USER MANUAL

G 50-50 C VIP Gaming Machine

Revision History

Version	Date	Changes
rev. 1.0	March 2022	An initial document version
rev. 3.0	January 2023	A new document version with the following changes: • A new opportunity that the gaming machine can work with the Exciter IV gaming platform is added as well as the platform description. • The **Connectors of Exciter III Connectors Board** section is updated. • The modular diagrams of components are updated. • New bill validator models that the machine supports are added. • The models of bill validators and printers, as well as their technical parameters, 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 50-50 C VIP gaming machines are designed for use in casinos and gambling halls.

- The cabinet is powered by one of the Exciter III or Exciter IV gaming platform, specially created by Euro Games Technology (EGT) which complies with the newest requirements of the gaming industry.

- The machine is specially designed for ease of use.

- The cabinet has a stylish design combining high comfort with modern aesthetics, an efficient platform, frameless UHD 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 50-50 C VIP gaming machine with the optional devices and multimedia chair, is shown in the picture below:

Technical Specifications

Name	Value
Manufacturer	EURO GAMES TECHNOLOGY Ltd., Bulgaria
Type	EGT-VS35
Power Supply Voltage	100 - 240V AC
Current	7.6 - 3.2 A
Consumption	700W
Frequency	50 - 60Hz
Fuses	
General Power Distributor	F1, F2 - T 10A / 250V~ - for the gaming machine; F3, F4 - T 3.15A / 250V ~ - for external peripheral devices connected to the gaming machine.
Low Voltage Distributor	F1 - ATC 20A / 12V DC F2 - ATC 10A / 24V DC

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

Dimensions

Cabinet	
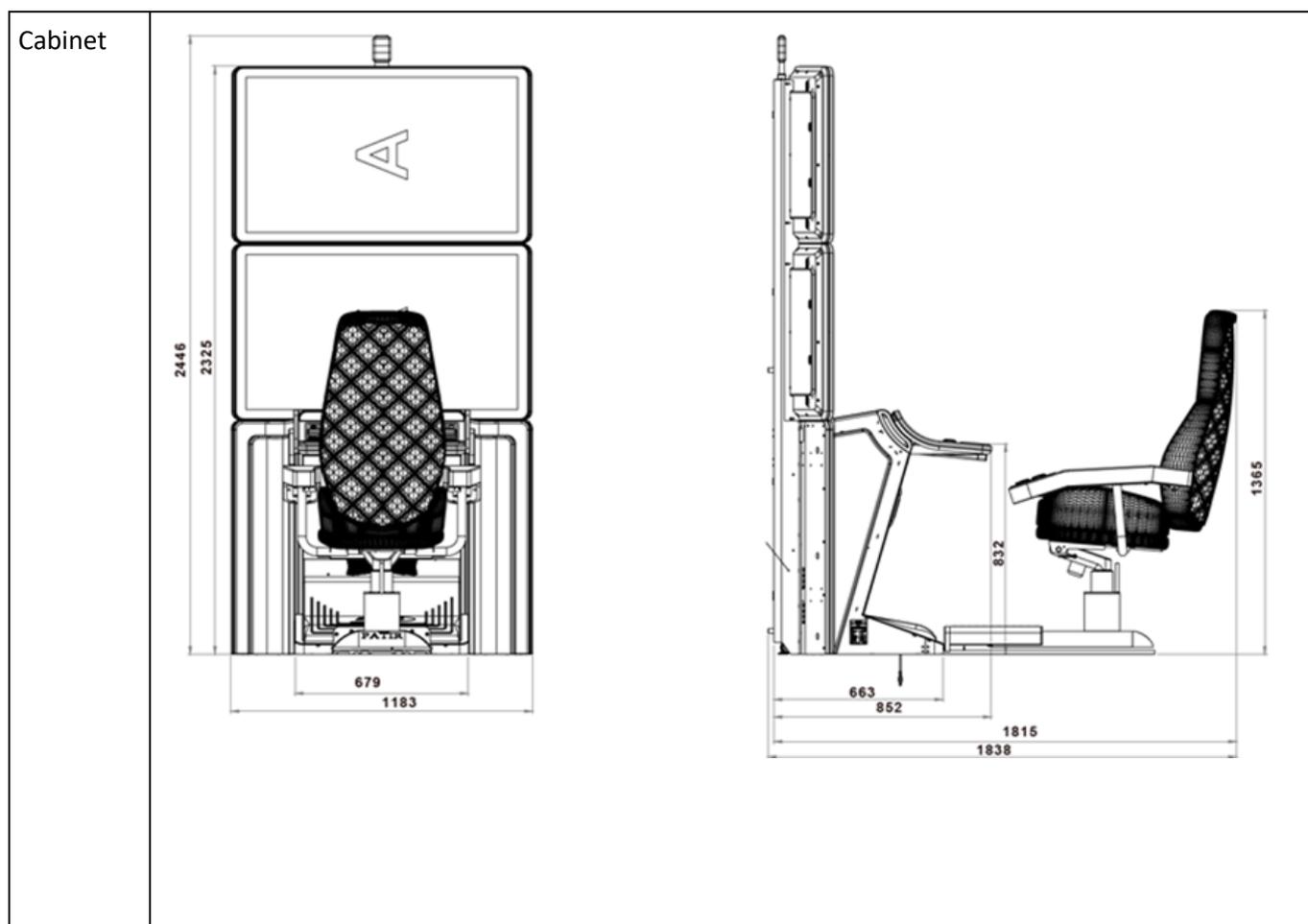
Dimensions	Values
Gross weight without monitors and chair	215 kg
Net weight without monitors and chair	190 kg
2 pcs monitor gross weight in one pallet	100 kg
2 pcs monitor net weight in one pallet	80 kg
Height without top lamp	2 325 mm
Height with top lamp	2 446 mm
Width	1 183 mm
Depth with Chair	1 838 mm
Depth without Chair	852 mm

Multimedia Chair (option)
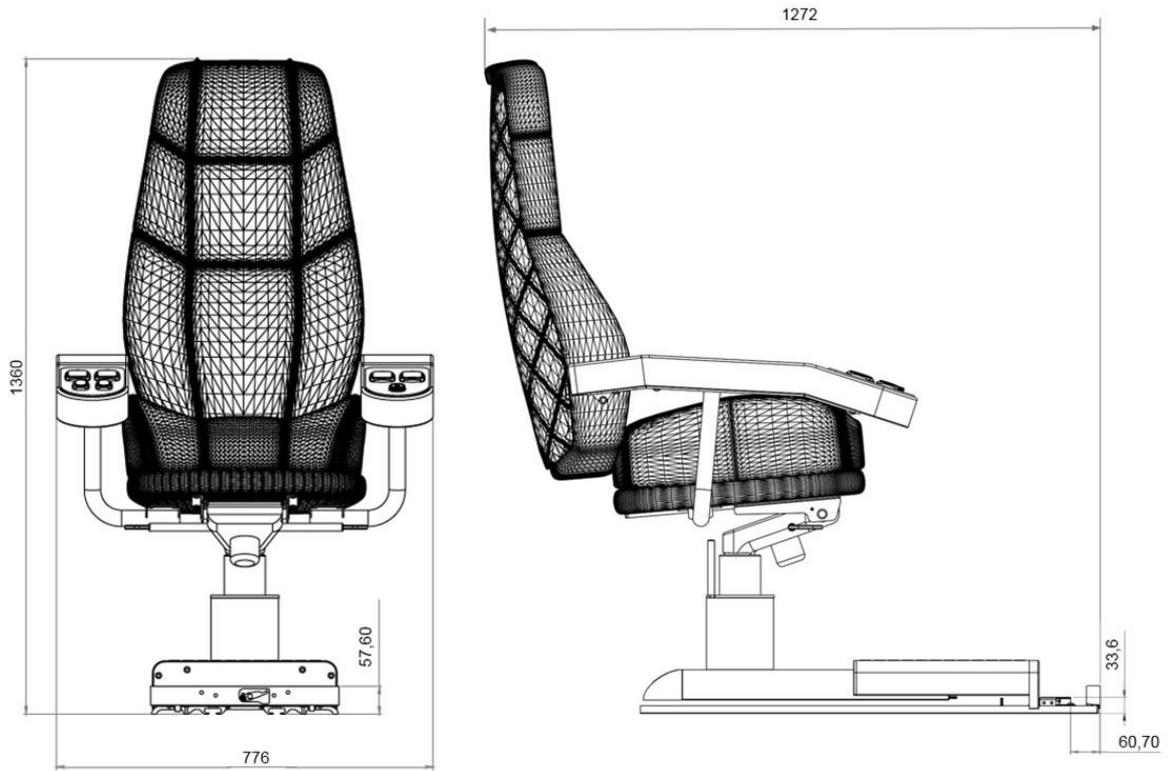
Dimensions	Value
Height	up to 1 365 mm
Width	776 mm
Depth	1 272 mm
Weight	55 kg

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

The gaming machine is moved in an unassembled state in 3 parts:

- The gaming machine body and rear console are together in a vertical position on a pallet.

> **Note:**
> If necessary or impossible to transport them together, the rear console and the body of the cabinet are transported separately disassembled. See the 2, 3, 4 operations of *Rear Console Mounting*.

- The two monitors are in two boxes on one pallet.

- The multimedia chair is in a transport packaging, transport box dimensions: 1 220 x 770 x 850 mm;

The cabinet body and the rear console must be placed in a vertical position upon transportation.

- The group must be in a stable position, secured against moving and mechanical impact upon transportation.

- The cabinet is positioned on the pallet as the rear console should be no more than 5-6 cm from the end of the pallet.

- The transport plate is installed on the cabinet by 10 screws 4.2x45 DIN7982 to the pallet.

- The plate is attached to the cabinet with the help of a screw 5x30 DIN7985 on the lower pads of the machine.

The monitors are packaged each in a box and the two boxes are put on one pallet.
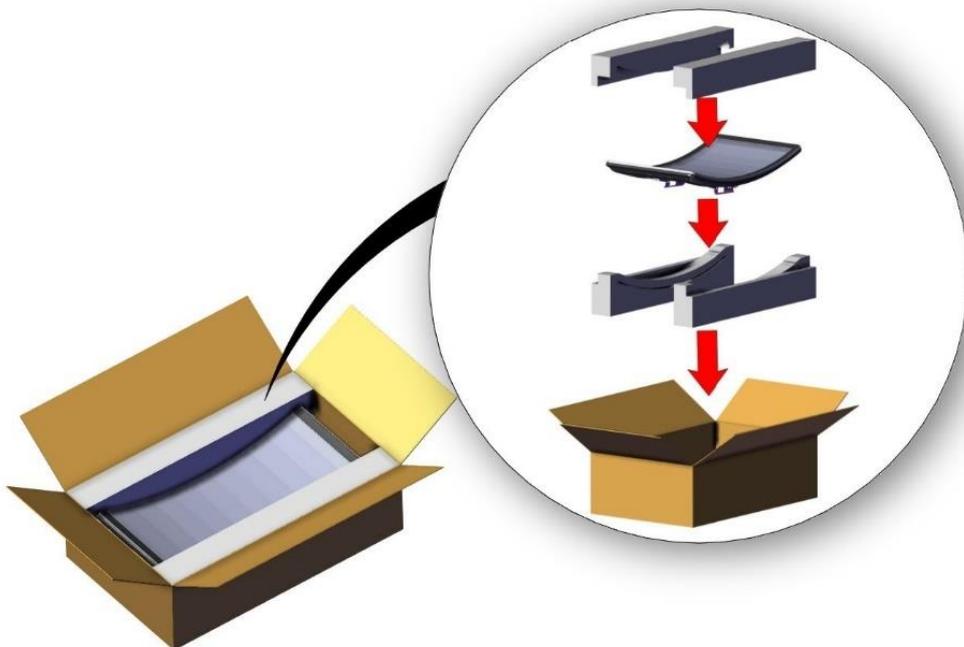
The Top Lamp travels in a separate package placed inside the gaming machine body.

> **Warning!**
> After transportation or moving of the machine from colder to warmer premises, wait at least two hours before switching on 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, the machine shall be visually inspected for possible transportation damages.

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

Gaming Machine Installation Requirements

To ensure the 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 of 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.
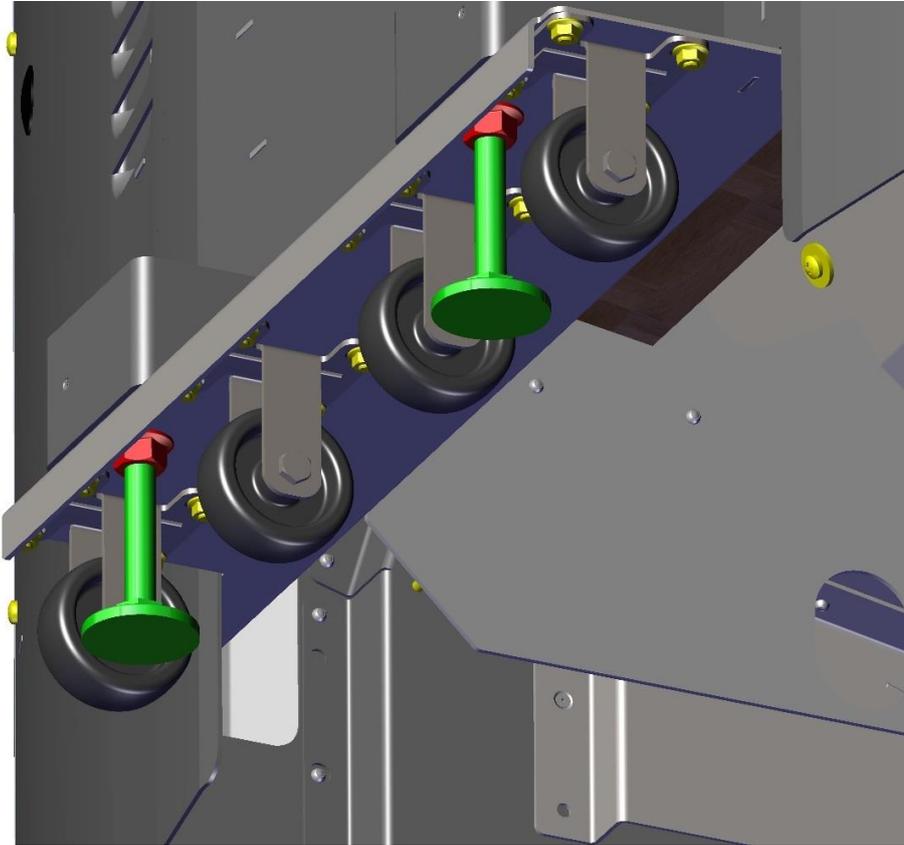
Rear Console Mounting

1. Preparation for installation

- Screw 4 pcs nut DIN6923 M8 to the mounting studs on the rear console.

