HOME OF THE POT O' GOLD

VISION
Gaming & Technology Inc.

POT-O-GOLD GAMING MACHINE SOFTWARE CONFIGURATION MANUAL

A Guide for Setting Up the Pot-O-Gold Software
Configuring Game and Operating Options
Collecting Data
(For Software Versions 701 and Later)

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All Entries are Hyperlinks

Introduction

—— Initial Notes ——

This Manual is designed to assist in understanding and configuring the Software Basics of the Pot-O-Gold Electronic Gaming Machine. For detailed information regarding Hardware Specifications and Cabinet Set-up, please refer to the appropriate Installation Guide that corresponds to the type of Cabinet that is in use. The Installation Guide should accompany the Cabinet upon delivery. Contact Vision Gaming & Technology for an additional or replacement Installation Guide.

At the end of this Manual there are several appended Supplements. These Supplements include detailed set-up instructions for some procedures that are only loosely covered in the Manual's main content. Additionally, please note the Technical Bulletin Supplements, which address certain functional elements of the software. **The appended Technical Bulletins address important information that is specific to this Manual's software and should be duly noted before any configurations are made**.

——— General Information ———

T he Pot-O-Gold (POG) gaming machine operates in six different modes: **Configuration, Game Play, Disabled, Out of Order, Demo, and Tournament**. On Power-up, the machine can be transferred directly into either the Configuration or Game Play mode through the hardware setting of Dip Switch 8 on the T340+ Board. Dip Switch 8 in the up position, when the machine is powered on, will put the machine in the Configuration mode. Dip Switch 8 in the down position, when the machine is powered on, will put the machine in the Game Play mode. Under normal operation, Dip Switch 8 should always be down (see Terminal Configuration for more details).

> **NOTE**: With Dipswitch 8 in the Down position, the following menus will have limited access to certain features. The buttons with restricted access will appear purple. To access these features, move Dipswitch 8 back to the Up position (the screen must be touched to reflect the Dipswitch status change, in either direction). Effected menus:
>
> | | | |
> |---|---|---|
> | 1) FACTORY TESTS | 3) TERMINAL CONFIG | 5) DCS CONFIG |
> | 2) MAIN CONFIG | 4) BBU REG TESTS | 6)TICKET CONFIG |

♦ **Configuration Mode**

In this mode, the Operator can configure the software in the machine. Configuration of the software will be explained in the Operator Menu section of the manual.

♦ **Game Play Mode**

This is the standard mode that all players will see when the machine is in normal operation.

♦ **Disabled Mode**

This mode can be activated manually from the Terminal Configuration Menu and forces a cash-out of credit. It can also be facilitated in various ways by a SAS host. In this mode, the machine will not accept money, cannot be played, and the following message appears on the Game Play screen:

> **"Sorry, Terminal Disabled! This machine is temporarily *Disabled* but should be back in service soon…….Please try another machine!"**

♦ **Out of Order Mode**

This mode creates the same effect as the Disabled Mode (the displayed message reads "Out of Order" in place of "Disabled"), but is activated and cleared by holding the **green** Attendant Key-switch engaged for five (5) seconds. This mode may also occur if no games are enabled for Game Play, if there is a problem with the Bill Acceptor, or, if a machine door is open. No cash-out of credit is forced in this mode.

♦ **Demo Mode**

In the Demo Mode, no money is required to play the machine. When the credit register decreases to less than the amount being wagered by a player on the current game, $50.00 is added to the credit register. In this mode, Hard Meters are not incremented, no money is accepted, and the Cash Out button is disabled. Accounting is not affected in the Demo Mode, Progressive Jackpots do not increment, and no actual credit can be won (only demo credits).

♦ **Tournament Mode**

In Tournament mode, which requires a Bank of machines, no money is required to play the machine. This mode also does not increment hard meters, no money is accepted, and the Cash Out button is disabled. Accounting is not affected in the Tournament mode (see Tournament Configuration Supplement for a detailed overview of Tournament Play).

Machine Banking

Every Pot-O-Gold's operating system has been designed with partitions that are capable of Multiple-Machine-Banking (the maximum bank size is 32******* Slaves). These partitions are referred to as the "Master" and "Slave" partitions. The Master partition stores data that is issued to the Slave partition, which queries the Master partition for the specific data. This feature offers the capacity to configure a large number of machines in exactly the same way without having to physically set every configuration in the Operator Menu of every machine.

In order to set up a Bank of machines, one machine needs to be configured as the Master and the rest as Slaves (Main Config), all machines must be connected using the POG422 cable******, and all must have the same Bank Number. This allows all machines to communicate on the same set of wires, similar to a network of computers (separate Banks should not be wired together). The Master machine is configured to the desired settings, and every Slave machine will derive certain system and game specifications from the settings that are configured in the Master.

> Refer to the Master-Slave Transfer Supplement, included in the back of this manual, for detailed info on which system and game configurations are transferred, and limitations on transferring after a game has been played

* This number does not include the case where a Master Machine is also acting as a Slave. Once a machine has been configured to Master, if that machine exits out of the Operator Menu and into Game Play mode, it will communicate with itself as a Master-Slave unit, deriving data from its Master Partition to its Slave partition, whereas all other Slaves in a bank have their Master Partition disabled altogether. A Master that does not exit from the Operator Menu will have the capacity to communicate with 32 additional machines that are Slaves, but only 31 if it is a Slave, itself, also. Furthermore, a Master machine that remains in Configuration mode and does not act as both Master and Slave can better handle the larger amount of communications necessary when the number of machines in a bank gets closer to the maximum of 32. Consult with Vision Gaming experts to help determine how to configure your banks.

** In the current cabinet, the POG422 bracket is just above the AC Distribution Box. The two 15 position D-Sub female connectors are wired in parallel, with a tap running to the T340+ logic board. Use the POG422 cable to connect the machines. Since the connectors are wired in parallel, any connector may be used for any cable. With all machines in a Bank securely connected, a slave machine can be turned off and the remaining machines in the Bank can still communicate with the Master. The exception to this is in large Banks, when all but a few machines are shut off. This presents enough of an un-terminated wire length to cause

communications problems, since the lines are not completely biased when the driver circuits are not powered.
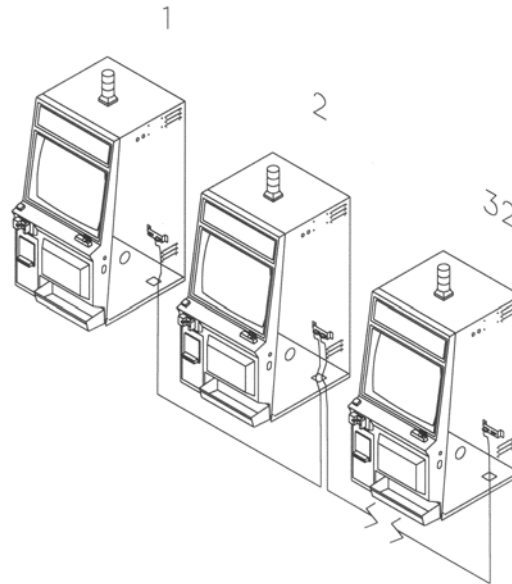
Pot-O-Gold Bank

The physical implementation of a Pot-O-Gold Bank is shown above.

Single Machine Mode

(♦ This Mode May Not be Available for Some Software Versions ♦)

The Pot-O-Gold also runs in "Single" Mode (Main Config). When set to Single Mode, the machine is basically an independent unit and will not communicate with any other machines, even if cables are connected and it is wired into a Bank.

Operator Menu

The Operator Menu screen is the root screen in Configuration Mode and will appear immediately after activation of the Supervisor's Key-switch. This screen has caption boxes and displays Gateway Buttons that lead to various Configuration Screens. The Supervisor Key must be engaged while pressing the Gateway Buttons. Please note, some versions of software may not have all of the displayed Gateway Buttons.

Gateway Button/Caption	Functional Description
Left Caption Box	At the top of all Configuration Mode screens are two caption boxes. The left box displays the following information.
	The **top line** displays the **System** and **Game ROM** firmware version numbers.
	The **second line** shows the following **T340+** board information, separated by colons:
	1. The Terminal I.D.
	2. The Board Revision
	3. The License I.D. (This is not the casino's machine license, but the manufacturer's license in certain markets.)
	4. The Vision Gaming Market Code
	The **third line** displays the **System Mode** (Single, Master, or Slave).

Right Caption Box	The right caption box displays the following information. The **top line** shows any **pending error flags**. The **second line** shows any **pending tickets**. The **third line** displays the status of the four monitored **doors** (main, cash, logic, drop). If the label is flashing, a door is registered as open.
Title Box	In between the two caption boxes is the Title Box. This header will always indicate the current screen.
MAIN CONFIG	**Main Config** This screen is used to configure general machine options.
TERMINL CONFIG	**Terminal Config** This screen is used to configure the physical aspects of the machine. This screen also shows the status of the dipswitches.
GAME SELECT	**Game Select** This screen contains subordinate screens that are used to configure all options for all available games.
TICKET CONFIG	**Ticket Config** This screen is used to view the ticket header, set ticket options and diagnose printer problems.

PROGRSV CONFIG	**Progressive Config** This screen is used to view each Game's Base and Current Progressive. The Operator can also use this screen to reset each Game's Progressive value back to its base value or to change each game's Progressive value to a value other than its base.
ATTRACT CONFIG	**Attract Config** This screen is used to configure options that affect the Attract Mode.
DCS CONFIG	**DCS Config** This screen is used to configure options to tailor meter functions and RS232 parameters so that they comply with a particular on-line data collection system.
CASINO BOOKS	**Casino Books** This screen is used to view all accounting records that are collected on the machine.
ERROR STATS	**Error Stats** Information on any of the thirty-two (32) errors can be found in this screen. Errors can also be cleared in this screen.
RECALL HISTORY	**Recall History** Text based Historical Data for 12 different event categories can be viewed here.
TOURNEY FEATURE	**Tourney Feature** **(NOTE: Not available for all software versions)** This screen is used for setting up and monitoring a Tournament. See Tournament Configuration Supplement.

	Keypad Entry Screens
\n\n**Keypad Entry Screen**	Various Configuration Buttons within each individual Configuration Screen allow the Operator to enter values through the use of Keypad Entry screens. To enter new values on the keypad, first press the "CLEAR" button. Then simply type in the new value (the acceptable range for the numbers is shown at the top left of the pad; also, at the top right, the old value and the default values are shown). When the new number has been entered satisfactorily, press the "ENTER" button and the keypad disappears. The new value should appear on the button originally pressed.\n\nAt any point in this process the "ABORT" button may be pressed. This will cancel the action and no change in the value will take place.\n\nIf the value needs to be reset to the factory default value, press the "DEFAULT" button, followed by the "ENTER" button.

♦ **In some software versions, legal restrictions require that all configuration changes that have any impact on game results must be made before any credits have entered the machine. Once any money has been inserted in the machine, many of these buttons will no longer be active or configurable. All NOVRAM memory must be cleared (see the FACTORY TESTS screen) to enable full reconfiguration capability. NOTE: a NOVRAM clear will delete all accounting and game data previously stored on the machine.**

Attract Configuration

This screen is used to configure options for the Attract Mode, or the screen(s) displayed when the Pot-O-Gold is not being played. Note that the Pot-O-Gold will not go into Attract Mode if there is credit in the machine.

Button / Caption	Functional Description
ATTRACT MENU ONLY GAME ONLY MENU & GAME	Use this button to select which combination of screens will cycle on and off in the Attract Mode; the Player Select Menu only, Game Screen(s) only, or both.
LOGO DISABLE LOGO1	This button can enable or disable the display of a spinning Logo. The logo reads "Pot-O-Gold" and reoccurs at intervals during Attract Mode.
NEWGAME DISABLE ENABLED	This button is used to enable the "ALL NEW" screen in the Attract Mode. This "NEW" screen is useful when a software upgrade has taken place in order to make customers aware of new Pot-O-Gold games.
ATTRACT DELAY 60	This button is used to set the amount of time (in seconds) the machine waits, after the last screen-touch, to start cycling through the Attract Mode.

CYCLE DELAY 10	This button is used to set the amount of time (in seconds) that a particular Game Screen or the Menu Screen will remain in view, during the Attract Mode, before cycling to the next screen.
MENUPRG DISABLE ENABLE	When this function is enabled, the value of each Game's integrated Progressive is shown in the graphical Player Select Menu. When disabled, the Progressive value is hidden.

Attract Mode Game Selection Box

If you have chosen GAME ONLY or MENU & GAME on the Attract Mode button, the Attract Mode Game Selection box, shown above, may be used to select which game(s) will be displayed. You may select the following: 1) one Game, 2) all Games, 3) the last Game played by the last player to use the machine, 4) the game with the most active Progressive, 5) the game with the highest Progressive. To choose from among these options, turn and hold the **Red Key**, then touch the Change Up or Change Down button, as appropriate.

Information shown for the individual games, from left to right, is as follows:

The Game Name, whether or not the Game is enabled (enabled games appear in green, disabled games, in red), the current Progressive amount being displayed for that Game, and a number that represents how active the Progressive has been in recently played games on this Bank of machines.

Casino Books

This screen is used to display the POG's internal accounting data. Data specific to this page are the sum of all money in and out of the machine, hard meter mapping to soft meters, sum of all money wagered and won, and sum of all games played and won.

HARD METERS	FUNCTIONAL DESCRIPTION
TOTAL BET (COIN IN)	This is the amount of money that has been wagered.
WON NOT HPAY (COIN OUT)	This is the amount of money that was won in a game and was not paid out immediately by a hand-pay.
GAMES PLAYED (HANDLE)	This is the total number of games that have been played.
TOTAL DROP	This is the amount of money that has been collected in the Drop and the Bill Acceptor.
WON HANDPAID	This is any money that was won and paid immediately by a hand-pay.

CREDIT IN

TOTAL CREDIT IN	This soft meter displays the sum of all money deposited into the machine.
BILLS IN	This soft meter displays the sum of all bills deposited into the machine.
VOUCHERS IN	This soft meter displays the sum of all ticket vouchers deposited into the machine.
PROMO VOUCHERS IN	This soft meter displays the sum of all promotional ticket vouchers deposited into the machine.
TRUE COIN IN	This soft meter displays the sum of all coins deposited into the machine.
COIN TO HOPPER	This soft meter displays the sum of all coins deposited into the hopper. Coins will only deposit to the hopper when the Hopper button in the Terminal Config screen is set to one of the available Hoppers.
COIN TO DROP	This soft meter displays the sum of all coins deposited into the Drop Bucket. Coins will only deposit to the Drop when the Hopper button in the Terminal Config screen is set to No Hopper.

CREDIT OUT

TOTAL CREDIT OUT	This soft meter displays the sum of all money that has been cashed out of the machine.
TRUE COIN OUT	This soft meter displays the sum of all coins cashed out from the Hopper.
VOUCHER OUT	This soft meter displays the sum of all credits (money) that have been cashed out of the machine through tickets.
TOTAL HANDPAY	This soft meter displays the total sum of all money that has been hand-paid by the machine.

WON HANDPAY	This soft meter displays the total sum of money won that required a hand-pay. This can include a Special Win, Progressive Jackpot or a win that exceeds Maximum Ticket (see Main Config).
CASHOUTS TO HANDPAY	This soft meter displays the sum of all money that has been cashed-out as a hand-pay.

DOORS

MAIN DOOR	This meter displays the total number of times that the Main Door has been opened while the machine was running.
CASH DOOR OPEN	This meter displays the total number of times that the Cash Door has been opened while the machine was running. The Cash Door is the panel that covers the Bill Acceptor.
LOGIC DOOR OPEN	This meter displays the total number of times that the Logic Door has been opened while the machine was running. The Logic Door is the removable part of the cage surrounding the logic (main) board.
DROP DOOR OPEN	This meter displays the total number of times that the Drop Door has been opened while the machine was running. The Drop Door is usually the base door.

BILLS ACCEPTED

$1 BILLS VALUE	The amount of $1-dollar bills accepted by the Bill Acceptor.
$2 BILLS VALUE	The amount of $2-dollar bills accepted by the Bill Acceptor.
$5 BILLS VALUE	The amount of $5-dollar bills accepted by the Bill Acceptor.
$10 BILLS VALUE	The amount of $10-dollar bills accepted by the Bill Acceptor.

$20 BILLS VALUE	The amount of $20-dollar bills accepted by the Bill Acceptor.
$50 BILLS VALUE	The amount of $50-dollar bills accepted by the Bill Acceptor.
$100 BILLS VALUE	The amount of $100-dollar bills accepted by the Bill Acceptor.

OTHER METERS

GAMES PLAYED	This column records the number of times each Game has been played.
GAMES WON	This column records the number of Games won, for each individual Game.
TOTAL CREDIT BET	This soft meter displays the sum of all money that has been wagered on all Games.
TOTAL CREDIT WON	This soft meter displays the sum of all credits (money) won in all Games played.
PROGRESSIVE JACKPOTS WON	This soft meter displays the number of times the Progressive Jackpot has been won.
PROGRESSIVE JACKPOT AMOUNT	This soft meter displays the sum of all money won through a Progressive Jackpot.
SAS BONUS WIN AMOUNT	This soft meter displays the sum of all money paid out through a SAS Bonus.
SAS JP MULTIPLIER AMOUNT	This soft meter displays money paid out with a SAS Jackpot Multiplier.
MIKOHN MYSTERY JACKPOTS	This soft meter displays the sum of all Jackpots paid through a Mikohn Mystery Jackpot (Mikohn has been disabled on the current POG).
SYSTEM CREDIT VALUE	This soft meter displays the credit value that is set for the machine.

GAMES SINCE POWER ON	This soft meter displays the sum of all Games played since the last power-on. The value will zero-out when the machine is turned off and then back on.
GAMES SINCE DOOR CLOSURE	This soft meter displays the sum of all Games played since the last door closure.

DCS Configuration

This screen is used to configure options to customize meter functions and RS232 parameters so that they comply with a particular on-line Data Collection System. The buttons on this screen relate to serial communications. See the SAS Configuration Supplement for details on how to set-up SAS on the Pot-O-Gold.

Button / Caption	Functional Description
	This button is used to select the type of serial communications protocol for the P2 port. It can be set for: None, USGMENU, or SAS A.

SERBAUD 1200 2400 4800 9600 19200 38400 57600 115200	This button is used to set the serial communications baud rate for P2. If SAS is in use for channel A, this should be set to 19200.
RS-232 NONE USGMENU SAS B	This button is used to select the type of serial communications protocol for the P3 port. It can be set for: NONE, USGMENU, or SAS B.
SERBAUD 1200 2400 4800 9600 19200 38400 57600 115200	This button is used to set the serial communications baud rate for P3. If SAS is in use for channel B this should be set to 19200.
USGMENU STATUS	Not currently active.
SAS STATUS	This is a gateway button that leads to the SAS Status screen where certain parameters can be monitored or configured. **This screen is addressed in details in the** **SAS Configuration Supplement**.

Error Stats

This screen displays information on any of the thirty-two (32) different errors that can be generated from within the system. Some are not actual errors, just exception or occurrence conditions.

Button / Caption	Functional Description
GAME DATA ERROR T=00000 D=00000000 --:--:-- --/--/--	The top line shows the error name. The second line displays the number of times this error has occurred since the board was initialized, and data that is relevant to the most recent occurrence (only Vision Gaming & Technology Inc. software engineers use this data). The third line shows the time and date of the last occurrence. A brief description of each error follows:
SYSTEM ERROR	Occurs whenever an internal system call results in the return of erroneous data. Indicates a T340+ hardware problem.
EPROM CHSUM ERROR	Occurs when the machine determines that the data in one or more of the EPROM chips has changed since the last boot up. This error may appear when any of the software chips are changed, or immediately after the battery backup registers have been cleared. If this error occurs at any time other than those listed above, a serious error may be present and should be reported to Vision Gaming & Technology Inc. immediately, before the machine is played.
BILL ACCEPTOR	This error indicates that there is something wrong with the Bill Acceptor. It can be anything from a jammed bill to a full stacker.
COIN MECH ERROR	Occurs when the system registers the coin switch input has been active for too long. This indicates possible stringing (coin deposited with a string attached) on mechanical coin mechanisms.
HOPPER OVERPAY	This error occurs when the switch on the Hopper chute indicates that more coins were dispensed than intended.
SPECIAL WIN	Occurs whenever a player has a single win that meets or exceeds the value set for Special Win in Main Config.

CREDIT LIMIT	Occurs whenever the Maximum Credit is exceeded.
MAIN DOOR OPENED	Occurs whenever the Main Door is opened if the Main Door Error is enabled in Ticket Config.
BAD TRAP ERROR	Occurs when the 34010 attempts to execute an illegal Op-code. Indicates a hardware problem on the T340+ logic board.
BBU CONFIG CHANGE	This error occurs upon entering a Game when any of the configuration parameters have changed. It is intended to make the Operator aware that the machine's configurations have changed. Note that this error will **not** be generated if Dipswitch # 8 is in the up position.
SLAV REQUEST BUSY	Occurrence of this error indicates a communication problem on the POG422 bus. This will arise when the slave partition cannot get onto the bus because another machine is tying up the Slave Busy line. This may be caused by damaged or improperly connected cables, or by a hardware problem on any T340+ board on the bank of machines.
TOUCHSCREEN ERROR	Occurs when touch-screen configuration parameters are invalid.
HOPPER RUNAWAY	A Hopper Overpay of three or more coins usually indicates that a hardware problem has caused the Hopper to continue running after the logic board has attempted to stop it.
BIG TICKET	Occurs whenever a player presses the Cashout Button with a credit balance that meets or exceeds the value set for Maximum Ticket in Main Config. Note that this error will **not** occur if No Printer is selected in Terminal Config.
CONFIG MISMATCH	Occurs whenever the SLAVE machine receives a packet from the GAME SERVER (MASTER) and detects that the machines are not configured the same way.

