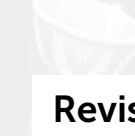


# Singularity

## Start Up Guide

REELS OF THUNDER



Revision: 1.0  
Date: 10/18/24



## Contents

Introduction.....	3
Accessing the Operator Menu .....	3
Activating the Game.....	4
To Activate all the installed games at once .....	5
To Activate individual Games .....	6
Game Parameters.....	7
Machine Parameters .....	12
Progressive Settings .....	17
Attract Settings.....	22
Peripherals .....	26
Restore Config .....	31

### Disclaimer

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Version	Author / Contributors	Date	Changes / Comments
1.0	Shawn Lucci – Technical Writer Enock Etienne - Director of Game Development Benjamin Ferrell - Sr. Lead Software Engineer Brett Prank - Sr. SQA Tester I	10.18.24	Original Document

## Symbols Used in This Guide



Indicates a **Note** or tip that the Operator should be aware of or may be helpful during the set up.



Indicates a **Warning** in which the Operator should pay close attention as an error may occur, damage to the machine, software or injury to the Operator may also occur.

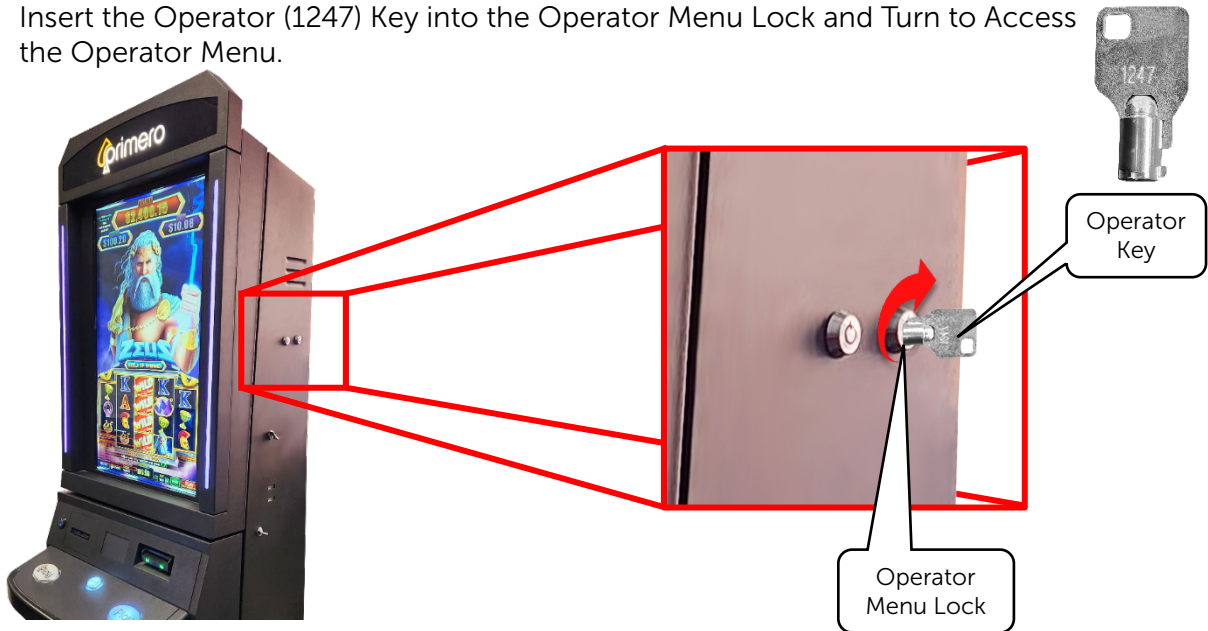


## Introduction

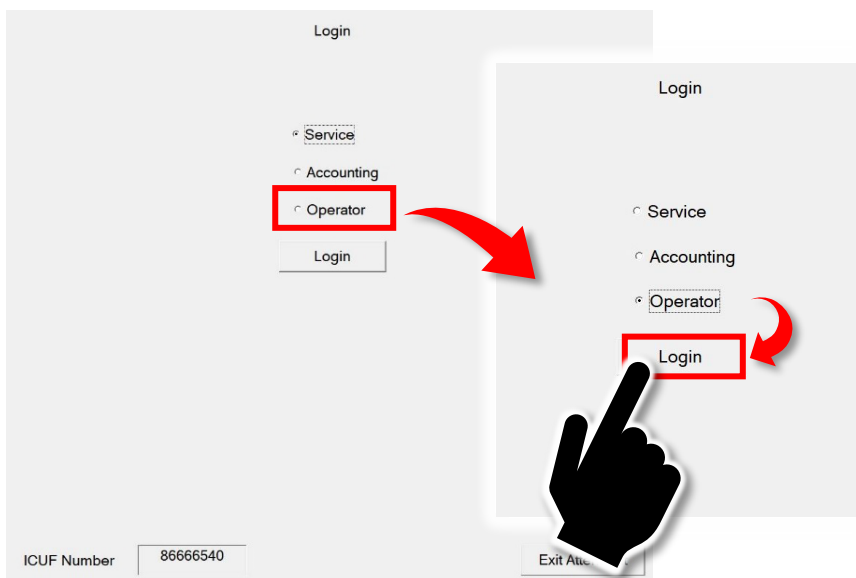
This Startup Guide for Singularity Games will walk the Operator through some basic settings necessary to get the game setup and ready for play. There are five Menus with sub-settings that the Operator will need to set or check including Game Parameters, Machine Parameters, Attract Settings, Progressive Settings and Peripherals.

## Accessing the Operator Menu

1. Insert the Operator (1247) Key into the Operator Menu Lock and Turn to Access the Operator Menu.



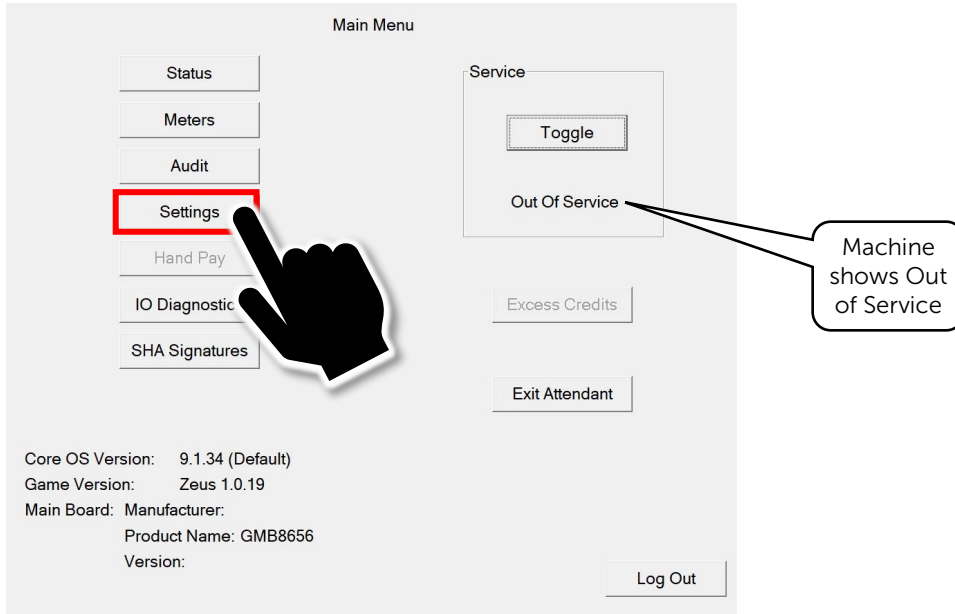
2. The Login Screen Appears, Select **Operator** and Tap **Login**.




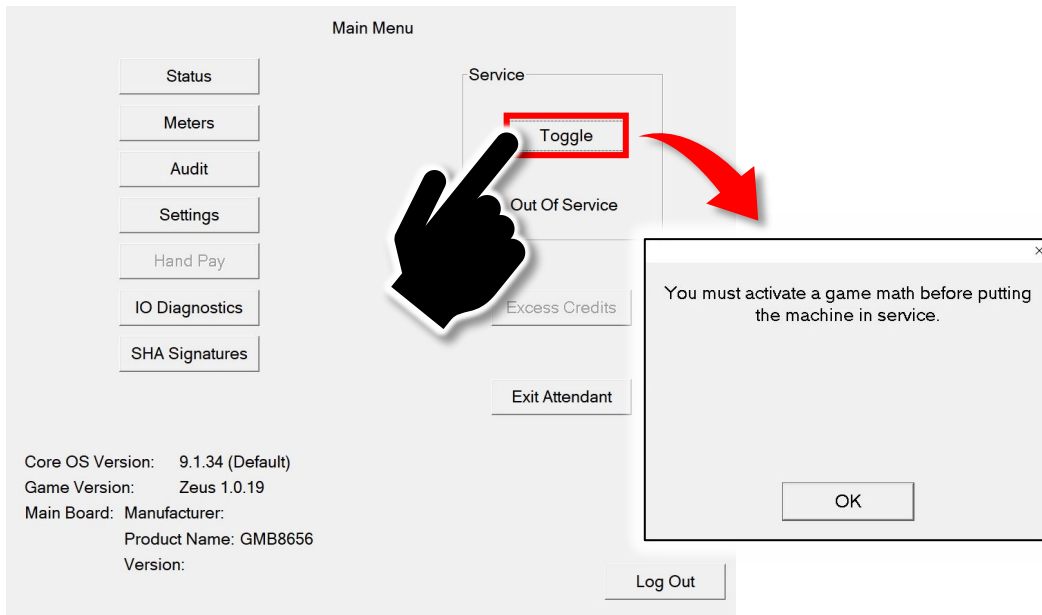


## Activating the Game

3. The Main Menu Appears. Tap Settings.

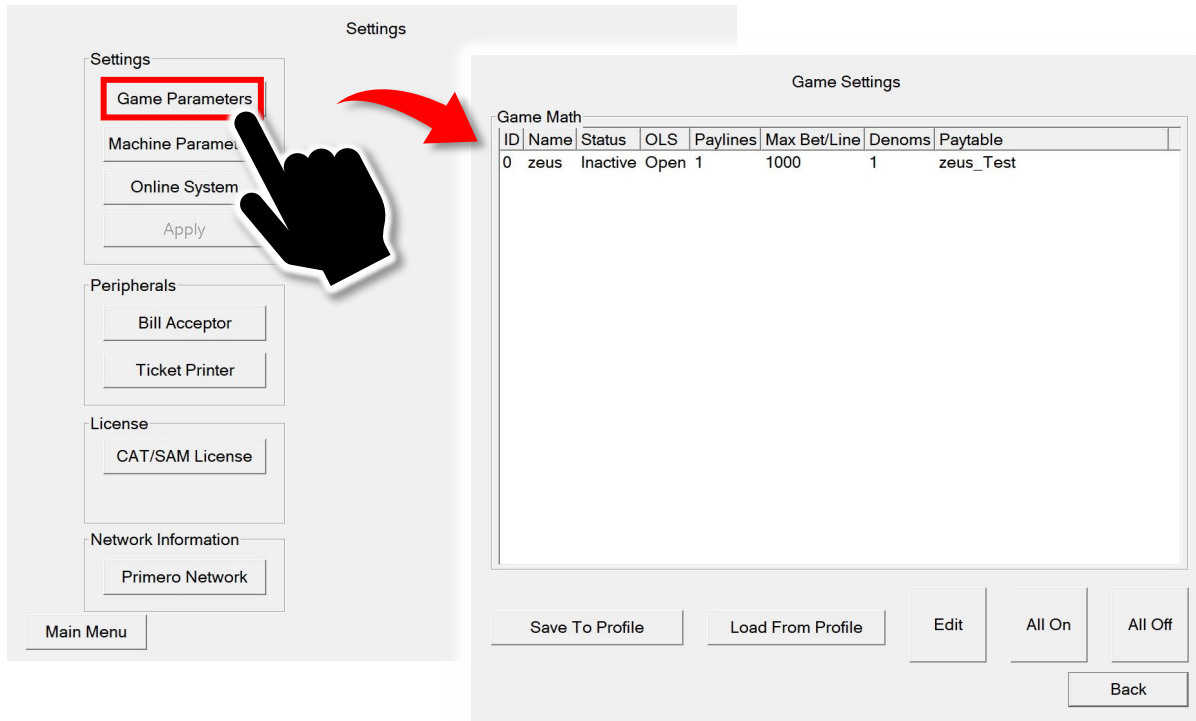


 **Note:** Tapping the **Toggle** Button here will not put the machine in service. A Game must first be activated, or an error will occur.



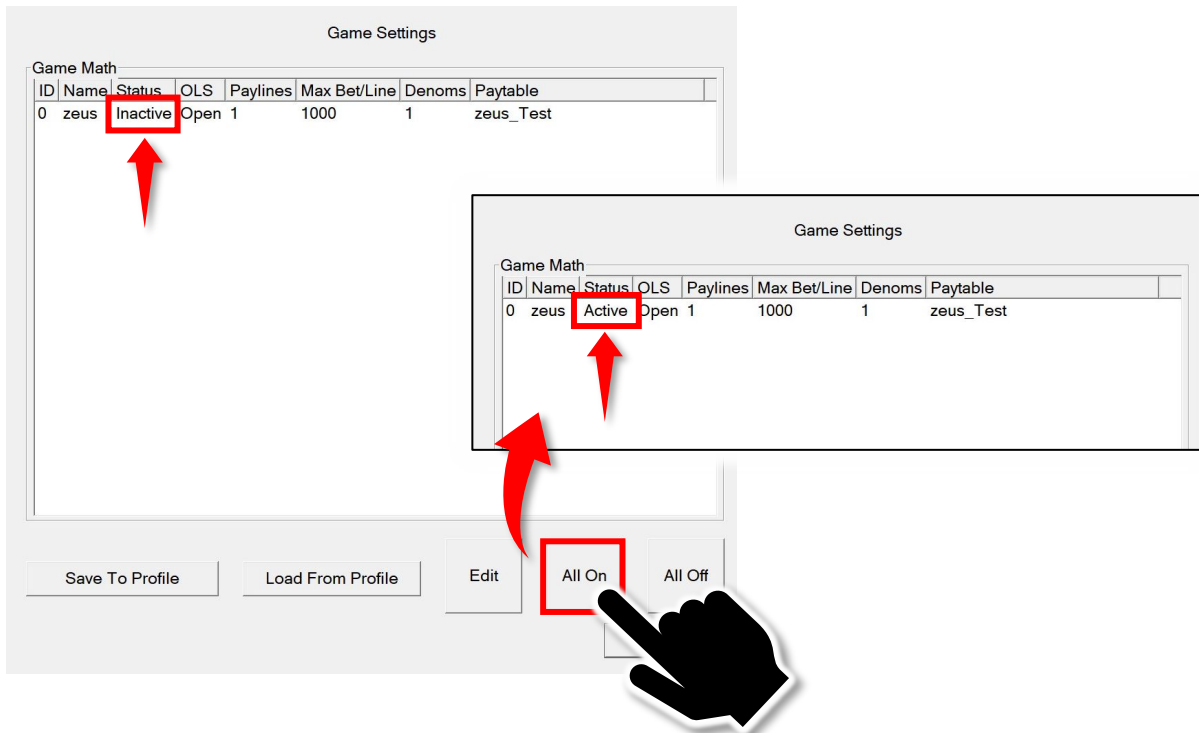


- The Settings Screen Appears. Tap **Game Parameters** and the Game Settings screen opens to show the installed games.



