



Owner's Manual

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Specifications


DIMENSIONS	Height:	Width:	Depth:	Weight:
Doors closed	73"	27	20"	220 lbs.
Doors open (Max)	77"	27"	30"	



Installation

- This machine has been designed for **indoor use only**.
- Do not fit wheels or castors.
- Locate the machine away from any direct heat source on a flat stable surface.

Supply Requirements

	<u>WARNING</u>	This machine must not be operated without a grounded connection. If in doubt, consult a suitably qualified person.
Voltage		120 Volts 60 Hz

Introduction

Welcome to the Prize Farm cabinet. This manual contains the basic instructions for installing and administering the Prize Farm.

Do not adjust settings, except as specified in this manual, without specific advice from your technical representative. Please note that some of the images have had customer-sensitive or transitory information blanked out.

Setup Procedure

IMPORTANT NOTE: There is a dongle located on the front of the PC assembly in the bottom cabinet of the game. This dongle must not be swapped with the dongle from any other game. If dongles are swapped it will cause problems with registration.

Before connecting the machine to a power source, first...

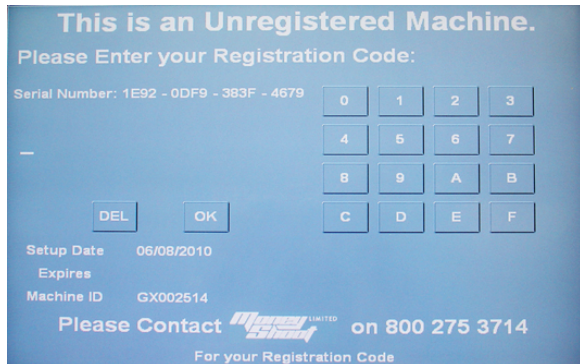
- Inspect the machine for any transit damage.
- Open the doors and ensure that all connectors, plugs & sockets are correctly mated.
- Inspect the power cord for damage to the insulation or cracked/defective plugs.
- Connect the power cord to the machine and to a standard AC outlet.
- Insert an Ethernet cable carrying a network connection into the Ethernet port on the rear of the game's cabinet.
- Ensure that both doors are closed and turn the unit "on". A "Verify GamePack" screen will appear as the system loads.

NOTE: After all the "load" bars on this screen are full, if the machine is still on this screen and the message "Machine Available In XXX" (where XXX is a number) is displayed, simply open and close the top door of the cabinet to override the countdown and continue with your installation.

- If you are shown the screen below, the machine is not receiving an Internet connection. Check that all cables are inserted correctly (both to the game and to the router), turn the machine off, wait 30 seconds, then turn the machine back on.



- After this, the machine will display the following:



When this screen is shown, call technical service at 1-800-523-2760 to obtain the Machine Authorization Code.

Enter the Authorization Code via the on-screen keypad, and then touch **OK**.



- If this is successful, the screen to the left will be displayed. After this, the Zero Credit Screen, also known as Attract Mode, will be displayed.

Congratulations!

You have now completed the basic installation of your Prize Farm. With both doors closed, the machine will show the Zero Credit Screen. With both doors open, the machine will alternate between the screens shown below.



Administration Modes

There are three different ways of administering the Prize Farm. These are **BARTENDER MODE**, which allows basic maintenance without direct access to the interior of the cabinet; **COLLECTOR MODE**, which allows a wider range of adjustments as well as the ability to empty the hopper; and finally **TEST MODE**, which permits the full range of adjustments to be made.

Bartender Mode

With both doors closed, insert the Refill Key in the underside of the top cabinet and turn it clockwise. Once you've done this, the following screen will display.



Insert \$1 coins via the coin acceptor, coins will be directed to the hopper and counted on the bar which reads "Refill".

IMPORTANT: An easier way for the operator to fill the hopper is by doing so in Collection Mode. Please see that section for more details.

Access to this screen will also allow someone at the location to verify and pay out any player I.O.U. that occurs (i.e. a player wins money, but the hopper is empty). The amount of the last I.O.U. will appear on-screen.

NOTE: The money owed should be entered through the coin slot on the machine, as doing so will pay the player while the payout is being fully recorded on the system.

Turn & remove the Refill Key to exit.

Collector Mode



Unlock and open the upper door, then the lower door. The screen on the left will be displayed.

Insert the Refill Key in the underside of the top cabinet and turn it to enter Collector Mode.



Last Win: The last amount of money that a player won.