CASH DOOR OPENED	Occurs whenever the Cash Door is opened when the Cash Door Error is enabled in Ticket Config.
BBU REG FAIL	If a BBU register is corrupted, the machine reboots itself and shows that the register is corrupted on the Initial Boot-up screen. Contact Vision Gaming.
GAME DATA ERROR	Occurs whenever the system software attempts to access Game data and invalid values are returned, or whenever invalid configuration parameters occur. Contact Vision Gaming.
GAME SRVR TIMEOUT	Occurs when the Slave attempts to communicate with the Master (also known as the Game Server), but gets no response. The Slave will retry multiple times before giving up and setting this error.
PRINTER PAPER OUT	Occurs when the system senses that the Printer has run out of paper.
HOPPER JAM	Reset when the Hopper Out switch remains on for too long, indicating that either coins are caught in the Hopper Chute, or there is a hardware failure in the switch.
JACKPOT WINNER!	Occurs whenever a player hits a Progressive Jackpot.
CONFIG ERROR	Occurs when an invalid configuration setting is detected. For example when a MASTER machine receives a packet from a different MASTER machine. This is a configuration error since there should only be one MASTER machine per bank. NOTE: If there is a CONFIG ERROR with D=FFFFFFFF, this indicates that the GAME ROM was changed without clearing NOVRAM. Clearing all NOVRAM is the only way to clear this error (see FACTORY TESTS).
LOGIC DOOR OPENED	Occurs whenever the logic door is opened if the Logic Door Error is enabled in Ticket Config.

INITIAL BOOT ERROR	Occurs whenever any of the tests performed during initial Power-Up fail.
BBU RANGE ERROR	Occurs when an internal code-based function is seeking data that is outside a dedicated range of locations. Contact Vision Gaming if this error occurs.
LOCKOUT FAILURE	Occurs when the system senses a pulse on the coin switch input while the Lockout is dropped out. The coin will not be credited.
PRINTER ERROR	Reset whenever any of the three-handshaking signals from the printer disagree with what the system states is normal for the particular printer-type configured. Following are examples of conditions that can cause a printer error: A. Printer runs out of paper. B. Printer jams. C. Printer senses an internal fault. D. Printer is not connected. Note that this error will **not** occur while Dipswitch #8 is in the up position.
HOPPER EMPTY	Reset when the Hopper is unable to return all the coins owed to a player. When sufficient coins are added and the error is cleared, the Hopper will complete the payout.
ATTENDANT PAY	Reset any time that the Attendant is required to pay a Jackpot or Cash Out.
GAME ROM DATA ERROR	This occurs when the system detects a problem with data read from the game ROM. Report this to Vision Gaming & Technology Inc.
IO EXPANDER ERROR	This error occurs when the I/O Expander doesn't respond to a message sent to it by the system. The error also occurs when the software labels for the hardware buttons on the cabinet are not correct for 5 reel slot games.

Factory Tests

This screen is used to clear system variables as well as battery backed-up RAM. It also provides the function buttons necessary to add credit to the gaming machine for testing.

Button / Caption	Functional Description
CLEAR ALL NOVRAM	This button is used to clear the BBR (Battery Backed RAM) thus setting the system in the "Initialized to Default" state. When this occurs, all accounting variables are cleared and set to zero. All game variables will be set to the factory default setting. NOTE: All Game Statistic Data and Settings Will Be Lost!
SOFT SYSTEM RESET	This button is used to reset the system software, a process that is analogous to pressing "CTRL/ALT/DEL" on a personal computer. When this button is pressed with the **Red Key** engaged, the Power-Up Self-Tests screen will appear. The Operator may confirm that the software is functioning properly by observing the results of tests on this screen.

HARD SYSTEM RESET	This button is used to perform a hard system reset. Pressing this button with the **Red Key** engaged allows the Watchdog Timer to overflow, resulting in a reset of the hardware components (e.g., the sound chip) on the T340+logic board. Again, this reset will bring up the Power-Up Self-Tests screen, and the Operator may view the results of the various hardware component tests.
CLEAR TICKET FLAGS	Pressing this button with the **Red Key** engaged will clear all ticket flags. This can be useful when, for example, there is a ticket pending but the machine has no printer.
CLEAR HOPPER ESCROW	In the event that the Hopper is unable to dispense coins, or if there is no Hopper and the machine is attempting to payout via the Hopper, pressing this button will clear the credit in the Hopper Escrow Register. Since accounting and hard meters are adjusted only when coins are actually paid out by the Hopper, neither of these is affected by touching this button.
EXIT FACTORY	This button will exit back to the Operator Menu.
ADD COIN TO CREDT / **ADD $100 TO CREDT** / **ADD $1000 TO CREDT**	These buttons will add their designated credit to the machine. This function is typically used for machine testing only.
DISPLAY BOOTSCRN	This screen displays boot-up information regarding system check-sums.

Game Select _____

PLEASE TAKE NOTE: NOT ALL GAMES DESCRIBED HEREIN ARE AVAILABLE FOR ALL POT-O-GOLD SOFTWARE VERSIONS. DIFFERENT GAMING ORGANIZATIONS MAY OR MAY NOT HAVE SOME OR ALL OF THE FOLLOWING GAMES.

This screen contains the Gateway buttons that allow access to subordinate windows used to configure all options for available games. Each game in the system has its own set of configurable registers. Each individual Game Select screen is accessed by simply touching the appropriate Game Select gateway button. Once the Select Window has been accessed, the Operator has the ability to change Payouts, Progressive and Credit Values, as well as options that effect the look and feel of each game.

In some jurisdictions, legal restrictions may require that certain configuration changes that have an impact on game results must be made before any games have been played. Once money has been inserted in the machine, many of these buttons will no longer be active and certain features cannot be adjusted. All NOVRAM Memory must be cleared (see the FACTORY TESTS screen) to enable full reconfiguration capability.

In this screen, a green square indicates an enabled game available to the player (provided Player Select is enabled in Terminal Config), while a red square indicates that the game is disabled. A maximum of twelve (12) games can be enabled at any one time. The order in which the enabled games appear here is the same order in which they will appear in the Player Select menu. At least one game must be enabled.

If Player Select is disabled, we recommend that only one game be enabled. All other games should be disabled if you choose to disable the Player Select feature.

Button / Caption
Functional Description

fig. **5.2**

Fig. **5.2** shows a close-up of one of the Game Select gateway buttons. The top line of the button displays the Game Name as it will appear on the Player Select Menu and all other screens where a Game Name is designated. The second line indicates the status of the Progressive, which will either indicate the value of the Progressive or read "Disabled." The left side of lines three and four show the internal Game Type and Game Order. The right side of lines three and four show the Target and current Actual Win Percentage. The fifth line down shows the Total Amount Played on this particular game, in dollars and cents, and the percentage it represents when compared to the Total Amount Played on all games. Line six shows the same, but for the Amount Won.

This button displays the Game Stats on the Games Screen in the Casino Books section. Refer to that section for details regarding this screen.

It is important to note here that, if card-deck styles or other graphic related configurations are changed, the system may take a few moments to decode the graphics before entering into the Game Play mode. A message that states "Decoding Graphics" will be displayed during this process.

Poker Configuration

This window allows the Operator to configure and view statistics for the Poker Games. Since the Select Windows for all Poker Games have the same format, only one will be addressed here.
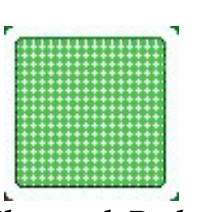
Button / Caption	Functional Description
	This figure is the Game Parameter Display Box. The first line shows the Game Name, as it will appear on the Game Button in the Player Select Menu. The second line displays the Progressive Accumulator. This battery backed-up register will always retain and show the current value of the Progressive. Line three shows the Progressive Base, or the value at which the Progressive begins. Line four indicates the Progressive Limit, or the Maximum Value the Progressive is allowed to attain in locations where a cap is desired. The fifth line displays the Identification of the Paytable file and the date it was designed. The sixth line shows the currently used Paytable. Line seven displays the payout for the currently used Paytable. Select different paytables by using the View Next and View Previous Table buttons, described later in this chapter. The ninth line indicates whether or not Jokers will be in the deck. The tenth line describes the Minimum Requirements for a Winning Hand. Finally, at the bottom of the box, the Adjusted

	Payout shows the Base Payout plus the Progressive and any Jackpot Multiplier. It is important to note that, for Poker, this number represents the Maximum Payout Percentage, assuming Perfect Play. The mean average payout can be as much as four to six points lower.
GAME-ON DISABLE ENABLED	This button is used to manually Enable or Disable the game. Disabling a game prevents it from appearing on the Game Menu if Player Select is enabled.
VIEW NEXT TABLE / **VIEW PREV TABLE**	These buttons are used to view and select from among the pay tables pre-stored for each game. To view the different pay-tables, touch the View Next Table or View Previous Table button, as appropriate.
CHANGE PAYTABLE	When changing a pay-table, once the desired pay-table has been selected, turn and hold the **Red Key**, then touch the Change Pay-Table button located at the bottom of the screen. The new pay-table will then be active.
PRGRESV DISABLE ENABLED	This button is used to enable or disable the Progressive feature for this game.
PROGRSV CONTRIB 1.0%	This button is used to set the percentage of the total cash played that will be contributed to the Progressive for that game. This setting is only relevant for machines configured as Master or Single, and not for Slaves. To change the percentage value, turn and hold the **Red Key**, then touch the Progressive Contribution % button. A keypad will appear. Press CLEAR, key-in the new percentage desired, then press ENTER. The keypad will disappear and the new percentage will be shown on the PRGRESV CONTRIB button. Progressive Contributions can only be set as high as 10.0% and in 0.2% increments. **A setting of 0.0% turns the Progressive Contribution off**.
CREDIT VALUE $ 0.25	This button selects the Monetary Value of a Credit for this particular game. To change the Credit Value, turn and hold the **Red Key**, then touch the button. A keypad will appear. Press CLEAR, key-in the new value and press ENTER. Note that in the upper left corner of the keypad box, maximum and minimum Credit Values appear.

MAXIMUM BET $ 1.25	This button sets the maximum amount of money that can be wagered in any one game play. To change the Maximum Bet Value, turn and hold the **Red Key**, then touch the button. A keypad will appear. Follow the same procedure described above for the Credit Value change. Again, maximum and minimum values are shown in the upper left corner of the Keypad Box.
MAXIMUM DBL-UPS 4	This button sets the maximum number of times a player will be allowed to Double-Up in the event of a win (**A spinning card appears, players choose HIGH or LOW to try to double [or nothing] winnings - aces are high, 8 is always a push**). To change this number, turn and hold the **Red Key**, then touch the button. A keypad will appear. Press CLEAR, key-in the new Double-Up value, then press ENTER (4 is max and 0 is minimum).
JACKPOT BETBASE 5	This button sets how many credits a player must bet in order to be eligible for the Jackpot (Progressive) and the Jackpot Multiplier. To change this value, turn and hold the **Red Key**. Follow the procedure described above to enter a new value on the keypad. Note that the Jackpot Bet Base will determine the Progressive Base, shown in the Game Parameter Display Box. Once the Progressive Base and pay-table have been set, there may be an incorrect value in the Progressive Accumulator. To rectify this, the Progressive must be reset - go to the Operator Menu Screen, insert and hold the **Red Key**, then press the PROGRSV CONFIG button, then press the RESET PROGRES TO BASE button at the top left of the screen. Resetting the Progressive sets the accumulator to the Base Value.
BAKGRND GRAPHIC	This button changes the Game Screen background. Choices are Blue, Black and Graphic. Games with Graphic Backgrounds default to GRAPHIC; the button can be changed but the background of a game with graphics will not change.

PLAY SPEED 5	This button sets the deal speed. The slowest is zero, while the fastest is seven.
CARDISP SPIN-IN POP-IN	This button determines whether dealt and drawn cards will spin onto the screen, or simply appear, as in "pop-in".
JACKPOT CONFIG-URABLE 4000 ON 5CN BET	The Jackpot Button allows the Operator to set the game to a configurable mode (i.e.. allowing the capability to modify the Maximum Bet Value, Jackpot Bet Base, and Jackpot Multiplier) or to a standard win of 4000 credits on a 5-credit bet.
CARDSET STYLE 1 STYLE 2 GOLD SIMPLE	This button selects one of the graphics sets to be used on the cards for this Game. The card type faces and back views are displayed below. Note: 8-Ball Poker and Shamrock 7's only display Style 1 type card face. 8-Ball Poker only displays the 8-Ball card back. Shamrock 7's only displays the Style 1 back.

Style 1 Face   **Style 2 Face**   **Gold Face**   **Simple Face**

Style 2 Back   **Gold Back**   **8-Ball Back**

Style 1 Back   **Simple Back**   **Shamrock Back**

JP_MULT NO MULT 2X MULT 3X MULT 4X MULT	This button is used to multiply the Jackpot (Progressive) Base, if desired. If the Progressive is disabled, this button is used to multiply the value of the Top Prize, and will affect the overall payout percentage. As an example, if the JP multiplier is set to 2X Multiply then the Jackpot Base will double (i.e., the Progressive will begin at a higher value). As with any change in the Progressive Bet Base, any change in the Jackpot Multiplier necessitates resetting the Progressive, as previously explained in Jackpot Betbase, above. It is important to note that the adjusted payout increases as the multiplier increases.
HOLDTYP STANDRD AUTOHLD AUTOTGL HLD-TGL DSC-TGL	This button selects the style of play sequencing that is used. There are five possibilities: 1) With "STANDARD" set, **there are no markers designated above the cards** and the machine will automatically discard all cards. To hold a card, it must be touched before drawing again, which will make a "HELD" marker appear above the card. 2) With "AUTO-HOLD" set, after the first five cards are dealt, "**HELD**" **markers are displayed above certain cards** as a recommendation for which cards the machine suggests should be held. Touch any unmarked card to designate it HELD or to remove the HELD marker and discard it. All unmarked cards will be discarded when the Draw button is pressed. 3) With "AUTO-TOGGLE" set, **either "DISCARD" or "HOLD" markers are displayed above all cards** as a recommendation for which cards the machine suggests should be discarded or held. Touch any card to change the designation of that card before drawing again. 4) With "HOLD-TOGGLE" set, the machine will **automatically mark all cards as "HOLD"**. Touch any card to change the designation of that card to DISCARD before drawing again. 5) With "DISCARD-TOGGLE" set, the machine will **automatically mark all cards as "DISCARD"**. Touch any card to change the designation of that card to HOLD before drawing again.

GRAPHIC OLDSTYL EXTNDED	(**Not available on 8-Ball or Shamrock 7's**) This button is used to set the graphics mode for Poker games. EXTENDED, or "The New Style", contains an extended pay-table with multiple columns showing various bet amounts. The current bet amount will be highlighted in both.

New Style Pay Table

Old Style Pay Table

The Paytable Game Stats display, shown below, contains the following information. Along the top is the Paytable name and designation. The left column shows the pay-table tier descriptions, or "rankings." The next column displays the return values for each tier. These are multiples of the bet value. The third column displays how many times each tier has been hit during the course of operation. The right-most column displays the percentage of occurrences compared to all occurrences.

Games with a Bonus Round display the bonus information at the bottom of the table. This information includes which cards make the player eligible for the bonus, the average amount of the bonus, the number of times the bonus has been won, and the right-most column displays the percentage of occurrences compared to all occurrences.

Pay-Table Game Stats Display

Superpick Lotto Configuration

This screen allows the Operator to configure and view statistics for the Superpick Lotto Game.

Button / Caption	Functional Description
	Game Parameter Display Box The first line shows the Game Name as it will appear on the Game Button in the Player Select Menu. The second line displays the Progressive Accumulator. This battery backed-up register will always retain and show the current value of the Progressive. Line three shows the Progressive Base, or the value at which the Progressive begins. Line four indicates the Progressive Limit, or the maximum value the Progressive is allowed to attain in locations where a cap is desired. The fifth line shows the Header Label of the Internal Data File, which is also used on the Pot-O-Gold PAR Sheets. The sixth line shows the Target Payout Percentage. Line eight is used to display the payout percentage of the Preview Pay Table, which is selected using the View Next and View Previous Table buttons, described later in this chapter. Finally, at the bottom of the box, the Adjusted Payout shows the Base Payout plus the Progressive.

GAME-ON DISABLE ENABLED	This button is used to manually enable or disable the game.
VIEW NEXT TABLE / **VIEW PREV TABLE**	These buttons are used to view and select from among the pay tables pre-stored for each game. To view the different pay-tables, touch the View Next Table or View Previous Table button, as appropriate.
CHANGE PAYTABLE	When changing a pay-table, once the desired pay-table has been selected, turn and hold the **Red Key**, then touch the Change Pay-Table button located at the bottom of the screen. The new pay-table will then be active.
PRGRESV DISABLE ENABLED	This button is used to enable or disable the Progressive feature.
PROGRSV CONTRIB 1.0%	This button is used to set the percentage of the total cash played that will be contributed to the Progressive for that game. This setting is only relevant for machines configured as Master or Single, and not for Slaves. To change the percentage value, turn and hold the **Red Key**, then touch the Progressive Contribution % button. A keypad will appear. Press CLEAR, key-in the new percentage desired, then press ENTER. The keypad will disappear and the new percentage will be shown on the PRGRESV CONTRIB button. Progressive Contributions can only be set as high as 10.0% and in 0.2% increments. **A setting of 0.0% turns the Progressive Contribution off**.
CREDIT VALUE $ 0.25	This button selects the Monetary Value of a Credit for this particular game. To change the Credit Value, turn and hold the **Red Key**, then touch the button. A keypad will appear. Press CLEAR, key-in the new value and press ENTER. Note that in the upper left corner of the keypad box, maximum and minimum Credit Values appear.

	This button sets the maximum amount of money that the player may wager on any one card. To change the maximum bet value, turn and hold the **Red Key**, then touch the button. A keypad will appear. Follow the same procedure as that described above for the Credit Value change. Again, maximum and minimum values are shown in the upper left corner of the keypad box. Note that the value set here will determine the Progressive Base, shown in the Game Parameter Display Box. Another important point to remember is that in order to be eligible for the progressive, a player must wager the Max Bet set here.
MAX BET PERCARD $ 1.00	Once the Progressive Base and pay-table have been set, there may be an incorrect value in the Progressive Accumulator. To rectify this, the Progressive must be reset - go to the Operator Menu Screen, insert and hold the **Red Key**, then press the PROGRSV CONFIG button, then press the RESET PROGRES TO BASE button at the top left of the screen. Resetting the Progressive sets the accumulator to the Base Value.
JPOTWIN FIRST 5 ONLY 1ST 5 OR ALL6	This button determines whether the Jackpot will be paid on the first five and all-6 hits, or on the first five hits only.

The Game stats display, shown below, lists the following information. The five left columns display information about "first" hits (i.e., consecutive hits that start with the first number drawn).

		FIRST					ANY		
HITS	CREDITS	CASH	COUNT	PCT.	HITS	CREDITS	CASH	COUNT	PCT.
[0]	0	0.00	0	0.00%	[0]	0	0.00	0	0.00%
[1]	1	0.25	0	0.00%	[1]	0	0.00	0	0.00%
[2]	12	3.00	0	0.00%	[2]	4	1.00	0	0.00%
[3]	60	15.00	0	0.00%	[3]	10	2.50	0	0.00%
[4]	250	62.50	0	0.00%	[4]	40	10.00	0	0.00%
[5]	1000	250.00	0	0.00%	[5]	500	125.00	0	0.00%
[6]	4000	1000.00	0	0.00%	[6]	0	0.00	0	0.00%

Pay Table Game Stats Display

The left-most (first) column lists the number of hits (0-6). The second column displays the Payout Value, in credits, for the corresponding number of hits with a bet of one game credit. The third column displays the Payout Value, in cash, for the corresponding number of hits with a bet of one game credit. The fourth column shows how many times each number of hits has occurred. Finally, the fifth column shows the percentage of occurrences compared to all occurrences.

The five right-most columns display the same information as described above, but for "any" hits (i.e., all hits whether they were "first" hits or not).
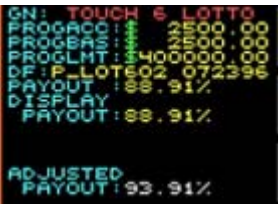
This screen allows the Operator to configure and view statistics for the Touch 6 Lotto Game.

Button / Caption	Functional Description
	Game Parameter Display Box The first line shows the Game Name, as it will appear on the Game Button in the Player Select Menu. The second line displays the Progressive Accumulator. This battery backed-up register will always retain and show the current value of the Progressive. Line three shows the Progressive Base, or the value at which the Progressive begins. Line four indicates the Progressive Limit, or the maximum value the Progressive is allowed to attain in locations where a cap is desired. The fifth line shows the Header Label of the Internal Data File, which is also used on the Pot-O-Gold PAR Sheets. The sixth line shows the Target Payout Percentage. Line eight is used to display the payout percentage of the Preview Pay-table, which is selected using the View Next and View Previous Table buttons, described later in this chapter. Finally, at the bottom of the box, the Adjusted Payout shows the Base Payout plus the Progressive.

GAME-ON DISABLE ENABLED	This button is used to manually enable or disable the game.
VIEW NEXT TABLE / **VIEW PREV TABLE**	These buttons are used to view and select from among the pay tables pre-stored for each game. To view the different pay-tables, touch the View Next Table or View Previous Table button, as appropriate.
CHANGE PAYTABLE	When changing a pay-table, once the desired pay-table has been selected, turn and hold the **Red Key**, then touch the Change Pay-Table button located at the bottom of the screen. The new pay-table will then be active.
PRGRESV DISABLE ENABLED	This button is used to enable or disable the Progressive feature.
PROGRSV CONTRIB 1.0%	This button is used to set the percentage of the total cash played that will be contributed to the Progressive for that game. This setting is only relevant for machines configured as Master or Single, and not for Slaves. To change the percentage value, turn and hold the **Red Key**, then touch the Progressive Contribution % button. A keypad will appear. Press CLEAR, key-in the new percentage desired, then press ENTER. The keypad will disappear and the new percentage will be shown on the PRGRESV CONTRIB button. Progressive Contributions can only be set as high as 10.0% and in 0.2% increments. **A setting of 0.0% turns the Progressive Contribution off**.

MAX BET PERCARD $ 1.00	This button defines the value of each Lotto ticket. The player may not adjust the bet value, as in Superpick Lotto. For example, if Max Bet Per Card is set to $.50, each card that is activated by the player will be valued at $.50. The player may increase the bet only by playing more cards.

To change the maximum bet value, turn and hold the **Red Key**, then touch the button. A keypad will appear. Follow the same procedure as described above for the Credit Value change. Again, maximum and minimum values are shown in the upper left corner of the keypad box. Note that the value set here will determine the Progressive Base, shown in the Game Parameter Display Box.

Once the Progressive Base and pay-table have been set, there may be an incorrect value in the Progressive Accumulator. To rectify this, the Progressive must be reset - go to the Operator Menu Screen, insert and hold the **Red Key**, then press the PROGRSV CONFIG button, then press the RESET PROGRES TO BASE button at the top left of the screen. Resetting the Progressive sets the accumulator to the Base Value. |

Pay Table Game Stats Display

The Game stats, shown above, display the different pay-tables. Additional pay-tables can be viewed by touching the View Next and View Prev Table buttons. As these buttons are pressed, the "Display" marker will move to highlight the selected pay-table. The "Count" column shows how many times each number of hits has occurred. The "Pct." column shows the percentage of occurrences compared to all occurrences. The first line displayed the expected payout for that table.

