

MAYGAY

GAME MANUFACTURER

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SUPER BOTE

MANUAL

[REF: MEC00282]

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SECTION (1) - SET UP INSTRUCTIONS

- 1. Test Mode**
- 2. Refill Mode**

SET UP INSTRUCTIONS

1. Test Mode

LH1	LH2	LH3	LH4	LH5	LH6	LH7
RETENCION AVANCE	RETENCION AVANCE	RETENCION AVANCE	CANCELAR	COBRAR DEVOLUCION BANCO	SELECCIONE JUEGO	50 PTAS
RH7	RH6	RH5	RH4	RH3	RH2	25 PTAS

To enter tests the machine must be turned on and the front service door open. The alphanumeric will briefly display "Main Door Open". The test sequence is entered as follows: -

A red button labelled TEST SWITCH is situated on the front Hopper cover, this should be pressed simultaneously with the function switch located on the main processor. The alphanumeric will display "BACTA STD V1.0" for three seconds, refreshing to display "1.1 TEST MONED/BI".

RH3, RH2 and RH1 buttons on the front of the machine will flash.

The test sequence will display the individual tests in the following order: -

	[3.1]	Auto Lamp	[6.1]	Alpha Test
[1.2]	Coin Out	[3.2]	Lamp	[7.1] Meters
[2.1]	Reels 1	[4.1]	Inputs	[8.1] Comms
[2.2]	Reels 2	[5.1]	LED Test	[9.1] Sound Test
(where applicable)				

Extended Tests

- | | | | |
|--------|------------|--------|------------|
| [10.1] | RTC Set Up | [12.1] | RAM Clear |
| [11.1] | Photo | [13.1] | Stats Dump |
| [11.2] | Matrix | | |

Press RH2 to step through the test sequence in numeric order.

Press RH3 to step backwards through the sequence.

Press RH1 to enter or exit the selected test.

All button actions will be confirmed by an audible bleep.

[1.1] Coin in

Coin Entry: -

Coin Entry tests all coins are being accepted to the coin mech.

Coin Inhibit: -

Coin Inhibit tests that all hopper bound coins are inhibited to the pay bowl. (*To enter and exit test Press LH1*).

Coin Divert: -

Coin Divert tests that all coins are diverted to the cash box. (*To enter and exit test toggle LH2*).

SET UP INSTRUCTIONS

[1.2] Coin Out

- Press LH1 once to pulse the hopper once.
- Press LH1 for more than 3 seconds for continuous payout.

[2.1] Reels

"2.1:SYNC POSITION"

- LH2 to step Reel 1 DOWN 1 Symbol.
- LH3 to step Reel 2 DOWN 1 Symbol.
- LH4 to step Reel 3 DOWN 1 Symbol.
- RH2 to step Reel 4 DOWN 1 Number.
- Hold LH1 down for more than 2 seconds to display the win on the line.

[3.1] Auto Lamp

This is an automatic test on which each lamp is illuminated to determine whether it is faulty. At the end of the test a list of faulty lamps will be registered and you can manually step through each fault by using RH3 and RH2.

NOTE: REEL LAMPS and COIN MECH LAMPS are not included.

[3.2] Lamps

When you enter the test the top and bottom lamps will flash on and off.

- Press LH1 to go to the independent step test.
- Press RH2 to step forward.
- Press RH3 to step backwards. The lamp number will be displayed on the alphanumeric.

[4.1] Inputs

This test registers the change of state of any input into the machine e.g. Buttons (internal/external), switches. All inputs will read ON + OFF.

[5.1] LED Test

When this test is entered the test will cycle through each segment of all LED Displays.

- Press RH3 to step through all 7 segment LED's in turn.
- Press RH2 to return to the segment cycle test.

[6.1] Alpha

When this test is entered the display will clear. Each character of the display will then be stepped though automatically. Once completed, press RH3 or RH2 to toggle between the two tests. All segments will then be tested simultaneously by cycling through "0", "X" and "+".

SET UP INSTRUCTIONS

[7.1] Meters

Pressing LH1 will cause 5 pulses to each meter in turn. The refill key is not required for this test.

[8.1] Comms

This is to test that the data port is corresponding correctly with the datapak. If it is functioning correctly the alpha will display "8.1:DPAK PASS".

If the machine fails the test the alpha will display "8.1:PORT FAIL".

[9.1] Audio

This tests the sound generation of the machine. The test can be used to cycle through all available channels playing a short tune or sound.

- Press RH3 to decrease the sound number
- Press RH2 to increase the sound number
- Press LH1 to play the currently selected sound on the current channel
- Press LH2 to change the channel number

[9.2] Volume

On entering this test the alphanumeric will display "8.2:VOL=50%". Where "VOL" refers to the tune(s) for which the volume is being adjusted and the "50%" is the volume level expressed as a % of maximum.

- Press the RH2 button to cycle forward through the tunes.
- Press the RH3 button to cycle backwards through the tunes.
- Press the LH1 button to decrease the volume
- Press the LH2 button to increase the volume.
- To reset levels as they were on entry, press LH1 and LH2. The message "8.2:VOLS RESET" will be displayed, until the buttons are released.

Extended Tests

NOTE: This test is entered by pressing and holding down the **Red Test Button** situated on top of the hopper, then press function switch and release, there should be three audio bleeps heard.

RTC Setup [10.1]

This function allows the setting of the time and date information on the real time clock PIC (RTC pic).

- Press RH2 to move to the next edit field. The current field (hours, minutes, day, month, year) will be flashing
- Press RH3 to move to the previous edit field
- Press LH1 to decrease the value of the current edit field
- Press LH2 to increase the value of the current edit field

On initial entry into the test routine the date and time is currently set will be displayed on the alpha in the following configuration:-

hh. mm dd/MM/yy

where: hh - hours (00 - 23)

dd - date (1 - 31)

mm - minutes (00 - 59)

MM - month (1 - 12)

yy - year (00 - 99)

Once this test has been entered, hh will flash indicating that the displayed value can now be changed as described above. Clear long term meters in operator mode has now been removed.

SET UP INSTRUCTIONS

[11.1] Photo Display Test

This test will illuminate the machine for display purposes.

[11.2] Matrix

When entered the matrix display will show the appropriate title of the machine.

[12.1] Clear NVR

To gain access to this test, and all those hereafter, the RH3 button must be held down when pressing the test switch to enter test. A bleep will indicate successful entry to this, and further tests.

Hold down the RH1 button for 5 seconds to clear NVR. On success, the alphanumeric display will show "MEMORY CLEARED", and the machine will reset.

[13.1] Statistical Dump

- Press the RH1 button to send statistical data out of Serial Port 1. While the data is being sent, the LH2 button will flash. The required port settings are:

9600 Baud

8 Data Bits

1 Stop Bit

No Parity

See Clear NVR (12.1) for instructions on how to access this test.

SET UP INSTRUCTIONS

2. Refill Mode

If the refill key is turned, Refill Mode is entered, offering the following options:

1. Refill Coins
2. History
3. Change Volume
4. Last Game

To step forwards through these options:

- Press the RH2 button.

To step backwards through these options:

- Press the RH3 button.

To select the option shown on the alphanumeric display:

- Press the RH1 button.

Refill is selected by default.

Insert 25 and 100 Peseta coins. Displayed on the alphanumeric display will be the number of each coin entered in refill so far.

History

Pressing the LH1 button will detail the game number the win was achieved on (from long term VTP), and the amount won, in 25 Peseta units.

Pressing the RH2 button will cycle through the last ten such wins.

Change Volume

A sound will continuously play.

- Press the RLH1 button to increase the volume, or the LH2 button to decrease the volume.
- Press the RH3 button to step backwards through the available sounds to repeat.
- Press the RH2 button to step forwards through the available sounds to repeat.

Last Game

This will replay the last game played, providing the service door is closed.

Operator Mode

Opening the front door will enter operator mode. The functions available at this stage will differ depending upon the status of the service door at the time.

To step forwards through these options:

- Press the RH2 button.

To step backwards through these options:

- Press the RH3 button.

To select the option shown on the alphanumeric display:

- Press the RH1 button.

With the service door closed, the following functions will be available:

1. Refill Coins
2. History
3. Change Volume
4. Last Game
5. Tax Report

Functions 1 to 4 operate as for refill mode.

SET UP INSTRUCTIONS

Tax Report

This will send site and year data out to Serial Port 1. The required port settings are:

1200 Baud

8 Data Bits

1 Stop Bit

No Parity

With the service door open, the following functions will be available:

1. Local Site Data
2. Annual Data
3. Change Site
4. Clear Short Term Meters
5. Dump 25 Pesetas
6. Dump 100 Pesetas
7. Errors
8. Percentage Report
9. Mirror Meters

Local Site Data

- Press the **RH2** button to cycle through available sites.
- Press the **RH3** button to show coins in and coins out for the currently selected site.

