



Operation and Service Manual

Table of Contents

Safety	4
Product Specifications	6
Electrical Power	6
DC Power Fuse Guide	6
Temperature	6
Humidity	6
Dimensions	6
Carton Weight	6
Setup and Features	7
Player Controls	7
Playing the Game	7
Initial Game Setup	7
Main Body Assembly (this is where I'd put the photos)	7
Wheel Assembly and Replacement	7
Bench Assembly	9
Wheel Choices	10
Adjustments and Audit Menu System	12
Diagnostic Menu System	12
Menu Screens and Descriptions	13
Maintenance	29
Parts	30
Main Cabinet	30
Main Cabinet Parts	31
LCD and Pedestal	32
LCD Control Panel Assembly	34
Cabinet Wheel	35
Cabinet Wheel Exploded	36

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Cabinet Wheel Exploded Parts _____	37
Home Sensor Sub-Assembly _____	39
Ilder Roller Spinning Wheel Sub-Assembly _____	39
Receptacle Sub-Assembly _____	40
Ticket Display Assembly _____	40
Blind Mate Connector Sub-Assembly _____	41
Bench _____	42
Dual Ticket Door Assembly _____	43
Ticket Display _____	44
Monitor Adjustments _____	45
Wiring _____	46
I/O Board Connector Table (This is no longer valid, I'm guessing) _____	Error! Bookmark not defined.
Cabinet Wiring Diagram (need new one) _____	47
Need new wiring diagram _____	Error! Bookmark not defined.
Troubleshooting _____	54
CoinUp® Operation Overview _____	60
Preparation _____	60
Network Installation _____	61
Game Registration _____	66
Checking the Connection _____	66
Online Operation _____	67
Forms _____	69
CoinUp® Cellular Terms of Service Agreement _____	78
Warranty _____	81
Mark, Do We Need Warranty information? _____	81
Contact Information _____	81

Safety

OPERATION

Before operating game, read this manual. Failure to properly install and operate this game could result in malfunction or accident. Operate the game in accordance with the manual.

TRANSPORTING

The cabinet is very heavy. Because the wheel is high, the cabinet is also very top-heavy. Use appropriate care when moving or transporting cabinet. It contains fragile glass and electronic components. Avoid rough handling.

HANDLING COMPONENTS

Many components are extremely sensitive to handling, environmental and Electrostatic Discharge (ESD) events—especially the computer. Do not handle it roughly. Before servicing, call your distributor and inquire about the PC warranty. Use proper ESD procedures when servicing. Protect components from harmful environmental conditions, such as extreme temperatures, excessive moisture or other damaging effects.

DISCONNECT POWER

Always turn the power off and unplug the unit before servicing or making adjustments unless otherwise instructed. Installing or repairing components while power is on can damage the components and void the warranty.

GROUNDING

Avoid electrical shock. Do not plug in AC power until you have inspected and properly grounded the unit. Only plug into a grounded, three-wire outlet. Do not use a “cheater” plug or cut off the ground pin on the line cord.

ELECTRICAL SHOCKS

There is no isolation transformer in the cabinet. Disconnect AC power before servicing. However, be aware that lethal voltages can remain in the electronic components even when AC power is disconnected. Use extreme caution when servicing. Verify that there is a working ground connection. If the unit sustains water damage, cease using it immediately and unplug AC power.

POWER SELECTOR

Before installing game, ensure the voltage on the PC is set properly. There is a 115/230 VAC selector switch that must be set for the correct voltage for your site. Verify the fluorescent lamp rating. The rating must match the line voltage at the installation site.

POWER CORD

If the power cord is damaged or lost, replace it with an identical cord as supplied by the manufacturer or an authorized service agent.

CONNECTORS

Ensure all connectors mate properly. If connectors do not slip in easily, do not force them. Connectors are often keyed and only connect one way. Check for correct orientation.

COMPUTER

The computer contains sensitive components, including a hard drive. Do not handle it roughly. Call your distributor before servicing its internal components. Ask about warranty information as it relates to the PC.

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Do not turn the PC power switch on or off. It should remain permanently in the ON position.

Cycle AC power on or off with the cabinet power switch.

A dongle has been inserted into one of the USB ports. This is required for game play.

Do not remove the dongle except for troubleshooting purposes.

FLUORESCENT TUBES

A dropped fluorescent tube may break and implode. Shattered glass from the implosion can travel long distances and cause bodily injury. Use proper procedures when handling broken materials, as these items can contain hazardous material such as mercury or lead.

HAZARD TO EPILEPTICS

A small portion of the population has an epileptic condition that may cause seizures. Affected persons experience seizure while watching some television pictures or playing certain video games. People who have not had seizures may still have an undetected epileptic condition. If anyone in your family has experienced epilepsy symptoms (seizures or loss of awareness), consult your physical before using video games. While children play video games, a parent should observe. Be alert to the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation or convulsions. If you or your child experiences these symptoms, discontinue use immediately and consult your physician.

MANUAL

Keep this manual available and ready for use. If the game fails to function properly, turn off the machine and unplug the AC line cord. Contact your local distributor. Your warrantee, when applicable, lasts 60 days from your purchase date. You may not reproduce this document or any of its contents without written authorization from Raw Thrills, Inc. or Play Mechanix™ Inc.

SPECIFICATIONS

For reasons such as performance, this product's specifications may change without notice. Federal patent, copyright and other intellectual property laws protect the content, devices and design of the game and its equipment.

Product Specifications

Electrical Power

Domestic, international users and Japan

120 VAC @ 60 Hz, 5 amps

240 VAC @ 50 Hz, 2.5 amps

100 VAC @ 50 Hz, 5 amps

DC Power Fuse Guide

+5 VDC 2 amp Slow Blow

+12 VDC 7 amp Slow Blow

Temperature

32° F to 100° F

(0° C to 38° C)

Humidity

Must not exceed 95% relative humidity

Dimensions

height: 103" (2.62 meters)

front pedestal height: 37" (0.94 meters)

optional seat height: 28" (0.71 meters)

width: 50.5" (1.28 meters)

wheel diameter: 36" (0.91 meters)

depth: 82" (2.08 meters)

Carton Weight

950 lbs. (430.91 kg)

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Setup and Features

Player Controls

To begin the game, insert the proper number of credits. *Wheel of Fortune* is a one-player game. The Start button is displayed on the touchscreen. The player spins the dial to rotate the wheel.

Playing the Game

Player chooses between classic WOF or “Double Play” option, which allows three spins so as to maximize ticket winnings. A word puzzle appears with a descriptive category. Player spins dial, which activates replica wheel and chooses value for each letter guess. Player selects three letters, then receives ticket value based on wheel selection. Should multiples of the same guessed letter appear, ticket value greatly increases. More tickets are awarded if player solves puzzle.

Initial Game Setup

1. Place the shipping crates on a flat stable surface.
2. Cut the banding straps and remove the cardboard lid.
3. Lift off the large cardboard container surrounding the cabinet and any shipping cleats.
4. With at least two people and a dolly, remove the cabinet from the shipping pallet.
5. Remove the coin door key from the coin return chute.
6. Open the top coin door.
7. Locate the key for the back door and the cash box.
8. Open the cash box and remove the items inside it. These include this service manual, an AC line cord, a bag of screws and tools and a warranty card.
9. Using at least one assistant, transport the cabinets to a suitable playing area.

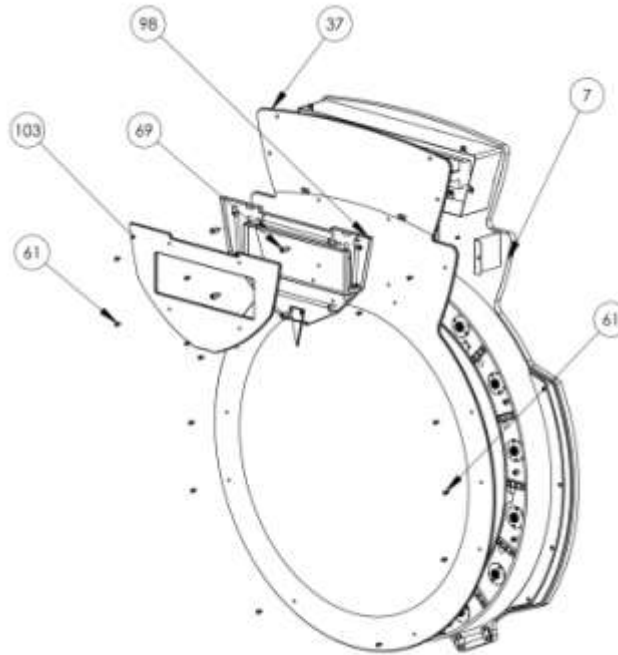
Main Body Assembly (this is where I'd put the photos)

1. Attach the wheel to the main cabinet using five 32 x .625 (35) screws33666.
2. Push the monitor console toward the main cabinet and align the holes together.
3. Reach through the coin door and ticket bay doors to access mounting holes.
4. Fasten console and cabinet together using four ¼-20 x 1.25 hex head bolts.
5. Rotate leg levelers to ensure entire game is parallel to the ground.
6. Plug power cord into grounded AC outlet.
7. Turn game on and run diagnostic screens and make desired adjustments.

Wheel Assembly and Replacement

1. Remove four 1/4 -20 x ½” screws (61) from ticket display marquee.
2. Remove ticket display marquee and set aside.

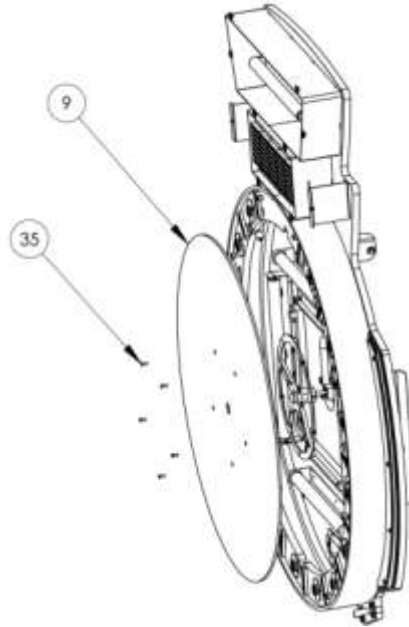
3. Remove four hex spacers (69) that hold the ticket display subassembly.
4. Remove ticket display subassembly and set aside.
5. Remove twelve ¼-20 x ½" screws (61) that hold the cabinet Plexiglas.



Cabinet Wheel

6. Remove Plexiglas.
7. Remove the five 32 x .625 (35) screws that hold the wheel hub.
8. Remove wheel hub and set aside.

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Wheel Removal

Bench Assembly

1. If applicable, attach seat sub-assembly to monitor pedestal with (Mark, what hardware?)

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Wheel Type: 100-E



Cost to Play	\$1.00
Payout Percent	34.99%
Tickets per Game	34.9895833

Wheel Type: 150-F



Cost to Play	\$1.50
Payout Percent	39.90%
Tickets per Game	59.8541667

Wheel Type: 1-G (printer version)



Cost to Play	\$1.00
Payout Percent	40.00%
Points per Game	522.65625

Wheel Type: 300-H



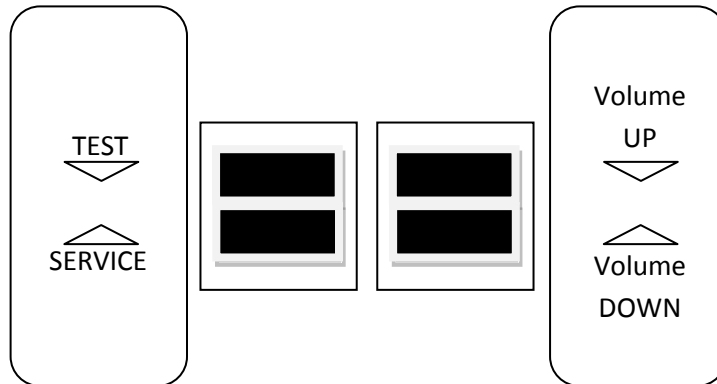
Cost to Play	\$3.00
Payout Percent	39.70%
Tickets per Game	119.104167

Adjustments and Audit Menu System

Diagnostic Menu System

The Service Button Panel should have four buttons, three of which can navigate the menu system.

But it is easiest to navigate by using the touchscreen.



- Service Panel TEST button enters diagnostic system.
- Either Start button or TEST button selects the highlighted option.
- Service Panel VOL - button moves down through menu or setting choices.
- Service Panel VOL + button moves up through menu or setting choices.
- Highlight and select Exit to return to previous screen.

An on-screen message acknowledges changes or when you exit a selection without making a change.

At the bottom of each screen there is a brief description of the menu option's function. A complete description is available here for all menu functions with the exception of CoinUp® functions, which are found in the CoinUp® manual.

DRAFT Wheel of Fortune DRAFT

Menu Screens and Descriptions

Main Menu

Enter the diagnostic system by pressing the Test button.



Subsequent menus will be white on black for clarity and will exclude common information.

Main Menu

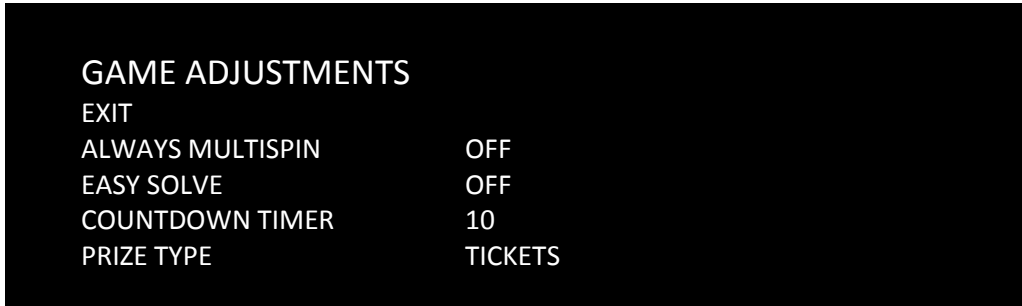
Operator Adjustments

This menu lets you customize your game.



Main Menu
Operator Adjustments
Game Adjustments

These functions let you adjust the player’s game experience



Always Multispin allows three spins instead of one. Default is off.

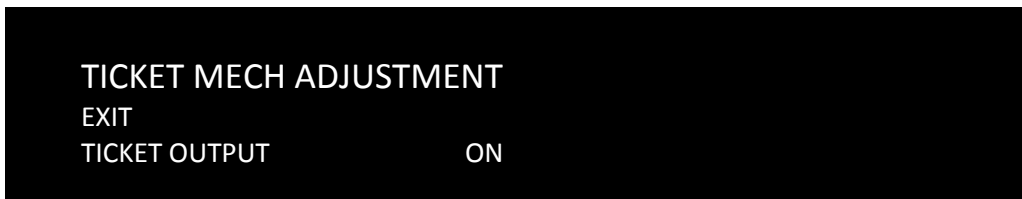
Easy Solve default is off. When on, unused letters disappear while solving puzzle.

Countdown timer is the amount of time allowed to spin, pick a letter or solve. Range is from 3 to 30. Default is 10.

Prize Type changes labeling of values (e.g., 100 tickets, 100 coupons or 100) to tickets/coupons/nothing. Default is tickets.

Menu
Operator Adjustments
Ticket Mech Adjustment

This turns the ticket mechanism on and off.



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Menu

Operator Adjustments

Coin Adjustments

COIN ADJUSTMENTS

EXIT	
FREEPLAY	OFF
CURRENCY TYPE	Dollar
CURRENCY UNIT VALUE	0.25
COIN 1 VALUE	\$0.25
COIN 2 VALUE	\$0.25
COIN 3 VALUE / DBV PULSE	\$1.00
MAXIMUM CREDITS	\$500.00

Main Menu

Operator Adjustments

Player Cost / Payout

PLAYER COST / PAYOUT

EXIT	
GAME START COST	\$1.00
TARGET PAYOUT PCT	0.40
TICKET VALUE	0.21

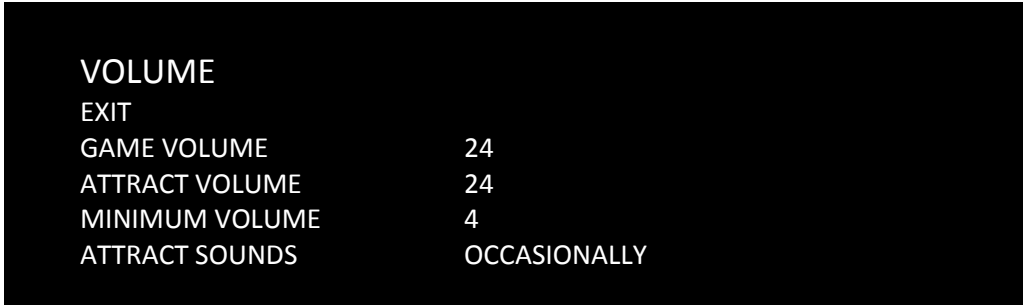
Parameters

Game Start Cost From \$0.25 to \$63.75 incremented by \$0.25

Target Payout Pct From 0.25 to 0.50 incremented in 0.01

Ticket Value From 0.01 to 1.00 incremented in 0.01

Main Menu
Operator Adjustments
Volume



Parameters

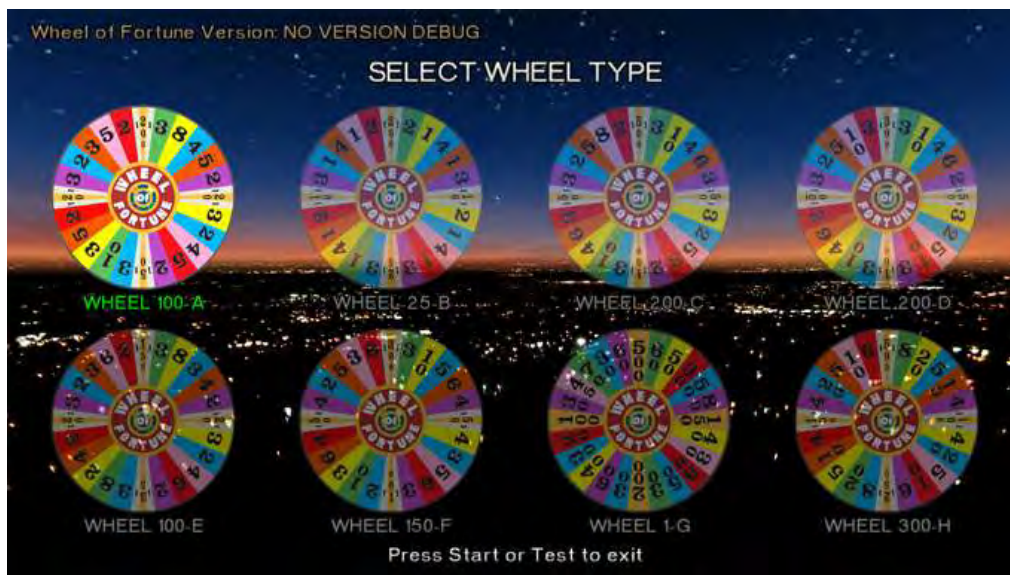
Game Volume: from 0 to 32 incremented in 1

Attract Volume: from 0 to 32 incremented in 1

Attract Sounds: from 0 to 32 incremented in 1

Attract Sounds: Always, Occasionally, Never

Menu
Operator Adjustments
Wheel Type Selections



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Main Menu

General Audits

These menus track game performance.

GENERAL AUDITS

EXIT

GAME AUDITS

TICKET AUDITS

SYSTEM AUDITS

COIN AUDITS

Main Menu

General Audits

Game Audits

This screen reviews the history of game play to help you determine whether the game is bringing in enough players or whether to adjust the difficulty level.

