



SPARK

Operator Manual



Revision: 3.0
Date: 2/18/26

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Document Navigation

This document is designed for use as a PDF and is self-referential with links to related sections for ease of use.

Tap or Click to Navigate to the Main Headings

Tap or Click to Return to the table of Contents

The links below the page headers can be used to jump to the main headings to quickly navigate to the necessary information and instructions. Tap or Click on the Primero Logo to return to the Table of Contents.

Symbols Used in This Guide



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.



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

Revisions

| 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. |
| 3.0 | Shawn Lucci – Technical Writer Darren Breese – Director of Business Development Robert Curtis – Sr Back End Developer Brett Prank – Quality Assurance | 2.18.26 | Updated UI Screenshots and some functionality |



Introduction

SPARK - More Than a Game Platform. A Smarter Machine.

Spark transforms every game machine into a connected, intelligent, upgradable platform, delivering long-term value beyond the game itself.

The Spark 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 the available Operator Menus and functions as well as the basic options available to Players. The 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.



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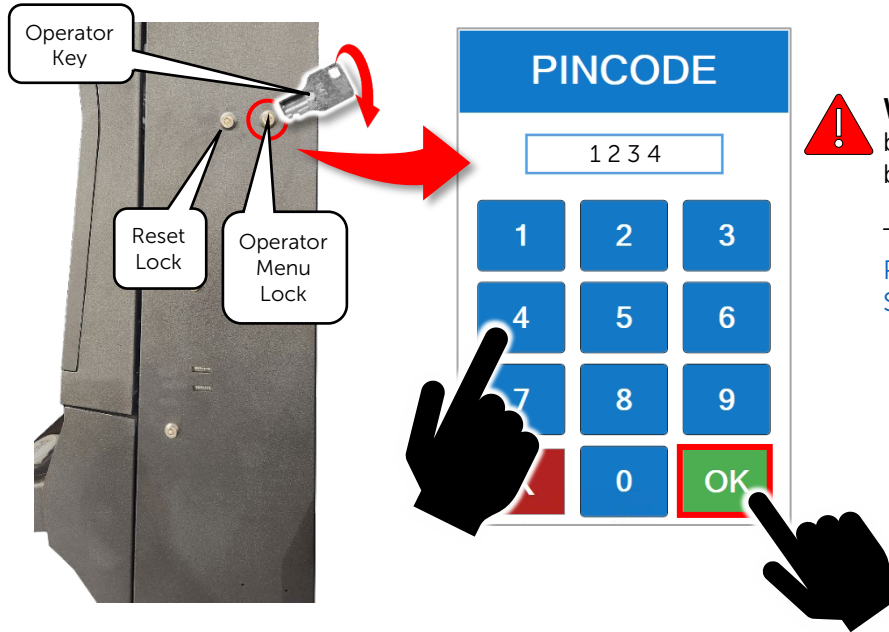
Access

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

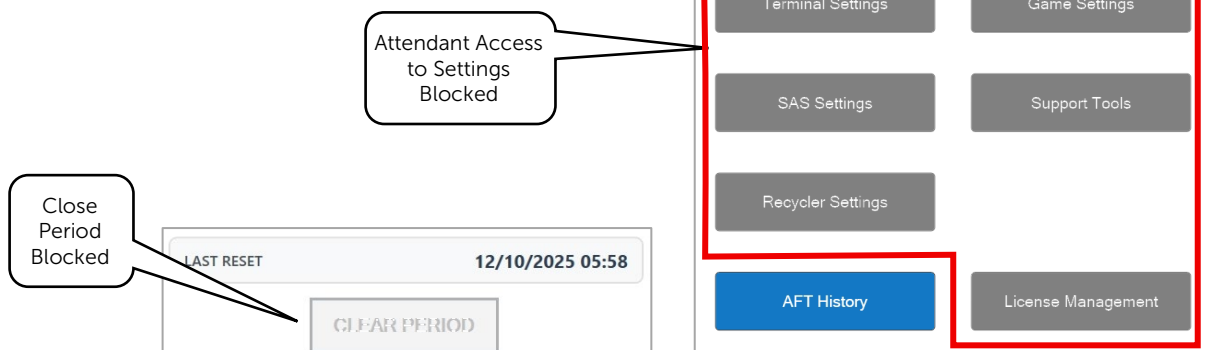
To change the Default Code, see [Pin Code](#) under the [Terminal Settings](#) page.

Access Levels

There are 2 access levels with separate PIN that may be setup by the Operator, an Operator PIN and Attendant PIN.

The **Operator PIN** has access to the entire Operating Menu and All Settings.

The **Attendant PIN** limits access to Viewing Only and blocks access to Close a Period on the [Terminal Audit](#) Menu.



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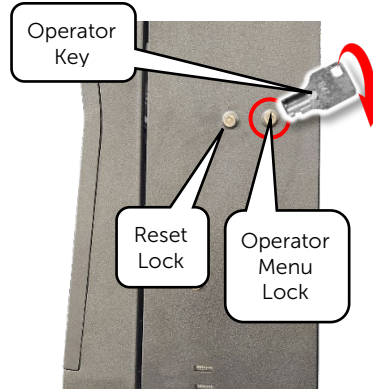


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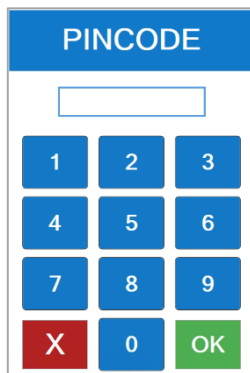
Screen Rotation

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

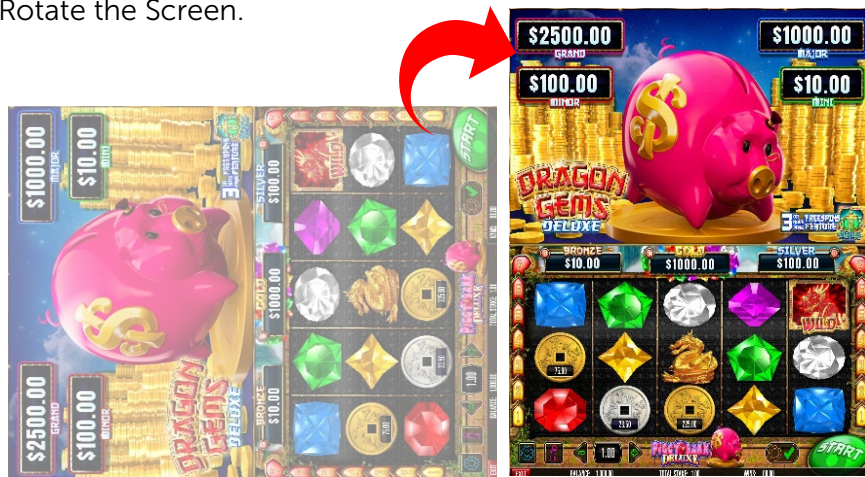
1. Insert and Turn the Operator Menu Key.



The PINCODE Login Screen Appears.



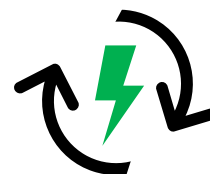
2. Tap the Play Button to Rotate the Screen.



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.



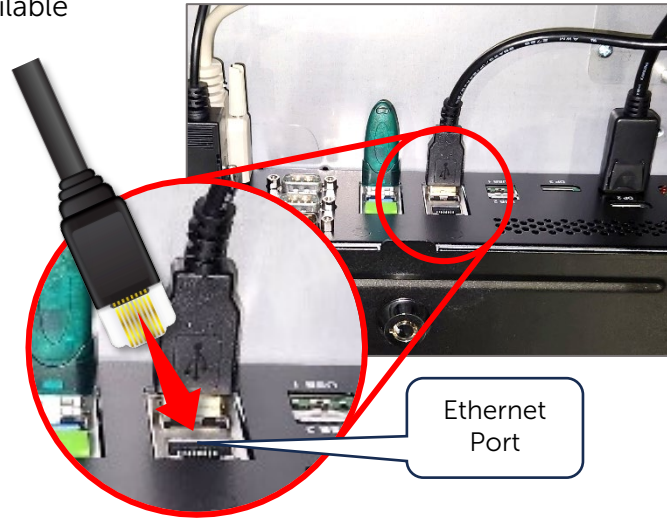
Updating the EFCO Board

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

1. Power off the Cabinet.



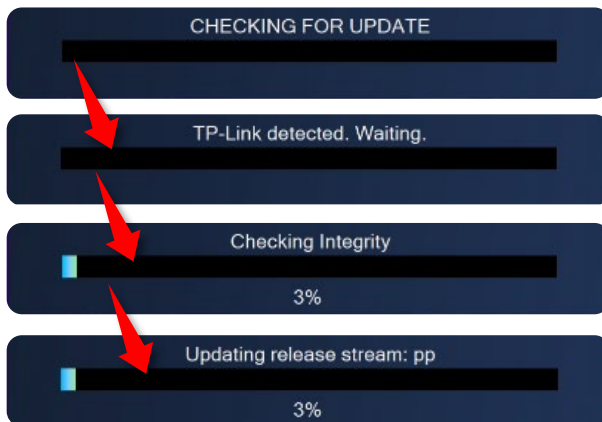
2. Insert an Internet Cable into the available Ethernet Port on the Game Board.



