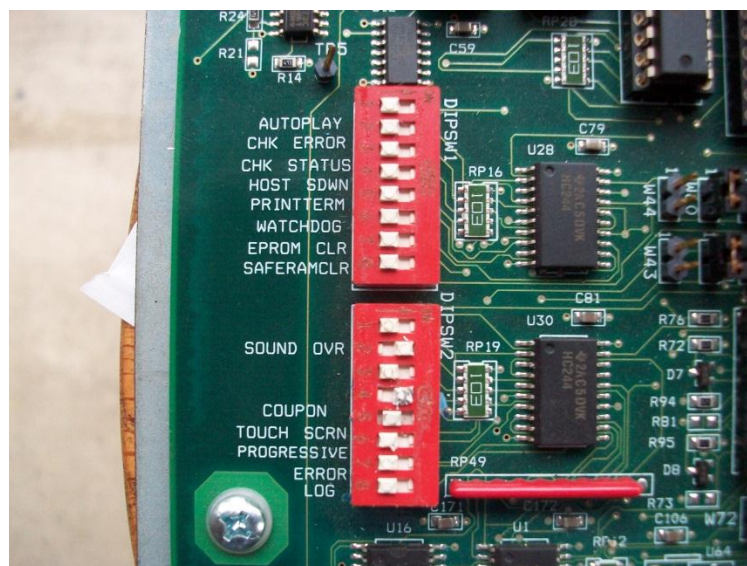# Bally EVO Hybrid Setup

1. Place EVO RAM CLEAR chip in socket u78. **Important!!!** Orient the bottom of the chip towards bottom of U78 socket. **Failure to do so will damage the chip**. Make sure alignment notch matches the notch setting on the socket.

2. Set SW1 switches 7 and 8 to ON position for RAM CLEAR. **CAUTION!!** This will reformat the RAM in the slot and any previous game information will be **ERASED!!!**

3. Make sure all SW1 and SW2 settings are correct as they will take effect when RAM is cleared. You cannot change a setting later without doing another RAM CLEAR. See below for switch options.

Switch Functions SW1/SW2

DIPSW1	DIPSW2
Level Description	**Level Description**
1 ON Autoplay	N/A Reserved
2 ON Ignore Checksum	ON Deluxe Sound**
3 ON Show State Status	N/A Reserved
4 ON Host Override	ON Enable 12 Button Deck**
5 ON Printer/Hopper Override	ON Bill to Tray Option
6 ON Watchdog Override	ON Touchscreen Not Installed
7 ON EEPROM Clear	ON Enable Progressive Change
8 ON SafeRAM™Clear	ON Show Error Log

