This user guide presents an overview of the RAPTORG2 Operator Menu V2. The features of the Operator Menu are constantly upgraded. Therefore some of the settings and features of the product you are working with may slightly differ from the ones described here. However, the main concepts outlined throughout the present document apply to all Operator Menus.

Operator Menu User Guide

Game Class III – Raptor G2 V2



Version History

| Version | Date | Modified by | Comments |
|---------|------------|-------------|------------------|
| 1.0.0 | 07-24-2015 | Hélène Tran | Original version |
| | | | |
| | | | |

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1 GENERAL INFORMATION

1.1 Switch Locks

A single key that provides access to the Operator Menu is used to clear errors, depending on the switch lock it is inserted into.

The Operator Menu switch lock gives access to the Operator Menu which allows the configuration of the game, self-diagnostic, statistics, and other options. The Clear Error switch lock allows the operator to clear errors once the problem has been solved and allows access to self-diagnostic, statistics, and other options if there are no errors.





1.2 Operator Menu Access

Turn the Operator Menu key in the gaming machine switch lock to access the "SYSTEM INFORMATION" screen.

| SYSTEM INFORMATION | 11/0 |)4/2013 10:37:45 PAGE 1 |
|--|------------------|----------------------------|
| GAME IDENTIFICATION Firmware ID = 01193067-B939C2A2 Program Name = SILVER VAULT 30L Program Version = BLU51.02 Game Category = GSB CLASS 2 MICS-MS ID = 1937 Game Broadcast Version = 3.0 XML Menu Version = 1.00 | | |
| BOARD IDENTIFICATION Dallas Key = 000013B22E2D Board Serial Number = 00000637413D | | |
| NETWORK SETTINGS IP Address = 172.16.6.24/255.255.255.0 from DHCP MAC Address = 00:17:40:00:21:D5 Remote configuration = None | | |
| DEBUG INFORMATION Reset = HARD RESET (0xC126), Rst=0x03 MICS Msg = 1 | | |
| SIGNATURES Program CRC16 = 5BE3 Program MD5 = FE2F7E668B737552E69DEDD1311255A9 | | |
| EGM CONFIGURATION Credit Balance = Cashable:\$0.00 (0 Credit) Currency = Dollar (US) (\$) Management System = Mirador Pinout = 3675 [Edge72pinsExtended GEN-EXT-10B UNI Rev-A (English)] | | |
| HARDWARE INFORMATION Atmel = ATM1.19 (0011E011) / BOOT006 - BOD | | |
| Next Page Turn on and off att/op key and press Play / Daup to activate buttons navigation | Operator Menu | Exit |

Press the "OPERATOR MENU" button to access the Operator Menu content.



1.3 Navigation

















1.4 Color Conventions

The color of buttons available in the Operator Menu main page indicates their function type.

| Configuration Operator menu | |
|--------------------------------|--|
| Configuration | Use the red " CONFIGURATION " button to set up crucial machine parameters, such as the system and game configurations. |
| System Information | You must insert, turn, and hold the Operator Menu key in the switch lock while pressing the red "CONFIGURATION" button in order to access the |
| Recall History | configuration submenu. You may choose to use an access code to restrict access to the configuration options. |
| Statistics | Use the green buttons to access informative submenus, such as statistics logs and diagnostic |
| Machine on hold | functions. |
| Diagnostic | |
| | |



The color of the submenu buttons identifies their attributes.





1.5 Access Rules

Our machines have 4 types of doors: Main, Belly, Logic and Bill.

Some options in Class III games require that the Main and Logic Doors be opened to be accessible. This has been done to secure the money-related options for the casinos, so that the gaming commission is required to modify them. The options requiring the Logic Door to be open are identified with the red color.

Case #1: Partial Access in writing to the operator menu

To access on partial mode of writing the CONFIGURATION menu (exception made by the parameters relative to the toll), the machine has to fill 2 conditions:

- · The Hand Door must be opened.
- · The Operator's key must be turned.

If the key operator is turned while the Hand Door is closed:

• The CONFIGURATION menu is not accessible.

Case #2: Total Access in writing to the operator menu

To access to writing mode of the CONFIGURATION menu (all the parameters), the machine has to fill 3 conditions:

- · The Hand Door must be opened.
- The Logic Door must be opened.
- · The Operator's key must be turned

If the Logic Door is not opened, the following parameters are in read-only (orange and not configurable):

- Menu [game name] / Math Configuration
 - o all parameters:
 - ✓ Math Table ID
- Menu [game name] / Denominations / [Denom]
 - o all parameters:
 - ✓ Denom [Denom]
 - ✓ Jackpot Mult Effect
 - ✓ Min Credit Mult for Denomination
 - ✓ Min Credit Mult for progressive
 - ✓ Min Credit Mult for progressive IvI X



- ✓ JP IvI X on Max Cards
- ✓ Max bet per line
- ✓ Max bet per denom
- ✓ Bet per line
- ✓ Payout detail
- ✓ Payout
- Menu [game name] / Denominations / [Denom] / Bets / [Bet]
 - o all parameters:
 - ✓ Payout Max Lines
 - ✓ Bet [Bet]
 - ✓ Payout Max Lines with Prog JP
 - ✓ Extra Win Mult
 - Prog Contribution IvI X
 - ✓ Extraball contributions

• Menu [game name] / Denominations / [Denom] / Bets / [Bet] / Extraball Contributions

- o Extraball Contributions IvI X
- Menu [game name] / Denominations / [Denom] / Progressive config
 - o Progressive IvI X
 - o Min credit mult for Progressive IvI X
 - o Progressive IvI Y
 - o Min credit mult for Progressive IvI Y
 - o Progressive IvI Z
 - o Min credit mult for Progressive IvI Z
- Menu System
 - o Hard Meter Unit
- Menu Progressive
 - o all parameters:
 - ✓ Contribution
 - ✓ Base
 - ✓ Limit
 - ✓ Value Adjust Value
 - ✓ Value Reset to base



Note: the navigation buttons are no longer orange, but disappear when the Logic Door is closed.

- Configuration/Remote configuration
 - ✓ Configuration list

Comments: the status of these parameters will change only upon entry in the configuration menu.

When the Logic Door is closed, the parameters are in status "Reading". If the technician opens the Logic Door, this status will only change once he has left and returned to the menu.

The options locked by the Logic Door have to be in orange when that door is closed and in gray if it is opened. If the options are Read only, they are always in mauve.



2 GAME INSTALLATION



We display on the second screen the different steps required to configure the game. This is dynamic and will change depending on what type of game you have.