GAME AUDITS

EXIT

TOTAL PLAYS (REGULAR PLAY) 2

TOTAL PLAYS (DOUBLE PLAY) 2

AVERAGE GAME TIME 00:34

TOTAL GAME TIME 01:44

TOTAL SOLVED 1

TOTAL NOT SOLVED 1

PERCENTAGE OF PUZZLES SOLVED 0.50

Main Menu
General Audits
Ticket Audits

TICKET AUDITS	
EXIT	
TOTAL TICKETS (REGULAR PLAY)	0
TOTAL TICKETS (DOUBLE PLAY)	114
AVERAGE TICKETS PER PLAY	28
AVG. TICKETS (REGULAR PLAY)	0
AVG. TICKETS (DOUBLE PLAY)	57
CURRENT PAYOUT PCT	19
TICKETS OWED	114

Main Menu
General Audits
System Audits

SYSTEM AUDITS	
EXIT	
PLAY TIME	0yr 0dy – 0:01:44
UP TIME	0yr 0dy – 0:02:05
WATCHDOGS	0
EXCEPTIONS	0
BAD TRAPS	0

Main Menu
General Audits
Coin Audits

COIN AUDITS	
EXIT	
TOTAL COIN 1	\$0.25
TOTAL COIN 2	\$0.00
TOTAL COIN 3 (DBV)	\$6.00
LIFETIME COIN COUNT	\$9.25
SERVICE CREDITS	\$0.00
TOTAL CREDITS IN	\$6.00

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Main Menu

Online Menu

These menus are used by games connected to CoinUp®. See CoinUp® Operation Overview section in this manual and visit www.coinup.com for more information.

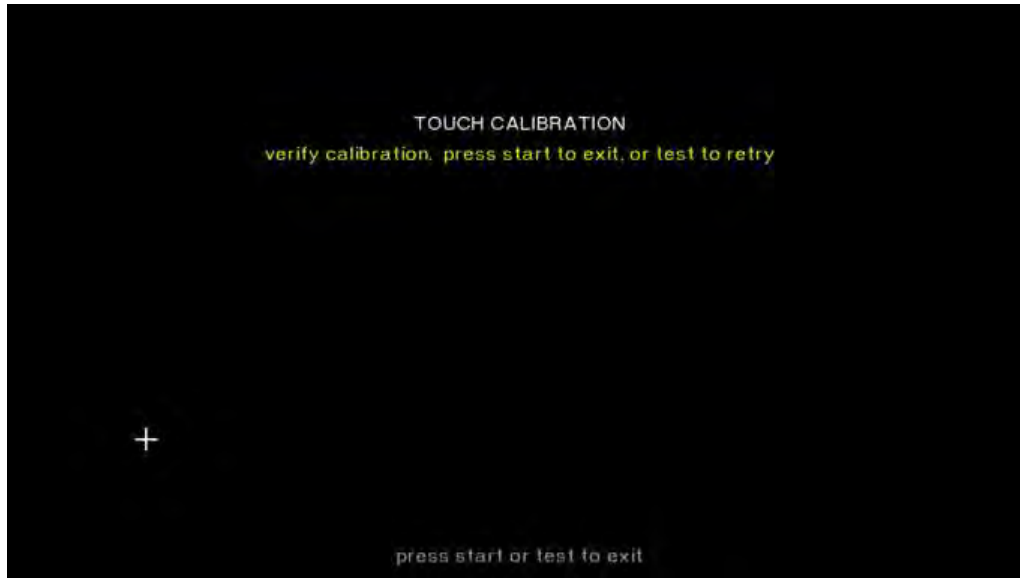


Main Menu

Touch Calibration (and verify)

Follow instructions on screen.

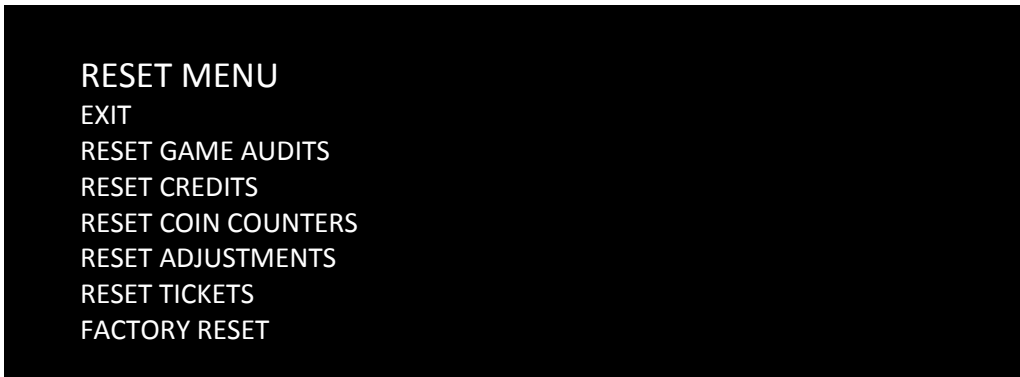




Main Menu

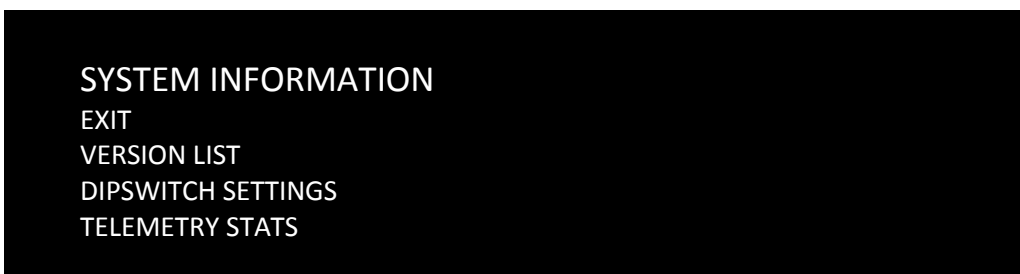
Reset Menu

This screen allows you to restore all the settings to their original state.



Main Menu

System Information Menu



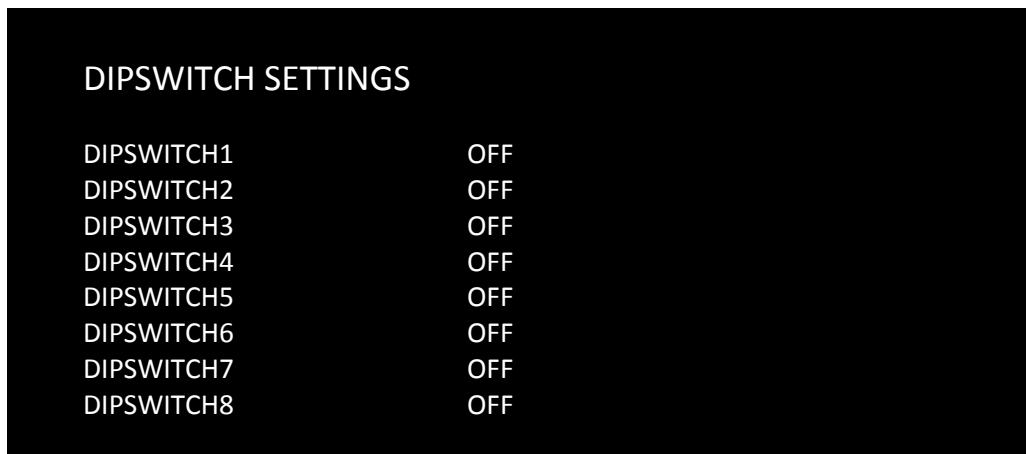
DRAFT Wheel of Fortune DRAFT

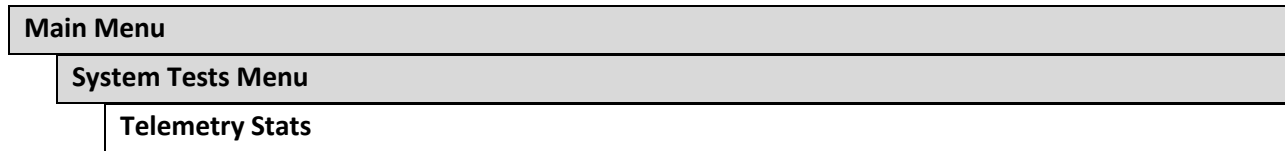
Main Menu
System Tests Menu
Version List

This identifies software and firmware versions.

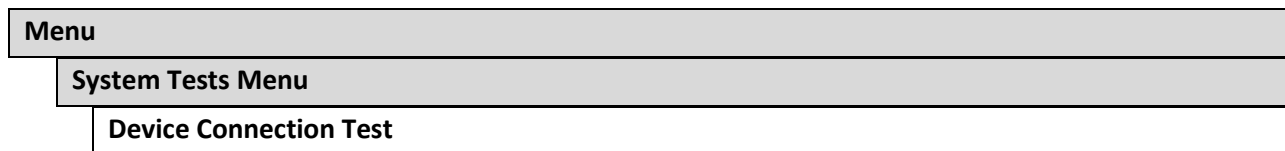
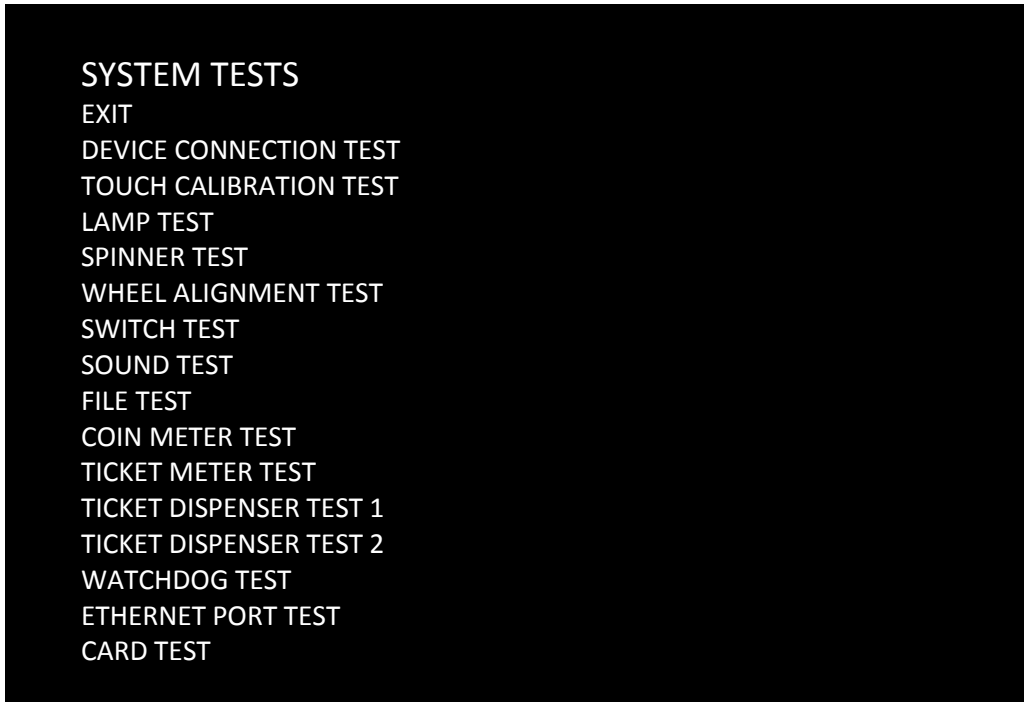


Main Menu
System Tests Menu
DIPSwitch Settings





These tests check thermal qualities and electrical conductivity. Generally, only Core Temps 1 and 2 function. The rest should read N/A.



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Menu
System Tests Menu
Touch Calibration Test



Main Menu
System Tests Menu
Lamp Test

Touch the name of a light on the screen to toggle it on and off. Use this test to determine if a light is out.

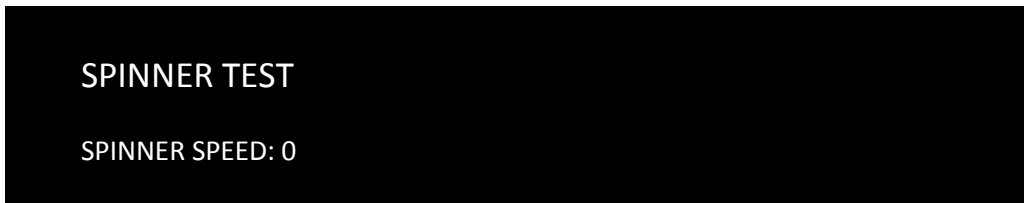


Main Menu

System Tests Menu

Spinner Test

This test helps calibrate the spinner by displaying the speed. Speed should range from 0 to 0.99 in increments of 0.01.



Main Menu

System Tests Menu

Wheel Alignment Test



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Main Menu

System Tests Menu

Switch Test

Use this test to determine if switches are functional. To leave this screen, simultaneously hold the Start and Volume buttons.

SWITCH TEST

COIN 1
COIN 2
VOLUME DOWN
VOLUME UP
TEST
BILL
SERVICE

Main Menu

System Tests Menu

Sound Test

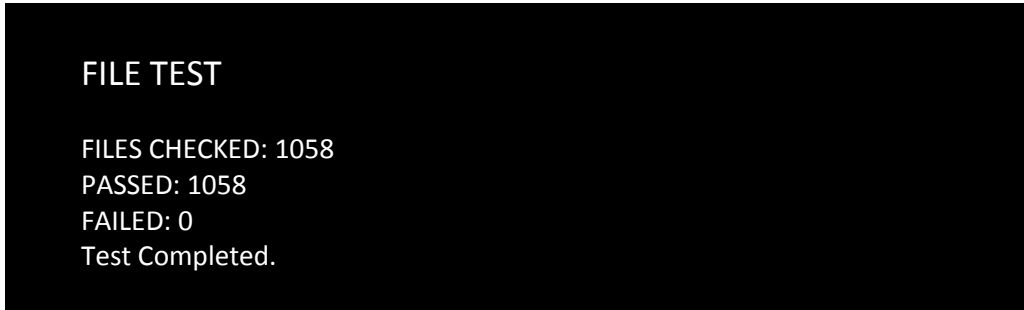
These tests help determine if your speakers, wiring and connections are working properly.

SOUND TEST

EXIT
STREAMING SOUND
SOUND FX
100 Hz SINE WAVE
1000 Hz SINE WAVE

Main Menu
System Tests Menu
File Test

This test can help determine if your hard drive requires restoration.



Main Menu
System Tests Menu
Coin Meter Test

This increments the meter by 1 to verify functionality.

Main Menu
System Tests Menu
Ticket Meter Test

This increments each meter by 1 to verify functionality.

Menu
System Tests Menu
Ticket Dispenser Test 1 and 2

This causes the respective dispensers to eject a single ticket.

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Main Menu

System Tests Menu

Watchdog Test

This test resets the game to determine if the watchdog board is working properly.

WATCHDOG TEST

**WARNING! GAME WILL RESET IN
10 SECONDS
Press Start or Volume to Cancel**

Main Menu

System Tests Menu

Ethernet Port Test

This verifies the functioning of the Ethernet port.

Main Menu

System Tests Menu

Card Test

If there is a card reader, insert a valid card to reveals the card type (player or operator) and the cardholder's name.

Main Menu

View Log

This lists history of significant events or errors in file system.

Main Menu
Collections

COLLECTIONS	
EXIT	
SEND COLLECTIONS MESSAGE	
SHOW COINUP FEE DETAILS	
LAST COLLECTION DATE	NEVER
GROSS COLLECTION	\$0.00
COINUP FEES	\$0.00
NET COLLECTION	\$0.00

Main Menu
Collections
Send Collections Message

Send Collections Message contacts the server and delivers the latest collections information, zeroing out local coin data.

Main Menu
Collections
Show Coinup Fee Details

COINUP FEE DETAILS	
EXIT	
LAST COLLECTION DATE	Never
CUSTOM ADVERTISEMENT DOWNLOADS	\$0.00
COINUP ADVERTISEMENT DOWNLOADS	\$0.00
COMMUNICATIONS CHARGE	\$0.00
UPGRADE CHARGE	\$0.00
TOTAL COINUP FEES	\$0.00

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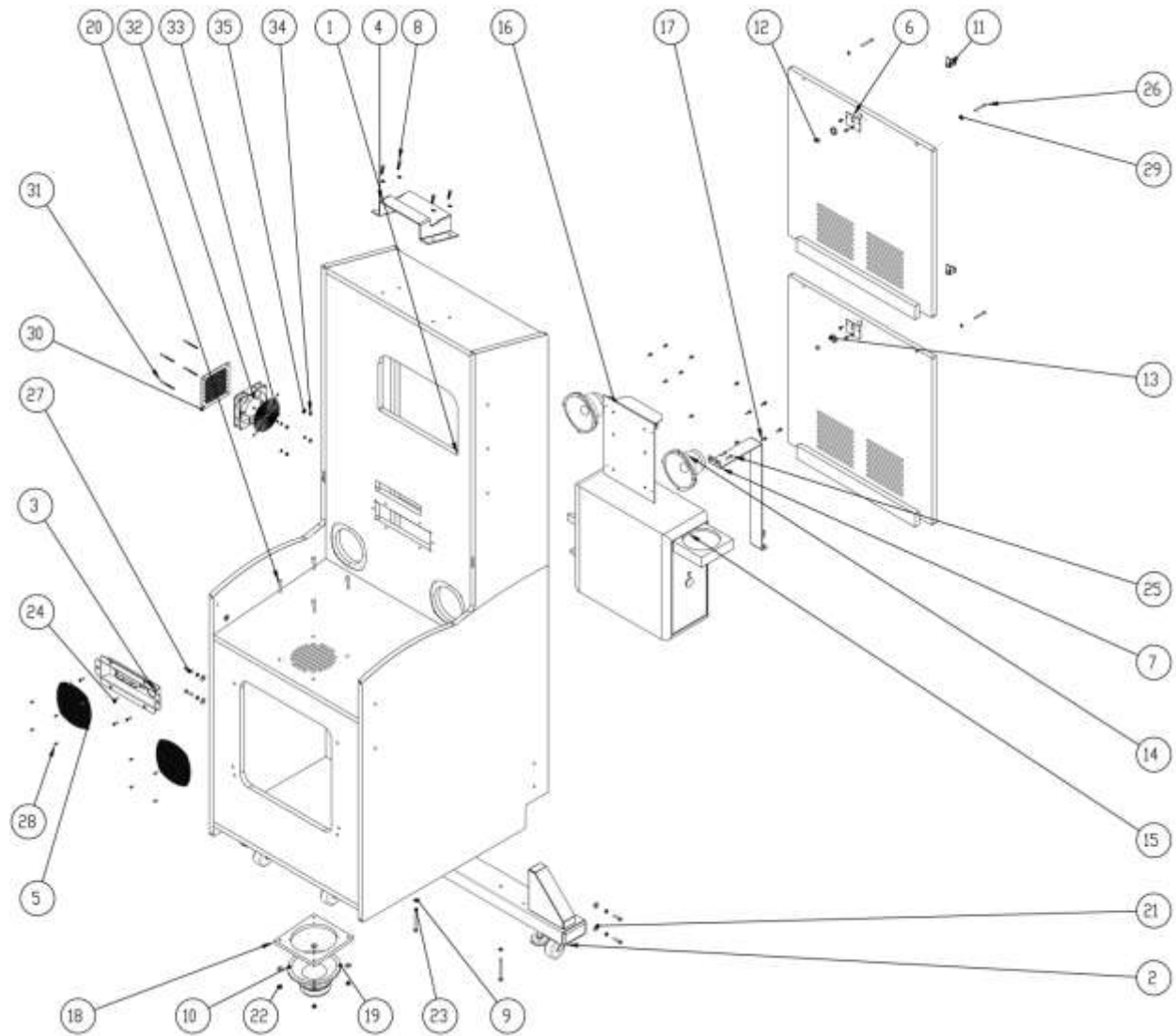
Maintenance

Mark, do you recommend any regular maintenance? Are software upgrades handled through the network? Deal or No Deal talked about fuse and power supply replacements, as well as I/O board replacement and light bulb replacements. Any of them you'd like to see?

There are 2 areas I would concentrate on: One is the Touchscreen and that it is cleaned and re calibrated weekly. The Wheel will need to be tested weekly for alignment. Since the lamps are LED's it is highly unlikely there will be blown bulbs.

