# USER MANUAL

## G 50 J1 ST Gaming Machine


(rev. 3.0)


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## Revision History

| Version | Date | Changes |
|---|---|---|
| rev. 1.0 | April 2021 | An initial document version |
| rev. 3.0 | December 2022 | A new document version with the following changes:<br>• A new opportunity that the gaming machine can work with an Exciter IV gaming platform is added.<br>• Exciter IV platform description is added.<br>• The chapter Connectors of Backplane Board is updated.<br>• The modular diagrams of Components are updated.<br>• New bill validator models that the machine supports are added.<br>• The models of Bill Validators and Ticket Printers, as well as their technical characteristics, are listed in the Applications section. |

The manufacturer shall reserve its right to make changes and amendments to the item and documentation without prior notification of the customer.

## Signs Used

**Warning!**
Warns about specific conditions or situations, which require due attention.

**Note:**
Gives important or additional information.

## Contents

# Introduction

## General Description

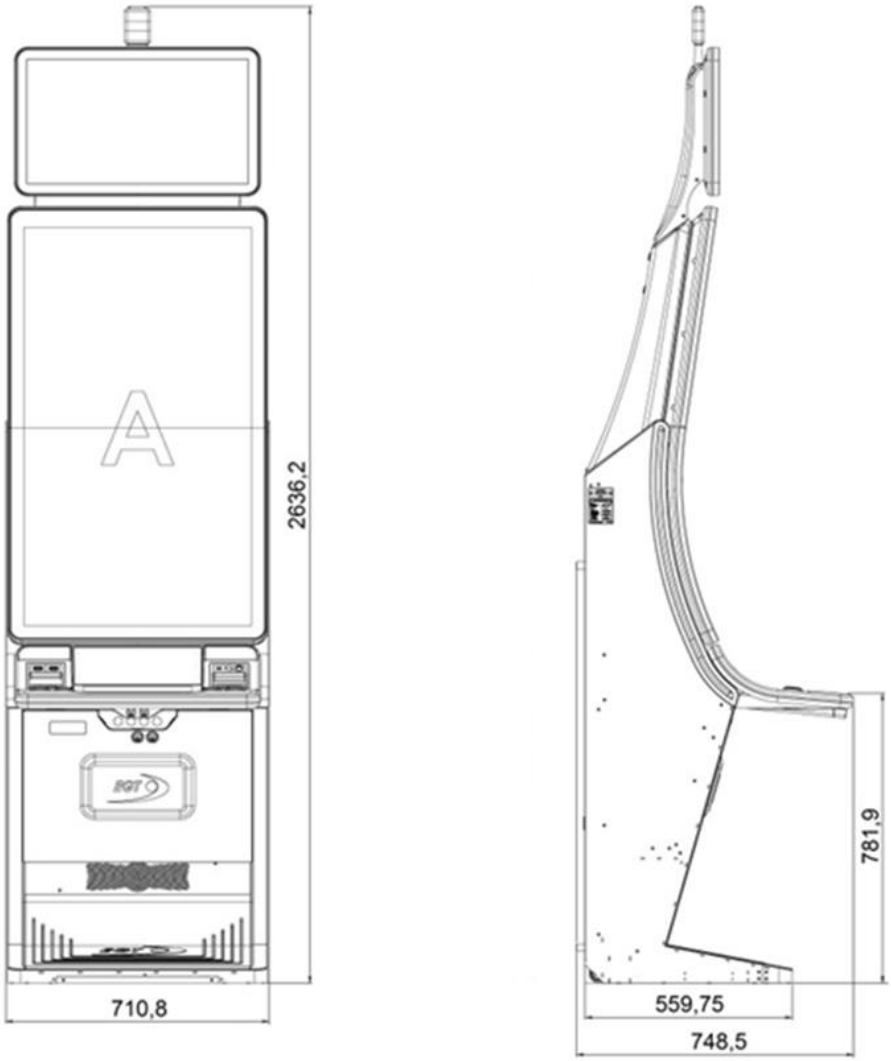
- G 50 J1 ST gaming machines are designed for use in casinos and gambling halls.
- The cabinet is powered by the Exciter III or Exciter IV gaming platform, specially created by Euro Games Technology (EGT) that complies with the newest requirements of the gaming industry.
- The machine is specially designed for more ease of use.
- The cabinet has a stylish design combining high comfort with modern aesthetics, an efficient platform, frameless full HD displays with high visual quality, a convenient keyboard, crystal clear stereo sound, and easy maintenance.
- The machine is made of high-quality materials and equipped with all necessary periphery devices and modules.
- The main overview of the G 50 J1 ST gaming machine is shown in the picture below:

## Technical Specifications

| Name | Value |
|---|---|
| Manufacturer | Euro Games Technology Ltd., Bulgaria |
| Type | EGT-VS31 |
| Power Supply Voltage | 100 - 240 V AC |
| Current | 4.5 - 1.9 A |
| Consumption | 410 W |
| Frequency | 50 - 60 Hz |
| **Fuses** | |
| General Power Distributor | F1, F2 - T 10A / 250V~ - for the gaming machine;<br>F3, F4 - T 3.15A / 250V ~ - for external peripheral devices connected to the gaming machine. |
| Low Voltage Distributor | F1 - ATC 20A / 12V DC<br>F2 - ATC 5A / 24V DC |

The identification plates are located on the side of the cabinet.

## Dimensions



| Dimensions | Values |
|---|---|
| Gross weight without topper | 215 kg |
| Net weight without topper | 203 kg |
| Gross weight of topper | 25 kg |
| Net weight of topper | 22 kg |
| Height with Topper | 2 636,2 mm |
| Height without Topper | 2 194,4 mm |
| Width | 710,8 mm |
| Depth | 748,5 mm |

**Note:**
The indicated height is with a top lamp mounted.

## Operating Conditions

This gaming machine is designed and manufactured to keep its operability at the following conditions:

| Parameter | Value |
|---|---|
| Ambient temperature | from +10C° to +30C° |
| Relative humidity | from 20% to 80% |
| Operation position | vertical |
| Power supply voltage | 100 - 240 V~ (from -10% to +10%), 50 ÷ 60Hz |
| Used in | indoors |

## Transportation

Move the machine only when the power is switched off.

The cabinet must be placed in a vertical position upon transportation. It must be in a stable position, secured against moving and mechanical impact upon transportation. The cabinet is fixed to the pallet with a plate on the back and a transport belt on the step.

The Top Lamp travels in a separate package placed inside the gaming machine. The Top Lamp is mounted to the topper when the gaming machine has a topper.

Transport box dimensions:

| | |
|---|---|
| **Gaming machine** | 900 x 900 x 2 300 mm |
| **Topper (option)** | 750 x 740 x 275 mm |

**Warning!**
After transporting or moving of the machine from a colder to a warmer premise, please wait at least two hours before switching it on in order to avoid humidity condensation.

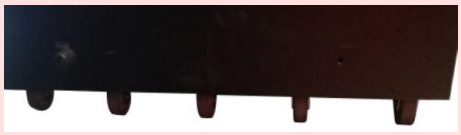
## Safety and Precaution Measures

- The gaming machine is a device with protection class I in terms of protection against electric shock according to the requirements specified in EN 60335-1.
- Connect the machine only to a two-pole power socket with the protective grounding of the electric wiring.
- Place the machine on the premise in such a manner that the eclectic plug is easily accessible.

**Warning!**

- Move the gaming machine only when all the doors are closed and locked.
- Grasp the machine using the handles provided, located on the back of the gaming machine.

- Tilt the gaming machine slightly back to lean on the wheels only.



- Always disconnect the power cord of the gaming machine from the socket when performing any repairs or servicing at open doors.
- Do not grasp or press on the glass (touch screen) of the gaming machine.

- In case of power cord damage, replace it with a special cord or cord set, supplied by the manufacturer or its representative.
- Replace the fuses only with new ones, complying with the parameters of the original fuses.

**Do not:**

- Operate the machine outdoors.
- Operate the machine indoors with high humidity.
- Install and use the machine where it can be exposed to water drops or sprinkles.
- Operate close to heating units or expose to direct sunlight.
- Pour the machine with any liquids. In case if it happens, immediately disconnect the power plug from the socket and call the service specialist.
- Cover ventilation outlets on the machine body.

- Drop anything into the ventilation outlets.
- Kick and/or hit the gaming machine.
- The machine is not designed to be used by persons (including children) with reduced physical, sensory, or mental abilities, or by persons with a lack of experience and knowledge unless they have a supervisor or instructor responsible for their safety.
- Children should be supervised to not play with the gaming machine.

# Installation and Gaming Machine Service

**Warning!**
Before switching on the machine for the first time, please carefully read and understand this User Manual.

## Visual Inspection

Before installation, inspect visually the gaming machine for possible shipping damage.

**Warning!**
The manufacturer shall not bear liability for damages that occurred upon the transportation of the gaming machine.

## Gaming Machine Installation Requirements

To ensure proper operation of the machine the preliminary operations, described below shall be performed:

- Place the machine in a vertical position;
- Upon installation ensure at least 10 cm cooling space behind the back of the machine;
- Check for disconnected cables and connectors inside the cabinet;
- The machine is designed for the following voltages: 100 - 240 V~ (from -10% to +10%), 50 ÷ 60Hz;
- Place the power cable and connect it to the power mains;
- Turn the main power switch on and wait for the appearance of a picture on the screen;
- Teach the software in the iButton Reader to recognize EGT electronic keys (see EGT Electronic Keys_ iButton Reader Teaching_Service_Manual_EN_0x.pdf or contact the EGT Service);
- Insert OWNER key and set up the desired machine and game parameters;
- Check the operation of the rest keys and devices used for credit forming and payout.

## Doors Opening and Closing

Access to the main electronic components of the gaming machine located in its body is done by opening Main Door 1, Main Door 2 and Bill Validator Door. The access is restricted by a locking system with a secret lock, which is controlled even when the power of the gaming machine is turned off.

### Main Door 1 Opening and Closing

#### Main Door 1 Opening

1. Insert the corresponding Main Door Key in the left lock and turn it clockwise. The lock is located under the keyboard.

**Note:**
In accordance with the requirements in certain jurisdictions, to unlock the main door 1 may take two passkeys. The second secret lock is also available as an option at the customer's request.

1.a. Put the corresponding passkey (Main Door Key 1) in the lock 1 (right) and turn it clockwise. The lock is located below the keyboard.

1.b. Put the corresponding passkey 2 (Main Door Key 2) in the lock 2 (left) and turn it clockwise. The lock is located below the keyboard.

2. Grab the Main Door 1 at the keyboard part and pull the door towards you.

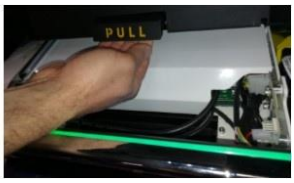
### Main Door 1 Closing

1. Grab the Main Door 1 opened at the keyboard part and slide forward until full closing.

## Main Door 2 Opening and Closing

### Main door 2 Opening

1. Open the Main Door 1**.**
2. Pull the Lever for Main Door 2 opening.

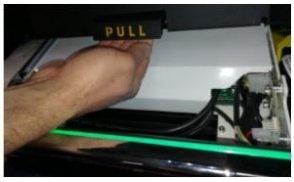




**Note:**
Make sure the PULL lever is returned to its original position.


3. Grasp Main Door 2 with both hands and lift the door up until the lift mechanism is securely locked.

### Main Door 2 Closing

1. Pull the lever to open Main Door 2 to unlock the blocking mechanism.


Note:
Make sure the PULL lever is returned to its original position.

2. Grasp Main Door 2 with both hands and pull down until the door is completely closed.

**Warning!**
In slot machines equipped with Main Door 2 handles, there is a locking mechanism that prevents closing Main Door 1 before Main Door 2 is completely closed.

## Bill Validator Door Opening and closing

### Bill Validator Door Opening

1. Unlock the Bill Validator Door with the corresponding passkey. The lock is located below the keyboard, in the middle.

2. Open the door by gently holding it until full opening.

### Bill Validator Door Closing

1. Lift up the Bill Validator door.
2. Press forward and lock the door.

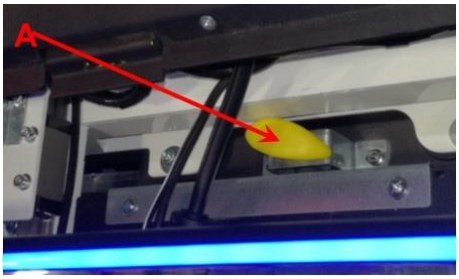
## Safety Sheet Opening and Closing

To gain access to the power supply units and power supply distributors, it is necessary to open the Safety Sheet.

### Safety Sheet Opening

1. Open the Bill Validator Door.

2. Open the Main Door 1.
3. Pull the Main Door 1 about 10 cm toward yourself.
4. Pull the handle A shown in figure below.




5. The Safety Sheet opens

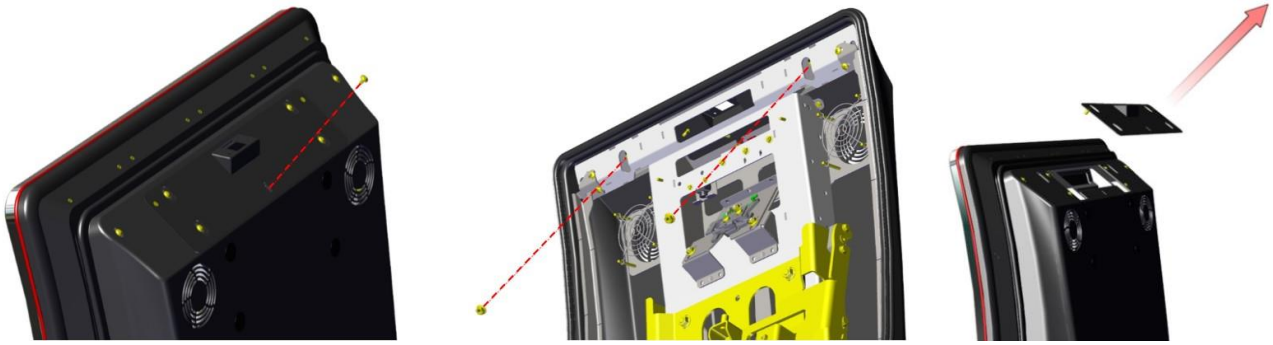
**Safety Sheet Closing**

1. Close the Safety Sheet by lifting it upwards.
2. Press until the Safety Sheet is tightly closed.

## Top Lamp Mounting

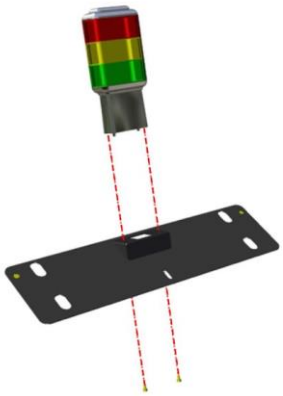
The gaming machine is transported to the customer with an unmounted Top Lamp. To mount the Top Lamp, follow the instructions below:

1. Unlock and open Main Door 2 of the gaming machine.
2. Remove the support plate by unscrewing screw M4x16 - 1 pc. and nut M6 - 2 pcs.

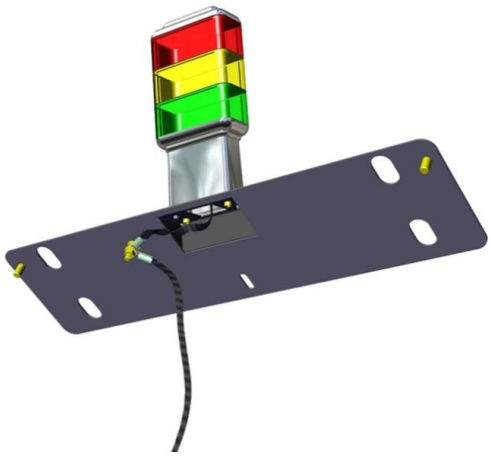


* For better visualization, the gaming machine monitor is not displayed.

