

# QPS INTERACTIVE AFTERSALES & SERVICE

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## 1. GAME DESCRIPTION

The game consists of three reels with standard fruit symbols and aeroplane symbols plus a fourth reel with numbers 1-10 plus stop symbols.

Wins achieved on the reel game are transferred to the bank directly and feature entry is achieved by lighting three aeroplane symbols on the 27 way matrix.

In the main feature the player spins the fourth reel and advances around the cash cloud collecting cash values, if the player lands on a value that has already been won then this will turn red and the player will double that amount. The feature continues until the fourth reel lands on a stop symbol. At the end of any losing game up to 3 random nudges may be awarded.

### TOP GLASS DECAL

Position	£25 Jackpot QPSLLFP25
1	50p
2	£1
3	£5
4	£2
5	£3
6	£10
7	£4
8	£1
9	50p
10	£2
11	£1
12	£25

### BOTTOM GLASS DECAL

Symbol	QPSLLWP25
Red 7	£25
Blue 7	£15
Melon	£5
Lemon	€3
Plum	£2
Mixed 7's	£1

## REEL LAYOUT

Position	QPSLLR1	QPSLLR 2	QPSLLR3	QPSLLR4
1	MELON	RED 7	RED 7	1
2	PLANE SYMBOL	MELON	MELON	STOP
3	LEMON	PLUM	LEMON	3
4	RED 7	PLANE SYMBOL	BLUE 7	5
5	MELON	BLUE 7	PLANE SYMBOL	4
6	LEMON	MELON	PLUM	10
7	BLUE 7	LEMON	RED 7	8
8	LEMON	RED 7	PLUM	2
9	PLUM	LEMON	MELON	9
10	RED 7	PLUM	BLUE 7	7
11	PLUM	BLUE 7	LEMON	STOP
12	MELON	PLUM	PLANE SYMBOL	6
13	PLANE SYMBOL	PLANE SYMBOL	BLUE 7	
14	LEMON	RED 7	MELON	
15	PLUM	LEMON	PLUM	
16	BLUE 7	PLUM	LEMON	

### DEMONSTRATION MODE

With the front door open, press the start button, credits will appear on the display.

On entering the demonstration mode a number of options are available:

- The game can be played normally.
- By holding the cancel button and any hold button, the reel relating to the hold button can be stopped down to any position.

