IGT

Program Summary Report for Game King Version GK003319

COMPLETE SET OF VIDEO GAME CHIPS

Media Size	The GK program (GK003319) requires a 256 MB memory cartridge.
Optional Spectrum Display	SDF107 or its replacement is required for controller boards with part number 75512602. SD0112 is required for controller boards with part number 75512600. SD0092 for controller boards with part number 75508400. *NOTE: For spectrum text messaging capability, SDF104, SD0112, or later versions must be used.*
Key/Clear Chip	This program is used to clear memory, set high-security options, and is labeled KEY00028. *WARNING: Do not use other programs to clear memory. KEY00028 must be used. The use of CLEAR CHIPS should be restricted. Please check the requirements for your jurisdiction regarding their use.*

NOTE: This game requires processor board p/n 757-044-0x.

GAME TYPES

This version of Super Star Poker contains 100 game families and 524 paytables. The available game families are:

BLACKJACK
Blackjack

KENO
4 Card Keno
Caveman Keno
Cleopatra Keno
Multicard Keno
Spot Keno
Super Way Keno

POKER
Bonus Poker
Bonus Poker Deluxe
Deuces Bonus Poker
Deuces Wild Poker
Double Bonus Poker
Double Double Bonus Poker
Jacks or Better
Joker Poker
Triple Double Bonus Poker

TRIPLE PLAY POKER
Bonus Poker
Bonus Poker Deluxe
Deuces Wild Poker
Deuces Bonus Poker
Double Bonus Poker
Double Double Bonus Poker
Jacks or Better Poker
Joker Poker
Triple Double Bonus Poker

FIVE PLAY POKER
Bonus Poker
Bonus Poker Deluxe
Deuces Bonus Poker
Deuces Wild Poker
Double Bonus Poker
Double Double Bonus Poker
Jacks or Better
Joker Poker

Triple Double Bonus Poker

TEN PLAY POKER
Bonus Poker
Bonus Poker Deluxe
Deuces Bonus Poker
Deuces Wild Poker
Double Bonus Poker
Double Double Bonus Poker
Jacks or Better Poker
Joker Poker
Triple Double Bonus Poker

SPIN POKER
Bonus Poker
Bonus Poker Deluxe
Deuces Wild Poker
Deuces Wild Bonus Poker
Double Bonus Poker
Double Double Bonus Poker
Jacks or Better

Joker Poker
Triple Double Bonus Poker

SUPER TIMES PAY POKER
Triple Play
Bonus Poker
Bonus Poker Deluxe
Deuces Wild Poker
Double Bonus Poker
Double Double Bonus Poker
Jacks or Better Poker
Joker Poker
Five Play
Bonus Poker
Bonus Poker Deluxe
Deuces Wild Poker
Double Bonus Poker
Double Double Bonus Poker
Jacks or Better Poker
Joker Poker
Ten Play
Bonus Poker

Bonus Poker Deluxe
Deuces Wild Poker
Double Bonus Poker
Double Double Bonus Poker
Jacks or Better Poker
Joker Poker

ULTIMATE X POKER
Triple Play
Bonus Poker
Bonus Poker Deluxe Poker
Deuces Wild Poker
Double Bonus Poker
Double Double Bonus Poker
Jacks or Better Poker
Joker Poker
Five Play
Bonus Poker
Bonus Poker Deluxe
Deuces Wild Poker
Double Bonus Poker
Double Double Bonus Poker

Jacks or Better Poker
Joker Poker
Ten Play
Bonus Poker
Bonus Poker Deluxe
Deuces Wild Poker
Double Bonus Poker
Double Double Bonus Poker
Jacks or Better Poker
Joker Poker

SLOT THEMES
Black Rhino
Cleopatra
Coyote Moon
Doublebucks
Super 8 Race
Wolf Run

FEATURES AND CAPABILITIES

Advanced Fund Transfer	AFT transactions can include downloading and uploading cashable, non-restricted, and restricted amounts; bonus awards; and debit transfers, depending on the host system configuration. To use AFT capabilities, a terminal asset number must be entered and saved. *NOTE: If SAS disables the terminal, AFT transactions will not be allowed, except for AFT cash outs.*
Auto Rebet	The player can wager the same amount as the initial bet of the previous game.
Bill Validator	Uses ID-024 and is capable of handling $1, $2, $5, $10, $20, $50, and $100 bills. Actual bill acceptance depends on the bill validator firmware and hardware settings. *NOTE: Bill acceptor ID-024B and the harness connecting the bill acceptor to the Bally GMU are no longer used for Bally coupon capability. If upgrading a machine that previously used ID-024B, Bally GMU firmware may need to be upgraded to utilize Bally coupon capability.*
Coins In	Accepted coins are directed to the credit meter when the coin acceptor is enabled.
Credit Meter Display	The player can touch the credit meter display to toggle between the number of accumulated credits and the associated cash value. The credit amount is based on the selected denomination.
Credit Roll Up	After a winning game, the player can press any panel button or touch the screen to speed up or immediately complete the credit roll up.

