



## Install Guide



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## Using this Guide

The following icons are used to highlight specific areas of interest and to indicate when extreme caution is necessary to avoid product damage or bodily injury:

### Common Symbols

	<b>Caution</b> Indicates that there is a chance for damage to components or equipment.
	<b>Danger</b> Indicates that there is a chance of physical harm or even death to the operator.
	<b>High Voltage</b> Indicates presence of voltages equal to or exceeding 50 volts, which can cause dangerous amounts of current to flow through a person touching two points of a circuit.
	<b>Note</b> Indicates specific instructions for optimum performance during a procedure or usage tips.

### [IT Support - Manuals](#)

This Install Guide is one of four guides IT uses to help operators better understand our videmption cabinets. Visit <http://amusement.itsgames.com/service/manuals> to see the Operator Menus Guide once installation is complete.

## Loony Tix

Quick Start Guide	Instructions for setting up the game cabinet
Install Guide	Instructions for setting up the game cabinet, warranty information, care and cleaning, customer support
Operator Menus Guide	Instructions for menus that set game controls: Audits, Adjustments, Tests, Licenses and Reset Menu
Wiring Diagram	Schematic displaying the electrical wiring inside the cabinet



## Safety Precautions and Warnings

Following are some basic safety precautions to take when handling the redemption game cabinet.

### WARNING



- DO NOT handle cords, wiring, any exposed outlets or other electrical devices inside the machine with wet hands. Doing so could cause an electrical shock.
- When servicing this game cabinet, the service technician needs to be properly grounded. Use a wrist or heel strap with the ground wire attached to the nut of the grounding wire located at the base of the PDU. Failure to ground could damage sensitive electrical components.
- The gaming device is heavy and weighs over 200 lbs. To prevent injuries when moving or lifting, make sure to use at least two people.



- Tipping, shaking or rocking the cabinet may cause injury.
- Surfaces inside the cabinet can become hot during operation. Use caution whenever opening the machine to perform maintenance.
- If the gaming device becomes hot, blows smoke, or generates an unusual odor, immediately turn OFF the power and unplug the machine from the AC power outlet. Call Incredible Technologies' [Customer Service](#).
- If the power supply cord is damaged, it must be replaced by the manufacturer, its service agent or similarly qualified persons in order to avoid a hazard.
- Use of unauthorized parts or making any unauthorized modifications will void the warranty and may result in the game operating in an unsafe or incorrect manner.



## **Warranty and Service Policies**

### **Legal Liability Notice**

This game must be operated in such a manner as to avoid violating any federal, state, or local laws or regulations. As the owner and/or operator of this game you are responsible for its operation in compliance with such laws and regulations. The factory settings for this game may require adjustment in order to comply with the laws and/or regulations in the jurisdiction where the game is located. It is the sole responsibility of the operator to determine what laws and/or regulations are applicable before operating it for its intended purpose, and to ensure that the game has been appropriately configured.

### **Notice**

This guide and the information contained within is subject to change without notice.

### **Warranty and Repair Policy**

- There is a minimum service charge for all non-warranty repairs or returns. Inquire at time of service for current fee.
- For all servicing, return the game cabinet to Incredible Technologies, Inc.
- ANY non-factory repair or attempted repair voids warranty.
- Warranty may be void if serial number or security labels are tampered with or removed.
- Advance replacement hardware will be shipped to the customer address on file unless specified otherwise.
- Advance replacement hardware will be billed to the customer until Incredible Technologies, Inc., receives the returned merchandise, at which time a credit will be issued.
- All repairs and/or replacements will ship as soon as possible after receipt or request (subject to availability).
- If the original purchaser discovers any physical defect in the media on which the software is distributed or in the documentation, which in the opinion of Incredible Technologies, Inc. (IT) prevents the product from being used as reasonably intended, IT will replace the media or documentation at no charge. The purchaser must return the item to be replaced, with proof of purchase, to IT within 90 days after taking delivery of the software.
- IT warrants to the original purchaser that the hardware product is in good working condition for a period of 90 days from taking delivery of the product. Should this product, in IT's opinion, malfunction within the warranty period because of a defect in design, materials, or workmanship, IT will repair or replace this product without charge under the terms as follows. Replacement of either the hardware product or its component parts will be only on an exchange basis. Any replaced parts or components become the property of IT. This warranty does not apply to those products that have been damaged due to accident, abuse, improper installation, natural disaster, or unauthorized repairs or modifications.



- IT excludes any and all implied warranties, including warranties of merchantability and fitness for a particular purpose, and limits the purchaser's remedy to returning the software, hardware, or documentation to IT for replacement.
- IT makes no warranty or representation, either express or implied, with respect to this software, hardware, or documentation, their quality, performance, merchantability, or fitness for a particular purpose. This software, hardware, and documentation are licensed "as is," and the purchaser/licensee assumes the entire risk as to their quality and performance.
- In no event will IT be liable for direct, indirect, special, incidental, or consequential damages arising out of the use or inability to use the software, hardware, or documentation, even if advised of the possibility of such damages. The warranty and remedies set forth above are exclusive and in lieu of all others, oral or written, express or implied. No person, seller, dealer, agent, or employee is authorized to make any modification or addition to this limited warranty.
- Some states do not allow the exclusion of implied warranties or liability for incidental or consequential damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.



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## Cabinet Contents

### Marquee Topper Sub Assembly:

- (1) Marquee Topper with power cord
- (2) Marquee Braces (attached)
- (2) 8-32 x 3/8" Hex Nuts
- (2) 8-32 x 3/8" Hex Screws
- (1) Loony TIX CFast Card
- (1) Security Key Fob

### HDTV Monitor Sub Assembly:

- (1) HDTV Monitor Mounting Brackets
- (2) 8-32 x 3/8" Hex Screws
- (4) M8 Mounting Plate Bolts
- (4) Mounting Plate Flat Washers
- (4) Mounting Plate Lock Washers
- (1) Bridge Lance
- (1) Cable Tie

46" HDTV Monitor with power cord

### Impact Cabinet with Peripherals:

- (1) Power Cord
- (1) HDMI Cable
- (1) USB Touch Screen cord
- (1) Quick Start Guide
- (1) Swipe Card/Tokens/Coins Stickers
- (2) Card Reader Plates
- (1) Blanking Plate

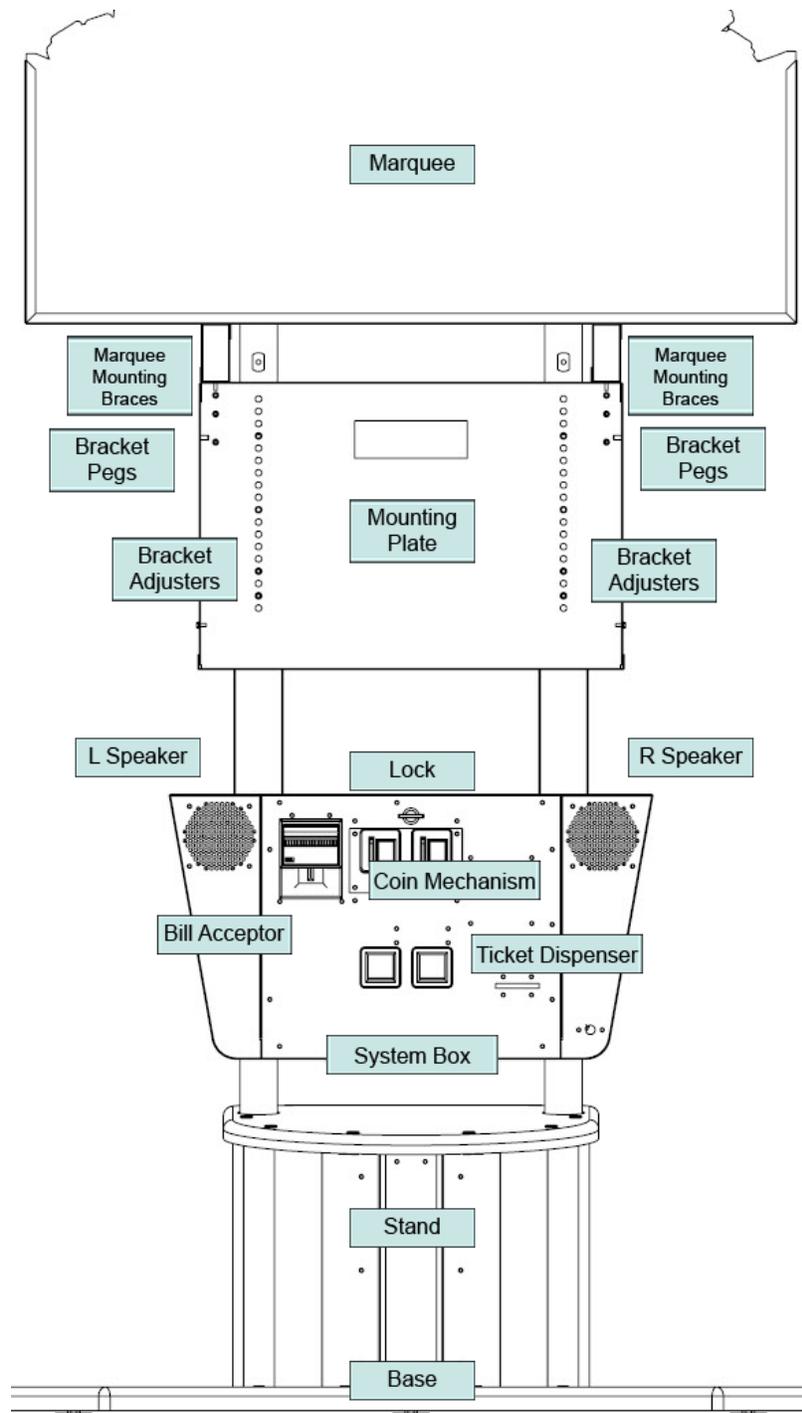
## Specifications



LoonyTIX IMPACT Cabinet with Stand	
Length:	26"
Width:	45"
Height:	93"
Weight:	264 lbs.



