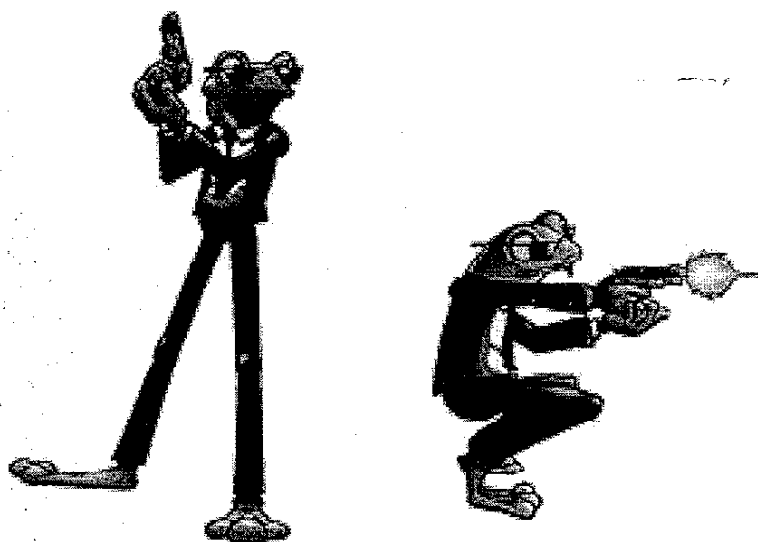


Personality Package

RESERVOIR FROGS.

"Every Frog has Its Day"



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BACTA Compliance.

The software contained within this machine has been BACTA Compliance tested and the results have been submitted to the Gaming Board.
Submission numbers X100028 and X100029



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BOOK KEEPING

To access book keeping open the front door and wait for the reels to initialise.
Press the **START** button or **TEST** switch once to enter demo mode.
Turn the refill key to enter the book keeping menu.
Press the **EXCHANGE** button to move up through the menu options.
Press the **COLLECT** button to move down through the menu options.
Press the **START** button to enter / exit the menu option.
Options available in the bookkeeping menu are:

Refill

Volume control
Last bank recall
Last win recall
Hopper level
Metering / Error log

Refill

The hoppers can be refilled via the coin mech. The number of coins of each type refilled is shown on the alpha display e.g. if 1 pound coin is refilled the display will show **100P=100**
The **HOPPER DUMP** and **HOPPER TOP UP** buttons can also be pressed when in refill mode.

Volume Control

The alpha display will show the current volume as a value 0 - 100 e.g.
MAIN 50PC
Press the **CANCEL** button to decrease the volume.
Press the **HOLD1** button to increase the volume.
Press **CANCEL** and **HOLD1** together to reset volume to its initial level.
Press the **START** button to exit to bookkeeping menu. The current volume will be saved.

Last Bank Recall

The value of the last collected bank is shown on the alpha display.
Press the **START** button to return to the bookkeeping menu.

Last Win Recall

The value of the last win is shown on the alpha display.
Press the **START** button to return to the bookkeeping menu.

Hopper Level

The current capacity and float of the £1 hopper is shown on the alpha display, e.g.
H=125.00 F=100.00 would indicate a capacity of £125 and a current float level of £100.
On machines using more than one hopper i.e. 5p/10p play £5/£8 jackpot,
Press the **EXCHANGE** button to show the 2nd hopper level

Metering / Error Log

There are three blocks of electronic meters: Short / Long Term Meters and Game Meters.
The alpha display will show;

SHORT TERM METERS.

For a short time before showing the first meter of that block.
Press **HOLD1** to select the Short Term Meters block/Software game meters.
Press **HOLD2** to select the Long Term Meters block.
Press **HOLD3** to select the Alarm Log.
Press **START** to show the next meter in the current block.
Press **COLLECT** to show the previous meter in the current block.
Press and hold **CANCEL** for 5 seconds to clear the current block.
Press the **START** button to return to the bookkeeping menu.

Starpoint Electronic Counter (Sec)

To access the SEC meter open door and press the cancel button.

The "SEC" designed to replace all traditional mechanical meters in a gaming machine. It is located in the refill meter position near the coin entry bezel.

The main features are:

The "SEC" replaces up to 31 mechanical meters with individual counters stored electronically in EEPROM within the unit.

It is fitted with a 7 digit Liquid Crystal Display to show the contents of these counters.

The host machine controls the display of the various meters and text to explain which meter is being shown.

The electronic meter uses the existing mechanical "Meters" port on the MPU5 to interface to the machine.

The SEC interfaces to the host machine using secure protocol to reduce the risk of tampering.

Information Display.

The host machine controls the display and contents of each meter in sequence on the meters LCD.

Prior to showing each counter the meter will display the associated text message associated with that store for a short period of time.

On machines fitted with an alphanumeric display the meter readings will be duplicated on this.

