<div style="border: 1px solid red;">
Please Note Barron Games X-Putt Models Cannot Be Used For Money Prizes, Only Free Play or Ticket Redemption. Please disregard all information in this manual pertaining to Cash Prizes
</div>

Operator Guide

IT IS THE RESPONSIBILITY OF THE OPERATOR TO MAINTAIN CUSTOMER SAFETY AT ALL TIMES, AND IT IS IMPERATIVE THAT THE DETAILS SET OUT IN THIS MANUAL AND ANY OTHER MANUAL SUPPLIED WITH THIS MACHINE SHOULD BE FOLLOWED PRECISELY AND ADHERED TO AT ALL TIMES

the game

Playing the Game

Putt for Fun or Putt for Cash

1. Touch screen to activate game selection
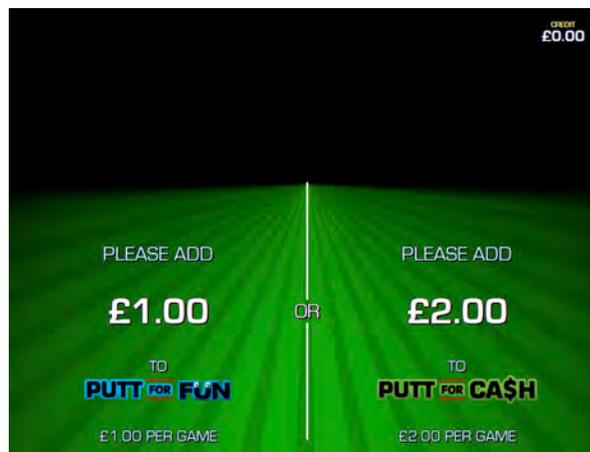
2. Insert Coins to play game £1 for Putt for Fun or £2 for Putt for Cash

3. The game selection screen will now be activated (based on amount of money previously entered). Press the button to start the game. In the above example Putt for Fun has been selected

Putt for Cash

Play your first shot, the hole to hit will be illuminated (e.g. No 1 above). The number of points which will be awarded if successful will be displayed

Each game has 10 shots with a maximum timing of 20 seconds per shot, with the exception of the 10th ball which can be replayed until a hole is hit

If the putt is successful the amount of points awarded will be displayed at the top of the screen

If the ball misses all holes and returns to be player, it becomes the next shot and a new hole will be illuminated

Based on the amount of points scored the amount of cash available to win will be displayed as 'winnings'

According to points scored and accuracy of putting, the 'bonus hole pot' will also accumulate for the opportunity to win with the 10th ball

Putt for Fun

- The Putt for Fun gaming screens are essentially the same in design however rather than play for cash the objective is to accumulate the highest score. All references to cash and monetary amounts are also removed from the game screens

the game

Putt for Cash: The Game Challenge and Leader boards

At the end of the game The X-Putt Challenge gives the player the opportunity to collect or play on to increase their winnings (up to a maximum of £50)

The X-Putt Challenge screen is only available when you have winnings banked in the game

Note – The X-Putt Challenge is not available on the Play for Fun game
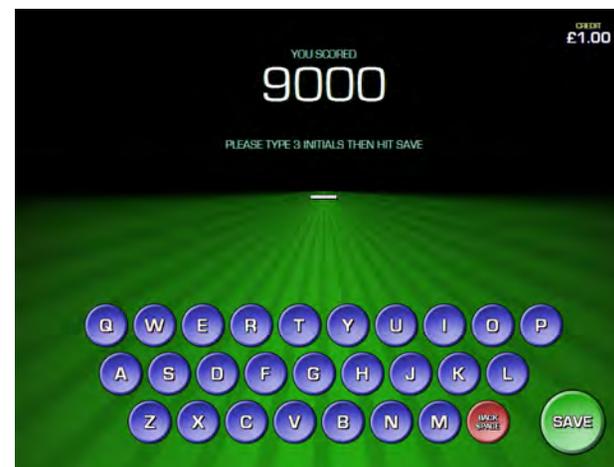
If amongst the highest 10 scores, the players will then be given the opportunity to enter their initials (up to 3 characters) for their score and initials to appear on the leader board

Note – the leader board will be automatically reset on the first of every month

the game

Gaming Screen Explanation

Instant cash win of £1 if the indicated hole (e.g. hole 7) is hit

The scoring bar indicates what the score will be if the next shot is successful (current score + potential score = total)

Total score achieved so far

Total amount of winnings achieved so far

Remaining time left to play the shot (max 20secs)

Next hole to play for e.g. hole 7

Number of balls left to play

Number points that can be achieved if the shot is successful e.g. 1400 points if hole 7 is hit

The Bonus Hole cash pot. This amount (e.g. £4) will be won if shot 10 is successful (bonus hole shot)

the game

Game Scoring Bar

The scoring bar is touch sensitive and can be moved to the left and right. By moving the bar to the right the player is able to view the next 'Cash Win' position

In the above example the player will win £1 once they reach 5000 points

They are also able to view the various Bonus Hole Pot cash positions. Once the player reaches this position the cash amount displayed will be added to the Bonus Hole Pot, this amount can then be won on the 10th shot

the game

Full Game Rules

BASIC RULES

The challenge is to score as many points as possible.

