TECHNICAL MANUAL

Roulette Prestige 12

IAMC

CAUTION

Do not connect this machine to the mains supply, nor turn on the general switch, without having fully and carefully read this manual.

This machine must be connected to an earth connector. Failing to do so may cause personal injury and/or damage to the electronic components.

CAUTION

This machine must **ONLY** be installed and maintained by qualified personnel. **IAMC** does not accept responsibility for any damage or accident caused by improper installation, use or unauthorised modifacation no to this machine.

CAUTION

All the parts of the machine must be replaced by original spare parts supplied by **IAMC**.

This machine complies with the norms stipulated by the CE and NRTL /C brands according to the model and country of destination.

This manual is subject to changes.

All changes made will be distributed by:
INTERNATIONAL AMUSEMENT MANUFACTURING COMPANY

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I. INSTALLATION

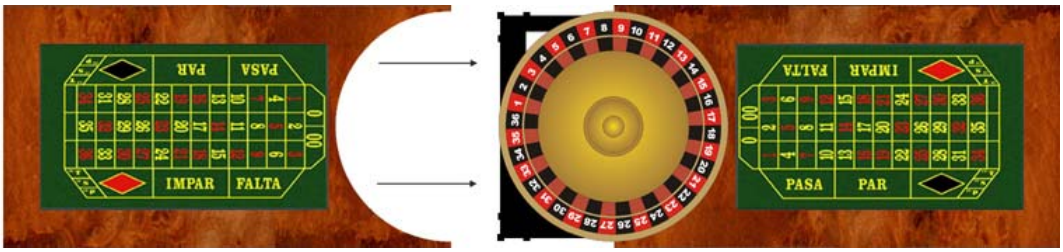
1 Installation

INSTALLING THE MACHINE

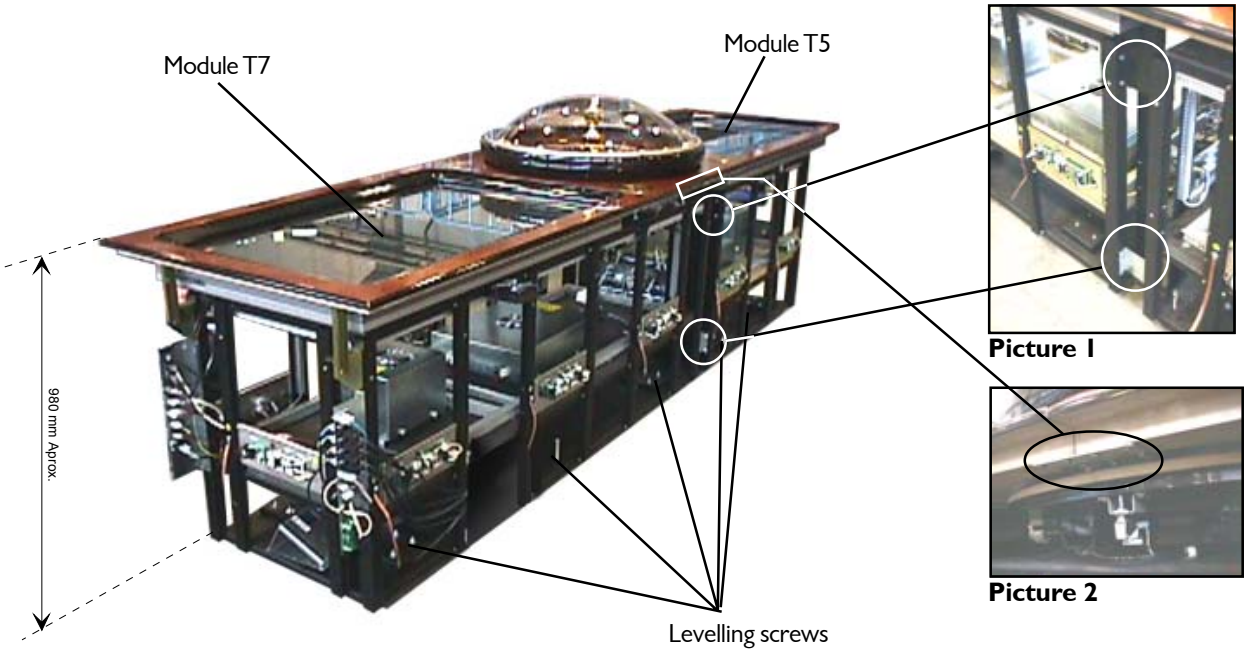
> During the process of assembling the machine, it must always be disconnected from the mains supply.

1.1 PLASMA MODULES ASSEMBLY

Locate the two central modules in their assembly position as shown in the pictures below.



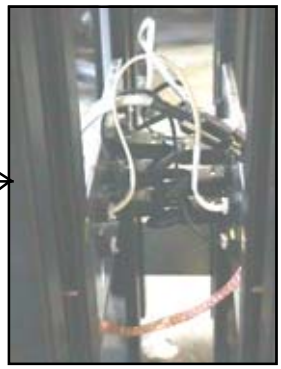
Use the levelling screws at the bottom side of the modules in order to raise the higher frame up to aprox. 980mm from the floor.

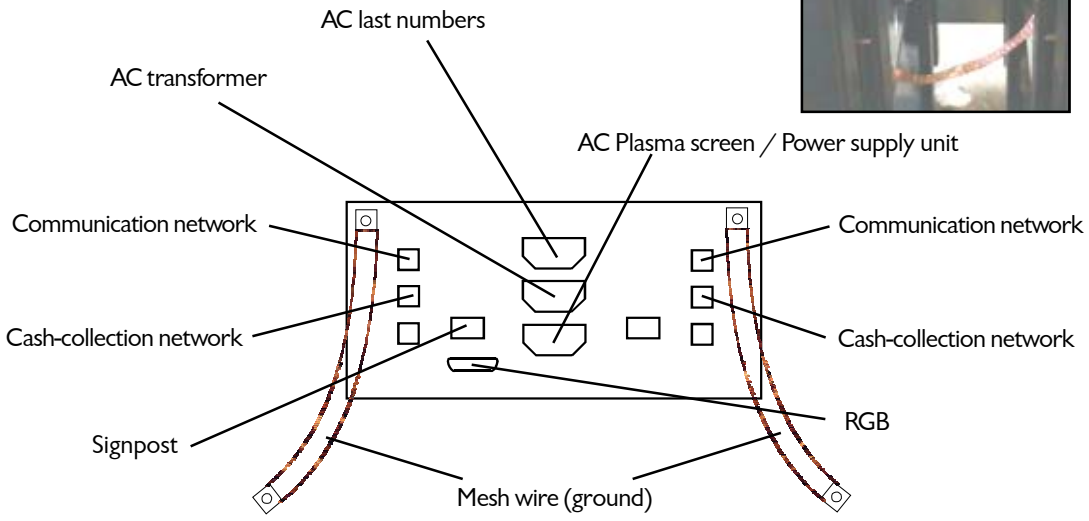


Screw up the brackets (picture 1) and the plates (picture 2) between the T5 and T7 modules in order to make sure they are well fixed together. These brackets and plates must be screwed on both the two side panels of the modules.

Check these elements before going on with the assembly.

Connect the **T5** and **T7** modules to each other through the intermediate connection unit (**T5 module square and T7 square**). This intermediate unit acts as a connection mediation.





1.2 LATEST NUMBERS DISPLAY INSTALLATION (CORNER CABINETS)

This machine has two latest numbers display devices.

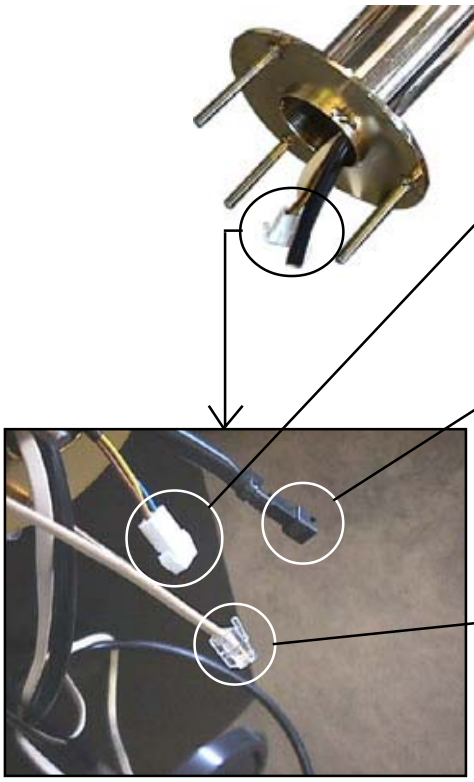
Corner cabinet A (containing the HOST)

Corner cabinet D (this cabinet bears a latest numbers display device with a signpost)

Corner cabinet B (containing the power supply module). This cabinet bears a latest numbers display device with a signpost.

Corner cabinet C

The latest numbers display devices must be fixed to their corresponding corner cabinets before these corner cabinets are assembled to the satellites. The latest numbers display devices are fixed to corner cabinets B and D as shown in the previous picture.

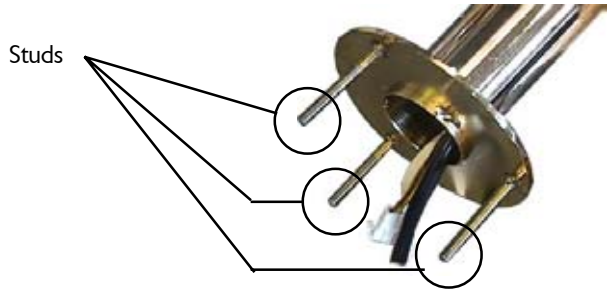


Power supply wire.
It must be connected to the corresponding wire to wire connection inside the corner cabinet.

Signpost wire (optional).
It must be connected to the corresponding wire to wire connection inside the corner cabinet.

Communication wire.
It must be connected to the corresponding wire to wire connection inside the corner cabinet.

Place the display device studs in their corresponding holes on the corner cabinet. The displaying side must be faced to the mechanical roulette wheel so that all players can see the latest numbers.

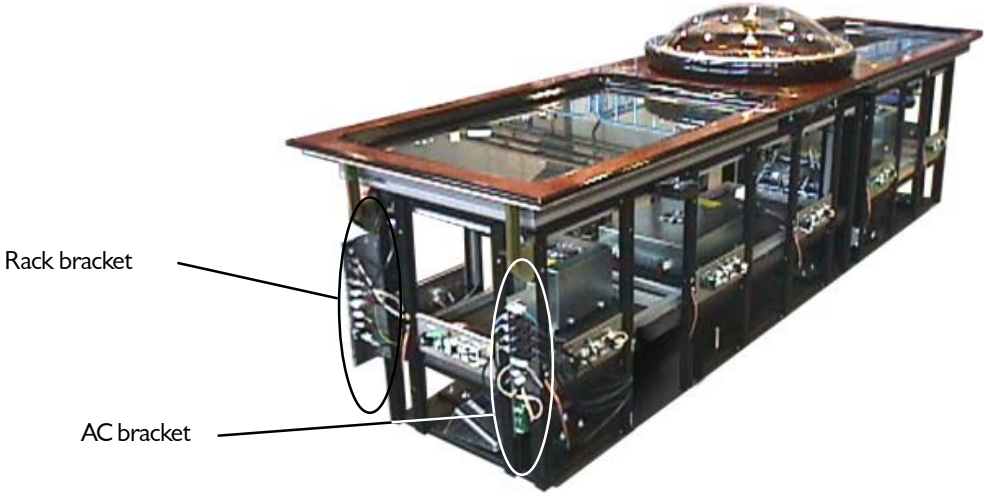


Screw on the proper bolts for the studs from the inside of the corner cabinet.

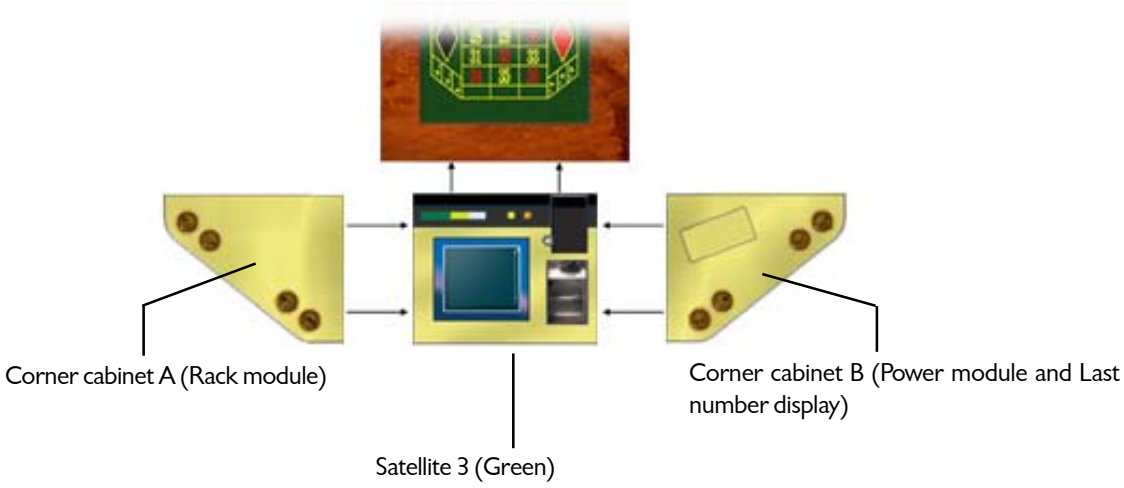
It is important that the display device is well fixed to the corner cabinet so that it doesn't move at all. Before the display device is assembled, make sure it is faced to the plasma screen.

1.3 CORNER CABINETS ASSEMBLY (RACK)

The assembly begins from the side of the machine that bears the connection brackets on (the T7 module).

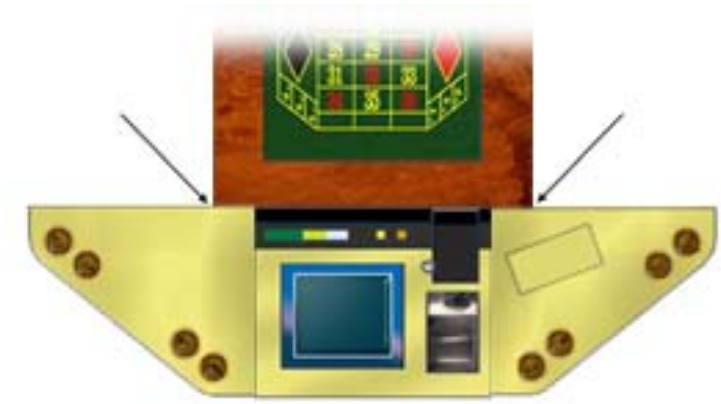


Use the provided nuts and bolts to screw on the corner cabinets to satellite #3 (green). The corner cabinet on the left side of satellite #3 contains the Rack module. The corner cabinet on the right side of cabinet #3 contains the power supply module for the mechanical roulette motor and the machine overall power supply. This corner cabinet will also bear the latest numbers display device. Once the corner cabinets are assembled to satellite #3, this set of cabinets will be added to the central **module T7**.

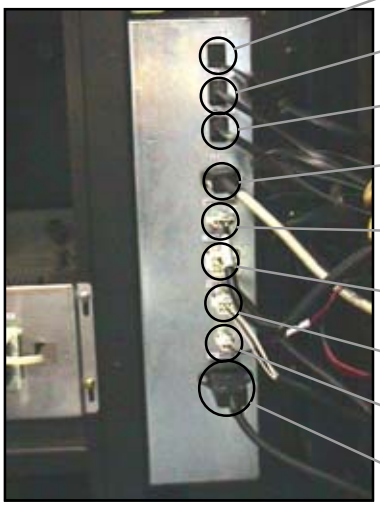


Important: Each satellite is identified with a different colour. Please take care to place each satellite at its correponding place (follow the instructions given for a correct assembly).

The next step is to put through the connection looms of the corner cabinets to the connection brackets.



Rack bracket



Reader communication

Satellites communication

Collection communication

RGB connection

Speakers connection

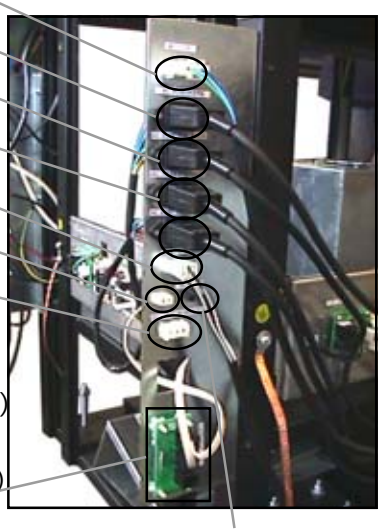
Signpost connection / Roulette dome switch

Control connection

Vents power supply

AC input to the Rack control

AC bracket



Roulette motor power supply

Plasma screen AC power supply

Rack control AC power supply

Transformers AC power supply

Latest numbers AC power supply

Vents DC power supply

Latest numbers AC power supply

Telephone adaptor chart 3

Reader communication

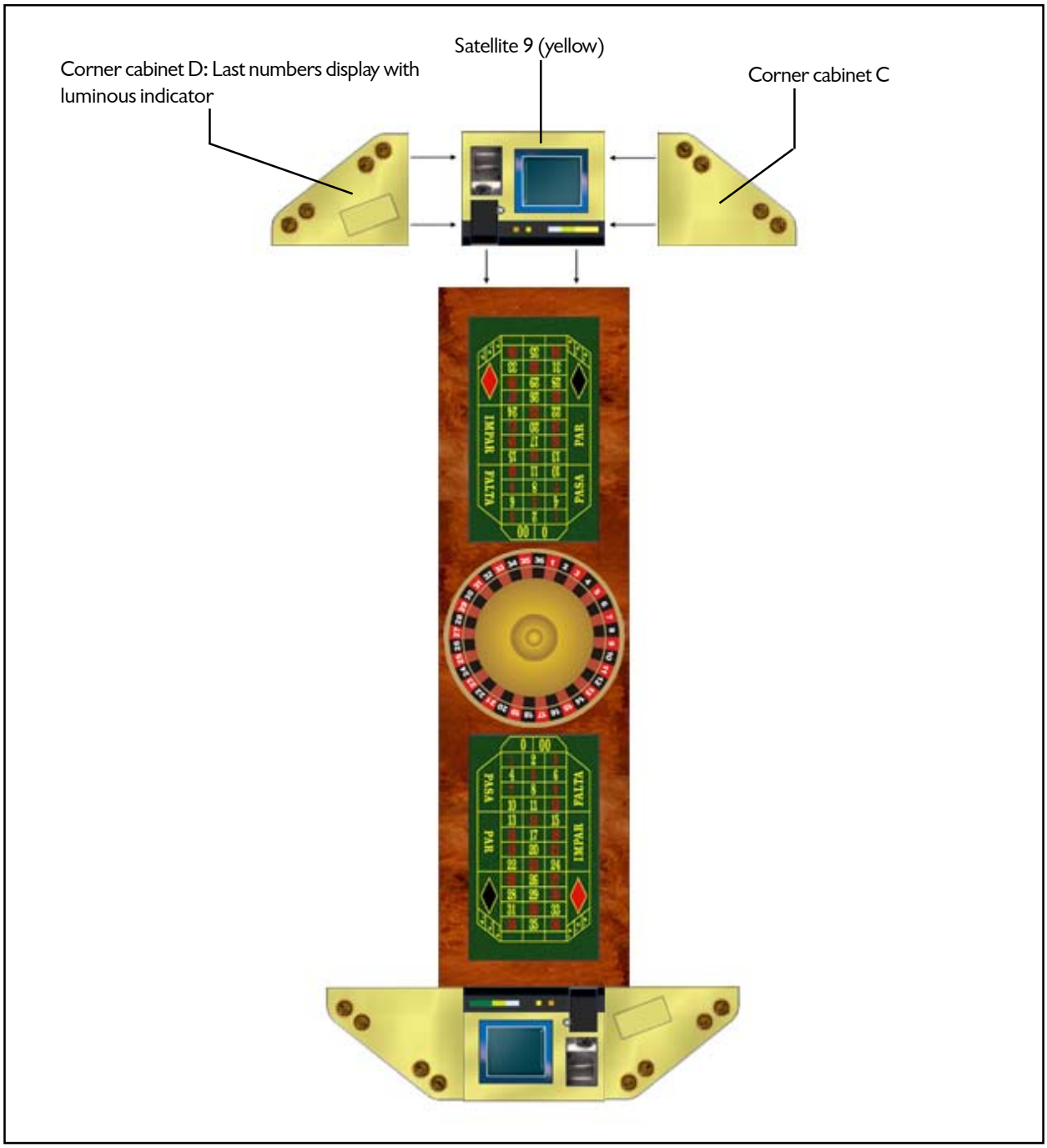
Satellites communication (input or output)

Satellites communication (input or output)

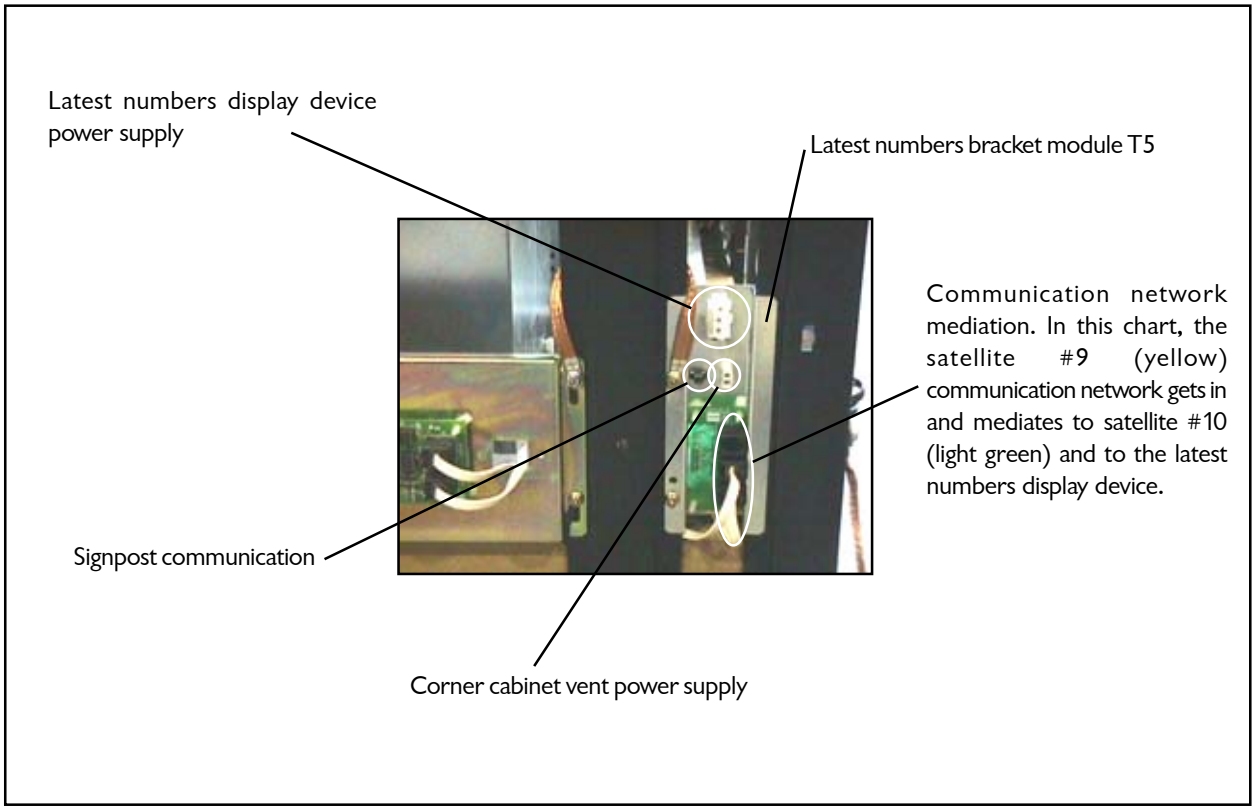
Signpost power supply

1.4 ASSEMBLY OF THE REST OF CABINETS

The next step is the assembly of the other two corner cabinets, for which the corner cabinets must be screwed on satellite #9 (yellow), and this whole set of cabinets must be added to central **module T5**.

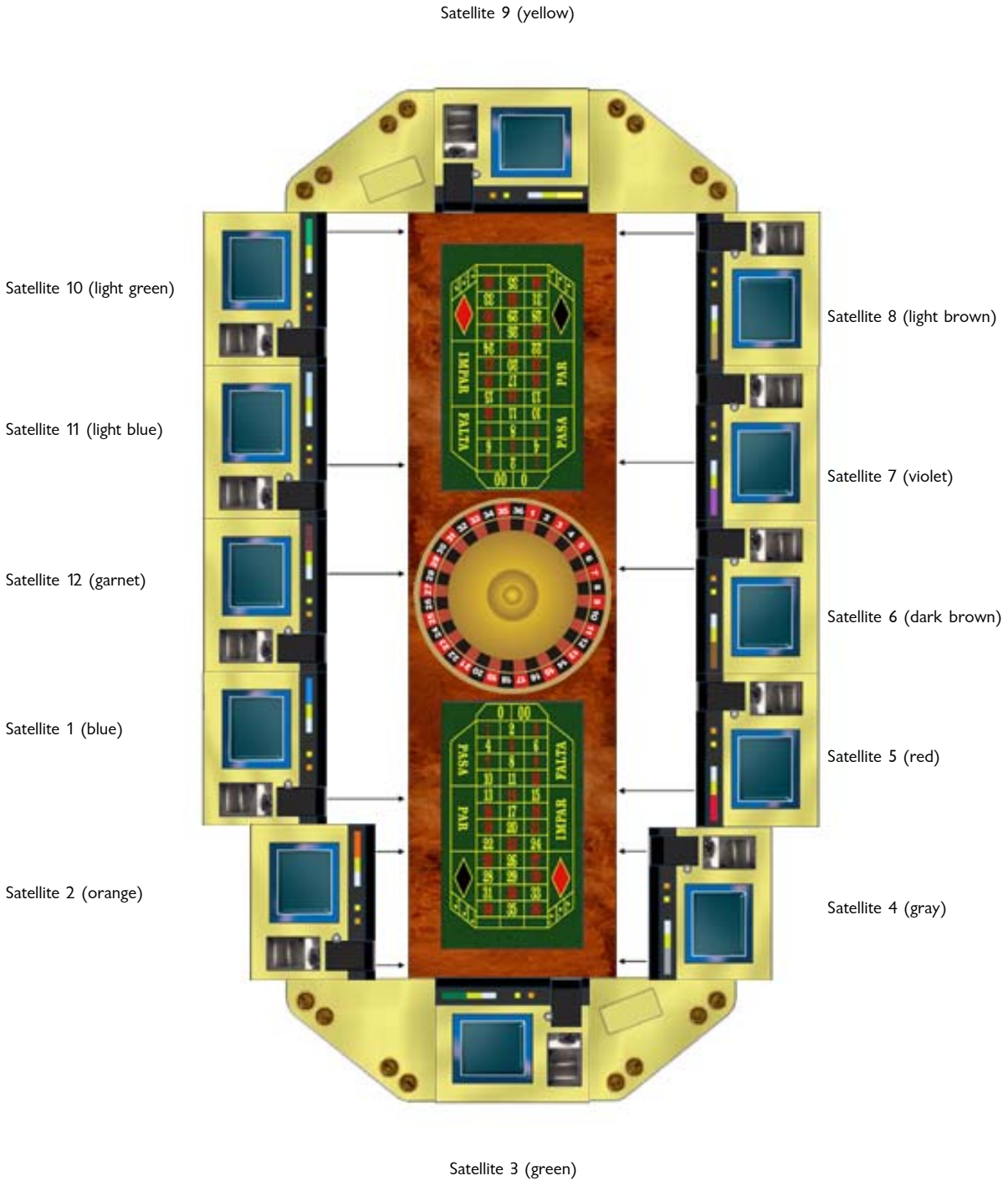


Connection of the elements contained in corner cabinets C and D to central module **T5**. Firstly, the corner cabinet #5 wire to wire vents connection (power supply) must be put throught to the connector fixed on the vertical support of central module **T5**. Follow the instructions given in the picture below in order to connect corner cabinet D properly.



1.5 ASSEMBLY OF THE SATELLITE MODULES

The next step consists of the assembly of the satellites to the machine. It is very important to place each satellite in its corresponding place (please, do follow the instructions for their correct positioning).



Place the satellites following the order given by their identifying colours in order to avoid a wrong performance.

Satellite 9 (yellow)

Satellite 10 (light green)

Satellite 8 (light brown)

Satellite 11 (light blue)

Satellite 7 (violet)

Satellite 12 (garnet)

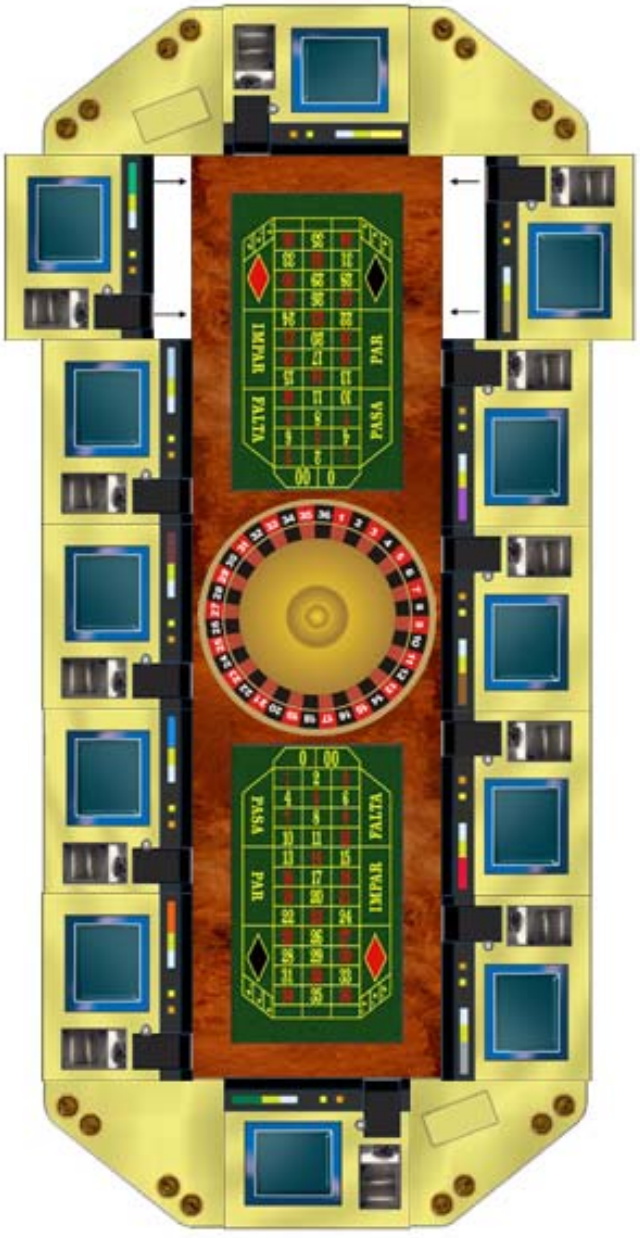
Satellite 6 (dark brown)

Satellite 1 (blue)

Satellite 5 (red)

Satellite 2 (orange)

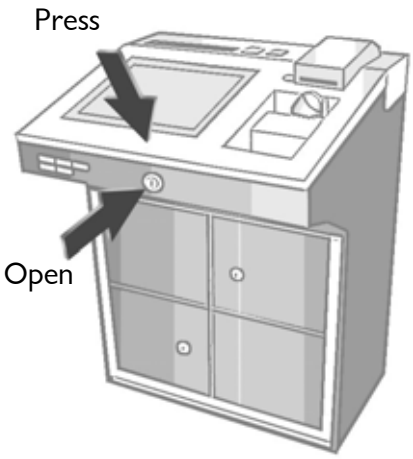
Satellite 4 (gray)



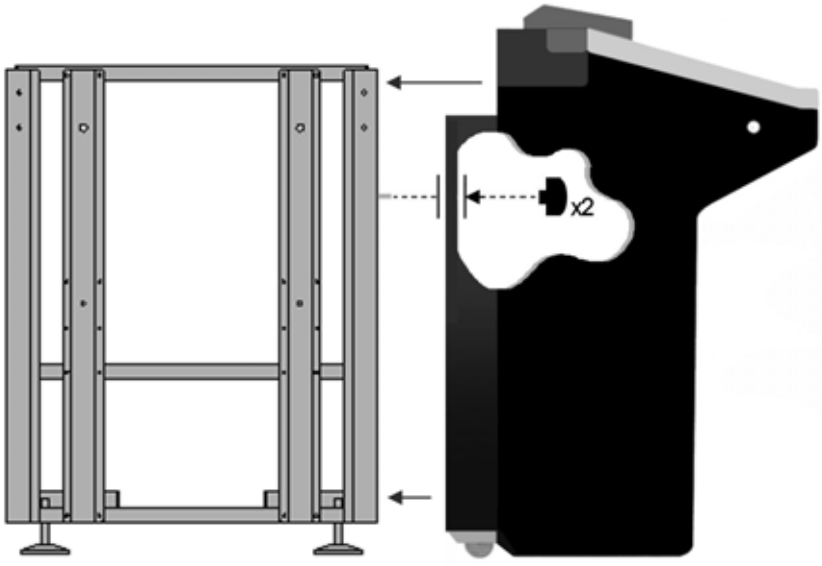
Satellite 3 (green)

Once all satellites are correctly positioned, they must be fixed to each other, to the central module, and to the corner cabinets. Please, follow the next steps:

Open the console, turning the key to the right.



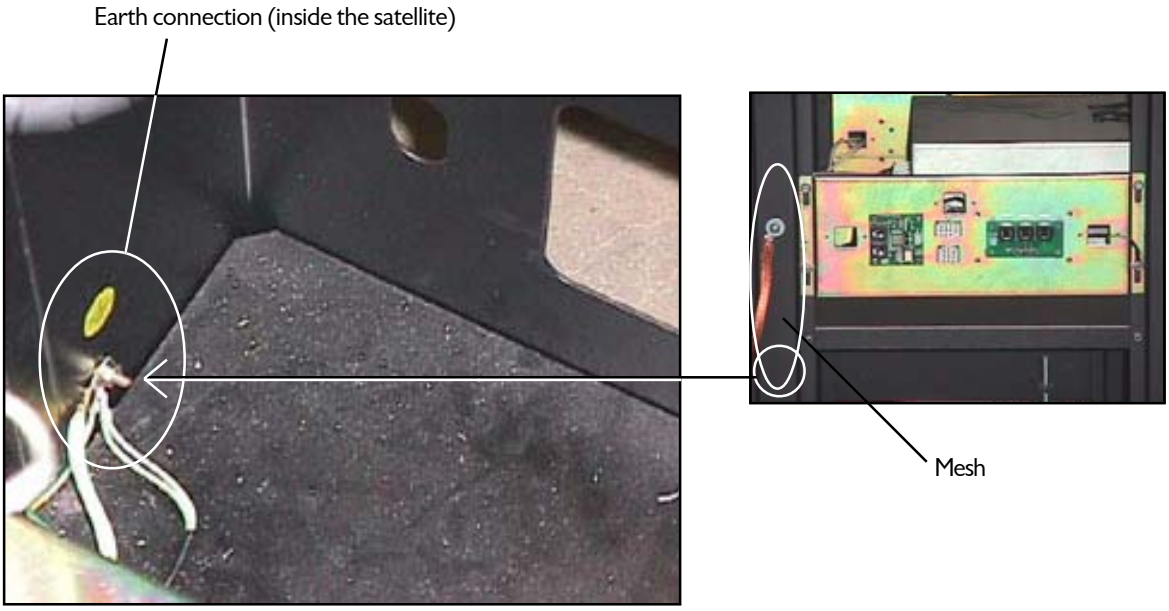
Take the knobs supplied for the installation and place them as shown in the figure.
Tighten them between the satellite and the central module until they are well fixed.



Proceed with all the satellites in a same way and continuously to screw each one to each other. The satellites that are beside the corners has to screw to these.