3. Pass the signal lamp cable and ground wire through the mounting plate hole. Fix the top lamp with screw M3x6 - 2 pcs.

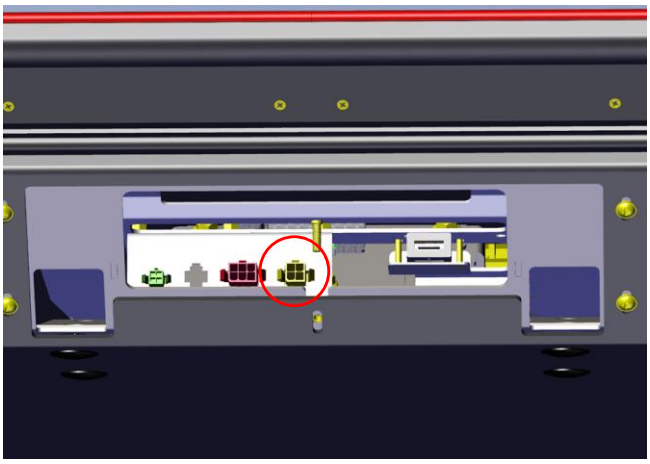


4. Connect the ground wire of the top lamp to the stud provided on the support plate.

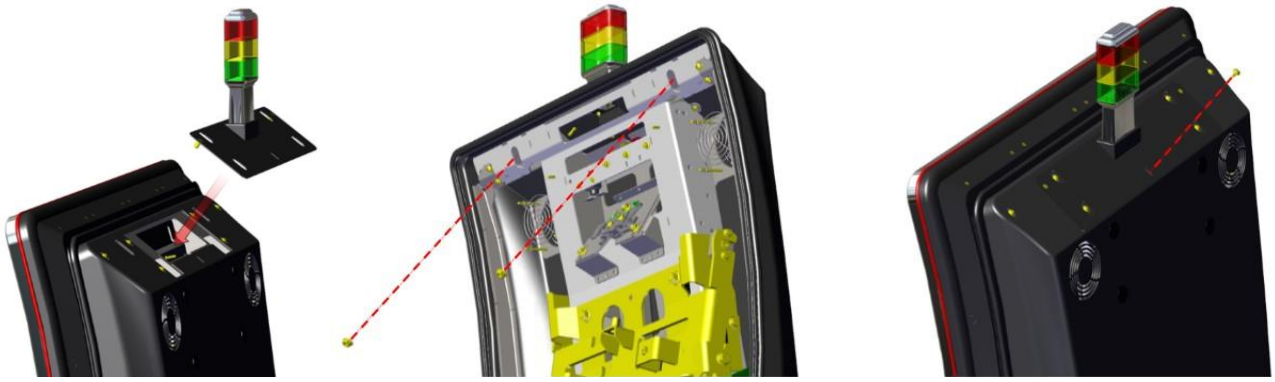


**Warning!**
The ground wire between the plate and the gaming machine body must remain connected to the same ground pin.

5. Connect the top lamp to the corresponding electrical connector mounted on a connectors plate inside the gaming machine.



6. Install the support plate by fixing it with screw M4x16 - 1 pc. and nut M6 - 2 pcs.



* For better visualization, the gaming machine monitor is not displayed.

**Note:**
The mounting and installation of the Topper General (option) is a subject of a separate user manual.

# Gaming Machine Service

## Control Keys

By using the electro-mechanical key, you can access the credit forming screen, the service functions, the accounting of the machine, or the games.

| Electronic/Mechanical Key | Purpose of Use |
|---|---|
| ATTENDANT | By the ATTENDANT key, you can:<br>• Form the player's credit or payout it by hand;<br>• Clear the jackpot splashes;<br>• Unblock the machine operation in some of the failures. |
| CASHIER | By the CASHIER key, you can:<br>• Realize access to the machine service functions without the setup menus and Clear Period Accounting menu. |
| ADMIN | By the ADMIN key, you can:<br>• Realize access to the machine service functions, including the **Clear Period Accounting** menu, without setup menus. |
| OWNER | By the OWNER key, you can:<br>• View detailed statistics;<br>• Perform the machine setup;<br>• Access all menus of the machine service functions. |

## Forming a Credit

To start a game, the player has to form a credit, from which the bet during a game is taken.

Depending on the machine settings, there are three ways to form a credit:

- *Forming a credit via an Attendant key.*
- *Forming a credit via a Bill Validator.*
- *Forming a credit via a Player's Card.*

**Prerequisites**

- The player forms a credit when the credit is 0.
- The player can increase the value of available credit by adding a new amount when the previous game is ended.
- Forming/adding a credit can be done in the Select a game screen or in the main screen of the game.

**Note:**
After forming/adding a credit the player credit cannot be bigger than the credit limit, set in the machine service functions.

### Forming a Credit via an Attendant Key

This procedure is for the service staff (attendant) in the casino, who uses a special key to insert credit.

**Warning!**
In countries where the legislation prohibits the addition of credits by the attendant, using his key, this option is disabled.

1. Insert the Attendant key into the iButton Reader socket, on the right, over the bill validator entrance.

The window, shown below, appears on the screen:


2. Enter the necessary number by touching the digit keys on the touch screen keyboard.

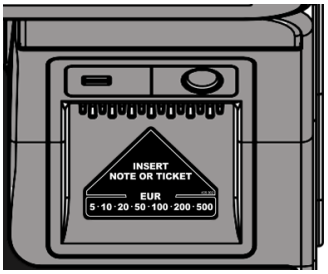
   If a wrong digit is chosen, press **<-**.

   The credit value is inserted in money in the selected currency and displayed in the **Credit** field.
3. Press the **Add** button.
4. Press the **Cancel** button if the newly inserted credit value is wrong, and enter again.
5. Press the **Save** button to save the inserted credit value.
6. Insert a new credit value if the **Attendant Limit** sign starts blinking, which means that the new credit value exceeds the Credit limit, set in the machine service functions.
7. Press the **Exit** button to return to the game.

### Forming a Credit via a Bill Validator

**Note:**
There must be a bill validator in the machine, and it has to be enabled and set in the machine initial setup.

1. Insert the banknote, or ticket, or voucher into the bill validator entrance:



**Note:**
Make sure that the banknote used has a nominal and currency corresponding to those written on the sticker at the bill validator entrance. The type of banknotes that can be accepted is defined during the initial setup of the machine.

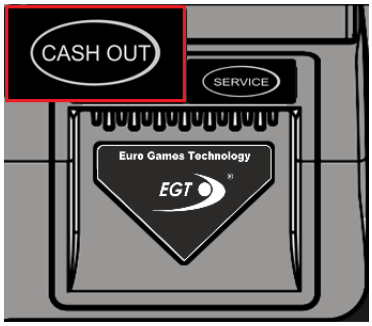
2. The **CREDIT** field updates with the inserted banknote value.
3. Select a game in the select a game screen to play, or start a game in the main game screen.

### Forming a Credit via a Player's Card

- Cashless systems allow players to play gaming machines through the use of a player card, which accesses a player's account at the host system in the casino.
- Forming a credit via the player card applies to the gaming machines in which a casino management system is built and supported.
- The player inserts his card into the card reader entrance that allows the deduction of the credits to be placed into the machine, and the player has the opportunity to play and win with them.

## Cashing Out the Player's Credit

The cashing out procedure starts after pressing the **CASH OUT** button, located at the top left part of the keyboard panel:




Depending on the machine settings, there can be three ways to pay out the credit:

- *Cashing Out by Attendant - Handpay*
- *Cashing Out via a Ticket Printer*
- *Cashless Payment via the Player's Card*

### Prerequisites

- The game has to be ended.
- The player's credit is greater than zero and the player does not want to play anymore.

### Cashing Out by Attendant - Handpay

1. Press the **CASH OUT** button.

Call Attendant Handpay splash appears on the center of the screen:

2. Press the **SERVICE** button, placed on the right, over the ticket printer exit, to call the attendant.

The attendant gives to the player the amount of credit in money, written on the splash, by hand (cash).

### Cashing Out via a Ticket Printer

**Note:**
To perform this procedure there must be a ticket printer in the machine, and it has to be enabled and set in the machine initial setup.

1. Press the **CASH OUT** button.

The ticket printer prints the voucher, ticket, or receipt with the amount of the player's credit.

2. Receive the ticket from the ticket printer exit.

### Cashless Payment via the Player's Card

- The cashless systems allow players to play on gaming machines through the use of a card, which accesses a player's account at the host system in the casino.
- Once play is complete the player has several options, depending on the built casino management system:
  - to move some of the credits back to the player's account or cash out some credits;
  - to transfer the entire credit value back to the system.

## Machine Reservation and Release

1. Insert the **Attendant** key.
   - The window, shown in the picture below, appears on the screen:


2. Tap the **Lock** button to reserve (LOCK) the machine.
3. Tap the **Exit** button.
   - The game picture with the **RESERVE** sign appears on the screen.
   - The machine is locked for playing or the credit changing until you unlock it.
4. Tap the **Unlock** button to release (UNLOCK) the machine.

## Top Lamp (Signal Lights)

- The Top Lamp is mounted on the top of the machine.
- It consists of 3 signal lamps (lights) that are colored in three colors - red, yellow, and green.

**Note:**
For some markets the colors/number and their functions may differ from those described.

- Each lamp lights up at determined conditions and indicates different states of the machine depending on the software product installed in the machine.

| Lamp | Color | Name | Conditions/ Lighting Mode |
|---|---|---|---|
| Top Lamp | Red | Hand Pay | This lamp starts blinking at **1** sec. intervals in the following cases:<br>• at **Local/Host Jackpot** when a greeting splash appears on the screen;<br>• at **Mystery Bonus** when a greeting splash appears on the screen;<br>• at **Handpay** when a splash appears on the screen.<br>The lamp goes off at the machine unblocking. |
| Middle Lamp | Yellow | Open Door | This lamp starts blinking counter-phase to **Lamp 3** in the following cases:<br>• at door opening;<br>• at entering into Service Functions with **Owner** key and credit = **0.**<br>The lamp goes off after eliminating the reason, it leads to activation thereof. |
| Bottom Lamp | Green | Tilt/Change | This lamp is activated in the following cases:<br>• at **Service** button activation;<br>• in case of fatal, non-fatal software error or warning;<br>• in case of entering into **Calculator**;<br>• at a demonstration of splashes on network conditions.<br>The lamp goes off:<br>• at **Service** button deactivation;<br>• after the error or warning cleanup;<br>• right after closing the calculator;<br>• right after disappearing of splashes on network conditions.<br>Blinking mode:<br>• blinks at **500 ms** in phase with Hand Pay Lamp (red) and counter-phase with Open Door Lamp (yellow);<br>• only in Calculator mode, the lamp continuously lights and goes off when exiting from this mode. |

## Component Maintenance

| Component | Description | Recommended Maintenance Period | Cleaning |
|---|---|---|---|
| **Exciter III or Exciter IV Main Board and Exciter III or Exciter IV Connectors Board** | Accumulation of dust on the fan and the processor radiator impairs its cooling and may hinder its normal operation. | Monthly | Clean the dust from the fan and the processor radiator. Use a vacuum cleaner. Clean only when the power is switched off! For prevention, you may contact the nearest authorized EGT service center. |
| **Monitors/ Touchscreen** | Upon normal operation, a part of grease and contamination on players' fingers remain on the touchscreen, which may impair its sensitivity in some zones. | Minimum once a week, recommended after each client. | With a soft cloth and glass cleaning liquid. Do not allow leakages of cleaning chemicals and soaking of seals. In most cases, this leads to interruption or full blocking of device operation. |
| **Cabinet Fans** | Accumulation of dust on the fans impairs machine cooling and may become an obstacle to its normal operation. | Each three months | Use a vacuum cleaner. Clean only when the power is switched off! If a fan stops working or works with a high noise level, it should be replaced by a new one with the same model. |
| **Bill Validator** | Upon normal operation dirt from bills is transferred into the device and accumulated on pressing rolls, magnetic head, and optical sensors of the unit. | Depending on ambient conditions. In normal conditions, the cleaning shall be carried out every six months. At severe operation conditions, such as polluted, dusty environment, and/or such with high relative humidity or high level of micro-particles, it is recommended to perform cleaning more often. | The cleaning shall be performed with a piece of soft cloth, which shall not leave lint on surfaces, soaked with 90% isopropylene alcohol. Clean only when the power is switched off! |
| **Ticket printer** | Upon normal operation accumulation of dust on the paper might reduce printing quality. | Depending on ambient conditions. In normal conditions, the cleaning shall be carried out every six months. In severe operation conditions, such as polluted and/or dusty environments, it is recommended to perform cleaning more often. | Cleaning is done using a soft brush. If the thermal head needs cleaning, use a thermal printer cleaning card. |

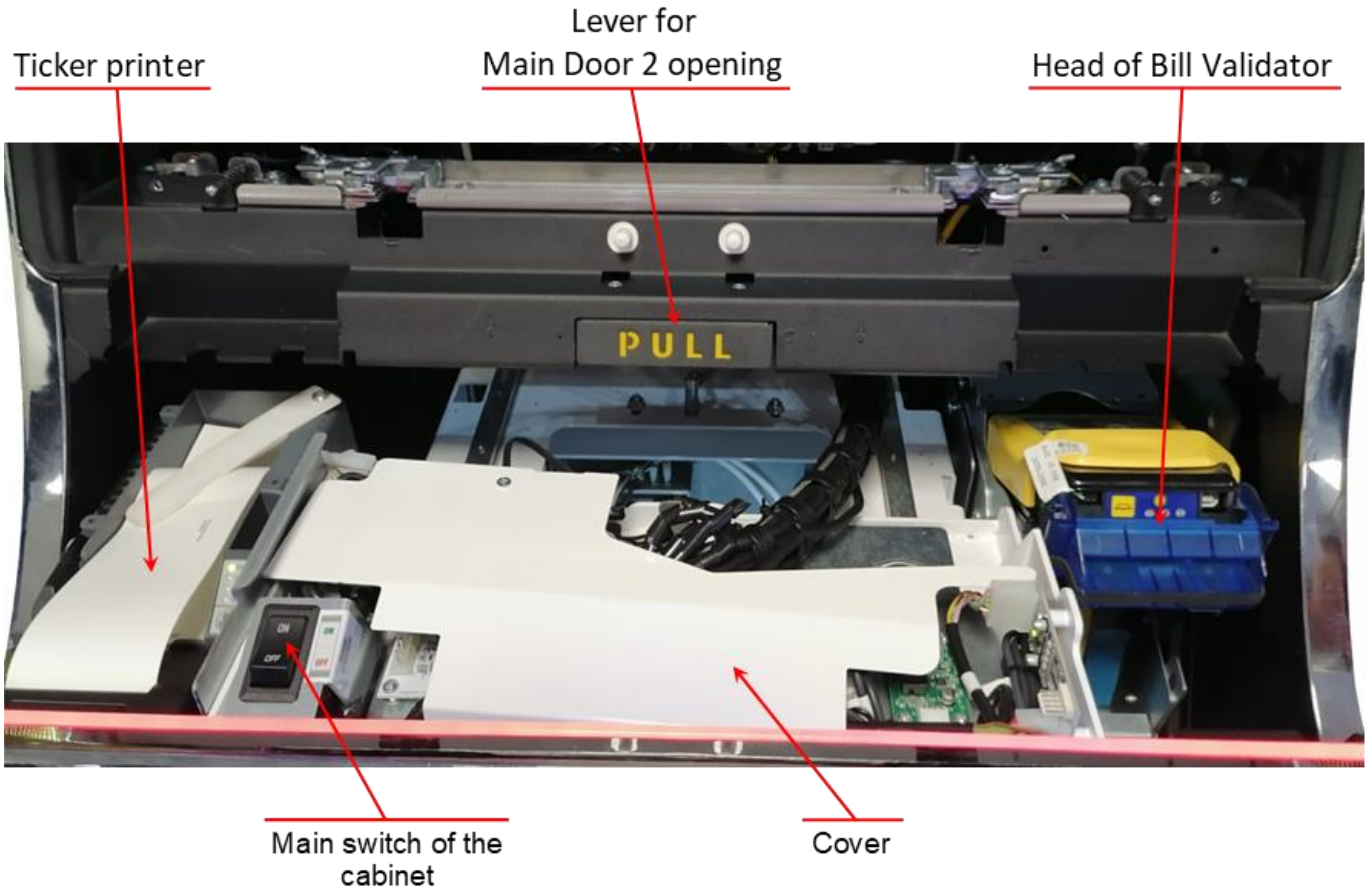
| Component | Description | Recommended Maintenance Period | Cleaning |
|---|---|---|---|
| **Keyboard Panel** | The system controls the condition of the LED button (if the test is enabled in machine setup) and displays an error message in case of a short circuit or disconnected LED module. | | Problem Solving:<br>The defective LED module is replaced by a new one. Replace the LED module only when the machine power is switched off! |
| **Electro-mechanical Meters** | There are 6 electro-mechanical meters installed in the machine. The machine controls the condition of the electro-mechanical meters and displays an error message in case of a short circuit or disconnected meter. In this case, check the meter circuit. If the defect is in the meter itself, it shall be replaced by a new one of the same types. | After a long-time of operation, some of the meters begin to partially or fully fail to count. Although they are electrically fit, in this case, they shall be replaced by new ones. | |

