

## Program Summary Report: S+ Stepper Slot Version SP709

### COMPLETE SET OF SLOT GAME CHIPS

Game EPROM Erasable Programmable Read-Only Memory. The game program is stored on the EPROM. The EPROM is a 27C512 device, and the label indicates S-PLUS GAME, the EPROM version (SP709), and the game type.

Data EPROM The companion data EPROM is a 27C64 device that identifies the reel strip symbols and determines the game type, the pay table 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 number that identifies the pay table.

Set-chip IGT utility program SET005, or later versions, is required to modify the denomination and enable/disable the bill acceptor. If the bill acceptor is disabled, the denomination can be set in the self test mode

### FEATURES AND CAPABILITIES

Bill Acceptor JCM compatible; can accept \$1 to \$100 bills. Rowe compatibility limited; can accept \$1 to \$20 bills. Enable/disable with the set-chip. If the Credit Only option for paying bill credits is selected, the bill is paid as credits regardless of the current player initiated credit/non-credit selection.

Bill Rejection  
Feature Bills will be rejected if any of the following conditions occur: a \$5 bill is inserted and the game denomination is \$2, a \$50 bill is inserted and the game denomination is \$20, the game denomination is higher than the bill denomination, or the credit value of the accepted bill plus any credits on the game would exceed the bill limit that is set in the self test mode.

Denomination  
Modifications Requires the denomination set-chip, unless the bill acceptor is disabled, in which case the denomination is set in the self test mode. When the denomination is set to zero (none), the bill acceptor is disabled (if present), the game will not display progressive amounts and all progressive wins will cause the game to go to a hand-pay lockup condition. Can be set at \$.05, \$.10, \$.25, \$.50, \$1, \$2, \$5, \$10, \$20, \$25, \$50, \$100 or zero (none).

Game Feature  
Type(s) Type 0 (no special features), Type 1 (Slam Dunk, Balloon Bars, etc.), Type 4 (Spin 'Til You Win), Type 5 (4th of July) and Type 12 (Fever).

Hand-pay Lockup  
Display The hand-pay display feature is designed for both jackpot lockup conditions and canceling credit lockup conditions. The amount to be hand-paid by an attendant is displayed in

the Coins Played window and the Winner Paid window, and a blank appears in the Coins Played window. This information alternates with the amounts normally displayed in these windows. The hand-pay amount contains leading zeros instead of blanks so that it can be easily identified. This information is also displayed in the last 5 games recall. The tilt error codes 3100, for an extra coin out, and 3200, for a coin out tilt, will also appear in the alternating display if these conditions occur while the machine is in the hand-pay lockup condition.

#### Information Systems

Compatibility SIS/SDS (SMART), Bally's serial SDS (XMISER), Wide Area Marketing Monitoring system (WAMM/CCOM), and IGT SAS.

Maximum Credit  
Limit

Automatically matches the maximum hopper setting that can be set by DIP switch or in the self test mode.

Mechanical Meters

Counts coins in, coins out, drop, jackpots x 10, canceled credits and games played.

Progressive  
Features/Displays

Link or stand-alone progressive, two-level RBP, 8 x 8 progressive display, single level, single level alternating, or double level. The progressive key is required to set the progressive values in the self test mode.

Reel Reset

To indicate that the reels are not spinning and stopping for a new game, the reels spin in reverse order when resetting. The reels also spin in reverse order when the last game recall is initiated in the statistical data mode.

Reel Stops

Capable of handling 256 stops per reel.

Reel Tilt

If a tilt occurs while the reels are spinning, the reels spin very slowly until the tilt is cleared. However, when a tilt occurs any time other than during the random spinning period, the game will soft tilt and automatically reset itself three times. The fourth tilt is considered a hard tilt and requires an attendant to reset. The soft tilt counters are independent for each reel and are cleared after each game or door closure.

Two Stage Candle

The top level signifies tilt/change conditions; the bottom level signifies jackpot/door open conditions. If the drop door is opened and the drop door option is enabled in the self test mode, the door open candle flashes at twice the normal door open rate. If the game is disabled, both levels light up.

## DIP SWITCH OPTIONS

The dual in-line package switch selection chart is located on the processor board tray. The options for this machine are: max hopper pay, reel spin sound, fast or normal game speed, progressive enable, high/low or alternating progressive, double or single progressive, link or stand alone progressive. The DIP switch configuration is displayed in the self test mode.

