

# AllJ Slots 2.2



by  
AllJ Software

## USER GUIDE

*Version 2024.0117.1*

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## Introduction

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*Thank you for your interest and support for our AllJ Slots Software!*

*The AllJ Slots project (versions since 2009) has been a great one! Many thanks to everyone that has helped to get the product completed, tested and released!*

*It has turned out nicely, and we've produced a very powerful, feature-rich slot machine software package that can be used for a number of purposes, and it's even a lot of fun!*

*The primary driving force behind the creation of AllJ Slots has always been customizability and control. We thought it would be great if you could put your own logos on the reels, some big trade show prize, or even funny pictures. We knew this type of thing would really liven up the slot machine experience.*

*We also wanted to be sure that we strived for realistic reel spin and locking action, as well as the ability to integrate things like touch screens, standard coin & token hoppers and acceptors, blinking lights and thermal prize receipt printers.*

*This user guide not only helps a user manage the software's settings, but it also helps show off the many features that are integrated with the software.*

*Thank you again for your interest and enjoy AllJ Slots 2.2!*

*Note: The screenshots used for this documentation may or may not be up to date. We're always updating and improving the AllJ Slots software, and the documentation is updated soon after any new enhancements are released.*

*Enjoy!*

*-AllJ Software, LLC*

## **Hardware Requirements**

The recommended minimum hardware/PC requirements for optimal performance of the software are:

8 Gigabytes of RAM (or more)  
256-meg Video Card (or better)  
30 Megabytes of Free Hard Drive Space  
Monitor Supporting at least 1024x768 Resolution  
Mouse or Trackball (for installation & configuration)

## ***Operating System Requirements***



Windows 7 (32-bit & 64-bit)  
Windows 8 (32-bit & 64-bit)  
Windows 10 (32-bit & 64-bit)  
Windows 11 (32-bit & 64-bit)

Other Optional Hardware Supported:

Surface Pro Tablets  
Touch Screen Displays  
Large USB GarageTech Spin Button  
Thermal Prize Receipt Printers  
GarageTech Button Controller Board  
Wireless PowerPoint Controller  
Jackpot Beacon Light  
Serial Credit Board  
Coin/Token Hopper  
Coin/Token Acceptor  
Suzo/HAPP Buttons

## Installing AllJ Slots 2.2

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Installing AllJ Slots should be easy... If you run into any problems, please let us know, or refer to the Troubleshooting Tips at the bottom of this document.



Installation should be easy. If you run into any issues, please contact us and we will help you through it.

1. Download the software from our web site at:  
[www.AllJSoftware.com](http://www.AllJSoftware.com) on your Windows PC, Laptop or Tablet
2. Click/Run the alljslots-installer.exe installer program
3. Follow the steps the installer provides to you
4. The installation process will create a shortcut on your desktop

## Running AllJ Slots

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To run AllJ Slots 2.2, click on the icon that should be on your desktop. The icon should be a Cherry with the label “AllJ Slots 2.2 Server”.

You may also find the program under your “Start – All Programs” options at the bottom left of your operating system under the *ALLJ Software* group.

Once the program is loaded, you’ll have access to all of the features we’re going to outline for you below.

### **Keystrokes**

All of the Game Play actions are controlled with computer keystrokes on the computer you’re using to run the software.

If you intend on using external HAPP/SUZO buttons, pull levers, or any other controlling mechanisms, you’ll be mapping those items to the same keys established here. We’ll get more into hardware integration later in this document.

The keys and their corresponding actions are:

Spacebar	Bet Max & Spin
B	Bet 1 Coin / Token
S	Spin Reels
C	Coin Inserted
Q	Cash-Out Credits
Esc	Reset Credits
Ctrl-UP	Pause Play
Ctrl-DOWN	Resume Play
F2	Login to Your Admin Area
F5, F6, F7	Jackpot Triggers (must be enabled in SETTINGS)

These keystrokes are mapped to specific functions within the software. If you plan to integrate supported hardware, we outline how to do that in the section labeled “Hardware Integration”.

## Items on the Screen

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This document is not going to get into the basic operation and description of items found on a slot machine. We'll assume that you know what the reels are, Pay Lines, credits played, etc. We'll outline some of these terms below in the Glossary.

The items you'll find on the All Slots screens will be:

Administrator Login Icon (top right) 

This icon, when clicked, will bring up your administrator login page. To login, you will either want to type in your password using your PC keyboard or use the on-screen buttons. These large buttons are there so that you can manage your admin features with a touch screen. Almost all of the features can be managed from a touch screen.

Note: The display of the Administrator Login icon can be disabled in the Layout section.

### Default Administrator Password

If you are trying out our "**Evaluation Version**" of the software, the default password of "**12345**" will be automatically filled in for you.

If your copy is registered and activated, the password will still be automatically filled in for you until you change it.

The instructional splash screen will continue to come up when you start the software until the password is changed.

## ***On-Screen Bet/Play/Cash Buttons***

If you enable the on-screen buttons for game play (to be used by a touch screen), you'll see these buttons displayed beneath the reels. These can be turned on and off in the "Branding" section of the Administrator Tools.



These buttons are easy to access using a Touch Screen.

## ***Large On-Screen Spin Button***



There is also an option to utilize a Single Large Touch Screen Button. This button comes in handy when you want to simplify the play process and take away the ability for them to "cash out".

You can replace this large button image as well.

It is located in the <installation folder>/resources/panel-images folder.

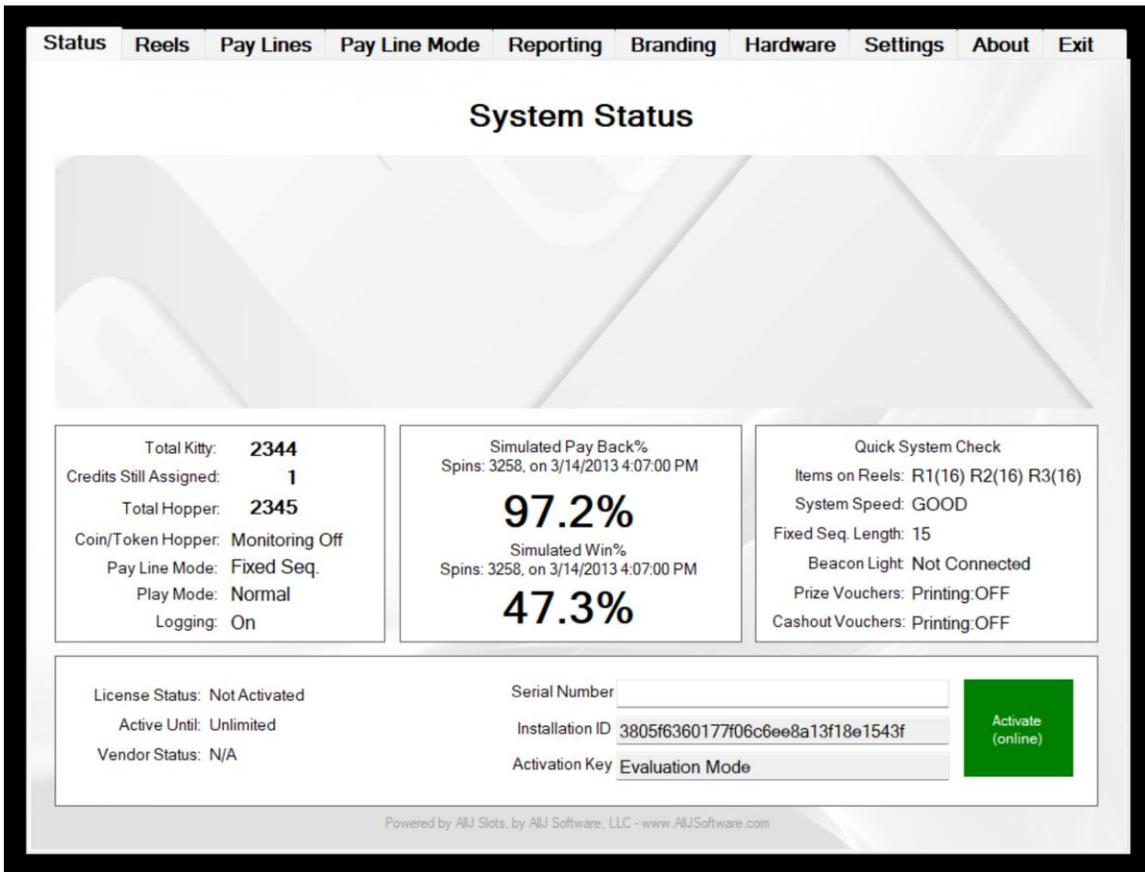
## Administrative Features

The Administrative Features are always evolving, so the images here may change from time to time. The image below is of the Administrative Features main menu. The corresponding options are explained below:



## System Status Screen

The System Status Screen shows up-to-date information on the status of your AllJ Slots software. Among the items displayed on this screen are:



The screenshot shows the 'System Status' screen within the administrative interface. It features a navigation bar at the top with 'Status' selected. The main content area is titled 'System Status' and contains three columns of information:

- Left Column:** Total Kitty: 2344, Credits Still Assigned: 1, Total Hopper: 2345, Coin/Token Hopper: Monitoring Off, Pay Line Mode: Fixed Seq., Play Mode: Normal, Logging: On.
- Middle Column:** Simulated Pay Back%: 97.2% (Spins: 3258, on 3/14/2013 4:07:00 PM), Simulated Win%: 47.3% (Spins: 3258, on 3/14/2013 4:07:00 PM).
- Right Column:** Quick System Check: Items on Reels: R1(16) R2(16) R3(16), System Speed: GOOD, Fixed Seq. Length: 15, Beacon Light: Not Connected, Prize Vouchers: Printing:OFF, Cashout Vouchers: Printing:OFF.

At the bottom, there is a section for license and activation details:

- License Status: Not Activated
- Active Until: Unlimited
- Vendor Status: N/A
- Serial Number: [input field]
- Installation ID: 3805f6360177f06c6ee8a13f18e1543f
- Activation Key: Evaluation Mode
- Activate (online) button

Footer text: Powered by AllJ Slots, by AllJ Software, LLC - www.AllJSoftware.com

## Hopper Contents

You can establish the initial number of coins/tokens contained in your “virtual hopper” or contained in your real coin/token hopper. You are able to set this in the “Settings” section of your admin area.

As the Slot Machine is played, the number of coins or tokens in your Hopper will go up and down, depending on whether it is paying out more or keeping more during game play. The graph you see on this screen is displaying the trend of its contents. A snapshot of the hopper contents is written to a database at startup.

The hopper values shown are:

Total Kitty	Total number of available coins/tokens to pay out
Credits Still in Play	Credits that have been purchased or won by a player
Total Hopper	The sum of the total kitty and credits in play

### **Coin/Token Hopper Monitoring**

This reading tells you if the system is set to monitor the readiness of the hopper hardware. This setting is established in the Settings section.