# Hardware Components

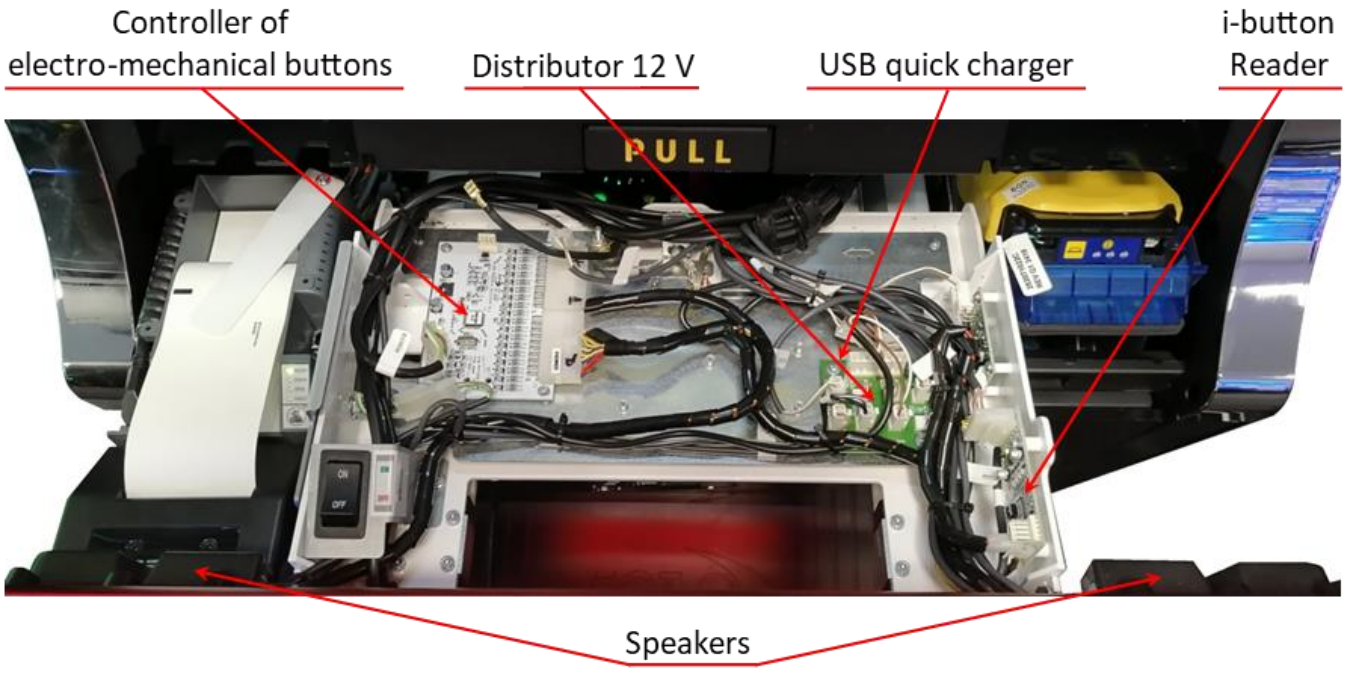
## General Description of Components

### View of the Cabinet with All Doors Closed

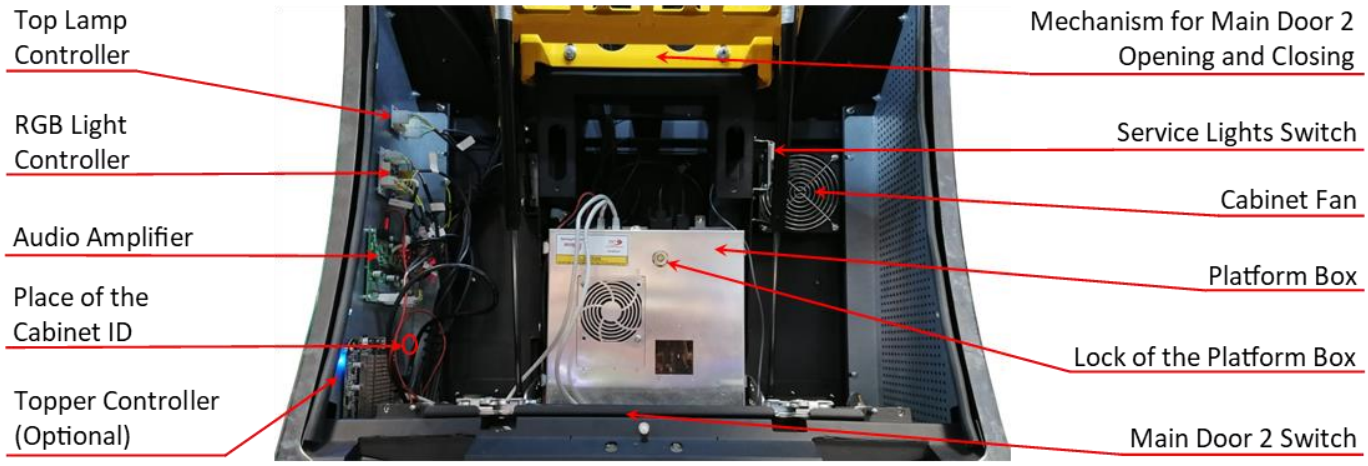
**Inside View of the Main Door 1 Opened with Cover**




**Inside View of the Main Door 1 Opened without Cover**

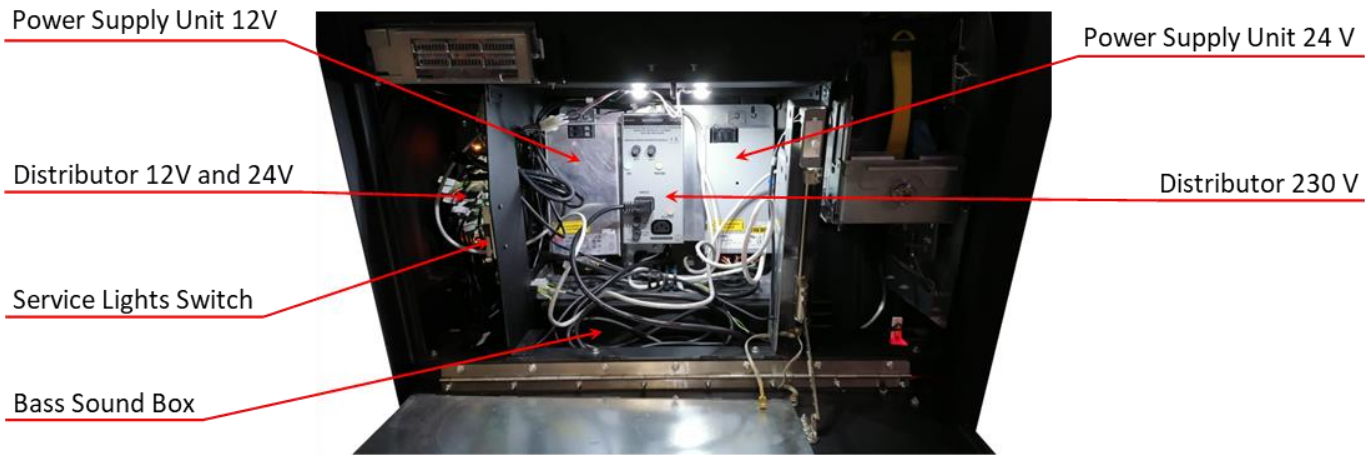


## Inside View at the Main Door 2 Opened




## Inside View at the Bill Validator Door Opened


## Inside View at the Bill Validator Door and Safety Sheet Opened




All the electronic components of the machine are located in the body, on Main door 1, Main door 2 and behind Bill Validator Door, and behind Safety Sheet. The access is restricted by a locking system with a secret lock, which is controlled even when the power of the gaming machine is turned off.

## Power Distributor Units (PDU) and Power Supply Units (PSU)

| Type | Kinds | Description |
|---|---|---|
| **Power Distributors** | General Power Distributor Module | Power Distributor Unit 230 V |
| | Low Voltage Distributor | Power Distributor Unit 12 V and 24 V |
| | 12 V Power Distributor | Power Distributor Unit 12 V |
| **Power Supply Units** | PSU 12 V, 300 W | Power Supply Unit 12 V |
| | PSU 24 V, 300 W | Power Supply Unit 24 V |

## Purpose of Use

| Kinds | Purpose of Use |
|---|---|
| **General Power Distributor Module** | It supplies input voltage to power supply units and additional peripherals. |
| **Low Voltage Distributor** | It supplies input voltage to the gaming platform, the upper monitor, the lower monitor with a touchscreen, the cabinet fans, the RGB lights controller, the topper controller, the Power Distributor Unit 12V and the USB quick charger. |
| **12 V Power Distributor** | It supplies input voltage to the keyboard monitor with a touch screen, the decorative lights, the white LED Lights, and the USB adapter. |
| **Power Supply Unit 12 V** | They supply DC voltage to the **Low Voltage Distributor** and **12 V Power Distributor**. |
| **Power Supply Unit 24 V** | |

## Technical Parameters

| **Power Supply Units** | | |
|---|---|---|
| **Parameter** | **Value** | |
| Input Voltages | 100 ÷ 240 V AC | 50 ÷ 60 Hz |
| Rated output voltage and current | 12V DC | 25 A |
| Rated output voltage and current | 24V DC | 6.25 A |
| **General Power Distributor Module** | | |
| Input Voltage | 100 ÷ 240 V AC | 50 ÷ 60 Hz |
| Output Voltage | 100 ÷ 240 V AC | 50 ÷ 60 Hz |
| Fuses: 2 pcs. T10A/250V and 2 pcs. T3.15A/250V | | |
| **Low Voltage Distributor – 12 and 24 V DC** | | |
| Fuses: 2 pcs. ATC-20A for 12V and ATC 5A for 24V | | |
| **12 V Power Distributor – 12 V DC** | | |

## Specialized Gaming Platform

- The specialized gaming platform is the managing computer in the gaming machine.
- The gaming machine can work with one of the two developed by the Euro Games Technology gaming platforms - Exciter III or Exciter IV.

### Exciter III - Specialized Gaming Platform

| | | |
|---|---|---|
| **Type** | Exciter III Gaming Platform | |
| **Components** | • Exciter III Motherboard<br>• Backplane Board<br>• Gaming Board | DPX-W250 |

- Insert the **SATA Flash** Card with the operating system (OS) on the **SATA 1** connector.
- Insert the **SATA Flash** Card with the game software on the **SATA 2** connector.
- The **BIOS** memory and **NVRAM** backup battery are located on the **Exciter III gaming board.**
- There are **4 DIP** switches and one of them (switch 1) is used for a machine memory reset.

### Exciter IV - Specialized Gaming Platform

| | | |
|---|---|---|
| **Type** | Exciter IV Gaming Platform | |
| **Components** | • Exciter IV Motherboard<br>• Backplane Board<br>• Gaming Board | DPX-M270 set |

- There are **4 DIP** switches and one of them (switch 1) is used for a machine memory reset.
- The **Exciter IV** platform works with an **M.2** data storage device where the game and system program are stored.
- Installing and updating of the game software takes place without changing the physical media.
- The E**xciter IV** platform has a video output for direct visualization of information on the topper screen.

## Monitors

| | |
|---|---|
| **Type** | • 50" vertical curved monitor with touch screen;<br>• Dynamic Touch Keyboard 13,3" monitor with a touchscreen. |

### Purpose of Use

| | |
|---|---|
| **Monitors** | Display the game, help screens, error messages, settings and service functions. |
| **Touchscreens** | Ensure an additional interface between the player and the machine during a play and in the service functions. |

## Bill Validator (Option)

### Purpose of Use

- The bill validator validates and accepts bills, inserted by the player. It is programmed for the appropriate currency.
- Maintains the communication with the gaming platform:

| Platform | Exciter III | Exciter IV |
|---|---|---|
| Communication Interface | True RS232 | True RS232 or USB |

**Note:**
For detailed information about bill validator models supported by the machine, their technical parameters, see the corresponding chapter *Bill Validators, used in the gaming machine* in the Applications.

## Ticket Printer (option)

### Purpose of Use

The printer prints vouchers and tickets when credits are cashed out from the gaming machine.

**Note:**
For detailed information about ticket printer models supported by the machine, their technical parameters, see the corresponding chapter *Ticket printers, used in the gaming machine* in the Applications.

## Keyboard Panel

### Type

The Keyboard panel consists of two parts:

- The Dynamic Touch Keyboard is controlled by the Exciter III/Exciter IV platform.
- The electro-mechanical buttons are controlled by the USB Keyboard Controller.
- The picture below displays an example of the gaming machine keyboard panel. The location, names, and functionalities of the buttons depend on the type of multigame installed on the gaming machine.

### Purpose of Use

| | |
|---|---|
| **Keyboard Controller** | • Transfers information on the condition of keyboard panel buttons and/or their LEDs;<br>• Maintains communication with Exciter III or Exciter IV;<br>• Tests the button LEDs for disconnections or short circuits. |
| **Keyboard Panel** | Carries out the communication between the user and the machine during a game and service functions. |

### Technical parameters

USB Keyboard Controller:

| Parameter | Value |
|---|---|
| Number of buttons controlled | up to18 |
| Number of LEDs controlled | up to 18 |
| Power | +12V, 0.4A max |

## Meter Module

### Type

General Counters Module

### Purpose of Use

- counts the impulses, transferred by the control platform to the appropriate mechanical meters;
- transfers information on the condition of mechanical meters;
- maintains communication with Exciter III Motherboard or Exciter IV Motherboard;
- tests meters for disconnected or short circuit ones.

The meter test is performed by the test mask, which is set from the machine service menu.

**Technical Parameters**

| Parameter | Value |
|---|---|
| Number of meters controlled | 6 |
| Power | +12V, 1.25A max. |

## Signal Lights Controller

### Type

Top Lamps Ctrl

### Purpose of Use

- controls the signal lights in accordance with the commands received;
- maintains communication with Exciter III Motherboard or Exciter IV Motherboard.

### Technical Parameters:

| Parameter | Value |
|---|---|
| Number of signal lights controlled | 3 |
| Power | +12V, 0.2A max. |

## Decorative Lighting

| Type | Place in the gamimng machine |
|---|---|
| white lighting | • the EGT logo;<br>• at the Bill Validator entrance;<br>• at the Ticket Printer exit. |
| The RGB lighting is situated around: | • the upper monitor;<br>• the lower monitor;<br>• footstep;<br>• the cabinet body sides. |

### Purpose of Use

Gives an attractive look to the machine.

## iButtons Reader and Socket

### Type

- i-Button Reader;
- DS9092 Socket.

### Purpose of Use

Allows access of the authorized staff to settings, service functions, and reports of the gaming machine.

## Audio System

### Type

Audio system consists of speakers situated on Main Door and a Bass Sound Box.

### Purpose of Use

Plays stereo sound.

### Technical Parameters

**Speakers situated on the Main Door:**

| Parameter | Value |
|---|---|
| Type | Broadband |
| Impedance | 8 Ω |
| Power | 10 W |

**Bass Sound Box**

| Parameter | Value |
|---|---|
| Impedance | 4 Ω |
| Power | 50 W |

## Door Switches

### Type

Push-Pull.

### Purpose of Use

The switches detect openings and closings of all doors.

## Cabinet Identification

### Type

Cabinet ID

### Purpose of Use

It uniquely determines the type of gaming machine - number of monitors, type of monitors, resolution of monitors, orientation of monitors - horizontal or vertical.

# Gaming Machine Troubleshooting

## Troubleshooting

| External features | Possible cause | Solution |
|---|---|---|
| Nothing lights up | Fuse burned out | Replace the fuse. |
| | Power Cord | Replace the power cord |
| | Main Power Supply Unit (PSU) | Check the PSU LED. Replace the PSU. |
| Buttons don't work | Defective button | Replace the button. |
| | Problems with connection to the keyboard controller | Check the keyboard controller connections. |
| Electro-mechanical Meters | Defective meter | Replace the meter. |
| | Problems with the connection to the meter's controller. | Check the meters controller connections. |
| The touchscreen does not work | Problems with the connection between controller and control computer. | Check the connection cable and replace it if necessary. |
| | Touchscreen controller defective | Replace the touchscreen controller |
| No sound and picture, only decorative lighting works | Problems with the control computer. | Check the power of the control computer.<br>Check the game platform.<br>Replace defective modules. |

## Fuse Replacement

- During the operation of the gaming machine, it can become necessary to replace fuses.
- For this purpose, unplug the machine power plug from the socket of the power mains!
- The new fuses must be with the same parameters as the original ones (see Technical Specifications and Dimensions).