## To Activate all the installed games at once

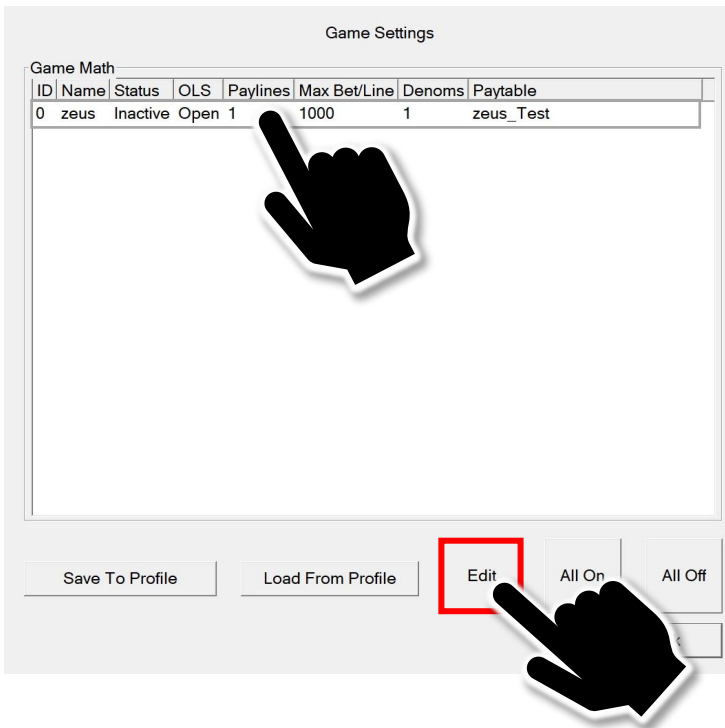
- Tap **All On** and all the Games will activate.



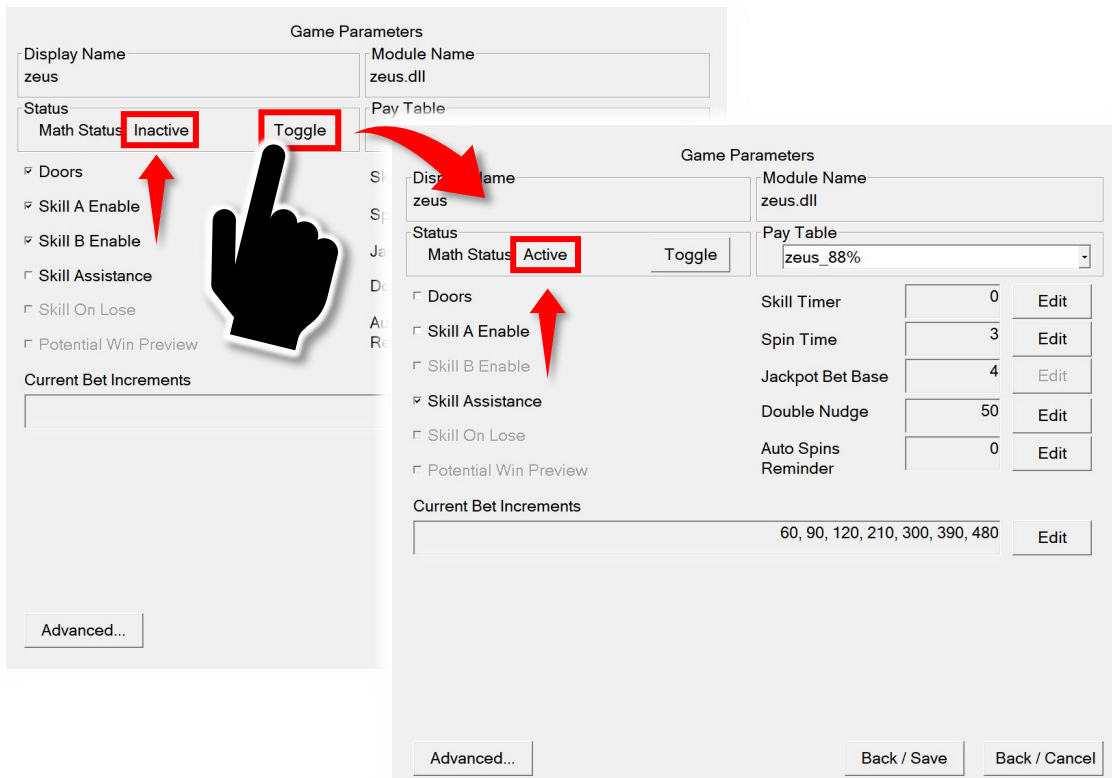


## To Activate individual Games

6. Select the Game to be Activated and Tap Edit.



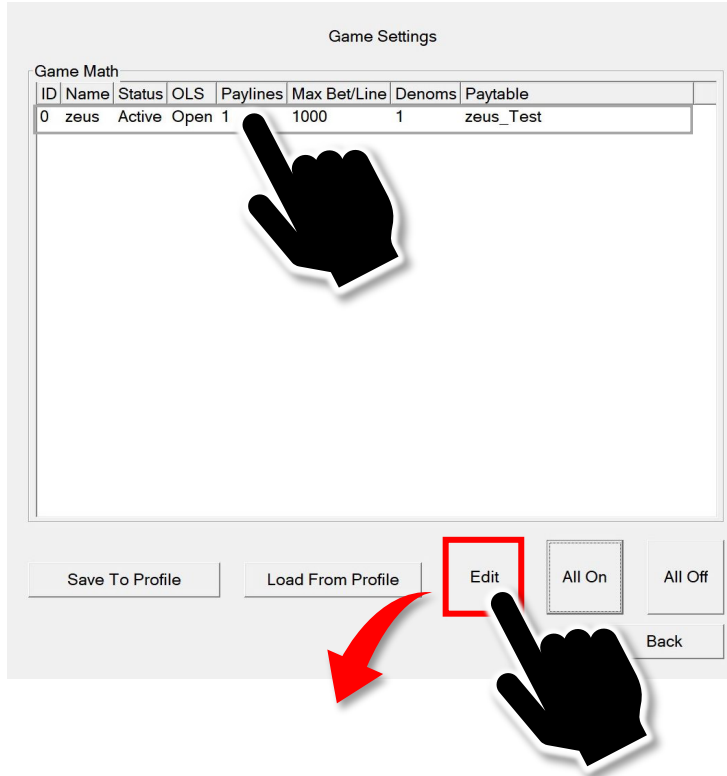
7. The Game Parameters screen opens. Tap Toggle to Activate the individual game.



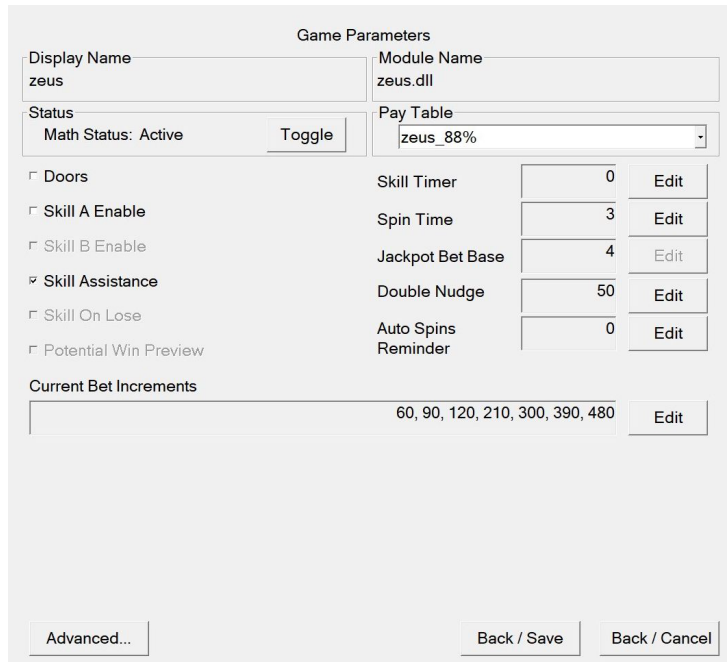


## Game Parameters

8. If the Game Parameters screen is not already open, navigate there by Selecting the Game and Tapping Edit.

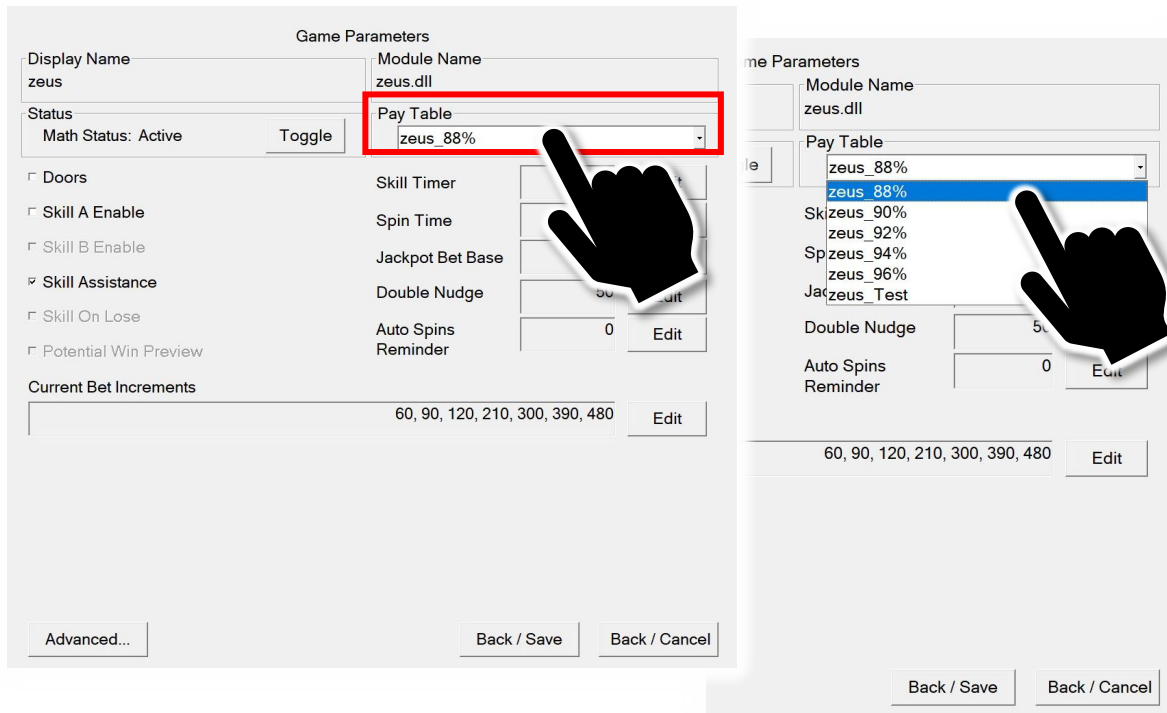


The Game Parameters Menu Opens.



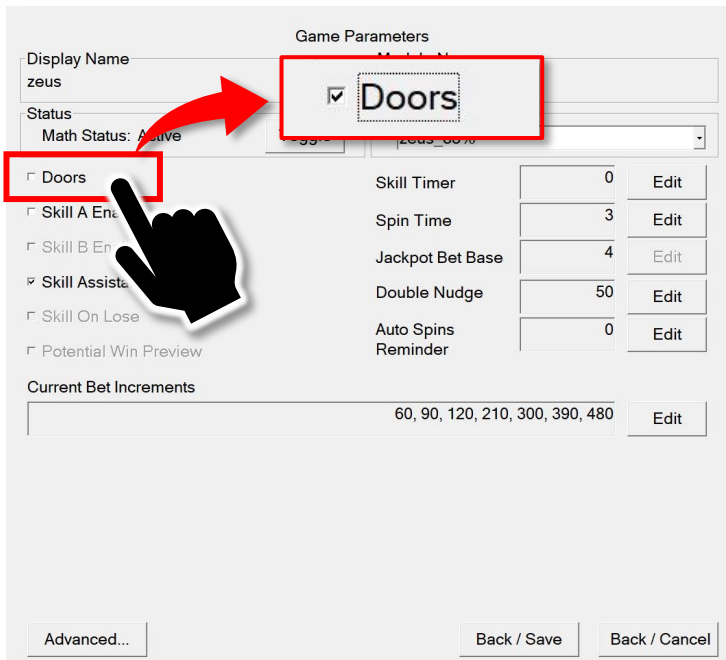


9. Select the **Pay Table** settings from the dropdown.



10. Tap **Doors** to toggle the Door setting on or off.

When active, Doors will open and close to reveal the Reel results rather than showing a traditional Reel spin.

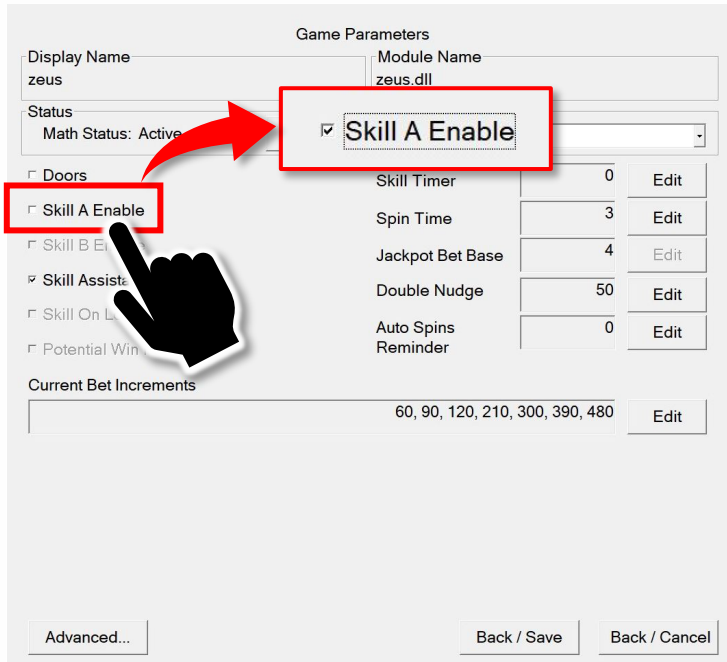






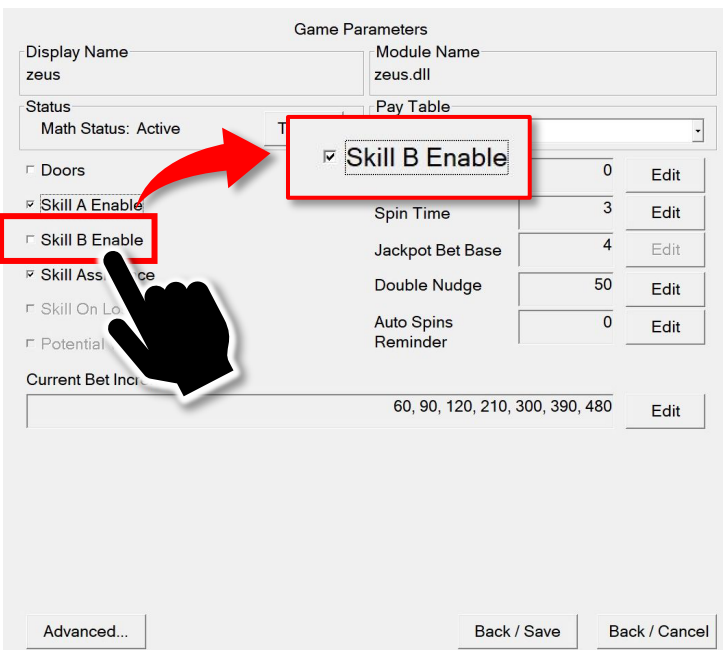
11. Tap **Skill A Enable** to enable or disable Skill A.

When enabled a Match 2 Skill will display on winning hands.



12. Tap **Skill B Enable** to enable or disable Skill B. This skill is only available if Skill A is enabled.

When enabled, a second skill for matching symbols will appear after the Match 2 Skill. This skill has no Skill Assistance available.





13. Tap **Skill Assistance** to enable or disable Skill Assistance. This setting is enabled by default.

Skill Assistance will highlight the correct matches for the Match 2 Skill to assist players in the correct choice.

Game Parameters

Display Name	zeus	Module Name	zeus.dll
Status	Math Status: Active <span>Toggle</span>	Pay Table	zeus_88%
<input type="checkbox"/> Doors		<input type="checkbox"/> Skill Assistance	0 <span>Edit</span>
<input checked="" type="checkbox"/> Skill A Enable			3 <span>Edit</span>
<input type="checkbox"/> Skill B Enable		Jackpot Bet Base	4 <span>Edit</span>
<input checked="" type="checkbox"/> Skill Assistance		Double Nudge	50 <span>Edit</span>
<input type="checkbox"/> Skill On		Auto Spins	0 <span>Edit</span>
<input type="checkbox"/> Potential Win		Reminder	
Current Bet	60, 90, 120, 210, 300, 390, 480		<span>Edit</span>

Advanced... Back / Save Back / Cancel

14. Tap **Back / Save** to save the Game Parameters setup.

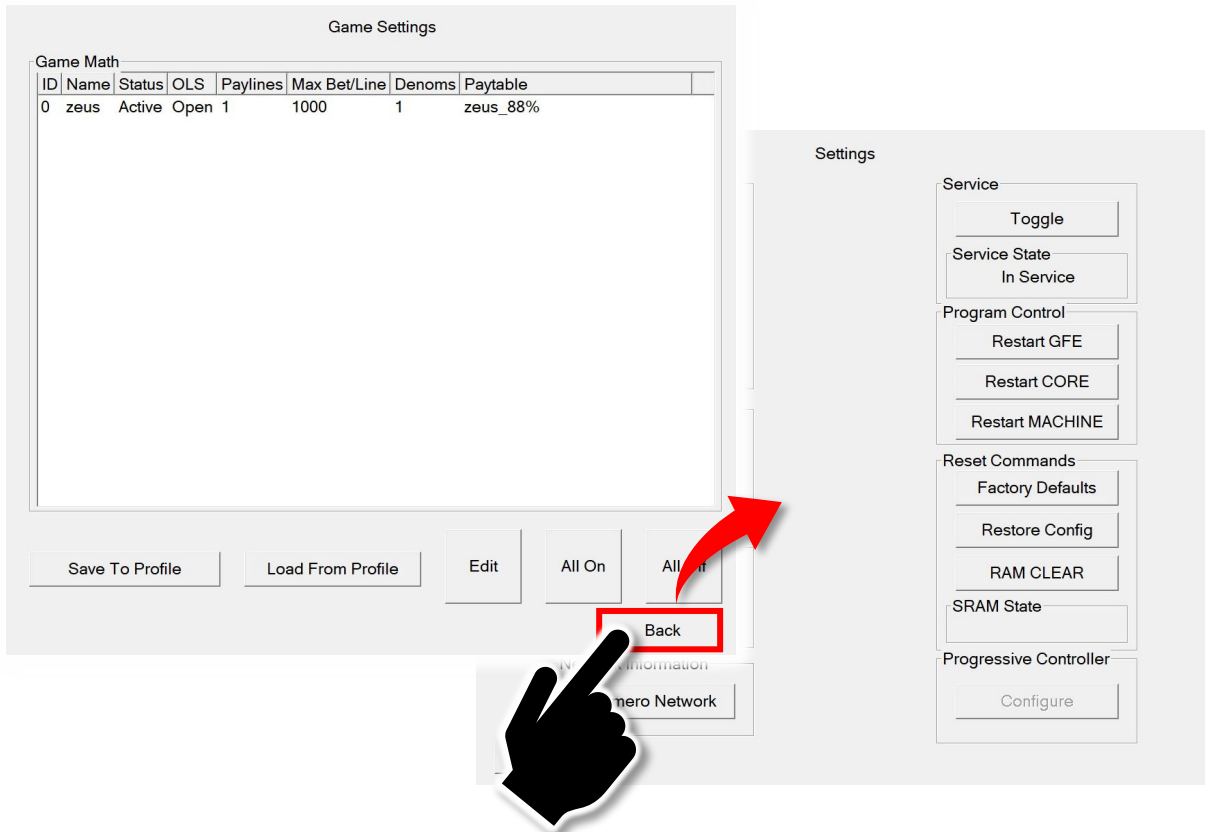
Game Parameters


Display Name	zeus	Module Name	zeus.dll
Status	Math Status: Active <span>Toggle</span>	Pay Table	zeus_88%
<input type="checkbox"/> Doors		Skill Timer	0 <span>Edit</span>
<input checked="" type="checkbox"/> Skill A Enable		Spin Time	3 <span>Edit</span>
<input type="checkbox"/> Skill B Enable		Jackpot Bet Base	4 <span>Edit</span>
<input checked="" type="checkbox"/> Skill Assistance		Double Nudge	50 <span>Edit</span>
<input type="checkbox"/> Skill On Lose		Auto Spins	0 <span>Edit</span>
<input type="checkbox"/> Potential Win Preview		Reminder	
Current Bet Increments	60, 90, 120, 210, 300, 390, 480		<span>Edit</span>

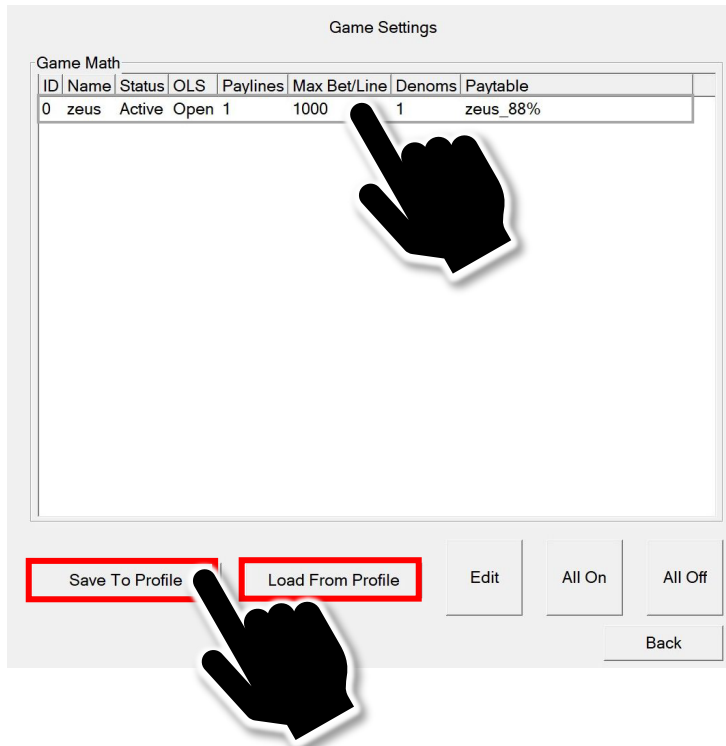
Advanced... Back / Save Back / Cancel



15. The Game Select screen appears again. Tap **Back** to return to the Settings screen.



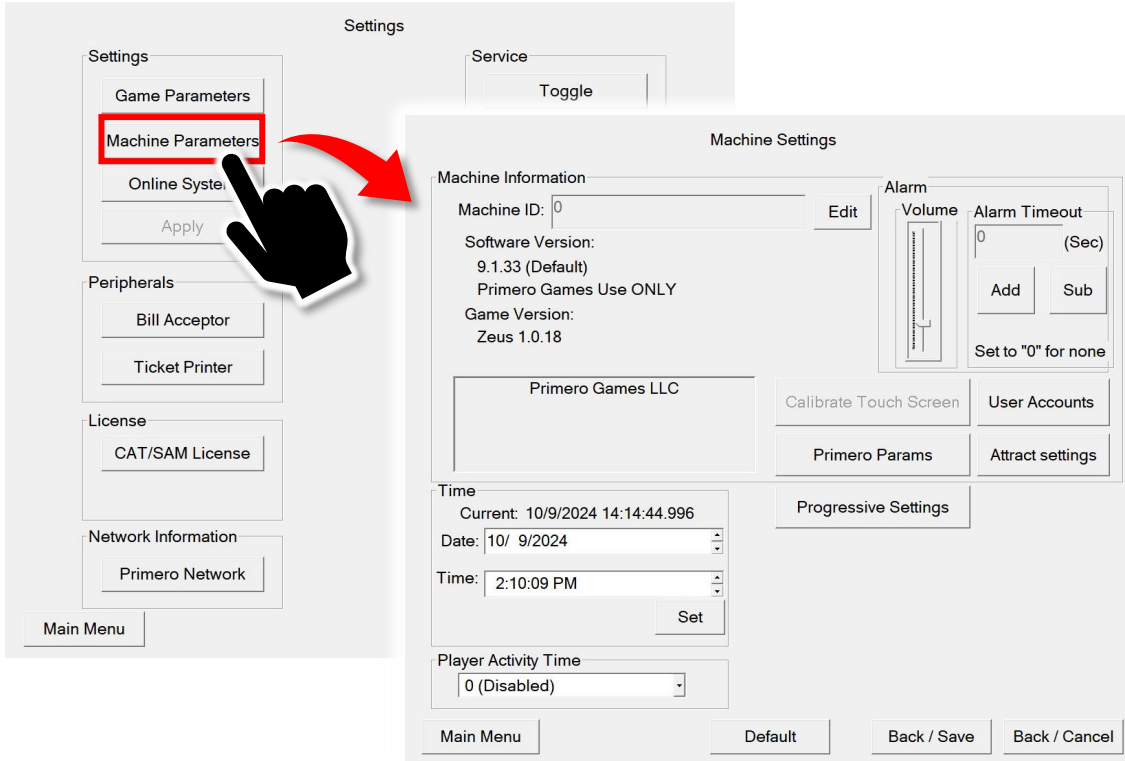
 **Note:** To save the Game Settings for future use, Select the game and Tap **Save to Profile**. To reload the settings, Tap **Load From Profile**.



