S2000 CLEAR CHIP and KEY CHIP set up procedures for home use

- Turn the power to the machine **OFF**.
- Unplug it from the wall outlet.
- Remove the coin tray.
- Slide the hopper out from its rails carefully. Place it on an old towel.
- Carefully remove the Main Processing Unit (MPU) board.
- Observe all Electrostatic Discharge Procedures prior to handling the ICs on this MPU board.
- Touch (for several seconds) the metal casing of the IGT slot to discharge any stray static electricity.
- Be sure to keep your feet still and not scrape carpet to build up more static electricity.
- Inspect all game chips. Verify they are installed in the proper orientation and are fully seated.
- Be sure the notch is facing forward on all of the chips (at the top of the IC socket.)
- With a chip removal tool, grasp the SB chip firmly on both ends.
- \bigcirc Remove the SB chip (40-pin).
- O Replace it with the Clear Chip.
- Be sure the notch is facing forward on the Clear Chip at the top of the IC socket.
- O Replace the MPU back into the machine.

- \bigcirc Be sure the MPU is fully seated in the socket.
- O Leave the door to the slot machine open.
- Plug the machine's line cord into a wall outlet.
- \bigcirc Turn the machine **ON**.
- Watch the two amber lights on the MPU board. Once they both turn ON, turn the power to the machine OFF.
- Repeat the above two steps several times. This ensures that the machine RAM is fully cleared and is reset to factory settings.
- \bigcirc Be sure the power to the machine is **OFF**.
- \bigcirc Remove the line cord from the wall outlet.
- \bigcirc Remove the MPU board.
- Observe all Electrostatic Discharge Procedures prior to handling the ICs on this MPU board.
- Touch (for several seconds) the metal casing of the IGT slot to discharge any stray static electricity.
- Be sure to keep your feet still and not scrape carpet to build up more static electricity.
- Using a chip removal tool, remove the Clear Chip from the socket.
- O Replace the SB chip in the IC socket.
- \bigcirc Be sure the notch is facing forward to the top of the socket.
- O Replace the MPU back into the machine.
- \bigcirc Be sure the MPU is fully seated in the socket.
- O Leave the door to the slot machine open.
- \bigcirc Plug the machine's line cord into a wall outlet.

- \bigcirc Turn the machine **ON**.
- The LED on the door should read "TESTING MEMORY".
- \bigcirc In a few seconds, an audible alarm will sound.
- The LED on the door should read "RAM ERROR".
- Turn the brass jackpot reset key four (4) times clockwise (CW).
- \bigcirc Be sure the key springs back to the original position.
- O The LED on the door should read "PRESS TEST SWITCH FOR 2 to 3 SECONDS".
- O Press and hold the small white button on the MPU for three(3) seconds and then release the button.
- The LED on the door should read "CLOSE MAIN DOOR".
- \bigcirc Close the main door.
- Press the door firmly into its frame.
- \bigcirc Be sure the latch is pressed down and is fully seated.
- O The LED on the door should read "TESTING MEMORY" for several seconds.
- The LED on the door should read "CALL ATTENDANT".
- \bigcirc Open the main door.
- \bigcirc An audible alarm will sound.
- \bigcirc Turn the jackpot reset key three (3) times CW.
- O Be sure the key springs back to the original position. After several seconds, the reels should spin.
- The LED on the door should read "MACHINE TYPE MISMATCH".

