

different combination of reel symbols will align as the random number generator of the game EPROM has selected a different set of stops.

The numeric codes for this error match the number of the reel having been interferred with. Therefore, an error code 41 accompanies the message REEL 1 TILT and so on.

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#### 5.4.8 ERROR 50 - DOOR OPEN

This error will occur every time the front game door is opened, be it during the idle state or during a game. The attendant does not need to clear the error with either the RESET switch or the external keyswitch. The yellow band of the candle will only illuminate while the game door is open, the alarm will not sound, nor will the TILT lamp come on.

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#### 5.4.9 ERROR 61 - BAD RAM

This error indicates a possible serious electronic component problem on the main PCB. It indicates the RAM chip has failed for some reason and is incapable of maintaining game data or transfer of game code to and from the game EPROM. The attendant should open the game door, turn off the main power, then access the game PCB by unlocking the lock box. If the main wire harness was disconnected to open the lock box, re-connect it. Next, switch the RAM CLEAR switch (SW1) on the game PCB (located next to the Ni-Cd RAM battery near the right-hand, front edge of the board) towards the back of the cabinet. Restore power to the machine and wait five seconds, then switch the RAM CLEAR switch back towards the front of the machine. This clears the RAM chip of all memory it held.

Switch off the power again, lock the game PCB lock box (making sure to reconnect the main wire harness), then restore power. If the error occurs again, shut off the PSL Slot Machine and replace the game PCB.

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#### 5.4.10 ERROR 62 - BAD EPROM

Like a RAM error, this error indicates the game EPROM chip may be faulty. The attendant should remove the game PCB from the machine and change out the game EPROM on the board for a replacement that contains the same game code (i.e., same serial number). Switch the RAM CLEAR switch off, replace the game PCB, reconnect the main wire harness, and restore power to the game. After waiting five seconds, switch the RAM CLEAR switch to the ON position.



# Appendix A

## Model Information

### A.1 THE PSL SERIES AVAILABLE MODELS

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A. PROGRESSIVE JACKPOT GAMES

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## **A.1 THE PSL SERIES AVAILABLE MODELS**

A complete listing of available game types and cabinet designs of are available from your Takasago sales representative. Suffice to say, there are more schedules and game types than can be listed in this document. At publication, however, there are more than fifty-three schedules available for token, nickel, dime, quarter, dollar, and five-dollar denominations, and over ten game types. Specialty games (i.e. higher denominations, etc.) are available upon request. Of course, all schedules and game types are suited to any cabinet design with corresponding payout/front door glass.

Following is a short synopsis of the different game types available in the PSL Series. Reel symbol types (i.e. fruits, bars, characters, etc.) vary greatly, though many are applicable to many different game types. Some, however, are associated with specific games and are so noted.

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### **A.1.1 SIMPLE MULTIPLIER SCHEDULES**

Multiplier schedules are those that allow the player to wager one or more coins to be eligible for increasing payouts for winning reel symbol combinations. In addition, simple multiplier schedules are usually limited to a single payline and are used in three-, four-, or five-reel machines. An example of a simple multiplier game is one that pays 2 coins for 1 coin wagered, 4 coins for 2 coins wagered, and 6 coins for 3 coins wagered if three defined reel symbols align on the pay line. Hence the term "multiplier"; the payout is multiplied by the number of coins wagered by the player. The incentive is for the player to wager more coins for a higher payout.

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### **A.1.2 MULTIPLE PAYLINE**

A multiple payline machine employs up to five lines for the alignment of winning reel symbol combinations. The player in this case wagers a coin for eligibility of winning on each line (e.g., one coin for one line, two coins for two line, etc.). Three horizontal paylines are used with three-, four-, and five-reel machine, whereas five payline games (two diagonal paylines in addition to the three horizontal paylines) are usually reserved for three-reel games.

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### **A.1.3 PROPOSITION GAMES**

Proposition game types are those offering a special payout for maximum wagers with the use of special reel symbols. A good example of a proposition game is one employing

"lucky" 7 symbols. In this type of game, the player wagers as usual, but by wagering the maximum amount allowable on the machine, the player is eligible for a special payout if the 7's align on the payline. This payout is appreciably larger than payouts for smaller wagers, and, as defined, is only available for maximum bets. If the the player wagers less than the maximum and special symbols align, he/she is not paid by the machine.

Proposition play is often combined with multiplier or multiple payline game types to add incentive for higher wagering. In the latter case, a player may not be eligible for the special payout unless he/she "buys" the fifth payline. Combined with this is sometimes a second proposition whereas the player is paid even more if the special symbols align on the last payline "bought".

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#### **A.1.4 WILD SYMBOL GAMES**

Certain game types employ "wild" symbols to the reels to increase the players' chances of winning reel symbol combinations. An example is the addition of Jokers or some other character. Like wild card poker, the wild symbol can be used in place of any other reel symbol. For example, if two single bars line up on the payline on reels one and two and the wild symbol lines up on the third reel of a three-reel game, the player is paid as if three single bars aligned.

Wild symbols are always considered as the highest possible win combination symbol in a game. If, for example, two triple bars and a wild symbol are aligned, the player is paid as if three triple bars were aligned, not the payout amount associated with the alignment of three bar symbols of any type.

Wild symbol game types are often employed with multiplier, multiple payline, proposition schedules, or a combination of all three. The increased chance of winning combinations with wild symbols is usually offset with lower payouts for wins.

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#### **A.1.5 COMBINATION GAMES**

A combined schedule of multiplier, multiple payline, proposition, and wild symbol can be configured for game types that allow players to wager a high number of coins. In such a schedule, the player would wager a coin for eligibility of a winning combination on each payline and the eligibility to win the special proposition combination. Additional coins are then wagered to multiply the payouts for winning reel symbol combinations. The result is a game type that allows the wagering of 10 or more coins per game by a player, who

is banking on the incentive of a very high payout by the machine if the top win combination occurs.

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### **A.1.6 PROGRESSIVE JACKPOT AND TOURNAMENT GAMES**

#### **A. Progressive Jackpot Games**

A progressive jackpot, as the name implies, is a jackpot that builds as coins are wagered on the slot machine. A percentage of each wagered coin is added to the progressive jackpot; it may only be a fractional value of the denomination. The progressive jackpot is won when the least likely reel symbol combination occurs. This jackpot type is not paid by the individual machine but hand paid by the house. Usually, progressive jackpot machines are limited to four- or five-reel types upon which the player must wager the maximum bet for eligibility. The reel symbol combination is also a highly unlikely alignment as well (e.g., four 7's aligned on the payline on a four reel game).

Takasago PSL Series Computerized Slot Machines can be configured to be individual progressive jackpot machines or linked to form progressive "clusters" in which a number of slot machines "feed" the jackpot. This latter configuration is controlled by a progressive computer interface and builds sizable progressive jackpots, thus adding another incentive for higher wagering and for playing one of the machines in the progressive "cluster".

#### **B. Tournament Gaming**

Specified schedule/game EPROM chips are available that allow the PSL Series slot machines to be configured for special tournament gaming. This is a house-sanctioned type of game in which a number of players compete against one another for special cash prizes. The player winning the most coins or points in a tournament wins the tournament prize.

Tournament play is timed; the contestant plays games on the machine and tries to win as much as possible within a set time period. Play can be with coins or set to free play. (Free play is employed in cases where a sizable entry fee is required of players wishing to enter the tournament.) After the specified time, the machine locks and the contestant's win amount (in coins or points) is tallied. The machine can be configured to pay coins out for wins or only award win points during tournament play at the discretion of the house.

*Appendix A - MODEL INFORMATION*

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