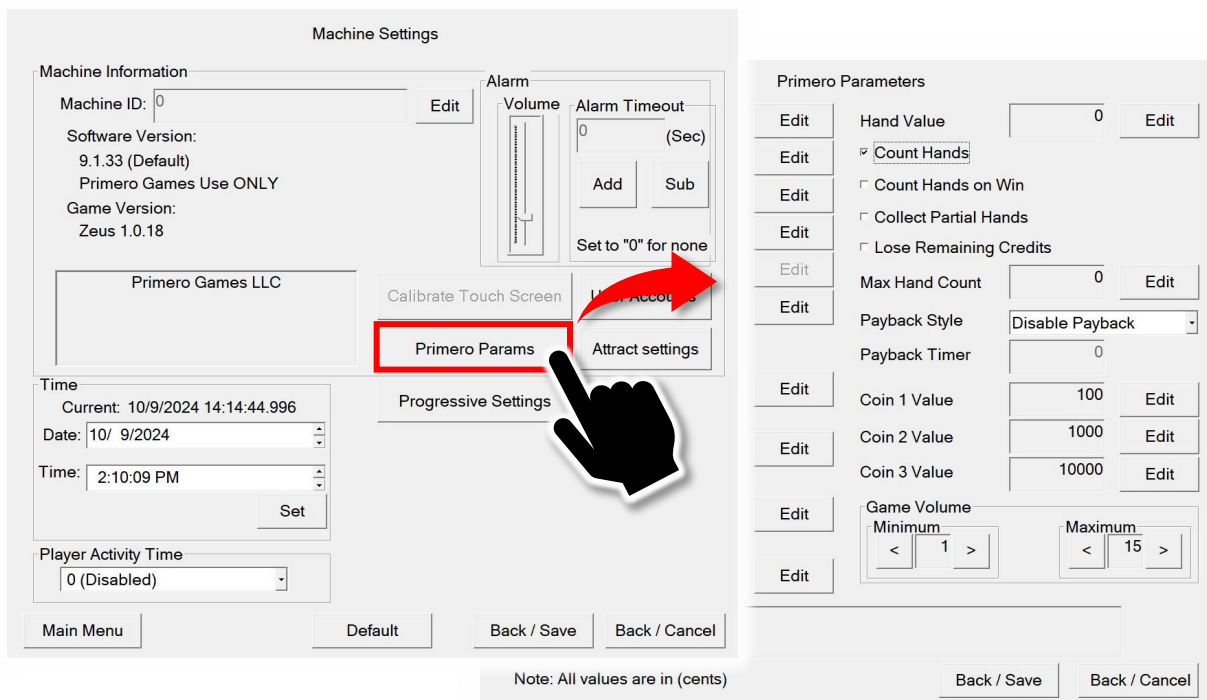


## Machine Parameters

16. Once back on the Settings screen, Tap **Machine Parameters** and the Machine Settings screen opens.

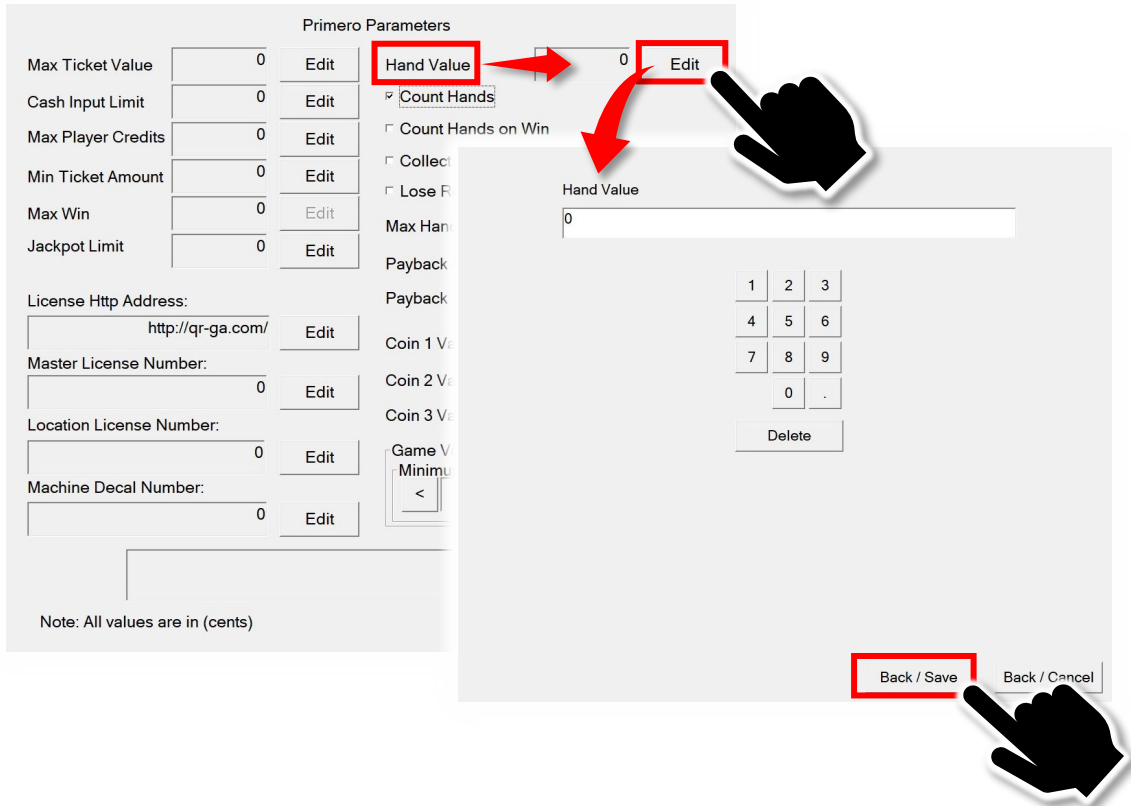


17. Tap **Primero Params** and the Primero Parameter screen opens.

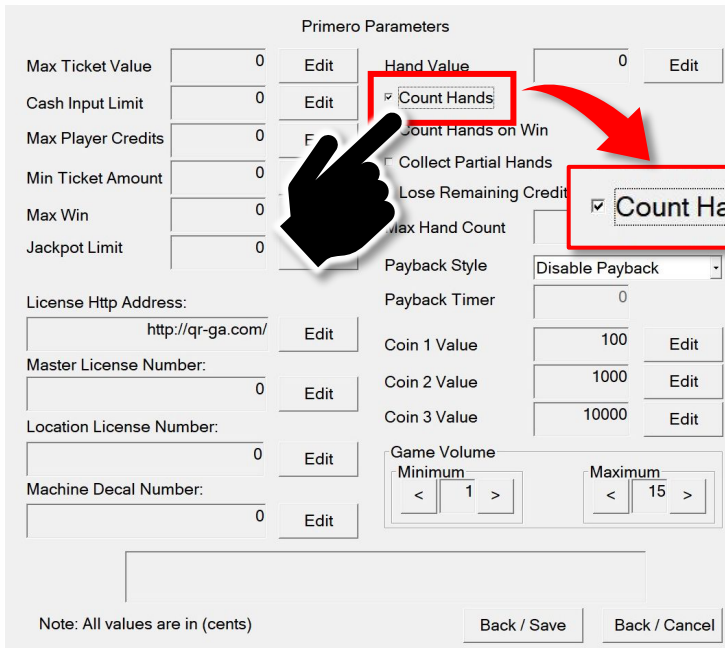




18. Tap the **Edit Button** next to Hand Value to set the unitary value of a Hand.  
Enter a New Value and Tap **Back / Save** when finished.



19. Tap **Count Hands** to enable or disable the Count Hands function.  
When enabled, the hand value will increment for each game played.





20. Tap **Count Hands on Win** to enable or disable Hands Counted on Wins. When enabled, hand values will only increment on winning plays.

Primero Parameters

Max Ticket Value	0	Edit	Hand Value	0	Edit
Cash Input Limit	0	Edit	<input checked="" type="checkbox"/> Count Hands		
Max Player Credits	0	Edit	<input type="checkbox"/> Count Hands on Win		
Min Ticket Amount	0	Edit	<input type="checkbox"/> Collect Partial Hands		
Max Win	0	Edit	<input type="checkbox"/> Lose Remaining Credits		
Jackpot Limit	0	Edit	Hand Count		
			Payback Style	Disab	
License Http Address:	http://qr-ga.com/	Edit	Payback Timer		
Master License Number:	0	Edit	Coin 1 Value	100	Edit
Location License Number:	0	Edit	Coin 2 Value	1000	Edit
Machine Decal Number:	0	Edit	Coin 3 Value	10000	Edit
			Game Volume		
			Minimum	1	
			Maximum	15	

Note: All values are in (cents)

Back / Save    Back / Cancel

21. Tap **Collect Partial Hands** to enable or disable partial hand counts. When enabled the player may use a hand to collect an amount that is not a multiple of the ticket value

Primero Parameters

Max Ticket Value	0	Edit	Hand Value	0	Edit
Cash Input Limit	0	Edit	<input checked="" type="checkbox"/> Count Hands		
Max Player Credits	0	Edit	<input type="checkbox"/> Count Hands on Win		
Min Ticket Amount	0	Edit	<input type="checkbox"/> Collect Partial Hands		
Max Win	0	Edit	<input type="checkbox"/> Lose Remaining Credits		
Jackpot Limit	0	Edit	Max Hand Count	0	Edit
			Payback Style	Disab	
License Http Address:	http://qr-ga.com/	Edit	Payback Timer		
Master License Number:	0	Edit	Coin 1 Value		Edit
Location License Number:	0	Edit	Coin 2 Value	1000	Edit
Machine Decal Number:	0	Edit	Coin 3 Value	10000	Edit
			Game Volume		
			Minimum	1	
			Maximum	15	

Note: All values are in (cents)

Back / Save    Back / Cancel



22. Tap **Lose Remaining Credits** to enable or disable the Lose Remaining Credits feature. When enabled any amount of credits or multipliers thereof that are not cashed out will be removed from the machine.

For example, if the machine has 16.50 in credits and the hand value is set to 5.00, upon cashout, a ticket for 15.00 (a multiple of 5.00) credits will be printed and the remaining 1.50 credits will be lost.

Lose Remaining Credits

23. Tap the **Edit** button next to Max Hand Count to set the Maximum Hand Count for the player. Enter a New Value and Tap **Back / Save** when finished.



24. Tap the **Payback Style** dropdown to select the Payback Style or disable Payback.

Primero Parameters

Max Ticket Value  Edit

Cash Input Limit  Edit

Max Player Credits  Edit

Min Ticket Amount  Edit

Max Win  Edit

Jackpot Limit  Edit

License Http Address:  Edit

Master License Number:  Edit

Location License Number:  Edit

Machine Decal Number:  Edit

Hand Value  Edit

Count Hands

Count Hands on Win

Collect Partial Hands

Lose Remaining Credits

Max Hand Count  Edit

Payback Style **Disable Payback**

Payback Timer  Edit

Coin 1 Value  Edit

Coin 2 Value  Edit

Coin 3 Value  Edit

Game Volume  
Minimum  Maximum

Note: All values are in (cents)

Back / Save Back / Cancel

Primero Parameters

Hand Value  Edit

Count Hands

Count Hands on Win

Collect Partial Hands

Lose Remaining Credits

Hand Count  Edit

Payback Style **Disable Payback**

Payback Timer  Edit

Coin 1 Value  Edit

Coin 2 Value  Edit

Coin 3 Value  Edit

Game Volume  
Minimum  Maximum

Note: All values are in (cents)

Back / Save Back / Cancel

Lose Remaining Credits

Max Hand Count  Edit

Payback Style **Style 1, Timer 9**

Payback Timer  Edit

Coin 1 Value  Edit

**Note:** The Payback Timer will be set automatically according to the Payback Style Selected.

25. Tap **Back / Save** to save the Primero Parameters setup.

Primero Parameters

Max Ticket Value  Edit

Cash Input Limit  Edit

Max Player Credits  Edit

Min Ticket Amount  Edit

Max Win  Edit

Jackpot Limit  Edit

License Http Address:  Edit

Master License Number:  Edit

Location License Number:  Edit

Machine Decal Number:  Edit

Hand Value  Edit

Count Hands

Count Hands on Win

Collect Partial Hands

Lose Remaining Credits

Max Hand Count  Edit

Payback Style **Disable Payback**

Payback Timer  Edit

Coin 1 Value  Edit

Coin 2 Value  Edit

Coin 3 Value  Edit

Game Volume  
Minimum  Maximum

Note: All values are in (cents)

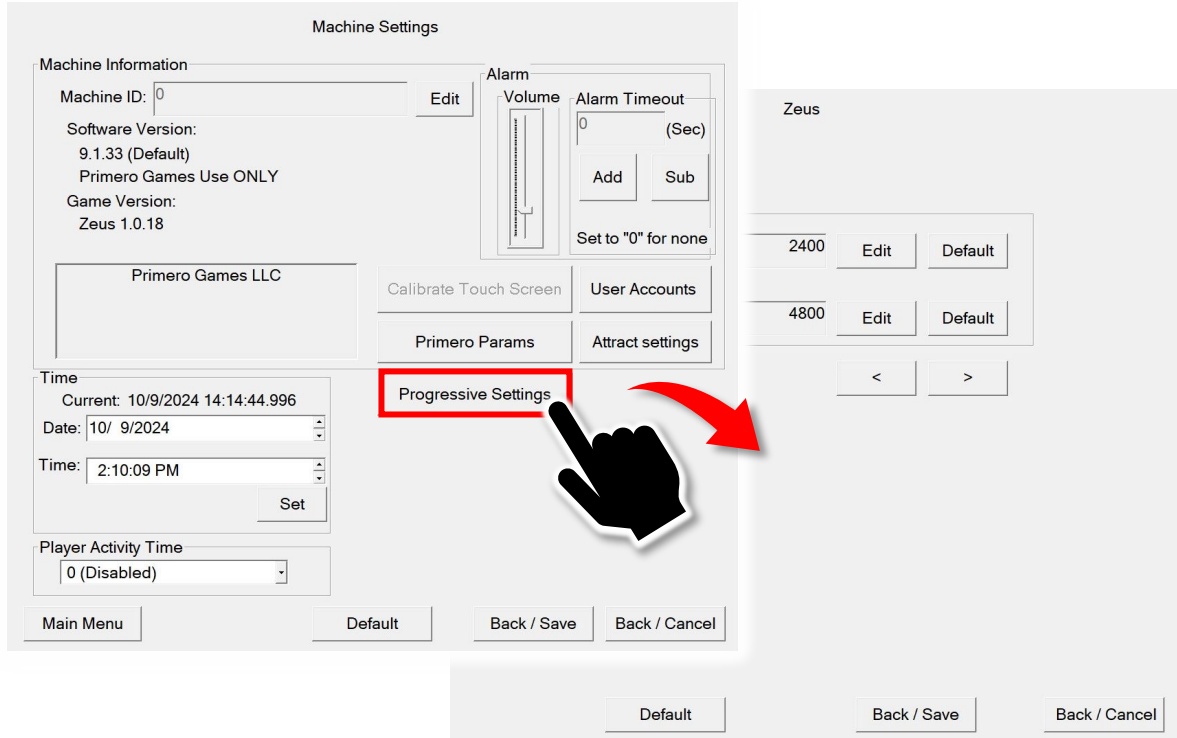
**Back / Save** Back / Cancel



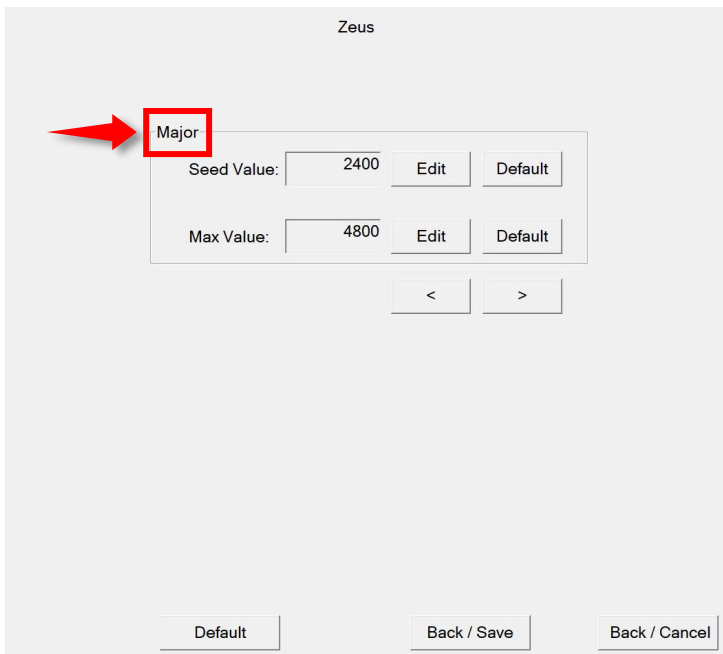


## Progressive Settings

26. Once the Primero Parameters are saved, the Machine settings screen opens. Tap **Progressive Settings**.



**Note:** The Progressives Screen opens to the Major Progressive by default.





There are 3 levels of Progressive Jackpots, Major, Minor and Mini.