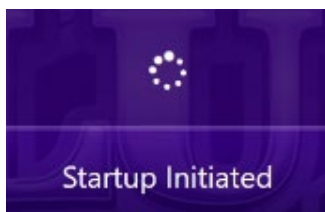
3. Power on the Cabinet.



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



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



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Navigation

The Spark 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.

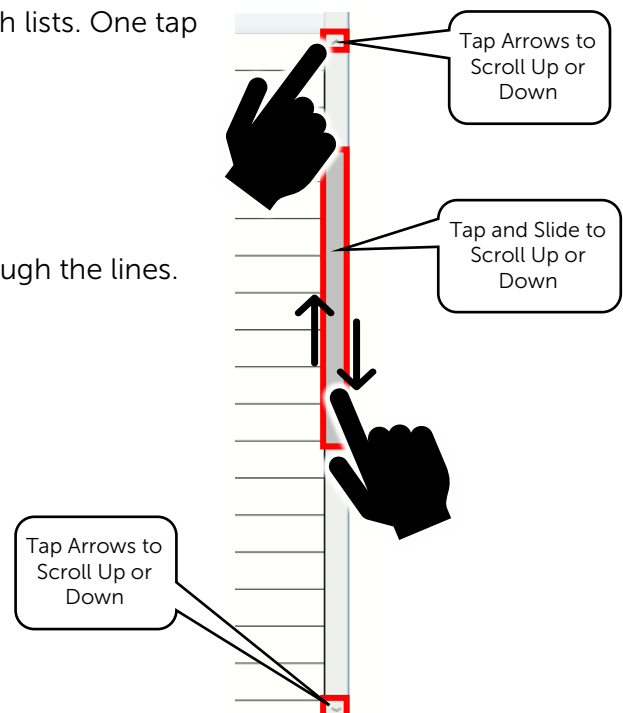
| Event | When |
|-----------------------|----------------------|
| belly door was Closed | 9/12/2024 1:13:50 AM |
| belly door was Closed | 9/12/2024 1:38:50 AM |
| belly door was Closed | 9/12/2024 2:03:50 AM |
| belly door was Closed | 9/12/2024 2:28:51 AM |
| belly door was Closed | 7/1/2024 3:19:51 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 | 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 | 0.00 | 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 |
| 11/15/2024 4:06:34 PM | FreespinsMob | 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 4:05:39 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.

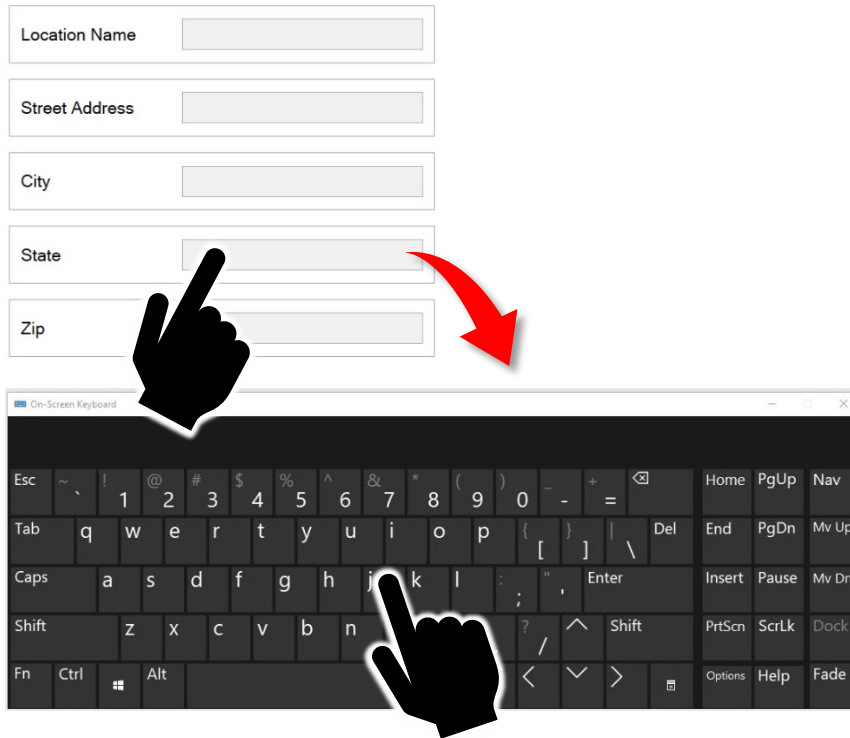


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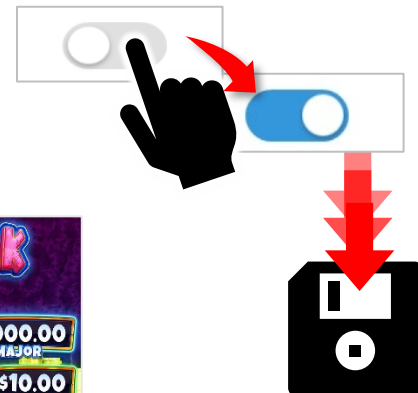
Use the Pop-Up Keyboard to Enter Alphanumeric information into various fields.



Exit and Saving Settings

Unless otherwise stated, Settings are saved automatically once a setting is changed.

To exit the Operator Menus, turn and remove the Operator Key and the system will exit to Game Play





Main Menu

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

[Recycler Settings](#) – Allows the Operator to set up and perform actions to manage the Recycler (Optional).

[AFT History](#) – Shows a log of the AFT Transactions.

[License Management](#) – For adding funds to licensed games.

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Terminal Audit (Meters)

The Terminal Audit Menu or Meters Menu displays information read from the Meters inside the Game Machine for both the current Period and Totals to date.

| PERIOD | | TOTAL | |
|-----------------------------|------------|-----------------------|------------|
| MONEY IN | \$5.00 | MONEY IN | \$5.00 |
| MONEY OUT | \$464.00 | MONEY OUT | \$464.00 |
| NET | (\$459.00) | NET | (\$459.00) |
| HOLD % | 0% | HOLD % | 0% |
| VALUE PLAYED | \$6,351.20 | VALUE PLAYED | \$6,351.20 |
| VALUE WON | \$6,065.01 | VALUE WON | \$6,065.01 |
| WIN % | 95% | WIN % | 95% |
| GAMES PLAYED | 5265 | GAMES PLAYED | 5265 |
| GAMES WON | 1234 | GAMES WON | 1234 |
| GAMES AVERAGE | 23% | GAMES AVERAGE | 23% |
| LAST RESET 10/09/2025 09:07 | | CREDIT BALANCE \$0.00 | |
| 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

PIGGY BANK DELUXE

Audit: Tuesday, May 7, 2024 1:27 P M

PGQA
4260 Communications Dr.
Norcross
GA
30093
PGQA

PERIOD

Total Drop - in 75400
Cancelled 111100
Hold % 147%
Net -35700
Out(Device) 111100
Out(Attend) 0
Total In - Played 197840
Total Out - Win 168625
Won (%) 85%
Games Played 756
Games Won 659
Average 87%
Last Reset Tuesday, April 30, 2024

LONG TERM

Total Drop - in 160600
Cancelled 271600
Hold % 169%
Net -111000
Out(Device) 271600
Out(Attend) 0
Total In - Played 659740
Total Out - Win 542444
Average 82%
Games Played 4955
Games Won 4115
Average 83%

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The Terminal Audit Menu displays the following information:

Money In: Shows the Cash or Credit inserted into the Machine with a Total at the top and a breakdown when expanded showing Cash, Tickets and AFT.

Money Out: Shows the Cash or Credit paid out to the players with a Total at the top and a breakdown when expanded showing Cash, Tickets and AFT.

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, multiplied by 100 and Rounded.

For Example, if the Net is \$11 and the Money In is \$43 the Hold % will be 26%.

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

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

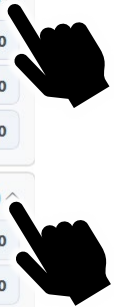
Value Won: The amount of cash or credit paid out to players as winnings.

