

Golden Island

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Operator Manual

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Thank you for choosing

Golden Island

in preference to the vast number of other Slot-machines available on the market.

To gain satisfactory use from your **Golden Island**, please read the operating instructions thoroughly.

Please store this manual in such a way to have it ready at hand when required.

For additional queries, our Hotline is at your service.

Call +43-7229-780 40 – ext. 250

Operating instructions **Golden Island** Machines manual.

(HJP/EK – 31.01.2006)

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Setup Pointers

Safety regulations for the user

- The machine may only be operated in dry rooms and connected to a safety plug socket that complies with the relevant safety standards.
- Before starting the machine, it should be allowed to attain room temperature.
- Check the main voltage before connecting the machine!
- The machine is designed for an alternating voltage of 230 Volt (or 115 Volt if specified on the type plate), 50 Hz and 180 W power.
- The machine may only be operated with a 4 amp fuse.
- In case of breakage to housing parts, protruding wires, machine fires or smashed picture tubes the machine must be immediately switched off and the main plug disconnected.
- Defective or bare wire cables, especially power cables and plug connectors must be replaced.
- The recommended ambient temperature is 5 – 35 Degrees on the Celsius scale.

IMPORTANT!

In such cases ensure that any machine contact is avoided and that it cannot be switched on!

- When positioned alongside other machines, interference in normal operation may occur.

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Disposal of Old Electrical & Electronic Equipment (Applicable in the European Union and other European countries with separate collection systems)

This symbol on the product or on its packaging indicates that this product shall not be treated as household waste. Instead it shall be handed over to the applicable collection point for the recycling of electrical and electronic equipment. By ensuring this product is disposed of correctly, you will help prevent potential negative consequences for the environment and human health, which could otherwise be caused by inappropriate waste handling of this product. The recycling of materials will help to conserve natural resources. For more detailed information about recycling of this product, please contact your local city office, your household waste disposal service or the company where you purchased the product.





Initial Operation

Each machine has already been tested at the factory and is delivered with initial settings pre-programmed.

We recommend to wait for 15 minutes before initial operation so that the machine can reach optimal operation temperature.

However, temperature differences can change the touch screen settings so that they are no longer correct. Therefore, when a machine is put in operation for the first time, we recommend to **ALWAYS** observe the following procedure:

- 1) **Turn on the machine:**
With the switch located on the back, the program starts automatically.
- 2) **Open the front door and turn on the operator switch** (located on the cashbox door):
The Golden Island operator mode appears on the screen.
- 3) **Set test picture:**
Tap "Basic settings", then "Test picture" and the test image will appear.
Using the monitor controls located on the left side of the housing set the image with the largest possible height and width in the third field from the top. As soon as the result is satisfactory, tap the test picture to go back to the operator mode, "Basic settings" point.
- 4) **Calibration of the touch screen:**
Tap "Basic settings", then "Calibration".
Sit in a perfectly straight way, well-centred position, at a 90° angle in front of the machine and follow the instructions on the monitor exactly.
- 5) **Setting the volume:**
Under "Basic settings" you can adjust the volume for the game mode and the stand-by mode by using the   buttons.
- 6) Via the "**Back**" **button** you reach the test mode main menu, turn off the operator switch and the game area is automatically restarted.



Short Instruction

Program Update

Every machine is delivered pre-programmed, when changing to a new software an update must be carried out.

Update at Machine

The Golden Island software is on the installed HDD in the PC of the machine. The update is done by copying the HDD in the mobile rack to the installed HDD.

Procedure:

- Switch machine off.
- Dock the update HDD to the rack board of the PC.
- Switch machine on.
- If update tool finds an activated operator switch you may choose for additional update options.
- Copy procedure is started automatically.
- The hard disk is checked and if necessary newly setup. This can lead to a restart of the machine.
- Turn machine off at final message "Update finished – Please switch off, remove update disk and switch on again".
- Test function is started automatically (duration approx. 1-2 min., procedure is the same as copying).
- Wait for final message "Initialization complete – Please press Restart to finish" or wait 30 seconds for automatic restart of machine.
- After initial setup a touch screen calibration is started automatically.
- Calibrate touch screen or wait 30 seconds for automatic finish without new calibration.
- Update process is finished when game software is started.



Description of the Machine

“Golden Island” is an ergonomically designed upright standing machine made of coated particle boards and injection moulded parts.

The machine contains an electronic coin acceptor, a 19" TFT-Display (with touch screen) and a complete PC system.

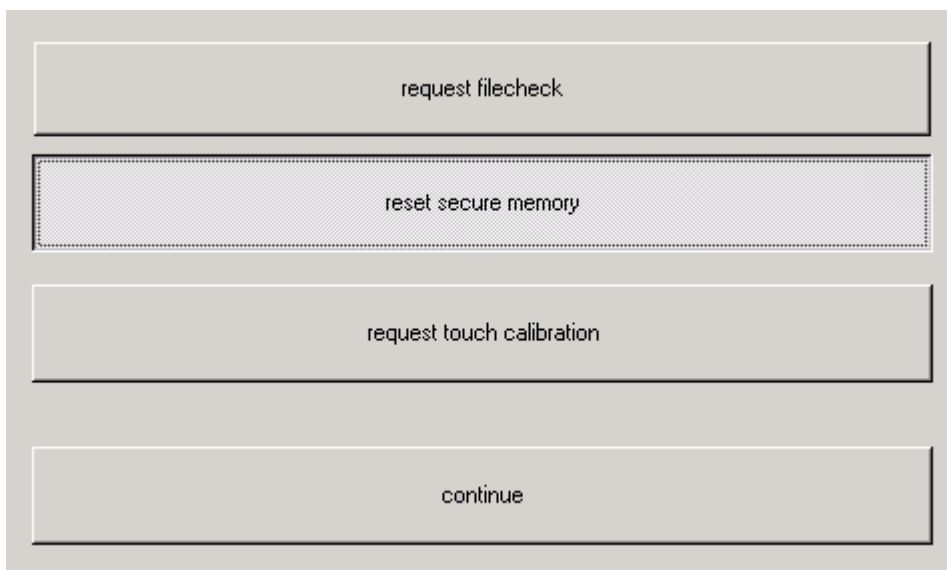
Operating Elements

Most of the games in the “Golden Island” are played via touch screen.

For certain games the pushbuttons are used. There are 6 pushbuttons that can be used optionally to the touch screen for various functions.

The operator switch is located in the middle of the cash door. The functions of the operator mode are precisely described in the help menu.

By switching on operator mode at booting the machine you are able to enter the following programs (only during normal start):



Request File check:

Manual data test.

Reset secure memory:

(only available, if the service-switch is also pressed during normal start)

Manual deleting of the safety memory.

Request touch calibration:

Calibration of touch screen.

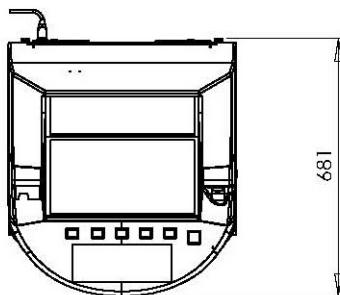
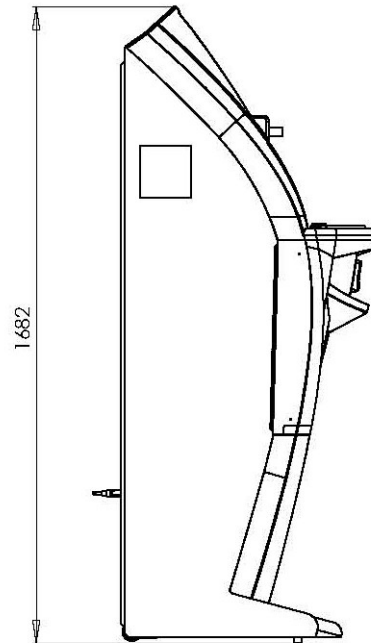
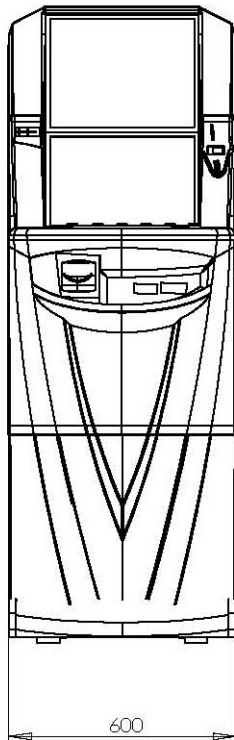


PC System Components in the Golden Island

- PC system (2,4 GHz) with PCI-Bus and min. 256MB RAM.
- VGA graphics display adapter 1280 x 1024 Pixel resolution (on board), High Colour
- 16-Bit sound card (on board)
- min. 20 GB hard disk
- TAB I/O interface card
- Touch screen controller



Unit Dimensions and Weight



Weight:	97 kg (weight depends on the whole configuration)	
Packing:	W 70 cm D 80 cm	H 172 cm
Packing with pallet:	W 70 cm D 80 cm	H 184 cm



Operator Mode

Operator functions are activated with the operator switch located on the middle of the cashbox door (machine must be opened for access). The functions can be called up from menu control and before every game start.

Note: Several accounting functions can be limited or deactivated or can be unavailable depending your machine's configuration.

Different services can be called up depending on the authorisation status. The operator has the highest authorisation status and can therefore administrate the PIN of all other supervisors and also giving the head supervisor limited access rights to the operator mode.

Access for the head supervisor is only possible if both operator and head supervisor have a activated PIN.

Term Descriptions

- Operator:* Owner of the machine. He has the highest authorisation status within the operator mode.
- Head Supervisor::* Operator or administrator (pub owner) of the machine. He has the second highest authorisation and accounts the cashbox content with the operator.
- Supervisor(s):* These (waiters) merely have attending functions. Accounting is carried out only with the head supervisor.
- Hardlock Dongle:* Defines the configuration of the game software. All country-specific requirements are determined here.

Activation Options

When activating the operator switch and simultaneously pressing specific pushbuttons the following functions can be called up:

- Left green pushbutton: Touch screen calibration
- Left yellow pushbutton: Touch screen test
- Left red pushbutton: Monitor test picture

If the PIN is activated for operator and head supervisor the operator mode can only be entered via the two following dialogue pages.

Without PIN activation entry is possible with the highest authorisation level.

If not specified differently changes are only saved by pressing the button „Accept“, otherwise changes are deleted.



First Steps for Initial Operation

Your Golden Island is delivered with standard settings in the operator mode. To adapt your Golden Island to your personal requirements please carry out the following settings **before** the first accounts and **after every** Master Reset.

- 1) Before initial operation a Master-Reset is prerequisite (**Manufacturer-Settings→Master-Reset**).
Attention: The authorisation is deleted after a Master-Reset and must therefore be installed anew !
- 2) Diverse basic setups should be checked and newly adjusted (**Basic Settings**).
- 3) For the extended safety accounts the mechanical counters are also saved electronically.
You can determine the current mechanical counter to be the starting value of the electronically counter (**Hardware Settings 2→ Meter Adjustment**).
- 4) We recommend to secure the access to the operator mode with a PIN.
If your head supervisor (pub owner) should have access to the operator mode (e.g. if you do accounting with inline banking) it is essential that operator and head supervisor have activated PIN (**PIN**).
- 5) Select the coin for Hopper 2 (**Hardware Settings 2 → Hopper**).
- 6) Refill Hoppers (**Refill Hopper**)

All further settings that are not mentioned here and new, additional hardware components can also be changed or adjusted during operation.