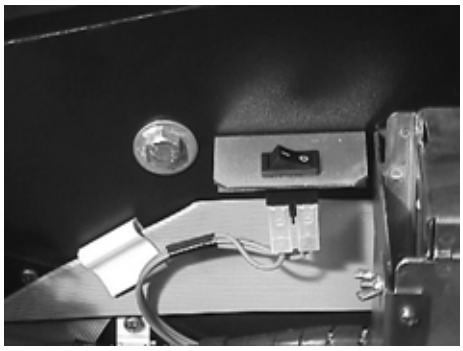
Connect the 9-ways connectors (power) and the 12-ways connectors (communication) at the back of the satellite sections to the central unit, as shown in the attached figure.

Then screw down the mesh, that hangs down from the connection board of the central unit, to the earth connection inside the satellite.

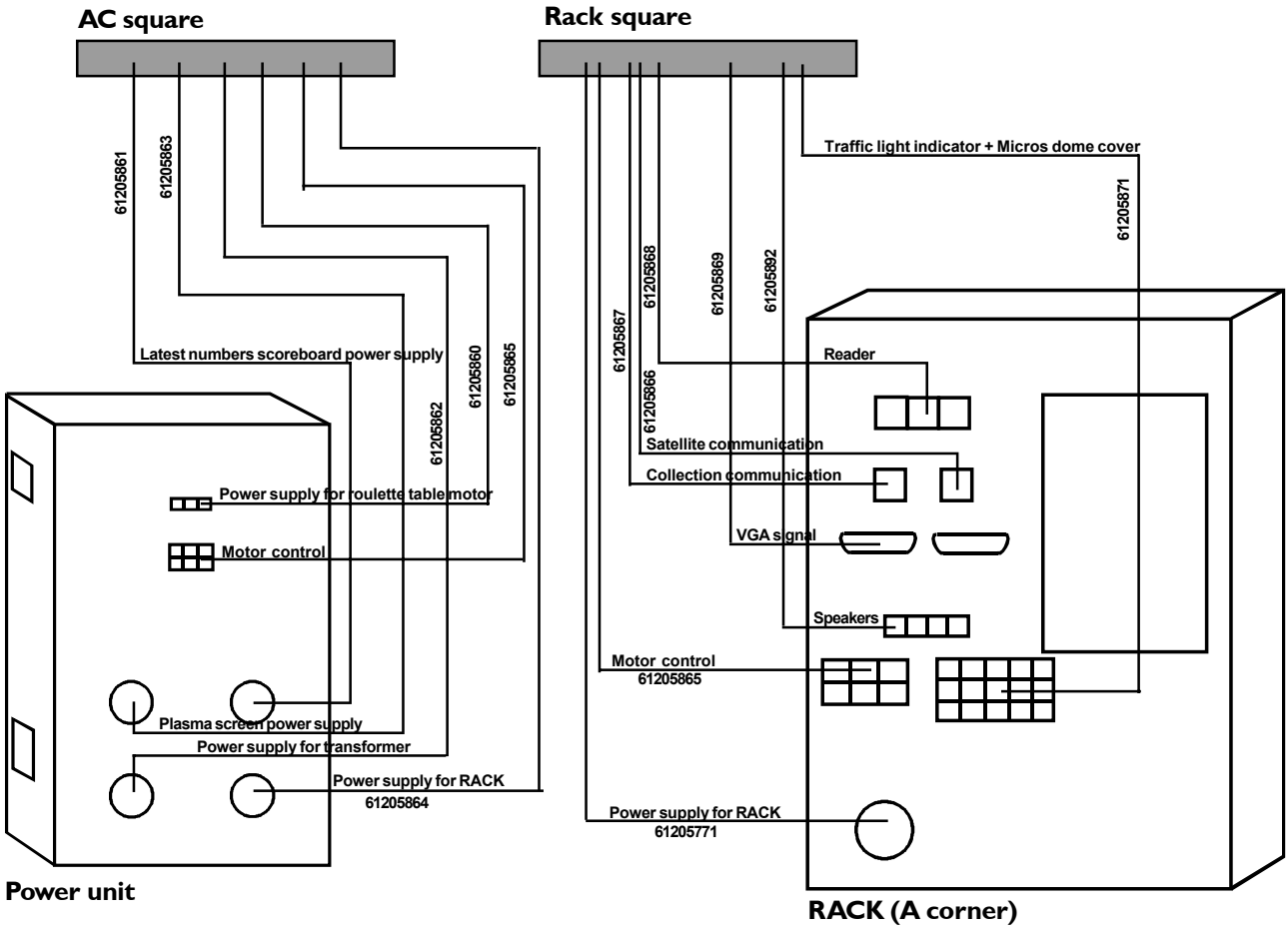


The same procedure must be carried out with all the satellites.

Put the feeding switch for all the satellites into OFF position. It is located next to the rack (as shown in the figure)



It is possible that some cables will not be in the correct place due to movements during in transit. Check that connections between the components of the rear unit are correct by observing the illustration below.



1.6 STARTING UP THE MACHINE

Carry out a visual inspection of the installation to ensure that there are no anomoloies.

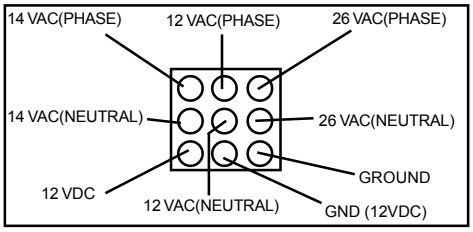
Check that the supply switch for the satellites is in OFF position.

IMPORTANT:
Proceed to connect a cable to the mains supply:
- **(For 230 VAC voltage): the cable must be normalised 3 x 1,5 mm.**
- **(For 115 VAC voltage): the cable must be normalised 3 x 4 mm.**

This mains cable should be connected to the mains filter under the B corner power module. Failure to comply with this can cause serious damage to internal parts of the machine.

Move the thermomagnet into drive position and the machine will start up beginning with a test of all the elements except the satellites. If all is in order the image of the card table will appear on the plasma monitors (central module). If there is a problem, consult the hints and out of order section to locate the problem.

Check the power supply of each satellite at the entrance of the 9-ways connector as shown in the figure.



FRONT VIEW

Turn the satellite power switch to the ON position as shown in the figure and check that the satellite starts up correctly and the betting table is visualised on the TFT screen. If not, consult the hints and out of order section to locate the problem.

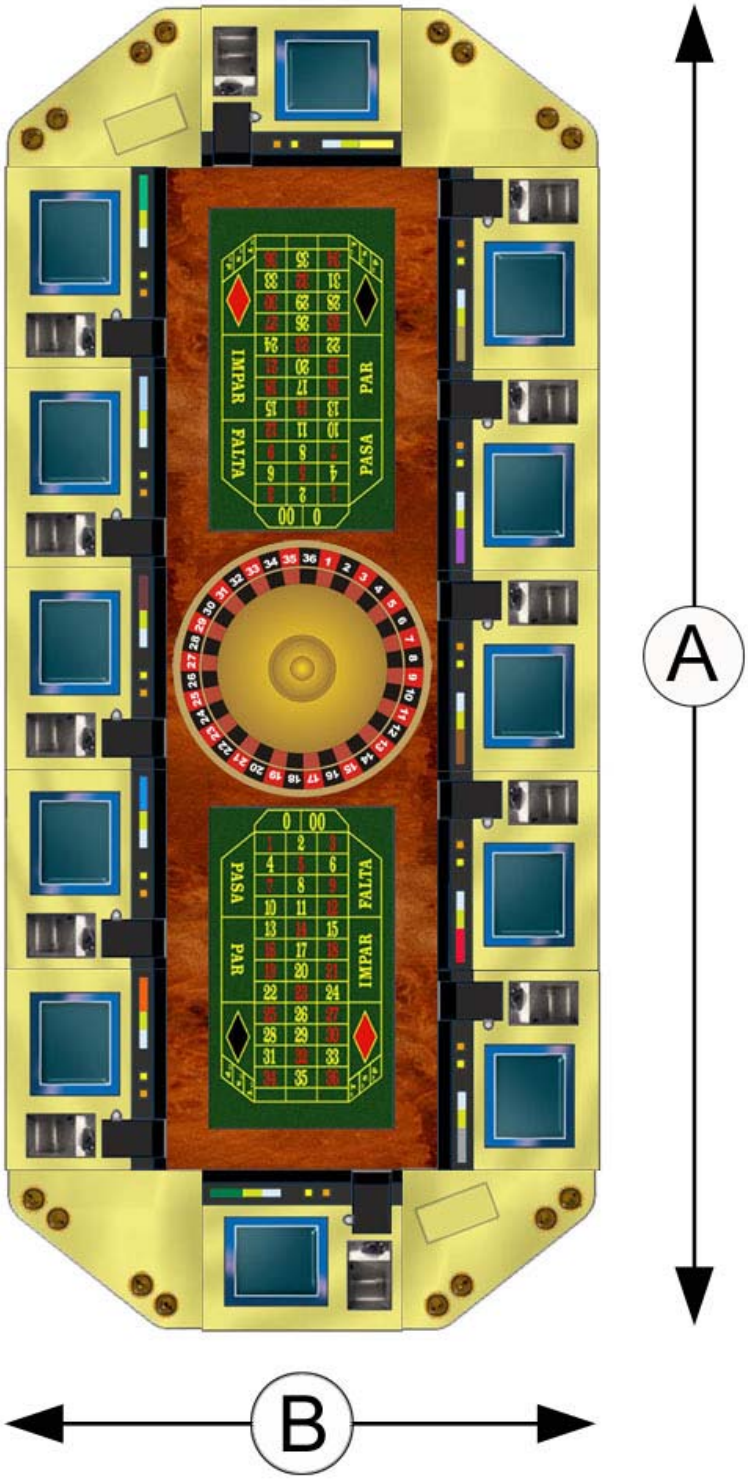
Note: Although the satellite switch may be in the OFF position, the fluorescent light remains lit. The light will go out when the machine is turned off.

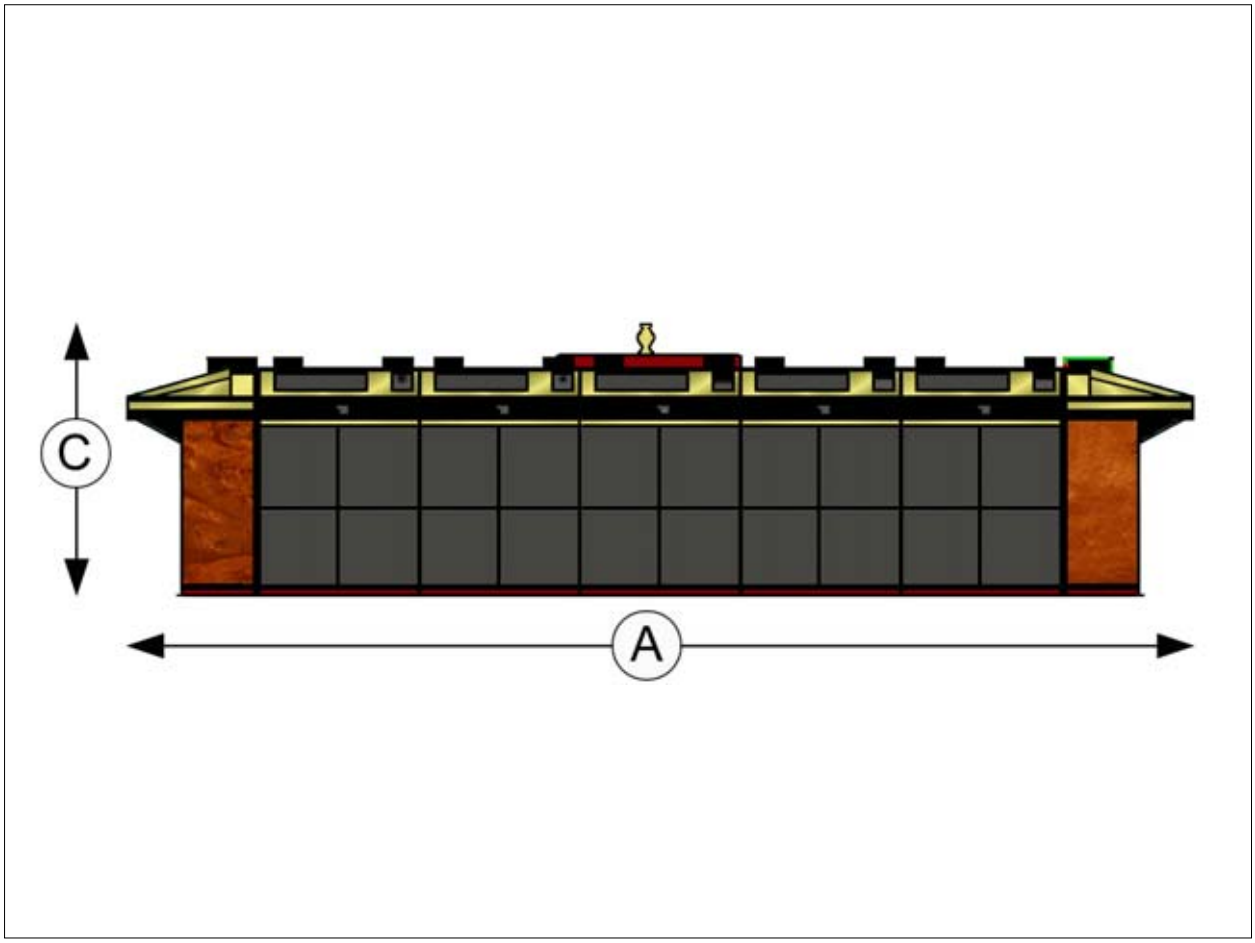
Carry out the same operation with the other satellites and check that they have started up correctly.

2. TECHNICAL DATA

2 Technical data

2.1 TECHNICAL DATA OF MACHINE

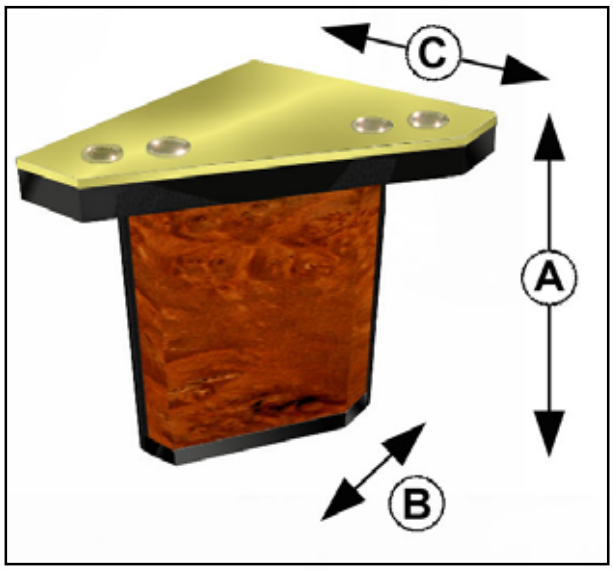




DIMENSIONS		
	mm.	in.
A	4661	183,50"
B	2081	81,93"
C	1179	46,42"

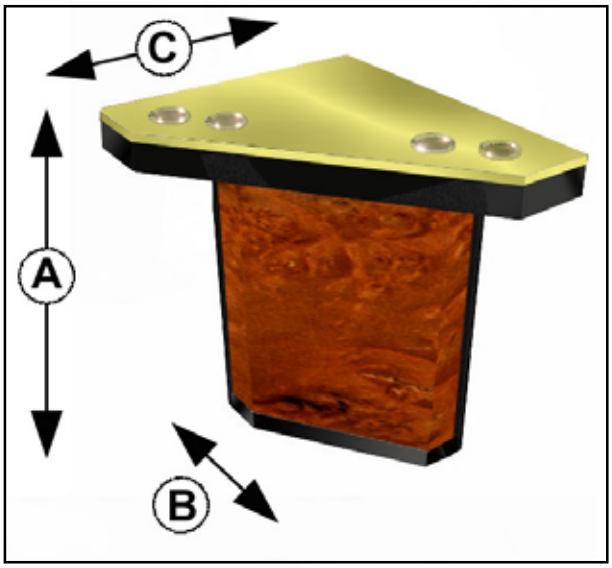
POWER SUPPLY			
V	230V	V.A.	3040
Cos φ	0,8	Hz	50/60

2.2 TECHNICAL DATA CORNER PIECES

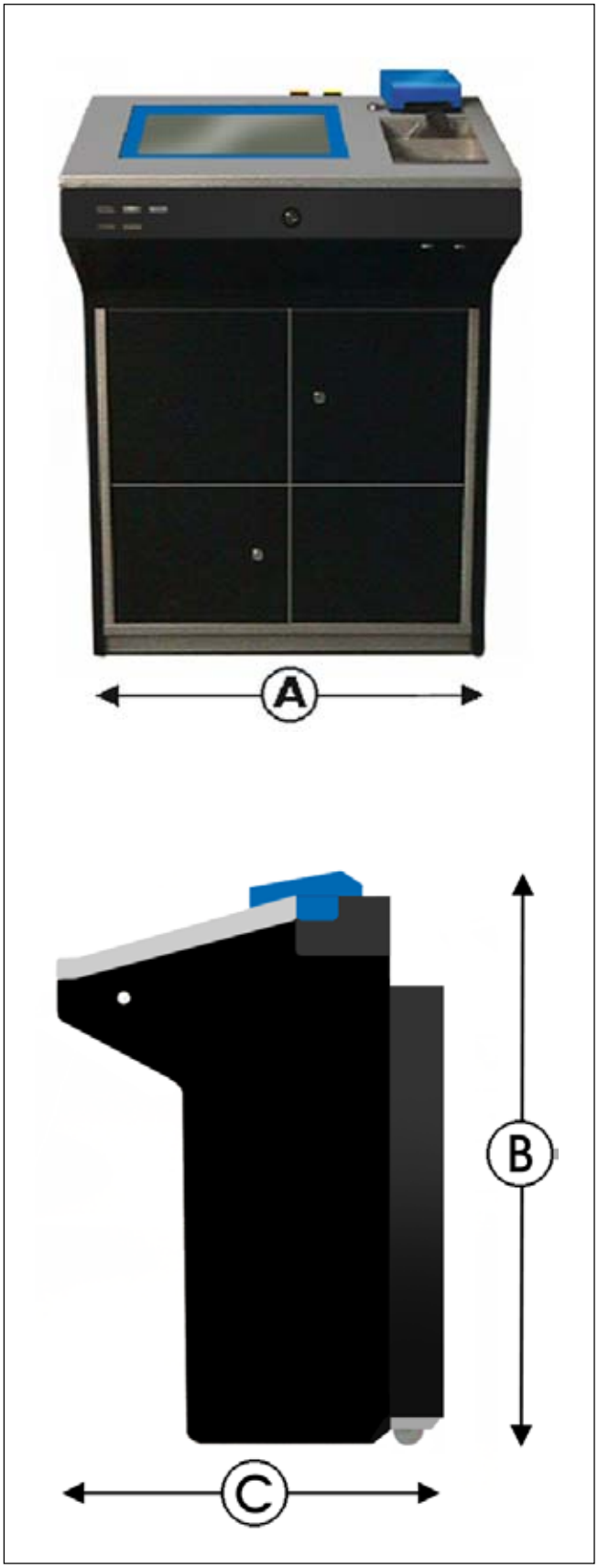


DIMENSIONS	mm.	in.
A	865	34,04"
B	689	27,12"
C	578	22,76"

*With metallic cover



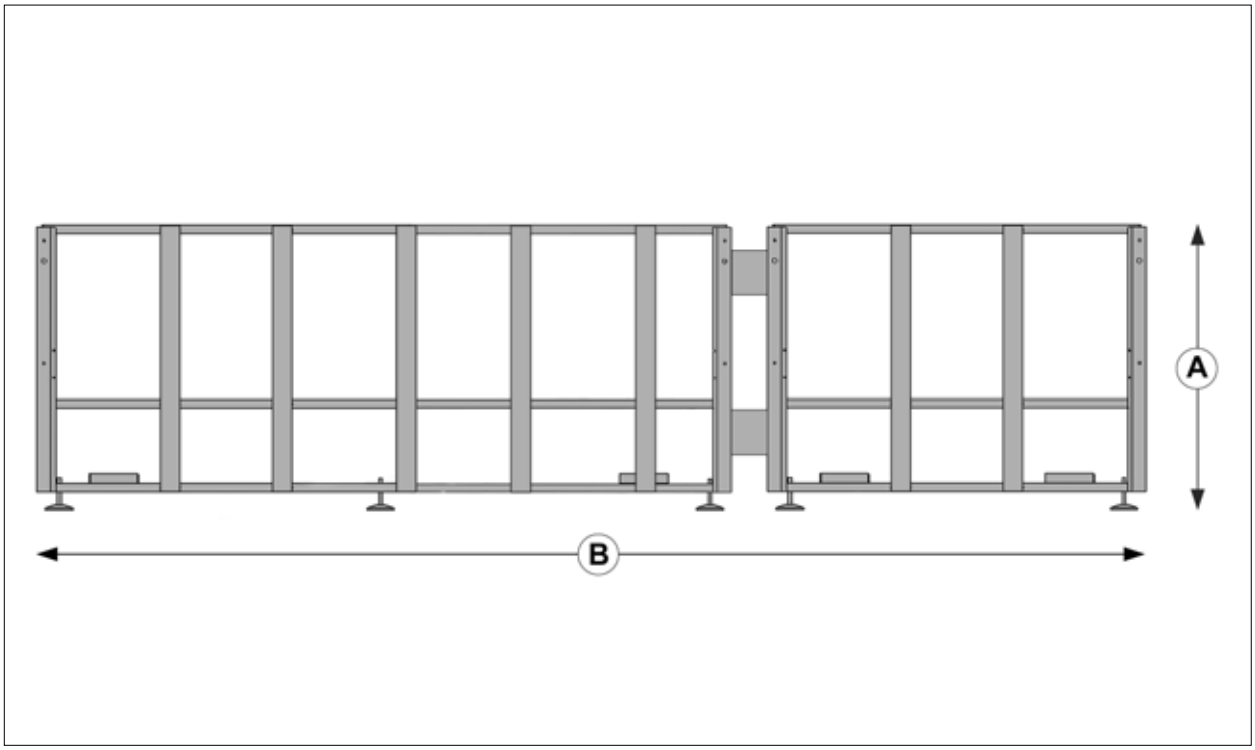
2.3 TECHNICAL DATA OF SATELLITE

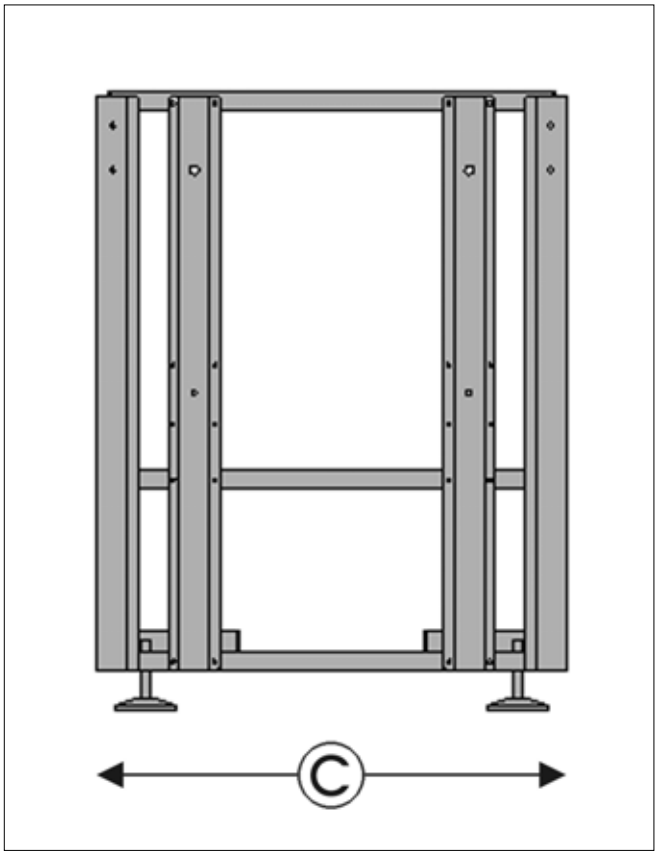


DIMENSIONS	mm.	in.
A	700	27,55"
B	1020	40,15"
C	720	28,34"

*With metallic cover

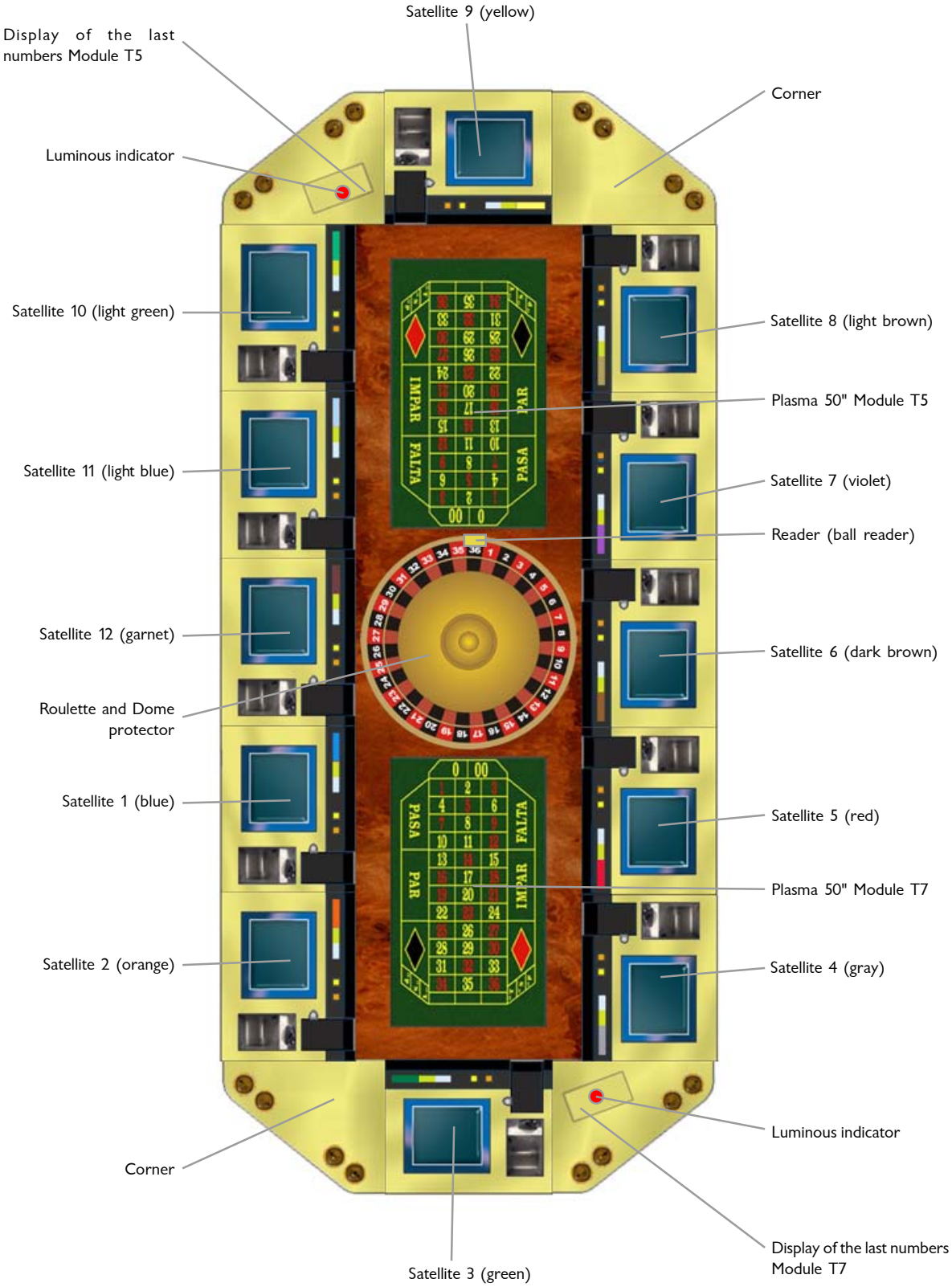
2.4 TECHNICAL DATA OF CENTRAL MODULE





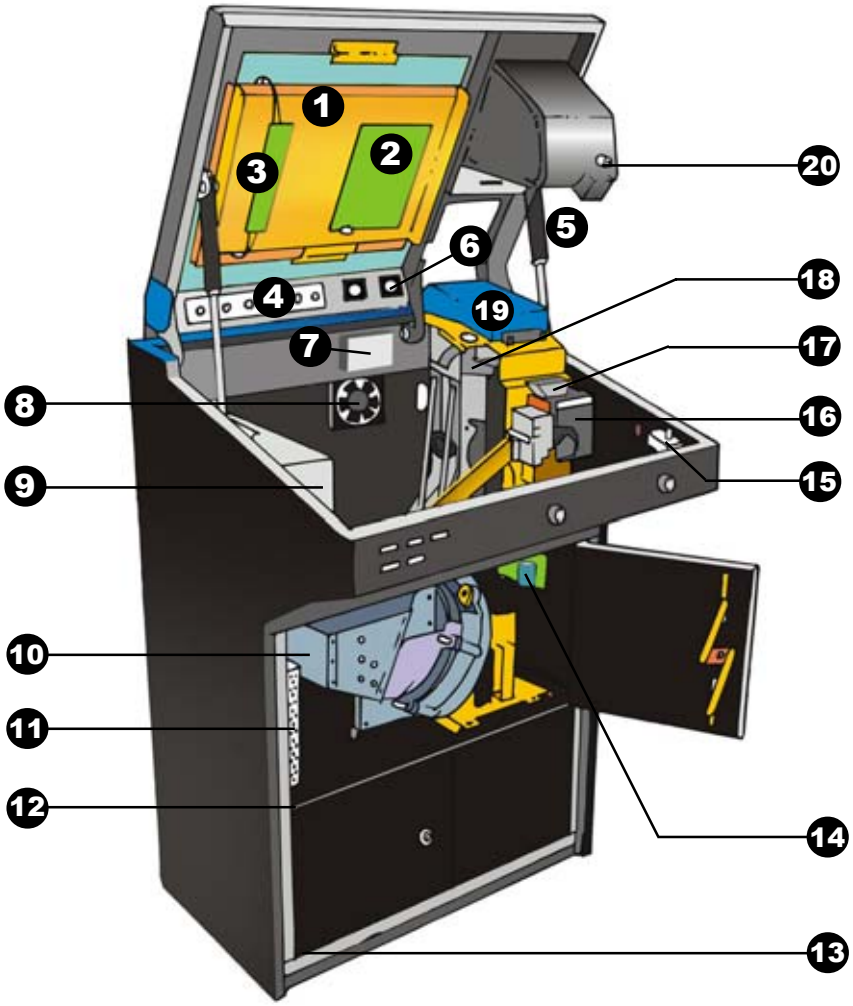
DIMENSIONS	mm.	in.
A	832	32,75"
B	3215	126,57"
C	630	24,80"

2.5 BASIC ELEMENTS OF THE MACHINE



2.6 BASIC ELEMENTS OF SATELLITE

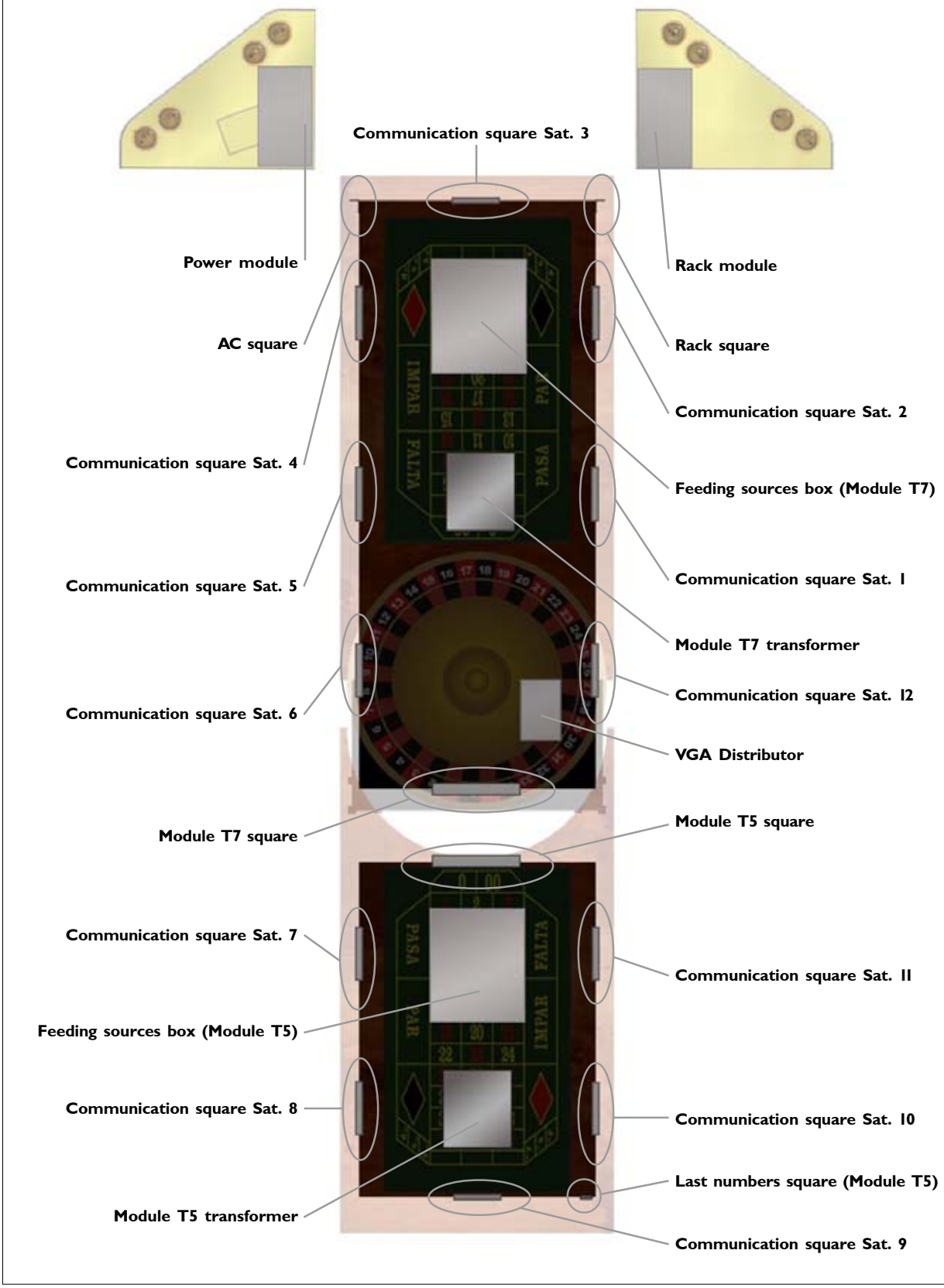
1.- BUTTONS / ADVISE MANAGEMENT /PAYOUT
2.- SIGNAL STATION
3.- TFT 15" TOUCH SCREEN
4.- COUNTERS
5.- LOUDSPEAKER
6.- CLOSURE
7.- COLLECTION DOOR
8.- TECHNICAL SERVICE DOOR
9.- ELECTRONIC KEYS
10.- KEY IN / KEY OUT
11.- PRIZE TRAY
12.- COIN ENTRANCE
13.- NOTE ENTRANCE READER



1.- TFT 15''
2.- TFT CONTROLLER
3.- INVERSION BOARD
4.- SIGNAL STATION
5.- GAS CYLINDER
6.- BUTTONS
7.- TOUCH CONTROLLER
8.- VENTILATOR
9.- RACK SET
10.- ASAHI SEIKO HOPPER / PRINTER *
11.- POWER SOURCE
12.- MICRO DOOR OPEN
13.- MICRO COLLECTION
14.- PURSE POWER SOURCE
15.- MICRO DOOR OPEN
16.- COIN SELECTOR
17.- FUNNEL COIN SELECTOR
18.- NOTES STACKER
19.- NOTES READER
20.- LIQUIDS ESCAPE TUBE

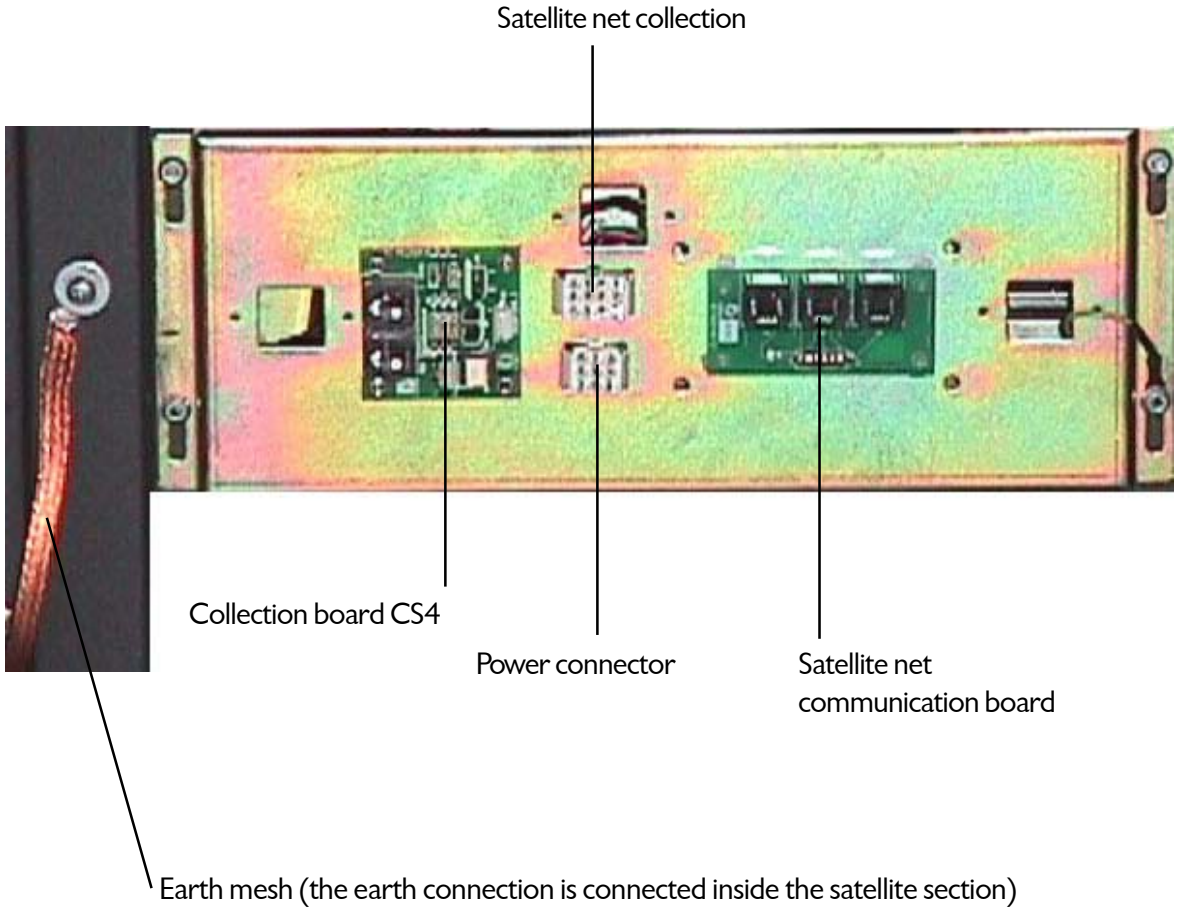
*Optional according to versions

2.7 IMPORTANT INTERNAL ELEMENTS (central module and corner pieces)



2.8 COMMUNICATION SUPPORT BOARD ELEMENTS

COMMUNICATION SUPPORT BOARD ELEMENTS.