## 2. COIN HANDLING

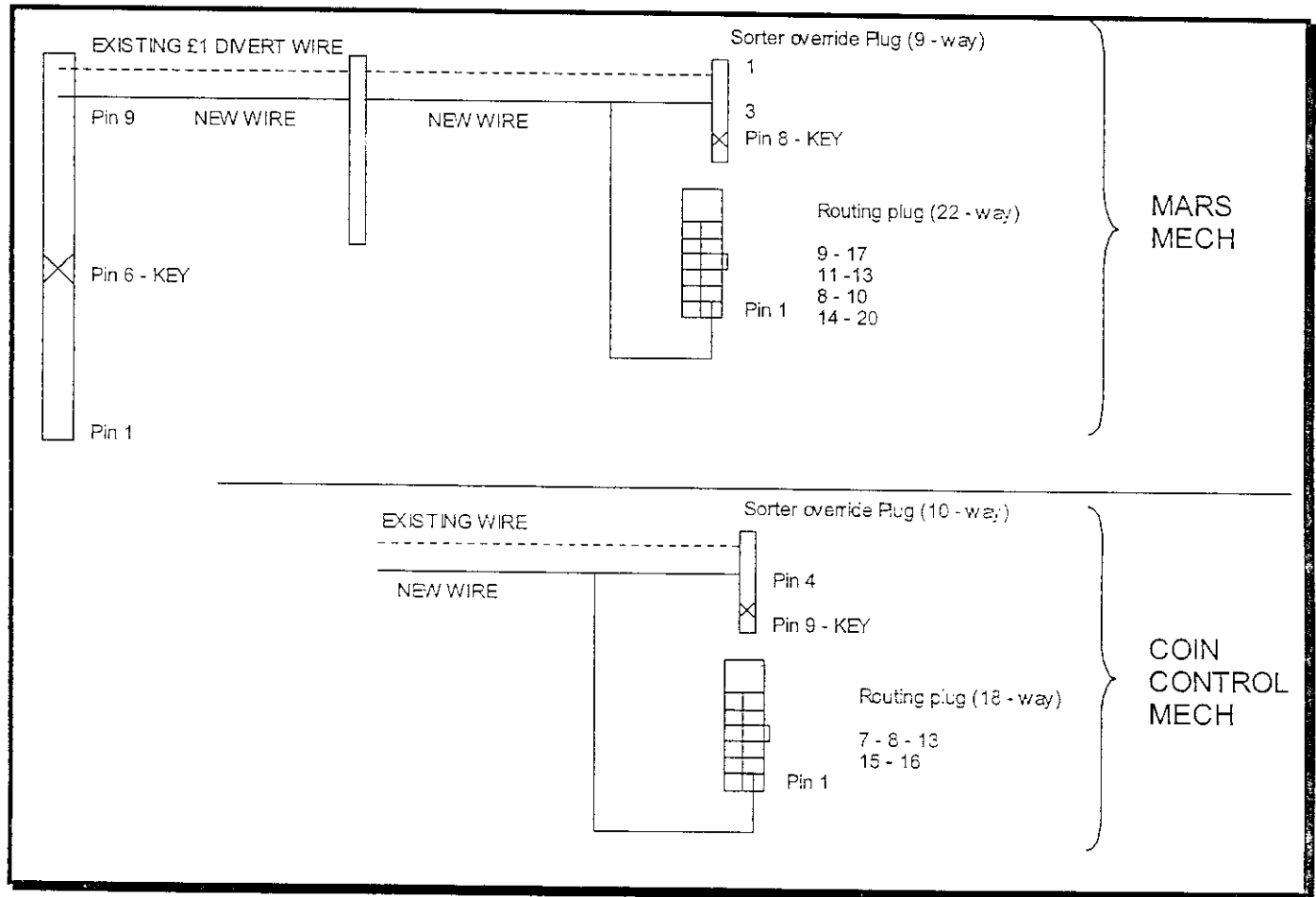
This machine can be operated using following coin mechanisms.

1. Money Controls C435A
2. Mars Cashflow 126

Both types of mechanisms accept the following coins.

5p, 10p, 20p, 50p, £1 & £2 coins.

