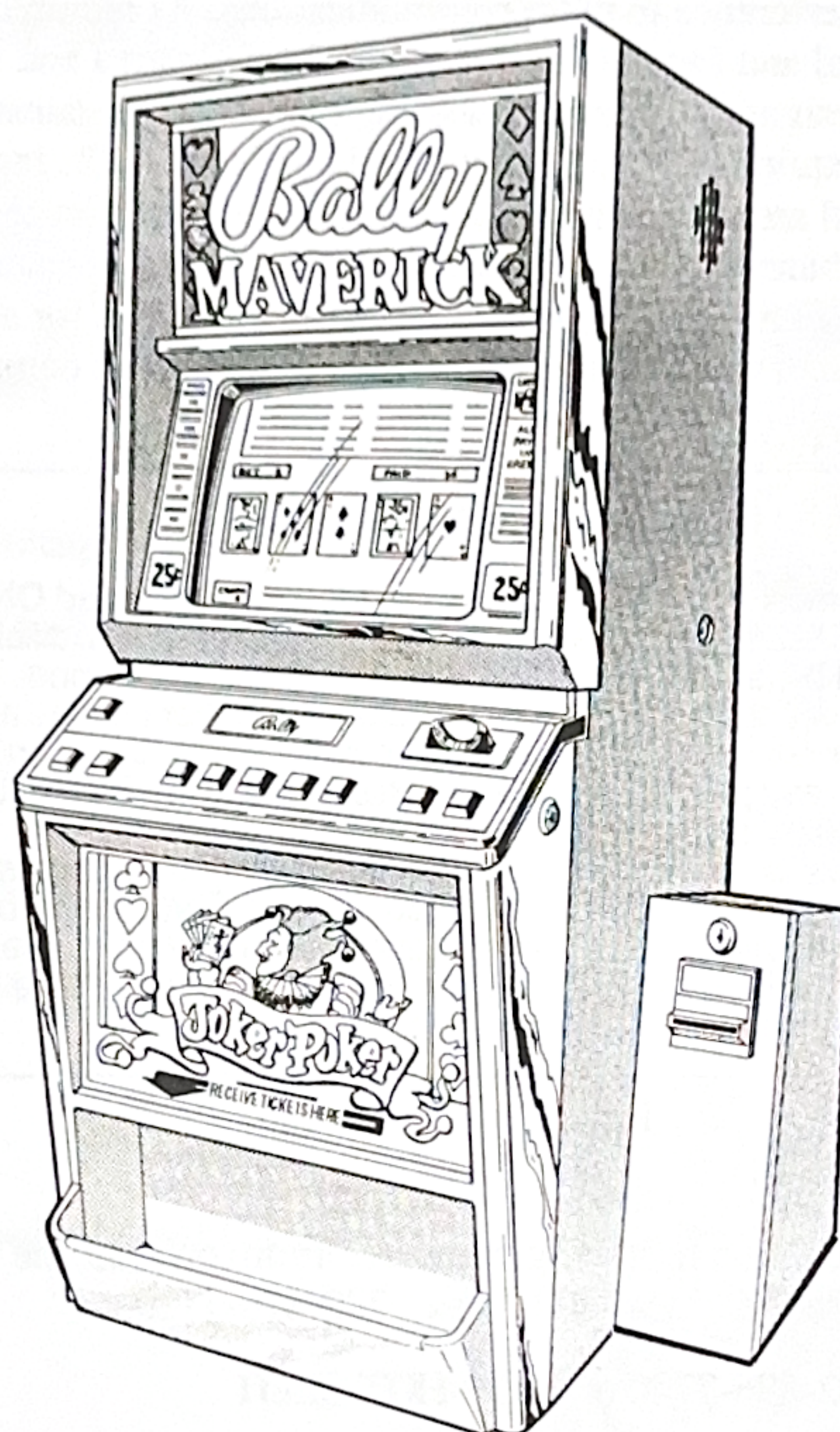


Bally VIDEO POKER



INSTALLATION MANUAL

ITHACA PRINTER VERSION

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BALLY GAMING, INC. 6601 S. Bermuda Rd. Las Vegas, Nv. 89119

Placing a Terminal Into Service

Before a game is put into service, it must be connected to the Clerk Validation Terminal (CVT), which handles communication protocol between the games and the Central Site Computer. Up to 65 games can be linked to one CVT using fiber optic cables. The games are daisy-chained with the last and first game in the chain linked to the CVT.

