# Platform Overview Module

Machine Overview
Floor Operations
Service and Troubleshooting

During this module you will learn:

- What the 8032 platform is
- Which machines are in the 8032 product line
- What the 80960 platform is
- Which machines are in the 80960 product line
- Differences between the 8032 and 80960 platforms
- Similarities between the 8032 and 80960 platforms
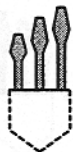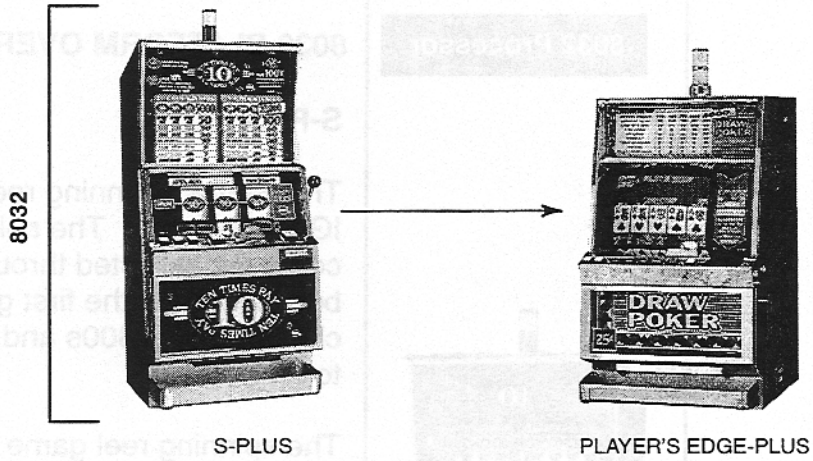- How to identify main components
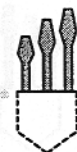
Notes

SLOT MACHINE HISTORY

By the late 1800s mechanical slot machines were popular in the United States. During the "Great Depression," machines that formerly paid in money were transformed into entertainment machines that paid with gum and candy —with lemons and cherries symbolizing the type of candy the player could win.
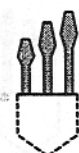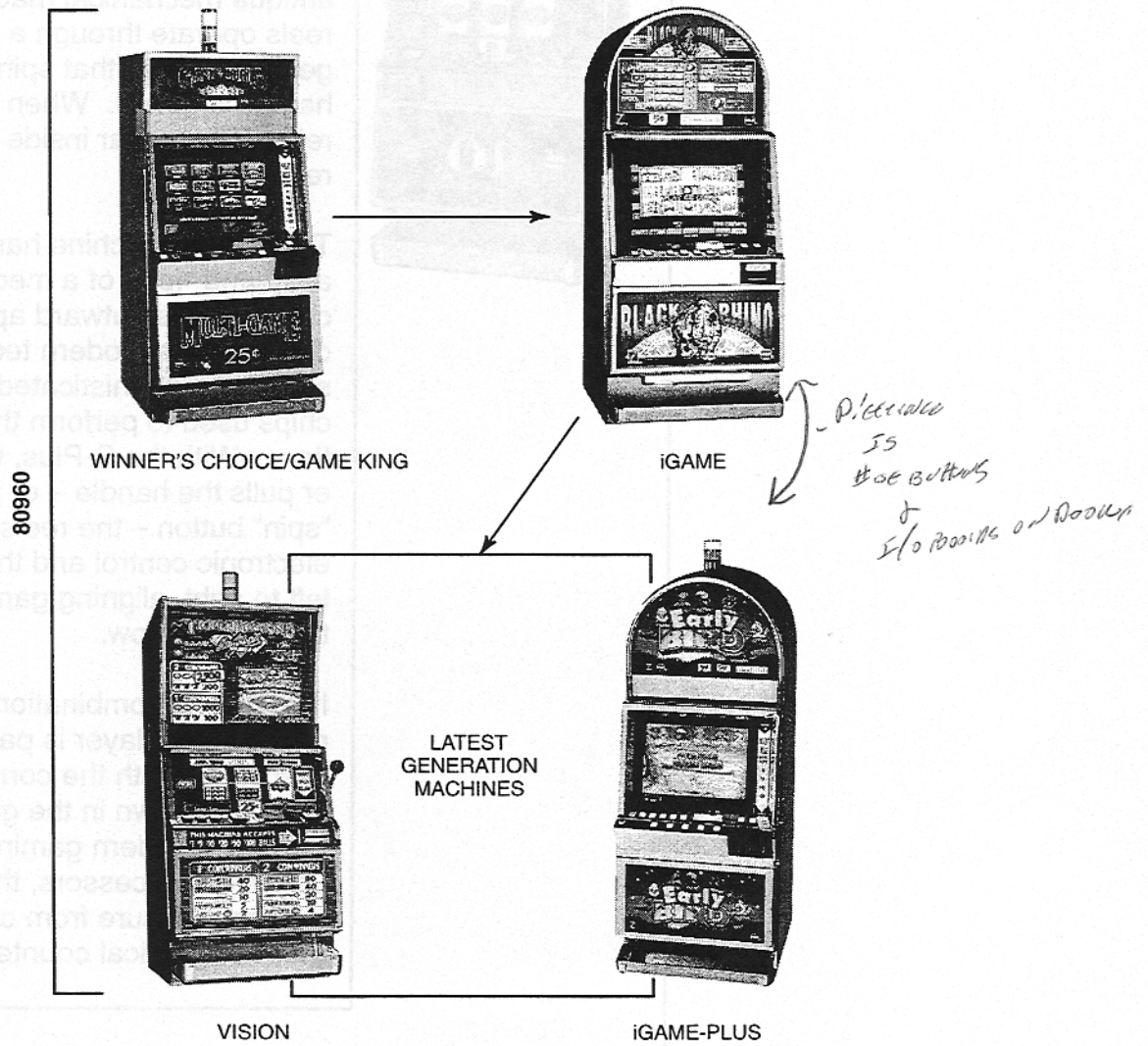
Mechanical machines gave way to the microprocessor in the 1980s. With microprocessors, manufacturers are creating machines that offer players better odds and higher payoffs. Over the last 20 years, spinning reel machines like S-Plus, which uses an 8032 processor, evolved into video-based games like the Player's Edge-Plus. More recently, IGT introduced Game King multi-game and Vision Series machines. These use an 80960 processor, enabling faster processing while allowing the machine to perform numerous functions like sending messages to the various displays while spinning the reels and running bonus games.

