



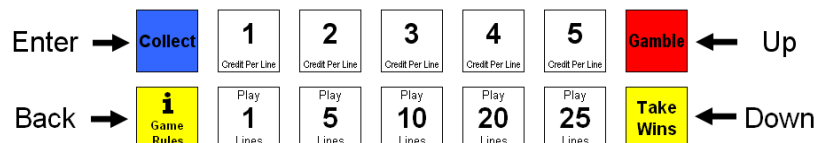
Ainsworth SL Hopper Refill Procedure

Instructions to suit: **Multiplay 4**
Wonder World
Royal Diamonds
Enchanted World
Dragon Fish

1. Open the main door and confirm that the hopper is empty – not jammed.
2. The EGM will automatically display the Hopper Refill Screen.
3. Press the **Gamble** and **Take Wins** button together to Record the Refill
4. Press the **Gamble** button to confirm Refill
5. Place **\$200** of \$2 coins in the hopper and **close the main door**.
6. Press the **i-game rules** button 4 times to return to the main game screen
7. Use the **Reset key** to clear Hopper Empty fault. Press **Collect** once more to obtain remaining coins.

Machine should pay out as per normal – record the refill on the venue refill sheet.

Button Pannel Help:





Cancel Credit Procedure

1. If the collect button is pushed when the credits are over \$200 or less than \$2 the machine will lock up and ask for a cancel credit to be performed.



2. Before performing the Cancel Credit ensure that the venue paperwork detailing the time, machine number and amount of the cancel credit are recorded.
3. To cancel the credits turn the **audit key** toward you (Reset) – the credits will disappear and the game will return to normal.



4. Turn the **audit key** away from you (Audit) to bring up the audit screen, record the Cancel Credit figure from the screen onto the venue paperwork.



5. Remove the audit key and press the **i-game rules** button to return to the game

ENSURE THE CREDITS HAVE BEEN CANCELLED SUCESSFULLY

Button Pannel Help:

