

3.1 Key Chip Menu Options

Refer to Table 3-1 and the explanations in this section for details of the options available and Section 4.2 for the key chip procedure.



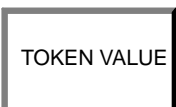

Note: *With no touchscreen activity, the Key Chip menu times out after approximately one minute.*

The following buttons are common to all screens:

- **[SAVE]** – saves data additions or changes.
- **[EXIT]** – exits the screen and return to the menu.

If data changes have been made on the screen and the **[SAVE]** button has not been pressed, the screen will display a warning message that indicates that the data changes have not been saved. Press the **[SAVE AND EXIT]** button to save the changes, or press the **[DON'T SAVE AND EXIT]** button to discard the changes and exit the screen.

Table 3-1 Key Chip Menu	
Menu/Option	Description
<div>GAME BONUS SETUP</div>	Change bonus values for games with bonus options
<div>COMM OPTIONS</div>	Configure channels for communicating to different host systems, system bonusing and EFT transactions, and SAS Version 5 parameters
<div>GAME DENOMINATION SETUP</div>	Change the machine denomination
<div>GAME SELECTION</div>	Select active games and paytables
<div>MAXIMUM BET</div>	Set the maximum bet for each enabled game

Table 3-1 (cont.) Key Chip Menu	
Menu/Option	Description
	Enable or disable the ticket printer
	Set progressive parameters
	Set the number credits given for each token
	Enable or disable use of the bill validator as a bill changer

3.1.1 Game Bonus Setup

The *Game Bonus* option changes bonus values for those with bonus options. Use the following steps to configure game bonuses.

1. Press the **[GAME BONUS SETUP]** button on the touch-screen video monitor.
2. Select a game group by pressing the corresponding button on the screen. Buttons with yellow text indicate enabled games.
3. Select a paytable by pressing the corresponding button on the screen. Buttons with yellow text indicate enabled paytables.
4. Touch the edit box and use the keypad to set the desired bonus amount.
5. Press the **[CLEAR]** button to clear the entry and start over.
6. Press the **[SAVE]** button to save the settings.

3.1.2 Communication Options

The Comm Options menu provides screens that configure host communications options. Some functions may not be available depending upon machine configuration.

Channel Setup

Select the *Channel Setup* screen to indicate the channel numbers to use for communication to various hosts. Use the following steps to set the communication channels.

1. Press the **[CHANNEL SETUP]** button on the touchscreen video monitor. The screen displays the current communication channel settings:
 - SAS primary
 - SAS secondary
 - Bally Miser (optional)
 - Progressive link
2. Select the name of the channel to change and use the option buttons at the bottom of the screen to set the channel number or to turn the channel off.
3. Press the **[SAVE]** button to save the settings.

Global Options

The *Global Options Setup* screen configures the settings for host-supported features such as bonusing, Electronic Funds Transfer (EFT) and remote handpay reset. Use the following steps to set Global Options.

1. Press the **[GLOBAL OPTIONS]** button on the touchscreen video monitor.
2. Press the **[CHANGE]** button to enable or disable each feature.
3. Press the **[SAVE]** button to save the settings.

IGT SAS+ Ver. X.XX

Select the *IGT SAS+* menu to set up the machine polling address – the unique code assigned to specific terminals for data transmission purposes – for machines using this communications protocol. The screen provides configuration options for the following settings:

- Machine Address
- Primary channel
- Secondary channel
- Controller
- Validation
- Set program group

Primary Channel Setup

The *SAS Primary Channel Setup* menu provides access to setup functions that configure the SAS machine address and primary channel options.

Machine Address

Select the *Machine Address* option to set the machine's SAS address. Use the following procedure to set the address.

1. Press the **[MACHINE ADDRESS]** button on the touchscreen video monitor.
2. Use the keypad to set the machine address.
3. Press the **[SAVE]** button to save the address, or use the **[CLEAR]** button to clear the entry and start over.

Primary Channel Options

Select the *Primary Channel Options* screen to configure the SAS primary channel. The screen provides access to the following parameters:

- **Vouchers to drop and cancelled credits** – if disabled, voucher amounts read by the bill acceptor will be added to the existing coin-in and cancelled credit meters. The machine must have two extra physical meters especially for voucher data to enable this feature.