If playing for Cash, the more points you score, the more cash you win.

To get the highest score, always aim to hit the hole that is flashing.

The maximum score is achieved by hitting holes 1-9 in order, followed by hole number 10 which is the Bonus Hole.

The basic game is 10 Balls but if you win cash you will be offered additional 'Bonus Balls' to increase cash prize.

If you select the 'Putt for Fun' option, you cannot win any cash but you can enter your name on the leaderboard if successful.

SCORING SYSTEM

You score points by hitting any hole that is flashing or lit.

When you hit a hole (1-9) it will become unlit and will score zero if hit again.

Points awarded:

Hole 1 = 100 points
Hole 2 = 200 points
Hole 3 = 300 points
Hole 4 = 400 points
Hole 5 = 500 points
Hole 6 = 600 points
Hole 7 = 700 points
Hole 8 = 800 points
Hole 9 = 900 points

If the hole is flashing (holes 1-9), you score double points.

Hole number 10 (Bonus Hole) only scores when it is flashing (ball 10 onwards) - maximum bonus points 1,000

You score zero points if you hit a hole that is not flashing or lit.

The maximum score is 10,000.

You have 20 seconds to play each shot

TERMS AND CONDITIONS

Prizes will only be awarded if all of the following conditions are met:

- Players must use only one ball at a time, dispensed by the X-Putt machine
- Players must use the putter provided or a standard putter that may be used to play golf
- The ball must be struck by the putter in the recognised manner according to normal golf rules
- The ball must be placed on the flat surface designed for the player to stand on before being hit
- The standard perspex cover must be complete and fitted at all times
- The X-Putt machine must not be modified in any way

The system will not pay out any cash if the system is not working correctly or if the player does not follow the rules.

There are measures to combat cheating and players can be prosecuted if they attempt to defraud the system.

If you think you should have been paid cash legitimately please see reception or telephone 01923 236324.

operator mode

Operator Mode

- To gain access to the Operator Mode push the 'Operators button' (located inside the bay pod, please refer to photo)
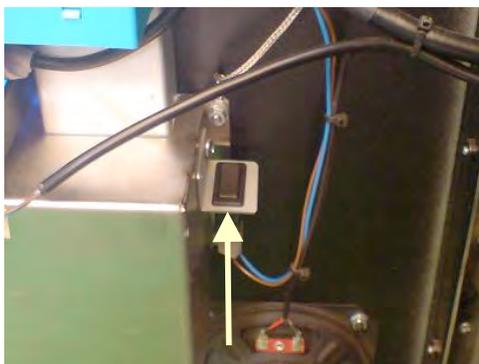
Open the game pod door, the operator switch is located next to the coin hopper
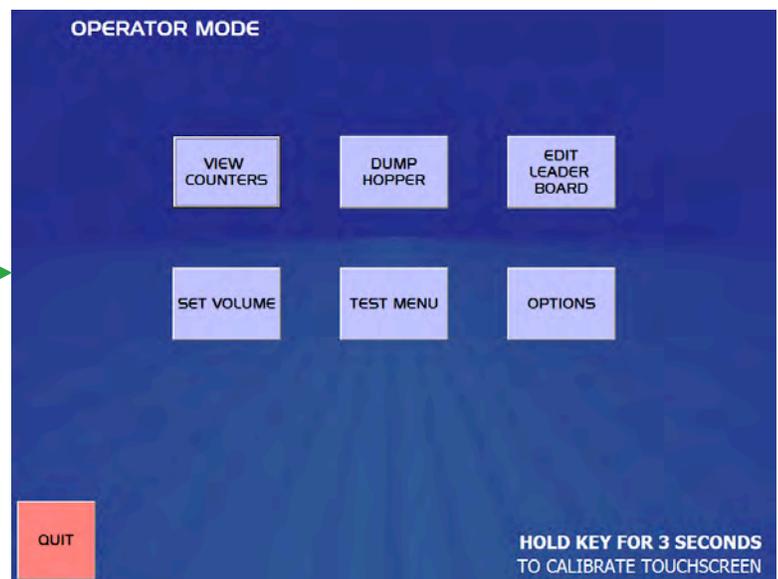
- The operator screen will be displayed. There are six options, View Counters, Dump Hopper, Edit Leader board, Setup Volume, Test Menu and Options

- **View Counters** – Used as part of the cashing up process, this function provides the Net Takings that the unit has taken since installation. This function will also provide information on the amounts players have gambled and lost and the total prize fund paid out
- **Dump Hopper** – This function is also used as part of the cashing up process in order to dump the contents of the hopper to determine the amount taken and to check the current float total
- **Edit Leader board** – To be used to remove "unsuitable" initials from public view or game scores that have been accumulated but not in accordance with the game rules
- **Set Volume** - This function is used to change the audio settings e.g. turn the volume up, down or totally mute the sound
- **Test Menu** – Used as a test facility to check the coin mechanism, coin hopper, game holes, game lights and ball in play sensors
- **Options** – Used to change the configuration of the game unit