**Usually all switches in play mode are off except for SW2-2 and SW2-4. These are set on if you have the Deluxe sound system and are using a 12 button deck. If you are using a regular 5 button deck switch SW2-4 must be set to off. Again you cannot change these settings after the game is setup except by doing a RAM CLEAR.
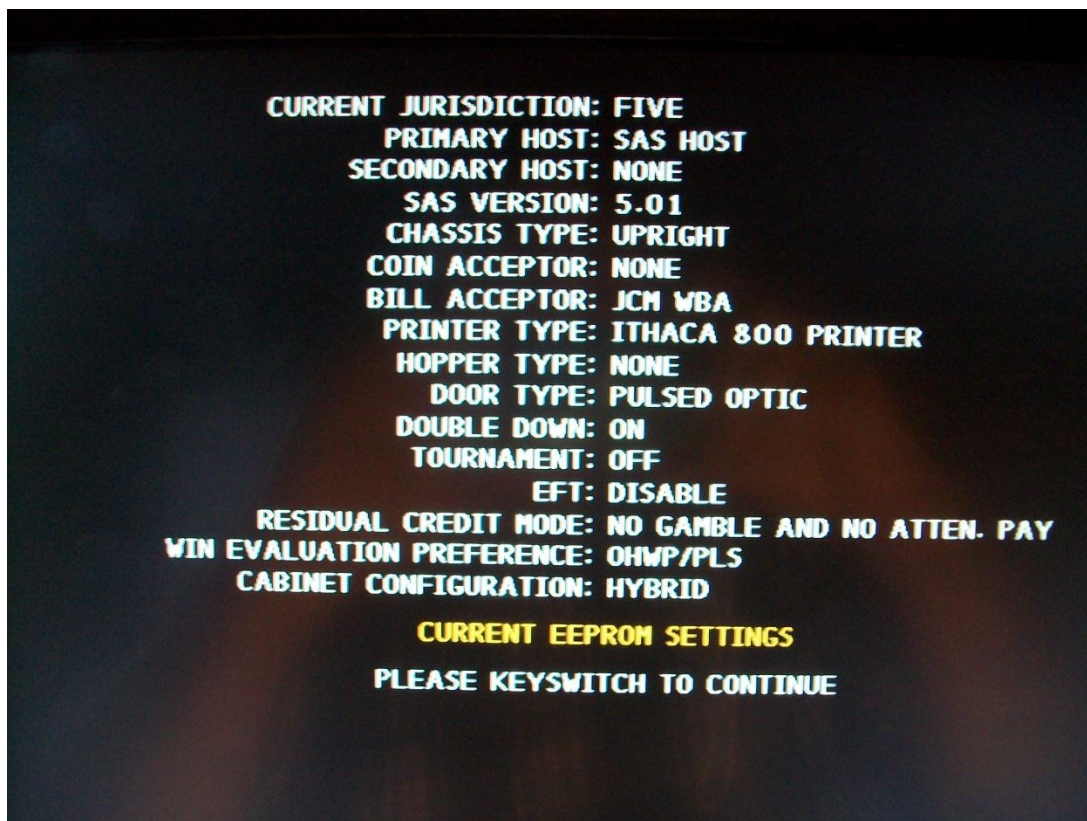

Switch Banks SW1 and SW2 in Play Mode
NOTE: SW2-2 and SW2-4 are set ON in this pciture

4. Switch on slot and allow the machine to boot up in RAM CLEAR mode. After a few minutes(seems like a long wait sometimes) a screen will appear asking you to enter information.