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

Games Played: Number of Games Played in Total and for the current period.

Games Won: Number of Games Won in Total and for the current period.

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



| | |
|---------------|------------|
| MONEY IN | \$5.00 ^ |
| Cash In | \$5.00 |
| Ticket In | \$0.00 |
| AFT In | \$0.00 |
| MONEY OUT | \$464.00 ^ |
| Cash Out | \$0.00 |
| Ticket Out | \$464.00 |
| AFT Out | \$0.00 |
| NET | (\$459.00) |
| HOLD % | 0% |
| VALUE PLAYED | \$6,351.20 |
| VALUE WON | \$6,065.01 |
| WIN % | 95% |
| GAMES PLAYED | 5265 |
| GAMES WON | 1234 |
| GAMES AVERAGE | 23% |

LAST RESET

10/09/2025 09:07

CREDIT BALANCE

\$0.00

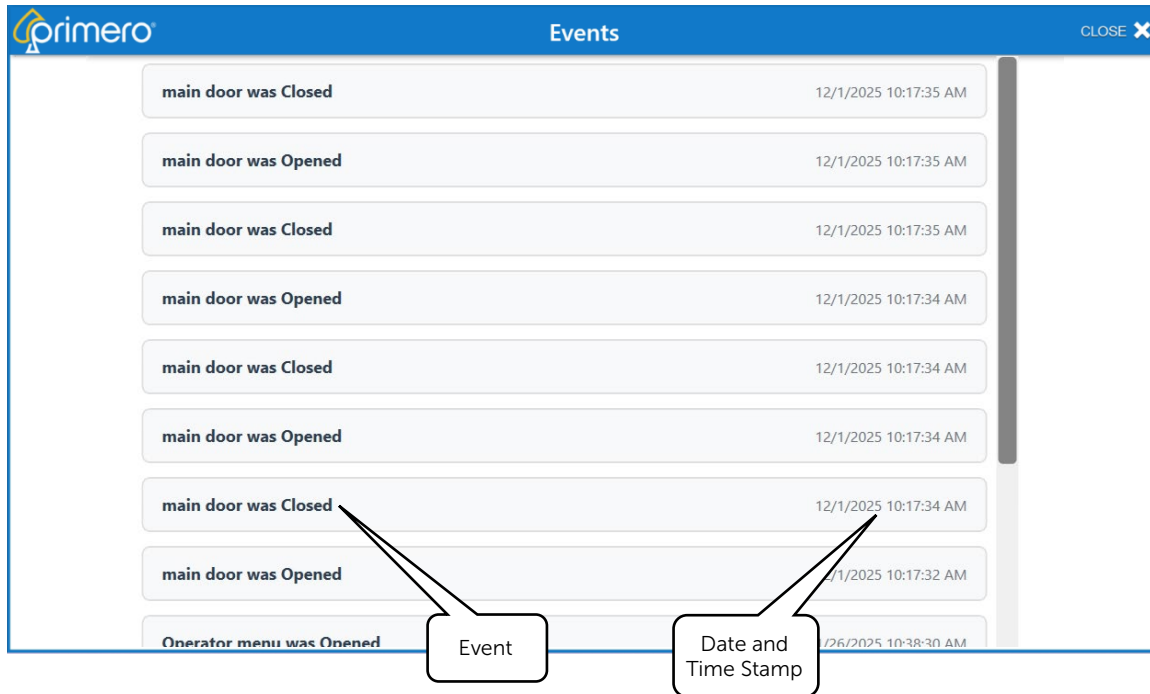
Last Reset: The Time and Date of the last reset.

Credit Balance: The Players current credit balance.



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.



The Types of Events displayed are:

- Physical Cabinet Events
- Menu Events
- Game Events



Bill History

The Bill History page shows information about the game machines accepted bills via the Bill Acceptor or Recycler (if installed) and displays 4 Tabs to breakdown the information, Bills In, Bills Out, Bleeds, and Fills.

The Accepted Bills page shows the following Tabs:

- [Bills In](#)
- [Bills Out](#)
- [Bleeds](#)
- [Fills](#)

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Bills In

Accepted Bills [CLOSE X]

Bills In | Bills Out | Bleeds | Fills

From: 11/01/2025 15 To: 12/01/2025 15 [Apply] [Clear]

| Denomination | Date and Time Stamp |
|--------------|------------------------|
| \$1.00 | 11/25/2025 11:27:58 AM |
| \$5.00 | 11/25/2025 11:27:53 AM |
| \$10.00 | 11/25/2025 11:27:46 AM |
| \$20.00 | 11/25/2025 11:27:37 AM |
| \$1.00 | 11/24/2025 3:53:56 PM |
| \$5.00 | 11/24/2025 3:51:10 PM |
| \$10.00 | 11/24/2025 3:50:50 PM |
| \$20.00 | 11/24/2025 3:50:26 PM |

The Bills In Tab shows a list of the bills inserted into the Bill Acceptor during the specified date range. Each line shows the denomination of the Bill inserted with a Time and Date Stamp.

To select a data range:

1. Tap the Calendar Icon.

2. Select the Date and Tap Apply.

Tap Clear to remove the Date Range.

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Bills Out

| | Bills In | Bills Out | Bleeds | Fills |
|---------------------|-----------|-----------|---------|-------|
| 11/24/2025 14:37:03 | Completed | Req: \$5 | 1 bills | \$5 |
| 11/24/2025 14:36:21 | Completed | Req: \$5 | 1 bills | \$5 |
| 11/24/2025 14:23:59 | Completed | Req: \$10 | 1 bills | \$10 |

The Bills Out Tab shows a list of any bills dispensed from a collection. Each line displays the Total amount dispensed, Number of Bills, Amount Requested from the Collection, the Status, and a Time and Date Stamp.

Tap the Arrow to expand a line for more information about the event.

| | | | | |
|---------------------|-----------|----------|---------|-----|
| 11/24/2025 14:36:21 | Completed | Req: \$5 | 1 bills | \$5 |
| \$5 | | | 1 bills | \$5 |
| TOTAL | | | 1 bills | \$5 |

If there are any issues with the collection, the line will be highlighted and display the issue status of the collection.

| | | | | |
|---------------------|--------------------|-----------|---------|------|
| 12/01/2025 16:07:05 | Completed w/ Retry | Req: \$40 | 2 bills | \$40 |
| \$20 | | | 2 bills | \$40 |
| TOTAL | | | 2 bills | \$40 |

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Bleeds

| Bills In | Bills Out | Bleeds | Fills |
|----------|-----------|---|-------|
| | | <div>12/01/2025 10:53:59 Completed Req: \$70 6 bills \$70</div> | |

Callouts:

- Arrow to Expand (points to the expand icon)
- Date and Time Stamp (points to 12/01/2025 10:53:59)
- Status (points to Completed)
- Total Requested (points to Req: \$70)
- Number of Bills Dispensed (points to 6 bills)
- Total Dispensed (points to \$70)

The Bleeds Tab shows a list of the bleeds performed and the results including the Total, Number of Bills, Amount Requested, Status, and a Date and Time Stamp.

Tap the Arrow to expand a line for more information about the event.

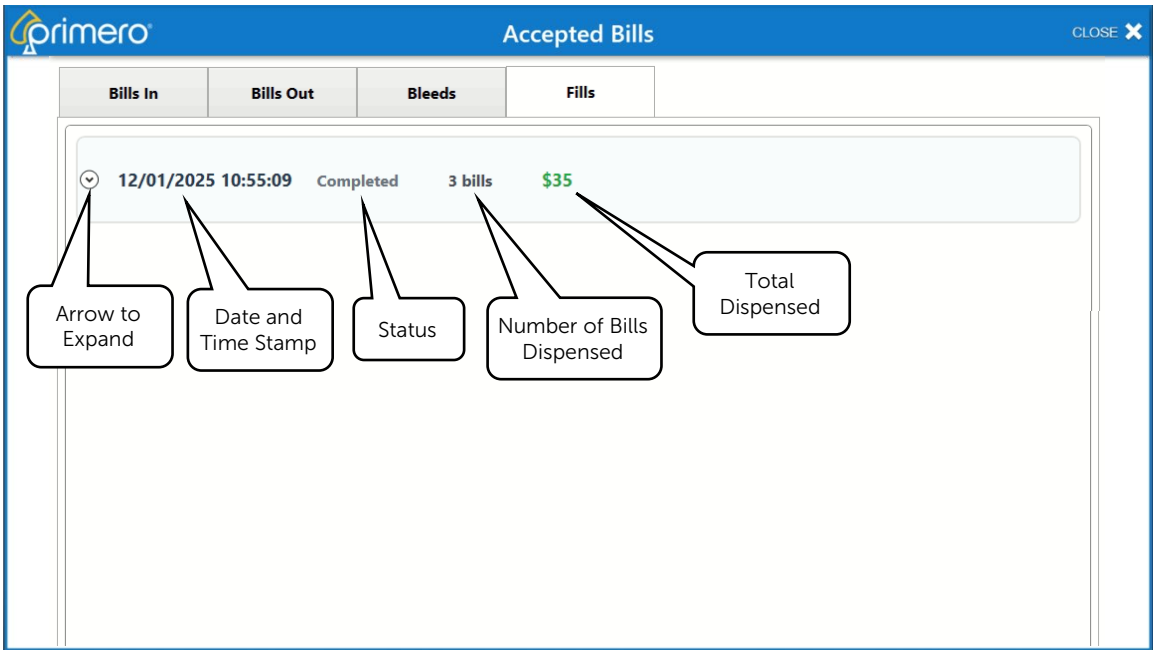
| 12/01/2025 10:53:59 | Completed | Req: \$70 | 6 bills | \$70 |
|---------------------|-----------|-----------|----------------|-------------|
| \$20 | | | 2 bills | \$40 |
| \$10 | | | 2 bills | \$20 |
| \$5 | | | 2 bills | \$10 |
| TOTAL | | | 6 bills | \$70 |

