

Eurosteps

**WINDSOR basic model
Jnr.334/92 PJ HV/gn**

STEP N WIN

OPERATORS GUIDE AND SERVICE MANUAL

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INSTALLATION OF MACHINE

1.1 SITING

Correct siting of the 'STEP 'N' WIN' machine is important during installation and the following points should be taken into consideration.

- 1 - The machine must stand on a flat, level and stable floor.
- 2 - Ensure the machine is positioned away from direct sunlight and away from areas subject to heat e.g. a fire or radiator.
- 3 - Static electricity may cause resetting problems, so avoid areas where Nylon carpets are fitted.
- 4 - A good 'Earth' is necessary for safety and correct operation with the mains plug and socket being tight fitting and in good order.
- 5 - For Safety, avoid positioning the machine in the vicinity of fire exits and fire extinguishers.
- 6 - Avoid positioning the machine in the proximity of indoor swimming pools, showers or any other source of open water supply.
- 7 - Avoid positioning the machine in any area where highly inflammable and/or volatile liquids may be stored.
- 8 - Machines look more attractive in subdued lighting, and there are likely to perform better.

1.2 INSTALLATION

It is important to avoid rough handling of this machine as certain parts are fragile. Access to the appliance for any purpose, should only be made by an authorised person.

- 1 - Upon arrival of the machine, a visual inspection should be carried out to ensure no damage occurred during transportation.
- 2 - Check that all plug-in connectors are firmly seated. If any connectors are found unplugged, care should be taken when reconnecting them because some may be fitted with a key-way to ensure the proper orientation and connections when fitted.
- 3 - Check that all plug-in Integrated Circuit components and Sub Boards which are situated on the main PCB, are firmly seated together.
- 4 - Check all sub assembly components such the Power Supply, Reel Units, Coin Mech and Payout Unit Assembly for secure mounting.
- 5 - Check that all door locks are secure and that any door switch operates correctly when the door is closed.

SUPPLY - SAFETY - MAINTENANCE

2.1 SUPPLY REQUIREMENTS

The machine requires a nominal supply of 220V AC - 50Hz, but should easily tolerate a +/- 10% variation

Connection to the mains supply is through an IEC socket which is located at the rear of the machine. The supply should be protected by a 5 Amp fuse, which is in most cases achieved by the fuse rating at the mains connection end of the supply lead. A good EARTH is essential if Safety is to be assured and problems from static are to be avoided.

2.2 SAFETY WARNING

ENSURE THAT THE MAINS SUPPLY IS SUFFICIENT FOR THE CORRECT OPERATION OF THE MACHINE, AND THE SUPPLY HAS A GOOD EARTH CONNECTION.

HIGH VOLTAGES exist within the machine so it is important that only qualified personnel touch any internal parts of this machine. The high voltages that are present, can cause SHOCK or even FATALITY if misused. Always take extreme care when working within the machine and always switch the machine 'OFF' before the removal of any components.

An Earth Bond and Installation Test is carried out at the factory prior to dispatch, this is to ensure that the machine is safe for operation. A card is attached inside the machine to show that these tests have been carried out, and the readings taken during this test will be logged on the card.

This test should be carried out periodically during the life of the machine to ensure its safe operation.

This test should also be carried out when the Power Supply is changed or when the Earth circuit has been disturbed.

The results of subsequent tests should be logged on the test card, and should only be carried out by a qualified person.

To ensure maximum safety and protection to all components, only use the correct rating fuses if replacement is required.

While the power to the machine is 'ON' never connect or disconnect any of the Connectors or Sub Boards, as this can cause serious damage to the electronic components within the machine.

TEST ROUTINE

To enter the test routine open the back door and press the TEST switch. On entering the 'Test Routine' the following test may be carried out by pressing the START button to select the test and then pressing the UTBETALING button to action the test.

During this routine, the KREDIT display will indicate each test available each time the START button is pressed.

TEST 1 - COIN MECH TEST

Press 'UTBETALING' to enter the test sequence.

COIN MECH.

Insert a 1 Kr Coin, and '1' will be displayed on the GEVINST display.

Insert a 5 Kr Coin, and '5' will be displayed on the GEVINST display.

Insert a 10 Kr Coin, and '10' will be displayed on the GEVINST display.

Insert a 20 Kr Coin, and '20' will be displayed on the GEVINST display.

Operating the pay-out tube low level switches will display the following,

1 Kr tube switch	- The 'Spill 1' '20' lamp lights
10 Kr 'A' tube switch	- The 'Spill 2' '40' lamp lights
10 Kr 'B' tube switch	- The 'Spill 3' '60' lamp lights
20 Kr tube switch	- The 'Spill 4' '80' lamp lights

Pressing buttons will de-float the pay-out tubes, the GEVINST display will indicate which tube is paying.

STEP NED 1	- 1 Kr tube
STEP NED 2	- 10 Kr 'A' tube
STEP NED 3	- 10 Kr 'B' tube
BONUS STOP	- 20 Kr tube

Press 'START' to exit from the test sequence.

TEST 2 - REEL TEST

Press 'UTBETALING' to enter the test sequence.

All reels spin to position 1 giving a 'RED DIAMOND' symbol.

Pressing the STEP NED buttons will step the reels and allow any symbol combination to be stepped onto the win line.

When the reels are being stepped, two audio tones are sounded, one when the reel tag enters the opto and one when it exits.

Press 'START' to exit from the test sequence.

TEST ROUTINE

TEST 3 - LAMP TEST

Press 'UTBETALING' to enter the test sequence.

All lamps on the 'Feature Play' glass illuminate.

Press 'UTBETALING' to advance test.

All 'Feature Play' glass lamps switch off, and all lamps on the 'Reel Glass' illuminate.

Press 'UTBETALING' to advance test.

All lamps on the 'Reel Glass' will switch off, and each lamp will then flash individually in sequence. The lamp number of each lit lamp being displayed on the 'GEVINST' meter.

Pressing the 2nd 'STEP NED' button will halt the sequence leaving any one lamp lit, pressing it again will continue the sequence.

