



STORM GAMES

Operator Manual

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Disclaimer

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Version	Author / Contributors	Date	Changes / Comments
1.0	Shawn Lucci – Technical Writer Darren Breese – Director of Business Development Erin Skidmore - Sr. SQA Tester II Denise Buckhana – Junior Software QA Charles East – Junior Software QA Apprentice Alex Delapena – Game Programmer David King – Head of Tech Ops/AWS Infra/DevOps	5.13.24	First Edition
1.1	Shawn Lucci – Technical Writer Darren Breese – Director of Business Development	7.23.24	Added Configuration Page functions.
2.0	Shawn Lucci – Technical Writer Robert Curtis – Sr Back End Developer	2.6.25	Added New Screenshots and Functionality.
2.1	Shawn Lucci – Technical Writer Darren Breese – Director of Business Development Chris Ward – Technical Services Supervisor	3.28.25	Updated support instructions.

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

The Storm Operator Menu system provides a simple and easy method for Operators to navigate and set some basic functions for both the Cabinet and Games installed. The Operator can quickly view Reports on Game Results and Cabinet Events as well as Financials, adjust Game Play and Audit the Game set up.

This Manual will describe all of the available Operator Menus and functions as well as the basic options available to Players.

This document was designed to be used in PDF format but may be printed if necessary. Referential links are in [blue font](#) to help the Operator jump to other sections for additional information.

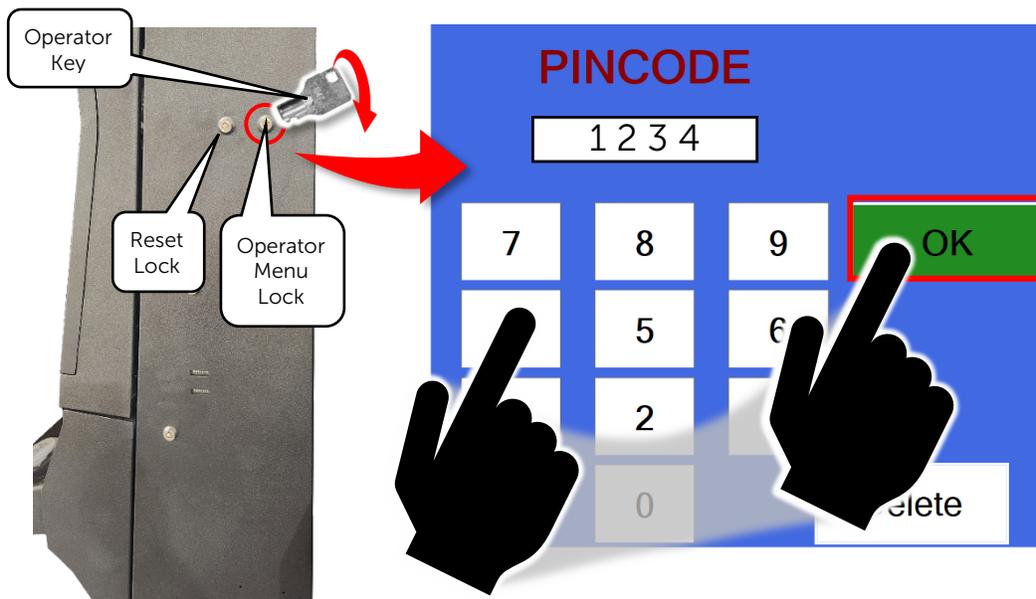
Access

The Operator will need an **Operator Menu Key** (#1247) and Passcode to access the various Menus and Features of the Storm Operator Menu system.



To Access the Operator Menu:

1. Insert the Operator Key into the Operator Menu Lock and Turn the Key Clockwise.
2. Enter the Pin Code on the Keypad and Tap OK.
Default Code = 1234



Warning: Default Pin Codes may be public information and should be changed for improved security.

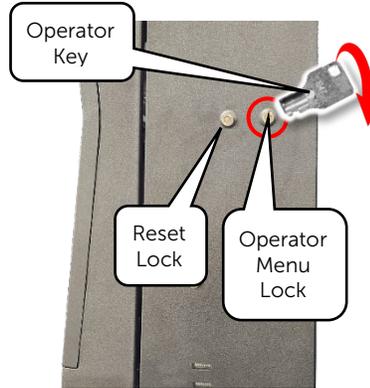
To change the Default Code, see [Pin Code](#) under the [Terminal Settings](#) page.



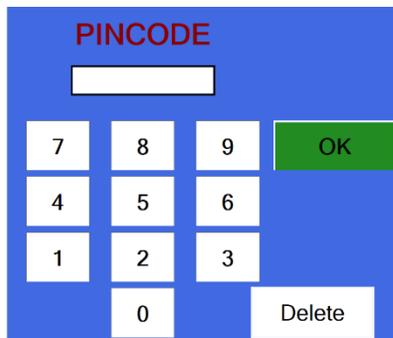
Screen Rotation

If Necessary, it is possible to rotate the screen to Landscape or Portrait.

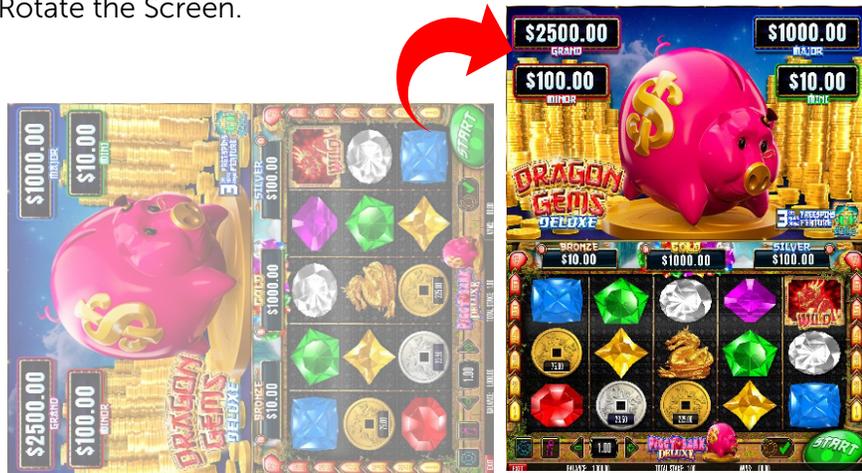
1. Insert and Turn the Operator Menu Key.



The PINCODE Login Screen Appears.



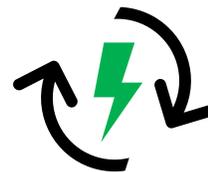
2. Tap the Play Button to Rotate the Screen.



3. Power Cycle the Cabinet by Turning it Off and back On.



Note: The Cabinet may need to be Power Cycled Several Times for the screen to reset properly.





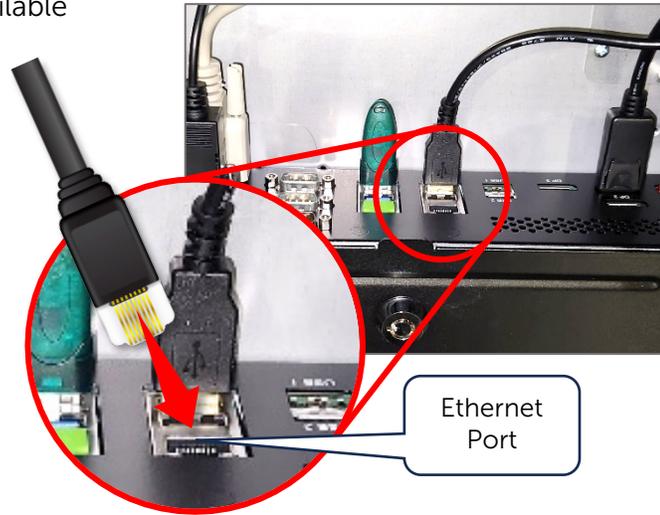
Updating the EFCO Board

Before setting up the game machine, be sure the EFCO Board is up to date.

1. Power off the Cabinet.



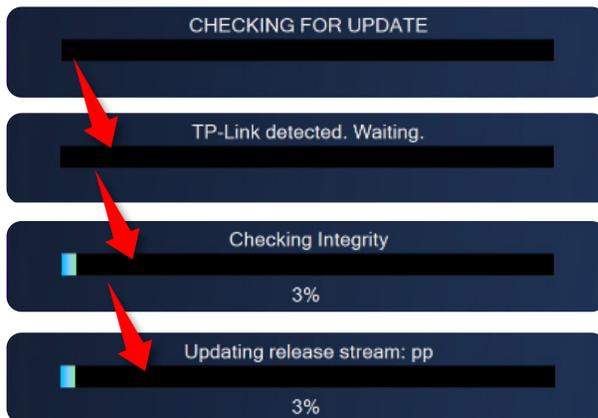
2. Insert an Internet Cable into the available Ethernet Port on the Game Board.



3. Power on the Cabinet.



4. The system will pass through several steps during the update process.



5. Once the update is complete, the Game will Start.





Navigation

The Storm Operator Menu system has a number of common navigational features throughout the various menus and pages.

Tap a Header on a list to Sort the list Ascending Alphanumerically and Tap again to Sort the list Descending. Then Tap a Line to Highlight and Select for more actions.

The screenshot shows a list of events. The top header 'Event' is highlighted in red. A hand icon points to it with a callout: 'Tap Header to Sort Tap Again to Sort the other Direction.' Below the header, several rows of data are shown. A hand icon points to a row '11/15/2024 4:08:37 PM TicketToFortune 1.00 0.25 26' with a callout: 'Tap to Select'.

Event	When
belly door was Closed	9/12/2024 1:13:50 AM
belly door was Closed	9/12/2024 1:38:50 AM
belly door was Closed	9/12/2024 2:03:50 AM
belly door was Closed	9/12/2024 2:28:51 AM
belly door was Closed	7/1/2024 3:19:51 PM

Date	Game Name	Wager	Win	Id
11/15/2024 4:09:19 PM	TicketToFortune	1.00	0.00	33
11/15/2024 4:09:14 PM	TicketToFortune	1.00	0.00	32
11/15/2024 4:09:08 PM	TicketToFortune	1.00	0.00	31
11/15/2024 4:09:04 PM	TicketToFortune	1.00	0.00	30
11/15/2024 4:08:59 PM	TicketToFortune	1.00	1.00	29
11/15/2024 4:08:48 PM	TicketToFortune	1.00	0.00	28
11/15/2024 4:08:43 PM	TicketToFortune	1.00	0.00	27
11/15/2024 4:08:37 PM	TicketToFortune	1.00	0.25	26
11/15/2024 4:07:11 PM	FreepsinsMob	1.00	0.00	25
11/15/2024 4:07:05 PM	FreepsinsMob	1.00	0.00	24
11/15/2024 4:06:58 PM	FreepsinsMob	1.00	0.00	23
11/15/2024 4:06:46 PM	FreepsinsMob	1.00	0.00	22
11/15/2024 4:06:40 PM	FreepsinsMob	1.00	0.00	21
11/15/2024 4:06:34 PM	FreepsinsMob	1.00	0.00	20
11/15/2024 4:06:05 PM	ScarabRiches	1.00	0.00	19
11/15/2024 4:05:59 PM	ScarabRiches	1.00	0.00	18
11/15/2024 4:05:54 PM	ScarabRiches	1.00	1.00	17
11/15/2024 4:05:46 PM	ScarabRiches	1.00	0.00	16
11/15/2024 4:05:38 PM	ScarabRiches	1.00	0.00	15

Use the Up and Down Arrows to Scroll through lists. One tap will equal one line.