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Fills



The Fills Tabs displays a list of the Fills performed and the results including the Total, Number of Bills, Status, and a Date and Time Stamp.

Tap the Arrow to expand a line for more information about the event.



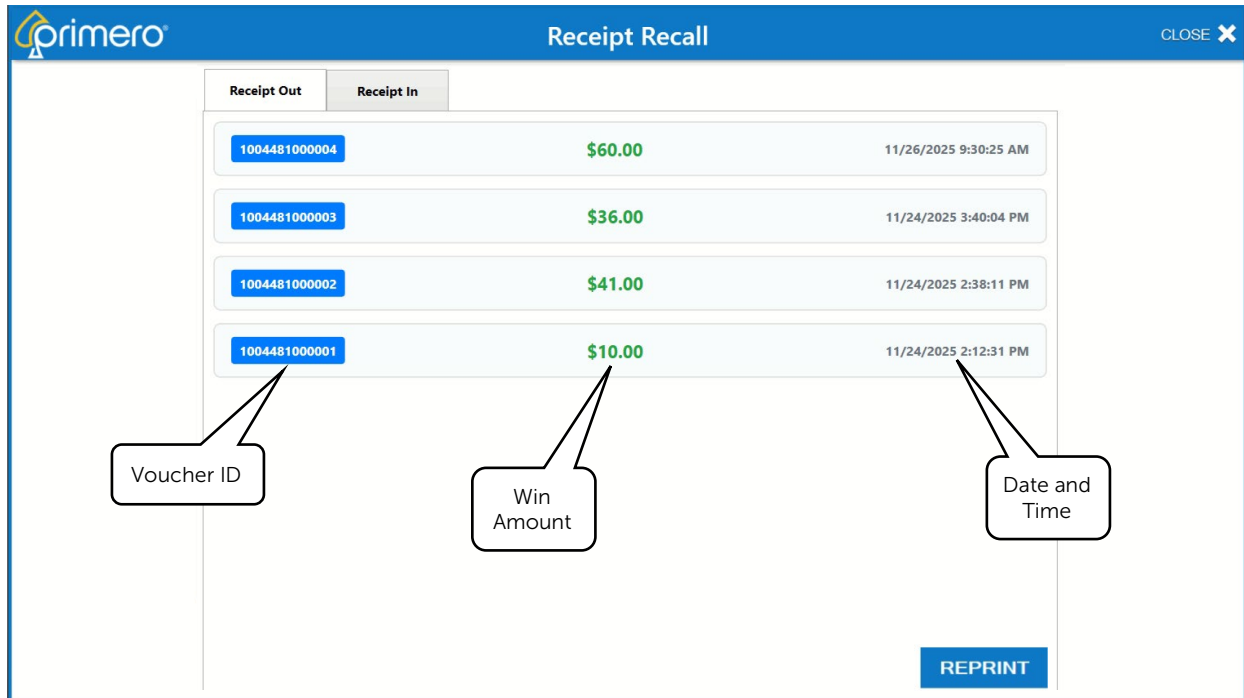
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Receipt History

The Receipt Recall Page has 2 tabs and displays the last 20 Win Receipts printed on the Receipts Out Tab as well as any tickets entered for the TITO System when activated on the Receipts In Tab.



The Receipt Out Tab shows the following:

- Voucher ID
- Win Amount
- Date and Time of Receipt

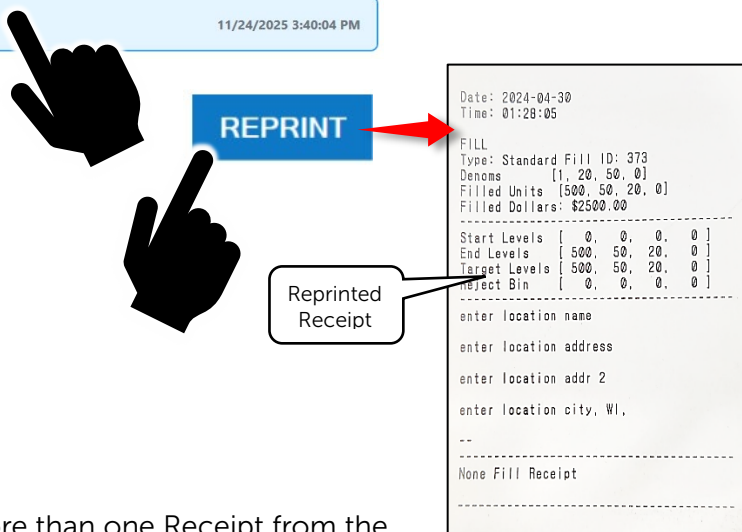
To Reprint a Receipt:

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.

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Receipt In

| Receipt Out | Receipt In |
|--------------------|--|
| 010095993337606751 | Cashable \$65.00 12/15/2025 3:31:59 PM |
| 012313020040131043 | Cashable \$108.00 12/15/2025 10:55:10 AM |
| 019282373433845891 | Cashable \$100.00 12/12/2025 11:23:11 AM |
| 004054504974162392 | Cashable \$39.00 12/11/2025 3:46:31 PM |
| 004054504974162392 | Cashable \$39.00 12/11/2025 3:00:55 PM |
| 004606241320544008 | Cashable \$10.00 12/10/2025 11:44:36 AM |
| 004454485213653200 | Cashable \$10.00 12/10/2025 11:43:59 AM |
| 001553049347404912 | Cashable \$10.00 12/10/2025 11:43:45 AM |
| 010194690074094985 | Cashable \$90.00 12/5/2025 2:44:58 PM |
| 010965144460116944 | Cashable \$60.00 12/5/2025 11:29:37 AM |
| 012248146434797187 | Cashable \$8.00 12/4/2025 5:00:20 PM |

Voucher ID

Status

Ticket Amount

Date & Time

The Receipts In Tab shows any receipts entered when the TITO system is activated. It displays the Ticket ID, Ticket Status, Amount and the Date and Time the Ticket was entered.

See [Enable TITO Server](#) to Setup TITO and Enable or Disable TITO Tickets.

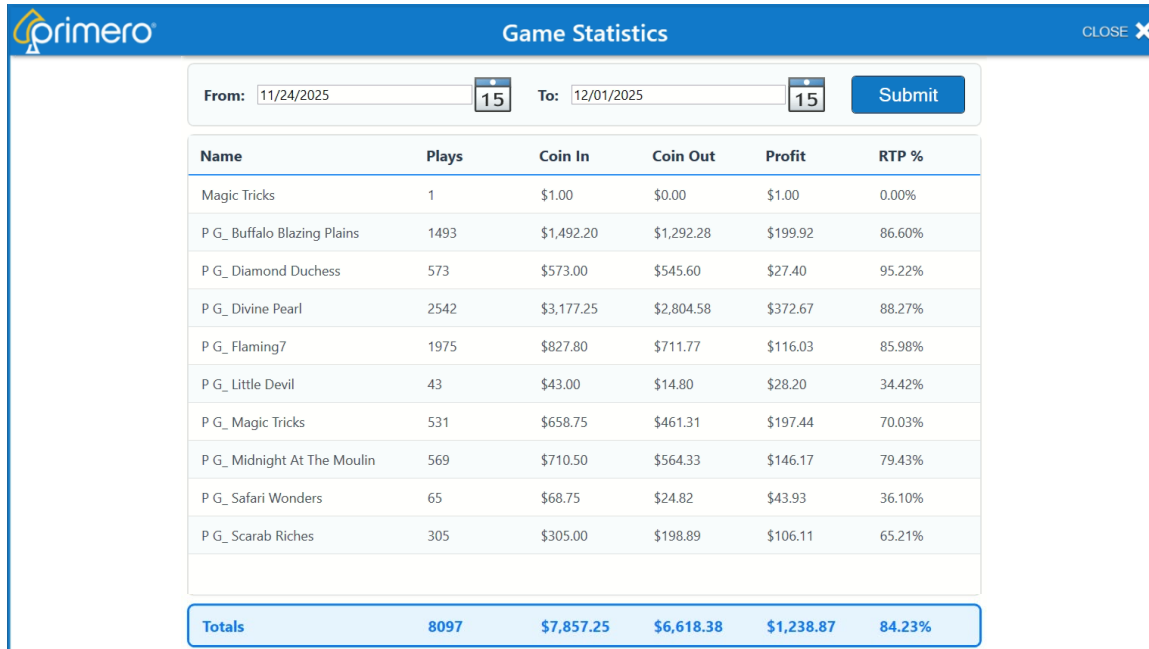
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Game Statistics

The Game Statistics 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.