If you have not already integrated your Serial Credit Board, Hopper and Coin Acceptor, you will probably want to leave this option off.

### **Play Mode**

This reading tells you what mode your AllJ Slots is currently in. You may change this mode within the Settings section. Available modes (described later) are:

Normal, Simulation and Simulation Express

### **Logging**

This tells you if logging is set to record the hopper levels and various other statistics available to track.

### **Simulated Pay Back% (Pay-Out Rating)**

This value tells you what Pay Back Rating was determined by the last lengthy simulation. If you run a simulation for more than 2,000 spins, the system automatically starts to log statistics established by your current reel and pay chart setup.

This value is calculated using:  $(\text{Total Amount Paid Out}) / (\text{Total Amount Bet})$

### **Simulated Win%**

This value tells you how often the player is "paid" at all. This helps you determine if the game play is exciting enough to keep the players attention.

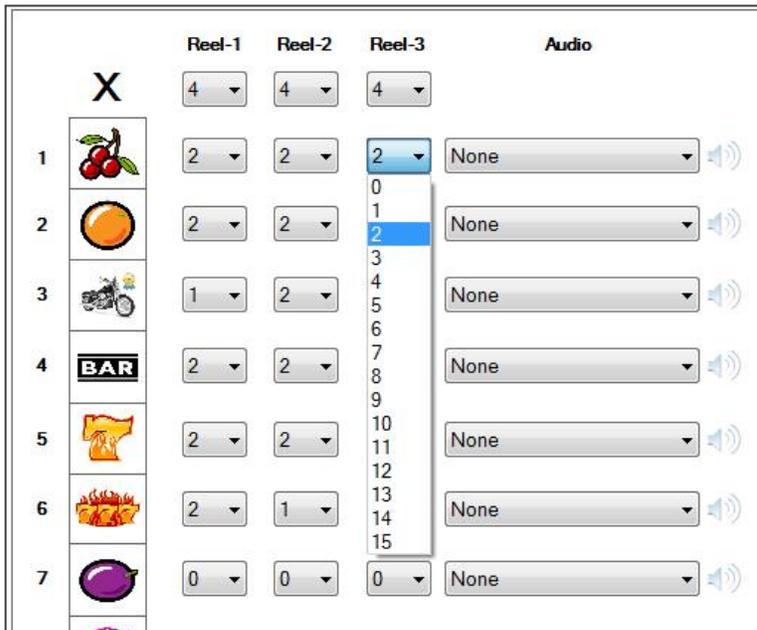
This value is calculated using: (Total Winning Spins) / (Total Spins)

NOTE: If you change your reel contents or your Pay Line chart, you should run a lengthy simulation to determine if your new setup is still desirable.

## Reel Configuration (Also Known as “Stops”)

When you’re deciding on the contents for your slot machine reels, you’ll need to decide how many of each item will reside on each reel. This will determine your pay-out odds when you use the Random/Probability Pay Line Mode (described later), and can determine the level of excitement for the players, etc.

NOTE: If the content of the reels is modified, you will need to restart the software for these changes to be seen. It will need to rebuild your reels.



The item on the left that looks like an “X” is a special reel item. It’s considered to be an “in-between” (or blank) stop that the reel can land on. Including this item affects the pay-out odds considerably.

If you’re using your own custom reel images (described below) then your images will be displayed on the screen here instead of these default images.

The recommended number of items per reel is between 13-18 items (excluding the “Blanks” or X’s). More powerful systems can handle more items per reel. If you’re seeing the reels rotate too slowly, there are a couple of things you can try in the Troubleshooting section of this document that might smooth out the reel movement for you.

As you adjust the number of items on each reel, you can go to the “Pay Line Setup” section to see how your changes are affecting the odds of play. These values are updating dynamically as you adjust your reels and Pay Line settings.

The last item shown on this list, known as “item 9” is considered a “wildcard” item. This means that it will complete any pay line combination if it’s used. These types of items are also commonly used as the big jackpot pay line in popular casino slot machines.

NOTE: If you are using FIXED SEQUENCES, set the number of each item you want to use to 2 on each reel.

### **Audio (custom audio for your reel items)**

If you would like to establish a short custom audio clip to be played if a specific item “hits”, you may assign that here.

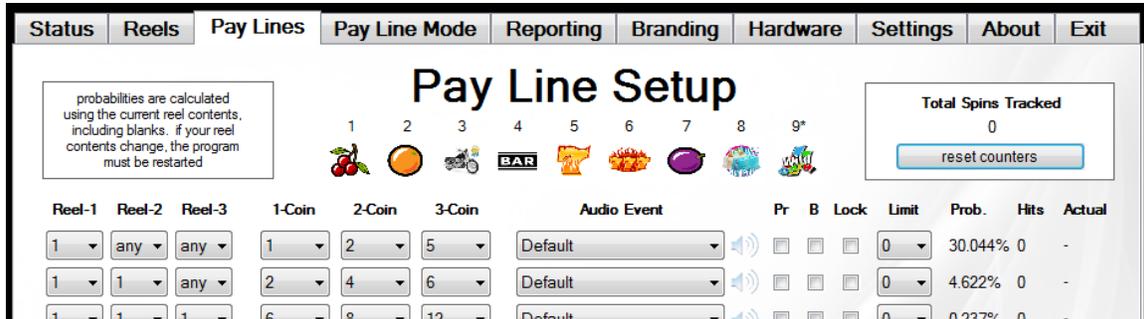
If a reel stops on an item that has a custom audio clip assigned to it, the audio will be played immediately.

This is normally used for jackpot items to elevate an excitement level.

For more information on how to make your own audio files available on this screen, see the section labeled “Branding”.

# Pay Line Setup

The Pay Line Setup tool allows you to establish the slot machine's behavior when the player hits certain reel item combinations. Item combinations, pay-out amounts, custom audio and PlayLock (described below) are all used to establish a pay event.



## Item Combinations

To establish or modify a Pay Line Item Combination, adjust the values found in the drop-down lists under Reel-1, Reel-2 and Reel-3.

If a Pay Line is not empty, it is checked after every time the player spins the reels. If the Pay Line matches the reels (in any order), the Slot Machine looks to see how much is to be paid to the player, depending on whether the player bet 1, 2 or 3 coins/tokens.

If more than one Pay Line matches the reel stops, the Slot Machine will always pay the highest Pay Line that matches. This is standard for Slot Machine play.

Normally a Pay Line consists of 3 of the same reel item.

## Coins/Tokens Played

You can pay out different amounts depending on how many coins/tokens the player has bet. Usually, with most slot machines, there is more incentive to play the "max" bet. Establish the desired pay-out for 1, 2 and 3 coins played.

If this is being used for promotional purposes at a trade show, setting the pay amount up higher (40-80) for your prizes is a good idea to make it exciting.

## Custom Audio Events

You have the ability to set custom audio for specific pay lines.

First, you'll need to upload the desired audio WAV or MP3 file using the tools in the Branding section (described later).



0	x	80	CustomSample.wav	0.064%
	x	0	Default	0.383%
	x	0	Applause_Trumpets.wav	
	x	0	Cheers_Sirens.wav	0.383%
	x	0	CustomSample.wav	
	x	0	HeavyMetal.wav	0%
	x	0	Default	0%

Audio events add a good level of excitement to a prize or jackpot. Try to tie in an audio clip of the right duration for the event.

Once you've uploaded your own audio files, they will be available (in this section) the next time you run the AllJ Slots software.

If a Pay Line is "hit", and you've established custom audio for that Pay Line, your audio will play immediately, one time through. If this Pay Line has been set to "Halt Play" (described below), your audio file will be repeated until the "PlayLock" is cleared (to keep the excitement level up).

## Probability Calculations

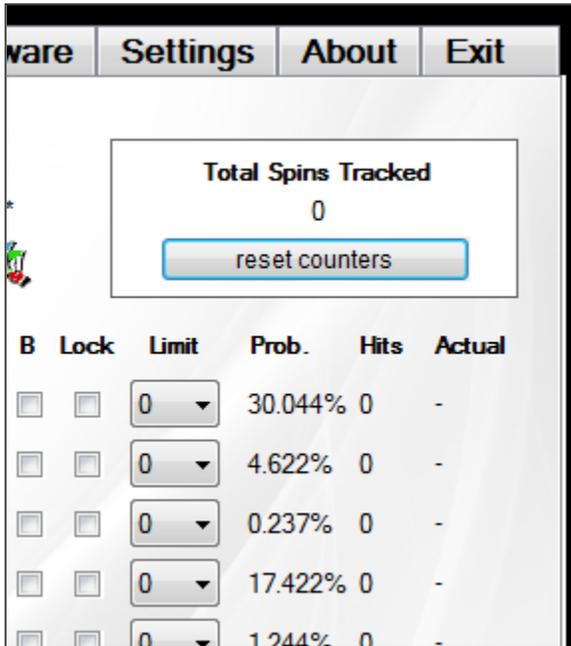
As you adjust your Pay Lines, and the number of items on the reels, the probability values are updated automatically. These probabilities are the chances that, given the current reel setup, these Pay Lines will "hit".

Example: if a probability value of 1.00% is shown for a specific Pay Line, there is a 1 in 100 chance that this Pay Line will occur.

These probabilities will only be a factor if you are using the "Random/Probability" Pay Line Mode offered by the system. The "Fixed Sequences" mode will step through your sequential pay line import if used.

## Pay Line Hit Limits

You have the ability to set “caps” or “limitations” on how many times specific Pay Lines will hit. This makes it possible for you to set the limit for exactly the number of prizes you have available to give away.