Step #1: Configure network (parameters related to communication with servers and other devices). SKIP THIS STEP FOR NON_LINKED GAMES

| NETWORK Operator menu / Configuration / Networ | | |
|---|-------------------|------|
| Net Sim | | |
| Ethernet | | |
| Ethernet Controller | | |
| Message Broadcast | | |
| | | |
| | | |
| | | |
| | | Back |
| | LAST PAY: \$10.50 | Dack |

- Configure Ethernet port
- Configure Ethernet controller (if needed)



Step #2: Configure Peripherals

| PERIPHERALS Operator menu / Configuration / Peripher | als | |
|--|-------------------|------|
| Bill Acceptor | Led Display | |
| Printer | | |
| Card Reader | | |
| Monitors | | |
| Touchscreen | | |
| Pinout | | |
| Sphinx | | |
| | | Back |
| | LAST PAY: \$10.50 | |

- Configure Bill Acceptor
- Configure Printer



Step #3: Configure System



- Configure EGM Serial Number (ex: BB-XXXX)
- Configure Pay/Credit Limits
- Configure Jackpot Limits
- Configure Tower & Bell

Step #4: Management System

| Management System Operator menu / Configuration / Manageme | t System | | |
|---|----------|--|--|
| Management Type SAS | | | |
| Configuration: SAS | | | |
| MS FIFO Error Disabled | | | |

• Configure SAS system (with casino manager)



Step #5: Collect Mode

| Collect Mode Printer | (¢)) | | |
|---------------------------------|------|--|--|
| Collect Volume | | | |
| Collect Confirmation Enabled | | | |
| Tickets | | | |

- Collect option
- Tickets option

Step #6: Access Code (on the Access Menu)





Step #7: Attract

| Max Attract Timer <mark>30</mark> | | |
|--------------------------------------|----------|--|
| Message on LED Display BLUBERI | () () | |
| | | |

Step #8: Sounds







Step #9: Game Options





2.1 How to Configure Ethernet Port?

• Function:

To configure settings for communicating on the network through an Ethernet link.

• Where to go?

Operator Menu / Configuration / Network / Ethernet

• Screen sample:

| Ethernet Operator menu / Configuration / Network / E | themet | |
|---|--------|------|
| Mode DHCP | | |
| IP Address 172.203.45.10 | | |
| IP Mask 255.255.255.0 | | |
| IP Gateway 172.203.45.254 | | |
| Download Port 1961 | | |
| Breakpoint Port 1970 | | |
| | | |
| | | Back |
| | | |

| Parameter | Values list | Value for casino |
|---|------------------------|---------------------------------------|
| Mode | Manual, DHCP, Disabled | Manual |
| To specify the gaming machine DHCP connection mode. | | |
| IP Address | | <specific casino="" to=""></specific> |
| To specify the unique address identifying the location of the gaming machine. | | |
| IP Mask | | <specific casino="" to=""></specific> |



| To specify the mask applied to the IP address for the identification of the local area network (LAN). | | |
|---|---------------------|---------------------------------------|
| IP Gateway | | <specific casino="" to=""></specific> |
| To specify the unique address identifying the location of the local-area-network gateway | | |
| Download Port | Min 1024, Max 65000 | 1961 |
| To specify the download port identification | | |
| Breakpoint Port | Min 1024, Max 65000 | 1970 |
| To specify the port used for breakpoint control. (Reserved for internal use.) | | |



2.2 How to Configure Ethernet Controller?

• Function:

To specify the settings for communicating with a progressive controller through the network

• Where to go?

Operator Menu / Configuration / Network / Ethernet Controller

• Screen sample:



| Parameter | Values list | Value for casino |
|---|---|------------------|
| Controller Mode | Disabled, Client | Client |
| To specify whether the gaming machine is linked to a progressive controller. | Cannot be reached if no progressive. | |
| Controller Port To identify the gaming machine port linked to the progressive controller. | Min 1024, Max 64997 This configuration appears when the "Controller Mode" config is set to "Client". | 1024 |



2.3 How to Configure Bill Acceptor?

• Function:

To configure the bill acceptor parameters

• Where to go?

Operator Menu / Configuration / Peripherals / Bill Acceptor

• Screen sample:

| BILL ACCEPTOR Operator menu / Configuration / Periphe | rals / Bill Acceptor |
|--|----------------------|
| Bill Type III Type III Sc6607 (EBDS) | |
| Signal Type 🕬 RS-232 | |
| Polling Frequency 📖 200 | |
| Initialization | |
| Bill Acceptor Test | |

| Parameter | Values list | Value for casino |
|---|--|-------------------|
| Bill type To specify the brand and model of the bill acceptor connected to the gaming board. | NO BILL ACCEPTOR, ARDAC ELITE (ID-003), CASHCODE FL (ID-003), JCM IVIZION (ID-003), JCM UBA (ID-003), JCM WBA (ID-003), MEI SC6607 (EBDS), MEI SC8307 (EBDS), MEI SC8507 (EBDS). | MEI SC8507 (EBDS) |
| Signal Type | RS-232, TTL | RS-232 |
| To select the data transmission standard used by the bill acceptor | Completed automatically by the system following the choice of the type of bill. | |
| Polling Frequency | Min 100, Max 5000 | 200 |
| To specify the elapsed time, in milliseconds, between two status | Completed automatically by the system following the choice of the | |



| requests sent to the bill acceptor standard used by the bill acceptor | type of bill. | |
|--|--|-----|
| Number of retries | Min 0, Max 19 | 2 |
| Determines the number of retries before the bill timeout. | Not included in the MEI Bill Mars. | |
| Initialization Button allowing initializing a bill acceptor | Invisible if there is no bill type selected. | N/A |
| Bill Acceptor Test Button allowing testing a bill acceptor. | Invisible if there is no bill type selected. | N/A |



2.4 How to Configure Printer?

• Function:

To configure printer parameters

• Where to go?

Operator Menu / Configuration / Peripherals / Printer

• Screen sample:



| Parameter | Values list | Value for casino |
|--|--|------------------|
| Printer type To specify the brand and model of the printer connected to the gaming board. | NO PRINTER, FUTURELOGIC GEN2, FUTURELOGIC GEN3, GENERIC, ITHACA 850, ITHACA EPIC 950, NANOPTIX PAYCHECK 3, NANOPTIX PAYCHECK 4, SEIKO PSA-66-ST, CUSTOM TG558, ICTGP- 58CR. | FUTURELOGIC GEN2 |
| Baud | 600, 1200, 4800, 9600, 19200, | 9600 |
| To specify the number of bits per | | |



| a second to second the second second | | |
|---|--|--------------|
| second transferred to the printer | 38400, 115200 | |
| | Visible only if Printer type is different from No Printer. | |
| Parity | None, Odd, Even, Space, Mark | None |
| To specify the type of the extra bit added to the data for parity checking | Visible only if Printer type is different from No Printer. | |
| Data | Min 5, Max 8 | 8 |
| To specify the number of bits representing a character. | Visible only if Printer type is different from No Printer. | |
| Stop | Min 1, Max 2 | 1 |
| To specify whether a stop bit is added at the end of each data character | Visible only if Printer type is different from No Printer. | |
| Retry Delay | Min 100, Max 800 (Variable | 300 |
| To configure the delay during which the gaming board waits for an answer | by printer) | |
| from the printer before sending a message once more | Visible only if Printer type is different from No Printer. | |
| Timeout | Min 1000, Max 15000 | 8000 |
| To configure the delay before displaying an error if the communication is lost with the printer after a print. | Visible only if Printer type is different from No Printer. | |
| XON/XOFF Timeout | Min 10000, Max 30000 | 15000 |
| Set the time to wait for an XON after an XOFF has been received | | |
| Template Choice | Eng Firmware | Eng Firmware |
| To select the language displayed on printed tickets | Visible only for Seiko-PSA66ST, FL Gen2 or Nanoptix). | |
| Send Template | Visible only if the Template Choice parameter is visible. | N/A |
| To send ticket templates to the printer. This option is supported only by a limited number of printers. | | |
| Paper In Chute detection | Disabled, Enabled | Enabled |
| To enable or disable the use by the game of the printer status bit indicating that there is a paper in chute. | Visible only for Seiko-PSA66ST, FL Gen2 or Nanoptix). | |
| Printer Open detection | Disabled, Enabled | Enabled |
| To determine if the game will display an error when the printer reports a Printer Open. | Visible only for Seiko-PSA66ST, FL Gen2 or Nanoptix). | |
| Initialization | Invisible if there is no printer type selected. | N/A |
| Button allowing initializing a printer. | | |



| Printer Test | Invisible if there is no printer type selected. | N/A |
|---|---|-----|
| Button allowing testing the configured printer. | | |