## Error Messages

- During the operation of the gaming machine, several events or errors can occur.
- The events are only registered in the service functions in the **All-Events Log** menu.
- The errors that occur are displayed on the machine screen in a form of a message. The error is cleared when its cause is solved.
- Connect to the EGT service desk and report the information in the error message if you cannot solve the problem.

# Applications

## Bill Validator Models and Technical Parameters

### Type

| MEI SCN8347(E) | Cashcode Type MFL | JCM UBA-10-SS | JCM iPro |
|---|---|---|---|
|  |  |  |  |
| **JCM iVizion** | **NV 200** | **NV 200 Spectral** | **iCT NBA** |
|  |  |  |  |
| **JCM UBA PRO 500SS** | | | |
|  | | | |

**Note:**
The bill validators **NV 200** and **NV 200 Spectral** are used only in a gaming machine with the **Exciter IV** platform.

## Technical Parameters

| MEI SCN 8347(E) | | |
|---|---|---|
| **Electrical Parameters** | | **Value** |
| Power Supply Voltage | | 12 ÷ 28 V DC ± 5% |
| Current consumption | Standby | 0.45 A |
| | Operating mode | 1.25÷3.0 A |
| Communication Interface | | USB |
| **Environment Parameters** | | **Value** |
| Operation Temperature | | 0° C ÷ +60° C |
| Operating Relative Humidity | | 5% ÷ 95% |
| Storage Temperature | | -30° C ÷ +70° C |
| **Acceptance Parameters** | | **Value** |
| Length of Bills/Vouchers Accepted | | 120 ÷ 166 mm |
| Width of Bills/Vouchers Accepted | | 62 ÷ 83 or 85 mm |
| Bill/Voucher Validation and Stacking Time | | ~ 3s |
| Cassette Capacity | | Up to 500 bills/vouchers |

| CashCode MFL | | |
|---|---|---|
| **Electrical Parameters** | | **Value** |
| Power Supply Voltage | | 12V DC ± 10% |
| Current consumption | Standby | 0.2 A |
| | Operating mode | max 2 A |
| Power consumption | Standby | 2.4 W |
| | Operating mode | 12 W |
| Communication Interface | | RS232 |
| **Environment Parameters** | | **Value** |
| Operating Temperature | | 0°C ÷ +50°C |
| Storage Temperature | | -30°C ÷ +60°C |
| Operating Relative Humidity | | 30% ÷ 90% |
| **Acceptance Parameters** | | **Value** |
| Validation rate | | ≥96% |
| Length of Bills/Vouchers Accepted | | 124 ÷ 172 mm |
| Width of Bills/Vouchers Accepted | | 62 ÷ 82 mm |
| Bill/Voucher Validation and Stacking Time | | max 4.5 s |
| Cassette Capacity | | 600 bills/vouchers |

| JCM UBA-10-SS / JCM iPro | | |
|---|---|---|
| **Electrical Parameters** | | **Value** |
| Power Supply Voltage | | 12V DC ± 5% |
| Current consumption | Standby | 0.3 A |
| | Operating mode | 1.6 A |
| Communication Interface | | RS232 |
| **Environment Parameters** | | **Value** |
| Operation Temperature | | +5°C ÷ +50°C |
| Operating Relative Humidity | | 30% ÷ 85% |
| Storage Relative Humidity | | 30% ÷ 86% |
| **Acceptance parameters** | | **Value** |
| Length of Bills/Vouchers Accepted | | 120 ÷ 165 mm |
| Width of Bills/Vouchers Accepted | | 62 ÷ 85 mm |
| Bill/Voucher Validation and Stacking Time | | ~ 5 s |
| Cassette Capacity | | 500 bills/vouchers |

| JCM iVizion | | |
|---|---|---|
| **Electrical Parameters** | | **Value** |
| Power Supply Voltage | | 12V DC - 5% to 24V DC +10% |
| Current consumption | Standby | 24V DC - 0.2 A, 12V DC - 0.2 A |
| | Operating mode | 24V DC - 1.3 A, 12V DC - 2.3 A |
| | Maximum | 24V DC - 3.2 A, 12V DC - 3.0 A |
| Communication Interface | | RS232 |
| **Environment Parameters** | | **Value** |
| Operation Temperature | | +5°C ÷ +50°C |
| Operating Relative Humidity | | 15% ÷ 85% |
| Storage Temperature | | 15% ÷ 85% |
| **Acceptance Parameters** | | **Value** |
| Length of Bills/Vouchers Accepted | | 110 ÷ 170 mm |
| Width of Bills/Vouchers Accepted | | 60 ÷ 85 mm |
| Bill/Voucher Validation and Stacking Time | | ~ 5s |
| Cassette Capacity | | 500 bills/vouchers |

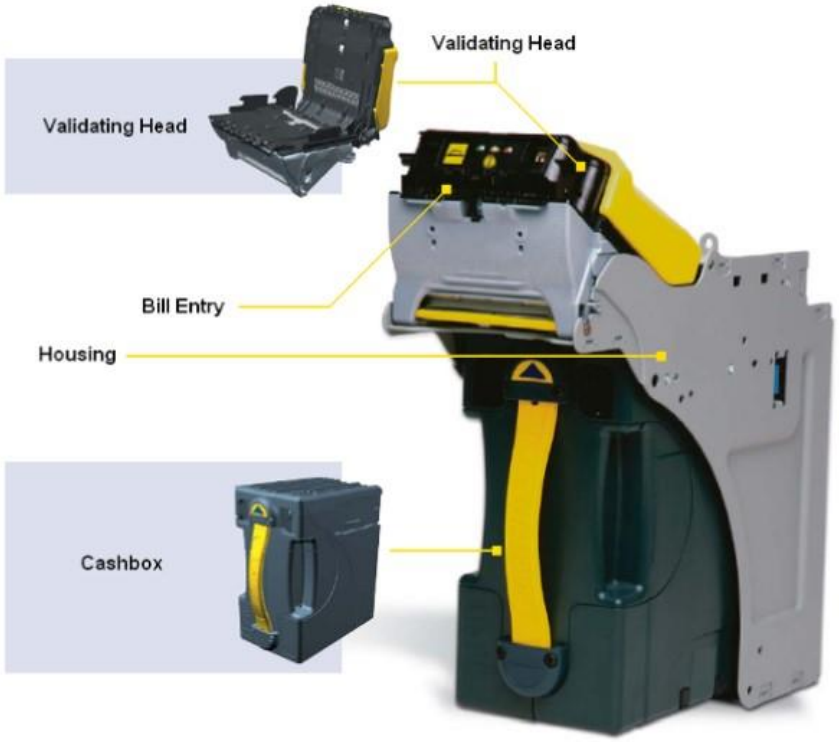
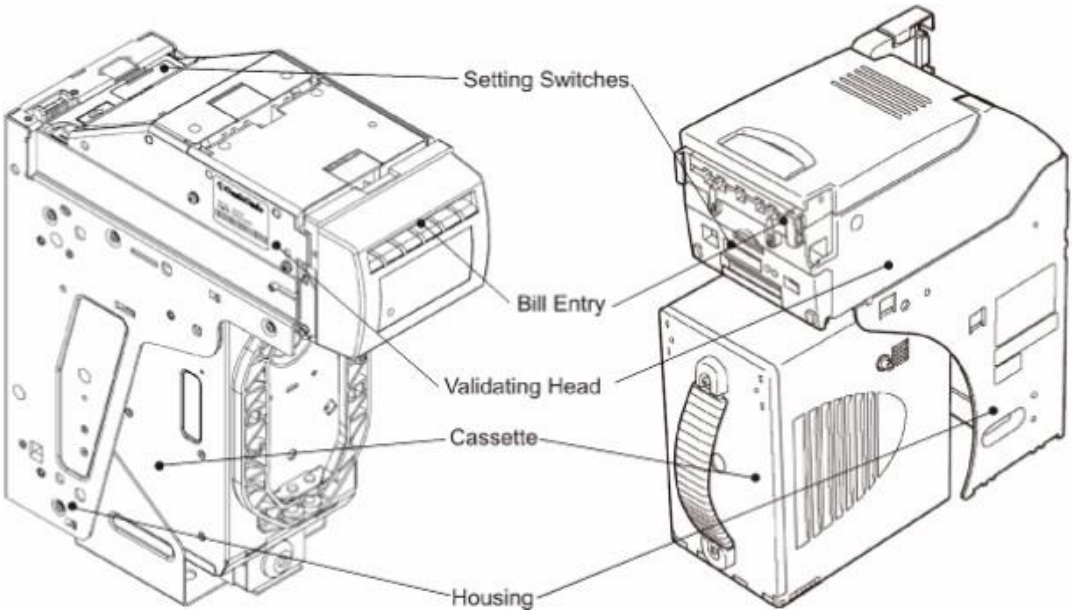
| NV 200 | | |
|---|---|---|
| **Electrical Parameters** | | **Value** |
| Power Supply Voltage | | 12V DC ± 10% |
| Current consumption | Standby | 0.4 A |
| | Operating mode | 3A/ max 5 A |
| Communication Interface | | RS232. USB 2.0 |
| **Environment Parameters** | | **Value** |
| Operation Temperature | | 0° C ÷ +50° C |
| Operating Relative Humidity | | 30% ÷ 90% |
| Storage Temperature | | -30° C ÷ +60° C |
| **Acceptance Parameters** | | **Value** |
| Validation Rate | | ≥96% |
| Length of Bills/Vouchers Accepted | | 115 ÷ 170 mm |
| Width of Bills/Vouchers Accepted | | 60 ÷ 85 mm |
| Bill/Voucher Validation and Stacking Time | | max 4.5s |
| Cassette Capacity | | Up to 500 bills/vouchers |

| NV 200 Spectral | | |
|---|---|---|
| **Electrical Parameters** | | **Value** |
| Power Supply Voltage | | 12V DC ± 10% |
| Current consumption | Standby | 0.35 A |
| | Operating mode | 1.5A/ max 3.5 A |
| Communication Interface | | RS232, USB 2.0 |
| **Environment Parameters** | | **Value** |
| Operation Temperature | | 0° C ÷ +50° C |
| Operating Relative Humidity | | 30% ÷ 90% |
| Storage Temperature | | -30° C ÷ +60° C |
| **Acceptance Parameters** | | **Value** |
| Validation Rate | | ≥96% |
| Length of Bills/Vouchers Accepted | | 115 ÷ 170 mm |
| Width of Bills/Vouchers Accepted | | 60 ÷ 85 mm |
| Bill/Voucher Validation and Stacking Time | | max 4.5s |
| Cassette Capacity | | Up to 500 bills/vouchers |

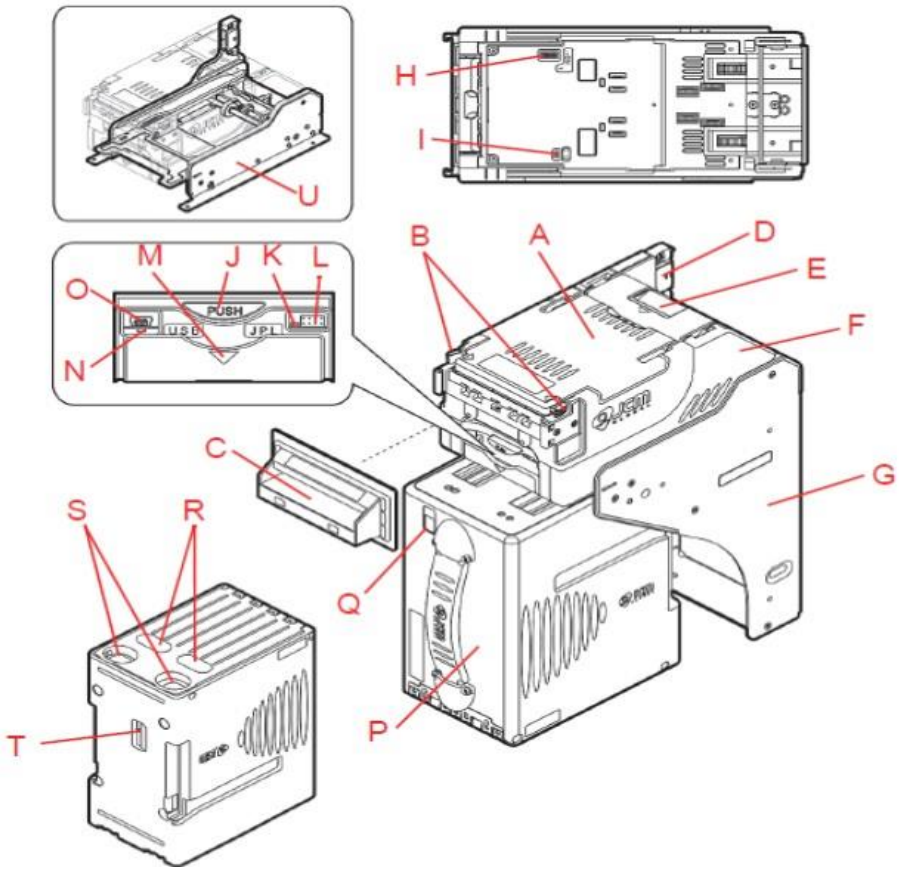
| iCT NBA | | |
|---|---|---|
| **Electrical Parameters** | | **Value** |
| Power Supply Voltage | | 12V DC ± 10% to 24 V DC ± 10% |
| Current consumption | Standby | 0.35 A |
| | Operating mode | 1.25A |
| | Maximum | 3.5 A |
| Communication Interface | | RS232, USB 2.0 |
| **Environment Parameters** | | **Value** |
| Operation Temperature | | 0° C ÷ +50° C |
| Operating Relative Humidity | | 30% ÷ 95% |
| Storage Temperature | | -30° C ÷ +70° C |
| **Acceptance Parameters** | | **Value** |
| Validation Rate | | ≥96% |
| Length of Bills/Vouchers Accepted | | 115 ÷ 170 mm |
| Width of Bills/Vouchers Accepted | | 62 ÷ 83 mm |
| Bill/Voucher Validation and Stacking Time | | max 5s |
| Cassette Capacity | | Up to 500 bills/vouchers |

| JCM UBA PRO 500SS | | |
|---|---|---|
| **Electrical Parameters** | | **Value** |
| Power Supply Voltage | | 12V DC - 5% to 24 V DC + 5% |
| Current consumption | Standby | 0.4 A |
| | Operating mode | 3.6A |
| | Maximum | 4.0 A |
| Communication Interface | | RS232, USB 2.0 |
| **Environment Parameters** | | **Value** |
| Operation Temperature | | 5° C ÷ +50° C |
| Operating Relative Humidity | | 15% ÷ 85% |
| Storage Temperature | | -20° C ÷ +60° C |
| **Acceptance Parameters** | | **Value** |
| Validation Rate | | ≥98% |
| Length of Bills/Vouchers Accepted | | 120 ÷ 165 mm |
| Width of Bills/Vouchers Accepted | | 62 ÷ 85 mm |
| Bill/Voucher Validation and Stacking Time | | 2.2 s |
| Cassette Capacity | | Up to 500 or 900 bills/vouchers |

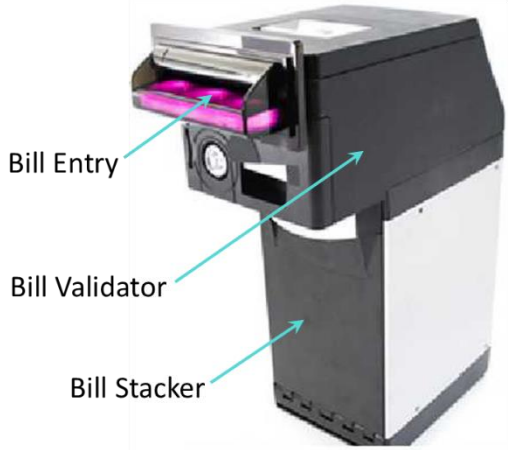
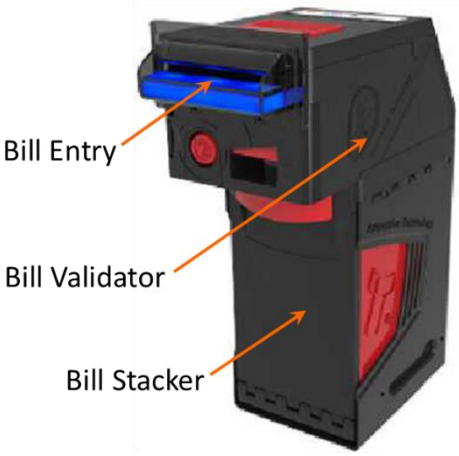
## Components

| Bill Validator Model | Components |
|---|---|
| *MEI SCN8347(E)* |  |
| *Cashcode MFL and JCM UBA-10-SS* |  |

