

**DIP Switch Settings for:**

**Spin To Win  
Break the Bank  
Cash Cow  
Birds of Paradise  
Spinning Sevens**

**Dip 1**

1	Game denom.	Off=1.00	On=.50				
2-3	Unused						
4-6	Mech in ratio	4	5	6	Pulse to credit Ratio		
		On	On	On	1:1		
		Off	On	On	2:1		
		On	Off	On	4:1		
		Off	Off	On	5:1		
		On	On	Off	8:1		
		Off	On	Off	10:1		
		On	Off	Off	25:1		
		Off	Off	Off	50:1		
7-8	Pulse Notein ratio	7	8	1	Pulse to credit Ratio		
+Dip2 Sw 1		On	On	On	1:1		
		Off	On	On	2:1		
		On	Off	On	4:1		
		Off	Off	On	5:1		
		On	On	Off	8:1		
		Off	On	Off	10:1		
		On	Off	Off	25:1		
		Off	Off	Off	50:1		

**Dip 2**

2-4	Max net size	2	3	4	Max net size in nodes		
		On	On	On	12		
		Off	On	On	24		
		On	Off	On	32		
		Off	Off	On	48		
		On	On	Off	64		

- 5 Net Diag      Off=Show network diagnostic information
- 6 Stand alone      Off=Do not use network. On=Use network.
- 7 Network Master      Off=Be network master. On=Be network slave
- 8 Unused

**Network setup**

On a network, one and only one machine must be designated as the master(DIP 2, sw 7). That machine will control the operations of the network. It's network ID is always set to 1 and cannot be changed while it is master.

Periodically, the master will download certain basic parameters to all the slave machines on the network. This includes denomination, current time and progressive maximums and fill rates. Values received by the slave over the network will override anything programmed via the slave's DIP switches.

The master is also responsible for calculating new progressives based upon

total play on the network and sending the new numbers to all the attached slave machines.

The master will use Dip 2, sw 2-4 to decide the maximum number of slave machines that can be attached. Slave network IDs will need to be configured when they're first installed. The terminal will initially be disabled with a message stating that the terminal has an invalid network ID. A new ID can be configured in the accounting screens. Valid slave IDs are 2 to (max netsize). A power cycle is recommended after setting a new slave ID.

Once configured, the slave will not allow play until it has received one of the periodic transmissions of basic parameters discussed above. Depending on configured network size, this could take up to 20 seconds in some cases.