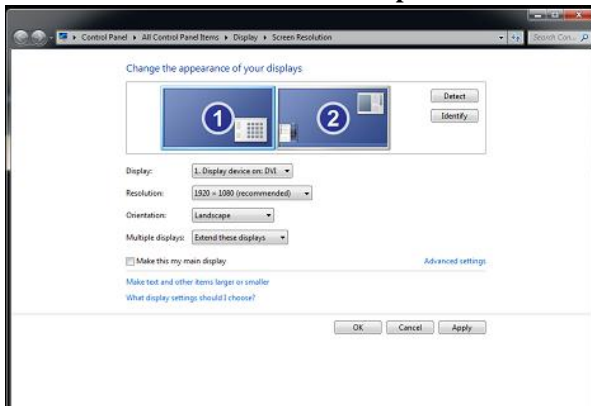


# PLATINUM

## HOW TO SETUP YOUR DUAL MONITORS

1. You will need a mouse/keyboard to complete monitor setup.
2. Access your manager's menu and go to 'Configure Terminal'
3. Select 'Change Screen Resolution'
4. This screen should open

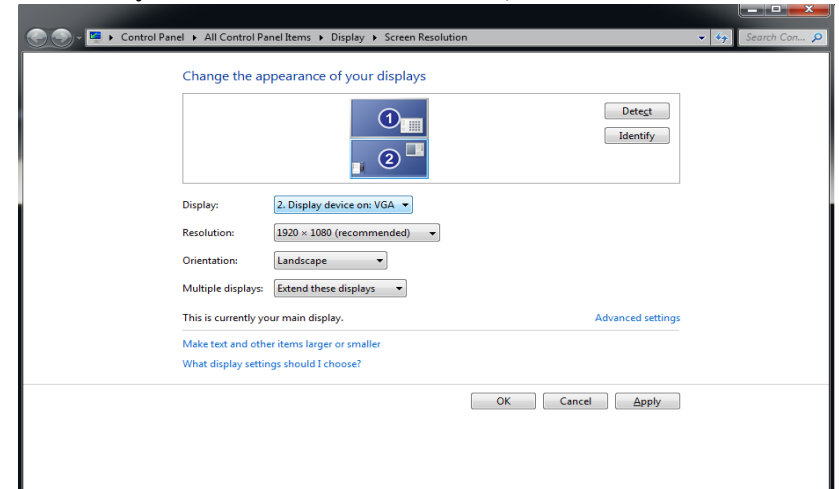


5. What we are correcting is the fact that the monitors are side by side.
6. Next select the Identify button. Each monitor will appear with a number on it.



7. You must arrange your monitors in the control panel window (#4) so they are in the same position as the monitor numbers that appeared on your cabinet. For my example, my monitors had #1 on top and #2 on the bottom. If you touch or click with the mouse on the monitors in the

control panel that's open, you can drag the monitors into different positions. You can see I moved the #1 monitor so that it shows on top of #2 monitor. Make sure they are even on the sides. Additionally, make sure that each monitor is set to 1920x1080 resolution. This Works the best if your monitors are 16:9 monitors, not 16:10.



8. Next click the monitor in the window that is on the bottom. If this is your main display you will see a message that says 'This is currently your main display'. Your monitors are correctly setup and you need to click apply and ok. If you do not see that message like in the picture above, you will see a box that says 'make this my main display'. Click this box and then click apply and then ok.
9. Once you click ok, please press the following 3 keys on the keyboard at the same time: "CNTL, ALT, DEL". It will carry you to a black screen and in the lower right corner you will see a red box with a circle and arrow. Click the arrow with your mouse and select restart. This will save your monitor settings. Failure to do so may result in you having to set your monitors up again.
10. If your monitors are not positioned in Windows on top of each other like in #7, then when you launch a game it will all be on one screen and will not function correctly. Your cabinet may be a little different and have monitor 2 on top instead of 1.
 

**\*\*\*Please be sure that you have connected the 4 PIN ATX connector from the power supply to the side of the board. This is Vital for the board to run correctly.\*\*\***

## SAS SETUP (if needed)

1. Our system uses crossover cables to connect from the game to the site controller. You can use a cat5e cord with the RS232 adapters (a straight through on one end and a crossover adapter on the other) or a NULL modem cable.
2. Plug one end of the cable into serial port 2 (Marked SAS on our board) and the other end into the Site controller.
3. In Configure Terminal, set the Terminal # to the serial port# on the site controller that the game is plugged into.