PROGRESSION OF IGT MACHINES

8032

S-PLUS

PLAYER'S EDGE-PLUS

PROGRESSION OF 80960 MACHINES – ALL THE SAME BASE MACHINE

80960

WINNER'S CHOICE/GAME KING

iGAME

Difference is the buttons & S/O doors on doors

LATEST
GENERATION
MACHINES

VISION

iGAME-PLUS

8032 Processor

## 8032 PLATFORM OVERVIEW

S-Plus (8032)

The S-Plus (spinning reel) machine is IGT's mainstay. The spinning reel concept has lasted through the ages, beginning with the first gaming machines in the 1800s and progressing to the present.

The spinning reel game of today is quite different from original mechanical devices, but still just as popular. In antique mechanical machines, the reels operate through a series of gears and bars that spin when the handle is pulled. When the handle is released, the bar inside stops the reels.

The S-Plus machine has the appearance and "feel" of a mechanical machine, but its outward appearance conceals the modern technology and somewhat sophisticated computer chips used to perform the game functions. With the S-Plus, when the player pulls the handle – or presses the "spin" button – the reels spin under electronic control and then stop, from left to right, aligning game symbols in the play window.

If a winning combination lands on the payline, the player is paid the amount associated with the corresponding symbols shown in the game paytable. Because modern gaming machines use microprocessors, they are generally more secure from cheating than their mechanical counterparts.
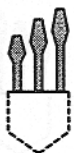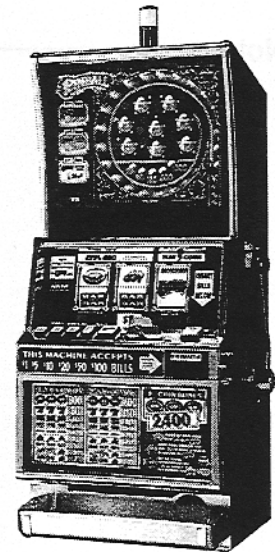
S-Plus Limited (8032)

The S-Plus Limited series adds bonus play excitement to the original spinning reel machine. A a variety of top boxes with high-impact graphics provide for a host of different bonus game themes that can be added to the base S-Plus game.

Special electronic effects and enhanced machine sounds attract players to the game, and provide a more fulfilling gaming experience.
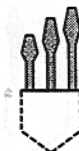
Player's Edge-Plus (8032)

The Player's Edge-Plus machine combines S-Plus microprocessor technology with a video monitor to create a more interactive, entertaining game. The Player's Edge-Plus made the game of poker available to slot players. These interactive poker games give the player more control over the outcome of the game, and whether or not the machine displays a winning combination.