Repeated pressing of the 3rd 'STEP NED' button will cause the lamp flash to step manually, the speed of the flash sequence being controlled by how fast the button is pressed.

Press 'START' to exit from the test sequence.

TEST 4 - SWITCH TEST

Press 'UTBETALING' to enter the test sequence.

During this test all multiplexed switch can be tested. When a switch is operated, an audio sound is given and the number of the switch input will be indicated on the 'Kredit' meter. The player buttons will also light when they are pressed.

Input Numbers :

Button	Input	Button	Input
START 1-5	30		
START	29	BET	13
BONUS STOP	28	BONUS SPILL	12
STEP NED 3	27	HOLD 3	11
STEP NED 2	26	HOLD 2	10
STEP NED 1	25	HOLD 1	9
UTBETALING	24		

Other Switches : Key switch 1, REFILL - 22

Press 'START' to exit from the test sequence.

TEST ROUTINE

TEST 5 - L.E.D TEST

Press the 'UTBETALING' to enter the test sequence.

The LED displays will sequence 0 to 9 and then light each segment in turn 'A' through to 'G'

Pressing the 3rd STEP NED button will step this sequence manually.

Pressing the 2nd STEP NED button will stop the sequence.

Press 'START' to exit test and advance to the next test sequence.

TEST 6 - METER TEST

To gain entry to the 'METER' test, the refill key must be operated when the 'UTBETALING' button is pressed for test entry.

Press 'UTBETALING' and each meter will pulse 5 times.

Meter #1	-	CASH IN
Meter #2	-	CASH OUT
Meter #3	-	NOTES IN
Meter #4	-	PAY ATTENDANT

Test sequence automatically advances at end of test.

TEST 7 - SOUND TEST

Press 'CANCEL' to action the test.

Pressing the 1st 'STEP NED' button will select the sample to be played.

Pressing the 3rd 'STEP NED' button will play the sample selected.

Press 'START' to exit test and advance to the next test sequence.

TEST 8 - ERROR LOG

Press 'UTBETALING' to gain entry to the ERROR LOG files.

To exit from the TEST ROUTINES, operate the CASH DOOR switch.

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STEP 'N' WIN

REEL BANDS - AWARDS

REEL 1

◇
BAR 1
BAR 3
◇
SEVEN
BAR 2
◇
BAR 3
BAR 1
BAR 2
◇
SEVEN
BAR 3
◇
BAR 2
BAR 1

REEL 2

◇
BAR 2
BAR 1
BAR 3
◇
BAR 1
SEVEN
◇
BAR 2
BAR 3
BAR 1
◇
BAR 2
BAR 3
◇
SEVEN

REEL 3

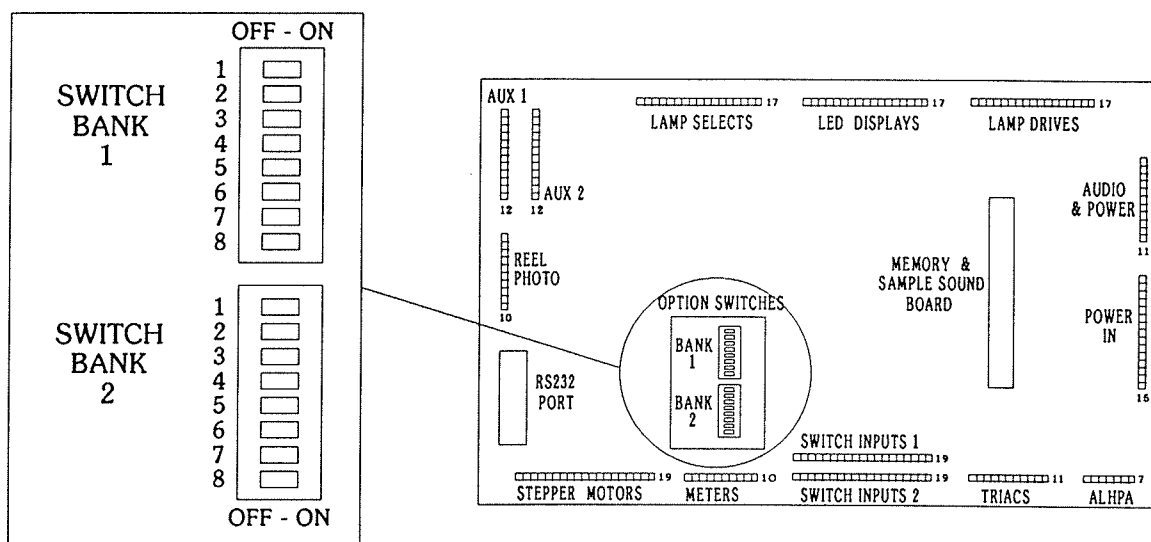
◇
BAR 3
BAR 1
BAR 2
SEVEN
◇
BAR 1
BAR 3
◇
BAR 1
SEVEN
BAR 2
◇
BAR 3
◇
BAR 2

AWARDS

SEVEN ◇ DIAMOND	SEVEN ◇ DIAMOND	SEVEN ◇ DIAMOND	SUPERPOT		
DIAMOND	DIAMOND	DIAMOND	MYSTERY WIN + Repeat Skill		
DIAMOND	DIAMOND	DIAMOND	MYSTERY WIN		
BAR 3	BAR 3	BAR 3	20 + 20 + 20 + 20	100	
BAR 2	BAR 2	BAR 2	15 + 15 + 15 + 15	75	
BAR 1	BAR 1	BAR 1	10 + 10 + 10 + 10	50	
ANY BAR	ANY BAR	ANY BAR	5 + 5 + 5 + 5	25	

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OPTION SWITCHES



SWITCH BANK 1 : OPERATOR OPTIONS

1	DISPLAY AIM PERCENTAGE	OFF	Percentage displayed during Power Up
		ON	No Percentage displayed
2	SPEED OF REEL SPIN	OFF	Reel Speed - Normal
		ON	Reel Speed - Slow
3	DISPLAY SUPERPOT VALUE	OFF	Pot value not displayed
		ON	Pot value displayed each drop
4	PRICE OF PLAY	OFF	1 Kr Play (10 Kr Bonus Max.)
		ON	2 Kr Play (20 Kr Bonus Max.)
5	Not Used	OFF	Set to OFF position
		ON	★
6	Not Used	OFF	Set to OFF position
		ON	★
7	Not Used	OFF	Set to OFF position
		ON	★
8	Not Used	OFF	Set to OFF position
		ON	★

SWITCH BANK 2 : PAY OUT PERCENTAGE OPTIONS

SWITCHES 1-2-3-4 ON BANK 2, CONTROL THE PAYOUT PERCENTAGE UNLESS THE PERCENTAGE - KEY LINK IS FITTED. THE PERCENTAGE OPTIONS ARE AS FOLLOWS.
'0' Indicates a switch is in the OFF position. '1' Indicates a switch is in the ON position.