3. TESTING THE MACHINE

3 Testing the machine

3.1 TESTING THE HOST

The ***Host*** can be found inside the **corner A**.
Now we will describe how to put the **HOST** in test mode:

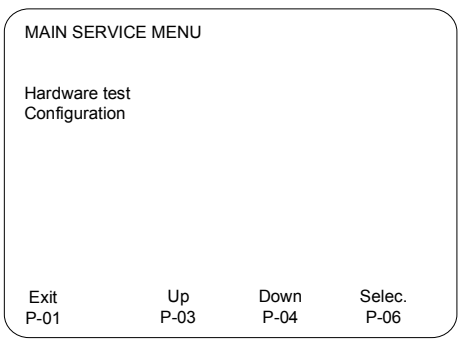
Open the door of the **corner A** module, where you will find the operating buttons. When the plasma screen is in advertising mode, (there is no game in progress) activate the **TEST** button (to leave **TEST** mode press the button again).

Note:
These buttons have two functions:

1.- when the machine is testing the **HOST**, they are used to select the options available on the plasma screen.

2.- when the machine is in normal play, they are used to reset the satellites. Each button is identified with a satellite, so if, for example, when playing, **satellite 4 (Grey)** breaks down, you have to press the **P4** button, which is the one that corresponds to it.

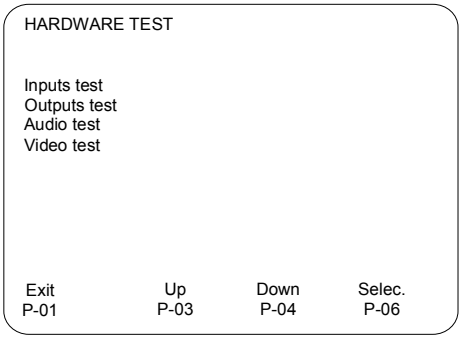
The main test menu will appear on the plasma screen:



3.1.1 MAIN SERVICE MENU

The **Main Service Menu**, which gives access to the various phases, appears on the screen.

The required option is selected by pressing the function that appears at the bottom of the touch screen.



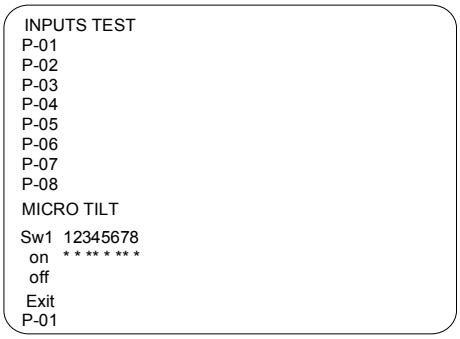
3.1.2 HARDWARE TEST

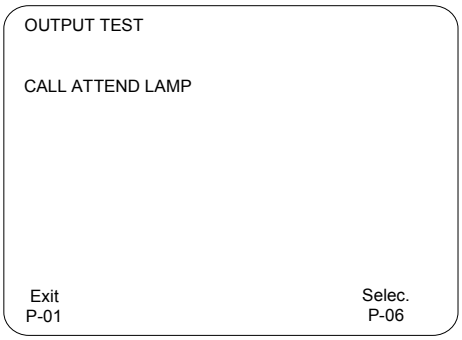
The test phases that can be carried out on the **HOST** appear in this menu.

Inputs test

Allows the proper working of the buttons, the fault detector micro switch and the micro switches to be tested.

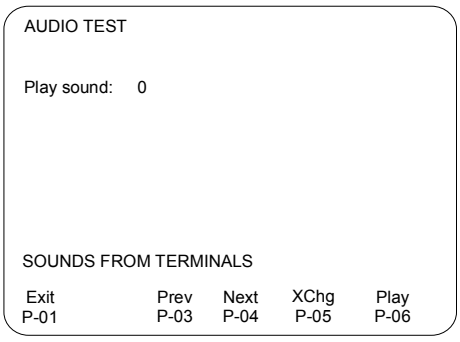
When one of them is activated, the text referring to it changes colour.





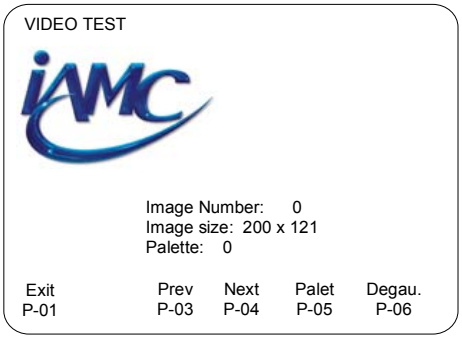
Output test

When ***button 6*** is pressed, the TRAFFIC light (top signal on the last number display), which is the ***out of order*** indicator, will come on



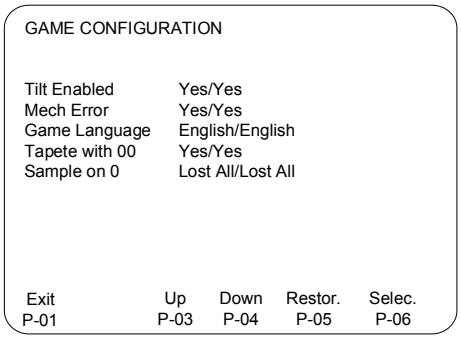
Audio test

Allows you to hear the effects and music that the machine plays at various times. Each of them follows an effect number which is used for identification and which is indicated on the screen.
If you press **"Prev."** the effect number goes down.
If you press **"Next"** the effect number goes up.
If you press **"X Chg"** you will be able to hear the satellite sounds.
If you press **"Play"** you will hear the effect selected at that time.



Graphics test

This test phase allows you to see all the graphics that appear during the game (on the plasma screen).
If you press **"Prev."** the previous graphic will be displayed.
If you press **"Next"** the next graphic will be displayed.
If you press **"Palet."** the palette of colours used will be displayed.
If you press **"Degau."** the screen goes red.



3.1.3 CONFIGURATION

In this menu, some general aspects of the game can be configured.

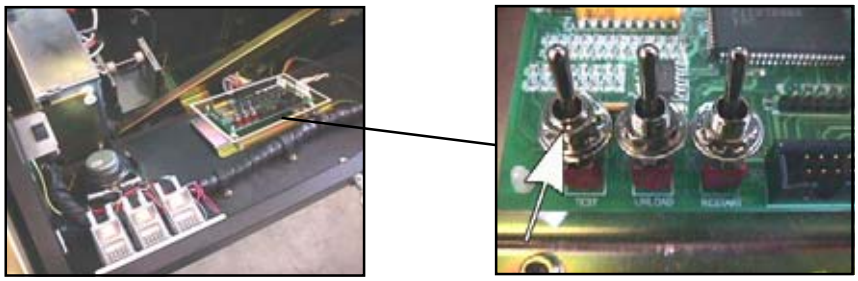
Tilt Enabled: activates or deactivates foul detection.
Mech Error: activates or deactivates error messages produced by the Host's relays.
Game Language: allows a choice of the language in which comments will be made.
Tapete with 00: determines the mode of play for roulette (single zero or double zero mode).
Simple on 0: determines the possibility of charging half if you lose when a simple bet has been made.

3.2 TESTING THE SATELLITES

Procedure:

1 Open the door when the machine is waiting for the introduction of credits or for the start of a game. The message **"Service Door Open"** appears on the screen.

2 Activate the **"TEST"** switch situated inside the machine **(see bottom illustration)**. The main service menu will appear on the plasma screen:



32-input keyboard board

3 Touch the TFT screen with your finger on the required option to move through the various test phases.

To get out of the TEST from any menu follow the following procedure:

1 Turn off the "TEST" switch. The message "Service Door Open" appears on the screen.

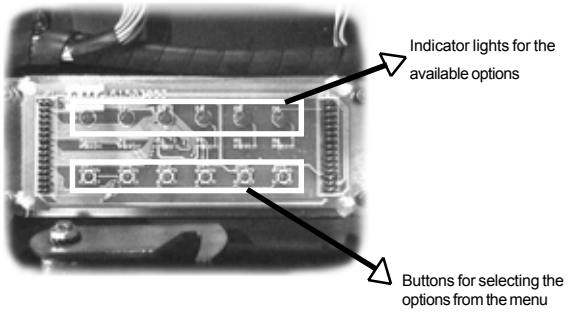
2 Then close the door. The machine will return to its previous state.

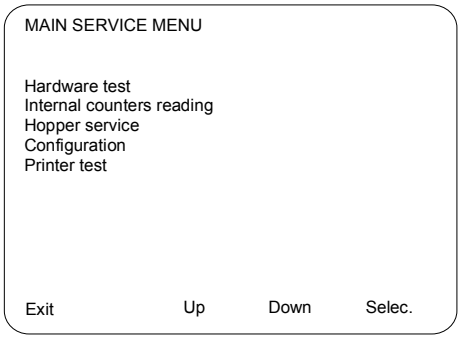
BUTTONS BOARD

In the case of not working the tactile screen, one won't be able to access to the different test phases. For it one will have to use the buttons' board that is kept in the 34" module.

For the installation of this board you will have to catch this of the rear module, and the previously explained steps 1 and 2 will be continued. Subsequently to connect the buttons' cable of the buttons' board in the connector J6 of the **32 inputs board**.

Once installed this board, one will be able to access to the satellite test menu, by means of the buttons of this board.
When you concludes the use of this board, it is recommended keep it in the 34" module again.





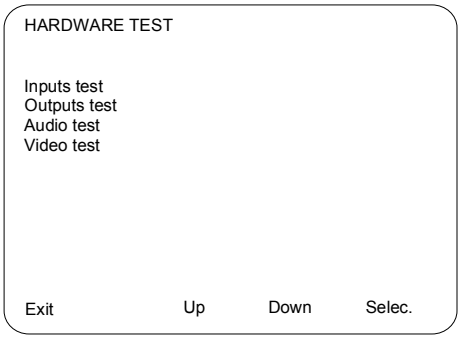
When the door is opened and the **"Test"** switch activated, the **Main Service Menu**, which gives access to the various phases, appears on the screen.

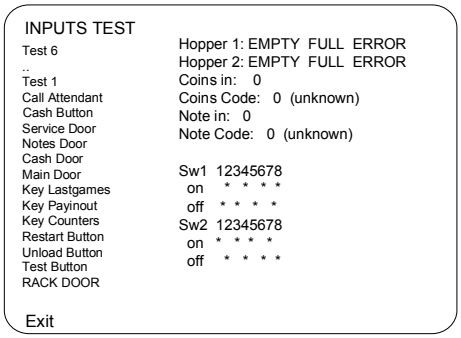
The required option is selected by pressing the function that appears at the bottom of the touch screen.

3.2.1 HARDWARE TEST

In this section the various components the machine has are checked. When you select this option the following menu appears.

Then successive submenus drop down.





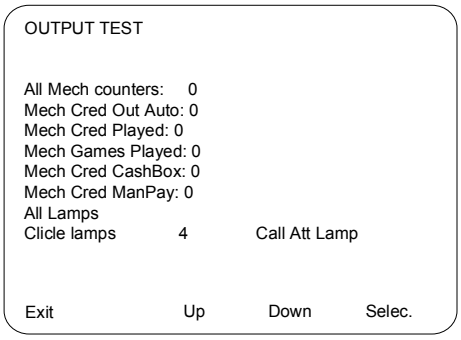
Inputs test

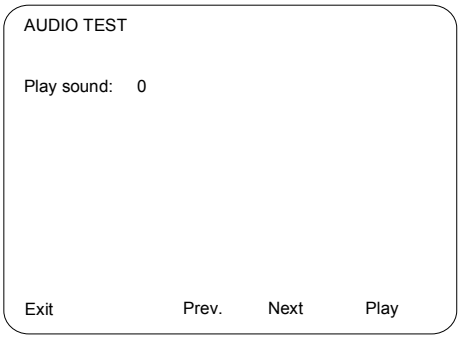
Allows you to check that machine's buttons and switches work properly.

When you activate one of them, its state goes from **OFF to ON**.

Outputs test

Allows you to check that the electro-mechanical counters, which can be seen from the outside of the machine (front part), work properly and also to check the satellite lamps.





Audio test

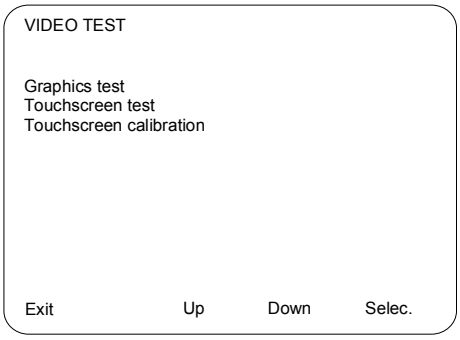
Allows you to hear the effects and music that the machine plays at various times. Each of them follows an effect number which is used for identification and which is indicated on the screen.

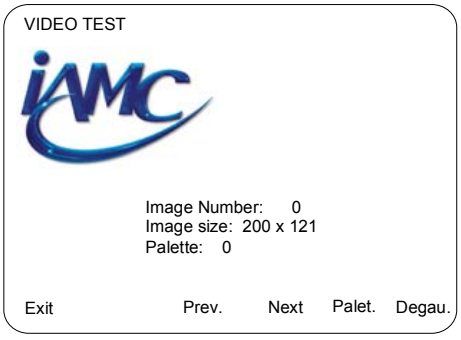
If you press **"Prev."** the effect number goes down.
If you press **"Next"** the effect number goes up.
If you press **"Play"** you will hear the effect selected at that time.

Video test

When you select this option the following menu appears.
In test phase it is related to the graphics and to each satellite's touch screen.

Then successive submenus drop down.



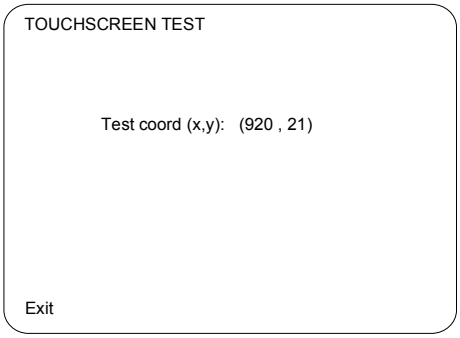


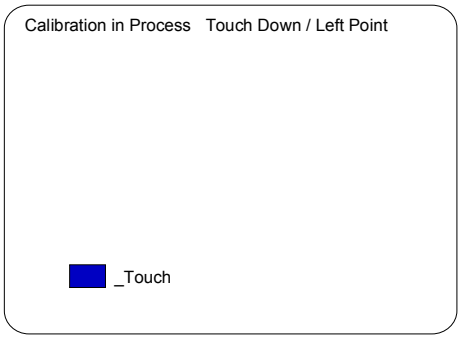
Graphics test

This test phase allows you to see all the graphics which appear during the game (on the satellite).
If you press **"Prev."** the previous graphic will be displayed.
If you press **"Next"** the next graphic will be displayed.
If you press **"Palet."** the palette of colours used will be displayed.
If you press **"Degau."** the screen goes red.

TouchScreen test

In this test phase, the co-ordinates of the point where the touch screen is pressed are displayed.





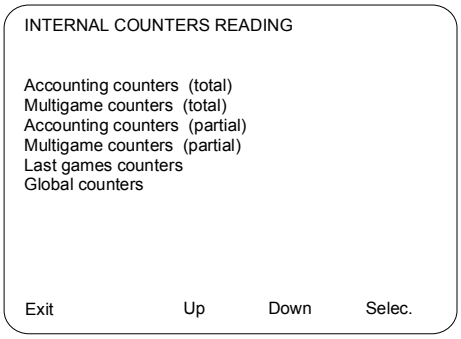
TouchScreen calibration

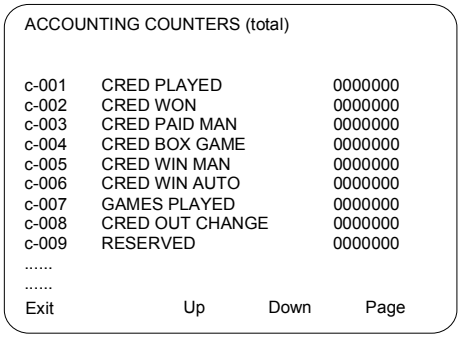
You can calibrate the touch screen using this option. The calibration process is the following:
1.- Go into this option.
2.- When the process tells you, press the square that appears in the bottom left-hand part of the screen.
3.- The next step is to do the same, but on the square that appears in the top right-hand part.
If these steps have been carried out correctly, the message **"Calibration successful"** will appear on the screen.

3.2.2 INTERNAL COUNTERS READING

In this section, you will be able to display the machine's different electronic counters. When you select this option the following menu appears.

Then successive submenus drop down.



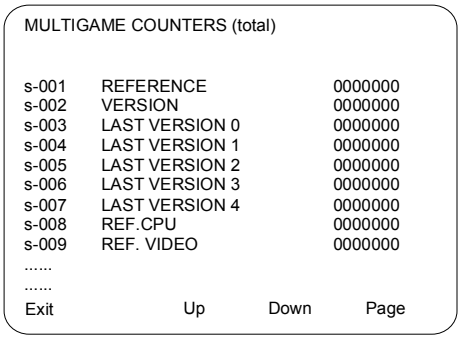


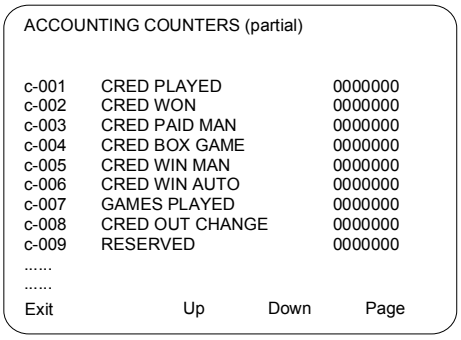
Accounting Counters (total)

This menu is used to display the machine's total accounting counters.

Multigame Counters (total)

This menu is used to display the machine's total statistical counters.



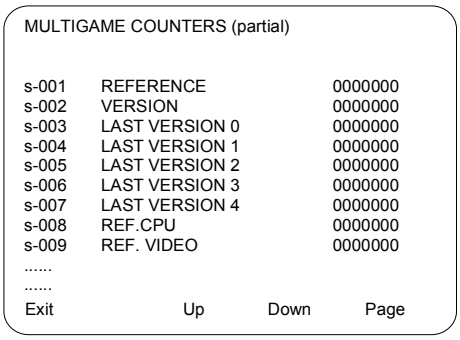


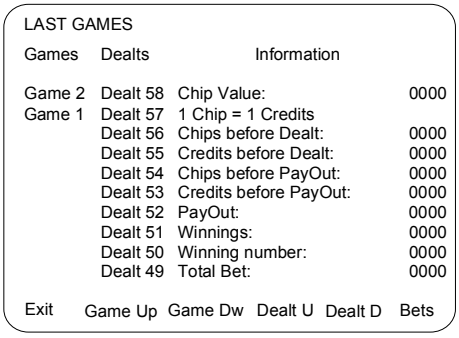
Accounting Counters (partial)

This menu is used to display the machine's partial accounting counters.
To initialise the partial counters you have to go into test phase, open the top door and keep the **RESTART** (32-input keyboard board) button pressed down for approximately 5 seconds.

Multigame Counters (partial)

This menu is used to display the machine's partial statistical counters.
To initialise the partial counters you have to go into test phase, open the top door and keep the **RESTART** (32-input keyboard board) button pressed down for approximately 5 seconds.



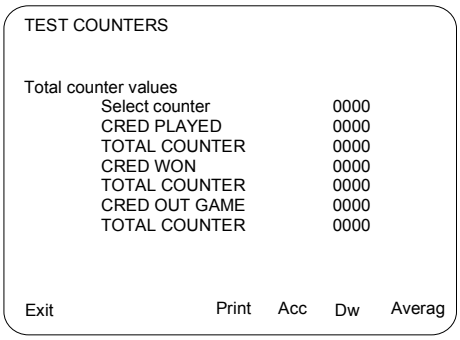


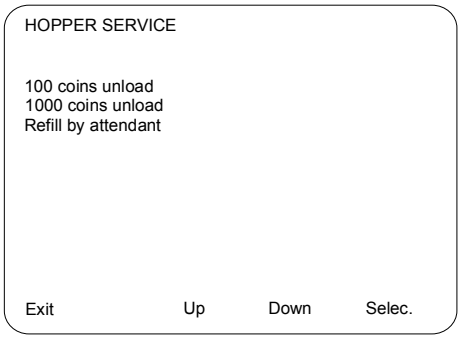
Last Games

This menu is used to display the last ten rounds (Dealts) played in each game (Games).
Each time the credit bank reaches zero a new game starts (Game).
If you press **"Game Up"** or **"Game Dw"** a game will be selected.
If you press **"Dealt U"** or **"Dealt D"** a round will be selected.
If you press **"Bets"** the betting table will be displayed with the bets that have been made in that round, the prize-winning number and the prizes won.

Global counters

This menu is used to display the total and balanced accounts of the current satellite and of the other satellites (from the same terminal)



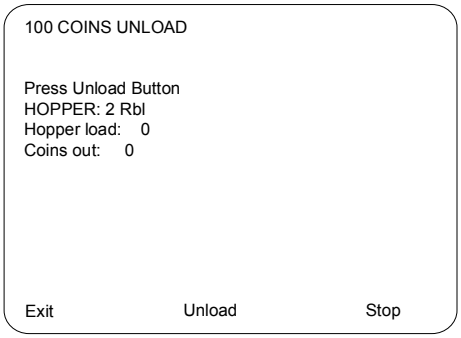


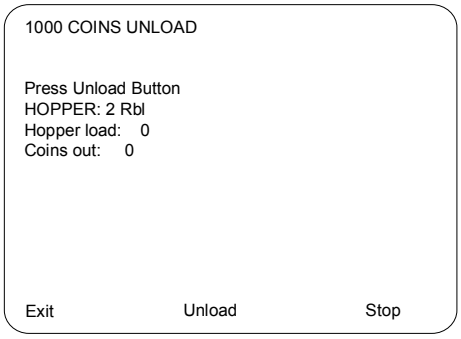
3.2.3 HOPPER SERVICE

In this section, you will be able to load and unload coins in the hopper.
Then successive submenus drop down.

100 Coins unload

Using this menu, you can proceed to unload **100 coins** from the hopper. To be able to unload the coins the **"Unload" button** on the **32-input keyboard board** (situated inside the machine) needs to be activated. The view **"Hopper load:"** indicates the quantity of coins in the hopper. The **"Coins out:"** view indicates the quantity of coins unloaded.
Press the **"Unload"** option to begin unloading.
Press the **"Stop"** option to halt unloading.



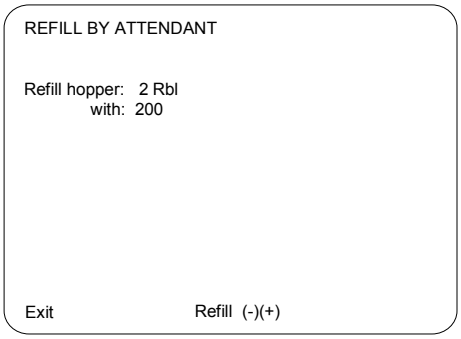


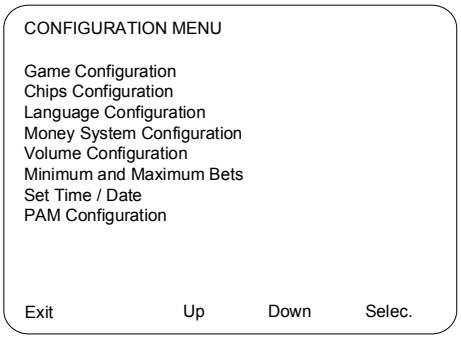
1000 Coins unload

Using this menu, you can proceed to unload **1000 coins** from the hopper. To be able to unload the coins the **"Unload"** button on the **32-input keyboard board** (situated inside the machine) needs to be activated. The view **"Hopper load:"** indicates the quantity of coins in the hopper. The **"Coins out:"** view indicates the quantity of coins unloaded.
Press the **"Unload"** option to begin unloading.
Press the **"Stop"** option to halt unloading.

Refill by attendant

Allows you to initially load the machine or to replace a certain level of coins in the payer, counting the quantity (which is a value that can be modified from a standard 200). The counted coins form part of the counted coins available in the payer.
To alter the quantity of coins to replace, press **"(+)"** to increase the number of coins and press **"(-)"** to reduce the number of coins.



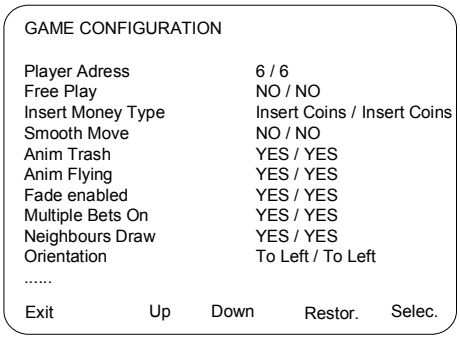


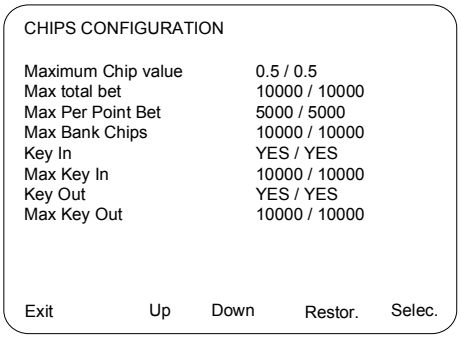
3.2.4 CONFIGURATION

In this section, a series of configurations can be made, both at game level and at bet level.
Then successive submenus drop down.

Game configuration

This menu can be used to set different parameters for the game.
The **"Up / Down"** options are used to select the parameter.
The **"Selec."** option is used to alter the value of the parameter.
The **"Restor."** is used to restore the altered value to the previous value.
Each game parameter is described in chapter 4.



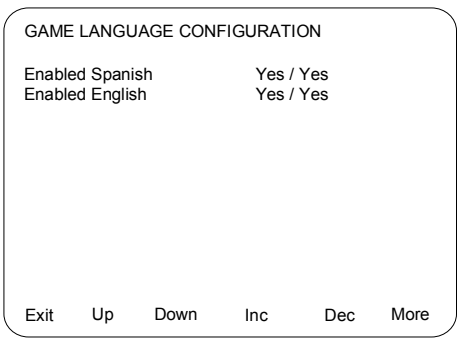


Chips configuration

Using this menu, various parameters referring to the game can be configured.
The parameter is selected using the **"Up/Down"** options.
The value of the parameter is modified using the **"Selec."** option.
The modified value is replaced by the previous value using the **"Restor."** option.
Each of these game parameters will be described in **chapter 4**.

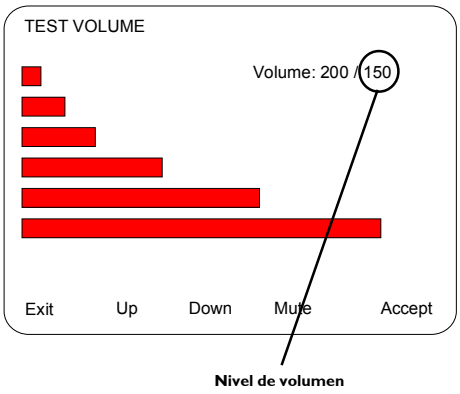
Game Language Configuration

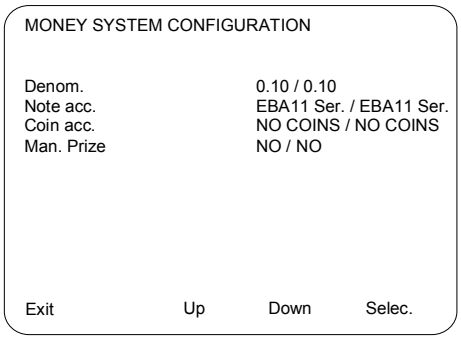
Using this menu, you can select the languages you want to have active for the game.
Once in the game screen, players will be able to select the language in which they want to see the TFT screen graphics on the satellite.
The required language is selected using the **"Up/Down"** options.
The selected language is activated or deactivated using the **"Inc"** or **"Dec"** options.



Volume configuration

This menu can be used to set the satellite's sound volume.
The **"Up"** option is used to increase the volume.
The **"Down"** option is used to reduce the volume.
The **"Mute"** option is used to disable the sound at the satellite.
The **"Accept"** option is used to record the chosen volume level.



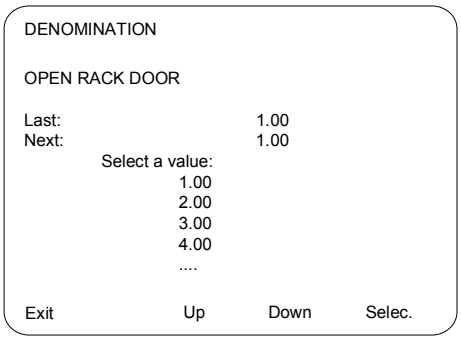


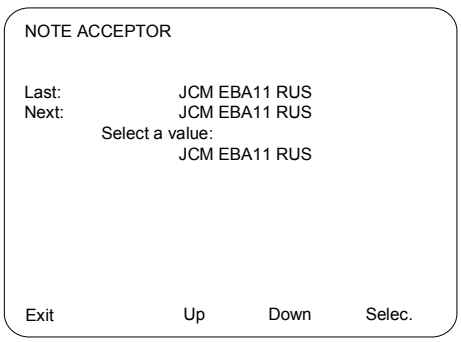
Money system configuration

This menu can be used to choose the type of coin selector, the type of note reader, the credit value...
Then successive submenus drop down.

Denomination

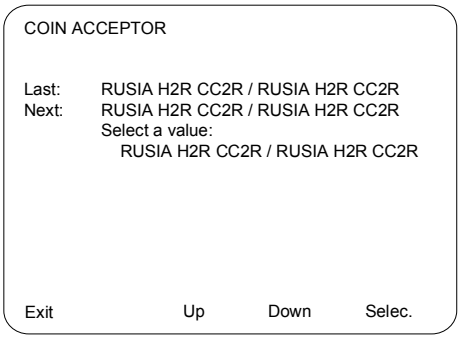
In this test phase the credit value is selected.





Note acceptor

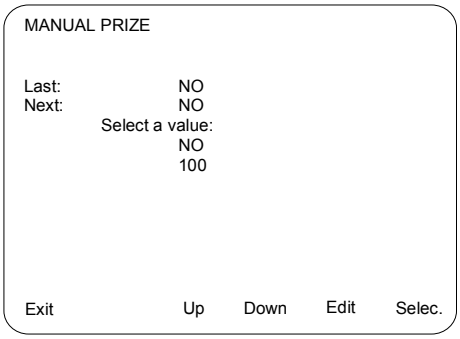
In this test phase the type of note reader the machine will have is selected.



Coin acceptor

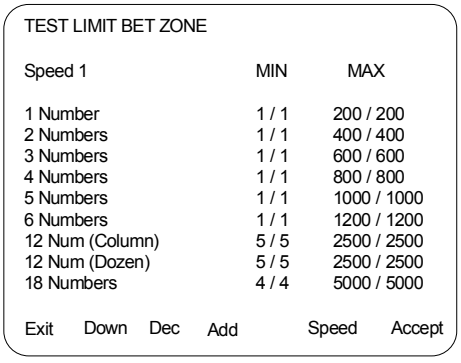
In this test phase the type of coin selector the machine will have is chosen.

Manual prize



If there is a hopper, in this test phase you can select a threshold above which credits will be paid in manual form.

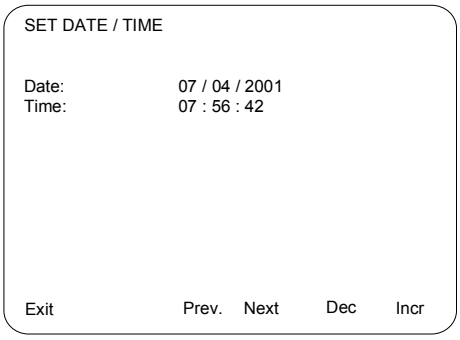
If the machine has a printer, NO must be entered for this option.
The required option is selected using the **"Up"** and **"Down"** buttons.
The chosen selection is validated using the **"Selec."** button.
The required value can be introduced using the **"Edit"** button.



Minimum and Maximum bets

In this test phase, the minimum and maximum value for each type of bet can be modified.
The **"Down"** option is used to select the type of bet you want to modify.
The **"Dec"** option is used to reduce the value of the bet.
The **"Add"** option is used to increase the value of the bet.
The **"Speed"** option is used to alter the type of increment applied every time the **"Dec / Add"** options are pressed.
The **"Accept"** option is used to store all the values introduced.