Annual Data

- Press the **RH2** button to cycle through available years.
- Press the **RH3** button continuously to show coins in and coins out for the currently selected year.

Change Site

- Press and hold the **RH1** button for 5 seconds. On success, "SHORT CLEARED" will show on the alphanumeric display. The short-term meters will be cleared.

Dump 25 Pesetas

- Press the **LH1** button. All coins in the 25 Peseta hopper will be paid out. The number of coins paid will be shown on the alphanumeric display.

Dump 100 Pesetas

- Press the **LH1** button. All coins in the 100 Peseta hopper will be paid out. The number of coins paid will be shown on the alphanumeric display.

Errors

Stored errors will be shown on the alphanumeric display.

- Press the **RH3** button to step backwards through the errors.
- Press the **RH2** button to step forwards through the errors.

Percentage Report

- Press the **RH2** button to display target and achieved pay out percentage.

Mirror Meters

The purpose of the mirror meters is to ensure software metering matches hardware metering. There are mirror meters for each of the hardware meters, namely VTP, Cash Out and Cash To Box. The mirror meters should be set to match the corresponding hardware meters.

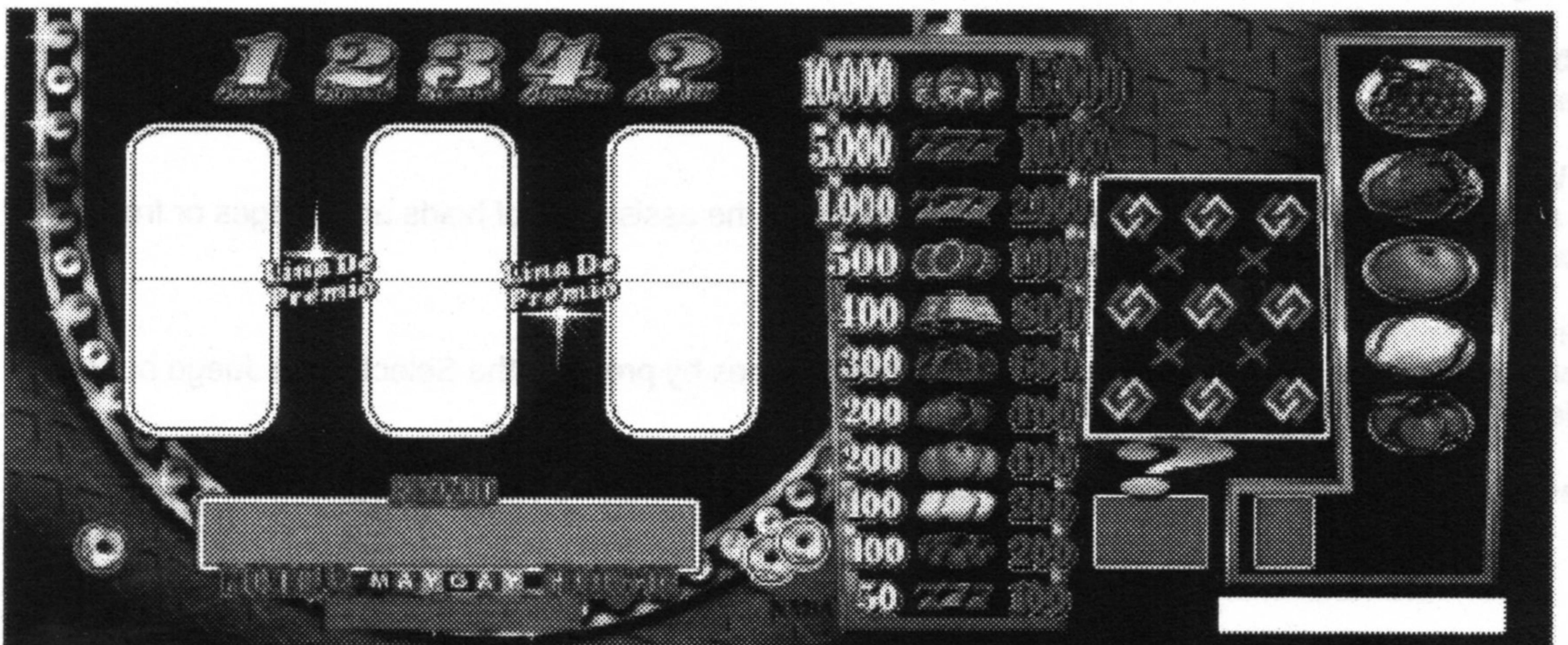
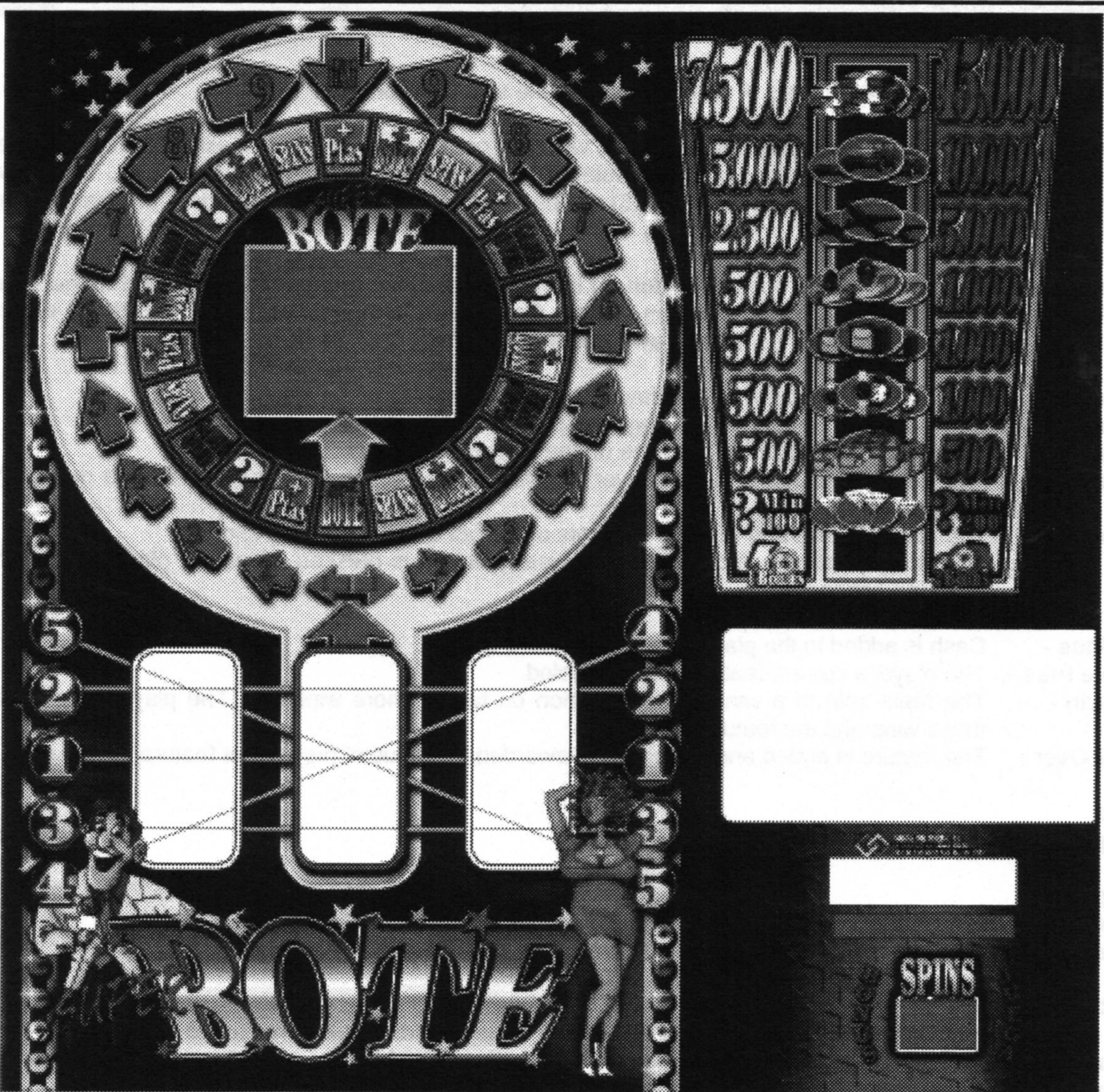
- To select a mirror meter, press the **RH2** button.
- To select a digit in that meter, press the **LH1** button.
- To increment that digit, press the **LH2** button.