> **Warning!**
> Turn the nuts only a few turns (3-4). They are tightened in subsequent operations.
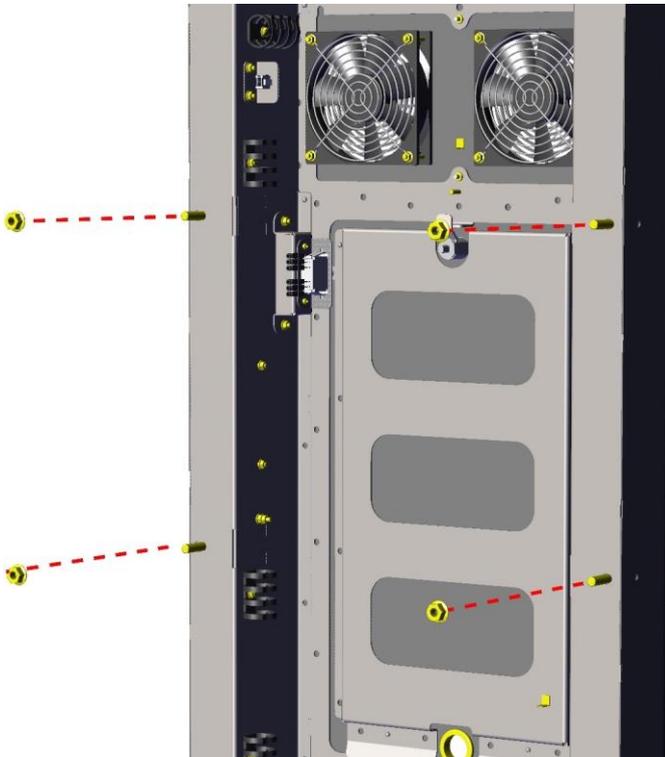
2. Mounting

- Mount the rear console to the gaming machine body and tighten the nuts.
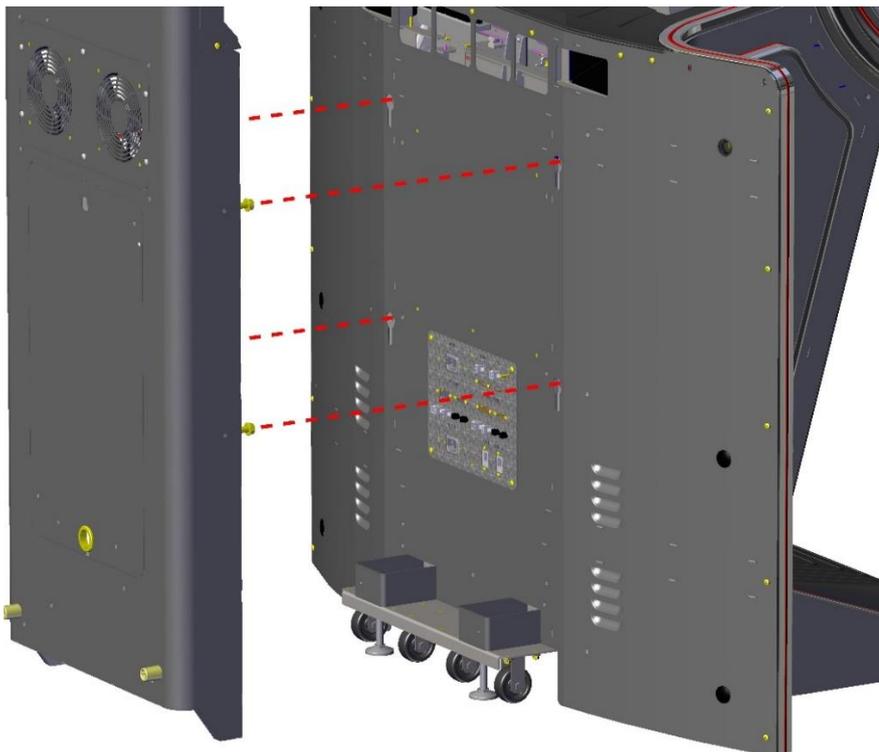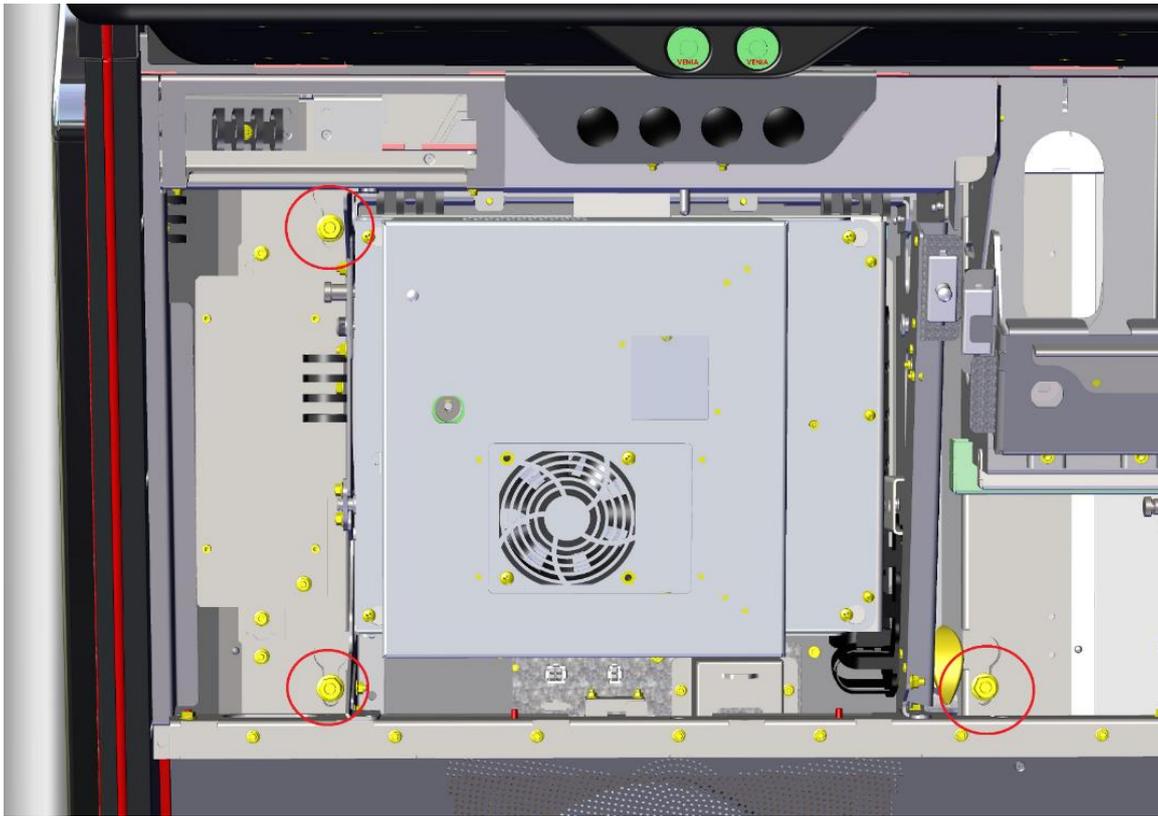
Warning!
To access one of the nuts you have to release the bill validator mechanism.
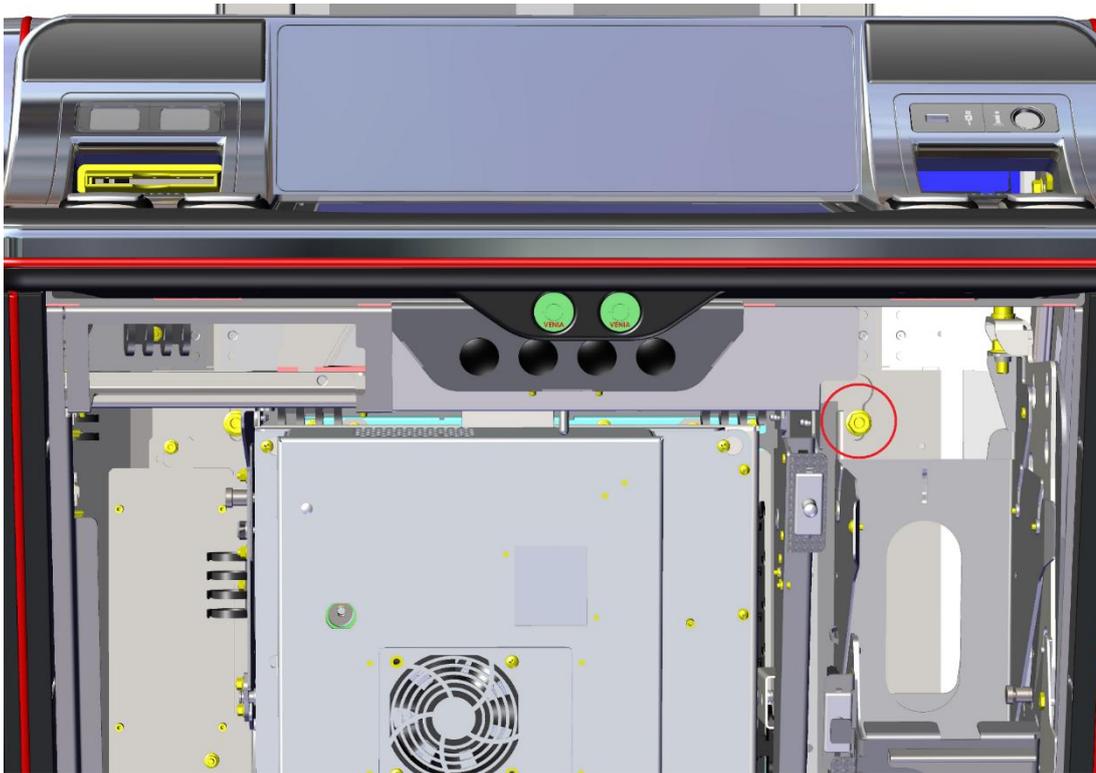
3. Electrical connection

- Securely connect the earthing conductor to the corresponding earthing studs - nut DIN6923 M4.

- Connect all power and control cables.

Top Lamp (Signal Lights) Mounting

1. Disassemble the G50-50C-VIP.02.05.00.00.00.00.00 "Distance top lamp" part by dismounting of the 2 pcs. DIN 7985 M4x10 screw.
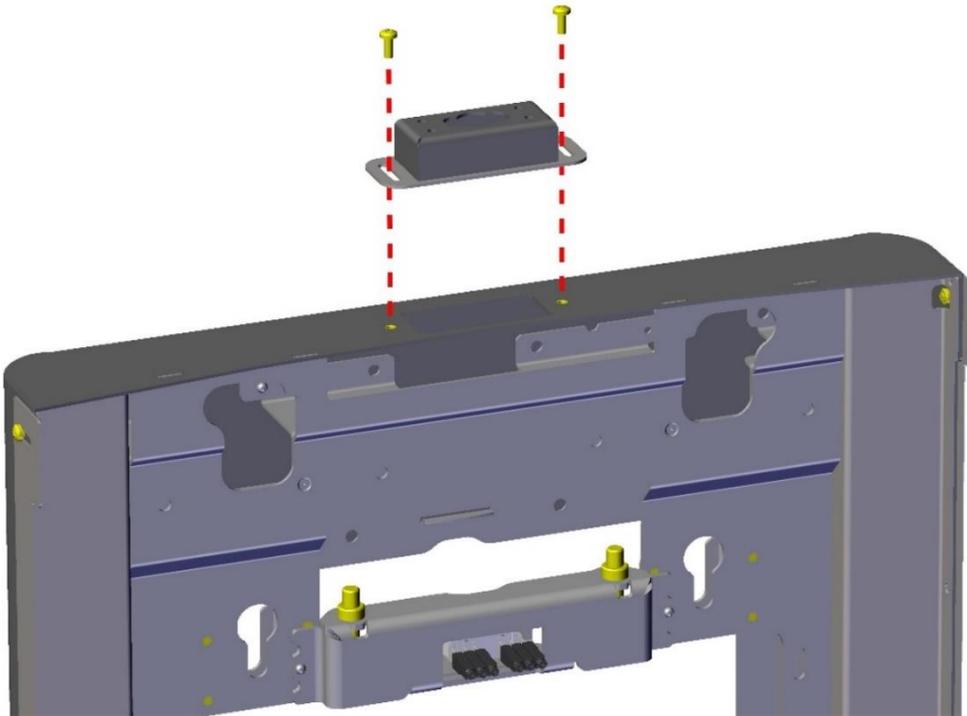
2. Install the signal lights lamp to the G50-50C-VIP.02.05.00.00.00.00.00 "Distance top lamp" part.

   • Pass the cable and the ground wire of the signal lamp through the opening of the part, and fix the lamp by 2 pcs. DIN 912 M3x6 screw.

3. Mount the G50-50C-VIP.02.05.00.00.00.00.00 "Distance top lamp" part by 2 pcs. DIN 7985 M4x10 screw.
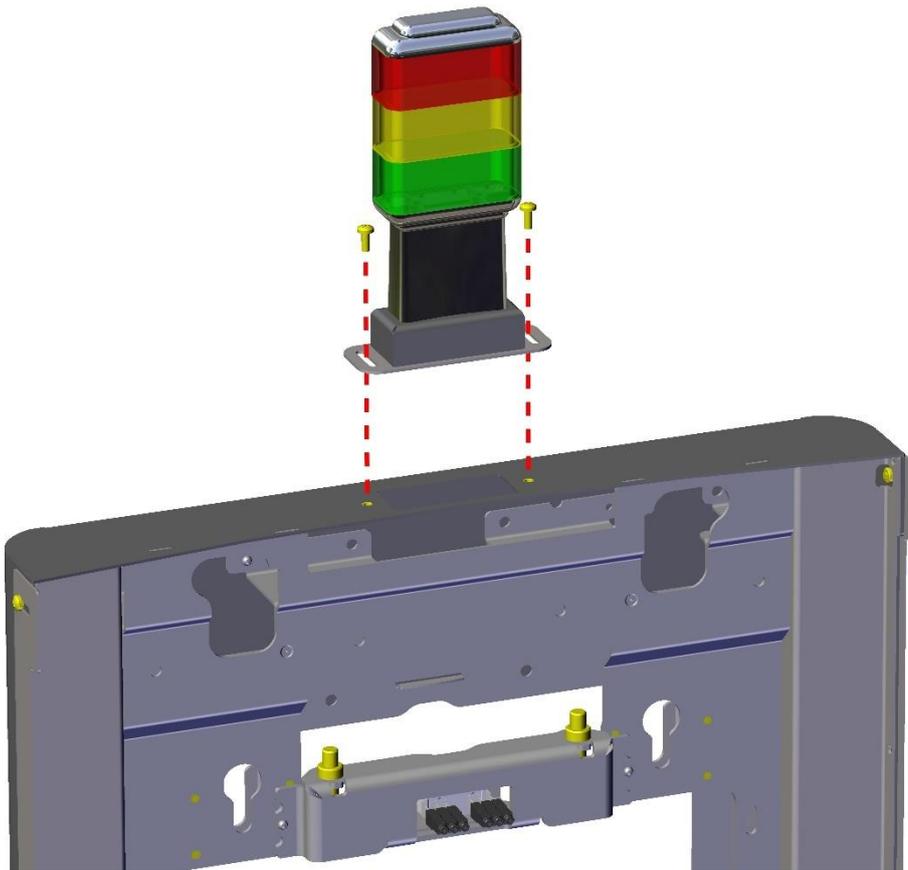
4. Electrical connection

- Securely connect the ground wire to the ground pin.