TouchEasy Keno Configuration

This window allows the Operator to configure and view statistics for the Keno Game, (that is, all Keno games **with the exception of Superball Keno**).

Button / Caption	Functional Description
	Game Parameter Display Box The first line shows the Game Name, as it will appear on the Game Button in the Player Select Menu. The second line displays the Progressive Accumulator. This battery backed-up register will always retain and show the current value of the Progressive. Line three shows the Progressive Base, or the value at which the Progressive begins. Line four indicates the Progressive Limit, or the maximum value the Progressive is allowed to attain in locations where a cap is desired. The fifth line shows the Header Label of the Internal Data File, which is also used on the Pot-O-Gold PAR Sheets. The sixth line shows the Target Payout Percentage. Line eight is used to display the payout percentage of the Preview Pay-table, which is selected using the Raise and Lower Game Odds buttons, described later in this chapter. The ninth line indicates the Bet Value, which is changed by adjusting the View Next and View Previous Table buttons, described later. Finally, at the bottom of the box, the Adjusted Payout shows the Base Payout plus the Progressive.

GAME-ON DISABLE ENABLED	This button is used to manually enable or disable the game.
VIEW NEXT TABLE / **VIEW PREV TABLE**	These buttons are used to view and select from among the pay tables pre-stored for each game. To view the different pay-tables, touch the View Next Table or View Previous Table button, as appropriate.
CHANGE PAYTABLE	When changing a pay-table, once the desired pay-table has been selected, turn and hold the **Red Key**, then touch the Change Pay-Table button located at the bottom of the screen. The new pay-table will then be active.
PRGRESV DISABLE ENABLED	This button is used to enable or disable the Progressive feature.
PROGRSV CONTRIB 1.0%	This button is used to set the percentage of the total cash played that will be contributed to the Progressive for that game. This setting is only relevant for machines configured as Master or Single, and not for Slaves. To change the percentage value, turn and hold the **Red Key**, then touch the Progressive Contribution % button. A keypad will appear. Press CLEAR, key-in the new percentage desired, then press ENTER. The keypad will disappear and the new percentage will be shown on the PRGRESV CONTRIB button. Progressive Contributions can only be set as high as 10.0% and in 0.2% increments. **A setting of 0.0% turns the Progressive Contribution off**.
CREDIT VALUE $ 0.25	This button selects the Monetary Value of a Credit for this particular game. To change the Credit Value, turn and hold the **Red Key**, then touch the button. A keypad will appear. Press CLEAR, key-in the new value and press ENTER. Note that in the upper left corner of the keypad box, maximum and minimum Credit Values appear.
MAXIMUM BET $ 5.00	This button sets the maximum amount of money that can be wagered in any one game play. To change the Maximum Bet Value, turn and hold the **Red Key**, then touch the button. A keypad will appear. Follow the same procedure described above for the Credit Value change. Again, maximum and minimum values are shown in the upper left corner of the Keypad Box.

JACKPOT MULTIPL 1	This button is used to multiply the Jackpot (Progressive) Base, if desired. If the Progressive is disabled, this button is used to multiply the value of the Top Prize, and will affect the overall payout percentage.
JACKPOT BETBASE 8	This button sets how many credits a player must bet in order to be eligible for the Jackpot (Progressive). To change this value, follow the procedure described above to enter a new value on the keypad.
PLAY SPEED 7	This button controls the overall play speed. The speeds range from zero (0) to seven (7), zero (0) being the slowest speed and seven (7) the fastest.
RAISE BET VALUE / **LOWER BET VALUE**	These two buttons are used for display purposes only. By raising and lowering the bet value, the pay-table display at the bottom of this screen will show the returns for that specific bet amount.
DISPLAY GAME STATS	Pressing this button will display many times each number of hits/picks has occurred in the history of the game.
DISPLAY PAY TABLE	Pressing this button will show the pay-table in the lower half of the screen.

HT	PX= 2	PX= 3	PX= 4	PX= 5	PX= 6	PX= 7	PX= 8	PX= 9	PX=10
0	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
1	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
2	3.50	0.50	0.50	0.00	0.00	0.00	0.00	0.00	0.00
3		10.25	1.25	0.75	0.75	0.25	0.00	0.00	0.00
4			17.50	3.00	1.00	0.50	0.50	0.25	0.00
5				175.00	12.00	5.00	3.00	1.25	1.00
6					400.00	80.00	24.00	13.00	6.00
7		PAYTABLE FOR BET=$0.25				1700.00	320.00	70.00	38.00
8							2000.00	800.00	200.00
9								2250.00	750.00
10									2500.00

Keno Pay table

HT	PX= 2	PX= 3	PX= 4	PX= 5	PX= 6	PX= 7	PX= 8	PX= 9	PX=10
0	0	0	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0	0
2	0	0	0	0	0	0	0	0	0
3		0	0	0	0	0	0	0	0
4			0	0	0	0	0	0	0
5				0	0	0	0	0	0
6					0	0	0	0	0
7		GAME PLAY RESULTS				0	0	0	0
8		FOR ALL BET AMOUNTS					0	0	0
9								0	0
10									0

Keno Game stats

This window allows the Operator to configure and view statistics for the Keno Game, (that is, all Keno games with the exception of Superball Keno).

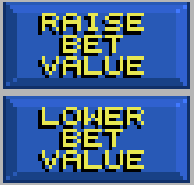| Button / Caption	Functional Description
	Game Parameter Display Box The first line shows the Game Name, as it will appear on the Game Button in the Player Select Menu. The second line displays the Progressive Accumulator. This battery backed-up register will always retain and show the current value of the Progressive. Line three shows the Progressive Base, or the value at which the Progressive begins. Line four indicates the Progressive Limit, or the maximum value the Progressive is allowed to attain in locations where a cap is desired. The fifth line shows the Header Label of the Internal Data File, which is also used on the Pot-O-Gold PAR Sheets. The sixth line shows the Target Payout Percentage. Line eight is used to display the payout percentage of the Preview Pay-table, which is selected using the Raise and Lower Game Odds buttons, described later in this chapter. The ninth line indicates the Bet Value, which is changed by adjusting the View Next and View Previous Table buttons, described later. Finally, at the bottom of the box, the Adjusted Payout shows the Base Payout plus the Progressive.

GAME-ON DISABLE ENABLED	This button is used to manually enable or disable the game.
VIEW NEXT TABLE / **VIEW PREV TABLE**	These buttons are used to view and select from among the pay tables pre-stored for each game. To view the different pay-tables, touch the View Next Table or View Previous Table button, as appropriate.
CHANGE PAYTABLE	When changing a pay-table, once the desired pay-table has been selected, turn and hold the **Red Key**, then touch the Change Pay-Table button located at the bottom of the screen. The new pay-table will then be active.
PRGRESV DISABLE ENABLED	This button is used to enable or disable the Progressive feature.
PROGRSV CONTRIB 1.0%	This button is used to set the percentage of the total cash played that will be contributed to the Progressive for that game. This setting is only relevant for machines configured as Master or Single, and not for Slaves. To change the percentage value, turn and hold the **Red Key**, then touch the Progressive Contribution % button. A keypad will appear. Press CLEAR, key-in the new percentage desired, then press ENTER. The keypad will disappear and the new percentage will be shown on the PRGRESV CONTRIB button. Progressive Contributions can only be set as high as 10.0% and in 0.2% increments. **A setting of 0.0% turns the Progressive Contribution off**.
CREDIT VALUE $ 0.25	This button selects the Monetary Value of a Credit for this particular game. To change the Credit Value, turn and hold the **Red Key**, then touch the button. A keypad will appear. Press CLEAR, key-in the new value and press ENTER. Note that in the upper left corner of the keypad box, maximum and minimum Credit Values appear.
MAXIMUM BET $ 5.00	This button sets the maximum amount of money that can be wagered in any one game play. To change the Maximum Bet Value, turn and hold the **Red Key**, then touch the button. A keypad will appear. Follow the same procedure described above for the Credit Value change. Again, maximum and minimum values are shown in the upper left corner of the Keypad Box.

JACKPOT MULTIPL 1	This button is used to multiply the Jackpot (Progressive) Base, if desired. If the Progressive is disabled, this button is used to multiply the value of the Top Prize, and will affect the overall payout percentage.
JACKPOT BETBASE 8	This button sets how many credits a player must bet in order to be eligible for the Jackpot (Progressive). To change this value, follow the procedure described above to enter a new value on the keypad.
BAKGRND GRAPHIC	This button changes the Game Screen background. Choices are Blue, Black and Graphic. Games with Graphic Backgrounds default to GRAPHIC; the button can be changed but the background of a game with graphics will not change.
PLAY SPEED 7	This button controls the overall play speed. The speeds range from zero (0) to seven (7), zero (0) being the slowest speed and seven (7) the fastest.
JP BET TABLE 3	The Jackpot Bet Table allows the Operator to select different Jackpot Bet Tables to be displayed in the Game Configure Screen.
RAISE BET VALUE **LOWER BET VALUE**	These two buttons are used for display purposes only. By raising and lowering the bet value, the pay-table display at the bottom of this screen will show the returns for that specific bet amount.
DISPLAY GAME STATS	Pressing this button will display many times each number of hits/picks has occurred in the history of the game.
DISPLAY PAY TABLE	Pressing this button will show the pay-table in the lower half of the screen.
DISPLAY JACKPOT BET TBL	Pressing this button will show the Jackpot Bet Table in the lower half of the screen.

HT	PX= 2	PX= 3	PX= 4	PX= 5	PX= 6	PX= 7	PX= 8	PX= 9	PX=10
0	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
1	0.25	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
2	1.50	0.50	0.25	0.25	0.00	0.00	0.00	0.00	0.00
3		6.75	1.50	0.50	0.50	0.25	0.25	0.00	0.00
4			12.50	2.50	1.75	1.00	0.50	0.50	0.25
5				25.00	7.75	3.50	1.50	1.00	1.00
6					37.50	15.00	5.25	4.00	2.00
7						50.00	25.00	22.50	6.25
8							125.00	50.00	31.25
9								250.00	125.00
10									250.00

PAYTABLE FOR BET:$0.25 IS
IF LAST BALL (SUPERBALL) IS
A HIT, PAYOUT IS MULTIPLIED BY 4
UP TO MAXIMUM PAY $400000.00

Keno Pay Table

HT	PX= 2	PX= 3	PX= 4	PX= 5	PX= 6	PX= 7	PX= 8	PX= 9	PX=10
0	0	0	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0	0
2	0	0	0	0	0	0	0	0	0
3		0	0	0	0	0	0	0	0
4			0	0	0	0	0	0	0
5				0	0	0	0	0	0
6					0	0	0	0	0
7						0	0	0	0
8							0	0	0
9								0	0
10									0

GAME PLAY RESULTS
FOR ALL BET AMOUNTS

Keno Game Stats

HT	PX= 2	PX= 3	PX= 4	PX= 5	PX= 6	PX= 7	PX= 8	PX= 9	PX=10
0	--	--	--	--	--	--	--	--	--
1	--	--	--	--	--	--	--	--	--
2	--	--	--	--	--	--	--	--	--
3		--	--	--	--	--	--	--	--
4			--	--	--	--	--	--	--
5				--	--	--	--	--	--
6					--	--	--	--	--
7						5.00	--	--	--
8							2.00	5.00	--
9								1.00	2.00
10									1.00

WAGER REQUIRED TO WIN
JACKPOT AT EACH NUMBER
OF PICKS AND HITS

Keno Jackpot Bet Table

Supergold Bingo Configuration

VER:POG_702A/702_GOA1   GAME CONFIG   ERR:NO ERRORS PENDING
BRD:3040:03:2600:8800   (E) VISION GAMING & TECHNOLOGY   TKT:NO TICKET PENDING
MSTR/SLV MODE: MASTER   ?   DRS:MAINCASHLOGICDROP

GN:SUPERGOLD BINGO
PROGACC:$ 4000.00
PROGBAS:$ 4000.00
PROGLMT:$999999.00
DF:P_BINGO5_103096
PAYOUT :94.74%
DISPLAY
  PAYOUT:94.74%

ADJUSTED
  PAYOUT:95.74%

GAME-ON DISABLE ENABLED
PRGRESV DISABLE ENABLED
MAX BET PERCARD $ 1.00
VIEW NEXT TABLE
PROGRSV CONTRIB 1.0%
PLAY SPEED 7
VIEW PREV TABLE
CREDIT VALUE $ 0.25

TOTAL CARDS PLAYED = 0

PATTERN	IN	PAYOUT	COUNT	PCT.
COVERALL	50	4000	0	0.00%
PICT.FRAME	45	400	0	0.00%
PICT.FRAME	50	120	0	0.00%
LETTER X	32	64	0	0.00%
LETTER X	38	32	0	0.00%
LETTER T	42	16	0	0.00%
LETTER T	50	8	0	0.00%
4 CORNERS	40	4	0	0.00%
4 CORNERS	50	1	0	0.00%

CHANGE PAYTABLE   EXITGAME CONFIG

This window allows the Operator to configure and view statistics for the Supergold Bingo Game.

Button / Caption	Functional Description
	Game Parameter Display Box The first line shows the Game Name as it will appear on the Game Button in the Player Select Menu. The second line displays the Progressive Accumulator. This battery backed-up register will always retain and show the current value of the Progressive. Line three shows the Progressive Base, or the value at which the Progressive begins. Line four indicates the Progressive Limit, or the maximum value the Progressive is allowed to attain in locations where a cap is desired. The fifth line shows the Header Label of the Internal Data File, which is also used on the Pot-O-Gold PAR Sheets. The sixth line shows the Target Payout Percentage. Line eight is used to display the payout percentage of the Preview Pay Table, which is selected using the View Next and View Previous Table buttons, described later in this chapter. Finally, at the bottom of the box, the Adjusted Payout shows the Base Payout plus the Progressive.
	This button is used to manually enable or disable the game.
	These buttons are used to view and select from among the pay tables pre-stored for each game. To view the different pay-tables, touch the View Next Table or View Previous Table button, as appropriate.
	When changing a pay-table, once the desired pay-table has been selected, turn and hold the **Red Key**, then touch the Change Pay-Table button located at the bottom of the screen. The new pay-table will then be active.
	This button is used to enable or disable the Progressive feature.

PROGRSV CONTRIB 1.0%	This button is used to set the percentage of the total cash played that will be contributed to the Progressive for that game. This setting is only relevant for machines configured as Master or Single, and not for Slaves. To change the percentage value, turn and hold the **Red Key**, then touch the Progressive Contribution % button. A keypad will appear. Press CLEAR, key-in the new percentage desired, then press ENTER. The keypad will disappear and the new percentage will be shown on the PRGRESV CONTRIB button. Progressive Contributions can only be set as high as 10.0% and in 0.2% increments. **A setting of 0.0% turns the Progressive Contribution off**.
CREDIT VALUE $ 0.25	This button selects the Monetary Value of a Credit for this particular game. To change the Credit Value, turn and hold the **Red Key**, then touch the button. A keypad will appear. Press CLEAR, key-in the new value and press ENTER. Note that in the upper left corner of the keypad box, maximum and minimum Credit Values appear.
MAX BET PERCARD $ 1.00	This button defines the maximum bet value of each card (a player must activate between one and four cards). To change the maximum bet value, turn and hold the **Red Key**, then touch the button. A keypad will appear. Follow the same procedure as described above for the Credit Value change. Again, maximum and minimum values are shown in the upper left corner of the keypad box. Note that the value set here will determine the Progressive Base, shown in the Game Parameter Display Box.

Once the Progressive Base and pay-table have been set, there may be an incorrect value in the Progressive Accumulator. To rectify this, the Progressive must be reset - go to the Operator Menu Screen, insert and hold the **Red Key**, then press the PROGRSV CONFIG button, then press the RESET PROGRES TO BASE button at the top left of the screen. Resetting the Progressive sets the accumulator to the Base Value. |

PLAY SPEED 5	This button sets the Play Speed. The slowest is zero, and the fastest is seven.

```
TOTAL CARDS PLAYED = 0
  PATTERN      IN   PAYOUT    COUNT   PCT.
 COVERALL      50    4000       0    0.00%
PICT.FRAME     45     400       0    0.00%
PICT.FRAME     50     120       0    0.00%
 LETTER X      32      64       0    0.00%
 LETTER X      38      32       0    0.00%
 LETTER T      42      16       0    0.00%
 LETTER T      50       8       0    0.00%
4  CORNERS     40       4       0    0.00%
4  CORNERS     50       1       0    0.00%
```

Pay Table Game Stats Display

The Game stats display, shown above, displays the following information. The left column shows all the different side games, or winning patterns, such as Four Corners, Picture Frame, etc. The second column specifies the maximum number of calls allowed to establish the pattern as a winner. The next column displays the payout for each pattern attained within the specific number of calls. The payout is in multiples of the credit value. The fourth column displays how many times each pattern has been hit during the course of operation. The right-most column displays the percentage of occurrences compared to all occurrences.

——— Black Gold 21 Configuration ———

This window allows the Operator to configure and view statistics for the Black Gold 21 Game.

Button / Caption	Functional Description
Game Parameter Display Box	
GN: BLACK GOLD 21 PROGACC:$ 0.00 PROGBAS:$ 0.00 PROGLMT:$400000.00 DF:P-BJAKO2 071696 PAYOUT :95.00% DISPLAY PAYOUT:95.00% ADJUSTED PAYOUT:95.00%	The first line shows the Game Name as it will appear on the Game Button in the Player Select Menu. The second, third and fourth lines display information about this game's progressive, which is not enabled. The fifth line shows the header label of the internal data file, which is also used on the Pot-O-Gold PAR Sheets. The sixth line shows the target payout percentage. Line eight is used to display the payout percentage of the preview pay table, which is selected using the View Next Table and View Previous Table buttons, described later in this chapter. Finally, at the bottom of the box, the adjusted payout, which is always the same as the base payout, is shown.
GAME-ON DISABLE ENABLED	This button is used to manually enable or disable the game.
VIEW NEXT TABLE VIEW PREV TABLE	These buttons are used to view and select from among the pay tables pre-stored for each game. To view the different pay-tables, touch the View Next Table or View Previous Table button, as appropriate.
CHANGE PAYTABLE	When changing a pay-table, once the desired pay-table has been selected, turn and hold the **Red Key**, then touch the Change Pay-Table button located at the bottom of the screen. The new pay-table will then be active.
CREDIT VALUE $ 0.25	This button selects the Monetary Value of a Credit for this particular game. To change the Credit Value, turn and hold the **Red Key**, then touch the button. A keypad will appear. Press CLEAR, key-in the new value and press ENTER. Note that in the upper left corner of the keypad box, maximum and minimum Credit Values appear.
MAXIMUM BET $ 5.00	This button sets the maximum amount of money that can be wagered in any one game play. To change the Maximum Bet Value, turn and hold the **Red Key**,

	then touch the button. A keypad will appear. Follow the same procedure described above for the Credit Value change. Again, maximum and minimum values are shown in the upper left corner of the Keypad Box.
MAXIMUM DBL-UPS 4	This button sets the maximum number of times a player will be allowed to Double-Up in the event of a win (**A spinning card appears, players choose HIGH or LOW to try to double [or nothing] winnings - aces are high, 8 is always a push**). To change this number, turn and hold the **Red Key**, then touch the button. A keypad will appear. Press CLEAR, key-in the new Double-Up value, then press ENTER (4 is max and 0 is minimum).
BAKGRND BLUE	This button changes the Game Screen background. Choices are Blue, Black and Graphic. Games with Graphic Backgrounds default to GRAPHIC; the button can be changed but the background of a game with graphics will not change.
PLAY SPEED 5	This button sets the deal speed. The slowest is zero, and the fastest is seven.
CARDSET STYLE 1 STYLE 2 GOLD SIMPLE	This button selects one of the graphics sets to be used on the cards for this Game. *Note the Gold style is not available. See poker for style pictures.

* HAND *	PAYOUT	COUNT	PCT.
BLACKJACK	6.5	0	0.00%
OTHER WIN	1.5	0	0.00%
PUSH (TIE)	1	0	0.00%
NO WIN	0	0	0.00%

Pay Table Game Stats Display

The Game stats display, shown above, displays the following information. The left column shows the pay-table tier descriptions. The next column displays the return values for each tier. These are multiples of the credit value. The third column displays how many times each tier has been hit during the course of operation. The right-most column displays the percentage of occurrences compared to all occurrences.

Spinjack 21 Configuration

This window allows the Operator to configure and view statistics for the Spinjack 21 Game.

Button / Caption	Functional Description
	Game Parameter Display Box The first line shows the Game Name as it will appear on the Game Button in the Player Select Menu. The second line displays the Progressive Accumulator. This battery backed-up register will always retain and show the current value of the Progressive. Line three shows the Progressive Base, or the value at which the Progressive begins. Line four indicates the Progressive Limit, or the maximum value the Progressive is allowed to attain in locations where a cap is desired. The fifth line shows the Header Label of the Internal Data File, which is also used on the Pot-O-Gold PAR Sheets. The sixth line shows the Target Payout Percentage. Line eight is used to display the payout percentage of the Preview Pay Table, which is selected using the View Next and View Previous Table buttons, described later in this chapter. Finally, at the bottom of the box, the Adjusted Payout shows the Base Payout plus the Progressive.

GAME-ON DISABLE ENABLED	This button is used to manually enable or disable the game.
VIEW NEXT TABLE **VIEW PREV TABLE**	These buttons are used to view and select from among the pay tables pre-stored for each game. To view the different pay-tables, touch the View Next Table or View Previous Table button, as appropriate.
CHANGE PAYTABLE	When changing a pay-table, once the desired pay-table has been selected, turn and hold the **Red Key**, then touch the Change Pay-Table button located at the bottom of the screen. The new pay-table will then be active.
PRGRESV DISABLE ENABLED	This button is used to enable or disable the Progressive feature.
PROGRSV CONTRIB 1.0%	This button is used to set the percentage of the total cash played that will be contributed to the Progressive for that game. This setting is only relevant for machines configured as Master or Single, and not for Slaves. To change the percentage value, turn and hold the **Red Key**, then touch the Progressive Contribution % button. A keypad will appear. Press CLEAR, key-in the new percentage desired, then press ENTER. The keypad will disappear and the new percentage will be shown on the PRGRESV CONTRIB button. Progressive Contributions can only be set as high as 10.0% and in 0.2% increments. **A setting of 0.0% turns the Progressive Contribution off**.
CREDIT VALUE $ 0.25	This button selects the Monetary Value of a Credit for this particular game. To change the Credit Value, turn and hold the **Red Key**, then touch the button. A keypad will appear. Press CLEAR, key-in the new value and press ENTER. Note that in the upper left corner of the keypad box, maximum and minimum Credit Values appear.