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SECTION (2) – PRODUCT INFORMATION

- 1. Artwork & Game Details**
- 2. DIL Switches Options**
- 3. Switch Matrix**
- 4. Lamp Equates**

1. Artwork & Game Details



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PRODUCT INFORMATION

Game Description

The player may play the bottom reels in order to accumulate spins and/or wins.

A small progressive pot exists on the bottom game, whereby obtaining each reel win will light a fruit. When any three have been lit, the player may take one spin. If he lights four, he may take three spins. If he lights all five, a mystery amount of spins (greater than 5) will be awarded. In the top game, there are five winlines for both stakes.

If an arrow symbol appears in the centre position on the middle reel, two increments are added to the arrow trail (four are added if playing 2 spins + 50 Ptas stake). Once this is complete, the player may move around the feature board at the top. Here, he may be awarded the following:

- + Ptas - Some money is added to the player's current feature win.
- + Spins - Some spins are added to the player's spins LED.
- + Bote - Some money is added to the Bote on the dot matrix display.
- Game Over -** The game is ended and the player is given any cash win he has accumulated during the feature.
- Superbote -** The player is awarded with the contents of the pot and the game is ended.
- ? - A mystery position, which when the mystery button is pressed, gives the player one of the following options:

- Mas Ptas -** Cash is added to the player's current feature win.
- Double Ptas -** The player's current feature win is doubled.
- Multiwin -** The reels spin to a winning combination on two or more winlines. The player is awarded these wins and the feature is ended.
- Game Over -** The feature is ended and the player is awarded the value of his current feature cash win.

Holds

The game is hold and draw.

Nudges

Nudges are awarded in the base game on a 1-? Basis.

Nudges may be banked for use in a subsequent game.

Gamble – Base Game

Wins may be gambled on the lower bases, with the losing value providing spins credited to the top game spin meter and the option of moving to the top game. Once wins have been gambled to spins, spins may also be granted.

Gamble – Top Game

On being awarded a win, you will then be given a double or spins gamble option.

Reel Wins

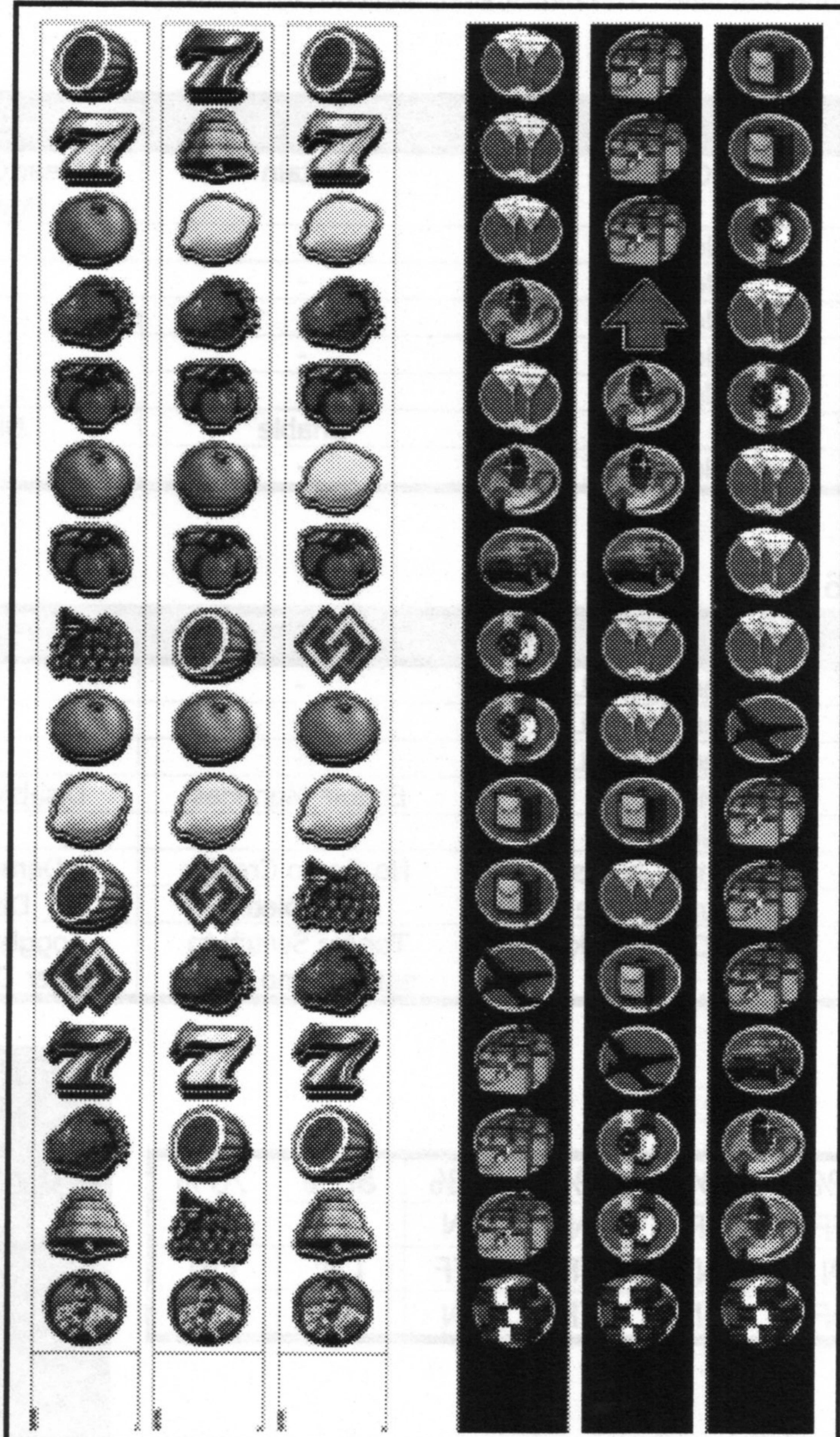
Wins are achieved either directly from the lower reels with the assistance of holds and nudges or from the top game selection., which is detailed below.

Staking

The player may change between top games and base games by pressing the Select coin/Juego button on the play panel.

Stakes may be changed by pressing the 25 or 50 Ptas button.

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2. DIL Switches

Two sets of eight DIL switches (SW1 and SW2) are mounted on the MPU. By using these switches several control options are available for the machine. The available options are listed below: -

Option Switches 1 - 8

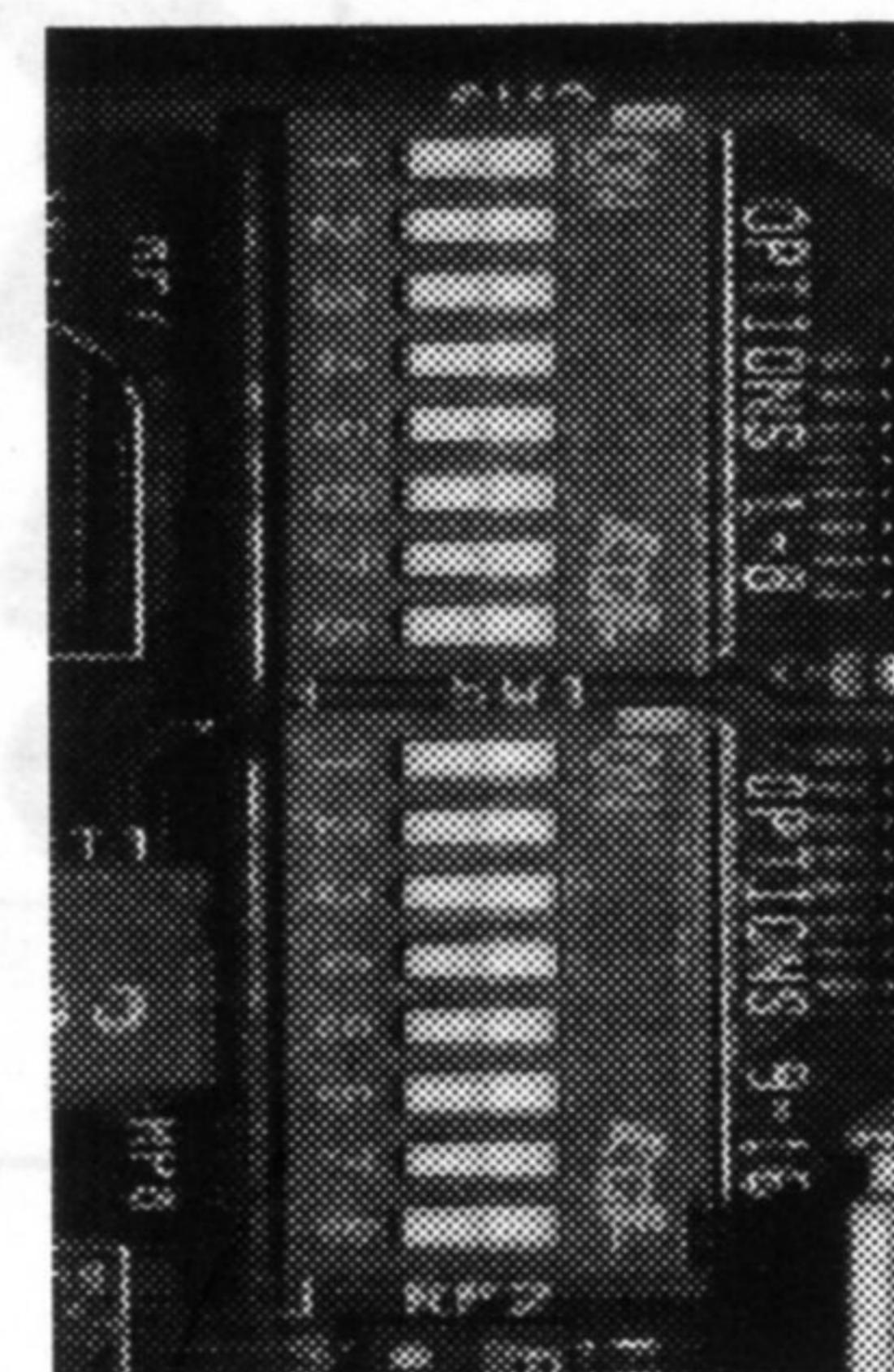
DIL Switch	Function	OFF	ON
1	Credits	Retain	Clear Credits on Power Up
2	Not Used	-	-
3	Not Used	-	-
4	Not Used	-	-
5	Not Used	-	-
6	Not Used	-	-
7	Bank	Enable	Disable
8	Not Used	-	-