- **Secure handpay for EZ Route** – if enabled, the game repeatedly sends out a handpay notification to the host until the host responds. If disabled, the game sends out only one notification.
- **Remote handpay reset** – if enabled, the SAS host can reset the machine after a handpay condition.

Use the following procedure to set the options.

1. Press the **[PRIMARY CHANNEL OPTIONS]** button on the touchscreen video monitor. The screen displays the current channel settings.
2. Use the red **[CHANGE]** buttons to enable or disable channel options.
3. Press the **[SAVE]** button to save the new settings and exit the screen.

Secondary Channel Setup

The *SAS Secondary Channel Setup* menu provides access to setup functions that configure the SAS machine address and secondary channel options.

Machine Address

Select the *Machine Address* option to set the machine's SAS address. Use the following procedure to set the address.

1. Press the **[MACHINE ADDRESS]** button on the touchscreen video monitor.
2. Use the keypad to set the machine address.
3. Press the **[SAVE]** button to save the address, or use the **[CLEAR]** button to clear the entry and start over.

Secondary Channel Options

Select the *Secondary Channel Options* screen to set the machine's SAS secondary channel options. The screen provides access to the following settings:

- **Vouchers to drop and cancelled credits** – if disabled, voucher amounts read by the bill acceptor will be added to the existing coin-in and cancelled credit meters. The machine must

have two extra physical meters especially for voucher data to enable this feature.

- **Secure handpay for EZ Route** – if enabled, the game repeatedly sends out a handpay notification to the host until the host responds. If disabled, the game sends out only one notification.
- **Remote handpay reset** – if enabled, the SAS host can reset the machine after a handpay condition.

Use the following procedure to set the options.

1. Press the [**SECONDARY CHANNEL OPTIONS**] button on the touchscreen video monitor. The screen displays the current channel settings.
2. Use the red [**CHANGE**] buttons to enable or disable channel options.
3. Press the [**SAVE**] button to save the new settings and exit the screen.

Controller Setup

The *Controller Setup* option allows for configuration of the following SAS controller functions.

- System bonusing
- EFT transactions
- System progressive
- Validation

The functions can be configured to use the primary or secondary channel.

Use the following procedure to configure the controller functions.

1. Press the [**CONTROLLER SETUP**] button on the touchscreen video monitor.
2. Press the [**CHANGE**] button to toggle the channel for the functions that need to be changed.
3. Press the [**SAVE**] button to save the changes and exit the screen.

Validation Setup

Use the *Validation Setup* option to set SAS controller security parameters for the machine. The following functions can be enabled or disabled:

- **Validation Security** – When validation security is enabled, the machine protects validation information if communications with the host are interrupted. The machine tilts with a “Terminal Disabled by SAS” message if the validation buffer fills up.
- **Enhanced Validation** – used by the host to verify payouts and handpays.

Use the following procedure to set the options.

1. Press the **[VALIDATION SETUP]** button on the touchscreen video monitor. The screen displays the current channel settings.
2. Use the red buttons to enable or disable selected channel options.
3. Press the **[SAVE]** button to save the new settings and exit the screen.

Set Progressive Group (optional)

Select the *Set Progressive Group* option to set the machine’s SAS progressive group. Use the following steps to configure this parameter.

1. Press the **[SET PROGRESSIVE GROUP]** button on the touchscreen video monitor.
2. Use the keypad to set the group id.
3. Press the **[CLEAR]** button to clear the edit box and start over. Press the **[SAVE]** button to save the changes.

3.1.3 Game Denomination Setup

The *Game Denomination Setup* screen sets the game’s denomination. This screen provides different buttons for single- and multi-denomination games.

Use the following steps to set the game denomination.

Note: *Denomination change may require that several mechanical components be changed as well as the software. Other restrictions may also apply in some jurisdictions.*

Single-Denomination Games

1. Press the [GAME DENOMINATION SETUP] button on the touchscreen video monitor. The screen displays the active currency and symbol, and the game denomination. The currency and symbol cannot be changed.
2. Press the [CHANGE] button to change the game denomination.
3. Press the [SAVE] button to save the new settings and exit the screen.