After the game deals a five-card poker hand, the player can keep any or all cards, or interactively choose to discard them in favor of another deal. The 52-card deck is re-shuffled for each new wager, so every hand dealt brings the player the luck of the draw.
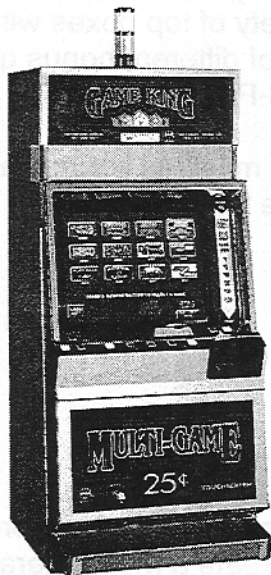
80960 Processor

## 80960 PLATFORM OVERVIEW

Game King (80960)

IGT's Game King machine is a multi-game video machine that evolved from the Player's Edge-Plus concept. Game King's predecessor, Winner's Choice, started the multigame era. Players interested in more interactive games, similar to the video games that were being marketed at the time, found that the Winner's Choice/Game King concept enhanced their enjoyment and increased their interest in slot machines. Today, a variety of games can be played on this multi-game platform, which enable casinos to offer their customers more game themes on one machine.

With the Game King video series came the need for faster microprocessor communications within the machine to produce better video graphics, and to allow for more game theme options. IGT advanced to the 80960 processor for the Game King series to accomplish this. The 80960 provides the flexibility to create ever more sophisticated machines, and to take advantage of significant advances in technology.

iGame (80960)

The iGame series is a more interactive version of the Game King. Its single theme design allows players to enjoy their favorite games along with a few new enhancements, such as more betting choices, bonuses and more player influence on game outcome and payoff. A Game King machine can become an iGame with some software changes.
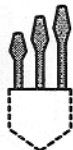
Vision (80960)

IGT's latest reel game combines the most popular IGT S-Plus game themes with bonus features and state-of-the-art hardware enhancements. The Vision machine's liquid crystal display (LCD) panel and high quality sound set the Vision machine apart from all others.

A vacuum fluorescent display (VFD) panel has also been added for easier communication with both customers and slot technicians. Game play is similar to the S-Plus: the player pulls the handle, the reels spin and stop. Vision's added feature is the opportunity for a bonus game, which is carried out in the top box.

The LCD displays bonus game action and information, keeping the player in suspense until the bonus amount is awarded. Bonuses contribute to more excitement and higher monetary rewards for the player, resulting in continued game play and return visits.

iGame-Plus/Game King 17" (80960)

IGT's latest and most interactive game yet is the iGame-Plus series, providing a virtual return to spinning reel themes on a video screen. Enhanced video graphics, interactive play choices and bonus chances keep players excited and interested. The iGame-Plus incorporates past concepts with new technology and new ideas for fun and exotic game themes.

You can easily spot an iGame-Plus among a group of machines because of the extra row of player panel switches. More switches make it easier for players to place their wager and activate additional paylines, allowing them more flexibility in how to play. Two speakers provide enhanced, high quality stereo sound, while a higher resolution monitor pumps out eye-catching animated graphics.
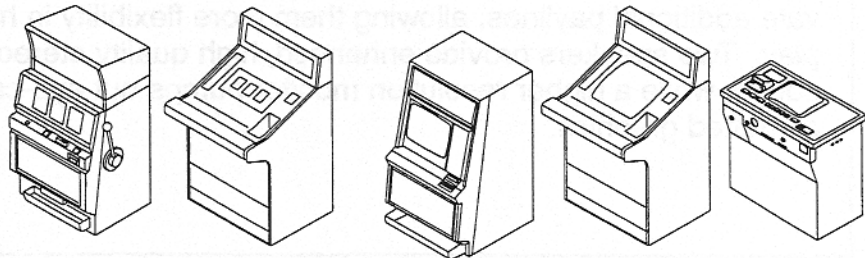
8032 COMPONENT IDENTIFICATION

The 8032 product line consists of S-Plus and Player's Edge-Plus machines. Though the S-Plus is a spinning reel machine and the Player's Edge-Plus is a video machine, they share many of the same components.