Option Switches 9 - 16

DIL Switch	Function	OFF	ON
9	Percentage DIL 1	-	-
10	Percentage DIL 2	-	-
11	Percentage DIL 3	-	-
12	Monedas	Enable Monedas	Disable Monedas
13	Not Used	-	-
14	Demo Credits	No Demo Credits	Demo Credits
15	Attract Mode	Enabled	Disabled
16	Door Open Lockup	Toggle Switch to enter Demo Mode	Toggle Switch to enter Demo Mode

Percentage DIL Settings

DIL	80%	76%	78%	82%	84%	86%	88%	76%
1	OFF	OFF	OFF	OFF	ON	ON	ON	ON
2	OFF	OFF	ON	ON	OFF	OFF	ON	ON
3	OFF	ON	OFF	ON	OFF	ON	OFF	ON



PRODUCT INFORMATION

3. SWITCH EQUATES

Switch	Wire Colour	Plug/Pin	Switch Function
1	OR/BK	6/8	RETENCION AVANCE
2	OR/BRN	6/7	RETENCION AVANCE
3	OR/RED	6/6	RETENCION AVANCE
4	OR/OR	6/5	CANCELAR
5	OR/YEL	6/4	COBRA DEVOLUTION BANCO
6	OR/GRN	6/3	SELECCIONE JUEGO
7	OR/BU	6/2	50 PTAS
8	OR/VI	6/1	25 PTAS
9	OR/BK	-	JUEGO ACCUMULAR
10	-	-	NOT USED
11	-	-	NOT USED
12	-	-	NOT USED
13	-	-	NOT USED
14	-	-	NOT USED
15	-	-	NOT USED
16	-	-	NOT USED
40	-	-	-
41	-	-	-
42	OR/BK - GY	7/5	HOPPER VER 1
43	OR/GN - GY	7/21	HOPPER VER 2
44	OR/BN - GY	7/7	HOPPER LOW 1
45	OR/RE - GY	7/8	HOPPER HIGH 1
46	OR/BU - GY	7/22	HOPPER LOW 2
47	OR/VI - GY	7/23	HOPPER HIGH 2
48	-	-	-
49	-	-	NOT USED
50	-	-	NOT USED
51	-	-	NOT USED
52	-	-	NOT USED
53	-	-	-
54	OR/BN	6/2	REFILL
55	-	-	-
56	OR	6/4	CASH BOX DOOR
57	OR/YE	6/5	TOP DOOR
58	-	-	NOT USED
59	-	-	NOT USED
60	-	-	NOT USED
61	-	-	NOT USED
62	-	-	NOT USED
63	OR	7/9	HOPPER REFLOAT
64	OR/YE	7/12	TEST

SWT RETURN FOR SWITCHES 1-8 - GN 6/10 ON TOP GLASS LAMPS AND SWITCHES

SWT RETURN FOR SWITCHES 9-16 - GN 5/10 ON TOP GLASS LAMPS AND SWITCHES

SWT RETURN FOR SWITCHES 41-48 - GY 7/5&6 ON HOPPER DRIVER BOARD

SWT RETURN FOR SWITCHES 49-64 - GN 6/12 ON HOPPER DRIVER BOARD

PRODUCT INFORMATION

4. LAMP EQUATES 1 - 96

L	SOR	SINK	FUNCTION	L	SOR	SINK	FUNCTION
1	0	0	SWITCH 1	9	0	8	GRAPE
2		1	SWITCH 9	10		9	
3		2	25 PTAS	11		10	
4		3	200 WIN VALUE	12		11	
5		4	WIN SPIN SYMBOL	13		12	
6		5	400 WIN VALUE	14		13	
7		6	3 LEMONS	15		14	
8		7	200 WIN VALUE	16		15	
17	1	0	SWITCH 2	25	1	8	15,000 WIN VALUE
18		1	-	26		9	
19		2	25 PTAS X2	27		10	
20		3	200 WIN VALUE	28		11	
21		4	WIN SPIN SYMBOL	29		12	
22		5	400 WIN VALUE	30		13	
23		6	3 ORANGES	31		14	
24		7	200 WIN VALUE	32		15	
33	2	0	SWITCH 3	41	2	8	3 JACKPOT SYMBOLS
34		1	-	42		9	
35		2	NADA	43		10	
36		3	100 WIN VALUE	44		11	
37		4	WIN SPIN SYMBOL	45		12	
38		5	600 WIN VALUE	46		13	
39		6	3 STRAWBERRIES	47		14	
40		7	300 WIN VALUE	48		15	
49	3	0	SWITCH 4	57	3	8	MYSTERY AVANCES
50		1	-	58		9	
51		2	100 WIN VALUE	59		10	
52		3	SWITCH 10	60		11	
53		4	WIN SPIN SYMBOL	61		12	
54		5	800 WIN VALUE	62		13	
55		6	3 GRAPES	63		14	
56		7	400 WIN VALUE	64		15	
65	4	0	SWITCH 5	73	4	8	4 AVANCES
66		1	-	74		9	
67		2	100 WIN VALUE	75		10	
68		3	CHERRY	76		11	
69		4	WIN SPIN SYMBOL	77		12	
70		5	1000 WIN VALUE	7		13	
71		6	3 BELLS	79		14	
72		7	500 WIN VALUE	80		15	
81	5	0	SWITCH 6	89	5	8	3 AVANCES
82		1	-	90		9	
83		2	50 WIN VALUE	91		10	
84		3	LEMON	92		11	
85		4	WIN SPIN SYMBOL	93		12	
86		5	2000 WIN VALUE	94		13	
87		6	3 MELONS	95		14	
88		7	1000 WIN VALUE	96		15	