	72%	73%	74%	75%	76%	77%	78%	79%	80%	82%	84%	86%	88%	90%	92%	94%
Sw.1	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1
Sw.2	0	0	1	1	0	0	1	1	0	0	1	1	0	0	1	1
Sw.3	0	0	0	0	1	1	1	1	0	0	0	0	1	1	1	1
Sw.4	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1

5	Not Used	OFF	Set to OFF position
		ON	★
6	Not Used	OFF	Set to OFF position
		ON	★
7	Not Used	OFF	Set to OFF position
		ON	★
8	Not Used	OFF	Set to OFF position
		ON	★

ELECTROMECHANICAL ACCOUNTANCY

Four Electromechanical meters are fitted to record the following information :

- Meter 1, CASH IN - metered in 1 Kr units and records the total value of all coins inserted into the machine.
- Meter 2, CASH OUT - metered in 1 Kr units and records the total value of all coins paid out by the machine.
- Meter 3, NOTES IN - metered in 50 Kr units and records the total value of all Notes inserted into the machine.
- Meter 4, ATTENDANT - metered in 1 Kr units and records the total value of money to be paid to the attendant for any coins refilled into the machine, plus any value paid to the player when the payout reset option is used.

ELECTRONIC ACCOUNTANCY

In addition to the Electromechanical accountancy system, the following records are held within the machine software accountancy system.

- | | | |
|-----|-----------------------|--------------|
| 1. | SET PERCENTAGE | |
| 2. | OVERALL PERCENTAGE | |
| 3. | SHORT PERCENTAGE | |
| 4. | TOTAL CASH IN | 1 Kr Units |
| 5. | TOTAL CASH OUT | 1 Kr Units |
| 6. | TOTAL ATTENDANT VALUE | 1 Kr Units |
| 7. | TOTAL PLAYS | 1 Kr Units |
| 8. | TOTAL WINS | 1 Kr Units |
| 9. | 1 Kr IN | 1 Kr Units |
| 10. | 5 Kr IN | 5 Kr Units |
| 11. | 10 Kr IN | 10 Kr Units |
| 12. | 20 Kr IN | 20 Kr Units |
| 13. | 50 Kr NOTES IN | 50 Kr Units |
| 14. | 100 Kr NOTES IN | 100 Kr Units |
| 15. | 200 Kr NOTES IN | 200 Kr Units |
| 16. | 500 Kr NOTES IN | 500 Kr Units |
| 17. | 1 Kr COINS OUT | 1 Kr Units |
| 18. | 10 Kr COINS OUT | 10 Kr Units |
| 19. | 20 Kr COINS OUT | 20 Kr Units |
| 20. | 1 Kr COINS REFILLED | 1 Kr Units |
| 21. | 10 Kr COINS REFILLED | 10 Kr Units |
| 22. | 20 Kr COINS REFILLED | 20 Kr Units |
| 23. | ATTENDANT HAND PAID | 1 Kr Units |

Opening the 'Cash Door' will gain entry to this metering system, the actual meter value will be displayed using both the Gevinst and Kredit meters. The Bonus meter will display the meter number currently being displayed, pressing the Start button will advance the read to the next meter in the list.

Pressing the Utbeting button will indicate 9 on the Superpot meter, this will countdown to '0' sounding an audio alarm if the button is held pressed. When the meter reaches '0' all meters between 3 and 23 are reset.

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MULTIPLEXED LAMPS

CONNECTIONS

MULTIPLEXED LAMPS

Lamp	SI	Colour	SO	Colour
0	0A	Pur Blk	0A	Yel Blk
1	0A	Pur Blk	1A	Yel Brn
2	0A	Pur Blk	2A	Yel Red
3	0A	Pur Blk	3A	Yel Org
4	0A	Pur Blk	4A	Yel
5	0A	Pur Blk	5A	Yel Blu
6	0A	Pur Blk	6A	Yel Vio
7	0A	Pur Blk	7A	Yel Gry

Reel 1,	Top Lamp
Reel 2,	Top Lamp
Reel 3,	Top Lamp
Illumination,	Top Win 200Kr - Lamp A
Illumination,	Top Win 200Kr - Lamp B
Information,	Kontakt Butikksjef (Refill)
Gamble Lamp,	Go #5
Gamble Lamp,	Tap (Lose)

Lamp	SI	Colour	SO	Colour
8	1A	Pur Brn	0A	Yel Blk
9	1A	Pur Brn	1A	Yel Brn
10	1A	Pur Brn	2A	Yel Red
11	1A	Pur Brn	3A	Yel Org
12	1A	Pur Brn	4A	Yel
13	1A	Pur Brn	5A	Yel Blu
14	1A	Pur Brn	6A	Yel Vio
15	1A	Pur Brn	7A	Yel Gry

Reel 1,	Middle Lamp
Reel 2,	Middle Lamp
Reel 3,	Middle Lamp
Machine Name,	Lamp #1
Machine Name,	Lamp #2
Machine Name,	Lamp #3
Machine Name,	Lamp #4
Machine Name,	Lamp #5

Lamp	SI	Colour	SO	Colour
16	2A	Pur Red	0A	Yel Blk
17	2A	Pur Red	1A	Yel Brn
18	2A	Pur Red	2A	Yel Red
19	2A	Pur Red	3A	Yel Org
20	2A	Pur Red	4A	Yel
21	2A	Pur Red	5A	Yel Blu
22	2A	Pur Red	6A	Yel Vio
23	2A	Pur Red	7A	Yel Gry