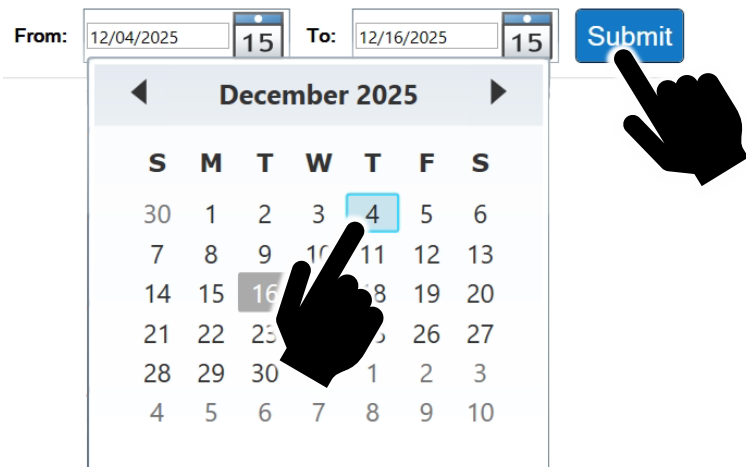
| Name | Plays | Coin In | Coin Out | Profit | RTP % |
|-----------------------------|-------|------------|------------|------------|--------|
| Magic Tricks | 1 | \$1.00 | \$0.00 | \$1.00 | 0.00% |
| P G_ Buffalo Blazing Plains | 1493 | \$1,492.20 | \$1,292.28 | \$199.92 | 86.60% |
| P G_ Diamond Duchess | 573 | \$573.00 | \$545.60 | \$27.40 | 95.22% |
| P G_ Divine Pearl | 2542 | \$3,177.25 | \$2,804.58 | \$372.67 | 88.27% |
| P G_ Flaming7 | 1975 | \$827.80 | \$711.77 | \$116.03 | 85.98% |
| P G_ Little Devil | 43 | \$43.00 | \$14.80 | \$28.20 | 34.42% |
| P G_ Magic Tricks | 531 | \$658.75 | \$461.31 | \$197.44 | 70.03% |
| P G_ Midnight At The Moulin | 569 | \$710.50 | \$564.33 | \$146.17 | 79.43% |
| P G_ Safari Wonders | 65 | \$68.75 | \$24.82 | \$43.93 | 36.10% |
| P G_ Scarab Riches | 305 | \$305.00 | \$198.89 | \$106.11 | 65.21% |
| Totals | 8097 | \$7,857.25 | \$6,618.38 | \$1,238.87 | 84.23% |

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.



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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.

Game Recall

CLOSE X

From:

11/24/2025

15

To:

12/01/2025

15

Submit

| | | | | |
|-----------------------|------|-------------------------|---------------|-------------|
| 11/26/2025 1:59:57 PM | 8097 | PG_BuffaloBlazingPlains | Wager: \$0.20 | Win: \$0.00 |
| 11/26/2025 1:59:24 PM | 8096 | PG_DivinePearl | Wager: \$1.00 | Win: \$0.00 |
| 11/26/2025 1:59:12 PM | 8095 | PG_DivinePearl | Wager: \$1.25 | Win: \$0.00 |
| 11/26/2025 1:59:00 PM | 8094 | PG_DivinePearl | Wager: \$1.25 | Win: \$0.00 |
| 11/26/2025 1:59:09 PM | 8093 | PG_DivinePearl | Wager: \$1.25 | Win: \$0.00 |
| 11/26/2025 1:59:08 PM | 8092 | PG_DivinePearl | Wager: \$1.25 | Win: \$0.00 |
| 11/26/2025 1:59:06 PM | 8091 | PG_DivinePearl | Wager: \$1.25 | Win: \$0.00 |
| 11/26/2025 1:59:05 PM | 8090 | PG_DivinePearl | Wager: \$1.25 | Win: \$0.00 |
| 11/26/2025 1:59:03 PM | 8089 | PG_DivinePearl | Wager: \$1.25 | Win: \$1.25 |
| 11/26/2025 1:59:02 PM | 8088 | PG_DivinePearl | Wager: \$1.25 | Win: \$0.00 |

Date & Time

Play ID

Game Name

Wager

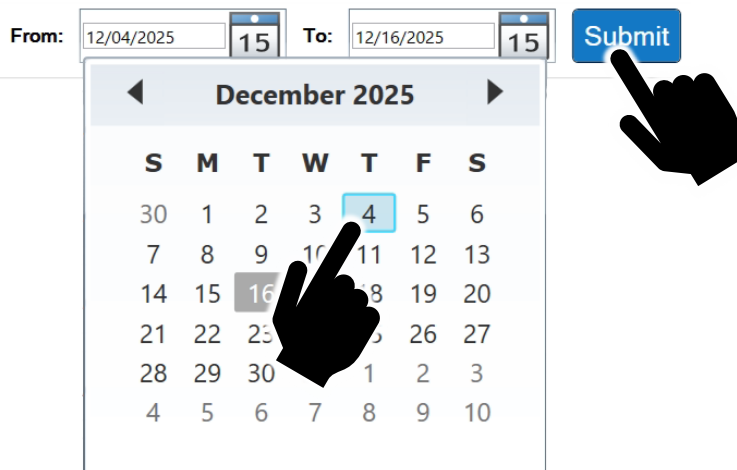
Win Amount

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.

Terminal Settings [CLOSE X]

General Configuration

Location Name: My Company Ticket Interval: 1

Street Address: 123 Fourth Street Minimum Ticket: 1

City: City Max Ticket (\$): 10 [ON]

State: State Ticket QR Code: [ON]

Zip: 30321 Special Win (\$): 50000

Alarm: [ON] Pin Code: [Masked] [Eye Icon]

Enable Tito Server: [ON] Attendant Pin: [Masked] [Eye Icon]

Ticket on Purchase: [ON] Tito Server Address: http://localhost:5005 [Test]

Auto Rebuy: [ON] Interactive Attract: [ON]

Attract Advertisements: [ON]

Hardware Configuration

Tilt Subtext: [Field] Calibrate Touchscreen: Select Manufacturer

Volume: 49 [Slider] Bill Acceptor Type: ID003

Printer Type: Pyramid Bill Acceptor Port: COM1 [INITIALIZE]

Printer Port: COM2 [INITIALIZE]

Community Game Configuration

Community Game: [ON]

Server URL: http://localhost:5009 [Test]

[RAM CLEAR] [Recycler Config] [Set Date/Time]

The Terminal Settings page has the following options:

- [Location / Address](#)
- [Alarm](#)
- [Tito Server](#)
- [Ticket on Purchase](#)
- [Auto Rebuy](#)
- [Ticket Interval](#)
- [Minimum Ticket](#)
- [Max Ticket](#)
- [Ticket QR Code](#)
- [Special Win](#)
- [Pin Code / Attendant Pin](#)
- [Interactive Attract](#)
- [Attract Advertisements](#)
- [Tilt Subtext](#)
- [Volume](#)
- [Printer Type / Port](#)
- [Calibrate Touchscreen](#)
- [Bill Acceptor Type / Port](#)
- [Community Game Config](#)
- [RAM Clear](#)
- [Recycler Config](#)
- [Set Date/Time](#)

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Address Fields

Sets the Address that appears on Tickets.