BANILLA GAMES HARNESS

72-PIN EDGE CONNECTOR		20-PIN EDGE CONNECTOR	
SOLDER SIDE	PART SIDE	SOLDER SIDE	PART SIDE
	1	Ground	1 Ground
	2	Ground	2 Ground
	3	Speaker +(LS)	+5volts
	4		4
Speaker -(LS)	5	+12volts	5 +12volts
	6		6
	7		7
	8		8
	9	Ground	9 Ground
Play button	10	Ground	10 Ground
	11		
Speaker +(RS)	12		
	13		
Logic box Switch	14		
	15		
Cashout light	16		
	17		
	18	Pulse	
	19		
Managers menu	20	Limited menu	
Cashout button	21		
	22		
	23	Meter in	
	24		
	25		
	26		
	27		
	28	Meter out	
	29		
	30		
Play button light	31		
	32		
	33		
	34		
	35		
	36	Speaker -(RS)	

## Diamond Skill Platinum

IF YOU HAVE ANY QUESTIONS OR PROBLEMS INSTALLING,  
PLEASE CALL 252-329-7977, THEN PRESS 2 FOR SERVICE

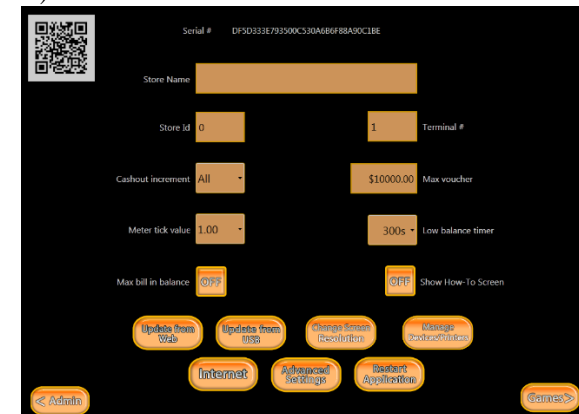
### Admin Panel

(This menu can be brought up by flipping the Managers Switch inside the cabinet.)



### Configure Terminal

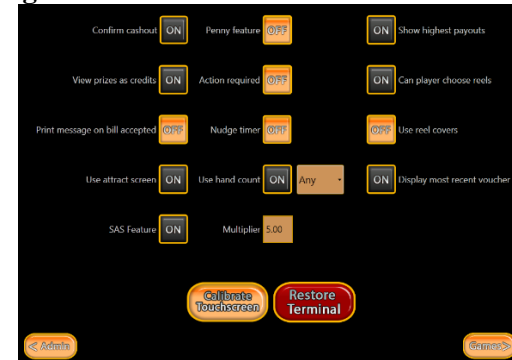
(Must have a PIN number to make changes on this screen. Default PIN number is 8888.)



1. Configurable Store Name, Store Id, and Terminal #.
2. For SAS enabled locations, Terminal # is used to label the machine per the serial port it is plugged into on the Site controller.

3. **Cash out Increment** - Vouchers will print out in multiples of whatever it is set to. For Example; If Cash Out Increment is set to \$5.00, and you have balance of \$22.00. When you hit Ticket or Cash out, you will be printed a voucher for \$20.00 and leave the \$2.00 on the machine. Cash out Increment can be set to the following options; ALL redeems everything, \$1.00, \$5.00, \$10.00.
4. **Meter Tick Value** - Determines the value per meter tick
5. **Max Bill in Balance** – If using a serial/USB bill acceptor, this feature will enable. Once the terminal has this amount on it, the bill acceptor will disable until the balance is below. Ex] if the Max balance is set to \$100 and the terminal has \$99 on it, then the customer can add any bill to the machine. If they add a \$100 bill, their balance will go to \$199 and the bill acceptor will then disable. It will re-enable after the balance falls below \$99
6. **Max Voucher** - Sets the highest amount that can be cashed out per voucher. Example, if set to \$1,000 and you have a balance \$1,250, when cashed out it will print you one voucher for \$1,000. You must press cash out again to receive a voucher for the remaining \$250.
7. **Low Balance Timer**- This timer will appear when a customer has less than a quarter on the machine. They will have X amount of time to insert more money before the hand count is reset to ZERO.
8. **Show How-To Screen**- With this enabled, when a customer selects a game to play, before it launches it will display instructions on how to either nudge or use the hot swap feature.
9. **Update from Web** - When an update is available for your terminal and it is online, select Update by Web, then follow the on-screen instructions to complete the update.
10. **Update from USB**- When an update is available for your terminal and you have a USB, just insert the USB when on the Configure Terminal screen, then follow the on-screen instructions to complete the update.
11. **Change screen resolution**- This will launch a window that will allow you to configure the settings of your monitors. See last page for a description of how to set up your monitors.
12. **Manage Device\Printers** – This will carry to the Printers and Devices page in Windows.
13. **Internet** - Will bring up an internet explorer page.
14. **Advanced Settings** - Brings you to another page of configuration settings (pictured below).
15. **Restart Application** - This will restart the software on the computer, not the computer.