MAXIMUM BET $ 5.00	This button sets the maximum amount of money that can be wagered in any one game play. To change the Maximum Bet Value, turn and hold the **Red Key**, then touch the button. A keypad will appear. Follow the same procedure described above for the Credit Value change. Again, maximum and minimum values are shown in the upper left corner of the Keypad Box.
MAXIMUM DBL-UPS 4	This button sets the maximum number of times a player will be allowed to Double-Up in the event of a win (**A spinning card appears, players choose HIGH or LOW to try to double [or nothing] winnings - aces are high, 8 is always a push**). To change this number, turn and hold the **Red Key**, then touch the button. A keypad will appear. Press CLEAR, key-in the new Double-Up value, then press ENTER (4 is max and 0 is minimum).
JACKPOT BETBASE 8	This button sets how many credits a player must bet in order to be eligible for the Jackpot (Progressive) and the Jackpot Multiplier. To change this value, turn and hold the **Red Key**. Follow the procedure described above to enter a new value on the keypad. Note that the Jackpot Bet Base will determine the Progressive Base, shown in the Game Parameter Display Box.
	Once the Progressive Base and pay-table have been set, there may be an incorrect value in the Progressive Accumulator. To rectify this, the Progressive must be reset - go to the Operator Menu Screen, insert and hold the **Red Key**, then press the PROGRSV CONFIG button, then press the RESET PROGRES TO BASE button at the top left of the screen. Resetting the Progressive sets the accumulator to the Base Value.
PLAY SPEED 5	This button sets the deal speed. The slowest is zero, and the fastest is seven.
CARDSET STYLE 1 STYLE 2 GOLD SIMPLE	This button selects one of the graphics sets to be used on the cards for this Game. *Note the Gold style is not available. See poker for style pictures.

Pay Table Game Stats Display

The Game stats display, shown above, displays the following information. The left column shows the pay-table tier descriptions. The next column displays the return values for each tier. These are multiples of the credit value. The third column displays how many times each tier has been hit during the course of operation. The right-most column displays the occurrences as a function of percentage compared to all occurrences. The Bonus section displays, in the first column, the symbols to hit on the roulette wheel.

The second column displays the multiplier payouts on the first spin. If the player lands on the 21 for the first spin, then the player gets a second spin. The third column displays the multiplier payouts for the second spin.

——— Slot Configuration ———

This window allows the Operator to configure and view statistics for the Slot Game. Since the Slot Config Windows all have the same format, only one will be discussed.

Button / Caption	Functional Description
	Game Parameter Display Box The first line shows the Game Name as it will appear on the Game Button in the Player Select Menu. The second line displays the Progressive Accumulator. This battery backed-up register will always retain and show the current value of the Progressive. Line three shows the Progressive Base, or the value at which the Progressive begins. Line four indicates the Progressive Limit, or the maximum value the Progressive is allowed to attain in locations where a cap is desired. The fifth line shows the Header Label of the Internal Data File, which is also used on the Pot-O-Gold PAR Sheets. The sixth line shows the Target Payout Percentage. Line eight is used to display the payout percentage of the Preview Pay Table, which is selected using the View Next and View Previous Table buttons, described later in this chapter. Finally, at the bottom of the box, the Adjusted Payout shows the Base Payout plus the Progressive.
	This button is used to manually enable or disable the game.
	These buttons are used to view and select from among the pay tables pre-stored for each game. To view the different pay-tables, touch the View Next Table or View Previous Table button, as appropriate.
	When changing a pay-table, once the desired pay-table has been selected, turn and hold the **Red Key**, then touch the Change Pay-Table button located at the bottom of the screen. The new pay-table will then be active.
	This button is used to enable or disable the Progressive feature.
	This button is used to set the percentage of the total cash played that will be contributed to the Progressive for that game. This setting is only relevant for machines configured as Master or Single, and not for Slaves. To change the percentage value, turn and hold the **Red Key**, then touch the

	Progressive Contribution % button. A keypad will appear. Press CLEAR, key-in the new percentage desired, then press ENTER. The keypad will disappear and the new percentage will be shown on the PRGRESV CONTRIB button. Progressive Contributions can only be set as high as 10.0% and in 0.2% increments. **A setting of 0.0% turns the Progressive Contribution off**.
CREDIT VALUE $ 0.25	This button selects the Monetary Value of a Credit for this particular game. To change the Credit Value, turn and hold the **Red Key**, then touch the button. A keypad will appear. Press CLEAR, key-in the new value and press ENTER. Note that in the upper left corner of the keypad box, maximum and minimum Credit Values appear. **!!IMPORTANT NOTE!! On POG System 701G, this must be set TO the same value as MAX-BET–PER-LINE, below (SEE TECHNICAL BULLETIN SUPPLEMENT).**
MAX BET PERLINE $ 0.25	This button sets the maximum bet allowed per line (up to eight lines). To change the Max Bet per Line value, turn and hold the **Red Key**. Follow the procedure described above to enter a new value on the keypad. Note that the Jackpot Bet Base will determine the Progressive Base, shown in the Game Parameter Display Box. Once the Progressive Base and pay-table have been set, there may be an incorrect value in the Progressive Accumulator. To rectify this, the Progressive must be reset - go to the Operator Menu Screen, insert and hold the **Red Key**, then press the PROGRSV CONFIG button, then press the RESET PROGRES TO BASE button at the top left of the screen. Resetting the Progressive sets the accumulator to the Base Value. **!!IMPORTANT NOTE!! On POG System 701G, this must be set TO the same value as Credit Value, above (SEE TECHNICAL BULLETIN SUPPLEMENT).**
PLAY SPEED 5	This button sets the play speed. The slowest is zero, while and fastest is seven.
PROBLTY NO SHOW DISPLAY	This button determines if the Probability Table is shown on the screen when the player presses the HELP button. When set to NO SHOW the table will not be displayed. When set to DISPLAY the table will show on the HELP Screen.

```
          --- SINGLE LINE WINNERS ---
PATTERN           PAYOUT  COUNT  PCT.    PATTERN              PAYOUT  COUNT  PCT.
3 POT-O-GOLD       2500     0    ---%    3 WATERMELON          40      0    ---%
3 SILVER 7         1000     0    ---%    3 ORANGE              30      0    ---%
3 STAR              750     0    ---%    3 PLUM                20      0    ---%
3 BELL              500     0    ---%    3 LEMON               12      0    ---%
3 TRIPLE BAR        200     0    ---%    ANY BAR               10      0    ---%
3 DOUBLE BAR        150     0    ---%    3 CHERRY               8      0    ---%
3 SINGLE BAR        100     0    ---%    CHER,CHER,ANY          4      0    ---%
3 APPLE              60     0    ---%    CHERRY,ANY,ANY         2      0    ---%
```

Pay Table Game Stats Display

The Game stats display, shown above, displays the following information. The left column shows all the different winning patterns. The next column displays the payout for each pattern attained. The payout is in multiples of the credit value. The third column displays how many times each pattern has been hit during the course of operation. The fourth column displays the percentage of occurrences compared to all occurrences. If the Slot game has a bonus then the first column displays what needs to be hit for the bonus screen to be displayed. The second column displays the average pay, the third column displays the number of times that bonuses have been played, the fourth column displays the percentage of the number of times that the bonuses have been played, and the fifth column displays the number of times that a bonus pattern line has been displayed (i.e.. more than one bonus line can be hit).

| | This button displays the Symbol Probability Table shown below. |


```
           SYMBOL PROBABILITIES                    AMOUNT BET - WON
SYMBOL      PROBABILITY  SYMBOL      PROBABILITY    BET    TOTAL-BET     TOTAL-WON
CHERRY        10.50%     LEMON          9.00%        1    $     0.00    $     0.00
BONUS         21.50%     BELL           3.00%        2    $     0.00    $     0.00
ORANGE         7.50%     SINGLE BAR     7.00%        3    $     0.00    $     0.00
STAR           2.50%     DOUBLE BAR     6.50%        4    $     0.00    $     0.00
APPLE          7.00%     TRIPLE BAR     6.00%        5    $     0.00    $     0.00
WATERMELON     7.50%     SILVER 7       3.00%        6    $     0.00    $     0.00
PLUM           6.90%     POT-O-GOLD     2.10%        7    $     0.00    $     0.00
                                                   MAX   $     0.00    $     0.00
```

Symbol Probabilities Display

When the Display Symbol Probabilities button at the bottom of the screen is pressed, the Pay-table Game stats section changes to the screen displayed above. This screen is divided into two sections. The left section is the Symbol Probability Section. The first column in the left section is the Symbol Name that appears on the reels. The second column displays the percentage probability that the symbol will appear in any spin.

The right section displays information on money-wagered and money-won per number of lines bet. The left column displays the number of lines bet. The second column displays the total amount of money bet for the number of lines bet. The third column displays the total amount of money won for the number of lines bet.

Main Configuration

This screen is used to configure general machine options and to set and display the current local time and date. The following configurable options are displayed:

Button	Functional Description
MS_MODE SINGLE MASTER SLAVE	This button sets the system mode to one of the following. **Single (Not available for all software versions)**: Set the mode to Single when you want to have a stand-alone machine. All game result and Progressive Jackpot communications take place within the Single machine. **Master**: Also called the Game Server. If you want to set up a bank of machines then one machine needs to be identified as the master machine. Set the mode to Master for the master machine and attach the master to the entire bank via the POG422 bus. **Slave**: If you want to set up a Bank of machines then all machines, other than the designated Master machine, must be set to Slave. All machines in a bank must have the same Bank Number (described later), or they will not communicate. This feature is present so that large

	physical groupings of machines can all be linked on the same set of wires. Even if physically connected via the POG422 bus, Slave machines will ignore requests from Master unless they have matching Bank Numbers.
	This button determines whether money-related registers (such as Credit, Bet Wins, etc.) are displayed in dollars and cents or as credits on the machine. The CREDITS option does not display references to cash values when selected (see CREDIT VALUE button below) but will indicate the "$ per credit" on Game Play screens.
	This button controls the light patterns on the Belly Glass on the front of the Gaming Machine.
	This button determines whether a Bell Alarm will sound when the Cash Door is opened, or when any door is opened. Turning this button off disables the alarm.
	This button directs a machine in Slave Mode to request a configuration packet from the Master machine. If a machine is in Master or Single Mode and this button is pressed, nothing happens. Once pressed, all configurations of a Master (or Full) Transfer are conveyed from the Master machine to the Slave machine. The machine will then reset to re-initialize variables stored in DRAM. System Mode, Bank Number, and Machine Number data will never be transferred. **Refer to the Master-Slave Transfer Supplement for more info.**
	This button directs a machine in Slave mode to request a partial configuration packet from the Master machine. A partial configuration transfer does not affect accounting meters in the Slave. Upon activation of this function, the machine will reset to reinitialize dynamic variables stored in DRAM. **Refer to the Master-Slave Transfer Supplement at the end of the manual for detailed transfer info.**
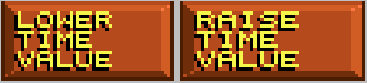
SNDS SNGS VDEO 80% 70% 100%	These three "Software Slide Pots" are used to set the level of incident sounds, songs, and monitor brightness. Touch directly on the button you wish to change, slide your finger up or down, and the slide bar will follow.
CREDIT VALUE 1	This button is used to set the monetary value of credits in the system. This is separate from Game Credits, which are set independently for each game (see Game Select menu).
COIN VALUE $ 0.25	This button sets the monetary value of each coin accepted by the coin mechanism. It tells the system how much credit to issue for each pulse. The value of this register should be an even multiple of the system credit value. It should also match the denomination of both the coin head and coin hopper.
MTR CRD VALUE 25	This button sets the monetary value reflected in each increment of the mechanical meters that measure cash – this value should be a multiple of the Coin Value (i.e. $1.00 Hard meter, $.25 Coin value). Meters that count other things like GAMES PLAYED are always 1:1. There are five mechanical meters installed. Mechanical (Hard) meter assignments are shown on the CASINO BOOKS screen.
SKILL DISABLE ENABLED	As requested by certain jurisdictions, this button adds an element of skill to certain games that can be played on the Pot-O-Gold. Refer to the Software Manual/Game Descriptions for more details on how the games are effected by this button. **Not all Game Software Versions will have this button available.**
CANDLE LTT STANDRD	This button will set the type of candle that is installed on the terminal.
KNOSPED DISABLE ALL 3 TOP 2	This button enables the player to select one of three Keno Speed Play Levels via a speed select button in the Keno Game HELP Screens.

AUTOPLY ENABLE	This feature applies to Keno Games only. When the AUTO-PLAY button is set to ENABLE, players are given a choice in the HELP SCREEN of Keno Games to turn on the Auto-Play feature. In this mode, the Pot-O-Gold continues playing successive games, without stopping, until the player decides to manually stop the Auto-Play feature (or depletes all credit). The normal "Game Play" button will read "AUTO-PLAY" to start the feature, and "AUTO STOP" discontinue play.
MAXIMUM PROGRSV $999999.	The base Progressive (Jackpot) win amount for each game is shown in the Progressive Config screen (see Operator Menu). This button, MAXIMUM PROGRESSIVE, limits the amount that can be won in a single game-play for every different type of game. Despite this cap, the Progressive amount will continue to accrue beyond this set maximum (even though the Progressive LED will not display this), and if there is a Progressive win, the remaining Progressive amount beyond the MAXIMUM PROGRESSIVE will be added to the Progressive base for whatever game played that won the Progressive. The new initial Progressive Jackpot for that game, after the last Jackpot win, will be the base shown in the Progressive Config screen, PLUS, the remainder that accrued beyond the MAXIMUM PROGRESSIVE.
SPECIAL WIN AT $ 1200.	This button sets the single game-winning amount above which a Special Win ERROR occurs. In the U.S., when a player wins over $1200.00 on a single game-event, IRS forms must be completed (this amount is the default setting). When a Special Win occurs, the POG locks-up and the "Call Attendant" prompt appears. An Attendant must engage the **Green** Attendant key to clear the lock-up and pay out the Special Win amount. **Only the Special Win amount is paid out;** it is detracted from the total credit in the machine and dispensed to the Player according to the setting of the ATT PAY button in the Terminal Config Menu.

GMU DISABLE ENABLED	For Gaming Organizations that use a GMU unit to communicate with their back-end slot communication systems, this button **MUST BE ENABLED** in order to prevent the GMU unit from misinterpreting certain messages from the Pot-O-Gold.
HOPFILL COINS 0	This button is only used in environments where internal machine tracking of the Hopper Coin Level is desired. This button sets the value for the number of coins used when performing a Hopper Fill. When doing a Hopper Fill, the Attendant or Technician/Supervisor activates the Hopper Fill button in the Money Tests screen. Activation adds the number of coins set here to the internal Hopper Escrow Counter, which is used to track the Hopper Coin Level. The counter, in conjunction with the Hopper Low Probe, can signal an on-line DCS of an impeding Hopper Empty situation, before it actually occurs. This system is also used to determine whether or not a long absence of Coin Outs with the Hopper activated is due to a jam or a Hopper Empty condition.
SITE NUMBER 1	Not currently used.
ZONE NUMBER 1	Not currently used.
BANK NUMBER 1	This button sets the Bank I.D. number. Setting the same Bank I.D. to each machine can set up a Bank of machines. Refer to the Master-Slave Transfer Supplement at the end of this manual for more info.

MACHINE NUMBER 1	This button is used to uniquely identify a machine within a location. This Number is separate from the Terminal I.D., which is used by the internal system. Machine Number can be an Asset Control Number, or a number set according to physical grouping. It can be set to any number between 0 and 999,999 for most Game ROMs.
MAXIMUM TICKET $ 5000.	This button determines the maximum voucher value that can be printed without an Attendant present. If a Player tries to Cash Out a ticket and there is a credit balance higher than the value set here, the machine will lock-up with a Big Ticket ERROR and call for an Attendant. If this occurs, only an Attendant can print the voucher by manually resetting the machine using the **Green Key**. In this way, an employee of the establishment can witness that the machine printed the voucher.
MAXIMUM HOPPOUT $ 250.	This button sets the maximum dollar amount that the Hopper will attempt to payout when the Cash-Out button is touched (on machines with Hoppers and when Hopper cash-out is set as an option). If a player tries to cash-out more than the maximum set here, the machine will lock up in a "Hand-Pay Exception Condition". This Exception Condition will require an Attendant to reset the machine using the **Green Key**, and all credits must be hand paid. The exception is displayed in the Error Flag window and in the Recall History -- Errors screen. Take note that the calculation for Hopper payout is based on the set coin and credit value.

LAST TIMESET FIELD **NEXT TIMESET FIELD**	These two buttons are used to position the cursor in the Time/Date window. The cursor is indicated by the green text. This is the field that will be modified by activation of the Lower Time Value and Raise Time Value buttons.
LOWER TIME VALUE **RAISE TIME VALUE**	These two buttons are used to set the correct time and date. They change the value of the field pointed to by the cursor, which is positioned by using the Last Time-set Field and Next Time-set field buttons.
TOPTIER FLSH AT $ 1.00	Any single win over the value set here will flash the Top Tier of the Change Candle and applies to both possible Candle Mode settings. Valid values are from $0.00 (disabled) to $999.99.
RING BELL AT $ 20.00	Any single win over the value set here will ring the bell. Valid values are from $0.00 (bell rings for any winner) to $999.99.
MAXIMUM CASH IN $ 1000.	This button limits the maximum amount of cash and coins that can be entered into a machine. If the player's current credit (from money entered or wins) exceed this value, the system will activate the Lockout and no additional money can be entered. This is simply an added security feature that can minimize potential losses in the rare case of Bill Validator fraud. The default setting for this register is $1000.

MAXIMUM CREDIT $ 5000.	This button limits the maximum amount of system credits that can accumulate on a machine. If this amount is met or exceeded at the end of any game, an "Attendant Error" will occur. This will require an Attendant to reset the machine using the **Green Key** and force a cash-out of the entire credit balance by either ticket (if printer is present) or by Attendant Hand Pay. This feature will NOT prevent a Progressive Jackpot win.

Progressive Configuration

This screen is used to preset Progressive Jackpots to values other than the current value or other than the Base Value established in Game Select menu. This screen is used, for instance, when a software upgrade has taken place or when a machine has been out of operation. Only Supervisors should have access to this screen.

Button / Caption	Functional Description

Progressive Caption Box

The Game Name, current Progressive value, and Jackpot Bet Base for up to sixteen (16) different games appear in this box. Note that the game highlighted in green is the one selected for adjustment.

CHANGE GAME	This button is used to select the game for which the Progressive will be adjusted. Each time the button is touched, the next game on the list will be highlighted in green. However, if there are fewer than 16 games, the red "Empty Slots" will be checked for active games before the highlighting returns to the original game.
	When the appropriate game has been selected, the Progressive may be reset to its Base Value, or to some other value, using the buttons described below.
RESET PROGRES TO BASE	This button is used to reset the Progressive to its Base Value (see Game select screens). To reset the Progressive, simply turn and hold the **Red Key**, then touch the button.
ADJUST PROGRES VALUE	This button is used to adjust the Progressive to a value other than the Base Value. To adjust the Progressive value, turn and hold the **Red Key**, then touch the button. A keypad will appear. Enter the new value in dollars (pennies cannot be entered when adjusting the Progressive value). Press the ENTER button when complete, or ABORT if you choose not to change the value. Maximum and Minimum values appear in the upper left-hand corner of the keypad box.
	Note that it is a system integrity violation to adjust the Progressive values. Payout Percentages will be corrupted when compared against the system's internal registers. Adjusting Progressive values

	should only be performed in very rare instances, such as when a Bank of machines is upgraded, and the Progressive values that were on the machines before had climbed from their bases, and the upgrade required clearing the Master's POG Data. Redistribution of a Progressive Jackpot escrow accrual amount from machines taken out of service is another example of an occasion when a change may be necessary.
SHOW MST DATA	When the Gaming Machines are set up in a Bank with a Master machine and Slave machines, this button will display the Progressive Caption Box with the Master machine's data in it.
SHOW SLV DATA	When the Gaming Machines are set up in a Bank with a Master machine and Slave machines, this button will display the Progressive Caption Box with the Slave machines' data in it.

Recall History

Recent occurrences of numerous different event categories can be viewed here. Viewing of these events can be used to settle customer claims or to track machine malfunctions. Only twelve buttons are displayed across the bottom of the screen, but pressing the NEXT BUTTON will show additional categories. Below are brief descriptions of the information available for each event category.

PLEASE TAKE NOTE: NOT ALL GAMES DESCRIBED HEREIN ARE AVAILABLE FOR ALL POT-O-GOLD SOFTWARE VERSIONS. DIFFERENT GAMING ORGANIZATIONS MAY OR MAY NOT HAVE SOME OR ALL OF THE FOLLOWING GAMES.

SCROLL BAR

The scroll bar assists in navigating through the menu. Press the up or down arrows to move through the Game Play statistics.

Following is an overview of the individual game types:

GAME PLAY

In the Game Play category, information for the four most recent games is shown. To view information for earlier games, simply touch the down arrow key of the scroll bar. The Forty-Seven most recent games may be viewed by using the up and down arrows. Note that the square between the two arrows indicates the position in the list.

```
1 SUPERGOLD BINGO CRVAL $.25 TIME:14:43:44 10/13/05  PAID:$    0.00
START BAL: $ 105.00  BET: $ 0.50  WON: $    0.00  END BAL: $ 104.50
```

The first line displays the following:

1) The record number of the specific game's statistics. **1**
2) The name of the Game Played.
3) The set Game Credit Value.
4) The Time and Date the game was played.
5) Any amount that was immediately cashed out as a result of the game winnings such as a SPECIAL WIN or PROGRESSIVE Jackpot.

The second line displays the following:

1) The starting balance (before the game was played).
2) The amount Wagered.
3) The amount Won.
4) The ending balance

POKER GAMES

```
DEALT: AS JS KH 7C AC                    │DOUBLE-UPS:
FINAL: AS 8H KD AD AC   THREE OF A KIND   │H:AH
```

1) The first line displays the five cards originally dealt. The game's AUTOHOLD system recommended keeping the cards shown in green, and discarding those shown in red, provided the AUTOHOLD mode is enabled in Game Select.