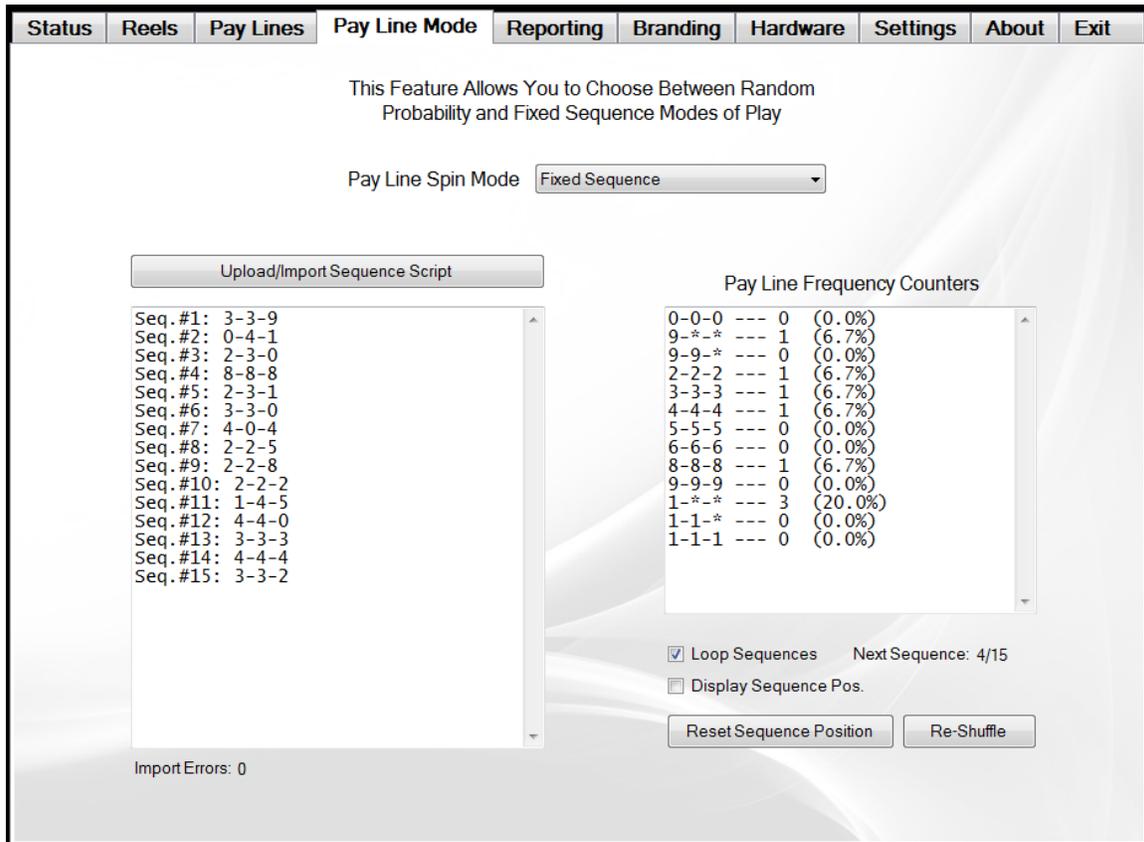
The Prize Awarded counters can be reset at any time by clicking on the button at the top right.

Example: If you have 20 T-shirts that you'd like to give away at an event if your players hit three oranges (or a custom image of a T-shirt, for example), you could set the Pay Line limit to 20. Once the system hits that specific Pay Line 20 times, that specific Pay Line will then be avoided for future spins. If this value is set to zero, there will be no limit set. NOTE: You may reset these counters at any time by pressing the button at the top right of the screen.

This Limit option only applies to the game play when in Random/Probability mode. Additional control is available when using the Fixed Sequences mode of game play.

## Pay Line Modes (Random vs. Fixed)

The system offers two modes of probability control; Random/Probability and Fixed Sequences. Fixed Sequences offers more control over prize frequency.



### **Random/Probability**

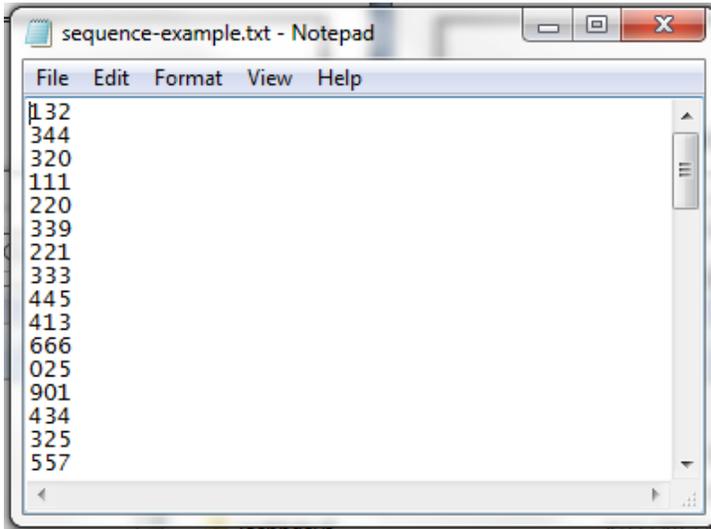
The Random/Probability option takes advantage of random picks of items from each reel independently. This mode will be completely driven by the probability of each pay line occurring. If you set the system to the Random/Probability setting, the system will not be using the sequences and settings shown on this screen.

### **Fixed Sequences (default)**

This option, if selected, will tell the system to utilize the imported sequence file that you have prepared. There is a sample file, sequence-example.txt, in your resources folder. This file will show you the format that the sequence file needs to be in when using either the “Simple” or “Advanced” script types.

Please note that the players will not know that you are using Fixed Sequences. They will still think that the system is operating as a random slot machine.

### Simple Sequence Import Example



Each group of three values signifies a spin result, with each number being the item (stop) that the reel will land on (shown below).

Example: On the left, the first sequence is "132". With default reel imagery, the first spin will yield:

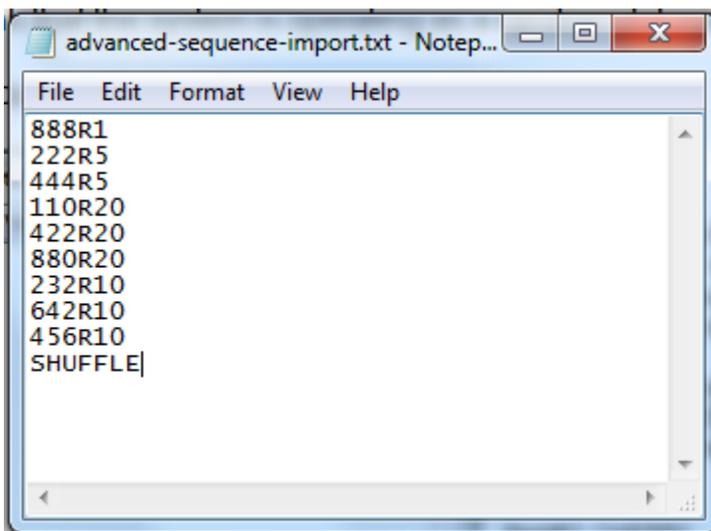
Reel#1: CHERRY  
Reel#2: MOTORCYCLE  
Reel#3: ORANGE

The numbers in your sequence import correspond to the items/stops shown at



the top of your Pay Line Setup Screen, with "zero" being a "blank" (see glossary).

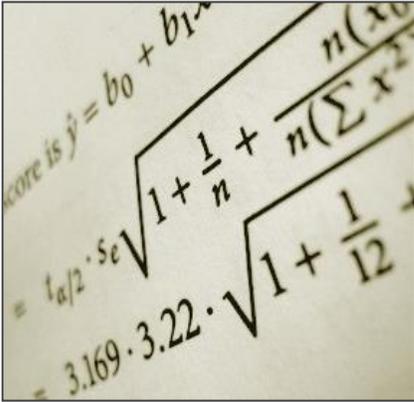
### Advanced Sequence Import Example



You may also utilize the "replicate" option in your import file. Seen in the example here, the first line is telling the system to generate the list of sequences with "one" occurrence of "888", and "five" occurrences of "222". This can be set to replicate a reel item as many as 5000 times each.

The "SHUFFLE" tag at the end of the sequence will cause the system to thoroughly shuffle your sequences as it imports them.

## Why Use Fixed Sequences?

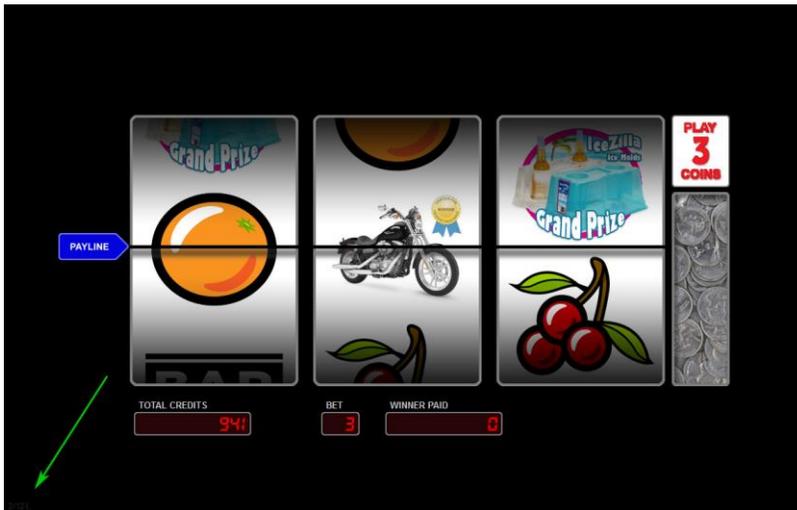


The control that the Fixed Sequences option gives you is that it takes all random probability out of the picture. This allows you to fully control the number of times specific pay lines hit, how many prizes you give away, what the pay-out percentage is, etc. It's quite the powerful tool when used in conjunction with your Jackpot Trigger options.

A Fixed Sequence import file can have anywhere from just a few entries to tens of thousands of entries, which will be used sequentially, and can be set to Loop (repeat) the sequence once it runs through them all. It can also be set to disable game play once it reaches the end of the sequence, requiring you to login and reset the sequence.

## Sequence Position

As the system runs through the sequence, it saves its place and can be resumed at any time, even after the software has been restarted. You can always login to the administrator area, and go to the Pay Line Modes section to see which position the sequence is on.



You can enable the display of the sequence position so that it will be displayed at the bottom left of the screen at all times.

A sequence counter display example: 3/352-L

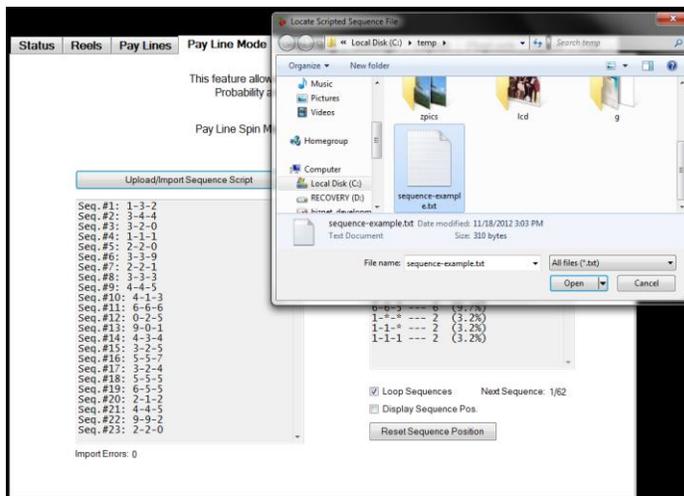
This would mean that the sequence is currently on spin sequence 3 of 352, and is set to "Loop" (repeat) when it reaches the end.

In addition, you may reset the sequence position to the beginning at any time by pressing the “Reset Sequence Position” at the bottom of the page.

## Re-Shuffling Your Sequences

If you are re-using a sequence with your audience, and you would like to re-shuffle the existing fixed sequence, just click on the button labeled “Re-Shuffle” at the bottom of the page, and the sequence will be re-ordered, and an updated sequence report will be written to your reports folder.

## Importing your Fixed Sequence File



Once you have your Fixed Sequence list compiled and saved to your hard drive as a .txt file, choose the “Upload/Import” Sequence Script option. This option will allow you to browse for your file.

