OPERATOR MENUS

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

ENTERING OPERATOR MENUS
Open the coin door and press the red Test button to access the game’s Operator Menus.

SELECTING A MENU OPTION
Touch the screen to select a gray menu item and the selection turns red.

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

MAIN MENU
The Operator Menus are divided into the following five areas:

Audits – See Page 3
Displays your machine’s monetary activity, including current credits, games played, total tickets won and jackpots won.

Adjustments – See Page 6
Allows you to change the volume, set the currency type, change the payout, make changes to the coin slot or bill validator, enable the ticket dispenser, and setup the Attract Mode.

Tests – See Page 8
Presents a variety of tests and menus that will help you troubleshoot any problems you may be having with your game. The available sections are also accessible through the other main sections.

Licenses – See Page 11
View the Open Source Android licenses.

Reset Menu – See Page 12
Reset the credits on the machine, reset the tickets, reset the current term audits or do a factory reset.

Exit
This will exit the Operator Mode menus and take you back into the game’s Attract Mode.
AUDITS MENU
This menu allows you to check the monetary performance of the game and how often it has been played.

General Audits
Displays totals for Credits, Total Money In and Tickets won

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

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

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

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

This screen displays the following Audit Menus:

- **Current Credit**
  Total credits available for play on the machine in dollar amount

- **Current Service Credits**
  Total operator-awarded credits on the machine in credits

- **Game Boot Count**
  Total number of times the game has been started

- **Total Money In**
  Total income the machine has earned

- **Games Played**
  Total number of games played on the machine

- **Total Tickets Won**
  Total number of tickets won on the machine

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

- **Jackpot Tickets Won**
  Total number of Jackpot tickets won on the machine
Operator Menus

Jackpots Won
Total number of Jackpots won on the machine

Tickets Won Cash Value
Total cash value of the tickets won on the machine

Games Played Cash Value
Total cash value of all games played on the machine

Payout Percentage
The payout percentage of tickets measured against total money in

CURRENT TERM GENERAL AUDITS
Current Term General Audits track all activity on the machine since the last reset of Current Term Audits.

This screen displays the following Current Term General Audit Menus:

Game Boot Count
Total number of times the game has been started

Total Money In
Total income the machine has earned

Games Played
Total number of games played on the machine

Total Tickets Won
Total number of tickets won on the machine

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

Jackpot Tickets Won
Total number of Jackpot tickets won on the machine

<table>
<thead>
<tr>
<th>Main Menu</th>
<th>Audits</th>
<th>Current Term General Audits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adjustments</td>
<td>General Audits</td>
<td>Game Boot Count: 16</td>
</tr>
<tr>
<td>Tests</td>
<td>Game Audits</td>
<td>Total Money In: $3.00</td>
</tr>
<tr>
<td>Licenses</td>
<td>Current Term General Audits</td>
<td>Games Played: 3</td>
</tr>
<tr>
<td>Reset Menu</td>
<td>Current Term Game Audits</td>
<td>Total Tickets Won: 0</td>
</tr>
<tr>
<td>Exit</td>
<td></td>
<td>Regular Tickets Won: 0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Jackpot Tickets Won: 0</td>
</tr>
<tr>
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<td></td>
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</tr>
<tr>
<td></td>
<td></td>
<td>Tickets Won Cash Value: $0.00</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Games Played Cash Value: $3.00</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Payout Percentage: 0.0%</td>
</tr>
</tbody>
</table>
**GAME AUDITS**

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

This screen displays the following Game Audit Menus:

- **Games Played**
  - Total number of games played

- **Play Again Button Used**
  - Total number of times the game has been played

- **Virtual Tickets Collected**
  - Total tickets collected on the screen during game play

- **Jackpots Owed**
  - Internal game tracking for upcoming probability of a Jackpot

- **Regular Tickets Won Deviation**
  - Internal game tracking for the deviation of games under or over paid

- **Games Over Paid**
  - Internal game tracking for games over the threshold

- **Games Under Paid**
  - Internal game tracking for games under the threshold

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<th>Virtual Tickets Collected</th>
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<td>Internal game tracking for upcoming probability of a Jackpot</td>
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<td>Regular Tickets Won Deviation: 0</td>
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</tr>
</tbody>
</table>

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**CURRENT TERM GAME AUDITS**

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

- **Games Played**
  - Total number of games played

- **Play Again Button Used**
  - Total number of times Play Again was used

- **Virtual Tickets Collected**
  - Total tickets collected on the screen during game play

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**ADJUSTMENTS MENU**

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

This screen displays the following Adjustment Menus:

**SOUND & VOLUME**

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

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

- **Attract Mode Sounds**
  Turn On or Off the Attract Mode sounds only

**CURRENCY**

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

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

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

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

- **Bill Validator Coins Per Pulse**
  Option to choose the number of coins per pulse for the bill validator: 1-20 *(default is set to 4)*
COST & PAYOUT

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

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

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

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

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

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

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

GAMEPLAY

Attract Mode Touch Me Button Enabled
Turn on (Yes) or off (No) the Touch Me button in Attract Mode (default is Yes)
TESTS MENU
To ensure that the game has been setup properly and functions correctly, diagnostic test are available: audio/video tests, meter tests, and game and system software tests.

This screen displays the following Test Menus:

TICKET DISPENSER TESTS

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

Dispense One Ticket
Ticket dispenser dispenses one ticket

Dispense Five Tickets
Ticket dispenser dispenses five tickets

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

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

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

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

Reset Ticket Dispenser
Resets the ticket dispenser to default condition

MECHANICAL METER TESTS

Increment Coin Meter
Increment the coin meter one tick

Increment Ticket Meter
Increment the ticket meter one tick
**AUDIO TESTS**

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

**Play Test Tone**  
Plays a test tone to test sound from both speakers

**Test Left Speaker**  
Plays a voice through the left speaker only

**Test Right Speaker**  
Plays a voice through the right speaker only

**Mute Audio**  
Mutes the audio from both speakers

**SWITCH TESTS**

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

**Coin 1**  
The switch test for the left coin accepter

**Coin 2**  
The switch test for the right coin accepter

**DBA**  
The switch test for the dollar bill accepter

**Service Button**  
The switch test for the Service button

**Test Button**  
The switch test for the Test button
VIDEO MONITOR TESTS

Show Grid Test Pattern
Touch to see a test pattern that should display as below

Show Color Bars Test Pattern
Touch to see a test pattern of colored bars that should display as below

TOUCH SCREEN TESTS

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

Note: No calibration is required.
THERMAL TESTS

CPU Temperature Displays the temperature of the CPU

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

OK (green) = below 80° C
Warm (yellow) = at or greater than 80° C
Hot (red) = at or greater than 85° C

GAME ROM TESTS

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

LICENSES

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

IT®
**RESET MENU**
Reset credits, tickets, current term audits or perform a factory reset.

**Reset Credits**
Reset credits to zero

**Reset Tickets**
Reset tickets to zero

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

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