- Connect the signal lamp to the corresponding electrical connector.
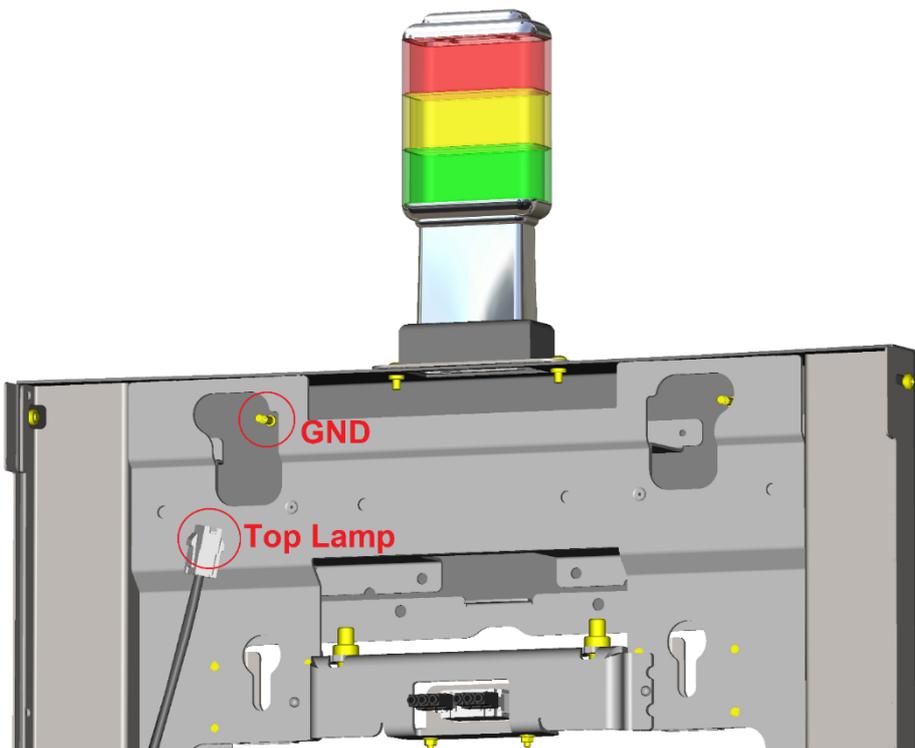
Monitors Mounting

> **Note:**
> The installation of the two monitors is done similarly.

1. Preparation

   - Loosen the 4DIN 7985 M4x10 screws and

   - Push back the G50-50C-VIP.02.00.00.00.00.00.03 "Concealing strip" part (marked in red).
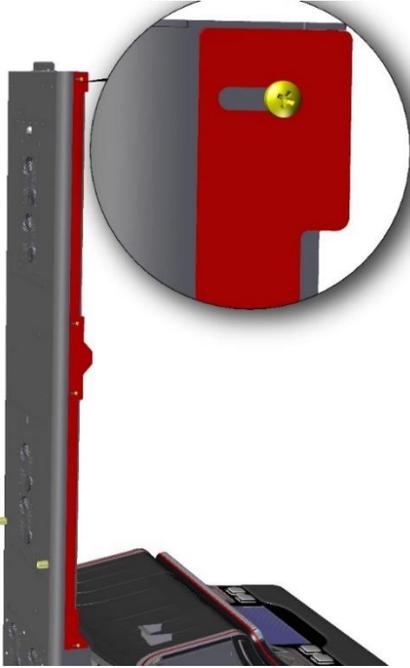
2. Mount the monitor to a rear console.

Note:

If necessary, change the height of the monitor module by 2 pcs. DIN912 M8x35 screw.
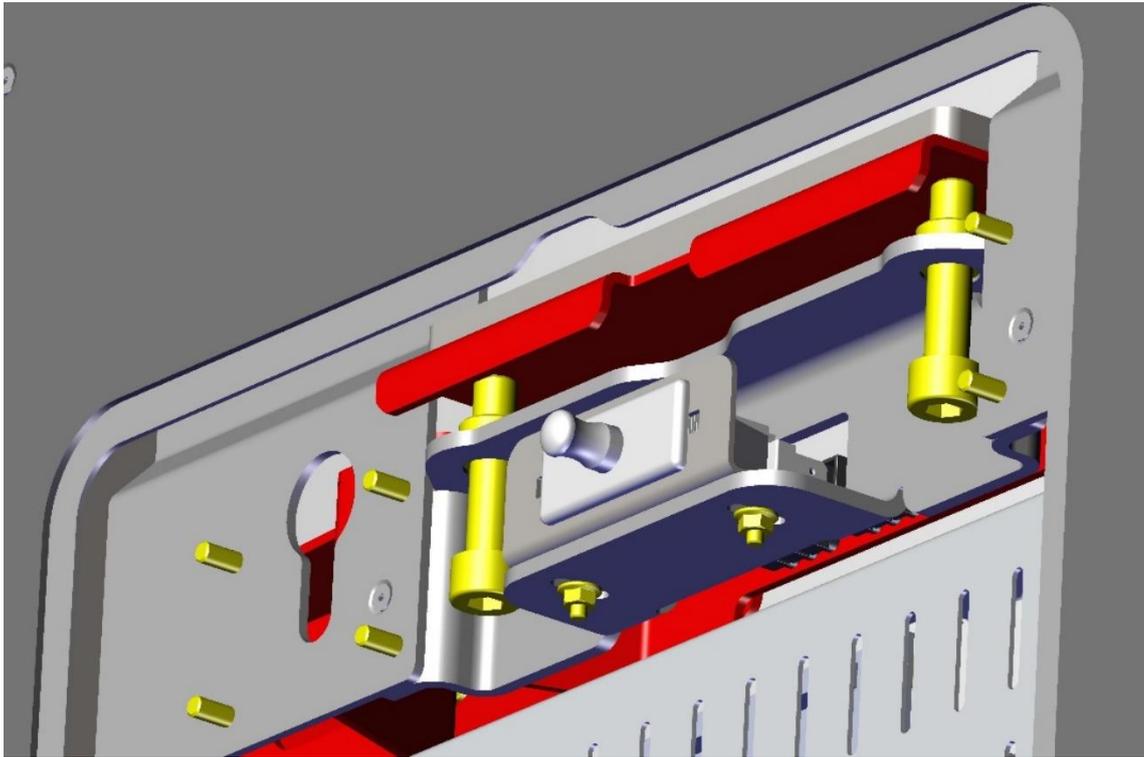
3. Dismantle 4 pcs. G50-50C-VIP.02.01.04.00.00.00.03 "Profile horizontal adjustment lower" by dismantling of 16 pcs. DIN6923 M4 nut.
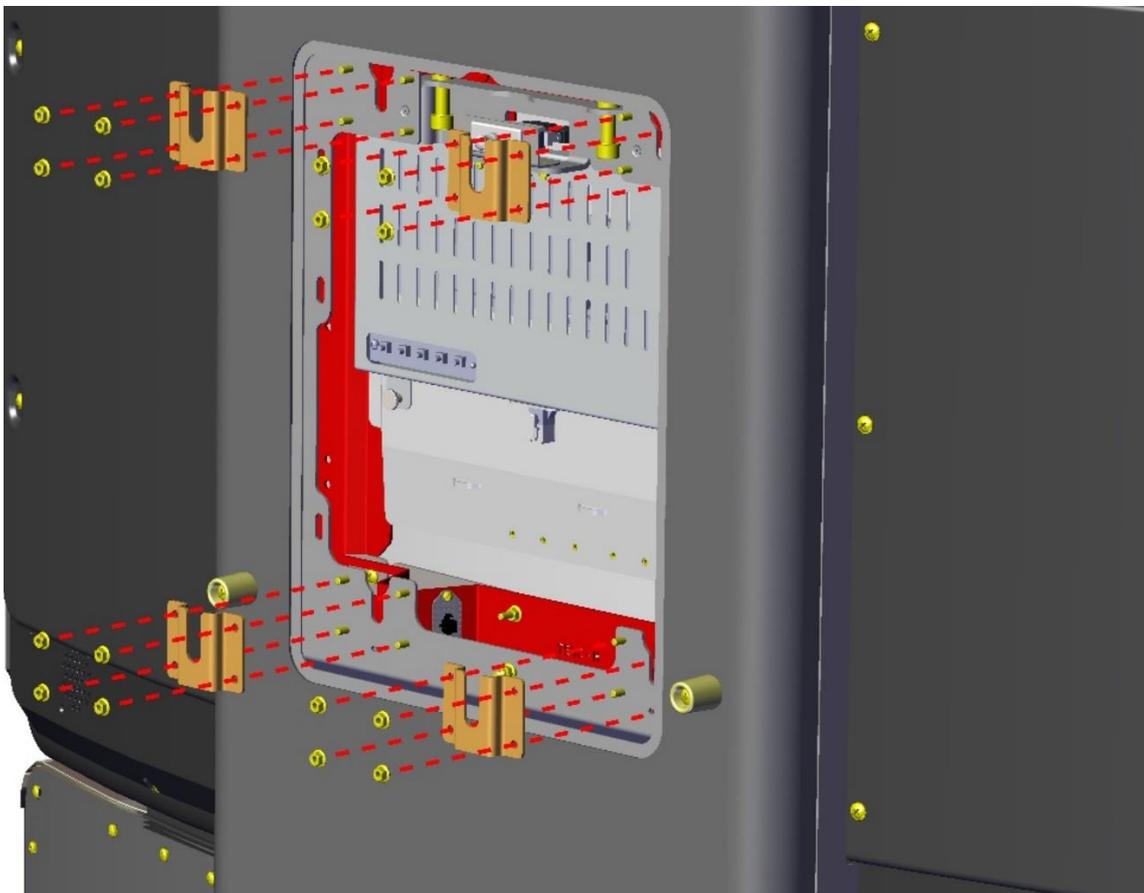
4. Install 4 pcs. of G50-50C-VIP.00.00.00.00.00.00.01 "Screw horizontal adjustment and fastening" part.
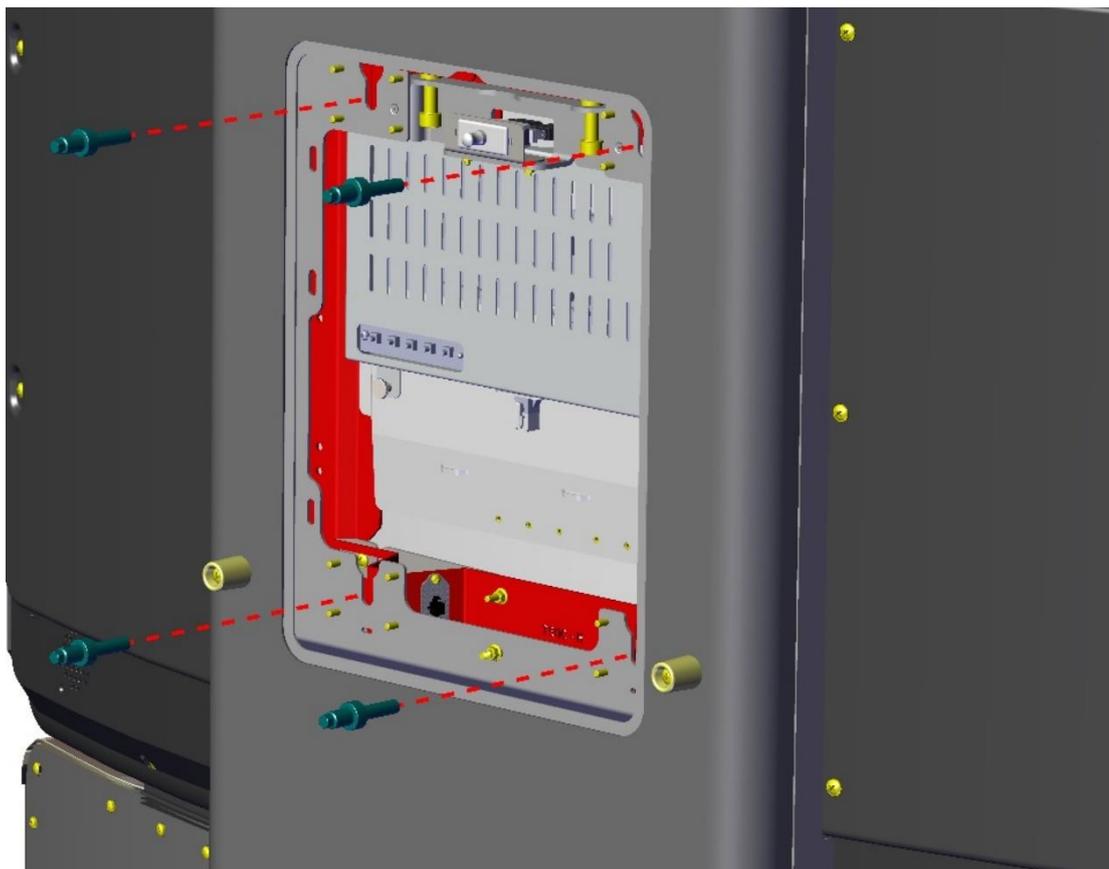
5. Install 4 pcs. G50-50C-VIP.02.01.04.00.00.00.03. "Profile horizontal adjustment lower" part by 16 pcs. DIN6923 M4 nut.
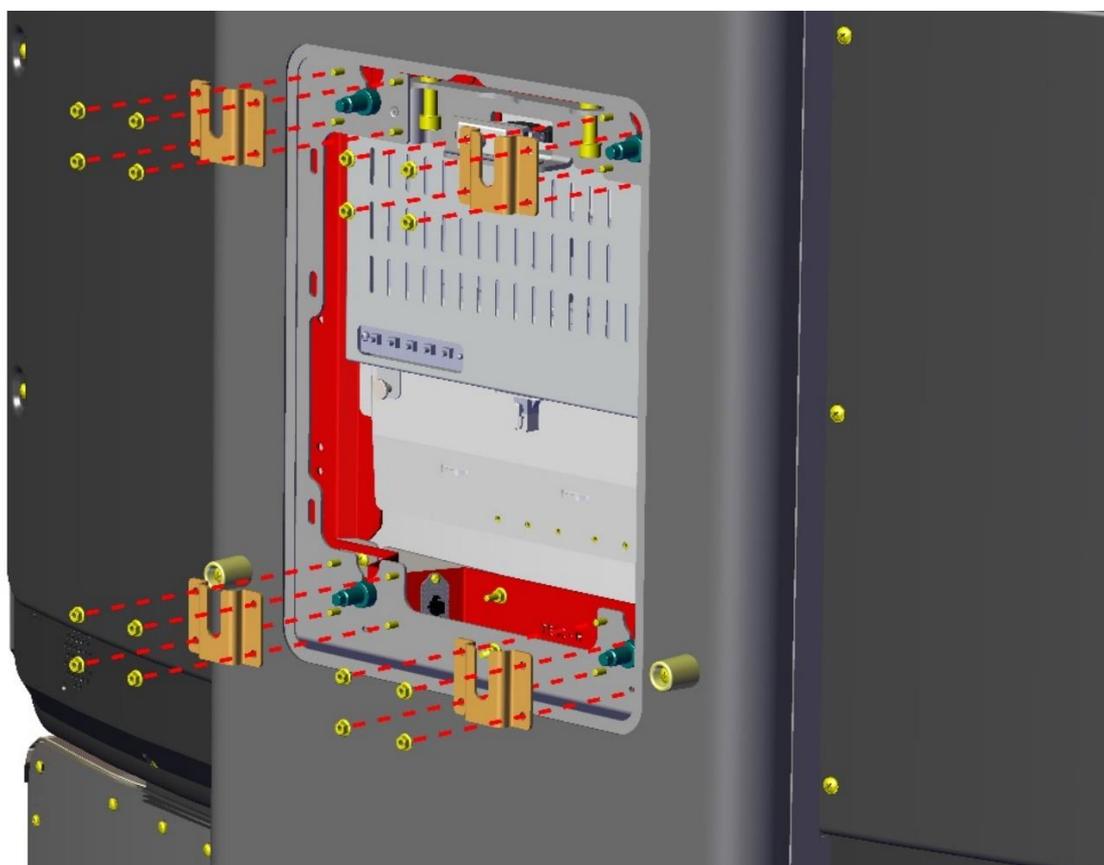
6. Align the monitor

- The aim is to preserve the line of decorative lighting.