Once you’ve selected the import file, the old sequences will be cleared, and the system will validate and import the new entries, in order. If you included the “SHUFFLE” tag in your import, the sequence list will be thoroughly shuffled, and the resulting sequence report will be exported to a text file located in your **<user/public>/resources/reporting** folder. This text file can be used to print and “follow” the sequence progress.

The system will attempt to validate each spin line individually, making sure it’s in the proper format. If it finds that one of the sequences is invalid, it will mark that entry as un-usable and will replace it with “000”. When that entry is reached, you will see “blanks” used for each reel.

Once the sequence file has been completely imported, the system will run counters for each of your Pay Lines, just to give you an idea of how many times each of the pay lines is going to be hit when using your Fixed Sequence.

## Reporting

The Reporting section is used for system monitoring, for monitoring initialization processes, and for viewing ongoing game play statistics.

**Reporting/Statistics**

Server Operations Log:

- (9:34:59 AM) Startup Path: C:\Program Files\AIJ Software\AIJ Slots 2.2.257
- (9:34:59 AM) Loading settings from database...
- Keyboard/Powerpoint Pause/Reset Feature Disabled
- Keyboard/Powerpoint Jackpot Feature Enabled
- (9:34:59 AM) Credit Board Logging: On
- (9:35:00 AM) Existing credits set to 100
- (9:35:00 AM) Loaded Custom Audio Event: cling\_1.wav
- (9:35:00 AM) Loaded Custom Audio Event: CustomSample.wav
- (9:35:00 AM) Loaded Custom Audio Event: ding.wav
- (9:35:00 AM) Loaded Custom Audio Event: jackpot2.wav
- (9:35:00 AM) Loaded Custom Audio Event: jackpot3.wav
- (9:35:00 AM) Loaded Custom Audio Event: sound101.wav
- (9:35:00 AM) Loaded Custom Audio Event: sound70.wav
- (9:35:00 AM) Loaded Custom Audio Event: sound95.wav

General Statistics    Date Range: 4/1/2013 - 9/16/2013    All

Profit/Loss		Spins/Wins		Other
Coins In	50	Total Spins	26	
Coins Out	39	Winning Spins	15	
Payback%	78.00 %	Hit Frequency	57.69 %	
Retention%	22.00 %	Largest Win	45	
Profit/Loss	11	Average Win	5.77	

Data Exports and Other Log Files Can Be Found at:  
C:\Program Files\AIJ Software\AIJ Slots 2.2.257\Resources\Reporting\

The values presented in the General Statistics section are calculated using the data collected during game play. All data is collected, including amount bet, amount won, coins in, coins out, hopper content levels, and more.

The log file can be purged (cleared) by clicking on the Clear Activity Logs button found on the Settings page.

In addition to the initial logging of reel setup, system performance statistics, etc, there is a link to the Reports folder where there are a number of export and reporting files that are mentioned throughout this document. You can access the reporting folder by clicking on the link at the bottom of the Reporting Screen.

## Settings

The Settings screen provides you with the ability to set values that will be used during game play, communication with your hardware, etc.

The screenshot shows the Settings screen with a navigation bar at the top containing: Status, Reels, Pay Lines, Pay Line Mode, Reporting, Branding, Hardware, Settings (selected), About, and Exit. The main content is divided into three sections:

- General Settings:** Includes checkboxes for Event Logging (checked), Immediate Coin/Token Pay-Out, Use Idle Nag Events (checked), and Enable/Require Lead Generation. It features input fields for Hopper Low Threshold (200), Hopper High Threshold (2000), Spin Factor (65, default=65), Player Credits (100), Total Hopper Contents (2345), and Max Bet (3). There is a No-Win Audio dropdown (Default) with a speaker icon, and buttons for Eject 8 Coins/Tokens, Hopper Count Tool, and Clear Activity Logs. At the bottom, there are fields for Old Password and New Password with a Save button.
- Slot Machine Mode:** A dropdown menu set to Normal.
- Key/Button Mapping:** Includes checkboxes for Enable Keyboard Functions (checked) and Enable Pause/Play/Reset. It lists key mappings: Play Max Coins: SpaceBar, Bet 1 Coin/Token: B, Spin: S, Coin/Token Inserted: C, Cash Out: Q, Config./Admin: F2, Pause Game Play: Ctrl-UpArrow, Resume Game Play: Ctrl-DnArrow, Reset Credit Counter: Esc, and Enable Next-Spin Jackpot Buttons (checked) with mappings for F5 (95 Credits), F6 (85 Credits), and F7 (65 Credits).
- Coin/Token Hopper Communication:** Includes checkboxes for Monitor Hopper Heartbeat and Enable Com Port. It features a Hopper Com Port dropdown (COM8) with Com/Baud: 1200,8,N,1, Heartbeat (Z), Heartbeat Interval (10) Seconds, Coin/Token Accepted (C), Coin Ejected (M), Hopper Error (n), and a checked checkbox for Log Credit Board Responses.

**Event Logging:** This option turns on the logging/tracking of various variables during game play; Amount Bet, Amount Won, Pay Line Hit, Credits, etc. This data is automatically written to a file named ActivityLog.csv, and can be found in your resources folder.

In addition, If you have Microsoft Excel installed, your PC should recognize it as an importable file, and when clicked on, it should automatically build your excel spreadsheet using the data. Data in this format is also easily imported into a database.

**Hopper Low Threshold:** This value determines when the system will notify you, as the administrator, that the number of coins or tokens in the hopper has dropped below a comfortable level. An indicator will appear on the screen, and an audible warning will sound.

**Hopper High Threshold:** This value determines when the system will notify you, as the administrator, that the number of coins or tokens in the hopper has gone

above a certain level. An indicator will appear on the screen, and an audible warning will sound.

Spin Factor: This value is used when the software is “spinning” the reels. It’s a variable that determines the increments that the imagery is moved by as it moves from one spot to the next. Some systems may not be as fast or powerful as others, so this value may need to be adjusted to smooth the appearance of the reels spinning. If you think your reels are not spinning smoothly, try adjusting this value slightly.

Total Hopper Contents: This value represents the actual number of coins/tokens contained in your hopper. If you’re using a hopper, you’ll want this number to be accurate, especially if you’re using any progressive pay-outs. You can use the “Hopper Count Tool” described below.

Max Bet: This allows you to establish what the maximum bet per spin is. This limits the number of credits the player can submit with the B key, as well as the number of credits that will be automatically submitted when the spacebar or play button is used.

Immediate Coin/Token Pays: If you would like to have the amounts won automatically paid out, instead of it simply adding it to the player’s credits, enable this option. When this is enabled, the system will not retain any credits, and will pay the amount won immediately.

Use Idle Nag Events: The system has a number of attention-getting “nag events” that are used if the system sits idle for more than 10-15 minutes. This is a good way to get attention back to the system in a busy environment. These range from ambient casino noise, to an “Ahooga” horn.

Enable/Require Lead Generation: This feature is very useful if you are using All Slots at an event where you’d like to collect information from your visitors. This feature (explained in detail below) will require the visitor to enter information to automatically receive credits to play. In addition, the feature saves that information for you in an accessible file.

Eject 8 Coins/Tokens: This tool will eject 8 coins/tokens for you if your system is connected to a coin hopper. The hopper contents are adjusted properly when this option is used as opposed to just reaching into your hopper and removing the coins/tokens and throwing off the hopper count.

Hopper Count Tool: This tool will run a count on the entire contents of your coin/token hopper by ejecting all of its contents. Coins/tokens will be ejected until it receives an error from the hopper saying it’s empty. Once it receives that error, it will ask you if you’d like it to set the hopper contents to that value. You will then need to pour all of your coins/tokens back into the hopper.

Change Password: Use this tool to change your administrator password. You will be required to enter the current password in order to establish a new one.

Enable Keyboard Functions: This option is required if you are utilizing the computer keyboard or mapping buttons to these keys for game play.

Enable Touch Screen Buttons: If you are using a touch screen, you may want to have the game play buttons displayed on the screen. These buttons were described earlier, and allow the player to simply touch the screen (if a touch screen is used) to bet, spin, play and cash out.

Enable Pause/Play/Reset: If this is enabled, you will have the ability to use both the keyboard functions and a Wireless PowerPoint Controller (listed in the hardware section below) to *Pause Play*, *Resume Play* and to *Reset Player Credits*. This works with the keyboard functions as well as the PowerPoint Controller signals.

## ***Lead Generation/Capture Mode***

If this feature is enabled, the software will require the visitor/player to supply personal information prior to being able to play.

A screenshot of a web form titled "Please Enter the Information Below to Get Your Free Spin". The form has four input fields: "First Name" with the value "BRUCE", "Last Name" with "LEE", "Email Address" with "KUNGFU1@GMAIL.COM", and "Mobile Phone #" with "804-424-2122". Below the fields is a virtual keyboard with letters, numbers, and symbols. A prominent green circular button with the text "Play Now" is located at the bottom right of the form area.

The tool will collect this information, save it, and automatically provide them with credits to play. In addition, the feature saves that information for you in an accessible file.

This data entry screen will be displayed when they try to play and will go away when they spin.

Once the visitor has completed the form, the values will be added to a CSV file called `LeadGenerationData.csv` located in your `/reporting` folder. This folder can be found at `C:\Users\Public\AllSoftware\AllJSlots\resources\reporting` or by clicking on the link at the bottom of your "Reports" tab.

To clear out this CSV file, simply delete it, and it will be automatically created the next time data is collected.

## **Lead Generation Screen Imagery**

You can customize the banner and play button if needed. These can be found in the folder <user/public>/resources/lead-generation-images/.

## ***Jackpot Triggers***

Enable Jackpot Buttons: If this is enabled, the game will secretly respond to either the F5, F6 & F7 keys on the keyboard, or a Wireless Trigger that you've integrated (PowerPoint controller) to submit those key values.

If any of these triggers sends a signal to the game, it will "toggle" (on/off) a "Jackpot Next Spin" mode. This means that on the very next spin, the system will award the corresponding paying jackpot that you have setup in your pay line chart.

In addition, when any "Jackpot Next Spin" is engaged, there will be a light gray square shown at the bottom right of the screen. Once this causes the jackpot to hit, the game play automatically goes back to normal play mode.

To "assign" a Pay Line to one of the F-keys mentioned above, you will set the credits paid to the corresponding values shown on the Settings screen. The system will look for that value if a Jackpot Trigger is enabled, and will "hit" on that Pay Line on the next spin.

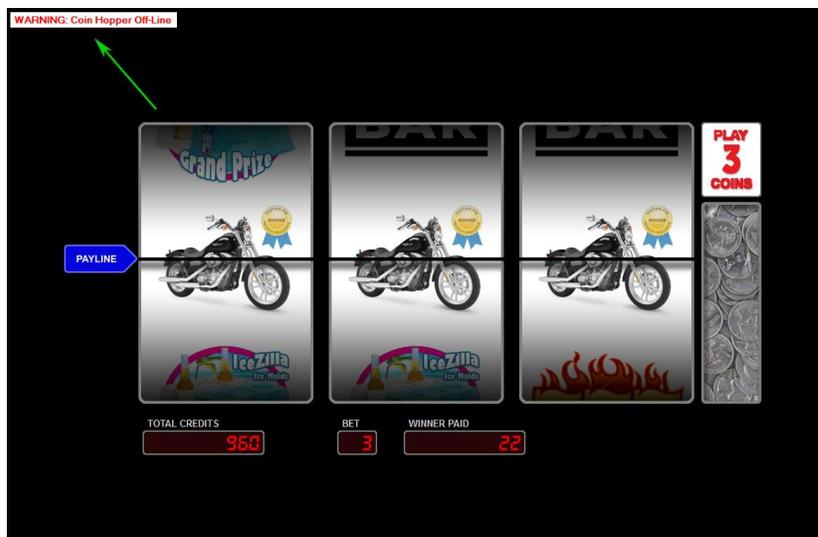
**NOTE:** Be sure to have at least 2 of the Jackpot Reel Items on each reel when using the Jackpot Trigger Buttons.

For additional information on the hardware required for wireless jackpot control, please see the Hardware Integration section below.

## Hopper Communication Settings

We'll describe how to integrate hardware with your slot machine later in this document. This section assumes that you already have the hardware integrated and working.

Monitor Hopper Heartbeat: This option tells the system to monitor the heartbeat of the hopper controller. All controller cards (described below) send a periodic “pulse” code to the system to let it know that it’s on-line and ready to perform actions if needed. If the hopper is off-line or experiencing a problem, AllJ Slots will not receive its heartbeat, and you will be notified with a warning at the top left of the screen.



The hopper is monitored continuously for its “heartbeat”. If it stops being received, the system considers there to be a problem and issues a warning.

Once the hopper is brought back on-line, that warning message will go away.

Game play can still continue if the hopper is off-line, but the player will not be able to cash out until the hopper is brought back on-line.

NOTE: changes to the “Monitor Hopper Heartbeat” and “Enable Com Port” settings will require you to exit the software for the com port to initialize.

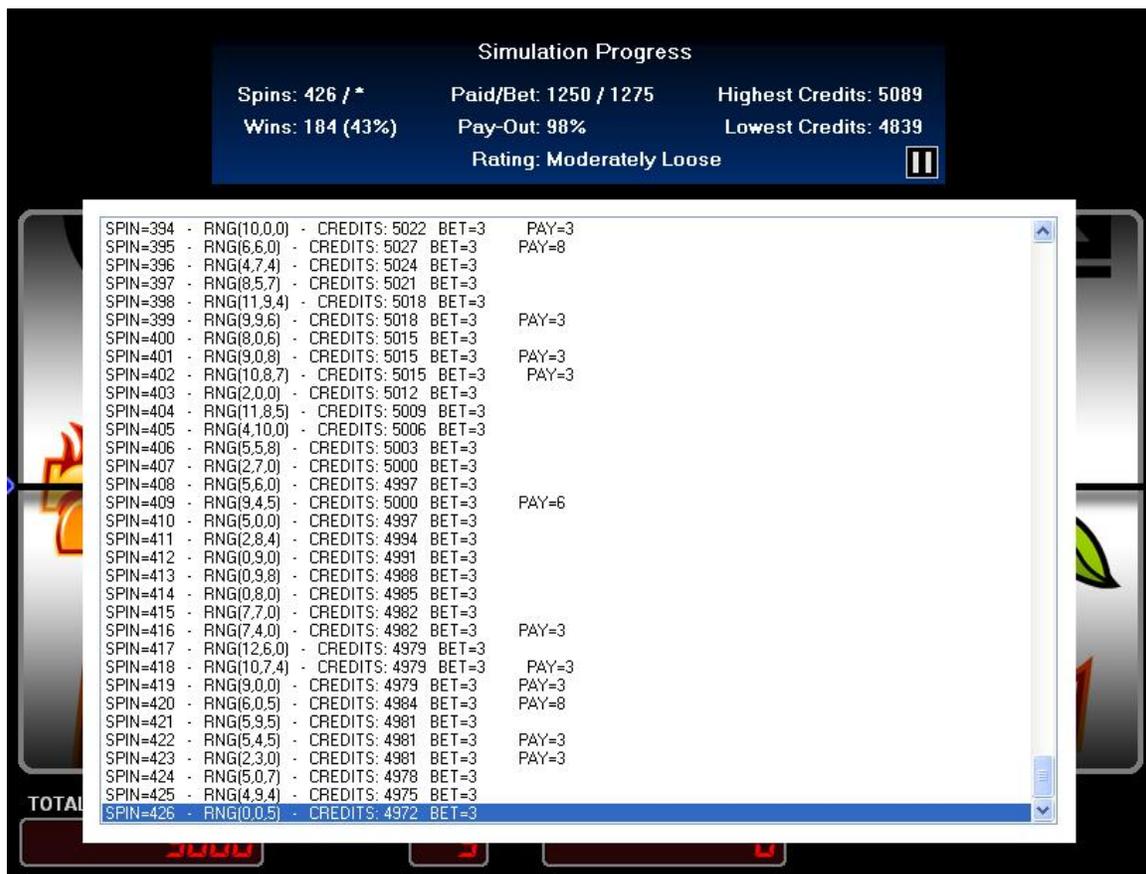
## Slot Machine Modes

### Normal Mode

Normal Mode is simply the mode in which your players can play and enjoy the slot machine game play.

### Simulation Mode

Simulation Modes are used to try out your reel contents and pay-out amounts and probabilities. A simulation will run on its own, submitting the maximum bet per spin, while providing information about your pay back levels.



The screenshot displays a 'Simulation Progress' window with the following statistics:

- Spins: 426 / \*
- Wins: 184 (43%)
- Rating: Moderately Loose
- Paid/Bet: 1250 / 1275
- Pay-Out: 98%
- Highest Credits: 5089
- Lowest Credits: 4839

A scrollable list of spins is shown below, with columns for Spin Number, RNG, Credits, Bet, and Pay:

Spin	RNG	Credits	Bet	Pay
SPIN=394	RNG(10,0,0)	5022	BET=3	PAY=3
SPIN=395	RNG(6,6,0)	5027	BET=3	PAY=8
SPIN=396	RNG(4,7,4)	5024	BET=3	
SPIN=397	RNG(8,5,7)	5021	BET=3	
SPIN=398	RNG(11,9,4)	5018	BET=3	
SPIN=399	RNG(9,9,6)	5018	BET=3	PAY=3
SPIN=400	RNG(8,0,6)	5015	BET=3	
SPIN=401	RNG(9,0,8)	5015	BET=3	PAY=3
SPIN=402	RNG(10,8,7)	5015	BET=3	PAY=3
SPIN=403	RNG(2,0,0)	5012	BET=3	
SPIN=404	RNG(11,8,5)	5009	BET=3	
SPIN=405	RNG(4,10,0)	5006	BET=3	
SPIN=406	RNG(5,5,8)	5003	BET=3	
SPIN=407	RNG(2,7,0)	5000	BET=3	
SPIN=408	RNG(5,6,0)	4997	BET=3	
SPIN=409	RNG(9,4,5)	5000	BET=3	PAY=6
SPIN=410	RNG(5,0,0)	4997	BET=3	
SPIN=411	RNG(2,8,4)	4994	BET=3	
SPIN=412	RNG(0,9,0)	4991	BET=3	
SPIN=413	RNG(0,9,8)	4988	BET=3	
SPIN=414	RNG(0,8,0)	4985	BET=3	
SPIN=415	RNG(7,7,0)	4982	BET=3	
SPIN=416	RNG(7,4,0)	4982	BET=3	PAY=3
SPIN=417	RNG(12,6,0)	4979	BET=3	
SPIN=418	RNG(10,7,4)	4979	BET=3	PAY=3
SPIN=419	RNG(9,0,0)	4979	BET=3	PAY=3
SPIN=420	RNG(6,0,5)	4984	BET=3	PAY=8
SPIN=421	RNG(5,9,5)	4981	BET=3	
SPIN=422	RNG(5,4,5)	4981	BET=3	PAY=3
SPIN=423	RNG(2,3,0)	4981	BET=3	PAY=3
SPIN=424	RNG(5,0,7)	4978	BET=3	
SPIN=425	RNG(4,9,4)	4975	BET=3	
SPIN=426	RNG(0,0,5)	4972	BET=3	

There are two modes available for simulations: Simulation and Simulation Express. Simulation Mode plays the slot machine with all reels spinning, bets being placed, and winnings being displayed. Simulation Express Mode (shown above) generates statistical feedback at a rate of about 4-5 spins per second without spinning the reels.

If a simulation is run for 2000 spins or more, the Pay-Back Rating is saved in the system and displayed on the main status screen when you login to your administrator section.

It is important to run a lengthy simulation after making changes to your reels or pay chart.

To pause or resume a simulation in progress, click on the icon contained inside the Simulation Progress window.



Simulations help you determine if your reel setup, odds, Pay Line settings are favorable in Random Mode.

The values shown in the Simulation Progress window are:

**Spins:** The number of spins the simulation has performed for you. There is no limit to the number of simulated spins the system will perform for you, as long as it does not run out of credits. It starts with 5,000 credits.

**Wins:** The number of times the simulation has “won” during the spins performed. In the example above, the simulation player hit a Pay Line 27 times out of 56, or 48% of the time, the player had won something.

**Paid/Bet:** “Paid” is the actual sum of the player’s winnings, and “Bet” is the total amount the player bet to play.

**Pay-Out%:** Also known as “Pay Back”. This is the ratio of the amount paid vs. the amount bet to play. In the example above, the data is showing that the system is paying back 88.7% of what is being bet, over time. This also means that the system is keeping 11.3% (known as Hold Percentage).

**Rating:** This is a quick-glance measure of how your system is paying out. The terms “tight” and “loose” are defined later in the glossary.

**Highest Credits:** This shows the highest amount of credits the simulation player had during the simulation. The simulation starts with 5000 credits.