***JCM iPro***
***JCM iVision***

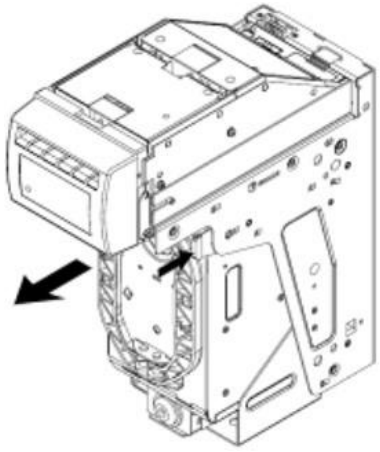



| | | | |
|---|---|---|---|
| A | Acceptor Unit | L | Front Panel Bezel JPL Connector |
| B | Front Upper Guide Access Lever (Acceptor Unit) | M | Transport Unit Release Lever |
| C | Bezel (Option) - use from JCM iPro model! | N | Power ON LED (Green) |
| D | Interface Connector | O | USB (mini-B) Software Download/Calibration & Maintenance Connector |
| E | Rear Upper Guide Access Lever (Transport Unit) | P | Cash Box |
| F | Transport Unit | Q | Stack Volume Indicator Window |
| G | Frame Housing (SS Specification) | R | Cash Box Window – confirms the last stacked Banknote Denomination Value |
| H | DIP Switch Block (Denomination INHIBIT) | S | Lock Installation Hole (user-provided) |
| I | DIP Switch Block (JCM Custom Private Line) | T | Pusher Lever – manually moves the Pusher Plate down (Activate the lever to confirm the denomination value through Cash Box Windows “R”). |
| J | Acceptor Unit Release Pushbutton | U | Frame Housing (LD Version). |
| K | Status LED (Four (4) colors: Red/Yellow/Green & Blue) | | |

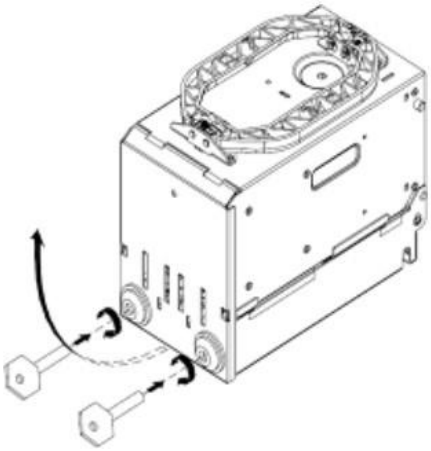
| Bill Validator Model | Components |
|---|---|
| ***NV 200*** |  |
| ***NV 200 Spectral*** |  |

## Collecting Bills

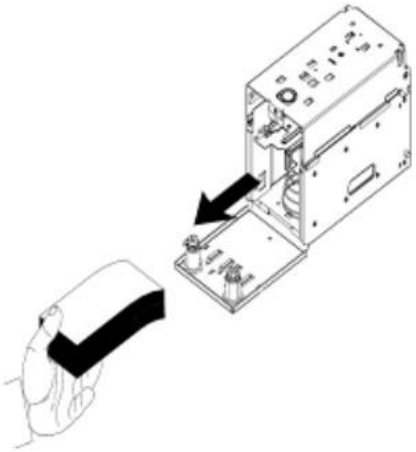
### Collecting bills from CashCode MFL



- 1 -



- 2 -

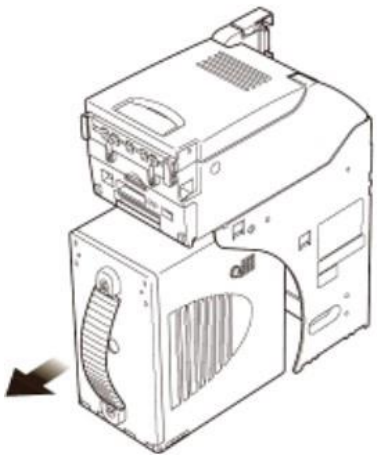


- 3 -

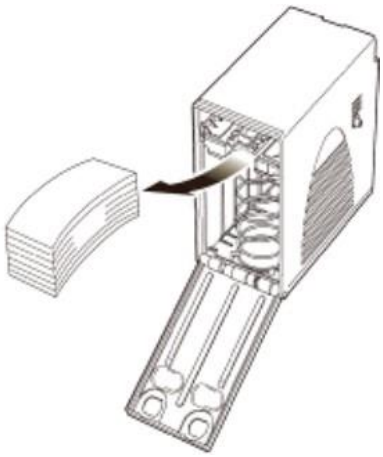
1. Open the bill validator door.
2. Push the lever, pointed by the small arrow in picture 1 above, and pull the cassette out.
3. Unlock the cassette cover by inserting appropriate keys in the locks and turning clockwise, as shown in picture 2 above. Open the cover.

4. Take the bills, as shown in picture 3 above.
5. Lock the cassette and put it back into the housing.

**Collecting bills from JCM UBA-10-SS**



-1-

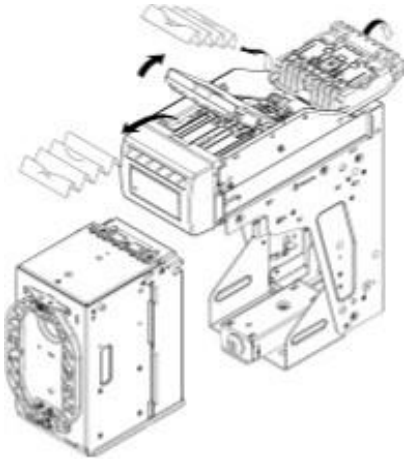


-2-

1. Open the bill validator door.
2. Hold the cassette handle and pull it in the direction, pointed by the arrow in picture 1 above**.**
3. Open the cover and take the bills, pointed by the arrow in picture 2 above.
4. Put back the cassette into the housing.

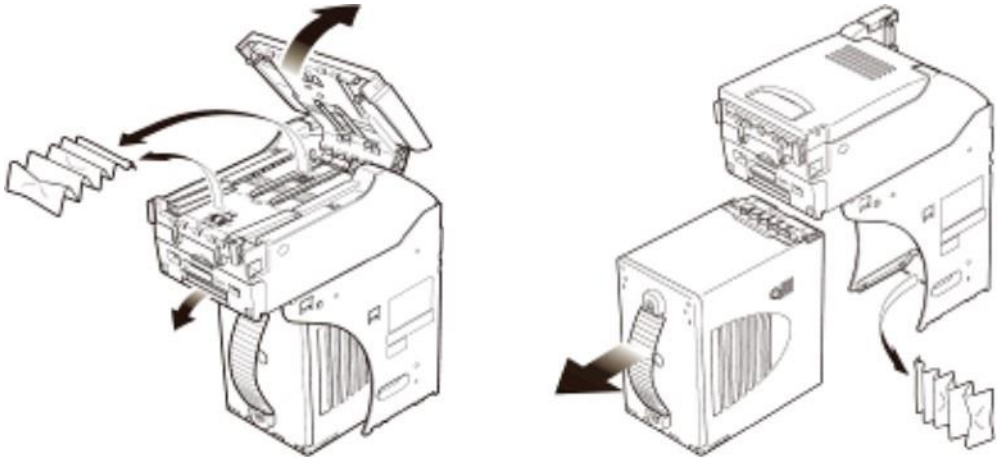
## Removing Jammed Bills

**Removing Jammed Bills from CashCode MFL**



Depending on the situation encountered jammed bills must be removed as shown in the picture above.

**Removing bills from JCM UBA-10-SS**

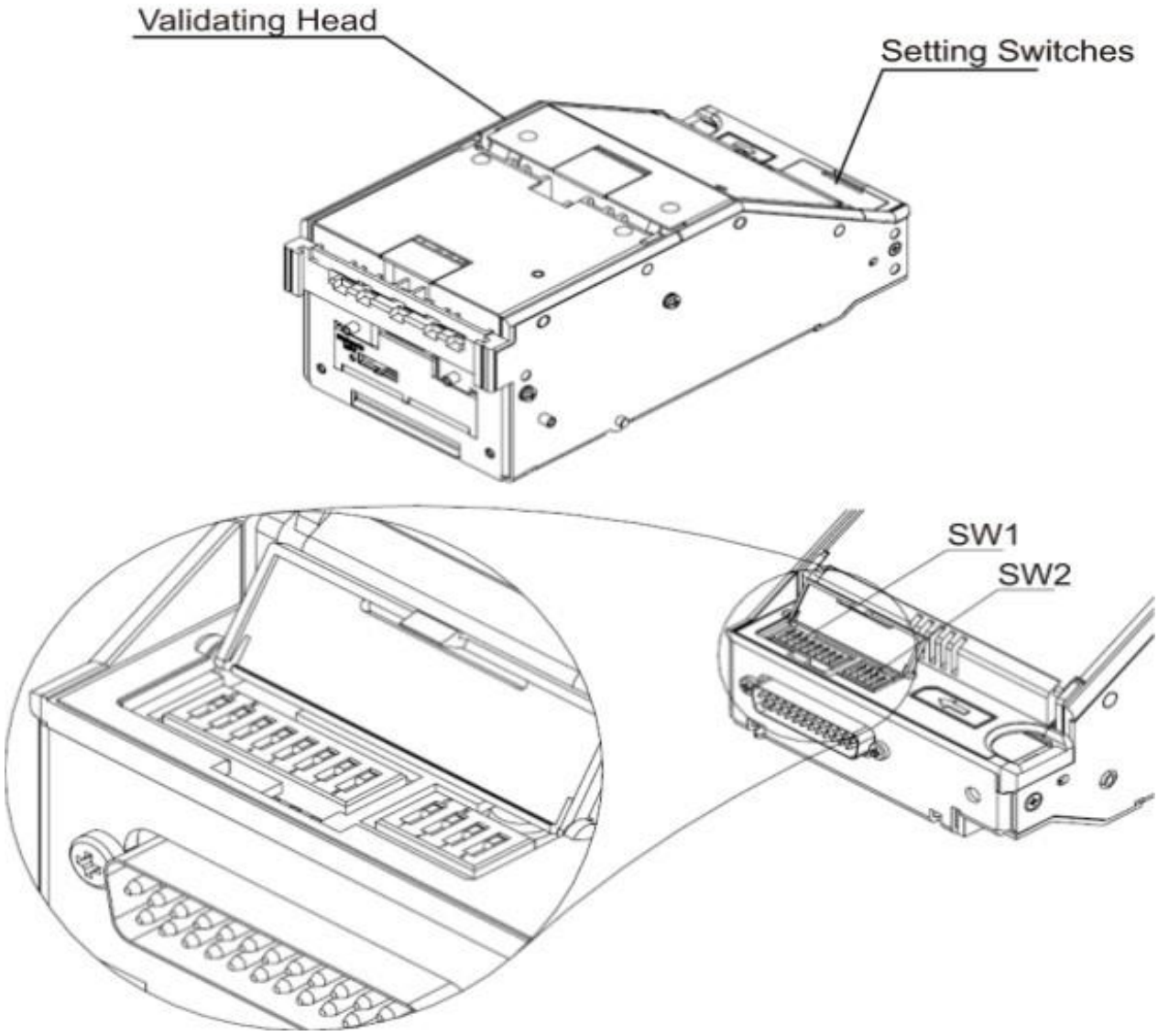


Depending on the situation encountered jammed bills must be removed as shown in the picture above.

## Configuring the Bill Validator

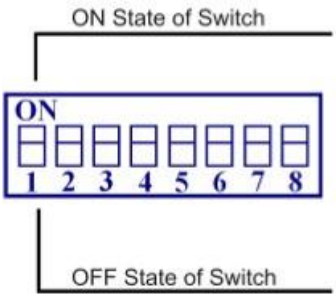
### Configuring CashCode MFL

**CashCode MFL** configuration is done by setting switches, located at the rear end of the validating head, under a transparent plastic cover.



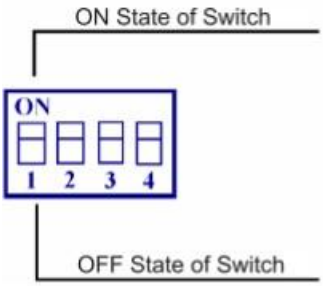
**CashCode MFL** operates in two basic modes: validation and service.

Defining settings, operating mode, and enabled denominations are performed by two groups of switches - **SW1** and **SW2**.




The function of the group of **SW1 DIP** switches is the following:

| Switch | ON | OFF |
|---|---|---|
| SW 1.1 | Denomination 1 enabled | Denomination 1 disabled |
| SW 1.2 | Denomination 2 enabled | Denomination 2 disabled |
| SW 1.3 | Denomination 3 enabled | Denomination 3 disabled |
| SW 1.4 | Denomination 4 enabled | Denomination 4 disabled |
| SW 1.5 | Denomination 5 enabled | Denomination 5 disabled |
| SW 1.6 | Denomination 6 enabled | Denomination 6 disabled |
| SW 1.7 | Denomination 7 enabled | Denomination 7 disabled |
| SW 1.8 | Denomination 8 enabled | Denomination 8 disabled |




CashCode MFL SW2 Setting switches condition

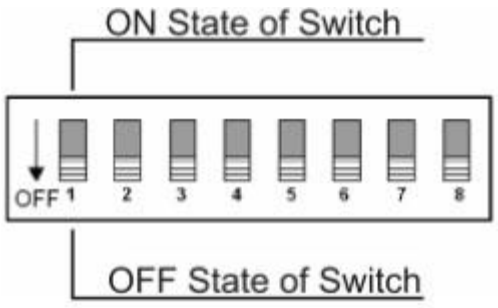
| Parameters | Switch | On | Off |
|---|---|---|---|
| Orientation of the bill | SW 2.1 | Four-way | One-way |
| | SW 2.2 | Not used | Not used |
| Interface communication speed | SW 2.3 | 9600 bps | 19,200 bps |
| Operating Mode | SW 2.4 | Service Mode | Validation Mode |

For additional information on switch features and explanations, please see CashCode MFL User Manual.

**Configuring JCM UBA-10-SS**

JCM UBA-10-SS operates in two modes: test and normal.

Defining settings, operating mode, and enabled denominations are performed by setting switches.



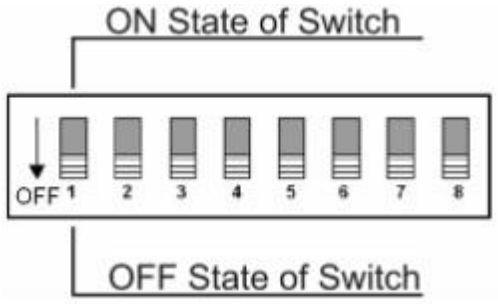

| Switch | ON | OFF |
|---|---|---|
| 1 | Accept of barcode vouchers disabled | Accept of barcode vouchers enabled |
| 2 | Denomination 1 disabled | Denomination 1 enabled |
| 3 | Denomination 2 disabled | Denomination 2 enabled |
| 4 | Denomination 3 disabled | Denomination 3 enabled |
| 5 | Denomination 4 disabled | Denomination 4 enabled |
| 6 | Denomination 5 disabled | Denomination 5 enabled |
| 7 | Denomination 6 disabled | Denomination 6 enabled |
| 8 | Test Mode | Normal Mode |

** By default, all switches are in the OFF position*

For additional information on switch features and explanations, please see JCM UBA-10-SS User Manual.