- For this purpose, use 4 screws G50-50C-VIP.00.00.00.00.00.00.01 "Screw horizontal adjustment and fastening".
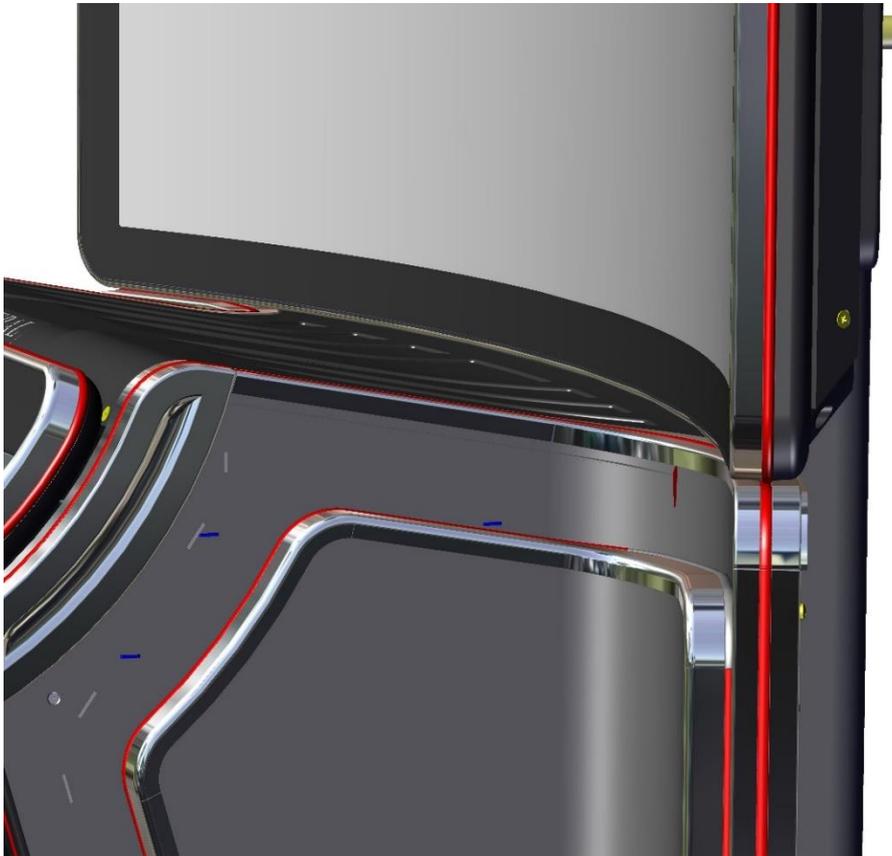
- Fix the monitor by 4 pcs. DIN6923 M10 nut.
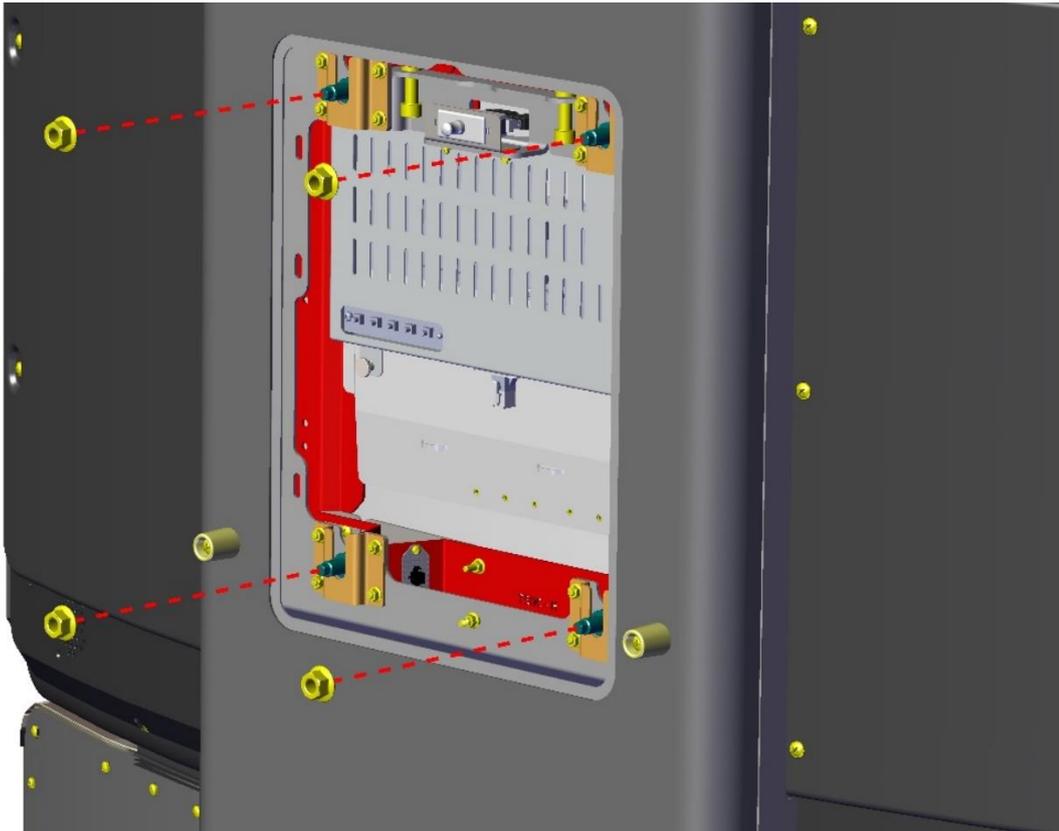
7. Fix the G50-50C-VIP.02.00.00.00.00.00.03 „Concealing strip".

- Perform this after mounting the two monitor modules.
- Push the strip (marked in red) to the stop to the monitor modules and tighten the screws.

8. Electrical connection

-   Connect securely the earthing conductor to the corresponding earthing studs by DIN6923 M4 nut.

-   Connect, as well:

    o   The decorative lighting

    o   The power cord

    o   The DP cable
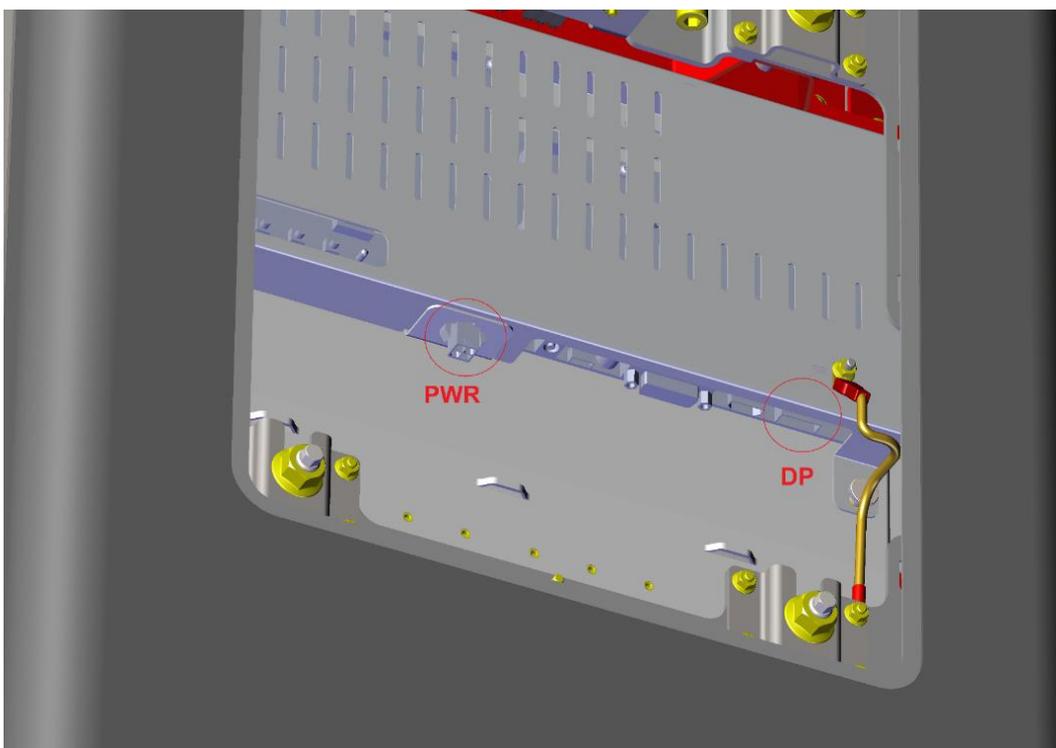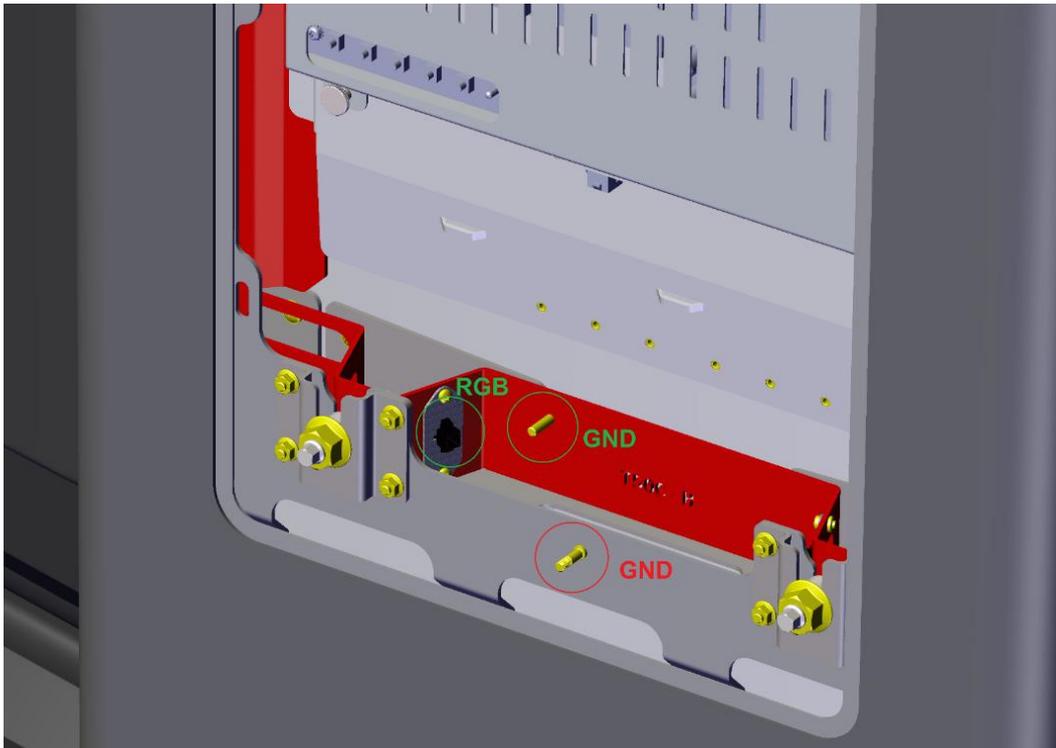
Multimedia Chair Assembly

1. Position the cabinet body approximately at the site intended for installation.

2. Mount the "seat" top part to the multimedia chair base:

   - Place the chair base on the floor.

   - Place the top (aligned horizontally) on the axis of the base damper.

3. Plug in the connectors between the base and the top of the chair: remove the cover, plug in the connectors, switch on the earth wire connectors and then install the chair protective cover.
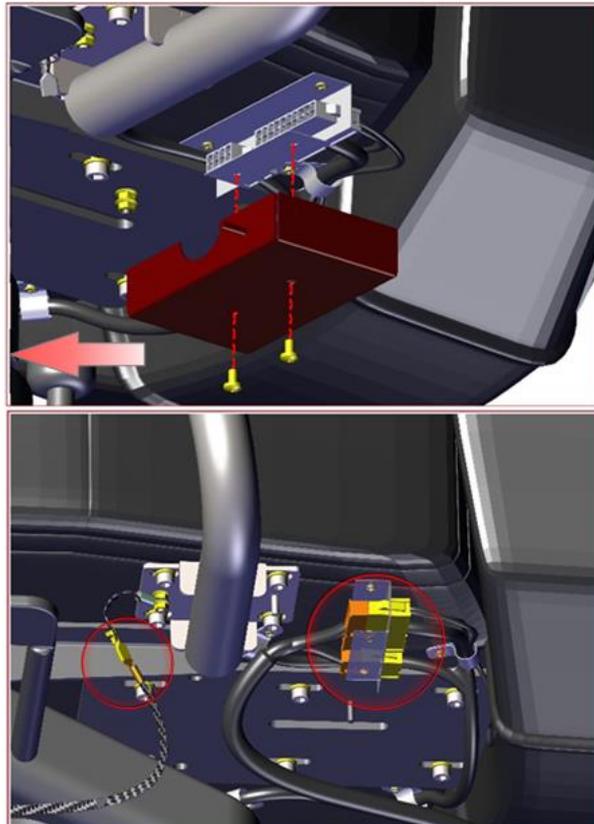
4. Mount the multimedia chair to the cabinet body:

- Check the position of the handle inside the cabinet (the position of the handle should be as shown in the figure below).
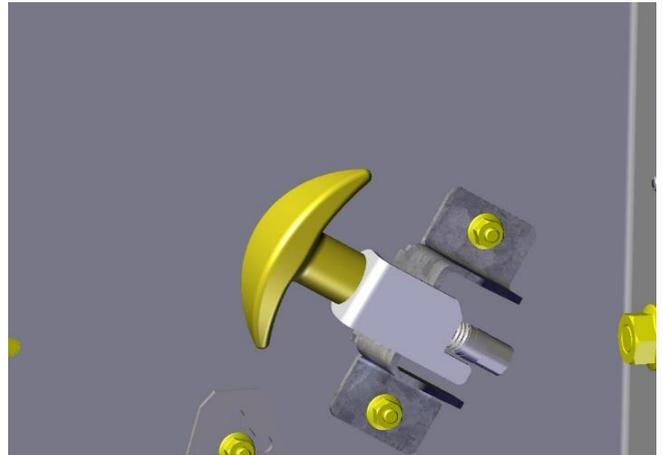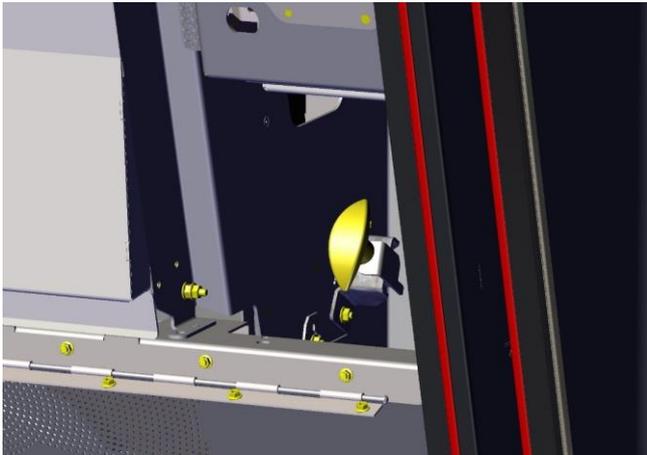
- Push the base of the multimedia chair is pushed under the cabinet footstep until it stops - to a secure "lock" of the locking mechanism (accompanied by a characteristic sound).