IGT Progressive Controller	The IGT Progressive Controller (IPC) provides the operator with the ability to configure and run progressives on a fiber optic loop of up to 63 machines. The IPC gives the operator the flexibility to arrange different progressives at selected locations/banks of machines.
Information Systems	Bally Miser and IGT SAS.
Mechanical Meters	The default meters are total amount played, total amount won, and amount to drop. If installed on the terminal, the fourth meter displays jackpots x 10, the fifth meter displays total games played, and the sixth meter displays canceled amounts.
Out-of-Service Mode	Allows the attendant to render the terminal inoperable without turning the power off. If credits are accumulated, the attendant cannot place the terminal into the out-of-service mode. To clear the out-of-service mode, turn the reset key.
Player Options	Game denomination and game speed, if enabled by the operator.
Progressive Capability	Standalone, SAS, link, and IPC progressives. **SAS progressives**. This option is available with SAS 4.0 and later versions. A group number is required to distinguish the number of progressive levels that can be enabled on the machine through SAS. For example, one carousel may offer three progressive levels on its machines, another carousel may offer six progressive levels on its machines, and a third carousel may offer just one progressive level. A unique group number would be assigned to the machines in each carousel. **Reserve amount**. If the standalone progressive award reaches the maximum limit, the game stores the additional contributions into a reserve. When the progressive jackpot is hit and the award amount is reset, the game adds the reserve amount to the base amount for the next progressive award.
SAS Bonusing	To use the legacy bonus feature, the SAS bonusing option must be enabled with the key chip, and the terminal must be equipped with the DCN+ player-tracking device.
Tokenization	When player-selectable denominations less than the hopper/coin-acceptor value are selected, the player-selected denomination determines the tokenization value. The tokenization value varies depending on which denomination the player selects. For example, if the hopper/coin acceptor value is set to $1, and the player-selected denomination is $0.25, then the token value equals 4. If the player-selected denomination is $0.05, then the token value equals 20. **Wins exceeding credit limit**. If the terminal is in the hopper mode and a win exceeds the credit limit but not the hopper limit, the win is paid from the hopper. When the win amount is not a multiple of the token value, the additional credits needed to pay the entire win from the hopper are deducted from the credit meter and added to the win amount. The token equivalent is paid from the hopper.

Cash outs. When the player cashes out, the number of credits paid is displayed on the player paid meter. When the cash-out amount is not a multiple of the token value, a printer is not available, and the token hand-pay option is enabled, the player has the option of creating a hand pay or playing off the residual credits.

Win Payments   All wins are directed to the credit meter.

MENU ACCESS

Attendant Menu	Turn the reset key.
Operator Menu	Open the main door and press the test switch.
Key/Clear Chip Menu	If credits are not accumulated, turn the terminal power off. Remove the base PROM from the processor board. Insert the key/clear chip into the base PROM socket. Turn the power on. Press the test switch to highlight the options. Turn the reset key to toggle each option on or off. After a selection is made, highlight REBOOT MACHINE and turn the reset key. Turn the power off. Remove the key/clear chip. Re-insert the base PROM. Turn the power on.

OPERATOR-SELECTABLE OPTIONS

Some options in the Operator Menu are unavailable while a game is in progress, credits are accumulated, or the machine is in a hand-pay condition.

Acceptor Limit	If the acceptor limit is less than the credit limit, the terminal will accept bills and coins if the value of the inserted money plus the monetary value of accumulated credits is less than or equal to the acceptor limit. The maximum setting for the acceptor limit is $3,000.00. Access the Operator or Key Chip Menu and touch Machine Options and Limit Setup.
	Vouchers. Direct the monetary value of a voucher to the acceptor limit or the credit limit. Access the Operator or Key Chip Menu and touch Machine Options, Terminal Setup, and the edit box next to VOUCHER LIMIT FOLLOWS.
Accounting-Unit Denomination	To assign a denomination for accounting units, access the Operator or Key Chip Menu, touch Machine Options, Denom Setup, the edit box next to ACCOUNTING, and select a denomination from the available denomination icons.
	NOTE: The accounting-unit denomination cannot be changed once the processor restarts.
AFT	**Asset number**. To assign an asset number to the terminal, access the Operator or Key Chip Menu and touch Comm. Options, IGT SAS, and the edit box next to ASSET NUMBER.

Cashless transactions. To select SAS AFT as the cashless controller, access the Key Chip Menu and touch Comm. Options, IGT SAS, and the edit box next to CASHLESS TRANSACTIONS.

