



Mistral



The Wizard of Oz

Manual English
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Introduction

Congratulations with the purchase of your Mistral / The Wizard of Oz with “IntraXion” Technology.

We advise you to read this manual **completely** so you learn the possibilities and the use of this system.

Different aspects can be set (see further in the manual). By means of the IntraXion Programmer with an LCD-screen and several push buttons, information about the functionality of the system can be displayed. Also settings can be adjusted and test procedures can be activated via a user friendly menu.

The operator must know that he can't take any options or functions in use, which are against the local security or legal prescription.

The course of the game

A player inserts money and receives a number of tokens (on the central display).

By means of the joystick he can move the arm over the playfield. When he presses the pushbutton, a token will be launched. If the player keeps the pushbutton pressed in, the tokens will continually be launched.

The intention of the game is that a player tries to get as much points with the available tokens.

The chips and cards are won if they are in the prize bin on the bottom of his playfield.

Principal of operating

We presume that the machine is set up to your wish.

If this is the case then please read first the chapter "Set Up" further in this manual

Determine the number of tokens

As the Mistral/The Wizard of Oz don't is a closed loop system and don't returns the tokens that fell over the edge, we start to give more tokens than a regular pusher. These way players have enough fun.

Cashbox

By emptying the machine menu 'CASHBOXES' indicates separately the contents of the different compartments. These meters are used to check the emptying of the cashboxes. Besides the coin-meter there is the bill-meter that can be used for bills, tokens or credit cards. The unit of the meter is not always the same as the monetary unit. Although every coin-entry has a money value, some coin-entries can be set with a different unit (e.g. pieces). After emptying the cashbox, the meters can be copied and/or cleared.

Accounts

To evaluate a long-term result, an accounting is kept the accounts are used to check the earnings on a long term. You can clear the cashboxes daily, but let the accounts counting

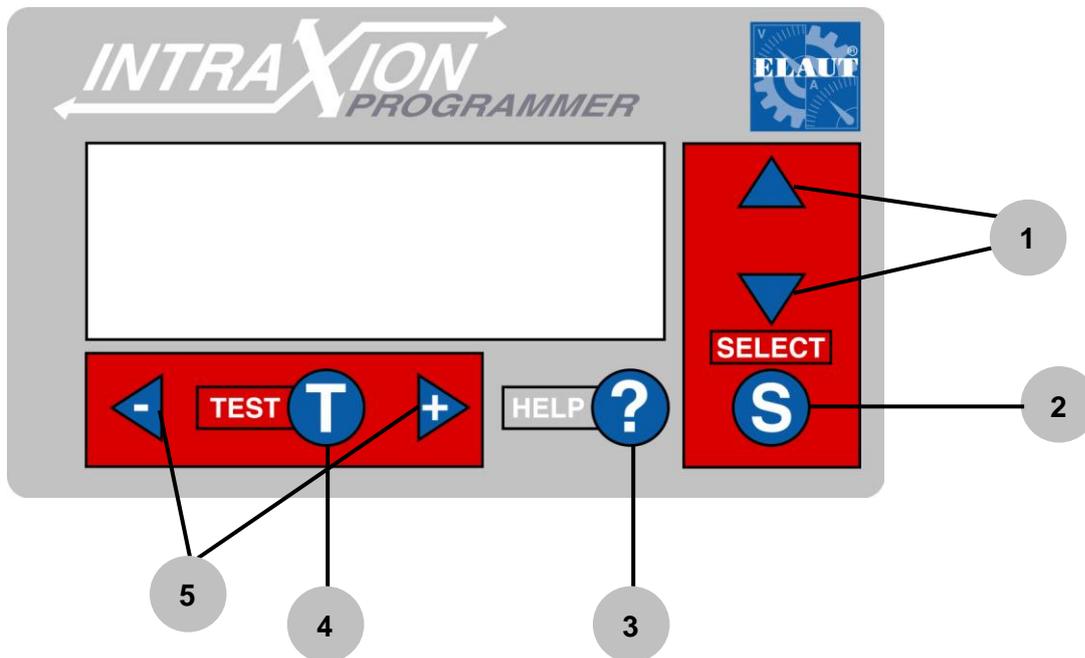
Mechanical counters

Can't be cleared.

Each time when the controller can't add the mechanical an error message will appear, this to prevent fraud. The number of error messages will be reported in the diagnostics, they only can be cleared together with the accounts.

Also changes in settings that have influence on the result of the mechanical counters will report an error message.