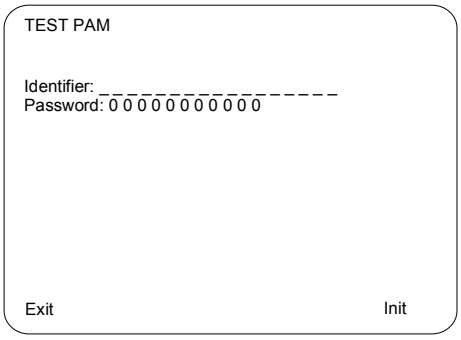
Set Time / Date

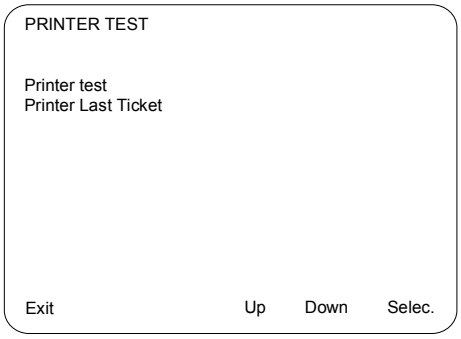


In this test phase, the date and time (which are shown on printed tickets) can be updated or modified.
The **"Prev."** option is used to place the cursor in the previous position.
The **"Next"** option is used to place the cursor in the next position.
The **"Dec"** option is used to reduce the value.
The **"Incr"** option is used to increase the value.

Pam Configuration

In this test phase the PAM takings protocol parameters can be initialised.



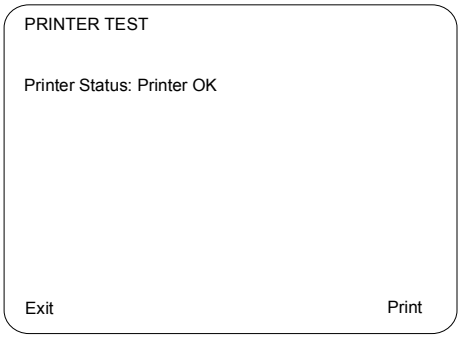


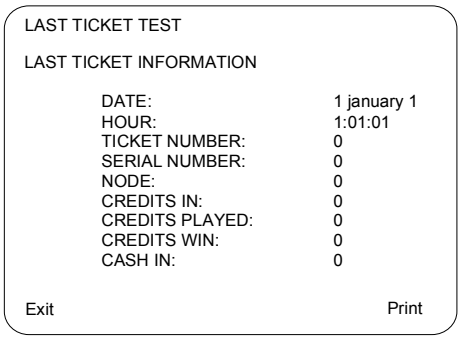
3.2.5 PRINTER TEST

In this section, the functioning of the printer can be checked. Then successive submenus drop down.

Printer test

In this test phase the correct connection of the printer can be checked.
The **"Print"** option is used to check the state of the printer.





Printer last ticket

In this test phase the functioning of the printer can be checked.
The **"Print"** is used to print a test ticket to check the printer is working properly.

4. PARAMETERS

4 Parameters

4.1 DESCRIPTION OF THE PARAMETERS (Game configuration)

The configuration parameters available for the game are described in the following table:

Parameters	Options	Description
Player Adress	1 16	Determines the number of the player on the machine.
Free Play	NO YES	Determines whether the machine is activated in free play or normal play.
Insert Money Type	Insert Coins Insert Notes Only Coins Only Notes	Determines the text that will appear in the screen of claim. (Left upper place)
Smooth Move	NO YES	Effect: the chip with follow the finger smoothly.
Anim Trash	NO YES	Effect: the chip makes an animation when it falls on the tabletop.
Anim Flying	NO YES	Effect: the chip will go smoothly to its final position.
Fade enabled	NO YES	Effect: the game screens appear and disappear slowly.
Multiple Bets On	NO YES	Enables the possibility that, when making a bet automatically, you can bet on neighbouring numbers.
Neighbours Draw	Bet and Shadow Only Shadow Only Bet Nothing	Effect with which Neighbours are indicated on the tabletop.
Orientation	To Right To Left	Selects the place where the '0' and the '00' appear on the tabletop.
Limit Bet Zone	Enabled Disabled	Enables or disables the bet limit for selected area.
Printer	NO YES	Determines whether the ticket printer is activated.
Print Logo	NO YES	Enables the possibility of printing the premises' logo on the printer tickets.
Show Player	NO YES	Makes the player's number and colour appear on the screen.

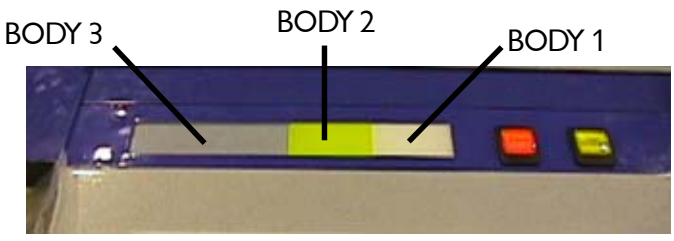
4.2 DESCRIPTION OF THE PARAMETERS (Chips configuration)

Parameters	Options	Description
Maximum Chip value	0,01 100	Maximum value of a chip.
Max total Bet	1 10000	Determines what will be the maximum bet per round.
Max Per Point Bet	1 5000	Maximum bet in a concrete position of the tabletop.
Max Bank Chips	1 100000	Maximum of chips that can accumulate in the bank.
Key In	NO YES	Enables the option of inputting credits by key.
Max Key In	1 10000	Determines the maximum credits that can be input. (depends on the Key In parameter)
Key Out	NO YES	Enables the option of paying credits by key.
Max Key Out	1 10000	Determines the maximum credits that can be paid. (depends on the Key Out parameter)

4.3 SATELLITE INDICATOR LIGHT

STATE OF THE MACHINE	BODY 1	BODY 2	BODY 3
MACHINE WITHOUT CREDITS	OFF	OFF	OFF
MACHINE WITH CREDITS	OFF	OFF	OFF
IN USE	OFF	OFF	FLASH
SERVICE	OFF	ON	OFF
AUTOMATIC PAYOUT	OFF	OFF	OFF
MANUAL PAYOUT	OFF	FLASH	OFF
DOOR OPEN	OFF	OFF	FLASH
OUT OF ORDER	FLASH	OFF	OFF
PAYING PRIZE	OFF	OFF	OFF

ON: On
OFF: Off
Flash: Intermittency

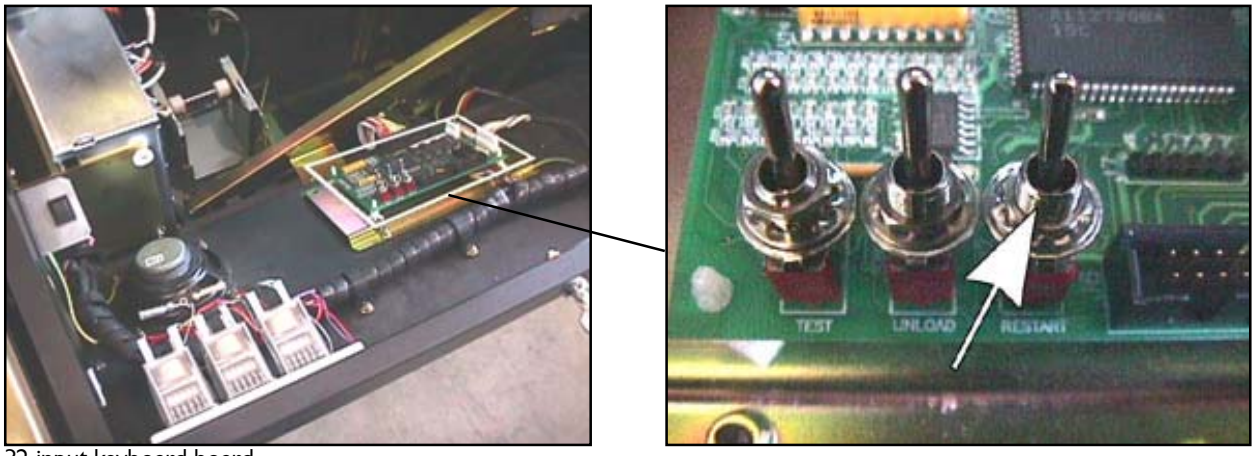


5. INITIALISATION

5 Initialisation

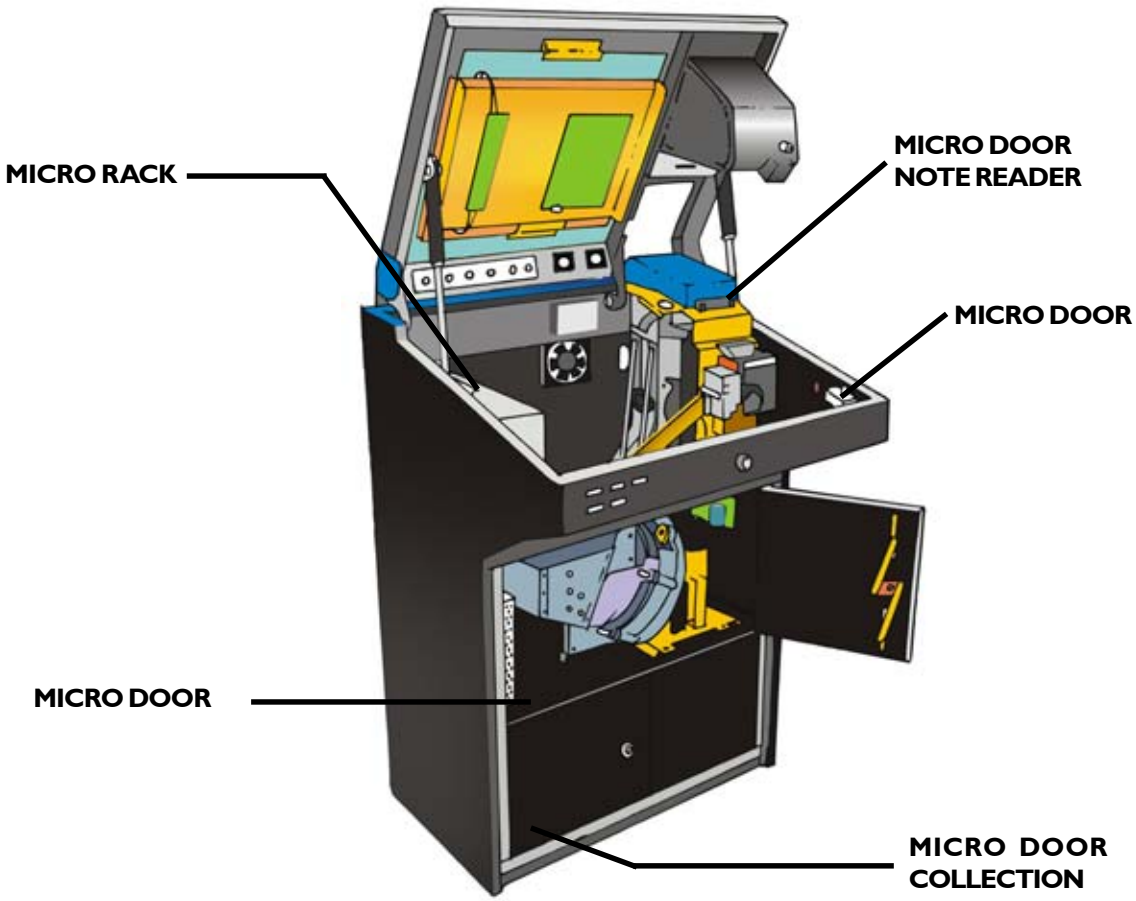
5.1 INITIALISATION (Starting from cold)

To start a satellite individually from cold, switch the satellite off and on using the power switch (positioned next to the rack) keeping the **"Restart"** button (positioned on the 32-input keyboard board inside the machine) activated. By doing this you initialise all the machine's partial counters and all credits available for the game will be lost. It is visually identified on the monitor with initialisation messages and the sound of a ringing bell.



32-input keyboard board

5.2 MACHINE MONITORING DOORS

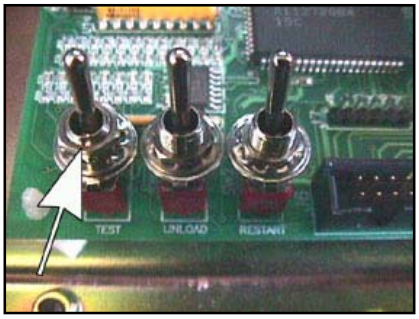


5.3 FREE - PLAY

The free-play game is used to carry out demonstrations of the game at trade fairs, official tests, etc.

To access the free-play game you must follow these steps:

1.- Open the satellite's top door.
2.- Set the **TEST** switch to the **ON** position to go into the test phase.



3.- Close the top door so you can see the menus on the satellite's screen.
4.- Select the **"*CONFIGURATION*"** option.
5.- Once inside the menu, select the **"*GAME CONFIGURATION*"** option.
6.- Cambiar el valor a **"*YES*"** del parámetro **"*FREE PLAY*"**.
7.- Exit the configuration menu to save the changes and close the top door.
8.- Set the **TEST** switch to the **OFF** position to leave the test phase.
9.- If you want to introduce credits into the machine this must be done using the **"LOADING WARNING"** switch.

To get out of the demonstration mode, you must follow the following steps

1.- Open the satellite's top door.
2.- Set the **TEST** switch to the **ON** position to go into the test phase.
3.- Close the top door so you can see the menus on the satellite's screen.
4.- Select the **"*CONFIGURATION*"** option.
5.- Once inside the menu, select the **"*GAME CONFIGURATION*"** option.
6.- Change the value of the **"*FREE PLAY*"** parameter to **"*NO*"**.
7.- Exit the configuration menu to save the changes.
8.- Set the **TEST** switch to the **OFF** position to exit the test phase.

5.4 EXAMINING THE LAST GAME

The machine stores what happened in the last ten games in its memory. To be able to display them you have to activate the key called **REST** positioned at the bottom of the satellite. Through this operation, the latest games played appear on the screen. You can go ahead and study them by going into the corresponding test phase (explained earlier in point **"3.2 Testing satellites"**).

To finalise the check, return the **REST** key to its rest position.

5.5 OUT OF ORDER

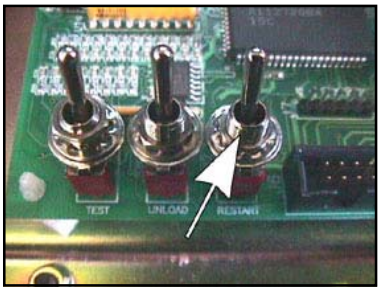
5.5.1 SATELLITE OUT OF ORDER

The machine does not work to play, but can be on-line.

When this happens, a box is displayed on the screen with information about the error at the satellite. If the error at the satellite is a connection one, it is possible that it can recover without you doing anything.

If an error appears that does not allow recovery, we recommend that a note is made of all data referring to the error to make the work of the Technical Service easier.

To recover from these breakdowns, press the ***RESTART*** button of the affected satellite.



The satellite's breakdown codes will then be shown:

Fuera de servicio (Satélite)

CÓDIGO	TEXTO DEL ERROR	DESCRIPCIÓN
1	RAM ERROR	Memory error
2	CRITICAL ERROR	Internal error
3	CRITICAL ERROR	Internal error
4	COIN ACC. ERROR	Error in the coin selector
5	NOTE ACC. ERROR	Error in the note reader
6	NOT ENOUGH TIMERS	Internal error
7	PAY ERROR	Payout error
8	HOPPER IN ERROR	Error in the hopper
9	RAM ERROR	Memory error
10	PRINTER ERROR	Error in the printer
11	PROCESS MANAGER ERROR	Internal error
12	HOPPER EMPTY	Error of empty hopper
13	CS4 ERROR	Erron in CS4 module
100	ERROR IN GAME	Internal error
101	BET ERROR	Error in placing a bet

Note: You can also reset satellites without having to open them (this type of reset does not initialise the counters or lose the credits available for the game). It is done by pressing the corresponding button on the rack, positioned on the rear module. See section "3.1 TESTING THE HOST" to see how the RACK's service buttons work.

5.5.2 HOST OUT OF ORDER (rear module rack)

The machine does not work to play, but can be on-line.

When this happens, a box is displayed on the screen with information about the error at the ***HOST***. If the error at the satellite is a connection one, it is possible that it can be recovered without doing anything.

If an error appears that does not allow recovery, we recommend that a note is made of all data referring to the error to make the work of the Technical Service easier.

To recover from these breakdowns, press ***button 7*** to reset the ***HOST***.

Out of order (Host)

CODE	ERROR TEXT	DESCRIPTION
1	NOT ENOUGH TIMERS	Internal error
2	TILT ERROR	Fault error (sharp movement of the machine)
3	ERROR_MECH	Error communication between the Host and Roulette Motor board
100	ERROR IN GAME	Internal error
101	BET ERROR	Error in placing a bet

6. COUNTING

6 Counting

6.1 ELECTRO-MECHANICAL CONTERS

The electro-mechanical counters are positioned on the front of the satellite consoles and protected by glass or by a spy mirror, depending on the order.
If the satellite has electro-mechanical counters protected by a spy mirror, they will only be visible if they are lit by a light which is inside, by carrying out one of the following actions:

1. Opening the satellite's bottom takings door.
2. Activating the counting key positioned at the bottom of the console.

The counters correspond to the following values:

AUTOMATIC PAYOUT: Credits paid as prizes, except those paid through manual payment.

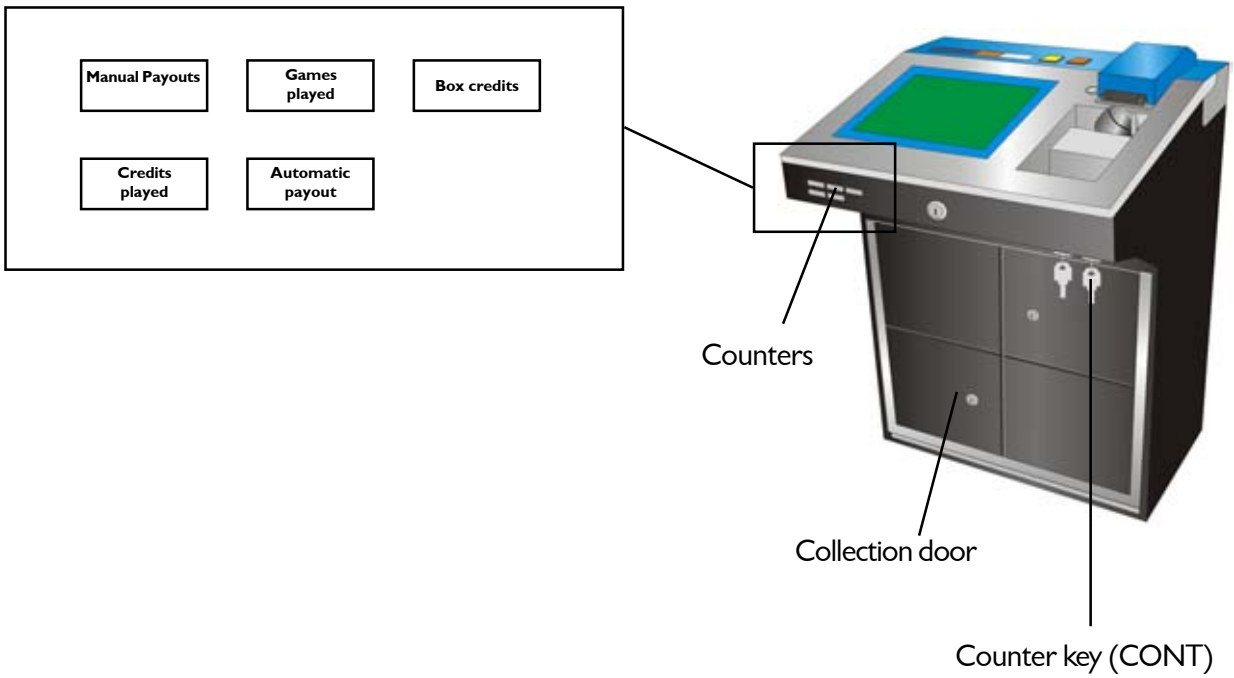
CREDITS PLAYED: Number of credits played.

GAMES PLAYED: Number of games played.

BOX CREDITS: Number of credits sent to the box (this action is carried out when the hopper is full).

MANUAL PAYOUTS: Total of prizes paid by manual payout.

The counters express themselves in credit units.



To find out the total of coins paid out by the machine, do the following sum:

AUTOMATIC PAYOUTS + MANUAL PAYOUTS

To find out the percentage return, carry out the following operation:

$$\frac{\text{AUTOMATIC PAYOUTS + MANUAL PAYOUTS}}{\text{CREDITS PLAYED}} \text{ X 100}$$

6.2 ELECTRONIC COUNTERS

These can be read in different ways:

a) On the screen of the machine itself, by activating the **CONT** key, positioned outside it.

b) By going into **Test** and selecting the corresponding phase.

c) By connecting a PC to the **"Jack"** connector available inside the machine's rear module in the ***HOST*** *(Rack)*.

There are two data banks for each counter:

THE TOTAL COUNTER BANK

These record operations in real games (not in automatic or exhibition games) counting the recorded history since their initialisation in the factory.

THE PARTIAL COUNTER BANK

These record the operation of the machine whatever the mode of play (real, automatic or exhibition).

Support: **RAM** memory

They are initialised every time a change is made in the mode of play, an initialisation or by a service operation **(*)**.

The idea of the partial counters in a real game is to have some counters which allow takings periods to be recorded.

(*) There are two operations that set the partial counters to **ZERO**:

1) Switching the satellite on and off while keeping the **"Restart"** button, positioned inside the machine, activated.

2) In **Test** phase displaying the counters, by activating the **"Restart"** button (keeping it pressed for approximately five seconds).

Now we will give detailed descriptions of the electronic counters:

Accounting counters

TOTAL	DESCRIPTION	PARTIAL
c0001	Credits played	c0001
c0002	Prize credits (c0005 + c0006)	c0002
c0003	Credits paid manually	c0003
c0004	Credits in the drawer (game)	c0004
c0005	Prize credits paid manually	c0005
c0006	Prize credits paid automatically	c0006
c0007	Rounds played	c0007
c0008	Credits out Change	c0008
c0009		c0009
c0010	Credit notes in the drawer (game)	c0010
c0011		c0011
c0012	Prize-winning rounds	c0012
c0013	Credits input (game)	c0013
c0014	Credits output (game)	c0014
c0015	Prize credits output	c0015
c0016	Refill credits input	c0016
c0017	Credits in the drawer (game + test)	c0017
c0018	Credit notes in the drawer (game + test)	c0018
c0019	Credit coins in the drawer (game + test)	c0019
c0020	Credits in the drawer (test)	c0020
c0021	Credit notes in the drawer (test)	c0021
c0022	Credit coins in the drawer (game)	c0022
c0023	Credit coins in the drawer (test)	c0023
c0024	Credits Man Change	c0024
c0025	Credits In Manually	c0025
c0030	Type 1 coins in the drawer (game)	c0030
c0031	Type 1 coins in the hopper (game)	c0031
c0032	Type 1 coins in the drawer (test)	c0032
c0033	Type 1 coins in the hopper (test)	c0033
c0034	Type 2 coins in the drawer (game)	c0034
c0035	Type 2 coins in the hopper (game)	c0035
c0036	Type 2 coins in the drawer (test)	c0036
c0037	Type 2 coins in the hopper (test)	c0037
c0038	Type 3 coins in the drawer (game)	c0038
c0039	Type 3 coins in the hopper (game)	c0039
c0040	Type 3 coins in the drawer (test)	c0040
c0041	Type 3 coins in the hopper (test)	c0041
c0042	Type 4 coins in the drawer (game)	c0042
c0043	Type 4 coins in the hopper (game)	c0043
c0044	Type 4 coins in the drawer (test)	c0044
c0045	Type 4 coins in the hopper (test)	c0045
c0046	Type 5 coins in the drawer (game)	c0046
c0047	Type 5 coins in the hopper (game)	c0047
c0048	Type 5 coins in the drawer (test)	c0048
c0049	Type 5 coins in the hopper (test)	c0049
c0050	Type 1 notes input (game)	c0050
c0051	Type 1 notes input (test)	c0051

TOTAL	DESCRIPTION	PARTIAL
c0052	Type 2 notes input (game)	c0052
c0053	Type 2 notes input (test)	c0053
c0054	Type 3 notes input (game)	c0054
c0055	Type 3 notes input (test)	c0055
c0056	Type 4 notes input (game)	c0056
c0057	Type 4 notes input (test)	c0057
c0058	Type 5 notes input (game)	c0058
c0059	Type 5 notes input (test)	c0059
c0060	Notes input in game	c0060
c0061	Notes input in test	c0061
c0062	Hopper 1 coin output (game)	c0062
c0063	Hopper 1 coin output (test)	c0063
c0064	Coins in Hopper 1	c0064
c0065	Hopper 1 coin refill	c0065
c0066	Hopper 1 coin output for change	c0066
c0067	Hopper 1 coin refill parameters	c0067
c0068	Hopper 2 coin output (game)	c0068
c0069	Hopper 2 coin output (test)	c0069
c0070	Coins in Hopper 2	c0070
c0071	Hopper 2 coin refill	c0071
c0072	Hopper 2 coin output for change	c0072
c0073	Hopper 2 coin refill parameters	c0073
c0074	Credit refill parameters	c0074
c0075	Tickets output (game)	c0075
c0076	Tickets output (test)	c0076
c0077	Ticket serial number	c0077
c0078	Running time (minutes)	c0078
c0079	Mechanical Credits Out Automatic	c0079
c0080	Mechanical Credits Out Automatic (Test)	c0080
c0081	Mechanical Credits Played	c0081
c0082	Mechanical Credits Played (Test)	c0082
c0083	Mechanical Credits Cashbox	c0083
c0084	Mechanical Credits Cashbox (Test)	c0084
c0085	Mechanical Credits Manual Payment	c0085
c0086	Mechanical Credits Manual Payment (Test)	c0086
c0087	Mechanical Games played	c0087
c0088	Mechanical Games played (Test)	c0088
c0089	Hopper 0 Balance	c0089
c0090	Hopper 1 Balance	c0090

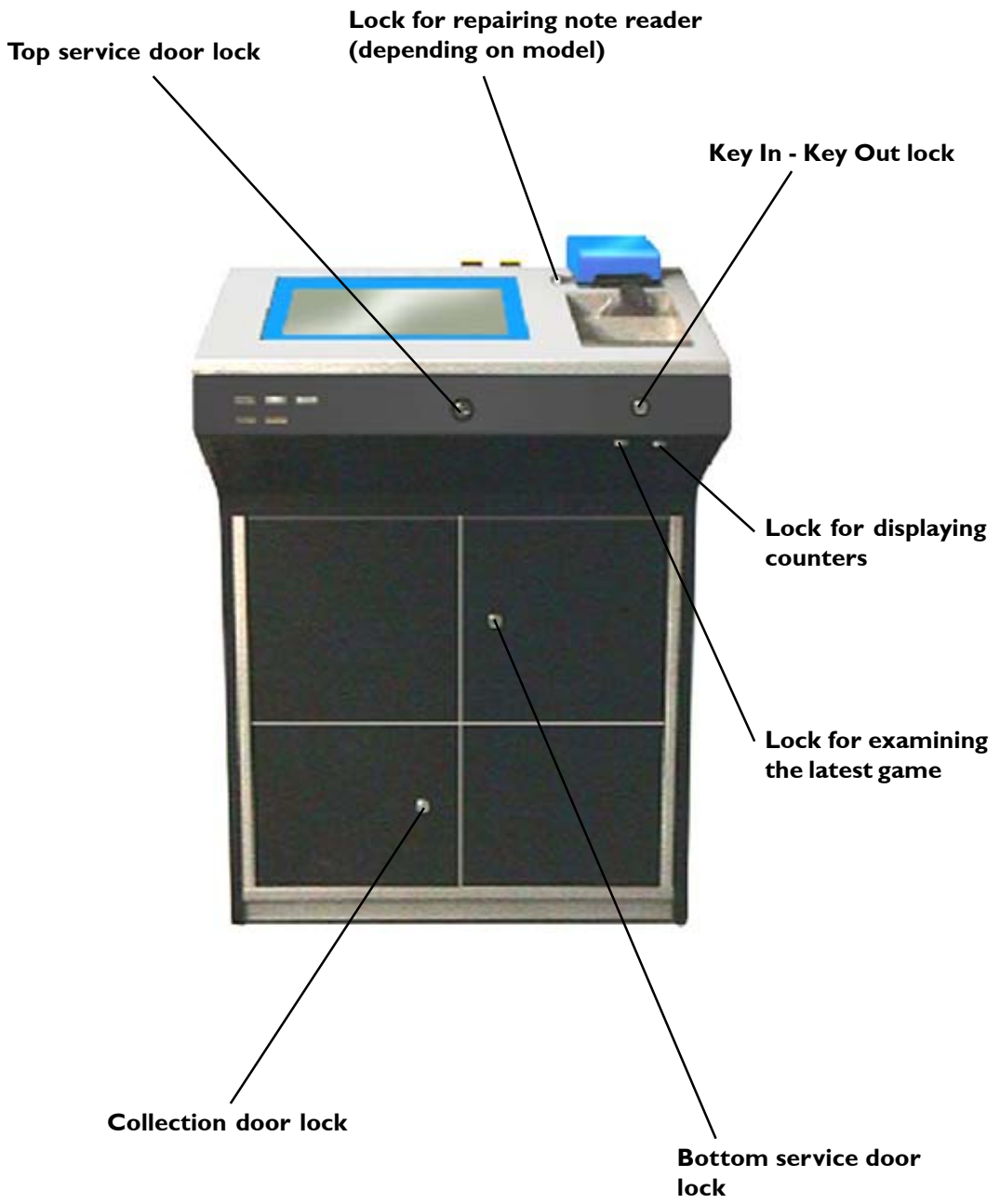
Statistical counters

COUNTER	DESCRIPTION
s0001	Machine reference
s0002	Memory version
s0003	Previous version 0
s0004	Previous version 1
s0005	Previous version 2
s0006	Previous version 3
s0007	Previous version 4
s0008	CPU hard disk ref.
s0009	Video hard disk ref.
s0010	Drivers hard disk ref.
s0011	Connectors hard disk ref.
s0012	Total number of Resets
s0013	Number of Resets with cold Start-up
s0014	Number of Resets with RAM NOT OK
s0015	Last error code
s0016	Start-up phase 0
s0017	Start-up phase 1
s0018	Start-up phase 2
s0019	Start-up phase 3
s0020	Start-up phase 4
s0021	Start-up phase 5
s0022	Start-up phase 6
s0023	Reserved
s0024	Reserved
s0025	Reserved
s0026	Number 0
s0027	Number 1
s0028	Number 2
s0029	Number 3
s0030	Number 4
s0031	Number 5
s0032	Number 6
s0033	Number 7
s0034	Number 8
s0035	Number 9
s0036	Number 10
s0037	Number 11
s0038	Number 12
s0039	Number 13
s0040	Number 14
s0041	Number 15
s0042	Number 16
s0043	Number 17
s0044	Number 18
s0045	Number 19
s0046	Number 20
s0047	Number 21
s0048	Number 22
s0049	Number 23
s0050	Number 24
s0051	Number 25
s0052	Number 26

COUNTER	DESCRIPTION
s0053	Number 27
s0054	Number 28
s0055	Number 29
s0056	Number 30
s0057	Number 31
s0058	Number 32
s0059	Number 33
s0060	Number 34
s0061	Number 35
s0062	Number 36
s0063	Number 00

6.3 INTRODUCING CREDITS WITH KEY (KEY IN - KEY OUT)

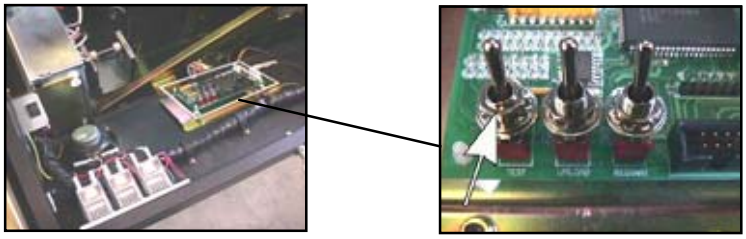
6.3.1 Description of satellite locks



6.3.2 Satellite configuration

To use the **Key in - Key out** system it is necessary to configure the satellite in the following way:

1.- Open the door when the machine is waiting for credits to be introduced or for the start of a round.
2.- Activate the **"TEST"** switch situated inside the machine. **Main Service Menu** appears on the screen.



3.- Go into the **"Configuration"** menu and then into the **"Game configuration"** menu.

4.- Look for the **Key In** parameter and change its value to **"YES"**.

5.- Look for the **Key Out** parameter and change its value to **"YES"**.

6.- Go back to the main service menu and go into the **"Configuration"** option. In this menu go into the **"Money System Configuration"** option.

7.- The next step is to disable the peripheral for entering credits, if required (the peripherals are the coin selector and the note reader). Both peripherals can be disabled or just one, depending on the customer's needs.

8.- Press **"Exit"** to leave this text phase and to enter the changes.

To get out of the **TEST** from any menu follow the following procedure:

1.- Turn off the **"TEST"** switch. The **"Service Door Open"** message appears on the screen, identified with a sound effect.

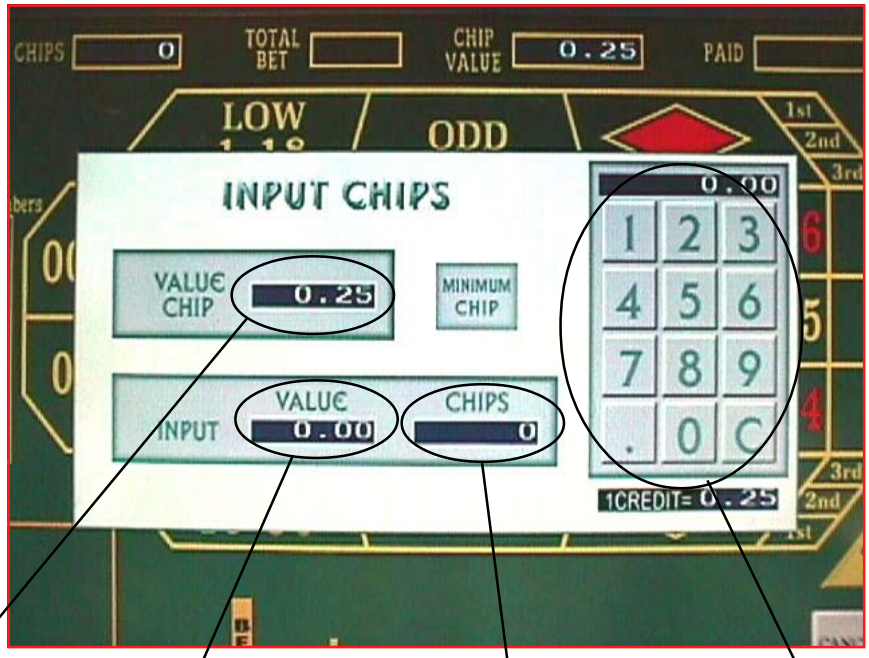
2.- Then close the door. The machine will return to its previous state.

6.3.3 Entering bets

When a player wants to place a bet, he or she will have to call a member of staff.

The player will be able to ask the member of staff to modify the value of the chip or the quantity of credits or chips he wants to bet. The player will have to give the amount bet to the member of staff.

The staff member will activate ***Key In - Key Out key*** and the action will be displayed on the screen:



The employee will introduce the quantity bet by the player using the virtual keyboard.

Examples:

-If the player wants to bet 20 chips, the employee will have to enter, using the keyboard, the quantity 20 and will then have to press the space marked in the top illustration as "Bet in chips".