Service Light (Candle)
Cabinet
Main Door
Coin Tray
Player Panel Switches
Coin-In Mechanism
Hopper
Bill Acceptor
Processor Board
Lower Module (Power Supply & Distribution)
Mechanical Meters

Key differences between the two models are:

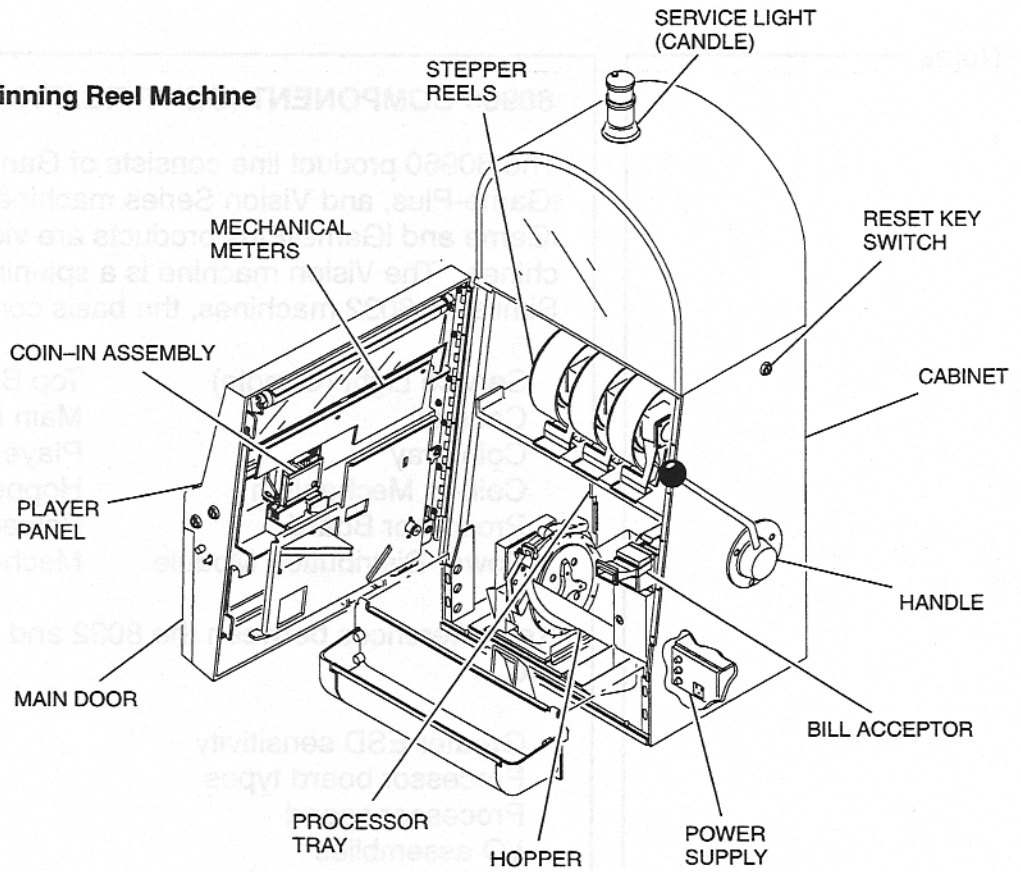| S-Plus	Player's Edge-Plus
Spinning Reel	Video Monitor
Handle/Player Panel Switches	Player Panel Switches
Top box	No Top Box
Displays information in a numerical format using a seven-segment display.	Displays all information in text form on the video monitor.

Cabinet styles available are:

S-Plus   Player's Edge-Plus

S-Plus Spinning Reel Machine

SERVICE LIGHT (CANDLE)

STEPPER REELS

RESET KEY SWITCH

MECHANICAL METERS

CABINET

COIN–IN ASSEMBLY

PLAYER PANEL

HANDLE

MAIN DOOR

BILL ACCEPTOR

PROCESSOR TRAY

HOPPER

POWER SUPPLY

Player's Edge-Plus Video Machine

SERVICE LIGHT (CANDLE)