- \bigcirc Turn the machine OFF.
- O Remove the line cord from the wall outlet.
- Remove the MPU board.
- Observe all Electrostatic Discharge Procedures prior to handling the ICs on this MPU board.
- Touch (for several seconds) the metal casing of the IGT slot to discharge any stray static electricity.
- Be sure to keep your feet still and not scrape carpet to build up more static electricity.
- Using a chip removal tool, remove the SB chip from the socket.
- Replace the SB chip with the Key Chip.
- Replace the MPU back into the machine.
- \bigcirc Be sure the MPU is fully seated in the socket.
- O Leave the door to the slot machine open.
- Plug the machine's line cord into a wall outlet.
- Watch the two amber lights on the MPU board. Once they both turn ON, turn the power to the machine OFF.
- Unplug the line cord from the wall outlet.
- Remove the MPU.
- Observe all Electrostatic Discharge Procedures prior to handling the ICs on this MPU board.
- Touch (for several seconds) the metal casing of the IGT slot to discharge any stray static electricity.
- Be sure to keep your feet still and not scrape carpet to build up more static electricity.

- Using a chip removal tool, remove the Key Chip from the socket.
- Replace the SB chip in the IC socket.
- \bigcirc Be sure the notch is facing forward to the top of the socket.
- O Leave the door to the slot machine open.
- \bigcirc Plug the machine's line cord into a wall outlet.
- \bigcirc Turn the machine **ON**.
- The LED on the door should read "7 KEY CHIP CONFIG".
- The SAS will clear all statistical data and return the machine to a "Standard Mode".
- \odot DO NOT access the statistical mode.

Key Chip Button Control and Operation

Service/Change and Cash Out buttons are toggles for up and down through the menu selections.

Spin Reels button is for Select.

Bet Max is for Enter or Confirm.

Establish Accounting and Denomination

WARNING

Once established it cannot be reduced later unless the Clear Chip procedure is performed by using the above steps. Denomination should have been selected before the following steps are performed. Most slot machines will be set for quarter (25-cent) play.

____Press the Spin Reels 4 times, LED display should read "Accounting". ____Press the Spin Reels 1 more time, toggle buttons should light up. ____Press the Service button until the desired denomination shows (i.e.,

25 cents.)

____Press the Bet Max 2 times.

WARNING

Once established, changes can only be made by using the Clear Chip procedure on the previous pages.

____Press the Cash Out 1 time, LED should read "Coin Denom".

____Press the Spin Reels 2 times.

____Press the Service 1 time, LED should read Accounting denomination (i.e., 25 cents.)

____Press Bet Max 2 times.

_____Press the Bet Max 1 more time, LED should read "7.1.1 Denom".

_____Press the Cash Out 1 time.

_____Press the Spin Reels 1 time.

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____Press the Cash Out button until the desired game payout percentage is found.

_____Press the Bet Max 1 time to confirm.

_____Press the Cash Out 3 times, LED should read "Machine Type".

____Press the Spin Reels 1 time.

____Press the Cash Out 1 time, LED should read "Upright". If not, continue to toggle to find slant top (or whatever the type of machine).

_____Press the Bet Max 1 time to confirm.

_____Press the Cash Out 1 time, LED should read "Token Payout"

____Press the Spin Reels 1 time, an opportunity to enable or disable the hopper will show at this point.

_____If using a printer and not a hopper, then press the Service switch 1 time so the LED reads "Disabled".

_____Press the Bet Max 1 time to confirm.

If the slot machine only has a hopper and is not using a printer, then Key Set up is NOW COMPLETE. Press the Bet Max 3 times. The machine will cycle. Close the machine door, lock the cabinet casing and play the game.

If a printer is being used, perform the following steps.

_____Press the Bet Max 2 times to exit, LED should read "7.1 Key Chip I Config".

_____Press the Cash Out 1 time, LED should read "7.2 Key Chip II Config". _____Press the Spin Reels 1 time.

_____Press the Cash Out 1 time, LED should read "7.2.2 Printers".

_____Press the Spin Reels 2 times.

_____Press the Cash Out 1 time, LED should read "Printer Enabled".

_____Press the Bet Max 2 times to confirm and return to the main menu.

_____Press Bet Max 2 more times to exit Key Set up, the machine should

cycle. Close the machine door. Lock the cabinet casing and play the game.

____Play the game and test the hopper or printer for proper function.