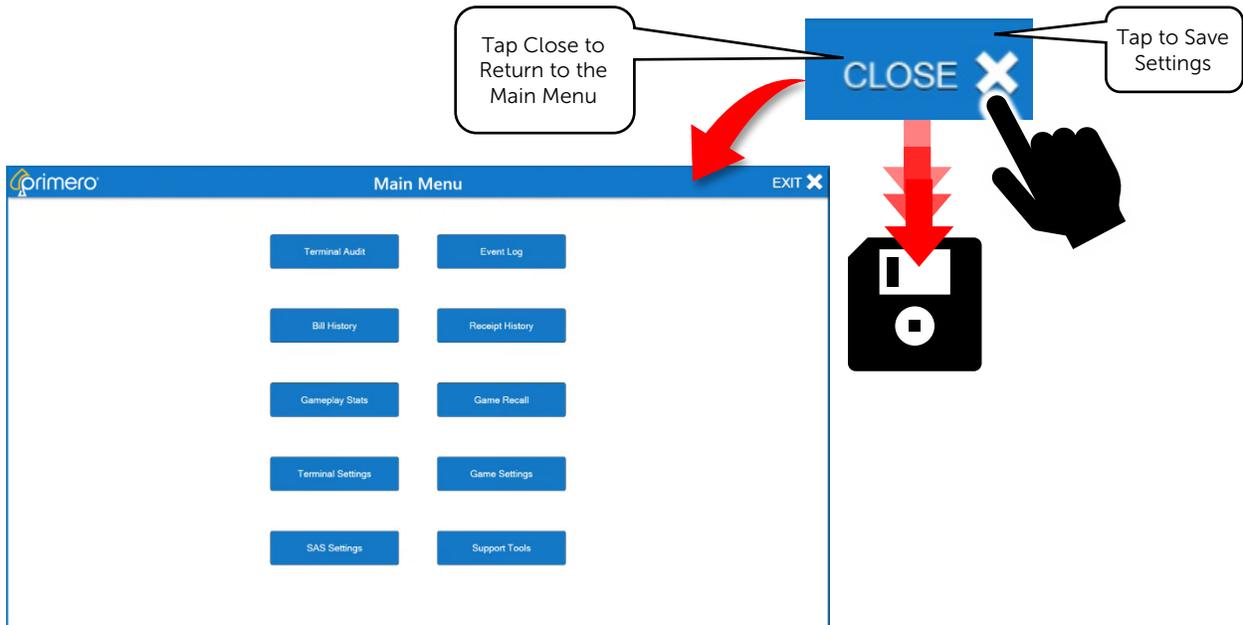
Holding the Up arrow will scroll continually.

Slide the Scroll Bar up and down to scroll through the lines.

The diagram shows a vertical scroll bar on the right side of a list. A hand icon points to the top and bottom arrows with a callout: 'Tap Arrows to Scroll Up or Down'. Another hand icon points to the scroll bar itself with a callout: 'Tap and Slide to Scroll Up or Down'. A third hand icon points to the bottom arrow with a callout: 'Tap Arrows to Scroll Up or Down'.



Tap Close in the upper right corner on any Page to Save Settings and Return to the Main Menu.



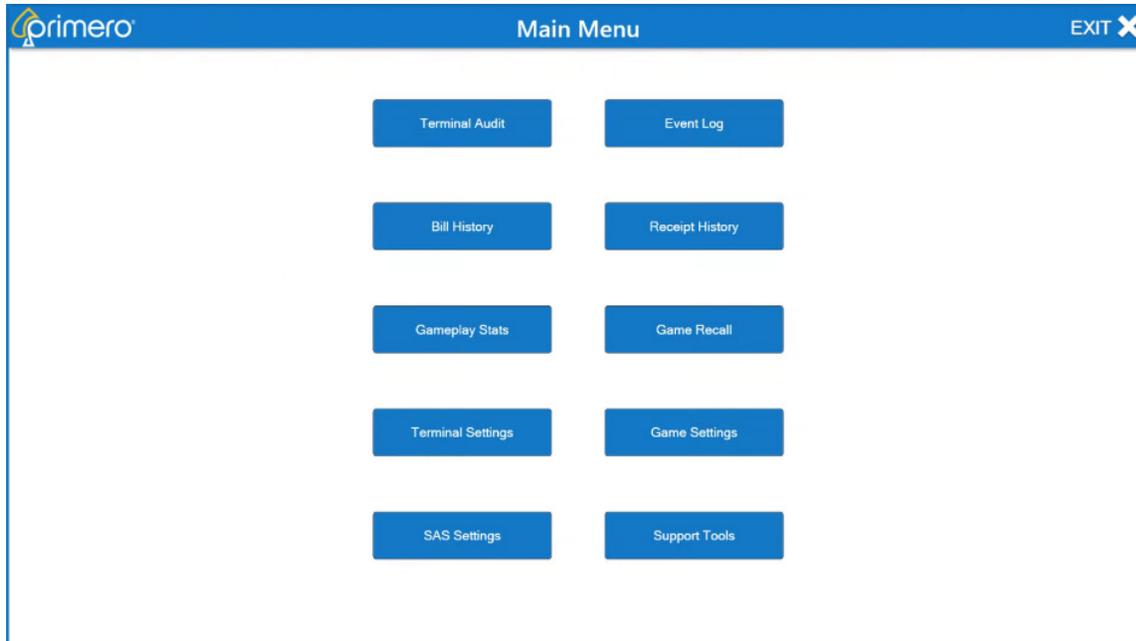
Use the Pop-Up Keyboard to Enter Alphanumeric information into various fields.





Main Menu

Once logged in, the Main Menu appears. This menu allows access to the various pages and settings within the Storm Operator Menu system.



From the Main Menu, the Operator can access the following:

[Terminal Audit \(Meters\)](#) – Shows the Meter Information readings

[Event Log](#) – Displays both Physical Events and Menu Actions taken by the Operator.

[Bill History](#) – Provides a list of bills accepted by the Game Machine.

[Receipt History](#) – Shows a list of the last 20 printed receipts.

[Gameplay Stats](#) – Displays some basic financial and play statistics for the various games.

[Game Recall](#) – Shows a list of the wagers and wins for the various games.

[Terminal Settings](#) – Allows the Operator to set some parameters for the Game Machine.

[Game Settings](#) – Lets the Operator change some of the Game Settings.

[SAS Settings](#) – Sets up the Slot Accounting System when applicable.

[Support Tools](#) – Helps the Operator access support tools and information.



Terminal Audit (Meters)

The Terminal Audit Menu or Meters Menu displays information read from the Meters inside the Game Machine.

Meters			CLOSE X
	PERIOD	TOTAL	
MONEY IN	43.00	113.00	
MONEY OUT	32.00	72.00	
NET	11.00	41.00	
HOLD %	26%	36%	
VALUE PLAYED	13.60	52.60	
VALUE WON	5.94	15.59	
WIN (%)	44%	30%	
GAMES PLAYED	62	101	
GAMES WON	13	20	
GAMES AVERAGE	21%	20%	
LAST RESET	11/15/2024 13:23		
CREDIT BALANCE	3.99		

CLEAR PERIOD
RECEIPT AUDIT

The Terminal Audit Menu has the following buttons:



Tap to Clear the current data and start a new period.

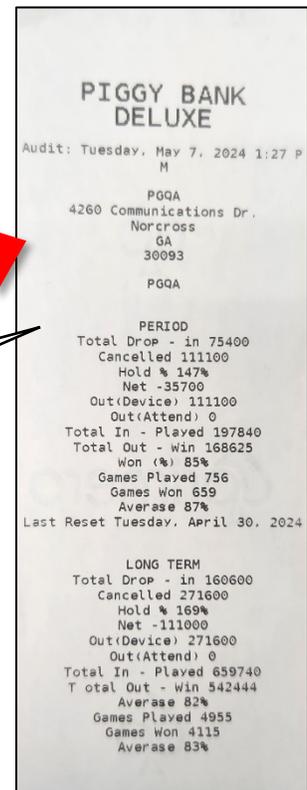


Note: Totals will Remain.



Tap to Print a receipt showing the Terminal Audit Data.

Printed Audit Receipt





The Terminal Audit Menu displays the following information:

Money In: Cash or Credit inserted into the Machine over the last period.

Money Out: Cash or Credit paid out to the player.

Net: The net amount of cash or credit retained by the machine after payouts.

Hold %: Is Calculated by dividing the Net by the Money In and multiplied by 100 and Rounded.

For Example, $11 \div 43 = .256 \times 100 = 25.6 \approx 26\%$.

Value Played: The total amount of cash or credits played.

Value Win: The amount of cash or credit paid out to players as winnings.

Win %: Percent of Cash or Credit paid back to the play from winning plays.

Games Played: Number of Games Played in the current period.

Games Won: Number of Games Won in the current period.

Games Average: Percent of Games won from the number of games played.

Last Reset: The Time and Date of the last reset.

Credit Balance: The Players current credit balance.

MONEY IN	43.00
MONEY OUT	32.00
NET	11.00
HOLD %	26%
VALUE PLAYED	13.60
VALUE WON	5.94
WIN (%)	44%
GAMES PLAYED	62
GAMES WON	13
GAMES AVERAGE	21%
LAST RESET	11/15/2024 13:23
CREDIT BALANCE	3.99



Event Log

The Events Log page displays the various physical actions taken by the Operator triggered by the Intrusion Switches inside the Cabinet and Cabinet Components. It also displays some Menu actions such as accessing the Operator Menu and Clearing of the Credit Timer. Each event is date and time stamped.

Event	When
Operator menu was Opened	11/15/2024 11:21:26 AM
belly door was Closed	11/15/2024 11:14:21 AM
bill door was Closed	11/15/2024 11:14:14 AM
bill door was Opened	11/15/2024 11:14:02 AM
logic door was Closed	11/15/2024 11:13:59 AM
bill door was Closed	11/15/2024 11:13:59 AM
belly door was Opened	11/15/2024 11:13:59 AM
main door was Closed	11/15/2024 11:13:58 AM
Operator menu was Closed	11/15/2024 11:13:23 AM
Operator menu was Opened	11/15/2024 11:12:18 AM
Operator menu was Closed	11/15/2024 11:08:06 AM
Operator menu was Opened	11/15/2024 11:07:18 AM
Operator menu was Closed	11/15/2024 11:04:22 AM
SafariWonders closed unexpectedly. 100 returned	11/15/2024 11:03:50 AM
Operator menu was Opened	11/15/2024 11:03:46 AM

Event

Date and Time Stamp

The Types of Events displayed are:

- Physical Cabinet Events
- Menu Events
- Game Events



Accepted Bills

The Accepted Bills page displays any bills accepted by the Bill Acceptor in the form of denominations and the Date and Time the bill was accepted.

Bill Accepted	When
20.00	11/15/2024 11:03:36 AM
20.00	11/15/2024 11:03:32 AM
10.00	11/15/2024 11:03:27 AM
10.00	11/15/2024 11:03:22 AM
10.00	11/15/2024 11:02:56 AM
10.00	11/15/2024 11:03:27 AM
10.00	11/15/2024 11:03:22 AM
10.00	11/15/2024 11:02:56 AM
20.00	11/15/2024 11:03:36 AM
20.00	11/15/2024 11:03:32 AM

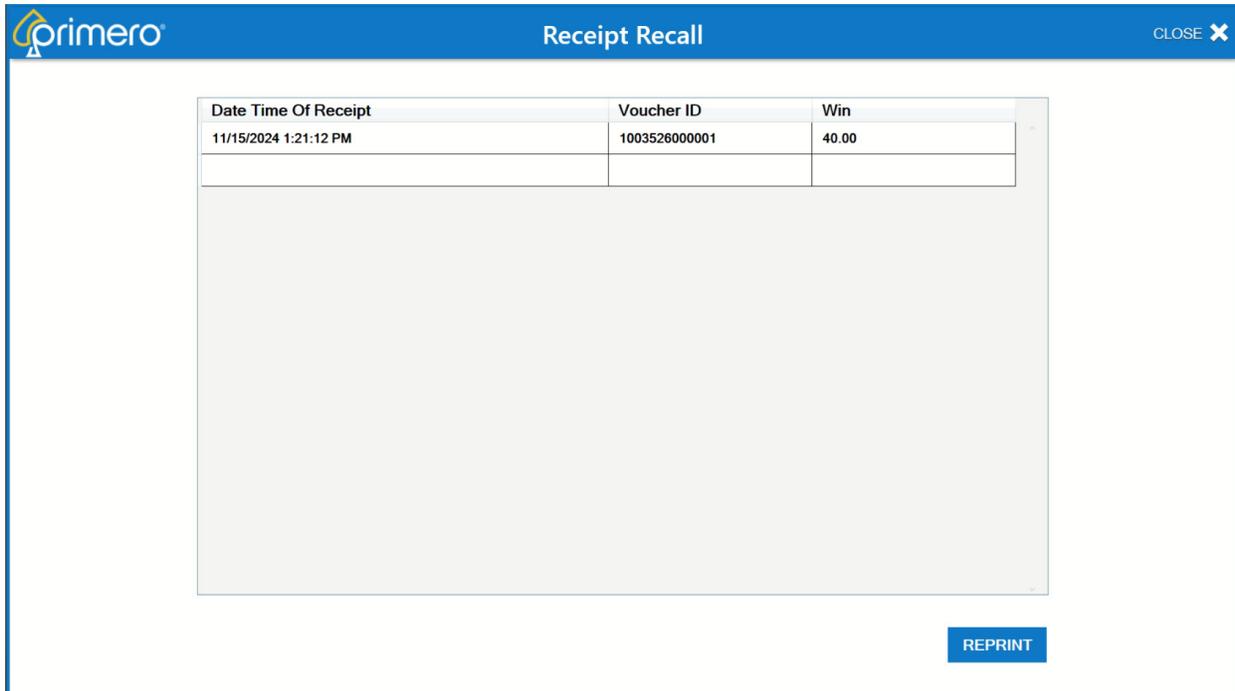
The Accepted Bills page shows the following:

- Bill Accepted
- Date and Time Stamp



Receipt History

The Receipt Recall Page displays the last 20 Win Receipts printed.