### COIN MECH WIRING LOOM



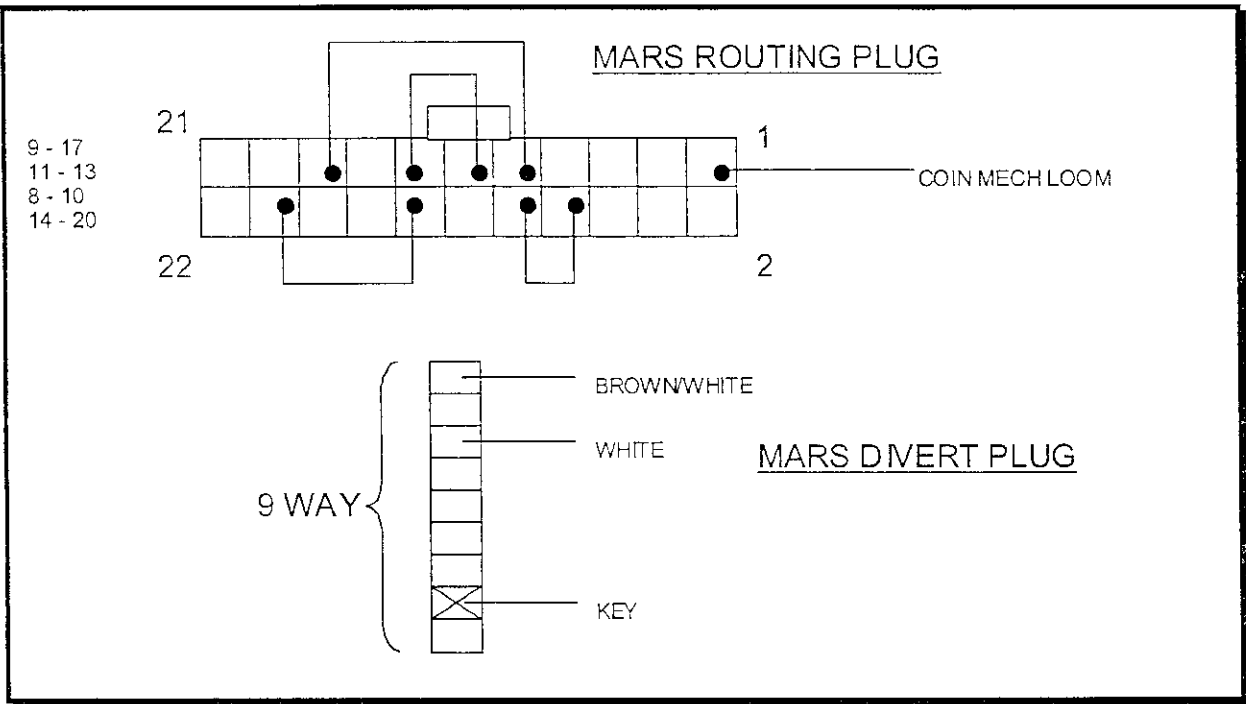
# ROUTING PLUG CONFIGURATION

Loop The Loot contains two hoppers (£1 & 10p) the Routing Plug is configured for both hoppers and the Coin Mech Loom contains wiring and plugs for both Cashflow and C435 mechs.

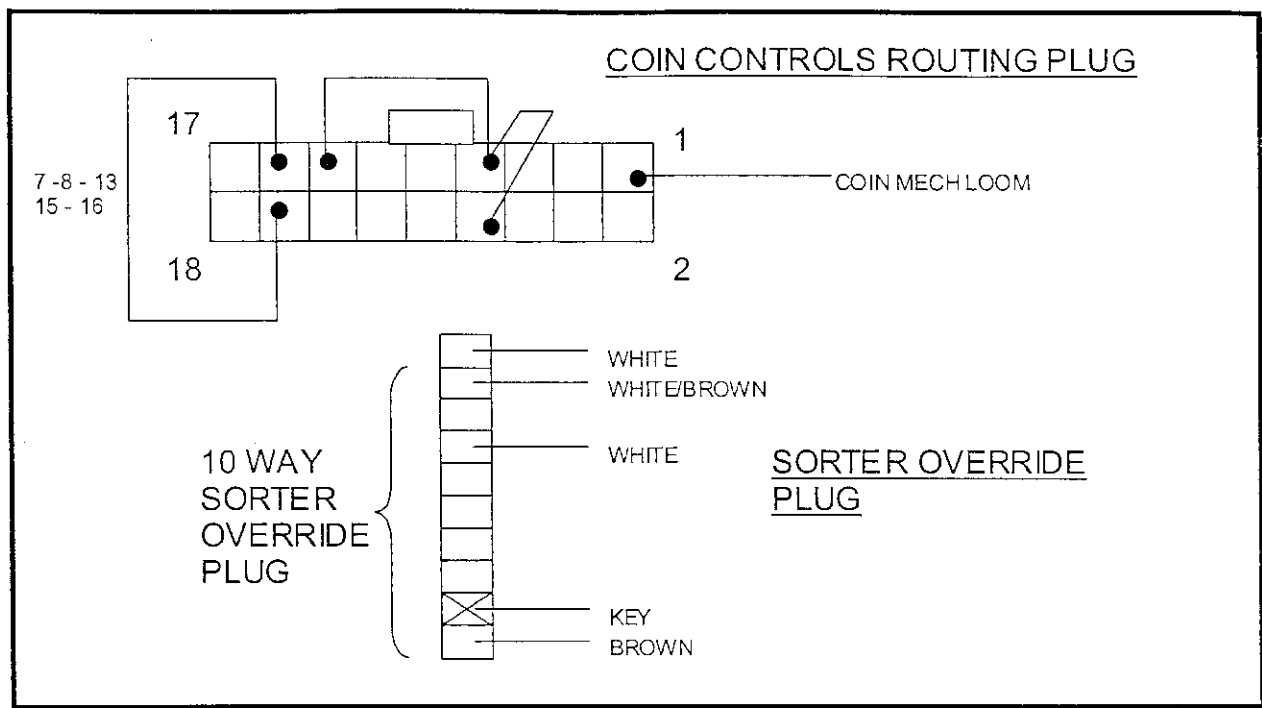
If the Jackpot is changed the Routing Plug does not need adjusting as the software will automatically default 10p coins to Cash Box for £25 Jackpot

