EurostepS

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

STEP N WIN

OPERATORS GUIDE
AND
SERVICE MANUAL

INSTALLATION OF MACHINE

1.1 SITING

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

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

1.2 INSTALLATION

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

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

SUPPLY - SAFETY - MAINTENANCE

2.1 SUPPLY REQUIREMENTS

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

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

2.2 SAFETY WARNING

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

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

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

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

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

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

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

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

TEST ROUTINE

To enter the test routine open the back door and press the TEST switch.
On entering the 'Test Routine' the following test may be carried out by pressing
the START button to select the test and then pressing the UTBETALING button
to action the test.
During this routine, the KREDIT display will indicates each test available each
time the START button is pressed.

TEST 1 - COIN MECH TEST

Press 'UTBETALING' to enter the test sequence.

COIN MECH.

Insert a 1 Kr Coin, and '1' will be displayed on the GEVINST display.
Insert a 5 Kr Coin, and '5' will be displayed on the GEVINST display.
Insert a 10 Kr Coin, and '10' will be displayed on the GEVINST display.
Insert a 20 Kr Coin, and '20' will be displayed on the GEVINST display.

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

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

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

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

Press 'START' to exit from the test sequence.

TEST 2 - REEL TEST

Press 'UTBETALING' to enter the test sequence.

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

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

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

Press 'START' to exit from the test sequence.

TEST ROUTINE

TEST 3 - LAMP TEST

Press 'UTBETALING' to enter the test sequence.
All lamps on the 'Feature Play' glass illuminate.

Press 'UTBETALING' to advance test.
All 'Feature Play' glass lamps switch off, and all lamps on the 'Reel Glass' illuminate.

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

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

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

Press 'START' to exit from the test sequence.

TEST 4 - SWITCH TEST

Press 'UTBETALING' to enter the test sequence.

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

Input Numbers :

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

Other Switches :   Key switch 1,   REFILL - 22

Press 'START' to exit from the test sequence.

TEST ROUTINE

TEST 5 - L.E.D TEST

Press the 'UTBETALING' to enter the test sequence.

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

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

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

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

TEST 6 - METER TEST

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

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

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

Test sequence automatically advances at end of test.

TEST 7 - SOUND TEST

Press 'CANCEL' to action the test.

Pressing the 1st 'STEP NED' button will select the sample to be played.
Pressing the 3rd 'STEP NED' button will play the sample selected.

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

TEST 8 - ERROR LOG

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

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

REEL 1

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

REEL 2

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

REEL 3

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

AWARDS

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

Windsor MPU 4
STEP 'N' WIN

```
          OFF - ON
            1  [ ]
            2  [ ]
SWITCH      3  [ ]
BANK        4  [ ]
 1          5  [ ]
            6  [ ]
            7  [ ]
            8  [ ]

            1  [ ]
            2  [ ]
SWITCH      3  [ ]
BANK        4  [ ]
 2          5  [ ]
            6  [ ]
            7  [ ]
            8  [ ]
          OFF - ON
```