Calibration of the Touch screen:

- The calibration of the screen can be carried out by holding down the Operator button for three seconds
- Follow the instructions on the screen

Cashing up Process - Summary:

```
              Push Operator button to
              access Operator Mode
                       │
                       ▼
              Select View Counters
                       │
                       ▼
              Note down Net Takings
                     Amount
                       │
                       ▼
              Return to Operator
                     screen
                       │
                       ▼
              Select Dump Hopper,
              ensure payout area is
                     empty
                       │
                       ▼
Hopper runs out of coins    ◄──   Select Start to begin   ──►   Hopper dispenses full
before it has counted the         emptying the hopper            float amount
full value of the float                                               │
         │                                                            ▼
         ▼                                                    Any extra coins should be
Add extra coins to the                                         added to the cashbox
hopper to bring up the                                                │
float to the correct value                                            │
         │                                                            │
         ▼                                                            │
Hopper dispenses full   ──►   Place the £140 float back   ◄───────────┘
     float amount             into the hopper
                                     │
                                     ▼
                              Remove the coins from
                              the cashbox and notes
                               from Note reader
                                     │
                                     ▼
                              Cashup complete
```

cashing up

Cashing Up Process - Detailed

- Open the Bay Pod door and push the Operator Switch, the Operators screen will now be displayed

- **Step 1**: From the Operators screen select View Counters
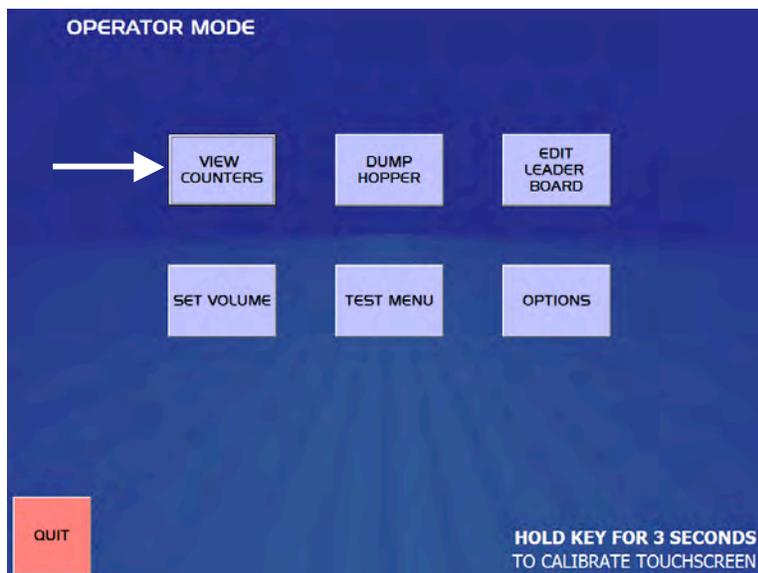
- The **View Counters** screen will now be displayed:
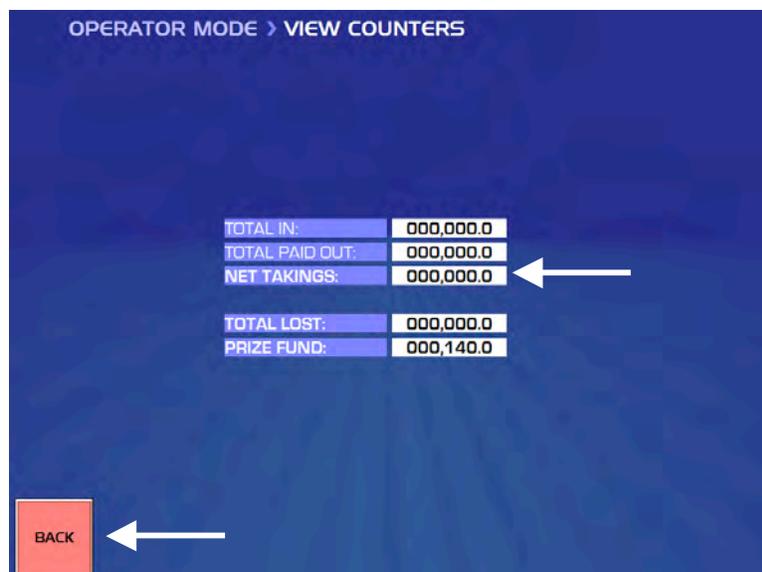
- Note down the **Net Takings** figure then press the **Back** button to return **Operator Mode** screen