    Information is entered by pushing the appropriate key light on the button deck. You can cycle through choices by pushing this button. Once a choice is made **turn the reset key to set that choice**. **CAUTION** If you make a choice and turn the reset key that choice cannot be changed without doing a RAM CLEAR boot again so make your choices right the first time.
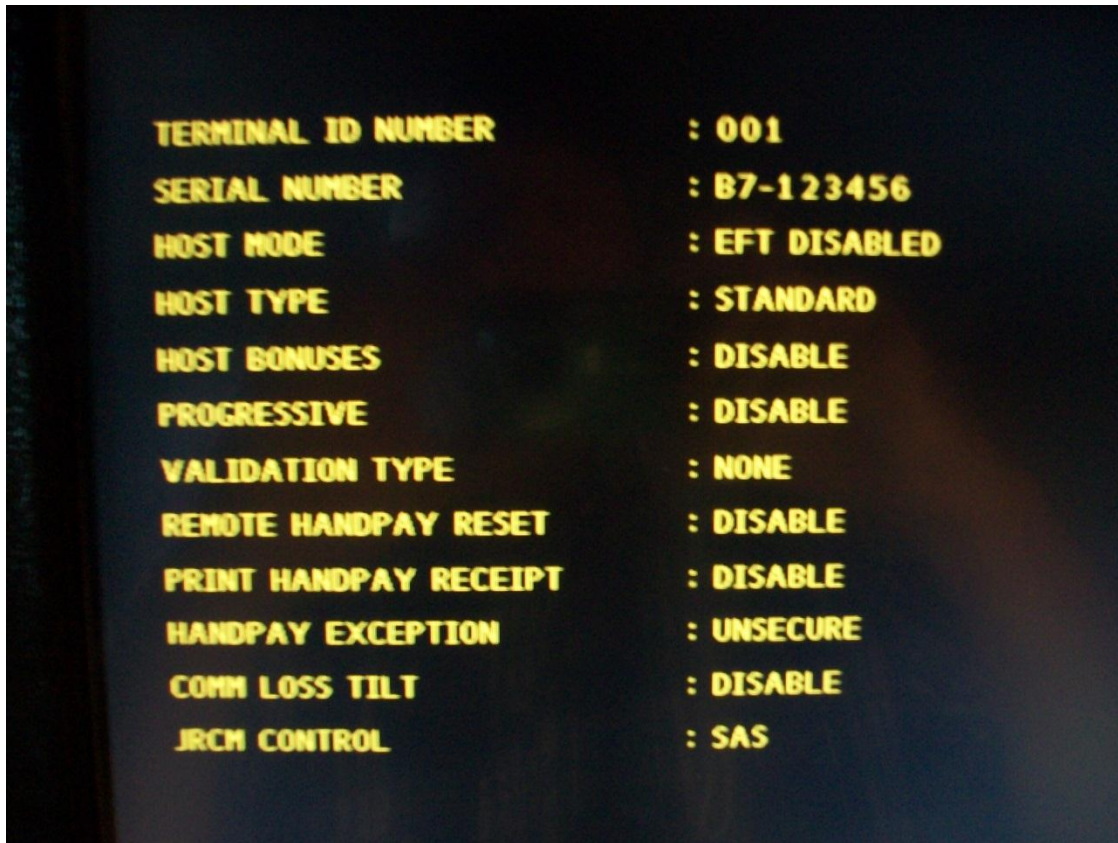
    You now will cycle through all the choices seen in the picture below. You will be asked to make choices for all of the settings. Settings in the photo are for a system with printer installed. **IT IS IMPORTANT you set the JURISDICTION to five and the PRIMARY HOST to SAS. Ticket printer will not work without these settings.**

5. After you turn the reset key you will be asked to remove the RAM CLEAR chip and reset SW1 switches 7 and 8 to off. **CAUTION You must turn the slot off to remove the MPU to do this**. Permanent damage to the slot will result if you do not power down.

6. Reseat the MPU board after removing the RAM CLEAR chip and resetting swtiches 7 and 8 to off. Make sure it is plugged in correctly.

7. Power slot on and slot will begin its initial setup mode. Again, it will take a few minutes for the slot to boot

8. Follow the Hybrid Module 2 manual setup procedure to finilazed slot setup. Once this is done you should get the PLAY screen and the slot will be in DEMO mode. In DEMO mode money cannot be

inserted for credits. To change to normal operating mode you must setup the HOST configuration of the slot. **You get to this screen by opening slot door and turning reset key.**

9. Find the HOST configuration screen button and press it. You will be asked to enter a Terminal ID number and a serial number. I set my machine to ID number 1 and serial number 123456. Enter the number one on the screen and press the CR button on the screen keypad. Enter your serial number and once you do screen automatically will go to settings screen. I set my slot to the settings seen in the screen below.

10. Once these settings are made confirm them and screen will go back to setup screen. Make choices correctly on this the first time as these CANNOT be changed without a RAM CLEAR.

11. I also set the HOPPER/CREDITS limits so machine will accept money. I am running a penny denomination on my machine so I set my limits to the MAX payout of the game installed. Remember the settings are for COINS and not dollars.

12. I also set the Time and Date.

13. Close the door on the slot and your ready to play.

14. Please take note that the three micro switches in the slot must be in Play(lockdown) mode before the slot will operate. One is located on CD door, one for the computer tray lock, and one for the MPU logic board tray lock. If you are not using locks these must be changed to simulate the locker postion. Simply remove the jumper on the back of the microswitch and place it on the other terminal. Some of the switches are open and some closed but this is the easiest solution to (de)activating these if the locks are missing or not used.