

Category 17 - Total Number Of Four-Coin Games: This category displays as "17:4 COIN 000000". It shows the total number of games played with a four-coin/credit wager.

Category 18 - Total Number Of Five-Coin Games: This category displays as "18:5 COIN 000000". It shows the total number of games played with a five-coin/credit wager.

Category 19 - Total Number Of Six-Coin Games: This category displays as "19:6 COIN 000000". It shows the total number of games played with a six-coin/credit wager.

Category 20 - Payout Percentage: This category displays as "20:PAYOUT % 000000". It shows the theoretical payout percentage of the game as defined by the schedule EPROM.

4.2.3 EXITING AUDIT MODE

Once you access the software meter accounting categories, you will need to cycle through all twenty of them with the keyswitch in order to exit. When category number 20 is displayed on the LED array (i.e., 20:PAYOUT %), leave the keyswitch in the vertical position. After a short delay, the PSL Slot Machine will enter the idle state with the normal messages on the LED array.

Chapter 5

Game Play And Error States

5.0 IDLE STATE

5.1 WAGERING

5.2 INITIATING REEL SPIN

5.3 GAME OVER

5.3.1 NO WINNING COMBINATION

5.3.2 WIN SITUATIONS

A. SIMPLE PAYOUT

B. PAY TABLE JACKPOT

C. PROGRESSIVE JACKPOT HIT

5.3.3 HAND PAY STATE

A. PAYOUT EXCEEDS SETTING OF TEST MODE 8
VALUE - CASH PLAY

B. PAYOUT EXCEEDS SETTING OF TEST MODE 8
VALUE - CREDIT PLAY

C. CREDIT COLLECT HAND PAYS

D. PAY TABLE JACKPOT HAND PAY

5.4 ERROR MESSAGES

5.4.1 ERROR 21 - COIN IN TILT

5.4.2 ERROR 31 - HOPPER OVER PAY

5.4.3 ERROR 32 - HOPPER JAM

5.4.4 ERROR 33 - HOPPER EMPTY

5.4.5 ERROR 34 - ILLEGAL HOPPER PAY

5.4.6 ERROR 35 - HANDPAY JACKPOT

5.4.7 ERRORS 41 THROUGH 45 - REEL 1
THROUGH 5 TILT

5.4.8 ERROR 50 - DOOR OPEN

5.4.9 ERROR 61 - BAD RAM

5.4.10 ERROR 62 - BAD EPROM

5.0 IDLE STATE

The PSL Slot Machine is considered in the "idle" state when no wagering, reel spinning, payout/collecting, or any other activity is taking place. In effect, it is simply waiting for action to occur. When in the idle state, the main LED array is flashing the messages INSERT COIN and the denomination used for the machine. In addition, if switch #8 on DIP DS-1 is in the ON position, another custom programmed message will occasionally scroll across the LED from right to left. (Refer to paragraph 2.4.5 in Chapter 2 and paragraph 3.2.6 in Chapter 3 for complete information on initiating and programming an optional message.) Also, the INSERT COIN window on the front game door will be flashing off and on in an attract mode, and the COIN IN LAST GAME/THIS GAME will show the wagering for the last two previous games.

If there is existing credit (shown in the CREDIT window), the COLLECT and BET 1 button lamps will be illuminated, and MAX BET button lamp will be flashing if there is enough existing credit to cover a maximum wager. Instead of the denomination alternating on the LED array, the message BET CREDITS will alternate with the INSERT COIN message.

5.1 WAGERING

Players can bet on games by using coins/tokens, existing credits, or a combination of both. Once the first coin or credit is wagered, the PSL Slot Machine leaves the idle state and enters the first phase of the game state.

The LED array will change its alternating messages to INSERT COIN, PULL HANDLE and BET CREDITS (if credits exist). At the same time, the COLLECT button lamp will go off (if credits exist) and the button will become inoperative. The SPIN button lamp will illuminate as well (and the player can begin the second phase of game play, reel spin, by pressing the SPIN button at this point), and the COIN ACCEPTED window on the front door glass will illuminate as coins/tokens are accepted and registered.

As coins/tokens/credits are wagered, the corresponding lamp on the pay table (if it is on the top glass for High Boy or Low Boy cabinet designs) will illuminate for each coin wagered. How these lamps show the possible win amounts for each coin wagered depends on the type of game (i.e., simple multiplier, multiple line, etc.). At the same time, the COIN IN window for THIS GAME will show the number of coins/tokens/credits wagered.

If sufficient credit exists, the MAX BET button will continue flashing until the player either wagers the maximum bet amount or presses the button. If, for example, the maximum bet is six coins/tokens/credits and the player wagers one coin in the coin acceptor or one credit with the BET 1 button, pressing the MAX BET button would wager the commensurate amount of existing credits to equal the maximum bet allowed on the machine.