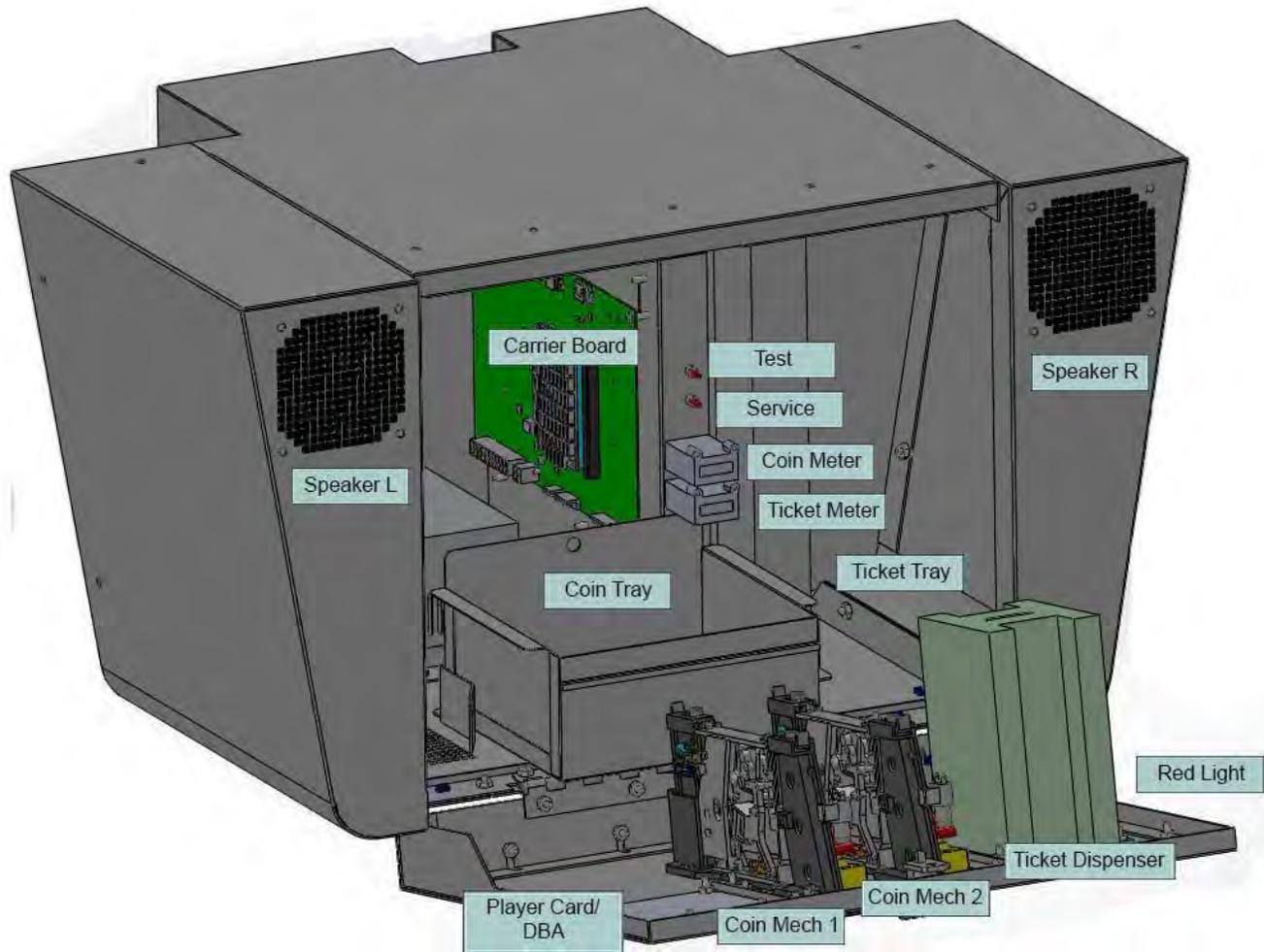
## Cabinet Diagrams



Exterior Components - Front



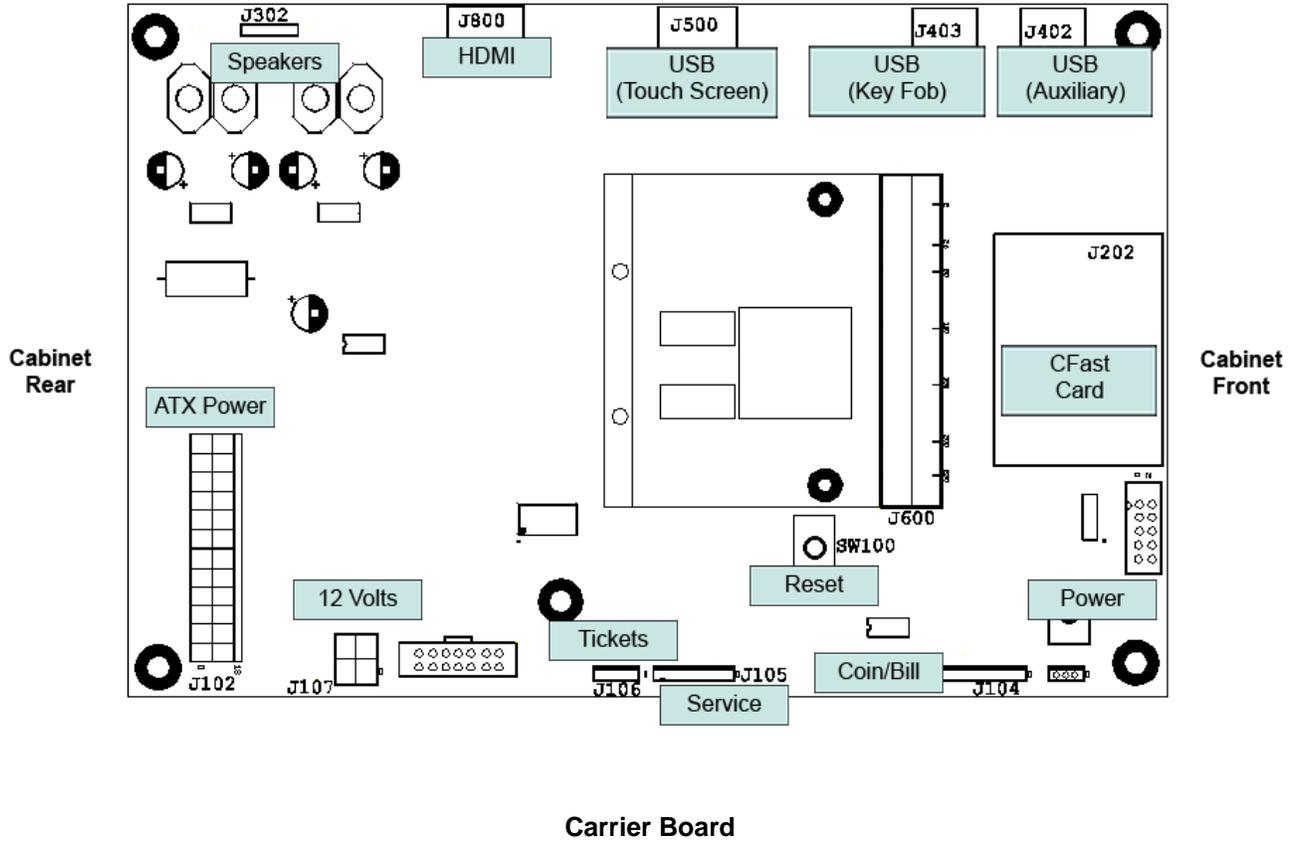
### Cabinet Diagrams



**System Box**



Cabinet Diagrams





## Mounting HDTV Monitor

### Materials required:

- |                                    |  |
|------------------------------------|--|
| (2) HDTV Monitor Mounting Brackets | (4) Mounting Plate Lock Washers                |
| (2) 8-32 x 3/8" Hex Screws         | 11-32" Nut Driver or Phillips Head Screwdriver |
| (4) M8 Mounting Plate Bolts        |  |
| (4) Mounting Plate Flat Washers    |  |



It is critical to use extreme caution while mounting the HDTV to the cabinet. To prevent injuries when moving or lifting, make sure to use at least two people.



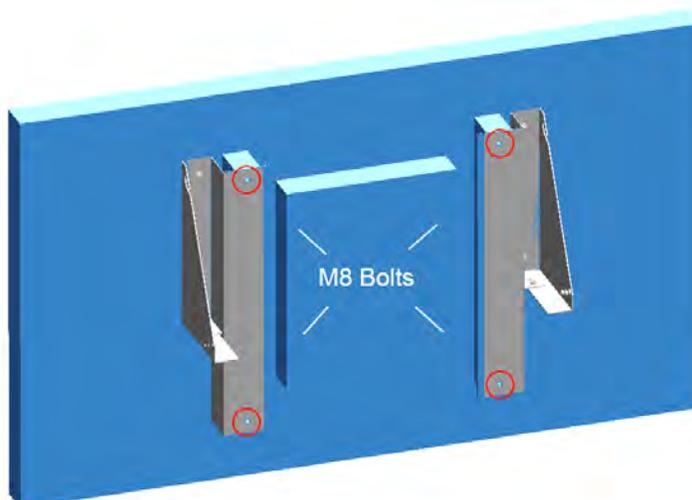
Do **NOT** attempt to mount the HDTV Monitor before mounting the Marquee Topper.