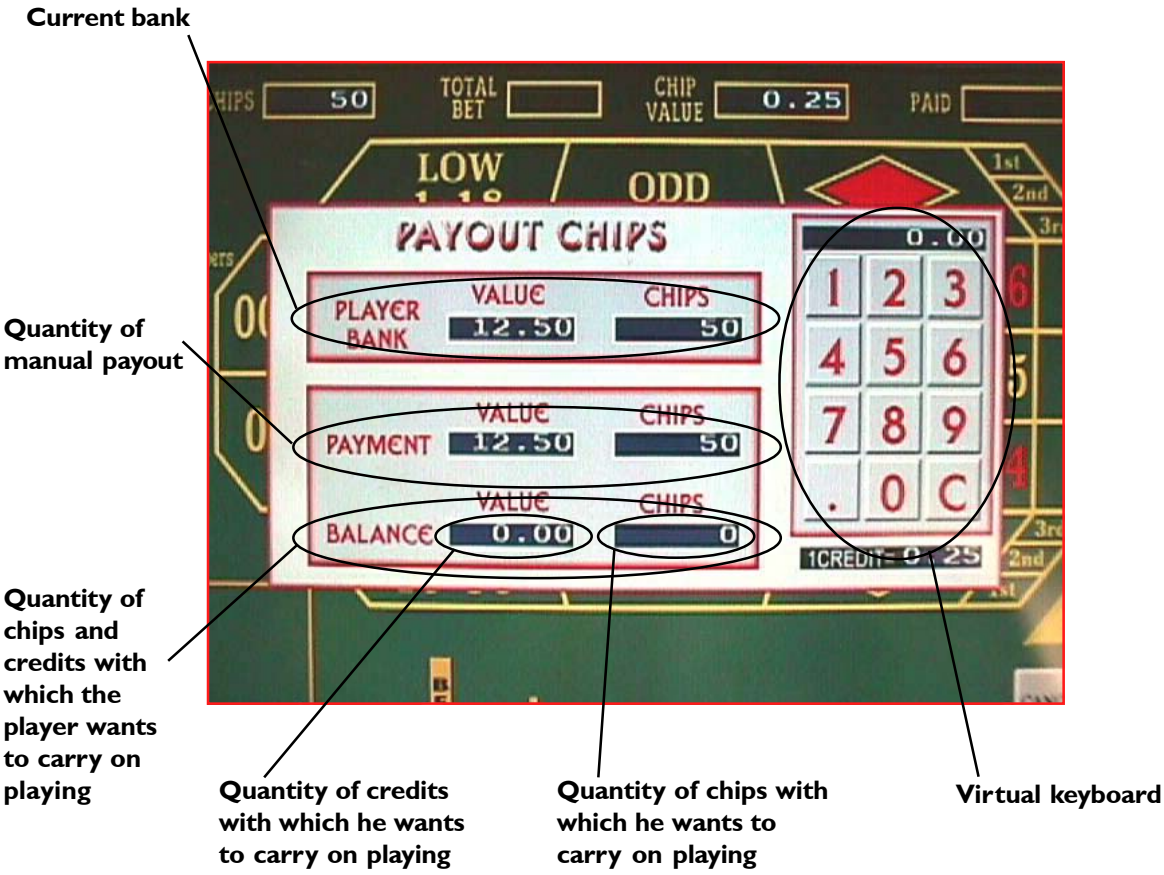
-If the player wants to bet 20 credits, the employee will have to enter, using the keyboard, the quantity 20 and will then have to press the space marked in the top illustration as "Bet in credits".

Once the bet has been entered, the employee will have to activate the ***Key In - Key Out*** key so the player can continue playing. It will be noticed that the quantity of chips shown on the satellite's game cloth has increased.

6.3.4 Paying prizes

When a player wants to take the prizes he has accumulated, he has to press the **"CASH"** button and the message **"Manual payout"** appears at the bottom of the screen.

The staff member will activate ***Key In - Key Out*** key and the action will be displayed on the screen:



If the player wants to claim all prizes won together, the employee only has to activate the ***Key In - Key Out*** key again and manually pay him the prizes.

If the player wants to partially claim the prizes won to continue playing with the rest, he must indicate this to the employee. The member of staff will enter the quantity of credits and chips with which the player is carrying on playing using the virtual keyboard and press on the area reserved for the purpose (to the right of the ***BALANCE*** section. It will be possible to check that the rest of the credits or chips - the ones the player wants paid out - are displayed in the ***PAYMENT*** section. To put this action into effect, the employee will have to activate the ***Key In-Key Out*** key to return to the game.

7. GENERAL MAINTENANCE

GENERAL MAINTENANCE

In order to get a good perfomance from the machine we recommend the control of adjustments, efficiency and smoothness of several elements at least once a month.

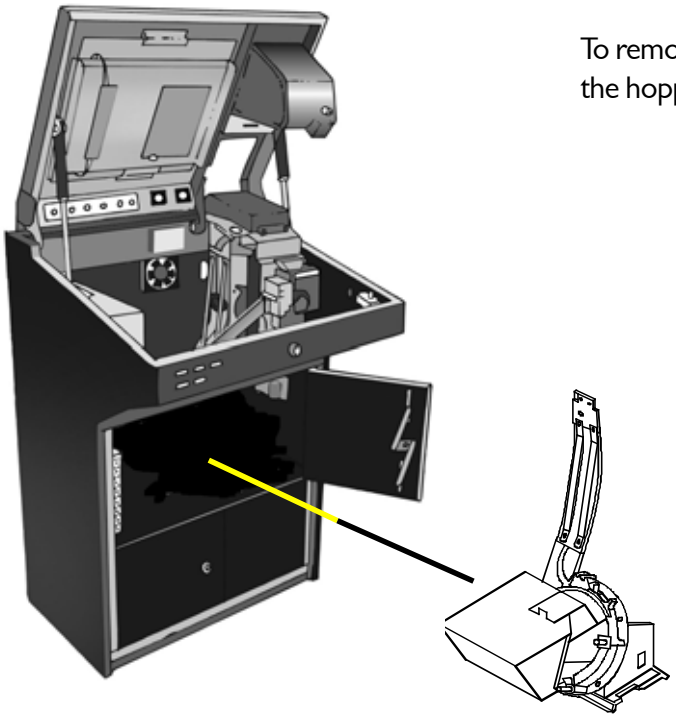
The adjustments must be made from the machine Test, as shown in the device itself.It is important to check that all buttons work properly and their lights are right.

Even if the unloader dose not requiere much servicing, a regular inspection of the parts subject to wear due to coins passage must be carried out, such as ejecting piece, turning start-like wheel, trigger, etc.

Disconnect from the mains before attempting any maintenance operations.

7 General maintenance

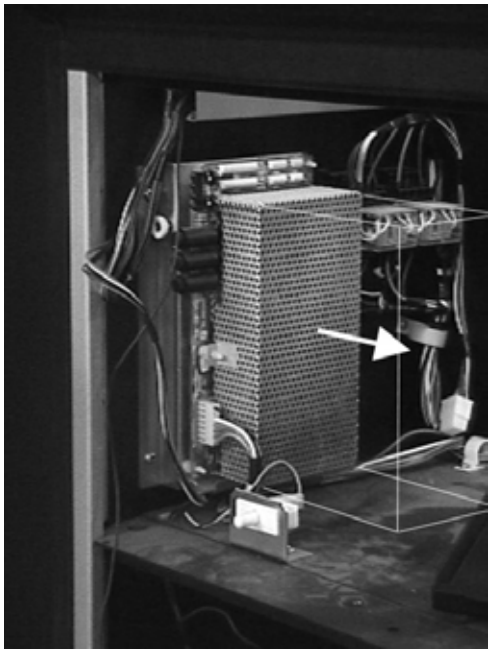
7.1 POWER SUPPLY UNIT

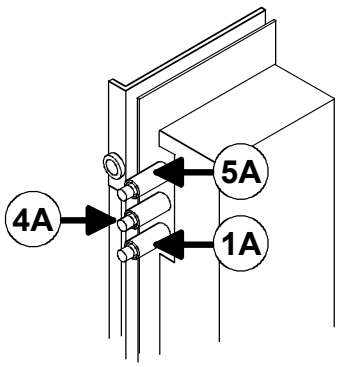


To remove the power unit from its position, first remove the hopper and then the top of the power unit.

Disconnect the machine

Disconnect the tubes, remove the nut and remove the power unit from the body of the machine.





The machine has 3 fuses. To have access to the interior fuse, remove the power unit cover.

7.2 CHANGING THE MEMORY VERSION (SATELLITE RACK)

Turn the machine off.
The CPU control card has components sensitive to static discharge.
Discharge static from your body before handling the control CPU.

7.2.1 Changing the programme and sound version

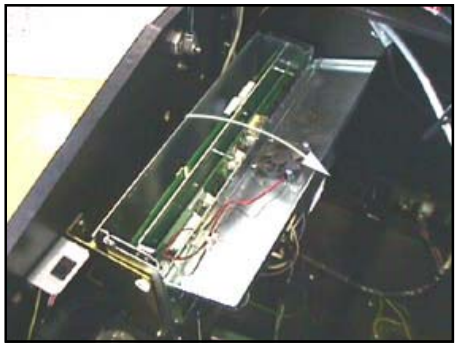
To change the CPU memories or the sound card you have to follow the following steps:

1.- Open the satellite's top door (service door).

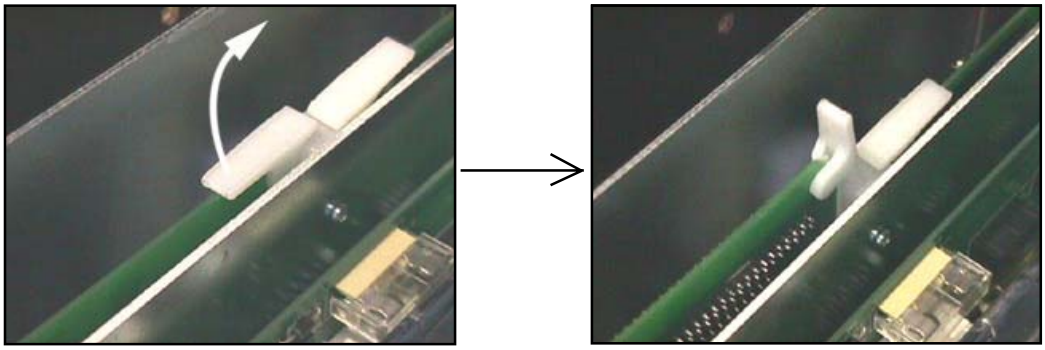
2.- Turn the satellite off using the switch positioned on the left.

3.- Find the rack on the left-hand side.

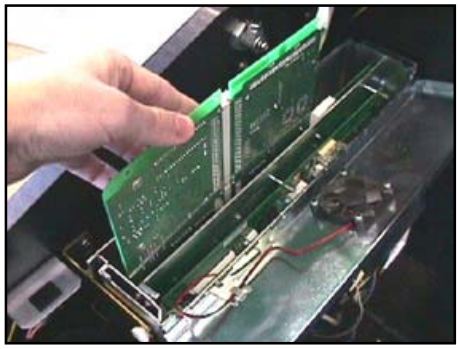
4.- Open the rack door.



5.- Pull the extraction lever which has the CPU card.

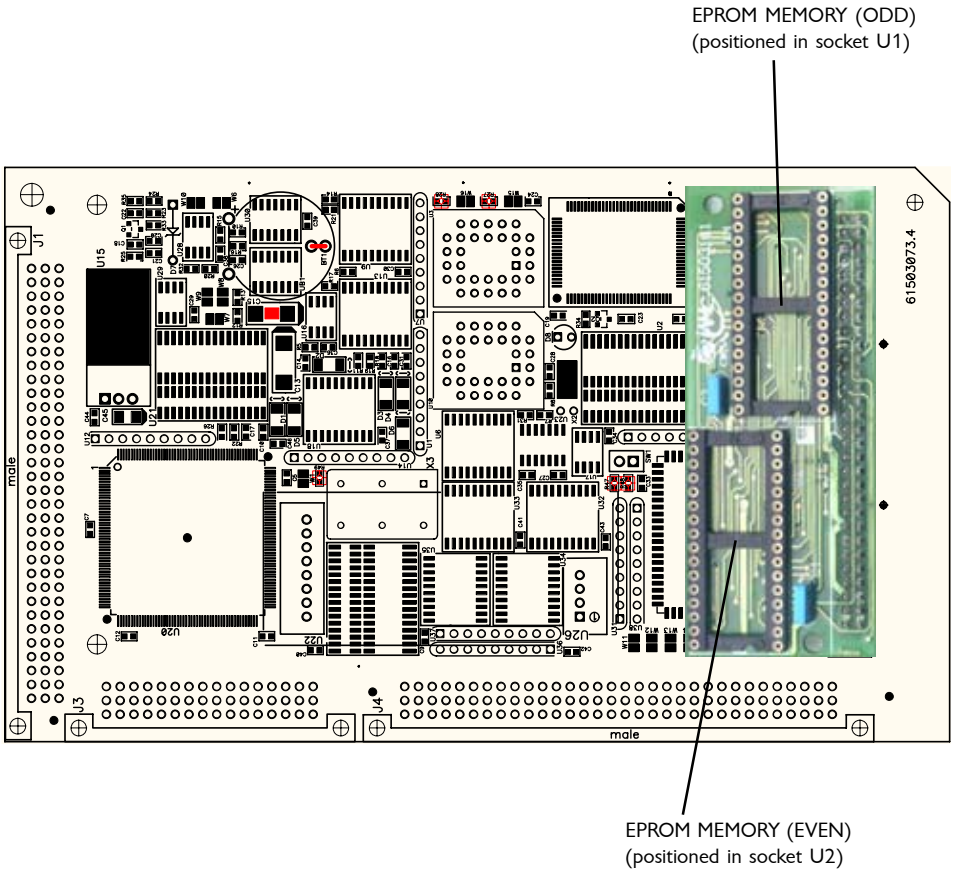


6.- Pull the set of cards which have been released.

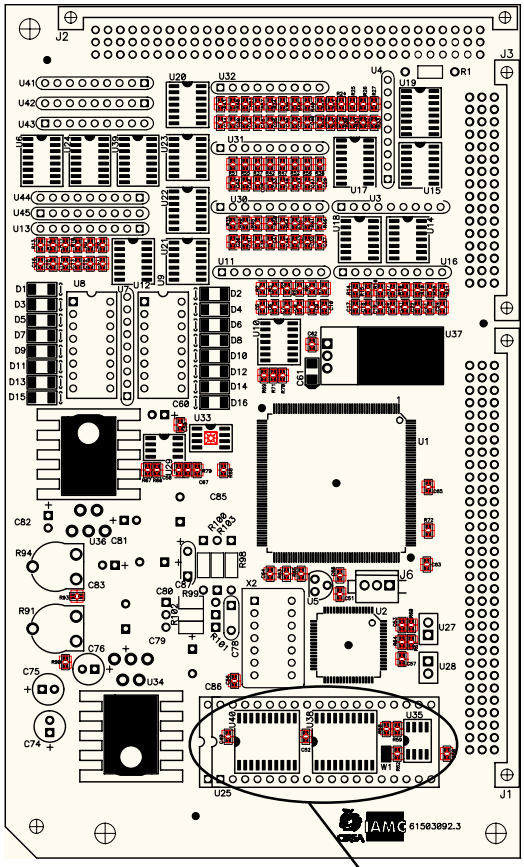


Once the two cards have been extracted, you can go ahead with changing the memories.

To change the memories in the CPU card you have to replace the EPROM memories indicated in the following illustration.



To change the sound card's memory you have to replace the EPROM type memory indicated in the following illustration:



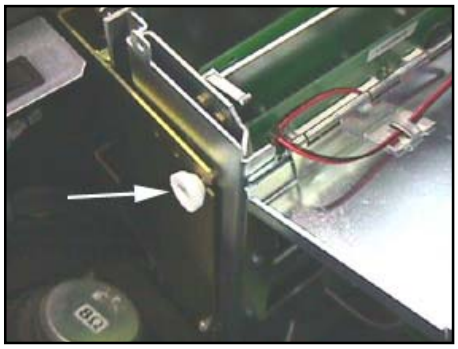
To introduce cards into the satellite's rack you have to run along the guides which make it easier to fit them in the rack (see illustration).

Once the cards have been introduced into the guides, press so both are correctly joined to the connectors inside.
Having done that, you have to close the satellite rack, switch on the satellite and close the service door.

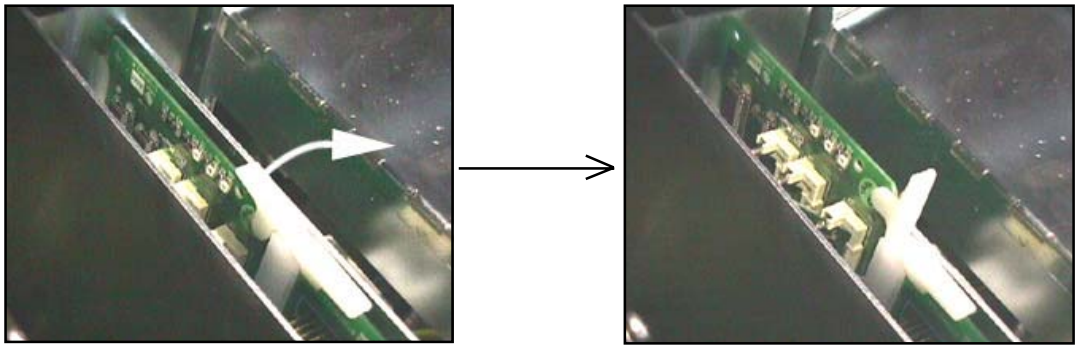
7.2.2 Changing the graphic memory version

To change the graphics card's memories you must follow the same steps as in the previous point up to point 4. From this point onwards, follow those set out here:

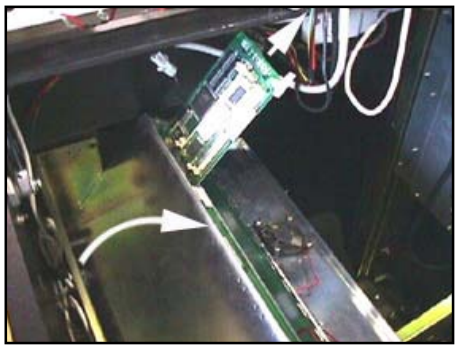
1.- Loosen the lateral screw indicated in the illustration (it is not necessary to remove it).



2.- Pull the extraction lever which has the graphics card (see illustration).

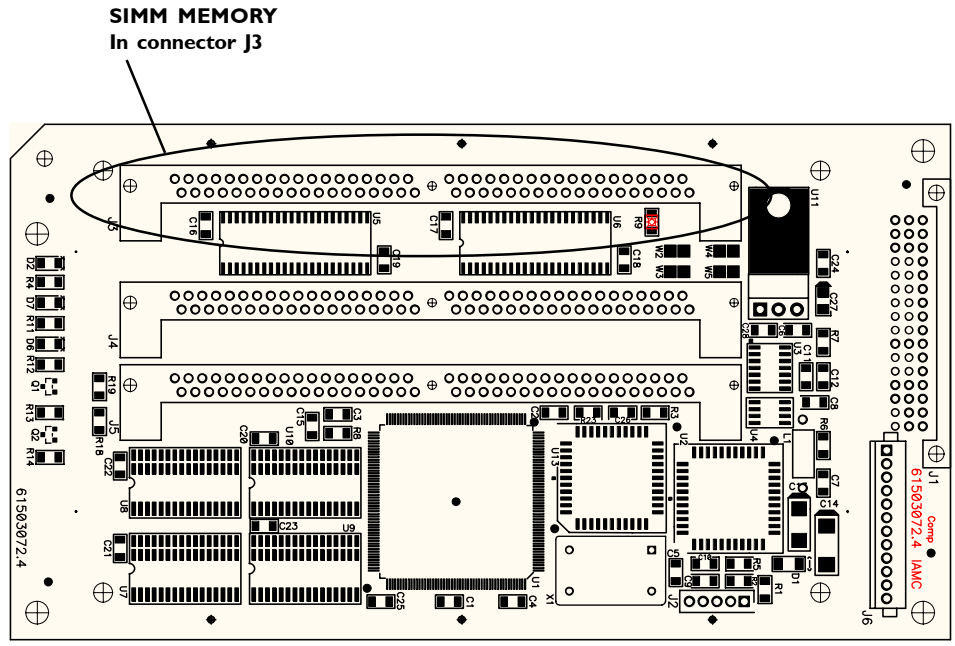


3.- Press down on the top part of the rack. Carry on pressing down until you can remove the graphics card from the rack.



Once the graphics card has been extracted, you can go ahead with changing the memories.

To change the graphics card's memory you have to replace the SIMM type memory indicated in the following illustration:



To introduce cards into the satellite's rack you have to run along the guides which make it easier to fit them in the rack.
Once the card has been introduced into the guides, press so it is correctly joined to the connectors inside.
Having done that, you have to close the satellite rack, switch on the satellite and close the service door.

7.3 CHANGING THE MEMORY VERSION (HOST)

7.3.1 Changing the CPU memory version

To change the CPU's memories, you have to follow the following steps:

1.- Turn off the machine using the trip switch positioned on the rear module.

2.- Open the door of the rear module.

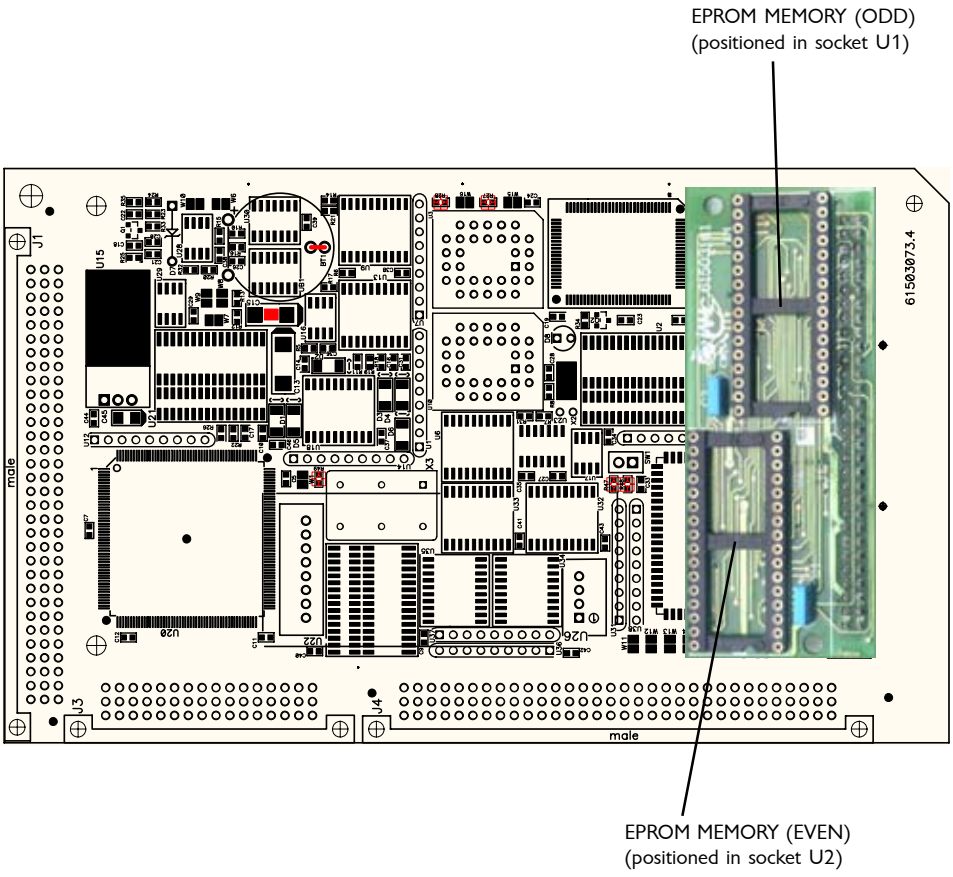
3.- Detach the rack and open its door.

4.- Find the CPU card (see bottom illustration).

5.- Replace the memories.

6.- Close the rack and fit it in its place.

7.- Switch on the machine.



7.3.2 Changing the graphic memory version

To change the plasma screen's graphic memories, you have to follow the following steps:

1.- Turn off the machine using the trip switch positioned on the rear module.

2.- Open the door of the rear module.

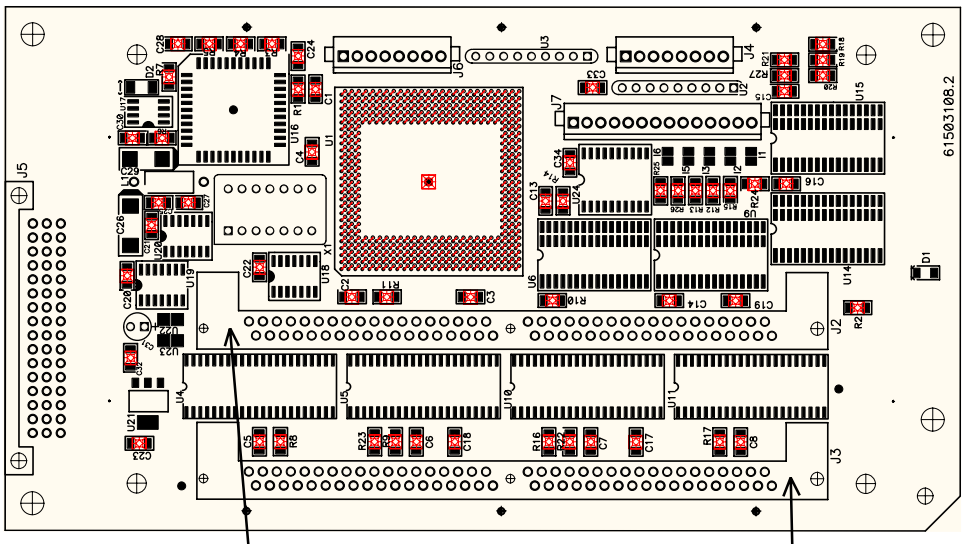
3.- Detach the rack and open its door.

4.- Find the graphics card (see bottom illustration).

5.- Replace the memories.

6.- Close the rack and fit it in its place.

7.- Switch on the machine.



7.3.3 Changing the sound memory version

To change the sound memories, you have to follow the following steps:

1.- Turn off the machine using the trip switch positioned on the rear module.

2.- Open the door of the rear module.

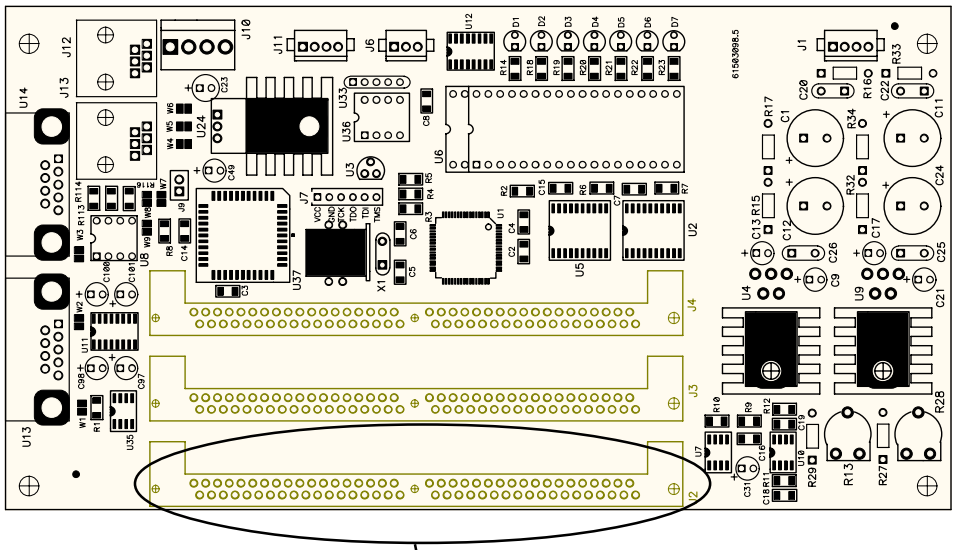
3.- Detach the rack and open its door.

4.- Find the sound card (see bottom illustration).

5.- Replace the memory.

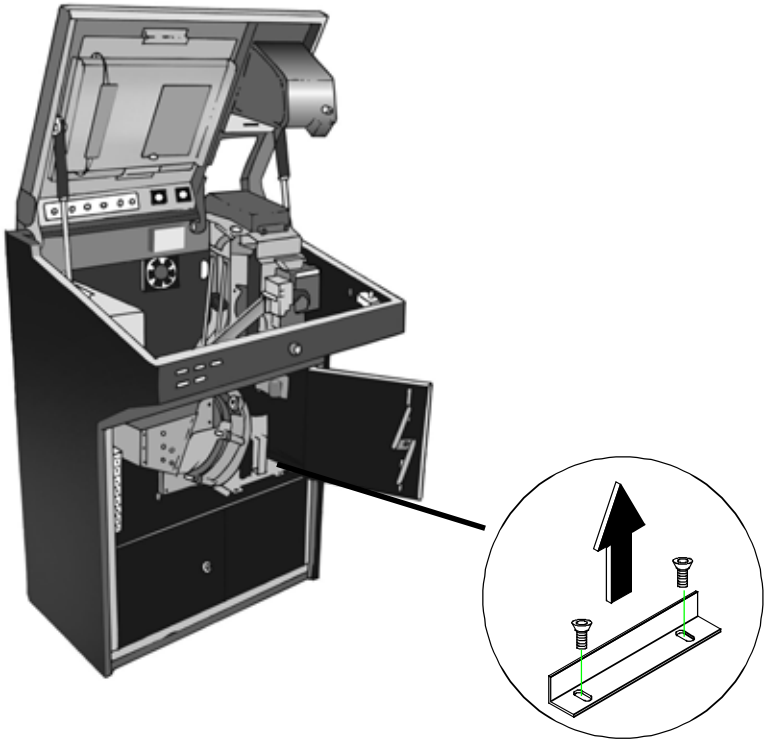
6.- Close the rack and fit it in its place.

7.- Switch on the machine.



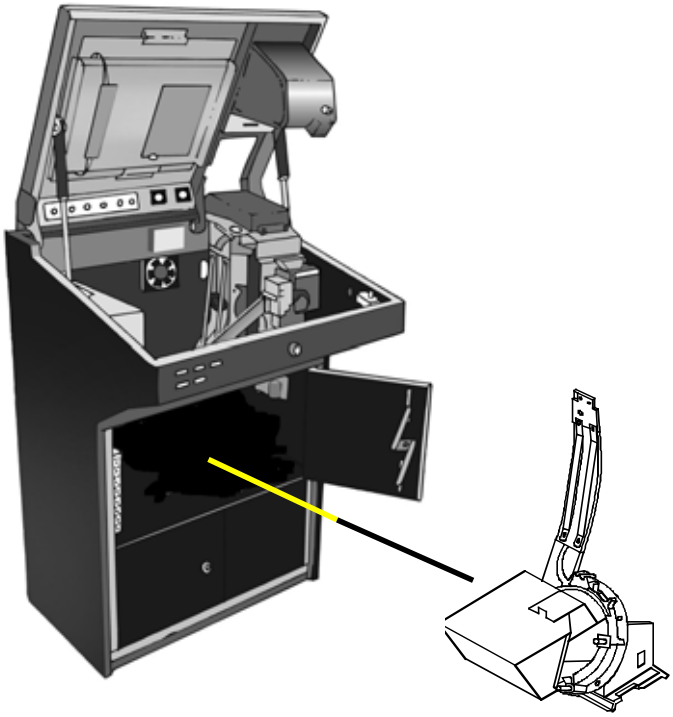
SIMM MEMORY
(positioned in connector J2)

7.4 CHANGING THE HOPPER (optional)

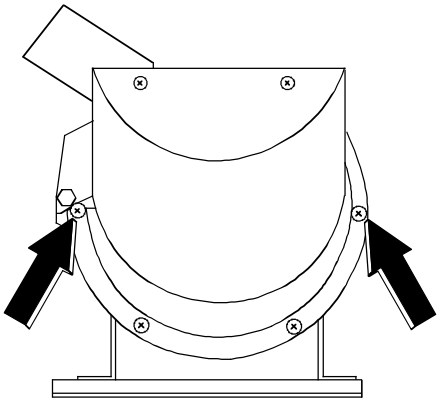


Disassemble the hopper mounting.

Remove the hopper from the machine.

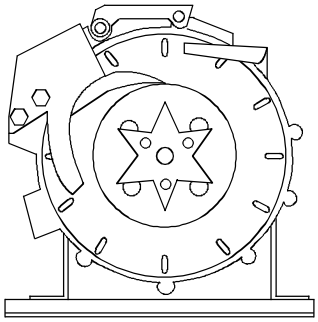


7.5 REPLACING THE PAYER PLATE

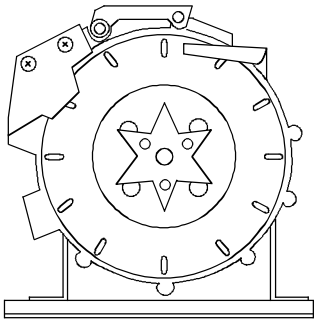


Disconnect the machine

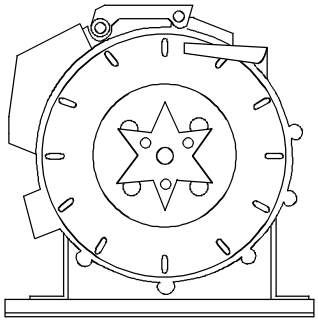
Remove the hopper with the screws as shown in the picture. It is important to pay attention to the position of the screws for its later fitting.



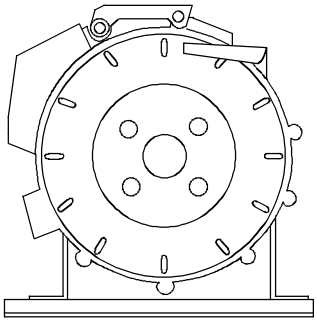
Remove the output ramp and the unloading piece with the screws as shown in the picture.



Remove the coin deflector with the screws as shown in the picture.



Remove the star-like wheel with the screws as shown in the picture. It is important to pay attention to the position of the screws for its later fitting.

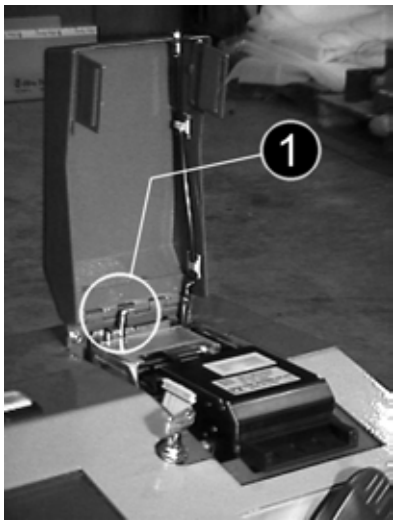


Remove the plate and the support disk and replace with new parts.

7.6 ACCESS TO THE NOTE READER

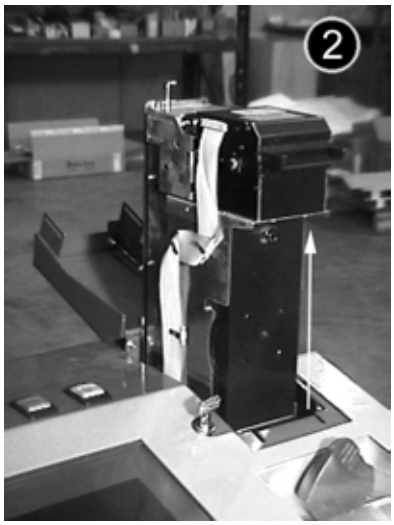
7.6.1 JCM type note reader

To proceed, ensure that the console is permanently closed. Open and raise the top of the note reader with the collection key (Ref.: 30962).



1. Press the lever as shown in the figure.

IMPORTANT: The note reader will rise automatically.



2. To lower the note reader, let it down gently with the hand.

Close the top of the note reader.

7.6.2 GPT type note reader

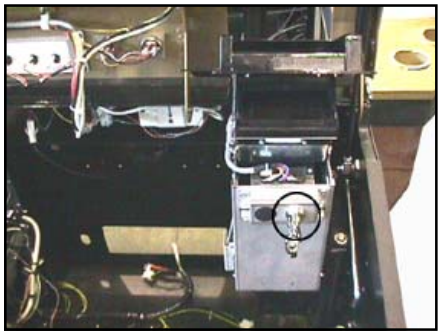
To get access to the note reader, you have to follow the steps described here:

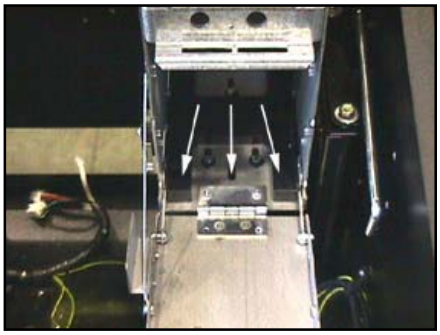
1.- Turn off the satellite.

2.- Open the satellite's top door.

3.- Push the metal lever positioned on the right of the note reader.

4.- Open the door of the note piler and take out the security box inside.





5.- Open the security box and take out the notes kept inside.

6.- Push the note reader gently down with your hand. Close the note reader's cover.

7.- Close the satellite's top door.