Working with the Intraxion Programmer



- The arrows ▲ and ▼ (1) are used to navigate through the different menus and settings.
- The “**Select**” button (2) is used to open or close the different menus or to instigate commands such as clear counters, restart regulator etc.
- With the “**Help**” –button (3) can you get more information about each setting
- Under specific circumstances are there possibility’s to test the set values by pressing “**Test**” –button (4). E.g. If you press T when the cursor is in front of the line “T mechanical cycle” then the gantry will make a test cycle.
- The buttons “-“ and “+” (5) are for changing values.

 This “**i**” indicates that the opposite line shows only information. This value is unchangeable.

 This “**T**” indicates a test function. Press  to activate.

 This “**S**” indicates a function. Press  to activate.

If this is the opposite of a title or a menu, then you go back to the main menu

The Mistral / The Wizard of Oz are controlled electronically, but that doesn't mean that it adjusts automatically. The most important link is, and stays, the manager. The programmer (see picture on last page) makes it easy to adjust. You walk through the different menus that are mutually linked, and adjust them by a simple push on a button. The settings appear immediately on the display. Take your time to go completely through the settings with this manual.

Check if all tokens are played. Clear the remaining credits with the function "restart game" in the menu "payout settings".

Go to the menu "DEFAULT SETTINGS" (on the bottom of the main menu). Choose your country or continent or one that joins closest to your currency or legal regulation. Load this setting by pressing "S". Change your language if required, before quitting the menu. After setting up 1 section, copy all settings to the other section by using the function "Copy all settings". Please note that you have to "restart game" on each section to make sure that the payout will be correct.

Overview menu

There could be some small differences in relation to your program depending on your local legislation.

Mistral Pusher

```
MISTRAL PUSHER
MACHINE TYPE 61D1
VERSION 02 REV 07.0
(C)ELAUTnv 09/01/13
program enable OFF
firmware 3B
```

Identification of the program. Here you find the machine type, version, revision number and date. This information is the most important for the technical department.
program enable*: ON = updating via the Intelli Link connection possible. More info in [program update](#).
firmware*: firmware version of your controller. This firmware is important for the compatibility for software

updates.

Info management

```
INFO MANAGEMENT
advanced param. ON
lock adv.param. OFF
lock all param. OFF
hide money info OFF
```

This menu allows the user to simplify the menu to hide or lock advanced settings. Hidden items (advanced parameters OFF) are marked with a *
advanced param.*: ON= access to all settings
lock adv param.*: locks all advanced settings.
lock all param.*: locks all settings.

hide money info*: On= accounts are no longer available via the programmer
 Only access via the Intelli Link
 This option can only be disabled via the Intelli link.

Accounts

```
ACCOUNTS
total out:      0.00
total in:       0.00
result:         ERR%
#total wins:    0
S clear accounts
```

total out: total of won merchandise, expressed in terms of money.

total in: total receipts, expressed in terms of money

result: amount of payout merchandise expressed in percentage

total wins: number of won points

The accounts are used as “long term counters”. You can check the results of a certain period. They can be used as a base for the payment between manager and owner. Clear the accounts by placing the cursor next to the line “**clear accounts**” and press “S”.

Cashboxes

```
CASH BOXES
coin in:        0.00
bill/tk in:     0.00
#wins:          0
S clear cashboxes
#wins1:         0
#wins2:         0
#wins3:         0
```

coin in: amount of received coins.

bill/tk in: amount of received bills/tokens.

wins: total of won chips.

The “cashboxes” are used as “short term counter”.

You can use them to check the earnings by emptying the cashbox. Clear this also by pressing “S”.

wins 1: number of paid points (pieces) of dispenser 1

wins 2: number of paid points (pieces) of dispenser 2

wins 3: number of paid points (pieces) of dispenser 3

Payout settings

```
PAYOUT SETTINGS
0.20 purchase val.
= 200 vending point
payout percent. 33%
disp.1 50 points
disp.2 200 points
disp.3 100 points
i 98pieces/field
S restart game
```

purchase value= the price of the purchased merchandise.

vending point= the vending price in points value

payout percentage: the percentage that you want to pay this is the relation between purchase value and vending points.

disp 1: points value of the chips in dispenser 1

(typical green chips)

disp 2: points value of the chips in dispenser 2

(cards = highest points value)

disp 3: points value of the chips in dispenser 3

(typical pink/red chips)

i xx pieces/playfield: the number of chips on the playfield, this is not the points value on the playfield. **This always needs to be between 32 and 125!**

Restart game*: clearing the payout regulator. **This function also erases the remaining amount of chips.**

Token settings

```
TOKEN SETTINGS
start budget 2.00
* 1 tokens for
  (minimum val)0.10
* 12 tokens for
  a total of 1.00
* 70 tokens for a
  total of (ref) 5.00
* 150 tokens for
  a total of 10.00
* 350 tokens for
  a total of 20.00
*1000 tokens for
  a total of 50.00
tokens limit 2000
money limit 50.00
```

before it will be enabled again.

start budget: minimum budget to start

The following lines determines the bonus tokens.