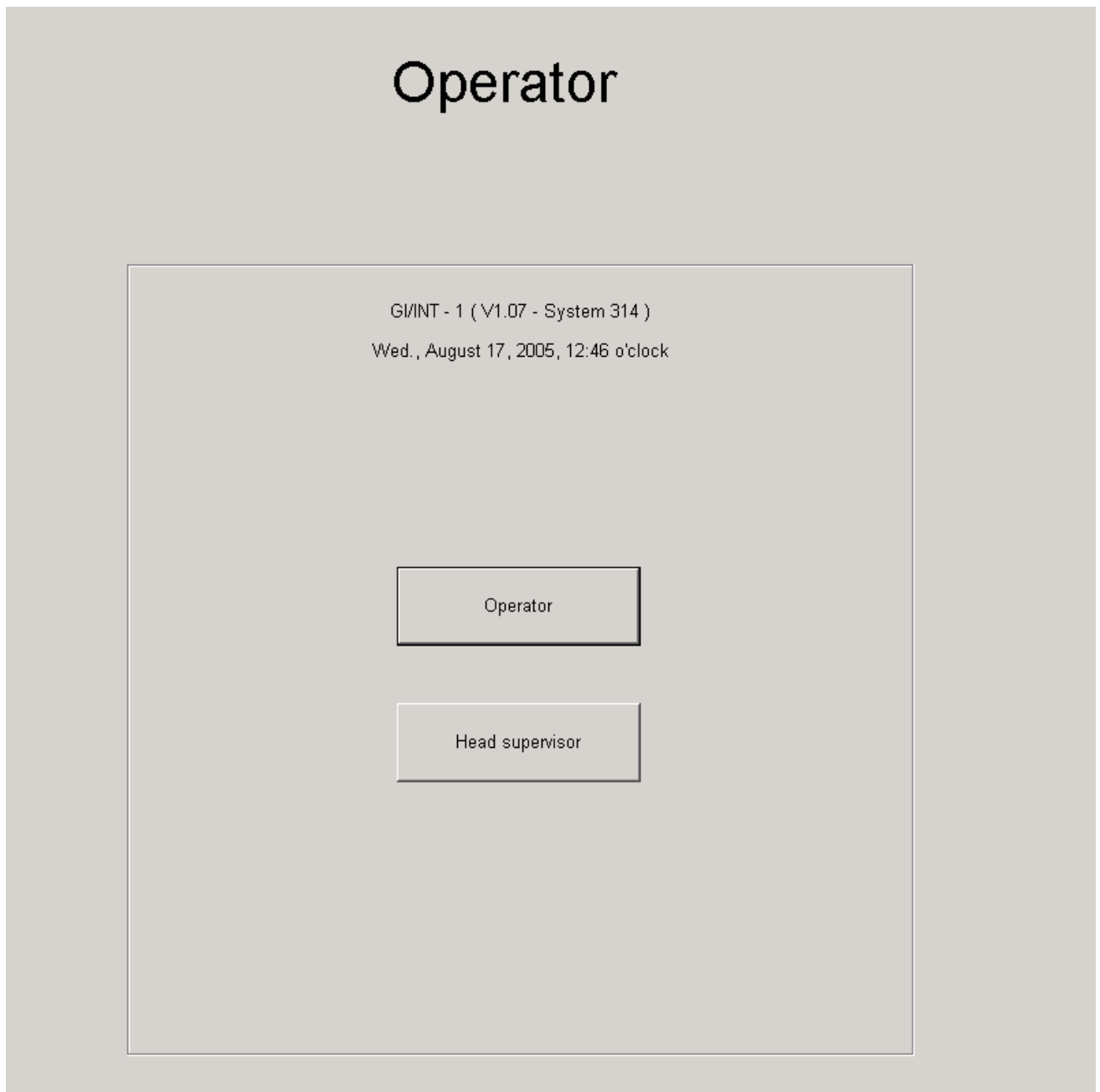


Authentication

According to the activated PIN, buttons for authentication are displayed.

Access is only given to the operator and the head supervisor.

The head advisor only has access to the operator mode if the PIN is activated for the operator as well as the head supervisor and if "Access Operator" is activated in the PIN setup.



PIN Entry

After three wrong entries the PIN is locked for one hour. To reactivate a PIN, a higher authorisation status than is needed to unlock that PIN. If the PIN of the operator is locked, reactivation is merely possible by means of an 8-digit Operator-PUK ([Operator-PUK, page 56](#))

Operator

GMINT - 1 (V1.07 - System 314)
Wed., August 17, 2005, 12:48 o'clock

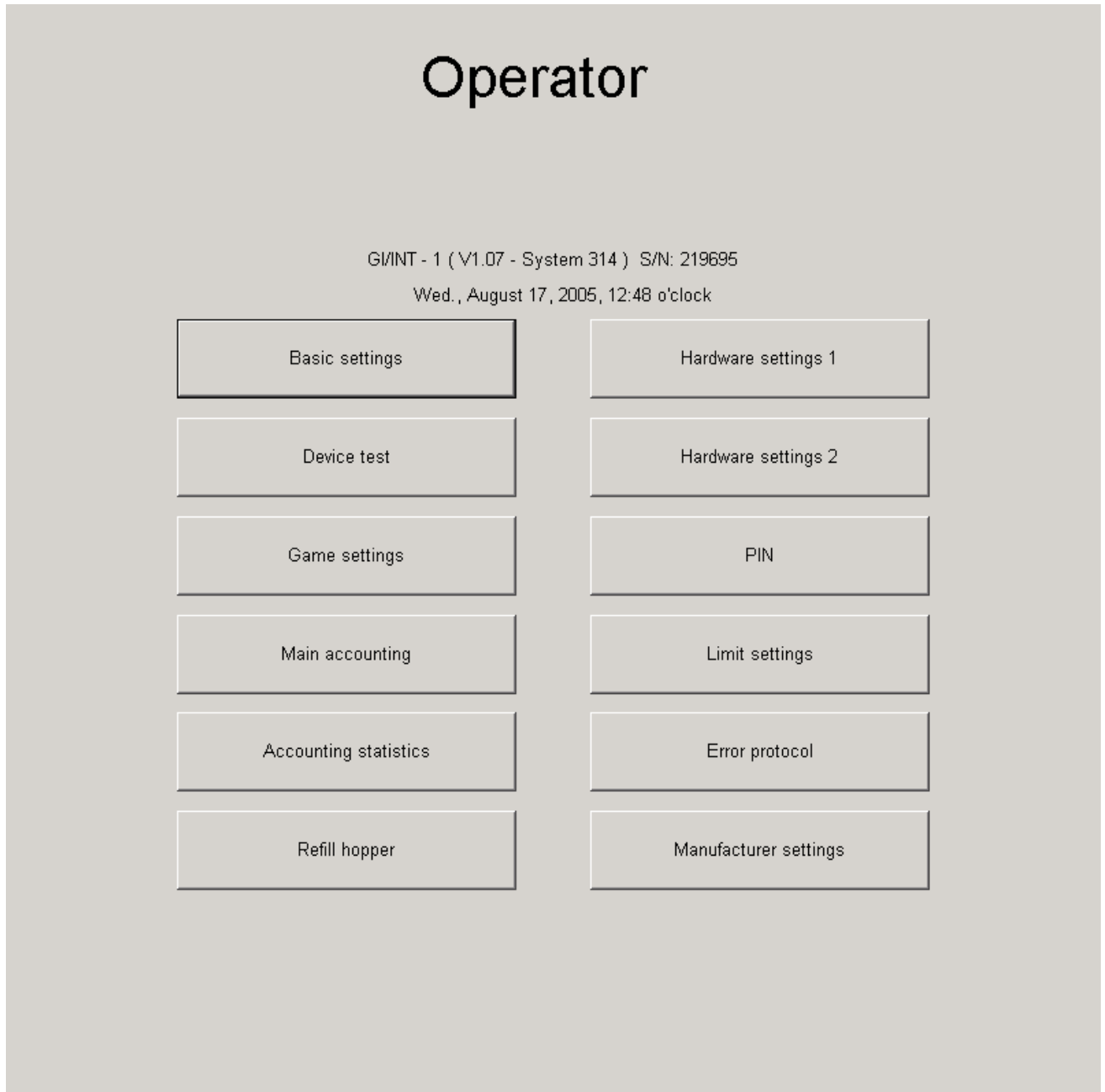
Operator - Enter four-character PIN!

1	2	3
4	5	6
7	8	9
0	Cancel	



Main Page

The buttons "Limitsettings", "Error protocol" and "Manufacturer settings" are only available to the operator. The system version number and Hardlock-Dongle serial number is displayed here.



The screenshot shows a web interface for an operator. At the top, the word "Operator" is displayed in a large, bold, black font. Below this, the system information is shown: "GI/INT - 1 (V1.07 - System 314) S/N: 219695" and the date/time "Wed., August 17, 2005, 12:48 o'clock". The interface consists of two columns of buttons. The left column contains: "Basic settings", "Device test", "Game settings", "Main accounting", "Accounting statistics", and "Refill hopper". The right column contains: "Hardware settings 1", "Hardware settings 2", "PIN", "Limit settings", "Error protocol", and "Manufacturer settings". All buttons are rectangular with a light gray background and a thin black border.