2) Beneath the dealt hand, the final hand is shown. Cards that were drawn are shown in white, while cards that were held are shown in green. Beside the final hand, a description of the winning hand appears (i.e. "Four of a Kind"). If there was no winning combination, the words "No Hand" will appear.

3) To the right of the hand descriptions, information for Double-Ups, if any, is shown. The player's choice of high or low card is indicated by either an "H" or an "L."   Beside the letter, separated by a colon, the card number and suit are shown. If the double up resulted in a winner, this combination of symbols will appear in green. Otherwise, they will appear in red.

Shamrock 7's Bonus Information

```
BONUS SCREEN: R$  3.00
MIDDLE POT CHOSEN
```

4) Note that for Shamrock 7's, the following information will be shown in the place of Double-Up information in the event that the bonus was won; first, the words "Bonus Screen" will appear, followed by the amount won in the bonus round. Beneath this will be shown which pot was chosen (left, middle or right).

8-Ball Poker Bonus "Show Game Detail" Screen

```
8 BALL POKER BONUS

TOTAL BONUS CASH WON: $    1.00
BIG AL'S BONUS:       $    0.00
NUMBER OF BALLS SUNK: 1

IF A BALL WAS SUNK, IT IS IN RED, OTHERWISE GREEN.

YELLOW BALL: $    1.00
GREEN BALL:  $    0.25
RED BALL:    $    0.75
BLUE BALL:   $    1.25
ORANGE BALL: $    0.25
EIGHT BALL:  $    0.75
```

5) Note that for 8-Ball Bonus, a "Show Game Detail" button will be shown in the place of Double-Up information in the event that the bonus was won.   The following information will be displayed on the "Show Game Detail" screen: the first Line displays the game name; the second line, the total bonus credits (cash) won; the third line, the total amount won sinking the balls; the fourth line, the total number of balls sunk. The remainder displays the balls and their values. If a ball was sunk it is displayed in Red.

BLACK JACK GAMES

Black Jack Games

```
DEALER:JD 3S QD :23(BUST)
PLAYER:KC TS :20 WIN
```

1) The Dealer's cards and point total.

2) The Player's cards and point total.

3) Beside the Player's cards, the final outcome of the game is shown. There may be a "Win," "Lose, "Bust," "Double Down", "Blackjack" (or "Flushjack" in the case of SpinJack Bonus).

Split on Black Jack Hand

```
DEALER:3D 2D 7H 6H :18
LEFT:AH AS 9H :21 WIN    RIGHT:AC 8H :19 WIN
```

Note that if the player split, there will be a "Left" hand followed by a "Right" hand, instead of a single "Player" hand.

Black Jack Double Up

```
DOUBLE-UPS:  1
PLYR PICK:  H  CARD:  JD
```

4) To the right of the hand descriptions, information for Double-Ups, if any, is shown. The player's choice of high or low card is indicated be either an "H" or an "L." Beside the letter, separated by a colon, the card number and suit are shown. If the Double-Up resulted in a win, this combination of symbols will appear in green. Otherwise, they will appear in red.

SpinJack Bonus

```
BONUS:  1ST SPIN:  JACK              160
```

5) Note that for SpinJack Bonus the following information will be shown in the place of Double-Up information in the event that the bonus was won: the word "BONUS" followed by the symbol won and its value on the first spin. If a 21 was hit on the first spin then the player will get a second spin. Second spin information will be displayed below the first spin information.

KENO GAMES

Keno Games

```
PICKS: 11 12 13 14 15 16 17 18 19 20  10 HITS - SUPERBALL HIT
BALLS: 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20
```

1) The first line displays the player's picks. Hits appear in red, and non-hits are shown in yellow. To the right of the picks, the total number of hits is shown in magenta. For Superball Keno, if the last ball was a hit (i.e., a Superball), SUPERBALL HIT will appear in magenta beside the total number of hits.

2) The second line shows all the balls drawn by the machine.

LOTTO GAMES

Touch 6 Lotto and Superpick Lotto

```
BALLS:          CARD1: 1  2  3  4  5  6   CARD2: 3  4  7  8  9 21
       1  2  3  4  5  6  OFF 3: 3  6 13 14 17 18  OFF 4: 7 11 16 18 24 25
```

1) The field to the left marked "BALLS" shows the six balls drawn by the machine.

2) The other lines shows the Player's picks for up to four cards. Hits are shown in red, and non-hits are shown in yellow. Note that picks are also shown for cards that were not active during game play; in this case, picks are shown in gray, while "hits" are shown in purple.

BINGO GAMES

SuperGold Bingo

```
SHOW GAME DETAIL        CARD 0:R$  3.00      CARD 1:R$  0.00
                        CARD 2:OFF           CARD 3:OFF
```

This information displays the total winnings for each active card. If a card was turned off, the word "OFF" appears in gray beside the card number.

SuperGold Bingo Game Detail Screen

```
-- GAME DETAIL --    SUPERGOLD BINGO    BET: $  4.00    WON: $  0.00
NUMBERS   G49 073 G47 B3   N35 G50 N44 063 N36 G48 N41 I19 068 064 B1
CALLED    G59 072 N34 N38 065 N42 074 066 075 067 G57 B12 I30 B13 062
          G60 061 B11 B9  N40 I20 G55 G46 N32 071 N39 G53 I27 I29 B6
          N33 G51 N43 069 I25

B  I  N  G  O        CARD 0              B  I  N  G  O        CARD 1
14 29 32 57 71     NOT A WINNER          7 23 44 46 69     NOT A WINNER
 9 20 43 48 68                          12 29 33 57 87
 2 22 FR 47 61                          11 26 FR 48 62
11 24 40 53 74                           8 25 35 51 72
15 26 34 46 67                          14 22 37 50 86

B  I  N  G  O        CARD 2              B  I  N  G  O        CARD 3
 7 25 40 46 75     NOT A WINNER         14 18 32 48 71     NOT A WINNER
 1 19 34 53 65                          11 22 40 49 73
12 22 FR 47 70                          15 23 FR 51 68
11 17 42 50 64                           1 28 39 59 75
 5 23 41 55 68                           9 19 41 57 61
```

Touch the "Show Bingo Detail" button to view the following information:

- Game name, total bet, and total won.
- All the numbers called by the machine.
- Each card's amount won, if any, and the winning combinations.

SLOT GAMES

Slot Games

1) This shows the code numbers for the Slot symbols starting with the top three, then middle three, and the last three.

2) For Spinball Bonus, the following information will be shown; the spin number (there will be a spin for each line on which the bonus was won), the number of credits bet on this line, the symbol that appeared on the bonus spin, and the amount won on the bonus spin.

Slot Game Detail Screen
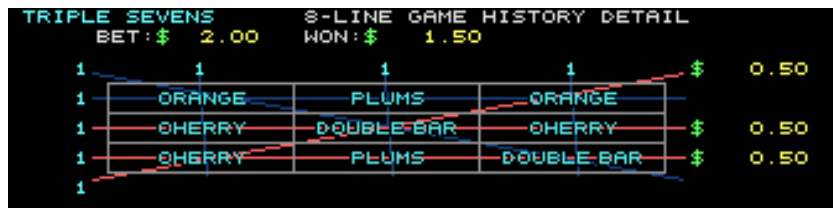
The Game Detail button shows the following:

1) The total amount bet and total amount won.

2) The names of each symbol and their positions.

- Winning symbols have a red line through them with their winning amount to the side.

- Spinball Bonus, bonus win has a purple palette rotating line through the symbols and the word BONUS to the right.

- Jackpot wins do not have a line drawn through the symbols.

- Spinball Bonus will also have the line bet amount in credits and the symbol the ball landed on, as well as its value, in the bonus screen.

ACCOUNTING / POWER / TICKETS / HARDWARE / ERRORS

Coins-In

1) The name of the last game played before the coin was accepted.

2) The monetary value of the coin.

3) The time and date the coin was accepted.

Bills-In

```
LAST  GAMENAME           BILLS-IN           TIME     DATE
===========================================================
1 .25 SPINBALL  BONUS $    1.00 XXXXXX 12:40:50 02/18/97
2 .25 SUPERPICK LOTTO $   20.00 XXXXXX 12:40:34 02/18/97
```

1) The name of the last game played before the bill was accepted.

2) The monetary value of the bill.

3) The time and date the bill was accepted.

Tickets

```
TIK#  GAMENAME          AMOUNT   VAL #     TIME     DATE
===========================================================
 1  $.25 SPINBALL  BONUS $  5.00 FF459243  09:42:44 05/14/97
```

1) The ticket number.

2) The name of the last game played before the voucher was printed.

3) The amount of the voucher.

4) The validation number, which is printed on the voucher near the bottom right corner.

5) The time and date that the voucher was printed.

Hopper

```
LAST   GAMENAME          ACTIVITY  AMOUNT   TIME     DATE
===========================================================
1      HPR OUTS CANCLD  AMOUNT:$    0.00 14:59:08 11/27/96
2      HPR OUTS CANCLD  AMOUNT:$   99.25 10:22:16 11/27/96
3      HOPPER EMPTY     UNPAID:$   99.25 08:13:36 11/27/96
4      HOPPER EMPTY     UNPAID:$   99.25 08:13:18 11/27/96
5      HOPPER EMPTY     UNPAID:$   99.25 08:12:58 11/27/96
6      HOPPER EMPTY     UNPAID:$   99.25 08:12:24 11/27/96
7 .25 TENS OR BETTER   CSHOUT:$   99.25 08:12:12 11/27/96
```

Hopper events display the following information:

1) The name of the last game played before the particular Hopper activity occurred.

2) The type of activity (e.g., Cashout).

3) The monetary value of the coins involved.

4) The time and date of the activity.

Power Ups

```
LAST   GAMENAME         POWERUPS-TIMEDATE    POWDOWNS-TIMEDATE
===========================================================
1 TENS OR BETTER    14:10:08 11/27/96   14:09:44 11/27/96
2 TENS OR BETTER    13:15:14 11/26/96   13:15:06 11/26/96
3 SUPERGOLD BINGO   16:28:14 11/05/96   12:25:44 11/05/96
```

1) The name of the last game played before the last power-down. If there was no previous power down, the first active game is used.

2) The time and date of the last power-up.

3) The time and date of the last power-down.

Hand Pays

```
LAST  GAMENAME      HANDPAY  VALIDATION   TIME      DATE
==================================================================
1  TRIPLE SEVENS  $ 449.25  8FA20F7A  09:06:34 01/10/97
2  TRIPLE SEVENS  $2500.18  884D9EC6  08:55:42 01/10/97
```

1) The name of the last game played before the last hand-pay (recall that, for machines with Hoppers, the requirements for a hand-pay are established in Main Config under Maximum Hopper Outs).

2) The monetary value of the last hand-pay.

3) The validation number of the last hand-pay (the validation number appears beneath the flashing error message "HAND PAY/CALL ATTENDANT").

4) The time and date of the last hand-pay.

Jackpot Wins

```
TIK#  GAMENAME        AMOUNT    VAL #      TIME      DATE
==================================================================
1  $.25  TRIPLE SEVENS  $2500.18  09024A77  08:55:42 01/10/97
```

1) The ticket number.

2) The name of the last game played before the Jackpot was last won.

3) The value of the last Jackpot won.

4) The validation number. This number is either printed on the voucher at the bottom right corner, or, is shown, with Hopper-based machines, beneath the error message "JACKPOT WINNER!/CALL ATTENDANT."

5) The time and date of the last Jackpot won.

Hopper Fills

```
LAST  GAMENAME        HOPPFILLS            TIME      DATE
==================================================================
1 SUPERGOLD BINGO    1200 COINS  XXXX 07:40:24 01/10/97
```

1) The name of the last Game played before the Hopper was filled.

2) The number of coins added to the Hopper.

3) The time and date that the Hopper was last filled.

Doors

```
LAST  GAMENAME       DOOR ACCESSES         TIME      DATE
==================================================================
1 SUPERBALL KENO  CASH DOOR CLOSED  10:31:00 11/19/96
2 SUPERBALL KENO  CASH DOOR OPENED  10:30:58 11/19/96
```

1) The name of the last Game played before the change in door states was detected.

2) The name of the door, and whether it was opened or closed.

3) The time and date that the change in door states was detected.

Errors

```
LAST  GAMENAME        ERROR-TYPE COUNT DATA    TIME     DATE
==============================================================
1 .25 TENS OR BETTER   LOCKOUT  FAILURE 00025 00000000 09:09:58 12/04/96
2 .25 SUPERBALL  KENO  LOCKOUT  FAILURE 00024 00000000 13:53:32 12/03/96
```

1) The name of the last Game played before the error occurred.

2) The error type.

3) The total number of times the error has occurred.

4) "Data" contains information used only by the software engineers.

5) The time and date that the error was last reset.

Master Jackpot (Master machines only)

```
LAST  GAMENAME            AMOUNT  TERM ID   TIME      DATE
==============================================================
1 .25  TRIPLE SEVENS     $2500.18 0001   08:55:34 01/10/97
```

(The credit value of the Game played.

1) The name of the Game played for which the Jackpot was won.

2) The amount won.

3) The Terminal ID of the machine on which the Jackpot was won.

4) The time and date of the Jackpot.

Note that this category differs from all the others in that this screen shows Progressive Jackpots hit on the entire bank of machines while this machine has been a Master. All other categories are relevant only to the specific machine on which the screen is being viewed.

Bonus In

```
LAST  GAMENAME     BONUSES      TYPE       TIME     DATE
==============================================================
1 .25 SUPERBALL  KENO $ 250.00  NON-DEDEDUCTIBLE 11:38:22 02/06/03
```

1) The credit value of the game played.

2.) The name of the game played for which the bonus was awarded.

3) The amount of the bonus.

4) The type of bonus.

5) The time and date the bonus was awarded.

Multiplied Jackpots

```
LAST  GAMENAME     BONUSES      TYPE       TIME     DATE
==============================================================
1 .25 SUPERBALL  KENO $ 250.00  NON-DEDEDUCTIBLE 11:38:22 02/06/03
```

1) The credit value of the game played.

2.) The name of the game played for which the bonus was awarded.

3) The amount of the bonus. If a $10 win was multiplied by 4 to be a $40 win, the amount displayed would be $30.

4) The type of bonus.

5) The time and date the bonus was awarded.

Terminal Configuration

This screen is used to configure primarily hardware, but also some software options on the Pot-O-Gold. Depending on individual needs of different Gaming Organizations, the cabinets in use may or may not contain certain hardware components. These hardware settings need to be adjusted to conform to the cabinet's features. The following functions are included in Terminal Configuration:

Button / Caption	Functional Description
	This caption box displays the status of the dipswitches. See below, further down in this table, for more information on setting the dipswitches and their functions.

PSELECT DISABLE ENABLED DIAG DIPSWITCH TESTING ONLY! [game menu screen] CASH OUT 25¢ TOUCH GAME TO PLAY HELP CREDIT $ 291.75	This button determines whether or not the Player Select feature will be active. **When Player Select is DISABLED, only one game is available for play on the machine.** The quickest way to set which single game the Pot-O-Gold will play is as follows: exit into the Game Menu (pictured left); select the the sole game for play on the machine by touching the game and entering into the game screen (this selects that game); activate the Supervisor Key-switch and return to the Terminal Config screen through the Operator Menu and then configure the Player Select button to "DISABLE". The game selected in the Game Menu will then be the only game available for play (NOTE: the Attract Feature is also disabled when Player Select is disabled) When Player Select is Enabled, the Game Menu screen containing up to 12 Game Select buttons will appear allowing the player to choose which game is played. An "EXIT GAME" button on all of the game screens allows the player to return to the Game Menu and select a new game.
TERMODE NORMAL DEMO	This button will adjust the Terminal Mode, which controls two of the six total modes the POG can operate in. Normal Game play mode and Demo mode. When set to Normal the machine will accept money, allow wagers, and dispense coins or vouchers. When set to Demo or Tournament (not available for all software), no money will be accepted and the machine will not dispense coins or vouchers. Also, the hard meters are not incremented when a game is played, and progressives are neither incremented nor accessible. To play a game in the Demo Mode, select DEMO and exit to the game screen. When
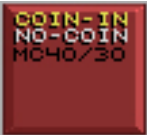
	the screen is touched, $50.00 in Demo Dollars are added to the credit register. Subsequently, any time the amount being wagered in a game exceeds the amount left in the credit register, $50.00 in Demo Dollars will be added to the credit register. To play in Tournament Mode, select the Start Tournament Mode button explained further down in the document. To exit from Tournament Mode, select Normal on the Terminal Mode button.
COIN-IN **NO-COIN** **MC40/30**	This button specifies the type of Coin Comparator that is installed in the machine.
BILL-IN **NO-BILL** **WBA-232** **WBA-TTL**	This button specifies the type of Bill Acceptor installed in the machine.
PRINTER **NO-PRNT** **SEIKO66** **ITHA850**	This button specifies the printer type installed. The software supports many different printer types, although not all printers are available in all cabinet styles or software versions.
REPRINT **NEVER** **AUTO** **MANUAL**	**This button is not available on all software versions.** The REPRINT button allows the Attendant to select how Ticket Reprints will occur. A Ticket Reprint Event occurs when a printer error arises while a ticket is being printed. NEVER - a ticket is never reprinted. AUTO - after a printer error is cleared, a ticket will automatically reprint. MANUAL - after a printer error is cleared, the Attendant will be prompted to choose whether a ticket is reprinted. Select 'YES' to reprint, select 'NO' to cancel the reprint. **Note: TEST TICKETS will still automatically reprint after the printer error is cleared even if this button is set to MANUAL.**

HOPPER NO-HOPR DH-750L AS WH-1	This button defines the type of Hopper installed.
READER NO-CARD XC07301 XC08909 MBR-213	This button is deactivated and is not used.
LED SIGN NO-SIGN 1.0HLED 1.1OLED ONLYPRG	This button defines the type of LED display installed and will come pre-set to the default for the software version being released. The only instances where this button may need to be adjusted is in the case that a software version is being updated, or, if there is no integrated Progressive feature, set this button to "No-Sign". The "Only Progressive" button will restrict the LED from displaying any information other than the Progressive numerical figure (the LED can display "Pot-O-Gold" attract text).
EXBUTNS NO BUTN PKRPLUS SHAMRCK 3X5SLOT	This button allows external cabinet play-buttons to be used for whatever game is selected here. **Please Note: If external buttons are being used, the P3 port is taken and cannot be used by SAS. Therefore USGMENU and SAS options will not be displayed in the RS-232 selection box in the DCS CONFIG screen.**
COUT_TO PRINTER HOPPER BOTH SELECT	This button determines whether Cash-Outs are routed to the Printer or Hopper. The "BOTH" option defaults to payout by Hopper and switches to Printer if an error occurs or the Hopper doesn't have sufficient coins. The "SELECT" option gives the player an option of payout by Hopper, Printer, Handpay or Cancel-Payout depending on devices and settings.

ATT PAY / HANDPAY / RECEIPT / TICKET	This button controls the way SPECIAL WINS (see Main Config) and JACKPOTS are cashed out. If one of these conditions occurs, the POG will lock-up with a "Call Attendant" prompt. When the Attendant arrives and engages the **Green** Attendant Key, the amount of the win will be dispensed to the Player according to the setting of this button. HANDPAY will require the win to be paid by hand. With this button set to either RECEIPT or TICKET, the designated type of print-out will automatically print after the Attendant Key is engaged.
MANUAL TERMINL DISABLE	Using this button, a Supervisors may disable a machine in such a way that an Attendant cannot clear it (engage the **red** Supervisor's key and press this button - engaging the Attendant Key-switch will not change this mode). Because this setting is saved in battery-backed memory, the POG will remain in this mode even if powered off and back on. This feature may be useful when using a Master Machines as a game-server since Master-Slave communications are not effected while in Manual Disable mode (it ensures only a Supervisor can change the Master's settings).
MANUAL TERMINL ENABLE	Use this button to enable Normal mode if the Terminal has been disabled using the "Manual Terminal Disable" button.
DIP-SWITCH / 1 CABTYPEA / 2 CABTYPEB / 3 CABTYPEC / 4 TCHSCRNA / 5 TCHSCRNB / 6 DPSW__6 / 7 AUTOPLAY / 8 BOOTDIAG	**DIPSWITCHES** On the T340+ Logic board, there is a bank of 12 dipswitches. From left (1) to Right (8). The first three switches previously but no longer change the cabinet designations since this process is performed automatically by POG software versions 701 and later. **The settings for switches 1-3 are displayed here as reference for older machines, only, in which they are still configurable.**

Dipswitch			Cabinet Style
1	**2**	**3**	
Down	Down	Down	13″ Wooden Pushbutton Cabinet
Up	Down	Down	19″ Wooden Touch Screen Cabinet
Down	Up	Down	19″ Casino Style Touch Screen Rev A
Up	Up	Down	13″ Casino Style Pushbutton Cabinet
Down	Down	Up	19″ Sit Down Touch Screen Cabinet
Up	Down	Up	3rd Party
Down	Up	Up	19″ Casino Style Touch Screen Rev E
Up	Up	Up	Auto Detect for Chop Top or Slant Top Style Cabinet

Dipswitch		Definition
4	**5**	
Up	Down	Elographics 4002 Touch Screen
Up	Up	Microtouch Touch Screen
Down	Up	Elographics Touch Screen
Down	Down	Interaction Touch Screen

a. Dipswitches 1, 2 and 3

Cabinet –style.

b. Dipswitch 4 & 5

Touch screen style.

c. Dipswitch 6

Unused

d. Dipswitch 7 – Autoplay

Up = Puts the Gaming Machine into Autoplay mode.

Down = Autoplay off

e. Dipswitch 8 - Boot Diagnostics

Up - In this position, the following conditions apply:

e.1. When the machine first boots up, it goes into the Configuration mode instead of Game Play mode.

e.2. Normally, if there is a problem with the printer, or no printer is connected, a "Printer Error" flag is set. This error is disabled when switch #8 is active.

e.3. Dipswitch Restricted (Purple) buttons become Keyed (Red) buttons.

As an aid to personnel in identifying a situation where dipswitch #8 was left UP, a flashing border message is displayed at all times when in the Game Play Mode.

DOWN - When the machine boots up, the POG goes into normal Game Play Mode.

TEST SCREENS

THE FOLLOWING SECTION GIVES A GENERAL OVERVIEW OF THE REMAINING TEST SCREENS INCLUDED IN THE OPERATOR MENU (RED BUTTONS). THESE SCREENS SHOULD BE USED BY VISION GAMING & TECHNOLOGY ENGINEERS, ONLY, FOR SOFTWARE TESTING, AND DO NOT REQUIRE ANY SPECIFIC CONFIGURING BY GAMING ORGANIZATION OPERATORS.

