

# ROCK N ROLL

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PERSONALITY PACKAGE



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**10p £5-00**

Bells	£5-00		
Plums	£1-00	Grapes	£2-00
Cherries	£0-40	Oranges	£0-80

**5p £5-00**

Bells	£5-00		
Plums	£0-60	Grapes	£1-00
Cherries	£0-20	Oranges	£0-40

As each win value is awarded it is counted into the Bank. The RNR/Rock N Roll feature will continue on a random basis until its natural end.

Should the cumulative value of wins attempt to exceed the maximum stated win value during any one feature frame, then a credit will be deducted to cover this continuing frame. Once the feature has finished, the game will revert to normal play.

**Floats and bank limits.****Float Levels.**

Stake and prize	£1 hopper (Arcade)	£1 hopper (Bingo)	20 or 10p hopper
25/30p £25-00	£150-00	£125-00	Not used
25p £15-00	£150-00	£125-00	Not used
5/10p £5-00	£50-00	£125-00	£25-00
20p £5-00	£150-00	£125-00	Not used

**Bank Limits**

Stake and prize	Low bank limit	High bank limit
25/30p £25-00	£50 pays down to £15	£70 pays down to £25
25p £15-00	£50 pays down to £15	£70 pays down to £25
20p £5-00	£15 pays down to £5	£25 pays down to £10
5/10p £5-00	£15 pays down to £5	£25 pays down to £10

**E.G**

On 30p £25-00 with a high bank limit, the bank pays out at £70 or greater and pays down to £25 left in bank.

**Game options**

The maximum credit intake is fixed at 60 credits irrespective of play value.

When Bank Limits have been set, the player will be forced to partially collect at the end of any game when that fixed limit has been exceeded. The Bank will reduce to a level not exceeding **4 times** the maximum win value.

A **CL** (cash low) sign will flash when the Hopper float falls below £15 indicating that a cash refill is required.

The **Call Attendant** message will flash should the hopper fail to payout for whatever reason and the machine will lock up until the fault has been rectified, i.e. Hopper refill, coin jam etc.

**Refill / Electronic Meter Operation**

Operating the refill Key will place the machine in refill mode, the Plays Display will show flashing **rF**. Whilst in this mode, the operator may refill cash the value of which will be shown as a total on the Bank Display. Cash refills will also be recorded on the refill meter (in 10p units) Removal of the refill key exits the refill mode. During the refill operation all wins and credits are preserved and will be restored when the refill mode is exited.

Should the Hopper run empty during game play, **Ep**, will flash on the Plays Display and the normal game function will be inhibited. Perform a normal refill as above. Following this, any outstanding pay out due may be collected as a normal sequence.

When the refill key is operated, the operator can access the machines electronic meters by pressing and releasing the **HOLD & CANCEL/COLLECT** buttons in the following order: -

**HOLD 1.      HOLD 2.      HOLD 2.      HOLD 3.      CANCEL/COLLECT**

The Plays Display will then show **CI** showing the function of the first electronic meter (cash in). Four six digit meters are stored as follows: -

<b>CI</b>	-	Cash In	(10p value)
<b>CO</b>	-	Cash Out	(10p value)

Operating the **START** switch will increment to the next meter, operating the **AUTO NUDGE** button will display the meter count on the Bank Display as follows: -

First display	.	.	.
Second display	Count digits 6, 5, 4		
Third display	Count digits 3, 2, 1		

To clear the electronic meters, with the Bank Display showing ". . ." press the **HOLD 1** and **HOLD 3** buttons simultaneously. The Bank Display will show flashing **CLr** to confirm that the meters have been cleared. To exit the electronic meter display, remove the refill key.

### Machine set-up procedure

Prior to installing the machine or after a RAM clear, the operator must: -

1. **PERFORM THE HOPPER INITIALISE SEQUENCE.**
2. **SET THE SOFTWARE VOLUME CONTROL LEVEL.**

### Hopper Float Operation

The float level of the hopper is calculated electronically and the sequences outlined below **Must** be strictly followed if the correct Hopper level is to be maintained.

The **maximum float** in the hopper is fixed in the program at **150 coins for Arcade /125 coins for Bingo**. During game operation, £1 coins inserted into the machine will divert to the hopper if the calculated float is less than £150/125. Alternatively, coins will be routed to the cash box if the float is £150/125 or more.