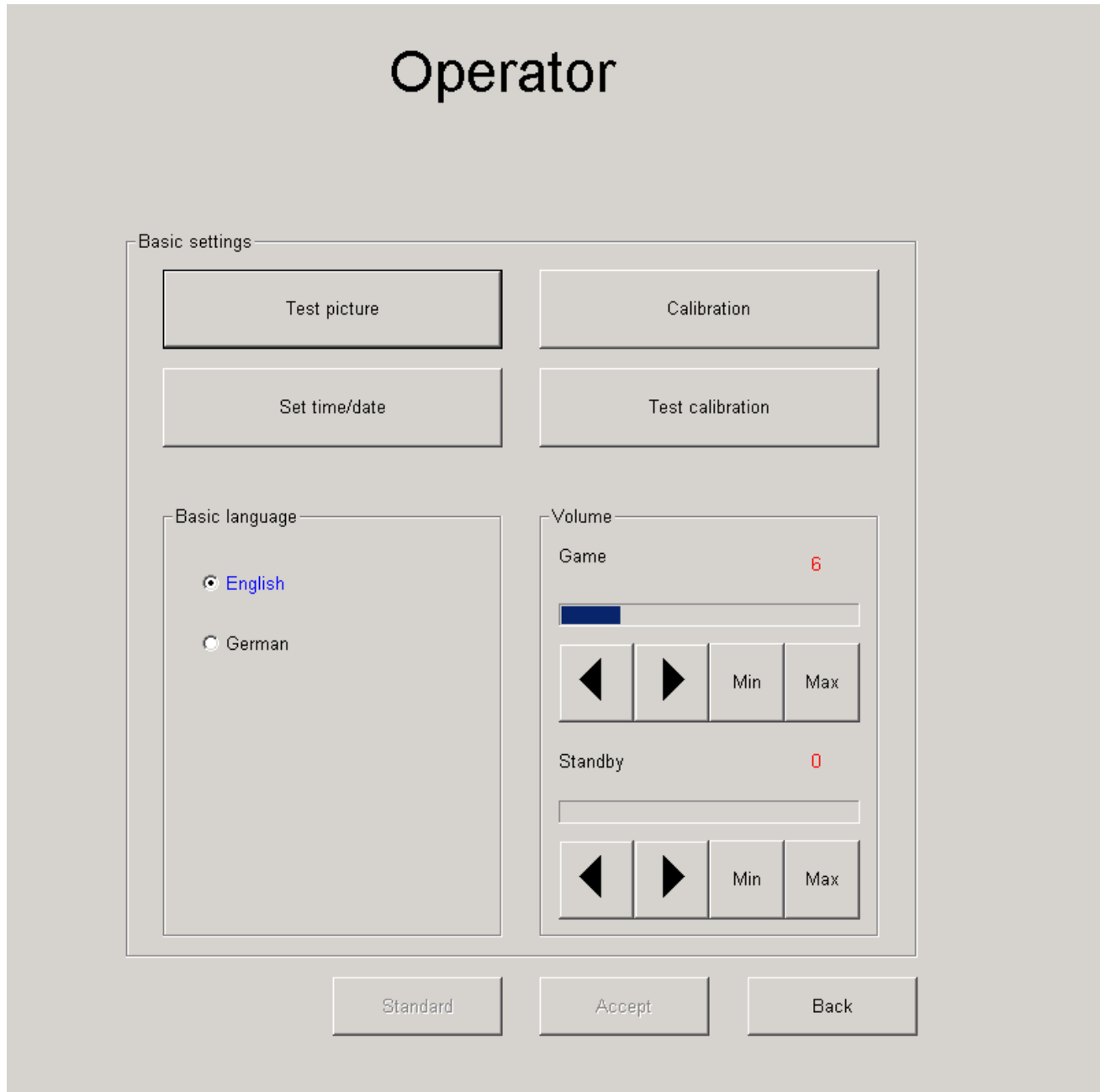


1) Basic Settings

Here the desired basic language for game operation can be set (language setting for operator mode is set by actual set game language).

The volume for the game and standby mode can be adjusted here.

Time/Date Settings can only be changed if no accounting has occurred so far (e.g. after Master-Reset).



Operator

Basic settings

Test picture Calibration

Set time/date Test calibration

Basic language

English

German

Volume

Game 6

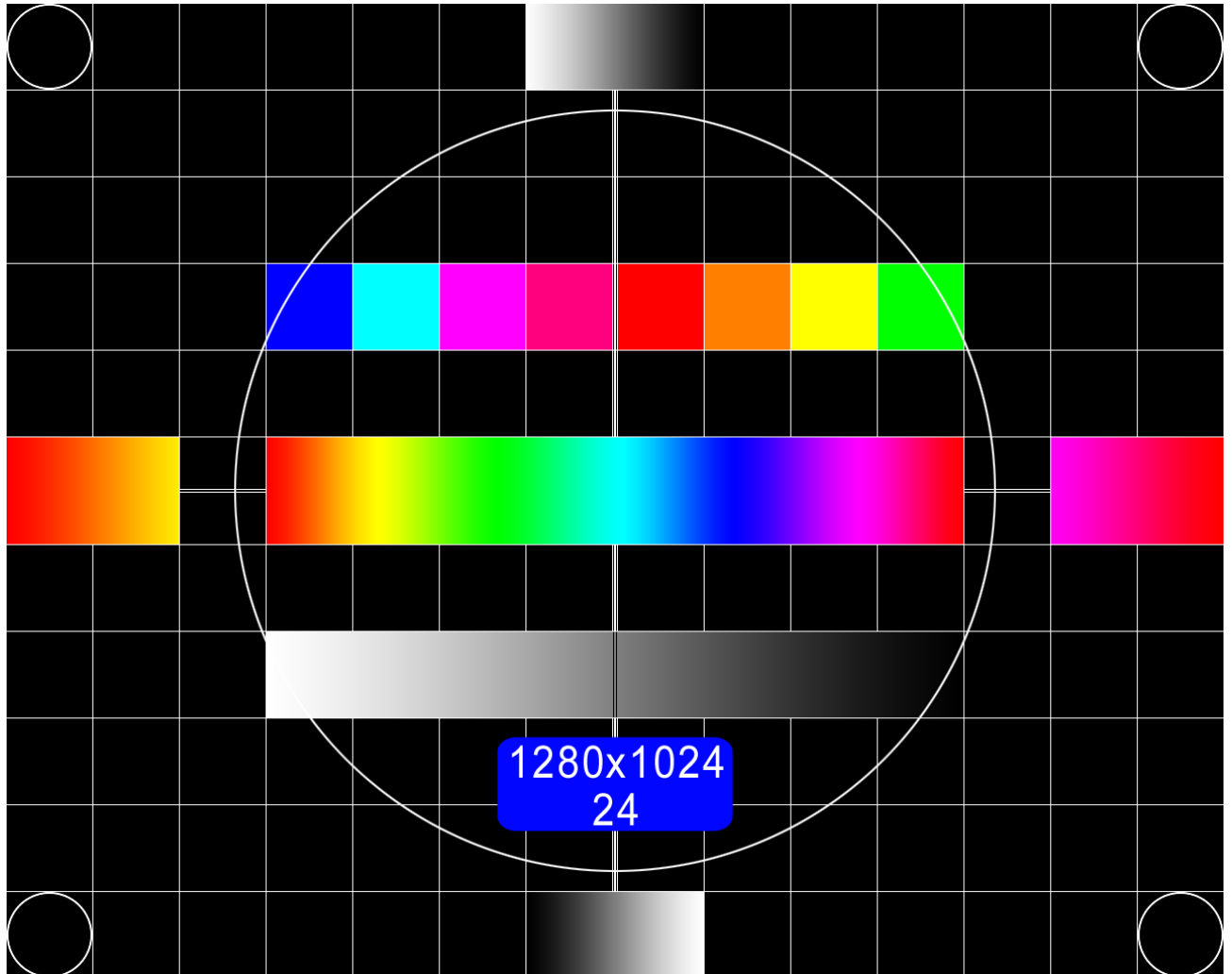
Standby 0

Standard Accept Back



1.1) Basic Settings → Test Picture

For adjustment of the picture size, position and geometry of the monitor picture.



1.2) Basic Settings → Time/Date Setup

Settings can only be changed if no accounting has occurred so far (e.g. after Master-Reset).

Operator

Set time/date

Current time/date

Wed., August 17, 2005, 12:50 o'clock

Set time/date

Day	Month	Year
<input style="width: 50px;" type="text" value="17"/>	<input style="width: 100px;" type="text" value="August"/>	<input style="width: 50px;" type="text" value="2005"/>
<input type="button" value="◀"/> <input type="button" value="▶"/>	<input type="button" value="◀"/> <input type="button" value="▶"/>	<input type="button" value="◀"/> <input type="button" value="▶"/>

Hour	Minute
<input style="width: 50px;" type="text" value="12"/>	<input style="width: 50px;" type="text" value="50"/>
<input type="button" value="◀"/> <input type="button" value="▶"/>	<input type="button" value="◀"/> <input type="button" value="▶"/>



1.3) Basic Settings → Calibration

For calibrating the touch screen.
Simply follow the animated instructions on the screen.



1.4) Basic Settings → Test Calibration

Serves to test the touch screen calibration.

Draw a few horizontal and vertical lines with your finger on the screen to check the calibration.



2) Device Test

2.1) Device Test → Test 1

Test the coin channels as well as the banknote channels, lamps, switches and pushbuttons.
Attention, no accounting is made!

Note: This sections are only available, if appropriate device is present an connected.

Operator

Test 1

Test 2

Device test 1

Coins

<input checked="" type="checkbox"/> A:	0	0,10 EUR
<input checked="" type="checkbox"/> B:	0	0,20 EUR
<input checked="" type="checkbox"/> C:	0	0,50 EUR
<input checked="" type="checkbox"/> D:	0	1,00 EUR
<input checked="" type="checkbox"/> E:	0	2,00 EUR

Bank notes

<input checked="" type="checkbox"/> A:	0	5,00 EUR
<input checked="" type="checkbox"/> B:	0	10,00 EUR
<input checked="" type="checkbox"/> C:	0	20,00 EUR
<input checked="" type="checkbox"/> D:	0	50,00 EUR
<input checked="" type="checkbox"/> E:	0	100,00 EUR
<input checked="" type="checkbox"/> F:	0	200,00 EUR

Remote

0	1,00 EUR
---	----------

Check Impuls

--

Buttons

Front door switch

Lamps

On	On	On	On	On	On
----	----	----	----	----	----

Back

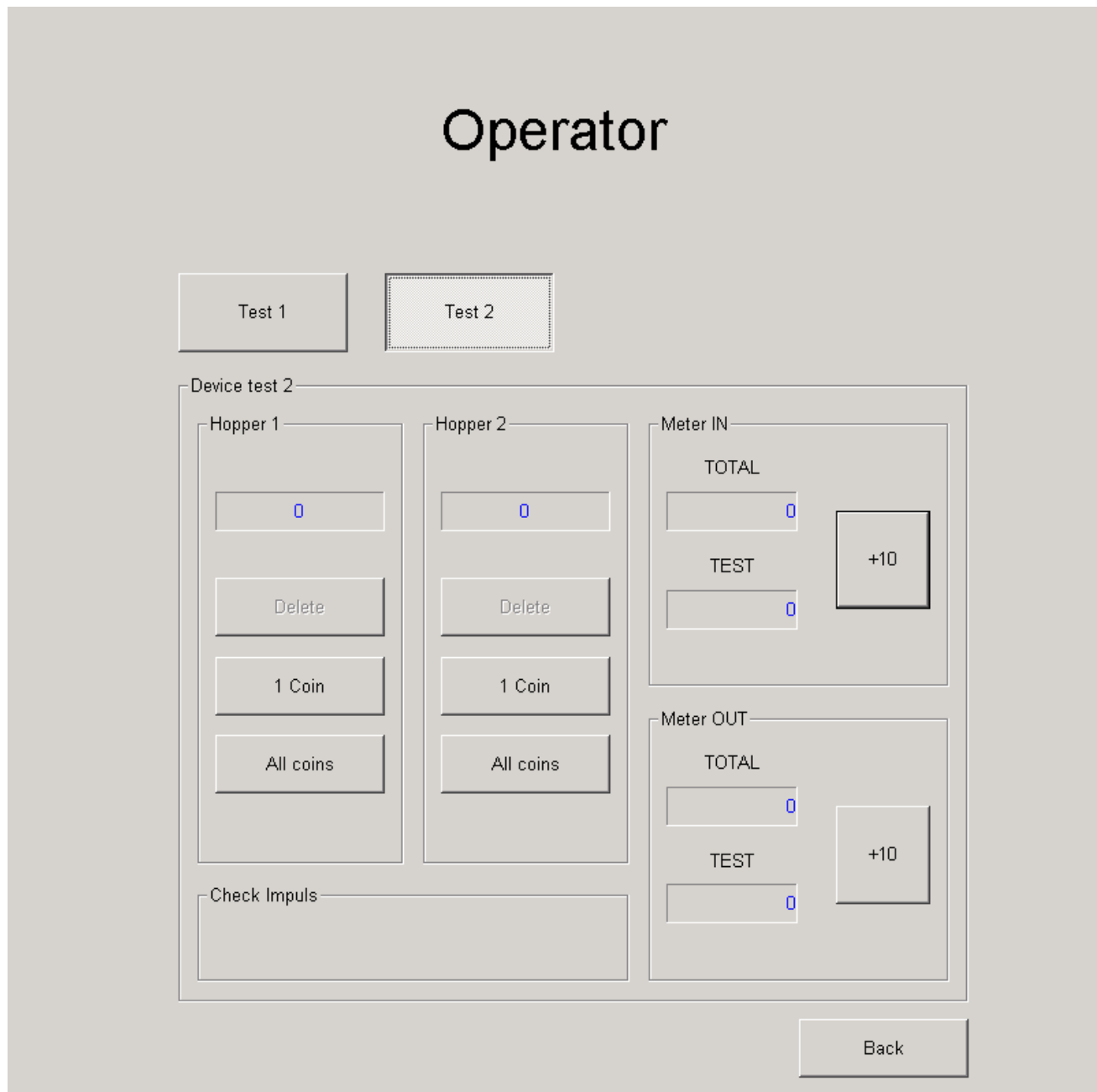


2.2) Device Test → Test 2

Test for hopper and counters.