**Major** = 0.2% Contribution

**Minor** = 0.3% Contribution

**Mini** = 0.5% Contribution

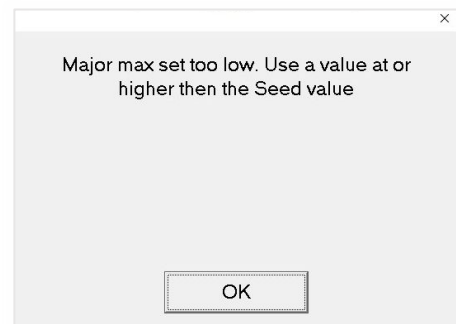
Each Progressive has a Seed Value and a Max Value.

**Seed Value** = The initial or starting amount of funds in the Progressive before any plays make contributions.

**Note:** Any contributions still retained by the Progressive will be added to the new value. If the Progressive is current valued at \$2412 and the Operator changes the Progressive Value to \$2500, the Game will show the Progressive at \$2512 when the Game Reloads.

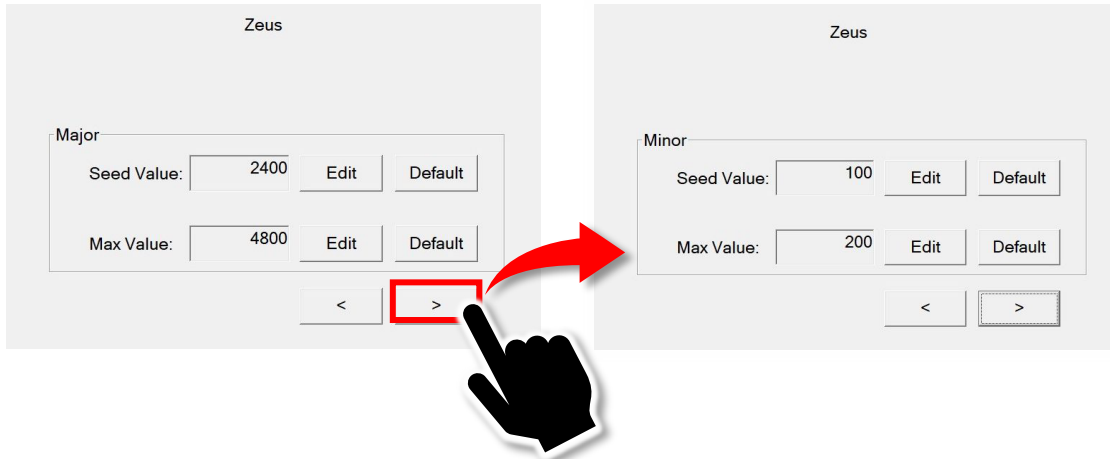
**Max Value** = The Maximum amount to which the Progressive can increase. Once the Max Value is reached, no further plays will contribute to the Progressive.

**Note:** The Max Value must be greater than the Seed Value, or an error will occur. If the Value is not corrected the system will ignore the new value and display the default instead.

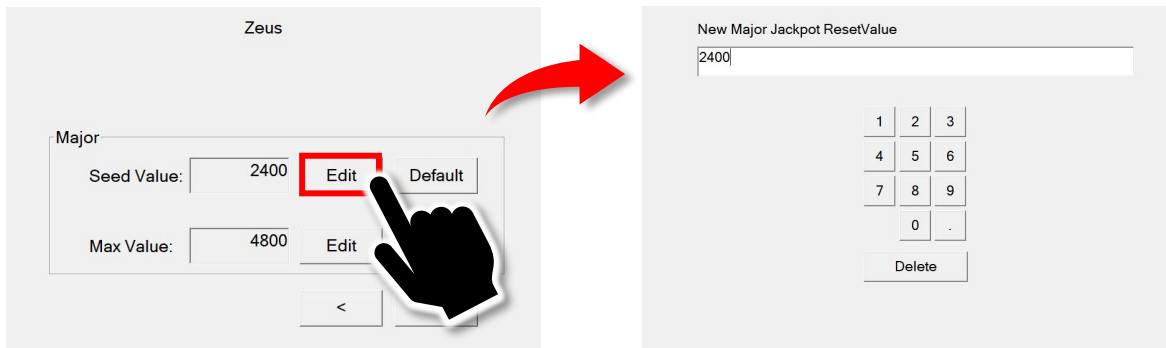




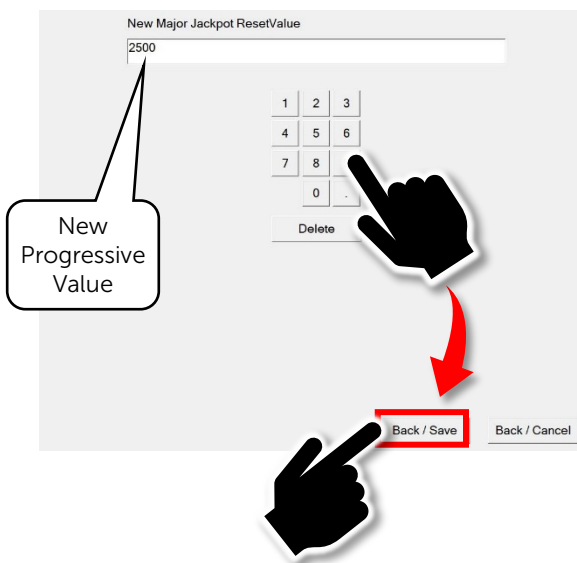
27. Tap the **Arrow** buttons to select the Progressive level to be changed.



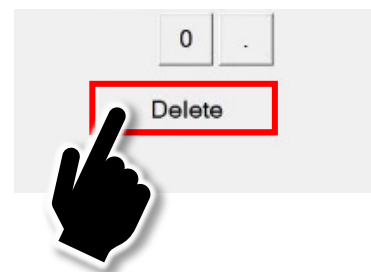
28. Tap **Edit** for the Seed Value or Max Value to change the amount and the New Jackpot Screen will open.



29. Use the **Number Pad** to Enter a new value for the Progressive and Tap **Back / Save** when complete.

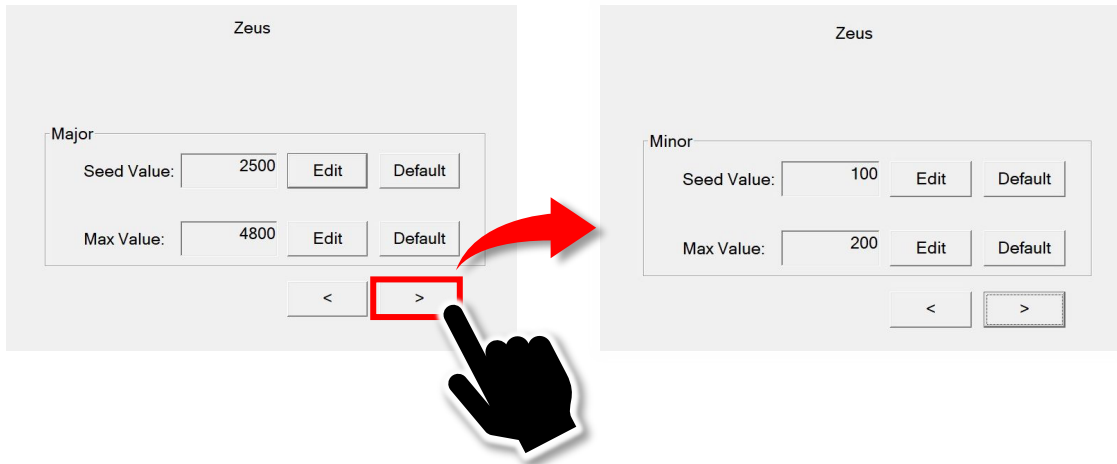


**Note:** The Current Value must be Deleted before a new value is entered.

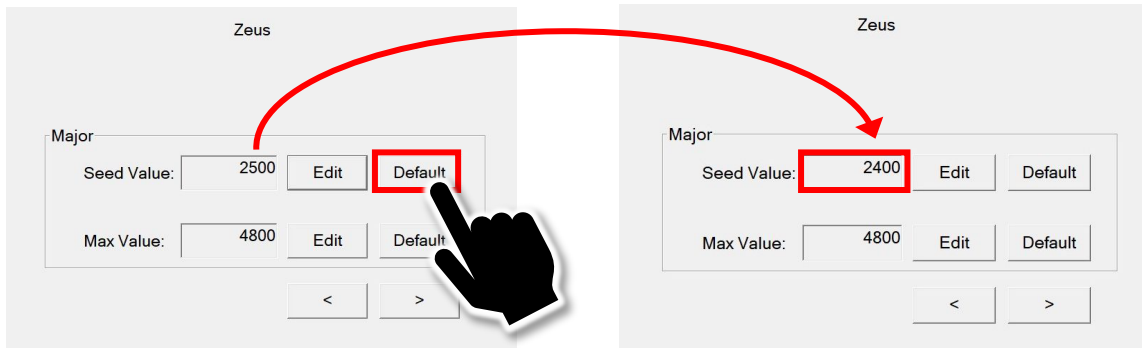




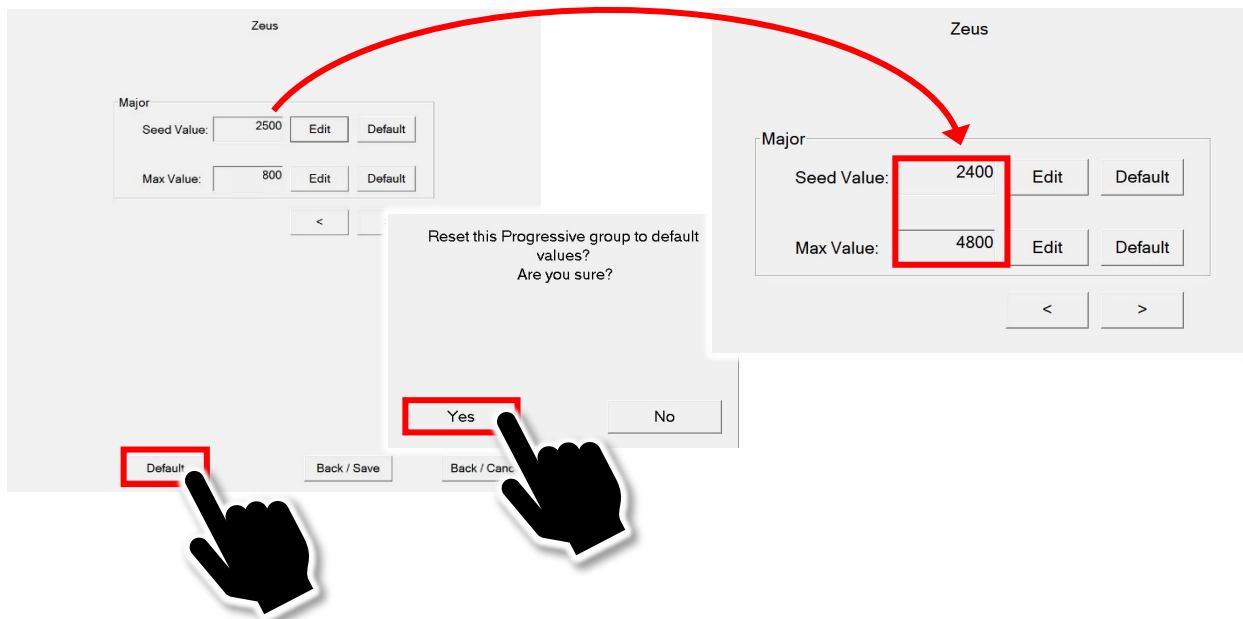
30. Move on to the next Progressive Level if necessary.



To reset a specific value Tap Default next to that value.

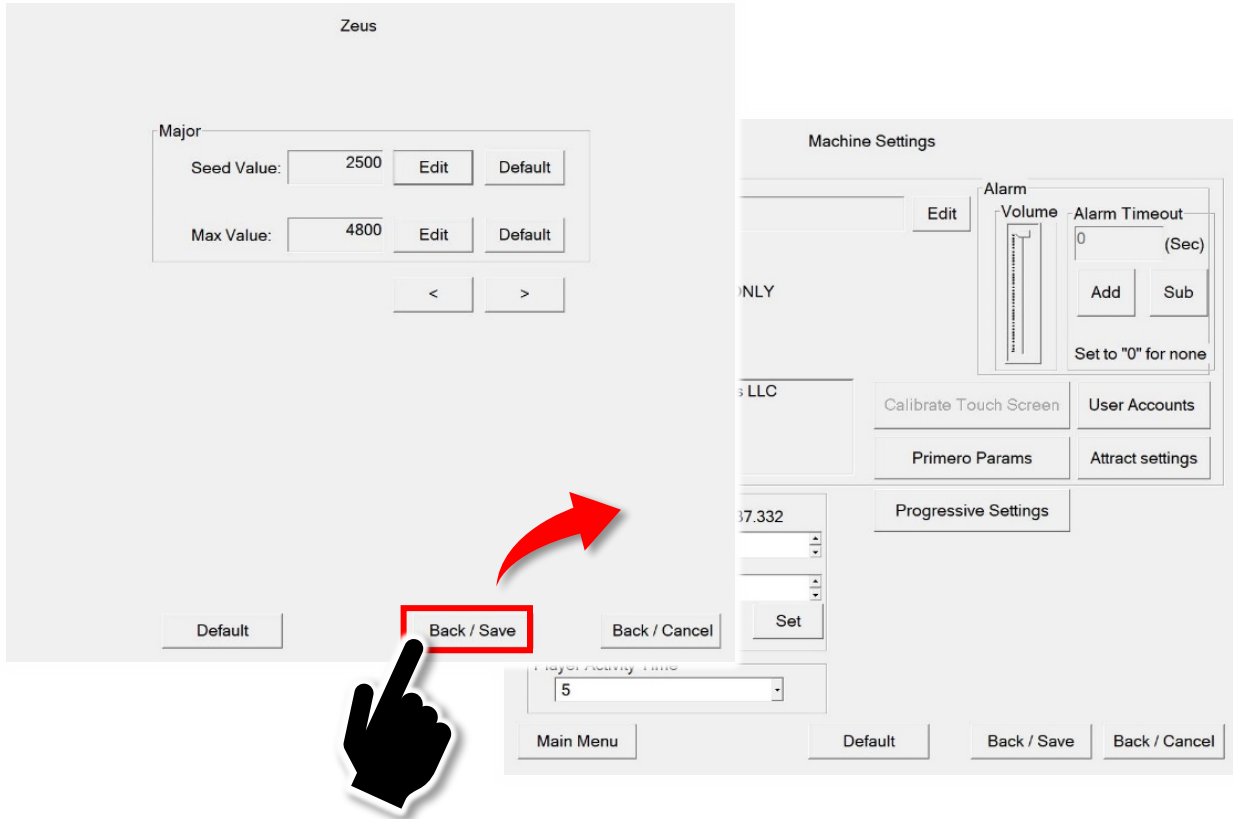


To reset all the values for all the Progressive levels, Tap the main Default button and then Tap Yes.