## SELF TEST MODE

Pressing the self test switch or the Bet One Credit player switch "pages" forward through the self test mode, and pressing the Play Max Credits player switch pages backward. Changes or selections in the options pages may be made by pressing the Change switch or turning the jackpot reset key. During a tilt condition, only the WAMM/CCOM machine address may be selected or altered. The self test pages appear in the following order:

Accounting system communication type	Determines the communication type on channel A (DCS port). Options are none, Bally's serial SDS (XMISER), or IGT SAS.
Communication address	When using the SAS protocol, a machine address is required to distinguish one machine from another. If the SAS system is selected, the valid address range is 001 to 127.
WAMM/CCOM address	WAMM/CCOM is always installed on channel B (printer port). This page allows the setting of the CCOM address. The valid address range is 00 to 63. Once the valid range is selected, the new value must be saved by pressing the change switch. A bell will sound when the new address is accepted.
Player selectable credit	If this option is enabled, the player is allowed to select a credit or non-credit game mode.
Mechanical bell	Select to ring either on all pays or on hand-pays only.
Drop-door switch enable/disable	This page is displayed only if the SAS mini system address selected is zero (the drop door option is always enabled with a non-zero SAS mini system address). If enabled, the number of times the drop (cash) door is opened will be monitored and displayed in the statistical data mode.
Bill acceptor pay mode	Options are credit, non-credit or player initiated.
Bill acceptor enabled/disabled display	Indicates if the bill acceptor is enabled or disabled using the set-chip.
Extra coins in option	This page is displayed but is not programmable since the SAS EFT feature is not available at this time.

SAS EFT enable/ disable display	This page is displayed, but the SAS EFT feature is not available at this time.
DIP switch configuration display	Displays the current configuration of processor board DIP switches.
Input tests	Tests inputs (coin in optics, Bet One Credit player switch, etc.).
Output tests	Tests outputs (Insert Coin lamp, Coin Accepted lamp, etc.)
Sound test	Tests sounds (coin insertion, maximum coins in, etc.)
Song test	Available only in Type 4, Type 5 and Type 12 games. Activates songs and allows selection of a song.
Display test	Tests illumination on the player digital display and verifies that the digital display is receiving correct signals from the processor board.
Hopper test	Tests hopper operation by paying out ten coins.
Pay table test	Displays game type, the EPROM version number and reel chip number. Tests pay table values. If the game type is 12, the Fever pay table test begins after the standard pay table test. The lamps around the Fever display will flash to indicate that the Fever pay table is being tested.
Reel strip test	Verifies that the symbols appearing on the reels are correct and that the reels spin to the correct stops.
Denomination selection/display	Displays the current denomination. The denomination selection is available only if the bill acceptor is disabled; otherwise, the set-chip must be used.
Max hopper pay	Programmable only if the DIP switches 1 and 2 are set for self test selection (on position). Determines the maximum number of coins that may be paid out of the hopper.
Bill acceptor credit limit	Maximum credits accumulated before the bill acceptor is disabled. Limit must be less than the max hopper size or \$2,500.
Partial pay selection	Determines the amount of coins to be paid from the hopper when a jackpot is hit, before a hand-pay lockup condition occurs. Cannot be set for an amount that is greater than the maximum hopper pay setting.
Progressive #1 selection	This page is displayed only if DIP switch 5 is set for progressive (on position) and 8 is set for stand-alone progressive (off position). This page determines the progressive reset value, maximum progressive amount, progressive percentage, and current progressive amount for the single-level progressive.

Progressive #2  
selection

This page is displayed only if DIP switch 5 is set for progressive (on position), 7 is set for double level progressive (on position), and 8 is set for stand-alone progressive (off position). This page determines the progressive reset value, maximum progressive amount, progressive percentage, and current progressive amount for the double-level progressive.

Link Progressive  
Display

Available only if DIP switch 5 is set for progressive (on position) and DIP switch 8 is set for link progressive (on position). Winner Paid window indicates which levels are enabled, Coins Played window = 9. Press the Spin Reels player switch to display progressive information. Winner Paid window = first 3 digits of the progressive dollar amount, Credits window = last 4 digits of the progressive dollar amount (does not include decimal amounts). Both external displays also show the progressive amount. Coins Played window = progressive level 1 or 2.