Multimedia Chair Disassembly

- To release the locking mechanism of the multimedia chair, pull up the handle inside the cabinet and rotate it to the left.
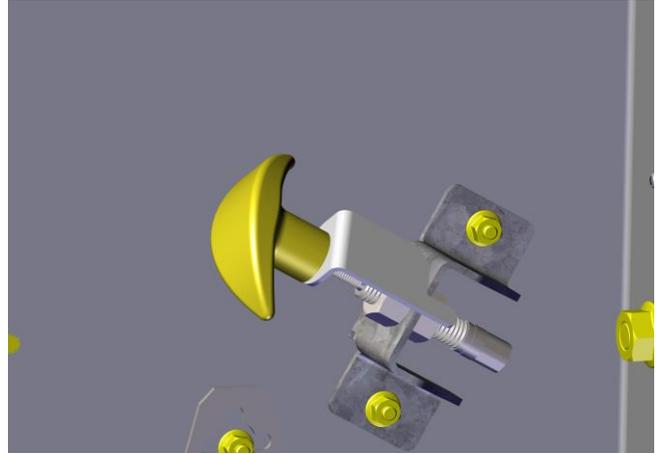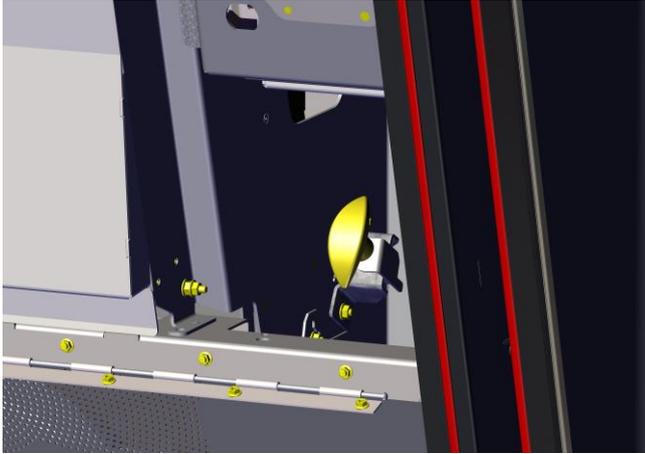
- Pull back the multimedia chair.

Doors Opening and Closing

Main Door Opening and Closing

Main Door Opening

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

> **Note:**
> By 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 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 lock 2 (left) and turn it clockwise. The lock is located below the keyboard.

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

Main Door Closing

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

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 the Bill Validator door.

2. Press forward and lock the door.

Control Keys

- By using either mechanical and/or electronic keys you can access the credit forming screen, the service functions, the accounting of the machine, or the games.

- The system recognizes 4 types of keys:

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

Attention:

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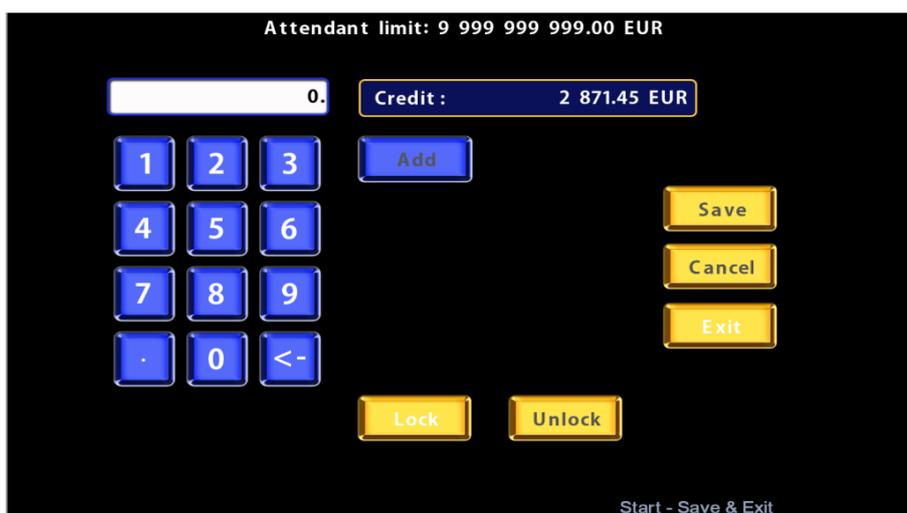
2. Enter the necessary number by touching the digit keys on the touch screen keyboard.

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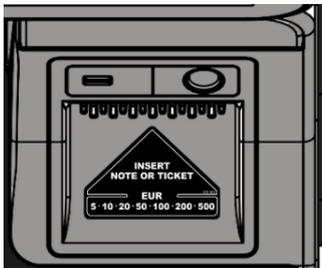
> **Note:**
> Make sure that the banknote used has a nominal and currency corresponding to those written on the sticker at the bill validator entrance. The type of banknotes that can be accepted is defined during the initial setup of the machine.

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 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 above the ticket printer exit:
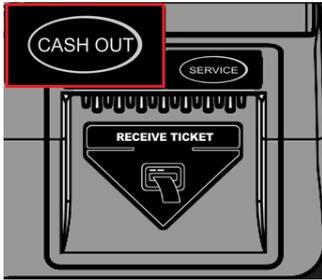
- Depending on the machine settings, there can be three ways to pay out the credit:

  - *Cashing Out by Attendant - Handpay*

  - *Cashing Out via a Ticket Printer*

  - *Cashless Payment via the Player 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 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:
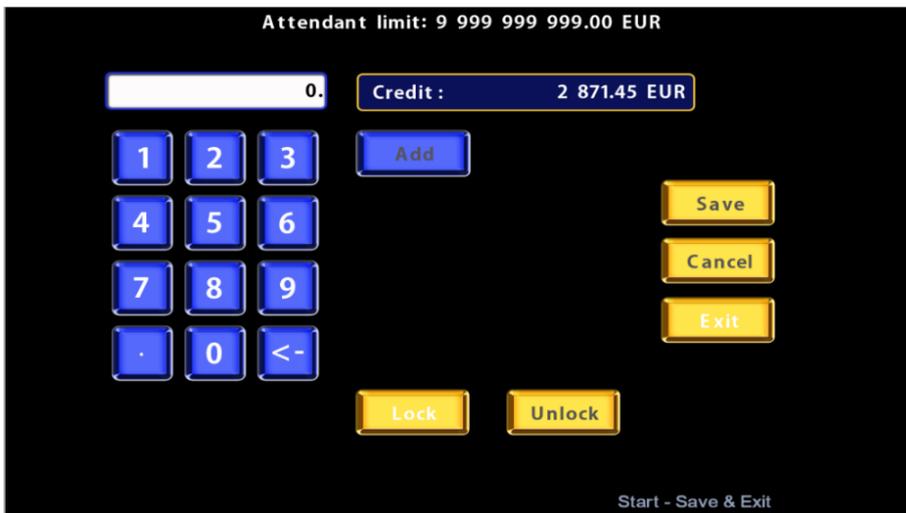
2. Tap the **Lock** button to reserve **(LOCK)** the machine.
3. Tap the **Exit** button.
   - The game picture with the **RESERVE** sign appears on the screen.
   - The machine is locked for playing or the credit changing until you unlock it.
4. Tap the **Unlock** button to release **(UNLOCK)** the 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: • at **Local/Host Jackpot** when a greeting splash appears on the screen; • at **Mystery Bonus** when a greeting splash appears on the screen; • at **Handpay** when a splash appears on the screen. 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: • at door opening; • at entering into Service Functions with **Owner** key and credit = **0.** 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: • at **Service** button activation; • in case of fatal, non-fatal software error or warning; • in case of entering into **Calculator**; • at a demonstration of splashes on network conditions. The lamp goes off: • at **Service** button deactivation; • after the error or warning cleanup; • right after closing the calculator; • right after disappearing of splashes on network conditions. Blinking mode: • blinks at **500 ms** in phase with Hand Pay Lamp (red) and counter-phase with Open Door Lamp (yellow); • only in Calculator mode, the lamp continuously lights and goes off when exiting from this mode.

Component Maintenance

Component	Description	Recommended Maintenance Period	Cleaning
Platform Motherboard and Platform Connectors Board Box	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 the 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.	Every 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. In severe operation conditions, such as a 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 button LEDs (if the test is enabled in the machine setup) and displays an error message in case of a short circuit or disconnected LED module.		Problem Solving: 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 electro-mechanical meters conditions and displays error messages 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 type.	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 the Components

View of the Cabinet with All Doors Closed

Signal Lights (Top Lamp)

50" Curved UHD Monitor

RGB Lighting

USB Quick Charger and iButton Reader

50" UHD Curved Monitor

Bill Validator Entrance

Keyboard

EGT Multimedia Chair

Cash Out and Service Buttons

Ticket Printer Exit

Meter Module

Armrests

Body

Bill Validator Door 2

Step

Bill Validator Door Lock

Moveable Floorplate

Main Door

Cabinet Rear Console (Back) (Monitors and Body Demounted)

- 50" UHD Upper Monitor Fans
- 50" UHD Lower Monitor Fans
- Cabinet Fans

Inside View of the Cabinet with Opened Doors

- Cover
- Bill Validator Head
- iButton Reader
- Under Cover
- Ticket Printer Place
- Main Switch
- USB Quick Charger
- Keyboard Controller
- Chair Keyboard Adapter
- 12V Power Distributor
- Mechanical Counters
- Platform Box Lock
- Safety Sheet
- Bill Stacker
- Door Switch
- Bill Stacker Lock
- Platform Box
- Bill Validator Door
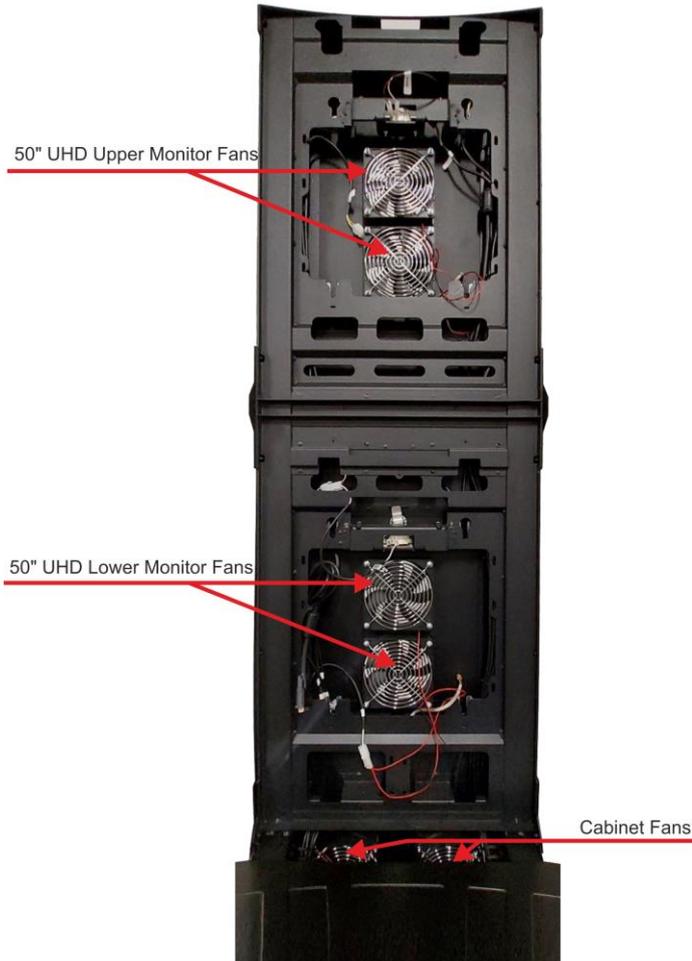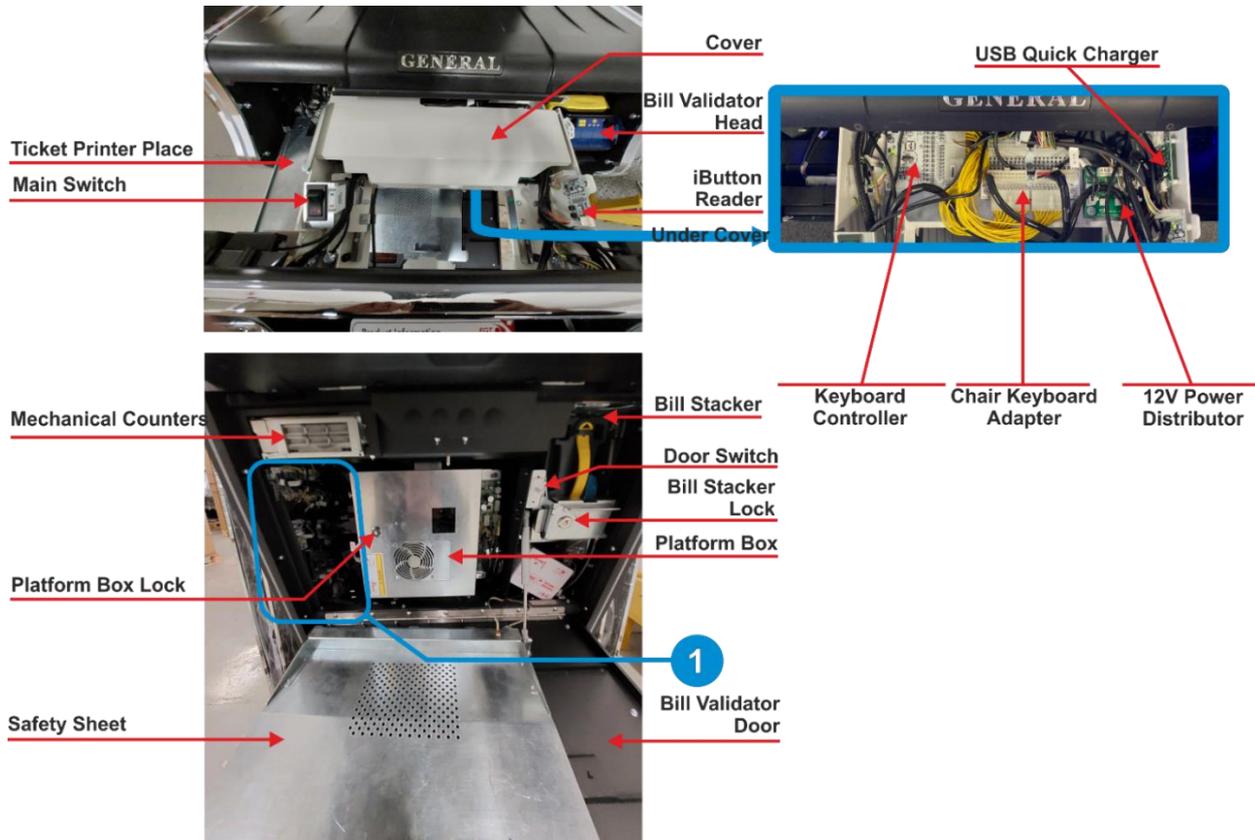
Inside View of the Cabinet with Opened Bill Validator Door and Safety Sheet
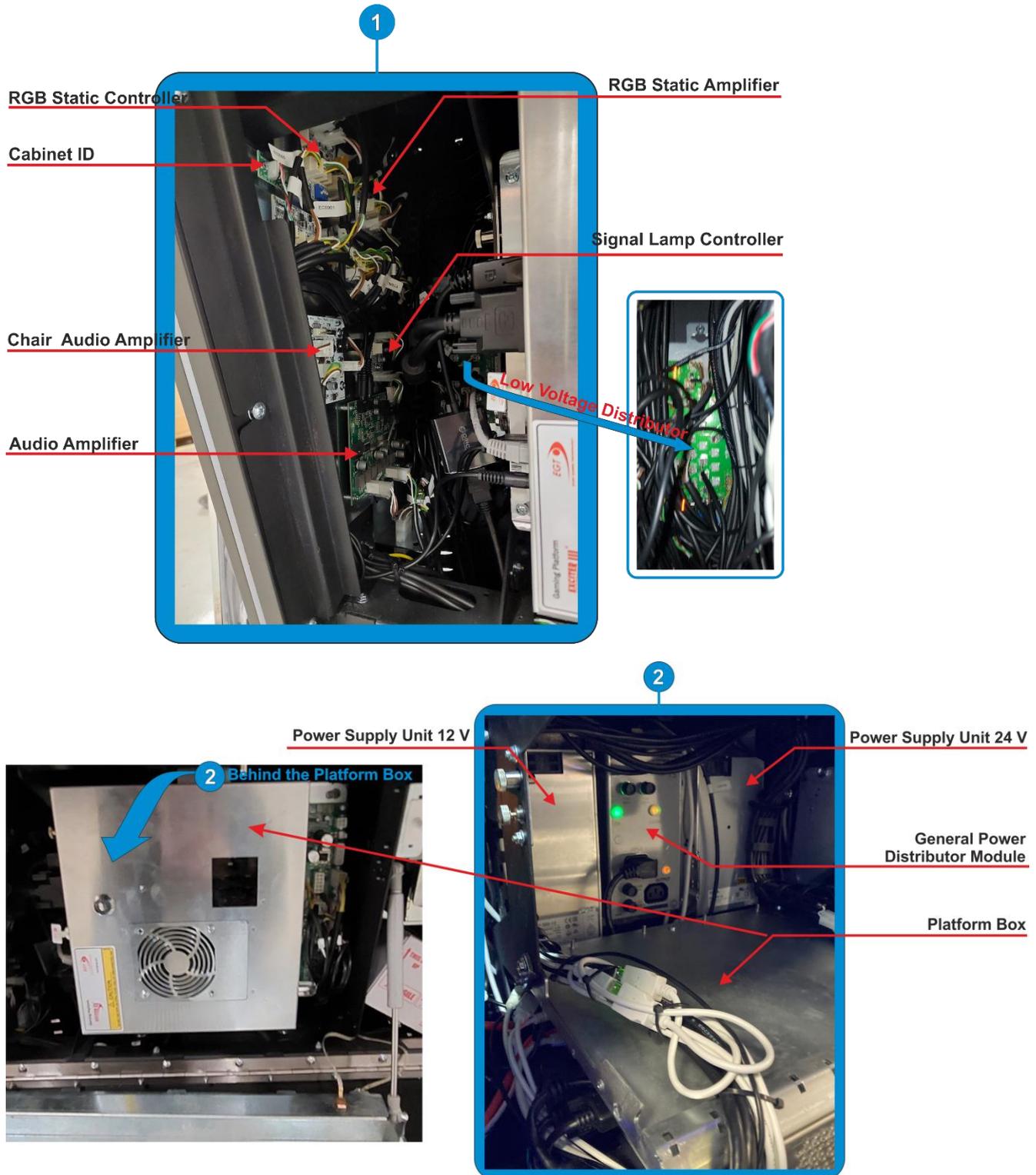
- All the electronic components of the machine are located in the body, behind/on the main door, and behind the bill validator door and safety sheet.

