

a. Zähler ablesen

1. Schlüsselschalter oder Switch
2. Mit Start/Stop Taste Zähler einstellen
3. Mit Cancel Taste Zähler löschen

b. Bei offener Tür spielen

1. Tür öffnen
 2. Test Schalter kurz drücken (20.-Kredit)
- Normales 1.-Fr. Spiel kann gespielt werden
- Mit Cancel und Hold Tasten kann Gewinn eingestellt werden
- Nach Gewinn kann mit Einsatz Taste der Einsatz variiert werden.

Zähler

- 1 - Anzahl Spiele
- 4/5 - Auffüllzähler
- 6 - Hopperstand
- 7 - Kasse
- 8 - Türöffnung
- 9 - Spiele - Langzeit
- 10 - Kasse - "

8 = Clear Hopper

1. Schlüsselschalter
2. Taste Nehmen - (Zahlt alles aus)
3. Mit Start/Stop einprogrammieren, oder Geld auf

MACHINE INFORMATION FOR THE SWISS AMBASSADOR

DEMONSTRATION AND TESTING

A facility is provided to permit wins or features to be easily induced for demonstration or test purposes. On opening the machine re-initialisation takes place and the "DOOR" message is shown on the L.E.D. display. Pressing the internal TEST button once will proceed to the demonstration mode as follows:

ESTABLISHING CREDIT

On opening the door and pressing the TEST button quickly, 20 credits are automatically established. These may be replenished by pressing the DOOR switch and TEST button or by inserting coins. If the TEST button is pressed for more than 1 second, an audio alarm will sound and no credit will be established.

INDUCE WINS

The reels may be stepped forward by holding the CANCEL and appropriate HALT buttons depressed until the desired combination is on the payline. Hold is automatically applied and it is only necessary to press the START button to complete the operation.

INDUCE HOLD

Reel hold can be induced by simultaneously pressing CANCEL and AUSZAHLEN buttons.

FORCE GAMBLE WIN

Hold EINSATZ button depressed whilst pressing START button during any win gamble.

FORCE GAMBLE LOSE

Operate REFILL key whilst pressing the START button during any gamble.

TESTING

If the TEST switch is pressed and then the START button pressed and released all the lamps will flash followed by an audio test. The coin mechanism may be tested by inserting coins into it. The lamp test will stop and coins will be recorded on the 7 segment display. To resume the lamp step press the START button. To test the hopper, turn the Refill key on and then off. The hopper will payout coins to a maximum of 10Fr. and the amount paid shown on the Bonus Counter.

The machine will then be inoperative. To clear this condition , close the door and return the coins to the machine via the coin mechanism. Each coin inserted will decrement the bonus counter and spin the reels. When the Bonus counter reaches zero when the machine will return to the normal game mode. During this operation , an alarm will sound , and non of the coin transactions will be metered.

Refer to the MPU4 Field Service Manual for further details of the Self Test routines.

ELECTRONIC METERS

The electronic meters are accessed by turning the refill key with the door open and are displayed on the L.E.D. displays. The code for the meter being displayed is shown on the "Bonus" display and the contents of that meter show on the " Gewinn" and " Gewinn Bank".

Press the START button to step through each set of meters. The Meters may be cleared by pressing and holding the CANCEL button until the audio changes to indicate that they have been cleared.

There are three set of electronic meters :

- 1) Short Term.
- 2) Long Term.
- 3) Service History.

And appear in the following order:-

Short term meters:

01	VTP	Value of games played. *
02	COINS IN	No of coins in. *
03	COINS OUT	No of coins out. *
04	BARKEEPER REFILL	Coins in for refill (barkeeper) *
05	COLLECTOR REFILL	Coins in for refill (collector) *
06	METER BALANCE	No of coins in hopper. *
07	CASHBOX BALANCE	No of coins in cashbox. *
08	DOOR OPEN	No of door openings.
09	PERCENT PAYOUT	Absolute Percentage payout. \
10	WORKING PERCENT	Working percentage.
11	GAMES PLYD	Games played.
12	1 GAMES	Games played on Stake 1.
13	2 GAMES	Games played on Stake 2.
14	3 GAMES	Games played on Stake 3.
15	4 GAMES	Games played on Stake 4.
16	5 GAMES	Games played on Stake 5.
17	PRIMARY PERCENTAGE	Payout percentage in primary game.
18	PERCENT PAYOUT 1	Payout percentage on Stake 1.
19	PERCENT PAYOUT 2	Payout percentage on Stake 2.
20	PERCENT PAYOUT 3	Payout percentage on Stake 3.
21	PERCENT PAYOUT 4	Payout percentage on Stake 4.
22	PERCENT PAYOUT 5	Payout percentage on Stake 5.