Reel 1,	Bottom Lamp
Reel 2,	Bottom Lamp
Reel 3,	Bottom Lamp
Gamble Lamp,	Go Gevinst (Double Win)
Gamble Lamp,	Go #1
Gamble Lamp,	Go #2
Gamble Lamp,	Go #3
Gamble Lamp,	Go #4

Lamp	SI	Colour	SO	Colour
24	3A	Pur Org	0A	Yel Blk
25	3A	Pur Org	1A	Yel Brn
26	3A	Pur Org	2A	Yel Red
27	3A	Pur Org	3A	Yel Org
28	3A	Pur Org	4A	Yel
29	3A	Pur Org	5A	Yel Blu
30	3A	Pur Org	6A	Yel Vio
31	3A	Pur Org	7A	Yel Gry

Button #1,	PAYOUT / COLLECT
Button #2a,	HOLD #1
Button #3a,	HOLD #2
Button #4a,	HOLD #3
Button #5a,	PLAY 2Kr BONUS
Button #6a,	BET
Button #7,	1-5 START / DOBBEL

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MULTIPLEXED LAMPS

CONNECTIONS

Lamp	SI	Colour	SO	Colour
32	4A	Pur Yel	0A	Yel Blk
33	4A	Pur Yel	1A	Yel Brn
34	4A	Pur Yel	2A	Yel Red
35	4A	Pur Yel	3A	Yel Org
36	4A	Pur Yel	4A	Yel
37	4A	Pur Yel	5A	Yel Blu
38	4A	Pur Yel	6A	Yel Vio
39	4A	Pur Yel	7A	Yel Gry

MULTIPLEXED LAMPS

Button #2,	STEP DOWN #1
Button #3,	STEP DOWN #2
Button #4,	STEP DOWN #3
Button #5,	BONUS STOP
Button #6,	START
Step Feature Panel,	Name Lamp #1
Step Feature Panel,	Name Lamp #2

Lamp	SI	Colour	SO	Colour
40	5A	Pur Grn	0A	Yel Blk
41	5A	Pur Grn	1A	Yel Brn
42	5A	Pur Grn	2A	Yel Red
43	5A	Pur Grn	3A	Yel Org
44	5A	Pur Grn	4A	Yel
45	5A	Pur Grn	5A	Yel Blu
46	5A	Pur Grn	6A	Yel Vio
47	5A	Pur Grn	7A	Yel Gry

Repeat Feature,	Repeat Gavinst Panel Lamp
Repeat Feature,	No Lamp (NEI)
Repeat Feature,	Yes Lamp (JA)
Repeat Feature,	Repeat Lamp #1
Repeat Feature,	Repeat Lamp #2
Repeat Feature,	Repeat Lamp #3
Repeat Feature,	Repeat Lamp #4
Repeat Feature,	Repeat Lamp #5

Lamp	SI	Colour	SO	Colour
48	6A	Pur Blu	0A	Yel Blk
49	6A	Pur Blu	1A	Yel Brn
50	6A	Pur Blu	2A	Yel Red
51	6A	Pur Blu	3A	Yel Org
52	6A	Pur Blu	4A	Yel
53	6A	Pur Blu	5A	Yel Blu
54	6A	Pur Blu	6A	Yel Vio
55	6A	Pur Blu	7A	Yel Gry

Top Plaque Name,	Lamp #1
Top Plaque Name,	Lamp #2
Top Plaque Name,	Lamp #3
Jackpot Panel,	Lamp #1
Jackpot Panel,	Lamp #2
Indicator,	Coin Insert - Cash
Mystery Win,	1Kr - 5
Mystery Win,	2Kr - 5

Lamp	SI	Colour	SO	Colour
56	7A	Pur Gry	0A	Yel Blk
57	7A	Pur Gry	1A	Yel Brn
58	7A	Pur Gry	2A	Yel Red
59	7A	Pur Gry	3A	Yel Org
60	7A	Pur Gry	4A	Yel
61	7A	Pur Gry	5A	Yel Blu
62	7A	Pur Gry	6A	Yel Vio
63	7A	Pur Gry	7A	Yel Gry

Mystery Win,	Name Lamp #1
Mystery Win,	Name Lamp #2
Mystery Win,	Name Lamp #3
Mystery Win,	Super Pot
Mystery Win,	20Kr
Mystery Win,	15Kr
Mystery Win,	10Kr
Mystery Win,	5Kr

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MULTIPLEXED LAMPS

CONNECTIONS

MULTIPLEXED LAMPS

Lamp	SI	Colour	SO	Colour
64	0B	Gry Blk	0B	Blu Blk
65	0B	Gry Blk	1B	Blu Brn
66	0B	Gry Blk	2B	Blu Red
67	0B	Gry Blk	3B	Blu Org
68	0B	Gry Blk	4B	Blu Yel
69	0B	Gry Blk	5B	Blu Grn
70	0B	Gry Blk	6B	Blu Vio
71	0B	Gry Blk	7B	Blu Gry

'SUPERPOT' LED Display,	'1000' Seg 'A'
'SUPERPOT' LED Display,	'1000' Seg 'B'
'SUPERPOT' LED Display,	'1000' Seg 'C'
'SUPERPOT' LED Display,	'1000' Seg 'D'
'SUPERPOT' LED Display,	'1000' Seg 'E'
'SUPERPOT' LED Display,	'1000' Seg 'F'
'SUPERPOT' LED Display,	'1000' Seg 'G'
'SUPERPOT' LED Display,	'1000' Seg 'dp'

Lamp	SI	Colour	SO	Colour
72	1B	Gry Brn	0B	Blu Blk
73	1B	Gry Brn	1B	Blu Brn
74	1B	Gry Brn	2B	Blu Red
75	1B	Gry Brn	3B	Blu Org
76	1B	Gry Brn	4B	Blu Yel
77	1B	Gry Brn	5B	Blu Grn
78	1B	Gry Brn	6B	Blu Vio
79	1B	Gry Brn	7B	Blu Gry