Partial transfers. To allow partial amount transfers, access the Operator or Key Chip Menu and touch Comm. Options, IGT SAS, and the icon next to Partial Transfers.

Registration setup. To register the terminal for SAS AFT debit transfer capability, SAS AFT must be enabled. Registration and point-of-sale (POSID) numbers will be supplied by the host system. From the Operator or Key Chip Menu, touch IGT SAS, Register AFT, and BEGIN.

SAS AFT bonusing. To select SAS AFT for bonusing, access the Key Chip Menu, touch Comm. Options, IGT SAS, and the edit box next to SYSTEM BONUSING.

NOTE: Bonuses must be paid in the full amount. Partial transfers are not available.

Selecting a controller. Access the Operator or Key Chip Menu, touch Comm. Options, IGT SAS, SAS Channel Setup, and the icon next to CASHLESS (primary or secondary channel).

Alarm Setup	The alarm rings when the terminal is in a hand-pay condition. The alarm can be set to make a standard alarm sound or a custom hand-pay sound. From the Key Chip Menu, touch Machine Options, Terminal Setup, and the edit box next to HANDPAY SOUND TYPE.
Asset Number	To assign an asset number to the terminal for the AFT system, access the Operator or Key Chip Menu and touch Comm. Options, IGT SAS, and the edit box next to ASSET NUMBER.
Attract Mode	Enable/disable the visual attract mode by accessing the Operator Menu and touching Setup, Machine Options, Terminal Setup, and the edit box next to ATTRACT MODE.
Autohold	If this option is enabled, games automatically hold possible winning combinations of cards, and HELD appears by the cards. From the Operator Menu touch Setup, Game Specific Options, Poker Options, and the icon next to AUTOHOLD.
Autostart	If this option is enabled, the game starts when the player bets the maximum bet. Access the Operator Menu and touch Setup, Machine Options, Terminal Setup, and the edit box next to START ON MAX BET.
Bally Miser Communications	To select the Miser protocol version, access the Operator Menu and touch Setup, Comm. Options, and Bally Miser. To set the communication channel, access the Operator Menu and touch Setup, Comm. Options, and Comm Channel Setup; from the Key Chip Menu, touch Comm. Options and Comm Channel Setup.
Bell Pay Factor	The mechanical bell can be configured to ring on all handpays, all pays over a value multiplied by the total bet, or disabled. To set bell options, access the Key Chip Menu and touch Machine Options, Terminal Setup, and the edit box next to BELL RINGS.

Bill Change Mode	If this option is enabled, accepted bills are exchanged for coins that are paid from the hopper; otherwise, bills are converted to credits. Access the Key Chip Menu and touch Machine Options, Peripheral Devices Setup, and the Enable/Disable icon next to BILL CHANGE MODE. *NOTE: Bill Change Mode should not be enabled if tokenization is set to a value not evenly divisible by the hopper denomination.*
Bill Rejection Limit	To set the number of consecutive times a bill can be rejected before the change lamp lights, access the Operator or Key Chip Menu and touch Machine Options, Peripheral Devices Setup, the B.V. Tilts icon, and access the second page.
Bill Validator CRC Mismatch	When the bill validator firmware is changed or upgraded, a bill validator cyclic redundancy check (CRC) mismatch occurs. To clear this error, access the Operator or Key Chip Menu, touch Machine Options, Peripheral Devices Setup, and B.V. Clear CRC.
Bill Validator Setup	**Enable/disable the validator**. From the Operator or Key Chip Menu, touch Machine Options, Peripheral Devices Setup, and the Enable/Disable icon next to BILL VALIDATOR. **Tilt setup**. Allows the operator to configure tilt settings. From the Operator or Key Chip Menu, touch Machine Options, Peripheral Devices Setup, and the B.V. Tilts icon.
Candle Options	**Low paper alert.** Allows the operator to enable a candle flash when printer paper is low. From the Operator or Key Chip Menu, touch Machine Options, Peripheral Devices Setup, the Printer Tilts icon, and select FLASH ON or FLASH OFF. **Flash duration.** Limit candle flash duration after a machine, main, or bill validator door closure event. Access the Operator Menu and touch Machine Options, Terminal Setup, and the edit box next to CANDLE FLASH MODE.
Cardback Options	To change the cardbacks for multi-play poker themes, access the Operator Menu and touch Setup, Game Options, Game Specific Options, MP Poker Options, and the icon next to CHANGE CARDBACKS.
Cashless Controller Setup	Options are none, SAS EFT, or SAS AFT. From the Key Chip Menu, touch Comm. Options, IGT SAS, and the edit box next to CASHLESS TRANSACTIONS. If a SAS controller is selected, select whether communication is on the primary or secondary controller by accessing the Operator or Key Chip Menu, touch Comm. Options, IGT SAS, SAS Channel Setup, and the icon next to CASHLESS. **Partial transfers.** To allow partial-amount transfers, access the Operator or Key Chip Menu and touch Comm. Options, IGT SAS, and the icon next to Partial Transfers.
Clock	To set the time and date on the real-time clock (RTC), access the Operator Menu and touch Setup, Machine Options, and RTC Setup. *NOTE: If the time and date are set through SAS, local RTC settings are ignored.*