Attention, no accounting is made!

Note: Test impulses of the mechanical counters are accounted separately.



The interface is titled "Operator" and features two buttons at the top: "Test 1" and "Test 2". The "Test 2" button is highlighted with a dotted border. Below these buttons is a large panel labeled "Device test 2".

Inside the "Device test 2" panel, there are two columns for "Hopper 1" and "Hopper 2". Each hopper has a display showing "0", a "Delete" button, a "1 Coin" button, and an "All coins" button. Below the hopper columns is a "Check Impuls" input field.

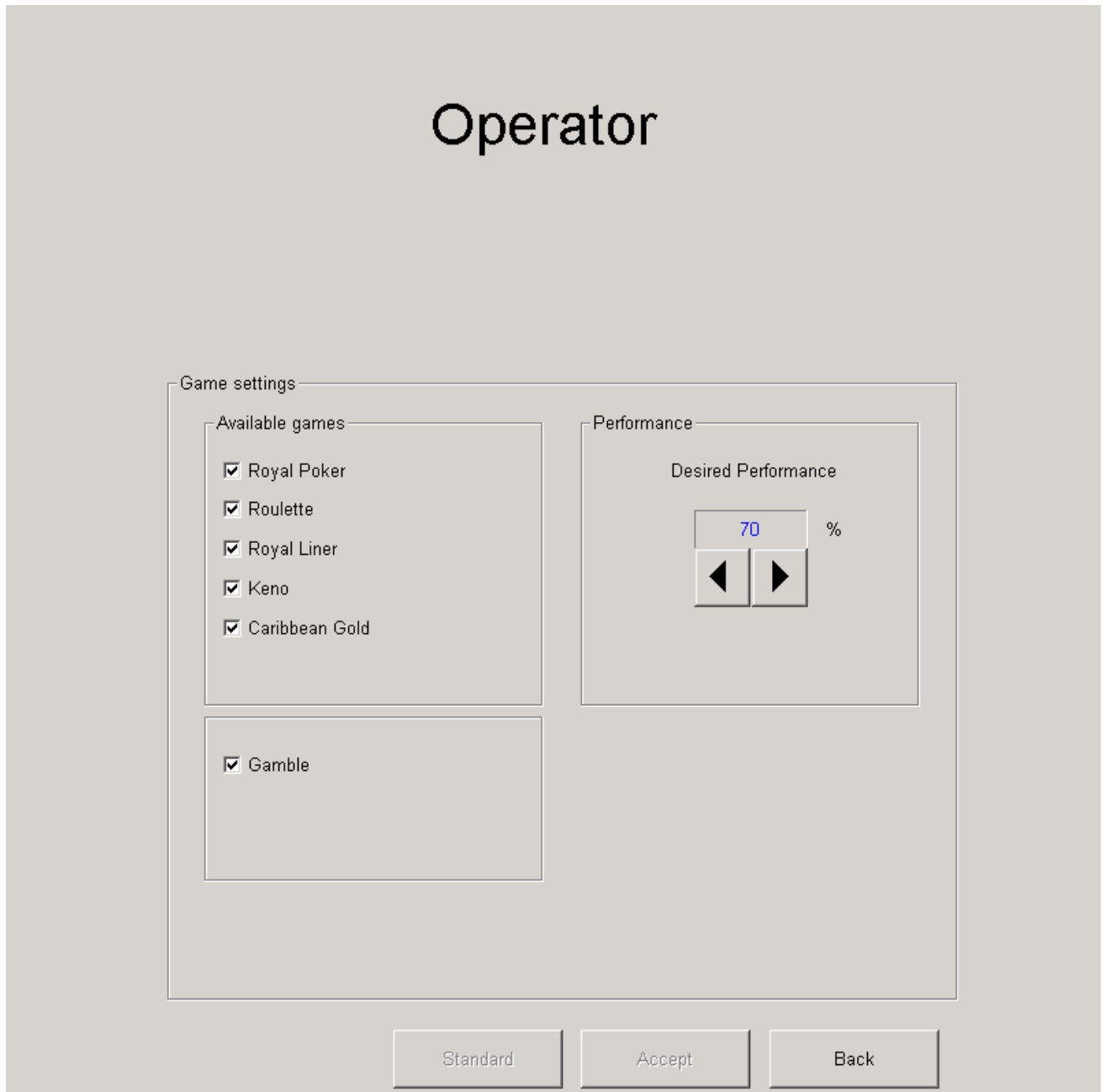
To the right of the hopper columns are two sections for "Meter IN" and "Meter OUT". Each section has a "TOTAL" display showing "0", a "TEST" display showing "0", and a "+10" button.

At the bottom right of the "Device test 2" panel is a "Back" button.



3) Game Settings

The machines performance setup can only be changed by the operator
(De)Activation of games.
(De)Activation of the gamble game



4) Main accounting

4.1) Main accounting → Main accounting

Serves as (mostly monthly) accounting between the operator and head supervisor.

Operator

Main accounting

Machine control

Security accounting

Main accounting

Wed., August 17, 2005, 8:16 o'clock - Wed., August 17, 2005, 12:53 o'clock

Remote	0,00 EUR +		
Push up	0,00 EUR +		
Bank note	0,00 EUR +	Push up	0,00 EUR +
Coin	0,00 EUR +	Remote	0,00 EUR +
<hr/>		<hr/>	
Total IN	0,00 EUR	External IN	0,00 EUR
<hr/>		<hr/>	
Push down	0,00 EUR +	Push down	0,00 EUR +
Hopper OUT	0,00 EUR +	Hopper Refill	0,00 EUR +
<hr/>		<hr/>	
Total OUT	0,00 EUR	External OUT	0,00 EUR
<hr/>		<hr/>	
Total difference	0,00 EUR +	External difference	0,00 EUR +
<hr/>		<hr/>	

Delete

Back



4.2) Main accounting → Machine control

Control IN account displays amount played coming from inserted credits. Control OUT account displays amount paid out coming from game wins (*money change transactions will not interfere the machines performance control*).

Second display shows machines internal performance.

Note: pressing the “Reset Button” will clear the actual machines performance accounts (refer to section 3 “Game settings” for actual set value) as well as the internal performance accounts.



The screenshot shows the 'Operator' interface with three menu options: 'Main accounting', 'Machine control' (highlighted with a dotted border), and 'Security accounting'. Below these is a 'Machine control' window containing a table of financial data and performance metrics.

Machine control			
Control IN	0,00 EUR		
Control OUT	0,00 EUR		
<hr/>			
Control SALDO	0,00 EUR	+	(0.0 %)
<hr/>			
Credits played	0 Credit		
Credits won before gamble	0 Credit		(0.0 %)
Credits won after gamble	0 Credit		(0.0 %)

At the bottom of the interface are two buttons: 'Reset' and 'Back'.



4.3) Main accounting → Security Accounting

Serves as a long-term supervision of the accounts and mechanical counters.
 These accounts can only be deleted with the highest authorisation level (operator).

Operator

Main accounting

Machine control

Security accounting

Security accounting

Wed., August 17, 2005, 8:16 o'clock - Wed., August 17, 2005, 12:54 o'clock

Total IN	0,00 EUR (+)
Total OUT	0,00 EUR (-)
<hr/>	
Total difference	0,00 EUR +
<hr/>	

Meters

	Meter IN	Meter OUT
Starting value	000000	000000
Test	000000	000000
Booked	000000	000000
<hr/>		
Total	000000	000000

Delete

Back



5) Accounts Statistics

5.1) Accounts → Coins

Statistics of the inserted coins.

Operator

Coins

Bank notes

Hopper

External

Coin channel statistics

Channel	Coin type	Coin value	Quantity
A	Coin	(0.10 EUR = 10 Credit)	0
B	Coin	(0.20 EUR = 20 Credit)	0
C	Coin	(0.50 EUR = 50 Credit)	0
D	Coin	(1.00 EUR = 100 Credit)	0
E	Coin	(2.00 EUR = 200 Credit)	0

Number of coins that may be booked 0

Back



5.2) Accounts → Banknotes

Statistics of inserted banknotes.

Operator

Coins Bank notes Hopper External

Bank note statistics

Channel	Bank note value	Quantity
A Bank notes	(5 EUR = 500 Credit)	0
B Bank notes	(10 EUR = 1000 Credit)	0
C Bank notes	(20 EUR = 2000 Credit)	0
D Bank notes	(50 EUR = 5000 Credit)	0
E Bank notes	(100 EUR = 10000 Credit)	0
F Bank notes	(200 EUR = 20000 Credit)	0
Number of bank notes		0

Back



5.3) Accounts → Hopper

Statistic on hopper bookings.
Missing coin are displayed in red.

Operator

Coins

Bank notes

Hopper

External

Hopper statistics		
	Hopper 1	Hopper 2
Coin type	Coin	Coin
Refill manual	0 +	0 +
Refill coinacceptor	0 +	0 +
Insert coinacceptor	0 +	0 +
Hopper OUT	0 -	0 -
Hopper content	0	0
Over payment	0 -	0 -
Missing coins	0 -	0 -
Refill correction	0 +	0 +

Back



5.4) Accounts → External

Statistics of 'Push up', 'Pushdown' and 'Remote' events.

Operator

CoinsBank notesHopperExternal

Remote statistics

Remote credits	0	(0,00 EUR)
----------------	---	------------

Push up statistics

Push up credits	0	(0,00 EUR)
-----------------	---	------------

Push down statistics

Push down credits	0	(0,00 EUR)
-------------------	---	------------

Back



6) Hopper Refill

There are two ways refill coins to a hopper:

- Coin acceptor (insert via coin acceptor)
- Manual (insert counted amount of coins into hopper with electronic accounting of the refilled coins).

Coins refilled manually are only accounted after pressing the button "Accept".

Service

GI/INT - 1 (V1.07 - System 314)

Refill hopper

Hopper selection Hopper 1 Hopper 2

Refill mode

Coinacceptor Manual

Hopper content	0 Coins	(0,00 EUR)
Current refill	0 Coins	(0,00 EUR)
Refill (manu.)	0 Coins	(0,00 EUR)

+10 +50 +100

-10 -50 -100

Back



7) Hardware settings 1

7.1) Hardware settings 1 → Coins

Enable/Disable of single coin channels.

Operator

	Coins	Bank notes	Push up	Remote
<input checked="" type="checkbox"/> A	Coin	0,10	EUR	Cashbox
<input checked="" type="checkbox"/> B	Coin	0,20	EUR	Cashbox
<input checked="" type="checkbox"/> C	Coin	0,50	EUR	Hopper 1
<input checked="" type="checkbox"/> D	Coin	1,00	EUR	Cashbox
<input checked="" type="checkbox"/> E	Coin	2,00	EUR	Hopper 2

Standard Accept Back



7.2) Hardware settings 1 → Banknotes

Enable/Disable of single banknote channels.