Before mounting the HDTV Monitor to the cabinet you must attach the Mounting Brackets to the HDTV Monitor.

### Mounting HDTV Monitor Procedure

- 1 Using the four M8 Mounting Plate Bolts, attach the two Mounting Brackets to the HDTV Monitor. See circles in image below for location of bolts.
- 2 Finish the bolts with the four Mounting Plate Flat Washers and four Mounting Plate Lock Washers.

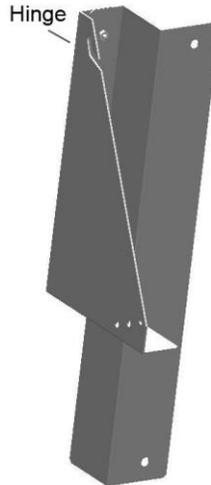




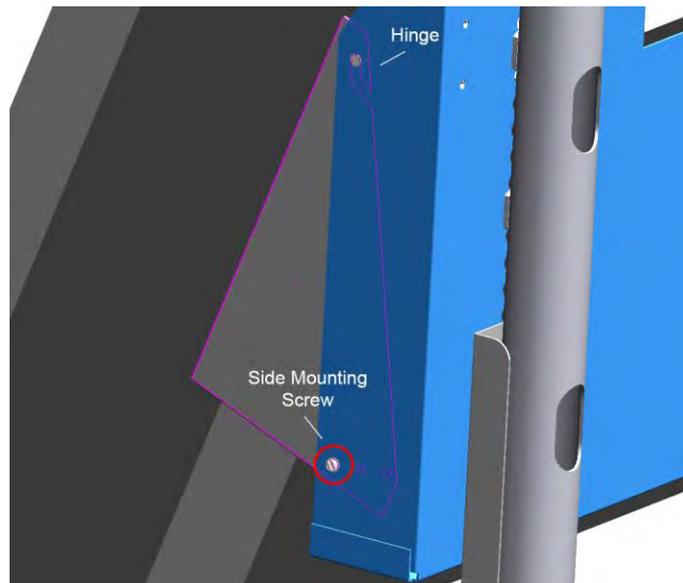
### Mounting HDTV Procedure



Each Mounting Bracket has a hinge on the side that attaches to a peg on the cabinet. See image below.



- 3** With a minimum of two people lift the HDTV Monitor into position, aligning the hinges on each side of the Mounting Brackets with the pegs on the cabinet.
- 4** Using two 8-32 x 3/8" Mounting Hex Screws, secure the Mounting Bracket to the mounting plate on each side of the cabinet.





## Mounting Marquee Topper

### Materials required:

- (2) 8-32 x 3/8" Hex Nuts
- (2) 8-32 x 3/8" Hex Screws
- 11-32" Nut Driver or Phillips Head Screwdriver



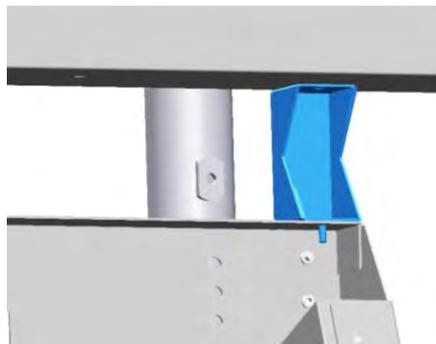
Do **NOT** attempt to mount the HDTV Monitor before mounting the Marquee Topper.



Make sure the cabinet is unplugged and the power is OFF.

### Mounting Marquee Topper Procedure

- 1** Remove the packing paper and the clear acrylic artwork from the front of the Marquee Topper, careful not to pull out any of the wires connected to the LED lights.
- 2** With a minimum of two people lift the Marquee Topper into position on top of the cabinet and carefully slide it onto the pegs protruding from the Marquee Mounting Brace. See image below.

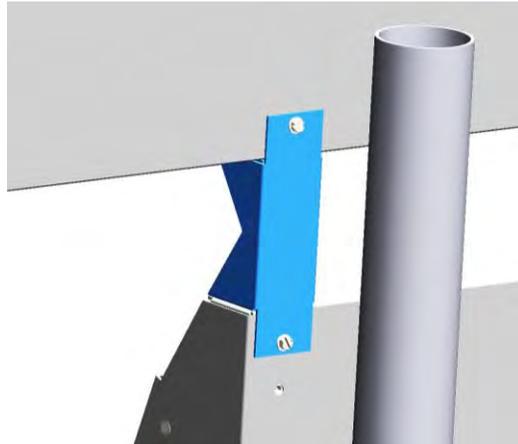


- 3** Attach one 8-32 x 3/8" Hex Nut to each peg and turn until tightened.



### Mounting Marquee Topper Procedure

- 4 On the back of the cabinet, attach one 8-32 x 3/8" Marquee Hex Screw through the Marquee Brace and Topper on each side.



- 5 Remove the clear plastic coating from the front of the acrylic artwork. Lift the artwork into the pre-secured L-supports within the Marquee Topper.
- 6 Feed the Marquee Topper power cord through the top opening in the hollow tube of the support column and out the bottom opening.



## Installing Peripherals

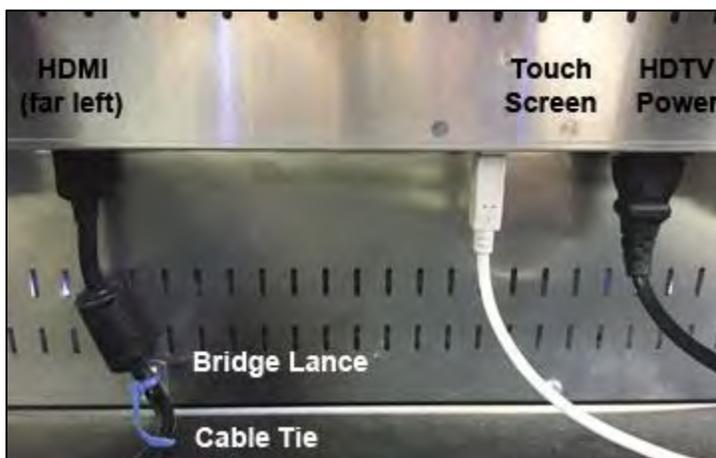
- (1) HDTV Monitor power cord
- (1) HDMI cable
- (1) USB Touch Screen cord
- (1) Bridge Lance
- (1) Cable Tie
- (1) Loony TIX CFast Card
- (1) Security Key Fob



Make sure the cabinet is unplugged and the power is OFF.

### Installing Peripherals Procedure

- 1** On the underside of the HDTV Monitor attach the HDMI cable to the far left HDMI port. Also attach the USB Touch Screen cord and the HDTV Monitor power cord. See image below.



- 2** Remove the small screw below the HDMI port and attach the Bridge Lance with the same screw. Feed the Cable Tie through the Bridge Lance and wrap the Cable Tie around the HDMI cable and zip closed.

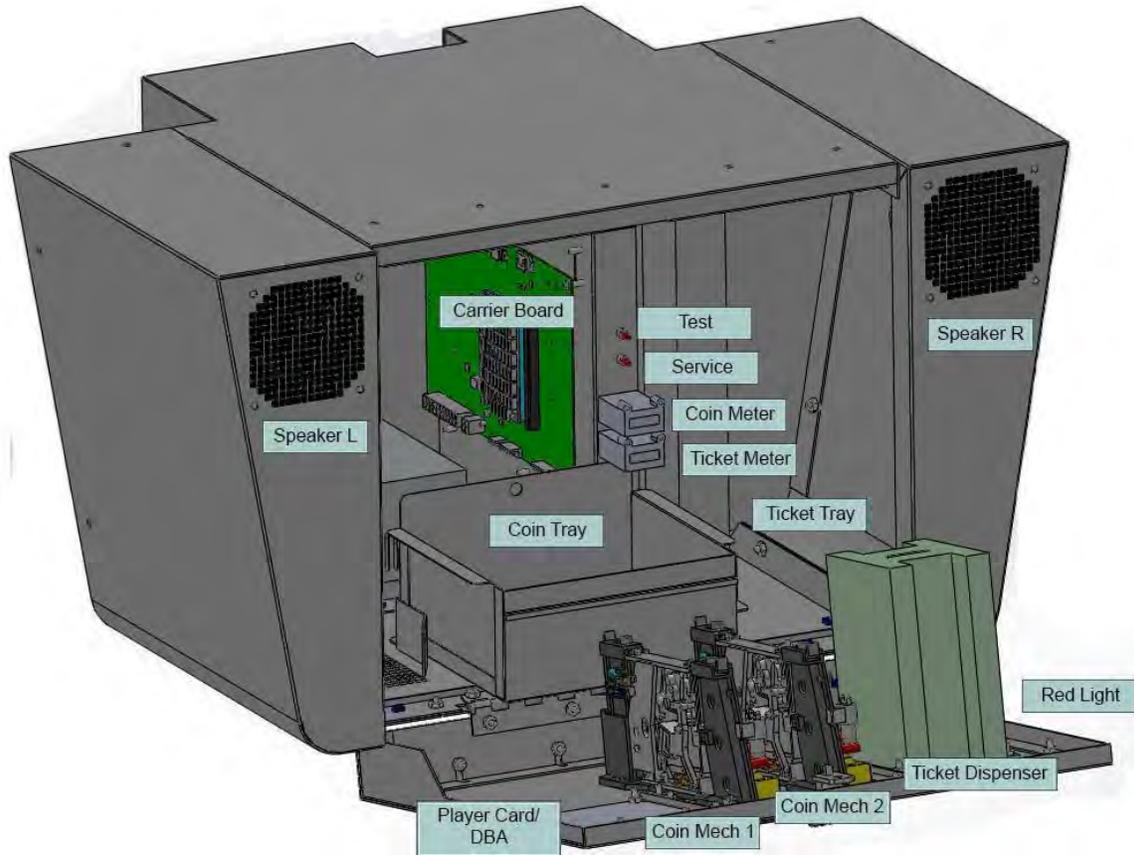


The Bridge Lance and Cable Tie hold the HDMI cord in place to prevent it from coming loose during game play



