



Machine Options

No.	Option	Setting	Description
27	Bet Mode	0000 (0001) 0002 0003	Cash Only Credit game Player selectable EuroCredit
26	Rebet-Autospin	0000 (0001) 0002 0003 0004 0005	No rebet, no autospin No rebet, autospin at max. credits No rebet, autospin at max. coin /credits Rebet, no autospin Rebet, autospin at max. credits Rebet, autospin at max. 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	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 0.50 0.25 0.20 0.10 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 JPs for awarding prizes SPL Serial Progressive Link PPI Parallel Progressive Link MAPS S/MPI (Serial Multiplex Prog. Interface) MPI (Multiplex Progressive Interface) SAS Progressive v3.xx OTT (Over The Top) Progressive 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 meters OR test 10 external jackpot signal (see Option 07)
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

Configured by DIP Switch JW3, Market Code, & Mains

No.	Option	Setting	Description
48	Tower Config.	(0000) 0001 0002 0003 0004 0005 0006 0007	This option has specialized settings. Please see Tower Light Option Table for details
50	Game ID	(0000) 0000-9999	4-digit identification number
54	Coin Hopper Pay Amount	(0000) 0000-9999	Amount paid from hopper upon a lockup under the conditions of options 56 & 51
56	Credit Collect Lockup	(0800) 0000-9999	Number of credits for a lockup upon any collect.
62	Tournament Kitty	(0000) 0000-9999	Starting amount of credits for tournament operation
63	Reset Prog. Amount	(0000) 0000-9999	Credits added to counter upon progressive jackpot reset (MC=3 or MC=4)
78H	SAS® ID	(0000) 0001 9998 9999	None SAS® 3.xx & 4.xx Coin Free (MC=6) Non-Cash. Credits (MC=6) / GRIPS®
78L	Machine Number	(0000) 0000-0032	S/MPI ID (Must match progressive controller)
04	Even Hand Pay	(0000) 0001 0002 0003	OFF Even hand pay by 10s Even hand pay by 100s Even hand pay by 1000s
51	Credit Top Limit	(0800) 0000-9999	Maximum number of credits allowed on credit meter. Follows option 56 default.
03	Tournament Seconds	(0000) 0001-0059	OFF Seconds for tournament (see Option 01)
22	Tokenization	(0000) 0001	OFF ON
70, 71, 72	MAPS Progressive Cabinet ID	00000000000	The ID can be represented as XXXXXXXZZZ 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 by default.
06	Progressive Group ID	(0000) 0000-0255	SAS® Progressive v4.xx Group ID.
79	Terminal ID	(0000) 0000-FFFF	Host Terminal ID in hexadecimal
57	SAS® Lockup	(0800) 0000-9999	Amount of Win for a SAS® lockup. Must be less than Option 58 Win Lockup and greater than Option 51 Credit Top Limit