The Routing Plugs are as follows.

## MARS ROUTING



## COIN CONTROLS ROUTING.



### 3. STAKE AND PRIZE COMBINATIONS

The Stake and Prize settings for Loop the Loot are set via the DIL switches situated on the MPU4 board.

#### Stake Setting

Play Value	B1 S1	B1 S2	B1 S3
20p	OFF	ON	OFF
25p	ON	ON	OFF
30p	OFF	ON	ON

#### Jackpot Setting

Jackpot	B1 S8	B2 S1
£25	OFF	ON

## PERCENTAGE PAYOUT SELECTION

The Percentage payout can be selected by one of two options

1. Via the standard Percentage key situated just above the MPU
2. Via the DIL switches located on the MPU 4 board. The settings of which are as follows.

%	B1 S4	B1 S5	B1 S6	B1 S7
70	OFF	OFF	OFF	OFF
72	ON	OFF	OFF	OFF
74	OFF	ON	OFF	OFF
76	ON	ON	OFF	OFF
78	OFF	OFF	ON	OFF
80	ON	OFF	ON	OFF
82	OFF	ON	ON	OFF
84	ON	ON	ON	OFF
86	OFF	OFF	OFF	ON
88	ON	OFF	OFF	ON
90	OFF	ON	OFF	ON
92	ON	ON	OFF	ON
94	OFF	OFF	ON	ON
96	ON	OFF	ON	ON
98	OFF	ON	ON	ON
99	ON	ON	ON	ON

## DIL SWITCH SETTINGS

The DIL switches are situated on the MPU. There are two banks (1 & 2) and there are 8 switches on each bank.

The functions are as follows:

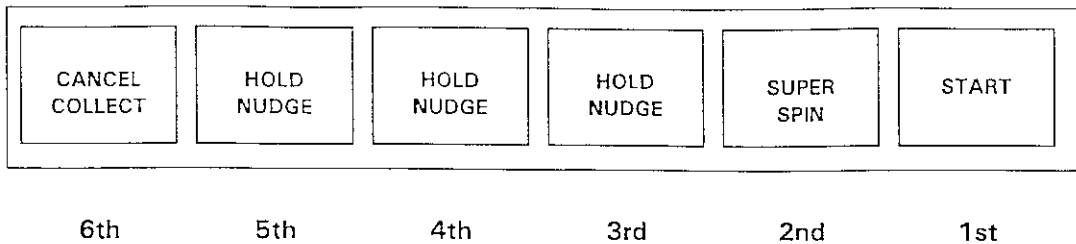
	OFF	ON
BANK 1		
1	Stake setting	
2	Stake setting	
3	Stake setting	
4	Percentage setting	
5	Percentage setting	
6	Percentage setting	
7	Percentage setting	
8	Jackpot setting	

BANK 2		
1	Jackpot setting	
2	n/a	
3	n/a	
4	n/a	
5	Mars Cashflow = OFF / Money Control = ON *	
6	n/a	
7	Attract Mode = OFF Minimal/ON FULL	
8	n/a	

Note: \* This controls the coin diversion! If DIL Switch 5 on Bank 2 is incorrect the machine will not operate correctly and will not float the machine to the correct levels.