### Installing Peripherals Procedure

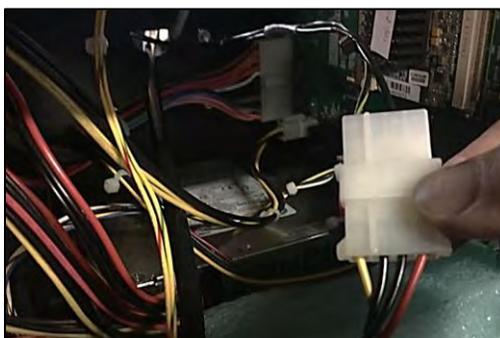
- 3 Open the System Box (image below) from the front of the cabinet. Look for the Backing Plate at the back of the box. Remove the two 8-32 x 3/8” Hex Nuts and feed the HDMI cable and USB Touch Screen cord through the cable pass through. At this time also feed the Marquee Topper power cord through the pass through.



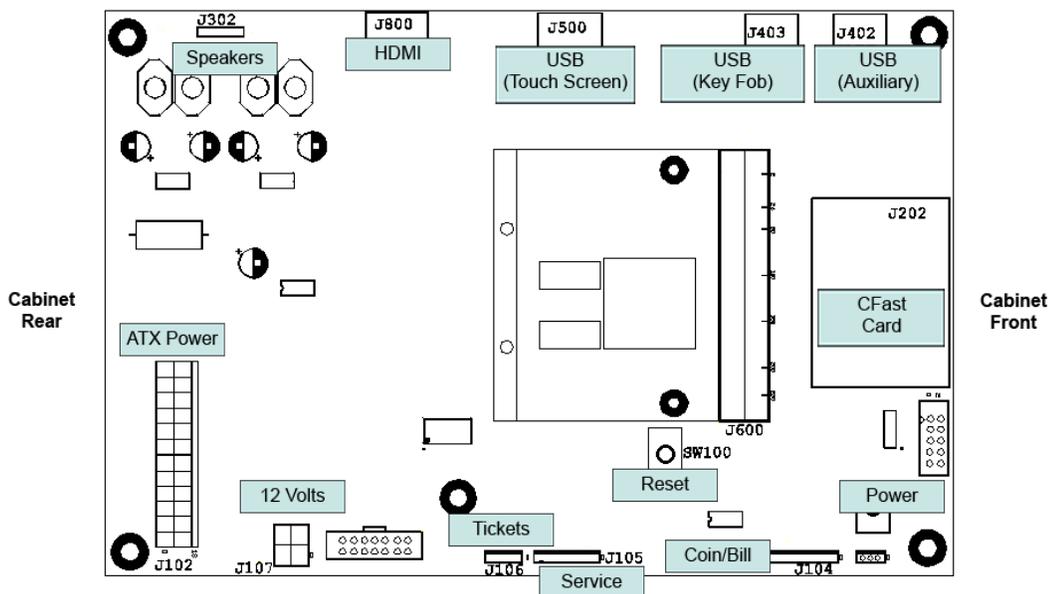


**Installing Peripherals Procedure**

- 4 Re-attach the Backing Plate to the pass through at the back of the System Box.
- 5 Plug the Topper power cord into the ATX power supply cord. (It has four yellow/black/black/red wires that meet in a white plug.) See image below.



Locate the green Carrier Board mounted on the interior right side of the System Box. Along the top edge of the Carrier Board there are several USB ports and an HDMI port. See image below.



- 6 Attach the HDMI cable to the HDMI port (J800) on the Carrier Board. Attach the USB Touch Screen cord to the USB Touch Screen port (J500) on the Carrier Board.



### Installing Peripherals Procedure

- 7** Attach the USB Touch Screen cable to the USB Touch Screen port (J500) on the Carrier Board.
- 8** Attach the Security Key Fob the USB port (J403). This Key Fob authenticates your software. **Do not remove it. Your game will not run without it.**
- 9** Insert the CFast Card with the game software to the CFast slot (J202) just below and to the right of the Key Fob.
- 10** Plug in the HDTV Monitor to a power source. Attach the Impact cabinet power cord to the back of the cabinet and also plug in to a power source. Turn ON the cabinet. The game should boot up immediately and be ready to play in a few minutes.



When the power on the back of the cabinet is turned ON, the Marquee Topper automatically illuminates.

- 11** Check to make sure the game is working and that all of the touch points on the screen work. To make any adjustments in the Operator Menus press the red Test button above the coin meter. For the Operator Menus Guide, visit our web site at: <http://amusement.itsgames.com/service/manuals>

- 12** Power OFF the cabinet and install the Player Card/DBA peripheral for your device.

- 13** Attach the stickers for Tickets and Swipe Card/Tokens/Coins in the appropriate positions on the outside of the System Box.



When tickets are running low, the red light on the outside of the cabinet illuminates.

- 14** Remove the protective film from the acrylic artwork on the Marquee Topper.



## Maintenance

### Cabinet Temperature

The hardware in the gaming device is extremely powerful and generates a substantial amount of heat. Measures have been taken to keep the various components cool during normal use. If overheating occurs, game play and hardware longevity may be affected. Use the **Tests>Thermal Tests** menu in the Operator Menus to monitor the temperature in the cabinet. Keep all ventilation openings clear of blockage, dirt and debris.

### Care and Cleaning

Amusement games in good working condition, with clear monitors, clean control panels and working buttons attract players more than a machine in poor condition. It is definitely worth the time and attention to protect your investment with common care. Each week, clean the display and wipe down the button panel to bring back that new game look. Test the buttons and touch screen regularly to make sure they are playing properly. Most importantly, make sure the bill acceptor and ticket printer are in good working order.

Clean the cabinet using a mild soap and water solution or blue window cleaner. Dust and dirt can be a major cause to overheating and will lead to costly repairs. At least once a month, check to make sure the cabinet and chassis fans are working and free of dust and debris. Use a vacuum to clear all the ventilation holes on the cabinet.

### Cleaning Tips for the Loony Tix Videmption Cabinet

- To avoid risk of electric shock remember to turn off power before cleaning.
- Do not use alcohol (methyl, ethyl or isopropyl) or any strong solvent. Do not use thinner or benzene, abrasive cleaners or compressed air.
- Hard blasts of compressed air can possibly dislodge internal components. It can also be dangerous for the operator as debris may enter eyes or irritate the skin. Compressed air can contain water or oils that may cause further damage to the cabinet.
- To clean the display unit cabinet use a cloth lightly dampened with a mild detergent.
- Never apply the cleaner directly on the touch screen. To clean the touch screen use window or glass cleaner. Put the cleaner on the cloth and wipe the touch screen.

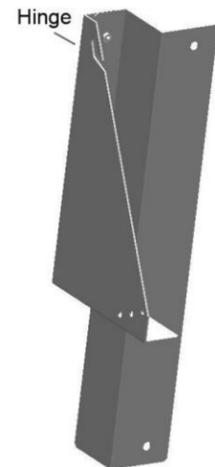
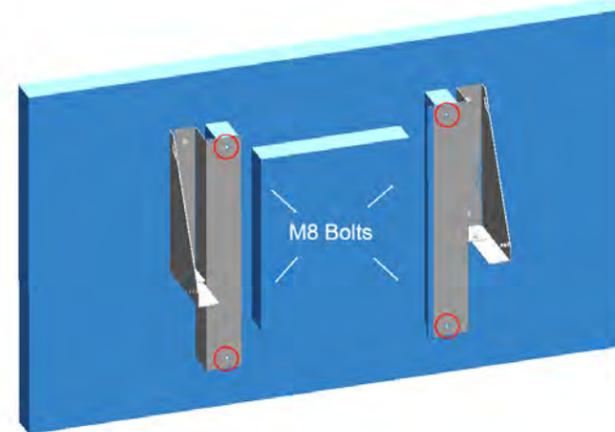
### 1 Mounting HDTV Monitor

#### Installing Brackets and HDTV Monitor

- Using the four M8 Mounting Plate Bolts, four Mounting Plate Flat Washers and four Mounting Plate Lock Washers, attach the two Mounting Brackets to the HDTV Monitor. See circles in image at right for location of bolts.