Multi-Denomination Games

1. Press the [GAME DENOMINATION SETUP] button on the touchscreen video monitor. The screen displays the hopper/coin acceptor denomination.
2. Press the [CHANGE] button to change the hopper/coin acceptor denomination.

Note: *If the machine is not equipped with a voucher printer, this value cannot be set to a number that is less than the hopper denomination. This value must be a multiple of the hopper denomination.*

3. Press the [NEXT PAGE] button. The screen displays the currently allowed player-selectable denominations. Yellow buttons indicate enabled denomination values. Red buttons indicate available values that have not been selected. Grey buttons indicate values that are not available.

Select one or more player-selectable denominations by pressing the red buttons.

4. Press the [NEXT PAGE] button. The screen displays the default denomination that is used when the machine enters idle mode. Yellow buttons indicate enabled denomination values. Red buttons indicate available values that have not

been selected. Grey buttons indicate values that are not available.

Select a new denomination by pressing one of the red buttons.

5. Press the **[FIRST PAGE]** button to return to the hopper/coin acceptor denomination display.
6. Press the **[SAVE]** button at any time to save the settings.

3.1.4 Game Selection

The *Game Selection* option configures the machine's enabled games. Select game groups and paytables for use during game play. Use the following steps to configure the games.

Single-Denomination Games

1. Press the **[GAME SELECTION]** button on the touchscreen video monitor. The screen displays the total number of enabled games in the upper right corner.

Note: *The software supports a maximum of twelve enabled games. In some cases, a game must be "deselected" to allow for the selection of a new game.*

2. The screen displays the available game groups. Select a game group by pressing the appropriate button on the screen. Remove the game group from play by pressing a yellow button, or add the game group to play by pressing a red button.
3. The screen displays the available paytables for the game. Yellow buttons indicate enabled paytables. Remove the paytable from play by pressing the yellow button, or add the paytable to play by pressing one of the red buttons.
4. For some games, the maximum bet can be configured by pressing the **[DO MAX BET]** button. Refer to Section 3.1.5 for the steps to use to set the maximum bet.
5. Press the **[DONE]** button to exit the paytable selection screen.
6. Press the **[SAVE]** button to save the new settings and exit the screen.

Multi-Denomination Games

Each denomination supported by the machine can have its own set of twelve games, providing flexibility when selecting paytables for each denomination. Use the following procedures to enable or disable a game for a given denomination.

Enabling a Game

1. Press the **[GAME SELECTION]** button on the touchscreen video monitor. The screen displays the total number of enabled games in the upper right corner.
2. The screen displays the available game groups and the starting denomination. Use the **[CHANGE]** button to select the appropriate denomination.
3. Select a game group by pressing the appropriate button on the screen. Add a game group by pressing one of the red buttons.
4. The screen displays the available paytables for the game. Add the payable to play by pressing one of the red buttons.
5. For some games, the maximum bet can be configured by pressing the **[DO MAX BET]** button. Refer to Section 3.1.5 for the steps to use to set the maximum bet.
6. Press the **[DONE]** button to exit the payable selection screen.
7. Press the **[SAVE]** button to save the new settings and exit the screen.

Disabling a Game

1. Press the **[GAME SELECTION]** button on the touchscreen video monitor. The screen displays the total number of enabled games in the upper right corner.
2. The screen displays the available game groups and the starting denomination. Use the **[CHANGE]** button to select the appropriate denomination.
3. Select a game group by pressing the appropriate button on the screen. Yellow buttons indicate enabled games.

4. The screen displays the available paytables for the game. Remove the paytable from play by pressing the yellow button associated with the active paytable.
Press the **[CLEAR ALL DENOMS THIS FAMILY]** button to disable the game for every denomination.
5. Press the **[DONE]** button to exit the paytable selection screen.
6. Press the **[SAVE]** button to save the new settings and exit the screen.

3.1.5 Maximum Bet

Select the *Maximum Bet* option to set the maximum bet and minimum bet for maximum bonus amounts for a game. Use the following steps to configure the settings.