Last Bank: The value of the bank meter the last time it updated (i.e. after a win). This is used to validate claims of non-payout by players.

Last Note: The last bill that was inserted into the system.

Total Float: The amount the machine is expecting to be in the hopper.

Last I.O.U.: If the hopper is empty and a player is owed money, the amount owed will be shown here.

Refill: How much money has been inserted in the machine's hopper.

Cash In: How much money has been inserted by players into the machine.

Cash Out: How much money has been paid to players.

Change: How much change has been inserted into the machine.

VTP: Cash played plus any winnings that were used to play games.

Notes: How much in notes has been inserted into the machine.

Select your hopper float level at \$200, 300, or \$350. Place \$1 coins to this value in the hopper bowl and touch **Topup** to confirm the float level. (**Topup** puts the "Max Float" number into the "Total Float" field.)

To add coins without counting them first, touch **Dump**. The money in the hopper will then be emptied from the machine, and the total amount of what was in the hopper will appear on screen under "Total Float". Note that number, then put all coins into the hopper bowl (both the ones that were already in the system and the ones you wish to add). Touch **Dump** again, and, after the hopper empties for the second time, the number under "Total Float" will now be the total of both old and new monies. Subtract the original number from the new number and you'll have the dollar amount for the new money being put in the hopper. Put all coins back into the hopper when you're finished with this process.

To read the meters, touch the **Read Meters** button. If more than 6 days has elapsed since the last time the meters were read, this will cause a Smart Update to take place.

Touch **Dump Stats** to load your collection statistics to a USB pen (should be inserted into the USB port on the front of the CPU section inside the bottom door of the cabinet).

Touch **Cash Settlement** to view the Cash Settlement Summary.

Collecting

To collect, compare the difference of the numbers recorded during the previous collection with the new numbers under "Cash In" and "Cash Out". Subtract the Cash Out from the Cash In number, and you'll have the amount of money made since the last collection (less any amount put in manually since the last collection; this number will appear under "Refill").

Close the doors and remove the Refill Key to exit Collector Mode.

Test / Maintenance Mode

Open the upper and lower doors. Press the **Test** button inside the cabinet to start the machine test / diagnostics routine. Touch any of the 10 icons on the bottom of the screen to select the appropriate test function. The icons are shown below next to the screen they activate.



Configuration

Touch **+** or **–** on the **Maximum Volume** slider to set the highest sound level the machine can output at any time. Touch **+** or **–** to set the **Main Volume** for normal game play.

Touch **Enable Smart Settings** to access the "Games" and "Smart Settings" tabs.

Check **Free Game View** to enable Attract Mode on the game.

Touch the arrow buttons to adjust the date and/or time.



Games

*NOTE: To access the Games screens, you'll need to touch **Enable Smart Settings** on the Configuration screen.*

Touch the icon for any game, and then touch **Always On** to enable or **Always Off** to disable.

The **Auto** setting is recommended. However, initially you should set the games recommended by your technical representative to **Always On**.



Smart Settings

*NOTE: To access the Smart Settings screens, you'll need to touch **Enable Smart Settings** on the Configuration screen.*

Turn on **Fast Boot** and **Extended Refill**, then set **Smart Cycle Mode** to "Standard".

The **Site Changed** button will set Menu Games to "All" or "Standard" (recommended) Smart Cycle Mode.

Touch **Cash Settlement Setup** to set up the Cash Settlement Breakdown.

Touch **Security PIN** to set a security PIN for an extra level of security when dumping the hopper. By entering a PIN, anyone attempting to dump the hopper will have to enter the security PIN first.

Factory Restore restores the machine's settings to brand new status.

IMPORTANT:

If you restore your machine to the factory settings, you will need to contact technical service to obtain another Machine Authorization Code.

Statistics					
Game Name	Profit	Cash In	Cash Out	Payout	Days
Magnificent 7	165	165	0	0%	0
ISpy	100	110	10	9%	0
Blockbuster	75	75	0	0%	0
Cops n Robbers	45	55	10	18%	0
Trail Blazer	30	110	80	72%	0
Youve Won Twenty	15	15	0	0%	0
Darts	10	10	0	0%	0
Pinto Make Prizes	10	10	0	0%	0
Pieces of Eight	5	5	0	0%	0
Megafouch World View Statistics	0	0	0	0%	0
Battleships	0	0	0	0%	0
Spot The Difference Ultimate	0	0	0	0%	0
Paired Up	0	20	20	100%	0
All Cued Up	0	0	0	0%	0
Unused					
Unused					
Unused					



Statistics

Games are ordered by profit.