AUX 1   LAMP SELECTS   LED DISPLAYS   LAMP DRIVES

AUX 2   AUDIO & POWER

REEL PHOTO   MEMORY & SAMPLE SOUND BOARD   POWER IN

OPTION SWITCHES
BANK 1
BANK 2

RS232 PORT   SWITCH INPUTS 1

STEPPER MOTORS   METERS   SWITCH INPUTS 2   TRIACS   ALHPA
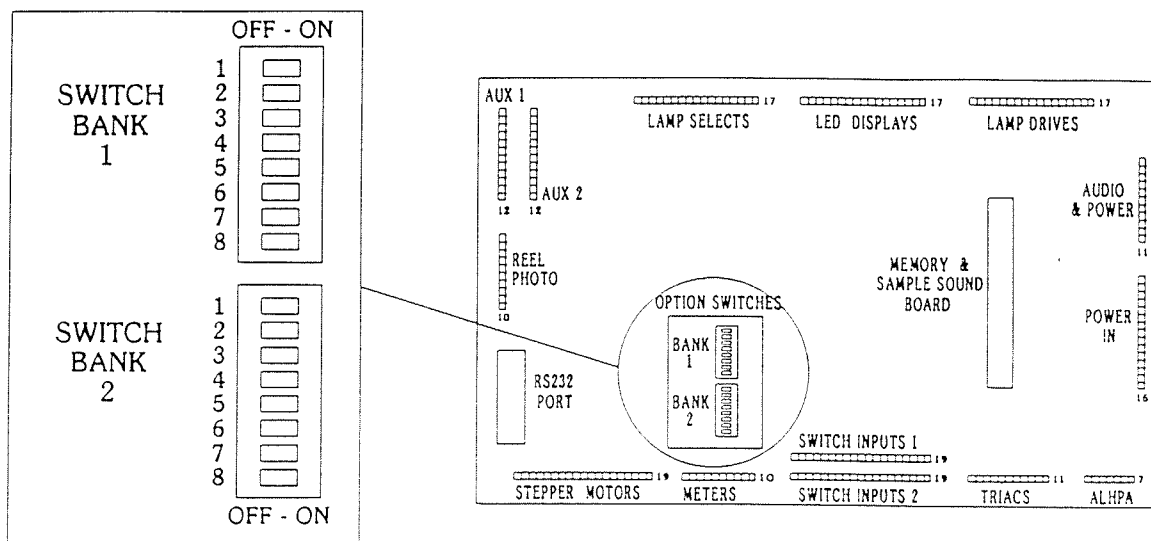
SWITCH BANK 1 : OPERATOR OPTIONS

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

SWITCH BANK 2 : PAY OUT PERCENTAGE OPTIONS

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

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

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

ELECTROMECHANICAL ACCOUNTANCY

Four Electromechanical meters are fitted to record the following information :

Meter 1, CASH IN — metered in 1 Kr units and records the total value of all coins inserted into the machine.

Meter 2, CASH OUT — metered in 1 Kr units and records the total value of all coins paid out by the machine.

Meter 3, NOTES IN — metered in 50 Kr units and records the total value of all Notes inserted into the machine.

Meter 4, ATTENDANT — metered in 1 Kr units and records the total value of money to be paid to the attendant for any coins refilled into the machine, plus any value paid to the player when the payout reset option is used.

ELECTRONIC ACCOUNTANCY

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

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

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

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

Windsor MPU 4 STEP 'N' WIN

CONNECTIONS   MULTIPLEXED LAMPS

Lamp	SI	Colour	SO	Colour			
0	0A	Pur Blk	0A	Yel Blk	Reel 1,	Top Lamp	
1	0A	Pur Blk	1A	Yel Brn	Reel 2,	Top Lamp	
2	0A	Pur Blk	2A	Yel Red	Reel 3,	Top Lamp	
3	0A	Pur Blk	3A	Yel Org	Illumination,	Top Win 200Kr - Lamp A	
4	0A	Pur Blk	4A	Yel	Illumination,	Top Win 200Kr - Lamp B	
5	0A	Pur Blk	5A	Yel Blu	Information,	Kontakt Butikksjef (Refill)	
6	0A	Pur Blk	6A	Yel Vio	Gamble Lamp,	Go #5	
7	0A	Pur Blk	7A	Yel Gry	Gamble Lamp,	Tap	(Lose)

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

Lamp	SI	Colour	SO	Colour			
16	2A	Pur Red	0A	Yel Blk	Reel 1,	Bottom Lamp	
17	2A	Pur Red	1A	Yel Brn	Reel 2,	Bottom Lamp	
18	2A	Pur Red	2A	Yel Red	Reel 3,	Bottom Lamp	
19	2A	Pur Red	3A	Yel Org	Gamble Lamp,	Go Gevinst	(Double Win)
20	2A	Pur Red	4A	Yel	Gamble Lamp,	Go #1	
21	2A	Pur Red	5A	Yel Blu	Gamble Lamp,	Go #2	
22	2A	Pur Red	6A	Yel Vio	Gamble Lamp,	Go #3	
23	2A	Pur Red	7A	Yel Gry	Gamble Lamp,	Go #4	

Lamp	SI	Colour	SO	Colour		
24	3A	Pur Org	0A	Yel Blk	Button #1,	PAYOUT / COLLECT
25	3A	Pur Org	1A	Yel Brn	Button #2a,	HOLD #1
26	3A	Pur Org	2A	Yel Red	Button #3a,	HOLD #2
27	3A	Pur Org	3A	Yel Org	Button #4a,	HOLD #3
28	3A	Pur Org	4A	Yel	Button #5a,	PLAY 2Kr BONUS
29	3A	Pur Org	5A	Yel Blu	Button #6a,	BET
30	3A	Pur Org	6A	Yel Vio	Button #7,	1-5 START / DOBBEL
31	3A	Pur Org	7A	Yel Gry		