The screenshot shows the 'Address Fields' form on the left with input boxes for Location Name, Street Address, City, State, and Zip. A hand icon points to the State field. To the right is a sample ticket for 'PIGGY BANK DELUXE' showing audit information and the address: 'PGQA, 4260 Communications Dr., Norcross, GA 30093'. A callout bubble points to this address with the text 'Address on Ticket'. Below the form, a text box says 'Tap a Text Box and use the Pop Up Keyboard to Enter the information.' and a screenshot of a virtual keyboard is shown.

Alarm

The screenshot shows a toggle switch labeled 'Alarm'. A hand icon points to the switch, which is currently in the 'off' position. A red arrow points to the 'on' position. A text box to the right says 'Tap to Turn On or Off.'

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

Enable TITO Server / TITO Server Address

The screenshot shows a toggle switch labeled 'Enable TITO Server'. A hand icon points to the switch, which is currently in the 'off' position. A red arrow points to the 'on' position. A text box to the right says 'Tap to Enable or Disable the TITO Server.'

Once enabled, the Server Address will become available. Use the Pop-Up Keyboard to enter the address if necessary and Tap Test to ensure the connection is successful.

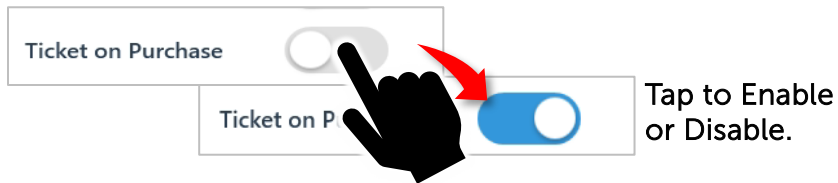
The screenshot shows the 'TITO Server Address' form with the address 'http://localhost:5005' entered. A hand icon points to the 'Test' button. A red arrow points to the address field. Below the form, a screenshot of a virtual keyboard is shown. To the right, a green message box says 'Connection Successful' and 'Successfully connected to TITO server at: http://localhost:5005'. A green 'OK' button is at the bottom of the message box.

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Ticket on Purchase



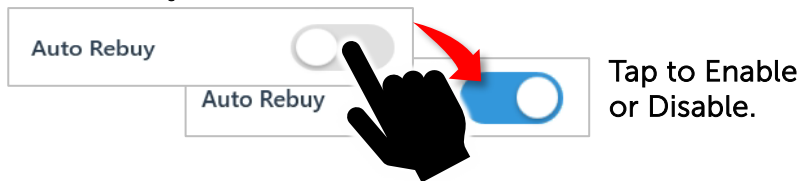
When enabled, this feature prints a Promo Ticket for the Gold Rush City App. The QR Code on the Ticket will send the player to the App Store to Download the Gold Rush City App unless the player already has a Gold Rush City account in which case the QR Code will open the App.

For each Dollar added to the game, the player will receive 1000 Gold Coins for play in Gold Rush City.



Gold Rush City
QR Code
Promo

Auto Rebuy



For Sweepstakes Games, this feature allows the buyback of remaining Awards as Credits.

Ticket Interval

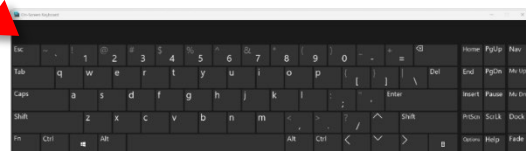


Sets the amount by which a payout on a ticket will increase and therefore the remaining cash or credit left in the machine when a ticket is printed. For Example, if the Ticket Interval is set to 5 and the player has \$6.50 in winnings, the ticket will only print for \$5, leaving \$1.50 to play in the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

Minimum Ticket



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.

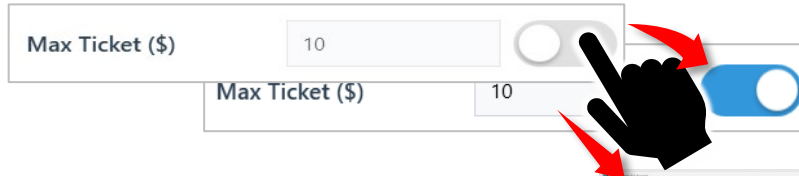


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Max Ticket (\$)



Tap to Enable and use the Keyboard to enter the Amount.

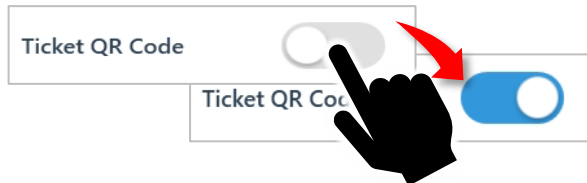
When enabled, the system will dispense the amount set and print a ticket for the remainder of the amount to be redeemed by an attendant or cashier.



For example, if set to 10 and the player attempts to collect \$50, the system will dispense \$10 from the machine and print a ticket for the remaining \$40 for redemption.



Ticket QR Code



Tap to Enable or Disable.

When enabled, the system will print a pairing ticket for synchronizing the game with a PrimePay or PrimePay Pro Kiosk.

Pairing Ticket

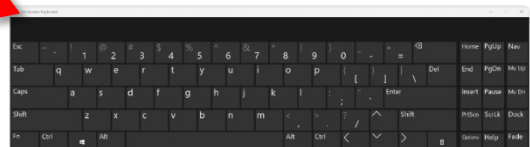


Special Win



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.



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Pin Code / Attendant Pin

Pin Code

Attendant Pin

5555

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

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

Interactive Attract

Interactive Attract

Interactive Attract

Tap to Enable or Disable.

This feature sets the Game in a Demo Mode after a period of time depending on the interaction with the game. If the Game has no credits, Demo Mode will start after 5 minutes or 10 minutes if the game has credits.

Demo Mode starts after:

5 min = With no Credits on Game.
10 min = If Credits remain on Game.

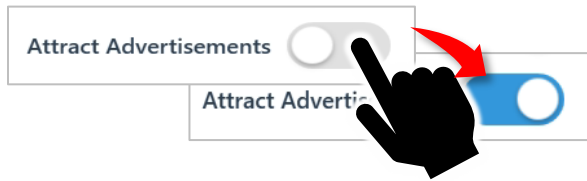
Demo Mode

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[Terminal Audit](#) | [Events](#) | [Bill Hist.](#) | [Rcpt Hist.](#) | [Game Stats](#) | [Game Rec.](#) | [Terminal Set.](#) | [Game Set.](#) | [SAS](#) | [Support](#) | [Recycler](#) | [AFT](#) | [Lic.](#)

Attract Advertisements

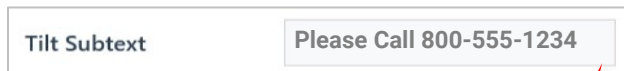


Tap to Enable or Disable.

When activated, the Game will display a series of advertisements and an Age Verification notice.



Tilt Subtext



Enter a custom message that will appear with any Tilts that may occur.



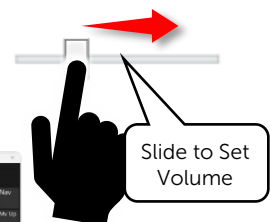
Custom Tilt Message

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 sounds and music.



Slide to Set Volume

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Printer Type

Printer Type Pyramid

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

Pyramid
None
Pyramid
Nanoptix

Printer Port

Printer Port COM2 **INITIALIZE**

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

COM1
COM2
COM3
COM4
COM5
COM6
COM2

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

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

INITIALIZE



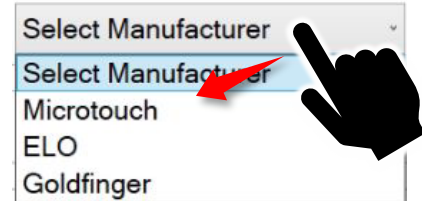


Calibrate Touchscreen

Calibrate Touchscreen Select Manufacturer

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

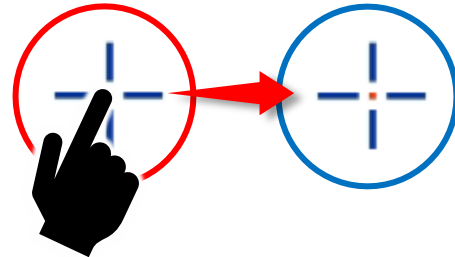
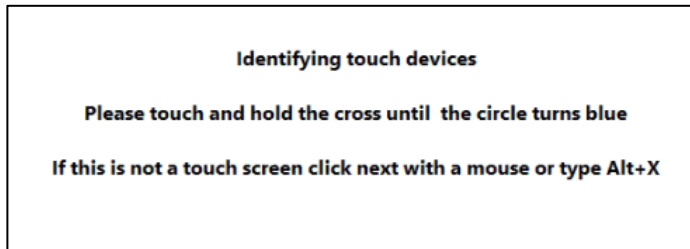
This will calibrate the Touch settings for the Selected Monitor.



