

# **System of protection and the control of theoretical yield percent**

**AGI Novomatic**

**COOLFIRE I**

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## **Purpose**

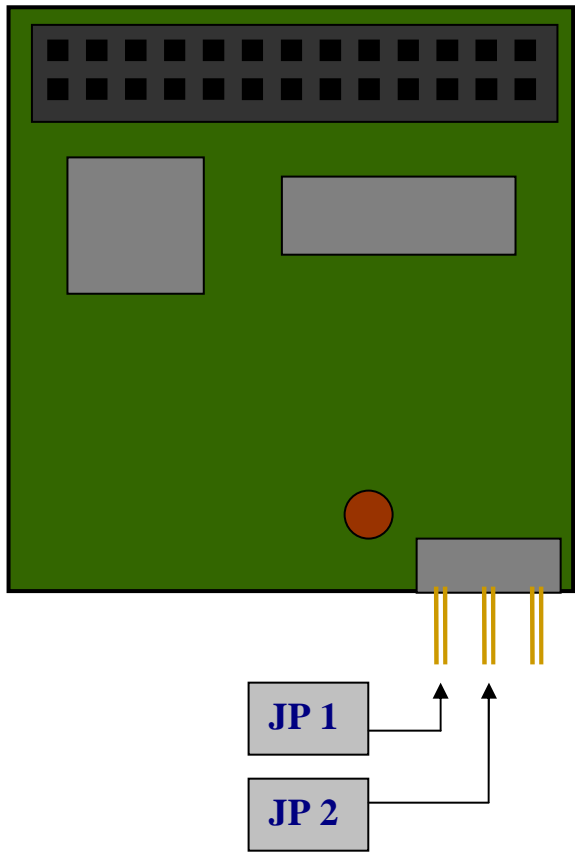
We bring to your attention the device, allowing establishing average percent of a prize (theoretical yield) game platform AGI Novomatic Coolfire I "Gaminator" in one of four possible values: 90, 92, 94 or 96 percent (In new version it is established 75-95percent). Installation of demanded level of percent is carried out by means of 2 crosspieces on the payment developed by us whom we named "percent-selector". The percent-selector payment is established in BDM-port a motherboard (this socket is under of 2nd video controller, and it is located similarly to a socket for Game-selector).

In the percent-selector function of protection of a slot machine from all program "bookmarks" known for today also is put. If the percent-selector finds out such "bookmark" automatic machine work is blocked.

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## Hardware

Percent-selector work is based on use of the latent possibilities of a choice of percent in game platform Coolfire I. The majority of games in the given game platform are capable to work at four levels of percent set forth above, and it is necessary for them to specify only the necessary level, than and the percent-selector is engaged. Therefore for versions "Gaminator" in which all games in a set support this possibility, it is not required to bring any changes in a program code (to copy or change SIMM-modules), it is enough to establish only a payment of the percent-selector for the given version.



## Percent installation

JP2	JP1	%
OFF	OFF	90
OFF	ON	92
ON	OFF	94
ON	ON	96

In the same versions, where there are games not supporting any of the specified four levels of percent (it, as a rule, old games), is necessary to copy or replace the second SIMM-module of the program. In this module the last change only 64kb (in an initial insertion they empty - are filled by zero), the original code of the program does not vary. As it is not difficult to guess, the specified addition in SIMM-модуль is necessary for support of work of the percent-selector with old games. Certainly, changes made to the SIMM-module do not lead to error occurrence "ROM CRC Error".

If the version interesting you is not present in the resulted list inform on it to us, and we will necessarily consider possibility of manufacturing of the percent-selector for it.

At percent-selector purchase the file with the data for an insertion of the last 64k the second SIMM-module of the program (for those versions where the reinsertion is necessary) is free of charge given. For an independent reinsertion of SIMM-modules we can offer developed and made by us SIMM Flash Programmer