Out of service page

This function renders the machine inoperative without turning the power off. The progressive displays and lamps are turned off, the door candle flashes, the change candle illuminates, and the digits 1 through 9 scroll across in the Winner Paid, Credits and Coins Played windows.

STATISTICAL DATA MODE

Turn the jackpot reset key clockwise to enter the statistical data mode. Press the Spin Reels player switch or pull the handle to advance through the categories or transactions within each function.

Display meters function:

The Coins Played window shows the category numbers 01 through 57. The Credits window and the Winner Paid window show the category totals. Press the Bet One Credit player switch, the Change player switch, or turn the jackpot reset key to "page" forward through the display meters, and press the Play Max Credits player switch to page backward. The categories appear in the following order:

1. Coins in (total wagers)
2. Coins out
3. Coins dropped
4. Canceled credits (hand-paid cash out amount in coins)
5. Games played
6. Amount of jackpots in coins
7. Door opens

8. Games won
9. 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
14. Games played since last power up
- 18-27. Games played with from 1 to 10 coins in (number of coins in displayed depends on options)
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 reset
35. \$5 bills accepted since last meter reset
36. \$10 bills accepted since last meter reset
37. \$20 bills accepted since last meter reset
38. Bills accepted since last meter reset
39. Coins or credits dispensed for bills since last meter reset
40. Dollar value of all bills accepted since last meter reset
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 reset
52. \$50 bills accepted since last meter reset
53. \$100 bills accepted since last meter reset
54. Promotional credits downloaded
55. Non-cashable credits downloaded
56. Credits cashed out to the system
57. Cashable credits downloaded

Last 5 games played function:

Coins Played = 2. Winner Paid = the number and the virtual position of the reel before any "nudging" is done, beginning with the most recently completed game. Credits = game being displayed. If the game is type 4 or type 5, the Credits window will also indicate either 0 (standard game) or 1 (free spin). If the game type is 12, the Credits window will indicate either 0 (standard game) or 1 (bonus pay table was used). The reels spin to the reel positions of the completed game. After the last reel has been displayed, the last game Coins In, Coins Paid and Credits will be displayed in their normal locations. If a hand-pay lockup condition occurred, the hand-pay information is also displayed.

Bill acceptor transaction:

All LED displays show 9 until the Spin Reels player switch is pressed. Coins Played = 1 to 5. Winner Paid = number of coins dispensed or credits awarded beginning with the most recent transaction. Credits = bill denomination (\$1, \$2, \$5, \$10, \$20, \$50, or \$100).

IGT service utility information:

Coins Played = 3.

Progressive jackpot recall:

Coins Played = 4. Winner Paid = a number from 50 to 1. Progressive display shows the amount won, beginning with the most recent jackpot awarded.

Electronic Funds Transfer (EFT) Transaction:

This page is reserved for EFT transactions; however, the SAS EFT feature is not available at this time.

Clearing resettable bill meters:

Coins Played = 1 alternating with 0. The resettable bill meters keep a count of the bill acceptor transactions since the last time the meter was cleared. If any of the resettable bill meters is not equal to zero, 8888 is displayed in both the Credits and Winner Paid windows. Press the Spin Reels player switch to clear the resettable meters. 0000 is displayed in the Credits and Winner Paid windows when the meters are cleared.

IGT service utility information:

Coins Played window = 1 alternating with 1 (i.e. 11)

SAS EFT meters breakdown:

This page is reserved for SAS EFT meters; however, the SAS EFT feature is not available at this time.

## REFERENCES

Refer to the appropriate IGT publication for detailed information about S-Plus software and error resolutions: S-PLUS FIELD SERVICE MANUAL p/n

821-027-01, S-PLUS SLANT-TOP MANUAL p/n 821-067-01, S-PLUS IBA FIELD SERVICE MANUAL p/n 821-103-00, or S-PLUS DIAGNOSTICS CARD SET p/n 821-154-01. Refer to the Reel Strip Listing for exact pay table information and symbol alignment on each reel.

Contact IGT Customer Service, 702-688-0364, between 8 a.m. and 4 p.m. PST; FAX 702-688-0675. For 24 hour technical assistance, or for a glossary of gaming terms, call 1-800-688-7890.

For viewing and downloading technical information, call the 24-hour bulletin board: 1-800-448-1221.

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