'SUPERPOT' LED Display,	'0100' Seg 'A'
'SUPERPOT' LED Display,	'0100' Seg 'B'
'SUPERPOT' LED Display,	'0100' Seg 'C'
'SUPERPOT' LED Display,	'0100' Seg 'D'
'SUPERPOT' LED Display,	'0100' Seg 'E'
'SUPERPOT' LED Display,	'0100' Seg 'F'
'SUPERPOT' LED Display,	'0100' Seg 'G'
'SUPERPOT' LED Display,	'0100' Seg 'dp'

Lamp	SI	Colour	SO	Colour
80	2B	Gry Red	0B	Blu Blk
81	2B	Gry Red	1B	Blu Brn
82	2B	Gry Red	2B	Blu Red
83	2B	Gry Red	3B	Blu Org
84	2B	Gry Red	4B	Blu Yel
85	2B	Gry Red	5B	Blu Grn
86	2B	Gry Red	6B	Blu Vio
87	2B	Gry Red	7B	Blu Gry

'SUPERPOT' LED Display,	'0010' Seg 'A'
'SUPERPOT' LED Display,	'0010' Seg 'B'
'SUPERPOT' LED Display,	'0010' Seg 'C'
'SUPERPOT' LED Display,	'0010' Seg 'D'
'SUPERPOT' LED Display,	'0010' Seg 'E'
'SUPERPOT' LED Display,	'0010' Seg 'F'
'SUPERPOT' LED Display,	'0010' Seg 'G'
'SUPERPOT' LED Display,	'0010' Seg 'dp'

Lamp	SI	Colour	SO	Colour
88	3B	Gry Org	0B	Blu Blk
89	3B	Gry Org	1B	Blu Brn
90	3B	Gry Org	2B	Blu Red
91	3B	Gry Org	3B	Blu Org
92	3B	Gry Org	4B	Blu Yel
93	3B	Gry Org	5B	Blu Grn
94	3B	Gry Org	6B	Blu Vio
95	3B	Gry Org	7B	Blu Gry

'SUPERPOT' LED Display,	'0001' Seg 'A'
'SUPERPOT' LED Display,	'0001' Seg 'B'
'SUPERPOT' LED Display,	'0001' Seg 'C'
'SUPERPOT' LED Display,	'0001' Seg 'D'
'SUPERPOT' LED Display,	'0001' Seg 'E'
'SUPERPOT' LED Display,	'0001' Seg 'F'
'SUPERPOT' LED Display,	'0001' Seg 'G'
'SUPERPOT' LED Display,	'0001' Seg 'dp'

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MULTIPLEXED LAMPS

CONNECTIONS

MULTIPLEXED LAMPS

Lamp	SI	Colour	SO	Colour
96	4B	Gry Yel	0B	Blu Blk
97	4B	Gry Yel	1B	Blu Brn
98	4B	Gry Yel	2B	Blu Red
99	4B	Gry Yel	3B	Blu Org
100	4B	Gry Yel	4B	Blu Yel
101	4B	Gry Yel	5B	Blu Grn
102	4B	Gry Yel	6B	Blu Vio
103	4B	Gry Yel	7B	Blu Gry

'BONUS KR' LED Display,	'1000'	Seg 'A'
'BONUS KR' LED Display,	'1000'	Seg 'B'
'BONUS KR' LED Display,	'1000'	Seg 'C'
'BONUS KR' LED Display,	'1000'	Seg 'D'
'BONUS KR' LED Display,	'1000'	Seg 'E'
'BONUS KR' LED Display,	'1000'	Seg 'F'
'BONUS KR' LED Display,	'1000'	Seg 'G'
'BONUS KR' LED Display,	'1000'	Seg 'dp'

Lamp	SI	Colour	SO	Colour
104	5B	Gry Grn	0B	Blu Blk
105	5B	Gry Grn	1B	Blu Brn
106	5B	Gry Grn	2B	Blu Red
107	5B	Gry Grn	3B	Blu Org
108	5B	Gry Grn	4B	Blu Yel
109	5B	Gry Grn	5B	Blu Grn
110	5B	Gry Grn	6B	Blu Vio
111	5B	Gry Grn	7B	Blu Gry

'BONUS KR' LED Display,	'0100'	Seg 'A'
'BONUS KR' LED Display,	'0100'	Seg 'B'
'BONUS KR' LED Display,	'0100'	Seg 'C'
'BONUS KR' LED Display,	'0100'	Seg 'D'
'BONUS KR' LED Display,	'0100'	Seg 'E'
'BONUS KR' LED Display,	'0100'	Seg 'F'
'BONUS KR' LED Display,	'0100'	Seg 'G'
'BONUS KR' LED Display,	'0100'	Seg 'dp'

Lamp	SI	Colour	SO	Colour
112	6B	Gry Blu	0B	Blu Blk
113	6B	Gry Blu	1B	Blu Brn
114	6B	Gry Blu	2B	Blu Red
115	6B	Gry Blu	3B	Blu Org
116	6B	Gry Blu	4B	Blu Yel
117	6B	Gry Blu	5B	Blu Grn
118	6B	Gry Blu	6B	Blu Vio
119	6B	Gry Blu	7B	Blu Gry

'BONUS KR' LED Display,	'0010'	Seg 'A'
'BONUS KR' LED Display,	'0010'	Seg 'B'
'BONUS KR' LED Display,	'0010'	Seg 'C'
'BONUS KR' LED Display,	'0010'	Seg 'D'
'BONUS KR' LED Display,	'0010'	Seg 'E'
'BONUS KR' LED Display,	'0010'	Seg 'F'
'BONUS KR' LED Display,	'0010'	Seg 'G'
'BONUS KR' LED Display,	'0010'	Seg 'dp'

Lamp	SI	Colour	SO	Colour
120	7B	Gry Vio	0B	Blu Blk
121	7B	Gry Vio	1B	Blu Brn
122	7B	Gry Vio	2B	Blu Red
123	7B	Gry Vio	3B	Blu Org
124	7B	Gry Vio	4B	Blu Yel
125	7B	Gry Vio	5B	Blu Grn
126	7B	Gry Vio	6B	Blu Vio
127	7B	Gry Vio	7B	Blu Gry