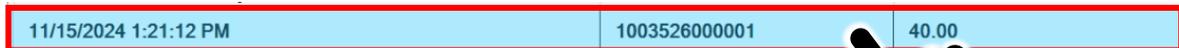


The Receipt Recall Page shows the following:

- Date and Time of Receipt
- Voucher ID
- Win

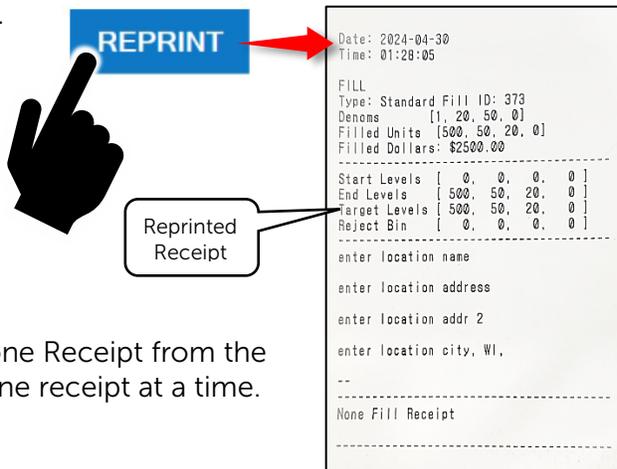
To Reprint a Receipt:

1. Select the Receipt.



2. Tap Reprint.

The system will reprint the selected receipt.



 **Note:** It is possible to Select more than one Receipt from the list, however, the system will only print one receipt at a time.



Gameplay Stats

The Game Plays Page displays some basic financial and play statistics for the various games including the number of plays for each game, coin in and coin out as well as the profit collected and return to player percentages.

Name	Plays	Coin In	Coin Out	Profit	RTP %
Freespins Mob	6	6.00	3.20	2.80	53.33%
Magic Tricks	8	9.00	0.00	9.00	0.00%
Payday	5	5.00	1.60	3.40	32.00%
Safari Wonders	7	6.00	2.00	4.00	33.33%
Scarab Riches	4	4.00	1.00	3.00	25.00%
Ticket To Fortune	9	9.00	1.85	7.15	20.56%
Totals	39	39.00	9.65	29.35	164.22%

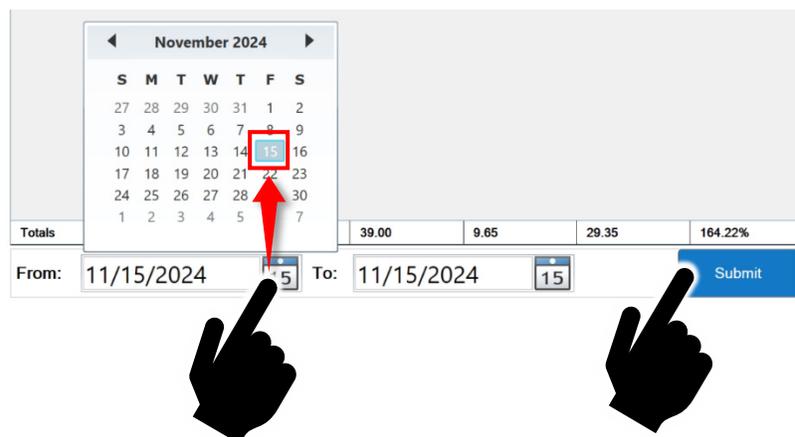
From: 11/15/2024 [15] To: 11/15/2024 [15] Submit

The Game Statistics Page displays the following:

- **Name** – The Name of the Game being played.
- **Plays** – The number of times the game was played.
- **Coin In** – The total amount of credits played in the game.
- **Coin Out** – The total amount of credits won by players.
- **Profit** – The amount of profit collected by the game. (Coin In – Coin Out = Profit)
- **RTP %** – A percentage of the amount won verses the amount wagered.
- **Totals** – Shows the Totals for each column.

To change the Dates displayed:

1. Tap the Calendar Icon.
2. Select the Date.
3. Tap Submit.





Game Recall

The Game Recall Page displays information for each play of each game and includes the date and time of the play, game name, wager, win and play ID.

Date	Game Name	Wager	Win	Id
11/15/2024 4:12:13 PM	Payday	1.00	0.00	39
11/15/2024 4:12:08 PM	Payday	1.00	1.60	38
11/15/2024 4:11:56 PM	Payday	1.00	0.00	37
11/15/2024 4:11:50 PM	Payday	1.00	0.00	36
11/15/2024 4:11:44 PM	Payday	1.00	0.00	35
11/15/2024 4:11:23 PM	TicketToFortune	1.00	0.60	34
11/15/2024 4:09:19 PM	TicketToFortune	1.00	0.00	33
11/15/2024 4:09:14 PM	TicketToFortune	1.00	0.00	32
11/15/2024 4:09:08 PM	TicketToFortune	1.00	0.00	31
11/15/2024 4:09:04 PM	TicketToFortune	1.00	0.00	30
11/15/2024 4:08:59 PM	TicketToFortune	1.00	1.00	29
11/15/2024 4:08:48 PM	TicketToFortune	1.00	0.00	28
11/15/2024 4:08:43 PM	TicketToFortune	1.00	0.00	27
11/15/2024 4:08:37 PM	TicketToFortune	1.00	0.25	26
11/15/2024 4:07:11 PM	FreespinsMob	1.00	0.00	25
11/15/2024 4:07:05 PM	FreespinsMob	1.00	0.00	24
11/15/2024 4:06:58 PM	FreespinsMob	1.00	3.20	23
11/15/2024 4:06:46 PM	FreespinsMob	1.00	0.00	22
11/15/2024 4:06:40 PM	FreespinsMob	1.00	0.00	21

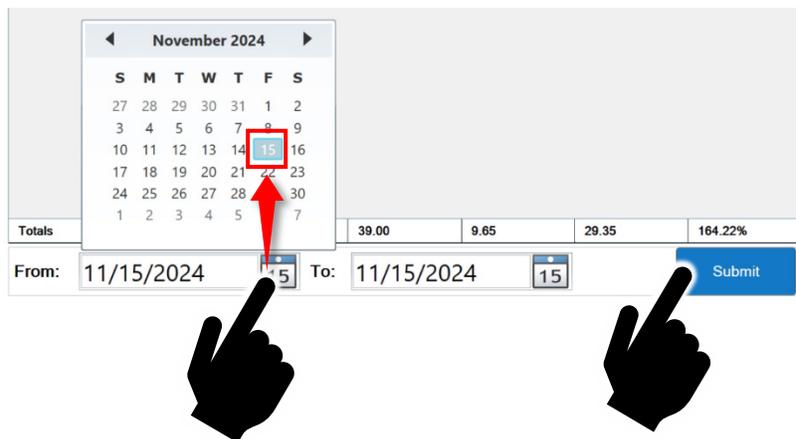
From: 11/15/2024 To: 11/15/2024 Submit

The Game Recall Page shows the following information:

- **Date** – Shows the Date and Time of the Play.
- **Game Name** – Displays the name of the game that was played.
- **Wager** – Shows the amount wagered on the play.
- **Win** – Displays the win amount.
- **ID** – Shows the unique numeric identifier of the play.

To change the Dates displayed:

1. Tap the Calendar Icon.
2. Select the Date.
3. Tap Submit.





Terminal Settings

The Terminal Settings page allows the Operator to change some Cabinet Component settings such as, Printer settings, Monitor Calibration and change the access Pin Code.

The screenshot shows the 'Terminal Settings' page with the following fields and controls:

- Location Name:
- Street Address:
- City:
- State:
- Zip:
- Ticket Interval:
- Minimum Ticket:
- Special Win (\$):
- Pin Code:
- Alarm: ON OFF
- Volume:
- Calibrate Touchscreen:
- Printer Type:
- Bill Acceptor Type:
- Printer Port:
- Bill Acceptor Port:
-
-

The Terminal Settings page has the following settings:

- [Location / Address](#)
- [Ticket Interval](#)
- [Minimum Ticket](#)
- [Special Win](#)
- [Pin Code](#)
- [Alarm](#)
- [Volume](#)
- [Printer Type](#)
- [Printer Port](#)
- [Calibrate Touchscreen](#)
- [Bill Acceptor Type](#)
- [Bill Acceptor Port](#)
- [RAM Clear](#)
- [Set Date/Time](#)



Address Fields

Sets the Address that appears on Tickets.

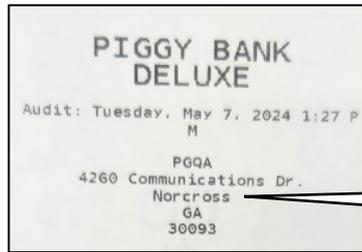
Location Name

Street Address

City

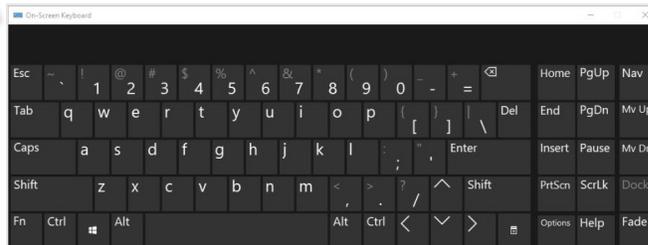
State

Zip



Address on Ticket

Tap a Text Box and use the Pop Up Keyboard to Enter the information.



Ticket Interval

Tap to Select 1 or 5

Sets the amount by which a payout on a ticket will increase and therefore the remaining cash or credit left in the machine when a ticket is printed. For Example, if the Ticket Interval is set to 5 and the player has \$6.50 in winnings, the ticket will only print for \$5, leaving \$1.50 to play in the game.

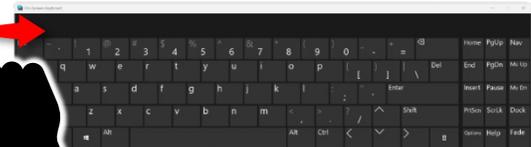
See [Lose Remaining Credit](#) for additional settings.

Minimum Ticket

Minimum Ticket

Tap to increase, Tap to decrease or Tap the Text Box to use the Pop Up Keyboard to Enter a Value.

Sets the minimum amount for a payout on a ticket when printed. For example, if set to 5, the player must have winnings of at least \$5 or no ticket will print.

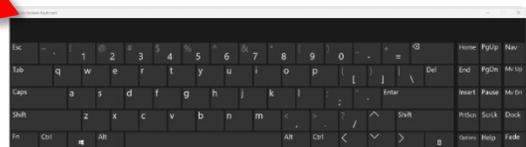


Special Win

Special Win (\$)

Tap the Text Box to use the Pop Up Keyboard to Enter a Value.

To prevent awarding winnings that exceed a specific amount. If applicable, this limit must be set according to the laws of the jurisdiction in which the machine will be placed.





Pin Code

Pin Code

Tap the Text Box and use the Pop-Up Keyboard to Enter a Numeric Value.

Sets the Pin Code for access to the Operator Menu. See [Access](#) for more information.



Alarm

Alarm

Tap to Turn On or Off.

Activates or Deactivates the Door Alarm which is triggered when the Main Door is opened.

Volume

Volume

Tap the Text Box to enter a value or Use the Slider to increase or decrease the volume setting.

Sets the Volume for the Game / Cabinets sounds and music.



Slide to Set Volume

Printer Type

Printer Type

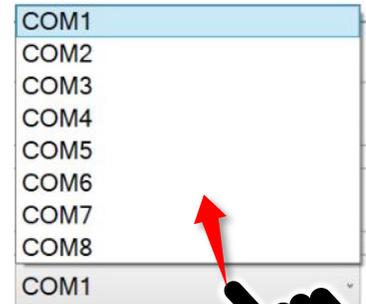
Tap to open the Printer Type Dropdown and Select a Printer Type.



Printer Port

Printer Port

Tap to open the Printer Port Dropdown and Select a Printer Port.



See [Appendix A: Printers](#) for supported printers and printer set up.



Calibrate Touchscreen

Calibrate Touchscreen

Tap to Select the Manufacturer of the Monitor from the Dropdown and the Calibration settings will automatically open.

This will calibrate the Touch settings for the Selected Monitor.