CABINET

MECHANICAL METER

PLAYER PANEL

RESET KEY SWITCH

COIN–IN ASSEMBLY

PROCESSOR TRAY

VIDEO MONITOR

POWER SUPPLY

MAIN DOOR

HOPPER

BILL ACCEPTOR
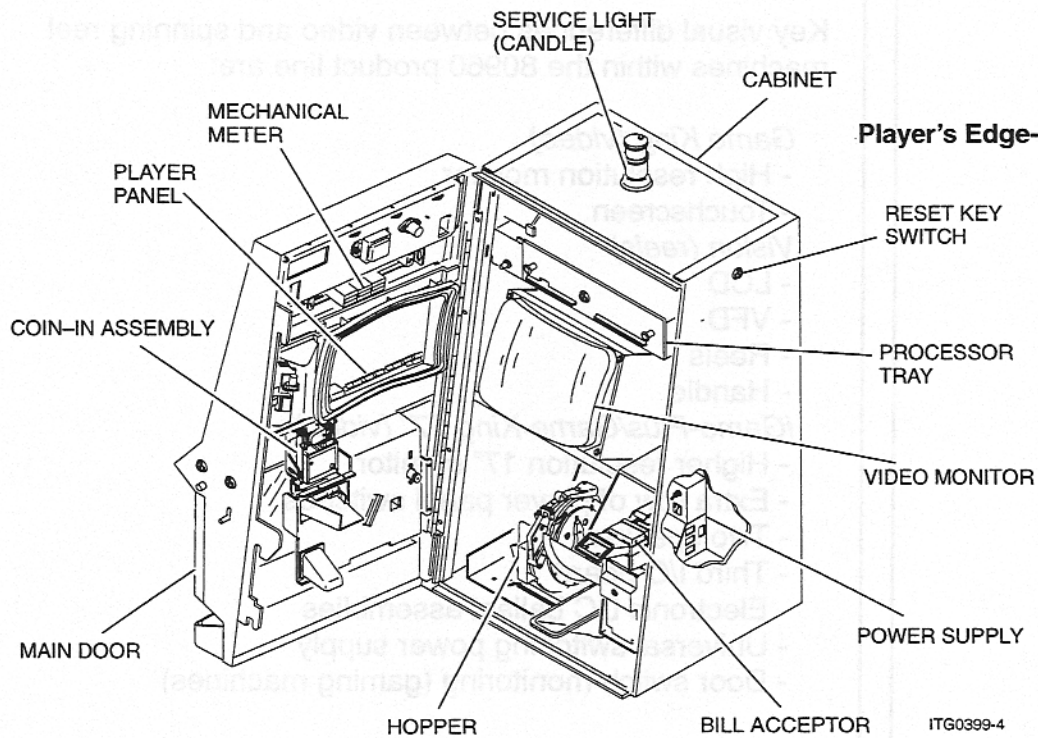
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80960 COMPONENT IDENTIFICATION

The 80960 product line consists of Game King, iGame, iGame-Plus, and Vision Series machines. Game King, iGame and iGame-Plus products are video-based machines. The Vision machine is a spinning reel game. Similar to 8032 machines, the basis components are:

Service Light (Candle)	Top Box
Cabinet	Main Door
Coin Tray	Player Panel Switches
Coin-In Mechanism	Hopper
Processor Board	Power Supply
Power Distribution Module	Mechanical Meters

Key differences between the 8032 and 80960 models are:

Greater ESD sensitivity
Processor board types
Processor speed
I/O assemblies
Power supply type
DC vs. AC

Key visual differences between video and spinning reel machines within the 80960 product line are:

Game King (video)
- High resolution monitor
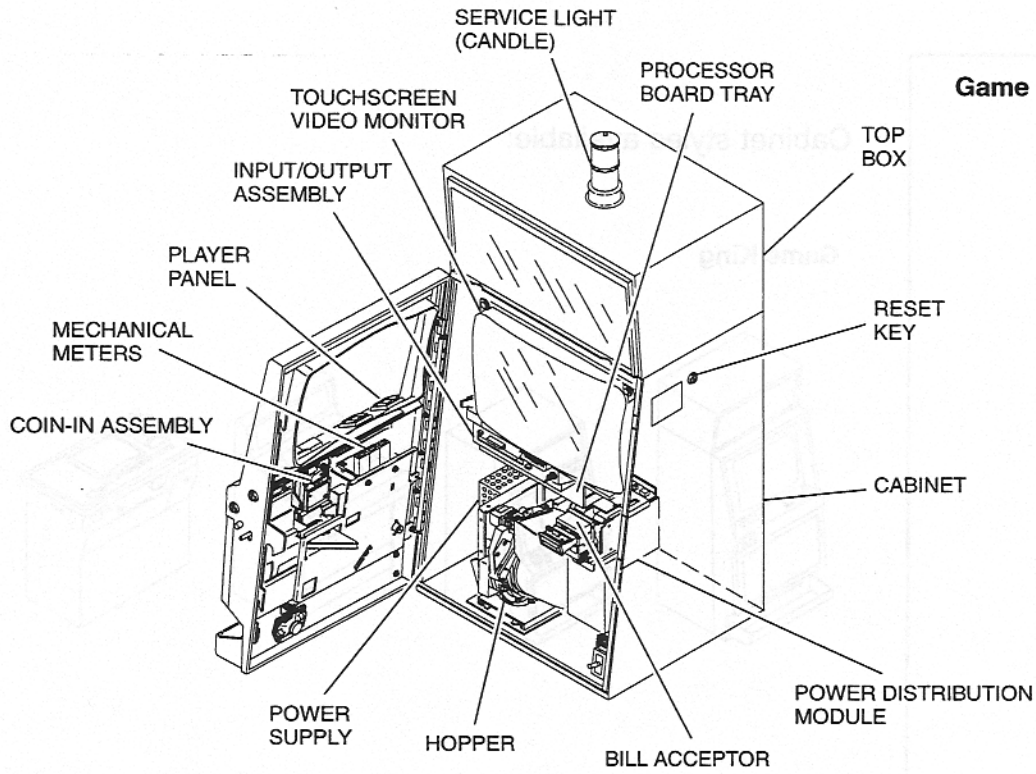- Touchscreen
Vision (reels)
- LCD
- VFD
- Reels
- Handle
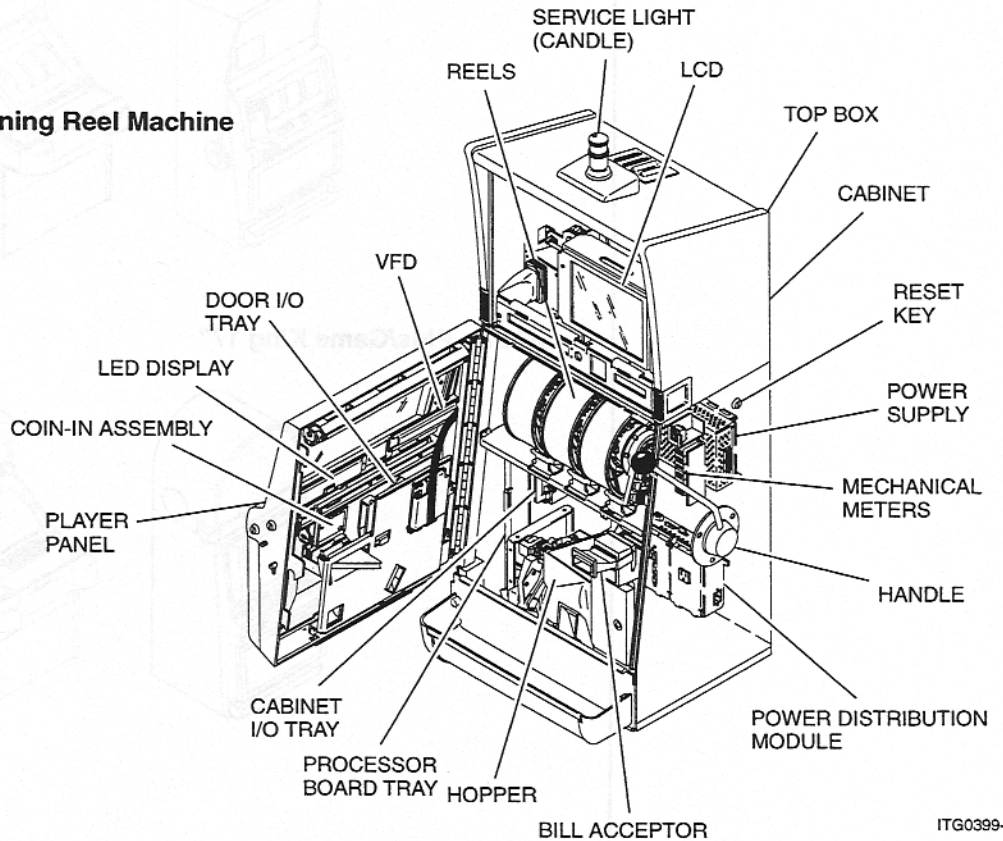*iGame-Plus/Game King 17" (video)*
- Higher resolution 17" monitor
- Extra row of player panel switches
- Two speakers
- Third I/O board
- Electronic DC ballast assemblies
- Universal switching power supply
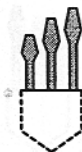- Door switch monitoring (gaming machines)

Game King Video Machine

SERVICE LIGHT (CANDLE)