- The access is restricted by a locking system with a secret lock, and the doors switches as well which is controlled even when the power of the machine is turned off.

- Each access is registered in the Security Accounting menu in service functions.

- The components listed below are located behind or on the corresponding door. You can access some of the listed components at the opening of the corresponding door:

Main Door	Bill Validator Door & Safety Metal Sheet	The multimedia chair includes
The socket of i-Button Reader and i-Button Reader	Metal case with Exciter III/Exciter IV Motherboard, Exciter III/Exciter IV Connectors Board	High-quality stereo sound speakers
The Main Switch of the gaming machine	Cabinet Identification	Sound volume control
Adapter for split the signal to the cabinet and chair keyboards	Signal Lights Controller	Electro-mechanical buttons on armrests with functions corresponding to the keyboard electro-mechanical buttons
USB quick charger	Audio Amplifiers of the cabinet and Multimedia Chair	Movable Floorplate Docking Station
Electro-mechanical buttons and their controller	RGB Light Controller and Amplifiers	
Bill Validator Entrance and Bill Validator Head	Bill Validator Door Switch	
Ticket Printer Exit and Ticket Printer	Bill Validator Stacker	
Distributor 12V	Electro-mechanical Counters	
Left and Right Speakers	General Power Distributor Module 230V	
	Low Power Distributor 12V and 24V	
	Power supply unit 12V	
	Power supply unit 24V	
	Footstep RGB lights	
	Bass Sound	

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

Position into the Cabinet

- Access to the General Power Distributor Unit 230 V and the two power supply units is possible after releasing the Exciter III/Exciter IV platform box and moving it downward.

To access them follow the procedure below:

1. Release the mechanism shown in the picture below pulling it to the left:
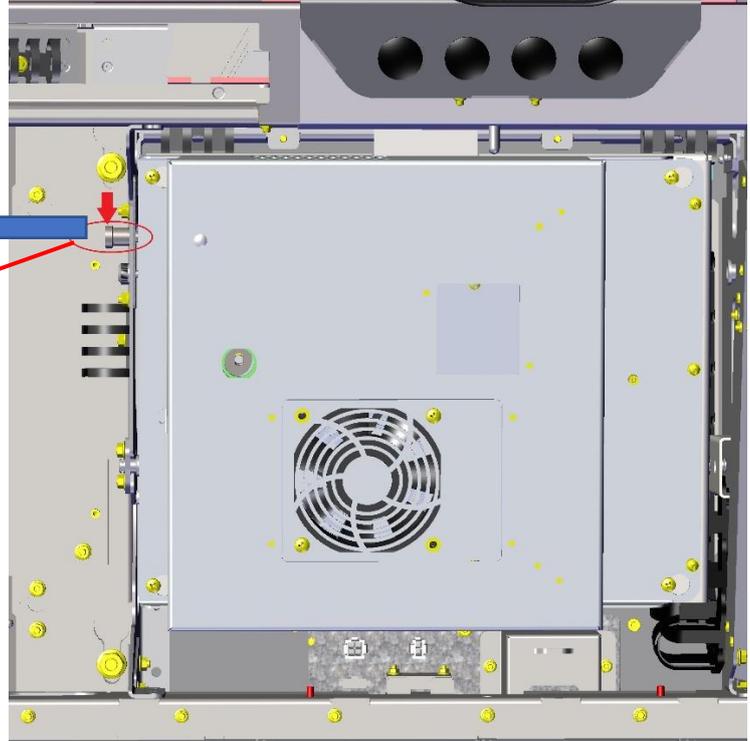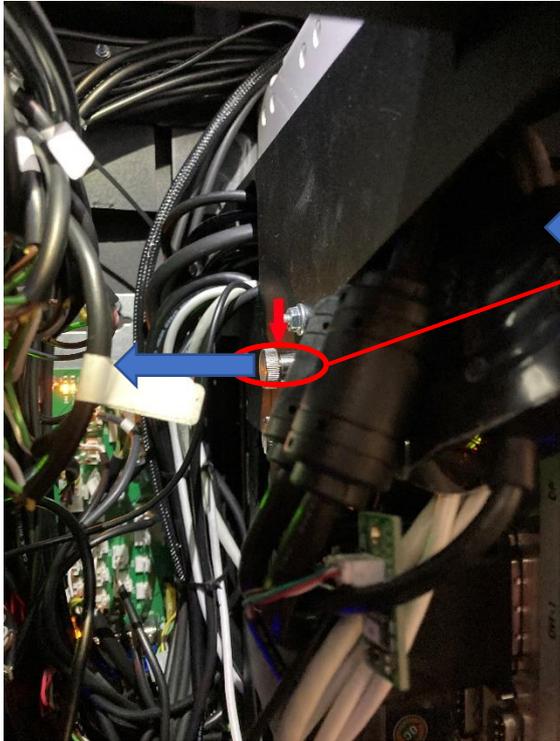
2. Hold the platform box and descend it downward.

Purpose of Use

Kinds	Purpose of Use
General Power Distributor Module	The **General Power Distributor Module** is the main power distributor for 230 V that supplies input voltage to power supply units and additional peripherals.
Low Voltage Distributor	The **Low Voltage Distributor** is a 12 V and 24 V power distributor unit that supplies input voltage to the gaming platform, monitors, cabinet fans, RGB lights controller, cabinet audio amplifier, Bill Validator, Power Distributor Unit 12V, USB quick charger.
12 V Power Distributor	The **12 V Power Distributor** unit supplies input voltage to the keyboard monitor with a touch screen, white LED Lights, and USB adapter.
Power Supply Unit 12 V	The main power supply units that 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	12.5 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		

Specialized Gaming Platform

- The specialized gaming platform is the managing computer (platform) in the gaming machine.
- The G 50-50 C VIP 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 • Back Plane Board Version 1.4. • Gaming Board	DPX-W250

- Insert the SATA Flash Card with the operating system (OS) on the SATA 1 connector of the platform board.
- Insert the SATA Flash Card with the game software on the SATA 2 connector of the platform board.

- 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 - Back Plane Board Version 2.1. - Gaming Board	DPX-M270 set

- 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.
- There are **4 DIP** switches and one of them (switch 1) is used for a machine memory reset.

Monitors

Types	Upper 50" curved monitor
	Lower 50" curved monitor.
	Dynamic Touch Keyboard's 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.

Multimedia Chair (Option)

Multimedia Chair Overview

Multimedia Chair Components

Multimedia comfortable EGT VIP Chair includes:

- armrests in PVC, with bordered armrest pads;

- gas lift with self-return-mechanism (GSF 2060-5040C), height adjustability stroke 40mm, 90° right /90° left rotating with overwind protection;

- individually adjustable knee-tilt mechanism;

- direct connection with the machine via AMP-Plug-In;

- integrated Audio-Speaker-System „VISATON";

- the ability for the player to control the volume ;

- electro-mechanical buttons on the armrest for the game functions (see Machine Keyboard section):

  - START/ REPEAT THE BET

  - AUTO PLAY

  - HOME (Select Game)

  - TAKE WIN/BET

  - RED GAMBLE/ LINES

  - BLACK GAMBLE/ BET

- movable floorplate docking station.

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, and so on, see the corresponding chapter *Bill Validator Models and Technical Parameters* in the Attachments.

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, and so on, see the corresponding chapter *Ticket Printer Models and Technical Parameters* in the Attachments.

Keyboard Panel

Type

- The keyboard panel consists of two parts:

    - A Dynamic Touch Keyboard controlled by the Exciter III/Exciter IV platform.

    - Electro-mechanical buttons 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 about the condition of keyboard panel buttons and/or their LEDs; • Maintains communication with the Exciter III/Exciter IV platform; • Tests the buttons' 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/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/Exciter IV 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 gaming machine
White lighting	- the EGT logo; - at the Bill Validator entrance; - at the Ticket Printer exit.
The RGB lighting	- around the upper monitor; - around the lower monitor; - around footstep; - around the cabinet body sides.

Purpose of Use

Gives an attractive look to the machine.

Electronic Keys Reader and a 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.
Some buttons don't work	Defective button	Replace the button.
	Problems with connection to the keyboard controller	Check the keyboard controller connections.
Electromechanical Meters	Defective meter	Replace the meter
	Problems with the connection to the meter's controller	Check meter controller connectors
The touchscreen does not work	Problems with the connection between the controller and the control computer	Check the connection cable and replace it if necessary.
	The touchscreen controller is defective.	Replace the touchscreen controller
No sound and picture, only the decorative lighting works	Problems with the control computer.	Check the power of the control computer. Check the game platform. 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

Bill Validator Models

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 **NV 200** and **NV 200 Spectral** bill validators are used only in gaming machines 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
Current consumption — 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
Current consumption — Operating mode	max 2 A
Power consumption — Standby	2.4 W
Power consumption — 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
Current consumption — 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
Current consumption — Operating mode	24V DC - 1.3 A, 12V DC - 2.3 A
Current consumption — 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
Current consumption — 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
Current consumption — 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
Current consumption — Operating mode	1.25A
Current consumption — 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
Current consumption — Operating mode	3.6A
Current consumption — 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	
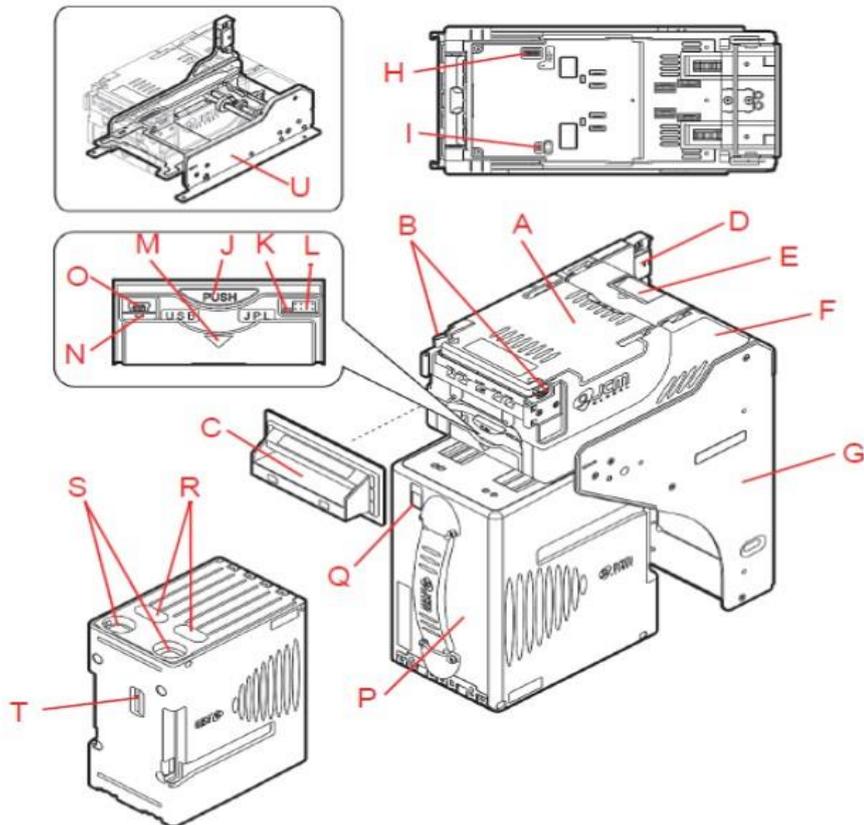
JCM iPro **JCM iVision**	