To Calibrate the Touchscreen Monitor:



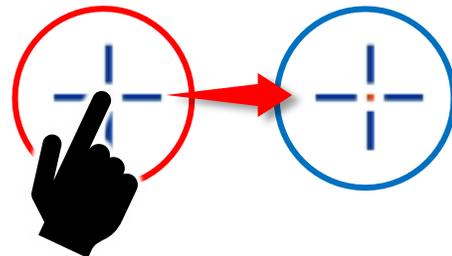
Blue crosshairs with a Red center dot will appear on the screen.

Touch and hold the crosshair and a Red Circle will appear. When the Red Circle turns Blue, the crosshair will move to another part of the screen. Repeat until the screen is calibrated.

Identifying touch devices

Please touch and hold the cross until the circle turns blue

If this is not a touch screen click next with a mouse or type Alt+X

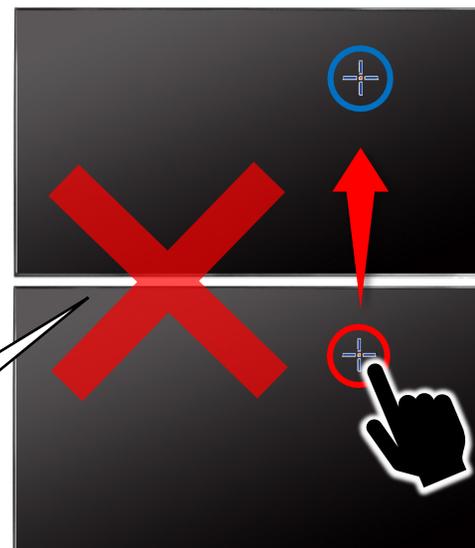


Warning: The system does not support calibration on a Dual Monitor system.

If Selecting a Monitor Manufacturer on a Dual Monitor System, Do Not attempt to calibrate, avoid touching the monitors and allow the calibration settings to Time Out.

If the Game Machine has Dual Monitors that need to be calibrated, please contact Primero Support at **833-503-1724**.

Do Not Calibrate Dual Monitors





Bill Acceptor Type

Bill Acceptor Type

Tap the dropdown to select the Bill Acceptor.

PyramidApex
None
ID003
PyramidApex
ICT
Mei
MeiSerial



Bill Acceptor Port

Bill Acceptor Port **INITIALIZE**

Tap the Dropdown to Select the Bill Validator Port.

To start the Bill Validator without the need to restart the Machine, Tap Initialize.



COM1
COM2
COM3
COM4
COM5
COM6
COM7
COM8
COM4



See [Appendix A: Bill Validators](#) for supported Bill Validators and Bill Validator set up.

RAM Clear



Tap the RAM CLEAR button to perform a RAM Clear on the Game Machine.

A RAM Clear will reset the game machine's memory, meter information, some configuration settings, and any data stored in the random-access memory.



Set Date/Time

Set Date/Time

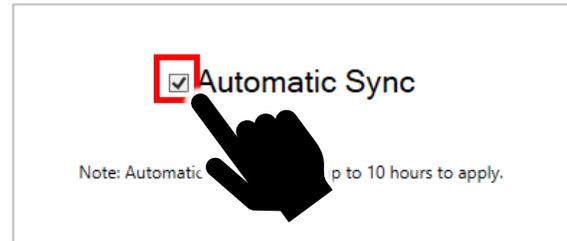
Tap the Set Date/Time button to set the date and time for the Game Machine.

Current System Date/Time: 06-Mar-2025 10:54 AM

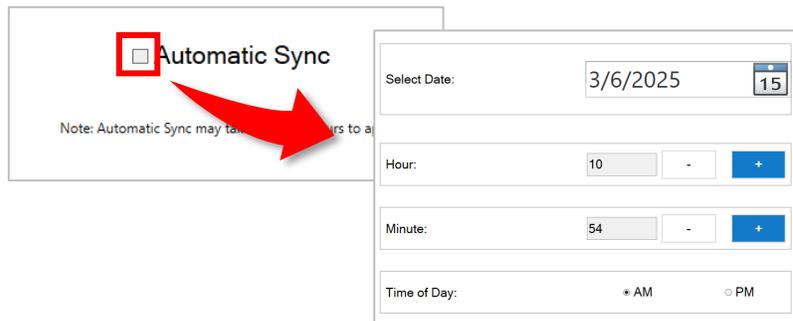
Automatic Sync

If the Machine is connected to the internet, Tap the Automatic Sync check box to synchronize the time with the internet.

Note: Automatic Sync may take up to 10 hours to apply.

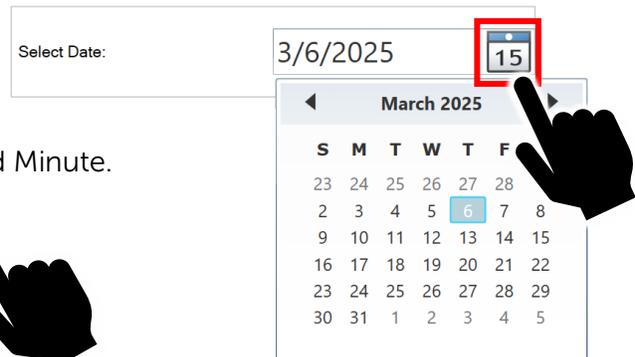


If Automatic Sync is unchecked or turned off, the Time and Date may be set manually.

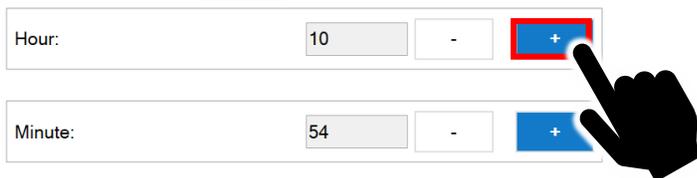


Manual Time and Date Settings

Tap the Calendar button to select a date.



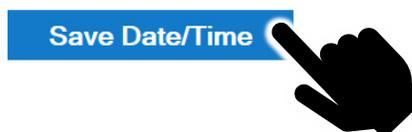
Tap **-** or **+** to change the Hour and Minute.



Tap the Radio Button to select AM or PM.



Tap Save Date/Time to set the time.





Game Settings

The Game Settings page allows the Operator to activate features or set some of the Game settings and parameters including skills, payout and denoms.

The screenshot shows the 'Game Settings' window with the following controls:

- Match 2 Feature: ON OFF
- Generic Symbols: ON OFF
- Payback: ON OFF
- Payback Rounds: 12
- Lose Remaining Credit: ON OFF
- Timeout to Clear: [Dropdown]
- Preview: ON OFF
- Payout %: 92
- Hand Count: ON OFF
- Hand Count Clear: 1min
- Denom Select: 0.20 0.40 0.60 0.80 1.00 2.00 3.00 4.00 5.00
- Default: 1.00
- Buttons: Clear, Select All

The Game Settings page has the following settings:

- [Match 2 Feature](#)
- [Generic Symbols](#)
- [Payback](#)
- [Payback Rounds](#)
- [Lose Remaining Credit](#)
- [Timeout to Clear](#)
- [Preview](#)
- [Payout %](#)
- [Hand Count](#)
- [Hand Count Clear](#)
- [Denom Select](#)
- [Denom Default](#)



Match 2 Feature

Match 2 Feature ON OFF

Tap to Turn On or Off.

Activates or Deactivates the Match 2 Skill which may be required by some jurisdictions.



Generic Symbols

Generic Symbols ON OFF

Tap to Turn On or Off.

When turned on the game will display generic symbols in place of the Game Specific symbols on the Reels.



Game Symbols



Generic Symbols

Payback

Payback ON OFF

Tap to Turn On or Off.

Pay-Back is a feature of some games that allows the player to win back the amount of credits or cash lost on a particular play by completing a skill or set of skills.

Pay-Back Skill Game



Payback Rounds

Payback Rounds

Tap the Dropdown to Select the Number of Rounds.

Sets the number of Rounds for the [Payback](#) game.





Lose Remaining Credit

Lose Remaining Credit ON OFF

Tap to Turn On or Off.

Any amount to be collected that is lower than the Ticket Hand Value that is not paid to the player. For example, if the player has \$0.10 left in the gaming machine and the Ticket Value is set to \$0.25, they lose \$0.10.

Timeout To Clear

Timeout to Clear

Tap the Dropdown to Select a Value.

1min
2min
3min
4min
5min

Sets the time limit (in seconds) after which an unplayable amount left in the gaming machine is lost.

An unplayable amount is defined as an amount lower than the minimum credit value for each of the games, including the system base value.

For example, if the smallest playable amount is \$0.25 and the gaming machine contains \$0.10, the player must insert money within the time limit or the \$0.10 is lost to the player and the gaming machine goes back to \$0.00.

Preview

Preview ON OFF

Tap to Turn On or Off.

Activates the Potential Win Preview, which lets the player know in advance the next prize available to win.



Payout %

Payout %

Tap the Dropdown to Select the Payout Percent.

92
Very Hard - 88
Hard - 90
Medium - 92
Easy - 94
Very Easy - 96

The Payout Percentage setting for a game reflects the Return to Player Percentage or RTP for the games. The higher the difficulty the lower the RTP.



Hand Count

Hand Count ON OFF

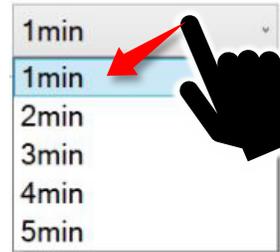
Tap to Turn On or Off.

When active, the Hand Value will Increment with each game played.

Hand Count Clear

Hand Count Clear

Tap the Dropdown to Select the time to Clear the Hand Count.



Sets the count down time to lose the hand from when the game has been idle for 3 minutes.

For example, if the Hand Count Clear is set to 1 minute and the player steps away from an active game leaving the game idle, after 3 minutes passes a 1 minute count down will start and clear the players hand once it reaches zero.

Denom Select

Denom Select Tap each Check Box to enable a Denom.

0.20 0.40 0.60 0.80 1.00 2.00 3.00 4.00 5.00

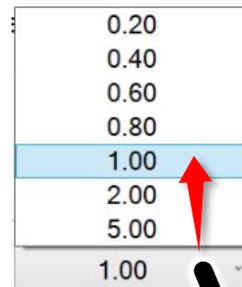


These will set the available currency or credit denominations available for game play.

Denom Default

Default

Tap the Dropdown to Select the Default Denom.



This will set the default denomination for game play.



SAS Settings

The SAS Page allows the Operator to set up the Slot Accounting System when applicable.

SasExceptions	Data
GameHasStarted	
GameHasEnded	
GameSelected	
SelfTestOrOperatorMenuE	
SelfTestOrOperatorMenuE	
GameSelected	
SelfTestOrOperatorMenuE	

The SAS Page has the following settings:

- Terminal #
- Serial Port
- Serial Number
- SAS Exceptions



Terminal

Terminal #:

Tap the Text Box to use the Pop Up Keyboard to Enter a Value.



This is the number the SAS Host or Site Controller determines as the Terminal ID and is set to a value between 0 and 127.

Entering 0 will Disable the SAS system.



Serial Port

Serial Port:

Tap the Dropdown and Select the Serial Port.

Sets the Port on the machine to which the SAS Host will communicate.

SAS will use ports 1-6



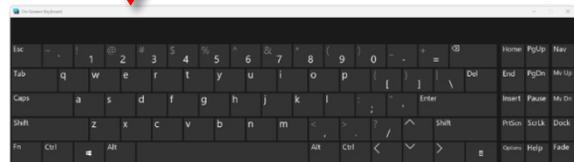
Serial Number

Serial Number:

Tap the Text Box to use the Pop Up Keyboard to Enter a Value.



The unique number generated by the SAS Host for TITO or AFT.