Coin Acceptor	If this option is disabled coins will not be accepted. From the Key Chip Menu, touch Machine Options, and Peripheral Devices Setup.
Coin-Pay Limit	This limit determines the amount paid from the hopper before a ticket is issued. From the Operator or Key Chip Menu touch Machine Options and Limit Setup.
Credit Limit	Determines the maximum amount that can be accumulated. Access the Operator or Key Chip Menu and touch Machine Options and Limit Setup.
	Vouchers. Direct the monetary value of a voucher to the acceptor limit or the credit limit. Access the Operator or Key Chip Menu and touch Machine Options, Terminal Setup, and the edit box next to VOUCHER LIMIT FOLLOWS.
Denomination Options	These options can be set from the Operator Menu the first time; subsequent changes must be made from the Key Chip Menu. From the Operator Menu or Key Chip Menu touch Machine Options and Denom Setup.
	Accounting units. Select a denomination for the accounting unit. The denomination selected determines which denominations are available for the hopper/coin acceptor, progressive, and player-selectable denominations and cannot be changed after the processor restarts.
	Hopper/coin acceptor denomination. Select a denomination for the hopper/coin acceptor by touching the edit box next to HOPPER/COIN ACCEPTOR and a denomination icon.
	Progressive denomination. Touch the edit box next to PROGRESSIVE to set the available progressive denomination. Touch ALL to enable progressive capabilities for all player-selectable denominations.
	Player-selectable denominations. Touch the PLAYER DENOMS grid to set the available denominations for players. Select $0.01, $0.02, $0.03, $0.05, $0.10, $0.20, $0.25, $0.50, $1, $2, $5, $10, $20, $25, $50, $100, $200, $250, $500, $1000, $2000, or $2500.
	Default denomination. This is the denomination the terminal selects when it enters the idle mode. To set the default denomination, touch one of the available player-selectable denominations in the PLAYER DENOMS grid.
	NOTE: If the player-selectable denominations are changed and the default denomination is not included in the set, the terminal changes the default denomination to the lowest denomination in the set.
Double-Up	**Game Selection**. Beat the Dealer, 3 Card High Lo, Black/Red, and 1 Card Hi Lo are available for all poker games. From the Operator Menu, touch Setup, Game Options, Game Specific Options, Double-Up Options, and the appropriate icons. To change the double-up game type, touch Enable and Select Next Type.
	NOTE: Black/Red and 1 Card Hi Lo are not available for poker games with wild cards (e.g., Deuces Wild Bonus Poker and Joker Poker).

	Double-Up Limit. Determines the maximum amount of money that can be won during double-up game play. If the limit is set to zero, the double-up game feature is disabled. From the the Key Chip Menu, touch Game Specific Options, Double-Up Options, a game icon, and the edit box next to DOUBLE UP LIMIT.
EFT	To select SAS EFT as the cashless controller, access the Key Chip Menu and touch Comm. Options, IGT SAS, and the edit box next to CASHLESS TRANSACTIONS.
	Selecting a controller. Access the Operator or Key Chip Menu, touch Comm. Options, IGT SAS, SAS Channel Setup, and the icon next to CASHLESS (primary or secondary channel).
EZ Pay	**Quick Setup**. To quickly enable standard EZ Pay options, access the Key Chip Menu and touch Quick Setup.
	Selecting a controller. If a validation mode is selected, access the Operator or Key Chip Menu and touch Comm. Options, IGT SAS, SAS Channel Setup, and the icon next to VALIDATION (primary or secondary channel).
	Channel. To set the channel number assigned to the selected controller, access the Operator or Key Chip Menu and touch Comm. Options and Comm Channel Setup.
	Address. To set the address, access the Operator or Key Chip Menu and touch Comm. Options, SAS, SAS Channel Setup, and the edit box next to ADDRESS (primary or secondary channel).
Game Selection	**Page 1**. Access the Key Chip Menu and touch Machine Options and Game Setup. Touch the CHANGE icon to view the enabled games for the denomination being displayed, or touch a game family icon to enter Page 2 to associate a different paytable with each denomination.
	Page 2. Select a paytable and then touch denominations to be associated with that paytable. Touch the MAX BET icon to select the max bet and maximum bet bonus for that game. Touch the CLEAR ALL icon to clear all paytables assigned to the denominations.
	Filter Families allows the operator to view and select games based on game family. From the Operator or Key Chip Menu, touch Setup, Machine Options, Game Setup, and the FILTER FAMILIES icon.
Hand-Pay Receipts	To print an accounting receipt after hand pays are cleared, access the Key Chip Menu and touch Comm. Options, Validation/Redemption, and the edit box next to HAND-PAY RECEIPT VALIDATION.
Hand-Pay Options	**Remote Handpay Reset** allows the operator to remotely reset the terminal from the SAS host after a hand-pay condition. From the Key Chip touch Comm. Options, IGT SAS, and the icon next to REMOTE HANDPAY RESET.
	Secure Handpay (EZ-Route) sends out a hand-pay notification every 15 seconds until the host requests the hand-pay information. If this option is disabled, the terminal sends only one notification. From the Operator or Key Chip Menu, touch Comm. Options, IGT SAS, SAS