The standard settings for our machines will be with all 16 switches OFF.  
£5-5p-70%

#### 4. BUTTON LAYOUT



## 5. TEST SEQUENCES

To aid in fault finding and testing of Loop The Loot a series of tests are available to check each aspect of the machine operation.

To enter the test program press the test button located inside the machine on the left hand side just below the Reel shelf.

There are twelve test levels which are indicated numerically on the credit display.

These can be accessed by pressing the start button to reach the test required and then the 2<sup>nd</sup> button to activate each test.

The routines are as follows:

T1	Coin Handling
T2	Reel Test
T3	Lamp Test
T4	Switch Test
T5	Display Test
T6	Meter Test
T7	Sound Test
T8	Reset Test
T9	Soak Test
T10	Diverter Test
T11	% Payout (Aiming)
T12	Actual % Payout

### TEST 1: COIN HANDLING

Press the 2<sup>nd</sup> button (see button layout) to activate. Any coin can now be entered and will show that the coin is enabled and credited correctly by showing the value of that coin on the top display.

Press HOLD 1 will activate £1 hopper and 1 x £1 coin will be paid out.

Press HOLD 2 will activate 10p hopper and 1 x 10p will be paid out.

## **TEST 2: REEL TEST**

Move through the test routine as described until the number 2 is shown on the credit display. Press the 2<sup>nd</sup> button and the reels will spin to position 1 which is with the first symbol showing on the winline and the opto blocked by the Reel tab.

Pressing the relevant HOLD button will nudge each reel down by one symbol.

## **TEST 3: LAMP TEST**

Move through the test routine as described until number 3 is displayed on the credit display.

Pressing the 2<sup>nd</sup> button will illuminate all lamps.

Press the 2<sup>nd</sup> button again to step through the lamps.

Press HOLD 2 button to step backwards through lamps.

## **TEST 4: SWITCH TEST**

Move through the test routine as described until number 4 is displayed on the credit display.

Pressing the 2<sup>nd</sup> button will activate the switch test.

Pressing each switch will produce an audible bleep and will illuminate the relevant switch lamp.

Comment: No Door Switches

## **TEST 5: DISPLAY TEST**

Move through the test routine as described until number 5 is displayed on the credit display.

Pressing the 2<sup>nd</sup> button will activate the display test.

All segments of the displays will flash and then each segment will flash individually stepping automatically from one to the other.

#### **TEST 6: METER TEST**

Move through the test routine as described until number 6 is displayed on the credit display.

Turn the 87000 Refill Key and press the 2<sup>nd</sup> button: All meters will advance one unit.

Remove Refill Key.

#### **TEST 7: SOUND TEST**

Move through the test routine as described until number 7 is displayed on the credit display.

Press the 2<sup>nd</sup> button and the sounds are automatically played.

#### **TEST 8: RESET TEST**

Move through the test routine as described until number 8 is displayed on the credit display.

Pressing the 2<sup>nd</sup> button will start a countdown from 10 – 0. When 0 is reached the machine will reset.

#### **TEST 9: SOAK TEST**

Move through the test routine as described until number 9 is displayed on the credit display.

Press the 2<sup>nd</sup> button and the machine will go into a continuous test. It will test: (1) Sound samples

- (2) Spinning Reels forward
- (3) Spin Hoppers (2 coins)
- (4) Step Reel forwards 3 revolutions
- (5) Step Reel backwards 3 revolutions
- (6) Step Reels up for 3 revolutions

The machine will require resetting to exit this test

## **TEST 10: DIVERTER TEST**

This test *is* used to check that 10p's and £1 coins are diverted to either relevant hopper or the cashbox.

Move through the test routine as described until number 10 is displayed on the credit display.

Press the 2<sup>nd</sup> button to activate the test.

The top display is used to indicate the coin which is to be diverted.

