

## NORMAL OPERATION

With the exception of the 6-digit numerical display, there is no appreciable difference in the operation of the ELECTRONIC SLOT when compared with the electromechanical slot from the player's viewpoint.

The lighting of lamps, spinning and indexing of reels, payout, etc., follow the same pattern in both types of machines.

With the door closed, under regular game play, the display board presents two vital statistics, total in and total out count per individual game. The second digit from the left on the display indicates coin played last game. This count is updated at the indexing of reel number one each game\*.

The digits in the 3rd, 4th, 5th and 6th columns of the display constitute the coins paid out during the last game. This count is zeroed on the display also at the indexing of reel number one of each game. If the door of the game is open, the door open malfunction code overrides the coins played count, but the coins paid value is still displayed. Performing any manual test causes both COIN IN and COIN OUT values to be set to zero.

The following is an example of two games (handle pulls), showing the operation of the display.

START

Player deposits one coin and pulls handle. Decimal points are turned off when handle is pulled.

This display is shown on Series 1,000 after a player deposits one coin and pulls the handle.

Coins in count displayed when first REEL indexes.

Assume cherries land on first and second REELS.

COINS OUT are displayed as they are dispensed from the hopper. At the end of payout (and this game), the display shows TOTAL coins in and coins out for this handle pull.

FIRST GAME COMPLETED

Player deposits three coins and pulls handle.

No change in display.

When first REEL indexes, COINS IN for this game replace COINS IN for previous game and COINS OUT value for previous game is set to zero.

Assume no winning combination.

SECOND GAME COMPLETED

NO CHANGE in display.