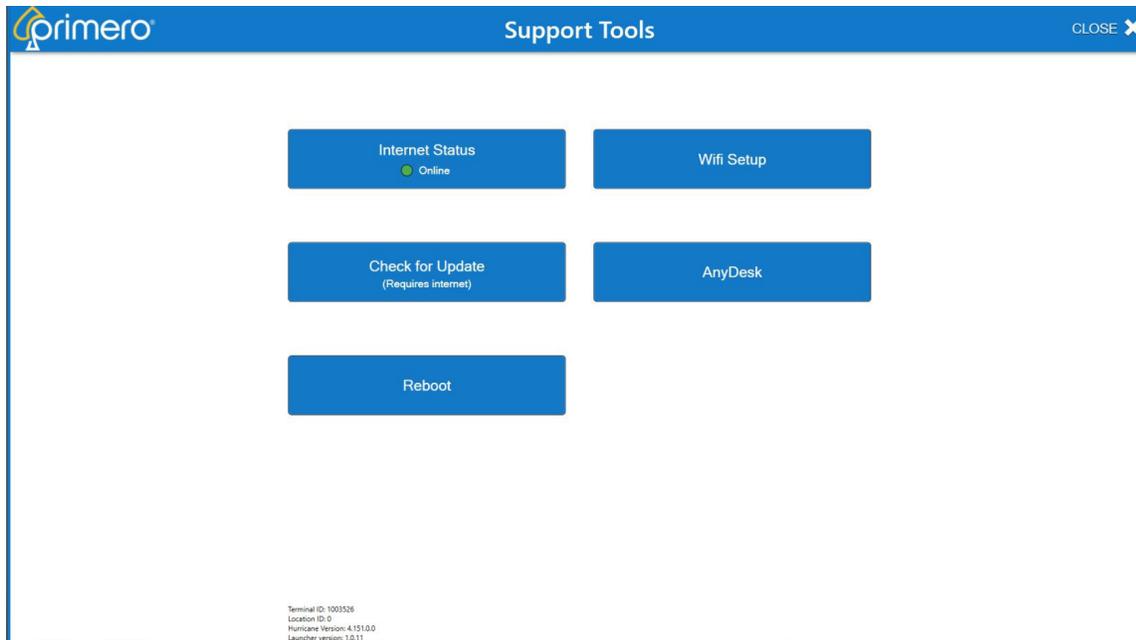
SAS Exceptions

SasExceptions	Data
GameHasStarted	
GameHasEnded	
GameSelected	
SelfTestOrOperatorMenuEr	
SelfTestOrOperatorMenuH	
GameSelected	
SelfTestOrOperatorMenuEr	
SelfTestOrOperatorMenuH	



Support Tools

The Support Tools page is employed by Operators for some support functions of the Game Machine such as internet and remote support as well as updates and system reboot.



The Support Tools page has the following buttons:

- [Internet Status](#)
- [Wifi Setup](#)
- [Check for Updates](#)
- [AnyDesk](#)
- [Reboot](#)

Internet Status



Displays the status of the Internet or WiFi connection.



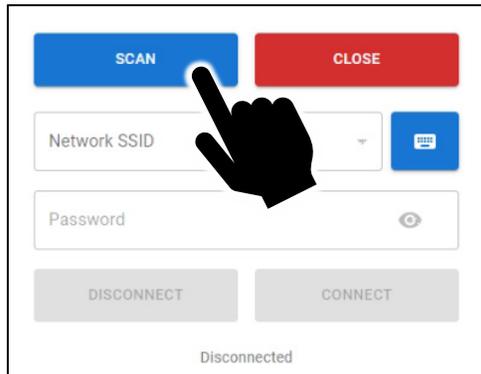
WIFI Setup



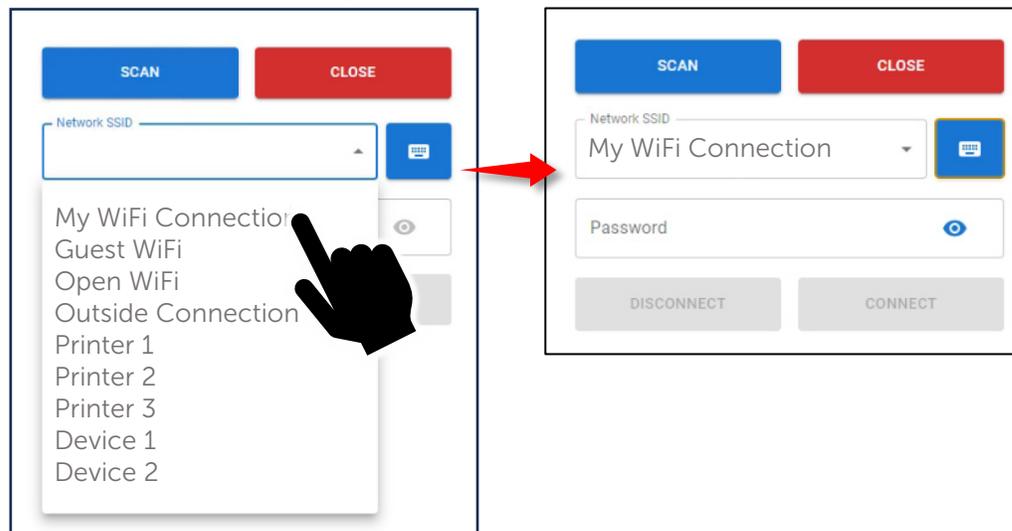
Tap to set up a Wi-Fi Connection.

Connects the Cabinet to a Wi-Fi internet connection.

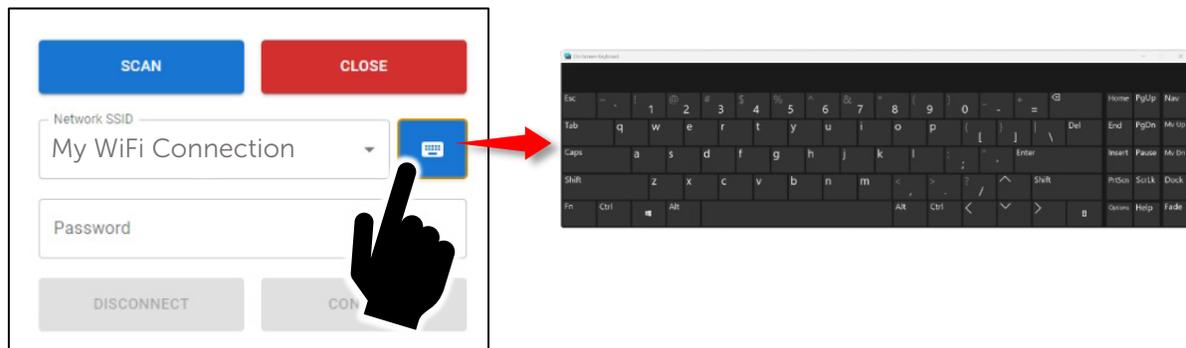
1. Tap Scan to locate the available Wi-Fi connections.



2. Tap the Network SSID dropdown and select the appropriate Network connection.

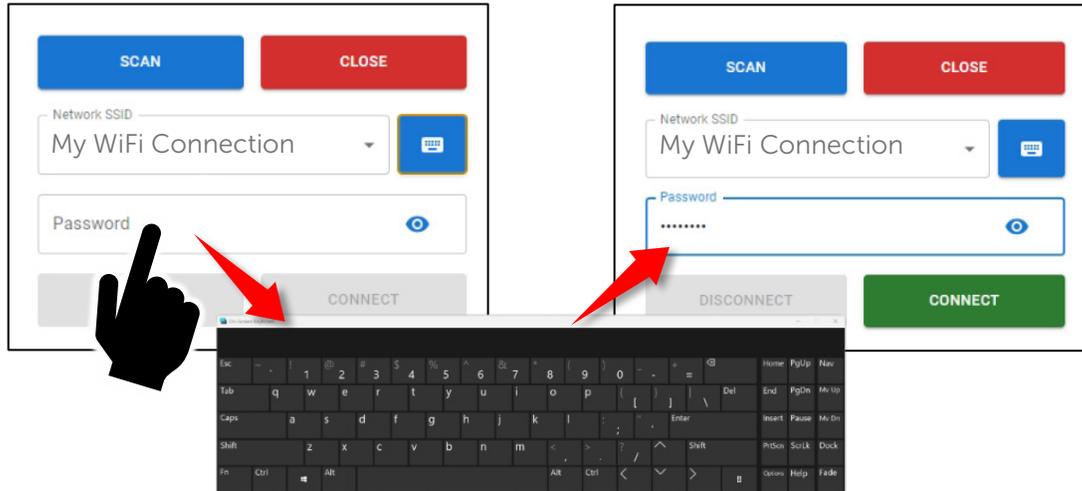


3. Tap the Keyboard Icon to open the Keyboard.

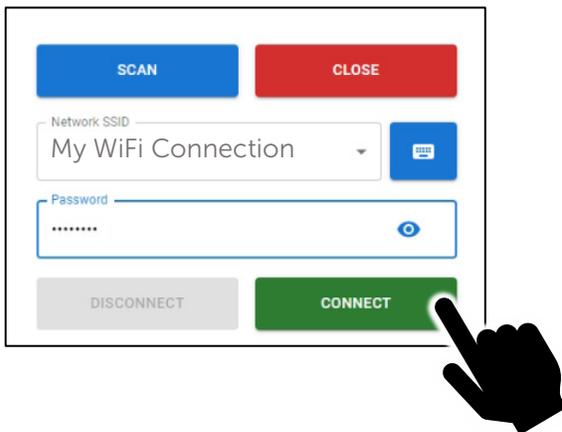




4. Tap the Password Field and Use the Keyboard Enter the SSID Password.



5. Tap Connect and the system will connect to the Selected Wi-Fi connection.



Check for Updates



Tap to Check for recent Updates.



When tapped, the button will indicate if an Update is available.

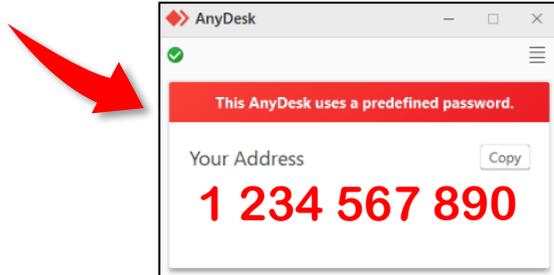


AnyDesk



Tap to View the Remote Connection address.

This address is used by Support Technicians for remote connections during support calls.



Reboot



Tap to Reboot the Machine.

This does not perform a [RAM Clear](#), it will only Reboot the Machine.



Player Menu

Player Menu buttons may appear different on the various games, but functionality should remain the same.



Play or Spin button – Tap to engage one play or spin of the Reels.



Autoplay or Auto-Spin – Tap to continually spin the reels. The Autoplay Counter will appear and count down from 99 spins. Tap again to stop.



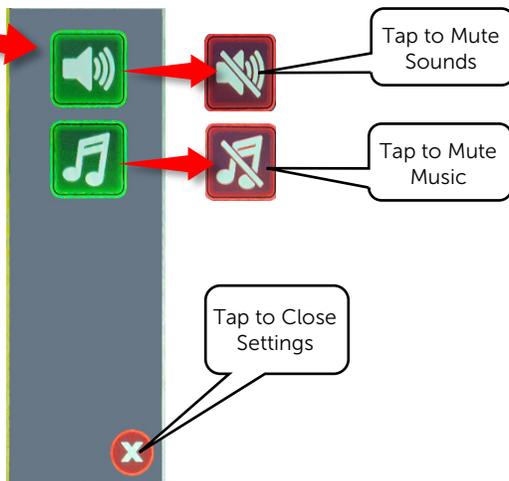
Play Amount – The Amount of credit or cash played for each spin of the reels. Tap  to Increase or Tap  to Decrease.



Preview – Tap to know in advance the next prize available to win.

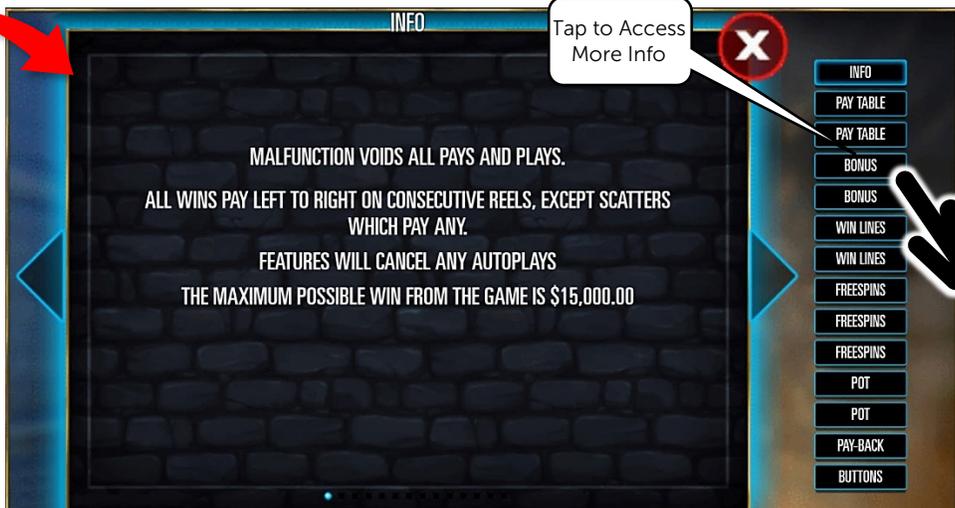


Player Settings – Tap to access available player settings.