Parts

Main Cabinet

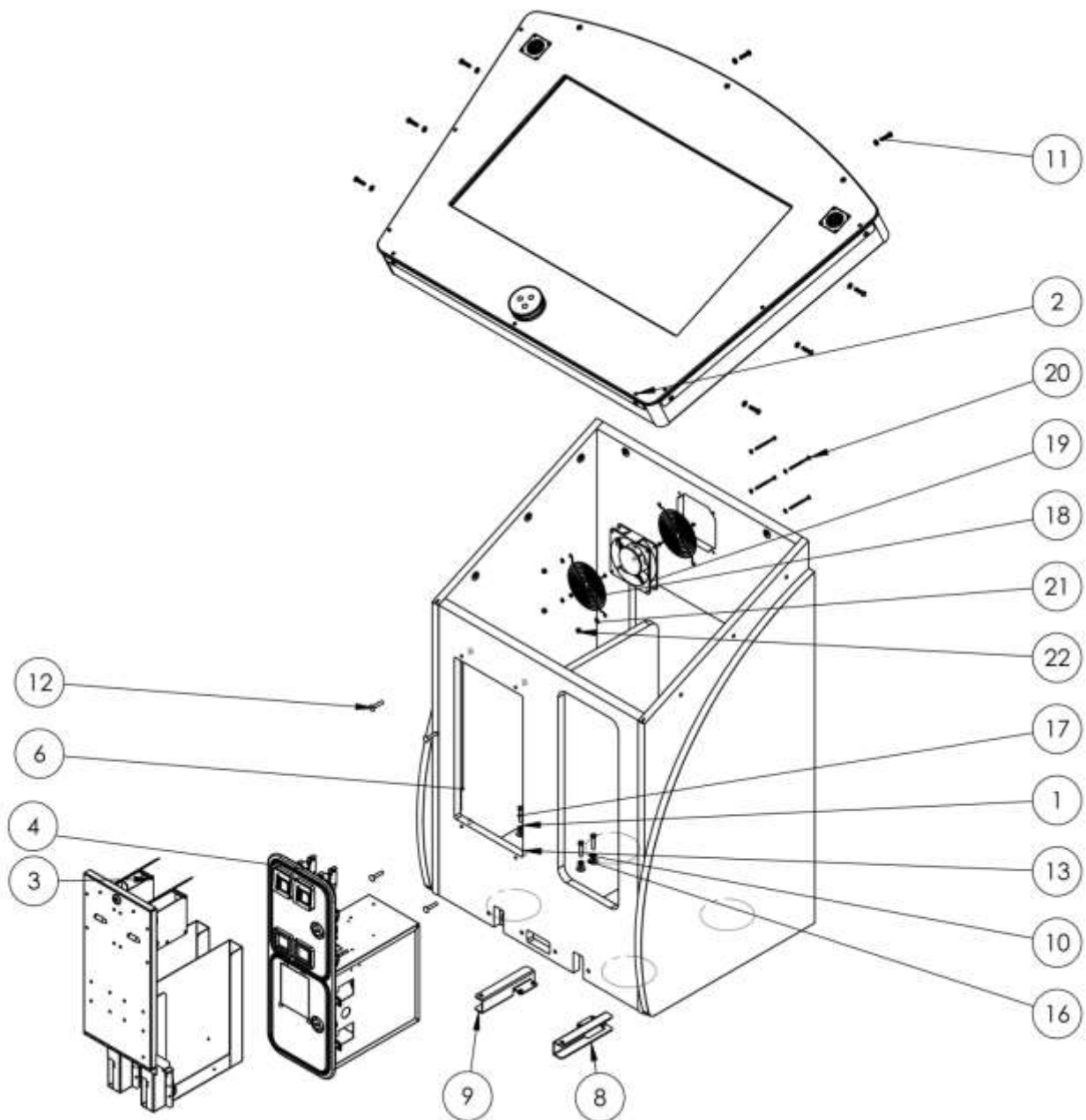


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Main Cabinet Parts

Item No.	Description	Part No.	Qty.
1	WIP-WoFA Production	601-00061-05	1
2	Outrigger assembly		1
3	Metrimate receptacle sub-assy	Metrimate receptacle sub-assy	1
4	Receptacle Hanger Bracket	908-00112-01	1
5	Speaker Grille 5.25"	600-00551-01	2
6	Lock retainer	600-00043-01	2
7	Mounting bracket optiplex 580 Dell PC	600-00563-01	1
8	Button Head Torx Machine Screw ¼"-20 thread 1" length	90910A542	4
9	Flat Washer	Regular LW 0.25	10
10	Self-piercing hex washer head sheet metal screw type 410 SS No. 8 size ½" length	92650A160	18
11	7/8" SB lock with cam	30-2228-606	2
12	Truss Head Screw	CR-THMS 0.25-20 x 0.25x0.25-C	2
13	7/8" hex nut SB lock	.875 hex nut – sb lock	2
14	Speaker Marquee 80hm shielded 5.25" full range (Happ 5555-15098-00)	2-1-10-00-00-000	2
15	Dell Optiplex 740 PC	Dell Optiplex 740	1
16	RIO Hardware Assy		1
17	Self-piercing hex washer head sheet metal screw type 410 SS No. 8 size, ¾" length	92650A460	4
18	Subwoofer panel	601-00081-01	1
19	Woofers speaker, 6.5" 4 ohms	807-00002-02	1
20	Round Head Bolt	RHSN Bolt 0.25-20 x 1.75 x 1.75-C	4
21	Flat Washer	Regular FW 0.25	8
22	Zinc plated stl machine screw nut with tooth washer ¼"-20 thread size 7/16" nut width, 3/16" nut height	90675A029	4
23	¼-20 x 4" Bolt	H bolt 0.2500-20x4x0.75-C	2
24	Flat Head Machine Screw	CR-FHMS 0.19-32 x 0.75x0.75-C	6
25	Pan Head Machine Screw	CR-PHMS 0.19 32 x 0.75x0.75-C	4
26	Pan Head Machine Screw	CR-PHMS 0.19-32x1.75x1.75-C	4
27	Machine Screw	IN-HHMS 0.25-20x1x1-C	4
28	Button Torx Tamper-resist sheet metal screw pin-in-head black-phosphate Stl, No. 6 size ½" L	BHTSMS .138-32 x .50	8
29	Flat Washer	Narrow FW 0.19	4
30	Side Vent	600-00110-01	1
31	Carriage Bolt	91772A206	4
32	Hardware, Fan, 120VAC, 19/15W	AC fan SP101AT-1122HSL-Promoco	1
33	120 mm wire fan guard	800-00010-00	1
34	Nyloninsert locknut hex 8-32 thread size 11/32" width 15/64" height	91333A120	4
35	Flat Washer	Narrow FW 0.164	4

LCD and Pedestal

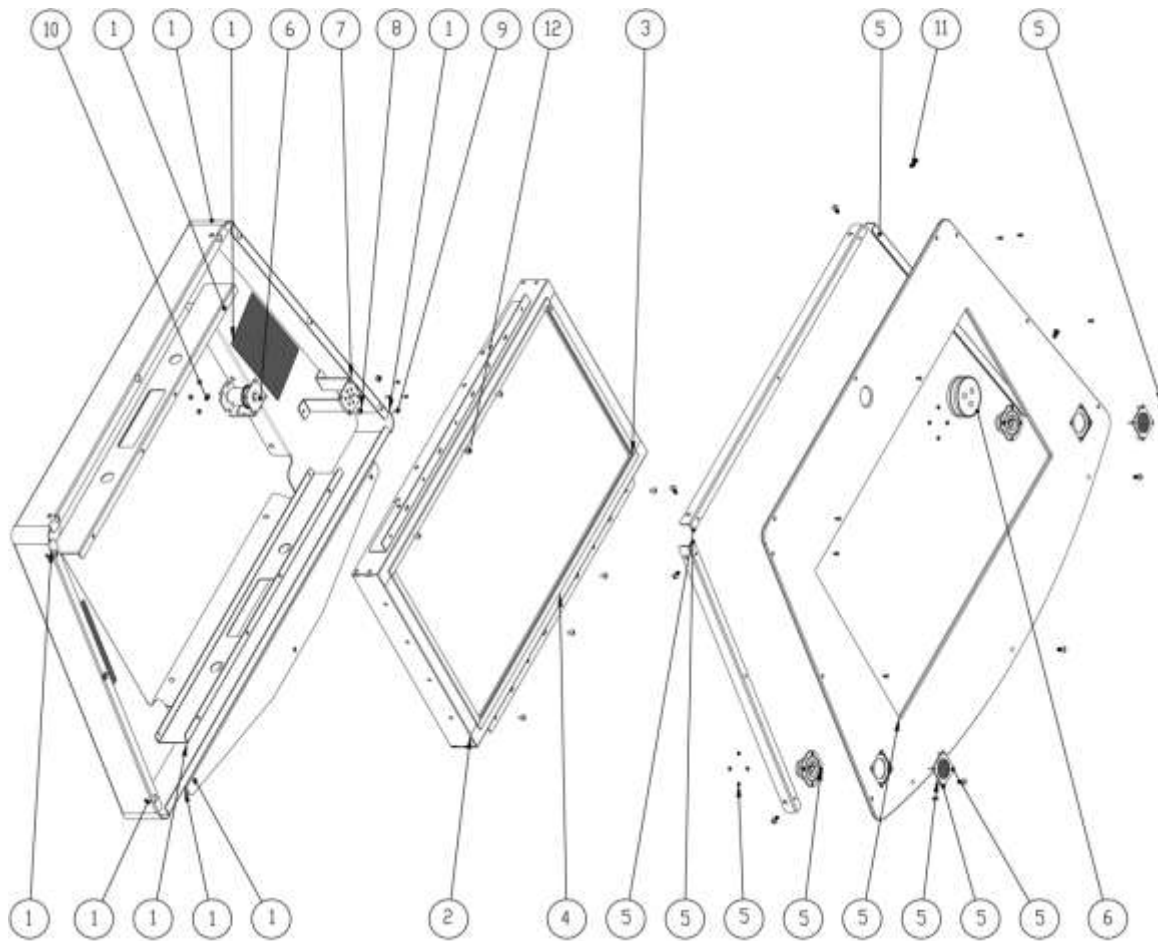


DRAFT Wheel of Fortune DRAFT

LCD and Pedestal Parts

Item No.	Description	Part No.	Qty.
1	Console Cabinet	601-00072-05	1
2	LCD Control Panel Assembly	LCD Control Panel Assembly	1
3	Dual Ticket Door Assembly	Dual Ticket Door Assembly	1
4	Coin Door Assembly	40-6000-00	1
5	Anchor plate Cam lock	600-00225-01	1
6	Ticket door cover plate	600-00565-01	2
7	Bench mounting cover plate	600-00566-01	1
8	Bench mounting channel (right)	608-00110-01	1
9	Bench mounting channel (left)	608-00111-01	1
10	Flat Washer	Regular LW 0.25	12
11	Button head Torx machine screw ¼"-20 thread 1" length	90910A542	8
12	Round Head Bolt	RHSNBolt 0.25-20x1.25x1.25-C	4
13	Zinc plated stl machine screw nut with tooth washer ¼"-20 thread size 7/16" nut width, 3/16" nut height	90675A029	4
14	Self-piercing hex washer head sheet metal screw no. 8 size ½" length	92650A160	6
15	Button head Torx machine screw ¼"-20 thread ¾" length	90910A540	4
16	Flat Washer	Regular FW 0.25	4
17	Machine Screw	IN-HHMS 0.25-20x1.25x1.25-C	4
18	120 mm wire fan guard	800-00001-00	2
19	Fan 120VAC, 19/15W	Fan-AC SP101AT-1122HSL-Promoco	1
20	Carriage Bolt	91772A206	4
21	Flat Washer	Narrow FW 0.164	8
22	Nylon insert locknut hex, 8-32 thread size 11/32" width, 15/64" height	91333A120	4

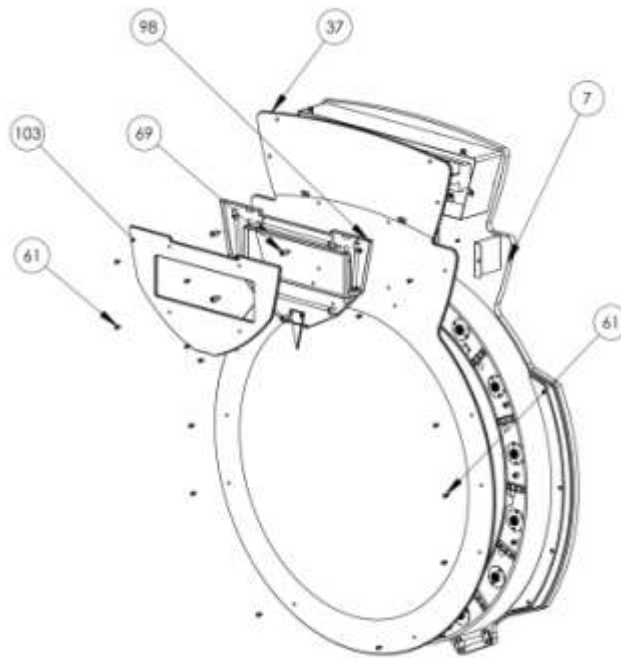
LCD Control Panel Assembly



Item No.	Description	Part No.	Qty.
1	32" LCD Console Enclosure	608-00073-02	1
2	32" LCD Touchscreen (M132W30-267A)	809-00006-01	1
3	Foam Tape (black) 1/8" thick x 15-7/16" long	125 black foam tape 15.44	2
4	Foam Tape (black) 1/8" thick x 28-1/2" long	125 black foam tape 28.5	2
5	32" LCD Console Cover Sub-Assy	32" LCD Console Cover Sub-Assy	1
6	Spinning knob Assembly (Lorenzo)	800-00031-01	1
7	Mounting Bracket-Spinning Dial	600-00553-01	1
8	Nylon-Insert Locknut Hex, 10-32 thread size, 3/8" width, 16/64" height	91333A140	2
9		CR-FHMS 0.138-32 x 0.375x0.375-C	4
10		91333A110	4
11	Button Head Torx Machine Screw 1/4"-20 thread, 1/2" length	90910A540	9
12		CR-THMS 0.19-32x0.375 x 0.375-C	8

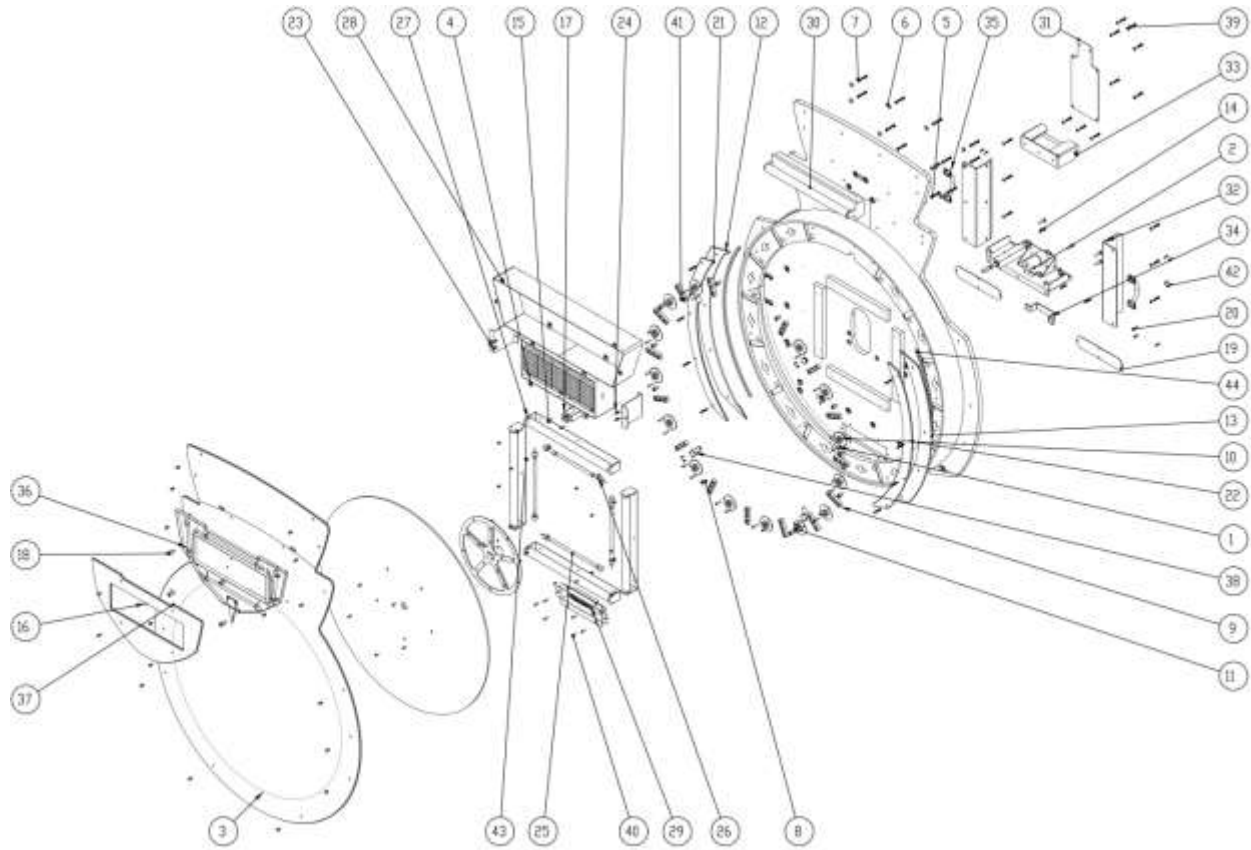
DRAFT Wheel of Fortune DRAFT

Cabinet Wheel



Item No.	Description	Part No.	Qty.
1	Cabinet Wheel	601-00501-01	1
37	Cabinet Glass	600-00193-02	1
69	M-FM Hex standoff: Head ½" x ¾" stud: ¼"-20 x ¾"	93620A194	4
61	Btn Head Torx Machine screw ¼"-20 x ½"	90910A540	16
98	Ticket Display sub-assembly		1
103	Ticket Marquee	606-00502-01	

Cabinet Wheel Exploded



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Cabinet Wheel Exploded Parts

Item No.	Description	Part No.	Qty.
1	Cabinet Wheel	601-00501-01	1
2	Spinning Wheel Assembly	Spinning Wheel Assembly	1
3	Cabinet Glass	600-00193-02	1
4	Ticket Display Assembly	Ticket Display Assembly	1
5	Button Head Torx Machine Screw 1/4"-20 thread, 1-1/4" length	90910A543	22
6		Regular FW 0.25	14
7		Regular LW 0.25	29
8	Zinc-plated stl m-fem thread hex standoff 1/2" hex, 1/2" length	93620A665	10
9	3-LED strip module (STR33W6 White 6000~10000K, 7000~14000 mlm)	500-0042-01	15
10	White LED spotlight PCB	500-0028-01	14
11		CR-PHMS 0.164-32x1x1-C	28
12	Wheel accessory (left)	600-00555-01	1
13	Wheel accessory (right)	600-00556-01	1
14		SI-HWMS 0.25-20x1x1-C	5
15		SI-HWMS 0.164-32x0.75x0.75-C	2
16	Button head Torx machine screw 1/4"-20 thread, 1/2" length	90910A540	20
17	Home Sensor sub-assy	Home Sensor Sub-Assy	1
18	Zinc-plated stl m-fem thread hex standoff 1/2" hex, 3/4" length, 1/4"-20 screw size	93620A194	4
19	Cover Plate	600-00545-01	2
20	18-8 SS Tamper-resist flat head machine screw pin-in-Torx 10-32 thread, 3/4" length	91870A831	8
21	LED cover (left)	600-00557-01	1
22	LED cover (right)	600-00558-01	1
23	Support Bracket-cabinet wheel glass	600-00546-01	2
24	Button head Torx machine screw 1/4"-20 thread, 3/4" length	90910A540	4
25	CCFL 3.0X 300mm white glass tube (acrylic tube 4-pin connector)	702-00017-00	4
26	Clip, screw mount, natural 3/8" hold	WHC-375	8
27	18" fluorescent fixture (low profile)	18" fluorescent fixture (low profile)	4
28	Shroud-Marquee	908-00107-01	1
29	Metrimate Plug Sub-Assy	Metrimate Plug Sub-Assy	1
30	CE Marquee Light	812-00002-02	1
31	Cover plate for cabinet wheel	600-00542-01	1
32	Mounting bracket for wheel cabinet	600-00541-01	2
33	Hanger bracket sub-assy	Hanger Bracket Sub-Assy	1
34	Guide support bracket	600-00544-01	1
35	Dual-Grip pull handle with through holes	1646A16	4-4

Service Manual

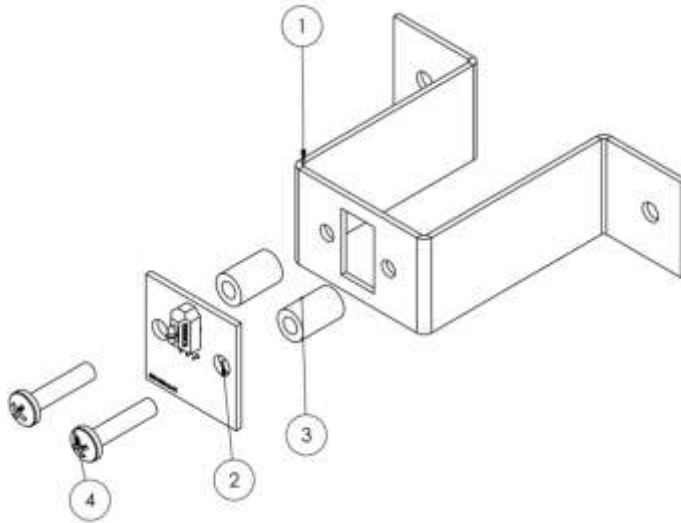
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Parts