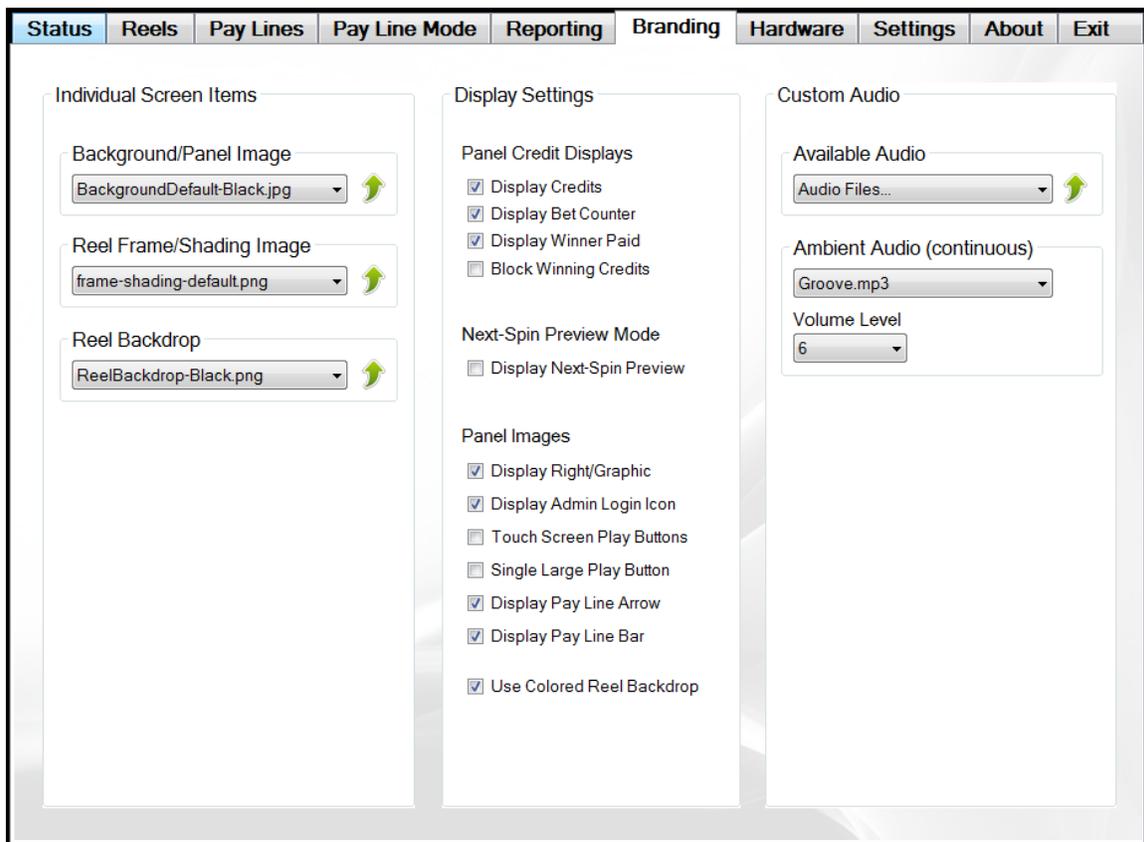
**Lowest Credits:** This shows the lowest amount of credits the simulation player had during the simulation.

It is very important to run a lengthy simulation to be sure that you're not letting people play using settings that will yield unexpected results. Usually you're going to strive for a pay-back percentage of about 95%-97%.

To stop the simulation, click on the administrator login icon in between reel spins, login, go to the Settings page, and return the slot machine mode to "Normal".

## Branding

The branding tools allow you to customize how things are presented to the player. You are able to upload your own libraries of supporting imagery and audio files and assign them as needed, replacing background themes, reel frames and more.



### ***Uploading Individual Screen Items & Audio***

To add an image and have it available in the dropdown lists, click on the Upload Icon to the right of that specific dropdown list. You will be given an Explorer window that will allow you to locate and select the desired file to add.

Note: New audio files will be available the next time you run the software.

## ***Display Settings***

You have the ability to disable or enable specific elements and features that can be found on the screen.

## ***Block Winning Credits***

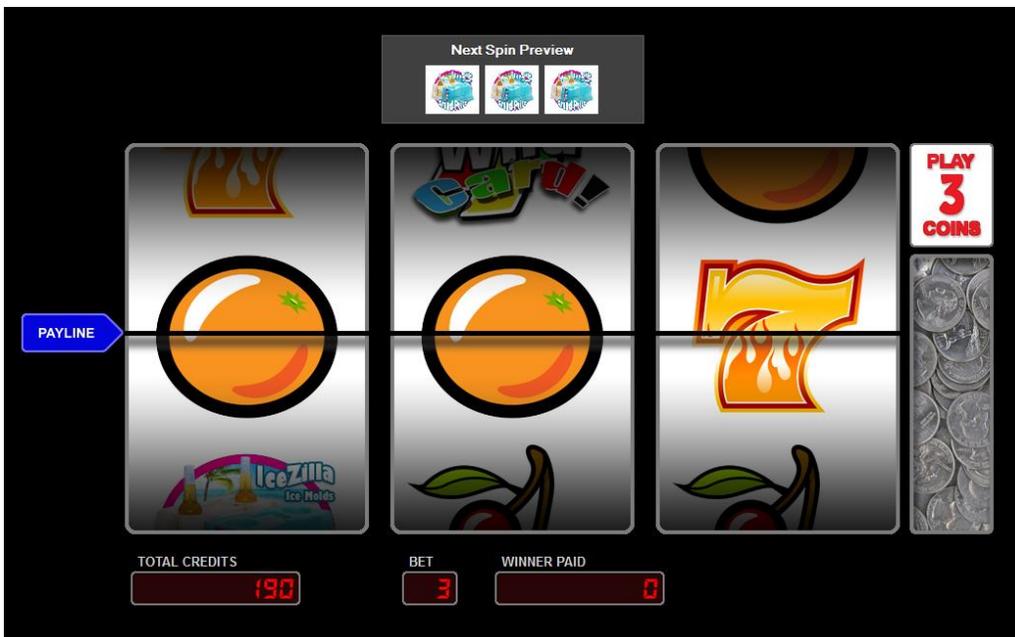
This option allows you to block the assignment of the winning credits to the player. This is useful if you want to grant the player a certain number of spins.



This means that if you've given a player 1 credit to play to try to win a prize, and he/she wins a prize that has 10 credits set to payout (for excitement audio), that player will not be awarded those 10 credits and be able to spin again.

## ***Display Next Spin Preview***

This feature will allow you to provide a sneak peek into what the results of the next spin will be.



Next Spin Preview is a nice option when you are required to remove the element of “chance” from the game play. Seeing what the next spin will result in provides an excellent solution to that requirement.

If this option is turned on, the “Next Spin” results will be displayed in between each spin. It will also go away during each spin.

Note: Next Spin Preview requires that the game be in Fixed Sequence Mode.

### ***Use Colored Reel Backdrop***

This option, if enabled, will display a colored backdrop behind your reels and bet displays. This helps if your background is a busy design and helps isolate the game play imagery.



We have supplied you with a few variations of colored backdrops to fit various themes.

You can also create and upload your own.

To upload your own image, refer to the Branding options.

### ***Custom Backgrounds***

When creating your custom background imagery, you'll need to decide whether you are going to take advantage of the Portrait or Landscape Monitor Orientation.



Both orientations are supported, and AllJ Slots will automatically detect and align the visual elements for you.

Please note that for both orientations, you will need to set the graphic card *display settings* to at least 1024 x 768 pixels.

AllJ Slots is going to stretch your image to fit the screen, so it would be good to design your image to fit optimally in your selected orientation.

If a portrait orientation is possible, it can give a very authentic slot machine look and feel, and gives you lots of screen area to customize with your own branding above and below the reels.

The example to the right is using the Portrait Orientation, and a custom background to give it a lively, eye catching appearance.

Once you have your custom background images ready to go, you will need to upload them in the Branding section described in this document.



Once your images are there, you will be able to switch between any of the background images quickly by selecting them in the Branding section.

The Background/Panel (themes) shown here are a couple of the background/panel images that come ready-to-go. The “Pirates Gold” theme is available in both Landscape Orientation and Portrait Orientation.

Be sure to select the screen orientation (Landscape or Portrait) that matches your screen’s settings, otherwise the images will look crunched or stretched when they are automatically sized.



## ***Custom Reel Frame/Shading Image***

Similar to the background-images described above, you have the ability to upload and/or select different custom reel frames that are used as an overlay on top of your spinning reels. This gives the shaded effect to the reels and provides different frames around the reels, such as silver lines or bamboo.



These can also be used to match a background theme, or to match a background color that you are using.

We've also included an Adobe Photoshop PSD template for you to use to create your own if needed.

# Hardware

The Hardware section provides you with tools and options that allow you to control the display of individual Screen Items configure Thermal Prize Receipt Printer output, and Jackpot Beacon lights, and more.

The screenshot displays a software interface with a top navigation bar containing the following tabs: Status, Reels, Pay Lines, Pay Line Mode, Reporting, Branding, Hardware (selected), Settings, About, and Exit.

The main content area is divided into four sections:

- Monitor Settings:** Includes an image of a monitor and the following text: "Screen Resolution: 1920x1080" and "Screen Orientation: Landscape (Portrait and Landscape Supported)".
- Cash Out and Prize Vouchers:** Includes an image of a printer, a "Supported Printers" dropdown menu (set to "Epson Readyprint TM-T20 Thermal Receipt Printer"), two checkboxes for "Print Serialized Prize Vouchers" and "Print Serialized Cashout Receipts", two text input fields for "Prize Voucher Instructions" and "Cash Out Receipt Instructions" (both containing "Please see attendant to claim your prize."), and two buttons: "Test Prize Format" and "Test Cash Out Format".
- Press-to-Play Buttons:** Includes an image of a green button and a "Keystroke Emulation" dropdown menu (set to "SpaceBar").
- Beacon Light Control (Delcom Products):** Includes an image of a beacon light, a checkbox for "Enable Jackpot Beacon Light", a "Light Action Profile" dropdown menu (set to "Red Pulsar"), a "Seconds/Active" dropdown menu (set to "10"), and a "Test Light/Profile" button.

## Cash Out and Prize Voucher Printers

AllJ Slots is compatible with many of the off-the-shelf thermal receipt printers, including several Epson, Citizen, Star and Zebra models. We have found the Epson TM-T20 to be an affordable and reliable model. It runs around \$170.

### Cashout and Prize Vouchers



**Supported Printers**  
Epson Readyprint TM-T20 Thermal Receipt Printer ▼

Print Serialized Prize Vouchers  
 Print Serialized Cashout Receipts

**Prize Voucher Instructions**  
Please see attendant to claim your prize.

**Cashout Receipt Instructions**  
Please see attendant for assistance.

Although you may only see a few different models listed in the selection box, you can still test your specific model using the “Test Format” buttons below each type of output.

Each Voucher/Receipt can include specific instructions that you want to communicate to the winner. This custom data will be included on each Voucher/Receipt.

Once your specific printer model is connected and your print drivers are installed, be sure you have that printer selected as the Default Printer. AllJ Slots will be automatically sending the output to whichever printer you have set as your Default Printer.

## Printing Serialized Prize Vouchers



To enable the printing of your prize vouchers, check the box at the top of the screen. Be sure you test the formats to be sure things are printing correctly. (sample shown on left)

Once this is enabled, you will need to select which pay lines should be sent to the printer.

