

	.05	.10	.25	.50	\$1.00	\$5.00	\$25.00
4	ON	OFF	OFF	ON	OFF	ON	OFF
5	OFF	ON	OFF	ON	OFF	OFF	ON
6	OFF	OFF	OFF	OFF	ON	ON	ON

Table 3-B

When denomination is changed, the previous denomination's RAM data must be cleared so that the new denomination accounting data are accurate. A switch is on the game PCB PL-1A to facilitate RAM clearing; it is located to the right and just below the Ni-Cd battery on the PCB as shown in the figure below.

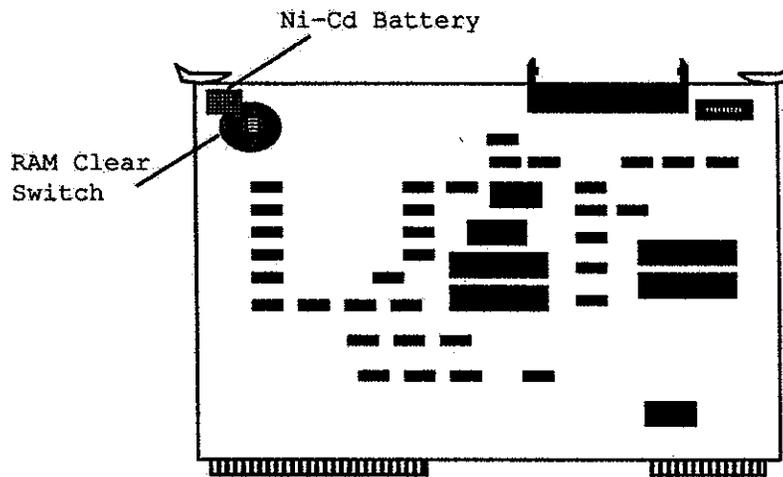


Figure 3-C

After changing denomination with the switches on DS-1 and before inserting the PCB back into the PSL Slot Machine, change the RAM clear switch's position to OFF (i.e., in the orientation seen in Figure 3-C, toggle the switch down). Reinsert the game PCB, reconnect the harness at CN-A, and restore power to the machine. After a five second delay, toggle the RAM clear switch to its original position (i.e., pull the switch towards the front of the machine). Access the AUDIT DISPLAY categories as outlined in Chapter 4 to verify all previous game/denomination data has been reset to 0's.

3.2.5 DS-1/SWITCH #7 - MAX/PARTIAL PAY

Switch #7 on DIP DS-1 controls whether the machine is configured for MAXIMUM PAY or PARTIAL PAY. MAXIMUM PAY means the machine will pay all the win amount, either in coins/tokens from the hopper or in credits, up to the value you set with TEST MODE 8 (the MAX PAY LEVEL; refer to paragraph 2.4.1 in Chapter 2). If a win amount for an

individual game exceeds the value defined for TEST MODE 8, the machine will pay nothing; the PSL Slot Machine will lock up, enter a hand-pay state, and the attendant lamp on the candle will illuminate. The attendant pays the amount owed the player (as indicated by the I.O.U. on the main message LED array) and resets the machine with the external keyswitch. Note here that win payment can be coins for the hopper if the machine is configured to play in the CASH mode, or the win amount can be credits added to a credit account if the machine is configured to play in the CREDIT mode. (Refer to paragraph 3.2.2 above for explanation of CASH and CREDIT modes as defined by the setting of switch #2 on DIP DS-1.) MAXIMUM PAY configuration is achieved by setting switch #7 to the ON position.

PARTIAL PAY, which is configured by setting switch #7 to the OFF position, works a little differently depending on whether the machine is set up for CASH or CREDIT. If your PSL Slot Machine is set for CASH play (i.e., switch #2 on DIP DS-1 in the ON position) the machine will pay up to the amount defined for TEST MODE 8 from the hopper; the remainder of the payment owed the player is hand paid by the attendant. Again, after the partial pay amount is dispensed by the hopper, the machine will lock up, enter a hand-pay state, and the attendant lamp on the candle will illuminate. The attendant pays the amount owed the player and resets the machine with the external keyswitch.