'BONUS KR' LED Display,	'0001'	Seg 'A'
'BONUS KR' LED Display,	'0001'	Seg 'B'
'BONUS KR' LED Display,	'0001'	Seg 'C'
'BONUS KR' LED Display,	'0001'	Seg 'D'
'BONUS KR' LED Display,	'0001'	Seg 'E'
'BONUS KR' LED Display,	'0001'	Seg 'F'
'BONUS KR' LED Display,	'0001'	Seg 'G'
'BONUS KR' LED Display,	'0001'	Seg 'dp'

Windsor MPU 4 STEP 'N' WIN

MULTIPLEXED LAMPS

CONNECTIONS

MULTIPLEXED LAMPS

Lamp	SI	Colour	SO	Colour
128	A0	Grn Blk	A0	Pnk Blk
129	A0	Grn Blk	A1	Pnk Brn
130	A0	Grn Blk	A2	Pnk Red
131	A0	Grn Blk	A3	Pnk Org
132	A0	Grn Blk	A4	Pnk Yel

Award Symbol,	MIXED BAR	Lamp #1
Award Symbol,	1 BAR	Lamp #1
Award Symbol,	2 BAR	Lamp #1
Award Symbol,	3 BAR	Lamp #1

Lamp	SI	Colour	SO	Colour
136	A1	Grn Brn	A0	Pnk Blk
137	A1	Grn Brn	A1	Pnk Brn
138	A1	Grn Brn	A2	Pnk Red
139	A1	Grn Brn	A3	Pnk Org
140	A1	Grn Brn	A4	Pnk Yel

Award Symbol,	MIXED BAR	Lamp #2
Award Symbol,	1 BAR	Lamp #2
Award Symbol,	2 BAR	Lamp #2
Award Symbol,	3 BAR	Lamp #2

Lamp	SI	Colour	SO	Colour
144	A2	Grn Red	A0	Pnk Blk
145	A2	Grn Red	A1	Pnk Brn
146	A2	Grn Red	A2	Pnk Red
147	A2	Grn Red	A3	Pnk Org
148	A2	Grn Red	A4	Pnk Yel

Award Value,	5	Spill 1
Award Value,	10	Spill 1
Award Value,	15	Spill 1
Award Value,	20	Spill 1

Lamp	SI	Colour	SO	Colour
152	A3	Grn Org	A0	Pnk Blk
153	A3	Grn Org	A1	Pnk Brn
154	A3	Grn Org	A2	Pnk Red
155	A3	Grn Org	A3	Pnk Org
156	A3	Grn Org	A4	Pnk Yel

Award Value,	10	Spill 2
Award Value,	20	Spill 2
Award Value,	30	Spill 2
Award Value,	40	Spill 2

Lamp	SI	Colour	SO	Colour
160	A4	Grn Blu	A0	Pnk Blk
161	A4	Grn Blu	A1	Pnk Brn
162	A4	Grn Blu	A2	Pnk Red
163	A4	Grn Blu	A3	Pnk Org
164	A4	Grn Blu	A4	Pnk Yel

Award Value,	15	Spill 3
Award Value,	30	Spill 3
Award Value,	45	Spill 3
Award Value,	60	Spill 3

Windsor MPU 4 STEP 'N' WIN

METER / INHIBIT & COIN MECH PLUGS

METER : PL3

METERS & INHIBIT LINES

In/Out	Pin	Colour	Function
01	1	Yel Blk	Meter, CASH IN
02	2	Yel Brn	Meter, CASH OUT
04	3	Yel Red	Meter, NOTE IN (50 Kr value)
08	4	Yel Org	Meter, ATTENDENT METER
10	5	Yel Grn	Inhibit 'A' CASH - Cash Box
20	6	Yel Blu	Inhibit 'B' CASH - Payout Tubes
40	7	Yel Vio	Inhibit 'C' NOTE ACCEPTOR
80	8	Yel Gry	
	9	POL PIN	
	10	Yel	Meter, 12v Meter Return

METER : PL3

METERS & INHIBIT LINES

Yel	Yel	Yel	Yel	Yel	Yel	Yel	Yel	Yel	Yel
Blk	Brn	Red	Org	Grn	Blu	Vio	Gry		Yel

POL

AUX 2 : PL15

COIN MECH PLUG

In/Out	Pin	Colour	Function
	1	Brn	+12 volt Supply
	2	Red	0 volt Power
	3	Org	0 volt Signal
B7	4	Yel	Coin Input, Kr 20
B6	5	Grn	Coin Input, Kr 10
	6	POL	Polarising Pin
B5	7	Vio	Coin Input, Kr 5
B4	8	Gry	Coin Input, Kr 1
B3	9	Vio Org	Note In, Kr 500
B2	10	Vio Red	Note In, Kr 200
B1	11	Vio Brn	Note In, Kr 100
B0	12	Vio Blk	Note In, Kr 50

AUX 2 : PL15

COIN MECH PLUG

Brn	Red	Org	Yel	Grn		Vio	Gry	Vio	Vio	Vio	Vio
								Org	Red	Brn	Blk

POL

Windsor MPU 4 STEP 'N' WIN

MULTIPLEXED LAMPS

CONNECTIONS

MULTIPLEXED LAMPS

Lamp	SI	Colour	SO	Colour
168	A5	Grn Vlo	A0	Pnk Blk
169	A5	Grn Vlo	A1	Pnk Brn
170	A5	Grn Vlo	A2	Pnk Red
171	A5	Grn Vlo	A3	Pnk Org
172	A5	Grn Vlo	A4	Pnk Yel

Award Value,	20	Spill 4
Award Value,	40	Spill 4
Award Value,	60	Spill 4
Award Value,	80	Spill 4

Lamp	SI	Colour	SO	Colour
176	A6	Grn Gry	A0	Pnk Blk
177	A6	Grn Gry	A1	Pnk Brn
178	A6	Grn Gry	A2	Pnk Red
179	A6	Grn Gry	A3	Pnk Org
180	A6	Grn Gry	A4	Pnk Yel