Item No.	Description	Part No.	Qty.
	tubular steel, black finish ¾" center-to-center		
36	Ticket Display Sub-Assy	Ticket Display Sub-Assy	1
37	Ticket Marquee	606-00502-01	1
38	Ilder Roller Sub-Assy (Spinning Wheel)	Ilder Roller Sub-Assy (Spinning Wheel)	4
39	Button head Torx machine screw ¼"-20 thread, 1" length	90910A542	17
40		CR-FHMS 0.19-32 x 0.75x0.75-C	6
41	Self-piercing hex washer head sheet metal screw no. 6 size, ½" length	92650A150	8
42	18-8 SS tamper-resist flat head machine screw pin-in-Torx, 8-32 thread, ¾" length	91870A197	16
43	Self-piercing hex washer head sheet metal screw no. 8 size ½" length	92650A160	20
44	LED Strip 72 lights (blue)	500-0049-01	2

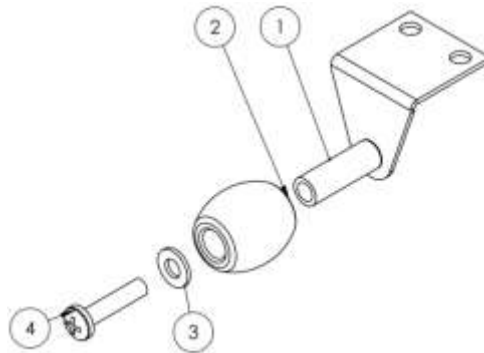
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Home Sensor Sub-Assembly



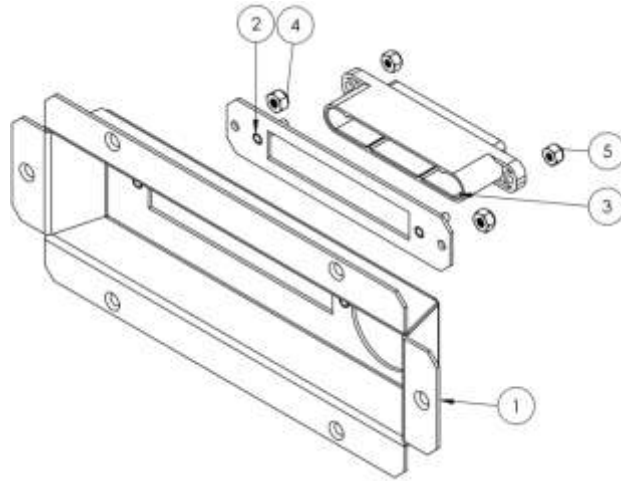
Item No.	Description	Part No.	Qty.
1	Bracket-Home Sensor	600-00211-01	1
2	Home Sensor PCB	500-00046-01	1
3	Nylon unthreaded round spacer 5/16" OD, 1/2" length, #8 screw size	94639A345	2
4		CS-PHMS 0.164-32X0.75X0.75-C	2

Ilder Roller Spinning Wheel Sub-Assembly



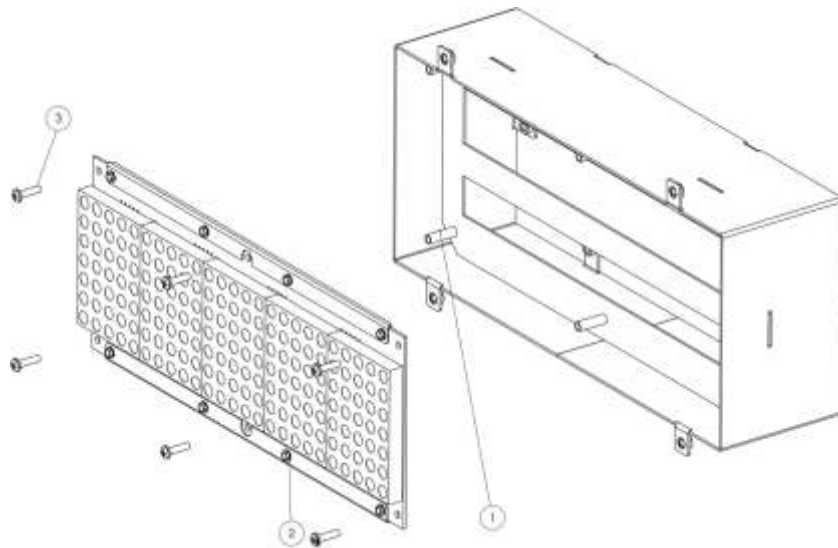
Item No.	Description	Part No.	Qty.
1	600-00547-01	Wheel	1
2	600-00562-01		1
3	Narrow FW 0.164		1
4	CR-PHMS 0.164-32x0.75x0.75-C		1

Receptacle Sub-Assembly



Item No.	Description	Part No.	Qty.
1	608-00113-01	Housing Bracket receptacle	1
2	600-00552-01	Mounting Plate Receptacle Housing	1
3	213974-1	5 mm (.197") Centerline, 600 V, 14A max (Metrimate)	1
4	91333A140	Nylon-Insert Locknut Hex 10-32 thread size, 3/8" width, 15/64" height	2
5	91333A120	Nylon-Insert Locknut Hex 8-32 thread size, 11/32" width, 15/64" height	2

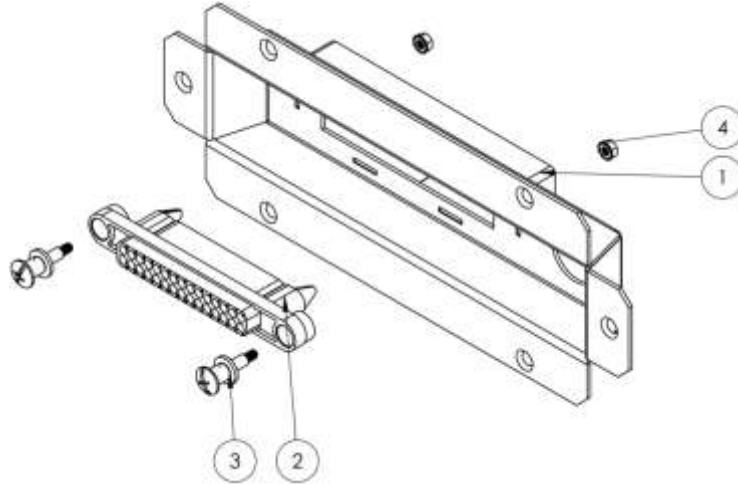
Ticket Display Assembly



Item No.	Description	Part No.	Qty.
1	Shroud – Ticket Display	608-00075-02	1
2	7-segment + dot matrix combo PCB (NFD-40011 Ax & NFM-40571 Ax)	7-segment + dot matrix combo PCB (NFD-40011 Ax & NFM-40571 Ax)	1
3		CR-PHMS 0.19-32x0.75x0.75-C	6

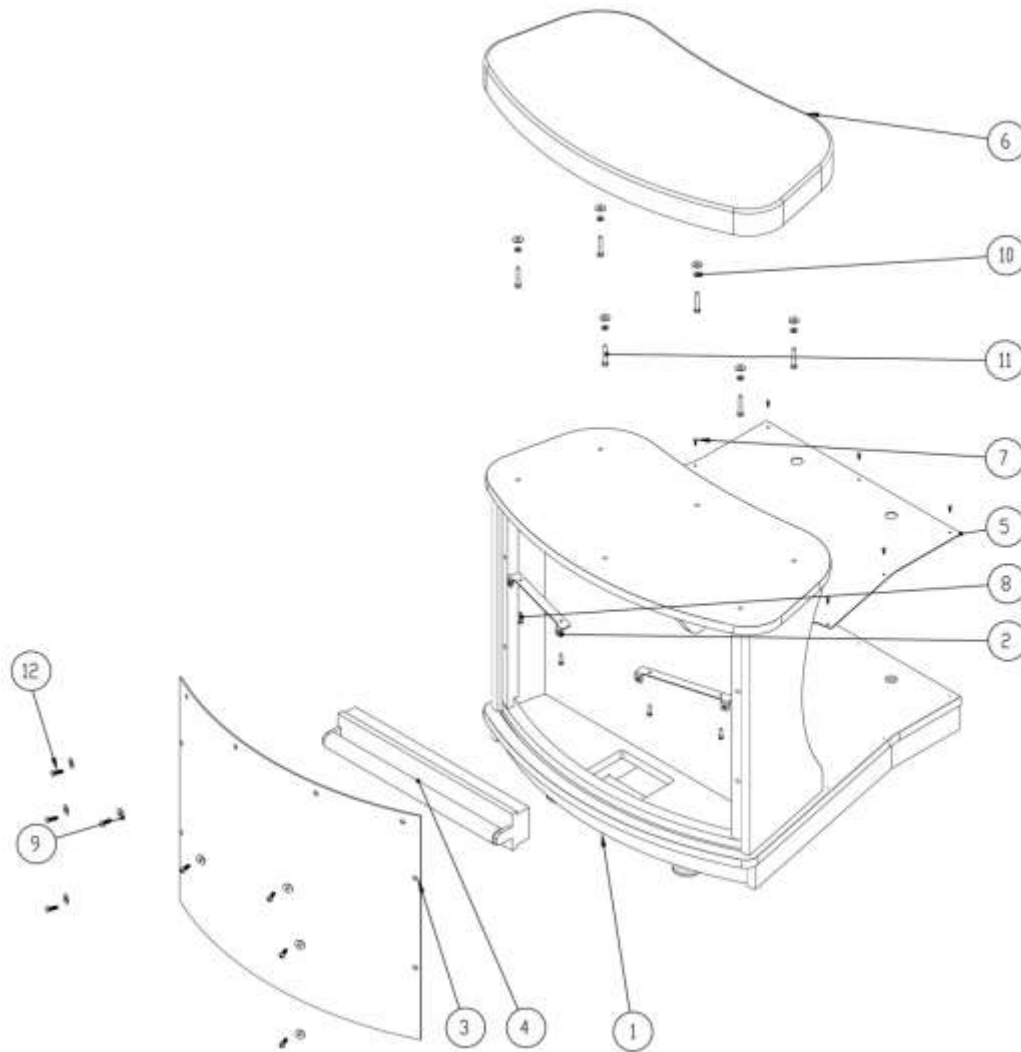
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Blind Mate Connector Sub-Assembly



Item No.	Description	Part No.	Qty.
1	Housing Bracket plug	Housing bracket-plug	1
2	5 mm (.197") Centerline, 600 V, 14A max (Metrimate)	213973-1	1
3	Hardware kit, high durability drawer connector	213283-2	2
4	Nut	93825A120	2

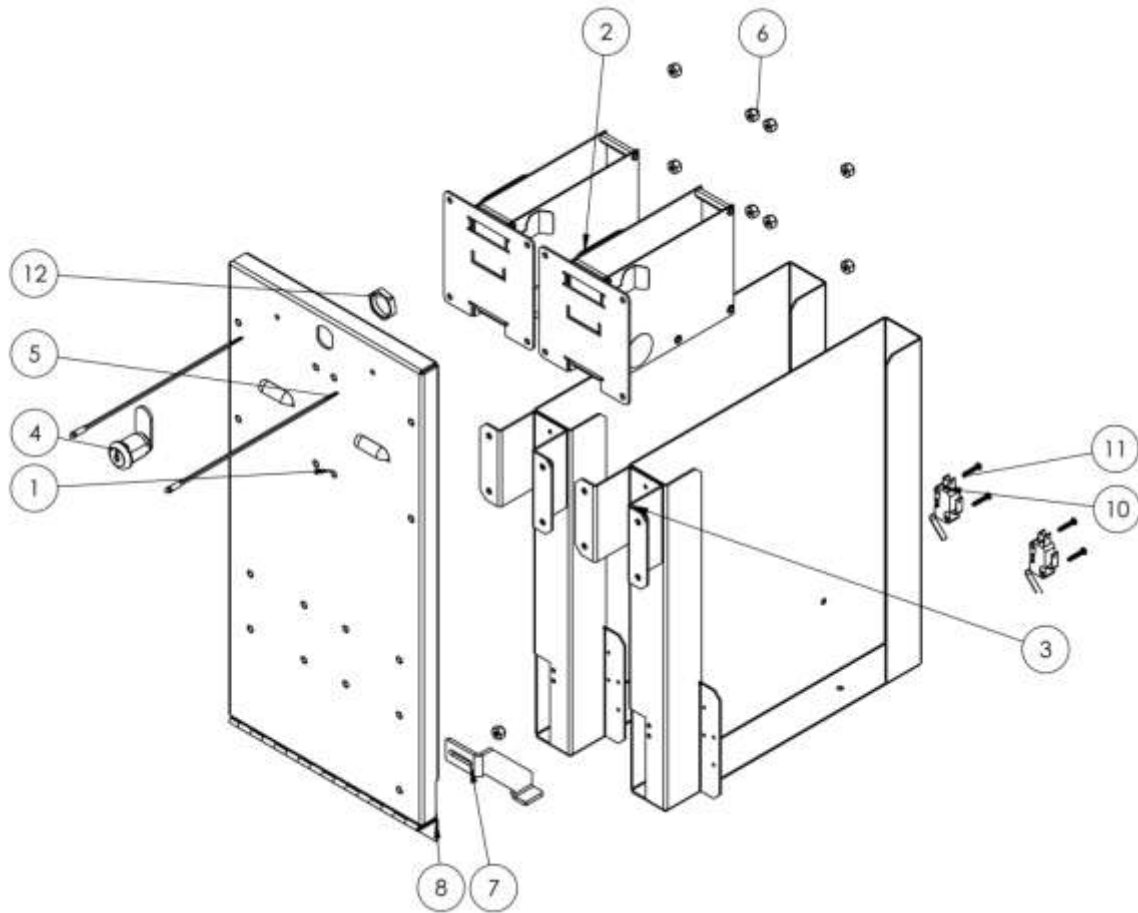
Bench



Item No.	Description	Part No.	Qty.
1	Bench	601-00514-01	1
2	Bench Marquee mounting bracket (top)	600-00549-01	2
3	Bench Marquee	606-00503-01	1
4	CE Marquee Light	812-00002-02	1
5	Tread Plate	600-00550-01	1
6	Seat Pad	600-00568-01	1
7	Button Torx Tamper-Resist Sheet Metal Screw Pin-in-Head Black Phosphate Stl No 6 size 1/2" length	BHTSMS .138-32 x .50	10
8	Machine Screw	IN-HWMS 0.164-32 x 0.75 x 0.75-C	4
9	Flat Washer	Regular FW 0.25	14
10	Flat Washer	Regular LW 0.25	6
11	Machine Screw	IN-HHMS 0.25-20 x 1.5 x 1.5-C	6
12	Button Head Torx Machine Screw 1/4"-20 Thread, 3/4" Length	90910A540	8

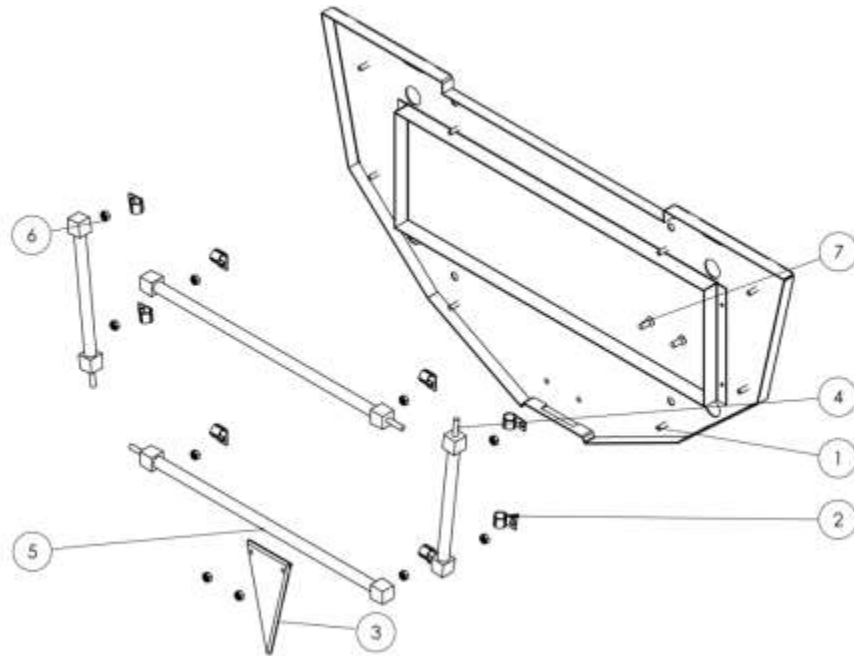
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Dual Ticket Door Assembly



Item No.	Description	Part No.	Qty.
1	Dual ticket door panel	608-00079-01	1
2		42-1337-00 main part	2
3	Ticket bin 4000	608-00080-01	2
4	5/8" SB Lock with cam	30-2228-606	1
5	Red LED indicators, panel mount, snap-in mtg dia 5/32" (4.0 mm)	PP156-W6	2
6	Nylon-insert locknut hex 8-32 thread size, 11/32" width, 15/64" height	91333A120	17
7	Dual ticket door panel – stop bracket	600-00224-01	1
8	Hinge Assembly (.120 pin) – dual ticket door	Hinge Assembly (.120 pin) – dual ticket door	1
9	Dual ticket panel – total travel	Dual ticket panel – total travel	1
10	Switch assy, ticket level sensor	95-4255-00	2
11	Zinc plated Stl Type F Thread-cutting screw pan head phil, 4-40 thread 5/8" L	90087A108	4
12	7/8" hex nut – SB Lock	.875 hex nut –SB Lock	1

Ticket Display



Item No.	Description	Part No.	Qty.
1	Mounting plate ticket marquee	908-00106-01	1
2	Clip, screw mount natural 3/8" hold	WHC-375	8
3	Spinning wheel arrow	600-00208-02	1
4	CCFL 3.0 x 300 mm white glass tube (acrylic tube 4-pin connector)	CCFL 6"	2
5	CCFL 3.0 x 300 mm white glass tube (acrylic tube 4-pin connector)	702-00017-00	2
6	Nylon insert locknut hex 6-32 thread size 5/16" width 11/64" height	91333A110	10
7	Flat Head Machine Screw	CR-FHMS 0.19 32x0.5 x 0.5-C	1

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Monitor Adjustments

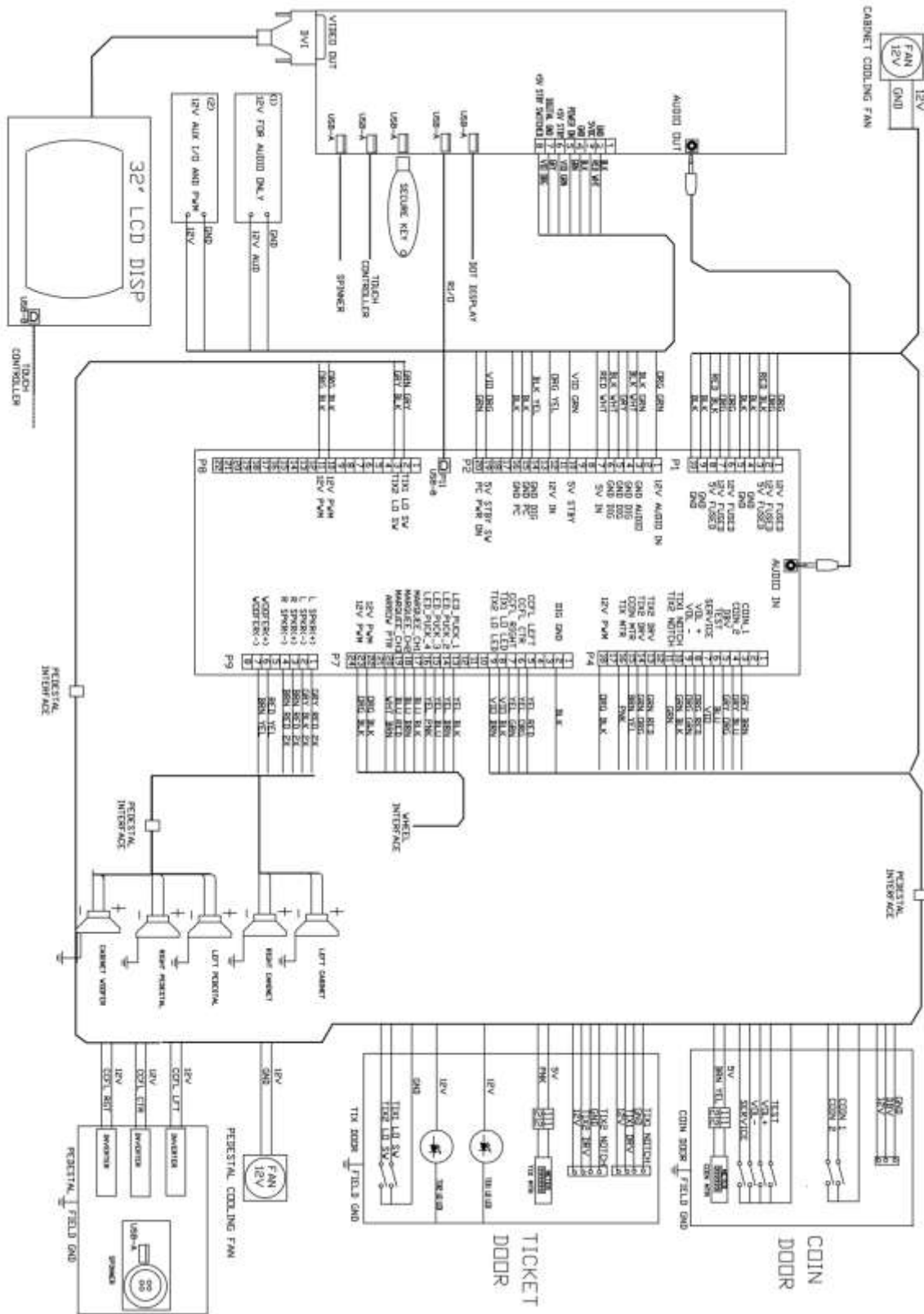
MARK, CAN I GET A PHOTO OF MONITOR ADJUSTMENT BUTTONS TO REPLACE INSTRUCTIONS BELOW, AS IN THE DEAL OR NO DEAL MANUAL?