CONNECTIONS

MULTIPLEXED LAMPS

Lamp	SI	Colour	SO	Colour		
32	4A	Pur Yel	0A	Yel Blk		
33	4A	Pur Yel	1A	Yel Brn	Button #2,	STEP DOWN #1
34	4A	Pur Yel	2A	Yel Red	Button #3,	STEP DOWN #2
35	4A	Pur Yel	3A	Yel Org	Button #4,	STEP DOWN #3
36	4A	Pur Yel	4A	Yel	Button #5,	BONUS STOP
37	4A	Pur Yel	5A	Yel Blu	Button #6,	START
38	4A	Pur Yel	6A	Yel Vio	Step Feature Panel,	Name Lamp #1
39	4A	Pur Yel	7A	Yel Gry	Step Feature Panel,	Name Lamp #2

Lamp	SI	Colour	SO	Colour		
40	5A	Pur Grn	0A	Yel Blk	Repeat Feature,	Repeat Gavinst Panel Lamp
41	5A	Pur Grn	1A	Yel Brn	Repeat Feature,	No Lamp (NEI)
42	5A	Pur Grn	2A	Yel Red	Repeat Feature,	Yes Lamp (JA)
43	5A	Pur Grn	3A	Yel Org	Repeat Feature,	Repeat Lamp #1
44	5A	Pur Grn	4A	Yel	Repeat Feature,	Repeat Lamp #2
45	5A	Pur Grn	5A	Yel Blu	Repeat Feature,	Repeat Lamp #3
46	5A	Pur Grn	6A	Yel Vio	Repeat Feature,	Repeat Lamp #4
47	5A	Pur Grn	7A	Yel Gry	Repeat Feature,	Repeat Lamp #5

Lamp	SI	Colour	SO	Colour		
48	6A	Pur Blu	0A	Yel Blk	Top Plaque Name,	Lamp #1
49	6A	Pur Blu	1A	Yel Brn	Top Plaque Name,	Lamp #2
50	6A	Pur Blu	2A	Yel Red	Top Plaque Name,	Lamp #3
51	6A	Pur Blu	3A	Yel Org	Jackpot Panel,	Lamp #1
52	6A	Pur Blu	4A	Yel	Jackpot Panel,	Lamp #2
53	6A	Pur Blu	5A	Yel Blu	Indicator,	Coin Insert - Cash
54	6A	Pur Blu	6A	Yel Vio	Mystery Win,	1Kr - 5
55	6A	Pur Blu	7A	Yel Gry	Mystery Win,	2Kr - 5

Lamp	SI	Colour	SO	Colour		
56	7A	Pur Gry	0A	Yel Blk	Mystery Win,	Name Lamp #1
57	7A	Pur Gry	1A	Yel Brn	Mystery Win,	Name Lamp #2
58	7A	Pur Gry	2A	Yel Red	Mystery Win,	Name Lamp #3
59	7A	Pur Gry	3A	Yel Org	Mystery Win,	Super Pot
60	7A	Pur Gry	4A	Yel	Mystery Win,	20Kr
61	7A	Pur Gry	5A	Yel Blu	Mystery Win,	15Kr
62	7A	Pur Gry	6A	Yel Vio	Mystery Win,	10Kr
63	7A	Pur Gry	7A	Yel Gry	Mystery Win,	5Kr

CONNECTIONS

MULTIPLEXED LAMPS

Lamp	SI	Colour	SO	Colour			
64	0B	Gry Blk	0B	Blu Blk	'SUPERPOT' LED Display,	'1000'	Seg 'A'
65	0B	Gry Blk	1B	Blu Brn	'SUPERPOT' LED Display,	'1000'	Seg 'B'
66	0B	Gry Blk	2B	Blu Red	'SUPERPOT' LED Display,	'1000'	Seg 'C'
67	0B	Gry Blk	3B	Blu Org	'SUPERPOT' LED Display,	'1000'	Seg 'D'
68	0B	Gry Blk	4B	Blu Yel	'SUPERPOT' LED Display,	'1000'	Seg 'E'
69	0B	Gry Blk	5B	Blu Grn	'SUPERPOT' LED Display,	'1000'	Seg 'F'
70	0B	Gry Blk	6B	Blu Vio	'SUPERPOT' LED Display,	'1000'	Seg 'G'
71	0B	Gry Blk	7B	Blu Gry	'SUPERPOT' LED Display,	'1000'	Seg 'dp'