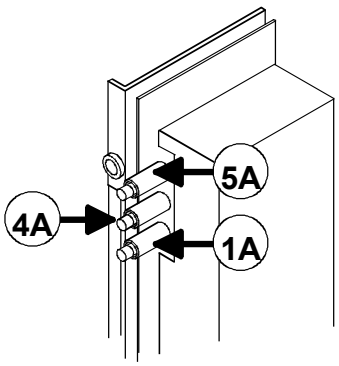
7.7 ADJUSTING THE VOLUME (SATELLITE RACK)

In the satellite rack's sound card, there is a volume control to regulate the level of the sound output.

To access the control, remove the sound card as explained in point **(7.2.1)**.

Once you have carried out these operations, adjust the volume level.

7.8 POWER SOURCE



The power unit has two different settings: +12V and +5V. These settings are behing the group of LED's and there are accessible from outside the power unit by using a screwdriver.

7.9 ADJUSTING THE SATELLITE TFT SCREENS

7.9.1 DESCRIPTION OF THE CONTROLS

ON / OFF: Turns the control card **on/off**. You have to keep it pressed for 3-4 seconds.

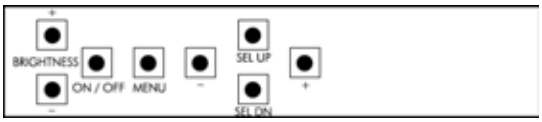
BRIGHTNESS +/-: Controls the brightness of the backlighting.

MENU: Accesses the **OSD** configuration menu. Once in the **OSD** configuration menu, selects the **icon** of the following option.

SEL DN/UP: Selects the following (down)/previous (up) function from the selected icon. The selected function appears in yellow.

+: **Increases/moves** to the right the value of the selected function (the selected value is shown in green). Confirms the selected value.

-: **Reduces/moves** to the left the value of the selected function (the selected value is shown in green).



7.9.2 ADJUSTMENT PROCEDURE

To calibrate the TFT screen carry out the following steps:

Note:

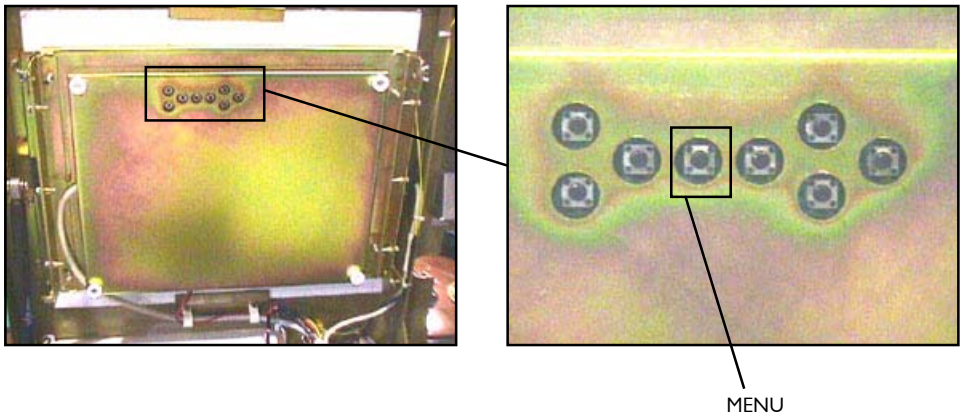
- If no action is taken on any of the controls during the time defined in the ***User Timeout*** option, the configuration menu automatically disappears.

- Select the maximum light using the **BRIGHTNESS** controls "+" y "-".

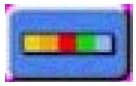
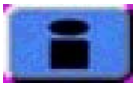
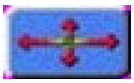
1.- Open the top door (service door).

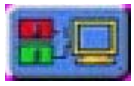
2.- Loosen the DIN-315 screws of the TFT support and press the screen down as shown in the illustration. In this way, you make it easier to handle the TFT screen and the configuration controls.

3.- Press the **"MENU"** button to get into the TFT screen's calibration menu.



4.- Check that the different functions have the values defined in the following table.

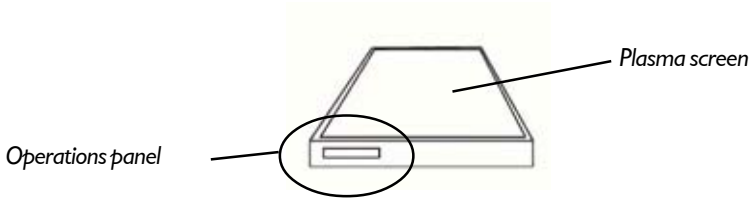
ICON	FUNCTIONS	VALUE TO CHOOSE
	**BRIGHTNESS AND CONTRAST** ***Brightness:*** ***Contrast:***	 Set to 50% Set to 50%
	**COLOUR TEMPERATURE** *9500K / 8000K / 6500K / 5000K*	 8000K
	**VIDEO SETTING** **(Only applies in Video mode)**	Does not apply
	**FREQUENCY AND PHASE** ***Frequency:*** ***Phase:***	 Set to 0 Set to 37
	**VIDEO SETTING** **(Only applies in Video mode)**	Does not apply
	**STATUS** **(Only applies in PC mode)** Graphic information on screen: resolution and frequency	
	**POSITION** ***Image up/down:*** ***Image left/right:***	 Adjust if necessary
	**ROTATION** **(Only applies in Video mode)**	Does not apply
	**PICTURE IN PICTURE** **(Only applies in PC mode)** ***PIP Size:*** *Off* ***/ 1 / 2 / 3*** ***PIP Source:*** *Auto* ***/ Comp / Svid*** The rest of the functions do not apply	 Off Auto
	**VIDEO SCALING** **(Only applies in Video mode)**	Does not apply
	**GRAPHIC SCALING MODES** **(Only applies in PC mode)** ***One to One / Fill Screen / Fill to Aspect Ration / Nonlinear Scaling Modes***	Fill Screen
	**LANGUAGE** English	

ICONO	FUNCTIONS	VALUE TO CHOOSE
	**VIDEO SOURCE** *Analog RGB* **/ *Component Video* / *Composite Video* / *S-Video***	Analog RGB
	**UTILITIES** **User settings:** User Timeout: Automatic timeout of the config. menu ***DPMS: Disable* /** *Enable* **Auto Source Select: Off / Low /** High **Freeze Frame:** Freezes the image (press "+") **Zoom:** ***Zoom level:*** enables the zoon depending on the image. Press "+" to increase the image Press "-" to reduce the image ***Horizontal Pan:***  ***Vertical Pan:***  **Direct Access#1:** Defines the direct access key ("+" and "-") for one of the following settings: Brightness / Contrast / *Volume / Freeze / Zoom / Video Source* **Direct Access#1:** Defines the direct access key ("+" and "-") for one of the following settings: Brightness / Contrast / Volume / Freeze / Zoom / Video Source **Display Orientation:** Normal / Horizontal Inverse / Vertical Inverse / Inverse **Calibrate RGB Gain:** Colour Calibration (Only in PC mode) **Load Factory Defaults:** Reestablishes the values predetermined in the factory.	Default value Enable High Default value 0 0 0 Brightness Contrast Normal Default value
	**VOLUME**	Does not apply
	**EXIT MENU** Exits the OSD control menu.	

5.- Once you have configured the TFT screen parameters, get out of the configuration menu.

7.10 ADJUSTING THE PLASMA UNIT

To adjust the different parameters of the plasma screen, press the MENU button (either on the remote control or the OPERATION PANEL of the plasma unit).

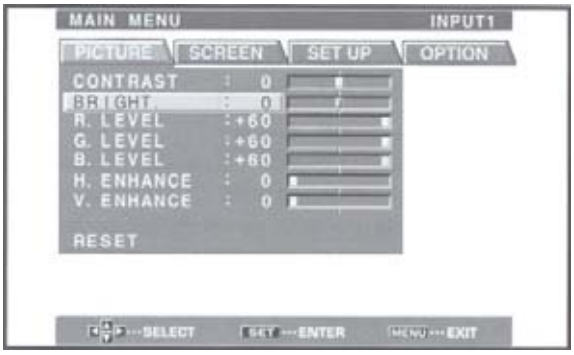


Example to adjust the brightness of the screen:

1.- Press the MENU button to display the menus screen.

2.-Press ◀ ▶ to get into PICTURE.

3.-Press ▲ ▼ to select the element to adjust and then press SET.



4.-Press ◀ ▶ to set the required image quality.

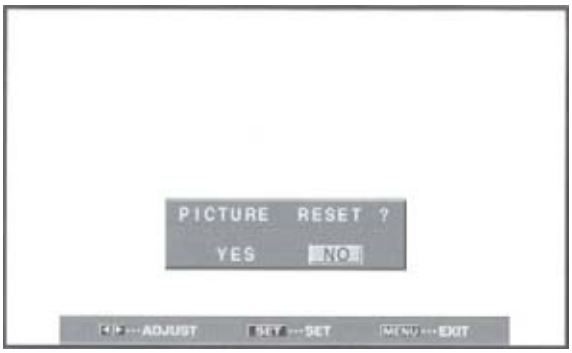
5.- Press SET. When you press SET the value is written in the memory and the screen returns to displaying step 3.

6.- When the configuration has finished, press MENU to exit the menus screen.

Resetting adjustments in PICTURE mode:

If the values have been over-adjusted or if the image on the screen stops appearing in a natural form it may be better to reset PICTURE mode to its predetermined values instead of trying to make adjustments to the conditions currently set.
Follow the following steps for resetting to the predetermined values:

1.-At step 3 of the above procedure, press ▲▼ to select RESET and then press SET.



2.- Press ▶◀ to select YES and then press SET.

All the PICTURE mode settings will be reset to the values established at manufacture.

Solving problems with the plasma screen:

What at first sight appears to be a breakdown may be able to be solved by making a quick check.
See if there is a warning on the screen. If a warning appears, consult **table 1** and check the possible solution.
If none is displayed, check whether the problem is mentioned in **table 2** or **table 3**.
The problem might also be caused by some element outside the unit. Check that all connections to it are correct and check that external elements are working properly.

Messages on plasma screen

ERROR MESSAGE	SOLUTION
CAUTION OUT OF RANGE or CAUTION UNSUPPORTED SIGNAL	·The current input signal is incompatible with this unit. Consult the compatibility table of PC input signals on page 32 of this component's manual and correctly adjust the computer's output signal.
WARNING THERMAL ALERT	· Turn off the main power supply. · Is the ambient temperature above 40ºC? Reduce the ambient temperature. · Remove objects obstructing the plasma screen's ventilation slots.

ERROR MESSAGE	SOLUTION
WARNING FAN FAILURE	·Cooling malfunction. Immediately turn off the power supply, remove the plug from the power socket and consult a Pioneer service centre or your distributor.
ERROR INVALID KEY	· You have attempted an invalid operation. Check the input signals, connections and other settings.
SHUT DOWN	· Turn off the main power supply, wait 1 or 2 minutes and turn the power on again. If the problem persists, remove the power cable plug from from the socket and consult a a Pioneer service centre or your distributor.

Table 1

General problems

Problem	Possible solution
Not connected to power supply	· Is the power supply cable connected? · Is the MAIN POWER switch set to ON?
The unit does not work	· Outside influences, like storms, static electricity, etc., can cause defective functioning. In this case, use the unit after first turning on and then turning off the main power supply or unplugging the power supply cable and plugging it in again after 1 to 2 minutes.
The remote control does not work	· Have the batteries been put in with the polarities (+ and -) wrongly aligned? · Have the batteries gone? · Has a plug been placed in the CONTROL IN connector? When a plug is placed in the CONTROL IN connector, the signal from this connector takes priority, disabling the remote control's signal receiver.
The picture is cut off	· Is the selected screen area correct? Choose another screen area. · Have SCREEN mode adjustments like image size been made correctly? · Is the function for amplifying part of the image being used?
Strange colours, light or dark colours, badly aligned colours	· Adjust the tone of the image. · Is the room too light? The image may appear dark if the room is brightly lit.
The power supply goes off suddenly	· Has the temperature inside the unit increased. (The ventilation slits are obstructed). Remove the objects obstructing the ventilation slits or clean them. · Are the POWER MANAGEMENT or AUTO POWER OFF functions activated? · Condensation has formed on internal parts due to a sudden increase in the ambient temperature. Wait until the condensation has dried before using the equipment.
There is no picture	· Have the other components been properly connected? · Has configuration been properly carried out after connection? · Has the correct input been chosen? · Has an incompatible signal been introduced? · Has the image been adjusted correctly?

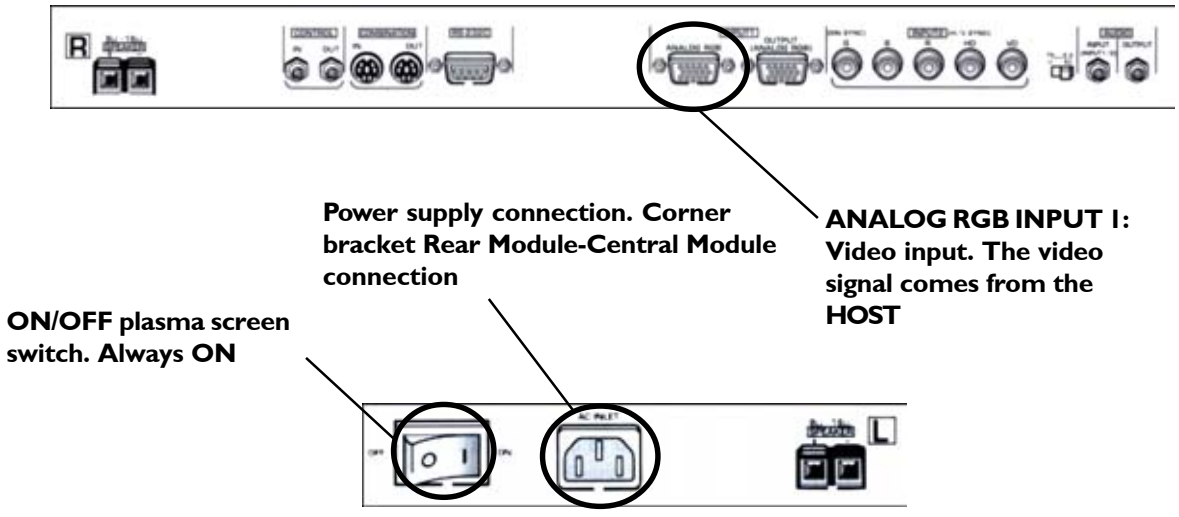
Table 2

Problems often mistaken for breakdowns

Problem	Possible solution
The screen display is very small	· Check the input signal compatibility table (page 32 of the equipment's instruction equipment). · Has the screen area been selected correctly?
The lettering on the screen is cut off	· Adjust it using "SCREEN" mode in the menu screen. If it still cannot be seen better, it is possible that the unit is limiting the display margin. Check the compatibility table of PC input signals.
A sharp sound is sometimes heard coming from the box	· The expansion/contraction caused by changes in the ambient temperature can be the cause of noise coming from the box This is not a malfunction.
There are bright parts of the image which appear to lose intensity	· When the video input signal level is too high it can seem as if the bright parts lose intensity. Increase the level of contrast adjustment and check the image.
Dots or noise appear on the screen	· This can be due to interference from radio waves coming from equipment like motors, such as hair dryers, electric vacuum cleaners, electric drills, car ignition systems, motorcycles etc and switching equipment like thermostats, etc, neon signs or electrical discharges from power supply lines, etc.
Stripes appear on the screen	· These can be due to the mixture of radio waves coming from TV transmitters, FM transmitters, radios belonging to radio hams, public radios (simplified radios) etc or personal computers, televisions and audio/video equipment found near them. · An intense electromagnetic field can cause image distortion or similar problems.
The unit does not work	· Outside influences like storms, static electricity, etc. , can cause defective functioning. In such cases, operate the unit after having switched the main power switch on and then off, or unplugging the power supply cable and then plugging it in again after 1 to 2 minutes.
Sound is heard coming from inside the unit	· It is the normal sound of the cooling fan and the sliding internal parts of the plasma screen panel. This is not a malfunction.
The fan does not move	· The fan is set to work only when the ambient temperature goes above 35ºC (this changes according to the installation conditions). This is not a malfunction.
The fan speed changes	· The speed of the fan changes automatically depending on the surrounding conditions. This is not a malfunction.

Table 3

LATER CONNECTIONS:

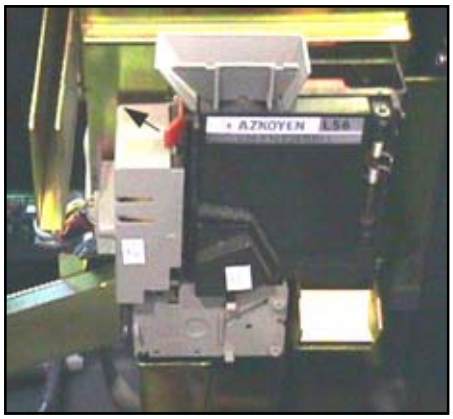


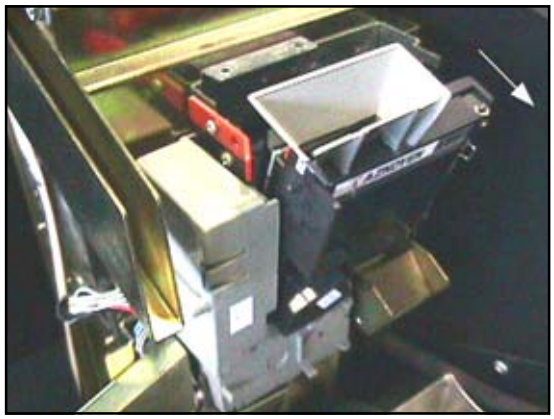
For more information consult the Instruction Manual for the plasma screen which is included with the machine.

7.11 REPLACING THE COIN SELECTOR

Replace the coin selector on a satellite by taking the following steps:

1.- Stop the machine.
2.- Open the top door of the satellite.
3.- Look for the coin selector, inside on the right.
4.- Press the red lever outwards while pulling the coin selector free from the top fastening.





5.- Then shift the coin selector upwards to free it from the bottom fastening.
6.- When the coin selector has been taken from its support, replace it with the new undamaged one.

7.12 POWER SOURCES (CENTRAL MODULE)

To change a central module fuse or supply source, proceed as follows:

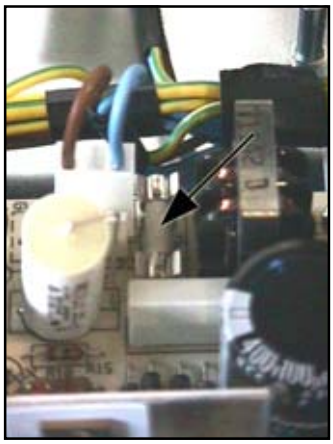
1.- Stop the machine.

2.- Loosen the screws to release the supply box cover (there are two each side).

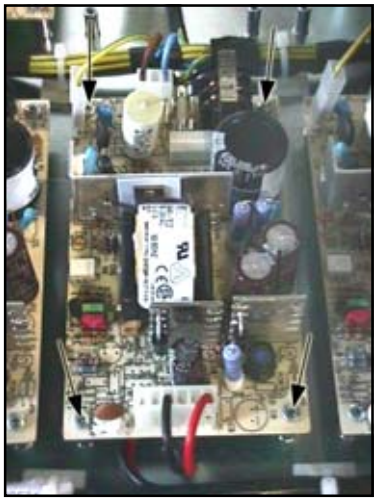
NOTE: It is easier to raise the supply box cover if the ventilation cables are disconnected.

3.- Locate the damaged supply.

-If it is necessary to replace the fuse, the following illustration will show you where it is.



-If the whole supply source needs replacement, unscrew the four bolts holding it.



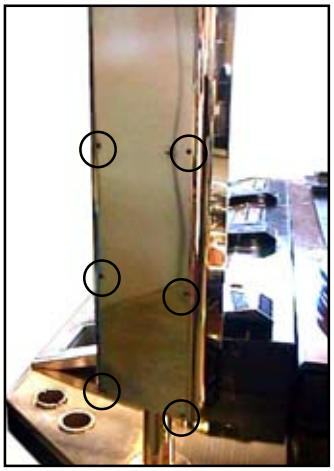
REMEMBER

Make sure you re-connect the supply ventilation feed before you close the box.

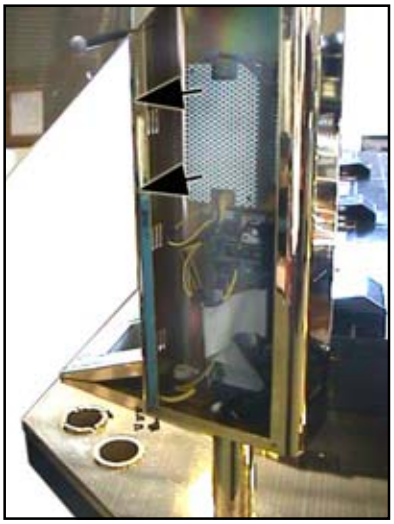
7.13 POWER SOURCES (LAST NUMBERS)

To replace a fuse or supply source on the last numbers display, proceed as follows:

1.- Stop the machine.
2.- Unscrew the Allen screws at the back of the last numbers display to reveal the circuits inside it.



3.- Remove the lid covering the supply source to facilitate extraction of the whole source or changing the fuse.

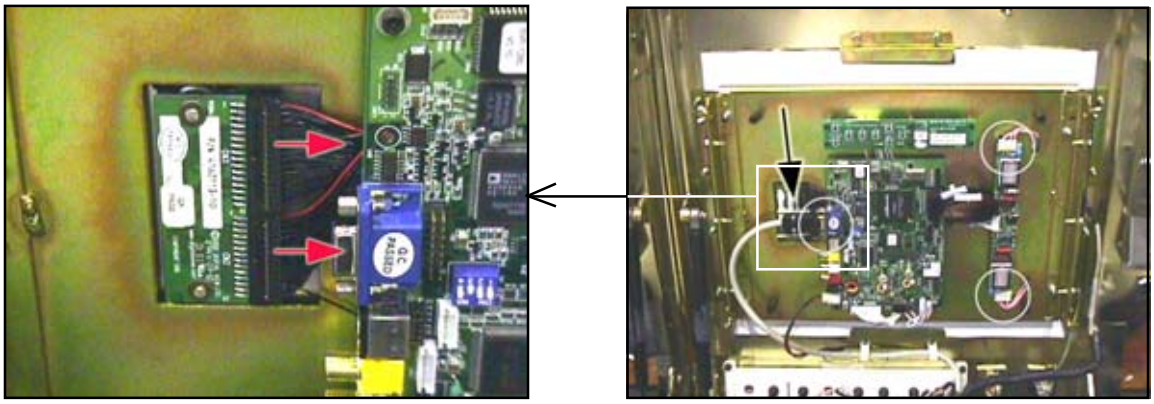


7.14 REPLACING THE TFT SCREEN

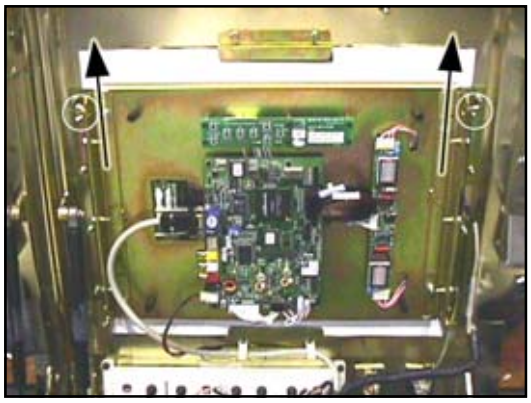
To replace the TFT screen carry out the following steps:

1.- Switch off the machine and remove the lid covering the TFT screen's circuitry (held on by four screws).

2.- Unplug the wires that join the TFT screen to the circuitry. These are marked with circles and arrows in the bottom illustrations.



3.- Loosen the DIN 315 screws, marked in the bottom illustration with circles and pull up with the help of these to detach the support from the TFT screen. Once it is detached, let it fall with its own weight, aided by your hand, until the support is in a horizontal position.



4.- Unscrew the four screws holding the TFT screen to the support. Remove the broken screen and replace it with a new one.

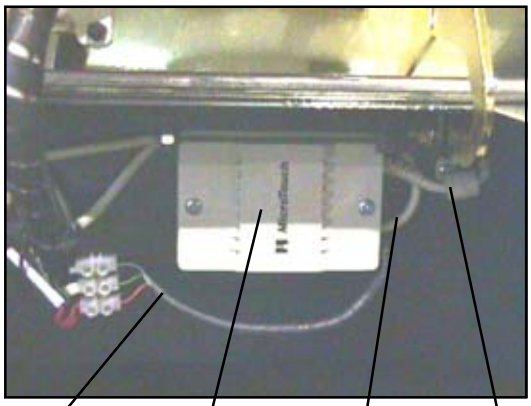
7.15 REEMPLAZAR EL TOUCH SCREEN

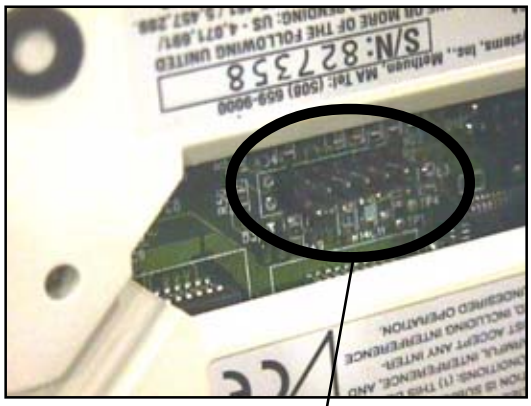
To replace the touch screen carry out the following steps:

1.- Switch off the machine and remove the lid covering the TFT screen's circuitry (held on by four screws).

2.- Unplug the wires marked with a circle in the bottom illustration.

3.- Unscrew the touch screen's controller to be able to disconnect the wire that comes from the touch screen and that is connected to the back of the controller.





Touch screen controller power supply wire

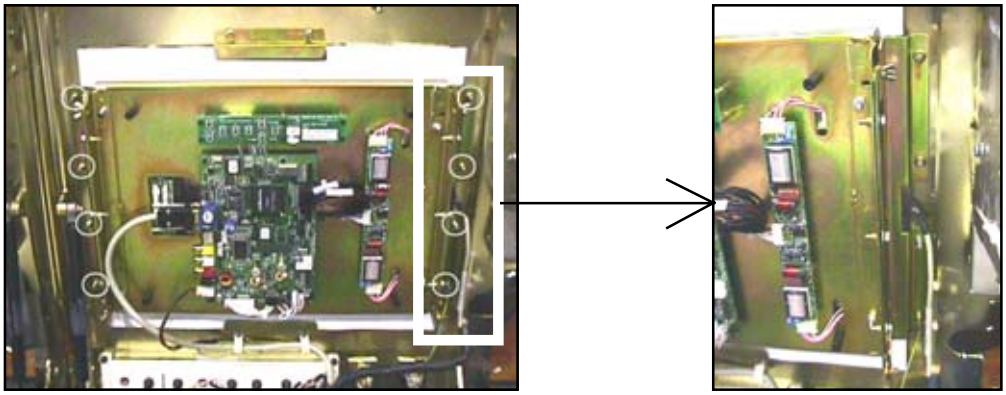
Wire connected to the touch screen

Wire to the satellite Rack

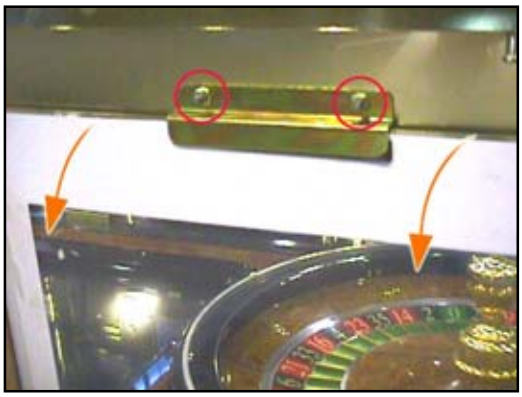
Touch screen controller

Touch screen controller rear connector

4.- Unscrew the corner brackets that hold the TFT screen support to remove this and allow you to see the touch screen.



5.- Hold the touch screen with one hand and unscrew the top support with the other.



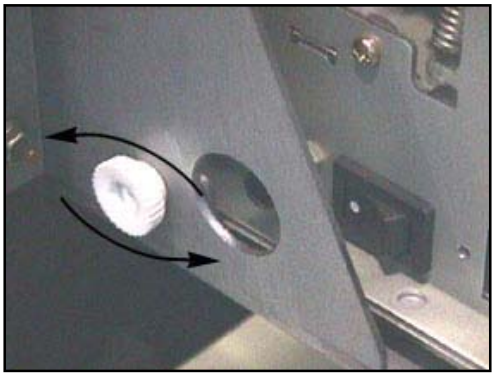
6.- While you continue holding the touch screen, loosen its bottom support until the touch screen is free enough to be removed.

7.- Replace the broken touch screen with a new one.

7.16 REPLACING THE PRINTER (optional)

To replace the printer you have to follow the steps described below:

1.- Turn off the printer using the switch and disconnect the power supply and communication cables.
2.- Unscrew the screws you find at either side of the printer.



3.- Pull the printer (illustration 1) and lift it (illustration 2) to free it from the support.

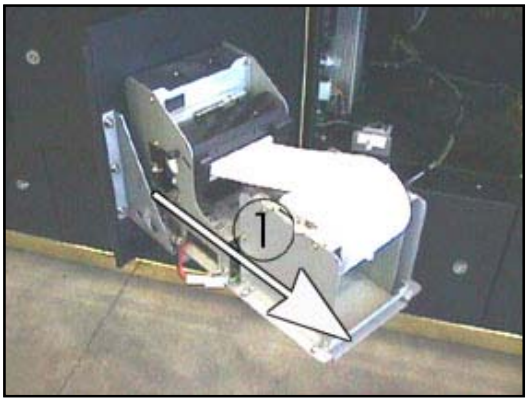


Illustration 1

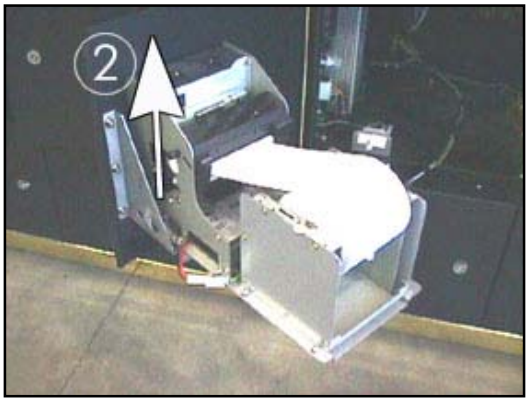
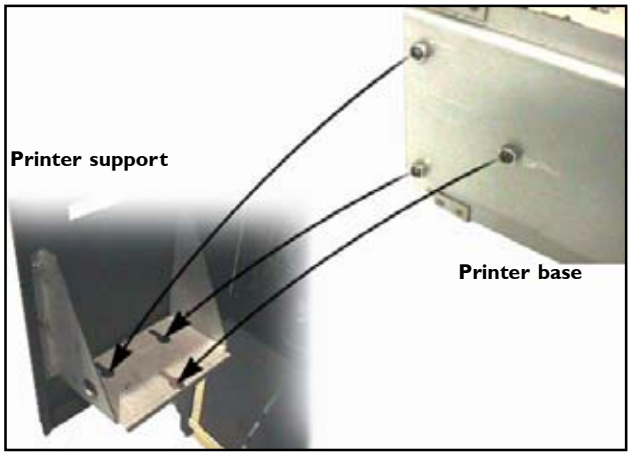


Illustration 2

4.- Put in the new printer, lining up the pins on the base of the printer with the holes in the printer support, positioned on the satellite door.



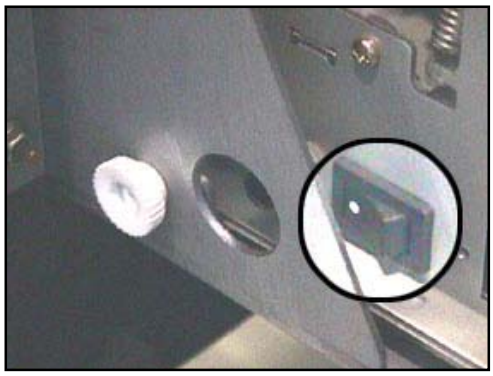
5.- Fix the printer to the support using the screws at the side.

6.- Reconnect the printer's power supply and communication cables.

7.17 REPLACING THE PRINTER PAPER

To replace the printer paper you have to follow the steps described below:

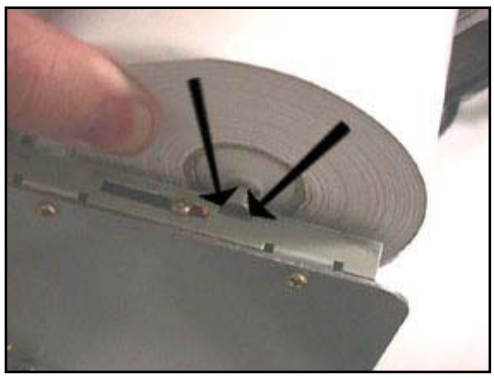
1.- Do not turn the printer off when you have to replace the paper.



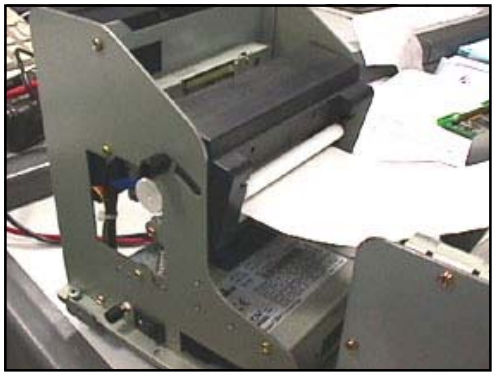
2.- Remove the used paper and take out the fixing spindle inside it.

3.- Take a new roll of paper and put the fixing spindle inside it.

4.- Introduce both ends of the spindle into the guides intended for it in the printer. Then push the roll down to fix it in the correct place.

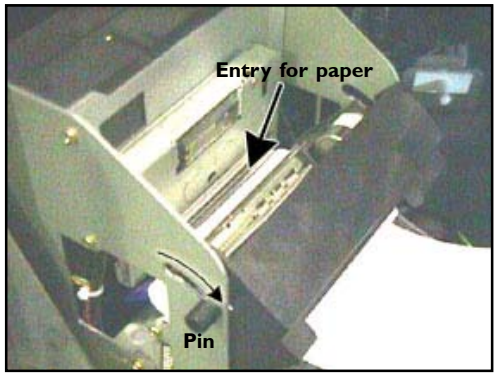


6.- Take the end of the paper and introduce it between the small rollers. Introduce the paper right to the end until the printer starts to load the paper automatically.



If the printer paper does not load when you carry out the above steps, make the following check:

1.- Pull the pins on either side of the printer head (see illustration).



2.- Locate the paper at the entrance to the head in such a way that, when you close it, it is introduced inside and can be loaded by the printer's roller.

3.- Close the printer head so it loads the paper.

7.18 ADJUSTING THE FAULT DETECTOR

The fault detector is inside the machine, just below the mechanical roulette wheel.
The fault detector senses abrupt movements carried out on the machine and puts it into fault mode.

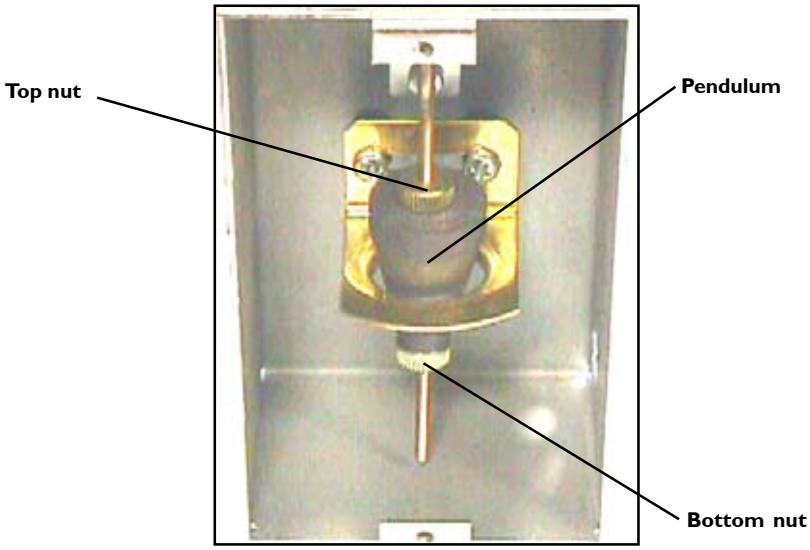
To set the fault detector level proceed in the following manner:

a.)- To increase sensitivity:

1.- Lower the bottom pendulum nut.
2.- Let the pendulum fall under its own weight.
3.- Lower the top pendulum nut so it is completely fixed.