Familiarize yourself with the settings. Settings differ slightly between manufacturers and even between displays of the same manufacturer. Display adjustments can compensate, to some extent, for display aging. The information below serves as a reference.

Setting	Adjustment
Brightness	Function: Background brightness or black level. Set Level: Black background should appear dark and not gray.
Contrast	Function: Definition or sharpness of character against background. Set Level: Outer edges of character or text should not distort.
H-Position	Function: Horizontal position. Side-to-side centering. Set Level: From side to side, picture should center properly.
H-Size	Function: Horizontal Size. Side-to-side dimension. Set Level: From side to side, picture should fill CRT frame.
V-Position	Function: Vertical Position. Up and down centering. Set Level: Picture should center in up and down direction.
V-Size	Function: Vertical Size. Up and down dimension. Set Level: From top to bottom, picture should fill CRT frame.
Pin Cushion	Function: Linearity along vertical sides of picture. Set Level: Both sides of picture should be straight, without bowing.
Degauss	Function: Degaussing eliminates picture distortion.

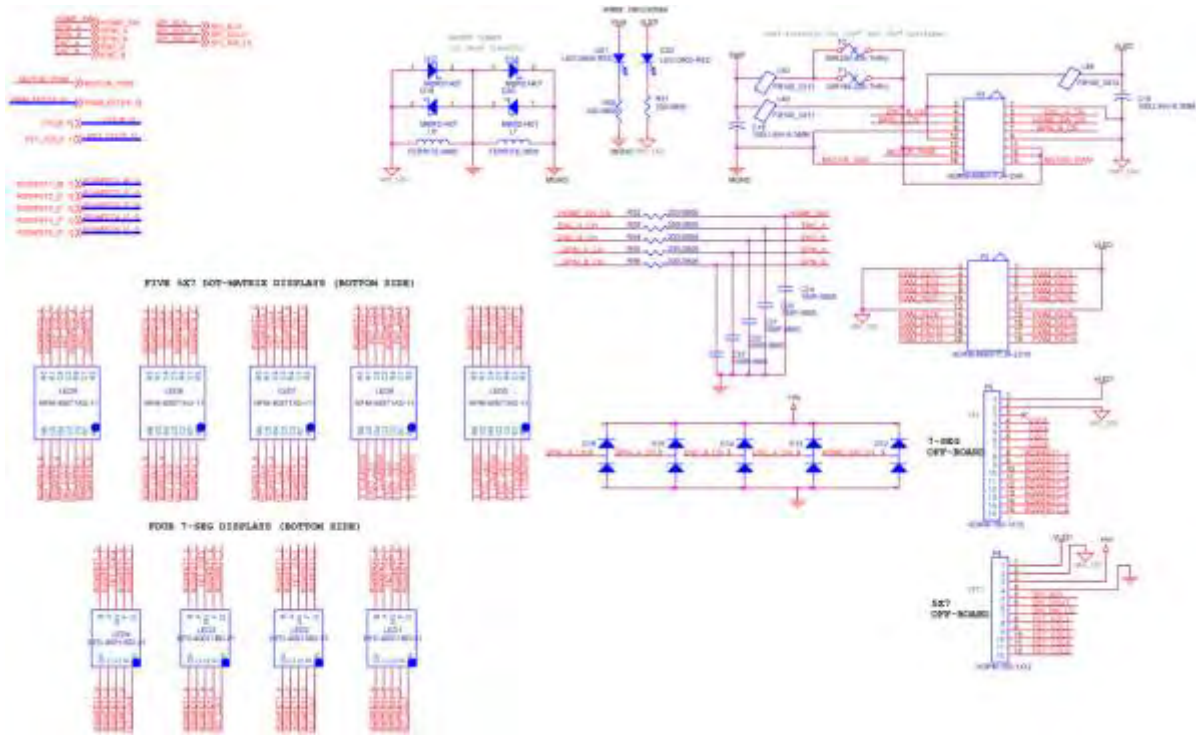
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Cabinet Wiring Diagram



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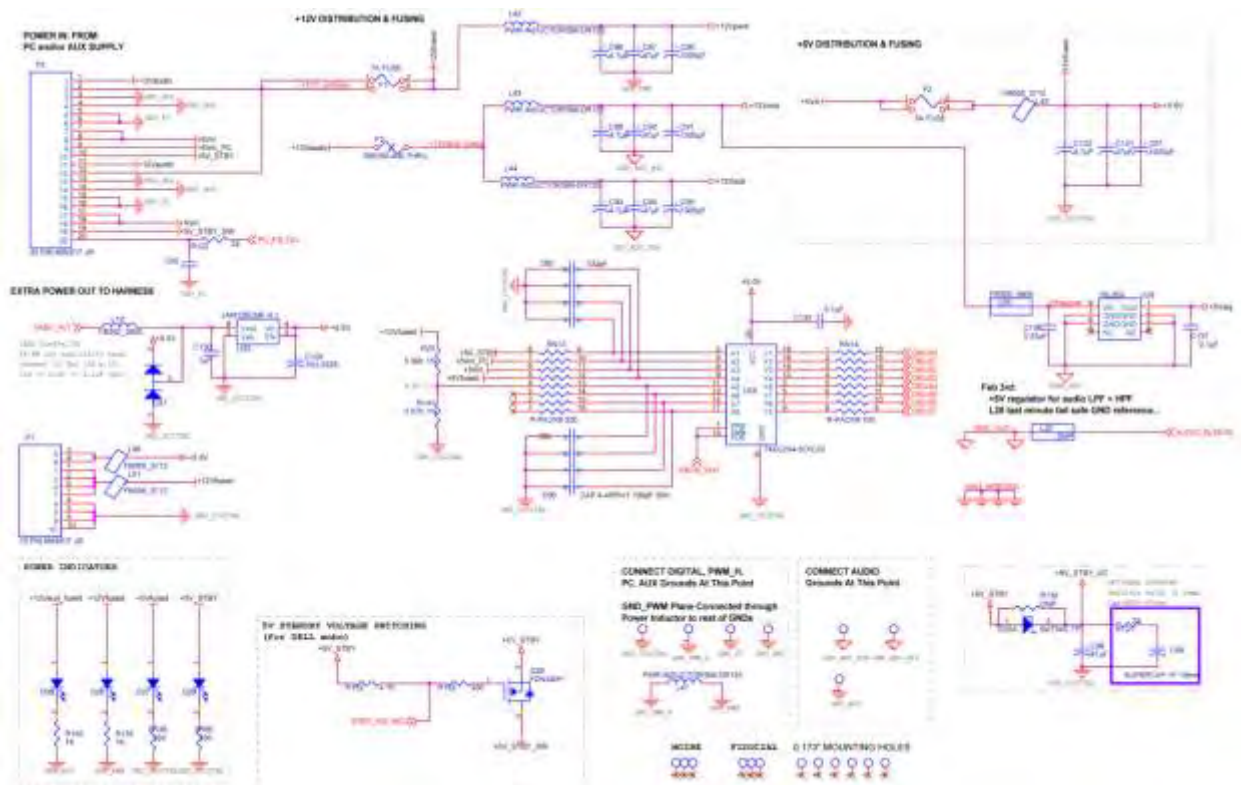
Power Connectors



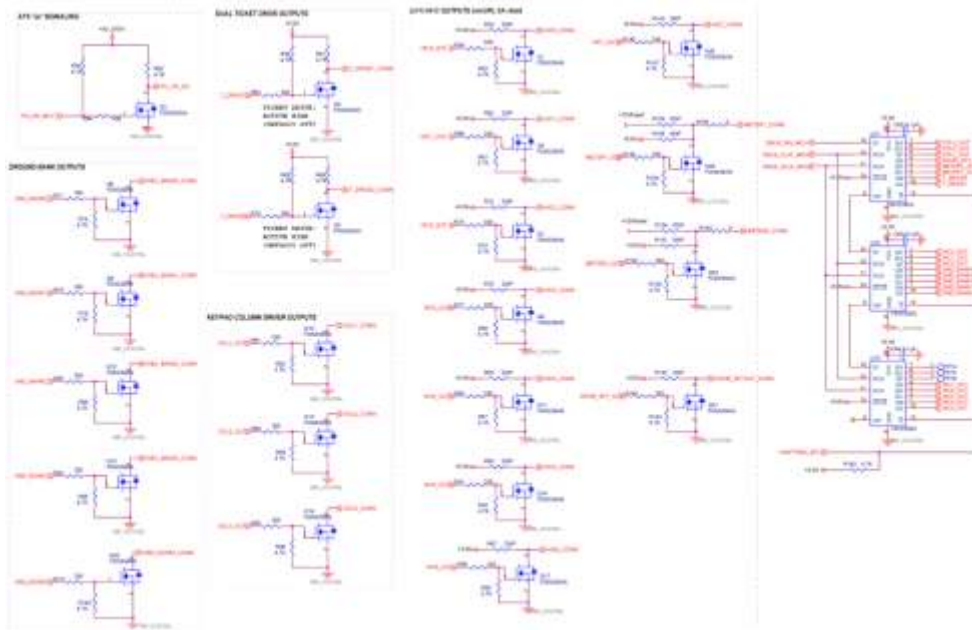
Drivers



Power: Connections, Fusing and Filtering



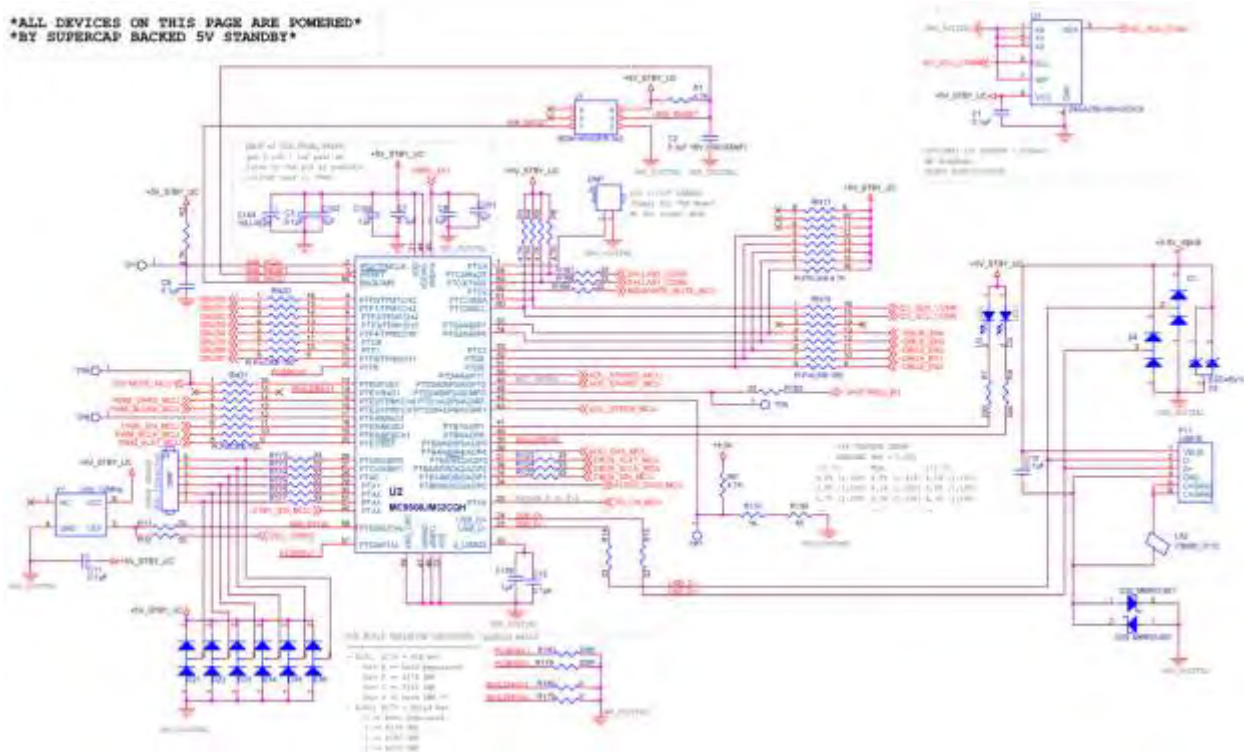
Discrete Outs: High-Current Outputs (3A open drain)



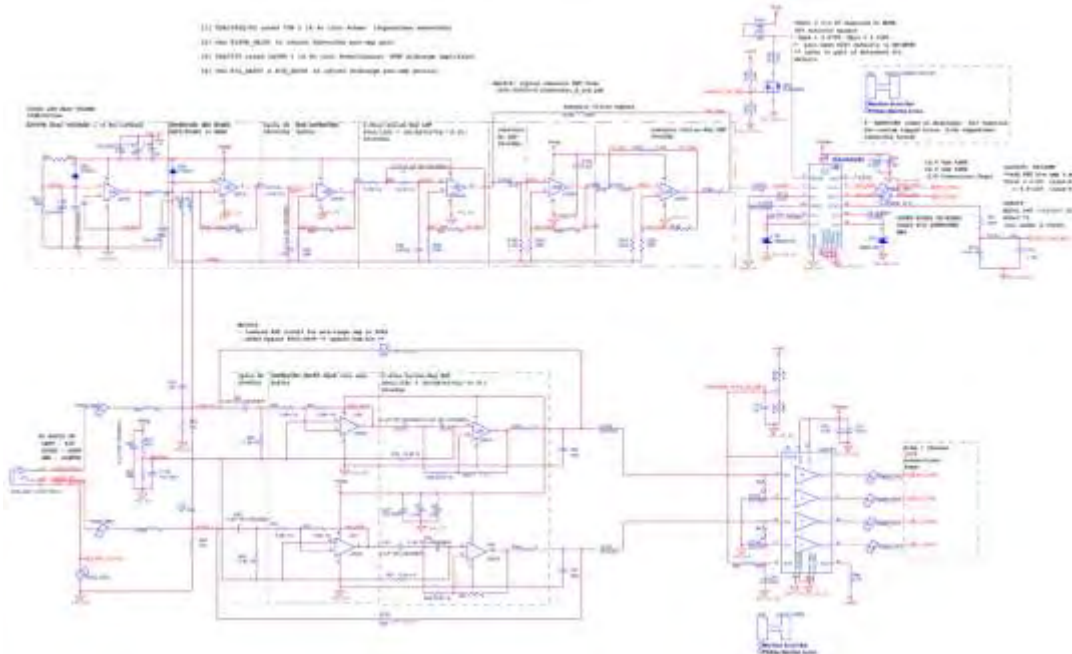
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MCU: JM32, USB Supercap-backed devices