All inserts will be add to each other as long the game is not started.

Eg 4 inserts of €0.50 or 2 inserts of €1 give the same number of tokens as 1 insert of €2.

The next lines allows you to give bonus tokens. You can give more tokens for a larger amount.

Attention: the pay out percentage will raise with extra tokens.

The value of the reference channel (tot.of (ref)) is used as base for the calculation.

token limit*: coin and bill acceptor will be disabled when you reach this limit. Once the tokens fall below this limit, the coin and bill acceptor are again enabled.

money limit*: coin and bill acceptors will be disabled when you reach this limit. You have to play all tokens

Bonus Prizes

```
BONUS PRIZES
* 0 extra prizes for
  a total of 20.00
0 extra prizes for
  a total of 50.00
```

This menu allows you to give extra chips for a specific amount e.g. 2 extra chips for a total of € 5. On each insert of 5 euro 2 extra chips of dispenser 1 will be dispensed on the playfield.

Game settings

```
GAME SETTINGS
volume game 12/30
volume mess. 20/30
attract time 10 min
free game mode 0FF
standby 0FF
```

with this function.

standby: ON= standby, not possible to insert money, on the display 1 bar will light up.

volume game: volume during the game

volume message: volume for messages.

attract time: the interval time between the attraction when there is not being played.

free game mode: if this function is on, you can play without inserting any money. This has no influence on the counters or pay out regulator. The bonus wheel is disabled

Dispenser 1 settings

```
DISPENSER1 SETTINGS
S refill lock 0FF
S get dispenser 1
S refill displ 20
S displ alarm 0
i total refill 0
```

refill lock: by using the function “get dispenser x” the “refill lock” will turn automatically to ON.

The carrousel will stop dispensing chips. At the end of the service, press S in front of this line to turn it back OFF

get dispenser 1: gets dispenser 1 to the middle of this playfield

refill disp 1: Press S to insert the amount of chips of the

bulk fill. Changable with + and –.

disp1 alarm: when this amount is reached an error will be displayed

tot refill1: amount of total filled chips when the refill function is used. This amount will be cleared with the accounts

Dispenser 2 setting

```
DISPENSER2 SETTINGS
S refill lock      OFF
S get dispenser 2
S refill disp2    20
S displ alarm     0
i total refill2   0
```

Idem as dispenser 1 settings

Dispenser 3 settings

```
DISPENSER3 SETTINGS
S refill lock      OFF
S get dispenser 3
S refill displ     20
S displ alarm     0
i total refill1   0
```

Idem as dispenser 1 settings

Money settings

```
MONEY SETTINGS
coin 1             0.20
coin 2             0.50
coin 3             1.00
coin 4             2.00
coin 5             0.10
bill value        5.00
money value       0.05
decimals          2
meter divider     1.00
```

To adjust the value on each channel. Coin 1* is equal to the first channel of the coin acceptor.
bill value *: the value of the first bill on the bill acceptor.
money value *: minimum unit of account (value factor)
decimals *: the visual numbers after the comma. If there is indicated 1 than the money values will be displayed up to 1 number after the comma ex. 20,5
meter divider *: the value of a pulse to the mechanical counters. E.g. if '1' is marked, then 1 pulse will be given to the counters by each Euro. A 2 Euro coin will count 2 units on the counter. The amount you see will be the amount in

Euros...

System settings

```
SYSTEM SETTINGS
link address      1
S initial filling
S copy all settings
S load defaults EUR
S load defaults USA
S load defaults UK
```

link address: every playfield in an Intelli Link network has a unique number that can be set in this menu. 1 is the standard number and if this is 0 than it will not be recognized as present in the link.

initial filling *: this function is used when you bring the machine into use, to fill the playfield with the set number of chips. You best collect them in 3 boxes and then divide. Don't forget to play in the playfield (about 400).

copy all settings *: this function allows you to copy the settings to the other sections.

load EUR / load USA / load UK *: load the default money and credit, specific for your country or continent and depending on your local legislation. These settings can be individual changed when necessary.

