limit.

- Host Timeout – determines how long the game should wait for communication with the system before a link-down condition occurs.

- User Input Timeout – determines the amount of time the player has to push the **SPIN REELS** switch before the game automatically starts the link-bonus game.

Use the following steps to configure the link setup:

1. Navigate through the list of values using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

3.1.4   Progressive/WAP System Setup (Option: [7.1.4])

Controller Select (Option: [7.1.4.1])

Note: *This option is available only on non-WAP machines.*

Use the Controller Select option to associate a progressive controller with a progressive level using the following steps:

1. Press the **CHANGE** and **CASH/CREDIT** switches to navigate through the list of progressive levels. Press the **SPIN REELS** switch to select the level to configure.

2. Use the **CHANGE** and **CASH/CREDIT** switches to navigate through the list of available controllers:

    • None

    • SAS

    • Link

    • Stand-alone

    Press the **PLAY MAX CREDITS** switch to select a controller and return to the progressive level list.

3. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the levels to their previous configuration.

Confirm Paytable (Option: [7.1.4.1])

Note: *This option is available only on WAP machines.*

After a cold power up, a WAP machine's paytable must be configured. The default value of "no paytable selected" will prevent the game from functioning.

For non-WAP games, configure the following information for each paytable:

    • Limit Amount – the highest jackpot amount the player can win

    • Current Amount – the current amount shown on the spectrum or progressive seven-segment display

    • Add Percentage – percentage of the wager that is contributed toward the progressive jackpot

• Base Amount – the amount the progressive jackpot resets to after a win

• The Current Amount and Base Amount cannot be set to a value higher than the Limit Amount.

Note: *This information is recovered from EEPROM after all system errors, except a base PROM change.*

Select the paytable to confirm the denomination and system name using the following steps:

1. Navigate through the list of values using the **CHANGE** and **CASH/CREDIT** switches.

2. For non-WAP games, use the following steps to set the paytable parameters:

   a. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

   b. Press the **SPIN REELS** switch to edit a field.

   c. Press the **CHANGE** switch to move from one digit to another within the field.

   d. Press the **CASH/CREDIT** switch to increment the digit.

   e. Press the **PLAY MAX CREDITS** switch to exit the field.

3. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Level (x) (Option: [7.1.4.1.x])

Use the Level option to select a progressive controller:

• None

• SAS

• Link

• Stand-alone

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Progressive Display Setup (Option: [7.1.4.2])

> **Note:** *This option is available only on non-WAP machines.*

Select the Progressive Display Setup option to enable or disable display of progressive amounts on the LCD. Progressive amounts are not displayed if a bonus game is enabled. Use the following steps to enable display of progressive amounts on the LCD:

1. Navigate through the list of values using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Metering Units (Option: [7.1.4.2])

> **Note:** *This option is available only on WAP machines.*

WAP money meters are sent to the CCOM in credits by default. Some configurations may require that these meters be in cents, enabling machines of different denominations to share the same progressive jackpots on one communications loop. Configure the parameter using the following steps:

1. Navigate through the list of values using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Stand Alone Setup (Option: [7.1.4.3])

> **Note:** *This option is available only on non-WAP machines.*

Select the paytable to configure the progressive levels for each standalone progressive game:

- Limit Amount – the highest jackpot amount the player can win

- Current Amount – the current amount shown on the spectrum or progressive seven-segment display

- Add Percentage – percentage of the wager that is contributed toward the progressive jackpot

• Base Amount – the amount the progressive jackpot resets to after a win

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Note: *The Current Amount and Base Amount cannot be set to a value higher than the Limit Amount.*

Use the following steps to configure each level:

1. Navigate through the list of values using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **SPIN REELS** switch to edit a field.

3. Press the **CHANGE** switch to move from one digit to another within the field.

4. Press the **CASH/CREDIT** switch to increment the digit.

5. Press the **PLAY MAX CREDITS** switch to exit the field.

6. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

SAS Progressive Group (non-WAP) (Option: [7.1.4.5])

Select the SAS Progressive Group option to associate the game's progressive levels to a SAS host using the following steps:

1. Press the **SPIN REELS** switch to edit the field.

2. Press the **CHANGE** switch to move from one digit to another.

3. Press the **CASH/CREDIT** switch to increment the digit.

4. Press the **PLAY MAX CREDITS** switch to exit the field.

5. Press the **PLAY MAX CREDITS** switch to save the changes and exit the screen, or press the **SPIN REELS** switch to reset the settings to their original values.

3.1.5   Electronic Funds Transfer (EFT) Control (Option: 7.1.5])

The EFT Control screen sets the mode of EFT Operation:

• EFT disabled – turn off EFT (default value)

• EFT SAS controller – allows EFT via the SAS host

• EFT Bally controller – allows EFT via the Bally host

Use the following steps to configure the EFT controller:

1. Navigate through the list of values using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

3.1.6   Machine Type (Option: [7.1.6])

The machine type must be set to slant-top or upright following a cold power up. If the option selected does not match the hardware used, the machine will tilt.