## Selecting the Pay Lines to Print

Reel-1	Reel-2	Reel-3	1-Coin	2-Coin	3-Coin	Audio Event	Pr	B	Lock	Limit	Prob.	Hits	Actual
1	any	any	1	2	5	Default	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	25.622%	1	33.333%
1	1	any	2	4	6	Default	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	2.998%	0	0%
1	1	1	6	8	12	Default	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0.113%	0	0%
9	any	any	4	6	8	Default	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0%	0	0%
9	9	any	10	20	30	Default	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0%	0	0%
2	2	2	10	15	20	Default	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0.226%	0	0%
3	3	3	85	85	85	Default	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0.057%	1	33.333%
4	4	4	15	20	25	Default	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0.226%	0	0%
5	5	5	45	45	45	Default	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0.113%	0	0%

You will need to set which pay lines should print.

This gives you added control over what pay lines are awarded prizes.

The software gives you the opportunity to decide which pay lines should be sent to your printer. The column labeled “Pr” is the column of checkboxes that applies to each corresponding pay line.

The data displayed on the Prize Voucher includes:

Pay Line Images – The Reel Images that support that win.

Date/Time of the Win – The date and time that the prize was awarded

Prize ID – A serialized identifier also stored in the log files and exports

Prize Information Line – Includes:

H:(Winning Hit)

S#:(Sequence Number, If Applicable)

PL#:(Pay Line Number)

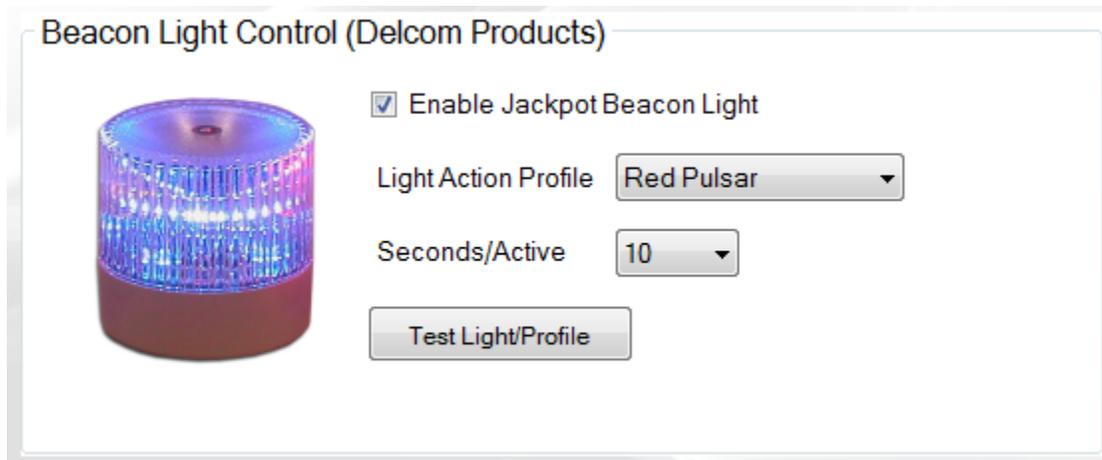
B:(Number of Credits Bet)

## ***Printing Serialized Cash Out Receipts***

To enable the printing of your Cash Out Receipts, check the box at the top of the screen. Be sure you test the formats to be sure things are printing correctly.

## Beacon Light Control

AllJ Slots has been configured to work with Delcom Products (<http://www.delcomproducts.com>) USB Beacon Light. This ultra-bright LED light module supports an array of colors and features. This lighting module can be used on a table top, or it can be used with one of Delcom's mount poles. The light module is plug-n-play and is quite easy to configure in the software. See the Hardware Section for additional hardware specs.



To utilize the Beacon Light, enable and test the light functions in the Output section, and choose your desired Light Profile and Active Duration.

There are a number of Light Action Profiles to choose from that will display different light colors and flashing patterns. These profiles range from a single blinking color to alternating and flashing combinations.



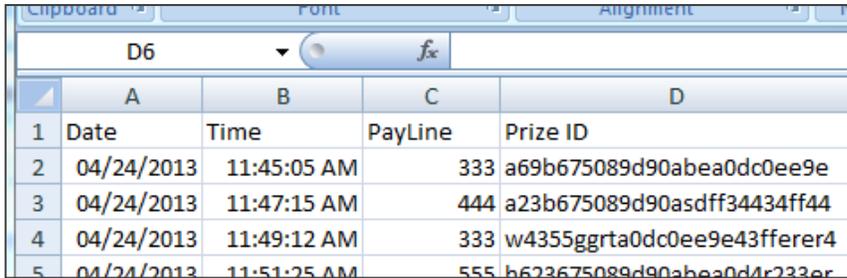
Set each pay line that you want to trigger your Light event.

When one of the Pay Lines that is set to trigger the Beacon Light is hit, the Light Profile is performed for the amount of time set in your Seconds/Active Duration setting.

## Logging Output of Vouchers/Receipts

Please note that each of these Vouchers/Receipts are Serialized with a unique identifier, and each is logged in a date stamped CSV log file found in your Reports folder.

A CSV file can be easily loaded into a Microsoft Excel Spreadsheet or Database if needed for validation or tracking purposes.



	A	B	C	D
1	Date	Time	PayLine	Prize ID
2	04/24/2013	11:45:05 AM	333	a69b675089d90abea0dc0ee9e
3	04/24/2013	11:47:15 AM	444	a23b675089d90asdff34434ff44
4	04/24/2013	11:49:12 AM	333	w4355ggrta0dc0ee9e43fferer4
5	04/24/2013	11:51:25 AM	555	b622675089d90abea0d4r233er

Example: a Microsoft Excel Spreadsheet Imported data set.

## PlayLock

If you are offering the chance to win a large prize, or even just a really big pay-out, you would certainly not want the player to “spin again” after winning this jackpot. This would remove the proof from the screen that they’d actually won.

In addition, if you’re offering pay-outs that you know are larger than the quantities held in your hopper, you’ll want to use this feature. With this in mind, we’ve created a “Halts Play” option for each Pay Line. Normally these are used for the biggie jackpots.

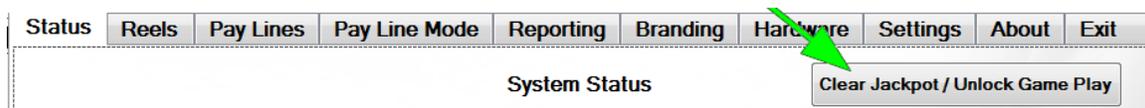
If a pay line hits that has the “Halts Play” option selected, here is what would typically happen:

1. Any custom audio associated with that Pay Line is repeated. We do this to keep the excitement level up while they wait for you (an attendant) to come and award them the big prize or pay-out.
2. A “Lock” icon blinks at the top right of the screen.
3. Game play is locked (this is called PlayLock), and a message is displayed on the screen if the player attempts to continue to play.



This message pops up for 3-5 seconds if the player tries to spin again. All bet, cash out, spin and play max functions are locked at this point.

You, as the administrator, will need to login to the administrator area, choose the “Status” tab, and clear the prize/jackpot by clicking on the button shown at the top right. This will subtract the credits won on this jackpot, and will set the game play back to normal. Game play will resume once you logout of your admin area.

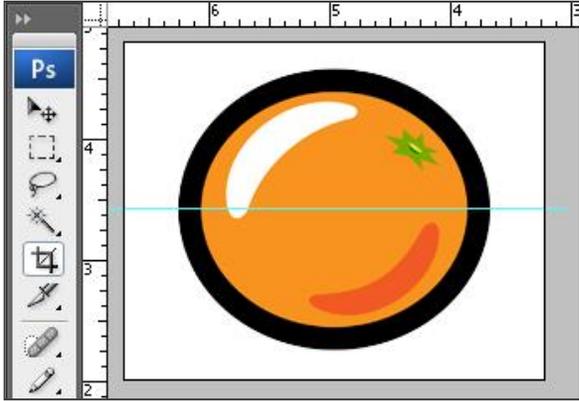


This will do two things:

1. It will subtract the number of credits paid for this jackpot from the player’s credits. The credits paid represented the jackpot prize, which you may or may not be actually awarding in credits.
2. It will return game play to normal once you logout of your administrator area. You will notice that the blinking lock symbol goes away.

## Customizing Your Reel Images

When you decide to customize the reel imagery, you will need to abide by a couple of guidelines, such as size and format.



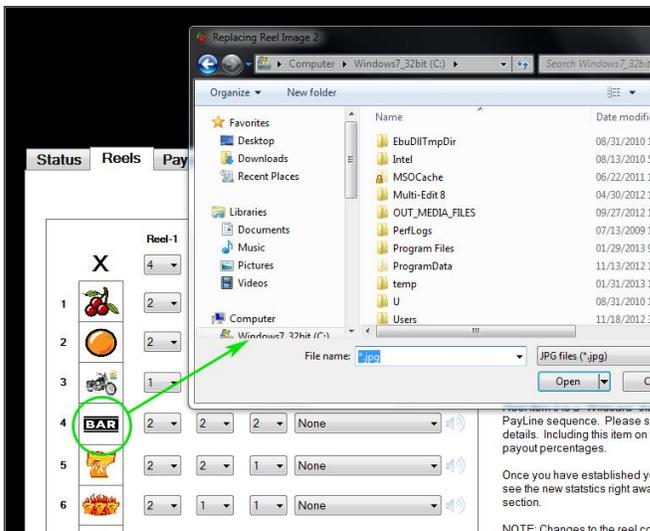
You can use any image editing software that can open and save a JPEG image. Adobe Photoshop is simply shown here as an example.

**IMPORTANT:** The reel items must be exactly 250 pixels wide, and 200 pixels tall, and must be in JPEG (jpg) and RGB (not CMYK) format.

We've included a Adobe Photoshop Template (template.psd) in your software's <installation folder>/resources/reel\_images folder for you to work with. This file is already set at the proper dimensions, and has a guide established for you to use to set the middle of the image.

You will also find a few folders of "themed" reel images there. These images can be used as well.

To use a custom reel image, go to the "Reels" tab and click on the reel item that you want to replace. You will need to browse to, and select, the jpg image file that you've created. Your reels will use the new image(s) the next time you start the software.



You should consider making a backup of the default images found in your installation folder, just in case you decide to use them again later.

## Hardware Support & Integration

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If you are going to be integrating additional supported hardware with the AllJ Slots software, please review the sections below. They outline some of the approaches that will save you lots of work, research, time and effort.

### ***Touch Screen Support***



If you're shopping for a touch screen, whether you're looking on E-bay, ELO Products, or somewhere else, you'll want to find a screen that is natively 1024 x 768 pixels, or at least supports that resolution.

Higher resolution will leave more empty space around the reels, which may be a good thing if you intend on placing promotional imagery or pay line legends on the screen using a custom background.

For various projects, we've found touch screens new and used for around \$200 USD, and they've worked out great. You just have to research a little.

The touch screen capability will come from the screen's drivers, as well as enabling the on-screen buttons that are part of AllJ Slots in the Output section.

Both Landscape and Portrait monitor modes are supported.

### ***USB Single Press-to-Play Button***



A simple way for audiences to "spin" at any event, this USB Button is plug-n-play, and provides a simple way for people to step up and play.