The credit display is used to indicate that coins intended destination  
ie. C = Cashbox      H = Hopper

Using HOLD 2 will toggle these between:

- PND to      Cashbox
- 10p to      Cashbox
- PND to      Hopper
- 10p to      Hopper

To enter each routing path press the 2<sup>nd</sup> button and enter coin.  
If routing is wrong refer to Coin Routing and Coin Mech diagrams.

## **TEST 11: PERCENTAGE PAYOUT TEST**

Move through the test routine as described until number 11 is displayed on the credit display.

Press 2<sup>nd</sup> button and the top display will show the aiming percentage payout.

## **TEST 12: ACTUAL PERCENTAGE PAYOUT**

Move through the test routine as described until number 12 is displayed on the credit display.

Press 2<sup>nd</sup> button and the top display will show the actual percentage payout.

## 6. HOPPER FLOAT LEVELS

### FLOAT LEVELS:

£25 jackpot

20p £125 in £1

25p £125 in £1

30p £125 in £1

When the float level is reached all further coins are diverted into the cash box.

### HOPPER FLOAT PROCEDURE

In order for the machine to operate correctly it is important that the machine knows exactly the number of coins in each hopper, therefore, it is essential to float the machine using the following procedures:

1. Open the Outer Cash Door
2. Fit & Turn the refill key.
3. The Hopper levels will be shown on the top display. (PND-0/10p-0), float hoppers with the correct amount of coins required (see above ...) Fill via the Coin Mech. The top display will show FULL when hopper is at correct limit or:-

3a. **Operating Hopper Top Up Switch**:- Enter the full amount of coins directly into the hopper, then press the hopper top up switch which should be situated between the reels and coin mechanism above the mpu4. A bleep will sound and the float level will be shown in the top display i.e. £125. Close all doors and the m/c will re- initialise and the

floats will be set at the full level. The top up switch should only be depressed if the full amount of coins is placed in the hopper, depending on jackpot levels.

## HOPPER DUMP PROCEDURE

1. Open the outer and inner Cash Doors
2. Insert and turn Refill Key
3. Press the start button to select the dump procedure, which is displayed as **dp** on the top display. The credit display will indicate which hopper is going to be dumped ; **pn** = Pounds / 10 = Tens. Press the Dump button to dump hopper indicated. Note- After the hopper(s) have been dumped the float level is reset to zero.

## 7. VOLUME ADJUSTMENT

The volume is adjusted via a pot situated on the bottom right hand side of the program card.

## 8. REFILL KEY OPTIONS

- a) **REFILL:** Turn the key and the machine will enter normal refill mode. Any coins entered in refill mode are added to their respective level counter. **NOTE:** when the maximum level is reached coins will divert to the cash box and not be locked out.
- b) **LAST BANK RECALL:** Turn the key to enter normal refill mode. Press the **START** button once, the last bank entry will be displayed on the alpha display.
- c) **LAST WIN:** Turn the key to enter normal refill mode. Press the **START** button twice, the last win value will be displayed on the alpha display.
- d) **ERROR LOG:** With the cancel button pressed turn the refill key, press the start button to step through the log entries. Once the logs have been examined, the normal refill procedure is entered.

## 9. ERROR CODES

Log Error Number	QPS Reference Number	Alpha Message	Error Description
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51	0	CHECK SUM ERROR	EPROM checksum error
60	1	METER FAILURE	Meter sense failure
61	2	CASH-IN METER	Meter 1 fault
62	3	CASH-OUT METER	Meter 2 fault
0	4	REFILL METER	Meter 3 fault
16	5	MECH REMOVED	Coin mech disconnected
16	6	ILLEGAL COIN	Coin when mech disabled
14	7	10P COIN IN	Alarm coin 1 in
13	8	20P COIN IN	Alarm coin 2 in
12	9	50P COIN IN	Alarm coin 3 in
11	10	POUND COIN IN	Alarm coin 4 in
19	11	5P COIN IN	Alarm coin 5 in
18	12	TWO PND COIN IN	Alarm coin 6 in
14	13	10P COIN OUT	Alarm coin 1 out
13	14	20P COIN OUT	Alarm coin 2 out
12	15	50P COIN OUT	Alarm coin 3 out
11	16	POUND COIN OUT	Alarm coin 4 out
19	17	5P COIN OUT	Alarm coin 5 out
18	18	TWO PND COIN OUT	Alarm coin 6 out
21	19	NO TAB REEL A	Missing tab reel A
21	20	INVALID TAB REEL A	Invalid tab reel A
22	21	NO TAB REEL B	Missing Tab reel B
22	22	INVALID TAB REEL B	Invalid tab reel B
23	23	NO TAB REEL C	Missing tab reel C
23	24	INVALID TAB REEL C	Invalid tab reel C
24	25	COMMS FAILURE	Serial link failure
24	26	ILLEGALHOP PAYOUT	Security on hopper failure
71	27	NO HOPPERS	No hoppers connected