2.5 How to Configure EGM information?

• Function:

To adjust the global settings of the EGM, such as the serial number, the terminal number, the time and date settings, the price slot and hard meter unit.

• Where to go?

Operator Menu / Configuration / System

• Screen sample:



| Parameter | Values list | Value for casino |
|---|-------------------|---|
| EGM Serial Number | | <bb-xxx></bb-xxx> |
| To specify the Bluberi serial number of the gaming machine. | | |
| Terminal Number | Min 1, Max 999999 | <specified by="" casino=""></specified> |
| To specify the number identifying the gaming terminal. | | |



| Bank Number | Min 1, Max 999 | 1 |
|--|--|--|
| To specify the number identifying the bank the gaming machine belongs to. | | |
| System Made | Normal | Normal |
| | Norma | Normai |
| l o select an operation mode. | Not configurable. | |
| Credit Value | Min \$0.01, Max \$100.00 | \$0.01 |
| To determine the monetary value of credits in statistics. | Not configurable. | |
| Date (Current configured date) | | <will be="" by="" provided="" sas="" server=""></will> |
| To configure the board date and time. | | |
| This parameter is essential to identify the date and time of a past event. | | |
| Price Slot #1 | Min \$0.00, Max \$50.00 | <defined by="" math="" profile=""></defined> |
| To configure the amount of money added to the player's credits when a specific slot receives a pulse signal. | Set this option to \$0.00 for a slot that is not in use. | |
| Price Slot #2 | Min \$0.00, Max \$50.00 | <defined by="" math="" profile=""></defined> |
| To configure the amount of money added to the player's credits when a specific slot receives a pulse signal. | Set this option to \$0.00 for a slot that is not in use. | |
| Price Slot #3 | Min \$0.00, Max \$50.00 | <defined by="" math="" profile=""></defined> |
| To configure the amount of money added to the player's credits when a specific slot receives a pulse signal. | Set this option to \$0.00 for a slot that is not in use. | |
| Hard Meter Unit | Min \$0.01, Max \$100.00 | \$0.25 |
| To select the value of the hard-meter unit. | May not be modified once money has been inserted. | |
| Setting this option to \$1.00 means that the meter increments by one each time a dollar bill is recorded, whether the dollar is inserted, played, won, or collected. | | |



2.6 How to Configure Jackpot & Credit Limits?

• Function:

To configure the Cash & Out and jackpot limits

• Where to go?

Operator Menu / Configuration / System / Pay/ Jackpot & Credit Limits

• Screen sample:



| Parameter | Values list | Value for casino |
|---|---------------------------|------------------|
| Max Cash In | Min 0.01 Max: Current Max | \$1,000.00 |
| To determine the amount of money needed to make the gaming board turn off the money acceptor or the maximum amount that can be withdrawn from the user's cashless account. | Credit value | |
| If a player has \$95.00 onscreen when this option is set to \$100.00, only amounts of five dollars or less are accepted by the money acceptor. If the player has \$100.00 onscreen, the | | |



| money acceptor is automatically disabled. | | |
|---|---|------------|
| Max Credit To set the credit limit value which, once reached, triggers an onscreen message requesting players to collect their prize. | Min: Greatest value between Upper Jackpot Limit and Max Cash In. Max: 999999.99 | \$5,000.00 |
| Max Ticket To determine the maximum amount printed on a collect ticket without the intervention of an attendant. | Min \$0.01, Max \$999,999.99 | \$5,000.00 |
| Min Progressive Lock To determine the maximum value of a progressive jackpot win allowed before the gaming machine locks up until the attendant has issued a manual payment to the player. This option is used when a casino wants an attendant to reset a progressive, even if it's lower than the Jackpot Limit. | Min: 0.01, Max: Current Jackpot Limit Value | \$1,200.00 |
| Jackpot Limit To determine the maximum winning amount allowed before the gaming machine locks up. The attendant is requested to perform a reset and pay the player, usually by hand payment or, in particular situations, by transferring the wins to the player's credits. Commonly referred to as the IRS limit. | Min: Current Min Progressive Lock value. Max: Current Upper Jackpot Limit Value | \$1,200.00 |
| Upper Jackpot Limit To determine the maximum winning amount allowed before the gaming machine locks up and requests the attendant to pay the player and perform a reset. If the winning amount equals or exceeds the UPPER JACKPOT LIMIT value, the attendant must issue a hand payment to the player. If the winning amount exceeds the JACKPOT LIMIT value but is lower than the UPPER JACKPOT LIMIT value, and depending on the amount available in the credit meter, the attendant may either manually pay the player or transfer the wins to the player's credits as long as the credit total does not exceed the configured MAX CREDIT value. | Min: Current Jackpot Limit Value, Max: Current Max Credit value. | \$5,000.00 |



| Jackpot Reset To Credits To impose an attendant's intervention whenever the jackpot is won. The jackpot wins are transferred to the Credit box only after the attendant has turned the key. | Disabled, Enabled | Disabled |
|--|--|----------|
| Receipt on jackpot reset to credits. To print a receipt whenever the attendant forces the jackpot wins to be transferred to the player's credits | Disabled, Enabled Not configurable if Force Jackpot Reset to Credits is set to Disabled. | Disabled |



2.7 How to Configure Tower & Bell?

• Function:

To configure parameters related to the tower lights and the bell.

| 2-Tier Tower Light | |
|---|--|
| The Top Tier flashes when one of the following conditions is present: | |
| Call Attendant* Error Condition Door Open Jackpot/Hand Pay Condition | |
| The Bottom Tier flashes when the following condition is present: Flash on Win** | |

*The tower light will flash for a set duration (0 means it will flash until manually stopped) configured in the operator menu at <u>Configuration / System / Tower & Bell – Att Light</u> <u>Timeout</u>.

**Flash on win occurs when a player wins an amount larger than the value of a parameter set using the operator menu at <u>Configuration / System / Tower & Bell – Flash</u> on Wins.

• Where to go?