PRODUCT INFORMATION

LAMP EQUATES 97 - 192

L	SOR	SINK	FUNCTION	L	SOR	SINK	FUNCTION
97	6	0	SWITCH 7	105	6	8	2 AVANCES
98		1	-	106		9	
99		2	3 CHERRIES	107		10	
100		3	ORANGE	108		11	
101		4	WIN SPIN SYMBOL	109		12	
102		5	10,000 WIN VALUE	110		13	
103		6	3 BLUE 7's	111		14	
104		7	5,000 WIN VALUE	112		15	
113	7	0	SWITCH 8	121	7	8	1 AVANCE
114		1	-	122		9	
115		2	3 MIXED 7's	123		10	
116		3	STRAWBERRY	124		11	
117		4	WIN SPIN SYMBOL	125		12	
118		5	WIN SPIN SYMBOL	126		13	
119		6	3 RED 7's	127		14	
120		7	10,000 WIN VALUE	128		15	
129	0	16	TITLE	137	0	24	START ARROW
130		17	TITLE	138		25	25 PTAS 1 BONUS
131		18	JUEGA	139		26	3 GLASSES
132		19	ARROW 1	140		27	50 PTAS 2 BONUS
133		20	ARROW 2	141		28	7,500 WIN (1)
134		21	GAME OVER	142		29	
135		22	+ BOTE	143		30	
136		23	+ PTAS	144		31	
145	1	16	TITLE	153	1	24	ARROW 9
146		17	TITLE	154		25	? MIN 100
147		18	BONUS	155		26	3 SUITCASES
148		19	ARROW 2	156		27	? MIN 200
149		20	ARROW 3	157		28	7,500 WIN (2)
150		21	QUESTION MARK	158		29	
151		22	QUESTION MARK	159		30	
152		23	SPINS	160		31	
161	2	16	TITLE	169	2	24	STARS (LEFT)
162		17	TITLE	170		25	500 WIN
163		18	WIN LINE 5	171		26	3 WATCHES
164		19	ARROW 3	172		27	500 WIN
165		20	ARROW 4	173		28	15,000 WIN (1)
166		21	+ PTAS	174		29	
167		22	GAME OVER	175		30	
168		23	+ BOTE	176		31	
177	3	16	WIN LINE 4	185	3	24	STARS (LEFT)
178		17	TITLE	186		25	500 WIN
179		18	WIN LINE 3	187		26	3 T.V's
180		19	ARROW 4	188		27	1000 WIN
181		20	ARROW 5	189		28	15,000 WIN (2)
182		21	SUPER BOTE	190		29	
183		22	+ PTAS	191		30	
184		23	QUESTION MARK	192		31	-

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LAMP EQUATES 193 - 256

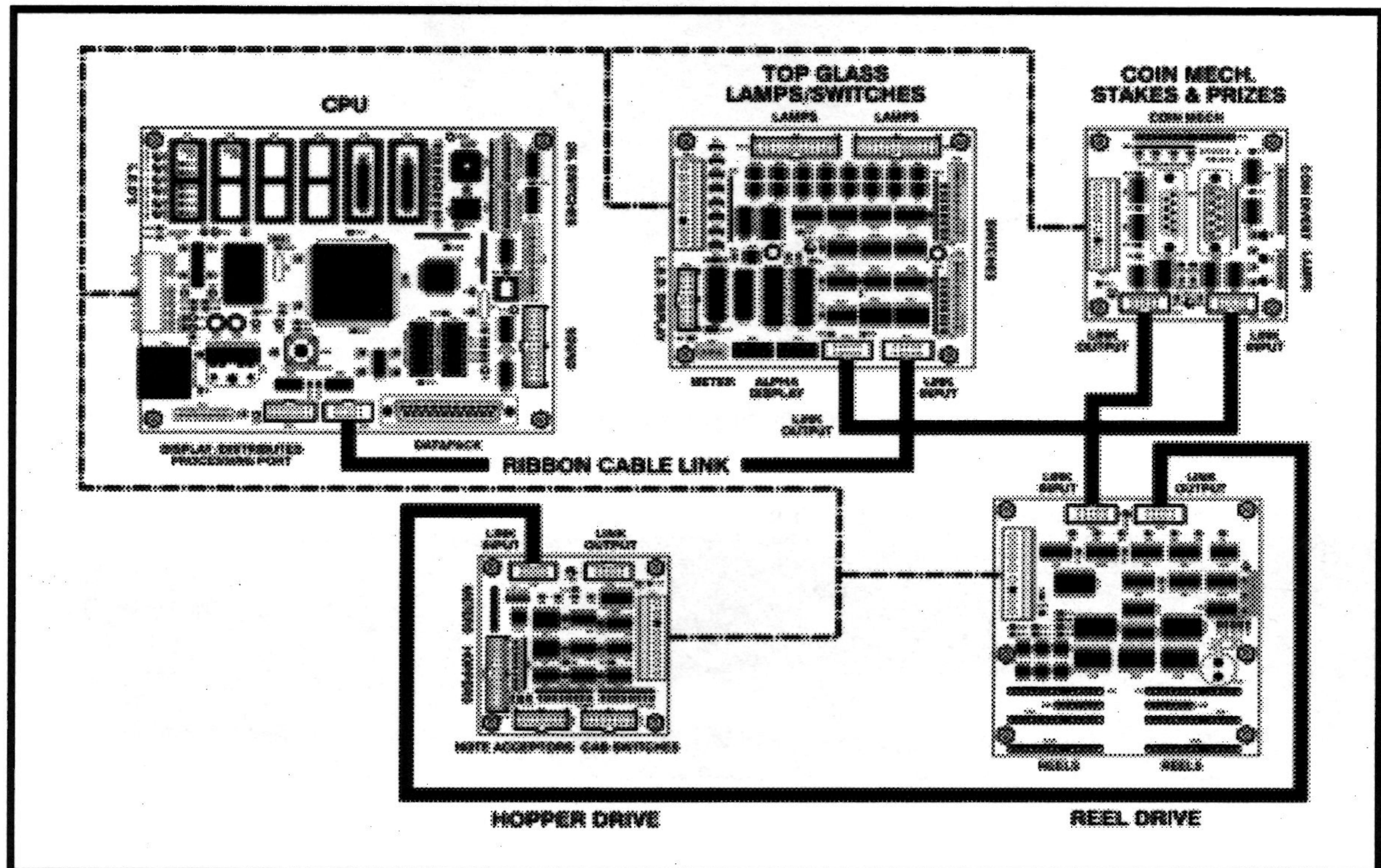
L	SOR	SINK	FUNCTION	L	SOR	SINK	FUNCTION
193	4	16	WIN LINE 3	201	4	24	STARS (LEFT)
194		17	TITLE	202		25	500 WIN
195		18	WIN LINE 1	203		26	3 RINGS
196		19	ARROW 5	204		27	1000 WIN
197		20	ARROW 6	205		28	
198		21	SPINS	206		29	
199		22	SPINS	207		30	
200		23	GAME OVER	208		31	
209	5	16	WIN LINE 1	217	5	24	STARS (RIGHT)
210		17	TITLE	218		25	500 WIN
211		18	WIN LINE 2	219		26	3 PLANES
212		19	ARROW 6	220		27	1000 WIN
213		20	ARROW 7	221		28	
214		21	+ BOTE	222		29	
215		22	+ BOTE	223		30	
216		23	+ BOTE	224		31	
225	6	16	WIN LINE 2	233	6	24	STARS (RIGHT)
226		17	TITLE	234		25	2,500 WIN
227		18	WIN LINE 4	235		26	3 CARS
228		19	ARROW 7	236		27	5,000 WIN
229		20	ARROW 8	237		28	
230		21	QUESTION MARK	238		29	
231		22	-	239		30	
232		23	+ PTAS	240		31	
241	7	16	WIN LINE 5	249	7	24	STARS (RIGHT)
242		17	TITLE	250		25	5,000 WIN
243		18	SWITCH 11	258		26	3 NOTE BUNDLE
244		19	ARROW 8	252		27	10,000 WIN
245		20	ARROW 9	253		28	
246		21	GAME OVER	254		29	
247		22	-	255		30	
248		23	SPINS	256		31	

MAINTENANCE

1. Epoch System Overview

The system comprises of the main processor unit and a group of auxiliary boards. This configuration shown below is common to our AWP range of products. EPOCH Technology is a modular system designed to be easy and cost efficient to maintain. Each PCB module is dedicated to a particular major aspect of the typical fruit machine e.g. reels, artwork, Display and hopper etc.

This enables the operator to locate and fix faults quickly and cheaply by replacing only the relevant module where necessary instead of the entire operating system.