This button comes with a solid base and large illuminated button dome.

Available for around \$130 USD at:  
<http://www.usbbuttons.com>

## **Wireless PowerPoint Controller**



If you would like to be able to PAUSE play during an event, or if you would like to enable the JACKPOT MODE (to make the next spin pay a jackpot), then a wireless PowerPoint controller would work nicely for you.

The EZ-PR1 is available for around \$40 USD  
<http://triplite.com>

When shopping for a Wireless PowerPoint Controller, be sure to get a model that supports the ESC and F5 commands. These functions are useful when setting the gameplay triggers in the software.

## **Thermal Prize Receipt Printers**



AllJ Slots 2.2 is compatible with many of the most popular and economical Thermal Receipt printers.

The Epson TM-T20 Thermal Receipt Printer, shown on the left, is a good affordable option.

A Thermal Receipt Printer will allow you to take advantage of the built-in Prize Claim Voucher and Cash-out Claim Voucher features found in the Output option in the software.

These features automatically print claim vouchers during game play or when the player cashes out to collect winnings.

### ***Pay Line Triggered Light Beacon***



The USB HID Light Indicators by Delcom Products support multiple Light Show Profiles, allowing you to choose different colors, pre-programmed light shows, table top and pole mounted options, and more.

This item is great for grabbing attention from a distance.

Specs:

Price: Under \$100

Light: Ultra-Bright LED, Supports Red, Blue & Green, Flashing and Solid Modes

Type: USB/Plug-n-Play (Generation 2)

Buy@: [www.delcomproducts.com](http://www.delcomproducts.com)

## **Buttons (Bet, Spin, Play Max, Cash Out)**



Many of the buttons, and various other slot machine parts you might want to use can be found on the Suzo/HAPP web site: <http://www.happcontrols.com>

These particular buttons are called IGT buttons.

Integration with buttons and a lever/handle is as simple as mapping them to the same specific keystrokes that the software expects.

## **AllJ Slots Keystroke Controller Board by USBButtons.com®**



The AllJ Slots USB Keystroke Controller Board is an affordable USB module that is made and sold by USBButtons.com®. It's a plug-and-play USB module that's ready to go and emulates each of the needed keystrokes for AllJ Slots, and comes with wiring to connect the Suzo/Happ slot machine buttons and any other custom button system you might have. It also has built-in 5v wiring for the button lamps.

This option will make your custom wiring easy, and will satisfy all the needed game play keystrokes (Space Bar, Q, B, C and S).

This controller board is available for only \$119 at <http://www.USBButtons.com>

## ***Other Keystroke Emulator Options***

We've also included, within the resources folder, a small third party tool called JoytoKey.exe. You can find the latest Windows7/8/10 compatible versions online.

This program is very useful when it comes to mapping a game controller circuit board (Logitech game pad for example) to specific key actions. All this tool does is help "map" a specific button on a USB controller to a keystroke.

Once AllJ Slots receives the keystroke from the system, it handles it just like any other keystroke.

## **Serial Credit Boards**

ALLJ Slots will work with a number of credit boards, but the one that has proven to be the least expensive, and most effective, is made by a group in the UK:

Thomas & Anca Club Supplies  
<http://www.thomasandanca.co.uk>  
Contact: Ben Gibbs



Their Coin+RS (shown on left) board is the board we've used, since we were looking for a tool that would handle a coin acceptor and a coin hopper at the same time. This card does that via a Serial connection (USB to serial in this case).

The card communicates at 1200 baud, and ALLJ Slots is already programmed to talk to it.

Thomas & Anca has other cards that handle bill acceptors.

This group was very helpful, preconfigured our cards, had the proper connectors for our specific hoppers, etc.

## **Coin / Token / Bill Acceptors**



It is important to find a coin/token acceptor that will work with your Serial Credit Board. If you do choose to go with a Thomas & Anca board, they are happy to discuss supported hoppers with you.

Some of the variables to consider are: horizontal vs. vertical coin drop, channeling the coins/tokens to your hopper, coin type, etc.

Microcoin is a known manufacturer of reliable and affordable coin acceptors. They offer both vertical and horizontal coin drops, and they integrate very easily with the Thomas & Anca boards.

## ***Coin / Token Hoppers***



It is important to find a coin/token hopper that will work with your Serial Credit Board. If you do choose to go with a Thomas & Anca board, they are happy to discuss supported hoppers with you.

Some of the variables to consider are: ejection speed, how many coins/tokens they will hold, can you change the coin/token type, etc.

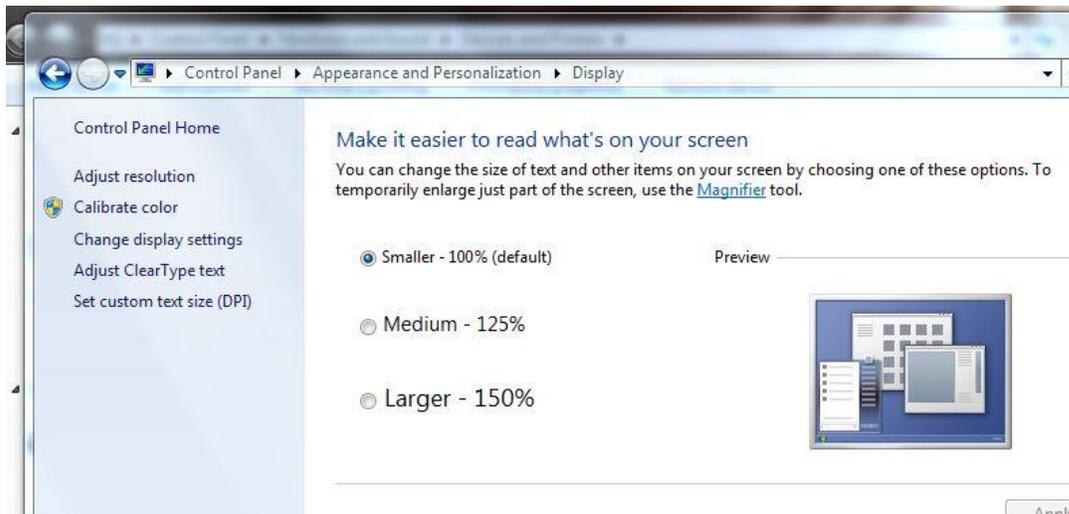


## Troubleshooting Tips

### Known Problems & Workarounds

**Symptom:** I'm using Windows 7 (or Windows 10/11), and all graphics on the main play screen seem misaligned or outside of the reel frames.

**Cause/Solution:** Windows 7/8 sometimes defaults to a "Zoom Mode" of 150% for some reason. This is easily resolved - Go to Appearance & Personalization under Display. Set the mode of your screen back to 100%.



**Symptom:** Sound effects seem clipped or unclear.

**Cause/Solution:** Your sound card could be too weak, or you're using on-board sound hardware, and your system is too slow. Try freeing up system resources.

**Symptom:** The reels spin slowly, and the reel lock/wobble is slow.

**Cause/Solution:** Your system speed is too slow. Try adjusting the "Spin Factor" value described in the settings section. If you increase this value, the small incremental movement the system uses to move the reels is increased. This may increase its performance.

**Symptom:** The reels spin for too long.

**Cause/Solution:** You've added too many items to one or more of the reels. Check with the documentation to see what the recommended number of items per reel is.

**Symptom:** The GRIFFIN BUTTON does not respond when in AllJ Slots.

**Cause/Solution:** We have found that the Griffin Button software itself does not communicate properly unless it is run as administrator. Try closing out the Griffin Program, and then loading it again as Administrator by right-clicking on its icon and choosing the "Run as Administrator" option. Or, try the other button shown on the website by [usbbuttons.com](http://usbbuttons.com).

**Symptom:** The Software crashes when I first run it and mentions something about "audio".

**Cause/Solution:** This is caused by there being no active sound card or sound driver. Check to see if your audio has been disabled on your PC.

## **Technical Support**

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If you need help, have questions or any suggestions; please feel free to contact us at:

Web: [www.AllJSoftware.com](http://www.AllJSoftware.com)

Phone: (804) 835-6446

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## **Future Development**

We are always adding new features, so please check the web site now and then for version releases and patches.

This User Guide will be updated regularly, and we will be sure to note any scheduled releases and anticipated feature additions here.

<https://www.AllJSoftware.com>

## **Glossary**

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Slot Machine: A slot machine is a reel-based machine that's fun to play. The old machines are called "One Armed Bandits" because they had a lever you pulled to start the game. Today, video slot machines are the new breed.

Hold Percentage: This is a casino term for the amount of money a slot machine will make for the house. For example, a slot machine with a 4% hold will make the casino \$4 for every \$100 run through the machine over time.

Loose Slots: When a slot is "loose", it's primed to win. Every slot player on earth is looking for a loose slot machine to play. Loose slots are also those that offer great payback percentages.

Tight Slots: Tight slots are a no-no for the slot player. These slots don't like paying out. They have poor payback percentages and are there just to take your money.

Payback or Pay-Out Percentage: This is the amount of money the slot machine is designed to payback over the course of time. For example, a 95% payback machine means it will return \$95 for every \$100 run through the machine. This is over many thousands of spins.

Pay Line: The Pay Line is a line that the machine pays on. Slot machines can have one Pay Line or one hundred.

Pay Table: The pay-table shows you how much you will be paid for specific combinations. The pay table can be located right on the glass of the machine or in a menu on video slot machines.

Progressive: A progressive slot machine is hooked up to a bank that logs how much money is wagered on all connected machines. The more money wagered, the higher the progressive jackpot. When playing a progressive slot machine, you win the progressive jackpot when you get the required combination.

Reel: A reel has the "stops" on it. The traditional slot machines had three reels. Today, slot machines have any number of reels. In video slot machines, these reels are virtual.

RNG: This stands for Random Number Generator. It's a chip that stands alone in a slot machine. Its job is to cycle through possible combinations all day long. The second you push play or pull the handle, the RNG spits out the combination it was on. This combination will either be a winner or a loser.

Stops: A stop is any point on the reel that a slot machine can stop on. If the stop contains no symbol, it's called a blank. The number of stops on a machine helps determine the number of winning combinations (and losing combinations).

Symbols or Items: Symbols or items are the pictures on a reel. They could be of a cherry, boat, money sign, 7, or anything. All slot machines pay when specific symbol combinations show up.

Blank: when a reel stops “in between” the reel images, this is called a “blank”. If Blanks (represented by the “X” in the Reel Setup screen) are used in Random/Probability mode, they considerably reduce the payout percentages.

Fixed Sequences: A spin mode where a sequential list of predetermined spins is imported and used by AllJ Slots.

Activation: Once your license has been purchased, you will be able to “activate” your installation. There will be a link in your order confirmation email that will send you to the AllJ Slots activation page. Each “license” comes with one (1) PC activation, with free version updates for one year.

# **END USER LICENSE AGREEMENT**

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