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	Bill Entry Bill Validator Bill Stacker
NV 200 Spectral	Bill Entry Bill Validator Bill Stacker
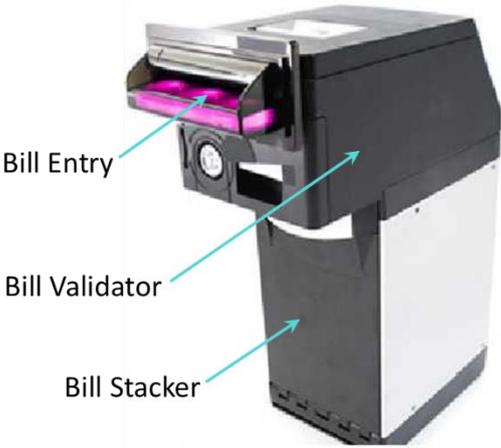
Collecting Bills

Collecting bills from CashCode MFL
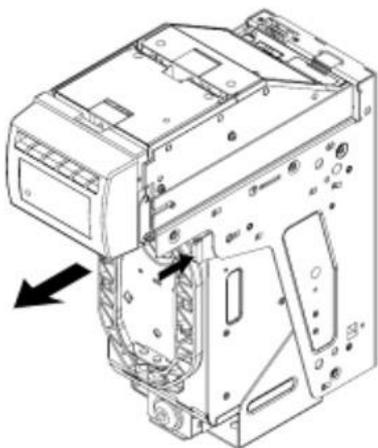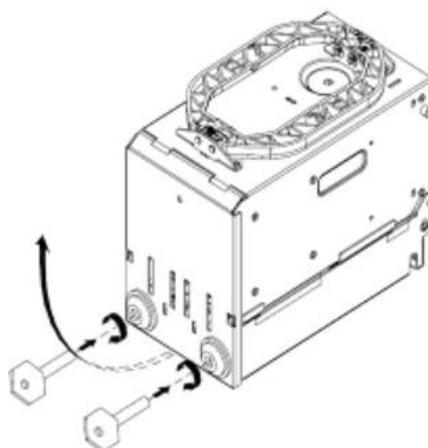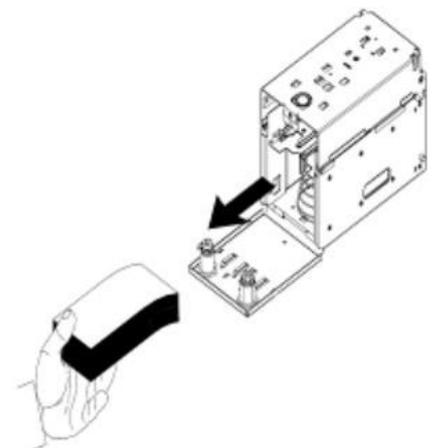
- 1 -   - 2 -   - 3 -

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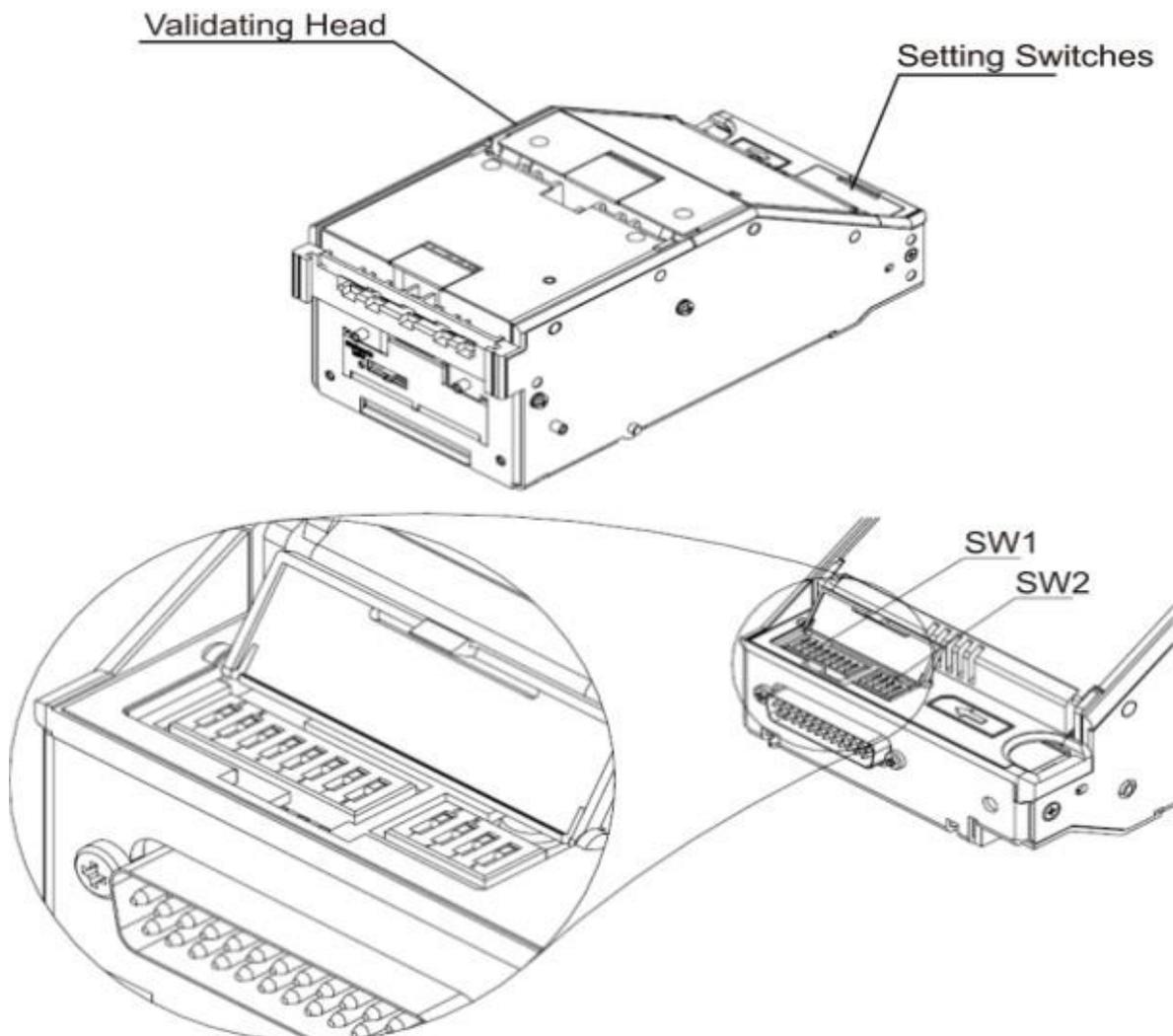
CashCode MFL operates in two basic modes: validation and service.

Defining settings, operating mode, and enabled denominations are performed by two groups of switches - **SW1** and **SW2**.
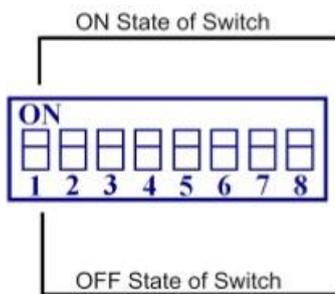
The function of the group of **SW1 DIP** switches is the following:

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
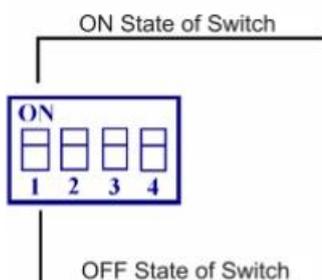
CashCode MFL SW2 Setting switches condition

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 is performed by setting switches.
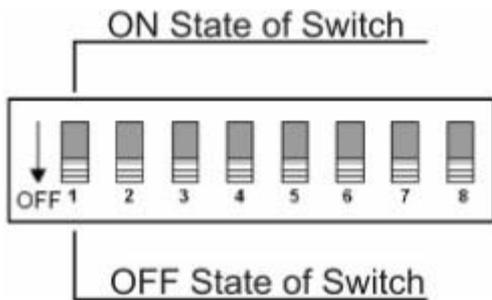
Switch	ON	OFF
1	Accept of barcode vouchers disabled	Accept of barcode vouchers enabled
2	Denomination 1 disabled	Denomination 1 enabled
3	Denomination 2 disabled	Denomination 2 enabled
4	Denomination 3 disabled	Denomination 3 enabled
5	Denomination 4 disabled	Denomination 4 enabled
6	Denomination 5 disabled	Denomination 5 enabled
7	Denomination 6 disabled	Denomination 6 enabled
8	Test Mode	Normal Mode

* By default, all switches are in 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)
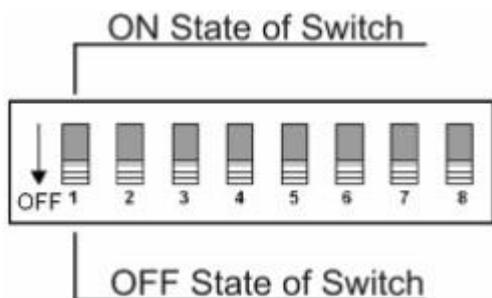
Set all SW1 switches in the OFF position as shown in the picture above.

JCM iVizion-SS Serial Communication DIP switches settings:

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

Ticket Printer Models and Technical Parameters

Type

JCM GEN 5	Ithaca Epic 950
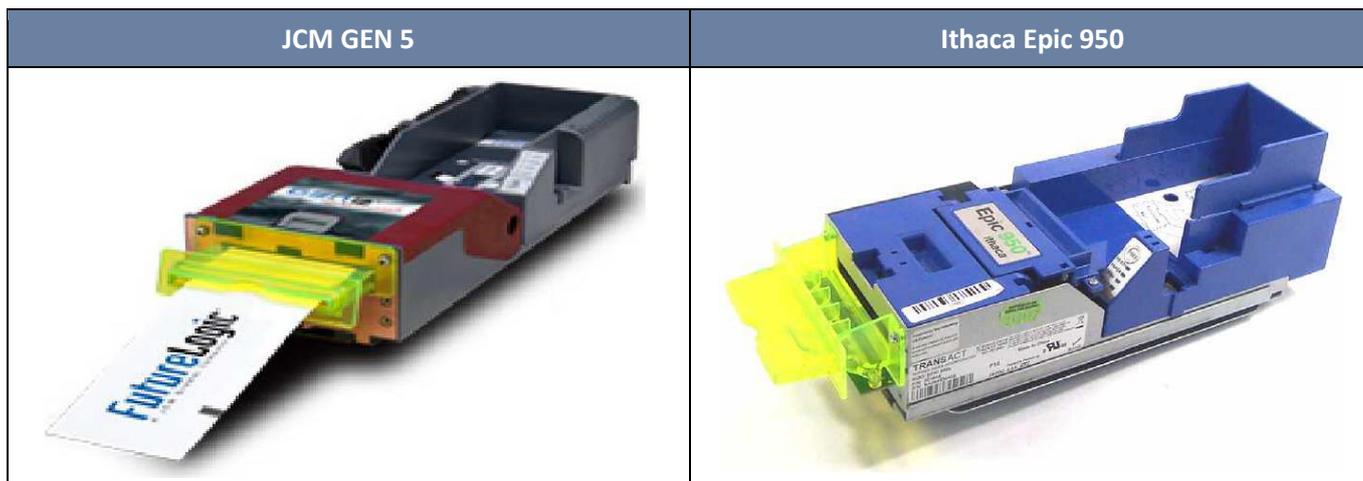
Technical parameters

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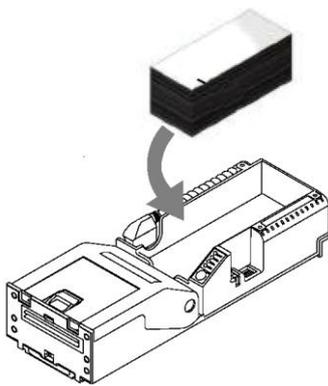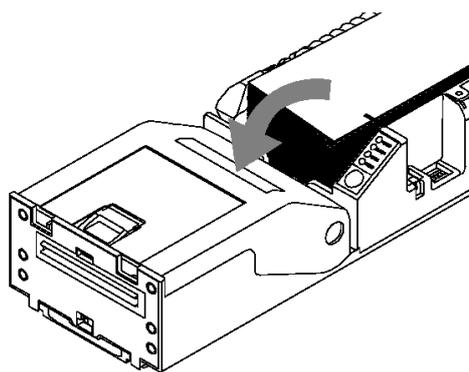
1. Load tickets into the ticket supply tray, so that it lays flat as shown in picture 1 above.

2. Insert the leading ticket into the ticket in slot as shown in picture 2 above.

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

-1-   -2-
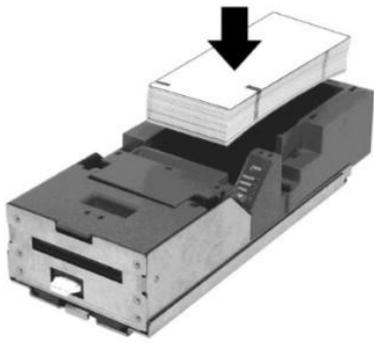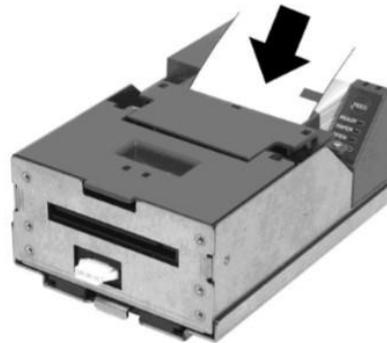
1. Load tickets into the ticket supply tray, making sure that the black dot is positioned as shown in picture 1 above.