**Configuring JCM iVizion 100 ss**

JCM iVizion 100 ss Denomination DIP switch settings (SW1 DIP switch)



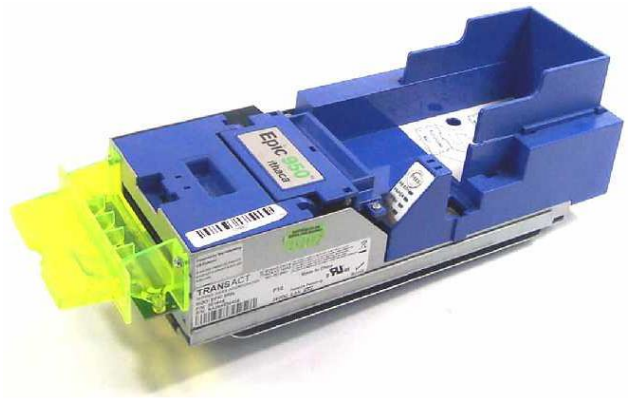

Set all SW1 switches in the OFF position as shown in the picture above.

JCM iVizion-SS Serial Communication DIP switches settings:


Set the two switches in the shown position in the picture above (opposite the Mark) to use the RS232 communication interface.

# Ticket Printers Models and Technical Parameters

## Type

| JCM GEN 5 | Ithaca Epic 950 |
|---|---|
|  |  |

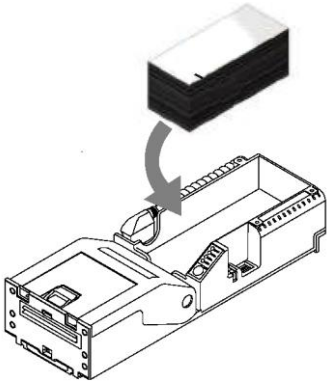
## Technical parameters

| JCM GEN 5 | | |
|---|---|---|
| **Electrical Parameters** | | **Value** |
| Power Supply Voltage: | | 24 V DC ± 5% |
| Current consumption | At 24 V and 25% black | max 2.7 A |
| Communication Interface | | RS 232 |
| **Environment Parameters** | | **Value** |
| Operation Temperature | | +5°C ÷ +50°C |
| Storage Temperature | | -20°C ÷ 75°C |
| Operating Relative Humidity | | 5% ÷ 85% |
| **Print Parameters** | | **Value** |
| Print Method | | Direct Thermal, Top Coated, Fanfolded, and Perforated |
| Print Speed (monochrome, in text mode) | | 90 mm/sec |
| Resolution | | 203 dpi x 203 dpi |
| Print Width | | 62 mm |
| Tickets capacity | | 300 vouchers |
| **Ticket Parameters** | | **Value** |
| Ticket Width | | 66 mm |
| Ticket Length (between perforations) | | 156 ± 1 mm |
| Ticket Thickness | | 4,5 mil, 1 color / 2 colors |

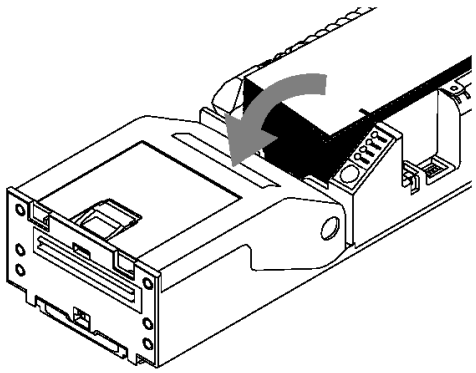
| Ithaca Epic 950 | | |
|---|---|---|
| **Electrical Parameters** | | **Value** |
| Power Supply Voltage: | | 24 V DC ± 10% |
| Current consumption | At 24 V and 25% black | max 2.2 A |
| Communication Interface | | RS 232 |
| **Environment Parameters** | | **Value** |
| Operation Temperature | | +5°C ÷ +45°C |
| Storage Temperature | | -10°C ÷ 50°C |
| Operating Relative Humidity | | 10% ÷ 90% |
| **Print Parameters** | | **Value** |
| Print Method | | Thermal |
| Print Speed (monochrome, in text mode) | | 125 mm/sec |
| Resolution | | 203 dpi x 203 dpi |
| Print Width | | 62 mm |
| Tickets capacity | | 400 vouchers |
| **Ticket Parameters** | | **Value** |
| Ticket Width | | 65 ± 1 mm |
| Ticket Length (between perforations) | | 156 ± 1 mm |
| Ticket Thickness | | 0.114 ÷ 0.127 mm |

## Loading Tickets

Loading tickets in JCM GEN 5 ticket printer



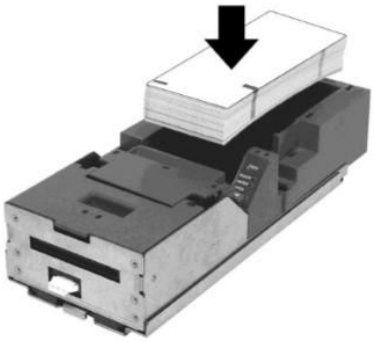
-1-



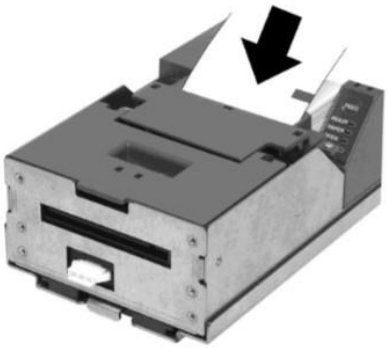
-2-

1. Load tickets into the ticket supply tray, so that it lays flat as shown in picture 1 above.
2. Insert the leading ticket into the ticket in the slot as shown in picture 2 above.

Loading tickets in **Ithaca Epic 950** ticket printer



-1-

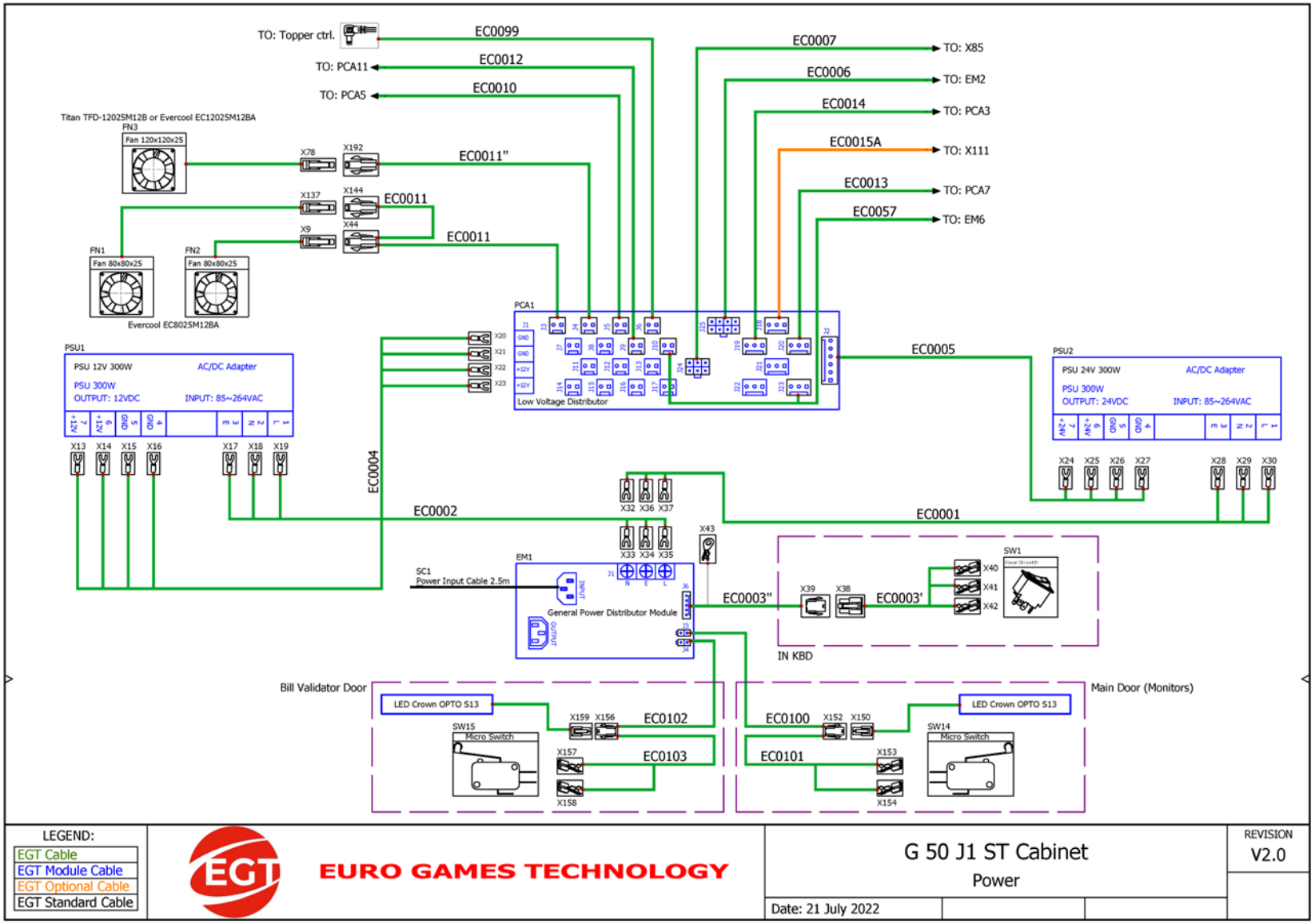


-2-

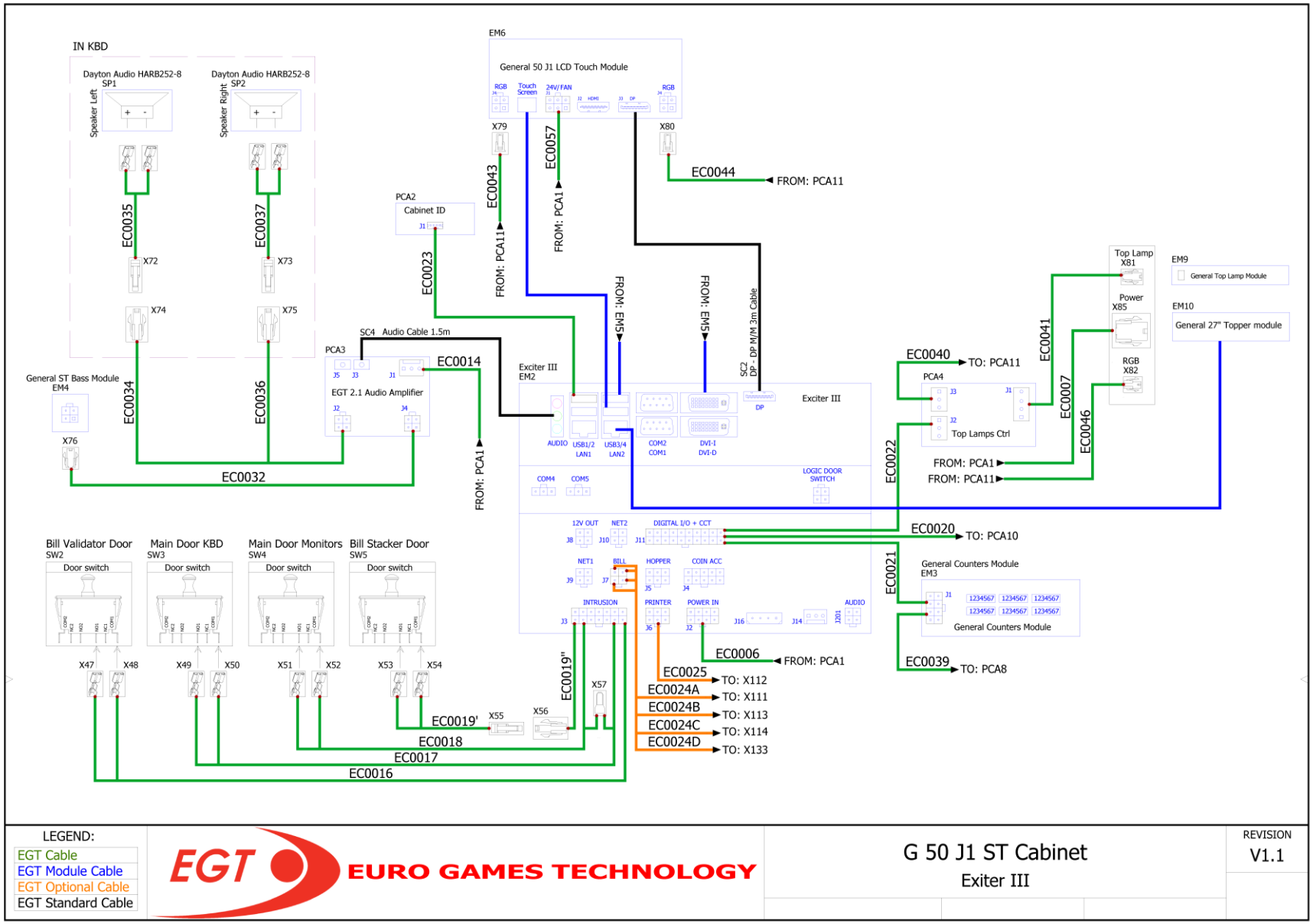
1. Load tickets into the ticket supply tray, making sure that the black dot is positioned as shown in picture 1 above.
2. Insert the leading ticket into the printer mechanism's insertion guide area – picture 2 above. The ticket should be fed about a ½" into the mechanism; at this time, the machine automatically completes the feeding process.