If the machine is configured for CREDIT play (i.e., switch #2 on DIP DS-1 in the OFF position), the entire win amount is paid to the player's credit account. PARTIAL PAY does not take effect until the player attempts to convert a credit amount exceeding the defined value of TEST MODE 8 to coins/tokens from the hopper by pressing the COLLECT button. For example, let's say TEST MODE 8 has a defined value of 200. The player begins play with a credit account of "0" and hits a reel symbol combination that pays 250. All 250 will be credited to the player and display in the CREDIT window of the front glass. However, if the player presses the COLLECT button at this point to convert the credit to coins/tokens from the hopper, he/she would only be paid 200 coins. The machine at this point locks up and enters a hand pay state, which requires the payment of the displayed I.O.U. amount by an attendant.

After choosing MAXIMUM or PARTIAL payment with switch #7, always remember to define the value of TEST MODE 8.

IMPORTANT NOTE: Make sure the value of TEST MODE 10 (Maximum Credit Amount) never exceeds the value of TEST MODE 8 if the PSL Slot Machine is set for CREDIT play. If it is set higher,

unnecessary lock ups and hand pays will occur when players attempt to "cash out" by pressing the COLLECT button.

3.2.6 DS-1/SWITCH #8 - OPTIONAL MESSAGE ENABLE/DISABLE

This switch enables or disables the optional message programming ability of TEST MODE 14 (see paragraph 2.4.5 in Chapter 2 for instructions on programming the optional message programming). If you do not want an optional message to scroll across the main LED array on the game front door, set switch #8 to OFF. If you want a customized message, set this switch to ON, then access TEST MODE 14 to program the message.

3.3 DIP SWITCH BANKS DS-2 AND DS-3

Two other DIP switch banks are located on the sub-PC board (PL2). DIP bank DL-2 allows configuration of progressive jackpots; DIP bank DL-3 is not used at this but reserved for future software/hardware enhancement to the PSL Slot Machine.

If you are planning to use your PSL Slot Machine for progressive jackpot play, it is necessary to access DIP DL-2 to define the number of reel symbol combinations that will initiate signals to the progressive control computer. If you are not planning to use the machine for progressive jackpots, further reference to this chapter is not necessary.

3.3.1 ACCESSING AND REMOVING THE SUB-PC BOARD

The sub-PC board PL2 encased in a metal security box and is located directly behind the reel mechanism assembly. You will need medium and small phillips screwdriver to expose the sub-PC board and change DIP switch settings on DS-2.

1. Make sure the PSL Slot Machine is in the idle state. Open the game front door and turn off the power to the machine.
2. Unplug the three connectors on top of the reel mechanism assembly. Note their positions in relation to the color of the plugs to make sure you connect them correctly when re-assembling the unit.
3. The reel mechanism assembly is held in place by two screws in the support beam just above the control

panel. These screws have plastic knobs to allow removal by hand, but they may be tight if the unit has not been removed since you took delivery on the machine. If you cannot loosen them by hand, use the medium phillips screwdriver. Remove both screws and place them aside.

4. Grasp the reel mechanism assembly by the handle on top and remove it from the interior of the game cabinet. The metal security box holding the sub-PC board is visible on the back of the cabinet.
5. Unplug the main harness on the left side of the box and any harness plugged into the connectors "D" and "C" on the right hand side. (NOTE: if there are harnesses in both connectors "D" and "C", note their position in insure they are re-connected correctly.)
6. With the medium phillips screwdriver, remove the sheet metal screw that secures the security box to the cabinet. Now, lift upward on the security box/PC board assembly to free it of the PC board's edge connector.
7. The metal box is secured to the sub-PC board with four machine screws at the corners. With the small phillips screwdriver, loosen and remove these screws. Place them aside with their corresponding split-ring washers.
8. Set the sub-PC board on your work bench in the orientation shown in Figure 3-D. DIPs DS-2 and DS-3 are located at the right-hand top of the sub-PC board.