Follow this procedure to link games to the CVT.

- 1. Power down the games.
- 2. The fiber optic cable(s) should have a gray and blue connector. Plug the gray connector into the black (transmit) socket on the CVT.
- 3. Plug the blue connector into the blue (receive) socket on the first game.
- 4. Using another segment of fiber optic cable, plug the gray connector into the black (transmit) socket on the first game, and the blue connector into the blue (receive) socket on the next game down the line.
- 5. Repeat step 4 for all of the machines that are going to be linked to the CVT.
- 6. When the last game has been linked, plug the blue connector into the blue (receive) socket on the CVT.
- 7. Power up the games and enroll them with the Central Site Computer. The Terminal I.D. and Serial numbers must be entered to enroll the game. See the next section of the manual for this procedure.

Electromechanical Meters

After placing the game into service, and before the first game is played, the electromechanical meters should be read. The meter readings can be viewed directly below the play panel, in the upper left hand corner of the machine's bottom glass. **The bottom door of the machine does not have to be opened to read the meters.** Reading from left to right, the meters are in the following order.

Coins In	Coins and dollar bills inserted into game
Credits Played	Credits wagered
Credits Won	Credits or winnings registered to credit meter
Credits Paid	Cash paid (in credits) by the machine
Dollar Bill Credits	The number of dollar bills accepted by the machine.

Configuring Terminal I.D. and Serial Number

The machine is not linked to the Central Site Computer until the Terminal I.D. and Serial Number are configured. This configuration is performed from the Maintenance Menu. To access the Maintenance Menu:

- 1. Enter the Audit Menu by turning the Audit Key Switch on the right side of the machine (if this menu has not already been accessed).
- 2. From the Audit Key Menu, press the DEAL/REBET button. The Maintenance Menu will display. The option "DO YOU WANT TO MODIFY ID NUMBER?" will display on the bottom of the screen.
- 3. Press the BET button. The Maintenance Menu will remain, but additional button options will be added underneath the "DO YOU MODIFY ID NUMBER?" message (see below).

MAINTENANCE MENU

QUARTER JOKER POKER P294 V1.0

DATE

TIME

DAY

MONTH

YEAR

01

01

92

HOUR

MINUTE

00

00

00

NAME

20 CHARACTERS MAXIMUM

LOCATION

23 MAIN STREET

ANYTOWN, LA

TERM ID#

000

SERIAL #

000000

RETAILER #

000000

DO YOU WANT TO MODIFY ID NUMBER?

BET => DIGIT CURSOR

DEAL REBET => ACCEPT

PRINT TICKET => INCREMENT

*The game and version number that displays will depend on game software.

Putting in the Journal Takeup Roll

After threading the paper, the journal paper must be put back on the journal takeup roll.

1. Reattach the flange on the left side of the spindle by turning it clockwise in the direction of the ON arrow. (see figure 1-27)
2. Fold about 1/2 inch of the paper, but do not tightly crease. (see figure 1-28)
3. Insert the edge of the paper into the groove on the journal takeup spindle, with the gear on the right side. (see figure 1-29)
4. Rotate the journal takeup spindle clockwise six or seven times. (see figure 1-30)
5. Put the journal takeup spindle in the upper snaps above the receipt roll. Confirm that the gear (spindle) is on the right side of the printer. (see figure 1-30)
6. Confirm that there is no excess receipt paper. Gently pull on the receipt paper until the excess is taken up on the reel.
7. Replace the ribbon cassette.