Channel Setup, and the icon next to HANDPAY REPORTING (primary or secondary channel).

Hopper Options	**Enabling the hopper**. From the Key Chip Menu touch Machine Options and Peripheral Devices Setup. **Selecting a denomination.** To select a hopper/coin acceptor denomination, access the Key Chip Menu, touch Machine Options, Denom Setup, the edit box next to HOPPER/COIN ACCEPTOR, and a denomination from the available denomination icons. **Setting the hopper limit**. Amounts less than or equal to the hopper limit are paid from the hopper. Access the Operator Menu and touch Setup, Machine Options, and Limit Setup.
IPC Configuration	Allows the terminal to receive progressive information from the IPC. A terminal serial number must be entered and a valid accounting unit and comm channel must be selected before the IPC can configure the game. From the Key Chip Menu, touch Comm. Options and IPC Config. To verify the IPC progressive setup, touch Prog Setup.
Jackpot to Credit	Determines whether SAS authorization is required to reset eligible jackpots to the credit meter. Access the Key Chip Menu and touch Machine Options, Terminal Setup, and the edit box next to RESET JACKPOT TO CREDIT METER. *NOTE: This does not include the progressive award.* *NOTE: If SAS authorization is used in the jackpot to credit feature, SAS must use the primary controller.*
Jackpot Limits	**Lower limit**. Any single win equal to or greater than this limit locks up the terminal, and the screen displays CALL ATTENDANT - JACKPOT. If set to zero, the jackpot limit has no effect, and the terminal does not lock up on jackpots. Access the Operator or Key Chip Menu and touch Machine Options, Limit Setup, and the edit box next to JACKPOT. **Upper limit.** If the dollar amount of a single win is less than the upper jackpot limit, it is eligible for the jackpot to credit feature. Access the Operator or Key Chip Menu and touch Machine Options, Limit Setup, and the edit box next to JACKPOT RESET TO CREDIT LIMIT.
Maintenance Port Options	Technicians use this submenu to perform peripheral device maintenance. From the Operator Menu, touch Setup, Machine Options, Peripheral Devices Setup, and the Maint Port Options icon.
Maximum Bet	The max bet varies, depending on the highest denomination with a paytable assigned. To select the maximum number of credits that can be wagered per game, access the Key Chip Menu, touch Machine Options, Game Setup, the game family icon to enter Page 2, and the Max Bet icon.
Maximum Bet Bonus	To select the minimum wager that qualifies for the maximum bet bonus, access the Key Chip Menu, touch Machine Options, Game Setup, a poker game family icon to enter Page 2, and the Max Bet icon.

