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 videmption 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.
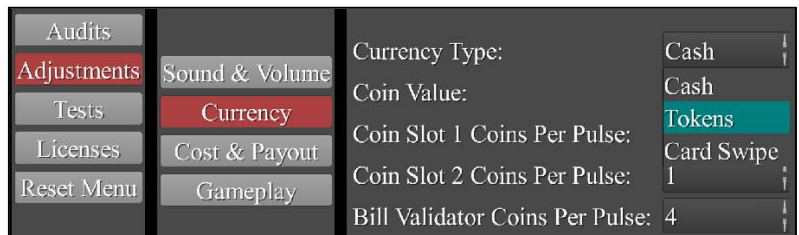
MAIN MENU

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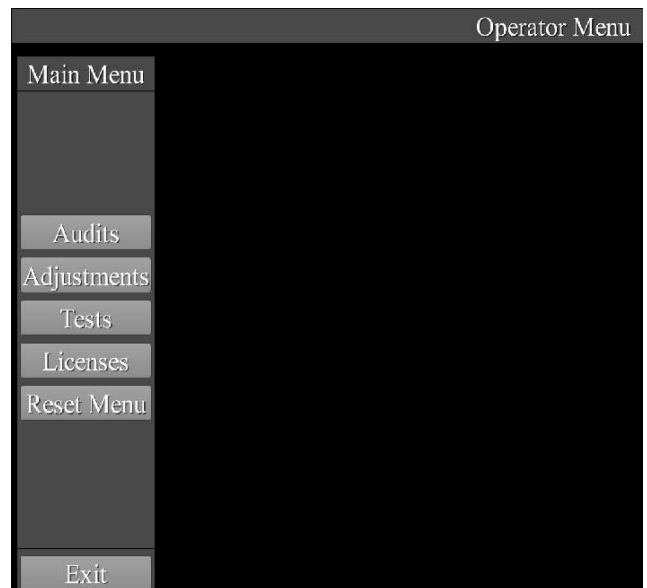
Licenses – See Page 11
View the Open Source Android licenses.

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
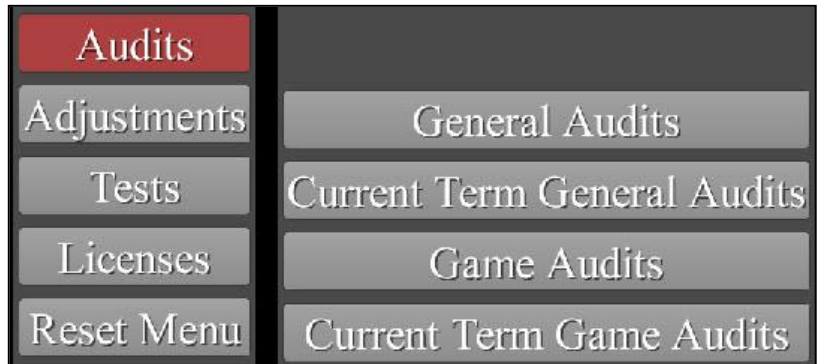
GENERAL AUDITS

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

Jackpots Won

Total number of Jackpots won on the machine

Tickets Won Cash Value

Total cash value of the tickets won on the machine

Games Played Cash Value

Total cash value of all games played on the machine

Payout Percentage

The payout percentage of tickets measured against total money in

CURRENT TERM GENERAL AUDITS

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

This screen displays the following Current Term General Audit Menus:

Game Boot Count

Total number of times the game has been started

Total Money In

Total income the machine has earned

Games Played

Total number of games played on the machine

Total Tickets Won

Total number of tickets won on the machine

Regular Tickets Won

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

Jackpot Tickets Won

Total number of Jackpot tickets won on the machine

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

GAME AUDITS

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

This screen displays the following Game Audit Menus:

Games Played

Total number of games played

Play Again Button Used

Total number of times the game has been played

Virtual Tickets Collected

Total tickets collected on the screen during game play

Jackpots Owed

Internal game tracking for upcoming probability of a Jackpot

Regular Tickets Won Deviation

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

Games Over Paid

Internal game tracking for games over the threshold

Games Under Paid

Internal game tracking for games under the threshold

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

CURRENT TERM GAME AUDITS

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

Games Played

Total number of games played

Play Again Button Used

Total number of times Play Again was used

Virtual Tickets Collected

Total tickets collected on the screen during game play

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

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
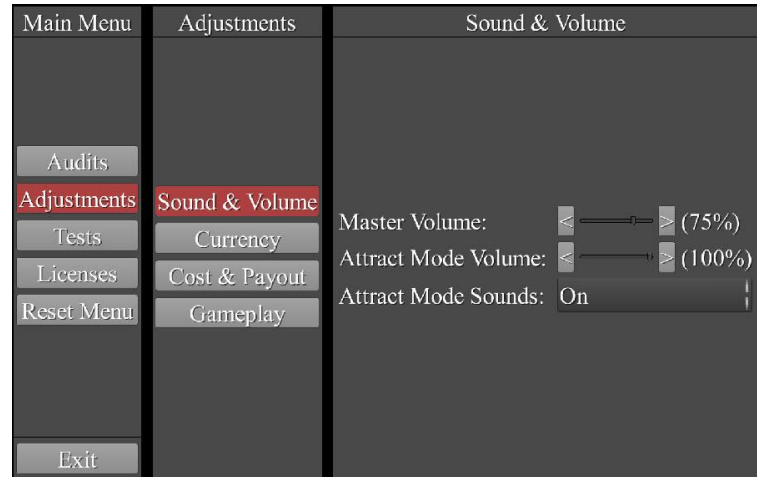
CURRENCY

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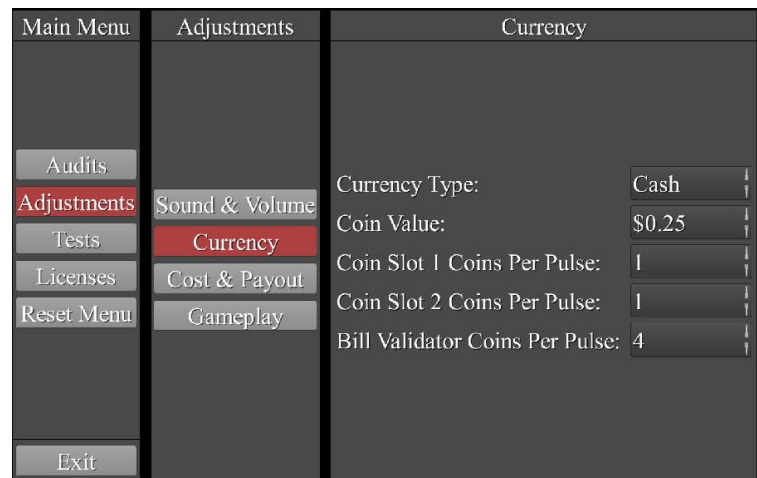Turn on (Yes) or off (No) free play
 (default is No)

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)**

Main Menu	Adjustments	Cost & Payout	
		Ticket Dispenser Enabled:	Yes
Audits		Free Play:	No
Adjustments	Sound & Volume	Coins To Play:	4
Tests	Currency	Ticket Value:	$ 0 . 0 1 0
Licenses	Cost & Payout	Paytable:	33% Paytable
Reset Menu	Gameplay	Theoretical Payout %:	33.0%
		Mercy Tickets:	2
Exit			

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)**

Main Menu	Adjustments	Gameplay
Audits		
Adjustments	Sound & Volume	
Tests	Currency	Attract Mode Touch Me Button Enabled: Yes
Licenses	Cost & Payout	
Reset Menu	Gameplay	
Exit		

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**.

Main Menu	Tests	Ticket Dispenser Tests	
		Ticket Dispenser Tests	
Audits	Mechanical Meter Tests	Tickets Owed:	0
Adjustments	Audio Tests	Dispense One Ticket:	Dispense One Ticket
Tests	Switch Tests	Dispense Five Tickets:	Dispense Five Tickets
Licenses	Video Monitor Tests	Ticket Dispenser State:	IDLE
Reset Menu	Touch Screen Tests	Ticket Sensor Status:	NO TICKET SENSED
	Thermal Tests	Reset Ticket Dispenser:	Reset Ticket Dispenser
	Game ROM Tests		

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

Main Menu	Tests	Mechanical Meter Tests	
	Ticket Dispenser Tests		
Audits	Mechanical Meter Tests		
Adjustments	Audio Tests		
Tests	Switch Tests	Increment Coin Meter:	Increment Coin Meter
Licenses	Video Monitor Tests	Increment Ticket Meter:	Increment Ticket Meter
Reset Menu	Touch Screen Tests		
	Thermal Tests		
	Game ROM Tests		

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

Main Menu	Tests	Audio Tests	
	Ticket Dispenser Tests		
Audits	Mechanical Meter Tests		
Adjustments	Audio Tests	Play Music:	Play Music
Tests	Switch Tests	Play Test Tone:	Play Test Tone
Licenses	Video Monitor Tests	Test Left Speaker:	Test Left Speaker
Reset Menu	Touch Screen Tests	Test Right Speaker:	Test Right Speaker
	Thermal Tests	Mute Audio:	Mute Audio
	Game ROM Tests		