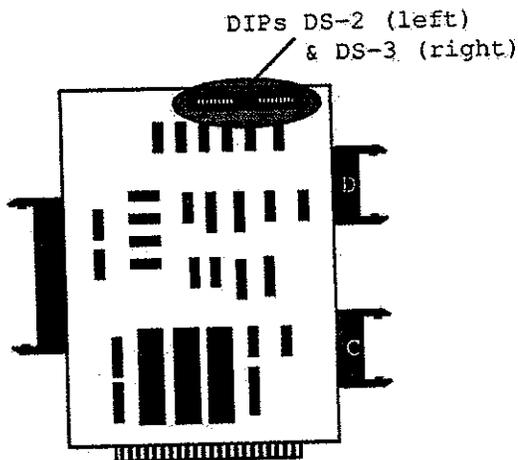


Figure 3-D

3.3.2 DIP DS-2 SWITCHES - PROGRESSIVE CONFIGURATION

Switch #1 and #2 are reserved for future hardware additions to the PSL Slot Machine³. Also, switches #6 through #8 are not used at this time. Switches #3, 4, and 5, however, are used to define the number of separate and distinct electronic signals sent to the progressive control computer to signal one of eight possible progressive jackpot hits. As noted in paragraph 3.2.3 above, switch #3 on DIP bank DS-1 must be in the ON position in order for settings of switches on DS-2 to have any meaning. Table 3-E shows the settings for these switches to configure the PSL Slot Machine for customization of specific progressive jackpots.

	PROG. 1	PROG. 2	PROG. 3	PROG. 4	PROG. 5	PROG. 6	PROG. 7	PROG. 8
3	OFF	ON	OFF	ON	OFF	ON	OFF	ON
4	OFF	OFF	ON	ON	OFF	OFF	ON	ON
5	OFF	OFF	OFF	OFF	ON	ON	ON	ON

Table 3-E

The specific reel symbol combinations necessary during play to trigger a progressive "hit" signal are dependent on the game type and associated game/schedule EPROMs. Contact your Takasago sales representative for more information in regards to progressive jackpot system firmware and hardware requirements.

After setting the switch positions on DIP DS-2, reassemble sub-PC board/security box assembly in the reverse order of steps 1 through 7 in paragraph 3.3.1.

³ Specifically, switch #1 will enable a bill changer and switch #2 will enable the use of an optional printer interface.



Chapter 4

Auditing

4.0 ACCOUNTING FIGURES

4.1 MECHANICAL METERS

4.2 SOFTWARE METERS

4.2.1 ACCESSING THE SOFTWARE AUDIT METER

4.2.2 ACCOUNTING CATEGORIES 1 THROUGH 20

4.2.3 EXITING AUDIT MODE

4.0 ACCOUNTING FIGURES

The PSL Slot Machine employs two methods of recording accounting figures; non-resetting mechanical meters and software metering held in RAM. The combination of accounting recorders assures accuracy and fulfillment of all your machine accounting needs.

4.1 MECHANICAL METERS

The non-resetting mechanical meters are located on the control panel just below the reel mechanism assembly and above the hopper compartment in the machine's interior.

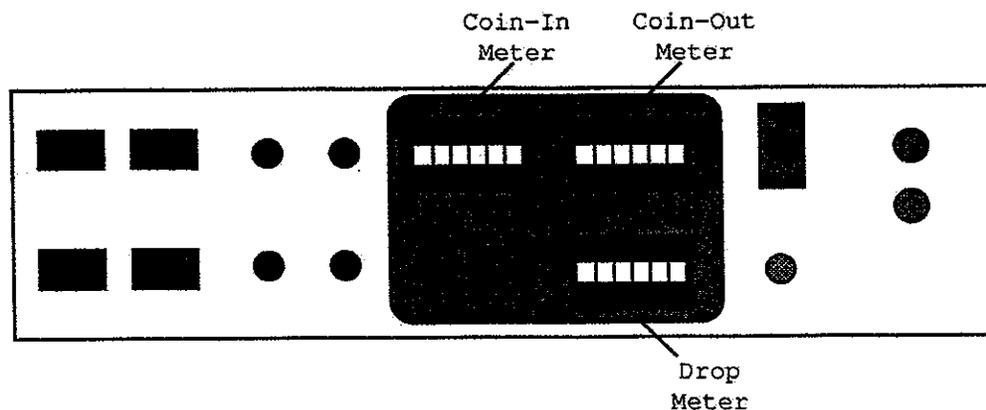


Figure 4-A

The meters are labelled IN, OUT, and DROP. The IN meter counts the number of coins/credits wagered in the course of game play. The OUT meter counts the number of credits or coins paid out in wins. The DROP meter tallies the number of coins diverted to the drop bucket when the hopper has become too full to accommodate any more coins/tokens. As mentioned above, these hardware meters cannot be reset to "000000" manually; they are cumulative for the life of the machine. When you take delivery of your PSL Slot Machine, chances are none of the meters will read "000000". This is due to factory testing of the game. Simply begin your accounting record sheets with the numbers displayed and work from that point.