To set the initial level, the hopper initialise sequence must be performed. To check the current level, the operator can use the **Hopper Level** display facility. The machine also has a hopper dump facility, which will pay out all the coins held in the hopper while displaying the total on the Bank Display. To maintain the correct level, all refills **must** be performed via the **refill key** through the acceptor with both doors **closed**.

Any coins paid out during **hopper test (t1)**, must be returned manually to the hopper as this test does not decrement the float level.

### Hopper initialise sequence

To correctly set the hopper float, operate the refill key with the cash door open. The Plays Display will show **HL** (Hopper Level) and the Bank will show that calculated level, (which will be zero after a RAM clear). Press the hopper dump switch. After a short delay, the Plays Display will show **Hd** (Hopper Dump) and any coins in the hopper will be dispensed with the total amount indicated on the Bank Display. The software will now assume that the hopper level is **ZERO**. Turn the refill switch **OFF** then **ON** again. The Plays Display will revert to showing **HL**. The operator should now insert the required coins to float the hopper. As the coins are inserted, the current float is shown on the bank Display. After the float has reached 150/125 coins, the acceptor will lock out preventing further coin insertions. The float is now correctly set. The operator may at any time use the **HL** function to display the current Hopper Level.

## Alternative/Quick method, Hopper Empty/Re-float

### The second hopper needs to be floated on 10/5 £5 only.

Perform the Hopper Dump routine and add this cash to the machine count.

Manually, place £150/125(Bingo/Arcade setting) in £1 coins into the £1 Hopper and £25 in 20/10ps in the second hopper (if required)

With either of the front doors open, install and turn the refill switch and press **HOLD 1 for £1hopper and HOLD 2 for 20/10p hopper** HL will be shown on the Plays Display.

Hold down the **CANCEL** button and press the **HOLD 1(£1) HOLD 2(20/10p hopper)** Button. This will set the memory to the Hopper Float Level of £150/125 without the need of inserting the 150/125 coins through the coin entry. The Bank Display will confirm **150/125 Coins**. Remove the refill key.

**Please note that the hopper(s) will show the number of coins and not the value IE 125 /150 in £1 coins (£125/150) and 125 Coins (20p) and 250 Coins (10p) which is a £25 float.**

## Software Volume control

This allows the operator to set the sound volume level via software control.

With the volume control on the program card set to the mid position and with the cash door or main door open, operate the refill key. Press **HOLD 2** and a tune will play continuously. The bank Display will show the current setting with a value of between 1-31.

Pressing **HOLD 2** will decrease the level by 1 step.

Pressing **HOLD 3** will increase the level by 1 step.

Turning the refill switch to the OFF position will store the selected level.

Following a RAM clear, the volume will default to level 15.

## DEMO MODE / TEST SEQUENCE

### Entering Demo Mode

Open the back door and wait for reels to initialise. The alpha display will show the back door animation. During this animation, press the START button once. Pressing the START button again will give you 40 games credit. This will enable you to step the reels, play games, play the feature, etc.

### Entering Test

From the back door animation or demo mode press the test switch once.

On entering the test routine the display will show **TEST 1.1**

Pressing the START button will start the test shown on the alpha. To increase the test number, press the AUTOPLAY button. To decrease the test number, press the HOLD3 button.

The tests are numbered as follows :

- 1.1 COIN IN
- 1.2 COIN OUT
- 2.1 REELS
- 3.2 LAMPS
- 4.1 INPUTS
- 4.2 DILS
- 5.2 LEDS
- 6.1 METERS
- 7.1 COMMS
- 8.1 AUDIO
- 8.2 VOLUME
- 9.1 KEYS

Press	<b>START</b>	to start the test shown.
Press	<b>AUTOPLAY</b>	to show the next test.
Press	<b>HOLD3</b>	to show the previous test.

### **Test 1.1 Coin In**

#### **Coin Entry**

The value of any coin inserted will be shown on the alpha display e.g. for a £1 coin  
1PND 1.1 is displayed.

#### **Coin Inhibit**

To inhibit coins press the CANCEL button. The display will now show  
INH 1.1

Press CANCEL again to allow coins.

#### **Coin Divert**

To send coins from the hopper to the cash-box, press the HOLD1 button.

Press the HOLD1 button again to send coins back to hopper.

Press the START button to exit the coin in test.

Bank display shows "d" for divert to hopper or "C" for cashbox .The d.p on left hand digit indicates accept or inhibit - on for accept

If the machine is set to 5p or 10p play both £1 and 10p/20p will divert when test is set to divert.