Operator

CoinsBank notesPush upRemote

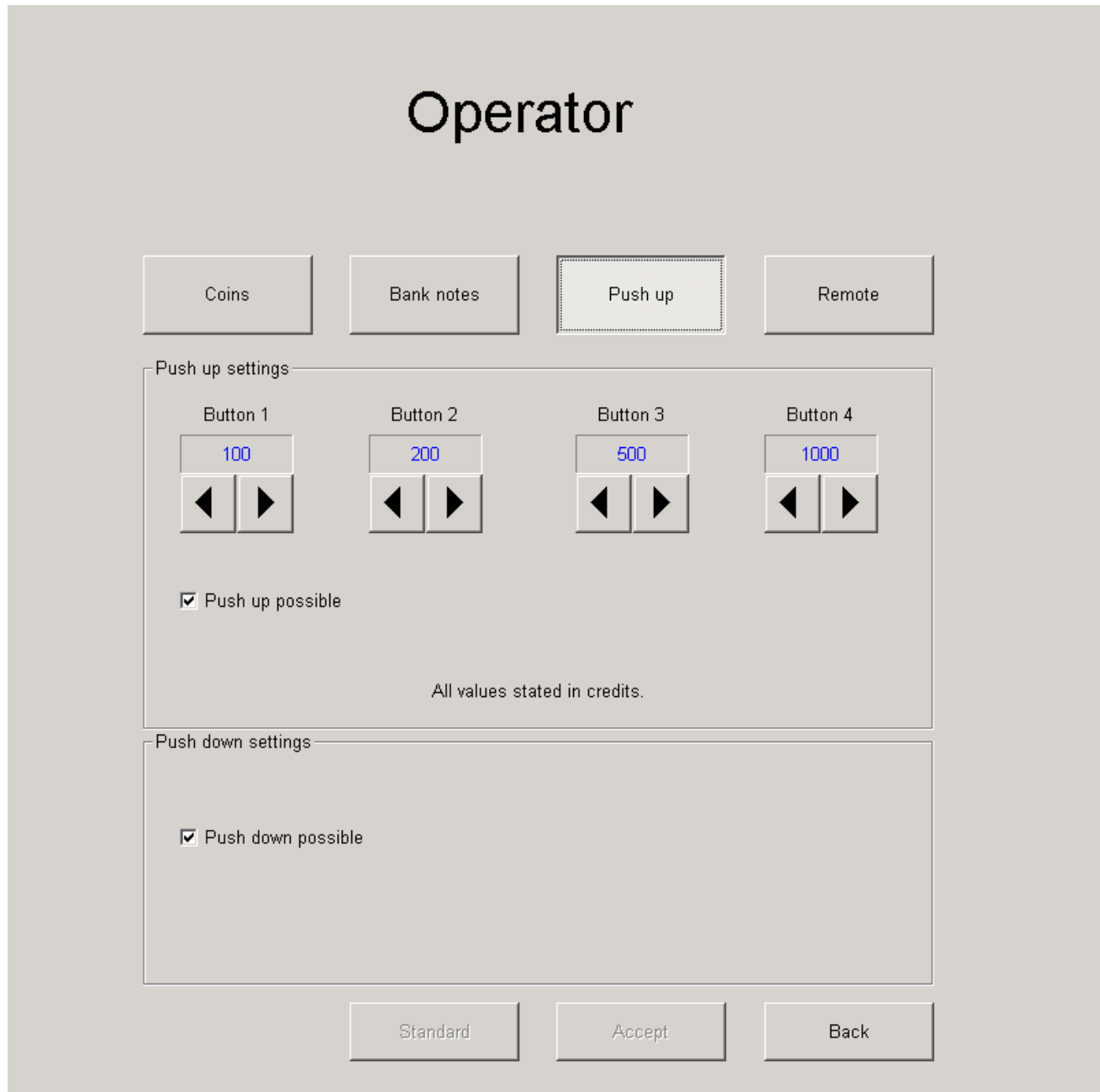
<input checked="" type="checkbox"/>	A	<input style="width: 90%;" type="text" value="5,00"/>	EUR
<input checked="" type="checkbox"/>	B	<input style="width: 90%;" type="text" value="10,00"/>	EUR
<input checked="" type="checkbox"/>	C	<input style="width: 90%;" type="text" value="20,00"/>	EUR
<input checked="" type="checkbox"/>	D	<input style="width: 90%;" type="text" value="50,00"/>	EUR
<input checked="" type="checkbox"/>	E	<input style="width: 90%;" type="text" value="100,00"/>	EUR
<input checked="" type="checkbox"/>	F	<input style="width: 90%;" type="text" value="200,00"/>	EUR

StandardAcceptBack



7.3 Hardware settings 1 → Push up

Enable/disable 'Push up', 'Pushdown'.
Setup values.

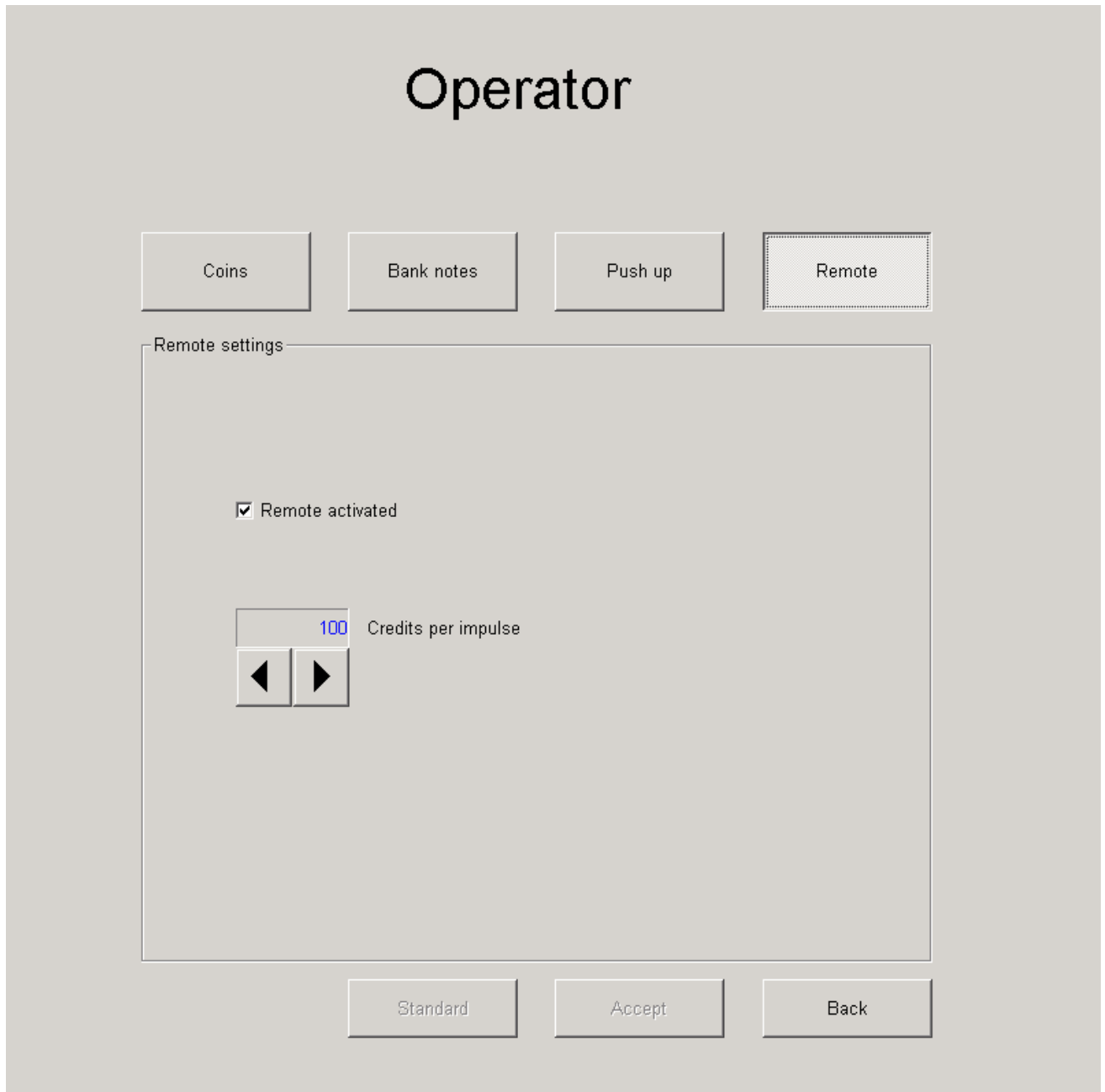


The screenshot shows the 'Operator' settings menu. At the top, there are four buttons: 'Coins', 'Bank notes', 'Push up', and 'Remote'. The 'Push up' button is highlighted with a dotted border. Below these buttons is a section titled 'Push up settings' which contains four columns for 'Button 1' through 'Button 4'. Each column has a value field (100, 200, 500, 1000) and two arrow buttons (left and right). Below the value fields is a checkbox labeled 'Push up possible' which is checked. At the bottom of this section is the text 'All values stated in credits.' Below the 'Push up settings' section is a section titled 'Push down settings' which contains a checkbox labeled 'Push down possible' which is checked. At the bottom of the screen are three buttons: 'Standard', 'Accept', and 'Back'.



7.4) Hardware settings 1 → Remote

Enable/Disable 'Remote'.
Setup value.



The screenshot shows the 'Operator' hardware settings interface. At the top, the word 'Operator' is displayed in a large font. Below it, there are four buttons: 'Coins', 'Bank notes', 'Push up', and 'Remote'. The 'Remote' button is highlighted with a dotted border. Below these buttons is a 'Remote settings' section enclosed in a large rectangular frame. Inside this frame, there is a checked checkbox labeled 'Remote activated'. Below the checkbox is a numeric input field containing the value '100', followed by the text 'Credits per impulse'. To the left of the input field are two arrow buttons (left and right) for adjusting the value. At the bottom of the 'Remote settings' frame, there are three buttons: 'Standard', 'Accept', and 'Back'.

8) Hardware settings 2

8.1) Hardware settings 2 → Meter adjustment

Settings can only be changed if no accounting has occurred so far (e.g. after Master-Reset).