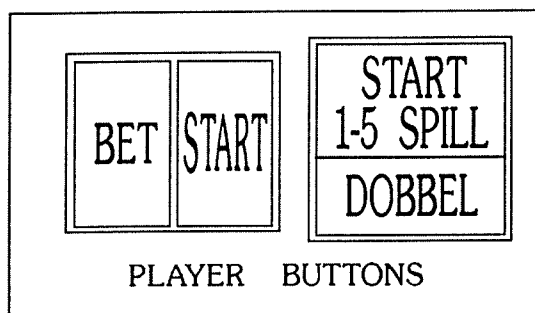
Award Value,	25	Spill 1-5
Award Value,	50	Spill 1-5
Award Value,	75	Spill 1-5
Award Value,	100	Spill 1-5
Indicator,	Stop (7) Bonus	

Lamp	SI	Colour	SO	Colour
184	A7	Grn Wht	A0	Pnk Blk
185	A7	Grn Wht	A1	Pnk Brn
186	A7	Grn Wht	A2	Pnk Red
187	A7	Grn Wht	A3	Pnk Org
188	A7	Grn Wht	A4	Pnk Yel

Award Symbol,	'7'	-	Lamp #1
Award Symbol,	'7'	-	Lamp #2
Award Symbol,	'7'	-	Lamp #3
Award Glass,	'Superpot'	-	Lamp #1
Award Glass,	'Superpot'	-	Lamp #2

STEP 'N' WIN

Multiple Game Play



SPILL 1	SPILL 2	SPILL 3	SPILL 4	SPILL 1-5
20	40	60	80	100
15	30	45	60	75
10	20	30	40	50
5	10	15	20	25

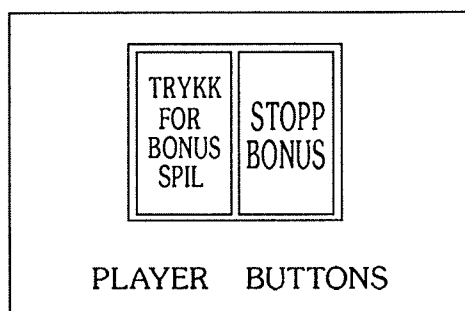
When credit is first established, the award panel and the Spill 1 column of lamps are lit, the player is given the option of playing several game for a single spin of the reels by pressing the BET button, each time advancing to the next award column.

Once the selection is made, pressing the START button will commence the game and any win achieved will pay the value indicated in on the lit column.

Pressing the 'START 1-5 SPILL' button will automatically select the maximum stake lighting the 1-5 column and starting the game.

Once selected, the player can continue to play the same value by pressing START. The 'Number of Games' value set will remain unless changed by the player, or if the credit value falls below that required to play the game selected.

When the Credit value reaches '0' the player may continue to play using any win value accumulated.



Kr 2 Bonus Game

Before the player starts the game, he is given the option to play a 'Kr 2 Bonus Game' by pressing the TRYKK FOR BONUS SPIL button. If this option is taken, any value staked during play is doubled, and twice the stake value is taken from the Kreditt meter at the start of the game. During a 'Kr 2 Bonus Game' if a win is achieved the normal win value is added to the

★ 'GAVINST' meter with the same value also being added to the 'BONUS KR' meter. Any value shown on the 'BONUS KR' meter can be collected by the player when both the 'KREDITT' and 'GAVINST' meters reach '0' in the following way. Once the Gavinst meter is '0' the 3 SEVENS displayed on the Supperpot panel flash in sequence and the player uses the STOPP BONUS button to stop the flash with the centre '7' illuminated. If the player achieves this, any value shown on the BONUS KR meter is transferred to the GAVINST meter. If the player misses the centre '7' and stops on one of the end '7's, the flash sequence starts again and the player must try again. He is allowed 3 attempt at stopping the centre '7' after which one credit is removed from the bonus total available before the flash sequence continues.

★ Before the win is awarded to the GAVINST meter, the player is given an option to GAMBLE the win on a Double / Nothing basis.

STEP 'N' WIN

MYSTERY WIN

When 3 DIAMONDS are present on the win line, the five hidden award values displayed on the mystery win panel flash at random. Pressing the START button will stop the flash sequence leaving one value illuminated, the reels will automatically spin to the winning combination that match the win value selected. The win is then paid.

REPEAT FEATURE

If the 'Mystery Win' was achieved with 3 Diamonds all with a circle around, the win is paid, and the REPETER GAVINST panel lights with the JA and NEI panel flashing. Pressing the START button will stop the flash sequence and if stopped with 'JA' lit, the win value is paid again taking the same credit from the KREDITT display as used in the previous game.

This 'Repeat' feature will start again, and will repeat the win up to 5 times, each time lighting an additional 'REPETER GAVINST' panel. If the player stops the feature with the 'NEI' panel lit, the feature will be cancelled and the player can resume normal play on the machine.