Diagnostics

```
DIAGNOSTICS
i last coin       0.00
i payout rate    1/10
```

last coin: the value of the last insert.

payout rate: the frequency by which the chips will be dropped on the playfield.

Mechanical diagnostics

```
MECHANIC DIAGN.
S calibrate carr.
i tot tokens      0
S clear tot tokens
```

calibrate carr: calibration of the carrousel, **this also happens after you open and close the glass.**
tot tokens: Total amount of the played tokens
clear tot tokens: to clear the total of played tokens.

Module Info

```
MODULE INFO
i play field nb.  1
i soundfile
ID= ITXSND6100R00
i controls mod.  0N
ID= ITBIO_D0101
i motor mod.     0N
ID= ITXGX_B0200
i hopper mod.    0N
ID= ITBIO_B0200
i bonus mod.     0N
ID= ITBNS_B0102
i linker mod.    0N
ID= ITLNK_B0003
i carrousel mod. 0N
ID= ITX6200R03.0
```

playfield nb *: identification number of the playfield.
 Following lines are use to verify the different ITX modules

- ON= OK
- OFF= not OK
- ERR= does not work correct.

ID= ITLNK_ xxx...*: software version on this

Test info

```
TEST INFO
i coin in      00000000
i bill in      00000000
i ctrl but.    00000000
i det&ext      00000000
i lamps        00000000
i coinm.out    00000100
i hopper1      00000000
i XYstatus     00000100
i Xposition    0
i lnk.stat     00000000
i data in      0
```

This menu shows if the input to the IntraXion controller is activated (=I) or not (=O), a very useful tool to track problems with the system.

The list below shows all in and outputs, and where you can activate them.

The information lines above indicates if the input to the Intelli controller is activated (=I) or not (=O). The inputs are counted from the right to the left.
If an input changes, it has to be visible only on 1 position!
This menu will help you to localize and possibly solve a problem.

in/output checklist via Interaxion programmer									
	0/1	0/1	0/1	0/1	0/1	0/1	0/1	0/1	
coin inputs	x	x	x	coin 5	coin 4	coin 3	coin 2	coin 1	
bill inputs	bill error	B4 inh2	B3 inh1	bill 2	bill 1	x	x	x	
ctrl buttons inputs*	x	ana LGC	SEL1	fire	left	right	back	forw	
set buttons*	x	x	x	x	x	x	SEL3	SEL2	both =SEL4
dispenser 1/2 inputs*	x	ana lgc	refill2	refill1	disp2b	disp2a	disp1b	disp1a	
detect & ext input	x	ctr fb	ADC lgc	dpr in	tilt	ext door	ctr conn	prize det	
control lamp out*	SEL4fsh	LP SEL4	SEL3fsh	LP SEL3	SEL2fsh	LP sel2	SEL1fsh	LP SEL1	
coinmech outputs	ctr3	ctr2	ctr1	inh2	inh1	coin enb	err out	win out	
playf inputs*	x	ana LGC	SW16	SW15	SW14	SW13	SW12	SW11	
*=external source									

Set Up

Attention: after set up 1 section, copy all settings to the other sections. For this you can use the function “copy all settings”. Then “restart game” on each section.

Go to System settings and move the cursor to “Copy all settings”. Then press the “S” button on de ITX programmer.

Now all the playfields are set identically.

If you have any problems with the settings of the machine, please do not hesitate to contact Elaut.

These settings are the most important and also influence the payment:

Token settings

```
TOKEN SETTINGS
start budget  2.00
* 1 tokens for
  (minimum val)0.10
* 12 tokens for
  a total of 1.00
* 70 tokens for a
  total of (ref) 5.00
* 150 tokens for
  a total of 10.00
* 350 tokens for
  a total of 20.00
*1000 tokens for
  a total of 50.00
tokens limit  2000
money limit   50.00
```

First set the number of tokens you want to give for each amount.(€1, €2, €5,€10...) Keep in mind that how more extra tokens you give, the higher the payement will be. The number of tokens en money value on the reference channel (marked in yellow) determines the set payout percentage.

Each insert of this amount will pay exactly the set percentage.

If you give extra tokens, each insert higher than the reference channel, will pay raise the payout percentage.