Operator

Meter adjustment

Hopper

Meter adjustment

	Meter IN	Meter OUT
Total	<input type="text" value="000000"/>	<input type="text" value="000000"/>
Starting value	<input type="text" value="000000"/>	<input type="text" value="000000"/>
	<input type="button" value="Change"/>	<input type="button" value="Change"/>
Credits per impulse	<input type="text" value="10"/>	<input type="text" value="10"/>
	<input type="button" value="◀"/> <input type="button" value="▶"/>	<input type="button" value="◀"/> <input type="button" value="▶"/>

Standard

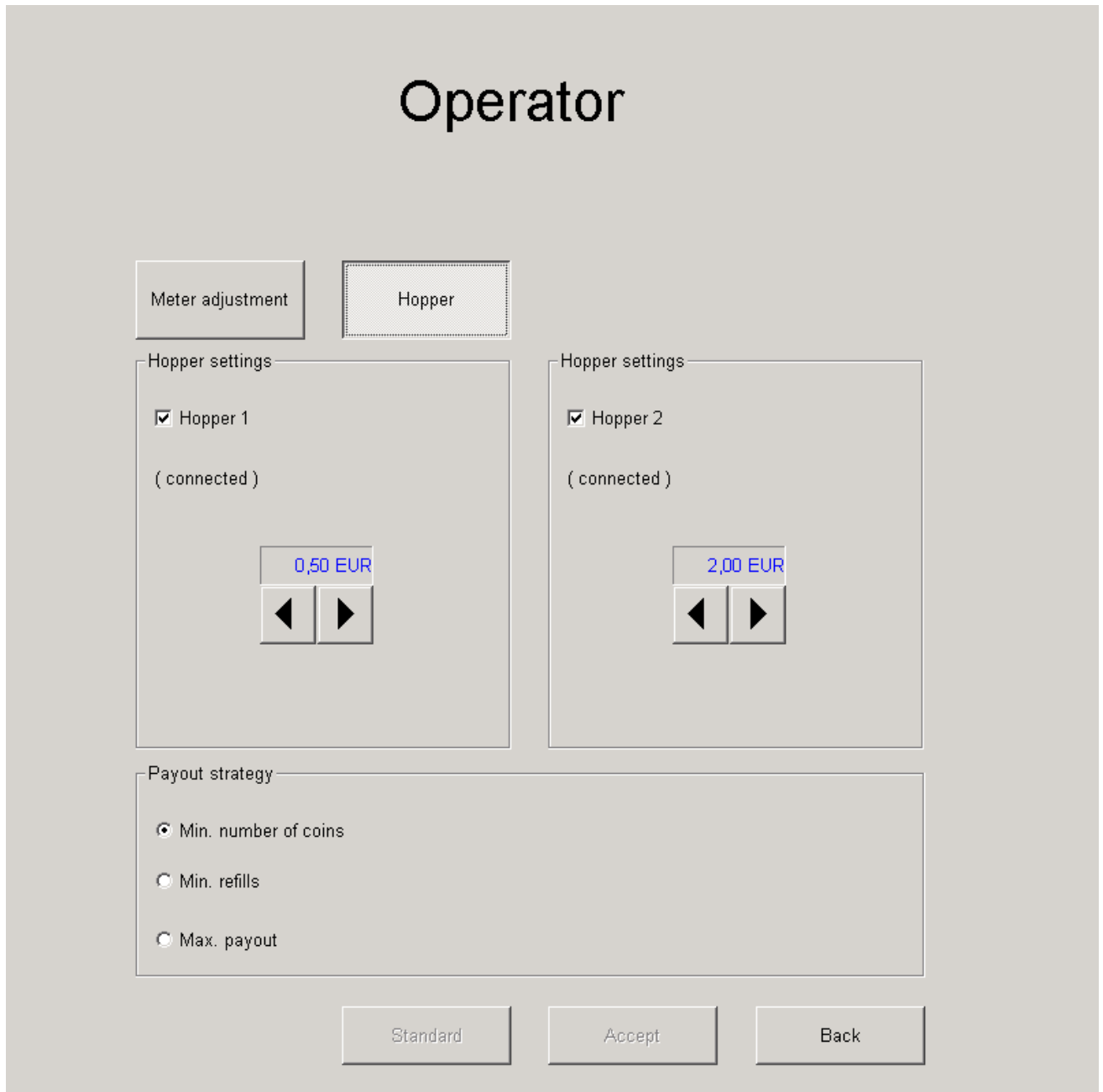
Accept

Back



8.2) Hardware settings 2 → Hopper

It is automatically recognized and displayed if one or more hopper(s) are connected. The coin value of hopper(s) can only be changed if no accounting has occurred so far (e.g. after Master-Reset).

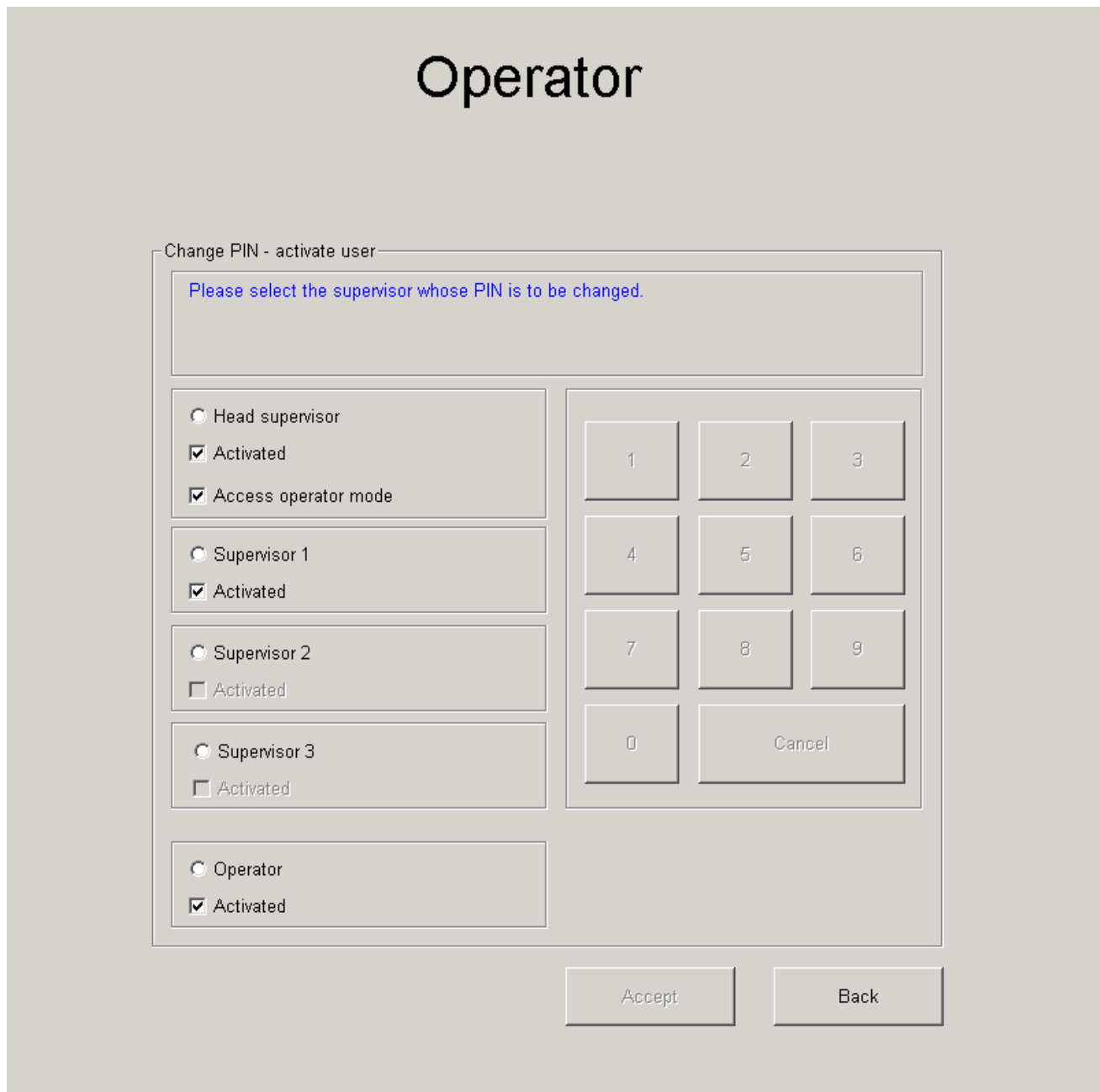


The screenshot shows the 'Operator' interface for configuring two coin hoppers. At the top, there are two buttons: 'Meter adjustment' and 'Hopper'. Below these are two 'Hopper settings' panels. The left panel is for 'Hopper 1' and the right for 'Hopper 2'. Both are checked and show '(connected)'. Below each status is a coin value display: '0,50 EUR' for Hopper 1 and '2,00 EUR' for Hopper 2. Each display has left and right arrow buttons for adjustment. At the bottom, there is a 'Payout strategy' section with three radio button options: 'Min. number of coins' (selected), 'Min. refills', and 'Max. payout'. At the very bottom are three buttons: 'Standard', 'Accept', and 'Back'.



9) PIN

Depending on the authorisation level the PIN for the operator, head supervisor and maximum 3 supervisors can be given, changed, activated/ deactivated and reactivated here.



The screenshot shows a software interface titled "Operator" for managing PINs. The main window is titled "Change PIN - activate user" and contains a text box with the instruction "Please select the supervisor whose PIN is to be changed." Below this, there are five selection boxes, each with a radio button and an "Activated" checkbox. The "Head supervisor" and "Operator" options are currently selected. To the right of these boxes is a numeric keypad with buttons for digits 1-9, 0, and a "Cancel" button. At the bottom of the window are "Accept" and "Back" buttons.

Role	Activated
Head supervisor	<input checked="" type="checkbox"/>
Supervisor 1	<input checked="" type="checkbox"/>
Supervisor 2	<input type="checkbox"/>
Supervisor 3	<input type="checkbox"/>
Operator	<input checked="" type="checkbox"/>

Before a PIN can be activated, a correct 4-digit number must have been assigned (after a MASTER RESET all PIN are deleted). If a PIN is to be inserted or changed, the desired authorisation level is chosen and after that the PIN is entered twice. After correct entry the activation box is available.



To change or (de)activate the operator PIN it must be inserted beforehand for security reasons.

If a PIN has been deactivated a lock symbol is displayed in the field of the supervisor concerned. After choosing the locked supervisor the lock starts flashing. The locked PIN is released by pressing the button „Release PIN“.

Releases can only be carried out with a higher authorisation level than that of the one to be released.

If a PIN is changed it is saved IMMEDIATELY, the activation happens as soon as the button „Accept“ is pressed.

A locked PIN is automatically released after one hour.

If an operator has locked its PIN it can only be released by entering the 8-digit Operator-PUK. After the correct entry a new PIN must be inserted. You can find the Operator-PUK on last page of this manual. If you have not got the Operator-PUK at hand, you can receive it from TAB after naming the Hardlock-Dongle serial number (visible on the operator start page).

The setting „Access Operator Mode“ in the section „Head Supervisor“ defines if the head supervisor has access to the operator mode (can only be activated if the PIN for the operator and the head supervisor are activated).



10) Limit Settings

10.1) Limit Settings → Limits

Operator

Limit settings

FreePlay mode

Min./max. bet

1 Credit

-

100 Credit

◀ ▶

◀ ▶

Gamble limit

N/A

◀ ▶

Hopper limit

1000 Credit

◀ ▶

Currency

European Union, Euro

EUR

Credit

0.10 EUR

10

Credit

◀ ▶

All values stated in credits.

Standard

Accept

Back



10.2) Limit Settings → Free Play Mode

Here the free game mode can be (de-) activated.
No payouts or bookings are carried out in the free game mode.