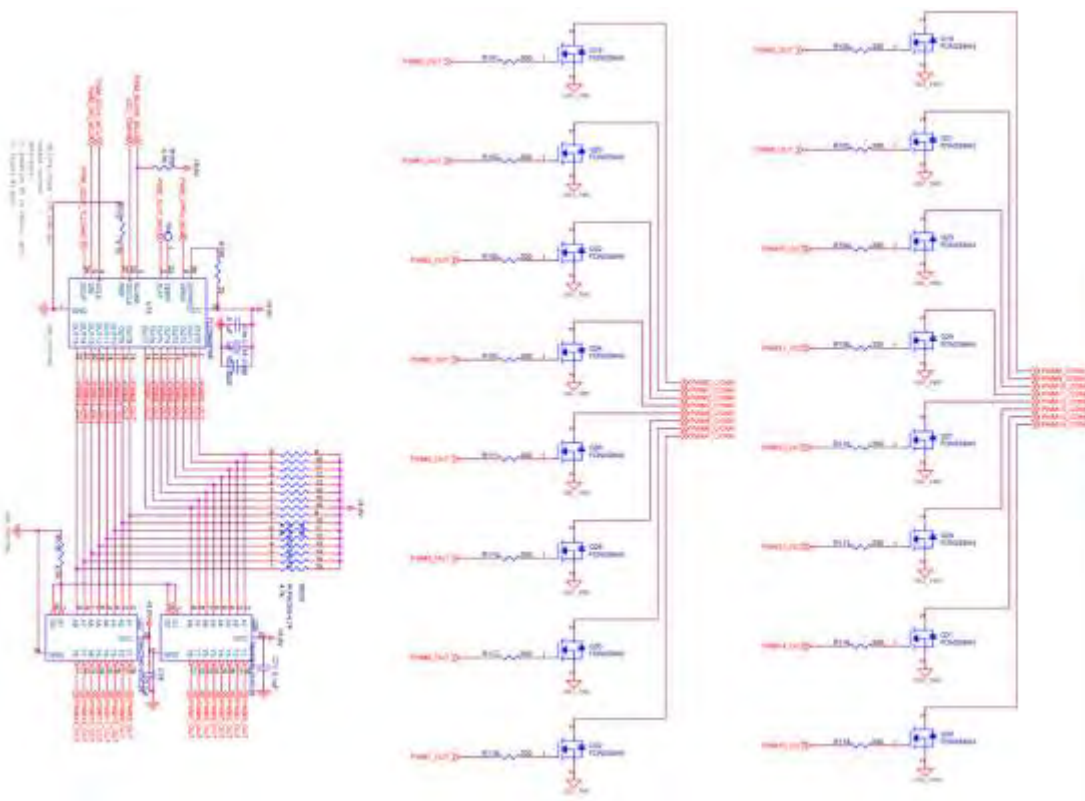
ALL DEVICES ON THIS PAGE ARE POWERED
BY SUPERCAP BACKED 5V STANDBY



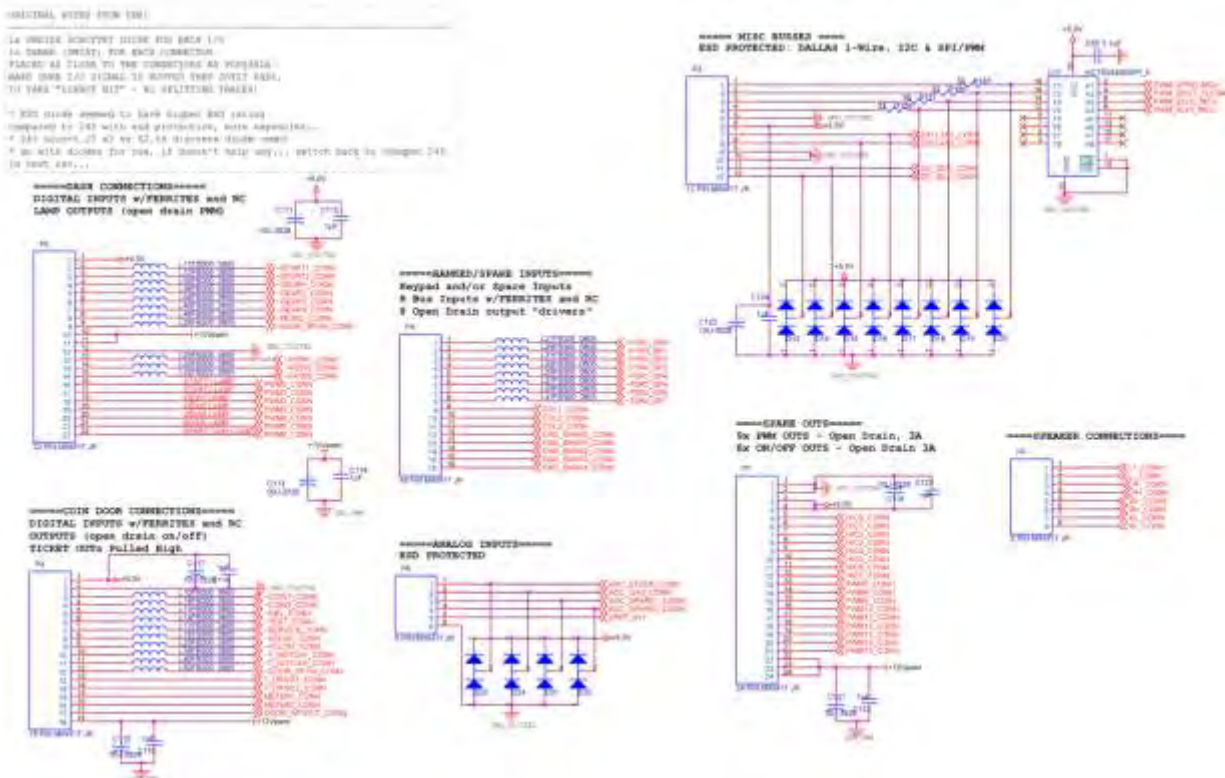
Audio



PWM Logic and Output Drivers

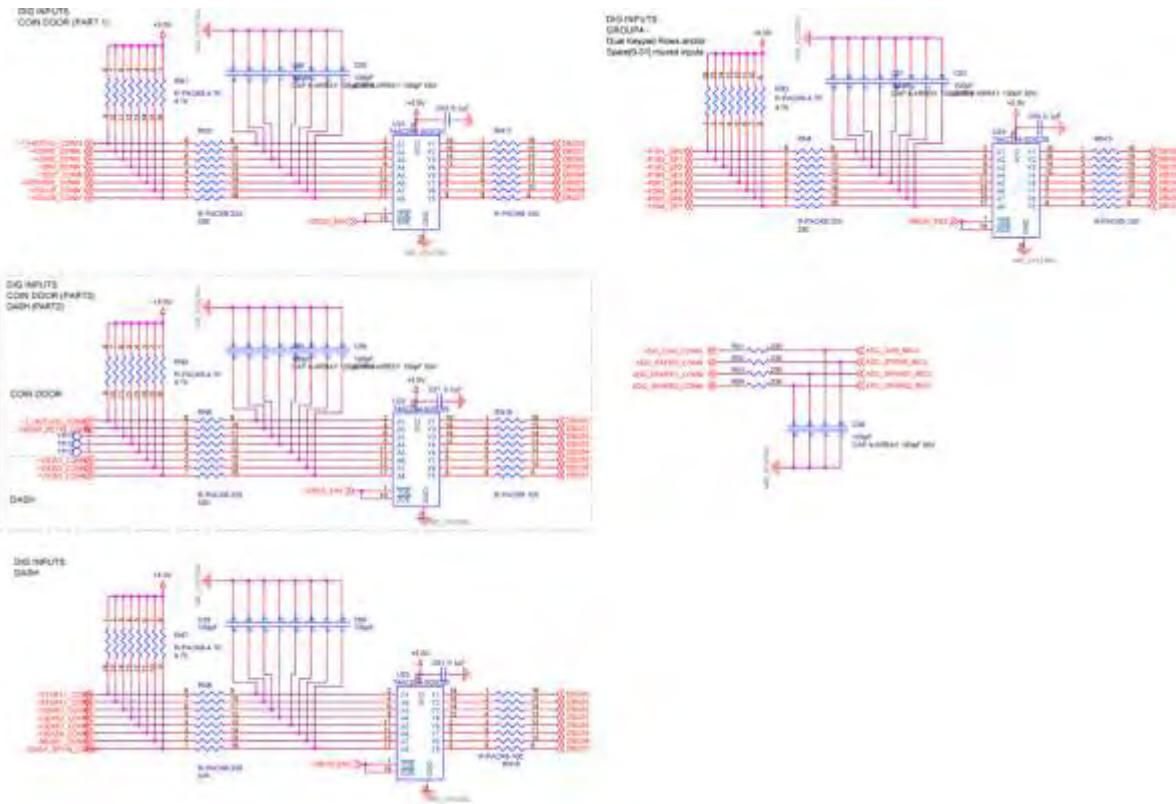


I/O Connectors



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Digital and ADC Inputs



Troubleshooting

Warning: Review safety chapter before making any adjustments to game.

General

Problem	Possible Cause	Solution
Game does not power up.	Game not plugged in.	Plug game into outlet.
	Game not turned on	Turn on main power switch.
	Fuse is blown.	Check and replace fuse.
	No power to receptacle.	Test outlet and plug game into powered outlet.
	PC not turned on	Turn PC power switch on. Ensure IEC cable tightly plugged in. Trace cable back to source to ensure continuity.
	BIOS set incorrectly.	See BIOS Settings chapter.

Problem	Possible Cause	Solution
Game does not load.	Hard Drive failure	Recover hard drive. See procedure at end of chapter.
Hard drive test reports “bad” or “missing” files.		
Game fails to finish loading.		
After resetting, game still reports an error.		
Game suggests inserting a boot DVD		
Erratic game mode or attract mode		
<p>WARNING! Data Files Corrupted. (Game Operation May Become Unstable) Use “Test” Switch to Enter Test Mode and Run “File Test.” Press Start To Continue</p>		
Dongle not present	Dongle missing or disconnected	Find dongle and reseat in USB port.
	Faulty USB port	Insert dongle into different USB port

No sound	Bad connection	Check connection to speakers
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Connect RIO Board message or RIO Board Missing	USB cable disconnected	Verify with Device Connection Test. Check USB connection.
	Faulty USB port.	Swap connection to another USB port.

Touchscreen Monitor

Problem	Possible Cause	Solution
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Scrambled or scrolling display	Sync polarity incorrect.	Change DIP switch settings for HSYNC and VSYNC.
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No video display	No power or signal to projector	Check and secure all cables to projector. Consult projector manual for more information.
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No touch functionality	USB disconnected.	Verify with Device Connection Test. Check USB connection.
	Faulty USB port.	Swap connection to another USB port.

Touch registration at wrong location.	Bad calibration.	Verify with Touch Calibration Test. Recalibrate touchscreen.
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Coin/Ticket Meters

Problem	Possible Cause	Solution
Meter does not click during test.	No pulse to meter	Check all wiring from meter to I/O board.
	Faulty meter	Replace coin meter.

Ticket Dispensers

Problem	Possible Cause	Solution
No tickets dispensed	Bad ticket dispenser	Run Ticket Dispenser Test. Replace dispenser.
	Bad ticket meter	Run Ticket Meter Test. Replace meter

Red ticket LED stays illuminated	Bad ticket level sensor	Replace sensor
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Red ticket LED does not illuminate	Bad connection/wiring	Verify connection/wiring
	Bad LED	Replace LED

Cabinet Lights

Problem	Possible Cause	Solution
Light does not illuminate in Lamp Test	Bad connection/wiring	Verify connection/wiring
	Bad bulb/LED	Replace bulb/LED

Service Manual

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Troubleshooting

Ticket Display Matrix

Problem	Possible Cause	Solution
No Display or scrambled display	USB disconnected	Verify with Device Connection Test. Check USB connection.
	Faulty USB port	Swap connection to another USB port.

No lights	Bad connection/wiring	Verify connection/wiring
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Wheel Spinner

Problem	Possible Cause	Solution
No response from wheel spinner	USB disconnected	Verify with Device Connection Test. Check USB connection
	Faulty USB port	Swap connection to another USB port
	Faulty board/spinner	Replace spinner

Weak spin	Loose spinner	Test speed with Spinner Test. If max. speed is less than 0.99, check that spinner is secured tightly.
	Loose wheel	Test speed with Spinner Test. If max. speed is less than 0.99, check that wheel is secured tightly.

Wheel

Problem	Possible Cause	Solution
Wheel values displayed on screen don't match values on the wheel.	Incorrect wheel type selected	Select Wheel Type under Operator Adjustments.
	Wheel alignment incorrect	Verify wheel is secured tightly. Run Wheel Alignment Test. Adjust alignment as needed.
	Bad home sensor	Replace home sensor PCB

Wheel doesn't spin	USB disconnected	Verify with Device Connection Test. Check USB connection.
	Faulty USB port	Swap connection to another USB port
	Faulty motor	Replace motor.
	Loose/broken motor belt	Check belt.
	Loose wheel	Verify wheel is secured tightly.

Connection to CoinUp® Troubleshooting

Problem	Possible Cause	Solution
Game has IP address and screen	Firewall is blocking communication	Read firewall documentation.

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says <i>Server Ping Success</i> but Test Connection screen reports Database Ping failure or File Server Ping failure.	with server.	Ensure configuration allows ICMP Echo. If router has built-in firewall, check router configuration. Enable communication on ports 7786 and 7787.
	Database or File Server is down	Wait 30 minutes and revisit Test Connection screen. If still reporting failure, call CoinUp® service.

Ethernet Connection Troubleshooting

Problem	Possible Cause	Solution
Game cannot connect to CoinUp® server. No IP address appears under Test Connections menu	No broadband internet service	Contact a local ISP to setup either cable modem or DSL service.
	Wrong router configuration	Configure router for DHCP (Dynamic Host Configuration Protocol).
	Disconnected Ethernet cable	Check that Ethernet cables are tightly connected at both ends. An audible click confirms tightness. Reboot game. In Diagnostic mode, select Online Menu then select Connection Menu then Test Connection. Confirm that IP address appears. The phrase eth0 must follow IP address.
	Faulty Ethernet cable	Test cable by connecting it from another PC into router or wall jack. Replace cable if faulty.
	Faulty Ethernet wall jack.	Plug Ethernet cable into a different jack.
	Broadband service is down.	Contact ISP.
	Faulty router	Plug Ethernet cable into different jacks in router. Plug Ethernet cable directly into DSL or cable modem instead of router. Replace router if faulty
	Faulty network card	Call CoinUp® service

Cellular Connection Troubleshooting

Problem	Possible Cause	Solution
Game cannot connect to CoinUp® server No IP address appears under Test Connections menu	Poor connection between cell modem and PC.	Check that USB connections at cell modem and PC are tight. Turn off cabinet AC power. Wait 30 seconds and reboot game. If still no connection, enter

		<p>Diagnostics system and go to Connection Menu. Select Cell Modem Details. If message is <i>No Modem Found</i> or <i>Collecting Data</i>, call CoinUp® service.</p>
	Faulty cell modem	<p>Ensure PWR LED on cell modem glows green, which means PC is providing modem with power. If no power, swap with working modem. Check modem for obvious damage (dents, burns, smoke damage, broken connectors) If modem seems fine, call CoinUp® service.</p>
<p>Cell modem connection is good and IP address appears at Test Connection screen. Under Cell Modem Details, signal is weak or nonexistent.</p>	Poor antenna location	<p>Turn off game and move it near window or exterior wall.</p>
	Faulty connection	<p>Check connections between cell modem and antenna. If cable is frayed, broken or looks dried-up, replace it. Replace antenna if it appears damaged.</p>

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Wi-Fi Connection Troubleshooting

Problem	Possible Cause	Solution
Wi-Fi Details status is <i>Not Connected</i> and Adapter is <i>Not Found</i> .	A supported USB Wi-Fi adapter is not connected.	Connect a supported Wi-Fi adapter. Turn cabinet AC power off for a minute and reboot.
	Faulty network card	Call CoinUp® service
Wi-Fi Details status is <i>Not Connected</i> , but a supported adapter is connected.	Wi-Fi network information was not saved.	Configure game to connect to Wi-Fi network at Wi-Fi Setup Menu.
Wi-Fi Details status remains <i>Locating Access Point ...</i> for more than 5 minutes.	Weak signal or interference causing delay in locating access point.	Restart cabinet AC power.
	Wireless access point or router is off or disconnected.	Ensure access point has power. Ensure it is connected to router. Restart access point. Ensure router has power and is connected to cable/DSL modem.
	Network information entered in Wi-Fi Setup does not match information stored in the wireless access point or router.	Re-enter network information. Configure game to connect to network in Wi-Fi Setup Menu. Ensure encryption type, encryption key, SSID and broadcast channel match what is stored in wireless access point or router.
Wi-Fi Details status remains <i>Obtaining IP Address...</i> for more than 5 minutes.	Weak signal or interference delaying negotiation of IP address with router.	Restart cabinet AC power.
	Wireless access point or router is off or disconnected.	Ensure access point has power. Ensure it is connected to router. Ensure router has power and is connected to cable/DSL modem.
Game has an IP address, but Test Connection menu shows that Server, Database and Fileserver pings all report failures.	Server information is outdated.	In Diagnostics Menu, select Online Menu, then select Online Debug Menu then View Online Debug Details then Server Details and finally Refresh Server Info. After refresh, new host names and IP addresses of CoinUp® servers are displayed.

CoinUp® Operation Overview

Preparation

1. Open a bank debit account.
2. Fill out the CoinUp® *Authorization Agreement for Automated Payments*.
3. Read and sign the CoinUp® *Participating Operator Agreement*.
4. Read and sign the CoinUp® *Operator Registration Form*.
5. To become an authorized operator, fax the forms to (630) 348-2099 or mail them to:
Play Mechanix™
800 Roosevelt Road, Suite D-103
Glen Ellyn, IL 60137

Authorization occurs in just a few days. Login information will be sent via email. Operator cards will arrive by mail within 4-6 weeks.

Optional Setup Steps

- To purchase a cellular modem, read and sign the *Cell Modem Service Agreement* in the Forms section of this manual. Then fax the completed form to (630) 348-2099.
- To install Wi-Fi, purchase a supported Wi-Fi adapter to connect via wireless network.

Unit Registration

Following installation, after reboot, you will be prompted to register the game.

1. If you skip registration, you can do it later via the diagnostic menu by selecting the Online Menu, then selecting Game Registration Menu, then Game Register.
2. Login manually by entering your operator ID number and PIN.
3. Once logged in, follow the on-screen prompt to add or select a location and complete registration.
4. See Game Registration section for more detailed steps to complete this process.

Access CoinUp® Operator Center

The CoinUp® Operator Center tracks the performance of your games. For example, you can compare performance of different machines at the same location, or even across locations. To access CoinUp® and view your pages, follow the steps below. From there, the site provides guidance. You follow easy prompts and navigate to the statistic, accounting, bookkeeping or performance data that you need.

1. Access the CoinUp® Web site at www.coinup.com.
The CoinUp® Operator Center is the top page.
2. In the top right corner of the page, enter the account e-mail address.
3. Enter the password.
4. (Optional) To change login information, use the Profile tab.
5. Select locations or products to view.

FCC Compliance You are solely responsible for FCC compliance on installations.

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Network Installation

Installation Process Overview

1. Install the Internet Connection
2. Install software from game restore DVD, if needed.
3. Register the game.

DAMAGE POSSIBLE Be extra careful when drilling into the cabinet. Be sure not to drill into cabinet components. Drill only into empty space.

Install Ethernet Cable (option 1)

1. Set up DSL or cable modem service through an ISP.
2. Turn off AC power.
3. Unplug the power cord.
4. Center punch a hole for the Ethernet cable.
5. Using a 5/8-inch drill bit, drill a cable hole.
6. Run the Ethernet cable to the cabinet.
7. Route the Ethernet cable through the cabinet hole.
8. Open the back door.
9. Inside the cabinet, dress the Ethernet cable away from other cables and metallic parts.
10. Locate the RJ45 Ethernet jack on the back of the PC.
11. Connect the Ethernet cable to the RJ45 jack on the PC.
12. Close the back door.
13. Plug in power cord.
14. Turn on AC power.

Install Cell Modem (option 2)

1. Set aside the modem, Velcro® strips and extender cable.
2. Turn off AC power.
3. Unplug power cord.
4. Open the back door.
5. Remove the adhesive protection from one side of the Velcro® strips.
Keep the Velcro® strips together.
6. Locate a clear and accessible space for the modem near the PC.
7. Lift the modem and stick one side of the strips to the shelf beneath the modem location.
8. Remove the adhesive protection from the free side of the Velcro® strips.
9. Press the modem to the sticky side of the Velcro® strips.
Ensure that the modem bonds solidly.
10. In the kit, find the modem extender cable.
11. Connect the modem cable to a USB port on the PC.
12. Connect the other end of the modem cable to the cell modem.
13. (Optional) Install Cell Modem Antenna (see below)

14. Close the back door.
15. Plug in power cord.
16. Turn on AC power.

Install Cell Modem Antenna

A cell modem antenna is optional. However, an antenna will help ensure the best possible connection. Note that the cable is part of the antenna and these instructions cover mounting the antenna to the cabinet roof. However, other locations may provide better reception, such as a wall, near a window, etc.

Antenna Location Guidelines

- Keep the antenna vertical.
- Mount the antenna as high as possible.
- Avoid mounting an antenna near power lines.
- Avoid areas where people could trip on a cable.
- Don't tempt vandals: If possible, keep the antenna out of plain sight.

DAMAGE POSSIBLE Be extra careful when drilling into the cabinet. Be sure not to drill into cabinet components. Drill only into empty space.

DO NOT USE ADHESIVE Only use Velcro® strips for mounting antenna. Do not use the factory-applied, permanent adhesive backing. Doing so may damage the antenna and the cabinet when removing the antenna during a cabinet relocation. The warranty does not cover this sort of damage.

Antenna Installation

1. Set aside the antenna and the Velcro® strips from the kit.
2. Turn off AC power.
3. Unplug power cord.
4. Open the back door.
5. In a clear space, center punch the antenna cable hole.
6. Using a 5/8-inch hole bit, drill the hole for the antenna cable.
Avoid implosion. Read the warning above.
7. Slide the antenna coaxial cable down the cable hole and into the cabinet.
8. Remove the protective strip from one side of the Velcro® strips.
Keep the hook and loop Velcro® strips together.
9. Mount the sticky side of the Velcro® strips to the bottom of the antenna.
You can apply the Velcro® sticky side to the adhesive on the antenna base. Do not let the antenna adhesive come into contact with the cabinet. The Velcro® must separate the antenna adhesive and the cabinet.
10. Remove the adhesive protection from the free side of the Velcro® strip.
11. Mount the free side of the Velcro® strip to the roof.
12. Dress the antenna coaxial cable away from other cables and metallic parts.
13. Connect the antenna cable plug to the jack on the modem.
14. Close the back door.

DRAFT Wheel of Fortune DRAFT

15. Plug in power cord.
16. Turn on AC power.

Install Wi-Fi Adapter (option 3)

First, obtain one of the supported USB Wi-Fi adapters listed below.

WARNING Do **not** install the software that comes with the adapter. Wheel of Fortune already runs appropriate Wi-Fi software.

ADAPTER MODEL	Supported Networks	Encryption Type / Compatible?							
		Disabled None	WEP	WPA-Personal + TKIP encryption	WPA-Personal + AES encryption	WPA2-Personal (AES encryption)	WPA2-Mixed (TKIP & AES)	WPA Enterprise	RADIUS
Linksys WUSB54G (version 4)	802.11b/g	YES	YES	YES	YES	NO	NO	NO	NO
Rosewill RNX-G1 RNX-G1W	802.11b/g	YES	YES	YES	YES	YES	YES	NO	NO
Netgear WG111 (version 2)	802.11b/g	YES	YES	YES	YES	YES	YES	NO	NO
D-Link DWA-140 (version 81)	802.11b/g	YES	YES	YES	YES	YES	YES	NO	NO
Belkin F5D8053 (version 3000)	802.11b/g/n	YES	YES	YES	YES	YES	YES	NO	NO
Linksys WUSB600N (version 1.0)	802.11b/g/n	YES	YES	YES	YES	YES	YES	NO	NO

Supported Wi-Fi Adapter Compatibility Chart

Once you have obtained a Wi-Fi adapter, follow this procedure to install it.