cashing up

- **Step 2**: The next step is to Dump the contents of the hopper

- Select the **Dump Hopper** button
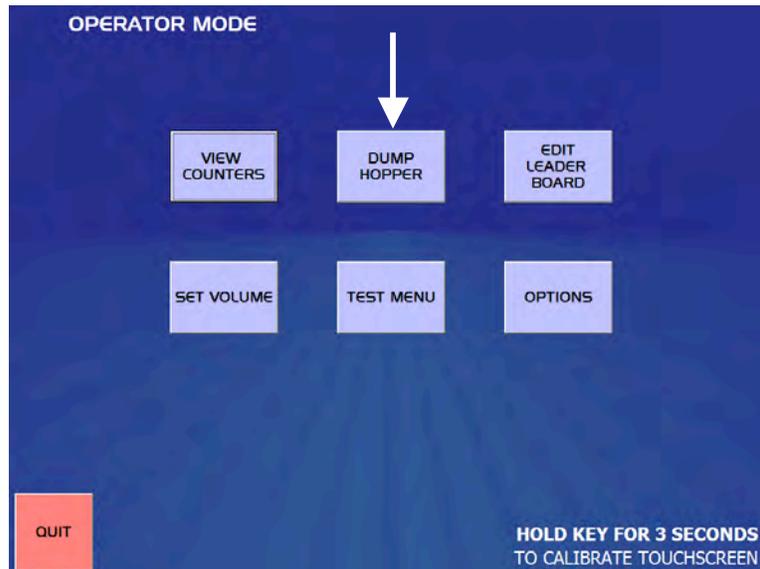
- The **Dump Hopper** screen will be displayed. Select the **Start** button to start emptying the hopper
  Please Note – Ensure the payout area is empty before starting the dump process
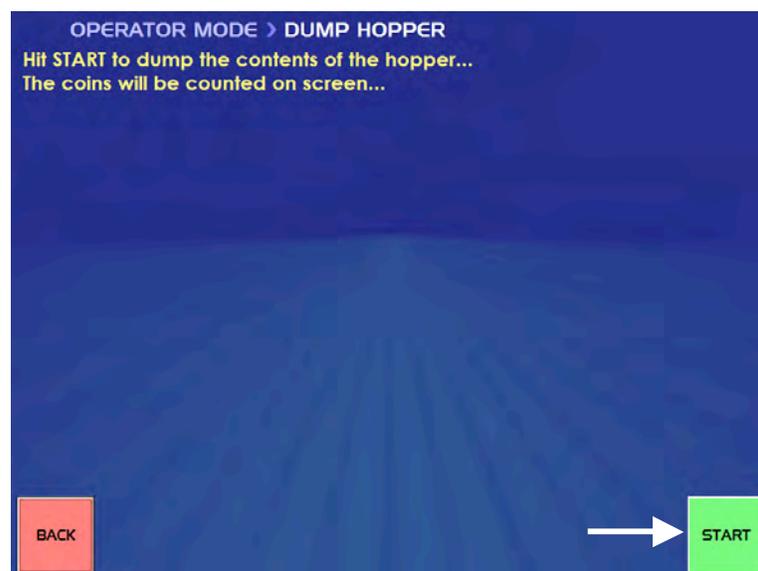
- The hopper will stop dispensing once it reaches £140 (total float amount), or when it runs out of coins

cashing up

- The unit will now count how many coins have been dispensed into the payout area

OPERATOR MODE > DUMP HOPPER
Hit START to dump the contents of the hopper...
The coins will be counted on screen...
Dumping contents of hopper:

FLOAT COINS DISPENSED — £12
FLOAT COINS REMAINING — £128

Amount dispensed
Amount still to be dispensed
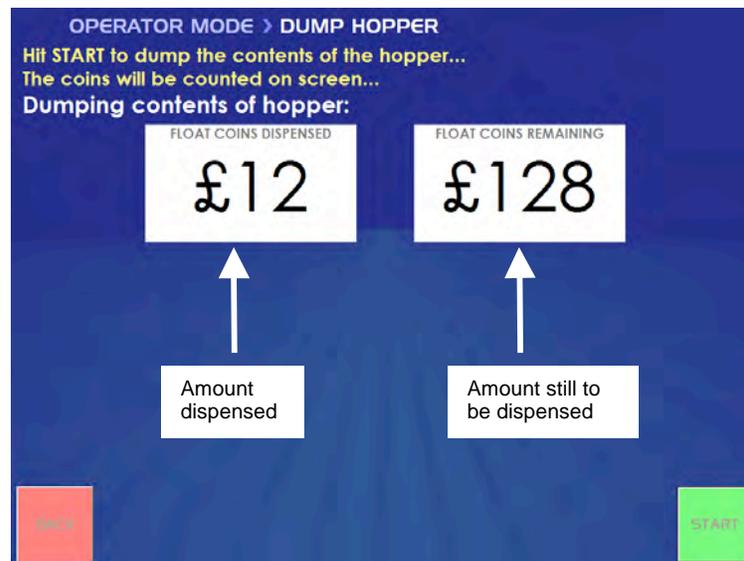
- If the unit runs out of coins before it has dispensed the full float amount (normally £140) the following message will be displayed (see screen below):