Mechanical Meters	Toggle between displaying hard meters in accounting units or dollars by accessing the Key Chip Menu and touching Machine Options, and Denom Setup. *NOTE: If the selected accounting-unit denomination is $1 or greater, mechanical meters will display only accounting units.*
Monetary Bet Limit	Set a terminal-wide monetary bet limit for all game families. The maximum value for this setting will be determined by the highest limit. Select Restore Defaults to return each family to its hard-coded limit. From the Key Chip Menu, touch Machine Options, Game Setup, and the Monetary Bet Limit icon. *NOTE: Individual games can have lower limits than the terminal-wide monetary bet limit.*
Printer Options	**Enable/disable the printer.** From the Key Chip Menu, touch Machine Options, Peripheral Devices Setup, and the Enable/Disable icon next to THERMAL PRINTER. **Tilt setup**. Allows the operator to configure tilt settings. From the Operator or Key Chip Menu, touch Machine Options, Peripheral Devices Setup, and the Printer Tilts icon. **Ticket cashout screen**. Allows the operator to enable/disable animation, sound, and/or a message during ticket cashout. From the Operator or Key Chip Menu, touch Set Up, Machine Options, Ticket Cashout Screen.
Progressive Capability	Access the Key Chip Menu to configure progressive capabilities. **Selecting a denomination**. Touch Machine Options, Denom Setup, and the edit box next to PROGRESSIVE to set the available progressive denomination. Touch ALL to enable progressive capabilities for all player-selectable denominations. **Enabling game(s)**. Touch Machine Options and Game Setup. Touch the Change icon until the progressive denomination appears. Touch all game family icons to be associated with the progressive denomination. **Configuring progressives**. Touch Machine Options and Prog Setup. The games enabled in the previous step are displayed. To set progressive configuration options for each game, touch a game icon. Select a win category and touch Controller Setup. From the next submenu, select none, SAS, link, or standalone. For link or SAS progressives, select a level and save the information. For standalone progressives, select a level, then touch Jackpot Setup to enter the current progressive amount, base amount, limit amount, and add amount. **Advertise progressive**. To display or hide PROGRESSIVE on the Main Menu, access the Operator or Key Chip Menu and touch Set Up, Machine Options, Prog Setup, a game icon, and a win category. Select either ADVERTISE PROGRESSIVE or DO NOT ADVERTISE PROGRESSIVE. **IPC Configuration**. Allows the terminal to receive progressive information from the IPC. A terminal serial number must be entered and a valid accounting unit and comm channel must be selected before the

IPC can configure the game. From the Key Chip Menu, touch Comm. Options and IPC Config. To verify the IPC progressive setup, touch Prog Setup.

SAS progressives. If SAS progressives are used, touch Comm. Options, IGT SAS, SAS Channel Setup, and the icon next to PROGRESSIVE (primary or secondary channel).

Progressive Group Number	To set the SAS progressive group number, access the Operator or Key Chip Menu and touch Comm. Options, IGT SAS, and the edit box next to PROGRESSIVE GROUP.
PROM Serial Number	Allows the operator to assign a unique number to each program. Access the Operator or Key Chip Menu and touch Machine Options, Terminal Setup, and the edit box next to PROM SERIAL NUMBER.
Promotional Tickets	To print promotional tickets, a validation mode must be set. From the Key Chip Menu, touch Comm. Options, Validation/Redemption, and the icon next to PRINT PROMO TICKETS.
Redemption	Options are None, SAS, Bally, or Distributed. From the Key Chip Menu, touch Comm. Options, Validation/Redemption, and the edit box next to REDEMPTION SETTING. *NOTE: The validation setting determines which redemption options are available.*
Reel Spin Stop Option	If this option is enabled, players can stop reel spin during game play by touching the screen. From the Operator Menu, touch Setup, Game Options, Slot Options, and the edit box next to ALLOW STOP SPIN.
SAS Bonusing	Options are None, SAS Legacy, or SAS AFT. From the Key Chip Menu, touch Comm. Options, IGT SAS, and the edit box next to SYSTEM BONUSING. *NOTE: To select SAS AFT bonusing, SAS AFT must be selected for cashless transactions.* *NOTE: Bonuses must be paid in the full amount. Partial transfers are not available.* **Controller for SAS AFT**. Access the Operator or Key Chip Menu, touch Comm. Options, IGT SAS, SAS Channel Setup, and the icon next to CASHLESS (primary or secondary channel).

	Controller for SAS Legacy. Access the Operator or Key Chip Menu, touch Comm. Options, IGT SAS, SAS Channel Setup, and the icon next to SAS LEGACY (primary or secondary channel).
SAS Communications	To set the SAS address, access the Operator or Key Chip Menu and touch Comm. Options, IGT SAS, SAS Channel Setup, and the edit box next to ADDRESS (primary or secondary channel). To set the communication channel, access the Operator or Key Chip Menu and touch Comm. Options and Comm Channel Setup. *NOTE: For SAS to enable/disable the bill validator, SAS must use the primary controller.* *NOTE: If SAS authorization is used in the jackpot to credit feature, SAS must use the primary controller.*
SAS Game Play Exceptions	If this option is enabled, non-critical game play events, such as game has started and game has ended, are reported to the SAS host. From the Operator or Key Chip Menu, touch Comm. Options, IGT SAS, SAS Channel Setup, and the icon next to GAME PLAY EXCEPTIONS (primary or secondary channel).
Serial Number	This number should match the number on the serial ID tag attached to the outside of the terminal. To set the terminal serial number, access the Operator Menu and touch Setup, Comm. Options, and Serial No. Setup.
Site Information	To store the site name and address that is printed on vouchers, access the Operator or Key Chip Menu and touch Machine Options, Peripheral Devices Setup, and the Site ID Setup icon. *NOTE: If site information is supplied by the EZ Pay system, this submenu should not be used.*
Sound	Game sound can be adjusted. From the Operator Menu, touch Setup, Machine Options, and Sound Setup; from the Attendant Menu, touch Sound Setup.
Special Partial Pay	This option is available only if tokenization is disabled. When set to PARTIAL $ AMOUNTS FOR HAND PAYS ARE PAID BY HOPPER, the hopper pays amounts less than a dollar, making the hand pay an even dollar amount. Access the Operator or Key Chip Menu and touch Machine Options, Terminal Setup, and the edit box next to HANDPAYS ARE PAID.
Spectrum Display	The operator can configure spectrum options. Select a legacy-style progressive display, a custom text message, or game-specific award information. To enable a spectrum display, access the Operator or Key Chip Menu and touch Machine Options, Peripheral Devices Setup, and the Enable/Disable icon next to SPECTRUM. **Spectrum Message**. To enable the text-message option, touch Machine Options, Peripheral Devices Setup, and the TEXT MESSAGE icon. Enter text by touching the SPECTRUM MESSAGE icon. Display the message by selecting the DISPLAY TEXT/AWARD IN GAME icon.