Wi-Fi Installation

1. Turn off cabinet AC power.
2. Unplug power cord.
3. Open the back door.
4. Mount Wi-Fi adapter inside cabinet as high as possible using Velcro®.
5. If necessary, use a USB extension cable to connect adapter to PC.
Most supported adapters come with a USB extension cable.
6. Connect cable to a USB port on the PC.
7. Close back door.
8. Plug in power cord.
9. Turn on AC power.
10. Complete Wi-Fi software setup.

Wheel of Fortune will not connect properly to CoinUp® until setup is successfully completed.

Wi-Fi Software setup

WARNING Do **not** install the software that comes with the Wi-Fi adapter. Wheel of Fortune already runs appropriate Wi-Fi software.

Prepare for Setup

1. Log into wireless access point or router.
2. Write down Wi-Fi network information on a sheet of paper:
 - SSID (network name)
 - Broadcast Channel
 - Encryption Type (WEP 64-bit, WEP 128-bit, WEP 256-bit, WPA-PSK + TKIP encryption, WPA-PSK + AES encryption, WPA2)
 - Encryption Key (Different encryption types require different types of keys. See chart below for examples)

Encryption Type	Key Details	Example
WEP (64-bit)	10 hexadecimal characters	5E2C6D4E24
WEP (128-bit)	26 hexadecimal characters	326C2D335A5A48386B5D763954
WEP (256-bit)	58 hexadecimal characters	373A786E625676266E7156345741 312F4433427C48536E7A695E7C3E75
WPA-PSK (AES) WPA-PSK (TKIP) WPA2 (AES + TKIP)	ASCII pass phrase between 8-63 characters long. (upper case letters, lower case letters, numbers and symbols are allowed).	\$3CurE_pA\$sPhRa\$e

Encryption Key Examples

Network SSID

1. Enter Diagnostics mode.
2. Select Online Menu, then select Wi-Fi Menu and select Wi-Fi Setup.
3. Select Scan Networks to look for nearby Wi-Fi networks.
Depending on settings, networks may not broadcast their SSID.
These networks are displayed as *****HIDDEN*****
To use a hidden network, select it, then enter the SSID manually when prompted.
4. Scroll through the detailed list to locate your network.
5. If network does not appear in list, Exit to previous menu and select Enter Manually, then enter SSID, encryption type, key and broadcast channel.
6. Select Use this Network to continue.

Encryption Type

1. From the list of encryption types, scroll through and highlight the appropriate type.
2. Select Use This Encryption to Continue

Encryption Key

If the encryption type is disabled/open, skip this section, because there is no key.

1. At the Enter WPA Key screen, enter access point or router WPA Key (from information gathered during preparation earlier)
2. Select yellow < and > symbols to switch between letters, numbers and symbols.
3. On the letters page, select UPPER or lower to change case of letters
4. Select OK to continue.

DRAFT Wheel of Fortune DRAFT

Broadcast Channel

This section applies only if the SSID was entered manually.

1. Scroll through the list to highlight the appropriate channel.
2. If you are unsure of the correct broadcast channel, select Auto
3. Select use This Channel to continue.

Confirm Settings

1. Note the SSID, Encryption Type, Encryption Key and Channel on the confirmation screen.
2. If the information is incorrect, select Start Over to return to the Wi-Fi menu.
3. If the information is correct, select Save Settings to store the information.
The game automatically reboots.

Wi-Fi Details Status Messages

After reboot, Wheel of Fortune attempts to connect to the wireless network using saved information. To see real-time connection status, enter the Diagnostics system and select Online Menu. Then select Wi-Fi Menu and then Wi-Fi Details. Below are the possible status messages. See Troubleshooting for further instructions.

Connected

The game has located wireless access point or router and successfully obtained an IP Address. The game is online and ready to be registered with CoinUp®.

Not Connected

The game is neither connected to a Wi-Fi network nor attempting to connect. Either no Wi-Fi adapter is connected to the PC, or Wi-Fi Setup procedure was not completed.

1. If Adapter status is Not Found, ensure a supported Wi-Fi adapter with correct version is connected.
2. If Adapter status shows the name of the adapter, ensure SSID status is also correct.

Locating Access Point...

A Wi-Fi adapter is connected to the PC and network information was saved. The game is trying to find an access point broadcasting a network with the saved information.

If game remains in this status more than five minutes, either the network information entered was incorrect, or the game cannot communicate with the access point.

1. Reboot game and return to Wi-Fi Details again.
2. If another five minutes pass with the same status, return to Wi-Fi Setup and re-enter network information.
3. Check network signal strength by scanning for available networks in Wi-Fi Setup.
4. If signal is weak, unplug AC power and move cabinet closer to the access point.

Obtaining IP Address

Wheel of Fortune has found wireless access point or router and is acquiring an IP Address.

1. If this status displays for more than 5 minutes, reboot game.
2. Recheck status after reboot.

Game Registration

After the reboot following CoinUp® installation, you will be prompted to register your location. You can also register by entering the Diagnostic menu, selecting Online Menu, then Game Registration Menu and Game Register.

1. Press the START button to login manually. Enter ID and pin when prompted.
2. The Select A Location screen appears
3. The game downloads your locations from the CoinUp® server database automatically.
4. Scroll through the list to highlight the appropriate location.
5. Select Use This Location to continue.
6. If the location is not on the list, select Add New Location to continue.
7. When adding a new location, select each letter and then click OK to confirm.
8. After location is chosen, a confirmation screen is displayed.
9. The game checks for updates and messages, then enters Attract mode.
10. Cell Modem and Wi-Fi users: Check signal strength indicator.

In Attract Mode, look for a five-segment bar graph. You should see the graph in the bottom-left corner of your screen. (The indicator appears on all Attract Mode screens.)

Ethernet games also display the graph. Broadband signal strength is constant. When connected, it displays five green bars. When disconnected, the graph shows no bars.

Checking the Connection*Cell Users*

1. Enter Diagnostic mode by pressing the TEST service button.
2. Select Online Menu—Connection Details—Cell Modem Details.
3. Note the signal strength, which appears as a fraction with a 5 in the denominator.
A strong signal is 5/5; a weak signal is 1/5 or 2/5.
4. If strength is below 3/5, reposition the cell antenna and recheck signal strength.

Wi-Fi Users

1. Enter Diagnostic mode by pressing the TEST service button.
2. Select Online Menu, then select Wi-Fi Menu and Wi-Fi Details
3. Note the signal strength. More green bars is better.
4. Note the link quality. A higher percent is better.
5. If either link quality or signal strength is low, try repositioning the adapter.

DRAFT Wheel of Fortune DRAFT

All Users

1. Enter Diagnostic mode by pressing the TEST service button.
2. Select Online Menu then select Test Connection.
3. Watch as the game confirms that:
 - It can obtain a valid IP address.
 - It can contact the CoinUp® server.
 - It can access the CoinUp® database.
 - It can access the CoinUp® file server.
4. The right side of the screen reports test results: SUCCESS or FAILURE.
The only acceptable result is four SUCCESS indications.
If any test results in FAILURE, see the Troubleshooting chapter or call your distributor.

Online Operation

1. Ensure game remains connected to the Wi-Fi, cellular, or Ethernet network.
2. The hard drive stores data about the game location. If the hard drive is removed from the PC, important data will be lost. Do not swap or replace drives without authorization from CoinUp® management.
3. Keep game location data accurate. Before moving a game, have the PC communicate with the server, then unregister the game. Re-register the game with updated information at the new location.

Collection Procedure

The CoinUp® server tracks various book-keeping statistics including collections. To see them, log on to the CoinUp® Operator Center page at www.coinup.com and go to the Reports section.

1. During a normal collection, enter the Diagnostics system and select Collections.
2. Review the entire report.
The system calculates Gross Collection from the last time the report screen was cleared. This figure and the actual collection should agree.
3. Select Send Collections Message.
4. After sending the collections, coin related audits are automatically reset.
This allows coin audits to accurately reflect earnings since the last collection. If you don't send collections, the next collection won't match the figures on the Collections screen and you will not be able to view your collections on www.coinup.com.
If you wish to reset the other game audits, go to Reset Menu and select Reset Game Audits.
5. Split collection with location as usual.
CoinUp® debits your account for its portion.

Wheel of Fortune Fee Schedule

Pricing is subject to change without notice.

For certain online features, CoinUp® collects a small portion of game revenue at a fixed rate that operators cannot adjust. This portion is included in the player cost for any online play. The location portion of most game features can be adjusted through www.coinup.com under the Game Machines section, or at the game, by entering the Diagnostic menu system and selecting Operator Adjustments then selecting Player Cost. Make adjustments to each game.

Service	Operator	CoinUp®	Total	Who Pays	Note
Basic Play					
Start Cost	\$1.00	\$0.00	\$1.00	Player, at game	Operator portion is adjustable
Continue Cost	\$1.00	\$0.00	\$1.00	Player, at game	Operator portion is adjustable
Advertisement Download					
Per unit, per ad	N/A	\$0.00	\$0.00	Operator	N/A
Monthly Cell Service					
Per unit (if applicable)	N/A	\$27.00	\$27.00	Operator	Taxes and fees from cell provider

Operator discount is based on monthly CoinUp® fees per unit.

Monthly Fee per Unit	Discount
\$0-\$250	5.00%
\$251-\$500	6.00%
\$500 and above	7.00%

Note that discounts are not applicable to the monthly cellular service charges.

Accounting Guidelines

After the close of each billing cycle, the monthly CoinUp® billing statement, itemizing the costs of online services, is viewable through the operator account at www.coinup.com.

The statement shows the approximate date of the automatic debit, allowing time to deposit appropriate funds. The automatic debit charges the bank account submitted on your debit account form.

CoinUp® honors company checks but must receive them three or more business days before the debit date. Late or delinquent deposits may exclude a game from access to online features and incur late fees.

DRAFT Wheel of Fortune DRAFT

Forms

All forms required to setup a CoinUp® account are in this section. Photocopy the form, fill it out, then sign and fax (or mail) it to the numbers or addresses on the back cover of this manual.

Authorization Agreement for Automated Payment

Participating Operator Agreement

Operator Registration

Cell Modem Service Agreement

Authorization Agreement for Automated Payments

I (we) hereby authorize Play Mechanix™ to initiate debit entries to my (our) bank account below at the depository financial institution named below, hereinafter called DEPOSITORY and to debit the same such account. To correct errors, I (we) authorize Play Mechanix™ to initiate credit entries to my (our) account below at DEPOSITORY and to credit the same account. I (we) acknowledge that the origination of ACH transactions to my (our) account must comply with the provisions of U.S. law. I (we) attach an unsigned and void check for a checking account for my (our) account indicated below. For savings account, I (we) attach document on bank letterhead containing Bank Routing Number and my (our) Account Number or a bank deposit slip for my (our) savings account.

Company Name		<input type="checkbox"/> Checking Account	<input type="checkbox"/> Savings Account
Address		Bank Account Number	
City, State, Zip		ABA Bank routing number	
Company Contact		Bank Name	
Phone Number ()	Fax number ()	Bank Address	
Email Address		City, State, Zip	
Distributor		Bank Phone Number ()	

NOTICE. To assist in verifying data, attach an unsigned, void, blank check or deposit slip from your account.

This authorization is to remain in full force and effect until Play Mechanix™ has received written notification from me (us) of its termination in such time and in such manner as to afford Play Mechanix™ and DEPOSITORY a reasonable opportunity to act on it.

NOTE: All written debit authorizations **MUST** provide that the receiver may revoke the authorization only by notifying the originator in the manner specified in the authorization.

Authorized Signature	Title	Date
(Signature must accompany this form.)		

Mail or fax completed form to **Play Mechanix™**
 800 Roosevelt Road, Suite D-103, Glen Ellyn, IL 60137
 Phone (630) 942-1070
 Fax (630) 942-1073
 Fax (630) 348-2099
 For processing, allow 6 to 10 business days.

DRAFT Wheel of Fortune DRAFT

Participating Operator Agreement

This Participating Operator Agreement (this "**Agreement**") is dated as of this ____ day of _____, 20____, by and between Play Mechanix, Inc., an Illinois corporation with offices at 800 Roosevelt Road, Suite D-103, Glen Ellyn, Illinois 60137 ("**Play Mechanix**"), and

(**"Operator"** or **"You"**)

In consideration of mutual promises and other valuable consideration, the parties agree as follows.

1. APPLICATION

1.1 This Agreement applies to your use of Play Mechanix' CoinUp® enabled products, software, services and web sites (referred to collectively as the "**Services**" in this document). The Agreement is valid for one year from the date above and shall automatically renew for one year on the anniversary date of this Agreement unless otherwise cancelled in writing.

1.2 Unless otherwise agreed in writing with Play Mechanix, your agreement with Play Mechanix will always include, at a minimum, the terms and conditions set out in this Agreement.

2. ACCEPTING THE TERMS

In order to use the Services, You must first agree to the terms and provisions of this Agreement (the "**Terms**"). You may not use the Services if You do not accept the Terms. You can accept the Terms by signing the bottom of this Agreement.

3. PROVISION OF THE SERVICES BY Play Mechanix™

3.1 Play Mechanix agrees to:

- Provide access to CoinUp® servers via Operator's video game(s) that contain CoinUp® enabled software.
- Provide Operator access to CoinUp® servers via www.coinup.com.
- Run CoinUp® sponsored tournaments from time to time throughout the year and include Operator's video games(s) in such tournaments to the extent that federal, state and local laws provide.
- Take responsibility for fulfillment and distribution of CoinUp® sponsored tournament prizes.
- Manage and support CoinUp® players' online Trophy Club™ and allow players access to their statistics via www.bigbuckhunter.com and www.coinup.com.
- Provide billing statements to Operator. Play Mechanix will make an electronic copy of the Operator's monthly bill available online at www.coinup.com at least four business days before automatically debiting fees due according to the Authorization Agreement (defined in [Paragraph 4.1](#) below). (These fees accrue to Play Mechanix.)
- Provide periodic statements for CoinUp® entry fees, and IRS 1099 reporting for CoinUp® sponsored prize awards.
- Warrant CoinUp® online kit parts for 90-day replacement against defects in materials and workmanship.
- Promote the CoinUp®, CoinUp® sponsored tournaments and gameplay on Play Mechanix products.

3.2 YOU ACKNOWLEDGE AND AGREE THAT PLAY MECHANIX WILL **NOT** PROVIDE PRIZES FOR TOURNAMENTS THAT ARE CUSTOM CREATED BY THE OPERATOR, THOSE PRIZE AWARDS WILL BE THE SOLE RESPONSIBILITY OF THE OPERATOR.

3.3 Play Mechanix is constantly innovating in order to provide the best possible experience for its users. You acknowledge and agree that the form and nature of the Services which Play Mechanix provides may change from time to time without prior notice to You.

3.4 As part of this continuing innovation, You acknowledge and agree that Play Mechanix may stop (permanently or temporarily) providing the Services (or any features within the Services) to You or to users generally at Play Mechanix' sole discretion, without prior notice to You.

4. USE OF SERVICES BY OPERATOR**4.1 Operator agrees to...**

- Submit a completed Authorization Agreement for Automated Payments form (the “**Authorization Agreement**”).
- Properly register Operator’s video games that utilize the CoinUp® system and keep each game’s location information accurate.
- Keep Operator’s account profile information on the CoinUp® servers up to date and accurate via the www.coinup.com website.
- Ensure that CoinUp® sponsored tournament rules and regulations are followed on location and report non-compliance or cheating immediately to Play Mechanix.
- Report significant malfunctions of equipment and software to Play Mechanix.
- The schedule of CoinUp® fees that will be charged for usage of the CoinUp® system may change from time to time. The current CoinUp® Fee Schedule is available by request from www.coinup.com. Operator further agrees that the CoinUp® Fee Schedule that is contained in the documents section of www.coinup.com at the time of signing this Agreement is the version that shall apply.
- Ensure adequate funds are available in the account specified in the Authorization Agreement to pay monthly bills due Play Mechanix pursuant to the terms of the Authorization Agreement. A \$40.00 late fee will apply for insufficient funds available for transfer.
- To use the Services only for purposes that are permitted by (a) the Terms and (b) any applicable law, regulation or generally accepted practices or guidelines in the relevant jurisdictions.
- Be responsible for fulfillment of prizes to participants in contests custom created by Operator using the CoinUp® system and do so in a prompt and accurate manner.
- Allow Play Mechanix to place corporate sponsorships and advertisements on CoinUp® enabled video games.
- You agree not to access (or attempt to access) any of the Services by any means other than through the interface(s) provided by Play Mechanix.
- You agree that You will not engage in any activity that interferes with or disrupts the Services (or the servers and networks which are connected to the Services).
- You agree that You will not reproduce, duplicate, copy, sell, trade or resell the Services for any purpose.
- Operator agrees that any violation of the Terms shall be grounds for immediate termination by Play Mechanix of this Agreement.

5. TOURNAMENT PROCEEDS & TAXES & LEGALITY

The Operator agrees to pay taxes, fees, licenses and assessments (“**Fees**”) on CoinUp® monies that may become due as a result of using Services. Operator shall insure that the operation of the CoinUp® system is conforming with all local, and state laws; and shall not operate the CoinUp® system in any jurisdiction where it is illegal to do so.

6. PASSWORDS AND ACCOUNT SECURITY

6.1 You agree and understand that You are responsible for maintaining the confidentiality of passwords associated with any account You use to access the Services.

6.2 Accordingly, You agree that You are responsible to Play Mechanix for all activities that occur under your account.

6.3 If You become aware of any unauthorized use of your password or of your account, You agree to notify Play Mechanix immediately.

DRAFT Wheel of Fortune DRAFT

7. CONTENT IN THE SERVICES

7.1 You understand that all information (such as data files, written text, music, audio files or other sounds, photographs, videos or other images) which You may have access to as part of, or through your use of, the Services (all such information is referred to below as the “**Content**”) is the sole responsibility of the person from which such Content originated.

7.2 You should be aware that Content presented to You as part of the Services, including but not limited to advertisements in the Services and sponsored Content within the Services may be protected by intellectual property rights which are owned by the sponsors or advertisers who provide that Content to Play Mechanix (or by other persons or companies on their behalf). You may not modify, rent, lease, loan, sell, distribute or create derivative works based on this Content (either in whole or in part) unless You have been specifically told that You may do so by Play Mechanix or by the owners of that Content, as the case may be, in a separate written agreement.

7.3 Play Mechanix reserves the right (but shall have no obligation) to pre-screen, review, flag, filter, modify, refuse or remove any or all Content from any Services.

7.4 You agree that You are solely responsible for (and that Play Mechanix has no responsibility to You or to any third party for) any Content that You submit, post, transmit or display on, or through, the Services (all such Content is referred to below as the “**Operator Content**”) and for the consequences of your actions (including any loss or damage which Play Mechanix may suffer) by doing so.

7.5 You agree that You will not willfully or knowingly upload Operator Content to the CoinUp® servers that violates the copyright or trademark of another individual or entity; provided, however, you agree to indemnify Play Mechanix for any losses it may sustain as a result of such upload that violates the copyright or trademark of another individual or entity, whether or not such violation was committed willfully or knowingly.

8. PROPRIETARY RIGHTS

8.1 During the course of this Agreement, You may become aware of information relating to the Play Mechanix’ products, software research and development, inventions, processes, techniques, designs or other technical or business information, including, but not limited to information relating to the Software and the Services and proprietary information developed by Play Mechanix in the course of developing and producing the Software and the Services. All such information and all physical forms thereof, including the Terms, whether disclosed to You before or after this Agreement is signed, are considered by Play Mechanix to be proprietary and confidential, and shall be hereinafter collectively referred to as the “**Proprietary Information**”.