Payout settings

```
PAYOUT SETTINGS
0.20 purchase val.
= 200 vending point
payout percent. 33%
disp.1 50 points
disp.2 200 points
disp.3 100 points
i 98pieces/field
S restart game
```

Then set the points value:

If the purchase value is eg € 0.20, you sell this for eg 200pt
The payout percentage determines which budget has to be played to issue x points.

Next set the value of the chips in dispenser 1,2 and 3, this have be in proportion with the earlier set settings.

Warnings and Errors

Warnings and errors are visible on the Intelli Programmer. They appear when a bad working of the crane is detected. You can clear these by pressing "S". You clear only the mentioning and not the problem. By an error a code will appear on the token display.

Warnings

Information about a potential problem.
You can still play without solving the possible problem.

WARNING
system malfunction.
Press S to resume

Display code: 1
Reboot the machine. Contact your local dealer if the failure repeats.

WARNING
door open. Druk S
Press S to resume

Display code: 2
Check if all doors are closed well. Otherwise check the door contacts and wiring for signs of damage. Only visible via the Intelli Link

WARNING
launcher timeout.
Press S to resume

Display code: 3
This warning appears when the sensor of the launcher doesn't or not in time detects a token.

WARNING
game price n corr
Press S to resume

Display code: 4
The proportion between money and token settings is too low, check the token settings.

WARNING
account meter ovl
Press S to resume

Display code: 5
Electronic account meters overflow, clear the account meter.

WARNING
cashbox meter ovl
Press S to resume

Display code: 6
Electronic cashbox meters overflow, clear the cashbox meters meter

WARNING
coin/bill accept
Press S to resume

Display code: 7
The coin- or bill acceptor has reported a problem. Check the coin/bill acceptor on their functionality.

WARNING
prize disp.1 empty
Press S to resume

Display code: 8
This warning appears when dispenser 1 doesn't paid out, possible the dispenser is empty or obstructed.

WARNING
prize disp.2 empty
Press S to resume

Display code: 9

This warning appears when dispenser 2 doesn't paid out, possible the dispenser is empty or obstructed.

WARNING
prize disp.3 empty
Press S to resume

Display code: 10

This warning appears when dispenser 3 doesn't paid out, possible the dispenser is empty or obstructed.

WARNING
product def n corr
Press S to resume

Display code: 11

The proportion between purchase price, percentage and points value are not correct in regard to other settings.

WARNING
prizes/field n corr
Press S to resume

Display code: 12

The pay-out has an **extreme setting!** Revise the **chips/credits value.**

WARNING
prizes low al.
Press S to resume

Display code: 13

The dispenser is almost empty. Only if you fill the dispensers with the refill function.

WARNING
reopen window first
Press S to resume

Display code: 14

The refill function can be used again after closing and re open the door.

WARNING
shooterX fout
Press S to resume

Display code: 15

Problem with the swiveling arm.

Errors

The coin acceptor will be disabled when the good working of the crane isn't guaranteed. First you have to solve the problem and clear the error message before you can continue to again.

ERROR
linker mod. status
Press S to resume

Display code: 31

No communication with the Linker module.

ERROR
carrousel status
Press S to resume

Display code: 32

No communication with the carrousel controller.

ERROR
meters disconnect
Press S to resume

Display code: 33

Mechanical counters are not connected.

ERROR
hopper mod status
Press S to resume

Display code: 34
No communication with the hopper module

ERROR
motor mod status
Press S to resume

Display code: 35
No communication with the motor module.

ERROR
controls mod status
Press S to resume

Display code: 36
No communication with the controls module.

ERROR
display mod status
Press S to resume

Display code: 37
No communication with the display module.

ERROR
escalator timeout
Press S to resume

Display code: 38
Problem with the escalator hopper, can be obstructed or didn't pay in time. **No sensor connected or obstructed.**

ERROR
escal. coin sensor
Press S to resume

Display code: 39
Sorter-unit doesn't work efficiently.

ERROR
carrousel motor
Press S to resume

Display code: 40
Problem with the movement of the carousel.

ERROR
lower point values
Press S to resume

Display code: 41
The payout of the chips is not **between 32 and 125 pieces** on the playfield.

ERROR
higher point values
Press S to resume

Display code: 42
The payout of the chips is **not between 32 and 125 pieces** on the playfield.

ERROR
payout calculation
Press S to resume

Display code: 43
Too many or too little chips on the playfield.

ERROR
refill lock on
Press S to resume

Display code: 44
The carousel is locked, unlock this in the menu "dispenser setting x " by pressing S in front of the line "refill lock", this should be on OFF.