Award Display. To display game-specific award information, touch Machine Options, Peripheral Devices Setup, and the DISPLAY TEXT/AWARD IN GAME icon. Award information is not available for some games.

NOTE: For spectrum messaging capability, SDF104, SD0112, or later versions must be used.

Speed Options	**Game Speed**. To set the game speed, or to allow the player to set the game speed, access the Operator Menu and touch Setup, Game Options, Speed Setup, and the appropriate icons. **Pay Speed**. To set the speed at which the player is awarded credits, access the Operator Menu and touch Setup, Game Options, Speed Setup, and the appropriate icons.
Split Pay	If the split pay option is enabled, pay outs are divided between the hopper (up to the coin payout limit) and a ticket. From the Operator or Key Chip Menu, touch Setup, Machine Options, Terminal Setup, and the edit box next to SELECTABLE CASHOUT OPTION.
Tokenization	To enable this functionality, select player denomination values less than the hopper/coin-acceptor value. From the Key Chip Menu, touch Machine Options, and Denom Setup. For additional information, refer to TOKENIZATION in FEATURES AND CAPABILITIES. **Fractional Handpay.** If this option is enabled, the fractional tokens can be hand paid. If disabled, the player is required to play the fractional token amounts. From the Key Chip Menu, touch Machine Options, Denom Setup, and the edit box next to FRACTIONAL TOKEN HANDPAY.
Validation	**Standard Validation**. Select this option when not using the EZ Pay or other secure validation system. From the Key Chip Menu, touch Comm. Options, Validation/Redemption, and the edit box next to VALIDATION SETTING. Select SAS Standard Validation. **Enhanced Validation**. Select this option when the EZ Pay system is used to validate vouchers and hand pays. From the Key Chip Menu, touch Comm. Options, Validation/Redemption, and the edit box next to VALIDATION SETTING. Select SAS Secure Enhanced Validation. **System Validation**. Select this option when a non-EZ Pay, secure system is used to validate vouchers. From the Key Chip Menu, touch Comm. Options, Validation/Redemption, and the edit box next to VALIDATION SETTING. Select SAS System Validation. **Selecting a controller**. If a validation mode is selected, access the Operator or Key Chip Menu, touch Comm. Options, IGT SAS, SAS Channel Setup, and the icon next to VALIDATION (primary or secondary channel).
Voucher Limit	Direct the monetary value of a voucher to the acceptor limit or the credit limit. Access the Operator or Key Chip Menu and touch Machine Options, Terminal Setup, and the edit box next to VOUCHER LIMIT FOLLOWS.

ACCOUNTING

Accounting Icon	Information Provided	Accounting Icon	Information Provided
Machine Master Accounting	covering the life of the terminal • games played and won • coins and bills in • drop	**Error Accounting**	• coin and bill jams • hopper-empty conditions • bill validator errors
Machine Period Accounting	since the terminal was last reset • games played and won • coins and bills in • drop	**Program Version Accounting**	• chip version numbers • communication protocol • personality ID and CRC • paytable ID and CRC
Current Accounting	• cashable • restricted • non-restricted	**Bill Accounting**	• number of bills accepted by the bill validator
Denom Group Accounting	• denominations available • games played • amount played	**Voucher Accounting**	master and period values • cashout • receipt • jackpot
Game Group Accounting	• games played • amount played • amount won • hold percentages for the game family	**Progressive Totals Accounting**	for each progressive type • progressive hits per level • amount paid for each progressive level
Game Accounting	• amount played • amount won • total winning hands • double-up meters (if available)	**IPC Info**	• IPC version • serial number • machine address
Security Accounting	• door opened and closed • number of games played since door was open • number of games since the last power reset • key chip menu access		

DIAGNOSTICS

The Comm Channel Analyzer, Hopper Test, Printer Test, and Game Tests submenus can be accessed only from the Operator Menu; all other submenus can be accessed from the Attendant or Operator Menu.