OPERATOR MODE > DUMP HOPPER
Hit START to dump the contents of the hopper...
The coins will be counted on screen...
Dumping contents of hopper:

FLOAT COINS DISPENSED — £134
FLOAT COINS REMAINING — £6

Not enough coins in hopper for float...
Please add extra coins and hit CONTINUE...
OR return the float to the hopper and hit BACK to leave float as is...
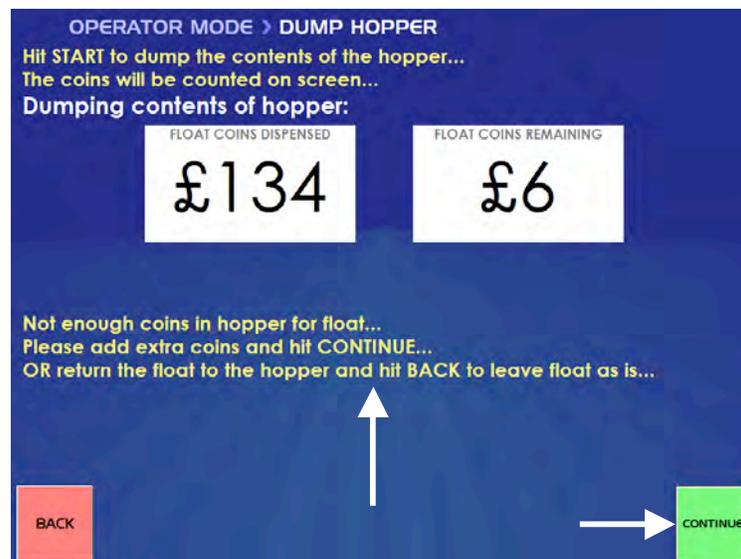
BACK   CONTINUE

- If the message appears then the number of required coins should be removed from the cashbox and placed back into the hopper. In the above example six pound coins should be taken out of the cashbox and placed into the hopper

- Select the **Continue** button, the hopper should now count out the remaining required coins

cashing up

- Once the float (£140) has been dispensed remove it from the payout area. Select the **Continue** button

- The hopper will now attempt to dump any remaining coins left until it is empty. If any additional coins are dispensed then the following screen and message will be displayed. These coins should be added to the cash box
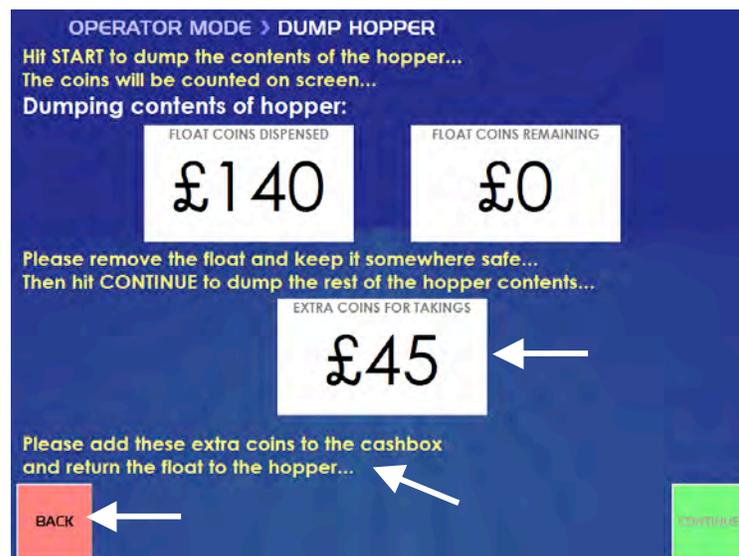
- Select the **Back** button to return to the **Operator Mode**

- Place the float back into the hopper, remove the coins from the cashbox and any notes from the note reader, the cashing up procedure has now been completed

leaderboards

Edit the Leader board

- Select the Leader board to remove the initials from e.g. **Putt for Fun** or **Putt for Cash** (*if available*)