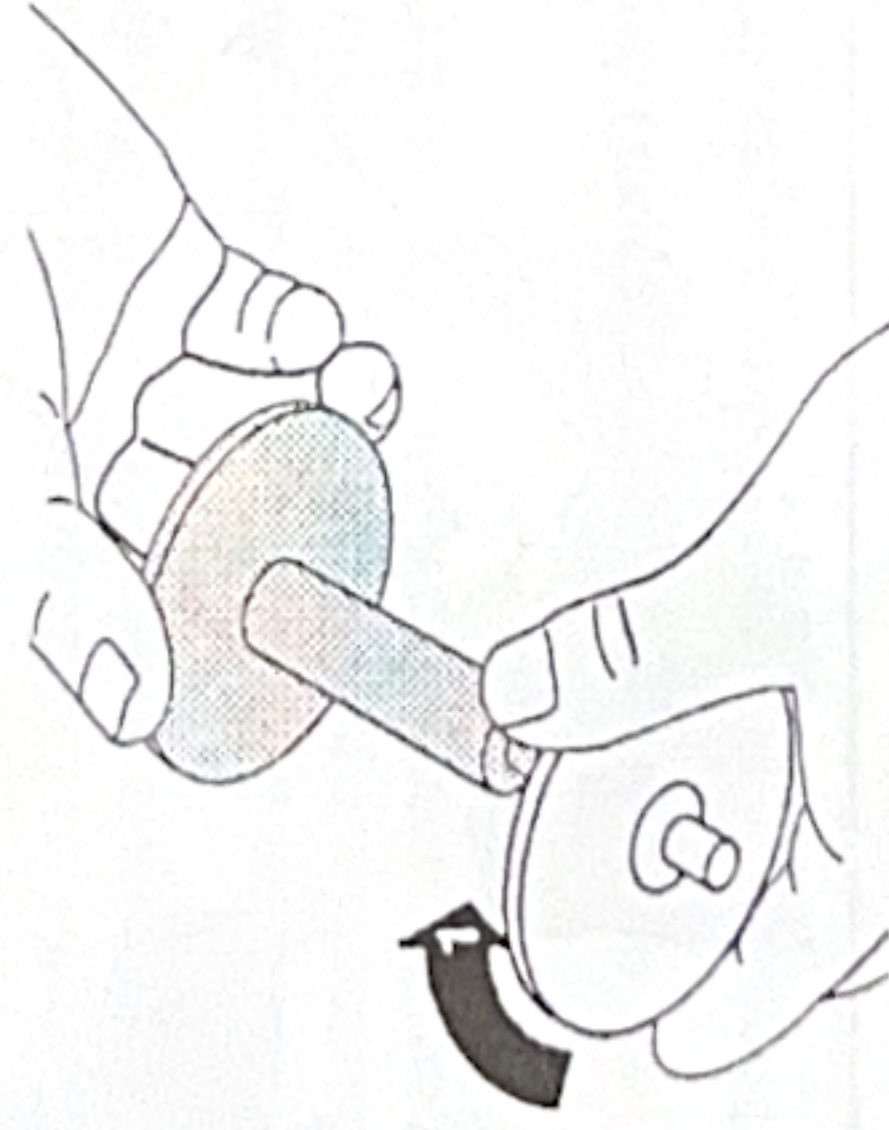


Figure 1-27

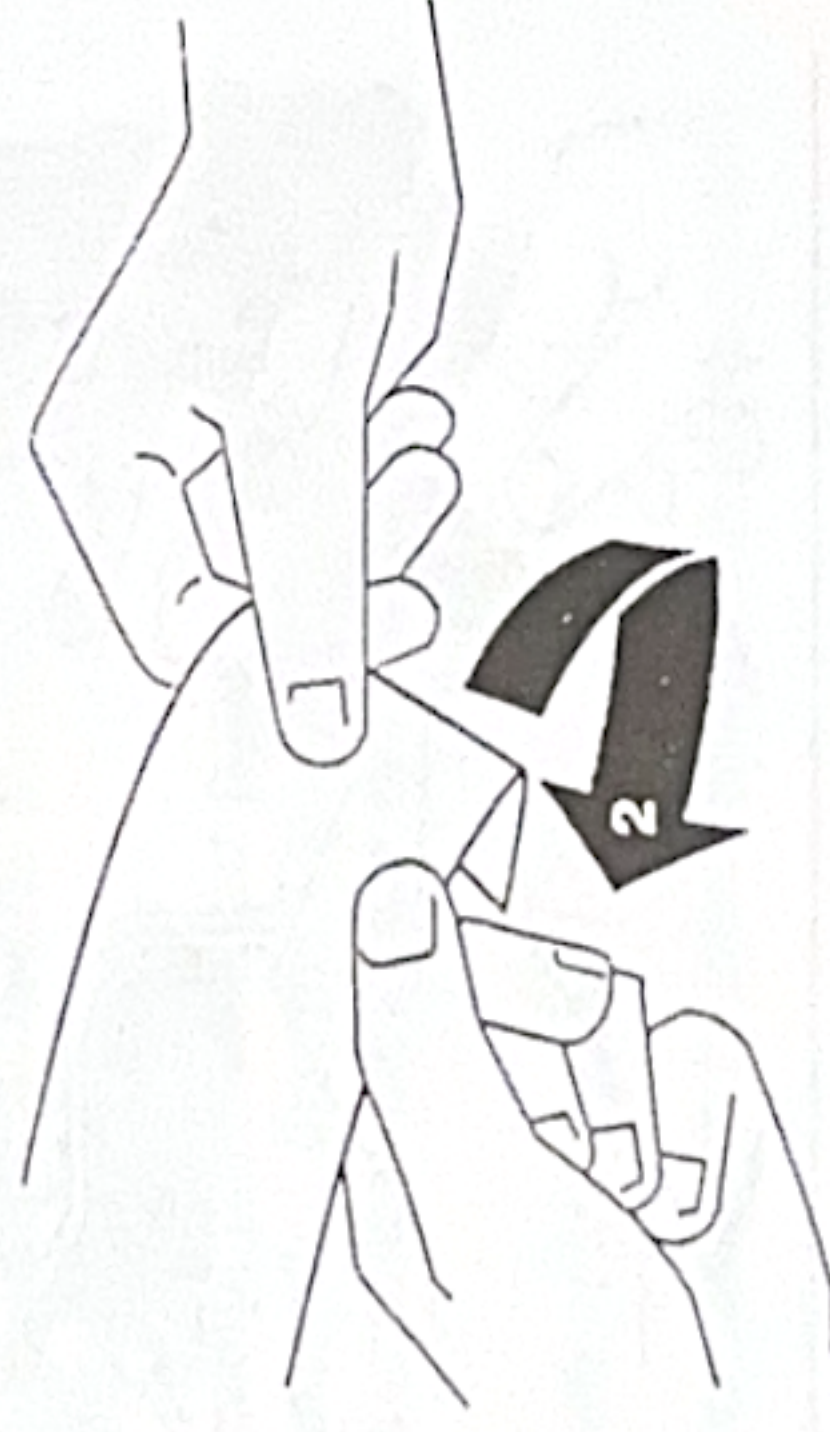


Figure 1-28

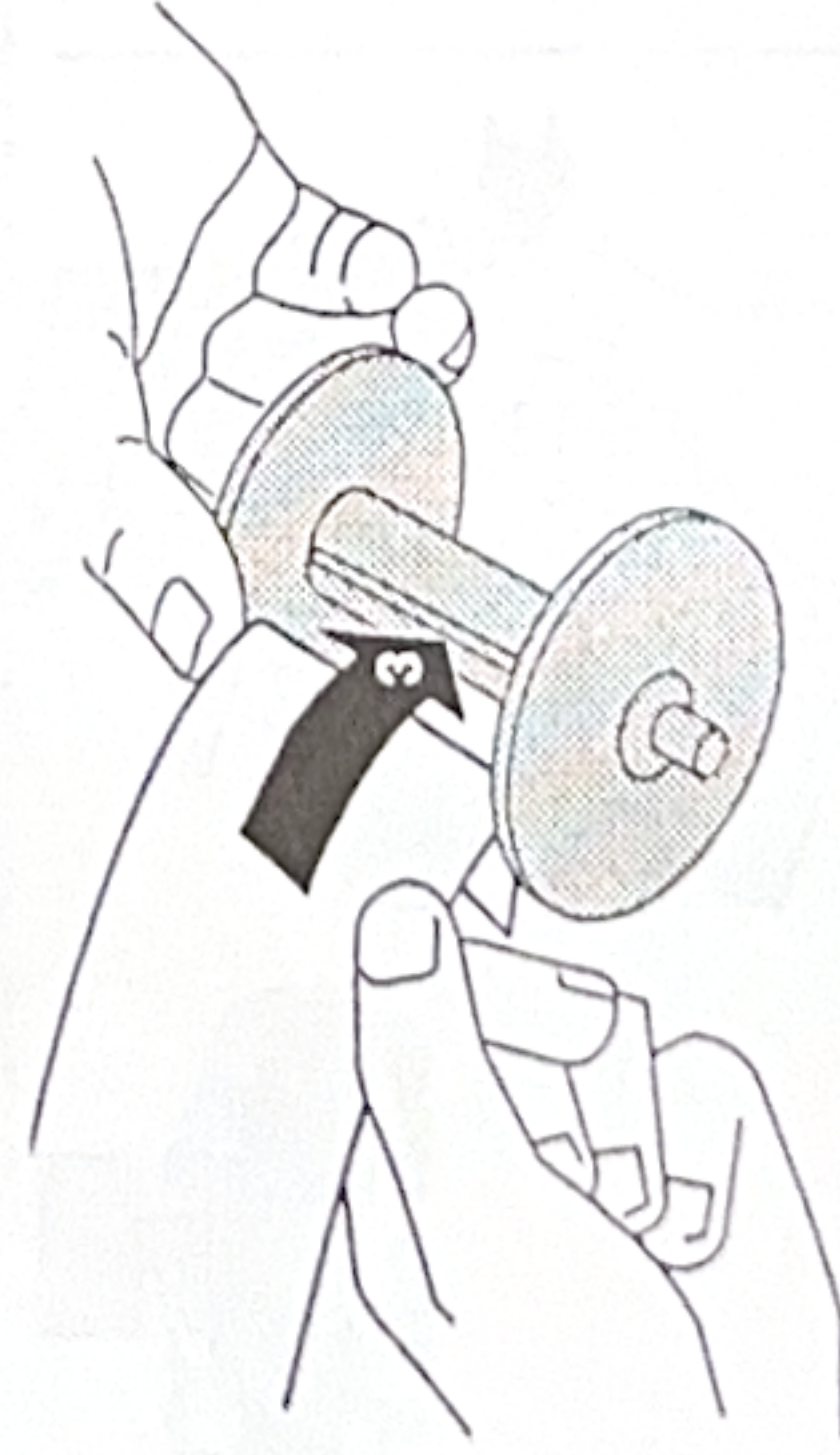


Figure 1-29

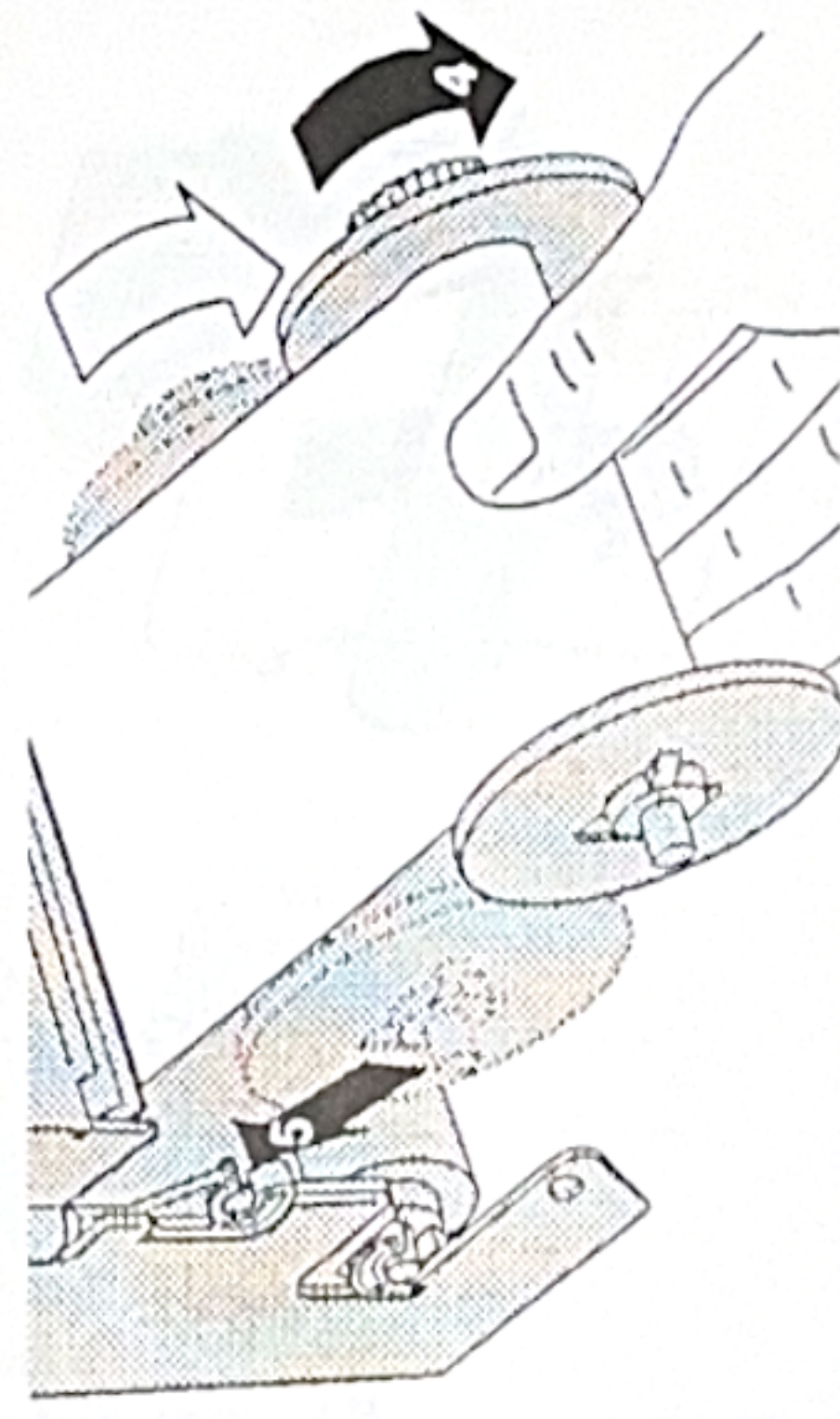


Figure 1-30

Replacing the Printhead

The printhead should be replaced when the characters are unreadable because of missing dots within the type. If print is light but clear, this usually means that the ribbon cassette has to be replaced.

Caution

The printhead may be hot. Wait at least two minutes after the printer has been operated to replace the printhead.

1. Remove the ribbon cassette.
2. Open the clip on the underneath the printhead by grasping the tab on the left side, and swing it from left to right. (see figure 1-31)
3. Hold down the cutter blade cover and pull out the printhead. (see figure 1-32)
4. Hold down the cutter assembly from either side and slide the new printhead onto the carriage with the flange on the printhead under the carriage. (see figure 1-33)
5. Press down on the printhead and swing the clip from right to left, pressing up slightly until the clip latches between the carriage and flange on the printhead. (see figure 1-34)
6. Put the ribbon cassette back into place.

NOTE: If the head gap adjustment latch is moved, reset it to the first position.