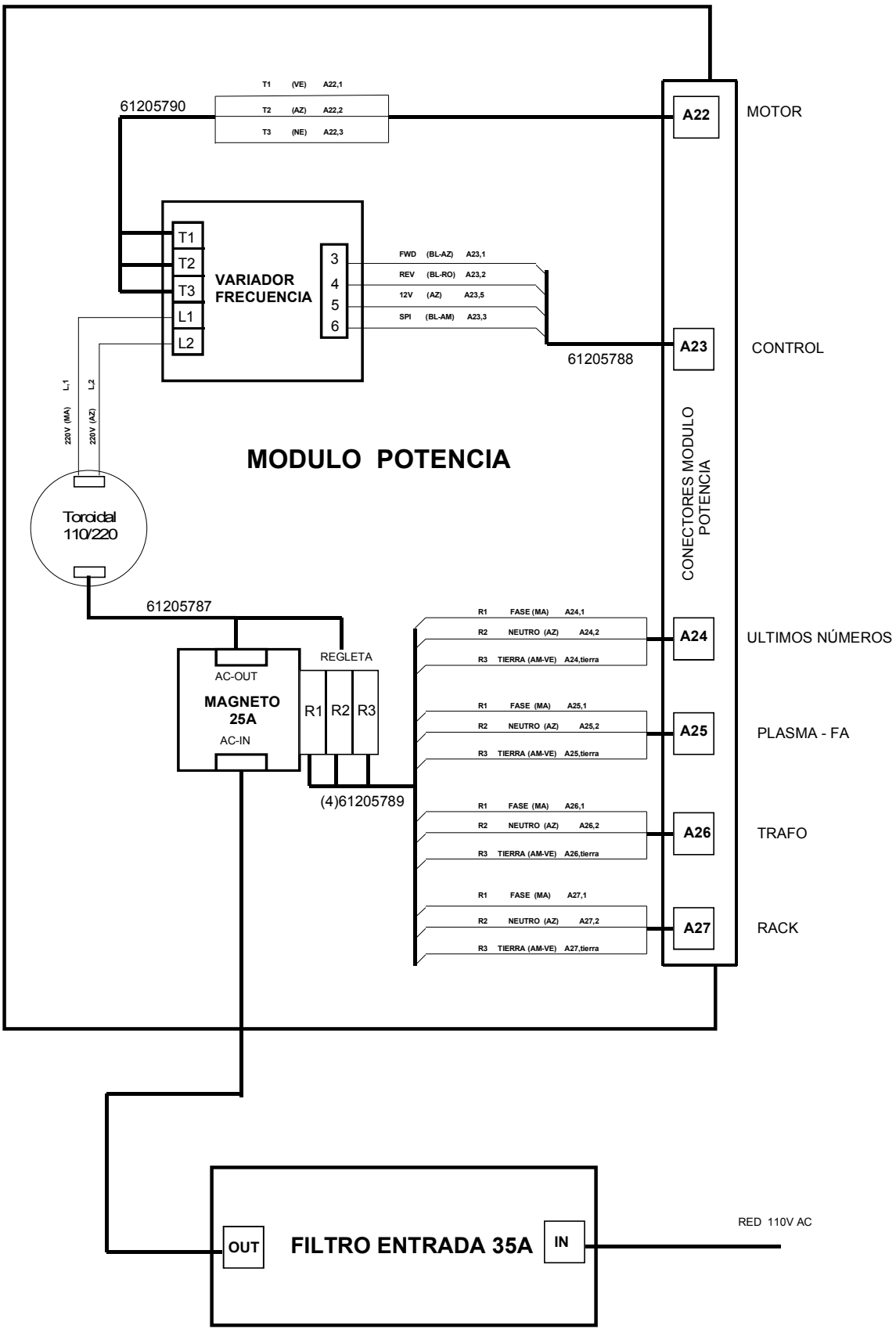
b.)- To reduce sensitivity:

1.- Raise the top pendulum nut.
2.- With one hand raise the pendulum until it touches the top nut and with the other hand raise the bottom nut until the pendulum is completely fixed.

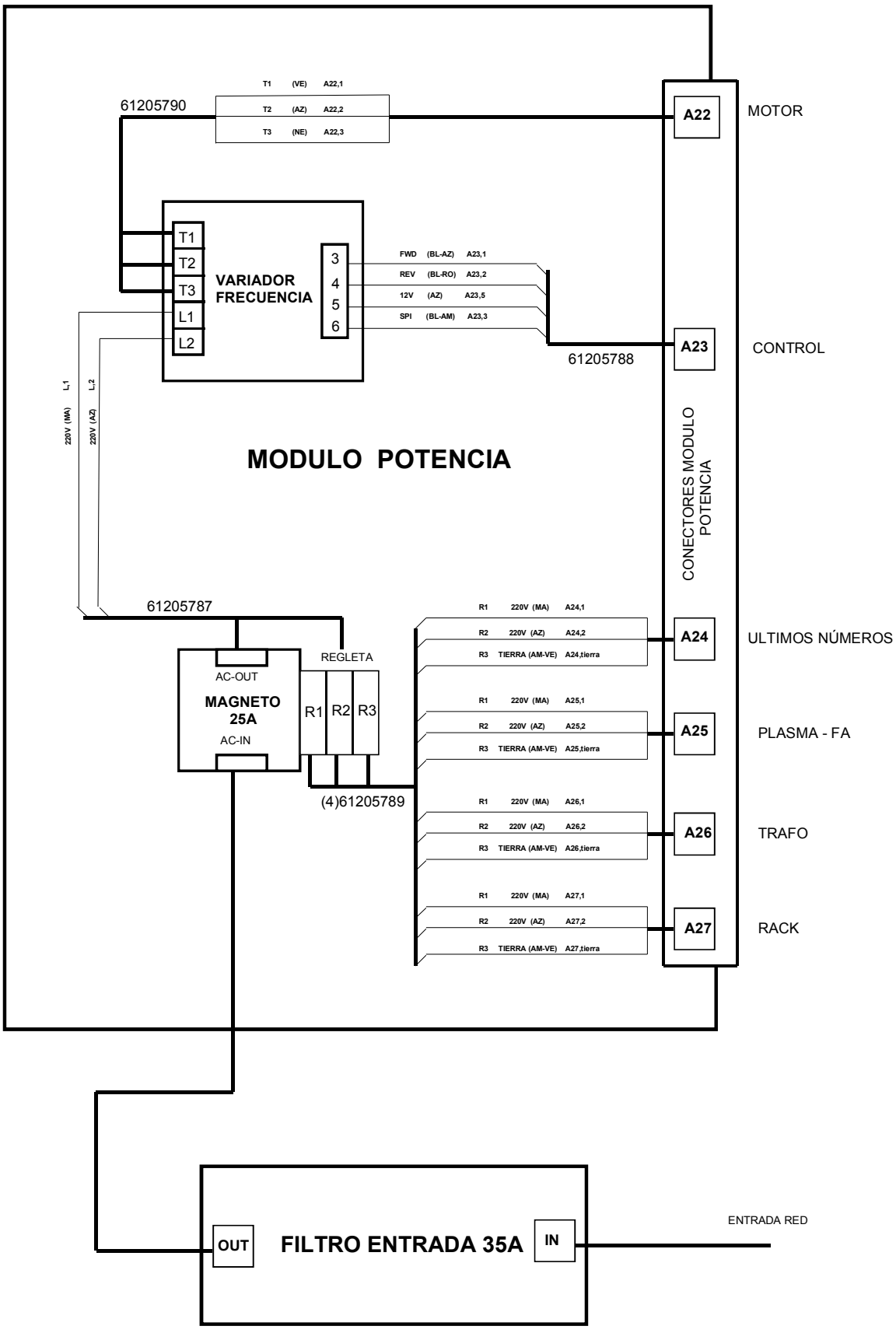


8. CONNECTION DIAGRAMS

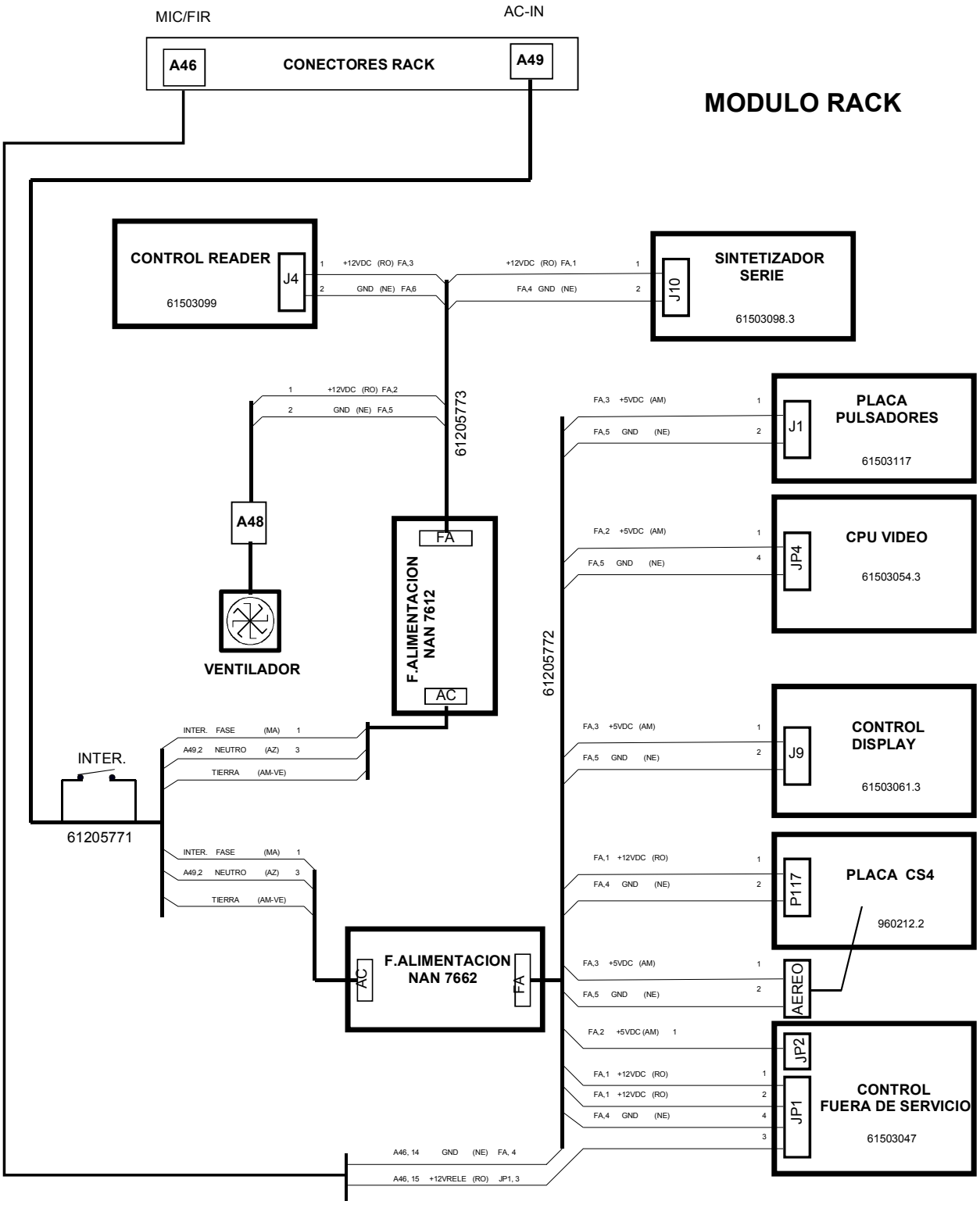
8.1 MODULE OF POWER (115 VAC wiring)



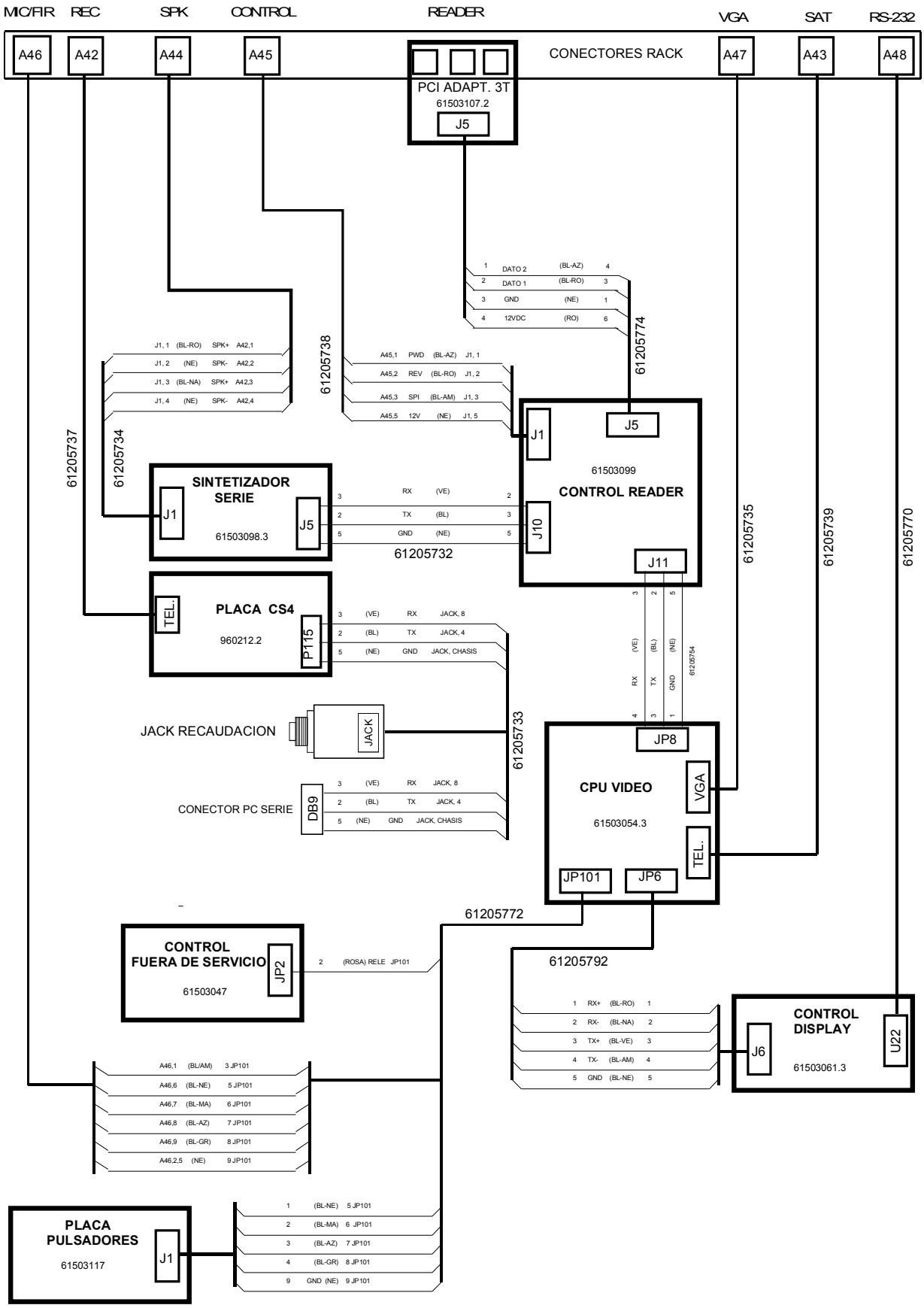
8.2 MODULE OF POWER (230 VAC wiring)



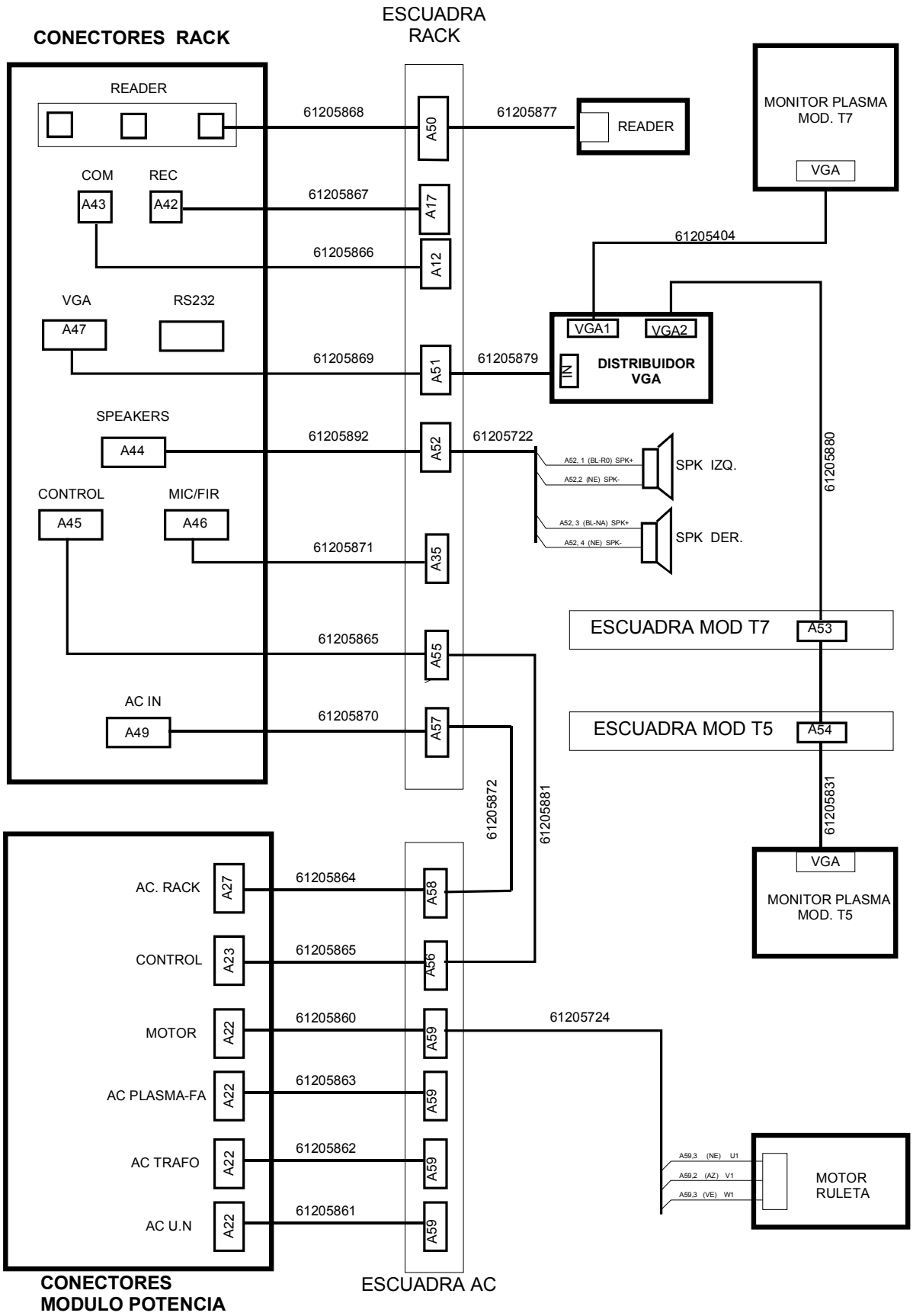
8.3 INTERNAL RACK MODULE WIRING (Feeding)



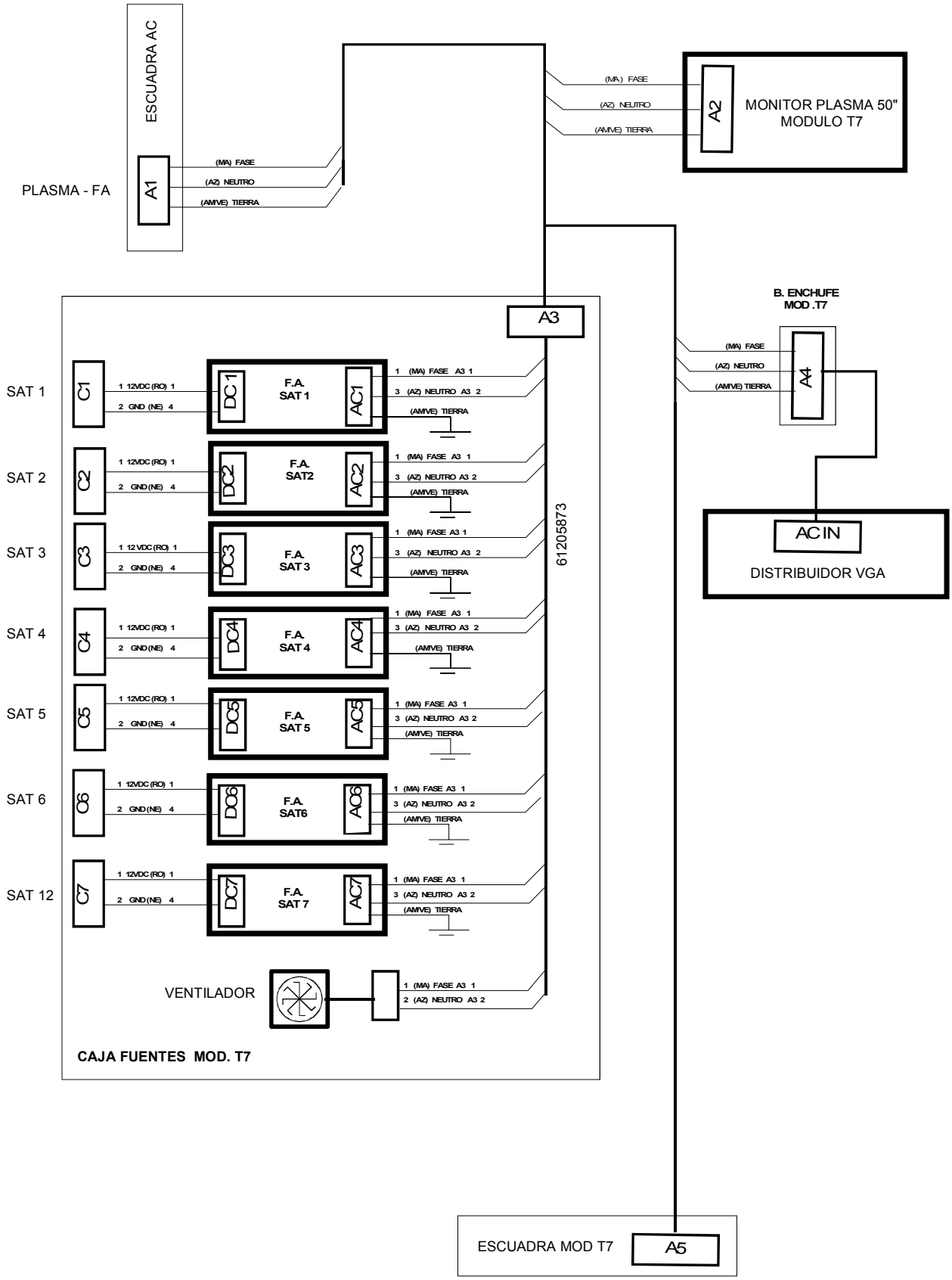
8.4 INTERNAL RACK MODULE WIRING



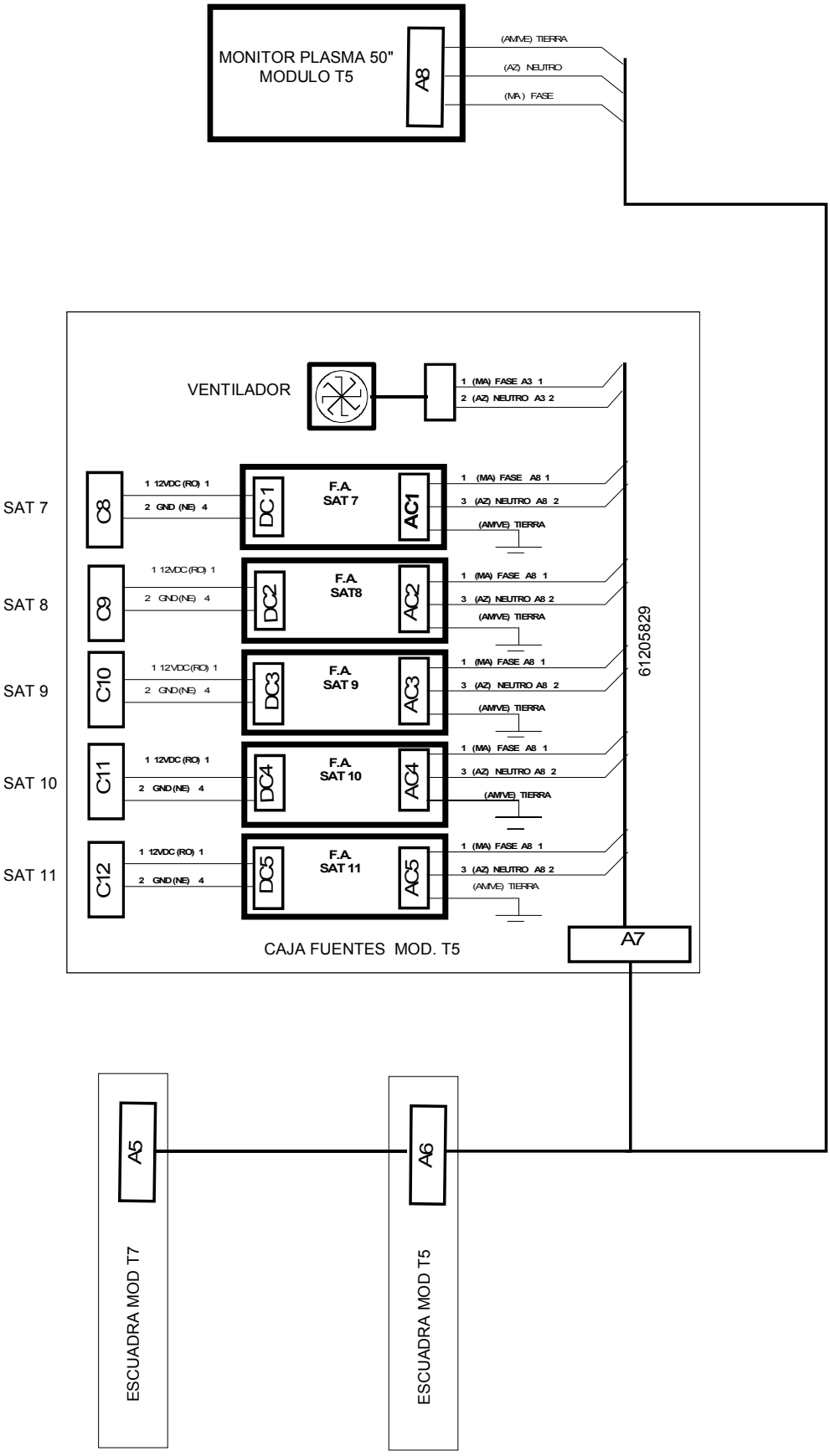
8.5 RACK AND POWER MODULES WIRING WITH CENTRAL MOD. T7



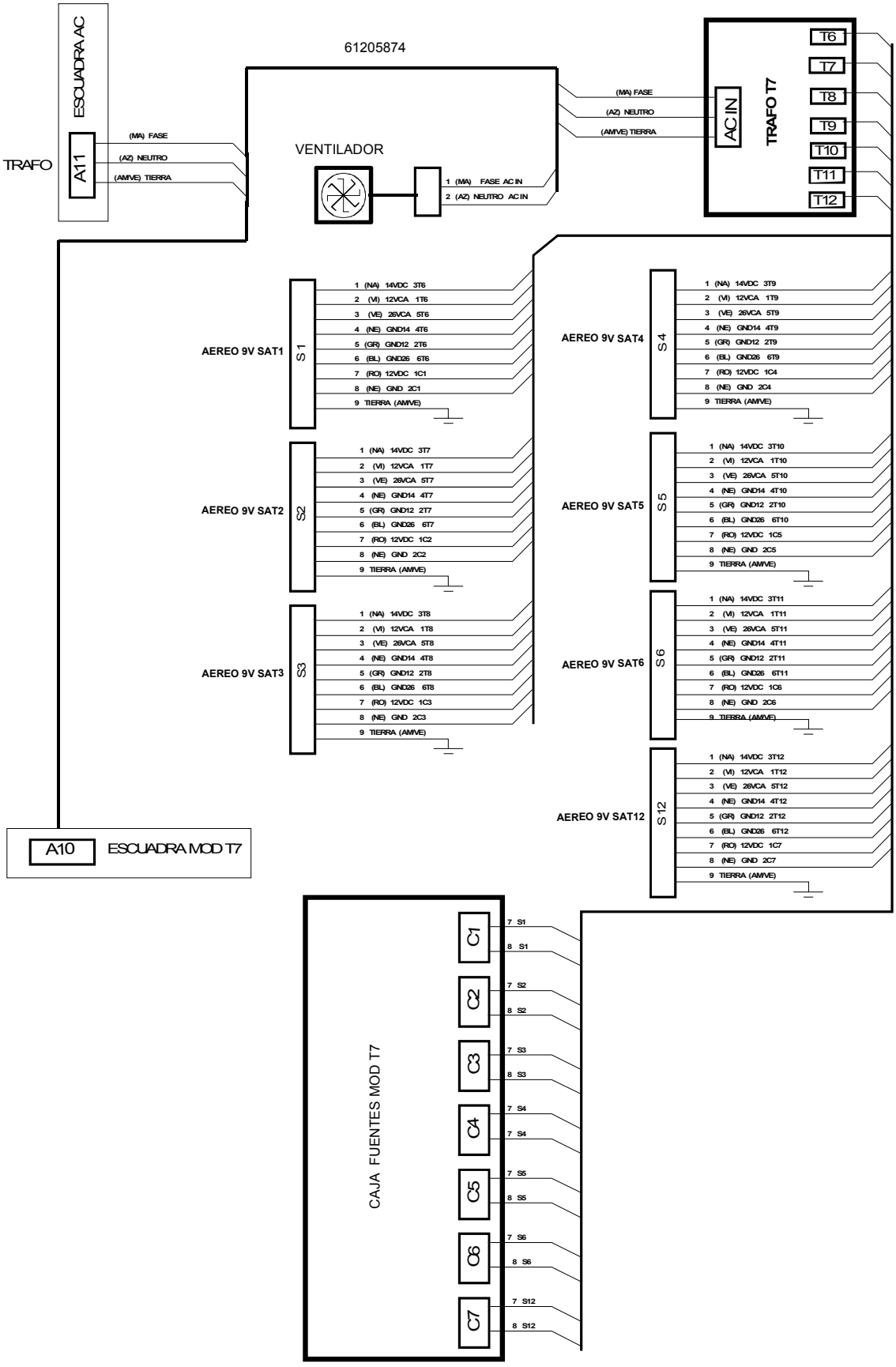
8.6 FEEDING SOURCES WIRING (CENTRAL MODULE T7)



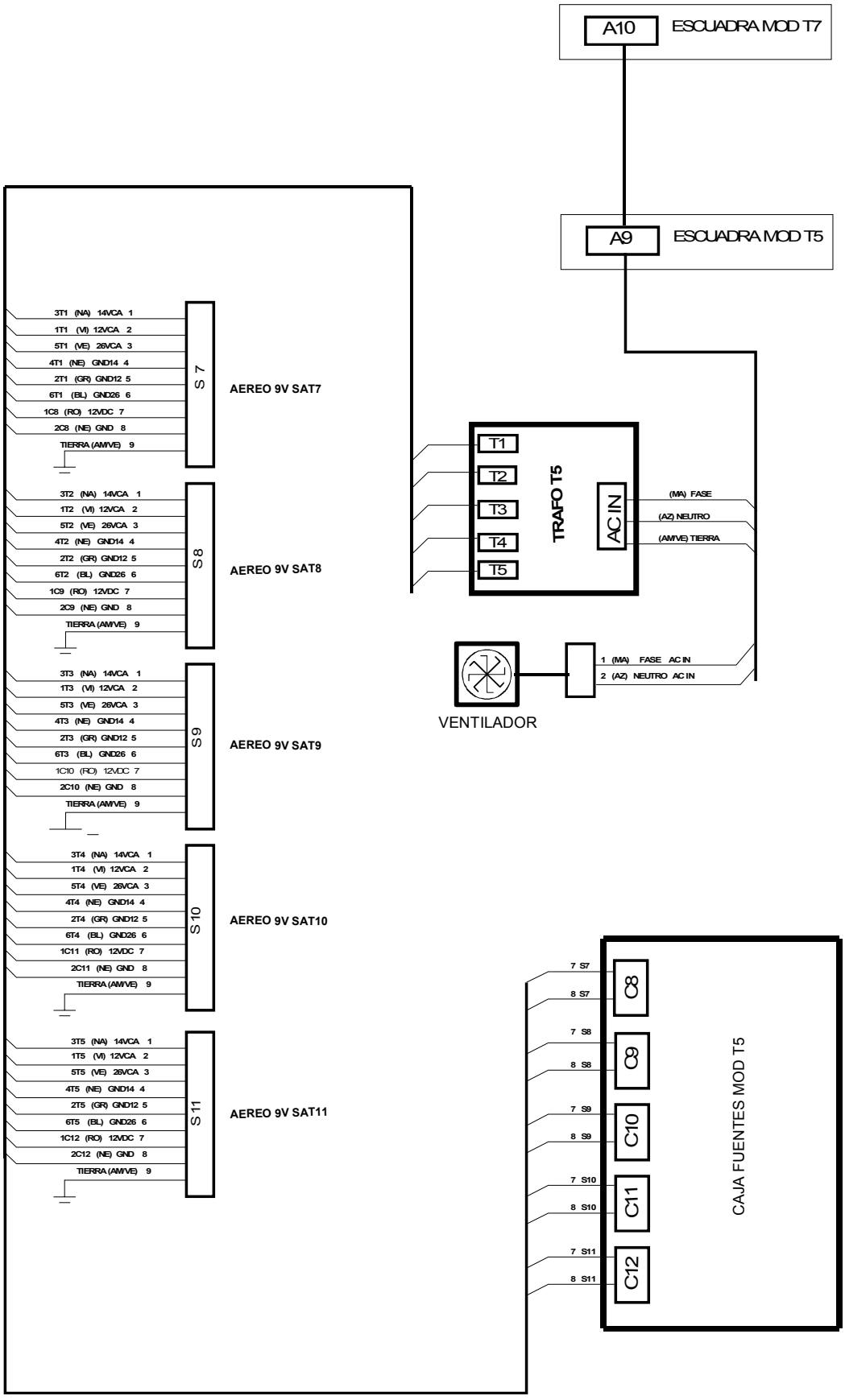
8.7 FEEDING SOURCES WIRING (CENTRAL MODULE T5)