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
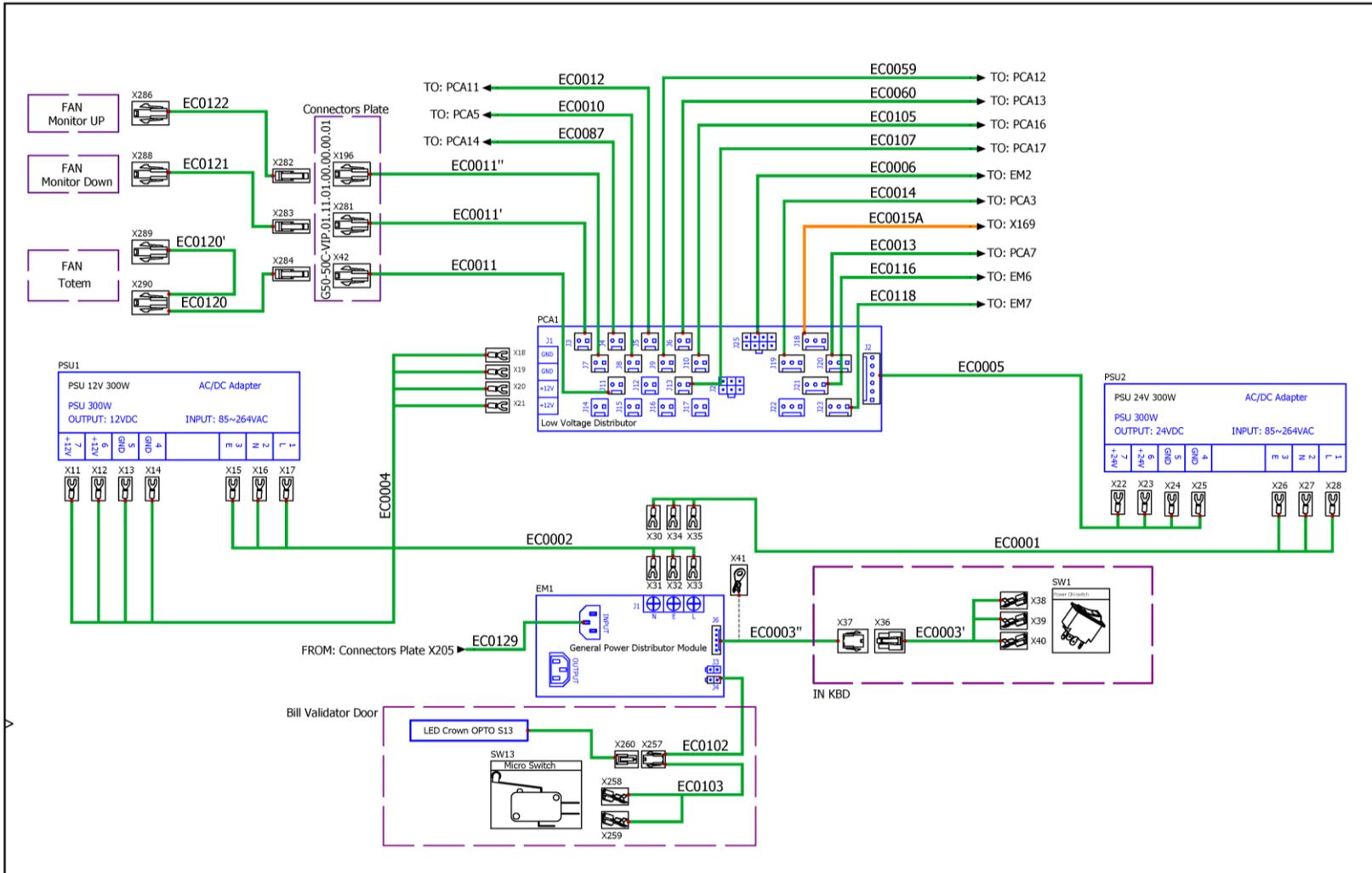
G 50-50 C VIP with Exciter IV — Power
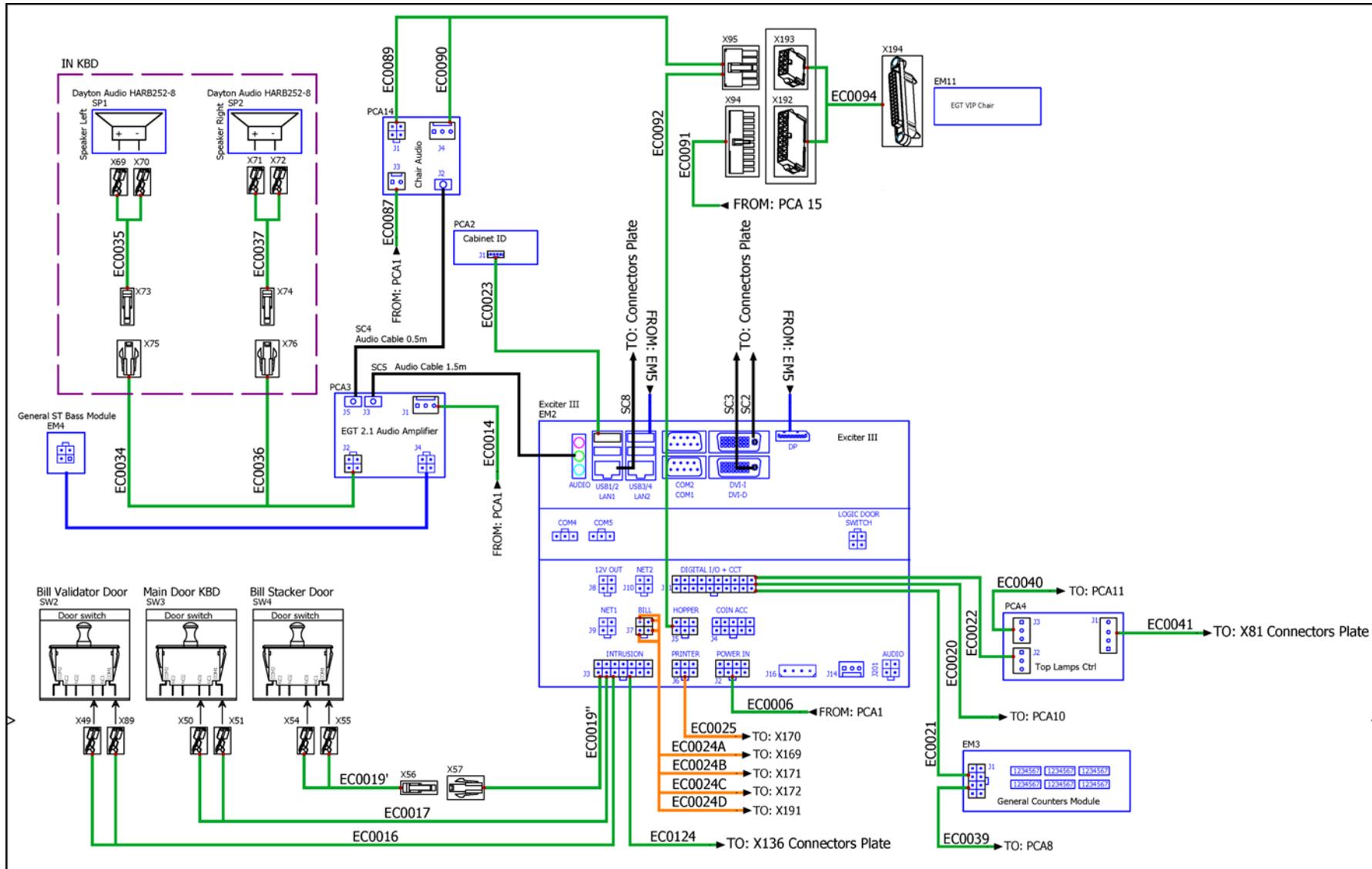
Exciter III

LEGEND:

| EGT Cable |
| EGT Module Cable |
| EGT Optional Cable |
| EGT Standard Cable |

EURO GAMES TECHNOLOGY

G 50-50 C VIP Cabinet

Exciter III

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Exciter IV

G 50-50 C VIP with Exciter IV

Exciter IV

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V2.1

LEGEND:
- EGT Cable
- EGT Module Cable
- EGT Optional Cable
- EGT Standard Cable

EURO GAMES TECHNOLOGY

EXT Door Connectors Plate

SW16 — Door switch
SW15 — Door switch
SW14 — Door switch

X137 X141
X146 X147
X203 X204

EM6 — General 50 C LCD Module
RGB 24V DVI HDMI DP RGB

EM7 — General 50 C LCD Module
RGB 24V DVI HDMI DP RGB

X317 EM9 — General Top Lamp Module

EC0125
EC0126

EC0128
EC0127

EC0109
EC0117
EC0111
EC0113
EC0119
EC0115
EC0123

DVI - DVI Cable 2.0m SC6
DVI - DVI Cable 2.0m SC7

X212 X211

X210
X136

X275 X202
X269 X270

X277
X271

X278 X276
X272 X273

X280 X316
X274 X81

E8

SC1
AC Power Cord C13 R/A Europe 10A 2.4m

X205

DVI Coupler E10
DVI Coupler E9

EC0124
EC0108
EC0116
EC0110
EC0112
EC0118
EC0114
EC0041
EC0129

DVI - DVI Cable 2.0m SC2
DVI - DVI Cable 2.0m SC3
UTP Patch cable Cat 5e 0.5 m SC8

FROM: Exciter III X48
FROM: PCA16
FROM: PCA1
FROM: Exciter III DVI-1
FROM: PCA16
FROM: PCA16
FROM: PCA1
FROM: Exciter III DVI-D
FROM: PCA16
FROM: PCA4
FROM: Exciter III LAN1
TO: EM1

Connectors plate
G50-50C-VIP.01.11.01.00.00.00.01

LEGEND:
EGT Cable
EGT Module Cable
EGT Optional Cable
EGT Standard Cable

EURO GAMES TECHNOLOGY

G 50-50 C VIP Cabinet
Monitors

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Monitors with Exciter IV

EXT Door Connectors Plate

SW16 — Door switch
SW15 — Door switch
SW14 — Door switch

X137 X141
X146 X147
X203 X204

EC0128
EC0127
EC0125
EC0126

X212 X211

EM6 — General 50 C LCD Module
RGB 24V DVI HDMI DP RGB

EM7 — General 50 C LCD Module
RGB 24V DVI HDMI DP RGB

X317 EM9 — General Top Lamp Module

EC0109
EC0117
SC6 — DP - DP M/M Cable 3.0m
EC0111
EC0113
EC0119
SC7 — DP - DP M/M Cable 3.0m
EC0115
EC0123

SC1 — Power Input Cable 2.5m

X210
X136
X275
X269
X202
X270
X277
X271
X278
X272
X276
X273
X280
X274
X316
X81
E8
X205

EC0124
EC0108
EC0116
EC0110
EC0112
EC0118
EC0114
EC0004
SC5 — UTP Patch cable Cat 5e, 0.5 m
EC0129

FROM: Exciter X48
FROM: PCA16
FROM: PCA1
SC2 Mini DP - DP M/F Panel-Mount Cable 1.0m
FROM: Exciter E11
FROM: PCA16
FROM: PCA16
FROM: PCA1
SC3 Mini DP - DP M/F Panel-Mount Cable 1.0m
FROM: Exciter E12
FROM: PCA16
FROM: PCA4
FROM: Exciter LAN1
TO: EM1

DP-F mount
DP-F mount

Connectors plate
G50-50C-VIP.01.11.01.00.00.00.01

LEGEND:
EGT Cable
EGT Module Cable
EGT Optional Cable
EGT Standard Cable

EURO GAMES TECHNOLOGY

G 50-50 C VIP with Exciter IV
Monitors

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G 50-50 C VIP

Control

G 50-50 C VIP with Exciter IV
KBD

REVISION
V2.2
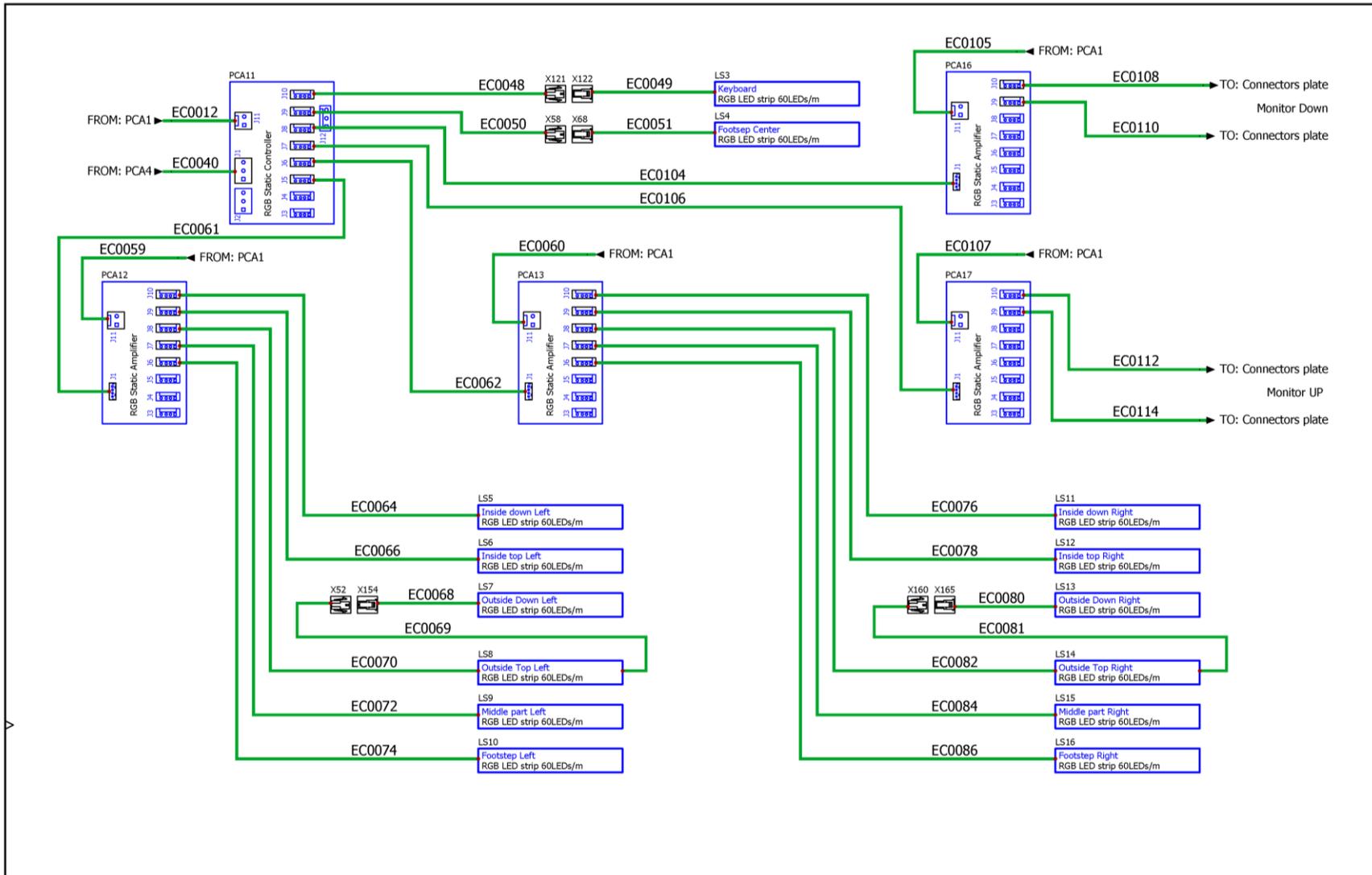
EURO GAMES TECHNOLOGY

LEGEND:
EGT Cable
EGT Module Cable
EGT Optional Cable
EGT Standard Cable

RGB Lights

LEGEND:
EGT Cable
EGT Module Cable
EGT Optional Cable
EGT Standard Cable

EURO GAMES TECHNOLOGY

G 50-50 C VIP with Exciter IV
RGB Lights

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V2.2

Optional and Peripherals

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

Dynamic Touch Keyboard

Exciter III Configuration

Exciter III
USB   DVI   Display Port

Exciter IV Configuration

Exciter IV
USB   mini DP

E1
DP to HDMI M/F active

EM1
General ST KBD 13.3 LCD Module
12V   VGA   HDMI   Touch Screen

SC2 DVI – HDMI Cable M/M - 2m
SC1 HDMI – HDMI Cable 2.0m
SC3 Mini DP to HDMI M/M Cable 2.0m

X11   EC0030

Autoplay (B16)
Btn1
Button GPB1270 + K7 sys

Select game (B17)
Btn2
Button GPB1270 + K7 sys

Service (B12) + Cashout (B11)
X9

X5   X6

Take win (B15)
Btn3
Button GPB1270 + K7 sys

Start (B14)
Btn4
Button GPB1270 + K7 sys

EC0056

X8   EC0028
PCA1
J1   J2
Premier UR 3 LEDs

LEGEND:
EGT Cable
EGT Module Cable
EGT Optional Cable
EGT Standard Cable

EURO GAMES TECHNOLOGY

General ST 13,3 Glass KBD
Block Diagram

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V1.2

Monitor and Touchscreen of the Dynamic Touch Keyboard

Connectors of the 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

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