- Select the option **'Delete'** against the initials to remove

- The initials will now be removed from the selected Leader board

- Select **Back** to return to the Operator menu

volume control

Set Volume

- From the Operator menu select the Volume button
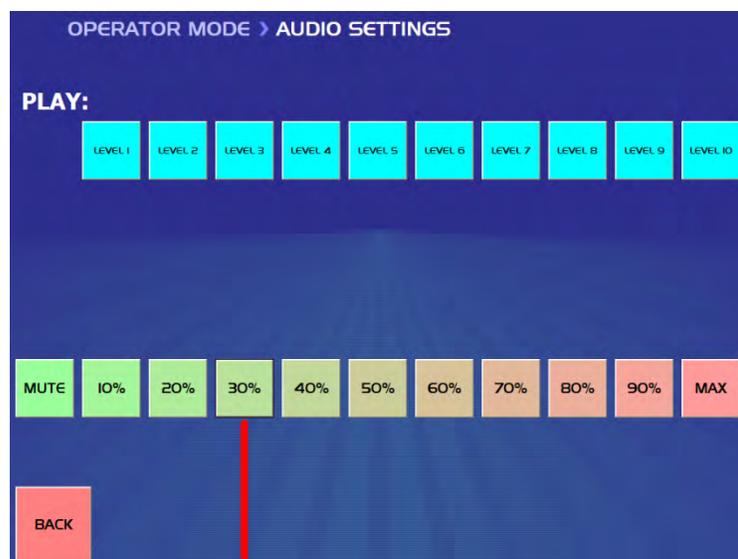
- This function is used to change the audio settings e.g. turn the volume up or down or totally mute the sound.
    10 % = lowest sound level
    Max = highest sound level

- The sound level may be tested by selecting a volume level followed by one of the preset music buttons at the top of the screen

test menu

Test Menu

- From the Operator menu select the Test button
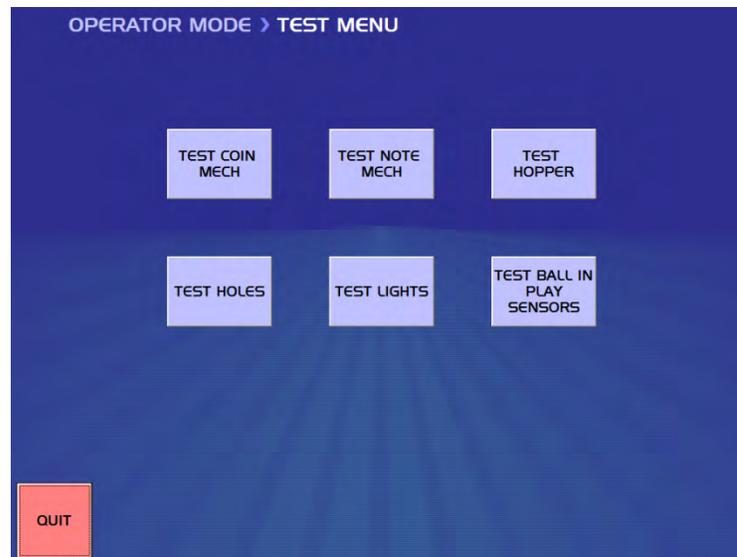
Test Coin Mechanism

- This function is used to test that the coin mechanism is operating correctly
- Insert one of every coin denomination that the unit accepts. If the coin is successfully read it will be displayed within the appropriate graphic
- If a coin is not read try once again, if it is still not reading touch the appropriate graphic to record the failure

Test Note Mechanism

- This function is used to test that the note reader mechanism is operating correctly
- Insert one of each of the applicable notes (£5, £10 and £20 only). If successfully read it will be displayed within the appropriate graphic
- If a note is not read try once again, if it is still not reading touch the appropriate graphic to record the failure

Test Hopper

- This function is used to test that the hopper mechanism is operating correctly
- Insert a number of pound coins e.g. five, the coins will be counted on the screen
- Select the Dispense button to check that the unit will dispense the same number of coins back

test menu

Test Holes
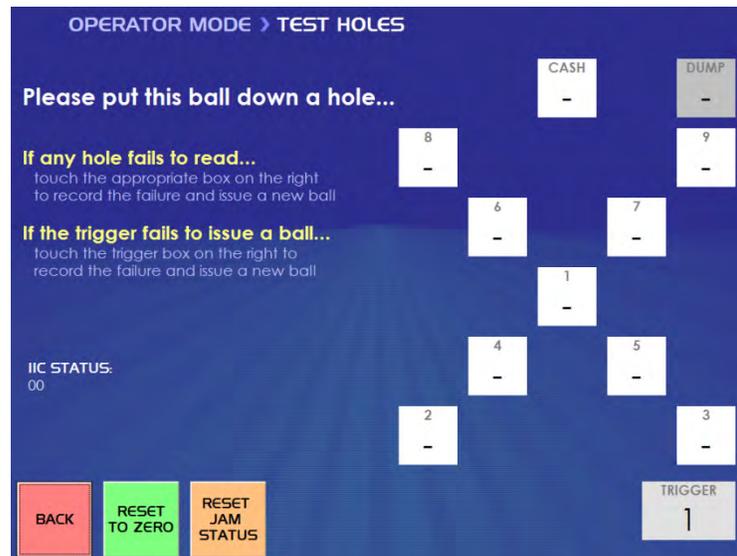
- This function is used to test the functionality of the putting holes. Every time a ball is read it will be recorded numerically within the appropriate graphic
- If a hole fails to read a ball touch the appropriate graphic to record the failure. A new ball will now be issued to test the hole again
- If the trigger mechanism fails to issue a ball touch the Trigger graphic (bottom right) to record the failure and issue a new ball