Use the following steps to configure the machine type:

1. Navigate through the list of values using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

3.1.7   Tokenization (Option: 7.1.7)

Token Setup (Option: [7.1.7.1])

> **Note:** *This option is not available in all jurisdictions. A value greater than one forces the game into credit mode and may change the hopper limit.*

Use the Token Setup screen to set the credit value associated with a token. Valid values are from 1 to 100. Set the token value using the following steps:

1. Press the **SPIN REELS** switch to edit the field.

2. Press the **CHANGE** switch to navigate between digits, or press the **CASH/CREDIT** switch to increment the current digit.

3. Press the **PLAY MAX CREDITS** switch to save the setting and exit the screen, or press the **SPIN REELS** switch to reset the value.

Partial Token Payout (Option: [7.1.7.2])

> **Note:** *This option is available only with the international version PROM.*

Select the Partial Token Payout option to enable or disable player-initiated cashouts of partial token credits. This parameter's default setting is enabled. The following conditions apply:

- If the option is enabled for a machine with a hopper-only configuration, partial token credits are hand paid.

- If the option is disabled, partial token payouts are not allowed.

- If the machine is configured with a ticket printer, partial token payouts are enabled automatically. Player-initiated cashouts for partial token credits will be paid by ticket.

- If the SAS EFT function is enabled, the machine will upload the partial token credits to the host.

Use the following steps to configure partial token payouts:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

3.1.8   Candle Stage Setup (Option: 7.1.8])

> **Note:** *This option is available only with the international version PROM, and it does not apply to WAP games.*

This screen allows selection of the appropriate candle type for the machine. To set the candle type, use the following steps:

1. Navigate through the list of values using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

3.1.9   Money Format (Option: [7.1.9])

Note: *This option is available only with the international version PROM, and it does not apply to WAP games.*

Use the Money Format screen to set the bill acceptor currency symbol, thousand separator, and decimal separator. Use the following steps to configure the money format:

1. Press the **CHANGE** and **CASH/CREDIT** switches to navigate through the available fields – symbol, 1,000s indicator and decimal separator.

2. Press the **SPIN REELS** switch to enter the desired field.

3. To set the currency symbol:

   a. Press the **CHANGE** switch to navigate through the positions in the field.

   b. Press the **CASH/CREDIT** switch to change the selected character.

   c. Press the **SPIN REELS** switch to reset the field, or press the **PLAY MAX CREDITS** switch to exit the field and save the changes.

4. To set the 1,000s indicator:

   a. Press the **CHANGE** and **CASH/CREDIT** switches to toggle the separator value between the available options.

   b. Press the **SPIN REELS** switch to reset the field or, press the **PLAY MAX CREDITS** switch to exit the field and save the changes.

5. To set the decimal separator:

   a. Press the **CHANGE** and **CASH/CREDIT** switches to toggle the separator value between the available options.

   b. Press the **SPIN REELS** switch to reset the field or, press the **PLAY MAX CREDITS** switch to exit the field and save the changes.

6. Press the **PLAY MAX CREDITS** switch to save the changes and exit the screen, or press the **SPIN REELS** switch to reset the values for all fields.

3.1.10 Options (Option: 7.1.10])

The Options screen allows the operator to select hard meter monitoring options:

1. Press the **CHANGE** and **CASH/CREDIT** switches to navigate through the options.

2. Press the **SPIN REELS** switch to enter the selected screen.

Hard Meters (Option: [7.1.10.1])

Note: *This option is available only with the international version PROM, and it does not apply to WAP games.*

Use the Hard Meters screen to select hard meter monitoring options for the Coin Drop mechanical meter. The following settings are available:

- Coins only – international jurisdictions

- Coins and bills – all other jurisdictions

Use the following steps to set the hard meter monitoring options:

1. Navigate through the list of values using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.

Coin-In (Option: [7.1.10.2])

Note: *This option is available only with the international version PROM, and it does not apply to WAP games.*

The Coin-In screen sets the machine to one of the following coin-in options:

- Coins to game only – coins inserted after the machine exceeds the maximum bet are returned to the player

- Coins to game and credit – coins inserted after the machine exceeds the maximum bet will be added to the credit meter until the machine exceeds the credit limit

- Coins to credit only – all coins inserted will be added to the credit meter

To set the coin-in option, use the following steps:

1. Navigate through the list of settings using the **CHANGE** and **CASH/CREDIT** switches.

2. Press the **PLAY MAX CREDITS** switch to exit the screen and save the changes, or press the **SPIN REELS** switch to reset the value to the previous setting.