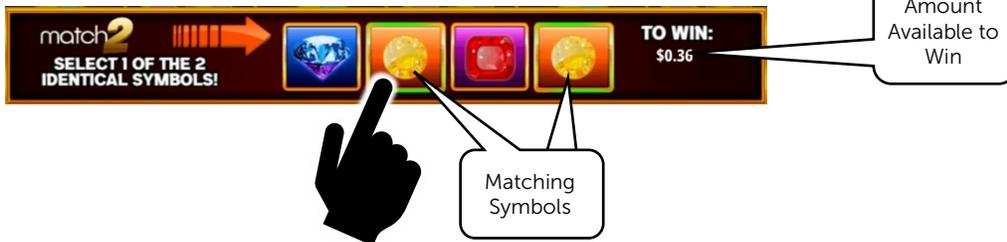




Game Information – Tap to access the Game Information screens.



Match 2 Skill – Tap one of the Identical Symbols.



Pay-Back – Tap to access the Pay-Back Skill feature on some games. Pay-Back is a feature that allows the player to win back the amount of credits or cash lost on a particular play by completing a skill or set of skills.



Exit Game – Tap to exit the Game and Collect winnings.



Appendix A: Cabinet Set Up

For Storm on EFCO 8657

Bill Acceptors

Innovative NV200 on Serial - Connect to Any Valid COM Port. ID003_V2
Select COM4 from the Bill Acceptor Port dropdown and Select

JCM UBA on Serial - Connect to Any Valid COM Port. ID003_V2
Select COM4 from the Bill Acceptor Port dropdown and

Pyramid Apex 7600 USA on Serial - Connected to COM3.
Select PyramidApex from the Bill Acceptor dropdown and Select COM3 from the Bill Acceptor Port dropdown.
Firmware: USA 1.16 SS5.

Cables

180038 Bill Acceptor - UBA Data Cable (Rev. B)
180081 Bill Acceptor - NV200 Cable Harness
530310 Cable - Pyramid Apex 7600, TTL RS232 [8 ft], ["MEI Bypass"]

Hard Drive Requirements

Transcend 256GB TS256GMTE712P-PRI

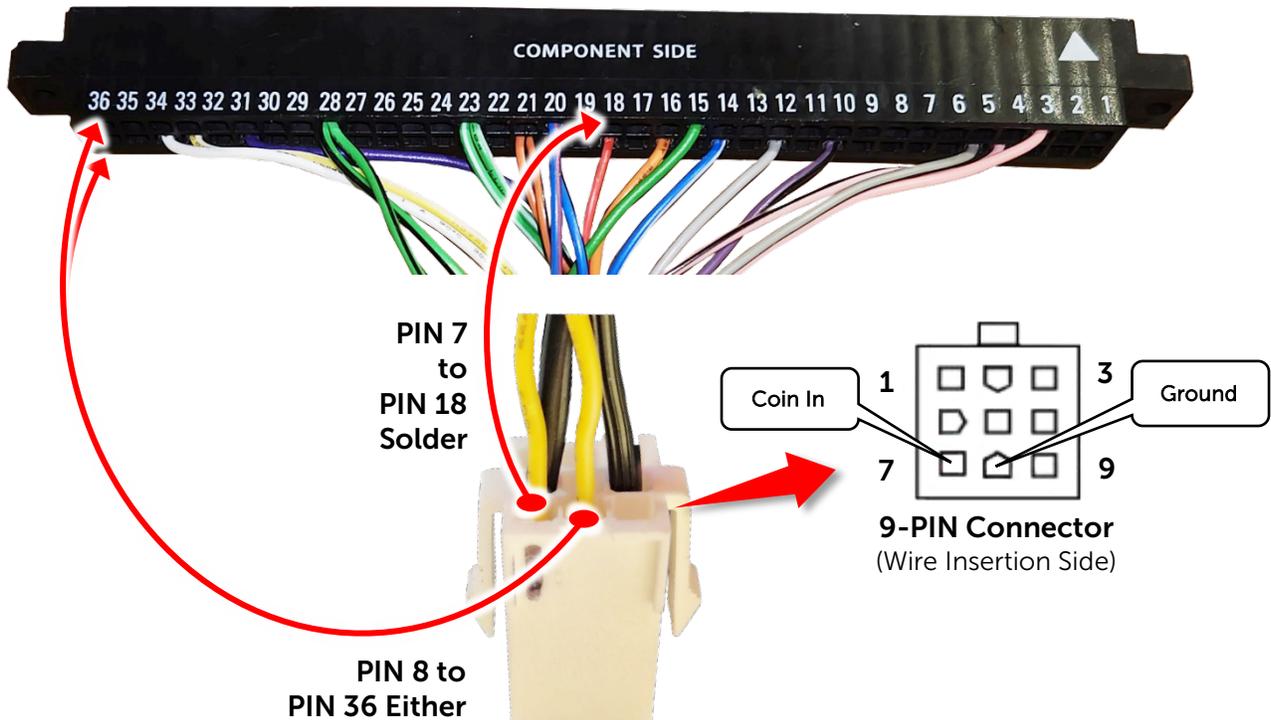


Appendix B: PA7, TAO and Apex Pulse Connector Diagram

This diagram shows the wiring setup for the 9-Pin Connector when using PA7, TAO and Apex Pulse Bill Acceptors.

Note: No settings in the Operator Menu need to be changed.

PIN	Connector Function
1	(No Connection)
2	(No Connection)
3	(No Connection)
4	120 VAC Hot Power (Not used for +12 VDC Model)
5	(No Connection)
6	120 VAC Neutral Power (24 VAC Neutral for +12 VDC Model)
7	Bill Acceptor Relay Contact – Coin In (Normally Open) (Connects to 18 Solder on Harness)
8	Bill Acceptor Relay Contact (Ground) (Connects to either PIN 36 on Harness)
9	(No Connection)
	Greyed Out = Not Used



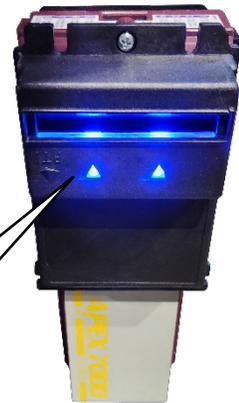
Note: Wire colors may differ depending on the cabinet or game machine.



5. Insert the appropriate Configuration Card into the validator, arrows first, printed side face up. The validator will hold the Configuration Card for a second or two and then feed it back out again.



6. The bezel lights should flash rapidly, indicating the validator has read the Configuration Card correctly. The configuration is now in permanent memory in the Bill Acceptor which should now reset itself by doing a stacker cycle.



Bezel Lights flash rapidly.



Warning: If the Bill Acceptor has not read the Configuration Card correctly, it will quickly reject the card and / or the bezel lights will flash slowly. Should this occur, check to make sure the Configuration Card was printed correctly, clearly and in the correct size. Also, make sure the card was cut out correctly with straight lines and is the proper width in line with an actual bill.



Note: The Bill Acceptor will stay in the Configuration Mode until it has correctly read a Configuration Card or powered off.



Configuration Cards

Carefully cut out the cards along the black outline.

TTL RS232

- Low Security
- 4 Way Bill Insertion

TTL RS232

- High Security
- 1 Way Bill Insertion

INSERT THIS SIDE UP, THIS END FIRST
USE BLACK INK, FILL OVALS COMPLETELY

↑ ↑

Pulse/Serial \$1/\$5 Credit Lines

MDB \$1-\$20 Credit Lines

RS-232 Always Enabled

Parallel Hi

Special 1 Special 2

section 1

Select only one Interface Type

section 2

Pulses per Dollar (sum of selected values)

64 4

32 2

16 1

8 None

Example: For 50 ppd, fill in the ovals for 32, 16, and 2, (32+16+2 = 50)

Pulse Speed: Slow Fast

Lighted Bezel: Solid On Flashing

section 3

section 4

Select Bills to Enable

Bill 1 (\$1) Bill 2 (\$5)

Bill 3 (\$10) Bill 4 (\$20)

Bill 5 (\$50) Bill 6 (\$100)

Bill 7 Bill 8

Bill 9 Bill 10

Bill 11 Bill 12

Example: To accept USA \$1, \$5, and \$10, fill in the ovals for Bill 1, Bill 2, and Bill 3.

Security Level: High Low

Insert Direction: Face up, Left 1st All 4 Ways

section 5

This Configuration Card should be printed on standard copy paper, measuring 6.0 x 2.6 inches (152 x 66 mm).

If printing from a .PDF file, turn off the "shrink to fit" option in your printer settings for proper scale.

PYRAMID TECHNOLOGIES, INC.
CURRENCY VALIDATION EXPERTS

INSERT THIS SIDE UP, THIS END FIRST
USE BLACK INK, FILL OVALS COMPLETELY

↑ ↑

Pulse/Serial \$1/\$5 Credit Lines

MDB \$1-\$20 Credit Lines

RS-232 Always Enabled

Parallel Hi

Special 1 Special 2

section 1

Select only one Interface Type

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Pulses per Dollar (sum of selected values)

64 4

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8 None

Example: For 50 ppd, fill in the ovals for 32, 16, and 2, (32+16+2 = 50)

Pulse Speed: Slow Fast

Lighted Bezel: Solid On Flashing

section 3

section 4

Select Bills to Enable

Bill 1 (\$1) Bill 2 (\$5)

Bill 3 (\$10) Bill 4 (\$20)

Bill 5 (\$50) Bill 6 (\$100)

Bill 7 Bill 8

Bill 9 Bill 10

Bill 11 Bill 12

Example: To accept USA \$1, \$5, and \$10, fill in the ovals for Bill 1, Bill 2, and Bill 3.

Security Level: High Low

Insert Direction: Face up, Left 1st All 4 Ways

section 5

This Configuration Card should be printed on standard copy paper, measuring 6.0 x 2.6 inches (152 x 66 mm).

If printing from a .PDF file, turn off the "shrink to fit" option in your printer settings for proper scale.

PYRAMID TECHNOLOGIES, INC.
CURRENCY VALIDATION EXPERTS





Appendix C: ICT PA7 and TAO Dip Switch Settings for Serial

Both PA7 and TAO Bill Acceptors have been tested for the WEL-RV706 Serial Cable only.

 **Warning:** Power Off the Cabinet or Game Machine prior to making any changes to the Bill Acceptor Dip Switches or Cables.

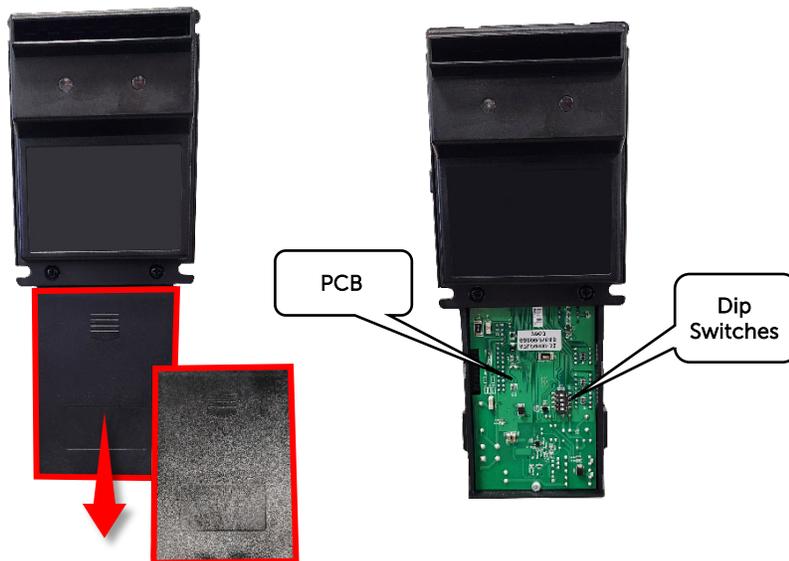


ICT PA7 Dipswitch and Menu Settings

There are two sets of dip switches, internal and external, that need to be addressed for Serial Cables to function as well as the Bill Acceptor settings in the Operator Menu.