Operator Menu / Configuration / System / Tower & Bell


| rator menu / Configuration / System / Tower & Bell Flash On Wins (X Total Buy) (현황) 999999 | |
|--|--|
| Rings On Wins (X Total Buy) (전) 250 | |
| Rings [©] ® | |
| Att Light Timeout 💿 | |

| Parameter | Values list | Value for casino |
|---|---------------------|--|
| Flash on wins (X Total Buy) | Min 50, Max 999999 | 999999 |
| To set up a win limit over which tower lights will flash. | | |
| Rings on wins (X Total Buy) | Min 50, Max 999999 | 250 |
| To indicate the threshold value triggering the bell to ring. | | |
| Pinac | Min 0, Max 000000 | 1 |
| | WIII 0, Wax 9999999 | T |
| bell rings to signal a substantial win. | | |
| Att Light Timeout | Min 0, Max 600 | 0 |
| To determine how long the Attendant tower light flashes after CALL ATTENDANT has been pressed. For example, if this option is set to 60, the Attendant tower light will automatically turn off after 60 seconds. This option guards against lost time and decreased attendant productivity when customers press CALL ATTENDANT and then leave the gaming machine. | | The Attendant tower light flashes until an attendant answers the call. |



2.8 How to Configure SAS System?

• Function:

To configure SAS management system parameters

• Where to go?

Operator Menu / Configuration / System / Management System

| MANAGEMENT SY Operator menu / Configuration / | STEM Management System | |
|--|---------------------------|--|
| Management Type Mirador | | |
| | | |

| Parameter | Values list | Value for casino |
|--|--------------------|------------------|
| Management Type | Mirador, SAS, NONE | SAS |
| Set up the management System. | | |
| MS FIFO Error | Disabled, Enabled | Disabled |
| When enabled, the EGM will display an error when MS messages stack in the FIFO beyond a fixed threshold. | | |

To select the type of management system (ex: SAS) supported by the gaming board. To ensure proper communication, select **NONE** when no management system is used.

| Management System | n nt System | | |
|---------------------------|-----------------------|--|--|
| Management Type SAS | | | |
| Configuration: SAS | | | |
| MS FIFO Error Disabled | | | |
| | | | |



| SAS Machine Number 1 | Ticket In & Ticket Out Disabled | Host Change Floor Location |
|--|--|--------------------------------------|
| SAS 2nd Machine Number <mark>0</mark> | Legacy Bonusing 🛛 🗐 Disabled | AFT @ Disabled |
| General Control Channel 👜 1 | AFT Bonusing (1990) Disabled | Asset Number <mark>0</mark> |
| Validation Channel 🕬 | SAS Link Down Error 🕬 Disabled | Begin Registration Not registered |
| AFT Channel 🕬 1 | Link Down Timeout (sec) () 5400 | Authentication |
| Legacy Bonusing Channel 🕬 1 | Extended Validation Status (1999) | SAS Meter Change Cycles 🛽 |
| SAS Validation Mode | Host Change Asset Number () Enabled | HP Receipt |

| Parameter | Values list | Value for casino |
|---|---|------------------|
| SAS Machine Number | Min 0, Max 127 | 1 |
| To specify the unique number identifying the gaming machine to the main SAS server. | | |
| SAS 2nd Machine Number | Min 0, Max 127 | 0 |
| To specify the unique number identifying the gaming machine to the second SAS server when the SAS TITO ON 2ND PORT option is enabled. | A value different from 0 will enable the second channel. ID 445 to 449 will become enabled. | |
| General control channel | 1, 2 | 1 |
| To specify the channel that hosts the basic SAS functions./To set the SAS channel for General Control | | |
| Validation Channel | 1, 2 | 1 |
| To select the ticket validation method | | |
| AFT Channel | 1, 2 | 1 |
| To specify the channel that hosts the SAS AFT functions./To set the SAS channel for Advanced Fund Transfers. | | |



| Legacy Bonusing Channel | 1, 2 | 1 |
|--|--|----------|
| To specify the channel that hosts the SAS bonusing functions./To set the SAS channel for Legacy Bonusing. | | |
| SAS Progressive channel | 1, 2 | 1 |
| To set the SAS channel for SAS Progressive. | Disabled if SAS 2nd machine number == 0 or SAS machine number == 0. | |
| | Never enabled on game without SAS progressive. | |
| SAS Validation Mode | Standard, System, Enhanced | Standard |
| To specify the channel that hosts the SAS validation functions./To set the SAS channel for Validation. | | |
| Ticket In & Ticket Out | Disabled, Enabled | Disabled |
| To specify whether the machine prints a bar coded collect ticket when players cash out their credits. | | |
| Legacy Bonusing | Disabled, Enabled | Disabled |
| To enable or to disable the SAS bonusing feature. | | |
| AFT Bonusing | Disabled, Enabled | Disabled |
| To enable or to disable the AFT bonusing feature. | | |
| SAS Link Down Error | Disabled, Enabled | Disabled |
| To enable or to disable the feature that will deactivate the machine on a SAS Link Down. Enabling this feature prevents the gaming machine from remaining in normal operation even when the server is off-line. | | |
| Link Down Timeout (sec) | Min 0, Max 9999999 | 5400 |
| To specify the delay before considering the link down when communication with the server is interrupted | | |
| Extended Validation status | Disabled, Enabled | Enabled |
| To enable or to disable management of the LONG POLL 7B | | |
| Host Change Asset Number | Disabled, Enabled | Enabled |
| To choose whether to allow the management system to modify the asset number using the SAS 0xB7 command. | | |
| Host Change Floor Location | Disabled, Enabled | Enabled |
| To choose whether to allow the | | |



| 04 | |
|----|--|
| 24 | |
| | |

| management system to modify the floor location using the SAS 0xB7 command. | | |
|--|--------------------------------------|---|
| AFT | Disabled, Enabled | Disabled |
| To enable or to disable the SAS AFT feature for cashless money transfers from the gaming machine. | | |
| Asset Number | Min 1, Max 4294967295 | <determined by="" casino="" if<="" td="" the=""></determined> |
| To specify the gaming-machine identification number required for the SAS AFT feature. | | AFT is enabled> |
| Begin Registration | Not configurable if AFT is disabled. | N/A |
| To register for advanced funds transfer (AFT) from the gaming machine. | | |
| Authentication | Disabled, Enabled | Disabled |
| To enable or to disable the SAS Component Authentication feature. | | |
| SAS Meter Change Cycles | Min 1, Max 10 | 1 |
| To specify the number of 30-second cycles during which the gaming board waits for an answer from the SAS host prior to cancelling a Meter Change Notification operation. | | |
| HP Receipt | Disabled, Enabled | Enabled |
| To enable or to disable printing of a receipt following a payment by the operator. (This option is available only when the COLLECT MODE is set to PRINTER. The SAS VALIDATION option must be set to STANDARD or ENHANCED.) | | |



| CONFIGURATION: SAS Operator menu / Configuration / Manager | nent System / Configuration: SAS |
|--|----------------------------------|
| Prog Extra Win To Normal 🕬 Disabled | |
| Reset bill in stacker meters on ট্রিজী cassette insertion Disabled | |
| Reset bill in stacker meters | |
| Per Pay Table Metering () Disabled | |
| Game Selected Event on Denom (()) Change Enabled | |
| Game Started / Game Ended (ଜ୍ଞାଡ଼) Events Enabled | |