Operator

Limit settings

FreePlay mode

FreePlay mode

Activated

Standard

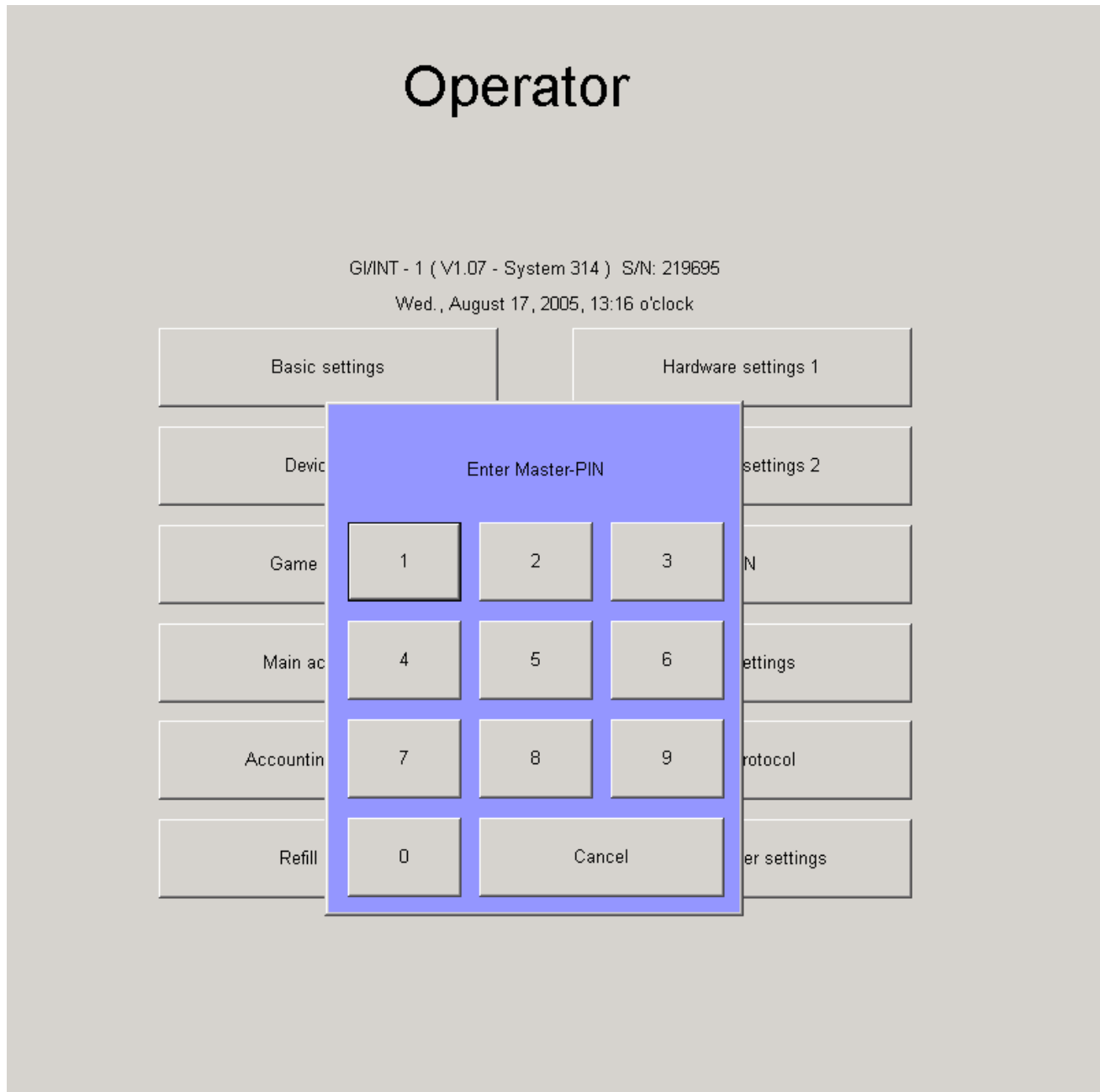
Accept

Back



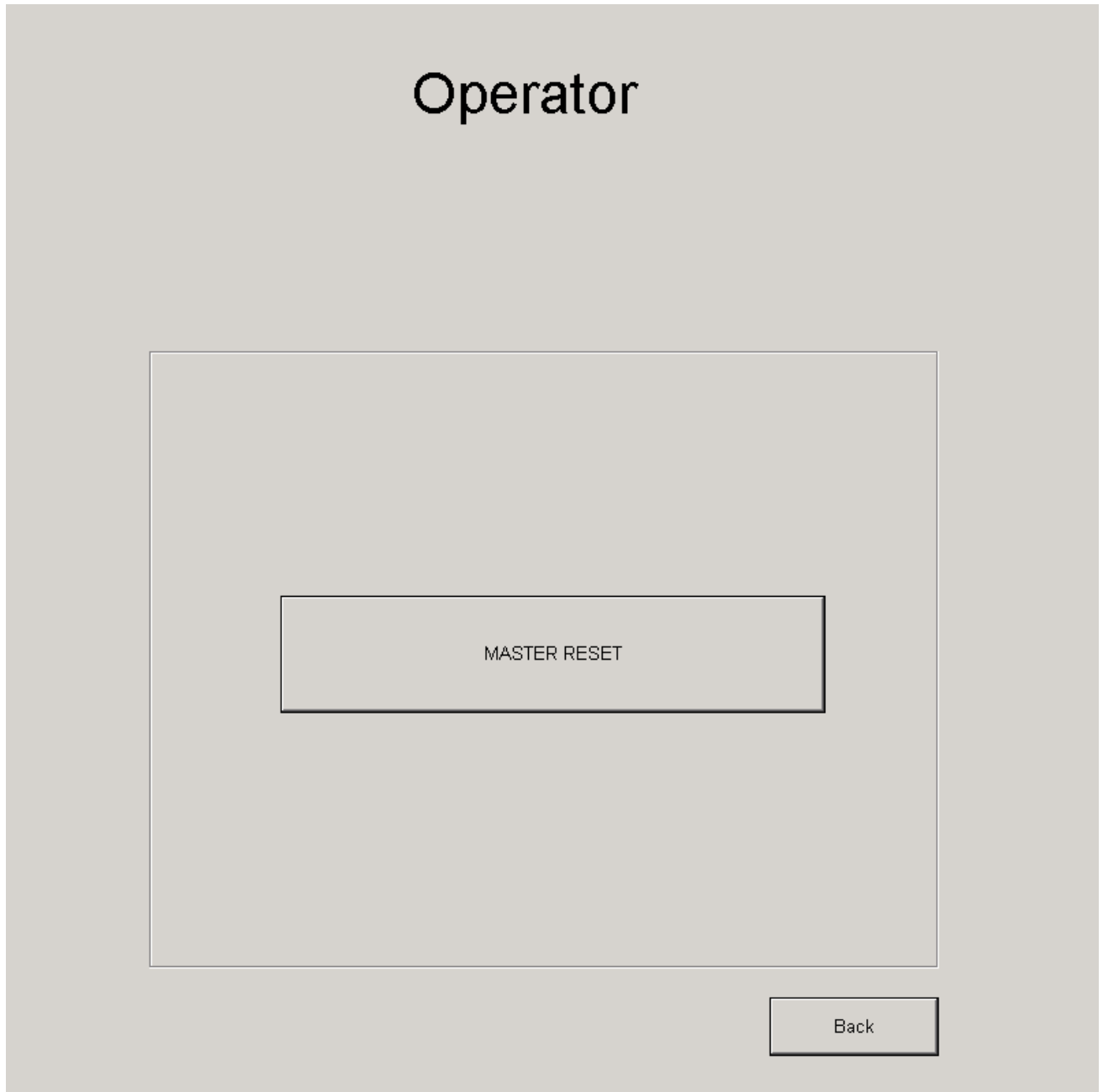
11) Manufacturer Settings

To enter the Manufacturer settings the operator has to enter the 8-digit Master-PIN.
([Master-PIN, page 56](#))



11.1) Manufactor Settings

By pressing the button 'Master Reset' the machine can be reseted, in the course of which all accounts (incl. Machine control) and settings are deleted and cleared.



12) ASTRO Note Validator Calibration Procedure

The Manufacturer recommends calibration of note reader at monthly interval.

If the note acceptance for notes is more and more worse, please calibrate the note validator described below.

Equipment Required:

1. Stylus with small Tipp for changing DIP switches settings (ball-pencil or e.g.)
2. Thin & thick calibration paper

Procedure:

1. Ensure that GBA unit has been **ON** for at least 15 minutes prior calibration
2. Switch DIP-1 to **ON** via the access hole in the lid (upper section of note reader)
3. Insert **THIN** calibration sheet paper will be held for approx. 3 sec. and then rejected in one smooth action. If the paper is rejected in 3 movements, then reinsert paper. If still unsuccessful, then switch DIP-1 **OFF**, power down GBA unit and start again from point #2
4. After thin paper is returned, insert the **THICK** calibration sheet. The paper is held for approx half second and then rejected in one smooth action. If unsuccessful, follow the procedure in point #2.
5. Turn DIP-1 **OFF** and switch note reader unit **OFF/ON** (by disconnecting the wiring loom) to finish calibration.



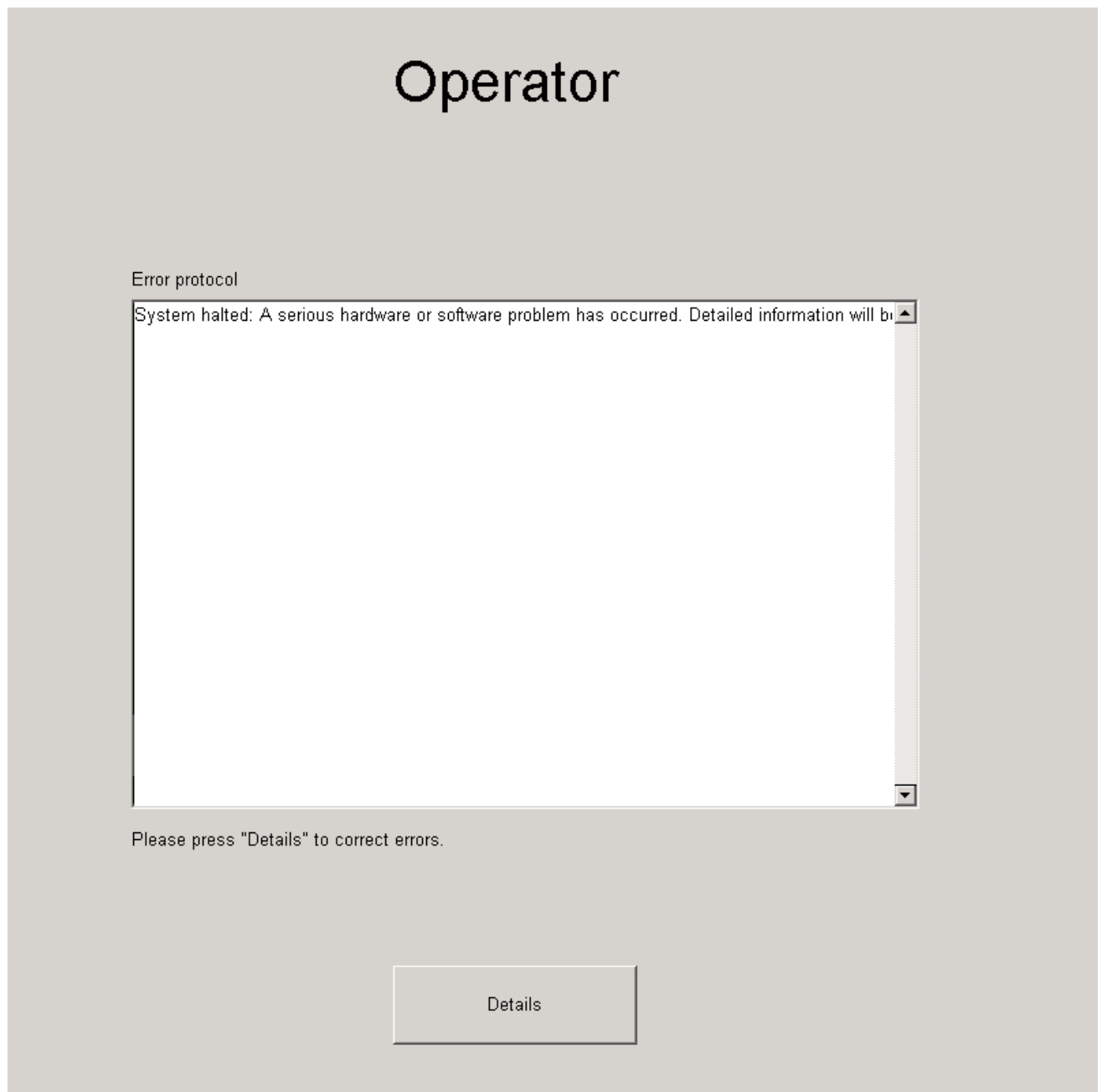
13) Trouble Shooting:

In case a red flashing screen with an error message appears please follow the steps below:

- Take note of the error message and number.
- Quit the error by means of the accounting or operator switch (Machine is restarted automatically)

Should the machine show the error again, it **MUST** be quit with the operator switch (automatic new start) and started anew with the operator switch turned on.