The MPU board includes six LED's, which are numbered L1-L6 and are known as Status LED's. They are listed in order on the board as follows: -

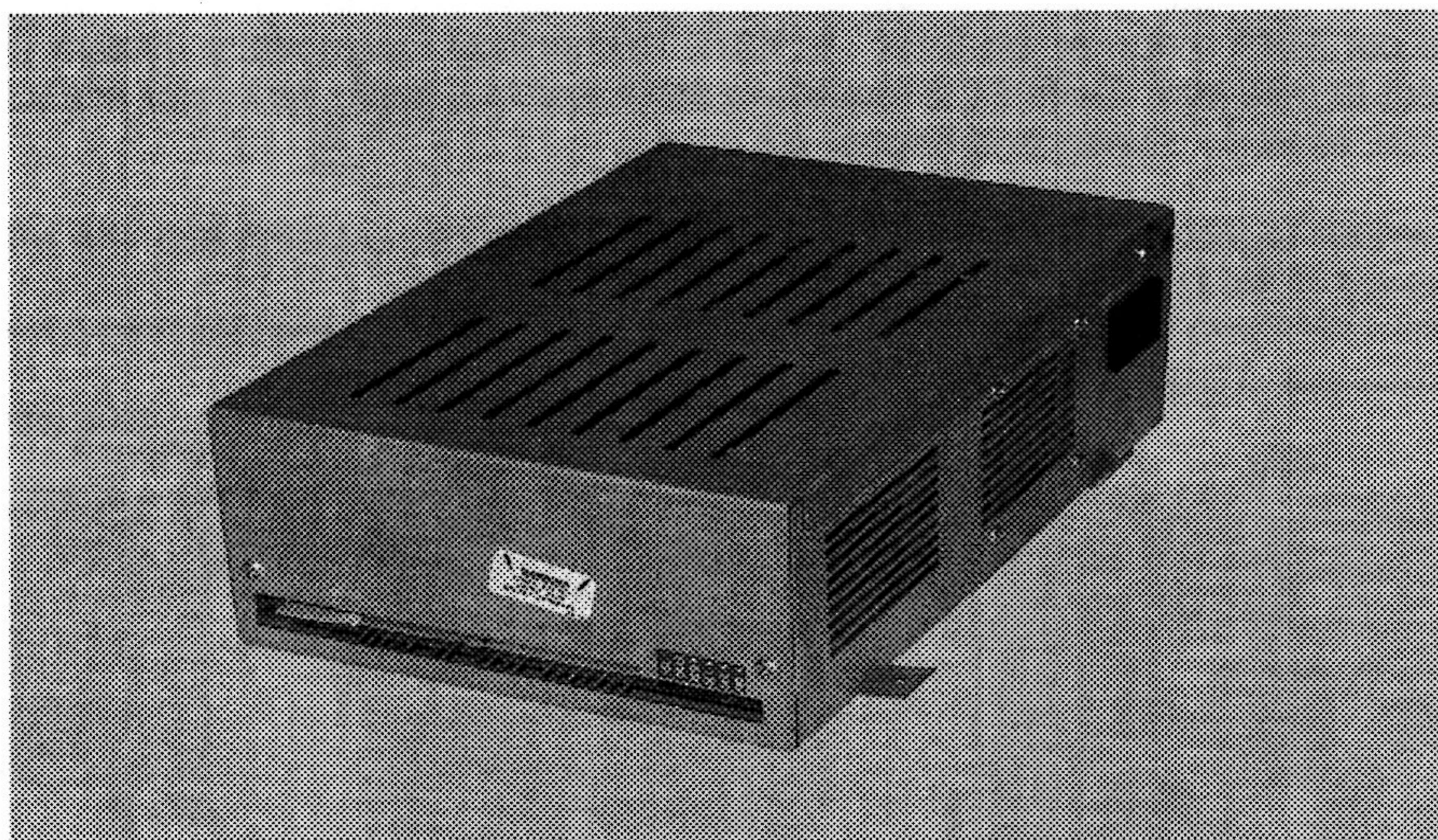
LD1	Security
LD2	Reset
LD3	+12V
LD4	-12V
LD5	+5V
LD6	Dot matrix display power

On power up, LD3, 4 and 5 illuminate firstly to show that voltages are present, along with the LD1 which flashes to show that the board has booted up. When LD2 illuminates this shows that the software is running. LD6 is not required for operation of the MPU board in this machine.

The Status of LED's are an indication of error and should all be switched ON under normal operating conditions until an error condition occurs. There is a voltage error if LED's 3, 4 and 5 are not illuminated. LD2 indicates software is not running and LD1 indicates that the board has not booted up properly. LD1 also illuminates to show correct operation.

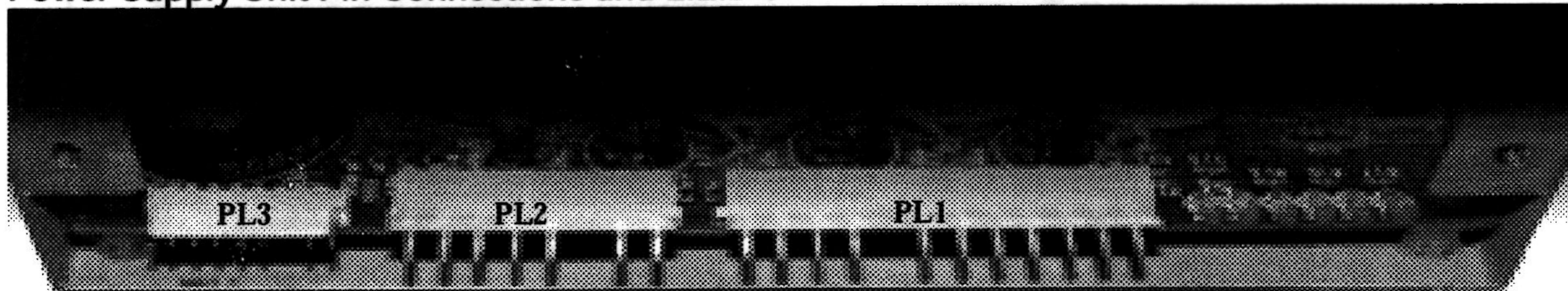
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2. Power Supply Unit



Power Supply Unit

Power Supply Unit Pin Connections and L.E.D's



PSU Connections

No.	Voltage	Wire Colour	No.	Voltage	Wire Colour
PLUG ONE					
1	-12V	YELLOW	7	12RTN	GREY
2	+12V	BLUE	8	POLARISED	
3	+12V	BLUE	9	36RTN	BLACK
4	+12V	BLUE	10	36RTN	BLACK
5	12RTN	GREY	11	+36V	BROWN
6	12RTN	GREY	12	+36V	BROWN
PLUG TWO					
1	+24V	ORANGE	5	5VRTN	GREY
2	+5.2V	RED	6	5VRTN	GREY
3	POLARISED		7	N/C	
4	+5.2V	RED	8	N/C	
PLUG THREE					
1	SYNC	WHITE	6	N/C	
2	N/C		7	N/C	
3	POLARISED		8	OPT3	GREEN
4	PWROK	PINK	9	+5.2V	GREEN
5	N/C				

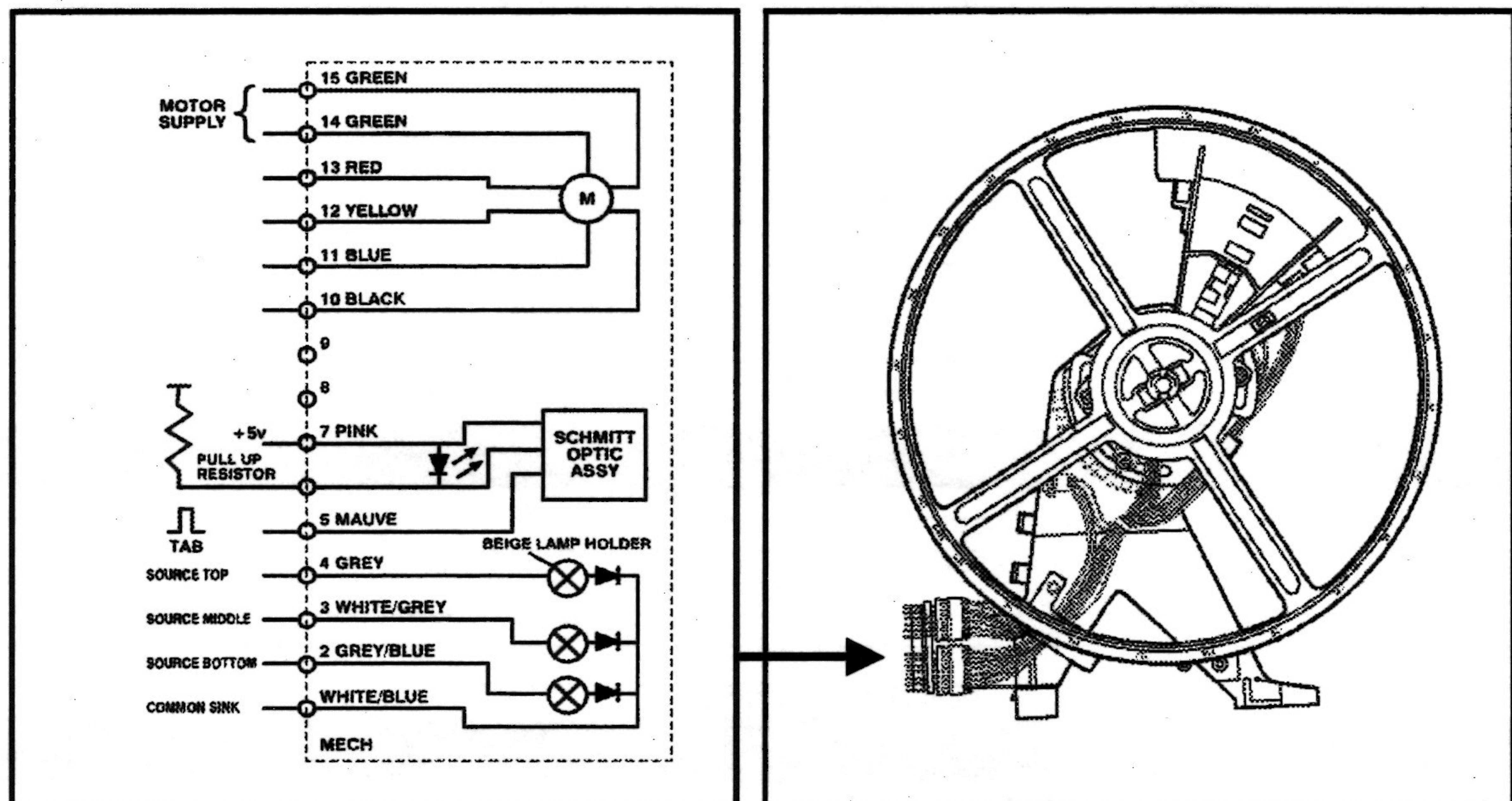
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3. Starpoint 17 RM Reel Mechanism