| Parameter | Values list | Value for casino |
|--|-------------------|------------------|
| HP Receipt in System Mode To enable or to disable printing of a receipt following a payment by the operator. (This option is available only when the COLLECT MODE is set to PRINTER. The SAS VALIDATION option must be set to SYSTEM.) | Disabled, Enabled | Disabled |
| Prog Extra Win to Normal To change a jackpot status in the LONG POLL 1B, from progressive to non-progressive, when the progressive jackpot includes an extra win. | Disabled, Enabled | Disabled |
| Reset bill in stacker meters on cassette insertion To display a prompt asking whether the bill acceptor meters must be reset after the stacker has been removed. | Disabled, Enabled | Disabled |
| Reset bill in stacker meters Button clearing "The number of bills currently in the stacker meters" and "Total value of bills currently in the stacker meters". | N/A | N/A |
| Per Pay Table Metering To enable or to disable metering per pay table for the SAS multigame | Disabled, Enabled | Disabled |



| commands When enabled, activate the multi game function of long polls 51, 52, 53, 2F, 6F and AF. Also Report Theme ID in hexa in the additional ID field of long poll 1F. If a game number is specified Group ID and ShortPayTableID are concatenated in the Paytable ID field. | | |
|--|-------------------|---------|
| Game Selected Event on Denom Change To force the 8C exception after selecting another denomination./To enable or to disable sending the selected game event to SAS Host when a player selects a denomination. | Disabled, Enabled | Enabled |
| Game Started/Game Ended Events To enable or to disable start of game or end of game exceptions (7E and 7F). To enable or to disable reporting of the game-started and game-ended events to SAS Host. | Disabled, Enabled | Enabled |



2.9 How to Configure Collect Mode?

• Function:

To configure the money collection parameters.

• Where to go?

Operator Menu / Configuration / Collect Mode

• Screen sample:



| Parameter | Values list | Value for casino |
|---|------------------------------|------------------|
| Collect Mode | Printer, Electronic Transfer | Printer |
| To select the collect mode. | | |
| Collect Confirmation | Disabled, Enabled | Disabled |
| To enable or disable the confirmation message on a collect. | | |

NOTE: You will not be able to exit the operator menu if a printer has not been configured (in Printer mode) or AFT has not been enabled (in Electronic Transfer mode).



2.10 How to Configure Ticket option?

• Function:

To configure ticket option parameters.

• Where to go?

Operator Menu / Configuration / Collect Mode / Tickets

| TICKETS Operator menu / Configuration / | illect Mode / Tickets | |
|---|-----------------------|--|
| Duplicate Ticket Disabled | | |
| Ticket Header Configuration | | |
| Default Header | | |
| Test Ticket | | |
| Signature Enabled | | |
| Ticket Credit Value \$0.25 | | |
| Restricted Tickets Disabled | | |

| Parameter | Values list | Value for casino |
|---|-------------------|------------------|
| Duplicate Ticket | Disabled, Enabled | Disabled |
| To enable or to disable the printing of a second ticket when the first one is not complete due to an error. | | |
| Ticket Header Configuration | Text | Bluberi |
| To set up the text header of a ticket. | | |
| | | |
| Default header | N/A | N/A |
| Button to restore the default header originally installed by the manufacturer. | | |
| Test Ticket | N/A | N/A |



| Button allowing printing a ticket sample in order to check its appearance Visible only if a printer has been configured. Signature To enable or disable the print of a signature line on the ticket. | Disabled, Enabled | Enabled |
|---|-------------------------|----------|
| Ticket credit value To determine the value of the credit printed on the ticket. Adjust this option to make the credit value on the ticket different from the value shown on the screen. You can use the ticket credit value to deal with possible law changes. For example, players could play with nickels, but the data printed on the ticket would be converted to a 25-cent credit value, as requested by law. | Min \$0.01, Max \$50.00 | \$0.25 |
| Restricted Tickets To enable or disable the printing of restricted tickets. Not configurable if Management System is not SAS (TITO) or S2S or if Validation Standard is used. | Disabled, Enabled | Disabled |



2.11 How to Configure Access codes?

• Function:

The operator may assign codes to control access to specific categories of menu options.

• Where to go?

Operator Menu / Configuration / Access Codes



| Parameter | Values list | Value for casino |
|---|---------------------------|------------------|
| Operator Menu Code | Numerical keypad (0 to 9) | No code |
| To set up a password for the operator menu. | | |
| Configuration Menu Code | Numerical keypad (0 to 9) | No code |
| To set up a password to protect the Configuration menu. | | |
| Accounting Menu Code | Numerical keypad (0 to 9) | No code |
| To set up a password for the accounting menu. | | |
| Pay table & Prog code | Numerical keypad (0 to 9) | No code |
| To set up a password to protect the progressive and pay table settings. | | |
| Ticket Recovery Code | Numerical keypad (0 to 9) | No code |
| To set up a password to protect the | | |

| Duplicate Ticket and Print Last Cash Out | |
|--|--|
| Ticket options. | |

To Create and to Remove an Access Code

To create the code, press the appropriate access-code button, and then enter at least three digits on the numeric keypad.

You may **CANCEL** the code creation, erase the last digit with **BACK**, erase all digits with **CLEAR**, or press **OK** to confirm code creation.

The **BACK** option appears only after you have entered the first digit. The **OK** option appears only after you have entered three digits. The code must contain from 3 to 8 digits.

Once your code has been entered, type it a second time on the confirmation keypad.

Once confirmed, the access code is created and the reset-code button becomes available.

To remove the code, press the appropriate reset-code button and then enter the code on the numeric keypad. You may **CANCEL** the code removal, erase the last digit with **BACK**, erase all digits with **CLEAR**, or press **OK** to confirm code removal.

To increase security, the keypad layout changes each time an access code must be entered.

To Access Menu Options Protected by an Access Code

Once an access code is created, you are prompted to enter it for accessing protected options. To increase security, the keypad layout changes each time an access code must be entered.

2.12 How to Configure Attract?

• Function:

To configure settings in the Attract mode; this is active when the gaming machine is not in use.

• Where to go?

Operator Menu / Configuration / Attract

| Max Attract Timer <mark>30</mark> | | |
|--------------------------------------|--|--|
| Message on LED Display BLUBERI | | |
| | | |

| Parameter | Values list | Value for casino |
|---|---------------|------------------|
| Max Attract Timer | Min 4, Max 45 | 10 |
| To specify the maximum delay (in minutes) between displays of each attract feature in Attract mode. The timer interval is randomly selected between 3 minutes and the value of this parameter. | | |
| Message on LED display | [30 spaces] | BLUBERI |
| To access the alphanumeric pad in order to enter the Attract-mode message. | | |

2.13 How to Configure Sound options?

• Function:

To configure settings for the various Sound Options

• Where to go?