PROCESSOR BOARD TRAY

TOUCHSCREEN VIDEO MONITOR

TOP BOX

INPUT/OUTPUT ASSEMBLY

PLAYER PANEL

RESET KEY

MECHANICAL METERS

COIN-IN ASSEMBLY

CABINET

POWER SUPPLY

HOPPER

BILL ACCEPTOR

POWER DISTRIBUTION MODULE

Vision Series Spinning Reel Machine

SERVICE LIGHT (CANDLE)

REELS

LCD

TOP BOX

VFD

CABINET

DOOR I/O TRAY

RESET KEY

LED DISPLAY

POWER SUPPLY

COIN-IN ASSEMBLY

MECHANICAL METERS

PLAYER PANEL

HANDLE

CABINET I/O TRAY

POWER DISTRIBUTION MODULE

PROCESSOR BOARD TRAY

HOPPER

BILL ACCEPTOR
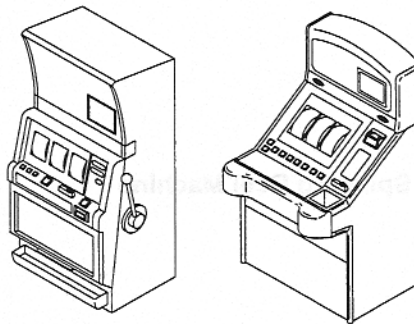
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Platform Overview Module

Cabinet styles available:

Game King
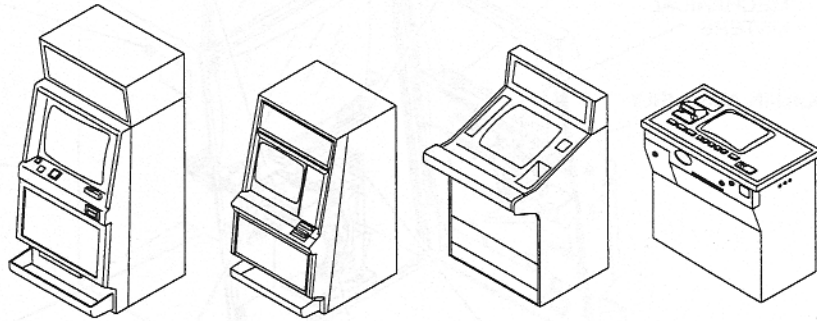
Vision

iGame-Plus/Game King 17"

**iGame-Plus/Game King 17"
Video Machine**

SERVICE LIGHT
(CANDLE)