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

| Main Menu	Tests	Switch Tests	
	Ticket Dispenser Tests		
Audits	Mechanical Meter Tests		
Adjustments	Audio Tests	Coin 1:	OPEN
Tests	Switch Tests	Coin 2:	OPEN
Licenses	Video Monitor Tests	DBA:	OPEN
Reset Menu	Touch Screen Tests	Service Button:	OPEN
	Thermal Tests	Test Button:	OPEN
	Game ROM Tests		

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

Main Menu	Tests	Video Monitor Tests
	Ticket Dispenser Tests	
Audits	Mechanical Meter Tests	
Adjustments	Audio Tests	
Tests	Switch Tests	Show Grid Test Pattern
Licenses	Video Monitor Tests	Show Color Bars Test Pattern
Reset Menu	Touch Screen Tests	
	Thermal Tests	
	Game ROM Tests	
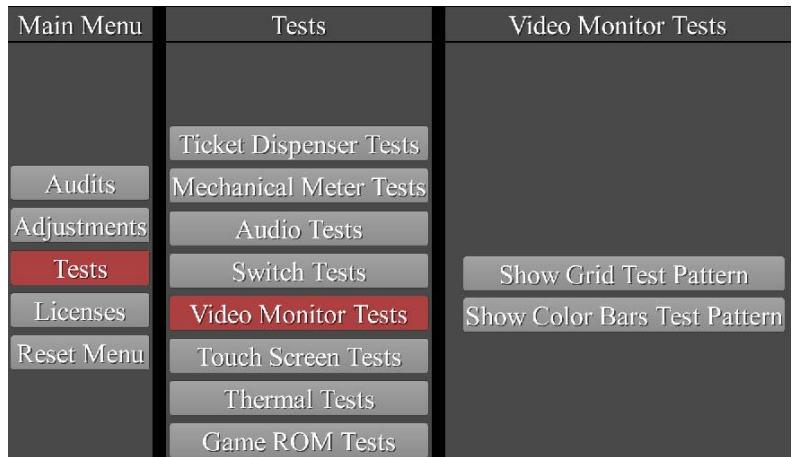
Grid Test
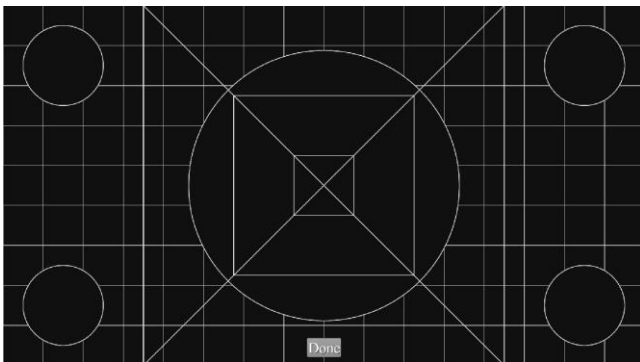
Color Bars Test

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

TOUCH SCREEN TESTS

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

Note: No calibration is required.

Main Menu	Tests	Touch Screen Tests
	Ticket Dispenser Tests	
Audits	Mechanical Meter Tests	
Adjustments	Audio Tests	
Tests	Switch Tests	
Licenses	Video Monitor Tests	Touch Screen Draw Test
Reset Menu	Touch Screen Tests	
	Thermal Tests	
	Game ROM Tests	

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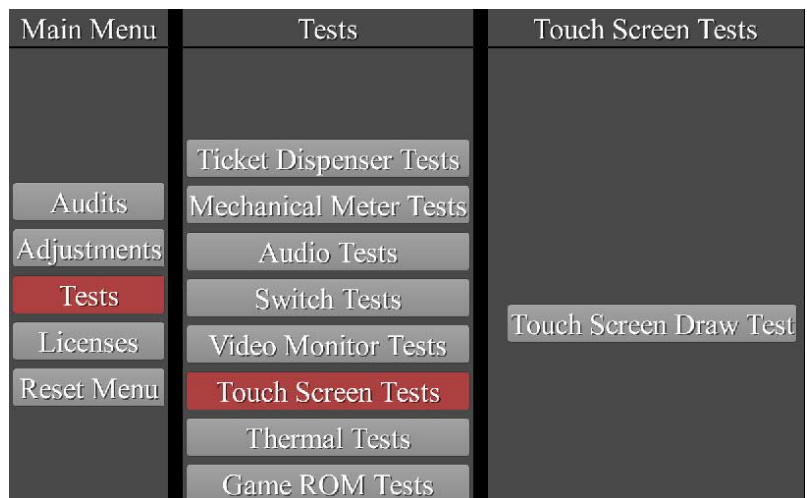
THERMAL TESTS