## Advanced Settings



1. **Confirm Cash out** - If turned on, when cash out is pressed it will give the customer a confirmation screen, asking them to confirm their cash out.
2. **View Prizes as Credits** - When ON, anywhere on the machine you see a cash value, it will show without the \$ and decimal.
3. **Print Message on Bill Accepted** - If enabled, when a bill is inserted into the bill acceptor, it will print a receipt for the customer.
4. **Use Attract Screen** – This will enable or disable the attract screen.
5. **SAS Feature** – For GA markets, this feature will need to be enabled to connect to the state. For other markets, this does not need to be enabled. It will not cause you any issues if enabled. But if it is enabled, when you press your managers button, you will not be prompted for a pass code to enter the manager’s menu, it will carry you directly there.
6. **Penny Feature**- When enabled you have the option to collect a penny on any hand, losing or winning.
7. **Action Required** – When enabled, will force the customer to always nudge a reel or choose a Hot Swap icon on every spin. They cannot press play to pass a losing spin.
8. **Nudge Timer** - This sets the amount of time the player must decide whether to nudge or which icon to hot swap. Can be configured to be turned off, or on and set to 15, 20, 25, and 30.
9. **Use Hand Count** - Can be turned on or off to meet requirements. The default value for the hand count multiplier is 5 but is configurable. It can also be set to all or any. If set to any, the machine will allow you to cash out the amount your hand count can cover, even if it’s not high enough to cover the whole balance. For example, if hand count is on and set to 5, you have a balance of \$50.00, and you have a hand count 3. When cashed out, it will cash you out \$15.00, reset your hand count to 0, and leave \$35.00 on the machine. If set to ALL, the hand count must be high enough to cover the entire balance to cash out. If this is a Superior Skill, then the multiplier will be automatically set to \$3.75.
10. **Show Highest Payout** - If enabled, the Game Selection Screen will display the highest win amount per game, under the Game Title. If the Jackpot is enabled, it will display the Jackpot amount.

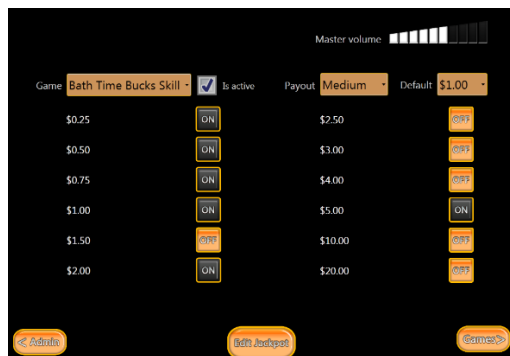
11. **Can Player Choose Reels** - If enabled, the player will be able to change between spinning reels and doors/shutters, IN GAME.
12. **Use Reel Covers** - If enabled, the games will default to using doors/shutters instead of spinning reels.
13. **Display Most Recent Voucher** – This will enable or disable the last voucher printed on the Game Selection Screen.
14. **Calibrate Touchscreen** - If using a 3M touch driver monitor. Pressing this will bring up the calibration program so you can calibrate your monitor.
15. **Manage User Access** - Allows you to set what limited users can see when they enter in their password (for non-SAS boards).
16. **Restore Terminal** - When pressed, it will reset the machine of all its data. Lifetime Meters will be set to 0.

## MANAGE USER ACCESS



1. The default access for a User are configure devices and the screen shot viewer. If you want the users to have more access, just click the off button beside any of the selections and it will change to on.
2. **Change Admin PIN**- allows you to change the default PIN from 8888.
3. **Change User PIN**- allows you to change the default PIN from 9999.