Lamp	SI	Colour	SO	Colour			
72	1B	Gry Brn	0B	Blu Blk	'SUPERPOT' LED Display,	'0100'	Seg 'A'
73	1B	Gry Brn	1B	Blu Brn	'SUPERPOT' LED Display,	'0100'	Seg 'B'
74	1B	Gry Brn	2B	Blu Red	'SUPERPOT' LED Display,	'0100'	Seg 'C'
75	1B	Gry Brn	3B	Blu Org	'SUPERPOT' LED Display,	'0100'	Seg 'D'
76	1B	Gry Brn	4B	Blu Yel	'SUPERPOT' LED Display,	'0100'	Seg 'E'
77	1B	Gry Brn	5B	Blu Grn	'SUPERPOT' LED Display,	'0100'	Seg 'F'
78	1B	Gry Brn	6B	Blu Vio	'SUPERPOT' LED Display,	'0100'	Seg 'G'
79	1B	Gry Brn	7B	Blu Gry	'SUPERPOT' LED Display,	'0100'	Seg 'dp'

Lamp	SI	Colour	SO	Colour			
80	2B	Gry Red	0B	Blu Blk	'SUPERPOT' LED Display,	'0010'	Seg 'A'
81	2B	Gry Red	1B	Blu Brn	'SUPERPOT' LED Display,	'0010'	Seg 'B'
82	2B	Gry Red	2B	Blu Red	'SUPERPOT' LED Display,	'0010'	Seg 'C'
83	2B	Gry Red	3B	Blu Org	'SUPERPOT' LED Display,	'0010'	Seg 'D'
84	2B	Gry Red	4B	Blu Yel	'SUPERPOT' LED Display,	'0010'	Seg 'E'
85	2B	Gry Red	5B	Blu Grn	'SUPERPOT' LED Display,	'0010'	Seg 'F'
86	2B	Gry Red	6B	Blu Vio	'SUPERPOT' LED Display,	'0010'	Seg 'G'
87	2B	Gry Red	7B	Blu Gry	'SUPERPOT' LED Display,	'0010'	Seg 'dp'

Lamp	SI	Colour	SO	Colour			
88	3B	Gry Org	0B	Blu Blk	'SUPERPOT' LED Display,	'0001'	Seg 'A'
89	3B	Gry Org	1B	Blu Brn	'SUPERPOT' LED Display,	'0001'	Seg 'B'
90	3B	Gry Org	2B	Blu Red	'SUPERPOT' LED Display,	'0001'	Seg 'C'
91	3B	Gry Org	3B	Blu Org	'SUPERPOT' LED Display,	'0001'	Seg 'D'
92	3B	Gry Org	4B	Blu Yel	'SUPERPOT' LED Display,	'0001'	Seg 'E'
93	3B	Gry Org	5B	Blu Grn	'SUPERPOT' LED Display,	'0001'	Seg 'F'
94	3B	Gry Org	6B	Blu Vio	'SUPERPOT' LED Display,	'0001'	Seg 'G'
95	3B	Gry Org	7B	Blu Gry	'SUPERPOT' LED Display,	'0001'	Seg 'dp'

CONNECTIONS

MULTIPLEXED LAMPS

Lamp	SI	Colour	SO	Colour			
96	4B	Gry Yel	0B	Blu Blk	'BONUS KR' LED Display,	'1000'	Seg 'A'
97	4B	Gry Yel	1B	Blu Brn	'BONUS KR' LED Display,	'1000'	Seg 'B'
98	4B	Gry Yel	2B	Blu Red	'BONUS KR' LED Display,	'1000'	Seg 'C'
99	4B	Gry Yel	3B	Blu Org	'BONUS KR' LED Display,	'1000'	Seg 'D'
100	4B	Gry Yel	4B	Blu Yel	'BONUS KR' LED Display,	'1000'	Seg 'E'
101	4B	Gry Yel	5B	Blu Grn	'BONUS KR' LED Display,	'1000'	Seg 'F'
102	4B	Gry Yel	6B	Blu Vio	'BONUS KR' LED Display,	'1000'	Seg 'G'
103	4B	Gry Yel	7B	Blu Gry	'BONUS KR' LED Display,	'1000'	Seg 'dp'

