S2000 RAM CLEAR and KEY SET UP FOR HOME USE S2000

1)  Power the machine off.  Remove the coin tray.  Carefully remove the MPU board.

2)  Before handling the proms on the MPU, I like to ground myself by holding both hands onto the metal tray of the MPU for a few seconds.  Keep you wrists resting on the front frame of the tray while you work to insure you stay grounded and try not to move your feet around too much as you stand there.  Ideally we should all be using anti-static grounding cables tied to our wrists.

3)  Inspect and insure that the games Version, Game 1, and Game 2 to chips are installed in the proper orientation and fully seated.  Remove the SB (40 pin) chip and replace with your Clear Chip.

4)  Return the MPU to the machine and insure it is fully seated in the tray.  While leaving the door open for this step, power the machine on and keep your eye on the top 2 amber lights on the MPU board.  Once they turn on you should power your machine off.

5)  I like to repeat step 4 above 2 more times, power machine on, wait for lights, then power off.  This insures that everything fully clears off the board.  I have found that every once in awhile for some reason residual accounting information does not fully clear and causes problems later during set up.  This rare but I know it happens and was confirmed to me from the good people at Samron Slots.

6)  After powering the machine off, remove the MPU again, ground yourself, and replace the Clear Chip with your SB Chip.  Return it to the machine and while leaving the door open for this step power the machine on.  Notice on the door LED it should say "TESTING MEMORY" and soon after you should get an Alarm sound and a message that reads "RAM ERROR".  Turn your Reset Key (4) four times.  You should now have a message that says "PRESS TEST SWITCH FOR 2-3 SECONDS".  Proceed by pressing the small white button on the MPU for 3 seconds then release.  The message on the LED now reads "CLOSE MAIN DOOR".  Proceed and make sure the lever is pressed down with force to make sure it is fully seated.

7)  Door LED should now read "TESTING MEMORY".  When it is finished you should get a message that reads "CALL ATTENDANT".  At this point you should open the main door again.  You will immediately get an Alarm again.  Proceed, while keeping the door open, by turning the Reset Key (3) three times.  After a few moments the reels should spin and you should get a message that reads "MACHINE TYPE MISMATCH".  Power the machine down.

8)  After you power the machine down, remove the MPU *again*, *ground*
yourself, and replace the SB chip with your Key Chip.  Return the MPU to
the machine, fully seat, and while leaving the door open power the machine
on.  Keep your eyes on the MPU lights and once the top 2 amper lights turn
on, power the machine down.  Remove the MPU, ground yourself, replace the
Key Chip with your SB Chip and return the board to the machine.  While
leaving the door open, power the machine back on.  After the machine
cycles, you should receive a message on the door LED that reads "7 KEY CHIP
CONFIG".

     a)  As a preface to Key Chip set up on a machine, the SAS after a
clear will default to "Standard Mode".  You have no reason to go into that
set up and should avoid it.  In fact you will find that there are many
settings with in the Key Chip set up that will already default to a desired
mode and you can bypass most all settings.

     b)  Button control during Key Chip set up is as follows.  The Service/
Change and Cash Out buttons are toggles for up and down through the menu
selections.  The Spin Reels button is for Select.  And the Bet Max is for
Enter or Confirm.

9)  Our first step is to establish the machines Accounting and
Denomination.  Warning...once you establish the Accounting you cannot
reduce it at a later date unless you repeat the Clear Chip process above.
Should have decided by now what denomination your machine will play.  Most
will set for 25 cents.

-Press the Spin Reels 4 times and the LED should read "Accounting".
-Press the Spin Reels 1 more time and the toggle buttons should light up.
-Press the Service button until the desired denomination shows...for
example 25 cents.
-Press the Bet Max 2 times.  Warning...there is no turning back at this
point.

-Press the Cash Out 1 time and the LED should read "Coin Denom"
-Press the Spin Reels 2 Times.
-Press the Service 1 time and the number reflected should equal your
Accouting denomination....for example 25 cents.
-Press Bet Max 2 times.
-Press the Bet Max 1 more time and the LED should read "7.1.1 Denom".
-Press the Cash Out 1 Time
-Press the Spin Reels 1 Time
-Press the Cash Out button until the desired game payout percentage is
found.
-Press the Bet Max 1 time to confirm.

-Press the Cash Out 3 times and the LED should read "Machine Type"
-Press the Spin Reels 1 time.
-Press the Cash Out 1 time until the reads "Upright" or continue to toggle to find slant top if that is what you have.
-Press the Bet Max 1 time to confirm.

-Press the Cash Out 1 time and the LED should read "Token Payout"
-Press the Spin Reels 1 time and you will be given the opportunity to enable or disable your hopper at this point.
-If using a printer and not a hopper, then press the Service light 1 time so the LED reads "Disabled"
-Press the Bet Max 1 time to confirm.

** Note if your machine is hopper based and not using a printer you are done with the Key Set up at this time.  Press the Bet Max 3 times, the machine will cycle, close door and you should be good to go.  If you are using a printer, proceed below.

-Press the Bet Max 2 times to exit and the LED should read "7.1 Key Chip I Config".
-Press the Cash Out 1 time and the LED should read "7.2 Key Chip II Config".
-Press the Spin Reels 1 time.
-Press the Cash Out 1 time and the LED should read "7.2.2 Printers".
-Press the Spin Reels 2 times.
-Press the Cash Out 1 time and the LED should read "Printer Enabled".
-Press the Bet Max 2 times to confirm and return to the main menu.

-Press Bet Max 2 more times to exit Key set up, the machine should cycle, close your door and you should be in business.

-Play the game and test your hopper or printer for proper function.  You may at a later time press the test button on the MPU and go into other set ups like hopper/credit limits and machine volume.  Again avoid the SAS setup area as it should already be defaulted to Standard Mode.