Test Lights
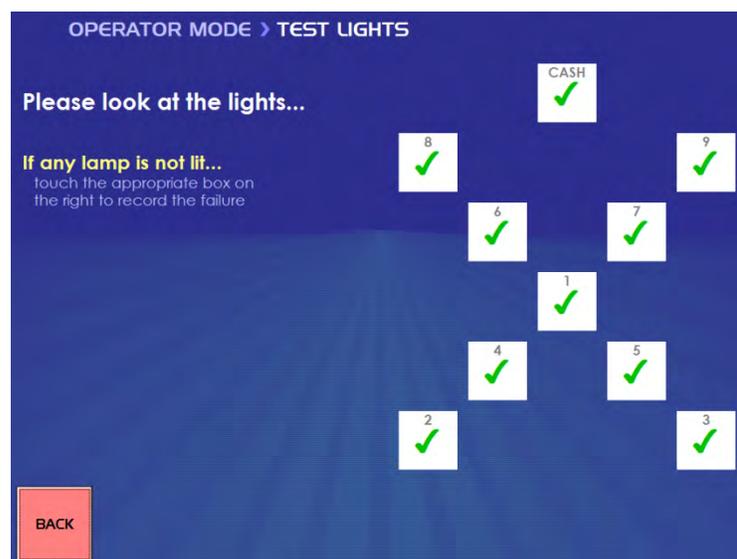
- This function is used to test the lights within the X-Putt module. If a light fails to illuminate touch the appropriate graphic to record the failure

Test Ball in Play Sensors
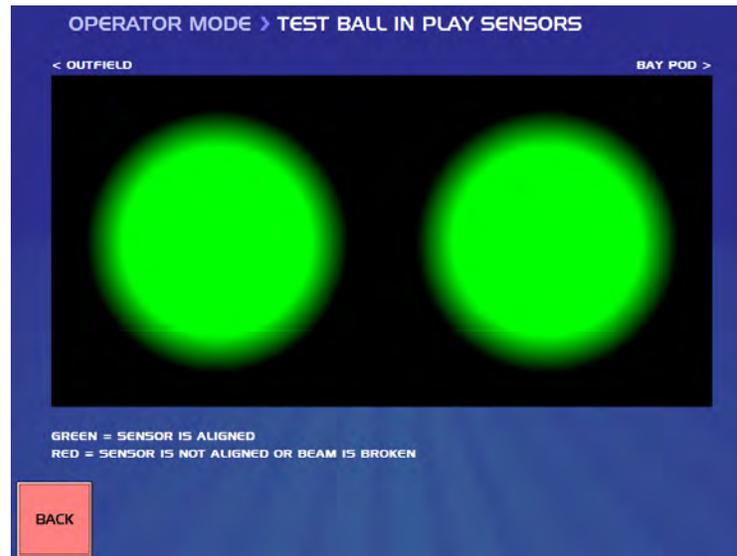
- This function is used to test the 'Ball in Play' sensors at the front of the X-Putt gaming unit

- If two green lights are illuminated then both sets of sensors are aligned correctly
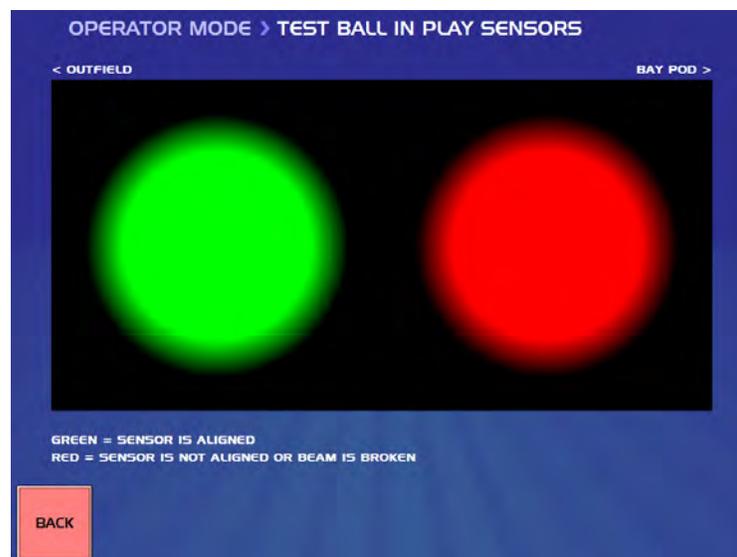
- If a red light is illuminated then a sensor is not aligned or the beam has been broken (to rectify please refer to the troubleshooting section at the end of this document)