# Modular Diagrams of Components

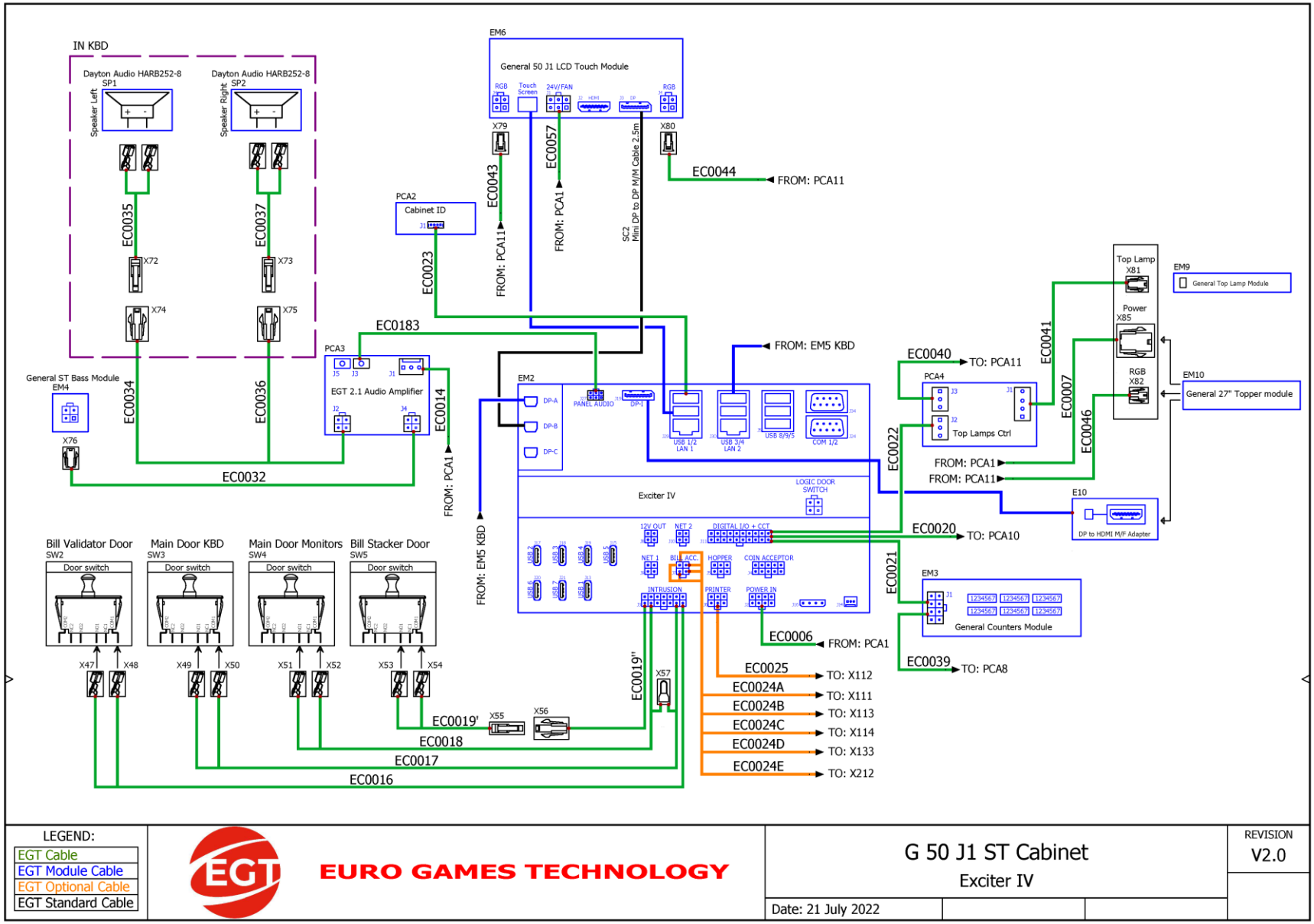
## Power



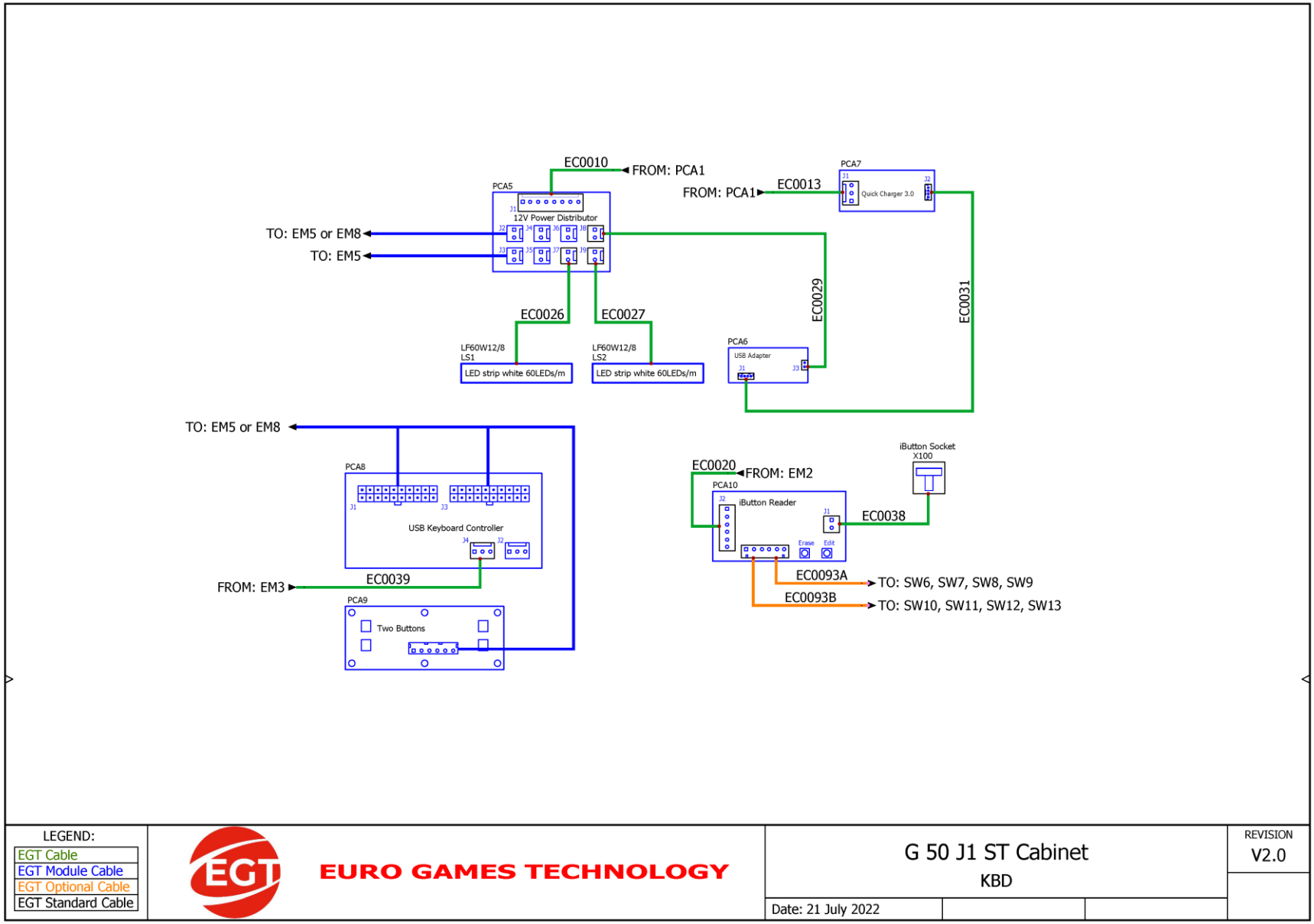
## Exciter III


IN KBD
Dayton Audio HARB252-8
SP1
Speaker Left
Dayton Audio HARB252-8
SP2
Speaker Right
EC0035
EC0037
X72
X73
X74
X75
EC0034
EC0036
X76
General ST Bass Module
EM4
EC0032
EM6
General 50 J1 LCD Touch Module
RGB
Touch Screen
24V/FAN
RGB
X79
X80
EC0043
EC0057
EC0044
FROM: PCA11
FROM: PCA1
PCA2
Cabinet ID
J1
EC0023
FROM: PCA11
FROM: EM5
FROM: EM5
SC2
DP - DP M/M 3m Cable
SC4 Audio Cable 1.5m
PCA3
J5
J3
J1
EGT 2.1 Audio Amplifier
J2
J4
EC0014
FROM: PCA1
Exciter III
EM2
AUDIO
USB1/2
LAN1
USB3/4
LAN2
COM2
COM1
DVI-I
DVI-D
DP
Exciter III
COM4
COM5
LOGIC DOOR SWITCH
EC0040
TO: PCA11
PCA4
J3
J2
J1
Top Lamps Ctrl
EC0041
EC0007
EC0046
EC0022
FROM: PCA1
FROM: PCA11
Top Lamp
X81
Power
X85
RGB
X82
EM9
General Top Lamp Module
EM10
General 27" Topper module
12V OUT
NET2
DIGITAL I/O + CCT
J8
J10
J11
EC0020
TO: PCA10
NET1
BILL
HOPPER
COIN ACC
J9
J7
J5
J4
INTRUSION
PRINTER
POWER IN
AUDIO
J3
J6
J2
J16
J14
J201
EC0021
General Counters Module
EM3
J1
1234567
General Counters Module
EC0006
FROM: PCA1
EC0039
TO: PCA8
Bill Validator Door
SW2
Door switch
Main Door KBD
SW3
Door switch
Main Door Monitors
SW4
Door switch
Bill Stacker Door
SW5
Door switch
X47
X48
X49
X50
X51
X52
X53
X54
EC0019'
X55
X56
EC0019"
X57
EC0018
EC0017
EC0016
EC0025
TO: X112
EC0024A
TO: X111
EC0024B
TO: X113
EC0024C
TO: X114
EC0024D
TO: X133
LEGEND:
EGT Cable
EGT Module Cable
EGT Optional Cable
EGT Standard Cable
EURO GAMES TECHNOLOGY
G 50 J1 ST Cabinet
Exiter III
REVISION
V1.1

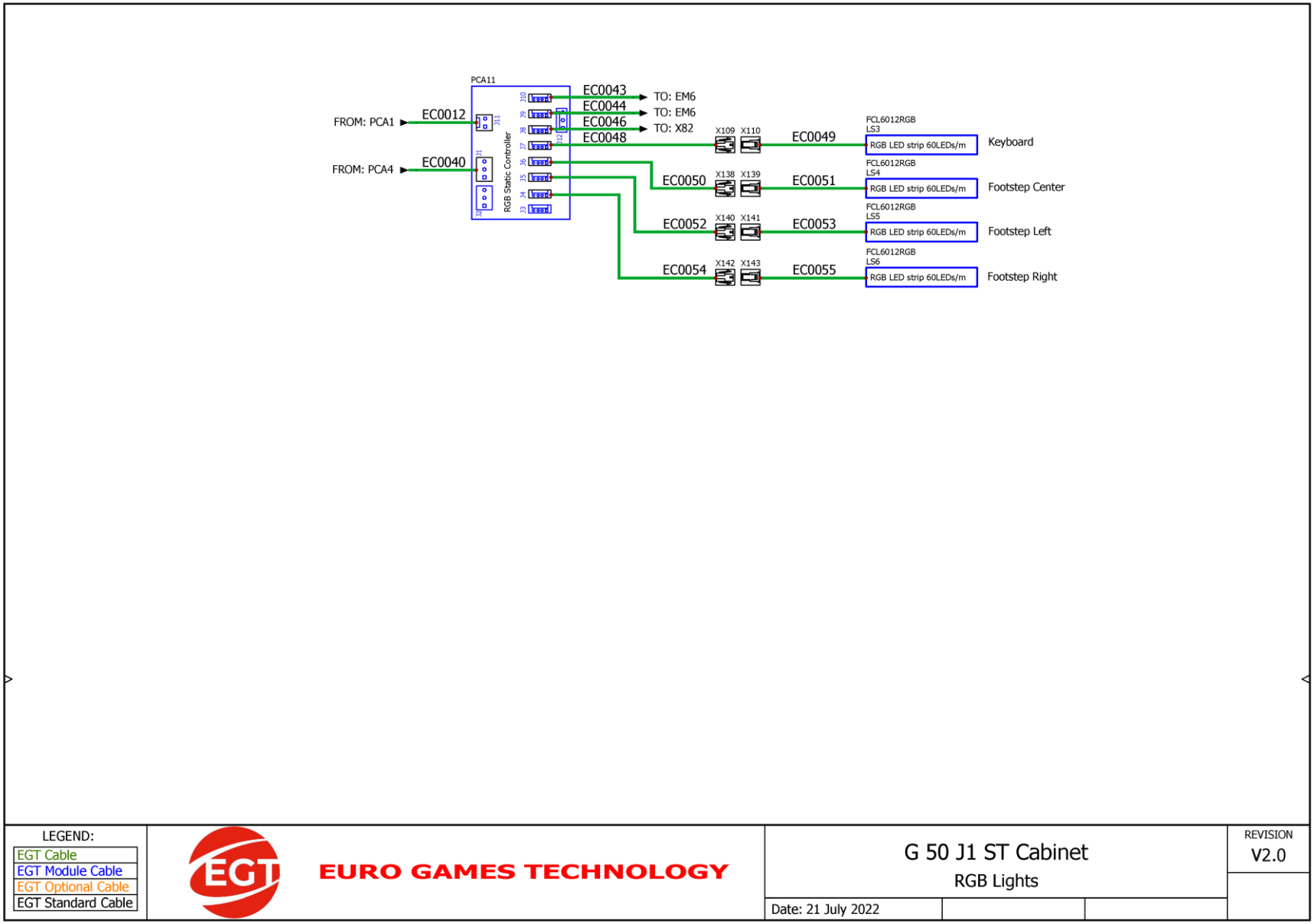
## Exciter IV


IN KBD
Dayton Audio HARB252-8 SP1
Speaker Left
Dayton Audio HARB252-8 SP2
Speaker Right
EC0035
EC0037
X72
X73
X74
X75
EC0034
EC0036
General ST Bass Module EM4
X76
EC0032
EM6
General 50 J1 LCD Touch Module
RGB
Touch Screen
24V/FAN
X79
X80
EC0043
EC0057
EC0044
FROM: PCA11
FROM: PCA1
SC2 Mini DP to DP M/M Cable 2.5m
PCA2
Cabinet ID
EC0023
FROM: PCA11
EC0183
PCA3
EGT 2.1 Audio Amplifier
EC0014
FROM: PCA1
FROM: EM5 KBD
EM2
DP-A
DP-B
DP-C
PANEL AUDIO
USB 1/2 LAN 1
USB 3/4 LAN 2
USB 8/9/5
COM 1/2
Exciter IV
LOGIC DOOR SWITCH
12V OUT
NET 2
DIGITAL I/O + CCT
NET 1
BILL ACC.
HOPPER
COIN ACCEPTOR
INTRUSION
PRINTER
POWER IN
FROM: EM5 KBD
EC0040
TO: PCA11
PCA4
Top Lamps Ctrl
EC0041
EC0007
EC0046
EC0022
FROM: PCA1
FROM: PCA11
Top Lamp X81
EM9
General Top Lamp Module
Power X85
RGB X82
EM10
General 27" Topper module
E10
DP to HDMI M/F Adapter
EC0020
TO: PCA10
EC0021
EM3
General Counters Module
EC0006
FROM: PCA1
EC0039
TO: PCA8
EC0025
TO: X112
EC0024A
TO: X111
EC0024B
TO: X113
EC0024C
TO: X114
EC0024D
TO: X133
EC0024E
TO: X212
Bill Validator Door SW2
Main Door KBD SW3
Main Door Monitors SW4
Bill Stacker Door SW5
Door switch
X47
X48
X49
X50
X51
X52
X53
X54
EC0019'
X55
X56
EC0018
EC0017
EC0016
EC0019''
X57
LEGEND:
EGT Cable
EGT Module Cable
EGT Optional Cable
EGT Standard Cable
EURO GAMES TECHNOLOGY
G 50 J1 ST Cabinet
Exciter IV
Date: 21 July 2022
REVISION
V2.0

## Control KBD


EC0010
FROM: PCA1
PCA5
12V Power Distributor
TO: EM5 or EM8
TO: EM5
PCA7
FROM: PCA1
EC0013
Quick Charger 3.0
EC0029
EC0031
EC0026
EC0027
LF60W12/8
LS1
LED strip white 60LEDs/m
LF60W12/8
LS2
LED strip white 60LEDs/m
PCA6
USB Adapter
TO: EM5 or EM8
PCA8
USB Keyboard Controller
FROM: EM3
EC0039
PCA9
Two Buttons
EC0020
FROM: EM2
PCA10
iButton Reader
Erase
Edit
iButton Socket
X100
EC0038
EC0093A
TO: SW6, SW7, SW8, SW9
EC0093B
TO: SW10, SW11, SW12, SW13
LEGEND:
EGT Cable
EGT Module Cable
EGT Optional Cable
EGT Standard Cable
EURO GAMES TECHNOLOGY
G 50 J1 ST Cabinet
KBD
Date: 21 July 2022
REVISION
V2.0