Money Tests
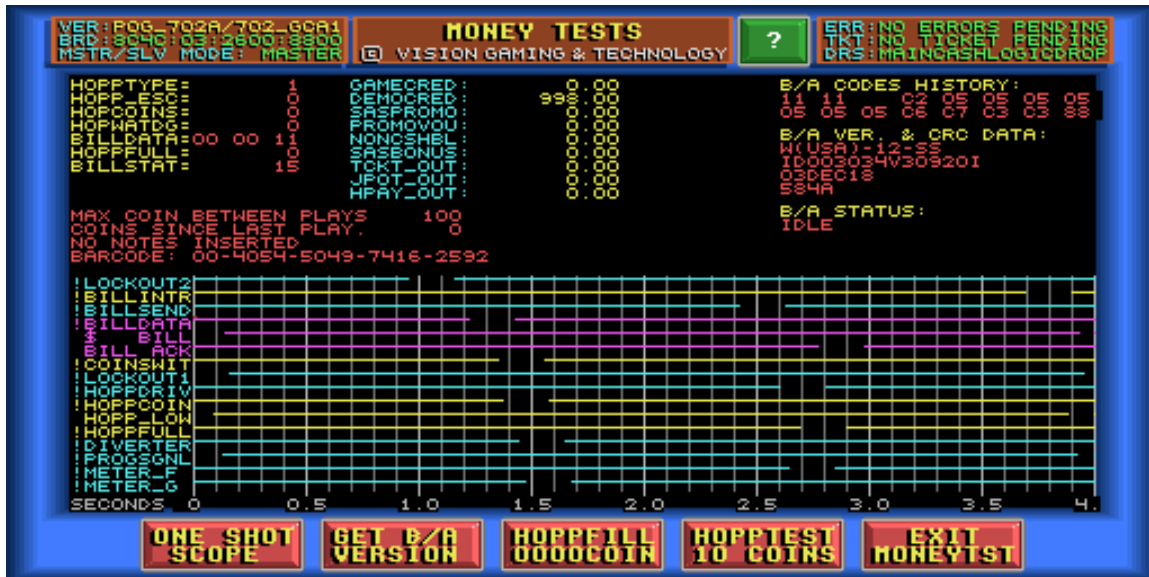
This screen tests and monitors all money related hardware functioning. When bills or coins are inserted into the machine, this screen will display data being processed as the money is registered into the system. Additionally, this screen will display some statistics related to money, for example, "coins since last play".

Local Net Tests
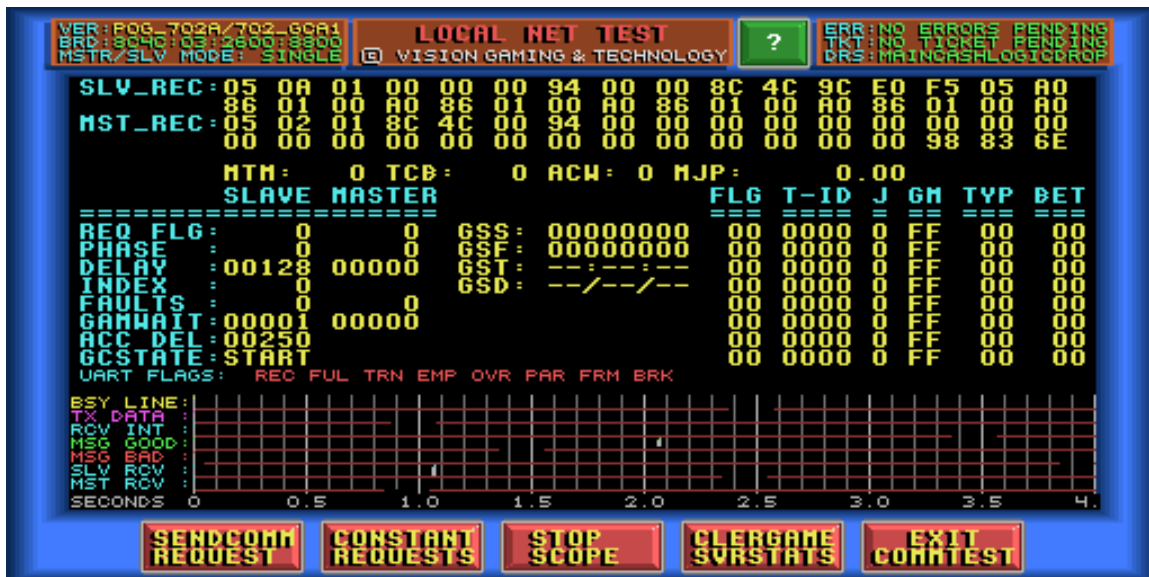
Local Net Tests will display statistics related to information between connected machines. This screen monitors certain aspects of messages and packets that are sent and received between the Master and the Slave.

Sound Tests

This screen reflects testing for all sounds and songs for the Pot-O-Gold machine. Actual songs and sounds can be played and monitored from this screen.

Led Sign Tests

This screen has testing features for the Pot-O-Gold's LED Sign Display. Messages may be sent to the LED display to configure and test it's functionality.

Game Table

The Game Table screen displays certain information for all Games including Progressive status, game-types and sub-types, paylines per game, and game-rom/graphics data in memory. Toggle between RAM and Game-Rom.

Eprom CheckSums

Eprom checksums tests the integrity of the eproms to verify proper functionality. Also, this shows CRC of the Configuration which must match on all machines in a Bank.

Hardware Tests _____

This screen displays all the incoming and outgoing signals of the T340+ mother-board.

Palette Tests _____

Palette Tests will display the different shades of constitution for each of the separate colors currently in use in the Pot-O-Gold. The numerical designation for each color is displayed from top to bottom and has three columns with two numbers each, red, green, blue from left to right respectively.

Memory Examine

The Display Work-Screen button in this test menu will display the graphic elements used in the games.

BBU Reg Tests

One box in this screen displays the contents of the NOVRAM, or Battery Backed Up Registers. Another displays statistics of NOVRAM usage. The last displays a hierarchy of task priorities and the frequency in which they are invoked.

Touch Screen

This screen is used to test and calibrate the touch-screen dynamic of the monitor. If the calibration is misaligned or the touch-screen is not functioning properly, this test is used to renew or adjust these setting

Monitor Adjust
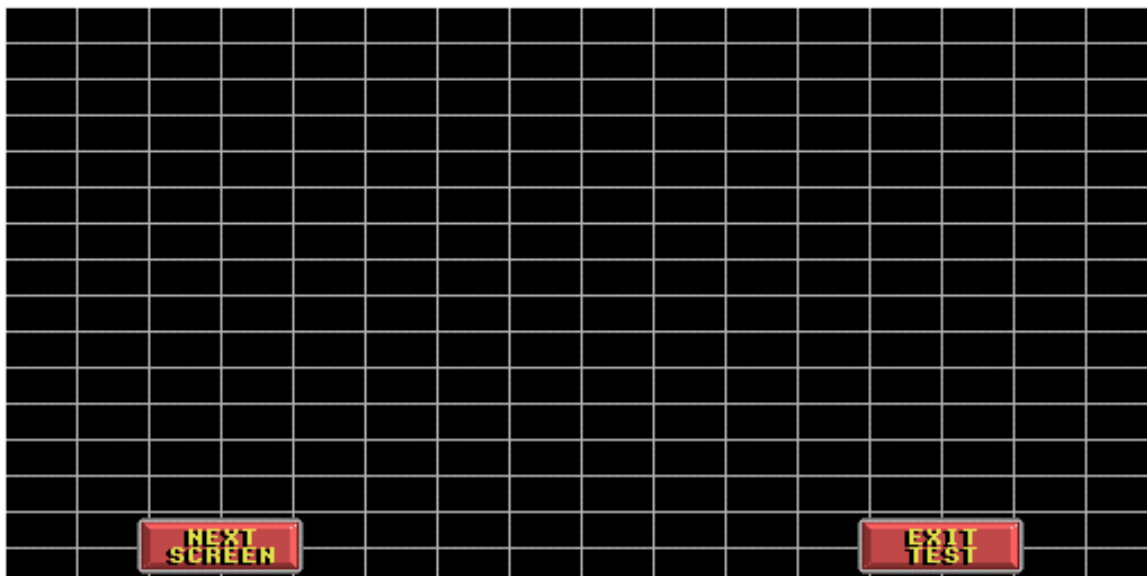
Similar to a computer monitor, if the viewable screen area on the Pot-O-Gold is not properly in line, this screen provides a template to adjust the viewing area using the monitor adjust controls (see Operation section, above).

34010 Regs

This screen displays the internal registers of the 34010 CPU unit.

Serial Ports

This screen will display the status and registers for the Octal Universal Asynchronous Receiver Transmitter serial communications controller. The display for each port will indicate particular parameters including what device it's assigned to, speed of transfer, data format, communication status and up to 16 bytes of the last communication.

END OF TEST SCREENS

Ticket Configuration

The Ticket Configuration screen allows the Operator to perform both configuration and diagnostic functions and is useful for troubleshooting certain POG features.

> Note: Not all printouts are supported. Ticket print-outs depend on what software version and printer you are running.

Button / Caption	Functional Description
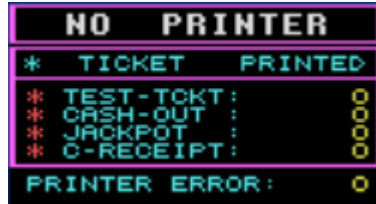
The Ticket Stats Window appears in the upper left side of the screen. Displayed at the top of this window is the type of printer being used (recall that the type of printer is selected in Terminal Config). Below this is a list of ticket types, along with a number indicating how many times each type of ticket has been printed in the life of the machine. Below is a brief description of the different ticket types.

Ticket Type	Instance for Printing	Basic Info Contained
TEST-TCKT	To preview a header, verify proper printer operation, and to prep the printer for regular tickets, press the "Test Ticket" Button.	Header and label.
CASH-OUT	Printed when the Cash Out button in Game Play mode is pressed (with credit on the machine).	Amount to be paid.
JACKPOT	Will print if Jackpot is won and the Jackpot ticket-print is enabled in (Terminal Config).	Amount to be paid.
C-RECEIPT	Printed in Game play mode with a credit balance that is greater than Max Ticket level set in Main Config when Attendant Pay in Terminal Config is set to "Receipt".	Reads "RECEIPT" instead of "Ticket".
PRINTER ERROR	NOT A TICKET	Records the number of printer errors incurred.

Ticket Header Window

The Ticket Header Window will display the Factory Default Header (above) when it is initialized. The Header is the text that appears at the top of every printed ticket.

To customize the text, turn and hold the **Red Key**, then touch the Ticket Header Window. An alphanumeric keypad will appear. Key-in a new Header. Use the forward and back space buttons to scroll and overwrite changes if needed, and press the "ENTER" button when the new Header is complete. Also, the space-bar button can be used to delete.

Alpha-Numeric Keypad for Ticket Header Window

When the Ticket Header window is touched, a cursor, indicated by a blinking red line, will appear beneath the top left most character in the window. Simply type the text you would like to appear at the top of every ticket.

It is important to note here that the Header is automatically printed at the top of the next ticket in line after a ticket is dispensed, so the first ticket printed after a Header change will show the old header information. For this reason, two test tickets should be printed after a Header change; one to clear the old header, and one to verify that the new header is now being printed.

```
TOTAL:          0
LBUFF:          0
LINES:          0
TIMER:          0
PFAIL:          0
DONE:           0
DMODE:          0
DSPLY:          0
CYCLE:          0
WTDOG:          0
BUSY:           0
FBACK:00000000
INPUT:        ACK
PRT-CTS-IN NORM
PRT-FLT-IN NORM
PRT-DTR-IN NORM
```

Primary use of the Ticket Register Window is reserved for Vision Gaming & Technology Inc. software engineers. The various lines in the Window are described briefly below. **TOTAL** represents the total number of lines sent to the printer since all the BBU's were last cleared (this figure does not include the last ticket printed). **LBUFF** represents the number of lines sent to the print buffer of the current ticket, or, of the last ticket if no ticket is currently being printed. This includes one line before the "cut paper" command. **LINES** indicates the number of lines sent to the printer on the current ticket, or ,on the last ticket if no ticket is currently being printed. When printing tickets, the **TIMER** will begin at a pre-determined value and count down to zero. When no ticket is being printed, the **TIMER** should show 0. If the **TIMER** stalls out at any number other than 0, a printer problem is indicated. The **PFAIL** flag is set (i.e., shows a value other than 0) when the machine is in the middle of printing a ticket and the power fails. When power is restored, "REPRINT! THE ABOVE MAY NOT BE A COMPLETE TICKET. BELOW IS THE VALID REPRINTED TICKET" will be printed, followed by the complete ticket, which was being printed when the power failed. The **DONE** flag is set when a ticket has finished its printing cycle. **MODE** and **DSPLY** will always show 0. They represent variables in the software that control the touch screen keyboard that allows users to change the ticket header. When the values are other than zero, the keyboard covers the Ticket Register Window. **CYCLE** is a timer, which counts down from 50 to zero every half-second. The **CYCLE** timer works in conjunction with the Watchdog Counter, described next. **WTDOG**, or the Watchdog Counter, runs only when the printer's handshaking lines vary from what the system believes to be normal. For instance, if one of the handshaking lines is supposed to be high, but drops low, a printer error will be generated when the Watchdog Timer runs through one full cycle, picked up from the **CYCLE** counter described above, with the error condition persisting. **BUSY** indicates whether the printer is busy, and is useful only when the machine has a Star Micronics printer and the **SMRTCUT** (smart cut) feature is enabled. **FBACK** is a binary representation of the first character in the buffer received by the printer. **INPUT** is the last serial message received from the printer. This should read "**ACK**," or acknowledge. If the **INPUT** shows "**NACK**," or negative acknowledge, for longer than about two seconds, a problem or an exception condition is indicated. For example, the buffer may be full or the printer may be out of paper. A "**NACK**" will stop the **TIMER** and prevent the transmission of data.

On the left side of the last three lines, the three-handshaking inputs coming from the printer are shown. Each label is in green if the line is active, and in red if the line is inactive. On the right side of these lines, the word NORM is printed in the color that the system expects to see from a good, working printer of the type specified in Terminal Config. Thus, with a good working printer installed, and the proper configuration, the left labels and right labels should all be printed in matching colors.

TEST TICKET	To print a test ticket, simply touch the button. A Test Ticket should be printed any time the game number, bank number or the header is changed.
DEFAULT HEADER	Touching the Default Header button will return the header to the factory default.
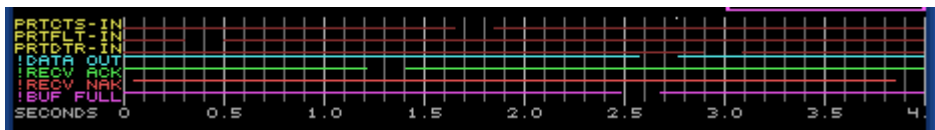
Digital Storage Oscilloscope

This scope graphically plots the status of the signals and conditions labeled on the left side of the screen. The status of the three handshaking lines can be viewed as follows: whether data is being sent, whether a positive or a negative acknowledgement is received, and whether the buffer is full. A red line indicates a low signal level; a green line indicates a high signal level.

CLEAR ERROR	This button is used to manually clear printer errors.
CLEAR PAPEROUT	This button is used to manually clear paper-out errors.
SEIKO STATUS	This button is visible when a Seiko printer is connected. Touching it will bring up the Seiko Status Screen seen below.

Tourney Feature ————————————————

PLEASE TAKE NOTE: THIS FEATURE IS NOT AVAILABLE FOR ALL POT-O-GOLD SOFTWARE VERSIONS. See Tournament Configuration Supplement **for !IMPORTANT DETAILS! regarding Tournaments.**	

This screen is used to set up a Tournament. It provides the function buttons necessary to select a game, set the amount, and Start/Stop the Tournament. Please refer to the Tournament Configuration Supplement included at the end of this manual for further details.

Button / Caption	Functional Description
TOURNEY GAME	This button is used to select which game the Tournament will play.
TOURNEY AMOUNT $ 1000.	This button is used to set how much money the players will start with in the Tournament.

	This button is used to start and stop Tournament play.
	List Of Games Gray - These games are available for Tournament play. Red - These games are disabled and cannot be selected for Tournament play. Highlighted - This game is currently selected for Tournament play.
	Results Table Code - Terminal ID of each machine enrolled in the Tournament. Machine# - Machine number from the Main Config screen. Credit - Amount of money accumulated.
	This button will refresh the results at the end of the Tournament if necessary.
	This button will return the user to the Operator Menu screen.

SUPPLEMENTS

FOLLOWING ARE ALL APPENDED
SUPPLEMENTS TO THE SOFTWARE
CONFIGURATION MANUAL

PLEASE READ ALL TECHNICAL
BULLETINS INCLUDED BELOW BEFORE
CONFIGURING SOFTWARE OPTIONS
FOR   THE   POT-O-GOLD
GAMING MACHINE

Master-Slave Transfer Configuration Supplement

Introduction

Vision Gaming & Technology's advanced innovations offer Gaming Organizations a convenient and easy way to connect and configure a large number of Pot-O-Gold (POG) Gaming-Machines, simplifying the process of programming uniform features for a large number of centrally located machines. The Pot-O-Gold has a special **Master-Slave Transfer Feature** that allows the most important functions and parameters to be easily transferred from one machine to as many as 31 others. There is no need to waste time manually programming every machine to the same parameters. Simply program one Pot-O-Gold to the desired specifications, and have these settings transferred to the rest.

Banking

First, the machines must be connected together by POG RS-422 cables to facilitate communications (see Configuration Manual for more details). Once the machines have been linked, the group of machines is referred to as a "Bank". Any number, up to 32 total, can be configured into a Bank, but we suggest you consult with your Vision Gaming Representative to help determine how big or small a Bank for your Gaming Organization ought to be.

After a Bank has been set-up, one machine in the Bank must be configured as the "Master", and the rest as "Slaves" (POG Configuration Manual). A Master machine can either be used as a playing-machine, or may be locked into the Configuration Mode to assist in efficient transference of information within the Bank (consult with a Vision Rep.). An Operator must then configure all specifications and parameters on the Master that need to be transferred to the Slave machines. Once these specifications are configured as needed, the process is as simple as pressing one of the transfer buttons in the Main Config screen on each Slave machine to transfer and incorporate all the Master settings.

Transfer Types

There are two types of transfers: A **Master Config Transfer** and a **Partial Config Transfer**. The process is the same for both types of transfers, but the difference is that, as the name suggests, a Partial Transfer can only effect some of the parameters and settings that a Master Config Transfer is capable of.

- ## Master Config Transfer

   ### ! Important Note !

   > **A Master Config Transfer must occur before ANY money is inserted into the Slave machine, and a Slave must have the same System/Game Software as the Master.**

   A Master Config Transfer can configure and relay many of the POG's settings and is the most comprehensive means to transfer mass data. There are restrictions to a Master Config Transfer, though. Once money has been inserted into a machine and it registers some type of credit, the meters start recording transactions and only a Partial Config Transfer can take place. The reason being that, the Pot-O-Gold maintains a detailed accounting record for all monetary transactions, so, changing certain parameters that relate to accounting after a game has been played could interfere with the accuracy of this record. It is a rare occurrence, but the only exception to this rule is in the case that the Battery Backed Up RAM (BBU, also known as NOVRAM) needs to be cleared for some reason. This will bring the machine back to its original, default status, at which point a Master Config Transfer may take place again because all previous accounting information and settings have been cleared.

- ## Partial Config Transfer

   A Partial Config Transfer may take place at any time and can still transfer many of the essential Terminal and Game settings. If, for instance, game speed or the graphic for a certain game needs to be changed, or, if it is decided that the Win Bell for all machines should ring at, say, $10.00 instead of $20.00, settings like these may be changed on the Master and transferred to all Slaves at any time.

Transfer Specifics

The following information provides a list of the all settings and specifications that may be transferred in both the Master Config and Partial Config Transfers. Each table refers to a specific menu screen in the Operator Menu and outlines the settings from that menu that may be transferred. The **setting names are listed exactly as they appear on the button in the respective menu**. Once these settings have been configured on the Master machine, an Operator must navigate to the Main Config menu of the Slave machines and press either the "Transfer Master Config" or "Transfer Partial Config" button in order to facilitate the setting changes.

The Transfer-Specific information is divided into two separate types, each with two sub-sections: the two main transfer types, **Master** and **Partial**, are divided in two additional sections, **System-Based Configurations** and **Game-Based Configurations**.