options

Options
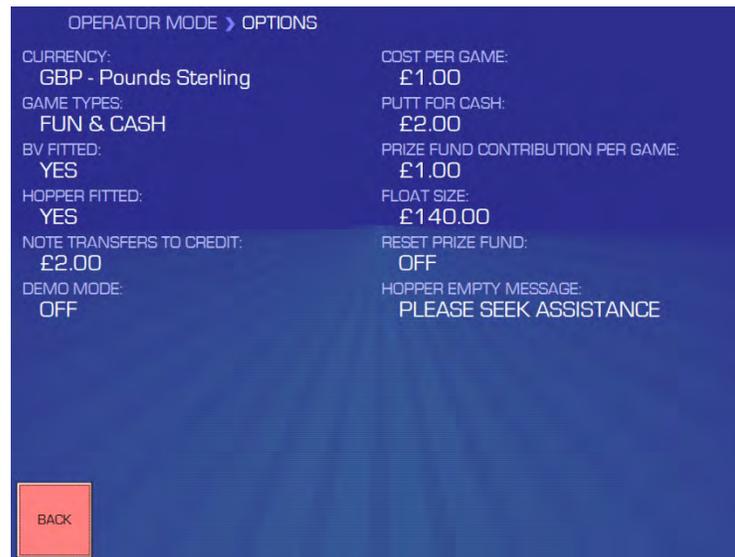
- **Currency**: This indicates what currency the game unit is operating in e.g. GBP – Pounds Sterling
- **Game Types**: lets you select one of the games or a combination of games:
  - Putt for Fun (no cash prize)
  - Putt for Cash (note that Putt for Cash will only be available when there is more than £50 in the hopper)
  - Putt for Fun & Putt for Cash
  - Putt for Ticket (this option allows the payout to be paid out in tickets and not in cash)

- **BV Fitted**: this indicates if there is a note reader fitted to the game unit
- **Hopper Fitted**: this indicates if there is a hopper fitted to the game unit, the game Putt for Cash will only be available if there is a hopper unit fitted
- **Note Transfers to Credit**: When a note is inserted, the amount entered here will be transferred straight to credit. The remaining amount will be paid out as cash/change
- **Demo Mode**: this function enables free vend and disables all payouts and prizes
- **Cost per Game**: allows the user to setup the cost of a single game of Putt For Fun or Putt For Tickets
- **Putt for Cash**: allows the user to setup the cost of a single game of Putt For Cash
- **Prize Fund Contribution Per Game**: this set amount will be added to the prize fund each time a game of Putt For Cash or Putt For Tickets is started
- **Float Size**: this is the amount that should be put in the hopper when the machine is installed, and also the amount that should be left in the hopper each time it is cashed up
- **Reset Prize Fund**: resets the prize fund to the default value
- **Hopper Empty Message**: if the hopper fails to pay out the full amount, this message will be shown. This message could contain for example name of a place to go, or a phone number to call.

options

Editing Options

- To edit one of the options touch the required function e.g. Game Types

- The functions attached to that line will be displayed: (see screen below for an example)

Select the required function e.g. touch the actual function on the screen

Functions available within that option will be displayed

- To select a new function:

=

To select a new function move the wheel around until the required function is highlighted between the red lines

- Select **Save** to save the new function, the updated function will now be displayed in the Options screen

Regular Operational Maintenance

This should be carried out on a weekly basis:

- Check the putting holes to ensure that no debris is causing a blockage

- Ensure all light bulbs are working
  (strip lighting within rear and lighting strips on the units sides)

- Ensure putter is attached securely

- Ensure 2-3 balls are in the system

Cleaning:

- **Putting Surface:**

  The putting surface should be carefully vacuumed on a regular basis using a standard household vacuum cleaner

- **Game Screens and Leader boards**

  All Touchscreens and Leader board screens should be cleaned with a suitable computer screen cleaner (under no circumstances should an abrasive or solvent based cleaner be used)

- **X-Putt Module Housing**

  The surrounding housing to the module should be cleaned with a damp cloth or a mild non abrasive detergent. Do not allow cleaning liquids to run into any mechanisms

troubleshooting

Troubleshooting

Symptom	Possible Cause	Solution
No picture on game touch screen	No 240v power input	Ensure that the game unit has power – check the 3 pin plug at the wall (source) is switched on Turn power off, wait 30 seconds and then switch on again
Error displayed on game touch screen	Incorrect software action	Switch off gaming unit at source, wait 30 seconds before switching back on
The Note Reader is not accepting notes	No power	Check that the unit has power. If there is power, switch off at source, wait 30 seconds before switching on
	The reader is full	Remove notes from reader, following the cashing up procedure
	Foreign debris in reader	Carefully remove any foreign debris and follow by a note reader test
Coin Mechanism not accepting coins	No power	Check that the unit has power. If there is power, switch off at source, wait 30 seconds before switching on
	The Hopper is full	Remove coins from hopper, following the cashing up procedure. Once complete carry out a Coin Mech Test
	Foreign debris in mechanism	Remove foreign debris and follow by a coin mechanism test
Balls are not dropping through hole	Foreign debris in hole	Open the playing surface and check for debris in hole
Balls are not returning to game pod	Foreign debris under playing surface	Open playing surface and check for debris
No balls being dispensed	Debris causing blockage	Open playing surface and remove any debris
	No balls in the system	Open playing area and check ball collection area, add balls to system
	Too many balls in system	Open playing area and remove any excess balls There should be 2-3 balls in the system