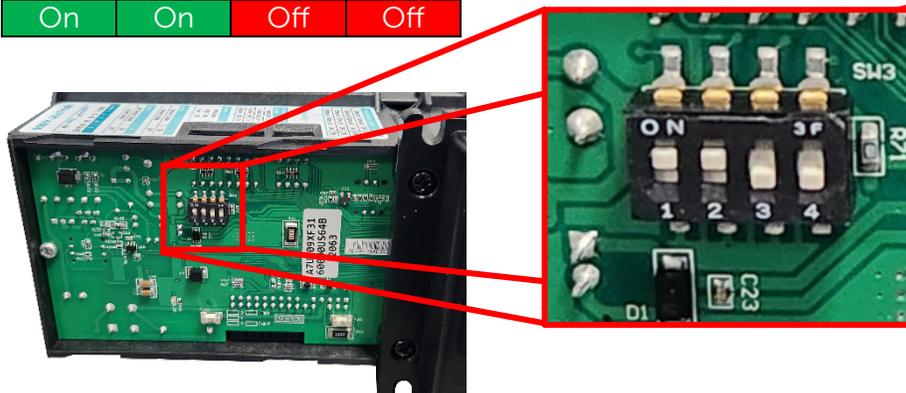
PA7 Internal / External Dip Switch Settings

1. Remove the PCB Cover.



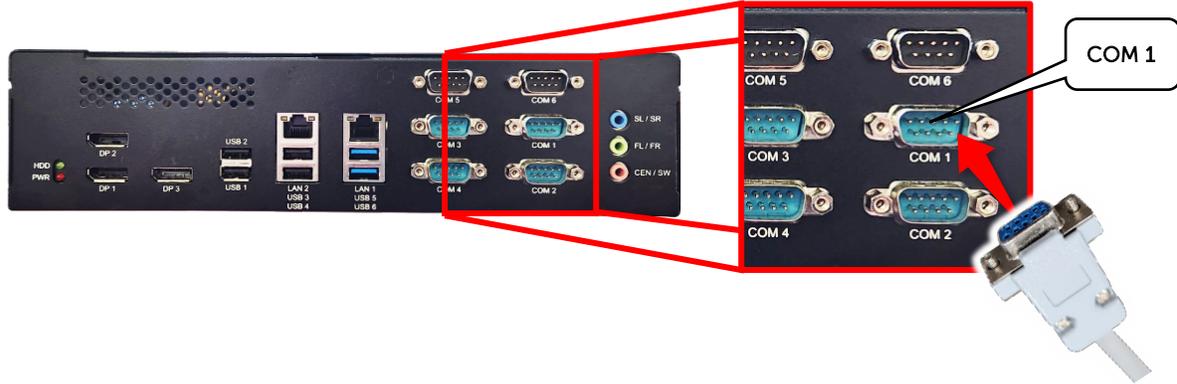
2. Set the Dip Switches to the settings below.

1	2	3	4
On	On	Off	Off

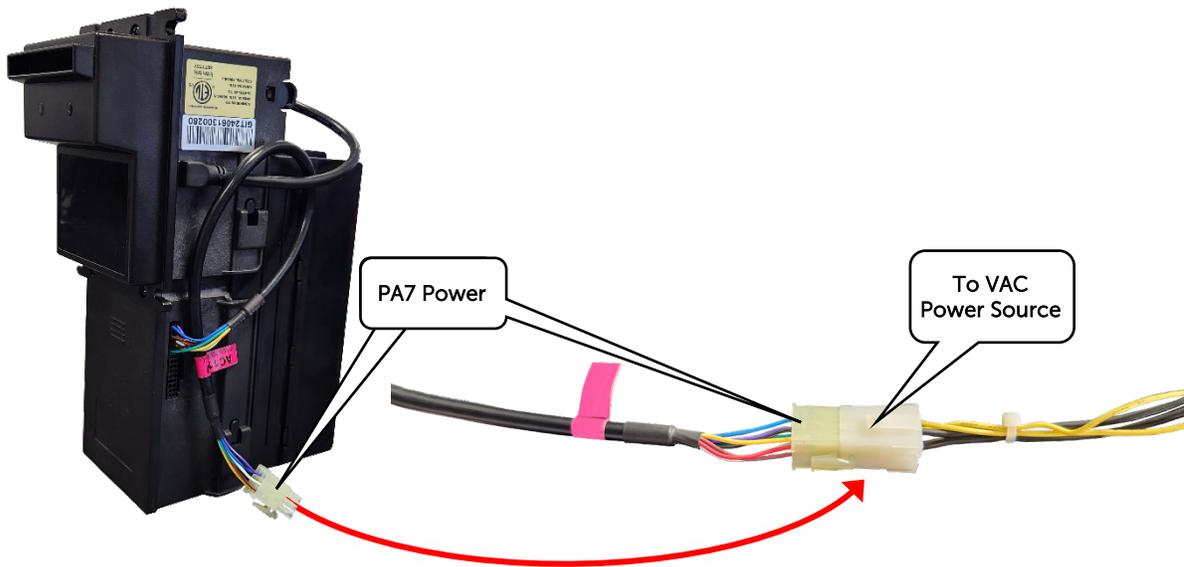




6. Connect the DB9 on the WEL-RV706 Serial Cable to COM 1 on the Board.

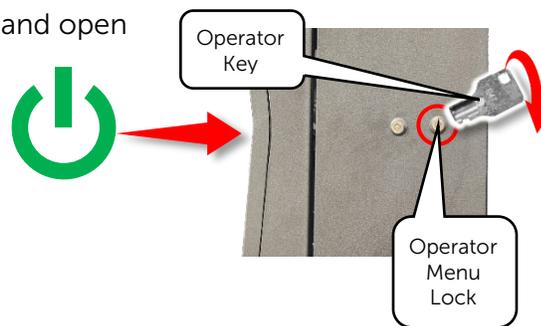


7. Connect the PA7 Power cable to the VAC Power Source inside the Cabinet or Game Machine.



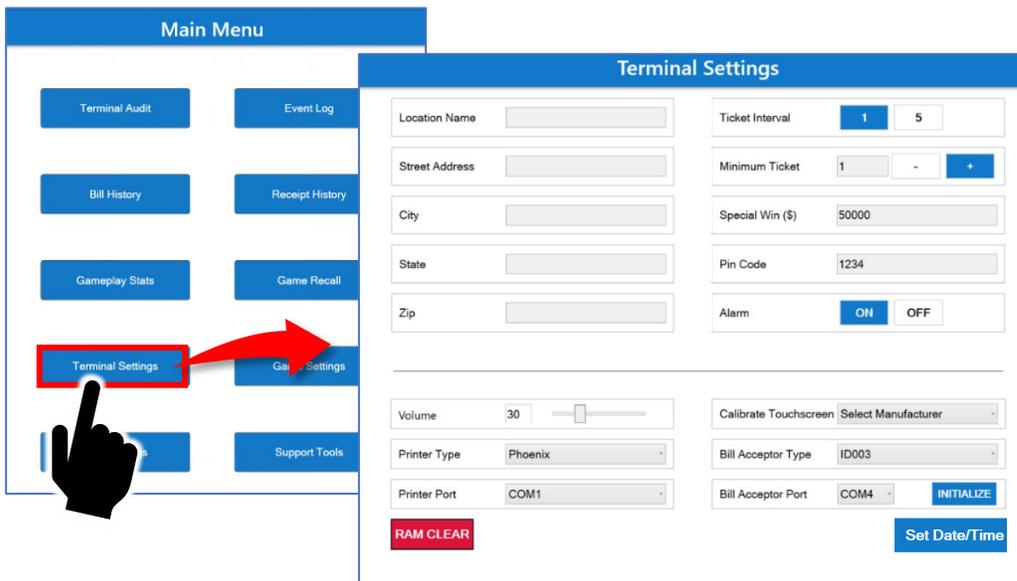
PA7 Menu Settings

8. Power up the Cabinet or Game Machine and open the Operator Menu via the Operator Key.

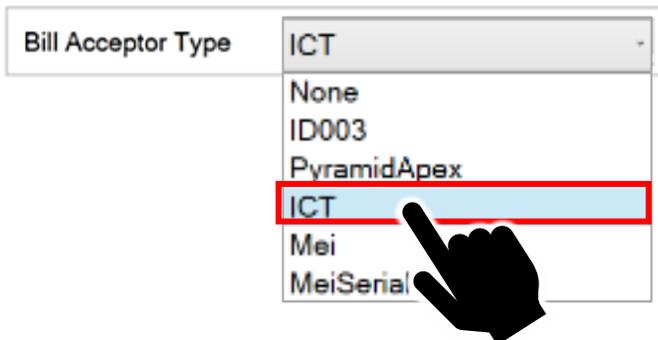




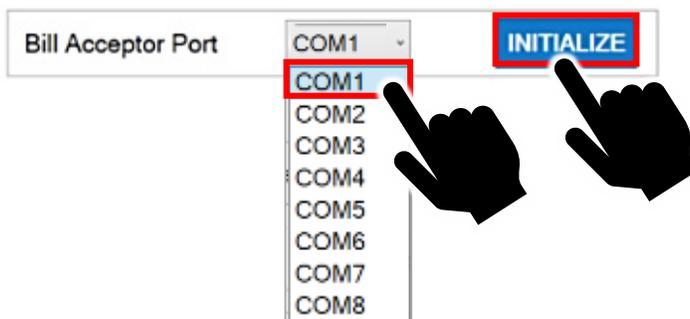
9. In the Operator Menu, Navigate to the Terminal Settings.



10. From the Bill Acceptor Type dropdown, Select ICT.



11. From the Bill Acceptor Port dropdown, Select COM 1 and Tap Initialize.



12. Insert Bills to Test the Bill Acceptor.



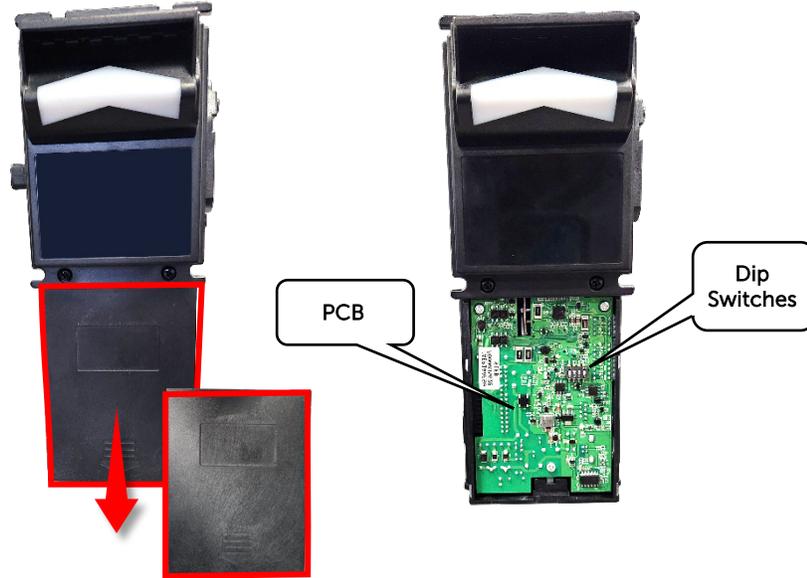


ICT TAO Dipswitch Settings

There are two sets of dip switches, internal and external, that need to be addressed for Serial Cables to function as well as the Bill Acceptor settings in the Operator Menu.

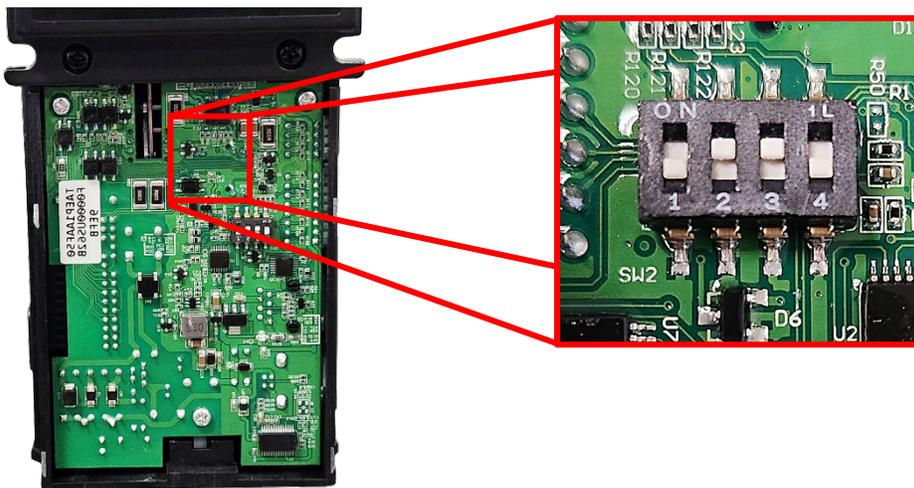
TAO Internal / External Dip Switch Settings

1. Remove the PCB Cover.



2. Set the Dip Switches to the following settings.
For more Dip Switch Settings see the chart below.

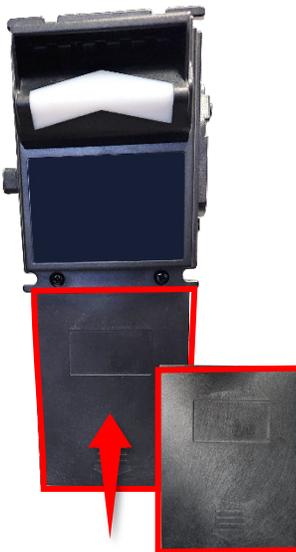
1	2	3	4
Off	On	On	Off



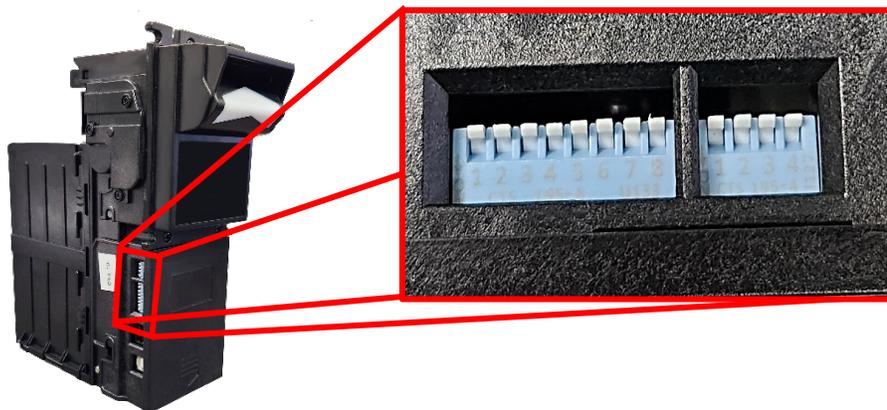


Main 4 Bit Dip Switch Settings				
Function	1	2	3	4
Credit-Pulse Normal HIGH*	On			
ICT Mode	Off	On	On	Off
PULSE Mode		On	Off	
* Not Used in ICT Mode				

3. Replace the PCB Cover.



4. External Dip Switches are set to Off by default. The charts below show the Dip Switch positions for various Bill Acceptor settings.