SUPERPOT

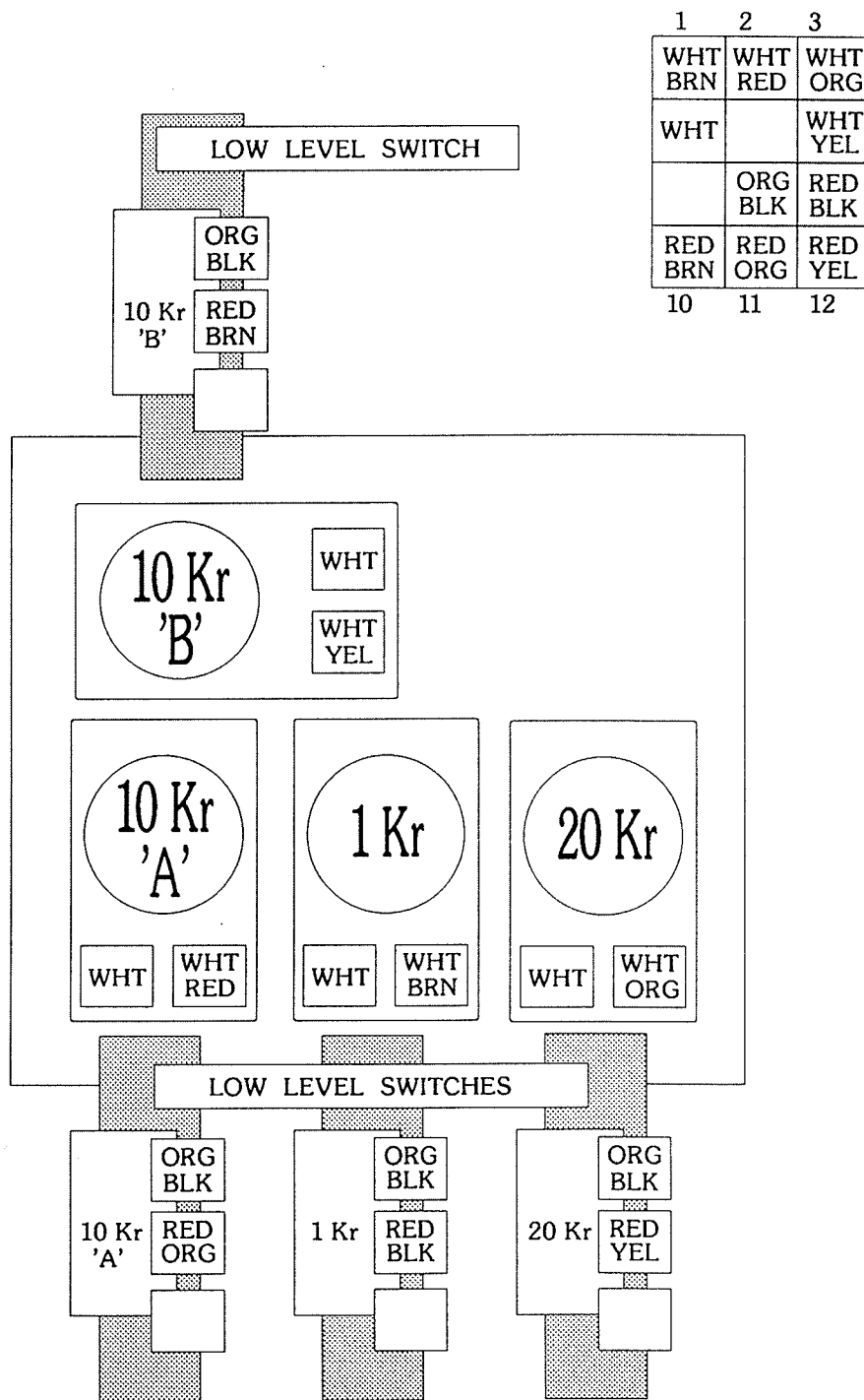
Three Pot options are included into the machine, the 1st Pot is a variable value, the 2nd Pot is set at 1400 with the 3rd pot being set at 4000. These pot values all increment at 2% and are paid in the following way once the 7-7-7 win is awarded. On gaining the 7-7-7 winning combination, the value shown on the SUPERPOT is paid to the player, this value will be '20 x Bet Selected' and once this value is paid the 'Superpot Feature' is entered.

When this feature is available the 'Superpot - Any 7 pays 100' panel lights and the machine automatically selects 1-5 Spill play with the value of the Superpot being displayed on the SUPERPOT METER. (An option switch setting is to be included to keep the pot value hidden and only show 100 during the Superpot feature)

During the feature play, each a time a 7 stop any position on the win line 100 is deducted from the pot value and paid to the player.

Windsor MPU 4 STEP N WIN

PAYOUT SYSTEM WIRING



BANK 1.

DIL SWITCH OPTIONS FOR STEP A WIN

- DIL 1. DISPLAY AIMING % WHEN MACHINE IS SWITCH ON OR RESET.
OFF = % DISPLAYED.
ON = % NOT DISPLAYED.
- DIL 2. REEL SPEED SELECTION, IMPROVES STABILITY IN POOR SUPPLY AREAS.
OFF = NORMAL.
- DIL 3. DISPLAY SUPER POT VALUE IN 7'S SUPER POT FEATURE.
OFF = POT VALUE NOT DISPLAYED.
- DIL 4. SELECT PRICE OF PLAY.
OFF = 1 KR PLAY.
ON = 2 KR PLAY.
- DIL'S 5 & 6. SET CHANCE OF OFFERED AFTER A WIN.
5=OFF, 6=OFF = OFFERED AFTER EVERY WIN.
5=ON , 6=OFF = 50% CHANCE OF OFFERED AFTER WIN.
5=OFF, 6=ON = 25% CHANCE OF OFFERED AFTER WIN.
5=ON , 6=ON = NEVER OFFERED AFTER WIN.
- DIL 7. NOT USED ON STEP A WIN.
- DIL 8. AUTO HOLD ENABLE.
OFF = REELS NOT AUTO HELD.
ON = REELS AUTO HELD.

BANK 2

DIL'S 1,2,3 & 4. AIMING % SETTING.

DIL 4	DIL 3	DIL 2	DIL 1	AIMING %
OFF	OFF	OFF	OFF	72
OFF	OFF	OFF	ON	73
OFF	OFF	ON	OFF	74
OFF	OFF	ON	ON	75
OFF	ON	OFF	OFF	76
OFF	ON	OFF	ON	77
OFF	ON	ON	OFF	78
OFF	ON	ON	ON	79
ON	OFF	OFF	OFF	80
ON	OFF	OFF	ON	82
ON	OFF	ON	OFF	84
ON	OFF	ON	ON	86
ON	ON	OFF	OFF	88
ON	ON	OFF	ON	90
ON	ON	ON	OFF	92
ON	ON	ON	ON	94

- DIL 5. BILL ACCEPTOR FITTED.
OFF = NO BILL ACCEPTOR FITTED.
ON = BILL ACCEPTOR FITTER.
NOTE: IF DIL SWITCH ON AND BILL ACCEPTOR NOT FITTED MACHINE ALARM.
- DIL'S 6 & 7. NOT USED ON STEP & WIN.
- DIL 8. RAM CLEAR.
ON = ENTER RAM CLEAR ON POWER UP OR RESET.
OFF = SKIP RAM CLEAR MODE.