Press	<b>CANCEL</b>	to allow coins / inhibit coins.
Press	<b>HOLD1</b>	to divert coin to cash-box or hopper
Press	<b>START</b>	to exit coin in test.

### **Test 1.2 Coin Out.**

Entry to test requires refill key operated.

Bank shows either H1 pound hopper or H2 10p/20p hopper

On entering coin in test the display will show the first payout device (1 pound hopper).

1PND 1.2

Pressing the AUTOPLAY button will advance the test to the next payout device (if any).

Pressing the HOLD3 button will move the test to the previous payout device.

#### **Coin Payout**

To pay out a single coin from the selected hopper press HOLD 1.

To pay out 5 coins from the selected hopper press HOLD 2.

To pay out 10 coins from the selected hopper press HOLD 3.

1 1.2

Press the START button to exit coin out test.

Press	<b>HOLD1,2or 3</b>	to pay out a 1,5 or 10 coins from the selected hopper.
Press	<b>AUTOPLAY</b>	to select the next hopper.
Press	<b>HOLD3</b>	to select the previous hopper.
Press	<b>START</b>	to exit payout test.

### **Test 2.1 Reels**

On entering reel test all reels will spin to their reset position (feature symbols).

Press HOLD1, HOLD2 or HOLD3 button to step reels 1, 2 or 3. The last reel stepped will be shown on the display, the first 3 digits of bank show the symbol and the last digit the reel number.

Press and hold the CANCEL button to display the value of any win on the win-line, or "----" if no win is present.

Press the START button to exit reel test.

Press	<b>HOLD1</b>	to step reel 1.
Press	<b>HOLD2</b>	to step reel 2.
Press	<b>HOLD3</b>	to step reel 3.
Press	<b>CANCEL</b>	to show the value and type of any win on the win-line.
Press	<b>START</b>	to exit reel test.

### **Test 3.2 Lamps**

On entering lamp test, the display will read

**FLSH 3.2**

and all lamps on the machine will flash.

Press the CANCEL button to stop lamps flashing and enter walking lamp test.

In walking lamp test, the display will show the number of the currently lit lamp, beginning with the reel 1 top lamp (lamp number 0). The display will show

**000 3.2**

To single step each lamp forwards press the AUTOPLAY button. To single step each lamp backwards press the HOLD3 button. Hold down the AUTOPLAY or HOLD3 button to step through the lamps quickly. Press the CANCEL button at any time to enter lamp flash test.

To exit lamp test press the START button.

Press	<b>HOLD3</b>	to single step lamps in group backwards.
Press	<b>AUTOPLAY</b>	to single step lamps in group forwards.
Press	<b>CANCEL</b>	to start/stop all lamps flashing
Press	<b>START</b>	to exit lamp test.

### **Test 4.1 Inputs**

When an input changes state, a short tone will sound and the display will show the input.

The following inputs can be tested in input test:

START button,                      AUTOPLAY button,                      HOLD3 button,  
HOLD2 button,                      HOLD1 button,                      CANCEL button,  
POUND LOW switch,                      HOPPER DUMP switch,  
TEST switch,                      REFILL KEY switch,  
STAKES AND PRIZES KEY switches (7),  
PERCENTAGE KEY switches (4),

Pressing the START button will sound a short beep and exit INPUT test.

### **Test 4.2 DILS**

On entering DIL test, the current state of the 16 DIL switches on the machine are shown on the award lamps.

<b>Bank 1.</b>	<b>Bank 2.</b>
Sw 1 - Plum 1 lamps	Cherry 1 lamps
Sw 2 - Plum 2 lamps	Cherry 2 lamps
Sw 3 - Plum 3 lamps	Cherry 3 lamps
Sw 4 - Plum win decal lamps	Cherry win decal lamps
Sw 5 - Grape 1 lamps	Orange 1 lamps
Sw 6 - Grape 2 lamps	Orange 2 lamps
Sw 7 - Grape 3 lamps	Orange 3 lamps
Sw 8 - Grape win decal lamps	Orange win decal lamps

**Press the START button to exit DIL test.**

**Test 5.2 LEDs**

On entering led test the display will clear.

**Single element test**

From left to right each segment of the display will show the symbol '8'.  
Press the AUTOPLAY button to switch to entire display test.

**Entire display test**

All elements of the display will cycle through each segment of the LED.  
Press the AUTOPLAY button to switch to single element test.

Press the START button to exit LED test.