If a coin is not the right denomination for the game, or if it is mutilated in some manner, it will not be accepted as a wager by the machine and will drop automatically into the coin tray. Also, any coins deposited that exceed the value of the maximum bet allowed for the game will be passed to the coin tray as the lockout solenoid is activated. If an additional coin exceeding the maximum bet amount allowed somehow gets past the lockout and not passed to the coin tray (a remote possibility, but still possible if a coin is deposited very quickly after the last coin), that additional coin/token will not be counted for the present game. Instead, that coin/token wager will be shown in the THIS GAME window at the end of the present game to be used for the next game.

Once the maximum bet allowed by the game has been wagered by depositing coins/credits or repeatedly pressing the BET 1 button, only the message PULL HANDLE will be a flashing on the main LED array. The BET 1 button will no longer be illuminated and is disabled.

5.2 INITIATING REEL SPIN

The second phase of the game, reel spinning, can be initiated in three of ways. If switch #1 on DIP DS-1 is in the ON position (refer to paragraph 3.2.1 in Chapter 3), reel spin will begin automatically when the player presses the MAX BET button. If this switch is in the OFF position, or the wager is placed with coins/tokens, or if individual credits are wagered with the BET 1 button, or if the wager is less than the maximum bet allowed, the player can either press the SPIN button or pull the slot handle to start the reels.

Once the reels beginning spinning, the main LED array displays the message GOOD LUCK! No other actions (i.e., button pushing) are registered by the machine, and any coins deposited are passed to the coin tray by the lockout solenoid.

5.3 GAME OVER

The final phase of game play occurs when the reels stop spinning and stop. At this point, a number of game resolu-

tions are possible depending on the outcome of the reel spin phase.

5.3.1 NO WINNING COMBINATION

If no winning combination of reel symbols occur after reel spin and stop, the PSL Slot Machine enters the idle state again. At this point the player can initiate another game by wagering or collect any remaining credit by pressing the COLLECT button.

5.3.2 WIN SITUATIONS

If the reels do stop in a winning reel combination, a win has occurred. The implications of different win situations are covered below.

A. SIMPLE PAYOUT

If the corresponding payout amount for the win is not affected by the settings of switch #7 on DIP DS-1 and the value defined for TEST MODE 8, then a simple player payment occurs and the message *** WINNER *** is displayed on the main LED display. The amount of the win is either paid by the hopper into the coin tray or credited to the player's credit account, depending on whether the game is configured for CASH play (switch #2 on DIP DS-1 in the ON position) or CREDIT play (switch #2 on DIP DS-1 in the OFF position). If the game is configured for CREDIT play, and if the win amount would exceed the value defined for TEST MODE 10, then the entire win is paid by coins/tokens from the hopper contingent on the setting of switch #7 on DIP DS-1 and the value defined for TEST MODE 8.

The WINNER PAID window of the front game door will display the amount of the payout to the player. If the game is configured for CREDIT play and the win amount does not exceed the value of TEST MODE 10, the CREDIT window of the front game door will display the increase to the credit accumulation as it occurs.

B. PAY TABLE JACKPOT

If the winning combination is the top pay jackpot for the game, and the PSL Slot Machine is not part of a progressive system (i.e., switch #3 of DIP DS-1 in the OFF position), the payout to the player is determined by the value defined for

TEST MODE 9. (Refer to paragraph 2.4.2 in Chapter 2 for complete information on defining payout for a jackpot.) If any coins/tokens/credits are directly awarded by the machine to the player, the amount will be displayed in the WINNER PAID window (and the credit increase in the CREDIT window if applicable). The main LED array will flash the message *****JACKPOT *****, and the red, top band of the candle will flash on and off.

C. PROGRESSIVE JACKPOT HIT

If the PSL Slot Machine is configured for progressive play (i.e., switch #3 of DIP DS-1 in the ON position) and the winning combination is one of the progressive jackpots defined with switches #1 through #8 on DIP DS-2 (refer to paragraph 3.2.2 in Chapter three), the machine enters a progressive hit mode. The message ***** JACKPOT ***** flashes on the main LED array, the candle is illuminated, and the machine will lock up. No further action can occur on the machine until the attendant has cleared the progressive computer and the PSL Slot Machine.

5.3.3 HAND PAY STATE

The PSL Slot Machine can enter the hand pay state for a number of reasons at the completion of a game. One cause, the hopper emptying itself of coins, is discussed in paragraph 5.x.x below. Non-error causes of hand pay state are examined below.