Operational Description

The meter information as follow in 10p units:

To access the meters press **COLLECT** until audio bleep. (Must be done with door open but not in demo)

COLLECT Increase meter number

HOLD 1 Decrease meter number

START Exit to door open mode.

The meters are follows:

Meter Function.
CASH IN:
CASH OUT:
TOKENS IN:
TOKENS OUT:
REFILL:
NOTES IN:
PRIZES OUT:

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 credit. This will enable you to step the reels, play games, play the feature, etc

Entering Test

FOR SECURITY PURPOSES THE TEST ENTRY IS NOT STANDARD.

With door open press **START** to enter demo mode, press and hold the **TEST** switch then press and release the **HOPPER FLOAT** switch then release the **TEST** switch.

On entering the test routine the alpha display will show **TEST 1.1 COIN IN**

Pressing the **START** button will start the test shown on the alpha. To increase the test number, press the **EXCHANGE** button. To decrease the test number, press the **COLLECT** button.

The tests are numbered as follows:

- 1.1 COIN IN
- 1.2 COIN OUT
- 2.1 RFFI S
- 3.1 AUTO LAMPS
- 3.2 ALL LAMPS FLASH
- 4.1 INPUTS
- 4.2 DILS
- 5.1 ALPHA
- 6.1 METERS
- 7.1 COMMS
- 8.1 AUDIO
- 8.2 VOLUME
- 9.1 KEYS

Press **START** to start the test shown.

Press **EXCHANGE** to show the next test.

Press **COLLECT** to show the previous test

Test 1.1 Coins In

On entering coin in test the display will show

1.1 COIN IN

Coin Entry will illuminate.

The value and type of any coin inserted will be shown on the alpha display e.g. for a 5p coin

1.1 05P ACC is displayed.

1.2 Coin Inhibit

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

1.1 COIN IN INH

Press **CANCEL** again to allow coins.

Coin Divert

To divert coins from the hopper to the cash-box, press the **HOLD1** button. The display will show

1.1 COIN IN DIV

Any coin inserted will now be diverted to the cash box, and the message on the display will change accordingly, e.g. for a 1 pound coin, the display will read

1.1 1PND DIV

Press the **HOLD1** button again to divert coins back to hopper.

Press the **START** button to exit the coin in test.

Press **CANCEL** to allow coins / inhibit coins.

Press **HOLD1** to divert coin to cash-box or hopper

Press **START** to exit coin in test.

Test 1.2 Coins Out Test

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

1.2 1PND HOP

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

Pressing the **EXCHANGE** button will move the test to the previous payout device.

Single Coin Payout

To pay out a single coin from the selected hopper, press the **CANCEL** button. The display will show the hopper and the number of coins paid out e.g.

1.3 1PND HOP= 1

Dump Device.

To dump all coins from the selected hopper, press and hold the CANCEL button for 3 seconds. The machine will proceed to dump the contents of the selected hopper, and will show a count of the coins dumped e.g.

1.2 FLOAT=25.00

When the hopper is empty, the display will read

1.2 FLOAT UPDATED

and the number of coins dumped will be set as the float for the selected hopper.

Press the **START** button to exit coin out test.

Press **CANCEL** to pay out a single coin from the selected hopper.

Press and hold **CANCEL** to dump the selected hopper.

Press **EXCHANGE** to select the next hopper.

Press **EXCHANGE** to select the previous hopper.

Press **START** to exit payout test.

Test 2.1 Reels

On entering reel test, the display will read

2.1 REELS

All 3 reels will spin to their reset position. **JACKPOT, GRAPE, JACKPOT(1).**

The top reel will spin to show the number 12 Press **HOLD1, HOLD2 or HOLD3** button to step reels 1, 2 or

3. Press the **CANCEL** button to step the Top Feature reel. The last reel stepped will be shown on the display e.g. 2.1 Cherry 3 R1 would mean that a Cherry with an overlaid number 3 appears on Reel 1.

Press and hold the **EXCHANGE** button to display the value and type of any win on the inline,

2.1 GRAPE 2.00 (£25 version)

2.1 FEATURE

2.1 WINLINE = 0.00

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

Press **HOLD1** to step reel 1.

Press **HOLD2** to step reel 2.

Press **HOLD3** to step reel 3.

Press **CANCEL** to step top reel

Press and hold **EXCHANGE** to show the value and type of any win on the win-line.

Press **START** to exit reel test.

Test 3.1 Lamps.

On entering this test all the machine lamps will be tested automatically any error being announced.

3.2 All Lamps Flash

The lamps will flash alternately between Top and Bottom Glass.

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

Cancel lamp The display will show the lamp number IE 333

To single step each lamp forwards press the **EXCHANGE** button. To single step each lamp

backwards press the **COLLECT** button. Hold down the relevant buttons and the lamps

step through quickly. Press the **CANCEL** button at any time to enter lamp flash test.