4.2 SOFTWARE METERS

The PSL Slot Machine software meters are much more extensive in data recording than the hardware meters. The additional accounting categories will give you information that allows you to better track machine performance and optimize

its profitability. Unlike the hardware meters, the software accounting categories can be reset to "0" by performing a RAM clear with the appropriate switch on the game PCB. This is always necessary if you change the machine's denomination or swap the game/schedule EPROM chip.

4.2.1 ACCESSING THE SOFTWARE AUDIT METER

With the PSL Slot Machine in the idle state (i.e., not in game play or an error state) with the front game door closed and locked, insert the key into the external keyswitch on the right-hand side of the cabinet. Turn the key once in a clockwise direction, and the first accounting category will display on the main LED array on the PSL Slot Machine's front game door. Repeating the keyswitch activation will cycle through all twenty accounting categories held in memory.

4.2.2 ACCOUNTING CATEGORIES 1 THROUGH 20

Following is a brief description of each of accounting categories.

Category 1 - Total Coin-In Count: This category displays as "01:TOTAL IN 000000". It shows the total number of coins/tokens/credits wagered on the machine.

Category 2 - Total Coin-Out Count: This category displays as "02:TOTAL OUT 000000". It shows the total number of coins/tokens/credits paid out by the machine for wins.

Category 3 - Drop Count: This category displays as "03:DROP 000000". It shows the total number of coins/tokens diverted to the drop when the hooper is too full.

Category 4 - Credits Collected: This category displays as "04:COLLECT CR 000000". It shows the number of times players have pressed the COLLECT button to convert credit to coin/token payout from the hopper. It is important to remember that this figure does not show the number of credits converted to hopper payouts; it only shows the number of times players have pressed the COLLECT button.

Category 5 - Total Games Played: This category displays as "05:TOTAL GAME 000000". It shows the total number of games played by players either pulling the slot handle, pressing the SPIN button, or pressing the MAX BET button if switch #1 on DIP DS-1 is in the ON position (i.e., auto reel start).

Category 6 - Total Of Hand Pays: This category displays as "06:HAND PAYS 000000". It shows the total number of hand pays made by attendants to players. This count is based on the number of times the attendant cleared I.O.U.s with the external keyswitch.

Category 7 - Total Door Openings: This category displays as "07:DOOR OPENS 000000". It shows the total number of times the front game door has been opened since the game/schedule EPROMs were initialized.

Category 8 - Total Coin Jams: This category displays as "08:COIN JAMS 000000". It shows the total number of times a coin-in jam or excess coin-in time have occurred (i.e., the occurrences of error code 21).

Category 9 - Total Number Of Hopper Overpays: This category displays as "09:OVER PAYS 000000". It shows the total number of coins/tokens over-paid by the hopper in win payout or credit collect situations.

Category 10 - Total Number Of Hopper Empty Errors: This category displays as "10:HOP EMPTY 000000". It shows the total number of times the hopper ran out of coins/tokens when paying out win or collect awards (i.e., the occurrences of error code 33).

Category 11 - Total Resets: This category displays as "11:RESETS 000000". It shows the total number of times the game was reset with the RESET button on the interior control panel.

Category 12 - Total Number Of Games Since Last Power-Up: This category displays as "12:# LAST PU 000000". It shows the total number of games played on the PSL Slot Machine since the last time the power was turned off, then on again.

Category 13 - Total Number Of Games Since Door Closed: This category displays as "13:# LAST DC 000000". It shows the total number of games played on the PSL Slot Machine since the front game door was last opened and closed.

Category 14 - Total Number Of One-Coin Games: This category displays as "14:1 COIN 000000". It shows the total number of games played with a one-coin/credit wager.

Category 15 - Total Number Of Two-Coin Games: This category displays as "15:2 COIN 000000". It shows the total number of games played with a two-coin/credit wager.

Category 16 - Total Number Of Three-Coin Games: This category displays as "16:3 COIN 000000". It shows the total number of games played with a three-coin/credit wager.