Diagnostic Submenu	Function
Input and Output Tests	**Front Panel I/O Test**. Test the player panel switches and the diverter switches. **Cabinet I/O Test**. Test features such as meter disconnects. **Processor Board I/O Test**. Test functions such as main door input, reset key switch, and low battery detection.
Sound Test	Test the sound system.
Video Test	Verifies the monitor color purity and alignment.

Diagnostic Submenu	Function
Comm Channel Analyzer	Displays the status of all serial communication channels such as the Netplex serial communication line.
Touch Screen Calibration	Calibrate and test the touch screen controller. If the monitor has been adjusted, the operator must recalibrate the touch screen.
Bill Validator Test	Enable or disable the bill validator for testing the device.
Hopper Test	Test the hopper operation.
Printer Test	Test the printer operation by printing a voucher or advancing the paper.
Game Tests	Test paytables and reel strips.
External Meters	When equipped with a seven-segment progressive display, the external meters diagnostic tests illumination and verifies that the display is receiving correct signals from the processor board.
Calculate ROM CRC	Technicians can request a CRC to verify that firmware tampering has not occurred. Select a device, enter the starting seed value and starting address, and touch Calculate. Some devices do not support the CRC request feature and do not respond to a CRC request.

PLAY HISTORY

The last 10 or more games played on the terminal are available for recall, beginning with the most recently completed game.

EVENT LOGS

All Events Log   The program default displays all events; however, one or more event category can be selected for viewing, leaving all non-selected events off the display list. To deselect specific event categories, touch SELECT EVENT TYPES and the event icon to be disabled. The DISABLE ALL EVENTS icon disables all event categories. Event type groupings for this game are:

PRINTER	ATTENDANT ACTIVITY	HOPPER ERRORS	HOST BONUSING
printer tilts	option changes made by the attendant	events such as hopper empty and extra coin paid out	SAS bonus events
GAME EVENTS	BILL VALIDATOR	PLAYER CASHOUT	COIN ACCEPTOR
play history of what specific game was played, when the game was started, and when the game was completed	events such as bill jams and stacker open	cash-out events	coin-acceptor events

AFT TRANSFER	EXCEPTIONS	DISPLAYS	BILLS IN
AFT events	attendant screen and door access events	Bonus device or spectrum display events	events such as bill transactions and functions and incoming cashless transfers
ACCESS TICKETS	**HOPPER**	**PROCESSOR BD**	**TOUCH ERRORS**
door-access events	hopper-activation events	events such as processor board power applied and RAM errors	touch screen errors
SYSTEM ERROR	**DSA EVENTS**		
used by IGT personnel to diagnose game problems	digital signature authentication events		

Cashout Log	Displays information about player cash outs, hand pays (cashed-out credits that exceeded the hopper limit), jackpot hand pays (single wins that exceeded the jackpot limit), and hopper pays (wins that could not be placed on the credit meter without exceeding the credit limit).
Bill Accepted Log	Displays information about bills (in cents) accepted through the bill validator.
Voucher Accepted Log	Displays information about the last 50 vouchers accepted through the bill validator.
Voucher Printed Log	Displays information about the last 50 vouchers printed.
Last 5 Handpay Recall	Displays a record of the last five hand pays (in credits) in chronological order, numbered 1 (most recent) through 5 (oldest).
Host Bonusing Log	Displays a record of bonuses sent to the terminal from the SAS host including the event number, time and date, description, and data.
EFT Log	Displays a history of EFT transactions.
AFT History	Displays a history of AFT transactions.
Progressive Recall Log	Displays the progressive jackpots that have been hit, beginning with the most recent jackpot. This log displays the event number, time, event (game name and jackpot category), and jackpot amount.

MODIFY METERS

Clear Period Meters	Open the coin or bill validator drop door and touch Yes.

Hopper Fill	Enter the number of coins added to the hopper and save the information. Once saved, the terminal posts a hopper-fill event and updates the hopper-fill meter.

REFERENCES

Refer to the appropriate IGT publication for detailed information about Game King software and error resolutions: ***Game Software: Game King Products*** p/n 821-321-0x, ***Troubleshooting: Game Machines*** p/n 821-283-0x, and ***Game King: Quick Reference Cards*** p/n 821-318-0x.

For additional information or to order manuals, contact IGT Customer Service; telephone 1-866-777-8448 or FAX 1-888-999-0668.

For viewing and downloading technical information, visit the IGT web site (www.igt.com).

November 3, 2010