Lamp	SI	Colour	SO	Colour			
104	5B	Gry Grn	0B	Blu Blk	'BONUS KR' LED Display,	'0100'	Seg 'A'
105	5B	Gry Grn	1B	Blu Brn	'BONUS KR' LED Display,	'0100'	Seg 'B'
106	5B	Gry Grn	2B	Blu Red	'BONUS KR' LED Display,	'0100'	Seg 'C'
107	5B	Gry Grn	3B	Blu Org	'BONUS KR' LED Display,	'0100'	Seg 'D'
108	5B	Gry Grn	4B	Blu Yel	'BONUS KR' LED Display,	'0100'	Seg 'E'
109	5B	Gry Grn	5B	Blu Grn	'BONUS KR' LED Display,	'0100'	Seg 'F'
110	5B	Gry Grn	6B	Blu Vio	'BONUS KR' LED Display,	'0100'	Seg 'G'
111	5B	Gry Grn	7B	Blu Gry	'BONUS KR' LED Display,	'0100'	Seg 'dp'

Lamp	SI	Colour	SO	Colour			
112	6B	Gry Blu	0B	Blu Blk	'BONUS KR' LED Display,	'0010'	Seg 'A'
113	6B	Gry Blu	1B	Blu Brn	'BONUS KR' LED Display,	'0010'	Seg 'B'
114	6B	Gry Blu	2B	Blu Red	'BONUS KR' LED Display,	'0010'	Seg 'C'
115	6B	Gry Blu	3B	Blu Org	'BONUS KR' LED Display,	'0010'	Seg 'D'
116	6B	Gry Blu	4B	Blu Yel	'BONUS KR' LED Display,	'0010'	Seg 'E'
117	6B	Gry Blu	5B	Blu Grn	'BONUS KR' LED Display,	'0010'	Seg 'F'
118	6B	Gry Blu	6B	Blu Vio	'BONUS KR' LED Display,	'0010'	Seg 'G'
119	6B	Gry Blu	7B	Blu Gry	'BONUS KR' LED Display,	'0010'	Seg 'dp'

Lamp	SI	Colour	SO	Colour			
120	7B	Gry Vio	0B	Blu Blk	'BONUS KR' LED Display,	'0001'	Seg 'A'
121	7B	Gry Vio	1B	Blu Brn	'BONUS KR' LED Display,	'0001'	Seg 'B'
122	7B	Gry Vio	2B	Blu Red	'BONUS KR' LED Display,	'0001'	Seg 'C'
123	7B	Gry Vio	3B	Blu Org	'BONUS KR' LED Display,	'0001'	Seg 'D'
124	7B	Gry Vio	4B	Blu Yel	'BONUS KR' LED Display,	'0001'	Seg 'E'
125	7B	Gry Vio	5B	Blu Grn	'BONUS KR' LED Display,	'0001'	Seg 'F'
126	7B	Gry Vio	6B	Blu Vio	'BONUS KR' LED Display,	'0001'	Seg 'G'
127	7B	Gry Vio	7B	Blu Gry	'BONUS KR' LED Display,	'0001'	Seg 'dp'

CONNECTIONS

MULTIPLEXED LAMPS

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

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

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

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

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

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

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

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

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

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

CONNECTIONS

MULTIPLEXED LAMPS

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

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

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

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

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

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

Windsor MPU 4 STEP 'N' WIN

METER : PL3   METERS & INHIBIT LINES

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

METER : PL3   METERS & INHIBIT LINES

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

POL

AUX 2 : PL15   COIN MECH PLUG

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

AUX 2 : PL15   COIN MECH PLUG

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

POL

Windsor STEP N WIN MPU 4

PAYOUT SYSTEM WIRING

1	2	3
WHT BRN	WHT RED	WHT ORG
WHT		WHT YEL
	ORG BLK	RED BLK
RED BRN	RED ORG	RED YEL
10	11	12

LOW LEVEL SWITCH

10 Kr 'B'
ORG BLK
RED BRN

10 Kr 'B'
WHT
WHT YEL

10 Kr 'A'
WHT
WHT RED

1 Kr
WHT
WHT BRN

20 Kr
WHT
WHT ORG

LOW LEVEL SWITCHES

10 Kr 'A'
ORG BLK
RED ORG

1 Kr
ORG BLK
RED BLK

20 Kr
ORG BLK
RED YEL

LOOM NUMBER - WL5283