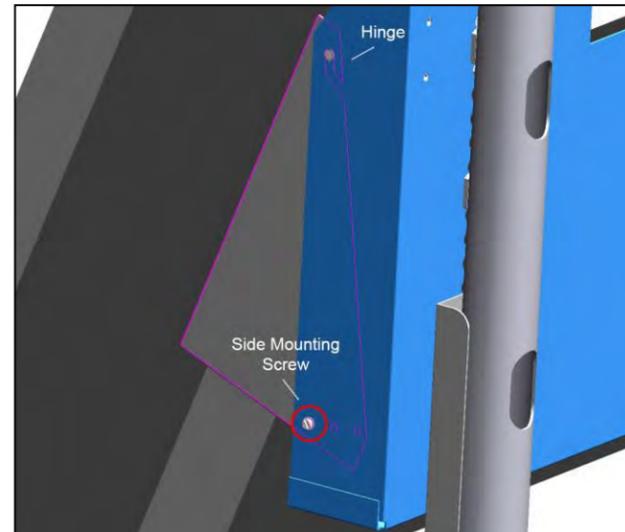


Each Mounting Bracket has a hinge on the side that attaches to a peg on the cabinet.



- With a minimum of two people lift the HDTV Monitor into position, aligning the hinges on each side of the Mounting Brackets with the pegs on the cabinet.

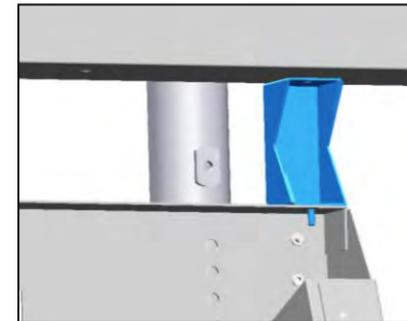
- Using two 8-32 x 3/8" Hex Screws, secure the Mounting Bracket to the mounting plate on each side of the cabinet.



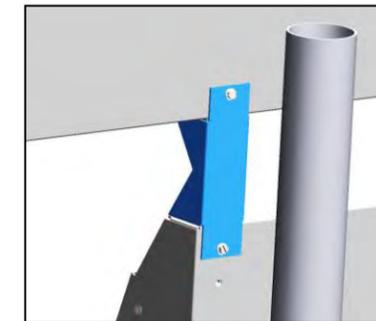
### 2 Mounting Marquee

#### Unpacking and Installing the Marquee Topper

- Carefully unpack the paper (do not snag LED wires) and remove the acrylic artwork from the front of the Marquee Topper.
- With a minimum of two people lift the Marquee Topper into position on top of the cabinet and carefully slide it onto the pegs protruding from the Marquee Mounting Brace. Attach one 8-32 x 3/8" Hex Nut to each peg and turn until tightened. On the back of the cabinet, attach one 8-32 x 3/8" Hex Screw through the Marquee Brace on each side. See images below.



Front



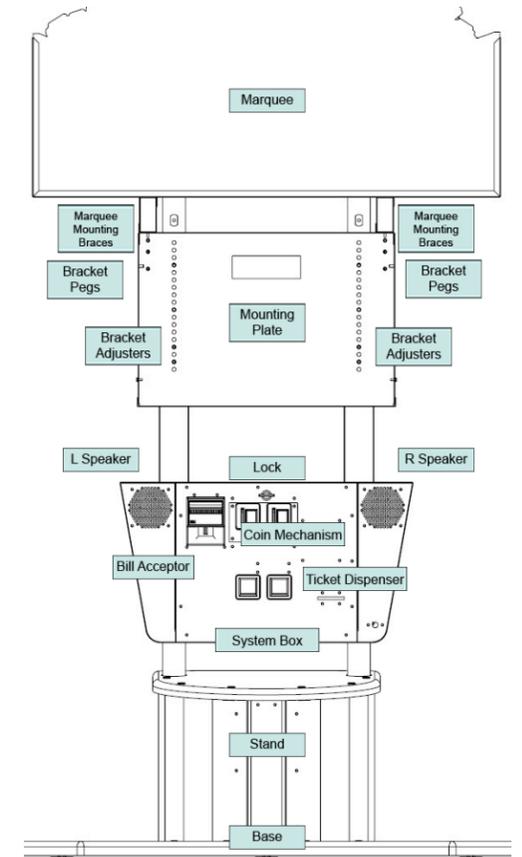
Back

- Remove the clear plastic coating from the front of the acrylic artwork. Lift the artwork into the pre-secured L-supports within the Marquee Topper.

See reverse side for peripheral installation information.

This Quick Start Guide is one of three guides IT uses to help operators better understand our videmption cabinets. For more detailed installation instructions, visit <http://amusement.itsgames.com/service/manuals> and download the Install Guide. When installation is complete use the Operator Menu Guide to change the settings in the menu.

If your videmption cabinet needs repair, or you have a technical question, call (847) 870-7027 x380 between 7 a.m. and 6 p.m. CST Monday through Friday, or email [support@itsgames.com](mailto:support@itsgames.com). For after hours between 6 p.m. and 9 p.m. CST, M - F, or toll free, please call (800) 262-0323.



### 3 Installing Peripherals

#### HDTV Monitor Plug-ins

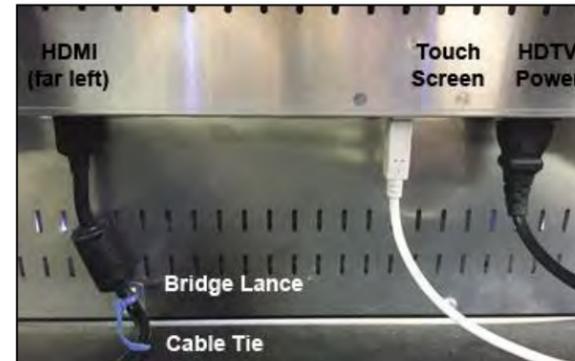


Make sure the cabinet is unplugged and the power is OFF.

- On the underside of the HDTV Monitor attach the HDMI cable to the far left HDMI port. Also attach the USB Touch Screen cord and the HDTV Monitor power cord. See image at right.
- Remove the small screw below the HDMI port and attach the Bridge Lance with the same screw. Feed the Cable Tie through the Bridge Lance and wrap the Cable Tie around the HDMI cable and zip closed.

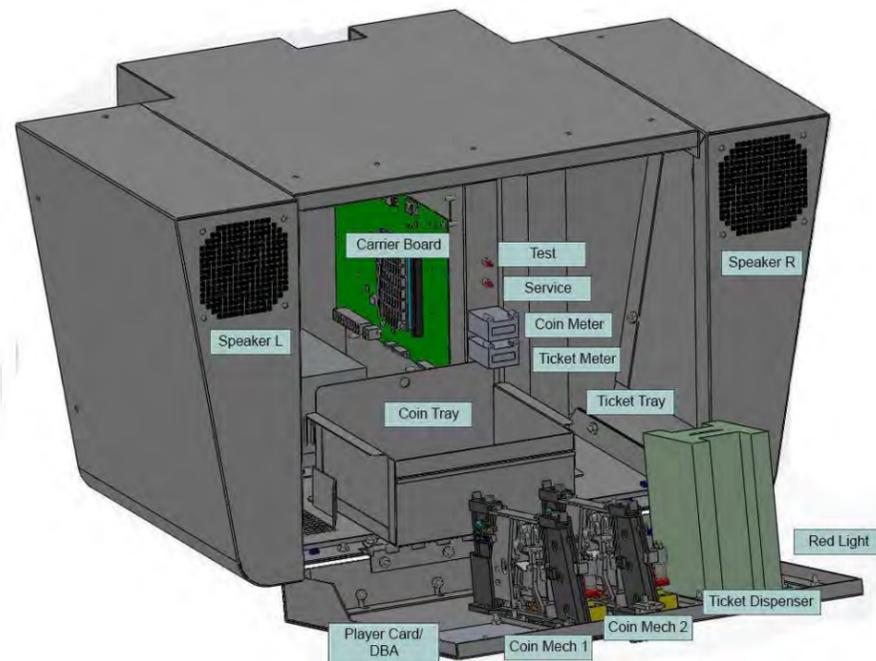
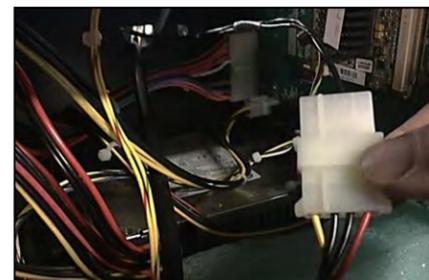


The Bridge Lance and Cable Tie hold the HDMI cord in place to prevent it from coming loose during game play.



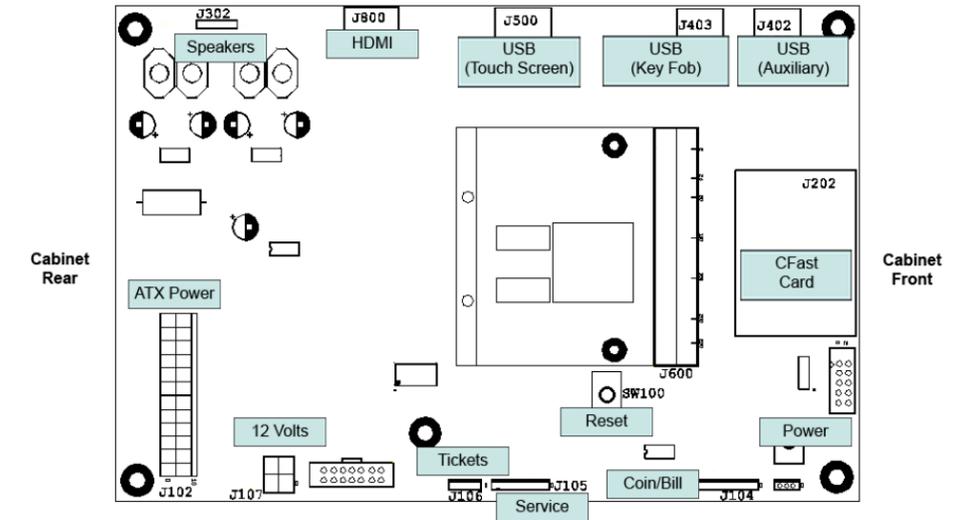
#### System Box

- Open the System Box (image below) from the front of the cabinet. Look for the Backing Plate at the back of the box. Remove the two 8-32 x 3/8" Hex Nuts and feed the HDMI cable and Touch Screen cord through the cable pass through. At this time also feed the Marquee Topper power cord through the pass through.
- Re-attach the Backing Plate to the pass through at the back of the System Box.
- Plug the Topper power cord into the ATX power supply cord. See image at right.