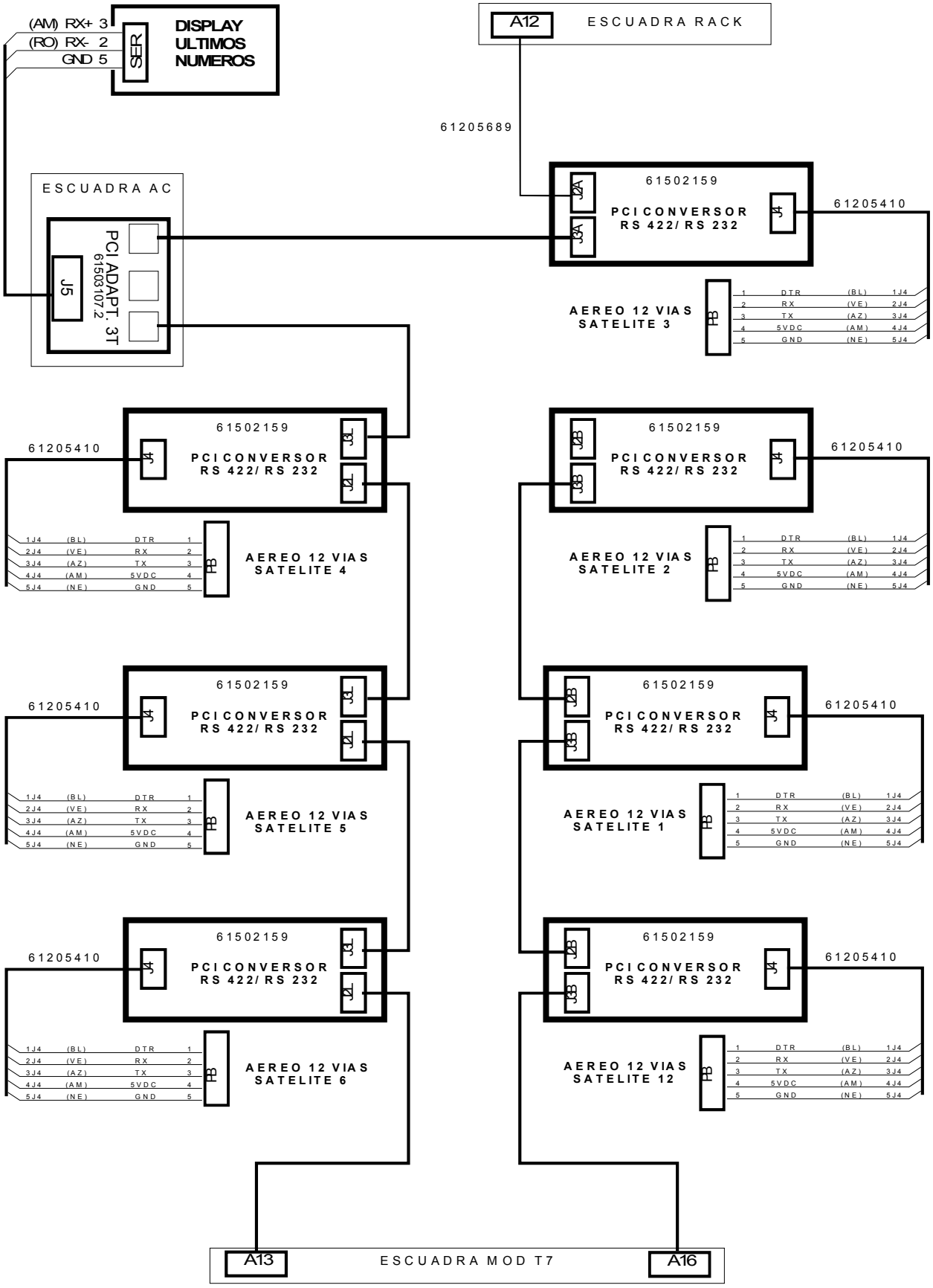
8.8 FEEDING OF THE SATELLITES (Module T7)



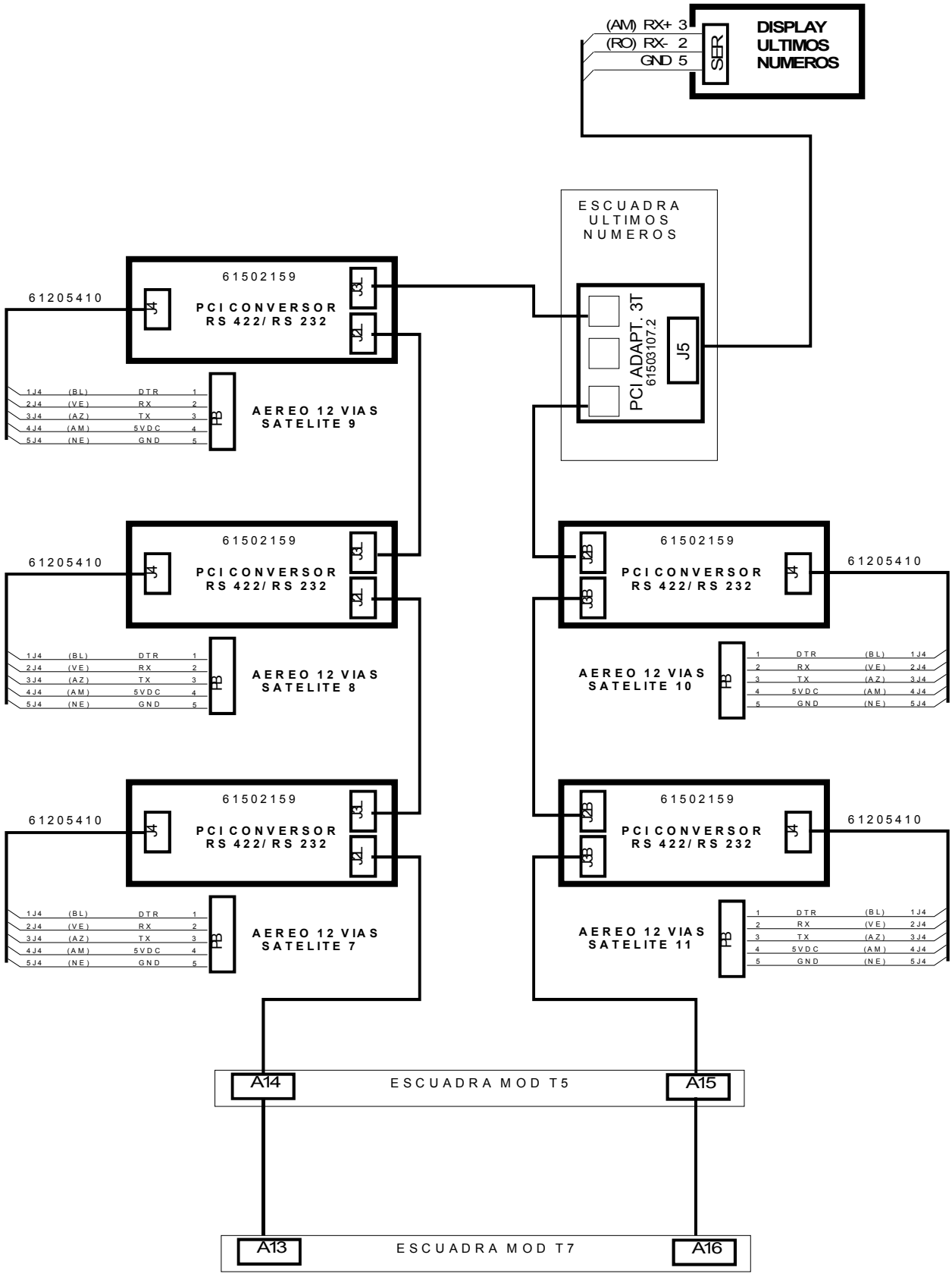
8.9 FEEDING OF THE SATELLITES (Module T5)



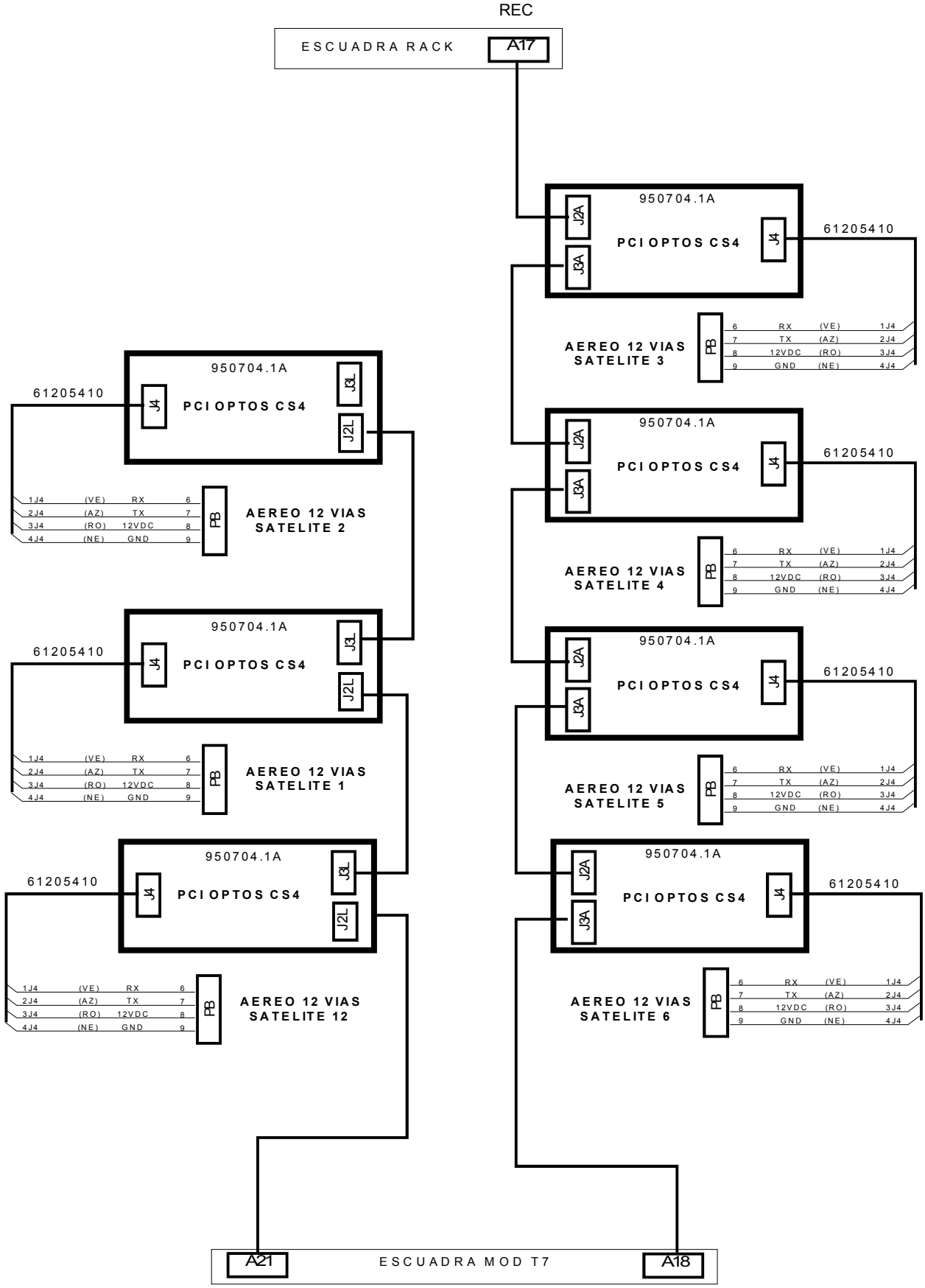
8.10 COMMUNICATION SATELLITES WIRING (Module T7)



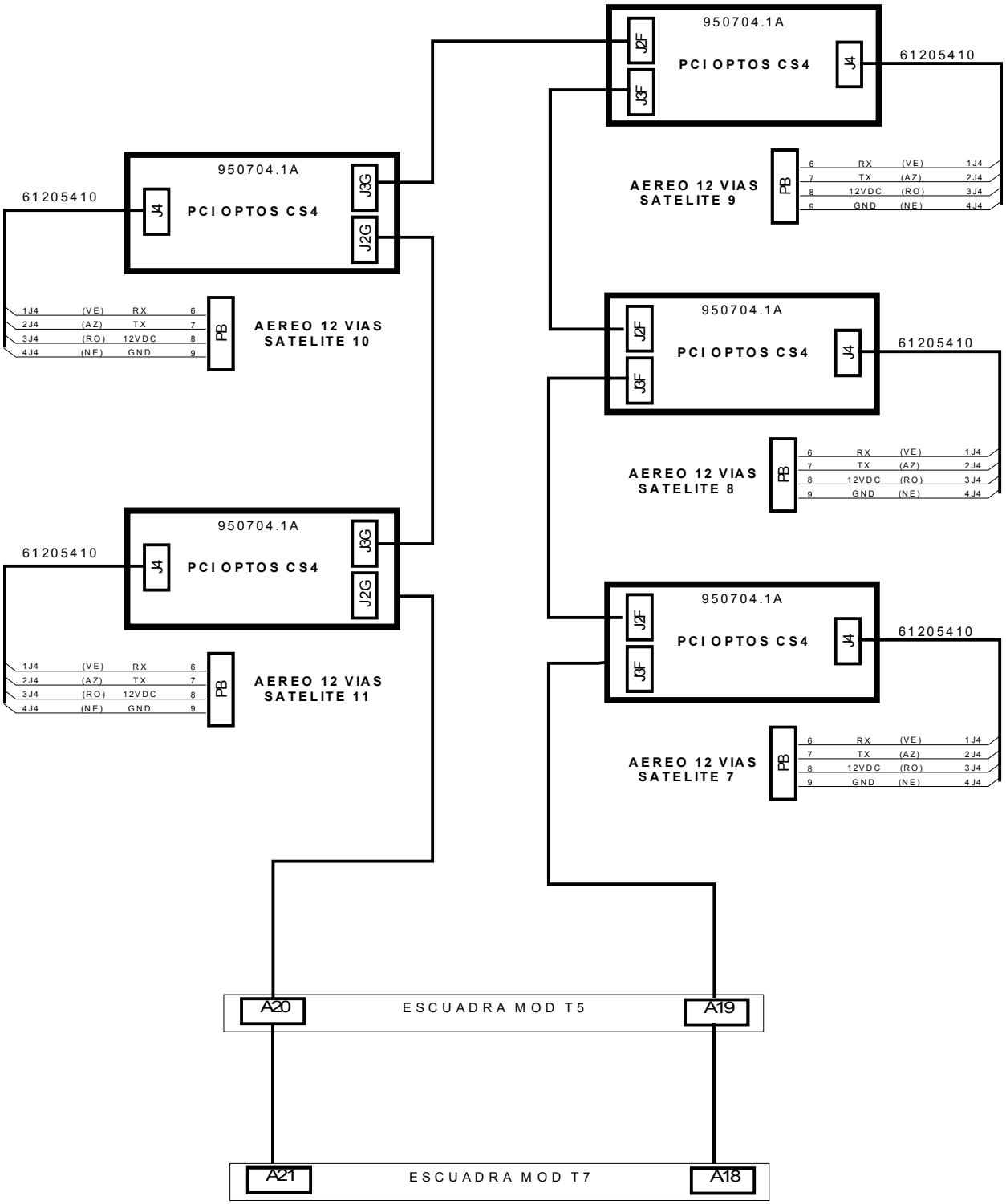
8.II COMMUNICATION SATELLITES WIRING (Module T5)



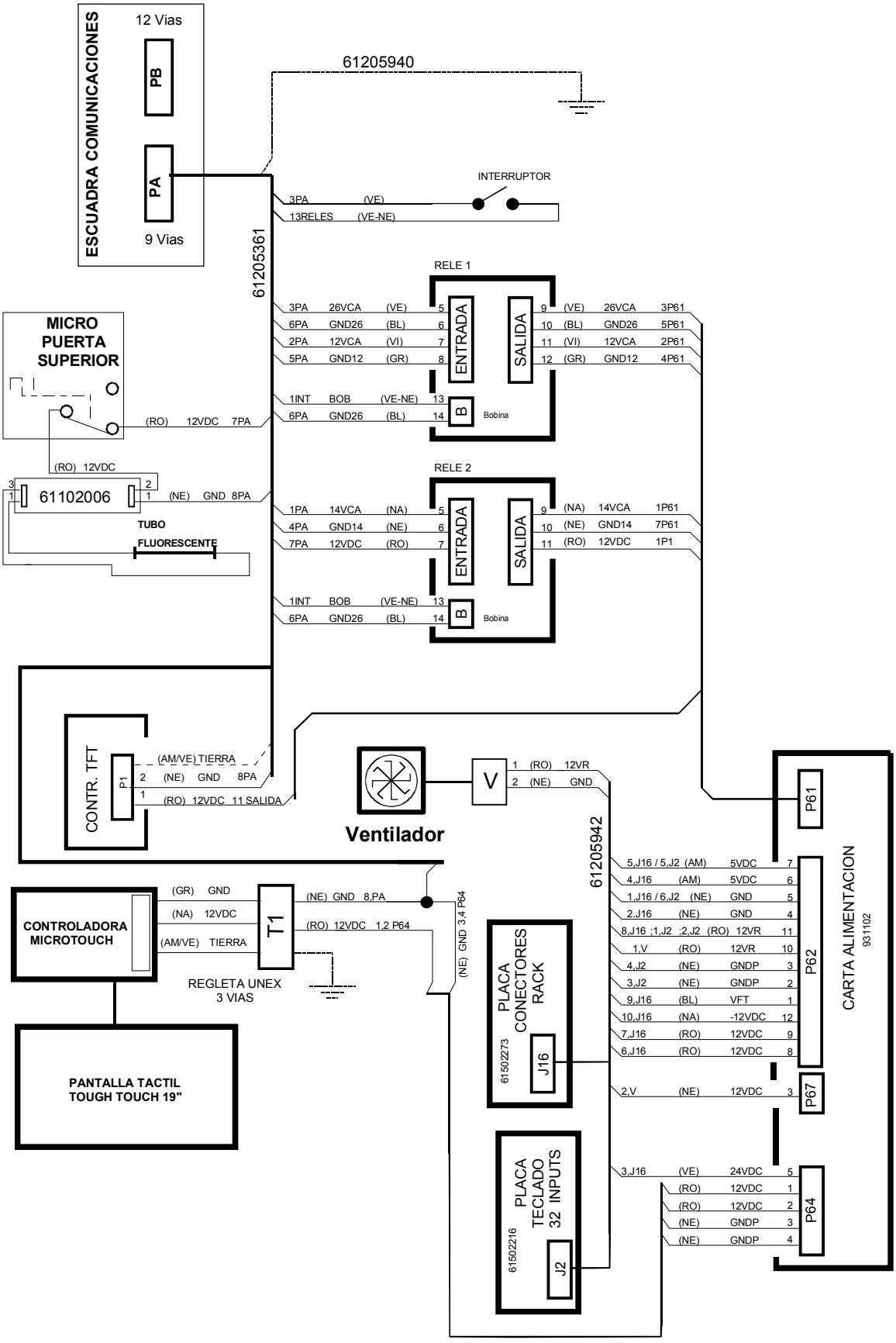
8.I2 COLLECTION SATELLITES WIRING (Module T7)



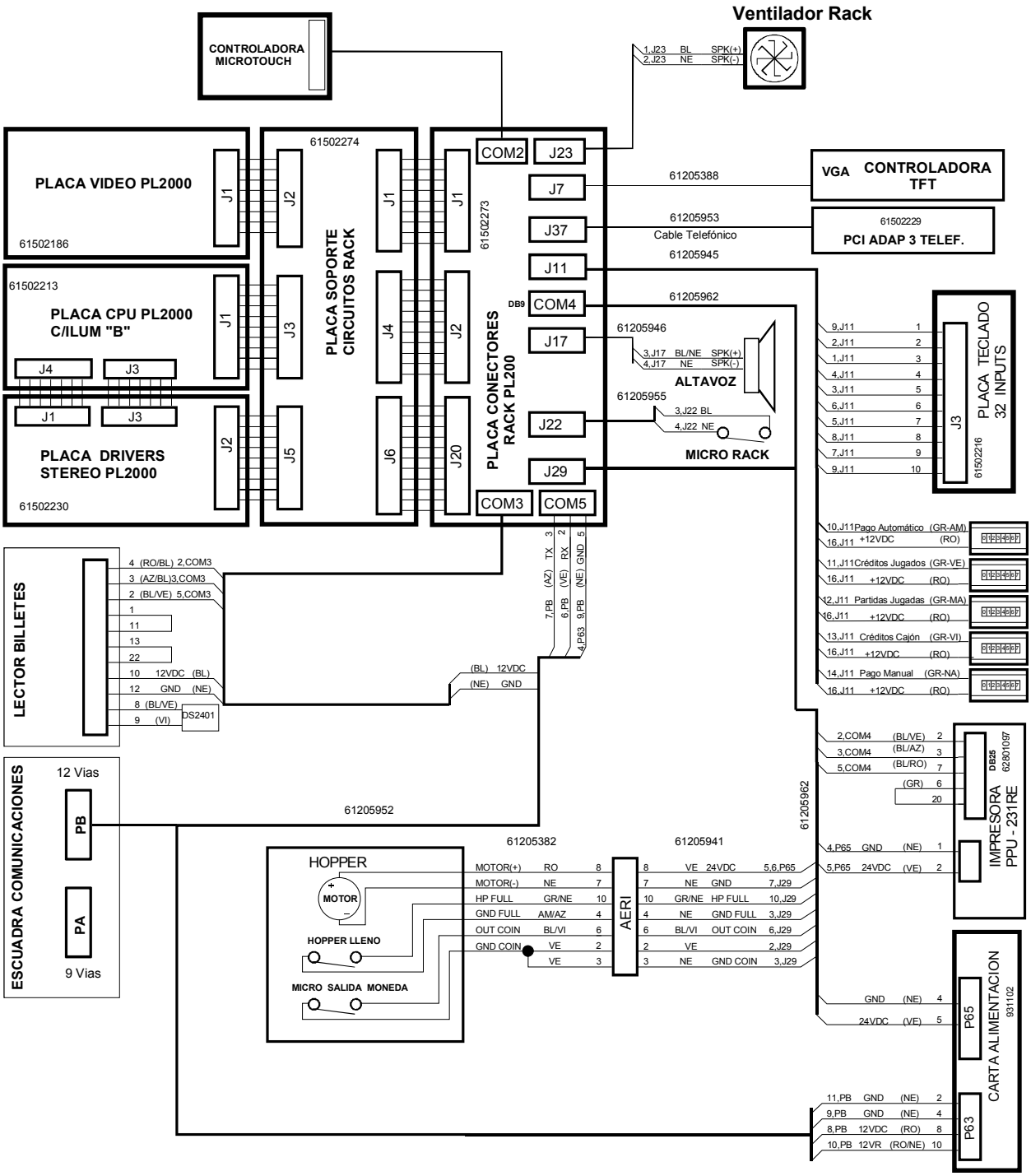
8.13 COLLECTION SATELLITES WIRING (Module T5)



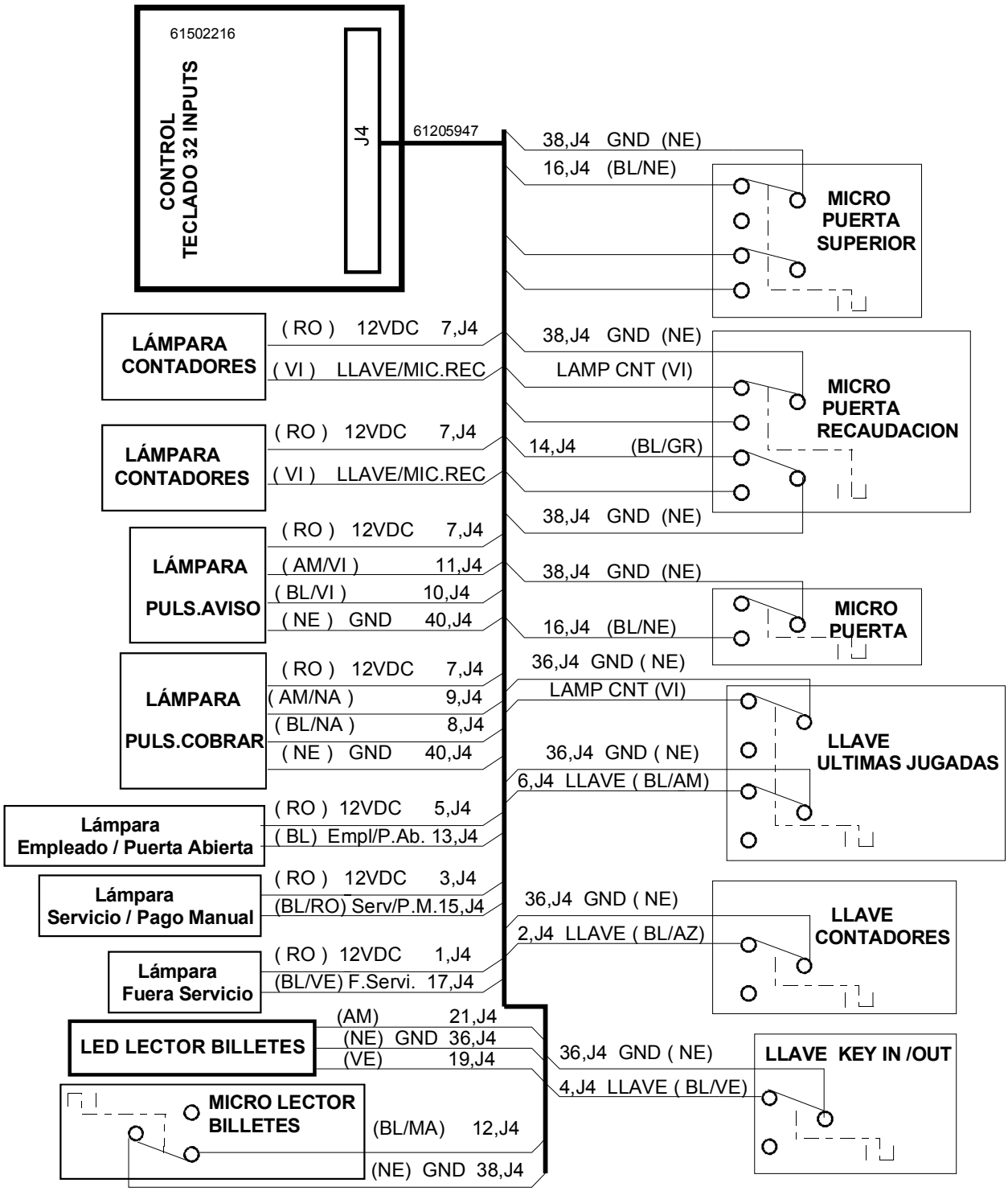
8.14 SATELLITE POWER SUPPLY WIRING



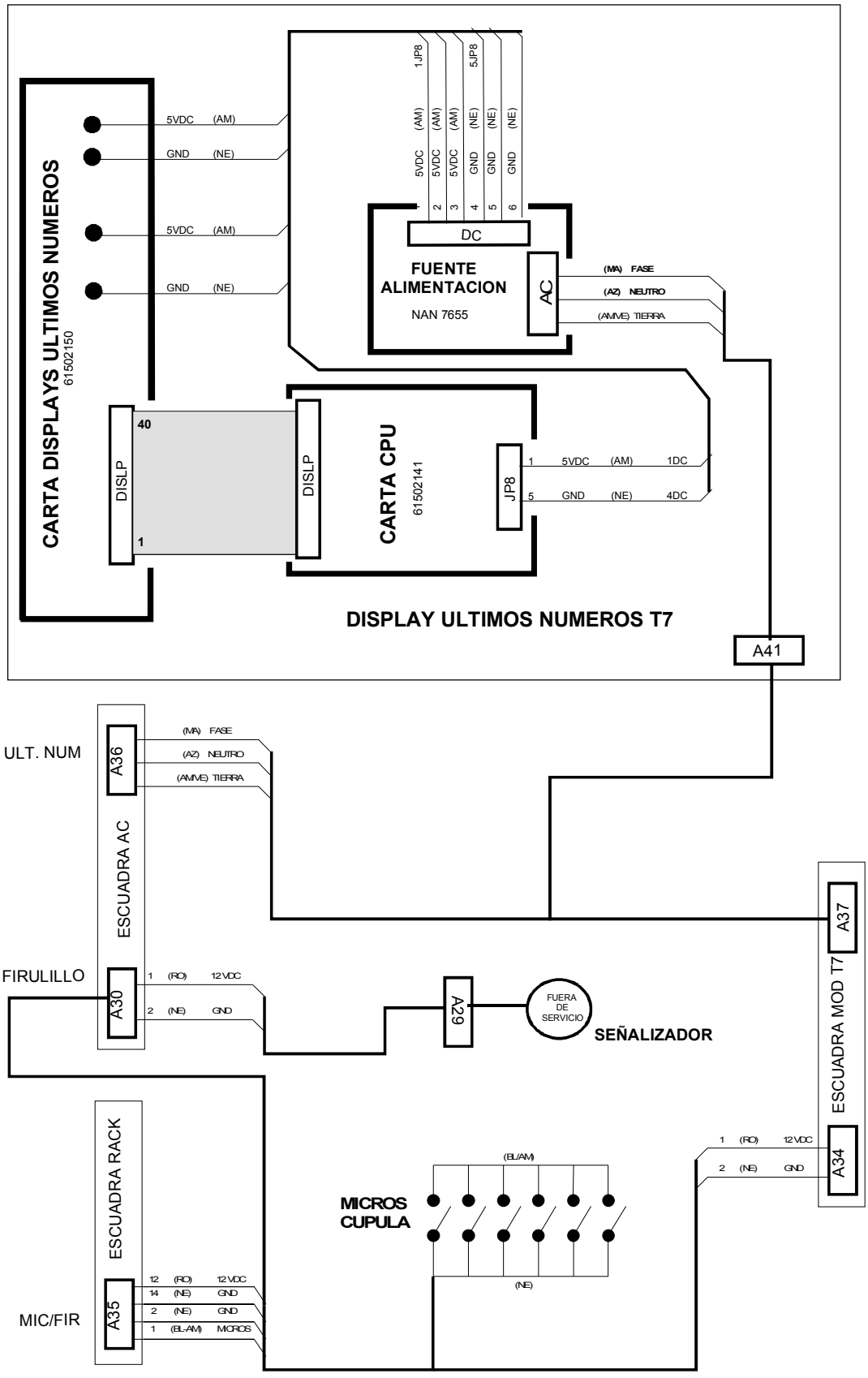
8.I5 GENERAL SATELLITE WIRING 1/2



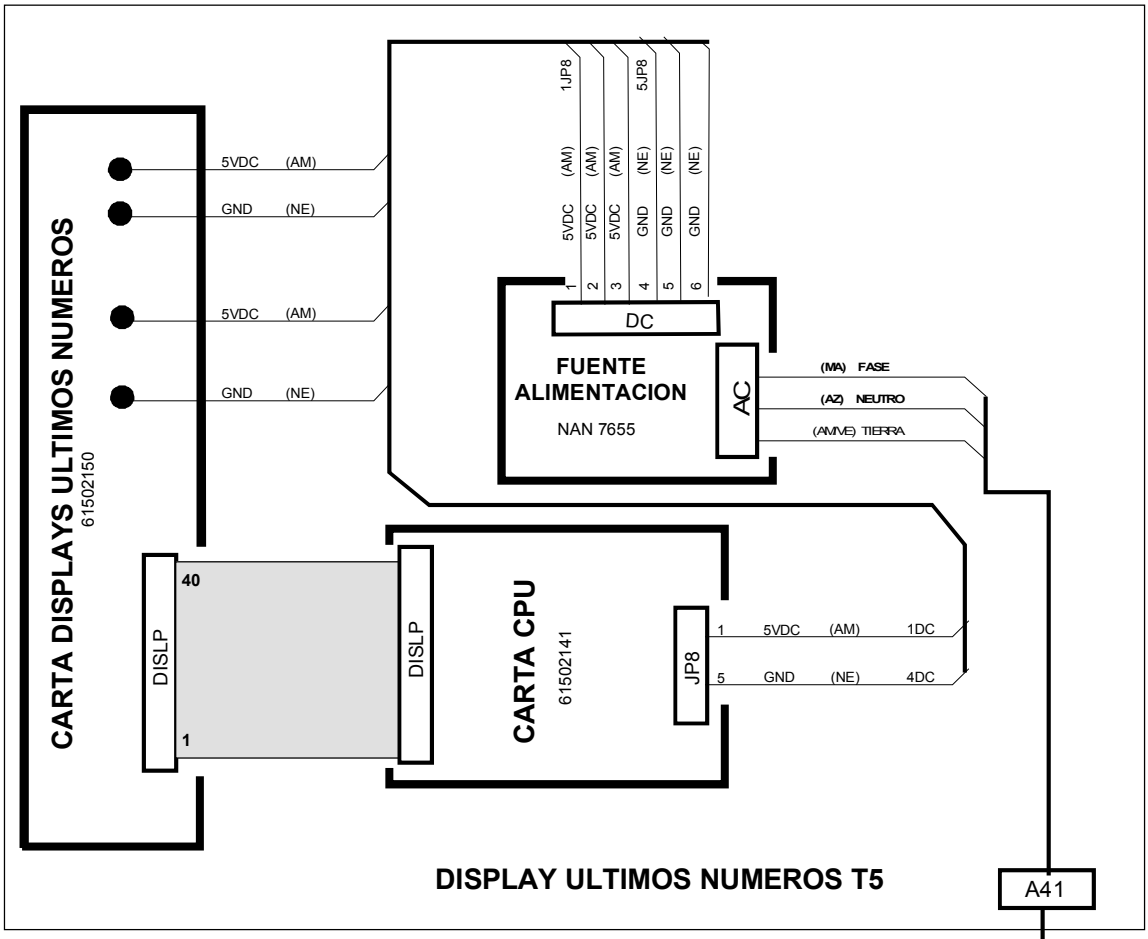
8.16 GENERAL SATELLITE WIRING 2/2

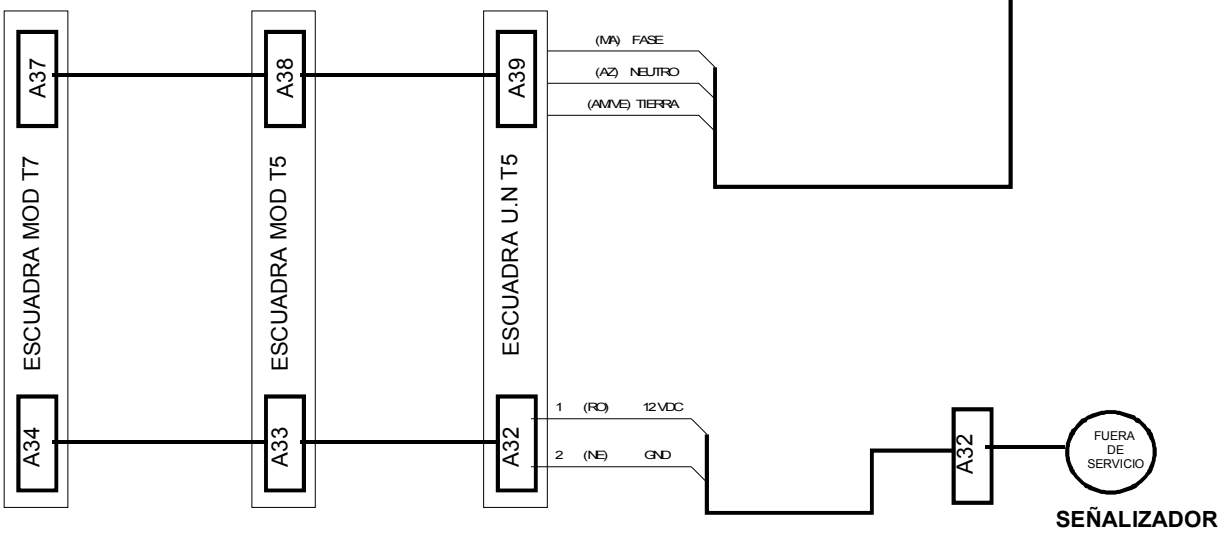


8.17 LAST NUMBERS, LUMINOUS INDICATOR AND DOME MICROS WIRING (Module T7)



8.18 LAST NUMBERS AND LUMINOUS INDICATOR (Module T5)





STATEMENT OF CE APPROVAL

The company ***INTERNATIONAL AMUSEMENT MANUFACTURING COMPANY, S.L. (IAMC,S.L.)*** declares that:

Apparatus:	**MULTI-BET ROULETTE**
Manufactured by:	**INTERNATIONAL AMUSEMENT MANUFACTURING COMPANY S.L. (IAMC.,S.L.)**
In :	**SPAIN**
Brand:	**IAMC**
Model:	**ROULETTE PRESTIGE 12**
Destination:	**INTERNATIONAL**
Manufacturer's EEC address:	**POL. IND. ELS BELLOTS - AV. DEL VALLES, 314-08227 TERRASSA (BARCELONA) SPAIN**

Complies with the following normative:

- EEC normative for low tension 73/23/CEE, 93/68CEE, EN 60065:93.
- EEC normative for electromagnetic compatibility 89/336/CEE, 92/31/CEE, 93/68/CEE , EN 55014:93, EN 60555-2:87, EN 50082-1:94.

TECHNICAL MANUAL

Cod.: 65501150.2

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CIRSA manufacturing