**By the current moment available there are percent-selectors for following versions:**

MIX	PROGRAMM KERNEL	Necessity of change SIMM2
MEGAKATOK2	V5.6-0 Sep 04 2006	NO *
HotSpotII3	V5.4-25 Mar 31 2005	YES
Gaminator 1	V5.4-18 May 04 2004	YES *
	V5.4-23 Oct 21 2004	
	V5.5-5 Jul 25 2005	
	V5.6-0 Aug 09 2006	
Gaminator 4	V5.4-23 Sep 29 2004	YES
	V5.4-25 Dec 17 2004	
	V5.4-27 Mar 07 2005	
	V5.5-5 Jul 06 2005	
	V5.5-6 Sep 27 2005	
	V5.5-8 Dec 07 2005	
	V5.5-9 Feb 02 2006	
	V5.5-10 Mar 29 2006	
	V5.5-10A Jul 19 2006	
	V5.6-0 Aug 07 2006	
	V5.6-5 Feb 26 2007	
	V5.6-10 Nov 05 2007	
	V5.6-13 May 27 2008	
	V5.4-29 May 10 2005	
Gaminator 6	V5.5-9 Feb 02 2006	NO
	V5.5-10 May 11 2006	
	V5.6-0 Sep 06 2006	
	V5.6-5 Feb 27 2007	
	V5.6-12 Mar 11 2008	
	V5.5-0 Apr 13 2005	
Gaminator 7	V5.6-4 Dec 04 2006	NO
	V5.6-5 Mar 15 2007	
	V5.5-2 May 30 2005	
Gaminator 8	V5.5-9 Dec 13 2005	NO
	V5.6-5 Feb 27 2007	
	V5.5-1 May 10 2005	
Gaminator 9	V5.6-0 Aug 03 2006	

Gaminator 10	V5.5-5 Aug 24 2005	NO
	V5.5-9 Dec 13 2005	
	V5.5-10A Jul 19 2006	
	V5.6-4 Dec 04 2006	
	V5.6-5 Feb 27 2007	
	V5.6-10 Oct 25 2007	
	V5.6-12 Mar 11 2008	
Gaminator 11	V5.5-8 Nov 17 2005	NO
	V5.6-0 Sep 11 2006	
Gaminator 12	V5.5-6 Oct 17 2005	YES
	V5.6-0 Sep 07 2006	
	V5.6-5 Apr 12 2007	
	V5.6-10.Oct 25 2007	
Gaminator 16	V5.5-10 Apr 19 2006	NO
	V5.6-1 Sep 20 2006	
	V5.6-5 Feb 28 2007	
	V5.6-8 Jul 04 2007	
	V5.6-10.Oct 25 2007	
	V5.6-12 Mar 11 2008	
Gaminator 17	V5.5-10 May 29 2006	NO *
	V5.6-0 Sep 04 2006	
Gaminator 18	V5.5-10 Jun 19 2006	YES
	V5.6-0 Sep 20 2006	
	V5.6-5 Mar 16 2007	
	V5.6-10 Oct 25 2007	
Gaminator 19	V5.6-0 Aug 02 2006	YES
	V5.6-5 Mar 19 2007	
	V5.6-12 Mar 11 2008	
Gaminator 20	V5.6-0 Oct 09 2006	YES *
	V5.6-5 Apr 02 2007	
Gaminator 21	V5.6-5 Feb 26 2007	YES *
	V5.6-8 Jul 16 2007	
	V5.6-12 Mar-11-2008	
Gaminator 22	V5.6-5 Mar 06 2007	NO
	V5.6-12 Mar 11 2008	
Gaminator 23	V5.6-5 Apr 24 2007	YES
	V5.6-12 Mar 11 2008	
Gaminator 29	V5.6-8 Jun 29 2007	YES *
	V5.6-12 Mar 11 2008	
Gaminator 30	V5.6-10 Dec 14 2007	YES
	V5.6-12 Mar 11 2008	
Gaminator 31	V5.6-10 Dec 13 2007	YES
	V5.6-12 Mar 11 2008	

The note \*: For game AP-II percent fixed (95,57 %)

The note \*: In version V2 (75-95 %) the program is not modified

## Program Part percent-selector V1 90-96%, V2 75-95%

no no standard (90...96%)

no yes 85-90%

yes no 80-85%

yes yes 75-80%

### Checked up versions percent selector V2 (75-95%)

HS\_5\_4\_25

G1\_5\_6\_0

G4\_5\_4\_25

G4\_5\_5\_5

G4\_5\_5\_6

G4\_5\_5\_8

G4\_5\_5\_9

G4\_5\_6\_0

G4\_5\_6\_5

G6\_5\_4\_29

G6\_5\_5\_9

G6\_5\_6\_0

G6\_5\_6\_5

G8\_5\_5\_9

G8\_5\_6\_0

G9\_5\_6\_0

G10\_5\_5\_5

G10\_5\_5\_9

G10\_5\_6\_4

G10\_5\_6\_5

G12\_5\_6\_5

G16\_5\_5\_10

G16\_5\_6\_1

G16\_5\_6\_5

G17\_5\_5\_10

G17\_5\_6\_0

G18\_5\_6\_0

G18\_5\_6\_5

G19\_5\_6\_5

G20\_5\_6\_5

G21\_5\_6\_5

G22\_5\_6\_5

G23\_5\_6\_5

G29\_5\_6\_12

G30\_5\_6\_10

G30\_5\_6\_12

G31\_5\_6\_12

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