#### Carrier Board

- Locate the green Carrier Board mounted on the interior right side of the System Box. Along the top edge of the Carrier Board there are several USB ports and an HDMI port.
- Attach the HDMI cable to the HDMI port (J800) on the Carrier Board. Attach the white Touch Screen cable to the USB Touch Screen port (J500) on the Carrier Board.
- Attach the Security Key Fob to the USB port (J403). This Key Fob authenticates your software. **Do not remove it. Your game will not run without it.**
- Insert the CFast Card with the game software to the CFast slot (J202) just below and to the right of the Key Fob.



- Plug in the HDTV Monitor to a power source. Attach the Impact cabinet power cord to the back of the cabinet and also plug in to a power source. Turn ON the cabinet. The game should boot up immediately and be ready to play in a few minutes. When power is supplied to the cabinet the Marquee Topper automatically illuminates.
- Check to make sure the game is working and that all of the touch points on the screen work. To make any adjustments in the Operator Menus press the red Test button above the coin meter.



For the Operator Menus Guide, visit our web site at <http://amusement.itsgames.com/service/manuals>

- Power OFF the cabinet and install the Player Card/DBA peripheral for your device.
- Attach the stickers for Swipe Card/Tokens/Coins in the appropriate positions on the outside of the System Box.
- Locate the Ticket Tray inside the cabinet and stack tickets into the tray. Feed the tickets out through the Ticket Dispenser.



When tickets are running low, the red light on the outside of the cabinet illuminates.

- Remove the protective film from the acrylic artwork on the Marquee Topper.



## OPERATOR MENUS

### NAVIGATING THE MENU SYSTEM

The Operator Menus allow you to view audits to see how the game is performing, make adjustments to the volume, payout or bill validator, perform video and audio tests, and reset the redemption cabinet. Please familiarize yourself with these menus, as they are designed to optimize your game for your location and your business.

### ENTERING OPERATOR MENUS

Open the coin door and press the red Test button to access the game's Operator Menus.

### SELECTING A MENU OPTION

Touch the screen to select a gray menu item and the selection turns red.

### CHANGING A CONFIGURATION

Click on an option in the left menu to open the sub menu. Then touch an item in the sub menu to view any configurable options (Only Adjustments, Tests and Reset Menu have configurable settings). All the configurable options except volume use a dropdown menu. Selected items in the dropdown menu turn green. See example at right.



## MAIN MENU

The Operator Menus are divided into the following five areas:

#### Audits – See Page 3

Displays your machine's monetary activity, including current credits, games played, total tickets won and jackpots won.

#### Adjustments – See Page 6

Allows you to change the volume, set the currency type, change the payout, make changes to the coin slot or bill validator, enable the ticket dispenser, and setup the Attract Mode.

#### Tests – See Page 8

Presents a variety of tests and menus that will help you troubleshoot any problems you may be having with your game. The available sections are also accessible through the other main sections.

#### Licenses – See Page 11

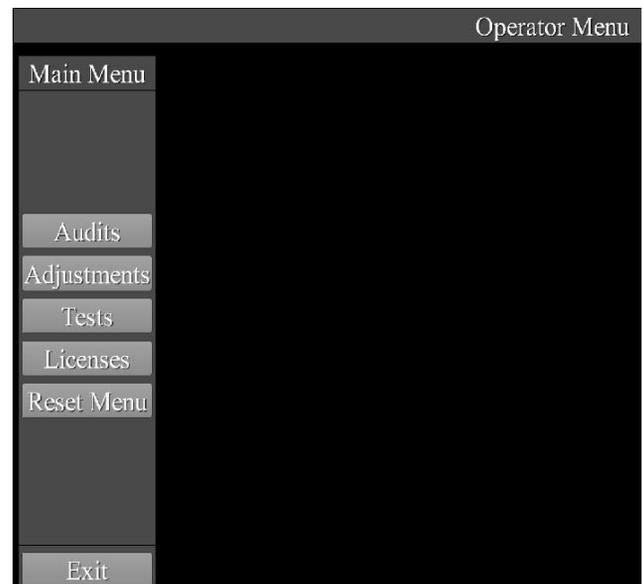
View the Open Source Android licenses for Loony Tix.

#### Reset Menu – See Page 12

Reset the credits on the machine, reset the tickets, reset the current term audits or do a factory reset.

#### Exit

This will exit the Operator Mode menus and take you back into the game's Attract Mode.





## AUDITS MENU

This menu allows you to check the monetary performance of the game and how often it has been played.

### General Audits

Displays totals for Credits, Total Money In and Tickets won

### Current Term General Audits

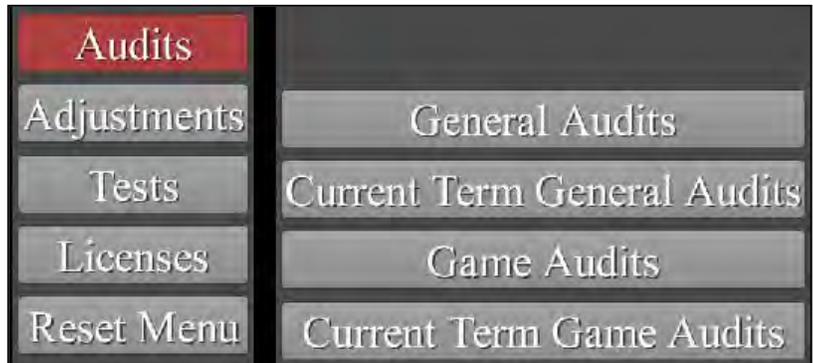
Displays totals for Credits, Total Money In and Tickets won for all games before resetting using the Reset Current Term Audits button

### Game Audits

Displays Play Again, Virtual Tickets, Jackpots Owed and Games Over or Under Paid

### Current Term Game Audits

Displays the Games Played, use of Play Again Button and Virtual Tickets Collected for all games before resetting using the Reset Current Term Audits button



## GENERAL AUDITS

General Audits track all activity on the machine since the last Factory Reset.

This screen displays the following Audit Menus:

### Current Credit

Total credits available for play on the machine in dollar amount

### Current Service Credits

Total operator-awarded credits on the machine in credits

### Game Boot Count

Total number of times the game has been started

### Total Money In

Total income the machine has earned

### Games Played

Total number of games played on the machine

### Total Tickets Won

Total number of tickets won on the machine

### Regular Tickets Won

Total number of Regular (non-Jackpot) tickets won on the machine

### Jackpot Tickets Won

Total number of Jackpot tickets won on the machine

Main Menu	Audits	General Audits
		Current Credit: \$0.00
		Current Service Credits: 0
		Game Boot Count: 16
		Total Money In: \$3.00
		Games Played: 3
		Total Tickets Won: 0
		Regular Tickets Won: 0
		Jackpot Tickets Won: 0
		Jackpots Won: 0
		Tickets Won Cash Value: \$0.00
		Games Played Cash Value: \$3.00
		Payout Percentage: 0.0%
Audits		
Adjustments	General Audits	
Tests	Current Term General Audits	
Licenses	Game Audits	
Reset Menu	Current Term Game Audits	
Exit		



## Operator Menus

### Jackpots Won

Total number of Jackpots won on the machine

### Tickets Won Cash Value

Total cash value of the tickets won on the machine

### Games Played Cash Value

Total cash value of all games played on the machine

### Payout Percentage

The payout percentage of tickets measured against total money in

## CURRENT TERM GENERAL AUDITS

Current Term General Audits track all activity on the machine since the last reset of Current Term Audits.

This screen displays the following Current Term General Audit Menus:

### Game Boot Count

Total number of times the game has been started

### Total Money In

Total income the machine has earned

### Games Played

Total number of games played on the machine

### Total Tickets Won

Total number of tickets won on the machine

### Regular Tickets Won

Total number of Regular (non-Jackpot) tickets won on the machine

### Jackpot Tickets Won

Total number of Jackpot tickets won on the machine

Main Menu	Audits	Current Term General Audits
Audits		Game Boot Count: 16
Adjustments	General Audits	Total Money In: \$3.00
Tests	Current Term General Audits	Games Played: 3
Licenses	Game Audits	Total Tickets Won: 0
Reset Menu	Current Term Game Audits	Regular Tickets Won: 0
		Jackpot Tickets Won: 0
		Jackpots Won: 0
		Tickets Won Cash Value: \$0.00
		Games Played Cash Value: \$3.00
		Payout Percentage: 0.0%
Exit		



## GAME AUDITS

General Audits tracks all activity on the machine since the last Factory Reset.

This screen displays the following Game Audit Menus:

### Games Played

Total number of games played

### Play Again Button Used

Total number of times the game has been played

### Virtual Tickets Collected

Total tickets collected on the screen during game play

### Jackpots Owed

Internal game tracking for upcoming probability of a Jackpot

### Regular Tickets Won Deviation

Internal game tracking for the deviation of games under or over paid

### Games Over Paid

Internal game tracking for games over the threshold

### Games Under Paid

Internal game tracking for games under the threshold

Main Menu	Audits	Game Audits
Audits	General Audits	Games Played: 3
Adjustments	Current Term General Audits	Play Again Button Used: 0
Tests	Game Audits	Virtual Tickets Collected: 0
Licenses	Current Term Game Audits	Jackpots Owed: 0
Reset Menu		Regular Tickets Won Deviation: 0
		Games Over Paid: 0
		Games Under Paid: 0
EXIT		

## CURRENT TERM GAME AUDITS

Current Term Game Audits tracks all activity on the machine since the last reset of Current Game Term Audits:

### Games Played

Total number of games played

### Play Again Button Used

Total number of times Play Again was used

### Virtual Tickets Collected

Total tickets collected on the screen during game play

Main Menu	Audits	Current Term Game Audits
Audits	General Audits	Games Played: 3
Adjustments	Current Term General Audits	Play Again Button Used: 0
Tests	Game Audits	Virtual Tickets Collected: 0
Licenses	Current Term Game Audits	
Reset Menu		



## ADJUSTMENTS MENU

These adjustments allow you to change some of the factory settings on the game to tailor it to the needs of your customer.

This screen displays the following Adjustment Menus:

### SOUND & VOLUME

#### Master Volume

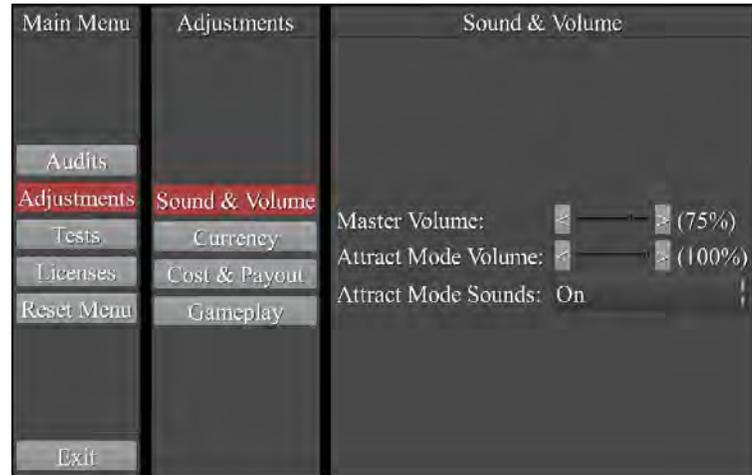
Total volume for the game (**default is set to 75%**)

#### Attract Mode Volume

Volume for Attract Mode (**default is set to 100%**)

#### Attract Mode Sounds

Turn On or Off the Attract Mode sounds only



### CURRENCY

#### Currency Type

Option to choose the currency type: Cash, Tokens or Card Swipe (**default is set to Cash**)

#### Coin Value

Option to choose the Coin drop value: \$.25, \$.50, \$.75 or \$1.00 (**default is set to \$.25**)

#### Coin Slot 1 Coins Per Pulse

Option to choose the number of coins per pulse in Coin Slot 1: 1-20 (**default is set to 1**)

#### Coin Slot 2 Coins Per Pulse

Option to choose the number of coins per pulse in Coin Slot 2: 1-20 (**default is set to 1**)

#### Bill Validator Coins Per Pulse

Option to choose the number of coins per pulse for the bill validator: 1-20 (**default is set to 4**)





## Operator Menus

### COST & PAYOUT

#### Ticket Dispenser Enabled

Turn on (Yes) or off (No) the Ticket Dispenser  
(default is Yes)

#### Free Play

Turn on (Yes) or off (No) free play  
(default is No)

#### Coins to Play

Number of coins required to be able to play the game: 1-20 (default is 4)

#### Ticket Value

Value of a ticket: \$.10 – \$1.99 (default is \$.10)

#### Paytable

There are four available paytables: 25%, 30%, 33% and 40%. The game default is 33% at 4 Coins to Play. Adjusting the Coins to Play also has an impact on the paytable and will slightly alter the theoretical percentage. For example, the 33% paytable with one coin creates a Theoretical Payout % of 34.4%.

#### Theoretical Payout %

Theoretical rate at which the game should payout to players: 25%, 30%, 33% or 40% (default is 33%)

#### Mercy Tickets

Number of tickets a player receives for zero points on the game: 0-4 (default is 2)



### GAMEPLAY

#### Attract Mode Touch Me Button Enabled

Turn on (Yes) or off (No) the Touch Me button in Attract Mode (default is Yes)





## TESTS MENU

To ensure that the game has been setup properly and functions correctly, diagnostic test are available: audio/video tests, meter tests, and game and system software tests.

This screen displays the following Test Menus:

### TICKET DISPENSER TESTS

#### Tickets Owed

Tracks tickets that have not dispensed due to a malfunction with the ticket dispenser

#### Dispense One Ticket

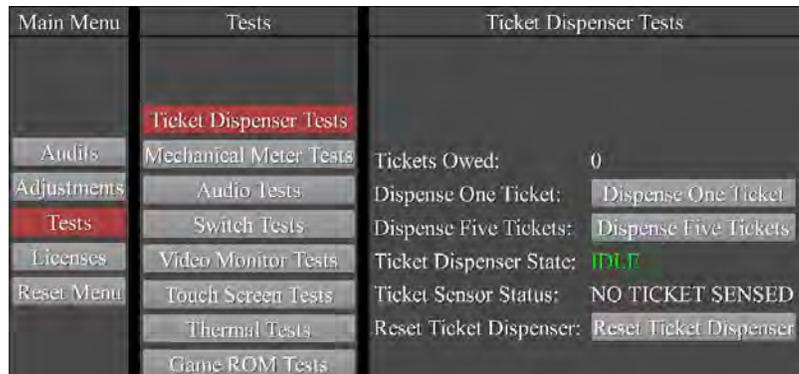
Ticket dispenser dispenses one ticket

#### Dispense Five Tickets

Ticket dispenser dispenses five tickets

#### Ticket Dispenser State

If the ticket dispenser is ready to use, the screen reads **Idle**. The other states are **Dispensing**, **Jammed** and **Empty**.



**Note:** If the ticket dispenser is jammed, open the ticket bay and check for a jammed ticket. Re-feed the tickets through the dispenser. The ticket dispenser should automatically reset but if not, touch **Reset Ticket Dispenser**.

#### Ticket Sensor Status

If the ticket dispenser is properly setup, the Ticket Sensor Status reads **Ticket Sensed**. If there is an error it reads **No Ticket Sensed**.

**Note:** If the machine is in error and No Ticket Sensed appears, check the ticket dispenser to make sure the tickets are feeding correctly.

#### Reset Ticket Dispenser

Resets the ticket dispenser to default condition

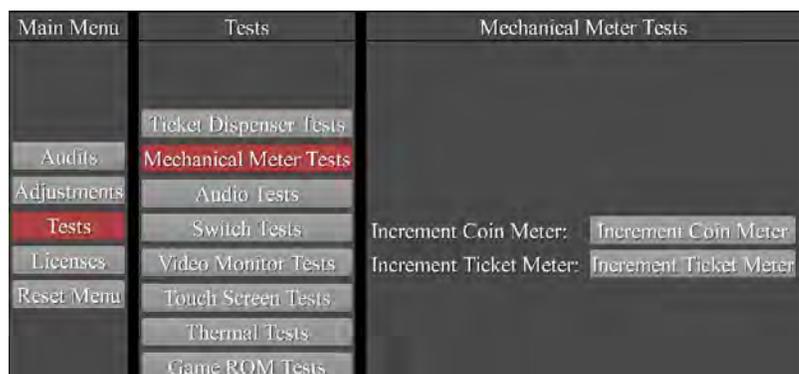
### MECHANICAL METER TESTS

#### Increment Coin Meter

Increment the coin meter one tick

#### Increment Ticket Meter

Increment the ticket meter one tick





## AUDIO TESTS

### Play Music

Plays sample music to test audio quality and volume of both speakers

### Play Test Tone

Plays a test tone to test sound from both speakers

### Test Left Speaker

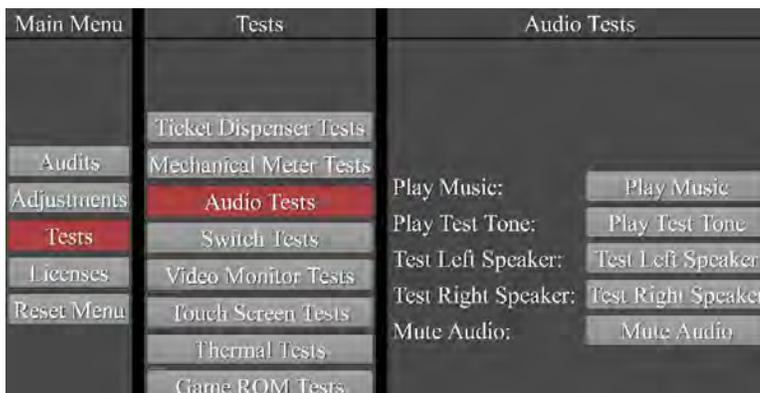
Plays a voice through the left speaker only

### Test Right Speaker

Plays a voice through the right speaker only

### Mute Audio

Mutes the audio from both speakers



## SWITCH TESTS

If the switch is open and the operation is functioning, the Switch Test area reads **Open**. If there is a problem with Coin 1, Coin 2 or the DBA, the Switch Test reads **Closed** and a **Jam** message also displays. Clear the jam to return the switch to Open.