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.

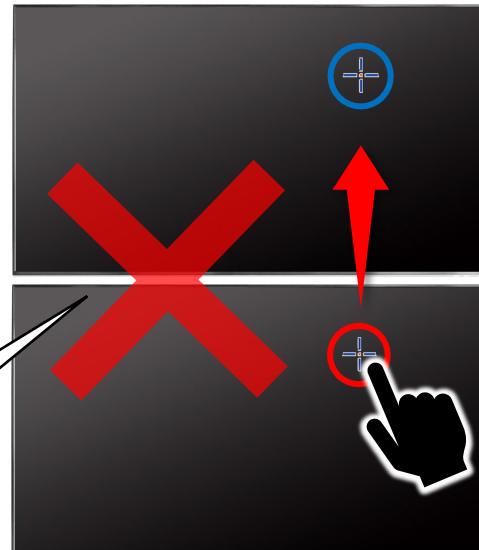


Warning: The system does not support calibration on a Dual Monitor system.

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



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Bill Acceptor Type

Bill Acceptor Type ID003

Tap the dropdown to select the Bill Acceptor.

None
ID003
PyramidApex
ICT
Mei
MeiSerial
SpectralPayou
ID003



Bill Acceptor Port

Bill Acceptor Port COM1 INITIALIZE

Tap the Dropdown to Select the Bill Validator Port.

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

INITIALIZE



COM1
COM2
COM3
COM4
COM5
COM6
COM1



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

Community Game Configuration

Community Game Configuration

Community Game ☐

Server URL Test

Community Game ☒

Server URL Test

When enabled, activates the community games access for downloading games from a server.

This feature is not currently supported.



RAM Clear

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.

Recycler Config

Recycler Config

Tap to access the Recycler Settings.

The Recycler Config button provides quick access to the Recycler Settings menu from the Terminal Settings.

See [Recycler Settings](#) for more information.

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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.



Automatic Sync

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.



Automatic Sync

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

Select Date: 3/6/2025 15

Hour: 10 - +

Minute: 54 - +

Time of Day: * AM * PM

Manual Time and Date Settings

Tap the Calendar button to select a date.

Select Date:

3/6/2025



March 2025

| S | M | T | W | T | F |
|----|----|----|----|----|----|
| 23 | 24 | 25 | 26 | 27 | 28 |
| 2 | 3 | 4 | 5 | 6 | 7 |
| 9 | 10 | 11 | 12 | 13 | 14 |
| 16 | 17 | 18 | 19 | 20 | 21 |
| 23 | 24 | 25 | 26 | 27 | 28 |
| 30 | 31 | 1 | 2 | 3 | 4 |

Tap - or + to change the Hour and Minute.

Hour: 10 - +

Minute: 54 - +

Tap the Radio Button to select AM or PM.

Time of Day: * AM * PM

Tap Save Date/Time to set the time.

Save Date/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 Game Settings page has the following settings:

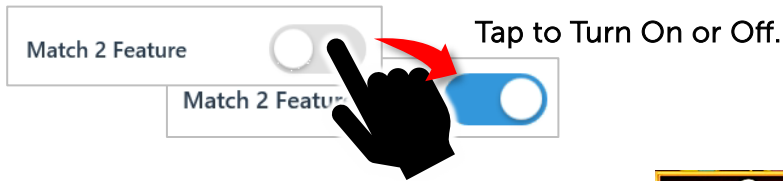
- [Match 2 Feature](#)
- [Generic Symbols](#)
- [Payback](#)
- [Payback Rounds](#)
- [Lose Remaining Credit](#)
- [Timeout to Clear](#)
- [Preview](#)
- [Hand Count](#)
- [Hand Count Clear](#)
- [Game RTP](#)
- [Use Skill Meter](#)
- [Denomination Selection](#)
- [Denomination Default](#)

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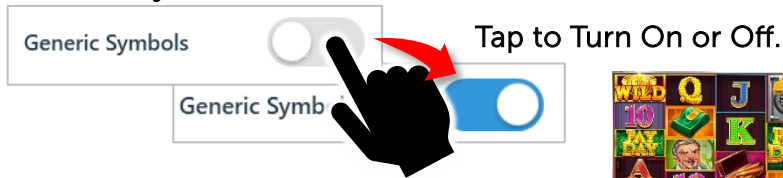
Match 2 Feature



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



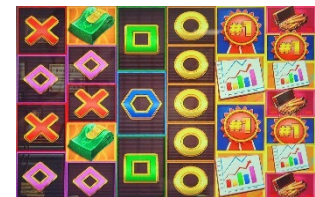
Generic Symbols



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

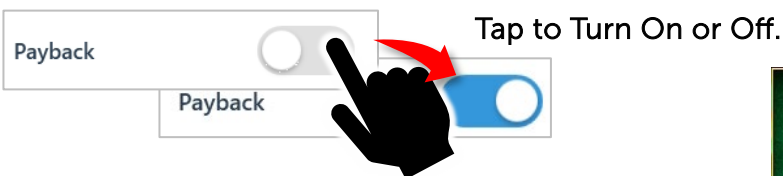


Game Symbols



Generic Symbols

Payback



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



Tap the Dropdown to Select the Number of Rounds.

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



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Lose Remaining Credit



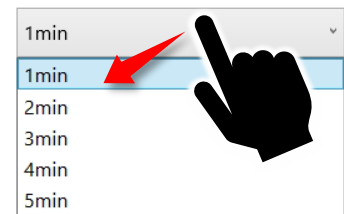
Any amount to be collected that is lower than the Ticket Hand Value that is not paid to the player.

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



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



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



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Hand Count Clear

Hand Count Clear

4min

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.

4min

1min

2min

3min

4min

5min

Hand Count

Hand Count

Hand Count

Tap to Turn On or Off.

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

Game RTP

Game RTP

92.00%

Tap the Dropdown to Select the Payout Percent.

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.

92.00%

Very Easy - 88.00%

Easy - 90.00%

Medium - 92.00%

Hard - 94.00%

Very Hard - 96.00%

Use Skill Meter

Use Skill Meter

Use Skill Met

Tap to Turn On or Off.

This feature is for Sweepstakes Games and activates or deactivates the Skill Meter as an additional skill for players to win a percent of the play.



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Denomination Selection

| | | | | | | | | |
|--|--|--|--|--|--|--|--|--|
| <input checked="" type="checkbox"/> 0.20 | <input checked="" type="checkbox"/> 0.40 | <input checked="" type="checkbox"/> 0.60 | <input checked="" type="checkbox"/> 0.80 | <input checked="" type="checkbox"/> 1.00 | <input checked="" type="checkbox"/> 2.00 | <input checked="" type="checkbox"/> 3.00 | <input checked="" type="checkbox"/> 4.00 | <input checked="" type="checkbox"/> 5.00 |
|--|--|--|--|--|--|--|--|--|

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

Tap each Check Box to enable a Denom.



Tap Clear to unselect all Denominations.

Clear



Tap Select All to select all Denominations.

Select All



Denomination Default

Default 1.00

Tap the Dropdown to Select the Default Denom.

This will set the default denomination for game play.

1.00

0.20

0.40

0.60

0.80

1.00

2.00

3.00

4.00

5.00





SAS Settings

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

The SAS Page has the following settings:

- [Port Enable / Disable](#)
- [Serial Port](#)
- [SAS Address](#)
- [Validation](#)
- [AFT Enabled](#)
- [Enhanced 8 Bit](#)
- [Asset ID](#)
- [Connection Status](#)

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Port Enable / Disable

Tap to Enable or Disable a SAS Port.

Port will turn **Green** when Enabled.

SAS Port Enabled

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.

SAS Address

Tap and use the Keyboard to Enter a Value.

SAS Address must match the address of the SAS system being used.

Validation

Tap the Dropdown to Select the Validation method.

Set the Validation method for SAS Ticketing.

AFT Enabled

Tap to Check or Uncheck to Enable or Disable.

Enables or Disables the Account Fund Transfer option for SAS.

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Enhanced 8 Bit

The image shows a UI element for 'Enhanced 8 Bit'. It consists of two light green rectangular boxes. The top box contains the text 'Enhanced 8 Bit:' followed by an unchecked checkbox. A black hand icon with a red arrow points to this checkbox. The bottom box also contains the text 'Enhanced 8 Bit:' followed by a checked checkbox. A black hand icon with a red arrow points to this checkbox.

Tap to Check or Uncheck to Enable or Disable.