Starpoint 17 RM Pin Sequence

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4. Epoch Board Pinout Locations

Epoch AWP Board - EA600039					
PL7 Special IO 26 Way					
Pin			Pin		
1	SEC 0		14	ANALOG 1	
2	SEC 1		15	ANALOG 2	
3	SEC 2		16	ANALOG 3	
4	SEC 3		17	ANALOG 4	
5	SEC 4		18	ANALOG 5	
6	SEC 5		19	ANALOG 6	
7	IR TX		20	ANALOG 7	
8	IR RX		21	POWER GND	
9	GND		22	ANTENNA	
10	GND		23	POWER GND	BLACK
11	VCC		24	POWER GND	BLACK
12	VCC		25	RIGHT SPEAKER	WHITE (IF USED)
13	SYSTEM RESET #		26	LEFT SPEAKER	RED

PL8 Power Inputs 10 Way					
Pin		Pin			
1	+12v	BLUE	6	POWER GND	GREY
2	12v	YELLOW	7	POLARISED	
3	+Vdisp	NOT USED	8	GND	GREY
4	VCC (+5v)	RED	9	GND	GREY
5	POWER OK	PINK	10	AC SYNC	WHITE

Hopper Board - EA100026					
PL3 Power Connectors 8 Way					
Pin		Pin			
1	LOGIC GND	GREY	5	POWER GND	GREY
2	+5v	RED	6	POWER GND	
3	POLARISED		7	+24V	ORANGE
4	+12v	BLUE	8	+24V	

PL5 Meters 8 Way					
Pin		Pin			
1	METER 1	BLUE	5	LOOP BACK	BLACK
2	METER 2	BLUE	6	GND	BLACK
3	METER 3	BLUE	7	POLARISED	
4	METER 4	BLUE	8	+12V METER FEED	WHITE

PL6 Cab Switches 8 Way					
Pin		Pin			
1	SWITCH 1	ORANGE/BLACK	7	SITCH 7	ORANGE/BLUE
2	SWITCH 2	ORANGE/BROWN	8	SWITCH 8	ORANGE/VIOLET
3	SWITCH 3	ORANGE/RED	9	POLARISED	
4	SWITCH 4	ORANGE/ORANGE	10	SWITCH 9	ORANGE/GREY
5	SWITCH 5	ORANGE/YELLOW	11	SWITCH 10	ORANGE/WHITE
6	SWITCH 6	ORANGE/GREEN	12	SWITCH GND	GREEN

PL6 Cab Switches 8 Way					
Pin		Pin			
1	HOPPER SUPPLY (LOOPS BACK FROM PIN 2/OR/PIN 3)	GREY	12	OPEN COLLECTOR OUTPUT 2	GREY
2	+24V HOPPER SUPPLY (LOOP TO PIN 1 FOR +24V HOPPERS)	GREY	13	OPEN COLLECTOR OUTPUT 3	GREY
3	+12V HOPPER SUPPLY (LOOP TO PIN 1 FOR +12V HOPPERS)	GREY	14	OPEN COLLECTOR OUTPUT 4	GREY
4	+5V	GREY	15	HOPPER 1 OPTO SIGNAL	GREY
5	SWITCH GND FEED	GREY	16	HOPPER 1 OPTO TEST SIGNAL	GREY
6	SWITCH GND FEED	GREY	17	HOPPER 1 LOW COIN SWITCH	GREY
7	REFLOAT SWITCH	GREY	18	HOPPER 1 HIGH COIN SWITCH	GREY
8	TEST SWITCH	GREY	19	HOPPER 1 DRIVE	GREY
9	INPUT 9	GREY	20	POWER GND (HOPPER 1)	GREY
10	INPUT 10	GREY	21	HOPPER 2 OPTO SIGNAL	GREY
11	OPEN COLLECTOR OUTPUT 1 (USED TO ENABLE/DISABLE +24V SUPPLY)	GREY	22	HOPPER 2 OPTO TEST SIGNAL	GREY
			23	HOPPER 2 LOW COIN SWITCH	GREY
			24	HOPPER 2 HIGH COIN SWITCH	GREY
			25	HOPPER 2 DRIVE	GREY
			26	POWER GND (HOPPER 2)	GREY

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Front Door Board – EA100025						
PL3 LED's 6 Way			Pin			
1	SINK 7	RED/VIOLET	9	SOURCE 8	GREY/VIOLET	
2	SINK 6	RED/BLUE	10	SOURCE 7	GREY/BLUE	
3	SINK 5	RED/GREEN	11	SOURCE 6	GREY/GREEN	
4	SINK 4	RED/YELLOW	12	SOURCE 5	GREY/YELLOW	
5	SINK 3	RED/ORANGE	13	SOURCE 4	GREY/ORANGE	
6	SINK 2	RED/RED	14	SOURCE 3	GREY/RED	
7	SINK 1	RED/BROWN	15	SOURCE 2	GREY/BROWN	
8	SINK 0	RED/BLACK	16	SOURCE 1	GREY/BLACK	
PL4 Power 8 Way						
Pin				Pin		
1	LOGIC GND	GREY	5	POWER GND	BLACK	
2	+5V	RED	6	POWER GND	BLACK	
3	POLARISED		7	+ VLAMP	BROWN	
4	+12V	BLUE	8	+ VLAMP	BROWN	
PL5 Switch Inputs 8 – 15 10 Way						
Pin				Pin		
1	SWITCH 15	ORANGE/VIOLET	6	SWITCH 10	ORANGE/RED	
2	SWITCH 14	ORANGE/BLUE	7	SWITCH 9	ORANGE/BROWN	
3	SWITCH 13	ORANGE/GREEN	8	SWITCH 8	ORANGE/RED	
4	SWITCH 12	ORANGE/YELLOW	9	POLARISED		
5	SWITCH 11	ORANGE/ORANGE	10	GND	GREEN	
PL6 Switch Inputs 0 – 7 10 Way						
Pin				Pin		
1	SWITCH 7	ORANGE/VIOLET	6	SWITCH 2	ORANGE/RED	
2	SWITCH 6	ORANGE/BLUE	7	SWITCH 1	ORANGE/BROWN	
3	SWITCH 5	ORANGE/GREEN	8	SWITCH 0	ORANGE/RED	
4	SWITCH 4	ORANGE/YELLOW	9	POLARISED		
5	SWITCH 3	ORANGE/ORANGE	10	GND	GREEN	
PL7 Alphanumeric Display #1 12 Way						
Pin				Pin		
1	+12V	BLACK	7	GND	BLACK	
2	+12V	BLACK	8	ALPHA CLOCK 1	BLACK	
3	GND	BLACK	9	ALPHA DATA	BLACK	
4	GND	BLACK	10	ALPHA RESET	BLACK	
5	GND	BLACK	11	GND	BLACK	
6	POLARISED		12	GND	BLACK	
PL9 Upper Lamp Outputs 26 Way						
Pin				Pin		
1	SOURCE 0	GREY/BLACK	14	SINK 21	RED/GREEN	
2	SOURCE 1	GREY/BROWN	15	SINK 22	RED/BLUE	
3	SOURCE 2	GREY/RED	16	SINK 23	RED/VIOLET	
4	SOURCE 3	GREY/ORANGE	17	SINK 24	RED/GREY	
5	SOURCE 4	GREY/YELLOW	18	SINK 25	RED/WHITE	
6	SOURCE 5	GREY/GREEN	19	SINK 26	RED/BLACK	
7	SOURCE 6	GREY/BLUE	20	SINK 27	RED/BROWN	
8	SOURCE 7	GREY/VIOLET	21	SINK 28	RED/RED	
9	SINK 16	RED/BLACK	22	SINK 29	RED/ORANGE	
10	SINK 17	RED/BROWN	23	SINK 30	RED/YELLOW	
11	SINK 18	RED/RED	24	SINK 31	RED/GREEN	
12	SINK 19	RED/ORANGE	25	NOT USED		
13	SINK 20	RED/YELLOW	26	NOT USED		
PL10 Lower Lamp Outputs 26 Way						
Pin				Pin		
1	SOURCE 0	WHITE/BLACK	14	SINK 5	BLACK/GREEN	
2	SOURCE 1	WHITE/BROWN	15	SINK 6	BLACK/BLUE	
3	SOURCE 2	WHITE/RED	16	SINK 7	BLACK/VIOLET	
4	SOURCE 3	WHITE/ORANGE	17	SINK 8	BLACK/GREY	
5	SOURCE 4	WHITE/YELLOW	18	SINK 9	BLACK/WHITE	
6	SOURCE 5	WHITE/GREEN	19	SINK 10	BLACK/BLACK	
7	SOURCE 6	WHITE/BLUE	20	SINK 11	BLACK/BROWN	
8	SOURCE 7	WHITE/VIOLET	21	SINK 12	BLACK/RED	
9	SINK 0	BLACK/BLACK	22	SINK 13	BLACK/ORANGE	
10	SINK 1	BLACK/BROWN	23	SINK 14	BLACK/YELLOW	
11	SINK 2	BLACK/RED	24	SINK 15	BLACK/GREEN	
12	SINK 3	BLACK/ORANGE	25	NOT USED		
13	SINK 4	BLACK/YELLOW	26	NOT USED		