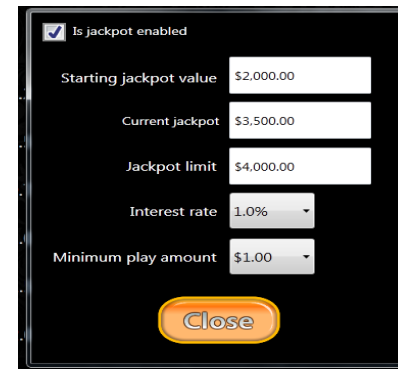
## Configure Games



1. **Game** - Select the game you wish to configure using this drop box in the top left hand corner.

2. **Is Active** - Turn the selected game on or off using the “Is Active” checkbox.
3. **Payout %** - Choose your desired payout % in the top right corner. Can be set to Low, Medium, High. The default is medium.
4. **Play Amounts** - Turn On/Turn Off desired Play Amounts by pressing the on/Off button.
5. **Master Volume** - This is how you set the default sound for the machine.
6. **Default** – sets the play amount that the game will default to.

## Edit Jackpot



1. **Starting Jackpot Value** - This value should be the amount that the jackpot reverts to when a Jackpot is hit.
2. **Current Jackpot** - Enter the value you want the jackpot to be currently
3. **Jackpot Limit** - This should be the maximum amount that you want the jackpot to reach.
4. **Interest Rate** - This is the rate per play at which the jackpot increases.
5. **Minimum Play Amount** - The amount you set will be the minimum amount a customer must play for to be eligible for the jackpot.

## Configure Devices





1. Any Bill Acceptor can be used if it is configured for pulse. Just select pulse on the configure devices page. Otherwise connect the appropriate serial cord/USB up to the unit, and select it from the drop-down menu.

2. Printer Installation is dependent upon the Make/Model of Printer installed.

A. For a custom Tg558 printer plug the serial cable into a serial port on the board. Under CONFIGURE DEVICES, select GENERIC USB. Next go into Configure Terminal, then select Manage Devices/Printers. Now double click on "Generic/Text Only", then select Printer and in the drop-down box, select this printer as the default printer. Then go back to printer, and select properties. Select the ports tab at the top and then select the appropriate COM port you plugged the printer into (check com number next to the port on the board). Then select apply, then OK.

B. For a Phoenix (PHX-USB) printer plug the USB cord into one of the ports on the back of the board and the other end into the printer. Under CONFIGURE DEVICES, select GENERIC USB. Next go into Configure Terminal, then select Manage Devices/Printers. Now double click on "Generic/Text Only", then select Printer and in the drop-down box, select this printer as the default printer. Then go back to printer, and select properties. Select the ports tab at the top and then select the appropriate COM port you plugged the printer into (it should say virtual com port). If virtual com port is not listed, you must restart the computer as windows has not registered the printer yet, then go back and set it to the virtual com port. Then select apply, then O.K.

C. For the ICT 58CR printer, plug the download cable into a serial port, then in configure Devices select ICT 58CR as your printer. Make sure only dip switch 1 is on.

D. For other printers, insert a flash drive with the printer drivers into a USB port or download them from the internet. Next go into Configure Terminal, then select Launch Control Panel. On the left-hand side of the explorer window, click on the removable drive, and install the printer drivers. When the drivers are finished installing, click on the arrow to the left of computer in the address bar located at the top of the explorer window. Then select Control Panel. Click on devices and printers, and set the printer you just installed as the default printer.

## BILL ACCEPTOR SETTINGS FOR PULSE

MEI 200 series side



Pyramid



ICT PA7 FRONT



SIDE



ICT TAO FRONT



SIDE



## BILL ACCEPTOR SETTINGS FOR SERIAL/USB

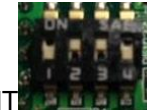
ICT PA7 FRONT



SIDE



ICT TAO FRONT



SIDE



MEI 2831/2631 Serial/USB

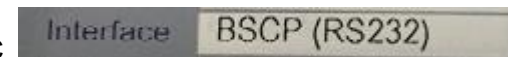
JCM DBV30X ID003



JCM DBV40X ID003



ASTRO GBA ST1-C



Apex/Pyramid Bill Acceptor serial cord part # 05AA0023

JCM 302 Bill Acceptor serial cord part # 400-100242R-A

MEI Bill Acceptor serial cord part# 250078075P

MEI Bill Acceptor USB cord part# 250065173P1

ASTRO Bill Acceptor usb cord, MINI USB to USB

ASTRO Bill Acceptor serial cord must be purchased from ASTRO

Custom TG-558 printer cord- 2650000000311 (custom to pc)

ICT printer cord – download cable WEL-R079 (suzohapp)