Long term meters:

23	VTP LONG	Long term value of games played.*
24	COINS IN LONG	No. of coins in, long term.*
25	COINS OUT LONG	No. of coins out, long term. *
26	COINS IN CBOX LONG	No. of coins in cashbox, long term.*
27	PERCENT PAYOUT LONG	Absolute percentage payout, long term.
28	WORKING PERCENT LONG	Working percentage payout, long term.

All meters marked "*" will be displayed in 1 Fr. units.

SERVICE HISTORY

The machine may sound the audio alarm for several fault conditions (see Alarms) which can only be cleared by turning the machine off then on again. To aid the Service Engineer the last 16 alarms are recorded in an alarm log. This may be accessed by turning the refill key pressing HALT button C and stepped through using the START button.

ALARMS

On detection of a fault condition, the machine will sound an alarm with an associated reference code on the display as follows:-

REF. CODE	FUNCTION
0D	P.I.A. Test failure.
0E	Programmable Timer failure.
0F	R.A.M. test failure.
08	Hopper Error.
10	IRQ Not running.
11	IRQ failure.
12	EPROM 1 Checksum error.
16	Characteriser error.
18	MUX col transistor shorted.
19	MUX row transistor shorted.
6E	REEL A spin fault.
6F	REEL B spin fault.
70	REEL C spin fault.
71	REEL D spin fault.
78	REEL A setup fault.
79	REEL B setup fault.
7A	REEL C setup fault.
7B	REEL D setup fault.
96	1 FR. COIN fault.
97	1 FR. locked out.
98	Invalid coin.

HOPPER INITIALISATION

During operation, the machine maintains a record of the number of coins that are deflected into the hopper.

When the total number of coins in the hopper reaches the maximum (determined by option switches), further coins entering the machine are deflected to the cash box.

When it has been necessary to replace a faulty MPU4 control unit, the hopper counting system will require to be initialised.

If a machine with a replacement unit is switched on with the door open, alarm code 08 will be shown on the display. To reset this condition, turn the REFILL KEY and press the START switch. If the RISIKO switch is pressed and released then the normal metering will be displayed. In either case, once the selection has been made i.e. to clear the hopper or enter metering the selection may be reinstated by pressing and releasing the TEST switch and re-selecting.

Once the clear hopper mode has been selected then the hopper will pay out coins until it is empty. The number of coins paid out will be shown on the display and recorded on METER 6. These coins must be returned to the hopper through the aperture in the top.

The machine then automatically enters the hopper adjust mode and the collectors refill facility may be used to fill the hopper

If during normal pay out, an error with the accounting system is detected, the machine will show alarm code 08 on the display, when the door is next opened. If this occurs, the hopper should be re-initialised as above.

BARKEEPER REFILL FACILITY

If whilst paying out, the hopper runs out of coins, operation is halted and the "Call Manager" lamp is flashed. If an error is detected within the hopper accounting system, then the machine will remain inoperative until the door is opened and the hopper cleared out. Otherwise if no error exists then the hopper may be refilled by turning the REFILL KEY on the left hand side of the machine. The REFILL lamp on the glass will illuminate. Coins may then be inserted through the coin mechanism and each coin inserted is indicated on the display and recorded by Electronic Meter 4.

When the REFILL KEY is turned back to its original position, the REFILL lamp will be extinguished, and the machine will pay out any unpaid coins that remain.

COLLECTORS REFILL FACILITY

The machine may be refilled with the door open by operating the REFILL KEY on the left hand side of the machine, which puts the machine into METERING MODE. If the hopper accounting system is in error(alarm code 08), then the hopper should be initialised at this stage (see HOPPER INITIALISATION).

Holding the START switch pressed and depressing the NEHMEN switch puts the machine into HOPPER ADJUST MODE and METER 6 will be shown on the display.

Refill can then be achieved by placing coins directly into the top of the hopper in 100 Fr units and adjusting the hopper balance meter to record the amount. Each press of the START switch will add 100 to the displayed balance (up to the maximum value set by the option switches on switch bank 1) and each press of the NEHMEN switch will subtract 100 from the displayed balance (down to the original initialised value). The hopper balance adjustments will be recorded on electronic meters 5 & 6.

To exit the Collectors refill facility, return the REFILL KEY to its normal position and close the door.

OPTION SWITCHES

The following options are selected when switched on (to the right).

SWITCH BANK 1		SWITCH BANK 2	
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Sw 1.1	Hopper limit +100	Sw 2.1	O-C-D Display inhibit
Sw 1.2	Hopper limit +100	Sw 2.2	Not Used
Sw 1.3	Hopper limit +100	Sw 2.3	Not Used
Sw 1.4	Hopper limit +100	Sw 2.4	Not Used
Sw 1.5	Hopper limit +100	Sw 2.5	Not Used
Sw 1.6	Hopper limit +100	Sw 2.6	Coin Alarm inhibit
Sw 1.7	Hopper limit +100	Sw 2.7	Not Used
Sw 1.8	Hopper limit +100	Sw 2.8	Not Used