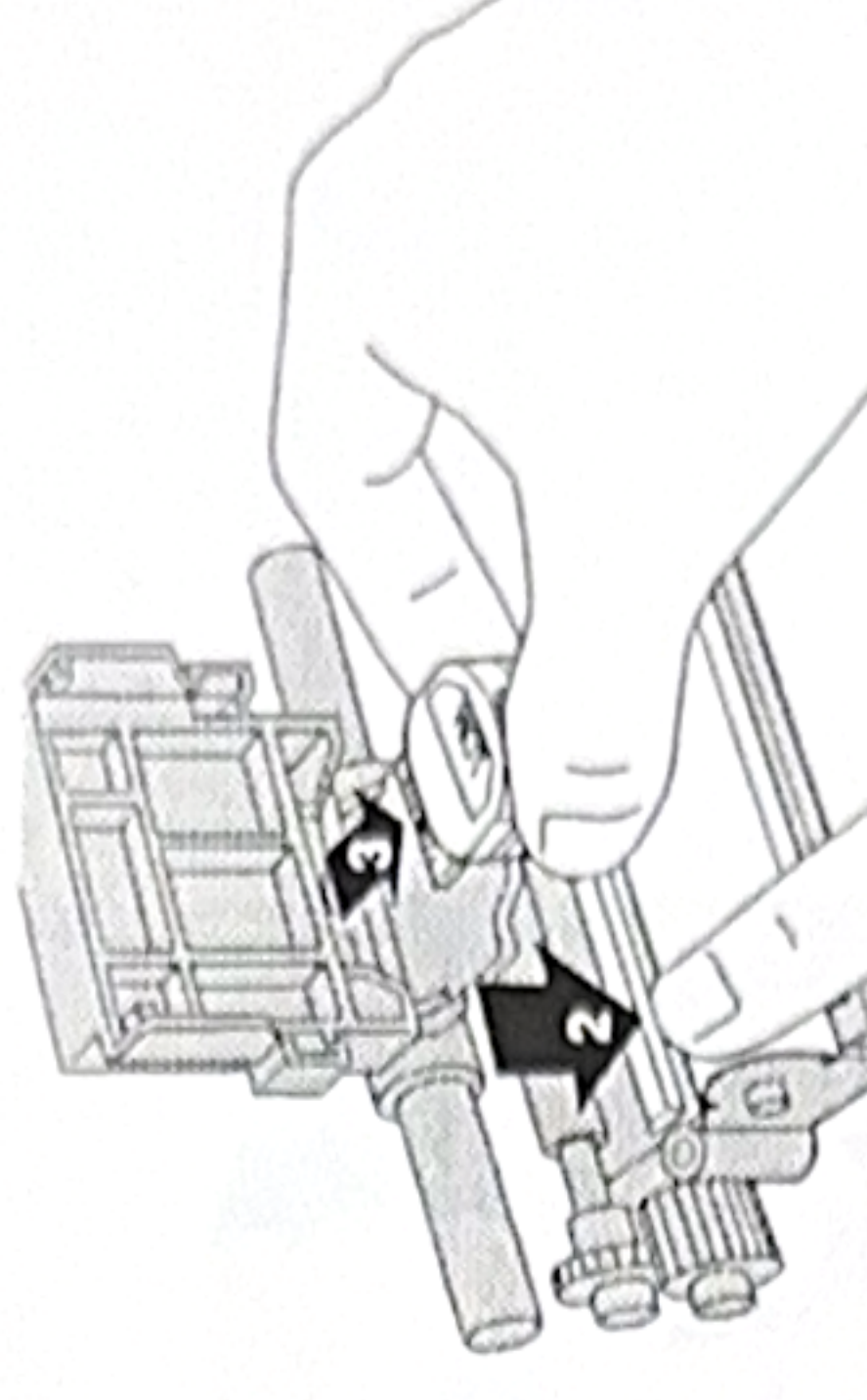
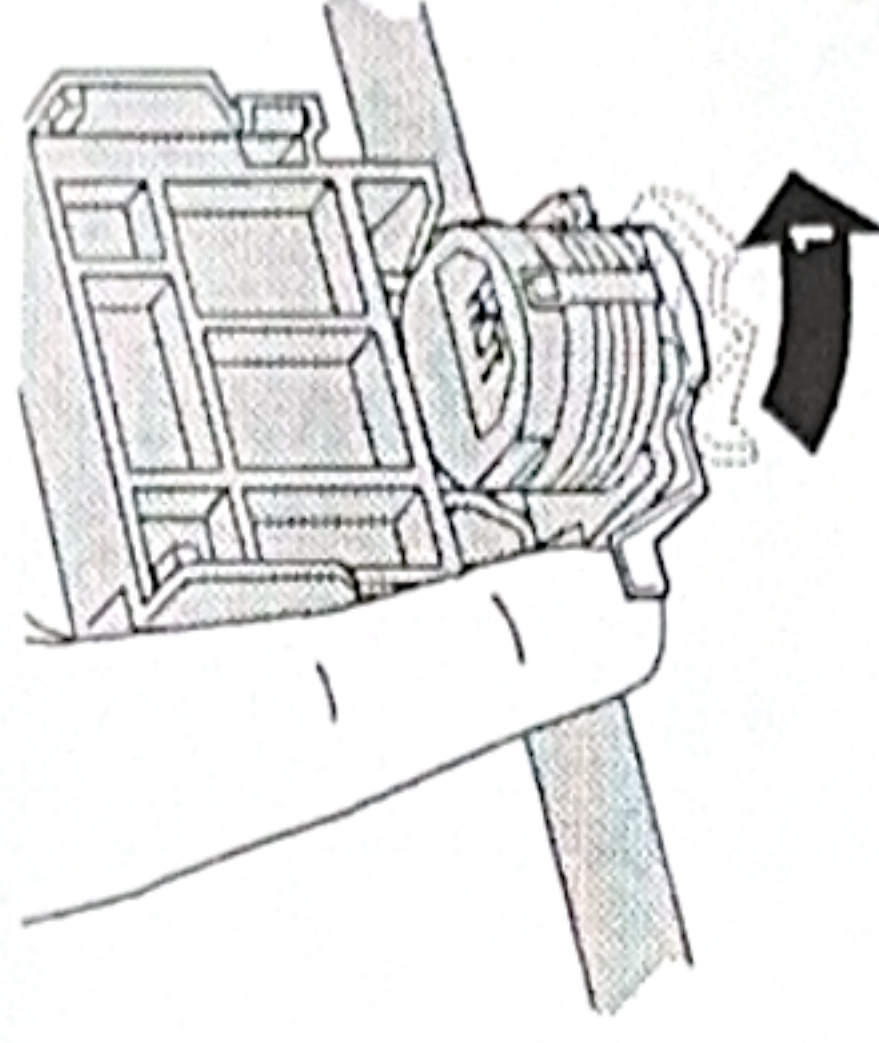