A. PAYOUT EXCEEDS SETTING OF TEST MODE 8 VALUE - CASH PLAY

If the PSL Slot Machine is configured for CASH play (switch #2 on DIP DS-1 in the ON position) and for MAXIMUM PAY (switch #7 on DIP DS-1 in the ON position), the machine can enter a hand pay state if the win payout amount exceeds the value of TEST MODE 8. In this situation, message ***** WINNER ***** will alternately display on the main LED array with the message **BAL. DUE XXXX COINS** (where "XXXX" represents the amount due the player). At the same time, the machine will lock up and the bottom, yellow band of the candle will illuminate. The attendant then hand pays the player the amount indicated and clears the I.O.U. message with the external keyswitch. The amount paid the player is then displayed in the WINNER PAID window, and the PSL Slot Machine re-enters the idle state.

In a situation where the machine is configured for CASH play with a PARTIAL PAY setting on switch #7 of DIP DS-1 (i.e.,

OFF), the player is paid up to the amount defined for TEST MODE 8 in coins/tokens from the hopper and that amount is shown in the WINNER PAID window. The *** WINNER *** / BAL. DUE messages alternate on the main LED array, the yellow band on the candle illuminates, and the machine locks up after the partial payment. Again, the attendant hand pays the player the amount indicated and clears the I.O.U. and hand pay state with the external keyswitch.

B. PAYOUT EXCEEDS SETTING OF TEST MODE 8 VALUE - CREDIT PLAY

When the PSL Slot Machine is configured for CREDIT play (switch #2 on DIP DS-1 in the OFF position) and MAXIMUM PAYMENT (switch #7 on DIP DS-1 in the ON position), a win exceeding the value of TEST MODE 8 is not paid to the credit account. Instead, a hand pay state is entered by the machine: The *** WINNER *** / BAL. DUE messages alternate on the main LED array, the yellow band on the candle illuminates, and the machine locks up. The attendant hand pays the player the entire win amount and clears the I.O.U. message and the hand pay state with the external keyswitch. After clearing the hand pay, the amount of the payout is shown in the WINNER PAID window.

A hand pay case that you want to avoid is if you have the game set for PARTIAL PAY, and the value of TEST MODE 10 is set higher than the value defined for TEST MODE 8. For example, let's say you have TEST MODE 8 set at 100 and TEST MODE 10 set at 200. A player begins play and gets a winning reel symbol combination that pays 150 credits. 100 of those credits will go to the player's credit account, then the machine will enter the hand pay state, lock up, and display an I.O.U. amount of 50. The attendant pays the balance due the player, then resets the machine. The player continues to play games with coins and still has the credit of 100. He gets another win that pays 50 credits (all of which go to the credit account, which now stands at 150) then presses the COLLECT button. The machine will pay him 100 coins from the hopper, then enter the hand pay state again and lock up. The attendant will have to hand pay the player 50 coins, then reset the machine.

Another hand pay problem can occur in this situation if, on top of setting the value of TEST MODE 10 higher than TEST MODE 8, you set the value of TEST MODE 10 too low for the types of win payouts available for the game. For example, if TEST MODE 8 is set at 50 and TEST MODE 10 is set at 100, a win payout of 150 credits exceeds the values set for both TEST MODE 8 and TEST MODE 10 (the defined maximum credit allowed). The machine will automatically begin paying coins from the hopper up to 50 (the partial pay amount defined with TEST MODE 8), then enter a hand pay state with a balance due

of 100 coins to the player.

Therefore, if you have chosen a CREDIT/PARTIAL PAY configuration for the PSL Slot Machine, always set the value of TEST MODE 10 to be equal to or less than the defined value of TEST MODE 8.

C. CREDIT COLLECT HAND PAYS

Whenever the player presses the COLLECT button to convert existing credit to coin/token payout from the hopper, the amount paid is dependent on the value of TEST MODE 8. When the amount of credit being converted is greater than the value defined for TEST MODE 8, one of two hand pay situations will occur.

If the setting of switch #7 of DIP DS-1 is for MAXIMUM PAY, none of the credit will be converted to coins/tokens. A hand pay state occurs as described in the paragraphs above with the entire payout amount displaying in the BAL. DUE message on the main LED array. After paying the player and resetting the machine, the entire payout amount will display in the WINNER PAID window.

If the setting of switch #7 is for PARTIAL PAY, the amount defined for TEST MODE 8 will be paid from the hopper and that amount will display in the WINNER PAID window. The machine then enters a hand pay state with the remaining amount due displayed in the BAL. DUE message. After the attendant pays the player and resets the machine, the total payout is then displayed in the WINNER PAID window.