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Coin Mech Board - EA100028					
PL5 Coin Divert 10 Way					
Pin			Pin		
1	DIVERT 1	WHITE	6	DIVERT 6	WHITE
2	DIVERT 2	WHITE	7	DIVERT 7	WHITE
3	DIVERT 3	WHITE	8	DIVERT 8	WHITE
4	DIVERT 4	WHITE	9	POLARISED	
5	DIVERT 5	WHITE	10	+12V	WHITE
PL6 Coin Mech 17 Way					
Pin			Pin		
1	IDENT	BLACK	10	INHIBIT 4	BLACK
2	ACCEPT 5	BLACK	11	+12V	BLACK
3	PWRGND	BLACK	12	PWRGND	BLACK
4	ACCEPT 1	BLACK	13	INHIBIT 3	BLACK
5	POLARISED		14	INHIBIT 2	BLACK
6	ACCEPT 2	BLACK	15	INHIBIT 1	BLACK
7	ACCEPT 3	BLACK	16	INHIBIT 5	BLACK
8	SELECT	BLACK	17	INHIBIT 6	BLACK
9	ACCEPT 4	BLACK			
PL7 Power 8 Way					
Pin			Pin		
1	LOGIC GND	GREY	5	POWER GND	GREY
2	+5V	RED	6	POWER GND	BLACK
3	POLARISED		7	+VLAMP	
4	+12V	BLUE	8	+VLAMP	BROWN
PL8 Coin Mech Lamps 5 Way					
Pin			Pin		
1	+VLAMP	GREY	4	SINK 1	RED/BROWN
2	POLARISED		5	SINK 2	RED/RED
3	SINK 0	RED/BLACK			

Reel Driver Board - EA100027					
PL4 Reel 1 15 Way					
Pin			Pin		
1	+VREEL	BLACK	5	REEL OP 3	BLACK
2	+VREEL	BLACK	6	REEL OP 3	BLACK
3	REEL OP 0	BLACK	7	POLARISED	
4	REEL OP 1	BLACK	8	V LED 0	BLACK

The above configuration also applies to: PL5 Reel 2: PL6 Reel 3: PL7 Reel 4: PL9 Reel 5: PL10 Reel 6

PL4 Reel 1 15 Way					
Pin			Pin		
1	GND	GREY	5	PWRGND	GREY
2	+5V	RED	6	PWRGND	BLACK
3	POLARISED		7	+VLAMP	BROWN
4	+VREEL	BLUE	8	+VLAMP	BROWN

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5. Error Codes

A system alarm will sound if a fault or error occurs within the machine, wherein the associated fault is displayed on the alphanumeric display as one of the Error Codes shown below:-

NOTE: *The error codes are displayed on the alphanumeric display. An alarm will sound simultaneously with the display of an error code.*

Table of Error Messages

Code	Sup	Description	Alpha Mess	Message
				12345678901234
10		25 PTAS Coin Fault	Y	25 PTAS Fault
11		50 PTAS Old Coin Fault	Y	50 PTAS Fault
12		50 PTAS New Coin Fault	Y	50N PTAS Fault
13		100 PTAS Coin Fault	Y	100 PTAS Fault
14		200 PTAS New Coin Fault	Y	200N PTAS Fault
15		200 PTAS Old Coin Fault	Y	200 PTAS Fault
16		500 PTAS Coin Fault	Y	500 PTAS Fault
19		Strim Alarm	Y	Strim Alm
20		General reel errors	Y	GEN REEL ERR
21		Reel 1 fault	Y	REEL 1 ERR
22		Reel 2 fault	Y	REEL 2 ERR
23		Reel 3 fault	Y	REEL 3 ERR
24		Reel 4 fault	Y	REEL 4 ERR
25		Reel 5 fault	Y	REEL 5 ERR
26		Reel 6 fault	Y	REEL 6 ERR
30		General Lamp Failure	Y	GEN LAMP ERR
31		Multiplexor Alarm - row	Y	MUX ROW ERR
32		Multiplexor Alarm - column	Y	MUX COL ERR
40		General operational messages	Y	GEN OPER ALM GEN OPER ERR
41		Refill mode entered	N	REFILL TURNED
42		Memory cleared	Y	MEM RESET ALM
43		Button stuck	Y	STUCK BUT ALM
44		No % key	Y	NO % KEY ERR
45		Options or % changed	Y	NEW OPTS ALM
46		Call Attendant	N	CALL ATTENDANT
47		Refill required	N	REFILL NEEDED
48		On/Off tamper alarm	Y	ON/OFF ALM
49		No stakes/prizes key	Y	STAKE KEY ERR
50		General electronic problems	Y	GEN ELEC ALM GEN ELEC ERR
51		EPROM failure	Y	EPROM ERR
52		PAL error	Y	PAL ERR
53		RAM check fail	Y	RAM ERR
54		H/W error	Y	H/W ERR
55		ESD/Sparking detected	Y	SPARKING ALM
56		Power supply fail	Y	PSU ERR
60		General Meter Fault	Y	GEN METER ERR
61		Meter 1 - (Cash In) Fault	Y	MET1 CIN ERR
62		Meter 2 - (Cash Out) Fault	Y	MET2 COUT ERR
63		Meter 3 - (Token In) Fault	Y	MET3 TIN ERR
64		Meter 4 - (Token Out) Fault	Y	MET4 TOUT ERR
65		Meter 5 - (Refill) Fault	Y	MET5 REF ERR
71		Waiting for Dataport	Y	DATAPORT ERR
72		Fault Comms Link	Y	COMMS LNK ERR
90-9F		Manufacturer software alarms	Y	SOFTWARE ERR

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6. MACHINE SPECIFIC SPARES

Item	Part Number
EPOCH Dot Matrix LED	EA300825
Top Glass	AT000508
Lower Glass	AL000506
Upper Lampmask	EH401036
Lower Lampmask	EH401037
Button Inserts	AB000452
Button Assemblies	EP940072 x1
Button Assembly	EP940044 x2
Button Assembly	EP940020 x7

7. COMMON MACHINE SPARES

Item	Part Number
Power Supply Unit	EA800050
Central Processing Unit	EA600039
Lamp & Switches Board	EA100025
Six reel Driver Board	EA100027
Hopper Board	EA100026
Stakes & Prizes Board	EA100028
Alphanumeric	EA300680

TEST PROCEDURES 01101
GAME DESCRIPTION 1C10
ALARMS / ERROR CODES
DIL SWITCHES 010101
SWITCH MATRIX 0101001
LAMP EQUATES 1010101
PART NUMBERS 01010101

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