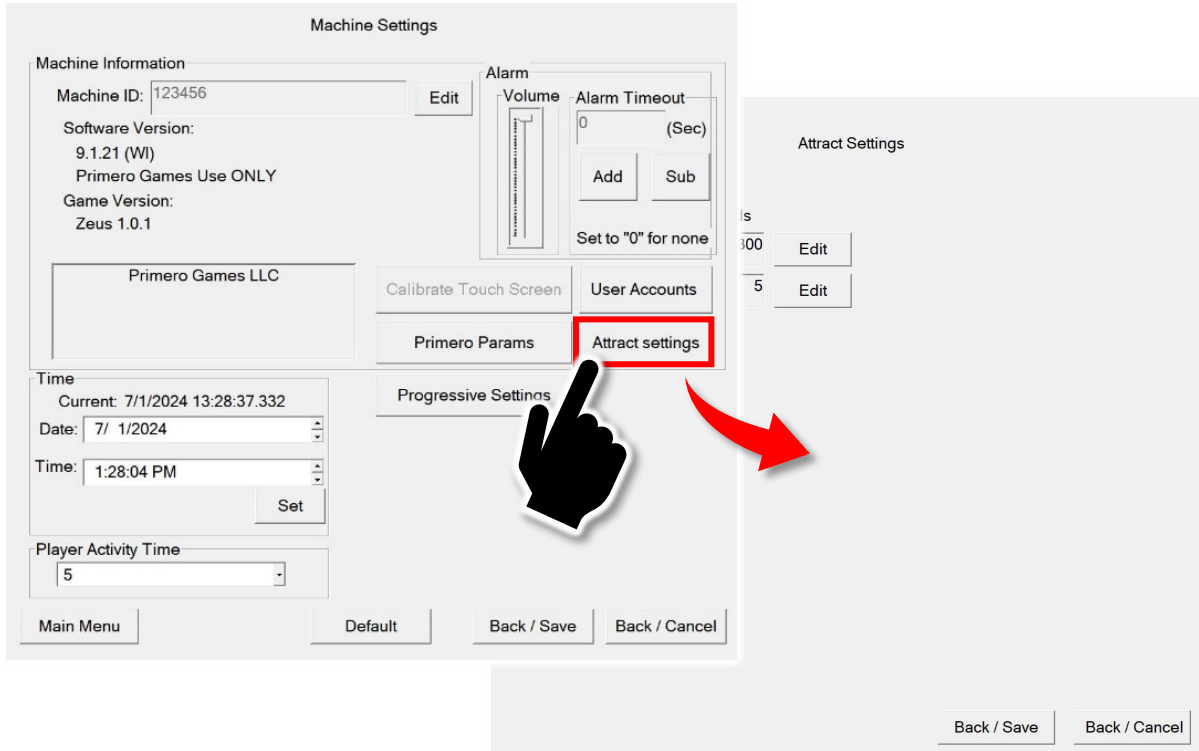
31. Once all the Progressive Settings are complete, Tap **Back / Save**, and the Machine Settings screen opens.





## Attract Settings

32. Once back on the Machine Settings screen, Tap **Attract Settings** and the Attract Settings screen opens.

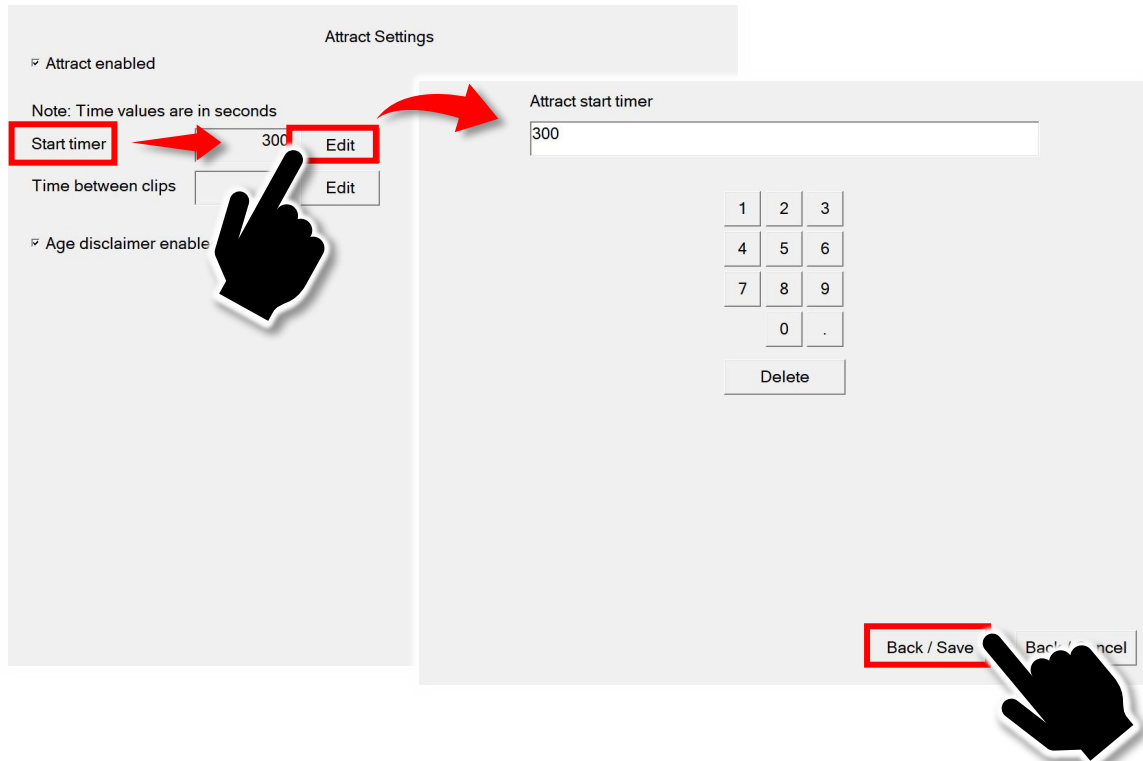


33. Tap **Attract enabled** to enable or disable the attract mode for the game.

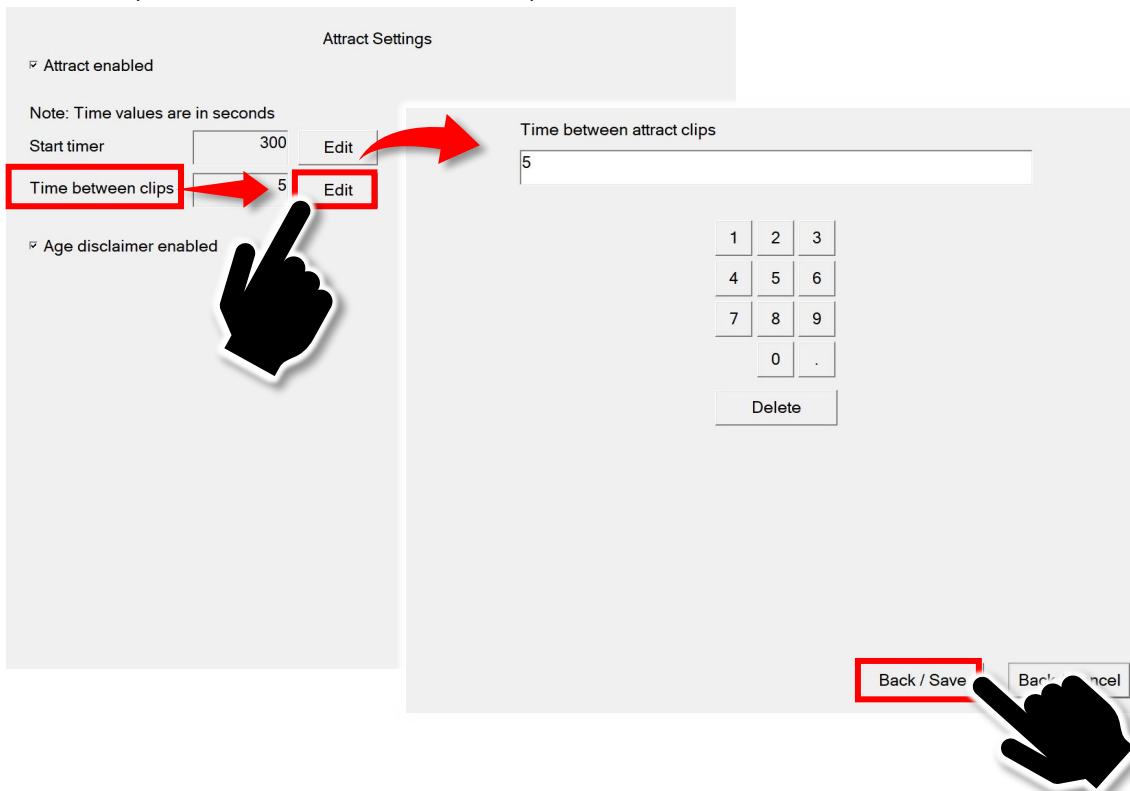




34. If desired, Tap **Edit** next to the Start Timer to change when the Attract mode begins. Enter a New Value and Tap **Back / Save** when finished.



35. If desired, Tap **Edit** next to the Time between clips to change the duration between the Attract clips. Enter a New Value and Tap **Back / Save** when finished

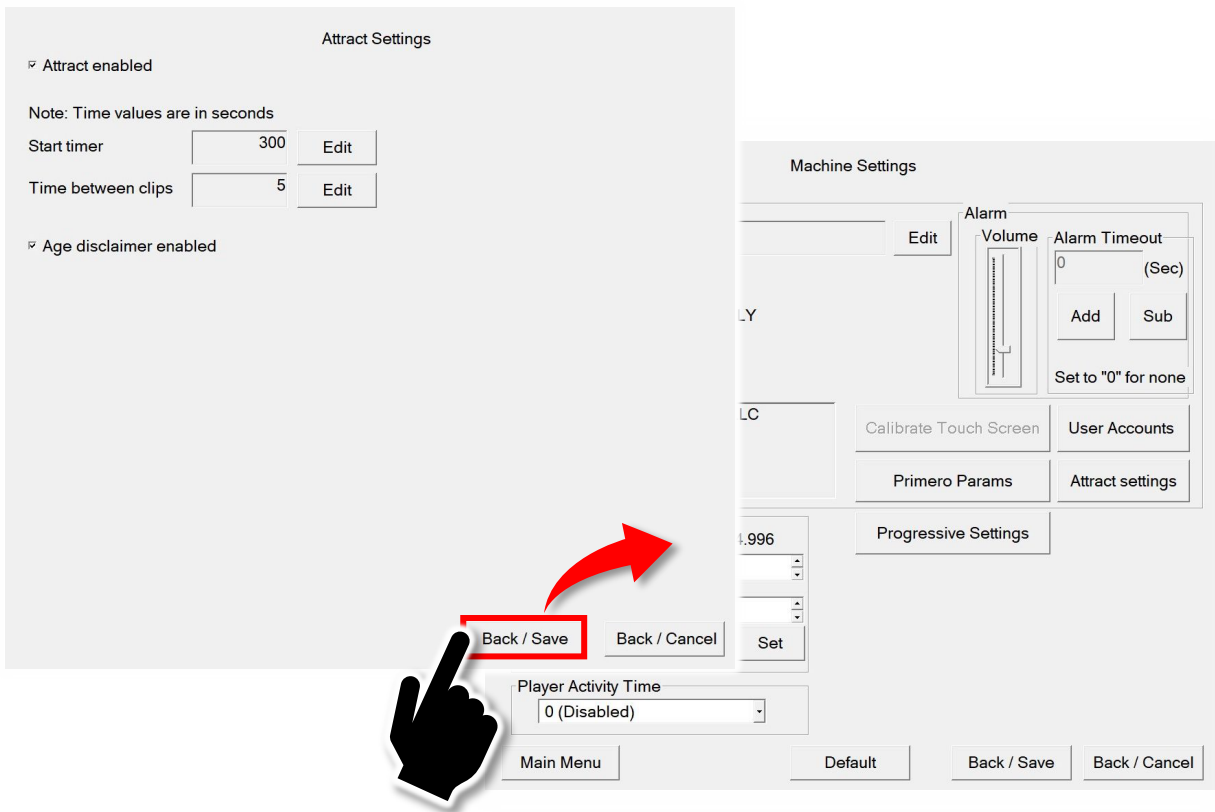




36. Tap **Age disclaimer enabled** to enable or disable the Age Disclaimer pop up.



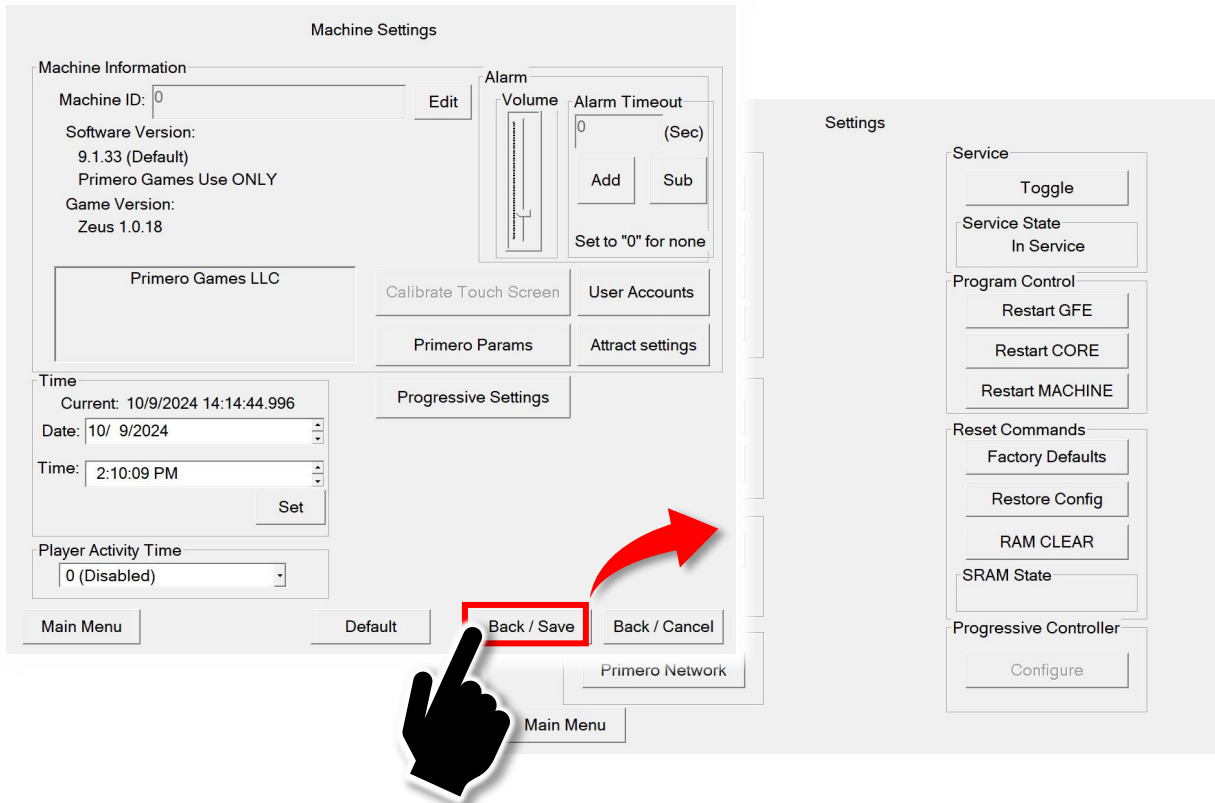
37. Once the Attract Settings are complete, Tap **Back / Save**, and the Machine Settings screen opens.