Notes:

1) **Not all settings listed below are included in all Software Versions or Domestic machines.**
2) **If a single Slave machine's Game Configurations are, for some reason, changed to be significantly different from the Master machine, the Game may not play properly or at all.**

Master Config Transfer

System Configurations

Main Config Menu (Master)

DISPLAY	Determines whether credits are displayed in Dollars or Credits
BGLAMPS	All Off, Patterns 1, 2 or 3, All On
ALARM	Off, Cash Door, Any Door
SNDS	Volume of machine sounds
SNGS	Volume of machine songs
VDEO	Controls the brightness of the screen
CREDIT VALUE	Sets system credit value
COIN VALUE	Sets system coin value
CURRENCY	Sets system currency type (internat'l only)
LANGUAGE	Sets system language (internat'l only)
KENO SPEED	Disable, All 3, Top 2
AUTOPLAY	Enable or Disable
MTR CRD VALUE	Determines credit value for hard meters
SKILL	Enables or Disables the game Skill feature
MAXIMUM PROGRESSIVE	Sets a maximum Jackpot value
SPECIAL WIN AT	Determines the amount a Special Win is registered

GMU	Disables or Enables GMU unit communications
MAXIMUM TICKET	Sets machine's maximum ticket payout
MAXIMUM HOPPOUT	Sets maximum amount hopper will payout
TOPTIER FLASH AT	Sets the minimum amount the light will flash at
RING BELL AT	Sets the minimum amount the bell will ring at
MAXIMUM CASH IN	Sets the maximum cash that can be inserted
MAXIMUM CREDIT	Sets the maximum credit that can be accumulated

Terminal Config Menu (Master)

PSELECT	Disable or Enable
TERMODE	Normal or Demo
COIN-IN	No coin collector or choose type of collector
BILL-IN	No bill collector or choose type of collector
PRINTER	Choose printer type
REPRINT	Never, Auto or Manual
HOPPER	Choose no hopper or hopper type
LEDSIGN	Choose no sign or the type of sign
READER	Choose no card-reader or the type of reader
EXBUTTONS	No exterior buttons or Pkr Plus, Shamrock, or 3x5 Slot
COUT_TO	Printer, Hopper, Both, Select
ATT PAY	Choose Hand pay, Receipt, or Ticket

Ticket Config Menu (Master)

DEFAULT HEADER	Use the default header or type in a new one

Attract Menu (Master)

ATTRACT	Attract mode: menu, game or both
GAME ATTRACT	Attract mode game: game number, highest progressive, most active progressive, last game entered or cycle all games
LOGO	Logo selected from logo list
NEWGAME	Display "New Game" in attract mode or not
ATTRACT DELAY	Attract delay
CYCLE DELAY	Cycle delay: number of seconds to stay in a game or menu
MENUPRG	Show progressive value on game menu or not
ICNSTYL	Icon style

DCS Menu (Master)

RS232 (P2)	Serial cable RS232, None, USG Menu, or SAS
COMM. (P2)	Serbaud, 1200, 2400, 4800, 9600, 19200, 38400, 57600, 115200
RS232 (P3)	Serial cable RS232, None, USG Menu, or SAS
COMM. (P3)	Serbaud, 1200, 2400, 4800, 9600, 19200, 38400, 57600, 115200

SAS Status Config Menu (Inside DCS Menu) (Master)

REDEEM TIMEOUT	Set additional time value for redemption timeout
SECUREHP	Enable or Disable SAS hand pay logging

GENERAL	Disable or choose which Channel for general messages
REMOTPY	Disable or Enable remote hand pay reset
BONUS	Disable or choose which Channel for bonus messages
XBNSGAM	Disable or Enable random SAS bonusing
XJACKPT	Disable or Enable SAS Jackpot multiplying
VALDAT	Disable or choose which Channel for validation messages
VALTYPE	System or Secure ticket validation
REDEEM	Enable or Disable vouchers

OGP Config Menu (Master)

ENTER KEY	Enter a new DES encryption/decryption key for OGP communications.
RESYNCH RATE	Rate for resync attempt with backend server
COMMCHK	Enable or Disable connection status monitor b/w game and server
PKTTYPE	EOGP, LTP, OGP, choose packet type for OGP transmission
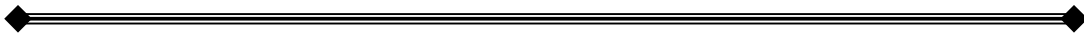
Game Configurations

N O T E

There is no need to list any of the specific Game Configurations that are transferred, because **ALL OF THE GAME CONFIGURATIONS FOR EVERY GAME ARE TRANSFERRED DURING A MASTER CONFIG TRANSFER**.

N O T E

Partial Config Transfer

Beneath each Partial Transfer Table is an additional YELLOW table indicating what specifications are included in the Master but **NOT** in the Partial transfer.

System Configurations

Main Config Menu (Partial)

DISPLAY	Determines whether credits are displayed in Dollars or Credits
BGLAMPS	All Off, Patterns 1, 2 or 3, All On
ALARM	Off, Cash Door, Any Door
SNDS	Volume of machine sounds
SNGS	Volume of machine songs
VDEO	Controls the brightness of the screen
LANGUAGE	Sets system language (internat'l only)
AUTOPLAY	Enable or Disable
SKILL	Enables or Disables the game Skill feature
SPECIAL WIN AT	Determines the amount a Special Win is registered
GMU	Disables or Enables GMU unit communications
MAXIMUM TICKET	Sets machine's maximum ticket payout
MAXIMUM HOPPOUT	Sets maximum amount hopper will payout
TOPTIER FLASH AT	Sets the minimum amount the light will flash at
RING BELL AT	Sets the minimum amount the bell will ring at
MAXIMUM CASH IN	Sets the maximum cash that can be inserted

MAXIMUM CREDIT	Sets the maximum credit that can be accumulated

Main Config Differences: Included in Master but Not Partial Transfers

CREDIT VALUE	Sets system credit value
COIN VALUE	Sets system coin value
CURRENCY	Sets system currency type (internat'l only)
KENO SPEED	Disable, All 3, Top 2
MAXIMUM PROGRESSIVE	Sets a maximum Jackpot value
MTR CRD VALUE	Determines credit value for hard meters

Terminal Config Menu (Partial)

PSELECT	Disable or Enable
TERMODE	Normal or Demo
COIN-IN	No coin collector or choose type of collector
BILL-IN	No bill collector or choose type of collector
PRINTER	Choose printer type
REPRINT	Never, Auto or Manual
HOPPER	Choose no hopper or hopper type
LEDSIGN	Choose no sign or the type of sign
READER	Choose no card-reader or the type of reader
EXBUTTONS	No exterior buttons or Pkr Plus, Shamrock, or 3x5 Slot

<u>Terminal Config Differences: Included in Master, Not Partial Transfers</u>

COUT_TO	Printer, Hopper, Both, Select
ATT PAY	Choose Hand pay, Receipt, or Ticket

<u>Ticket Config Menu (Partial) – NO DIFFERENCES</u>

DEFAULT HEADER	Use the default header or type in a new one

Attract Menu (Partial)

ATTRACT	Attract mode: menu, game or both
GAME ATTRACT	Attract mode game: game number, highest progressive, most active progressive, last game entered or cycle all games
LOGO	Logo selected from logo list
NEWGAME	Display "New Game" in attract mode or not
ATTRACT DELAY	Attract delay
CYCLE DELAY	Cycle delay: number of seconds to stay in a game or menu
MENUPRG	Show progressive value on game menu or not

<u>Attract Config Differences: Included in Master, Not Partial Transfers</u>

ICNSTYL	Icon style

DCS Menu (Partial)

RS232 (P2)	Serial cable RS232, None, USG Menu, or SAS
COMM. (P2)	Serbaud, 1200, 2400, 4800, 9600, 19200, 38400, 57600, 115200

<u>DCS Config Differences: Included in Master but Not Partial Transfers</u>

RS232 (P3)	Serial cable RS232, None, USG Menu, or SAS
COMM. (P3)	Serbaud, 1200, 2400, 4800, 9600, 19200, 38400, 57600, 115200

<u>Game Configurations Partial Transfer</u>

Since ALL Game Configurations are relayed during a Master Transfer, this list is both the Partial Transfer list, and the Differences. Separate Game screens are not used since Game Parameters are closely related from Game to Game. Buttons that relate only to certain Games are indicated.

GAME-ON	Enable or Disable that game in Player Select Game Menu
BAKGRND	Sets background display for the game
PLAY SPEED	Sets game play-speed, 1-7
CARD SET	Choose Poker/Blackjack Card Style 1, 2, gold or simple
HOLDTYP	Choose Standard, Auto-hold, Auto-toggle, Hold-toggle or Discard-toggle for Poker suggestions
CARDISP	Choose how card-Game cards are dealt, Spin-in, or Pop-in
GRAPHIC	Choose Poker Background Graphic, Old style or Extended

HOME OF THE POT O' GOLD

1826 DOAN WAY, SUITE B / NORCROSS, GA   PH. 770923.9900 / FAX 770.923.0097

Pot-O-Gold
SAS Configuration Supplement

A Reference for Setting Up SAS
on the Pot-O-Gold Gaming Machine

Table Of Contents

I.   OPERATOR MENU FUNCTIONS

SAS Channel Enabling

The first step that must be taken when configuring the Pot-O-Gold (POG) for SAS is to enable one of the two channels for SAS communications. To enable a SAS Channel, take the following steps:

1) Navigate to the DCS Configuration screen (see below), and configure the following buttons for either Port 2 (P2) or Port 3 (P3) (i.e. the port that you have the Easy Pay System connected to):

    • Set **RS-232** to SAS-A (Port 2) or SAS-B (Port 3).
    • The Baud setting should default to 19,200.

2) Select the SAS Status button at the bottom of the screen to be directed to the SAS Configuration Screen ([below](#)).

3) Designate an appropriate address, 1 – 127, for any/all enabled channels. Any address may be used for any channel.

Data Collection System Configuration Screen
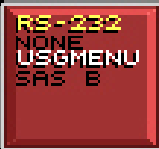
RS-232 COMM. (P2)

	This button determines which Data Collection protocol will be used for the Pot-O-Gold's Port 2 Communications Channel (Channel A). USG Menu is a POG-Based internal data collection system. Set to SAS A for Channel A SAS communications. The Baud Rate will automatically adjust to the default Baud Rate for whatever DCS protocol is being used.

SERBAUD 1200 2400 4800 9600 19200 38400 57600 115200	This button determines the Baud Rate that will be used for the Pot-O-Gold's Port 2 Communications Channel (Channel A). The Baud Rate will automatically adjust to the default Baud Rate for whatever DCS protocol is being used.

RS-232 COMM. (P3)

RS-232 NONE USGMENU SAS B	This button determines which Data Collection protocol will be used for the Pot-O-Gold's Port 3 Communications Channel (Channel B). USG Menu is a POG-Based internal data collection system. Set to SAS B for Channel B SAS communications. The Baud Rate will automatically adjust to the default Baud Rate for whatever DCS protocol is being used.
SERBAUD 1200 2400 4800 9600 19200 38400 57600 115200	This button determines the Baud Rate that will be used for the Pot-O-Gold's port 3 communications channel (Channel B). The Baud Rate will automatically adjust to the default Baud Rate for whatever DCS protocol is being used.

SAS STATUS	Pressing this button will advance the user to the SAS Configuration screen. NOTE: This button will only appear if you have enabled SAS on one of the channels.
USGMENU STATUS	If USG is enabled, this button will appear. Although it currently does not display a status screen, this button will have future functionality.

POG Easy Pay Configuration

Some Gaming Organizations may choose to use tickets and/or vouchers in addition to or in place of cash for game-play on the Pot-O-Gold. If this is the case, take the following steps to configure the Pot-O-Gold for ticket validation and redemption.

1. Assign VALIDAT button to CHAN A or CHAN B.

2. Set the VALTYPE to the type of ticket validation that your host requires.

3. Set the REDEEM button to ENABLE if ticket redemption is required. Exit back to the Operator Menu screen.

4. In the Main Config Screen, set the credit value to 0.01.

SAS Status Configuration Screen

The SAS screen contains several tabbed sheets of SAS related information. To select a screen, touch the corresponding tab. The Config Tab contains the following SAS Configuration buttons.

CHAN A ADDRESS	This button sets the address for channel A (P2). Valid addresses are from 1 – 127. The machine will not respond to the host system on the designated channel if the address is set to zero.
CHAN B ADDRESS	This button sets the address for channel B (P3). Valid addresses are from 1 – 127. The machine will not respond to the host system on the designated channel if the address is set to zero.
SERIAL NUMBER	This button sets the gaming machine's SAS serial number. This is the serial number reported to the SAS host.
REDEEM TIMEOUT	This button is used to increase the amount of time the Pot-O-Gold will wait for a response from the host. If the Pot-O-Gold has not received authorization from the host within the time limit, the Pot-O-Gold will not redeem the voucher. Set this value for the number of additional seconds to wait, up to 60 seconds.
SECURHP DISABLE	This button allows an Operator to enable or disable the hand-pay queue. When this button is enabled, the Pot-O-Gold will store up to 15 hand-pays until the host requests the hand-pay information.
GENERAL DISABLE CHAN A	This button displays which communications channel is being used for General Control processing (i.e. Shutdown, Startup, Sound

	on/off, Bill acceptor enable/disable, Maintenance Mode on/off). This button is colored blue, in POG_702A, and is inoperable because **the Pot-O-Gold will answer all General Polls, by default, on whatever enabled channel they are delivered on. Channel B will be visible, also, if it is enabled.** This channel may be configured in software prior to 702A.
REMOTPY DISABLE	This button allows the Operator to enable or disable the Remote Hand-Pay feature. When the Remote Hand-Pay feature is enabled, the host can remotely reset a hand-pay.
EFT DISABLE CHAN A	This button is not currently configurable.
PROGRES DISABLE CHAN A	This button is not currently configurable.
BONUS DISABLE CHAN A	This button allows the Operator to choose which communications channel will be used for Bonus processing.
VALIDAT DISABLE CHAN A	This button allows the Operator to choose which communications channel will be used for Validation processing. Note: This button must be set to the channel that the SAS validation controller is connected to in order for validation to function properly.
VALTYPE SYSTEM SECURE	This button sets the Pot-O-Gold's security for the Validation Number that is printed on a cashable voucher: **SYSTEM** System validation requires that only the host can create the 16-digit validation number that is printed on a cashable voucher when a player chooses the ticket-cash-out selection. This is the most secure method of validation since the host is the only entity that can generate the validation number for the voucher. **SECURE** Secure-Enhanced validation will cause the game-play feature of the machine to disable until it has received an 8-digit validation ID and 8-digit sequence number from the host. Once the Pot-O-Gold receives this information form the host, anytime a player chooses the ticket-cash-out selection, the Pot-O-Gold creates it's own 16-digit validation number for the cashable voucher by using an Enhanced Validation Algorithm.

	This button allows the Operator to enable or disable voucher Redemption. If Redemption is enabled, the Bill Validator will accept vouchers. Voucher Redemption requires the BILL-IN Button (on the Terminal Configuration Screen) to be set to a specific WBA Bill Validator. In addition, the WBA Bill Validator's software version must be 202 or higher.

Basic SAS Bonus Configuration

1. Select the SAS Status button at the bottom of the screen. This will take you to the SAS configuration screen.

2. Set the BONUS button to CHAN A or CHAN B.

When the Basic Bonus Configuration is complete, the host has the option to award bonuses to a player at any point during play. A message will appear when the bonus is credited, alerting the player of the bonus award.

Advanced SAS Bonus Configuration 1– Multiplied Wins

1. Enable SAS bonusing by following the steps for Basic SAS Bonus Configuration outlined above.

2. Set the XJACKPT button to the ENABLED state.

Configuring these setting this way will enable the SAS host to multiply a player's winning by any amount it specifies. Parameters can be set to determine what amounts may be eligible for a multiplied win.

Advanced SAS Bonus Config. 2 - Multiplied Bonus Phase Wins

1. Enable SAS bonusing by following the steps, for Basic SAS Bonus Configuration outlined above.

2. Set the XBNSGAM button to the ENABLED state.

By default, the normal bonus amount is equal to the bet for the hand or round being played, and is applied for each bonus credit that is awarded. For example, in 8-Ball Poker, if the bet amount is $.25, this will be the default amount awarded for each bonus credit won during the bonus round. Setting the Advanced Bonus Configuration as described above will enable the SAS host to change the multiple for the total bonus

award. This multiple will be applied *only* to the total of bonus credits won, and not to each individual credit (which will still accrue at the default amount).

NOTE: As long as the BONUS button is ENABLED the XJACKPT and XBNSGAM buttons can be used in any combination.

SAS Configuration Screen, Channel A

The **Channel A** Tab displays the SAS Channel A communications status. The **OPERATIONAL STATUS** window displays the Pot-O-Gold's SAS status. This window will display the following messages:

> "SAS SYSTEM OK" – The terminal is receiving an address byte with the wake up bit set.
>
> "SELECT A SLAVE ADDRESS (1-127)" – The Channel A address has not yet been assigned. In order to communicate on this channel the address must be set to a value in the range of 1 - 127.
>
> "SAS SERIAL LINK DOWN" – If no address byte with the wake up bit set has been detected for 5 seconds, this message will appear and the terminal will begin transmitting its own address with the wakeup bit set every 200ms until the link is restored.
>
> "RS-232 BAUD RATE IS NOT SET TO 19,200" - The SAS protocol requires the baud rate to be set to 19,200.

The **COMMUNICATIONS MONITOR** window displays the contents of the channel's receive/transmit buffers, packet information and other communication related registers. The first byte in the receive-buffer is the Channel Address. During normal operation the address byte displayed may be the channel address, the channel address plus 128, or another terminal's address. The second byte in the receive-buffer will contain information that is the queried by the host.

The first byte in the transmit-buffer is also the Channel Address. During normal operation the address byte displayed may be the Channel Address or 00 if the message is meant to be broadcast to all machines connected to the host. The remaining bytes are also a response to any query from the host.

For a list of long poll types see appendix A. For a list of general poll exceptions see appendix B.

The **COMMUNICATIONS STATUS** window displays the Real Time Event Mode status, Queued Event Counter and the Event Queue Contents.

SAS Configuration Screen, Channel B

The Channel B Tab displays the SAS Channel B communications status. All features on this screen have the same functionality as the buttons on SAS Configuration Screen, Channel A.

SAS Validation Log

This screen displays the SAS Validation Log. This log contains the validation information for tickets printed and validated hand pays. Log entries contain the following information: Index Number, Validation Type, Date, Time, Ticket Number (FFFF = no ticket), Validation System ID and Validation Number, and the Ticket Amount.

Validation Types

00 - Cashable ticket from cash out or win (no hand pay)
01 - Promotional ticket from cash out
10 - Hand pay from cash out (ticket printed)
20 - Hand pay from single win (ticket printed)
40 - Hand pay from cash out (no ticket)
60 - Hand pay from single win (no ticket)

NOTE: System Validation does not support Validated Hand pays, Jackpot Ticket, or Hand Pay Receipts. See International Gaming Technology SAS manual for more information

Validation Meters:

The first field displays the total number of validations of this type. The second field describes the validation type. The third field displays the cumulative total for this type of validation.

Validation Codes:

00 - Cashable Tickets. No Hand pay
01 - Promotional Tickets. No Hand pay

10 - Hand pays from cash out. Ticket Printed
20 - Hand pay from single win. Ticket printed
40 - Hand pays from cash out. No ticket .
60 - Hand pays from single win. No ticket.

SAS Redemption Information Log

The SAS Redemption Information Log contains the Redemption information for vouchers that have been redeemed by the Host.

Each record contains the following information:

Field 1 => Index Number
Field 2 => Redemption Type
Field 3 => Date
Field 4 => Time
Field 5 => Ticket Number
Field 6 => Validation System ID and Number
Field 7 => Voucher Amount

Redemption Types:

80 - Cashable voucher redeemed
81 - Promotional voucher redeemed

Meters

The Meters screen contains the current value of the meters reported to SAS.

Electronic Funds Transfer

This screen contains meters and a Transaction Record for all Electronic Funds Transfers. Each transaction record consists of 9 bytes:

1) EFT Commands

2) Transaction Number

3) Acknowledge flag

4) Gaming Machine Status

The remaining 5 bytes are the credits transferred between the gaming machine and the host.

STRUCT
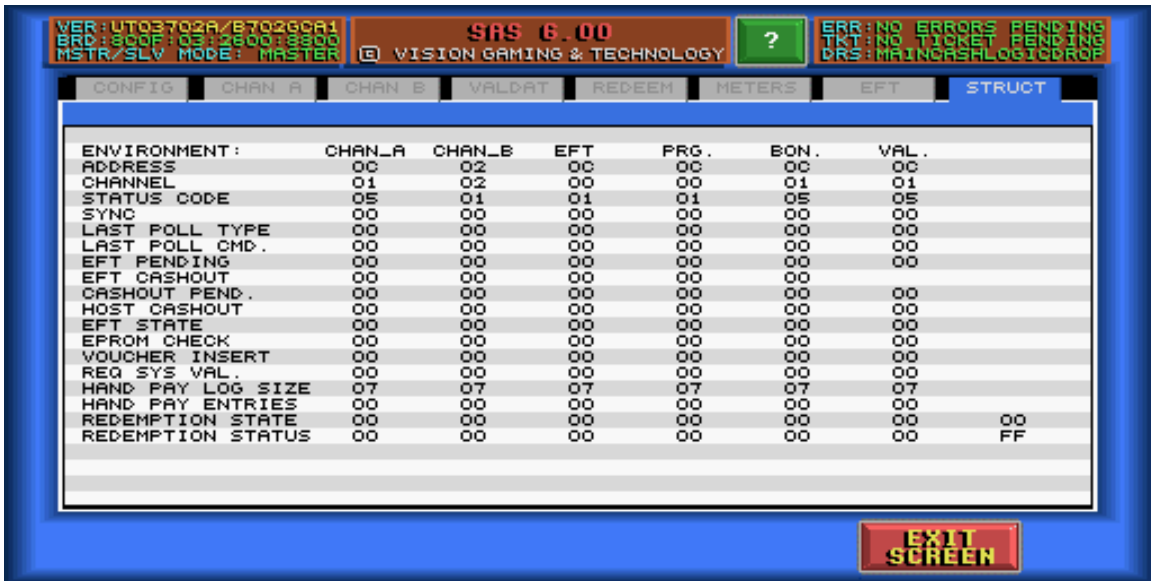
This screen records diagnostics regarding the features included in the screen-shot above.
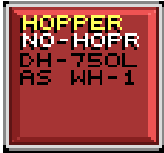
Terminal Configuration

BILL-IN NO-BILL WBA-232 WBA-TTL	This button defines the type of bill validator installed. This button should be set to match the bill validator currently installed in the Pot-O-Gold machine. Set to NO-BILL if no bill validator is installed. See Pot-O-Gold Manual for more specific information.

Note: To use Voucher Redemption this button must be set to WBA-232 or WBA-TTL. |

PRINTER NO-PRNT SEIKO66 ITHA850	This button specifies the type of printer to use and should be set to match the printer currently installed in the Pot-O-Gold machine. Set to NO-PRNT if no printer is installed. The Itha850 and Seiko66 can create redeemable tickets for continued game play that can be reinserted into other machines for credit. In order for these two printers to function properly, though, SAS must be enabled.
HOPPER NO-HOPR DH-750L AS WH-1	This button defines the type of hopper installed. This button should be set to match the hopper currently installed in the Pot-O-Gold machine. Look for the model number on the sticker in the front of the Hopper to determine what style it is. If no hopper is installed then set to NO-HOPR
EXBUTNS NO BUTN PKRPLUS SHAMRCK 3XSSLOT	This button allows external cabinet play-buttons to be used for whatever game is selected here. **Please Note: If external buttons are being used, the P3 port is taken and cannot be used by SAS. Therefore USGMENU and SAS options will not be displayed in the RS-232 selection box in the DCS CONFIG screen.**
ATT PAY HANDPAY RECEIPT TICKET	This button determines how payments that require an Attendant will be processed. **HAND PAY** The Attendant resets machine and pays player **RECEIPT** The Attendant resets machine, pays player and the machine prints a receipt. **TICKET** The Attendant resets machine and the machine prints a cash-out ticket. NOTE: System Validation does not support hand paid receipts or Jackpot tickets. This button will be set to hand-pay if the Validation Style is set to SYSTEM and will not allow a change to be made until the Validation Style is changed.
COIN-IN NO-COIN MC40/30	This button specifies the type of coin mechanism installed in the machine. The current version of Pot-O-Gold only uses one type of coin mechanism: MC-40/30. If there is no coin mechanism installed, set this to "NO-COIN". If a coin mechanism is enabled, all SAS messages relating to the coin mechanism will be sent to the SAS host, for example, "Coin-In" exception.