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

Press **EXCHANGE** to single step lamps in group forwards.

Press **COLLECT** to single step lamps in group backwards.

Press **CANCEL** to start / stop all lamps flashing.

Press **START** to exit lamp test.

Test 4.1 Inputs

On entering input test, the display will read

4.1 INPUTS

When an input changes state, a tone will sound the display will show the input and its new state,

e.g. pressing the **CANCEL** button will show

4.1 CANCEL ON

releasing the **CANCEL** button will show

4.1 CANCEL OFF

The following inputs can be tested in input test:

START, EXCHANGE, COLLECT, HOLD, CANCEL buttons, and Top Glass buttons

POUND LOW, HOPPER DUMP, HOPPER TOP UP, TEST, REFILL KEY

STAKES AND PRIZES KEY switches (7),

PERCENTAGE KEY switches (4),

COIN MECH inputs (6).

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

Test 4.2 DILS

On entering DIL test, the display will show the current state of the 2 x 8 DIL switches on the machine, 0 for OFF and 1 for ON. The left most position of the display represents DIL switch on the Program Card

The right most position of the display represents DIL on the Main Board.

e.g. If all switches on the Program Card are set to ON, and all switches on Main Board are set to off, the display will show.

1111111100000000

Turning off switch 1 off on Program card

0111111100000000

Press the START button to exit DIL test.

Test 5.1 Alpha

On entering alpha test the display will clear.

Single element test

From left to right each cogment of the display will show the symbol '8'.

Press the EXCHANGE button to switch to entire display test.

Entire display test

All elements of the display will cycle through the three symbols 'O', 'X' and '+' then '8'

Press the START button to exit alpha test.

Test 6.1 Meters

On entering meter test the display will show

6 1 METFRS

Press the CANCEL button to begin the test. The meters will pulse five times.

Cash in, Cash out, Cash Refilled.

The meter being pulsed will be shown on the alpha.

If Electronic meter is fitted METER OK is displayed.

Press the START button to exit meter test.

Press CANCEL to test meters.

Press START to exit meter test.

Test 7.1 Comms

On entering comms test the display will show

7.1 COMMS

The test will continually test the comms port.

If a datapak is detected, the display will show

7.1 DPAK PASS

If a datapak is not detected, the display will show

7.1 PORT FAIL

Press the START button to exit comms test.

Test 8.1 Audio

On entering audio test a sample will play on channel 1 then Channel 2 and then both,

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 as a percentage, e.g. if the volume is set to half maximum the display will show

8.2 MAIN 50PC

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.

Press CANCEL to decrease the volume.

Press HOLD 1 to increase the volume.

Press START to save the volume and exit test.

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 25p play / £25.00 jackpot will show. 9.1 82PC 25C 025.0

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

Press the START button to exit keys test.

PLEASE NOTE THERE ARE TWO SETS OF SWITCHES.

MPU5 BOARD

Switches 1 - 4 Percentage Selection

	80	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 - 8 Price of Play / Jackpot Selection

	£5		£8		£25		
	5p	10p	5p	10p	20p	25p	30p
5	OFF	ON	ON	OFF	OFF	ON	ON
6	ON	OFF	ON	ON	OFF	ON	ON
7	OFF	ON	OFF	ON	ON	ON	ON
8	OFF	OFF	OFF	OFF	OFF	OFF	ON

PROGRAM CARD

- Switch 1** **Low Bank**
 OFF - Normal bank limit 5p/10p play - **£25.00**, 20p/25p/30p play - **£75.00**.
 ON - Low bank limit 5p/10p play - **£10.00**, 20p/25p/30p play - **£25.00**.
- Switch 2** **Tamper Inhibit**
 OFF - If machine is turned off and on quickly more than three times, credit is lost.
 ON - If machine is turned off and on quickly more than three times, credit is not lost.
- Switch 3** **Direct Pay Option**
 OFF - All wins are banked and paid out at the bank limit (5 times the Jackpot)
 ON - All wins pay out direct.
- Switch 4** **20p Hopper Option**
 OFF - 20p hopper payout required - **£5.00 and £8.00 jackpot**.
 ON - 20p hopper payout not required - **£15.00 and £25.00 jackpot**.
- Switch 5** **Hopper Shelf Type Option**
 OFF - Side entry payout version.
 ON - Rear exit payout version. (Full Metal Jacket)
- Switch 6** **Coin Alarm Inhibit**
 OFF - Machine alarms if coin error detected
 ON - Machine ignores coin error if detected
- Switch 7** **Priority Pay**
 OFF - Pay £1 Coins first
 ON - Pay 20p Coins first.
- Switch 8** **Single Credit Play**
 OFF - Single Credit Play is off.
 ON - Single Credit Play is on.