Main 8 Bit Dip Switch Settings								
Function	1	2	3	4	5	6	7	8
Settings Based on Location Requirements	Reject \$1	On						
	Accept \$1	Off						
	Reject \$5		On					
	Accept \$5		Off					
	Reject \$10			On				
	Accept \$10			Off				
	Reject \$20				On			
	Accept \$20				Off			
	Reject \$50 & \$100					On		
	Accept \$50 & \$100					Off		
Reserved						Off		
Harness Disable*							On	
Harness Enable							Off	
Inhibit Low Activity								Off

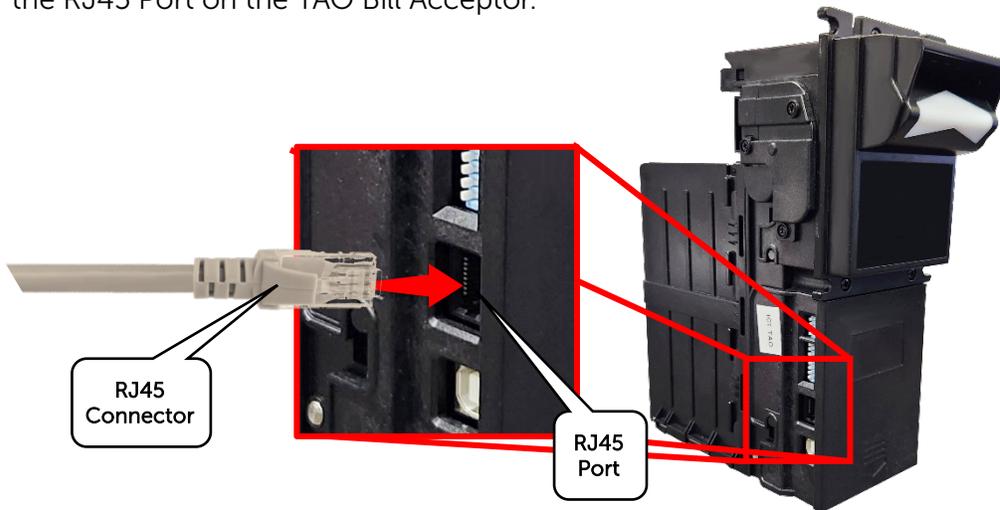
Note: All currency in US Dollars *Only On when connected by Pulse.

Main 4 Bit Dip Switch Settings				
Function	1	2	3	4
1 Pulse / \$1	Off	Off		
Interface Timing Conversion 50ms on/ 50ms off			Off	Off

Note: All currency in US Dollars

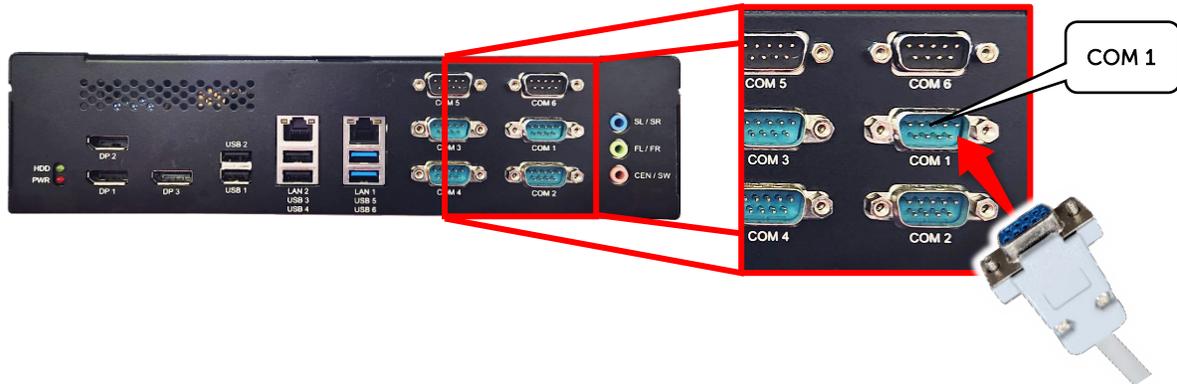
Serial Cable and Power Connections

- Connect the RJ45 connector on the WEL-RV706 Serial Cable to the RJ45 Port on the TAO Bill Acceptor.

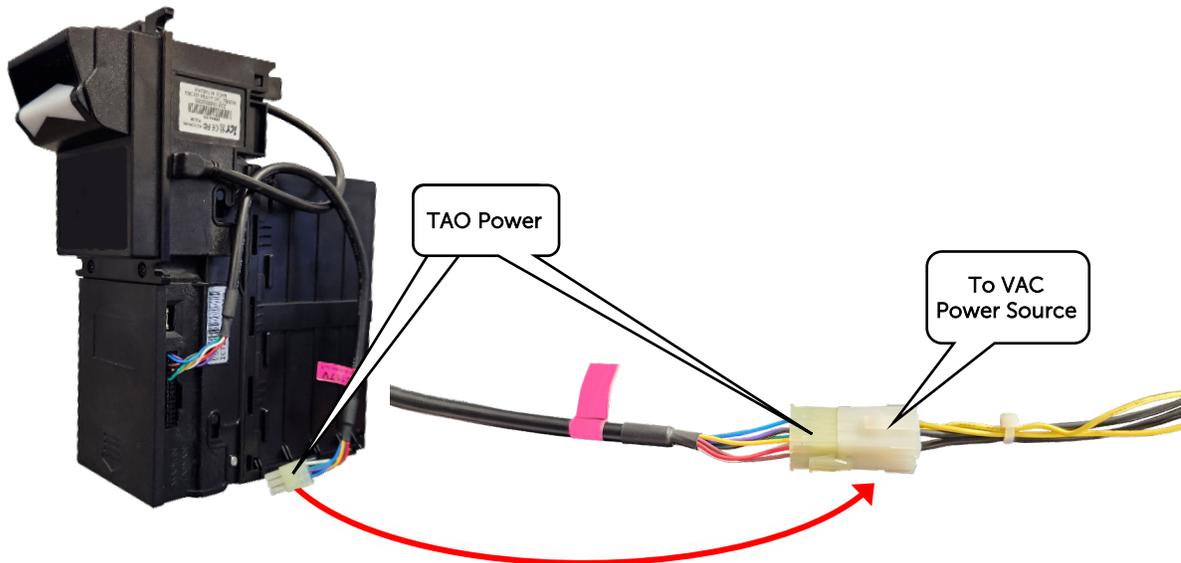




6. Connect the DB9 on the WEL-RV706 Serial Cable to COM 1 on the Board.

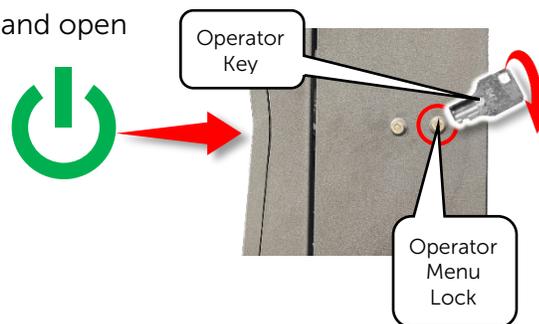


7. Connect the TAO Power cable to the VAC Power Source inside the Cabinet or Game Machine.



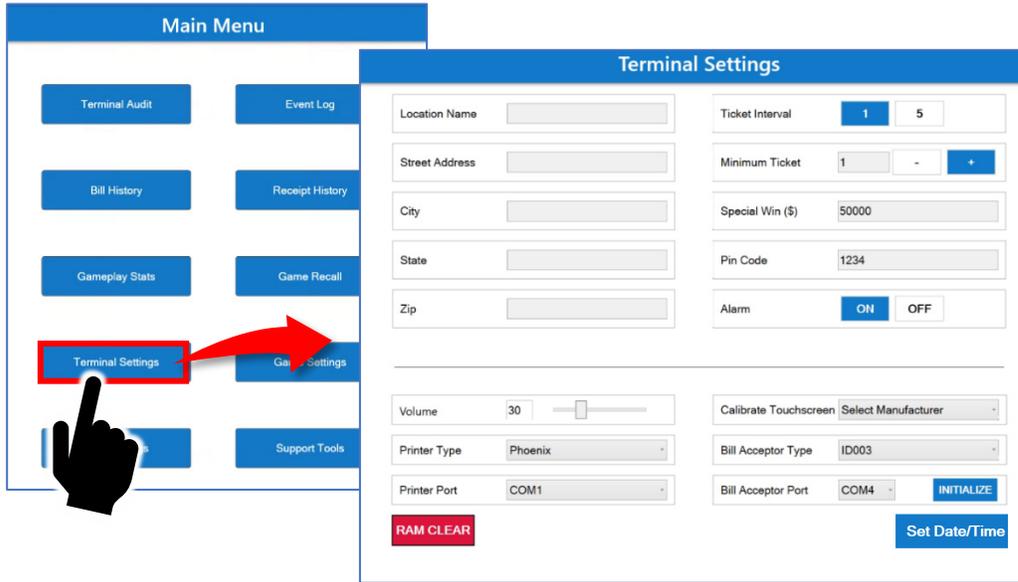
TAO Menu Settings

8. Power up the Cabinet or Game Machine and open the Operator Menu via the Operator Key.

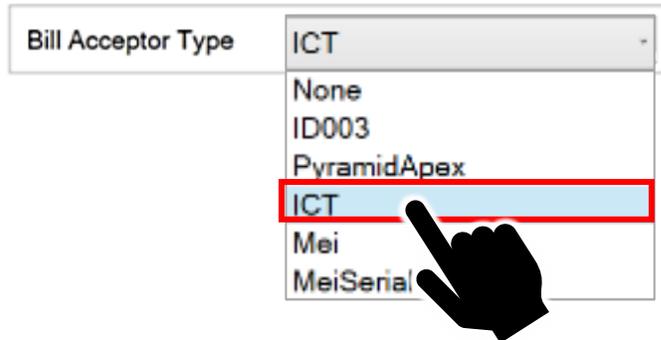




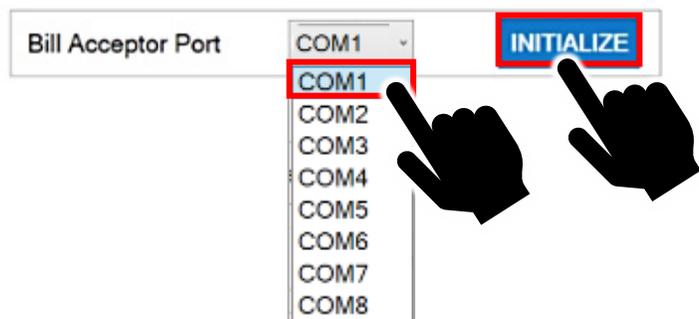
9. In the Operator Menu, Navigate to the Terminal Settings.



10. From the Bill Acceptor Type dropdown, Select ICT.



11. From the Bill Acceptor Port dropdown, Select COM 1 and Tap Initialize.



12. Insert Bills to Test the Bill Acceptor.