Operator Menu / Configuration / General Settings / Sound

| SOUND | Help |
|--|------|
| Operator menu / Configuration / General Settings / Sound | |
| Schedule | |
| Operator Menu Volume 💷 | |
| Collect Volume 🕬 | |
| Bell Volume 💷 | |
| Test Sounds | |
| Advanced Config | |
| | |
| | |
| | Back |
| POWER RESET | |

| Parameter | Values list | Value for casino |
|--|----------------|------------------|
| Operator Menu Volume | Min 40, Max 63 | 50 |
| Set up the master volume for the EGM System (operator menu) but not for the game (see game master volume). Formerly known as Master Volume. | | |
| Collect Volume | Min 40, Max 63 | 55 |
| To specify the sound level during a collect | | |

| • | | |
|---|-----------------|----|
| Bell Volume | Min 40, Max 63. | 51 |
| To determine the volume of the simulated bell (on a rings on wins). | | |
| Test Sounds | | |

• Screen sample:

| tandard Volume Level : | Volume Level per da | y and per period : | | |
|--------------------------------|---------------------|--------------------|----------------|--|
| Volume Level | | Day period | Evening period | |
| | Sunday | 3 | 5 | |
| pecific Volume Level : | Monday | 3 | 5 | |
| Day starts at 👘 | Tuesday | 3 | 5 | |
| 04:00:00 | Wednesday | 3 | 5 | |
| Day Volume Level 📖 | Thursday | 3 | 5 | |
| 3 | Friday | 3 | 5 | |
| Evening starts at 🛛 🕬 16:00:00 | Saturday | 3 | 5 | |
| Evening Volume Level 🕬 | | | | |
| Day Selector | | | | |
| | | | | |

This is where you can configure the volume setting of the game following a schedule.

| Parameter | Values list | Value for casino |
|--|--|------------------|
| Volume Level | 1, 2, 3, 4, 5, 6, 7 | 4 |
| Set the default Volume Level when a day is not selected in the schedule. | | |
| Day starts at: | Format 24h, | 04:00:00 |
| Set the time at which the day period will start. | ex.: 00:00:00 à 24:00:00 | |
| Day Volume Level | 1, 2, 3, 4, 5, 6, 7 | 3 |
| Set the Volume Level that will be played during the Day period. | | |
| Evening starts at: | Format 24h, | 16:00:00 |
| Set the time at which the evening period will start. | ex.: 00:00:00 à 24:00:00 | |
| Evening Volume Level | 1, 2, 3, 4, 5, 6, 7 | 5 |
| Set the Volume Level that will be played during the evening period. | | |
| Day Selector | Monday, Tuesday, | All selected |
| There is a selector (like a checkbox) for each day of the week allowing to enable or disable the Day and Evening periods. | Wednesday, Thursday, Friday, Saturday, Sunday | |

• Screen sample:

| erator menu / Configuration / | General Settings / Sound / Advanced Config | |
|-------------------------------|--|-----|
| Custom Config Disabled | | |
| Volume Level 3 | | |
| Game Master Volume 52 | | |
| Channel Volume (%) 72 | | |
| Feature Volume (%) 72 | | |
| Default Game Volume (70 | 6) (⁽⁶²⁾ | |
| | | |
| | | Bac |

If you do not wish to follow a strict schedule, you can enable Custom Config. You will then be able to select a pre-defined volume level or configure one manually once you select Custom.

| Parameter | Values list | Value for casino |
|---|--|-----------------------|
| Custom config | Disabled, Enabled | Disabled |
| Enable the use of Custom configuration for the sound levels. | | |
| Volume Level | 7, 6, 5, 4, 3, 2, 1, Custom | <variable></variable> |
| Select preconfigured settings for the game volumes. | When the option Custom Config belongs to Disabled, this option is mauve and when Custom Config belongs to Enabled, this option is gray. | |
| Game Master Volume | Min 40, Max 63 | <variable></variable> |
| To set the volume of the game. Locked unless Preset is set to Custom. | | |

| Channel Volume (%) To set the percentage of the game master volume used for all sounds not covered by Feature Volume (%), e.g. the sounds heard when reels stop. Locked unless Preset is set to Custom | Min: [Min Game Master Volume], Max: 63 | <variable></variable> |
|--|---|-----------------------|
| Channel Volume (%) Set the percentage of the Game Master Volume used for all sounds not covered by Feature Volume (%) such as the reels stop sounds. Locked unless Preset is set to Custom. | Min: 1%, Max: 100% | <variable></variable> |
| Feature Volume (%) To set a percentage of the master volume channel that will be used for the following events: bonus trigger, bonus transition, bonus sounds, big wins and jackpots. Locked unless Preset is set to Custom. | Min: [Channel Volume (%)], Max: 100% | <variable></variable> |
| Default Game Volume (%) Set the position of the player volume selector (slider) which the EGM goes back to after attract. Locked unless Preset is set to Custom. | Min: 1%, Max: 100% | <variable></variable> |

2.14 How to Configure Game options?

• Function:

To configure the playing mode and other game settings

• Where to go?

Operator Menu / Configuration / <game name>

| -RATS 30L | | Help |
|------------------------------|---|------|
| Game Enabled | Invert Spin Direction in FS Disabled | |
| Math Configuration | Spin Type Smooth Bounce | |
| Math Information CA02 (F) | Default Game Speed 🕅 Fast | |
| MS ID 1769 | Big Wins (X Total Bet) 🕮 25 | |
| Denominations | | |
| Slot Wave Effect | | |
| Anims in FS 🛛 🗐 Enabled | | |
| | | Back |

| Parameter | Values list | Value for casino |
|--|-------------------|------------------|
| Game | Disabled, Enabled | Enabled |
| Enable or disable the current game. Not configurable for CL2 Games. | | |
| Math Information | Math ID | $$ |
| Display the pay table identifier. | Not configurable. | |
| MS ID | N/A | N/A |
| To specify the game ID in Mirador. | | |
| Slot Wave Effect | Enabled, Disabled | Disabled |
| To enable or to disable the option of starting the reels in such a way as to simulate a wave effect (each reel starts spinning one after the other, | | |

| creating a wave effect) | | |
|---|---|----------|
| Anims in FS Enable or disable animations during the free spins. When disabled, the game will only present the winning lines. | Enabled, Disabled | Enabled |
| Invert Spin Direction in FS Enable or disable the inversion of spin direction for reels 2 and 4 during free spins. | Disabled, Enabled | Disabled |
| Spin Type | Small bounce: Reels spin fast with a sharp stop. | Smooth |
| (small, smooth or no bounce). | Smooth: Reels spin more slowly and the end bounce effect is smoother. | |
| | No bounce: no bounce. | |
| | Mechanic: Reels start slowly without bouncing, get faster and end with the Smooth bounce effect. | |
| Default Game Speed | Slow (664 ms), Medium (498 | Medium |
| Set up the default speed of the game. | ms), Fast (332 ms) | |
| Big Wins (X Total Bet) | Min 20, Max 9999 | 25 |
| Set the total bet multiplier used to determine the win threshold that triggers a big win animation. | | |

2.15 How to Check the Math Configuration?

• Where to go?