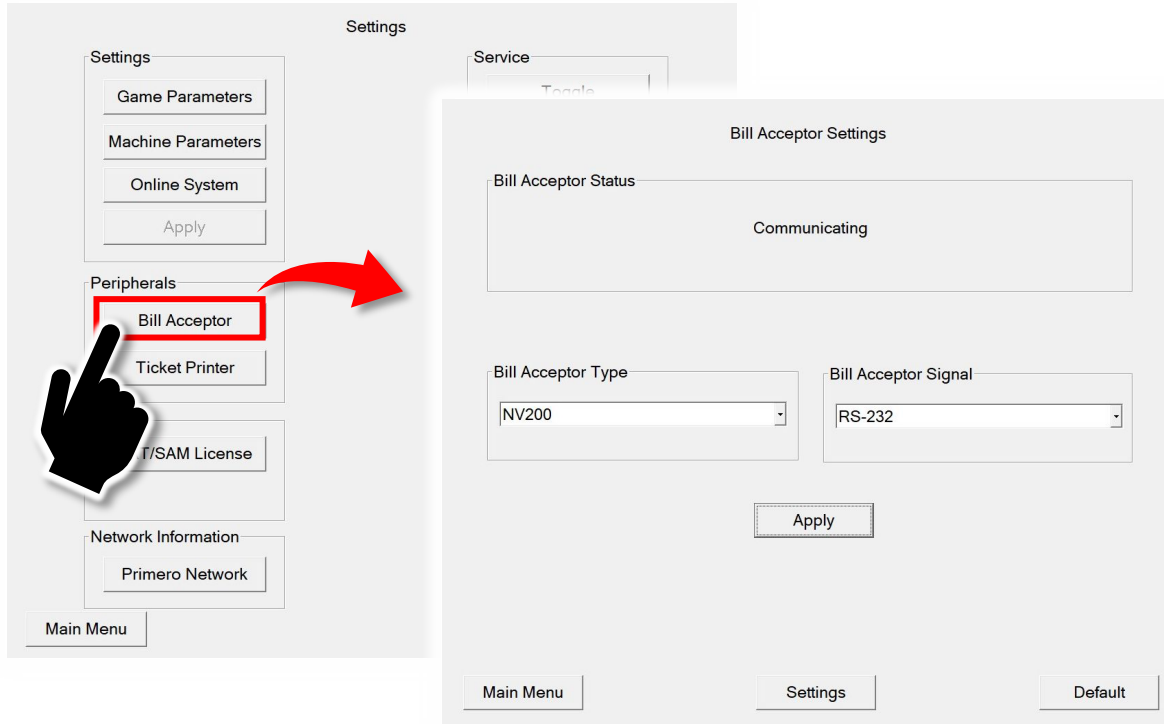
38. Once all the Machine Settings are complete, Tap **Back / Save** and the Settings screen opens.



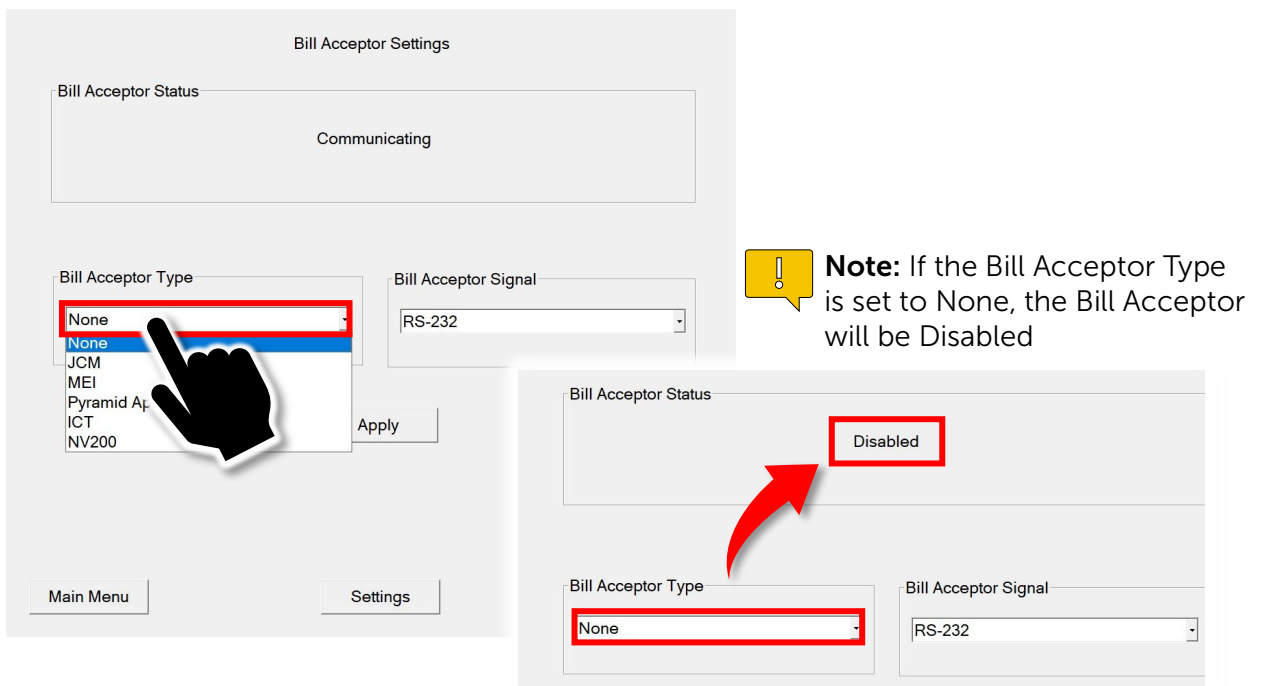


## Peripherals

39. Once back on the Settings screen, if necessary, Tap **Bill Acceptor** to change the Bill Acceptor settings.

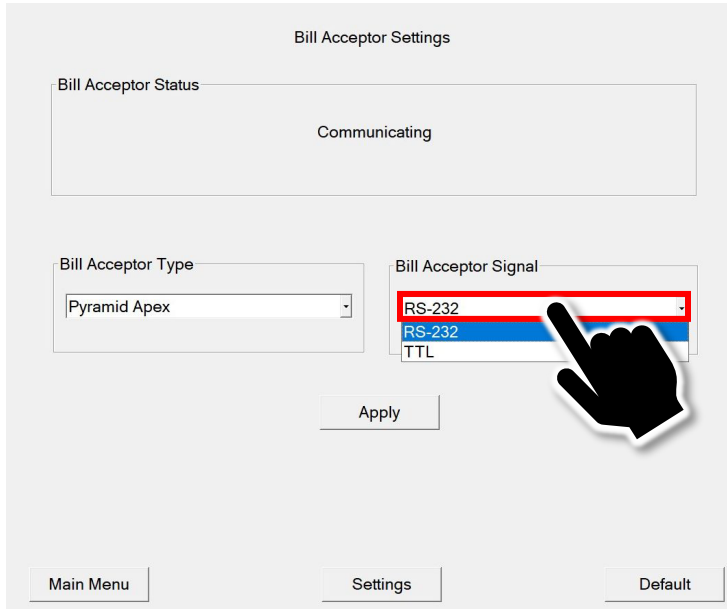


40. Tap the **Bill Acceptor Type** dropdown to select the Bill Acceptor Type.



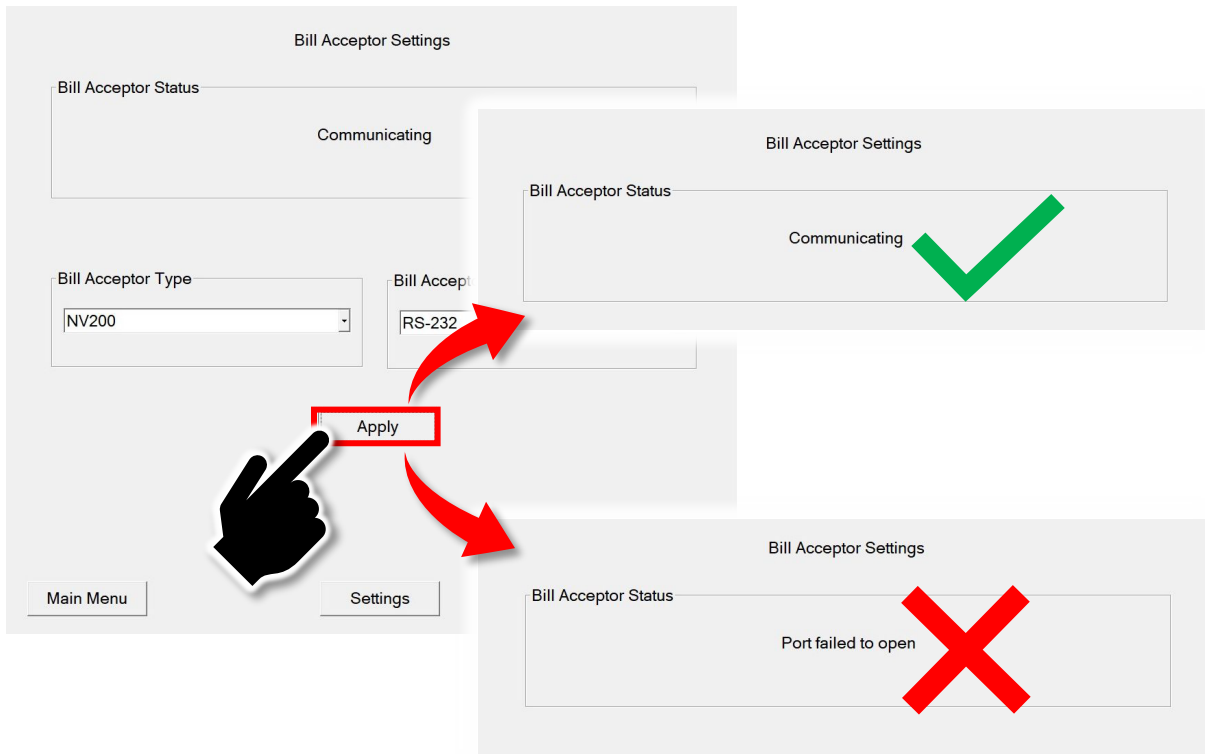


41. Tap the **Bill Acceptor Signal** dropdown to select the proper Bill Acceptor signal.



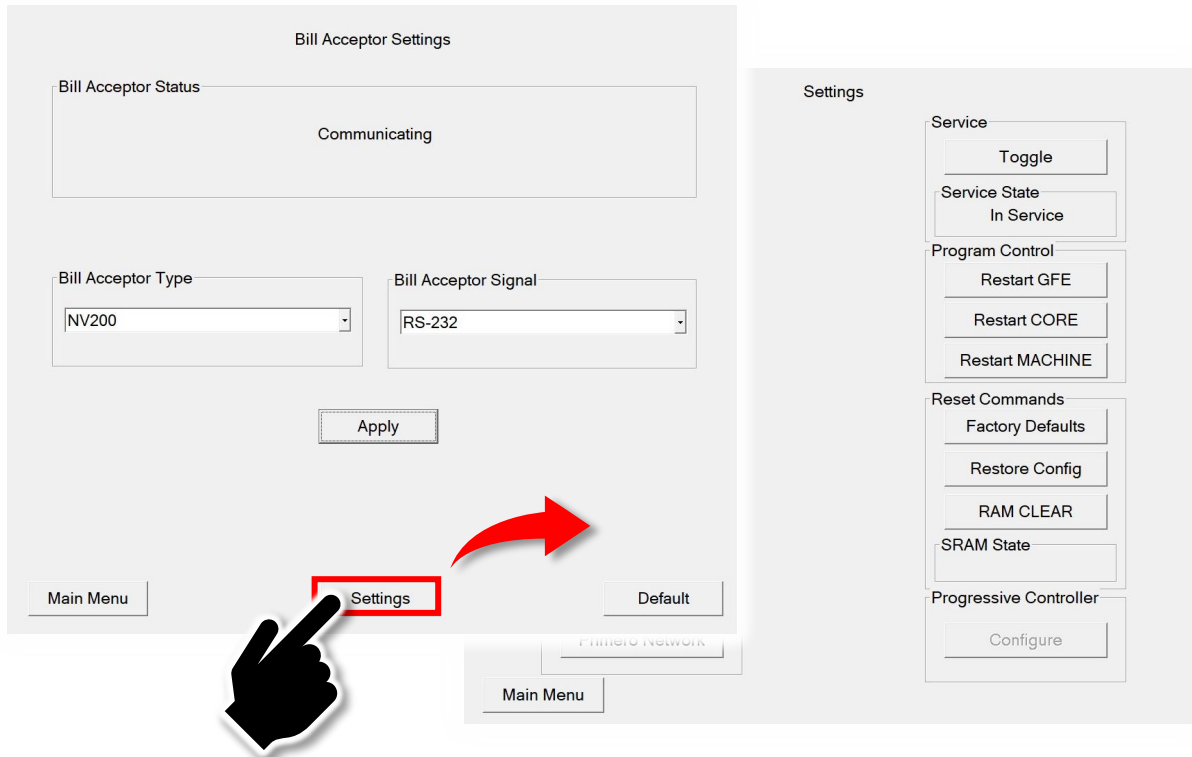
42. Tap **Apply** to test the Bill Acceptor settings.