D. PAY TABLE JACKPOT HAND PAY

A PSL Slot Machine that is not part of a progressive system pays on its top jackpot as stated in the schedule. The amount paid in this situation is dependent on the value defined for TEST MODE 9. (Jackpot pays are not subject to the setting of TEST MODE 8.) The hand pay situations that can occur are the same types as those defined in paragraphs 5.3.3-A and B above, depending on the CREDIT or CASH, MAX PAYMENT or PARTIAL PAYMENT settings of switches #2 and #7 on DIP DS-1.

5.4 ERROR MESSAGES

The PSL Slot Machine's error detection system is extensive and employs a dual notification display. When an error occurs, the machine automatically locks up and accepts no

coins/tokens or the betting of any credits. The numeric error code number will display in the WINNER PAID window, while at the same time an explanatory message will display on the main Dot Matrix array. The yellow band of the candle will illuminate (except for door open errors), the alarm tone will sound, and the TILT back-lit window on the front glass will flash on and off.

Errors are cleared in one of two ways. The attendant can open the front game door and press the RESET button on the control panel. The attendant can also clear the error with the external keyswitch by inserting the key and turning the switch momentarily in a clockwise direction. Both methods are registered with Category 11, Total Resets, of the auditing record (see paragraph 4.2.2 in Chapter 4). After an error is cleared, the numeric code will continue to alternate display on the WINNER PAID window with any win amount (or "0") until the next game. Also, if you access TEST MODE 5 to show previous games, any errors that occurred during a game will display both on the main Dot Matrix array and the WINNER PAID window.

The following paragraphs define the various errors (including their numeric codes and main Dot Matrix array explanations) and possible causes.

5.4.1 ERROR 21 - COIN IN TILT

A coin/token becoming stuck in the coin acceptor, or a taking more or less time than the defined maximum/minimum time to "trip" the coin-in switch (see paragraph 2.4.4 in Chapter 2) causes a COIN IN TILT error. This can be caused by a mutilated coin, a coin of the wrong denomination, "jimmying" of the coin-in switch with a foreign object, or a "strung" coin. The attendant should examine the coin acceptor before attempting to clear the error to verify that no coin/token is still stuck. If this is the case, the attendant first clears the coin/token from the acceptor, then resets the machine. After reset, the machine will prompt to pull the handle or press the SPIN button to complete the game.

5.4.2 ERROR 31 - HOPPER OVER PAY

If the hopper dispenses one or more coins over the amount dictated by the game software during a win payout or player collect, a HOPPER OVER PAY error occurs. This can be caused by a hopper problem, such as running too long after the last "authorized" coin dispensed. If the error is chronic, the hopper should be serviced removed and replaced and the suspect hopper tested.

5.4.3 ERROR 32 - HOPPER JAM

A hopper jam occurs because coins/tokens become jammed at the dispensing chute or at the coin-out switch. The attendant should open the game door, turn off the power to the machine, then inspect the hopper at the dispensing chute area. If a jam is present, remove the hopper and dislodge the coins using a small screwdriver or penknife. Replace the hopper in the cabinet, restore power, then clear the error with the RESET button. If this problem becomes chronic, the possible cause is a "knife" alignment problem in relation to the rotary wheel.

5.4.4 ERROR 33 - HOPPER EMPTY

As the message implies, the hopper has run out of coins to dispense. Before clearing the error, open the front game door and refill the hopper with coins. Close the door and reset the error with the external keyswitch. The hopper will then continue the payout to the coin tray.

5.4.5 ERROR 34 - ILLEGAL HOPPER PAY

This error is caused by the coin-out switch being energized for longer than the maximum time allowed. The cause can be insertion of a foreign object (i.e., metal band, wire, etc.) up the coin dispensing chute in an attempt to make the hopper dispense more coins than it was supposed to during a payout. The attendant should open the game door and inspect the hopper coin exiting assembly for signs of tampering.

5.4.6 ERROR 35 - HANDPAY JACKPOT

Error #35 occurs when the PSL Slot Machine is configured for Progressive Jackpot play with switch #3 on DIP DS-1 and switches #3, 4, and 5 on DIP DS-2 (see paragraphs 3.2.3 and 3.3.2 in Chapter 3) and one of the selected jackpots is "hit". Since the machine itself does not hold the coins/tokens associated with the progressive jackpot, the win amount is paid by the attendant. After the player is paid, the error is cleared with the external keyswitch.

5.4.7 ERRORS 41 THROUGH 45 - REEL 1 THROUGH 5 TILT

Reel tilt errors are caused by someone or something impeding the natural spinning of the reel during a game. Besides player tampering, some wire or other component inside the cabinet can do this. After reset, the game can be replayed, though a