Operator Menu / Configuration / <game name> / Math Configuration

| or menu / Configuration / CONC | GA PARTY 30L / Ma | th Configuration | | |
|--------------------------------|-------------------|------------------|--|--|
| Payout Details | | | | |
| | | | | |

| Parameter | Values list | Value for casino |
|-----------------------------------|------------------|------------------|
| Math type | | CL3 |
| Set up the Math Type of the game. | Not Configurable | |
| Payout Details | N/A | N/A |
| Commission screen | | |

| ath II | D: 1C8 | C N | | | | | | |
|-----------------|------------------|----------------|--------------------------|-----------------|--------------|-----------|--------------|--|
| offie edit v | versio value: | n: N \$0.01 | | | | | | |
| | | | | | | | | |
| BET | BEV | TOTAL BET | Prog Contribution | Extra win multi | % Extra Mult | Pay Table | Total Payout | |
| 1 | 30 | 30 | 0.00% | 0.00 | 0.0000% | 93.0048% | 93.00% | |
| 3 | 30 | 90 | 2.95% | 0.00 | 0.0000% | 91.0019% | 93.95% | |
| 5 | 30 | 150 | 2.10% | 1.25 | 0.0679% | 92.0026% | 94.17% | |
| 10 | 30 | 300 | 1.25% | 1.50 | 0.2377% | 93.0042% | 94.49% | |
| 20 | 30 | 600 | 0.35% | 2.00 | 0.5773% | 94.0008% | 94.93% | |
| | | | | | | | | |
| | | | | | | | | |

2.16 How to Check Denomination?

• Function:

To configure settings associated with the selected base credit value

• Where to go?

Operator Menu / Configuration / <game name> / Math Configuration / Denomination

Denomination Details

| Parameter | Values list | Value for casino |
|--|-------------------|-----------------------|
| [DENOM Name] - Denom | Disabled, Enabled | <variable></variable> |
| To enable or to disable the selected denomination. | | |
| Min Credit Mult for Progressive | N/A | N/A |
| Used to determine the minimum bet to be eligible to the progressive for games with more than 1 progressive by denom. N/A if there is no progressive. | | |

Bet Details

| Parameter | Values list | Value for casino |
|--|----------------------------|-----------------------|
| [Bet Name] - Bet | Disabled, Enabled | <variable></variable> |
| To enable or to disable the selected bet level. | | |
| Payout Max B.E. | <variable></variable> | <variable></variable> |
| Select pay table to be used when the player bets on all lines (BE) but the bet is not sufficient to be eligible for the progressive jackpot. | | |
| Payout Max B.E. with Prog JP | <variable></variable> | <variable></variable> |
| Select pay table to be used when the player bets on all lines (BE) and the bet is sufficient to be eligible for the progressive jackpot. N/A for single bet games. | | |
| Extra Win Mult | No mult, 1,25X Mult, 1,5X | No mult |
| To set up a multiplier for the extra win portion of a progressive won with a bet higher than the Min Credit Mult for Progressive value. | Mult , 1,75X Mult, 2X Mult | |

3 SYSTEM INFORMATION

This screen displays various informations about the gaming board, its main components, and the downloaded code.

| | ATION | 1170- | 1/2013 10:37:4 PAGE |
|---|--|------------------|------------------------|
| ME IDENTIFICATION Firmware ID = 01193067-B939 Program Name = SILVER VAU Program Version = BLUS1.02 Game Category = GSB CLASS MICS-MS ID = 1937 | C2A2 LT 30L 2 | | |
| Game Broadcast Version = 3.0 XML Menu Version = 1.00 | | | |
| ARD IDENTIFICATION Dallas Key = 000013B22E2D Board Serial Number = 00000 | 637413D | | |
| TWORK SETTINGS IP Address = 172.16.6.24/255.7 MAC Address = 00:17:40:00:21 Remote configuration = None | 255.255.0 from DHCP :05 | | |
| BUG INFORMATION Reset = HARD RESET (0xC126) MICS Msg = 1 | , Rst=0x03 | | |
| NATURES Program CRC16 = 5BE3 Program MD5 = FE2F7E668B7 | 37552E69DEDD1311255A9 | | |
| M CONFIGURATION Credit Balance = Cashable:\$0. Currency = Dollar (US) (\$) Management System = Mirad Pinout = 3675 [Edge72pinsExt | 00 (0 Credit) or ended GEN-EXT-10B UNI Rev-A (English)] | | |
| RDWARE INFORMATION Atmel = ATM1.19 (0011E011) / | / BOOT006 - BOD | | |
| Next Page | Turn on and off att/op key and press Riay / Datib to activate buttons navigation | Operator Menu | Exit |
| | POWER RESET | | |
| STEM INFORM | ATION | 11/04 | 4/2013 10:37: PAGE |
| RDWARE INFORMATION (Conti Boot device = Hard disk 2 Hard disk 2 = C400-MTFDDAA | inued) 064MAM / 16.01GB / 000000001251035A6BD8 4 11:56:57 | | |

| Game identification – Firmware Id | The unique identification number of the current gaming-board software version |
|---|---|
| Game identification – Game broadcast version | The version of the protocol used by our games to broadcast information to other machines and/or display screens (animation during progressives, access to various bonuses, etc.). Mostly used by our technicians for debugging. |
| Game identification – Game category | The type of game, such as GSL Class 2 or Class 3. |
| Game identification – MICS MS ID | The unique number identifying the game to the management system |
| Game identification – Program name | The identification of the current gaming-board software |
| Game identification – Program version | The version number of the current gaming-board software |
| Game identification – XML menu version | The version of the XML file used to determine the tree structure of the current menu. Mostly used by our technicians for debugging |
| Board identification – Board serial number | The gaming-board serial number assigned by Bluberi |
| Board identification – Dallas key | The gaming-machine identification number provided by the Dallas key. The Dallas key is a button-shaped IC containing a unique serial number used by management systems to identify a gaming machine. It is inserted in the small DKEY board fastened on the cabinet frame and linked to the gaming-board external identification-key connector. |
| Board identification – SAS asset number | SAS asset number |
| Network settings – IP Address | The gaming-board Internet location along with the IP mask identifying its local area network (LAN) and the DHCP protocol, if enabled. |
| Network settings – MAC address | The gaming-board unique identifier required for communicating through an Ethernet link. |
| Network settings – remote configuration | The name of the configuration currently applied on the EGM (when the EGM parameters have been set through remote configuration). |

| Signatures – Integrity MD5 | MD5 Signature |
|----------------------------------|---|
| Signatures – program CRC16 | The CRC 16-bit computation (Cyclic Redundancy Check) performed on the downloaded software for error detection. This value is compared to the CRC16 computed before the download to validate the code integrity. |
| Signatures – program MD5 | The 128-bit hash value computed on the downloaded software for error detection. This value is compared to the MD5 computed before the download to validate the code integrity. |
| EGM Config – Bill Acceptor | Bill acceptor configured |
| EGM Config – Card Reader | Card reader configured |
| EGM Config – Cashless system | Cashless system configured |
| EGM Config – Credit Balance | The current credit balance as displayed in the Statistics Meters submenu. |
| EGM Config – Currency | The current monetary unit and symbol. |
| EGM Config – Management system | The identification of the management system. |
| EGM Config - Pinout | The pinout selected, when the game supports more than one pinout |
| EGM Config – Printer | Printer configured. |
| Hardware info – ATMEL | The version number of the code programmed in the ATMEL door-tracking controller that monitors access even when power is off and keeps track of the date and time. |
| Hardware info – Boot device | The identification of the device used for booting the gaming board. |
| Hardware info – boot flash | The version number of the boot sequence code programmed in the boot flash memory. |
| Hardware info – Compact flash | |
| Hardware info – Display | The identification and serial number of the display. |

| Hardware info – DSP Firmware | The version number of the code programmed in the digital-signal processor (DSP) controlling the music and sound effects. |
|------------------------------------|--|
| Hardware info – DSP MP3 Library | The version number of the library programmed in the digital-signal processor (DSP) controlling the music and sound effects. |
| Hardware info – FPGA | The version number of the code programmed in the main glue-logic component along with the name and revision of the gaming board. |
| Hardware info – Hard Disk 1 | The identification and serial number of the Solid State Drive. |
| Hardware info – SAM card | The version and serial numbers of the SAM card. |
| Hardware info – SPHINX | The version number, identification and software version number of the SPHINX |
| Hardware info – Touchscreen | The identification of the touchscreen. |
| Hardware info – USB | |