TOP BOX

SPEAKER
ASSEMBLY

TOUCHSCREEN
VIDEO MONITOR

PROCESSOR
BOARD TRAY

SECONDARY DOOR
I/O TRAY

CABINET I/O
TRAY

MECHANICAL
METERS

RESET
KEY

PLAYER
PANEL

CABINET

COIN-IN ASSEMBLY

POWER
SUPPLY

PRIMARY DOOR
I/O TRAY

POWER DISTRIBUTION
MODULE

HOPPER

BILL ACCEPTOR
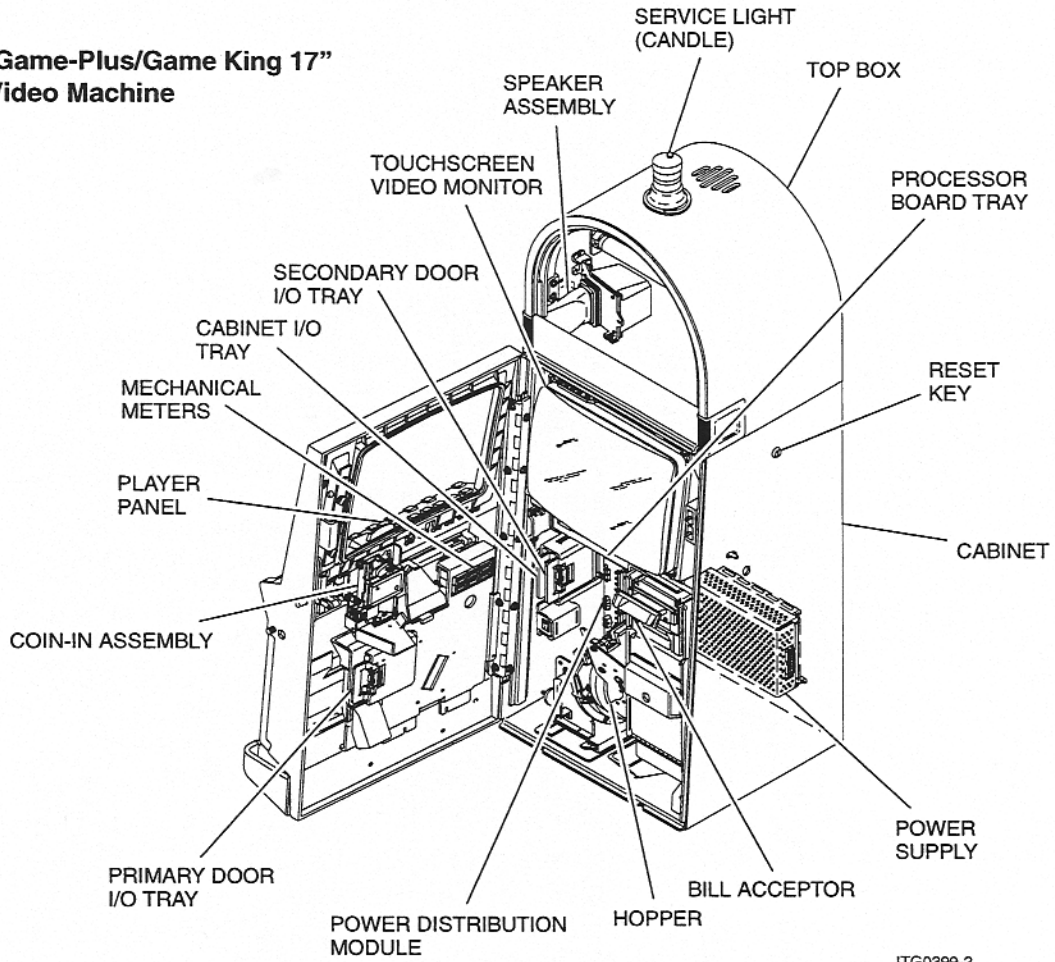
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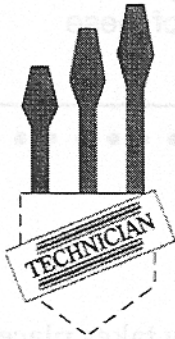
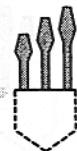# Machine Modes Module

Machine Overview
Floor Operations
Service and Troubleshooting

During this module you will learn:

- The different operating modes of a machine
- How the operating modes work

Machine Modes Module

GENERAL DEFINITION

A mode is any one of nine different operating conditions for the game machine. A machine is in one of these modes at any given time.

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DETAILED DEFINITION

Game Play Mode

This is the condition in which actual game play takes place. Active input from the player triggers this condition. This input consists of the insertion of bills or coins to apply credits to the game, and pulling the handle and/or depressing player panel switches.

Idle Mode

In this condition, the machine is merely standing by for player input. No credits are available on the machine and no visual or audio attraction is displayed.

Attract Mode

In this mode the machine will activate various visual and audio "attractions." While no credits exist on the machine, it will perform this function to encourage passersby to notice and play the game. Depending upon game version, this mode can be varied in time delay, appearance and volume.

Tilt Mode

This condition exists when other than normal machine operation occurs. Tilts such as coin-in jams, bill jams, coin-out and reel tilts cease normal game play and display this condition by illuminating the candle and printing a message on the LCD or video screen. How this tilt is indicated also varies depending on game type.
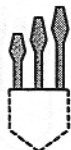
Jackpot Mode /Handpay mode.

As the name implies, this is the ultimate winning condition for the machine. When a predetermined jackpot condition is attained by the player, the machine reacts to display this condition. The jackpot bell may be activated, and various lights may flash.

Most often, the machine will lock up until the jackpot is reset by an attendant. Jackpot amounts normally exceed the amount of coins in the hopper, so a hand-pay condition could exist. A pay-out in paper currency is generally more convenient to player and gaming site alike.

Operator Mode

Accessed by pressing the operator menu switch on the front of the processor tray. There are a variety of machine diagnostic, accounting and set-up capabilities in these menus.

Attendant Mode

Accessed by turning the reset key. These menus are a subset of the operator menus, they allow some machine diagnostic and accounting information without having to open the machine door. There are no set-up menus in this mode.

Tournament Mode

In this mode, a number of machines are connected for competitive play among a limited number of players and for a designated period of time. A programmable time period and credit are applied to these machines.

This option is available with some Game King and iGame products. Vision does not support any tournament capability. Reference the Program Summary Report for set up options and specific game play parameters.

Out-Of-Service Mode

Available from both Attendant and Operator menus, this mode puts the machine in an out-of-play state. Power is applied to the machine, but coins and bills are not accepted and games will not launch. An on-screen message alerts potential players that the machine is out of service.