Days refers to the number of days that the game has been in the menu.

Current means since the last Smart Update.

Last means between the last two collections.

All Time means since installation.

The **More** button will allow you to see statistics for more games.

Touch **Cash Settlement** to view the Cash Settlement Summary.

Information			
Cpu Load %	<div></div> 0%		
Mem Load %	<div></div> 8% (188540K / 2471880K)		
Physical Memory	227016K / 458032K		
Virtual Memory	70796K / 2097024K		
Last On	06/08/2010 08:52:44		
Time On	0 Days - 00:01:11		
Operator ID	WOOFWOOFWOOF	Shell Build	5.0.3.13
Setup Date	06/03/2009	Machine ID	GW013820
	Off		
Smart Version	GamePack Smart 1.2.08us	View Error Log	
Dongle Expires	13093 Plays Remaining (Serial Number 021411CE00000060)		



Information

This screen displays basic information about the Prize Farm.



System

This screen allows you to test individual hardware components by touching a component on the left. To run a test on all of the hardware, touch the **Run All** button. To run a continuous test loop, touch the **Loop All** button. To cancel, touch the **Cancel** button.



Coin Handling

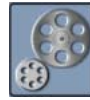
Insert coins and check that they are accepted – the digits above each coin shows the number accepted / paid.

Touch the **\$1 > Hopper** button to ensure \$1 coins are routed to the hopper or **\$1 > Cashbox** to route them to the Cashbox. All other coins go to the small cashbox.

Touch **Dump** to empty all coins from the hopper.

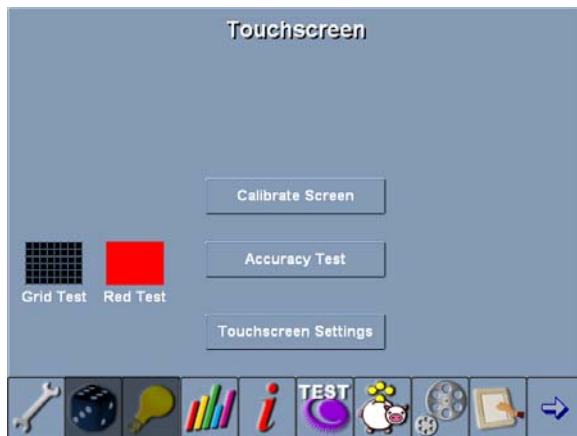
Check the box next to **Note Acceptor** to enable note acceptor.

Touch the **Key** button to go to the Note Acceptor Key Setup.



Verify Games

Touch the **Test All** button to test all of the loaded games.



Touchscreen

To calibrate the touchscreen, touch the **Calibrate Screen** button & follow the on-screen instructions.

Use **Accuracy Test** to test and check the calibration.

To change the touchscreen settings, touch **Touchscreen Settings**. There may be a black screen displayed for 10-15 seconds. Don't panic!

For more detailed information, please see the "Touchscreen: Touchscreen Settings" section of this manual.



LED

Touch the arrow button at the bottom of any setup screen to display the LED button. Touch the **LED** button to set up messages for the electronic marquee at the top of the unit.

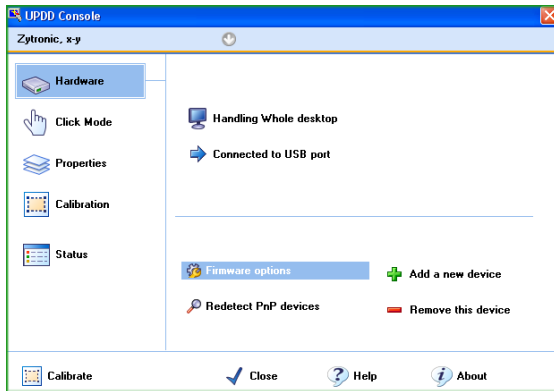
Up to five different messages can be created for each unit. Touch **Edit** then use the on-screen keyboard to create your new message.

After your message has been entered with the keyboard, use the arrows to select the transition effect you'd like your message to be displayed with.

Change the **Speed** to set how fast the transition to the message happens. The higher the number, the faster the transition.