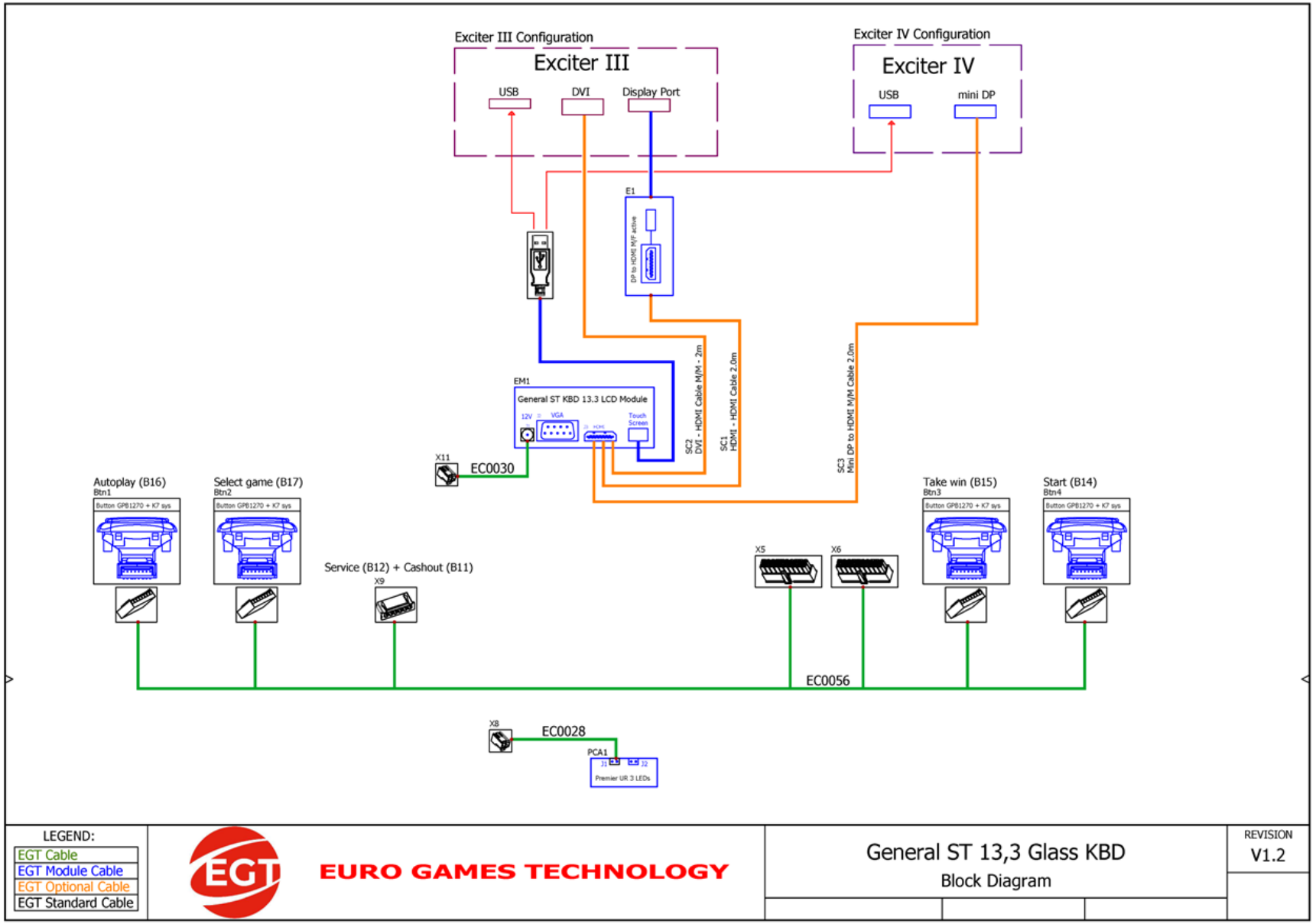
## RGB Lights


PCA11
RGB Static Controller
FROM: PCA1
EC0012
FROM: PCA4
EC0040
EC0043
TO: EM6
EC0044
TO: EM6
EC0046
TO: X82
EC0048
X109
X110
EC0049
FCL6012RGB
LS3
RGB LED strip 60LEDs/m
Keyboard
EC0050
X138
X139
EC0051
FCL6012RGB
LS4
RGB LED strip 60LEDs/m
Footstep Center
EC0052
X140
X141
EC0053
FCL6012RGB
LS5
RGB LED strip 60LEDs/m
Footstep Left
EC0054
X142
X143
EC0055
FCL6012RGB
LS6
RGB LED strip 60LEDs/m
Footstep Right
LEGEND:
EGT Cable
EGT Module Cable
EGT Optional Cable
EGT Standard Cable
EURO GAMES TECHNOLOGY
G 50 J1 ST Cabinet
RGB Lights
Date: 21 July 2022
REVISION
V2.0

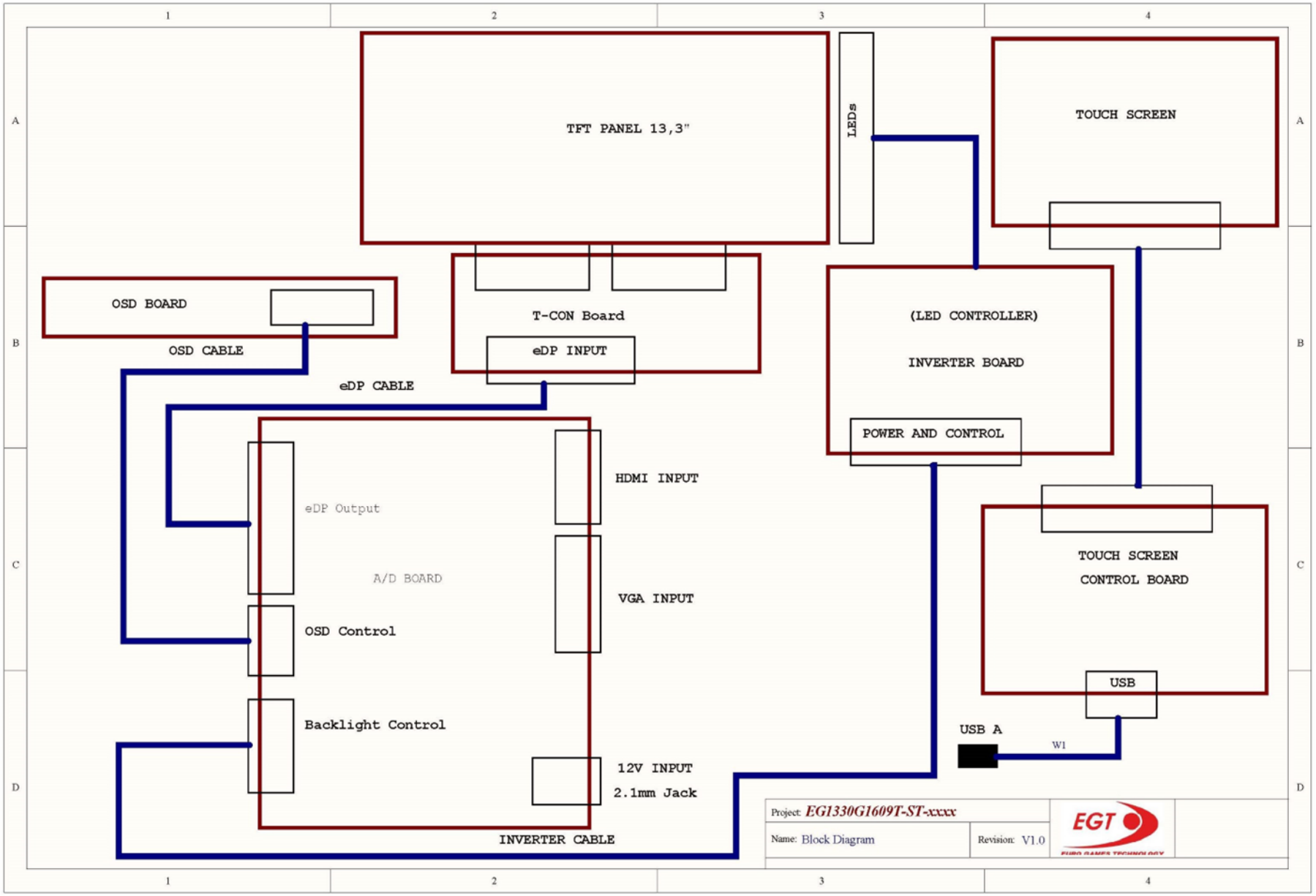
## Optional Peripherals


**Note:**
The bill validators **NV200** and **NV200 Spectral** are used only in gaming machine with **Exciter IV** platform.

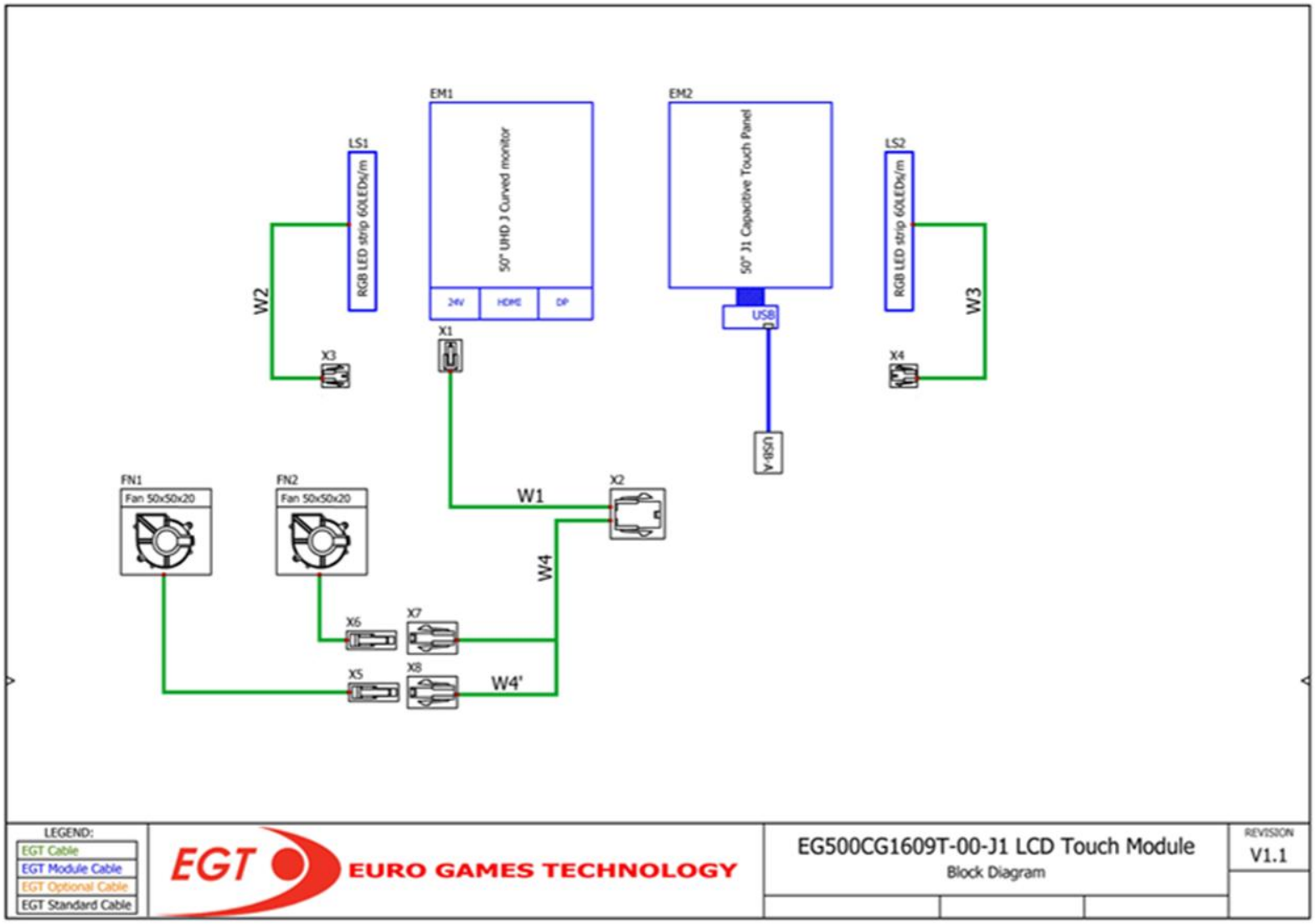
## Dynamic Touch Keyboard



## Monitor and Touchscreen of the Dynamic Touch Keyboard



## 50’’ EGT Monitor with Touchscreen



## Connectors of Backplane Board

| P1 | BH40S 2x20 pin male | | |
|---|---|---|---|
| PIN No | Signal Name | PIN No | Signal Name |
| 1 | T_RXD4 | 2 | T_TXD4 |
| 3 | T_RXD7 | 4 | T_TXD7 |
| 5 | T_RXD5 | 6 | T_TXD5 |
| 7 | T_RXD6 | 8 | T_TXD6 |
| 9 | T_RXD2 | 10 | T_TXD2 |
| 11 | T_RXD3 | 12 | T_TXD3 |
| 13 | GND | 14 | DIN0 |
| 15 | DIN1 | 16 | DIN2 |
| 17 | DIN3 | 18 | DIN4 |
| 19 | DIN5 | 20 | DIN6 |
| 21 | DIN7 | 22 | DIN8 |
| 23 | DIN9 | 24 | DIN10 |
| 25 | DIN11 | 26 | DOUT0 |
| 27 | DOUT1 | 28 | DOUT2 |
| 29 | DOUT3 | 30 | DOUT4 |
| 31 | DOUT5 | 32 | DOUT6 |
| 33 | DOUT7 | 34 | INTRUSION0 |
| 35 | INTRUSION1 | 36 | INTRUSION2 |
| 37 | INTRUSION3 | 38 | INTRUSION4 |
| 39 | INTRUSION5 | 40 | INTRUSION6 |

| J2 | POWER INPUT | | |
|---|---|---|---|
| | MOLEX 4x2pin mini-fit Straight | | |
| PIN No | Signal Name | PIN No | Signal Name |
| 1 | +12V | 5 | +12V |
| 2 | +12V | 6 | GND |
| 3 | GND | 7 | GND |
| 4 | GND | 8 | +24V |

| J3 | INTRUSION SWITCHES | | |
|---|---|---|---|
| | MOLEX 7x2pin Mini-fit Straight | | |
| PIN No | Signal Name | PIN No | Signal Name |
| 1 | INTRUSION0 | 8 | GND |
| 2 | INTRUSION1 | 9 | GND |
| 3 | INTRUSION2 | 10 | GND |
| 4 | INTRUSION3 | 11 | GND |
| 5 | INTRUSION4 | 12 | GND |
| 6 | INTRUSION5 | 13 | GND |
| 7 | INTRUSION6 | 14 | GND |

| J6 | Serial Ticket Printer | | |
|---|---|---|---|
| | MOLEX 3x2pin Mini-fit Straight | | |
| PIN No | Signal Name | PIN No | Signal Name |
| 1 | R_RXD7 | 4 | +24V / 3A |
| 2 | R_TXD7 | 5 | EXT_DIN11 |
| 3 | GND | 6 | GND |

| J7 | Serial Bill Acceptor | | |
|---|---|---|---|
| | MOLEX 2x2pin Mini-fit Straight | | |
| PIN No | Signal Name | PIN No | Signal Name |
| 1 | R_RXD4 | 3 | GND |
| 2 | R_TXD4 | 4 | +12V / 3A |

| J8 | 12V OUT | | |
|---|---|---|---|
| | MOLEX 2x2pin Mini-fit Straight | | |
| PIN No | Signal Name/Current | PIN No | Signal Name/Current |
| 1 | N.C. | 3 | GND |
| 2 | N.C. | 4 | +12V / 1.5A |

| J9 | Casino Net 1 | | |
|---|---|---|---|
| | MOLEX 2x2pin Mini-fit Straight | | |
| PIN No | Signal Name/Current | PIN No | Signal Name/Current |
| 1 | R_RXD2 | 3 | GND |
| 2 | R_TXD2 | 4 | +12V / 1.5A |

| J10 | Casino Net 2 | | |
|---|---|---|---|
| | MOLEX 2x2pin Mini-fit Straight | | |
| PIN No | Signal Name/Current | PIN No | Signal Name/Current |
| 1 | R_RXD3 | 3 | GND |
| 2 | R_TXD3 | 4 | +12V / 1.5A |

| J11 | ccTalk and DIGITAL I/O | | |
|---|---|---|---|
| | MOLEX 10x2pin Mini-fit Straight | | |
| PIN No | Signal Name | PIN No | Signal Name |
| 1 | GND | 11 | GND |
| 2 | CCT-DAT | 12 | CCT-DAT (COM7) |
| 3 | +12V / 3A | 13 | +12V / 3A |
| 4 | +12V / 3A | 14 | +12V / 3A |
| 5 | OC0 | 15 | OC1 |
| 6 | OC2 | 16 | OC3 |
| 7 | GND | 17 | GND |
| 8 | GND | 18 | GND |
| 9 | EXT_DIN0 | 19 | EXT_DIN1 |
| 10 | EXT_DIN2 | 20 | EXT_DIN3 |

| J14 | Cabinet FANS |
|---|---|
| | CviLux CI3103P1V00 |
| PIN No | Signal Name |
| 1 | GND |
| 2 | +12V / 1.5A |
| 3 | N.C. |

| J16 | HDD POWER OUTPUT | | |
|---|---|---|---|
| | AMP 350211 | | |
| **PIN No** | **Signal Name/Current** | **PIN No** | **Signal Name/Current** |
| 1 | +12V / 1.5A | 3 | GND |
| 2 | GND | 4 | +5V |

| J1 | UPS POWER V1.6 | | |
|---|---|---|---|
| | MOLEX 2x2pin Mini-fit Straight | | |
| **PIN No** | **Signal Name/Current** | **PIN No** | **Signal Name/Current** |
| 1 | GND | 3 | BU+12V |
| 2 | GND | 4 | BU+12V |

| J1 | UPS POWER V2.2 | | |
|---|---|---|---|
| | MOLEX 3x2pin Mini-fit Straight | | |
| **PIN No** | **Signal Name/Current** | **PIN No** | **Signal Name/Current** |
| 1 | GND | 4 | BU+12V |
| 2 | GND | 5 | BU+12V |
| 3 | GND | 6 | BU+12V |

# Contacts

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**BULGARIA**

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RichHill Business Center, Block A

1756 Sofia, BULGARIA

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**Fax**: +359 2 890 24 88

**Mobile**: +359 896 71 02 72

**e-mail:** *service@egt-bg.com; parts@egt-bg.com*

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**Fax**: +359 2 890 24 88

**e-mail**: *sales@egt-bg.com*