The following screen will appear:



Here the last error messages are listed.

Normally the last one leads to the display of the red screen.



After pressing the button „Details“ the following screen appears:



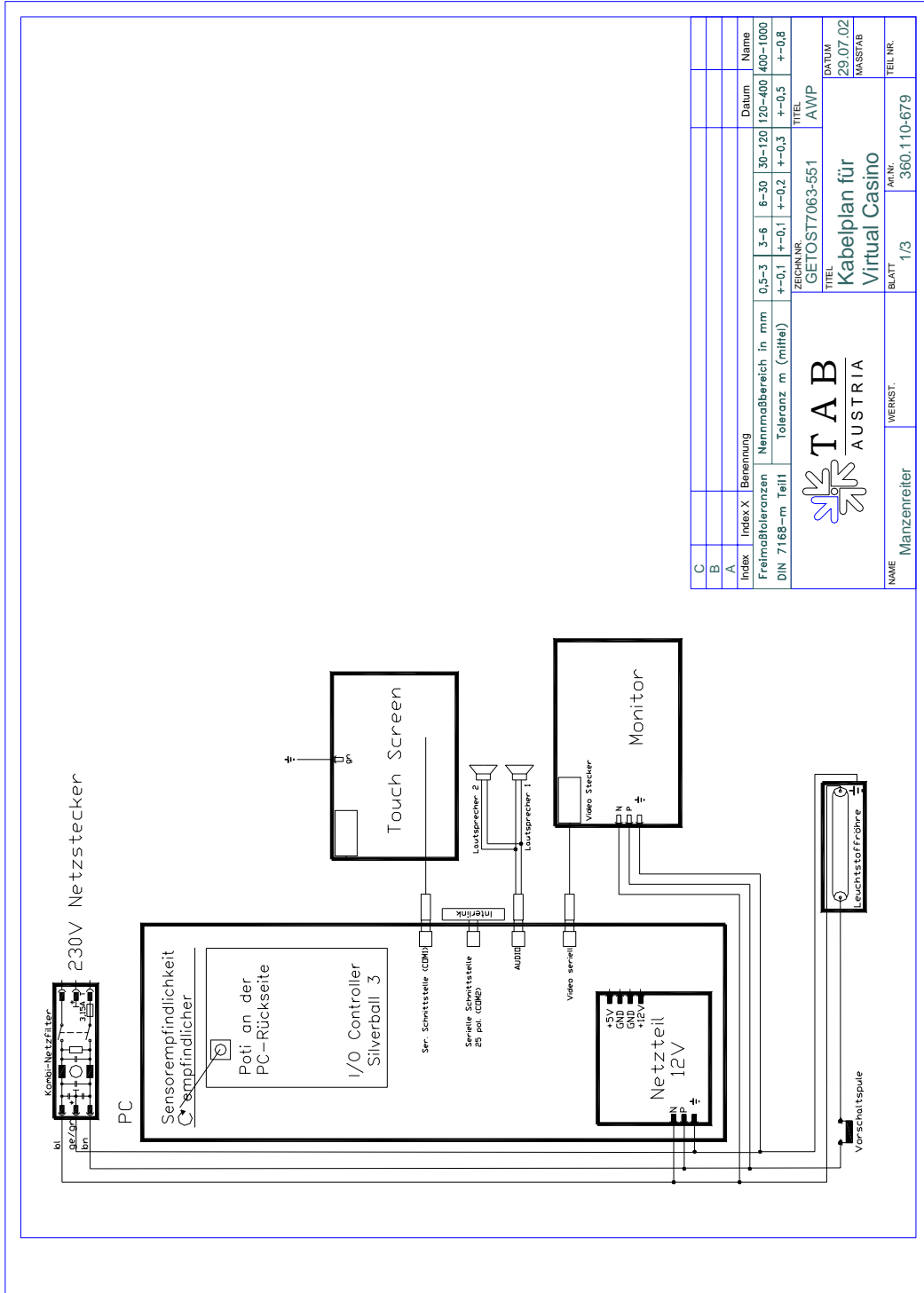
In case an error was detected in the saved game files, the error and its possible removal is displayed in this dialogue. It is important to complete the error removal by pressing the button "Restart".

Master-Reset: All saved game data is deleted.
The machine is started anew.
(corresponds to the button "Restart")

Should the error remain, please take note of the error number and message and contact the TAB Hotline +43 (0) 7229-78 040-250.



Wiring diagrams Golden Island



C	Index	Index X	Benennung	Datum	Name				
A	Freimaßtoleranzen	3-6	6-30	30-120	120-400	400-1000			
B	DIN 7168-m Teil	0,5-3	+0,1	+0,1	+0,2	+0,3	+0,5	+0,8	
			Toleranz m (mitte)						
		ZICHNUNG		TITEL		AWP		DATUM	
		T A B		Kabelplan für		Virtual Casino		29.07.02	
		AUSTRIA		WERKST.		1/3		360.110-679	
NAME		Manzenreiter		Blatt		1/3		Teil Nr.	





Declaration of CE conformity

Document-no.: QZ/1000/047/01/180105
Producer: TAB AUSTRIA
Industrie- und Unterhaltungselektronik GmbH & Co KG
Address: Haiderstraße 40
A-4052 Ansfelden
Tel.no.: 07229/78040, Fax-no.: 07229/78040-99

Description of good: Slotmachine
Type: GOLDEN ISLAND

This mentioned product corresponds to the following European Regulations:

Criterion: 73/23/EWG
Criterion of the council for the adaptation of the legal regulations of the member states, concerning electrical working founds for using within limited tension bounds, changed by RL 93/68/EWG.

Criterion: 89/336/EWG
Criterion of the council for the adaptation of the legal regulations of the member states, concerning the electromagnetic compatibility changed by RL 91/263/EWG, 92/31/EWG, 93/68/EWG and 93/97/EWG.

The conformity of the mentioned product with the regulations of the criterions is shown through the observance of the relevant sections of the following norms:

Matched European norms:	Document	Issuing date
	EN 55022	1998
	EN 55024	1998
	EN 60950	2000
	EN 61000-3-2	2000
	EN 61000-3-3	2000

Issued by: GF
Managing Director: Ing. Siegfried Dattl jun.
Place, date: Ansfelden, January 18th 2005

Legally binding signature:



The declaration certifies the conformity with the mentioned criterions, but it doesn't include the assurance of characteristics. The safety regulations of the delivered goods have to be read through carefully.



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Warranty terms by TAB-AUSTRIA Industrie und Unterhaltungselektronik Gesellschaft m.b.H. & Co KG (TAB hereinafter)

We are granting a warranty for this machine under the following conditions:

1. Insofar as the “General Terms of Business of TAB-AUSTRIA Industrie- und Unterhaltungselektronik GmbH & Co KG” are not modified by the following which sets out the conditions and scope of our warranty performance, these terms will continue to apply without change.
2. The warranty period for our products from delivery is:
 - 24 months for all Silverball Terminals (Silverball Strato, Silverball Strato Max, Silverball Cosmo, Silverball Cosmo Max, Silverball Pro, Silverball Max Pro, Silverball Beetle Pro, Silverball Beetle Max Pro)
 - 24 months for Max Fire, Max Fire Video, Virtual Pinball, Golden Island
 - 12 months for all other products, particularly betting terminals
 - Six months for all spare parts; however, if a warranty period of more than six months still obtains for the machines, this period will apply in its entirety to the spare part.
3. The warranty will only be granted for new products by TAB, not for their spare parts, not for products of different brands and manufacturers and corresponding spare parts. No warranty is granted for used products either.
4. In accordance with the following provisions, we shall repair defects to the machine that have been demonstrably caused by a material and/or manufacturing fault which already existed at the time the product was handed over, and which was reported within 14 days of it becoming apparent to our sales partner or the first end user while still within the warranty period. No warranty is assumed for used machines.
5. The warranty exclusively covers such components that are essential to operating the product. It does not include easily damaged parts or wearing parts, such as, for example, glass, plastic or light bulbs. Minor deviations from the desired composition insignificant to the value and usability of the machine will not result in any warranty obligations. Damage caused by physical, chemical, electrical or electrochemical or other effects not related to the customary dedicated use will not result in any warranty obligations; neither does damage caused by water or abnormal environmental conditions or inappropriate operating conditions. Also, no warranty can be assumed for machine defects caused by transport damage for which we are not responsible, incorrect installation and assembly, incorrect use, non-observance of operating or assembly instructions or lack of care.



6. The warranty claim becomes void if repairs or interventions have been carried out by the customer himself/herself or by persons who were not accordingly authorized or who were not authorized by us or in the event of our machines being fitted with spare, supplementary or accessory parts that are not original parts, or if parts have been removed.
7. The warranty performance will be made in such a way that defective components will at our discretion be repaired or replaced with faultless components free of charge unless improvement or exchange are impossible or would result in for us unreasonable cost. In such cases, a reduction in price or, in the event of not only a minor defect, cancellation of sale may be claimed.
8. Machines for which a warranty performance is being claimed on the basis of this warranty must be handed over or sent to us. Repairs at the installation site are not possible. The customer will bear transport costs and the transport risk.
9. Exchanged parts will become our property.
10. Warranty performances will neither result in an extension of the warranty period nor will they initiate a new warranty period.
11. Further or other claims (in particular claims for damages suffered beyond the machine) are excluded insofar as liability is not mandatory by law.
12. These warranty terms apply to machines purchased and operated in Austria. They apply to machines conveyed to other countries only insofar as they possess the technical requirements (e.g. voltage, frequency, etc.) for the corresponding country, have been officially approved for use there and are suited to the individual climate and environmental conditions.
13. The TFT LCD display consists of more than 1,000,000 Thin-Film Transistors (TFT). A small amount of missing, black, or luminous points is characteristic for TFT LCD technology. The warranty performance will be granted if more than 15 missing, black, or luminous points are present.

Version dated 25 April 2005



In case of any irregularities in the machine, please check power and all plug-in connections!

In case you cannot remove an error, please call our hotline:

+43-7229-780 40 – ext. 250



8-digit Operator-PUK code

Here is your 8-digit PUK code for releasing the machine
in case of a locked operator PIN.
If you cannot find a PUK code please contact TAB-Austria.

8-digit Master-PIN code

Here is your 8-digit Master-PIN code for
accomplish a Master-Reset.
If you cannot find a PUK code please contact TAB-Austria.