II.   APPENDIX

APPENDIX A POLL TYPES

There are two primary forms of polls that the host uses: 1) General Polls, and 2) Long Polls. General polls request single byte event exceptions from the Terminal (see Appendix B for a list of exception types). There are six types of Long Polls. Type **R** Long Polls obtain basic gaming information. Type **S** Long Polls send information to the Terminal and configure the Terminal. Type **M** polls obtain or configure specific Game attributes. Type **G** is a global broadcast poll that communicates with all connected machines. Type **U** and type **D** are used for EFT transactions (not currently supported).

_METERS_FOR_GAME_N	Sx58_VALIDATION_NUMBER
Rx30_GENERAL_POLL_BUFFER	Dx62_XFER_NON_CASHABLE_CREDITS_TO_MACHINE
Rx31_1_BILLS_IN_METER	Dx63_XFER_PROMOTIONAL_CREDITS_TO_MACHINE
Rx32_2_BILLS_IN_METER	Ux64_XFER_CREDITS_TO_HOST
Rx33_5_BILLS_IN_METER	Ux65_XFER_CREDITS_OUT_OF_MACHINE
Rx34_10_BILLS_IN_METER	Sx66_CASH_OUT_CREDIT_AMOUNT
Rx35_20_BILLS_IN_METER	Dx69_XFER_CASHABLE_CREDITS_TO_MACHINE
Rx36_50_BILL_IN_METER	Rx6A_AVAILABLE_EFT_TRANSFERS
Rx37_100_BILLS_IN_METER	Rx70_VOUCHER_VALIDATION_DATA
Rx38_500_BILLS_IN_METER	Sx71_REDEEM_VOUCHER
Rx39_1000_BILLS_IN_METER	Sx7D_SET_TICKET_DATA
Rx3A_200_BILLS_IN_METER	Gx7D_SET_TICKET_DATA
Rx3B_25_BILLS_IN_METER	Rx7E_CURRENT_DATE_AND_TIME
Rx3C_2000_BILLS_IN_METER	Gx7F_TIMESTAMP
Rx3D_CASH_OUT_TICKET_INFO	Gx80_PROGRESSIVE_AMOUNT
Rx3E_2500_BILLS_IN_METER	Sx81_PROGRESSIVE_ASCII_MESSAGE
Rx3F_5000_BILLS_IN_METER	Sx82_GENERAL_ASCII_MESSAGE
Rx40_10000_BILLS_IN_METER	Mx83_CUMULATIVE_PROGRESSIVE_WINS
Rx41_20000_BILLS_IN_METER	Rx84_PROGRESSIVE_WIN_AMOUNT
Rx42_25000_BILLS_IN_METER	Rx85_PROGRESSIVE_WIN_AMOUNT
Rx43_50000_BILLS_IN_METER	Gx86_MULTIPLE_PROGRESSIVE_LEVELS
Rx44_100000_BILLS_IN_METER	Sx8A_INITIATE_BONUS_PAY
Rx45_250_BILLS_IN_METER	Sx8B_INITIATE_MULTIPLIED_JACKPOT_MODE
Rx46_CREDIT_AMOUNT_OF_ALL_BILLS	Mx8C_ENTER_OR_EXIT_TOURNAMENT_MODE
Rx47_COIN_AMOUNT_FROM_EXTERNAL_COIN_MECH	Rx8E_CARD_INFORMATION
Rx48_LAST_BILL_ACCEPTED	Rx8F_PHYSICAL_REEL_STOP_INFO
Rx49_NUMBER_OF_BILLS_IN_STACKER	Rx90_SYSTEM_INITIATED_BONUS_WIN_AMOUNT
Rx4A_CREDIT_AMOUNT_OF_BILLS_IN_STACKER	Sx93_SIMULATE_USER_INPUT
Sx4C_SET_ENHANCED_VALIDATION_ID	Sx94_REMOTE_HAND_PAY_RESET
Sx4D_ENHANCED_VALIDATION_INFO	Mx95_TOURNAMENT_GAMES_PLAYED
Rx4F_CURRENT_HOPPER_STATUS	Mx96_TOURNAMENT_GAMES_WON
Sx50_VALIDATION_METERS	Mx97_TOURNAMENT_CREDITS_WAGERED
Mx51_GAMES_IMPLEMENTED	Mx98_TOURNAMENT_CREDITS_WON
Mx52_GAME_N_METERS	Mx99_METERS_95_THRU_98
Mx53_GAME_N_CONFIGURATION	Mx9A_SYSTEM_BONUS_METERS
Rx54_VERSION_ID_AND_SERIAL_NUMBER	MxA0_ENABLED_FEATURES
Mx55_SELECTED_GAME_NUMBER	MxA4_CASH_OUT_LIMIT
Mx56_ENABLED_GAME_NUMBERS	SxA8_ENABLE_JP_HAND_PAY_RESET
Rx57_PENDING_CASHOUT_INFO	SxFF_EVENT_RESPONSE

APPENDIX B EXCEPTION TYPES

Ex00_NO_ACTIVITY	Ex46_REEL_MECH_DISCONNECTED
Ex11_SLOT_DOOR_OPEN	Ex47_1_DOLLAR_BILL_ACCEPTED
Ex12_SLOT_DOOR_CLOSED	Ex48_5_DOLLAR_BILL_ACCEPTED
Ex13_DROP_DOOR_OPEN	Ex49_10_DOLLAR_BILL_ACCEPTED
Ex14_DROP_DOOR_CLOSED	Ex4A_20_DOLLAR_BILL_ACCEPTED
Ex15_CARD_CAGE_OPEN	Ex4B_50_DOLLAR_BILL_ACCEPTED
Ex16_CARD_CAGE_CLOSED	Ex4C_100_DOLLAR_BILL_ACCEPTED
Ex17_POWER_UP	Ex4D_2_DOLLAR_BILL_ACCEPTED
Ex18_POWER_LOST	Ex4E_500_DOLLAR_BILL_ACCEPTED
Ex19_CASHBOX_DOOR_OPEN	Ex4F_BILL_ACCEPTED
Ex1A_CASHBOX_DOOR_CLOSED	Ex50_200_DOLLAR_BILL_ACCEPTED
Ex1B_CASHBOX_REMOVED	Ex51_HAND_PAY_JACKPOT_PENDING
Ex1C_CASHBOX_INSTALLED	Ex52_HAND_PAY_RESET
Ex1D_BELLY_DOOR_OPEN	Ex53_NO_PROGRESSIVE_INFO
Ex1E_BELLY_DOOR_CLOSED	Ex54_PROGRESSIVE_WIN
Ex1F_WAITING_FOR_USER	Ex55_PLAYER_CANCELED_HAND_PAY_REQUEST
Ex20_GENERAL_TILT	Ex56_PROGRESSIVE_LEVEL_HIT
Ex21_COIN_IN_TILT	Ex57_SYSTEM_VALIDATION_REQUEST
Ex22_COIN_OUT_TILT	Ex60_PRINTER_COMMUNICATION_ERROR
Ex23_HOPPER_EMPTY	Ex61_PRINTER_PAPER_OUT_ERROR
Ex24_EXTRA_COIN_PAID	Ex66_CASH_OUT_BUTTON_PRESSED
Ex25_DIVERTER_MALFUNCTION	Ex67_VOUCHER_INSERTED
Ex26_PLAYER_CASH_OUT	Ex68_VOUCHER_TRANSFER_COMPLETE
Ex27_CASH_BOX_FULL	Ex70_EXCEPTION_BUFFER_OVERFLOW
Ex28_BILL_JAM	Ex71_CHANGE_LAMP_ON
Ex29_BILL_ACCEPTOR_FAILURE	Ex72_CHANGE_LAMP_OFF
Ex2A_REVERSE_BILL_DETECTED	Ex73_GAME_RESET_DURING_PAYOUT
Ex2B_BILL_REJECTED	Ex74_PRINTER_PAPER_LOW
Ex2C_COUNTERFEIT_DETECTED	Ex75_PRINTER_POWER_OFF
Ex2D_REVERSE_COIN_DETECTED	Ex76_PRINTER_POWER_ON
Ex31_RAM_ERROR_DATA_RECOVERED	Ex77_REPLACE_PRINTER_RIBBON
Ex32_RAM_ERROR_DATA_LOST	Ex78_PRINTER_CARRIAGE_JAMMED
Ex33_RAM_ERROR_BAD_DEVICE	Ex79_COIN_IN_LOCKOUT_MALFUNCTION
Ex34_EEPROM_ERROR_DATA_ERROR	Ex7A_GAME_SOFT_METERS_RESET_TO_ZERO
Ex35_EEPROM_ERROR_DEVICE_ERROR	Ex7B_BILL_VALIDATOR_TOTALS_RESET_BY_ATTENDANT
Ex36_EPROM_ERROR_VERSION_CHANGE	Ex7C_BONUS_PAY_OR_MULTIPLIED_JACKPOT
Ex37_EPROM_ERROR_BAD_CHECKSUM	Ex7E_GAME_STARTED
Ex38_PARTITIONED_EPROM_VERSION_CHG	Ex7F_GAME_OVER
Ex39_PARTITIONED_EPROM_BAD_CHECKSUM	Ex80_HOPPER_FULL
Ex3A_MEMORY_ERROR_RESET	Ex81_HOPPER_LEVEL_LOW
Ex3B_LOW_BATTERY	Ex82_DISPLAY_METERS_ENTERED
Ex3C_OPERATOR_OPTIONS_CHANGED	Ex83_DISPLAY_METERS_EXITED
Ex3D_CASH_OUT_TICKET_PRINTED	Ex84_SELF_TEST_ENTERED
Ex3E_HAND_PAY_VALIDATED	Ex85_SELF_TEST_EXITED
Ex3F_VALIDATION_ID_NOT_CONFIGURED	Ex86_GAME_OUT_OF_SERVICE
Ex40_UNSPECIFIED_REEL_TILT	Ex87_PLAYER_REQESTED_DRAW_CARDS
Ex41_REEL_1_TILT	Ex88_REEL_N_HAS_STOPPED
Ex42_REEL_2_TILT	Ex89_COIN_OR_CREDIT_WAGERED
Ex43_REEL_3_TILT	Ex8A_GAME_RECALL_ENTERED
Ex44_REEL_4_TILT	Ex8B_CARD_HELD_OR_NOT_HELD
Ex45_REEL_5_TILT	Ex8C_GAME_SELECTED

Tournament Configuration Supplement

A Tournament Game Screen

Introduction

Most gaming machines are a solo experience – one player standing at one machine, playing alone. The Pot-O-Gold's Tournament Feature can bring players together to share the experience, creating a competitive environment where players can challenge each other in a game of Poker or Blackjack. A reoccurring or ongoing Tournament is a great promotional feature and a way to offer patrons something new and exciting to look forward to.

Anywhere there is a Bank of Pot-O-Gold machines set-up, a Tournament can be played. The goal of a Tournament is to win as much Tournament Money as possible by the end of the Tournament. Players cannot actually play in the same game, literally, against each other, as in one player's hand in a Poker game is matched against another player's hand. But, with bonus screens and Jackpot potential, any player could win even seconds before the end of the Tournament, which can maintain suspense and excitement.

The Operator sets the time, date, game, entrance fee, number of players, and length of time for the Tournament. Prizes are usually based on the entrance fee and number of players. Each player begins with the same amount of credit and plays for a specified amount of time. Time must be kept manually. At the end of this time period, the player with the most Tournament Money wins.

> If a player does not play **at least** one game during Tournament play, the Master machine will not register **any data whatsoever** regarding that machine. Without a minimum of one game-play, all relevant Tournament-machine data that normally appears in the Master machine's Tourney Config screen **will have to be recorded manually** for that machine. The Master will not receive any data that verifies the machine exists in the Tournament, therefore, the machine's Terminal ID, Machine # and Credit Amount will not appear in the statistics screen.
>
> Accounting data & meters are in no way effected by running the Tournament Feature. All machines must be in Game Play mode to be active in a Tournament. If a player does not have enough money for the minimum bet, that Player is out of the Tournament competition.

<u>Set-Up Instructions</u>

Below is a step by step reference for running a Tournament on a Bank of Pot-O-Gold machines.

Step 1: Enter Set-Up

On the **Master** machine (see Master-Slave ref.), navigate into the Operator Menu (below) by turning the **Supervisor Key**. Press the TOURNEY FEATURE button.

Operator Menu

Step 2: Game Selection

Before changing any other settings, the Tournament Game should be selected. Any game that is available in the machines' software can be used for Tournament Play. To select a game for the Tournament, press the Tourney Game button (below). A keypad will appear.

Tourney Feature Screen

The Tournament game is designated by the Game Number (below), which is located on the Game Button in the Game Select screen of the Operator Menu (above).
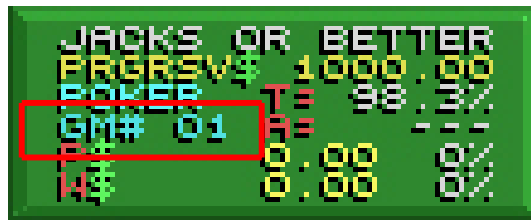
To select the Game, press the CLEAR button on the keypad, key-in in the Game Number for the Tournament, then press ENTER. Take note that only enabled Games (green) in the Game Select screen can be chosen for Tournament Play. If the desired Tournament Game is disabled, simply disable one of the other Games and enable the desired Game, then repeat this procedure. After the Tournament Game has been selected and entered into the key-pad, it should be visible on the TOURNEY GAME button.

Step 3: Tournament Money

The next step is to set the amount of Tournament Money each player will have when the Tournament begins. Whoever has the most Tournament Money in the end, wins.

Press the TOURNEY AMOUNT button (below), and a key-pad will appear.

Tourney Feature Screen

To select the Tourney Amount, press the CLEAR button on the keypad, key-in in the desired amount of Tournament Money, then press ENTER. Like the Game Number, this amount should now be visible on the TOURNEY AMOUNT button.

Step 4: Starting the Tournament

In order to enroll all machines in the Bank into the Tournament, the **red Supervisor Key** must be engaged. While engaging this key, press the TOURNEY button. START will then be highlighted on this button. The Tournament is now set-up and ready to be activated.

The Tourney Feature screen should now look like this:

At this point, press the EXIT TOURNEY button in the bottom right corner, and then exit out of the Operator Menu into the Game Screen. All machines on the Bank will now display the following message:

This screen indicates that the machine is ready for Tournament play. Note: If for some reason a non-Tournament player has put money into a machine and is playing a game on the Bank where a Tournament is commencing, as soon as the immediate game being played ends, the machine will automatically cash-out the credits and force the Tournament to begin on that machine.

To begin the Tournament, engage the **green Attendant Key, once, from ANY machine on the Bank**. All machines will then go into Tournament Play and the game selected in Tourney Game will be displayed on the screen.

Verification of Tournament Play can be viewed in the money/bet area, where the word TOURNEY should be displayed, as follows:

Note: A player's Tournament Money is displayed on the LED sign throughout Tournament Play. If a player runs out of Tournament money, the Tournament will be over for that player.

Step 5: Monitoring the Tournament

Throughout the Tournament, the **Master** machine can either participate in the Tournament, or can be used as a monitoring station. The **Master** machine constantly polls the **Slave** machines and keeps track of the scores on the **Tourney Features** screen (below). Each machine is identified in two ways on this screen: first, by its unique Terminal ID in the Code column, and second, by its programmed Machine Number. The CREDIT column displays the amount of Tournament Money left on that machine.

There are 5 color coded states for machines in the Tournament that are recorded in this screen:

Gray	Machine is not in play.
Bright White	Machine in play.
Yellow	Machine is communicating information to Master.
Red	Machine has lost power.
Green	Machine has successfully sent final results to Master.

Step 5: Ending the Tournament

To end Tournament play, engage the green Attendant Key one time from any machine on the Bank. If any machine is in the process of playing an active game, the Tournament will cease for that machine as soon as the current game being played ends. All machines will then display the screen below. Note that each machine displays it's Terminal ID and Machine Number as well as the Final Credit amount on this screen.

To view the final results for all machines in the Tournament, access the **Master** machine. If it has been used strictly as a monitoring station, simply note the displayed results. If it has been active in Tournament play, engage the **red Supervisor Key** and navigate to the Tourney Feature screen via the Operator Menu. The final results for all machines in the Tournament will be displayed in the main screen (see Monitoring the Tournament, above). **Do not press STOP on the Tourney button until all necessary results have been noted.** Final results should be highlighted in **green**. If any result is **red**, press the **Refresh Results** button in the bottom left corner. This will force the **Master** machine to poll the **Slave** machines for all final results of the Tournament. Red results are unusual.

Results Displayed in the Tourney Feature Screen

When the results have been recorded and the Tournament is officially over, the Slave machines can be returned to their Pre-Tournament mode. To do this, touch the **TOURNEY button** in the Tourney Features screen (above) on the Master machine. **STOP** should be highlighted briefly, and all machines on the Bank will return to the mode they were in before the Tournament started.

Technical Bulletin Regarding Tournament Play
for Pot-O-Gold Software Version 702

The Tournament Play mode for Pot-O-Gold Software Version 702 has specific functionality in certain circumstances that both Regulatory Commissions and Gaming Organizations should be aware of. Please take note of the following.

Game-Play During Tournament

If a player does not play **at least** one game during Tournament play, the Master machine will not register **any data whatsoever** regarding that machine. Without a minimum of one game-play, all relevant Tournament-machine data that normally appears in the Master machine's Tourney Config screen **will have to be recorded manually** for that machine. The Master will not receive any data that verifies the machine exists in the Tournament, therefore, the machine's Terminal ID, Machine # and Credit Amount will not appear in the statistics screen.

Recall History Asterisks

Since Tournament Start and Stop is controlled manually by an Operator, it is likely that a Player will be in the middle of a game when the Operator engages the **green Attendant Key** to stop the Tournament. If this circumstance occurs, the statistics that are recorded in the Game Play screen of the Recall History menu will reflect this interruption.

When a game is stopped in the middle of Tournament Play, whatever amount of credit (money) the Player wagered on that game will automatically be re-applied to the amount of credit the Player had **before that game started**. This re-application of credit will occur whether the Player would have won or lost credit in the game being played when the Tournament was stopped.

This circumstance is denoted in the Game Play screen of the Recall History menu by an **asterisk "*"** that will appear next to the amount displayed in the "End Balance" credit column for that game. If the statistics for that game reflect that the game was part of a Tournament, the **asterisk denotes this re-application of credit (see below)**. If this asterisks appears in any other circumstance besides Tournament Play, it likely reflects an accounting error of some sort and should be reported to Vision Gaming & Technology right away.

Technical Bulletin Regarding Ticket Header
for Pot-O-Gold Software Version 702

When entering data into the Ticket Header on POG Software Version 702, please take into consideration the following functional parameters.

Overview

The Ticket Header field is located in the top right corner of the Ticket Config menu, and there are three fields into which an Operator can enter data for the Ticket Header. To customize the Ticket Header, engage the **red Supervisor Key** and touch the screen on the current header. When the screen is touched, a keyboard for data-entry will appear. Each separate line of data represents one of the three fields.

Entering Data from the Operator Menu

These three fields will not accept or print more than <u>twenty-three (23) characters-per-line</u> to the Ticket Header when they are modified from the machine's Operator Menu. If more than twenty-three (23) characters are entered, the cursor will automatically move to the next line. If the desired data entered on any one line does not completely fill the field, press the space bar to erase any remaining characters and get to the next field. DATA ENTERED FROM THE OPERATOR MENU WILL APPEAR IN CAPITAL LETTERS ONLY.

Entering Data from a DCS/SAS Control Center

The DCS/SAS input fields for the Ticket Header will allow an Operator to enter more than twenty-three (23) characters for the Ticket Header, but with the following conditions:

1) If more than <u>forty (40) characters-per-line</u> are entered in these fields, the POG machine will reject the entry from the DCS and leave the current field unchanged.

Character Contingencies

2) If the desired information to be entered has a majority of thinner characters, the Ticket Header **may** print up to forty (40) characters of data.

3) Depending on the characters used, though, anywhere from twenty-seven (27) or more characters may cause a **Printer Error** to occur. The only way to determine

whether the data will cause a Printer Error is to print a test ticket after the data is entered. If an attempt to print causes a Printer Error, clear it in the TICKET CONFIG or ERROR STATS menu, then shorten the character-length. Repeat the test print until the character-length is accepted.

Note: mixed-case characters <u>can</u> be entered from the DCS/SAS Configurations screen.

Technical Bulletin Regarding POG_702A Software
SAS Multi-Channel and Coin Acceptor Conditions

POG_702A Software Version has some functional aspects that Pot-O-Gold Operators should be aware of. Specifically, these aspects relate to, 1) the Pot-O-Gold's SAS communications, and 2) correlation between specific cabinets and coin acceptors.

Multi-Channel SAS Functionality

In contrast to former POG Software Versions, with POG_702A, the Pot-O-Gold Electronic Gaming Machine can be connected to and will be able to respond to multiple SAS hosts simultaneously.

POG Software currently supports two separate SAS channels. The new SAS functionality allows the Pot-O-Gold to respond to specific host requests on the same channel that the request came from, creating the opportunity to have two different hosts connected to a machine with each host capable of sending different specific requests.

A hypothetical example of this might be a situation where a Gaming Organization may want one host to be responsible for sending requests regarding Progressives and Meters, and a different host to be responsible for sending requests regarding Validation and Bonusing.

CC40, 19CSTS Cabinet/MC40, 19CTTS Cabinet

Vision Gaming & Technology's current Gaming Cabinet is the 19CTTS Model ("cabinet" is the "box" that houses the whole machine). The former cabinet was the 19CSTS Model.

The **19CSTS** Model cabinet design, the older version, was geared toward supporting the CC40 Coin Acceptor. The new **19CTTS** Model cabinet design, the newer version, is geared toward supporting the MC40 Coin Acceptor.

For Gaming Organizations that already have the older 19CSTS Model cabinet, please take note that if any POG Software Version 601D or later is installed in the older 19CSTS Model Cabinet, it will not function properly with the older CC40 Coin Acceptor.