1. Press the **[MAXIMUM BET]** button on the touchscreen video monitor.
2. The screen displays the available game groups. Select a game group by pressing the appropriate button on the screen. Yellow buttons indicate enabled game groups.
3. The screen displays the available paytables for the game. Yellow buttons indicate enabled paytables.
4. Touch the appropriate edit box and use the keypad to set the values for each parameter. The screen also displays the following buttons.
 - **[THIS GAME ONLY]** – apply the changes only to the selected game.
 - **[ALL GAMES IN GROUP]** – apply the changes to all games in the group.
 - **[ALL GAMES]** – apply the changes to all games on the machine.
5. Press the **[SAVE]** button to save the new settings and exit the screen.

3.1.6 Printer Setup

The *Printer Setup* option enables or disables the ticket printer. Use the following procedure to configure the printer.

1. Press the **[PRINTER SETUP]** button on the touchscreen video monitor.
2. Enable or disable the printer using the red **[CHANGE]** button. When the printer is enabled, the screen displays a second **[CHANGE]** button to enable or disable receipt printing for jackpots and handpays.
3. Press the **[SAVE]** button to save the new settings and exit the screen.

3.1.7 Progressive Setup (optional)

The *Progressive Setup* option selects and configures progressive games. Use the following steps to configure progressives.

1. Press the **[PROGRESSIVE SETUP]** button and a window appears with the Game Selection screen buttons.
2. Touch the button that corresponds to the game selection. The screen displays a list of available game-win categories and progressive jackpots. The screen displays an error message if the game does not support progressives.
Use the **[MORE]** and **[PREVIOUS]** buttons to scroll through the list of available game groups.
3. Select the event that will cause the progressive to hit, such as a royal flush in poker. The screen displays the **[SELECT]** **[CONTROLLER]** button.
4. Touch the **[SELECT CONTROLLER]** button to view the list of available progressive jackpots. The following jackpot types are available
 - None
 - SAS
 - Link
 - Standalone

Touch the button associated with the desired progressive jackpot type to view a list of available jackpot levels.

5. Touch the button associated to a jackpot level to assign it to the selected win category. Depending upon the type of progressive controller selected, a **[JACKPOT SETUP]** button may appear.
6. Touch the **[JACKPOT SETUP]** button to configure the following jackpot parameters:
 - Current amount
 - Base amount
 - Limit amount
 - Add amount
7. Touch the edit box and use the keypad to change the value for each amount.
8. Touch the **[DONE]** button to complete the progressive setup for each win category, and touch the **[SAVE]** button to complete the progressive setup for the selected game.

3.1.8 Token Setup (optional)

The *Token Setup* option configures the credit value for for each token played. Token settings affect game play as follows:

- When the number of credits won is not a multiple of the token value, the machine determines how many more credits are needed to pay the entire win from the hopper. It deducts the credits from the hopper, adds them to the win amount, and pays the tokens from the hopper.
- If the machine is not equipped with a voucher printer and the number of credits cashed out is not a multiple of the token value, the game pays as many tokens as possible and leaves the remaining credits on the machine. If the player presses the **[CASH OUT]** button, the machine prompts the player to press the **[CASH OUT]** button again to receive a hand pay, or to play the remaining credits.

Use the following steps to set the token amount.

1. Press the **[TOKEN SETUP]** button on the touchscreen video monitor.
2. Use the keypad to set the token value. The screen displays a message indicating that fractional token handpays are allowed.
3. Use the **[CLEAR]** button to clear your entries and start over.

4. Press the **[SAVE]** button to save the new settings and exit the screen.

3.1.9 Bill Change Mode

The *Bill Change Mode* option enables or disables use of the bill acceptor as a bill changer.

Note: *Using the bill acceptor as a bill changer causes all bills to be exchanged for coins from the hopper. The machine can be played only if coins are deposited.*

Use the following procedure to set this parameter.

1. Press the **[BILL CHANGE MODE]** button on the touch-screen video monitor.
2. Use the red **[DISABLE/ENABLE]** button to indicate whether or not the bill validator act as a bill changer.
3. Press the **[SAVE]** button to save the new settings and exit the screen.