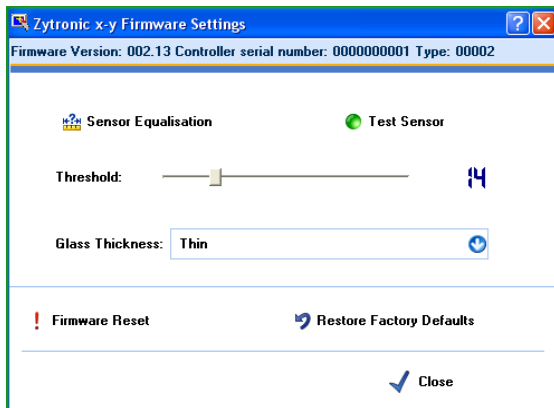
Change the **Staytime** for the message to set how long the message will be displayed on the marquee. The higher the number, the longer the message will be displayed.

When you are finished creating your message, touch **OK** to confirm and save your new message.



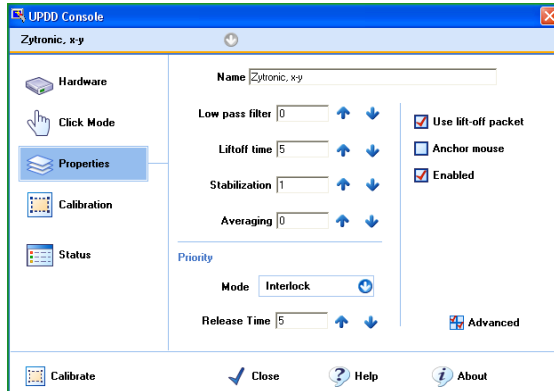
Touchscreen: Touchscreen Settings

Touch **Hardware** and then touch **Firmware options**.



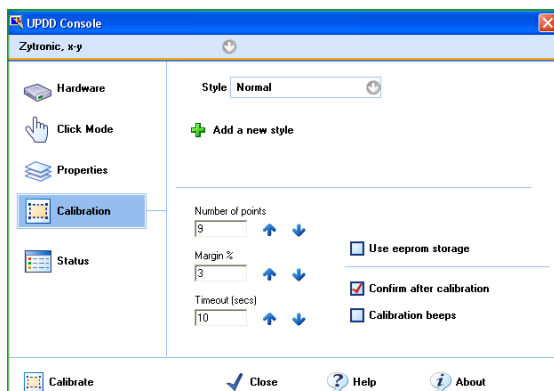
Set **Threshold** to 14 and **Glass Thickness** to Thin.

Touch **Close** to close the screen.



Touch **Properties**.

Set **Stabilization** to 1.



Select **Calibration**.

Set **Number of points** to 9.

Set **Margin %** to 3.

Set **Timeout** to 10.

Set **Confirm after calibration**.

Then touch **Close**.

Troubleshooting Guide

PROBLEM	CAUSE	SOLUTION
Machine doesn't power up	<ul style="list-style-type: none"> Faulty motherboard / processor / PC power supply 	<ul style="list-style-type: none"> Change PC assembly
No picture or poor video	<ul style="list-style-type: none"> Loose connections Faulty monitor PSU Faulty motherboard Faulty monitor 	<ul style="list-style-type: none"> Check connections Replace monitor PSU Change PC assembly Replace monitor
Picture shift	<ul style="list-style-type: none"> Monitor out of sync 	<ul style="list-style-type: none"> Press and hold down the Auto button on rear of monitor
No sound	<ul style="list-style-type: none"> Speaker disconnected Volume too low Faulty motherboard 	<ul style="list-style-type: none"> Check speaker and amp leads Adjust volume in test mode Replace PC assembly
Not responding to switches	<ul style="list-style-type: none"> Loose wiring connections Faulty switches Faulty plug in PCI card 	<ul style="list-style-type: none"> Check connections Replace switches Change PC assembly
Not accepting coins or poor acceptance	<ul style="list-style-type: none"> Coin mech dirty Loose wiring connections Faulty coin mech Faulty plug in PCI card 	<ul style="list-style-type: none"> Clean coin mech Check connections Replace coin mech Change PC assembly
Not paying out coins	<ul style="list-style-type: none"> No coins in hopper Coin jammed in hopper Loose wiring connections Faulty hopper Faulty 24V PSU Faulty plug in PCI card 	<ul style="list-style-type: none"> Add coins Clear jam Check connections Replace hopper Change PC PSU Change PC assembly
Touchscreen not responding	<ul style="list-style-type: none"> Incorrect calibration Loose wiring connection Faulty touchscreen 	<ul style="list-style-type: none"> Re-calibrate in test mode Check connections Replace touchscreen

Warranty

The Prize Farm unit carries a **12-month** exchange warranty from the date of license registration provided the security seal is intact.

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