Figure 1-31

Figure 1-32

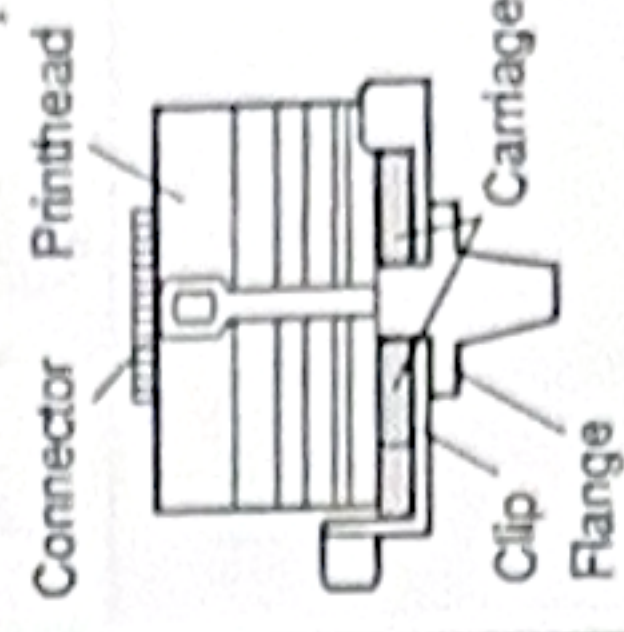


Figure 1-33

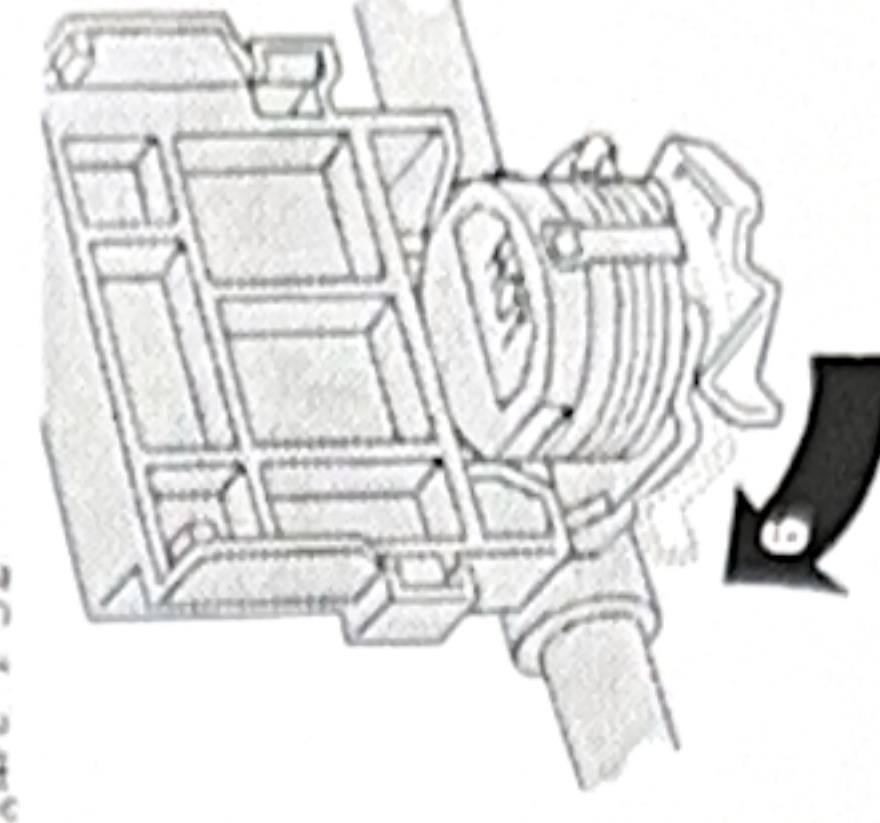


Figure 1-34