8.2 Both during the term of this Agreement and after this Agreement is terminated, You agree that, except as authorized by this Agreement or in writing by Play Mechanix, You will: (i) preserve and protect the confidentiality of all Proprietary Information; (ii) not disclose or otherwise disseminate to anyone, except as necessary to carry out the Terms, the existence, source, content or substance of the Proprietary Information; (iii) not use Proprietary Information in any way other than in furtherance of this Agreement; and (iv) not disclose, use or copy any information or materials received in confidence by You during the course of this Agreement from a third party or about a third party.

8.3 You acknowledge and agree that Play Mechanix (or Play Mechanix’ licensors) own all legal right, title and interest in and to the Services, including any intellectual property rights which subsist in the Services (whether those rights happen to be registered or not, and wherever in the world those rights may exist). You further acknowledge that the Services contain information which is designated confidential by Play Mechanix and that You shall not disclose such information without Play Mechanix’ prior written consent.

8.4 Unless You have agreed otherwise in writing with Play Mechanix, nothing in the Terms gives You a right to use any of Play Mechanix’ trade names, trademarks, service marks, logos, domain names and other distinctive brand features.

8.5 Other than the Operator Content License described in [Section 10](#) below, Play Mechanix acknowledges and agrees that it obtains no right, title or interest from You (or your licensors) under these Terms in or to the Operator Content, including any intellectual property rights which subsist in the Operator Content (whether those rights happen to be registered or not, and wherever in the world those rights may exist). Unless You have agreed otherwise in writing with Play Mechanix, You agree that You are responsible for protecting and enforcing such rights and that Play Mechanix has no obligation to do so on your behalf. Play Mechanix further acknowledges that servers may contain information which is designated confidential by You

and that Play Mechanix shall not disclose such information without your prior written consent.

8.6 You agree that You shall not remove, obscure or alter any proprietary rights notices (including copyright and trade mark notices) which may be affixed to or contained within the Services.

8.7 Unless You have been expressly authorized to do so in writing by Play Mechanix, You agree that in using the Services, You will not use any trade mark, service mark, trade name or logo of any company or organization in a way that is likely or intended to cause confusion about the owner or authorized user of such marks, names or logos.

9. LICENSE FROM Play Mechanix™

9.1 Play Mechanix gives You a worldwide, royalty-free, non-assignable and non-exclusive license (the “**Software License**”) to use the software provided to You by Play Mechanix as part of the Services as provided to You by Play Mechanix (hereinafter referred to as the “**Software**”). The Software License is for the sole purpose of enabling You to use and enjoy the benefit of the Services as provided by Play Mechanix, in the manner permitted by the Terms.

9.2 You may not (and You may not permit anyone else to) copy, modify, create a derivative work of, reverse engineer, decompile or otherwise attempt to extract the source code of the Software or any part thereof, unless it is expressly required by law, or unless You have been specifically told that You may do so by Play Mechanix in writing.

9.3 Unless Play Mechanix has given You specific written permission to do so, You may not assign (or grant a sub-license of) your rights to the Software License, grant a security interest in or over your rights to the Software License, or otherwise transfer any part of your rights to the Software License.

10. CONTENT LICENSE FROM YOU

10.1 You retain copyright and any other rights You already hold in the Operator Content. By submitting, posting or displaying the Operator Content, You give Play Mechanix a perpetual, irrevocable, worldwide, royalty-free, paid-up and non-exclusive license (the “**Operator Content License**”) to reproduce, adapt, modify, translate, publish, publicly perform, publicly display and distribute the Operator Content. The Operator Content License is for the sole purpose of enabling Play Mechanix to display, distribute and promote the Services.

10.2 You agree that the Operator Content License includes a right for Play Mechanix to make the Operator Content available to other companies, organizations or individuals with whom Play Mechanix has relationships for the provision of syndicated services, and to use the Operator Content in connection with the provision of those services.

10.3 You understand that Play Mechanix, in performing the required technical steps to provide the Services to our users, may (a) transmit or distribute the Operator Content over various public networks and in various media; and (b) make such changes to the Operator Content as are necessary to conform and adapt the Operator Content to the technical requirements of connecting networks, devices, services or media. You agree that the Operator Content License shall permit Play Mechanix to take these actions.

10.4 You confirm and warrant to Play Mechanix that You have all the rights, power and authority necessary to grant the Operator Content License described in this Section 10.

11. SOFTWARE UPDATES

11.1 The Software which You use may automatically download and install updates from time to time from Play Mechanix. These updates are designed to improve, enhance and further develop the Services and may take the form of bug fixes, enhanced functions, new software modules and completely new versions. You agree to receive such updates (and permit Play Mechanix to deliver these to You) as part of your use of the Services.

DRAFT Wheel of Fortune DRAFT

12. EXCLUSION OF WARRANTIES

12.1 NOTHING IN THESE TERMS, INCLUDING SECTIONS 12 AND 13, SHALL EXCLUDE OR LIMIT PLAY MECHANIX' WARRANTY OR LIABILITY FOR LOSSES WHICH MAY NOT BE LAWFULLY EXCLUDED OR LIMITED BY APPLICABLE LAW. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF CERTAIN WARRANTIES OR CONDITIONS OR THE LIMITATION OR EXCLUSION OF LIABILITY FOR LOSS OR DAMAGE CAUSED BY NEGLIGENCE, BREACH OF CONTRACT OR BREACH OF IMPLIED TERMS, OR INCIDENTAL OR CONSEQUENTIAL DAMAGES. ACCORDINGLY, ONLY THE LIMITATIONS WHICH ARE LAWFUL IN YOUR JURISDICTION WILL APPLY TO YOU AND OUR LIABILITY WILL BE LIMITED TO THE MAXIMUM EXTENT PERMITTED BY LAW.

12.2 YOU EXPRESSLY UNDERSTAND AND AGREE THAT YOUR USE OF THE SERVICES IS AT YOUR SOLE RISK AND THAT THE SERVICES ARE PROVIDED "AS IS" AND "AS AVAILABLE."

12.3 IN PARTICULAR, PLAY MECHANIX, ITS PARENT, ITS SUBSIDIARIES AND AFFILIATES, AND ITS LICENSORS DO NOT REPRESENT OR WARRANT TO YOU THAT:

- (A) YOUR USE OF THE SERVICES WILL MEET YOUR REQUIREMENTS;
- (B) YOUR USE OF THE SERVICES WILL BE UNINTERRUPTED, TIMELY, SECURE OR FREE FROM ERROR;
- (C) ANY INFORMATION OBTAINED BY YOU AS A RESULT OF YOUR USE OF THE SERVICES WILL BE ACCURATE OR RELIABLE; AND
- (D) THAT DEFECTS IN THE OPERATION OR FUNCTIONALITY OF ANY SOFTWARE PROVIDED TO YOU AS PART OF THE SERVICES WILL BE CORRECTED.

12.4 YOU EXPRESSLY UNDERSTAND AND AGREE THAT ANY MATERIAL DOWNLOADED OR OTHERWISE OBTAINED THROUGH THE USE OF THE SERVICES IS DONE AT YOUR OWN DISCRETION AND RISK AND THAT YOU WILL BE SOLELY RESPONSIBLE FOR ANY DAMAGE TO YOUR COMPUTER SYSTEM OR OTHER DEVICE OR LOSS OF DATA THAT RESULTS FROM THE DOWNLOAD OF ANY SUCH MATERIAL.

12.5 YOU EXPRESSLY UNDERSTAND AND AGREE NO ADVICE OR INFORMATION, WHETHER ORAL OR WRITTEN, OBTAINED BY YOU FROM PLAY MECHANIX OR THROUGH OR FROM THE SERVICES SHALL CREATE ANY WARRANTY NOT EXPRESSLY STATED IN THE TERMS.

12.6 PLAY MECHANIX FURTHER EXPRESSLY DISCLAIMS ALL WARRANTIES AND CONDITIONS OF ANY KIND, WHETHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO THE IMPLIED WARRANTIES AND CONDITIONS OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT.

13. LIMITATION OF LIABILITY

13.1 SUBJECT TO THE PROVISIONS OF PARAGRAPH 12.1 ABOVE, YOU EXPRESSLY UNDERSTAND AND AGREE THAT PLAY MECHANIX, ITS PARENT, ITS SUBSIDIARIES AND AFFILIATES, AND ITS LICENSORS SHALL NOT BE LIABLE TO YOU FOR:

- (A) ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL CONSEQUENTIAL OR EXEMPLARY DAMAGES WHICH MAY BE INCURRED BY YOU, HOWEVER CAUSED AND UNDER ANY THEORY OF LIABILITY. THIS SHALL INCLUDE, BUT NOT BE LIMITED TO, ANY LOSS OF PROFIT (WHETHER INCURRED DIRECTLY OR INDIRECTLY), ANY LOSS OF GOODWILL OR BUSINESS REPUTATION, ANY LOSS OF DATA SUFFERED, COST OF PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES, OR OTHER INTANGIBLE LOSS; OR
- (B) ANY LOSS OR DAMAGE WHICH MAY BE INCURRED BY YOU, INCLUDING BUT NOT LIMITED TO LOSS OR DAMAGE AS A RESULT OF:
 - (I) ANY RELIANCE PLACED BY YOU ON THE COMPLETENESS, ACCURACY OR EXISTENCE OF ANY ADVERTISING, OR AS A RESULT OF ANY RELATIONSHIP OR TRANSACTION BETWEEN YOU AND ANY ADVERTISER OR SPONSOR WHOSE ADVERTISING APPEARS ON THE SERVICES; OR
 - (II) ANY CHANGES WHICH PLAY MECHANIX MAY MAKE TO THE SERVICES, OR FOR ANY PERMANENT OR TEMPORARY CESSATION IN THE PROVISION OF THE SERVICES (OR ANY FEATURES WITHIN THE SERVICES); OR
 - (III) THE DELETION OF, CORRUPTION OF, OR FAILURE TO STORE, ANY CONTENT AND OTHER COMMUNICATIONS DATA MAINTAINED OR TRANSMITTED BY OR THROUGH YOUR USE OF THE SERVICES; OR
 - (III) YOUR FAILURE TO PROVIDE PLAY MECHANIX WITH ACCURATE ACCOUNT INFORMATION; OR
 - (IV) YOUR FAILURE TO KEEP YOUR PASSWORD OR ACCOUNT DETAILS SECURE AND CONFIDENTIAL.

13.2 THE LIMITATIONS ON PLAY MECHANIX' LIABILITY TO YOU IN PARAGRAPH 13.1 ABOVE SHALL APPLY WHETHER OR NOT PLAY MECHANIX HAS BEEN ADVISED OF OR SHOULD HAVE BEEN AWARE OF THE POSSIBILITY OF ANY SUCH LOSSES ARISING.

14. COPYRIGHT AND TRADEMARK POLICY

14.1 It is Play Mechanix' policy to respond to notices of alleged copyright infringement that comply with applicable international intellectual property law (including, in the United States, the Digital Millennium Copyright Act) and to terminate the accounts of infringers.

15. MISCELLANEOUS

15.1 This Agreement shall be governed and interpreted in accordance with the substantive laws of the State of Illinois. The parties agree that any litigation for injunctive relief shall be resolved in the state or federal courts within Cook County, Illinois.

15.2 Should any provision of this Agreement be held void, invalid or inoperative, by a Court of competent jurisdiction, the remaining provisions of this Agreement shall not be affected and shall continue in full force and effect.

15.3 This Agreement states the entire agreement between parties with respect to the subject hereof and supersedes all prior oral and written negotiations, understandings and agreements between the parties hereto concerning the subject matter hereof. No amendment or modification of this Agreement shall be made except by an instrument in writing signed by both parties.

15.4 No waiver of any of the provisions of this Agreement or any breach thereof or failure of any condition therein shall be deemed, or shall constitute, a waiver of any other provision, whether or not similar, nor shall any waiver constitute a continuing waiver. No waiver shall be implied from any conduct or course of conduct of any party. No waiver shall be binding unless executed in writing by the party making the waiver.

15.5 Subject to the restrictions on transfer herein, this Agreement shall inure to the benefit of and be binding upon Play Mechanix and Operator and their respective heirs, executors, trustees, beneficiaries, legal representatives, successors and assigns.

15.6 Except for Play Mechanix' parent corporation, no other person, corporation, partnership or other entity, shareholder, director, officer, employee, independent contractor, vendor, customer or any other third party shall be deemed to be a third party beneficiary of any provisions herein.

By

OPERATOR LEGAL COMPANY NAME

OPERATOR SIGNATURE

Play Mechanix™ Inc., an Illinois corporation

Play Mechanix™ Authorized Signature

DRAFT Wheel of Fortune DRAFT



Operator Registration Form		
<ul style="list-style-type: none"> • Before you register games, you must register an operator account! 		
Operator Name		
Company Name		
Operator Address		
City, State, Zip		
Country		
Operator Phone		
Operator Fax		
Operator Email		
Contact Preference	<input type="checkbox"/> Email	<input type="checkbox"/> Phone
Debit Account On File:	<input type="checkbox"/> Yes	<input type="checkbox"/> No (If No, include Authorization Agreement for Automated Payments.)
<p><i>Mail or fax completed form to Play Mechanix™</i> 800 Roosevelt Road, Suite D-103, Glen Ellyn, IL 60137</p> <p>Phone (630) 942-1070 Fax (630) 942-1073 Fax (630) 348-2099</p> <p><i>For processing, allow 2 to 5 business days.</i></p>		

- After Play Mechanix™ receives your registration, login information for your accounts will be mailed.
- To register games online, manually log in with your operator number and PIN.
- To log in to your CoinUp® Account at www.coinup.com, use your email address and password.
- After you receive your login information, you can change it through your Web account. To change your account information, use the My Profile tab.

Cell#	IMEI	L.O.S	Operator ID#
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Rev. C1

CoinUp® Cellular Terms of Service Agreement

This agreement is made between Play Mechanix™, Inc. (“PM”, “we”, “us”, or “ours”) and the Operator (“Operator”, “you”, or “your”) and covers the usage and fees associated with a cellular modem device (“Equipment”) that you order from us connected to one of your games allowing it to communicate with the CoinUp® online network (“Service”). This agreement must be signed and returned to us before we will activate a new line of service. PLEASE READ THIS AGREEMENT CAREFULLY BEFORE ORDERING CELLULAR SERVICE FOR YOUR CoinUp® CONNECTED GAME AND SIGNING THIS AGREEMENT.

Provision of Services

Upon ordering the cellular modem, Play Mechanix™, Inc. will in turn order a line of cellular service (“Service”) for the cellular modem. Play Mechanix™, Inc. provides cellular service from one or more cellular providers of service throughout the United States (“Cellular Provider”). We do this to gain volume pricing for you and thereby lower the price of the Service. All costs charged to Play Mechanix™, Inc. for your line of cellular service are passed through directly to you. Ordering the Service from us is not the only option for you. You may obtain cellular service independently to connect your game. In this case, you will be responsible for all service fees and commitments. Please contact Play Mechanix™, Inc. before ordering your own cellular modem to ensure that you purchase a modem device that will be compatible with the game.

Service Commitment and Early Termination Fee

By ordering this Service the Operator agrees to the following:

To pay the monthly fee associated with each line of service which will be billed to your CoinUp® account. To keep the Service for at least a period of one year from the date of ordering (“Service Commitment”). After the initial one year term you may terminate the service at anytime with 30 days notice. If you wish to terminate the Service prior to the initial one year term, you agree to pay us an Early Termination Fee of \$175. The Early Termination Fee is not a penalty but rather the exact fee we will be charged by the cellular provider. AFTER YOUR SERVICE COMMITMENT THIS AGREEMENT SHALL RENEW ON A MONTH-TO-MONTH BASIS UNTIL EITHER PARTY GIVES NOTICE OF TERMINATION TO THE OTHER.

30-Day Cancellation Period

You may terminate this agreement within thirty (30) days after activating without paying The Early Termination Fee. You will pay for service fees and charges incurred through the termination date. Also you may have to return the cellular modem purchased with this agreement. If you terminate after the 30th day but before the expiration of the Service Commitment, you will pay PM the Early Termination Fee associated with the line of service terminated. Either party may termination this agreement at any time after your Service Commitment ends with thirty (30) days notice to the other party. We may terminate this agreement at any time without notice if Cellular Provider ceases to provide service in your area. We may interrupt or terminate your service without notice for any conduct that we believe violates this agreement, or if you fail to make available funds to pay for service when due, or if we have reasonable cause to believe that your Equipment is being used for an unlawful purpose or in a way that may adversely affect the Cellular Provider’s service.

Charges and Disputes

You are responsible for paying all charges for or resulting from services provided under this agreement. Your monthly service charges will be billed through your CoinUp® account. Play Mechanix™, Inc. passes through charges directly from the Cellular Provider. If you believe that there is an error in the amount charged to your account for cellular service you may contact Play Mechanix™, Inc. to provide proof of charges from the Cellular

DRAFT Wheel of Fortune DRAFT

Provider for your service. You agree that Play Mechanix™, Inc. will handle all negotiation of rate fees and billing with the Cellular Provider. Play Mechanix™, Inc. agrees to use its best efforts to resolve any and all billing disputes with the Cellular Provider. Play Mechanix™, Inc. will in its sole discretion determine if a billing error has occurred.

Billing and Payment

Billing takes place through your CoinUp® operator account. All methods of payment and late fees described in your CoinUp® Operator Agreement shall apply.

Changes to Terms and Rates

The Cellular Provider may from time to time change the rates charged for the Service. Generally, if the Cellular Provider raises the rate for Service they will allow us to discontinue the Service without fee or penalty. If Play Mechanix™, Inc. receives notice of a rate increase from the Cellular Provider associated with your Service we agree to notify you and allow you the same option given to us. If the Cellular Provider lower the rate for Service, the new rate will automatically take effect for you on the same date that it takes effect for us.

Data Connection Limitations

Play Mechanix™, Inc. limits the capabilities of the Equipment so that it is only allowed to make data connections to CoinUp® servers. You agree not to use the Cellular Service provided by us for any other purpose than connecting your Game to the CoinUp® network. If Play Mechanix™, Inc. finds that you are using the Cellular Service for any other such purpose including but not limited to, web browsing, voice calls, and text messaging then we may immediately terminate the Cellular Service in which case you will pay all fees charged to this line of Service including the Early Termination Fee if we terminate this Service before the expiration of the Service Commitment.

Service Limitations and Limitation of Liability

Service may be interrupted, delayed, or otherwise limited for a variety of reasons, including environmental conditions, unavailability of radio frequency channels, system capacity, priority access by National Security and Emergency Preparedness personnel in the event of disaster or emergency, coordination with other systems, equipment modifications and repairs, and problems with the facilities of interconnecting carriers. WE DO NOT GUARANTEE YOU UNINTERRUPTED SERVICE OR COVERAGE. Play Mechanix™, INC. MAKES NO WARRANTY, EXPRESS OR IMPLIED, OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, SUITABILITY, OR PERFORMANCE REGARDING ANY SERVICES OR GOODS, AND IN NO EVENT SHALL PM BE LIABLE, WHETHER OR NOT DUE TO ITS OWN NEGLIGENCE, for any: (a) act or omission of a third party; (b) mistakes, omissions, interruptions, errors, failures to transmit, delays, or defects in the service provided by or through us; or (c) damage or injury caused by suspension or termination of service by PM. To the full extent allowed by law, you hereby release, indemnify and hold PM and its officers, directors, employees and agents harmless from and against any and all claims of any person or entity for damages of any nature arising in any way from or relating to, directly or indirectly, service provided by PM or any person's use thereof, INCLUDING CLAIMS ARISING IN WHOLE OR IN PART FROM THE ALLEGED NEGLIGENCE OF PM, or any violation by you of this Agreement. This obligation shall survive termination of your service with PM. PM is not liable to you for changes in operation, equipment, or technology that cause your Equipment or software to be rendered obsolete or require modification. SOME STATES DO NOT ALLOW DISCLAIMERS OF IMPLIED WARRANTIES OR LIMITS ON REMEDIES FOR BREACH. THEREFORE, THE ABOVE LIMITATIONS OR EXCLUSIONS MAY NOT APPLY TO YOU. THIS AGREEMENT GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

Miscellaneous

This agreement, the signature sheet, terms of service for products and services not otherwise described herein that are posted on applicable PM web sites, and any documents expressly referred to herein or therein, make up the complete agreement between you and PM. If any provision of the agreement is found to be unenforceable by a court or agency of competent jurisdiction, the remaining provisions will remain in full force and effect. PM may assign this agreement, but you may not assign this agreement without our prior written consent. The law of the state of your billing address shall govern this agreement except to the extent that such law is preempted by or inconsistent with applicable federal law.