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

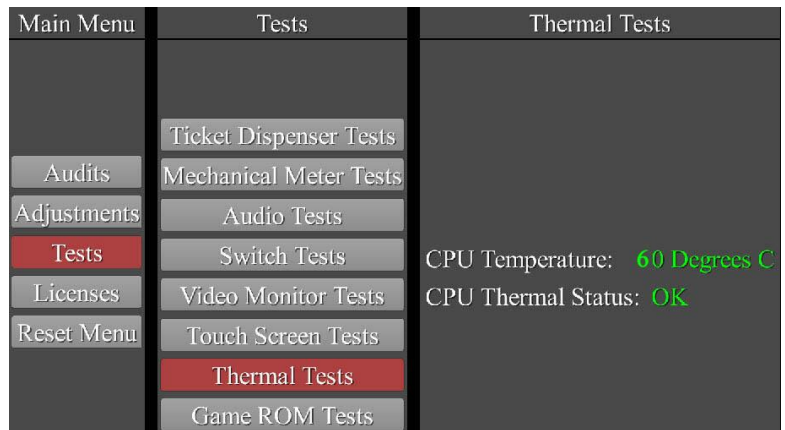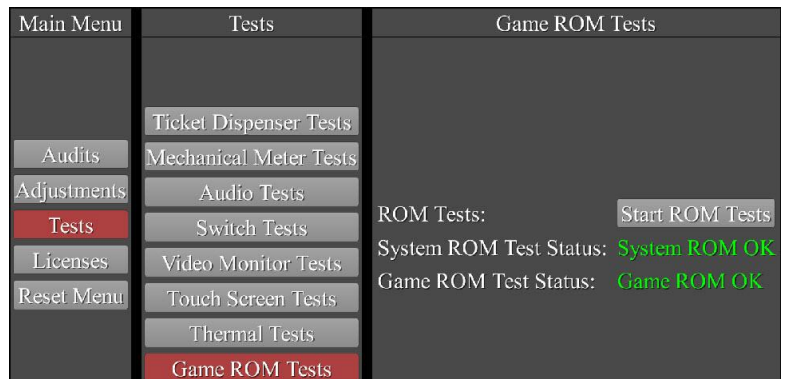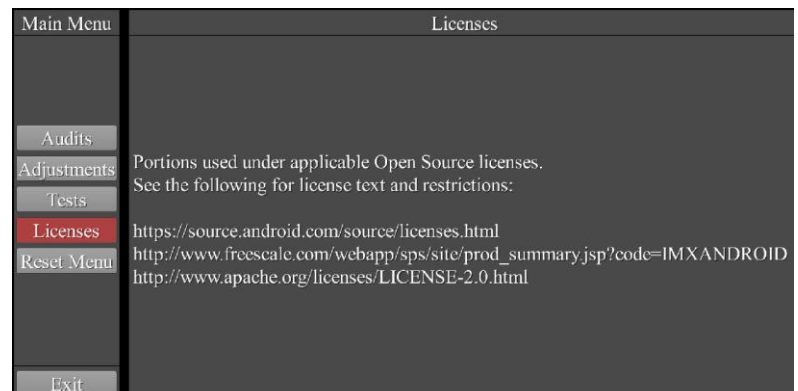| Main Menu	Tests	Thermal Tests
	Ticket Dispenser Tests	
Audits	Mechanical Meter Tests	
Adjustments	Audio Tests	
Tests	Switch Tests	CPU Temperature: 60 Degrees C
Licenses	Video Monitor Tests	CPU Thermal Status: OK
Reset Menu	Touch Screen Tests	
	Thermal Tests	
	Game ROM Tests	

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.

Main Menu	Tests	Game ROM Tests
	Ticket Dispenser Tests	
Audits	Mechanical Meter Tests	
Adjustments	Audio Tests	
Tests	Switch Tests	ROM Tests: Start ROM Tests
Licenses	Video Monitor Tests	System ROM Test Status: System ROM OK
Reset Menu	Touch Screen Tests	Game ROM Test Status: Game ROM OK
	Thermal Tests	
	Game ROM Tests	

LICENSES

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

Main Menu	Licenses
Audits	
Adjustments	Portions used under applicable Open Source licenses.
Tests	See the following for license text and restrictions:
Licenses	https://source.android.com/source/licenses.html
Reset Menu	http://www.freescale.com/webapp/sps/site/prod_summary.jsp?code=IMXANDROID
	http://www.apache.org/licenses/LICENSE-2.0.html
Exit	

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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

Main Menu	Reset Menu	
Audits		
Adjustments	Reset Credits:	Reset Credits
Tests	Reset Tickets:	Reset Tickets
Licenses	Reset Current Term Audits:	Reset Current Term Audits
Reset Menu	Factory Reset:	Factory Reset
Exit		