4 RECALL HISTORY

| Last Games | To display details about the last games played. |
|------------------------|---|
| Collect History | To display a list of the last money collections. The list includes amounts collected, device names, and validation numbers as well as the date and time of each event. |
| External Bonus History | To display a list of the last external bonus amounts won along with the bonus type (FROM), the start and end balances and the corresponding date and time. |
| Hand Pay History | To display a list of the last amounts paid by the operator along with the corresponding date and time, the ticket and validation numbers, and the payment type. |
| Money In History | To display a list of the last amounts inserted in the gaming machine along with the device name, the corresponding date and time and the validation |

| | number. |
|----------------------------|--|
| Progressive Win History | To display a list of the last progressive jackpots awarded with their amounts as well as the corresponding date and time. |
| System Log | To display a list of events along with the last messages exchanged between the gaming board and its server router or between the gaming board and its peripherals. The system log specifies the entry type as well as the corresponding date and time. |
| Event Log | The event log stores the last events with the most recent event listed first. This log lists the events with their date and time: Power On or Off, Doors, Operator Menu access, etc. |
| Extended Validation Status | To display the SAS validation statuses of the machine according to the SAS host. |

5 STATISTICS

| STATISTICS Operator menu / Statistics | |
|--|------|
| Meters | |
| Progressives | |
| Events | |
| Ethernet | |
| Reset Credit | |
| | |
| | |
| | Back |

| Reset Credit | To reset the player's credits without having to print. |
|--------------|---|
| Meters | To display the lifetime, periodic or daily totals of either the SAS, GLI or proprietary meters. |
| Progressives | To display the lifetime, periodic and daily totals relating to progressive jackpots. |
| Events | To display a list of events along with the number of occurrences and the date and time each event was last recorded. |
| Ethernet | To display information about IP messages exchanged between the gaming-board Ethernet controller and the network, such as communication errors and packet size. |

6 DIAGNOSTICS

| Bill Acceptor Bill Lacceptor TEST Operator menu / Diagnostic / Bill Acceptor Last 5 Bills: Last Barcode Number: Status: Ialing Model: JCM UBA (ID 0003) (UUUCAL 10-55 JID003) 059/251-48 02/021 (3 10:03) | To test that the bill acceptor properly detects bill insertion and to display information about the connected bill acceptor. |
|---|---|
| Card Reader CARD READER TEST Operation menu / Degenation / Carlo Reader • CARD SUMP: | To display information about the connected card reader. |

| Coin | |
|--|--|
| Doors Parati mee/ Degress: / Dors Main door: Released Logit door: Released Drop door: Released Bill door: Released Bill door: Released | To test the door switches. |
| DSP Statistics SPENETIC Part of the second secon | To display statistics about the DSP. |
| DE Speed Parter menu Dagmase rind spead Parter menu Dagmase r | To display information about the CompactFlash memory or the Solid State Drive (SSD) along with its read and write timings. |
| Windowski Market Status Market Status Market Status Ma | To test the input and output components connected to the board. Use this button to test the working order of switches, buttons, meters, lamps, and the tower light. The gaming-machine inputs are listed in the left column. Asterisks identify the inputs already tested while red characters identify inputs currently being tested. Outputs are listed in the right column. To test an output represented by a red box, turn the Operator Menu key while pressing |

| | the box. |
|--|---|
| | Red boxes correspond to mechanical meters. Be careful when modifying them since any modification to these outputs affects the accounting. |
| LED Display | To test the LED display. |
| EED DISPLAY Prevalent menu, 2 Diagnosis / Led Display Version : LDI-RGB 2.04 Reset Loop | |
| Meters | To test the machine physical meters. |
| METERS | |
| Monitors | To verify that every hue programmed is |
| | displayed, to test the screen, and to adjust the image size. Verify that the four screen corners appear on the monitor. Use the adjustment buttons to size the grid properly. |
| Printer | To display information about the connected |
| PRINTER TEST General data (2) Objects (Annuel Printer Manuel, Operation (2) OF CSN2 Printer Manuel, THE PRINTER & READY Printer Manuel, THE PRINTER & READY Printer Manporte : 40(40(40(40))) | printer and to test the communication between the gaming board and the printer. |
| | that has been corrected. |
| Poll Printer Back Back | Poll Printer To request the printer status |

| | information. It also allows determining whether the connection is properly configured. Test Ticket To print an empty ticket displaying only the header. |
|---|--|
| RAM Backup Poetsist menu/ Rageasti / MM Backup (2048 KB): OK Ram Backup (2048 KB): OK | To test the condition of the RAM that secures the backup statistics. |
| SAM Card Garate mew./ Dageosic/.sa.Card Version: 3.2 (SSCP v1.20 Cv1) Serial No.2-A306239 Carnet ID: 149 Carnet ID: 149 SAM Data Status: 0 | To display information about the SAM card. |
| <section-header><section-header><section-header><section-header><section-header><section-header><section-header><section-header><section-header></section-header></section-header></section-header></section-header></section-header></section-header></section-header></section-header></section-header> | To test the condition of the SDRAM. |
| Sound Sound Determent / Diagnostic / Sound Sound (8 MB): OK Prev Sound Play Snd No. 1 Next Sound Loop Volume Stop | To test the condition of the sound memory. |
| SPHINX | To display information about the SPHINX and related data. |

| Collect To collect the SPHINX data on a |
|---|
| To specify the SPHINX location. This number must be different from zero. |
| To display information that may be used to validate the software integrity. |
| Firmware ID: The unique identification number of the current software version. |
| Overall CRC32: The CRC 32-bit computation (Cyclic Redundancy Check) performed on the downloaded software. |
| SHA1: The SSD/CompactFlash data computation which results in a 20-byte signature to validate the game programmed. |
| SHA1 Computed Size: The SSD/CompactFlash size data computation |
| To test the condition of the video RAM. |
| |

7 MACHINE ON HOLD

The operator may put the gaming machine on hold for a specified period.

Using the numeric keypad, set the machine's holding period. The maximum value allowed on the keypad is 999 minutes, but entering 0 allows the machine to be put on hold indefinitely.

8 CONTACT US

If you have any question, comment or feedback, please use the contact details provided below.

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