If the Bill Acceptor is compatible the Bill Acceptor Status will show **Communicating**.  
If there is a compatibility issue, the Bill Acceptor Status will show **Port Failed to Open**.

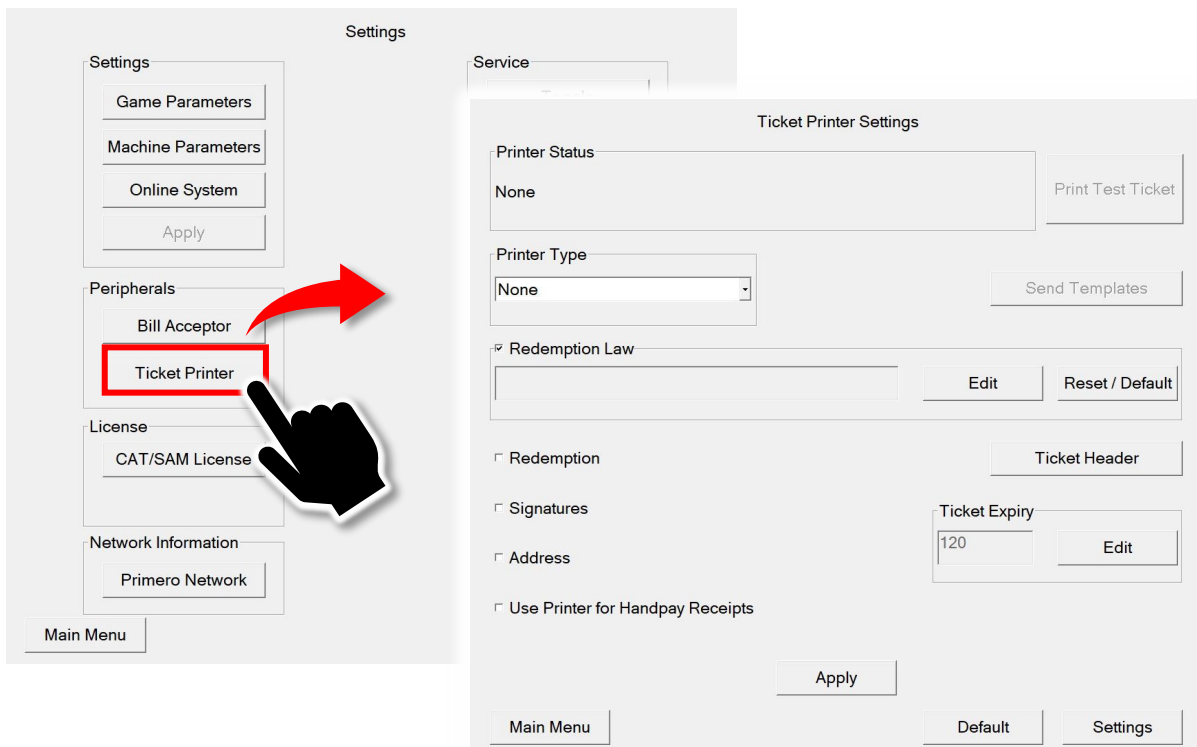




43. Once the Bill Acceptor settings are applied and the Bill Acceptor is communicating, Tap **Settings** to return to the Settings screen.



44. Once back on the Settings screen, if necessary, Tap on **Ticket Printer** to change the Printer settings.





45. Tap the Printer Type dropdown to select the Printer Type.

46. Once a new printer type is selected, the Printer Status will read:  
The printer type has changed, please press Apply.

Tap **Apply** to confirm the Printer Type.

If the Printer is compatible the Printer Status will show **Communicating**.

If there is a compatibility issue, the Printer Status will show **Not communicating**.



47. To further confirm the Printer is working properly, a Test Ticket may be printed. Tap **Print Test Ticket**.

**Ticket Printer Settings**

Printer Status: Communicating

Printer Type: Pyramid Reliance

Redemption Law: [ ] Edit Reset / Default

Redemption: [x] Ticket Header

Signatures: [x] Address

Use Printer for Handpay Receipts: [ ]

Apply

Main Menu Default Settings

**Print Test Ticket**

**Reference #:** 000000  
**PRIMERO GAMES**  
Company Name  
VALID ON DATE OF ISSUE ONLY!  
Machine ID: 0  
Date: 10/14/2024 Time: 15:26:54  
Voucher #0  
This voucher is good for:  
\$ 0.00  
ZERO DOLLARS  
AND ZERO CENTS  
of goods and services at this  
location only.  
Name: \_\_\_\_\_  
Addr: \_\_\_\_\_  
City: \_\_\_\_\_  
State: \_\_\_\_\_ ZIP: \_\_\_\_\_  
Driver's License#: \_\_\_\_\_  
Merchandise or this voucher can  
not be exchanged for or in part  
for money of any kind. Only  
merchandise can be received.  
I certify with my signature below  
that no cash has been received  
from playing this machine.  
Customer: \_\_\_\_\_  
Store Personnel  
VALIDATION #: 00-0123-4567-8901-2345  
Report subject to verification  
\*\*\*\*\* Zeus \*\*\*\*\*

48. The Setup is now complete. Tap **Main Menu**, then **Log Out** to exit to the Game.

**Ticket Printer Settings**

Printer Status: Communicating

Printer Type: Pyramid Reliance

Redemption Law: [ ]

Redemption: [x]

Signatures: [x] Address

Use Printer for Handpay Receipts: [ ]

Apply

Main Menu

**Main Menu**

Status Meters Audit Settings Hand Pay IO Diagnostics SHA Signatures

Service: Toggle In Service Excess Credits Exit Attendant

Core OS Version: 9.1.21 (WI)  
Game Version: Zeus 1.0.1  
Main Board: Manufacturer:  
Product Name: GMB8656  
Version:

**Main Menu** **Log Out**

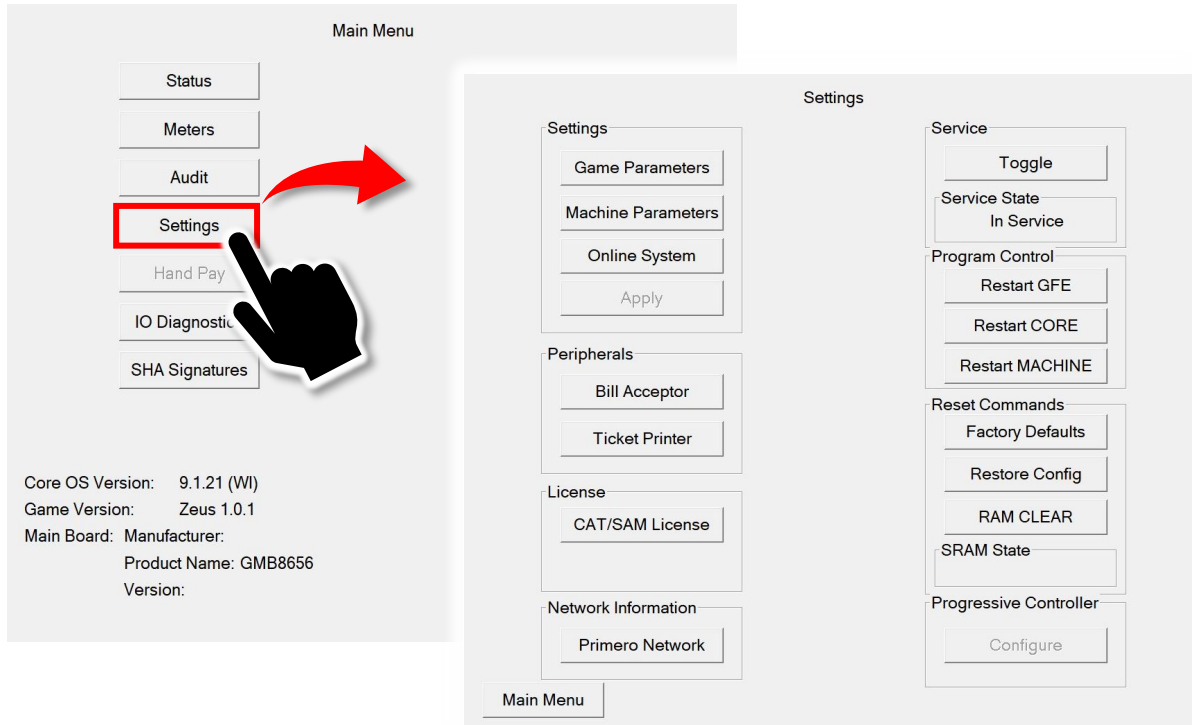




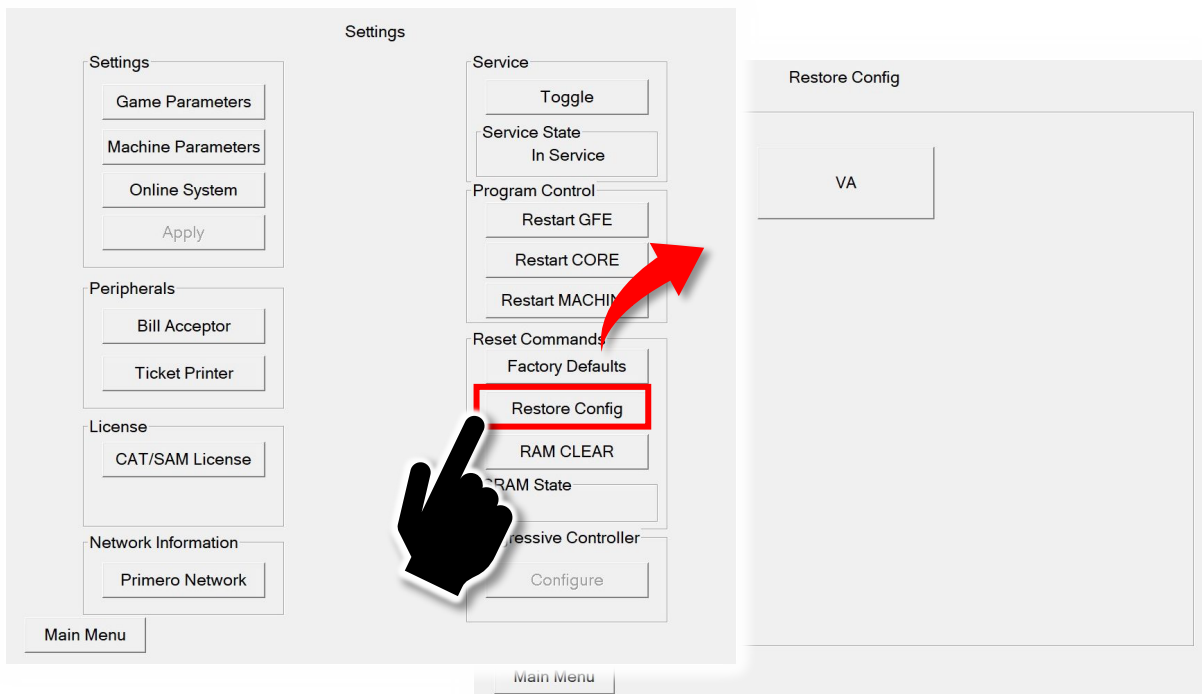
## Restore Config

If necessary, it is possible to restore the configuration back to the Regional Requirements.

1. From the Main Menu, Tap **Settings** to open the Settings screen.




2. On the Settings screen, Tap **Restore Config** and the Restore Config Screen opens.



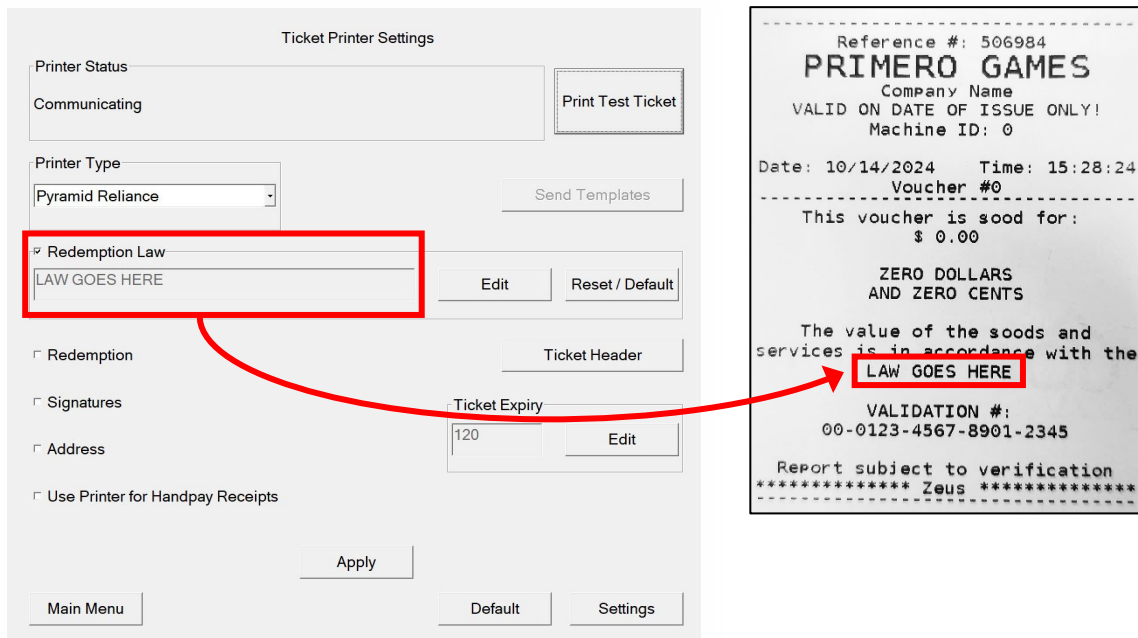


3. Tap on the appropriate **Region**. A Warning will pop up. Tap **Yes** to confirm.

 **Warning:** The Restore Config function will RAMCLEAR the machine and all its settings. Proceed with caution.



Beyond performing a RAMCLEAR, the Restore Config function will also update any appropriate Redemption laws that must appear on a printed ticket.







Notes

Lined area for taking notes, consisting of multiple horizontal lines.