### Coin 1

The switch test for the left coin acceptor

### Coin 2

The switch test for the right coin acceptor

### DBA

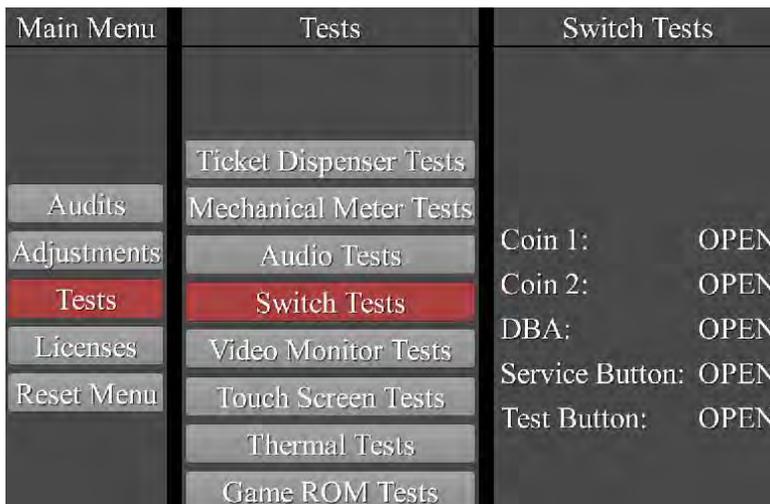
The switch test for the dollar bill acceptor

### Service Button

The switch test for the Service button

### Test Button

The switch test for the Test button





## Operator Menus

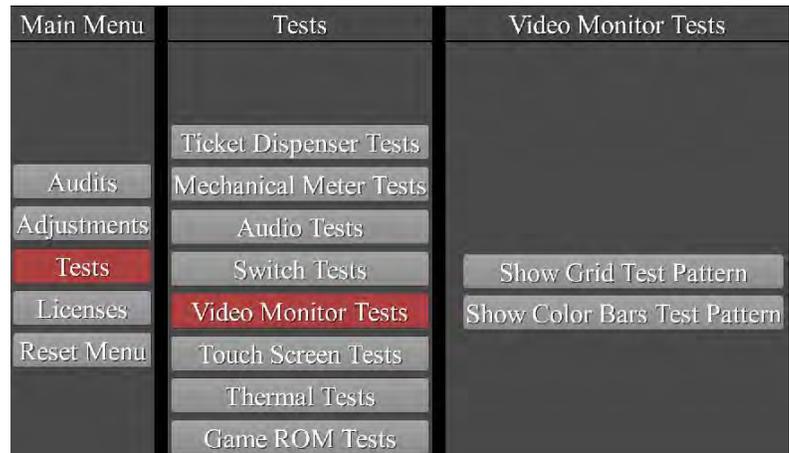
### VIDEO MONITOR TESTS

#### Show Grid Test Pattern

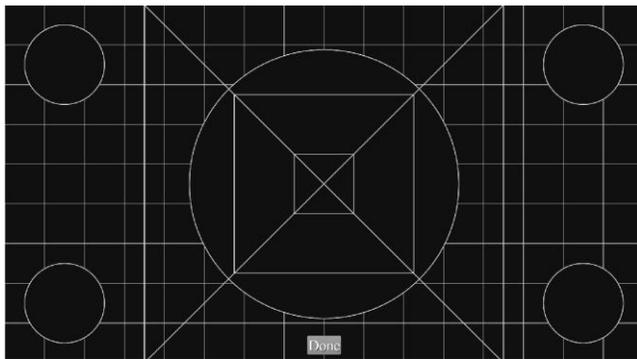
Touch to see a test pattern that should display as below

#### Show Color Bars Test Pattern

Touch to see a test pattern of colored bars that should display as below



Grid Test



Color Bars Test



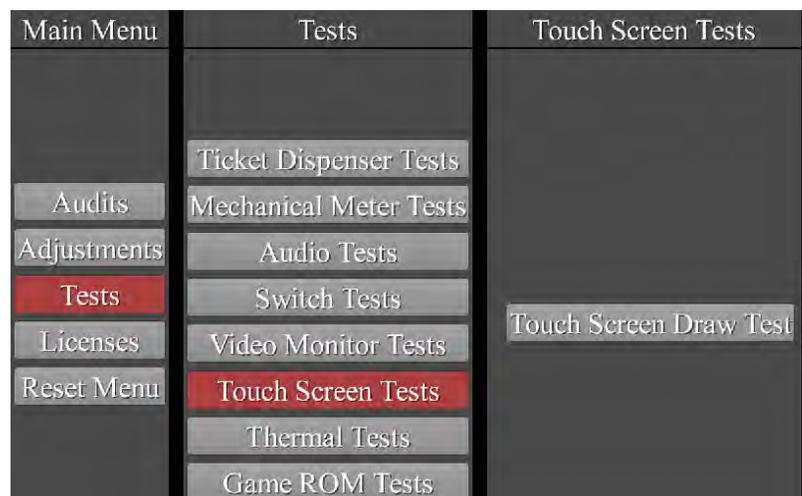
Touch **Done** to return to the Main Menu

### TOUCH SCREEN TESTS

#### Touch Screen Draw Test

To ensure the touch screen is working, touch the screen to see a point appear. You can touch several points and draw lines between the points.

**Note:** No calibration is required.





## **Operator Menus**



## Operator Menus

### THERMAL TESTS

#### CPU Temperature

Displays the temperature of the CPU

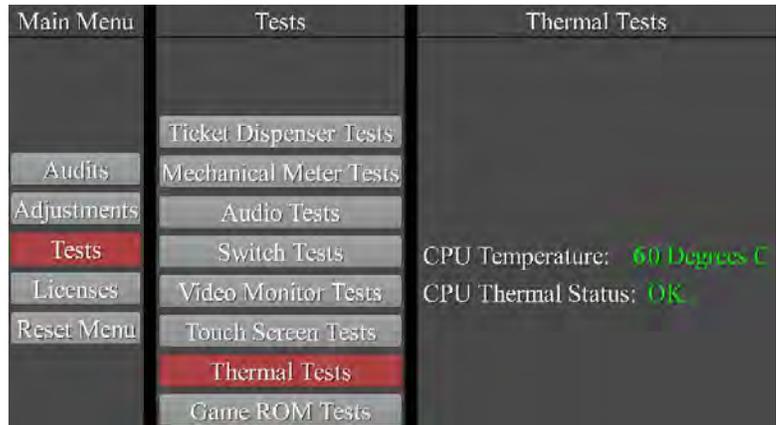
#### CPU Thermal Status

Displays a status based on the CPU temperature (Default is **OK**)

**OK** (green) = below 80° C

**Warm** (yellow) = at or greater than 80° C

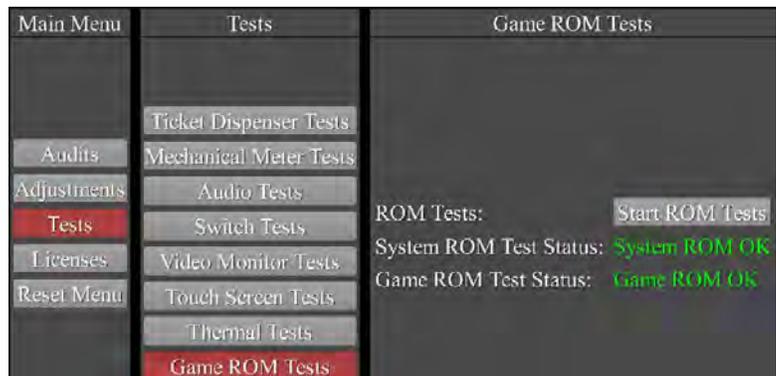
**Hot** (red) = at or greater than 85° C



### GAME ROM TESTS

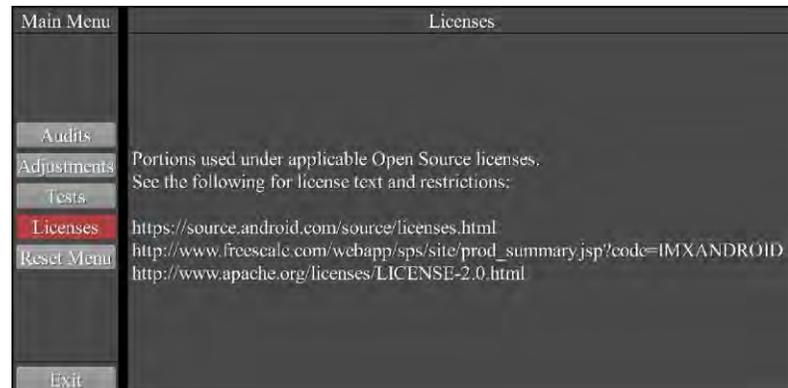
#### Start Game ROM Test

Touch **Start ROM Tests** to begin a ROM test, which analyzes the GAME and SYSTEM assets for corruption. A counter will indicate the percentage of the assets that have been analyzed. When it reaches 100% without finding any corruption it reads **System ROM OK** and **Game ROM OK**. If there is an error in either test, contact IT immediately.



### LICENSES

This is a list of URLs that store information on the Open Source licenses that IT used while creating this game.



IT®

Version



## Operator Menus

### RESET MENU

Reset credits, tickets, current term audits or perform a factory reset.

#### Reset Credits

Reset credits to zero

#### Reset Tickets

Reset tickets to zero

#### Reset Current Term Audits

Reset the Current Term Audits to zero but not the General or Game Audits

#### Factory Reset

Completely restore the machine back to factory settings, wiping all stored memory from the Operator Menus