**Test 6.1 Meters**

Press the CANCEL button to begin the test. The meters will pulse five times each in the following order:

Cash in, Cash out, Refil

The meter being pulsed will be shown on the bank display.

Press the START button to exit meter test.

**Test 7.1 Comms**

The test will continually test the comms port.

If a datapak is detected, the display will show

**PASS 7.1**

If a datapak is not detected, the display will show

**FAIL 7.1**

Press the START button to exit comms test.

**Test 8.1 Audio**

On entering audio test a sample will play on channel 1, and the display will show

**CH 1 8.1**

The sample will then play on channel 2 and finally on both channels 1 and 2. The display will show

**CH 2 8.1**

then

**BOTH 8.1**

Press the START button to exit audio test.

**Test 8.2 Volume**

On entering volume test, a sample will play continuously and the display will show the current volume level shown as count. **0 - 32**

Press the CANCEL button the decrease the volume.  
Press the HOLD 1 button to increase the volume.

Press the START button to exit volume test. The current volume will now be saved.

### **Test 9.1 Keys**

On entering keys test, the display will identify whether the machine percentage and stakes/prizes are currently selected using DIL switches, key or are fixed. e.g. if the machine is using the DIL switches to select percentage and is using a stakes and prizes key for jackpot and price of play, the display will read,

PC DIL STK KEY

The current machine settings will then be displayed e.g. a machine set on 82 percent and 5p play / £5.00 jackpot will show

9.1 82PC 5P 5.00

Any changes to the percentage, price of play and jackpot will be shown immediately on the display.

Press the START button to exit key test.

### **Alarm Codes**

Code	Possible Cause
0144	£1 hopper error
0141	10p hopper error
0142	20p hopper error
1000	General coin mech error (inc. coin alarm 5p / £2).
1100	Coin alarm - £1
1200	Coin alarm - 50p
1300	Coin alarm - 20p
1400	Coin alarm - 10p
1900	Strim alarm
2100	Reel alarm - reel 1
2200	Reel alarm - reel 2
2300	Reel alarm - reel 3
2400	Reel alarm - reel 4
4200	New program / version / ram clear
4500	Mode change (price of play, jackpot or percentage)
4900	Invalid stakes / prizes key
4100	Refill entered
4700	Refill required
6100	Cash in meter alarm
6200	Cash out meter alarm
9100- 9700	<b>Software error</b> <b>CONTACT EMPIRE GAMES</b>
9800	Machine reset during I.O.U.
9900	Machine reset during payout

## SWITCH SETTINGS

### BANK 1

#### Switches 1-3 Price of Play / Jackpot Selection

	5p £5-00	10p £5-00	20p £5-00	25p £15-00	25p £25-00	30p £25-00
Switch 1	OFF	ON	OFF	ON	OFF	ON
Switch 2	OFF	OFF	ON	ON	OFF	ON
Switch 3	OFF	OFF	OFF	OFF	ON	ON

#### Switch 4. Payout Option

- OFF Bank all wins
- ON Payout all wins direct

#### Switch 5. Bank Limit

- OFF Normal bank limit
- ON High bank limit.

#### Switch 6. Arcade/Bingo

- OFF Arcade mode of play
- ON Bingo mode of play

#### Switch 7. Second Hopper Selection

- OFF 20p hopper fitted
- ON 10p hopper fitted

#### Switch 8. Button Panel Selection

- OFF Button panel A
- ON Button panel B

### BANK 2

#### Switches 1 - 4 Percentage Selection

	70	70	72	74	76	78	80	82	84	86	88	90	92	94	96	98
1	OFF	ON	OFF	ON	OFF	ON	OFF	ON	OFF	ON	OFF	ON	OFF	ON	OFF	ON
2	OFF	OFF	ON	ON	OFF	OFF	ON	ON	OFF	OFF	ON	ON	OFF	OFF	ON	ON
3	OFF	OFF	OFF	OFF	ON	ON	ON	ON	OFF	OFF	OFF	OFF	ON	ON	ON	ON
4	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	ON	ON	ON	ON	ON	ON	ON	ON

Switches 5-7 are not used.

#### Switch 8 Ram Clear

- OFF No effect
- ON Ram Clear procedure.

#### Ram Clear Procedure.

With door open, Switch 8 in the **ON** position, hold down **Cancel** and **Hold 1** an audio beep will sound, after approx 5 seconds this will stop and "CLR" will be displayed in the bank display. The ram is now cleared, return Switch 8 to the **OFF** position.