## 10. LAMP LAYOUT

LOOP THE LOOT LAMP EQUATES

GREEN	1	2	3	4	5	6	7	8
	0	1	2	3	4	5	6	7
BLUE 8	REEL A UPPER	REEL B UPPER	REEL C UPPER	3 NUDGES	2 NUDGES	1 NUDGE	NUDGE NOW	£1
	8	9	10	11	12	13	14	15
7	REEL A MIDDLE	REEL B MIDDLE	REEL C MIDDLE	£2	£3	£5	£15 L.H	£15 R.H
	16	17	18	19	20	21	22	23
6	REEL A LOWER	REEL B LOWER	REEL C LOWER	£25 L.H	£25 R.H	PLANE BOT/L.H	PLANE BOT/MID	PLANE BOT/R.H
	24	25	26	27	28	29	30	31
5		EXCHANGE BUTTON	CANCEL BUTTON	PLANE MID/R.H	PLANE MIDDLE	PLANE MID/L.H	PLANE TOP/R.H	PLANE TOP/MID
	32	33	34	35	36	37	38	39
4	HOLD A BUTTON	HOLD B BUTTON	HOLD C BUTTON	PLANE TOP/L.H				
	40	41	42	43	44	45	46	47
3	AUTO START	START BUTTON						
	48	49	50	51	52	53	54	55
2								
	56	57	58	59	60	61	62	63
1	COIN LAMP							

GREEN	10	11	12	13	14	15	16	17
	64	65	66	67	68	69	70	71
BLUE	C.L	CASH LOW	£3 BOTTOM L.H	£3 TOP L.H	£3 TOP R.H	£3 BOT R.H	£2 BOT L.H	£2 BOT R.H
	72	73	74	75	76	77	78	79
	£2 TOP R.H	£2 TOP L.H	£5 BOT L.H	£5 BOT R.H	£5 TOP R.H	£5 TOP L.H	£1 BOT L.H	£1 BOT R.H
	80	81	82	83	84	85	86	87
	£1 TOP R.H	£1 TOP L.H	50P BOT R.H	50P BOT L.H	50P TOP L.H	50P TOP R.H	PLANE BOT/R.H	PLANE TOP/R.H
	88	89	90	91	92	93	94	95
	PLANE TOP/L.H	PLANE BOT/L.H	£25 TOP R.H	£25 BOT R.H	£25 BOT L.H	£25 TOP L.H	£1 TOP R.H	£1 BOT R.H
	96	97	98	99	100	101	102	103
	£1 TOP L.H	£1 BOT L.H	£2 TOP R.H	£2 TOP L.H	£2 BOT L.H	£2 BOT R.H	50P TOP R.H	50P TOP L.H
	104	105	106	107	108	109	110	111
	50P BOT L.H	50P BOT R.H	£1 TOP R.H	£1 TOP L.H	£1 BOT L.H	£1 BOT R.H	£4 TOP L.H	£4 BOT L.H
	112	113	114	115	116	117	118	119
	£4 BOT R.H	£4 TOP R.H	£10 TOP L.H	£10 BOT L.H	£10 BOT R.H	£10 TOP R.H		
	120	121	122	123	124	125	126	127