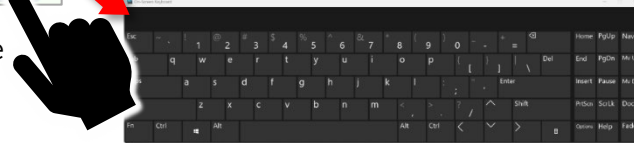
Enables or Disabled Enhanced 8 Bit Communication for RS-232 connections.

Asset ID

The image shows a UI element for 'Asset ID'. It consists of a light green rectangular box with the text 'Asset ID:' followed by a white input field containing the number '0'. A black hand icon with a red arrow points to the input field.

Tap and use the Keyboard to Enter a Value.

The Asset ID Must match the unique number generated by the SAS Host for the AFT or TITO system.



Connection Status

The image shows a UI element for 'Connection Status'. It consists of a light green rectangular box with the text 'Connection Status:' followed by a red bar with the text 'NOT CONNECTED' in white.

Shows if the SAS Engine is connected and running.

Once all the settings are completed. Tap Start to start the SAS Engine. The system will show the Engine Running and the Connection Status as Connected.

The image shows two buttons: a green 'START' button and a grey 'RESET SAS METERS' button. A black hand icon with a red arrow points to the 'START' button. To the right of the buttons is the text 'Engine Stopped'.

The image shows two buttons: a red 'STOP' button and a grey 'RESET SAS METERS' button. A black hand icon with a red arrow points to the 'STOP' button. To the right of the buttons is the text 'Engine Running'. Below the buttons is a 'Connection Status' bar with a green bar and the text 'CONNECTED'. Two callout boxes point to the 'CONNECTED' bar: one labeled 'SAS Engine Running' and another labeled 'SAS Connected'.

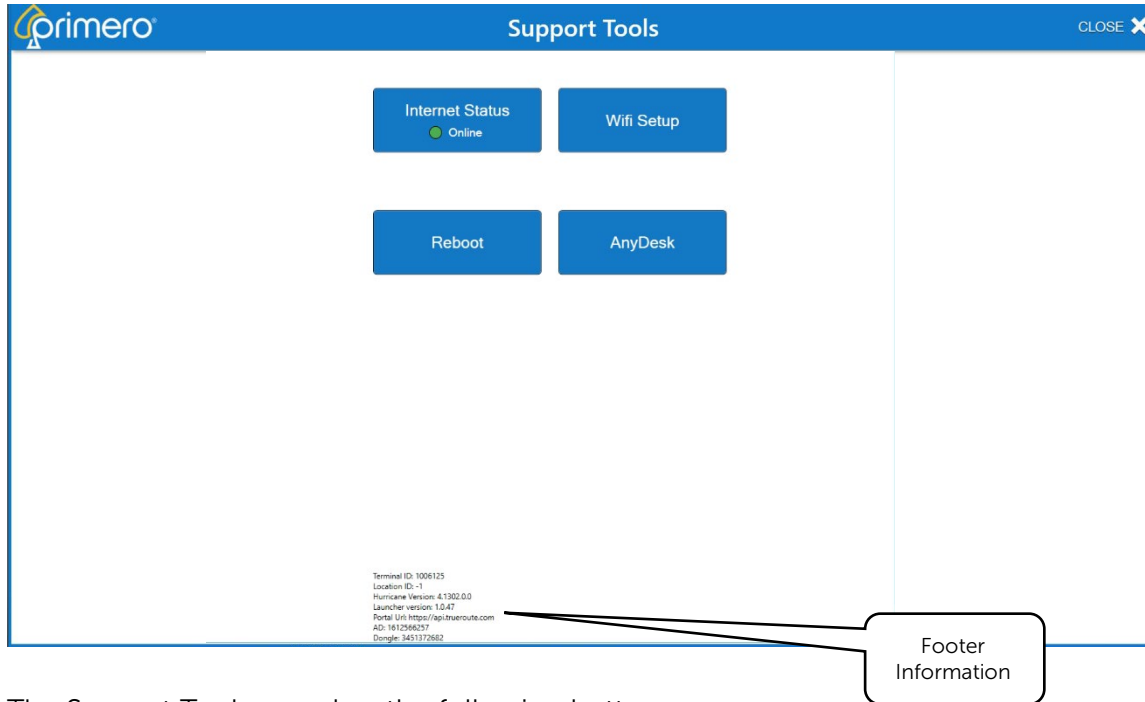
The image shows a grey 'RESET SAS METERS' button. A black hand icon with a red arrow points to the button.

Tap to Reset the SAS Meters in the SAS Engine back to zero.



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](#)
- [Reboot](#)
- [AnyDesk](#)
- [Footer Information](#)

Internet Status



Displays the status of the Internet or WiFi connection.



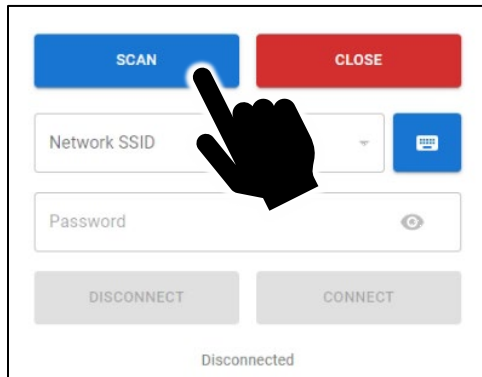
WIFI Setup



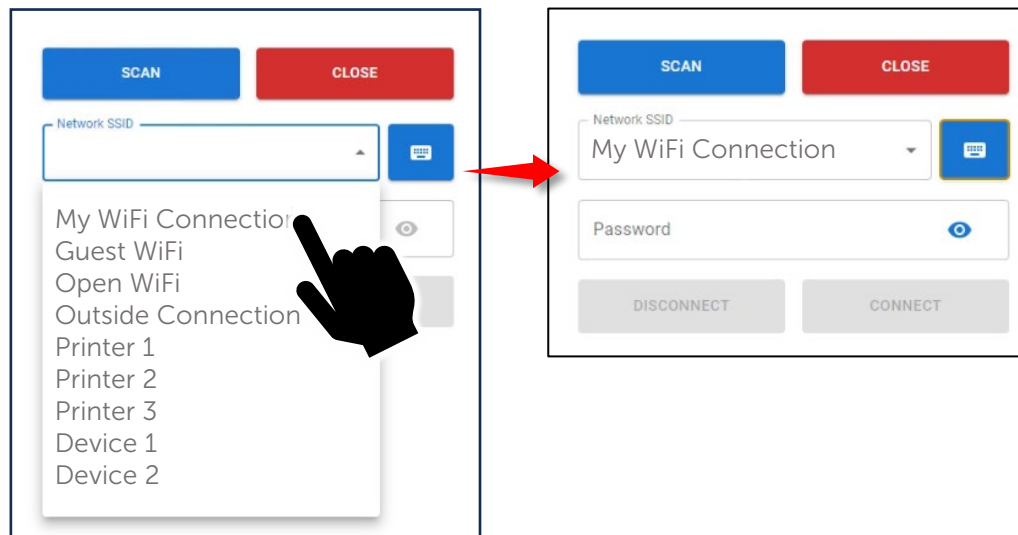
Tap to set up a Wi-Fi Connection.

Connects the Cabinet to a Wi-Fi internet connection.

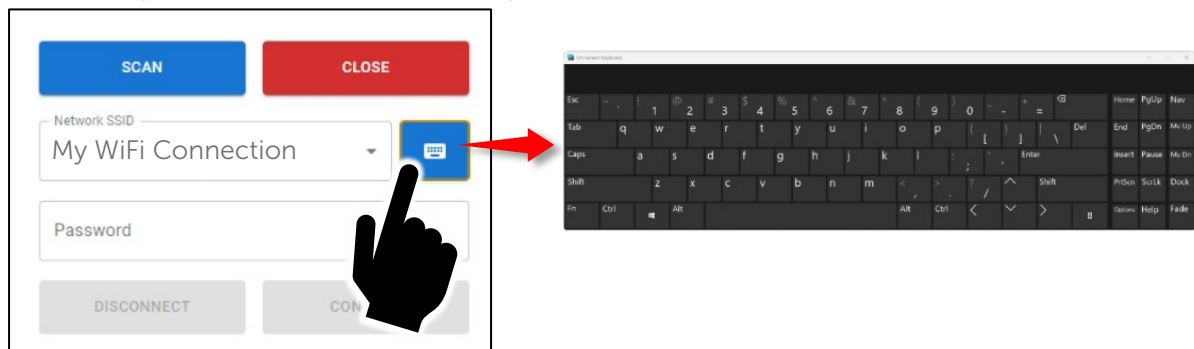
1. Tap Scan to locate the available Wi-Fi connections.



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



3. Tap the Keyboard Icon to open the Keyboard.

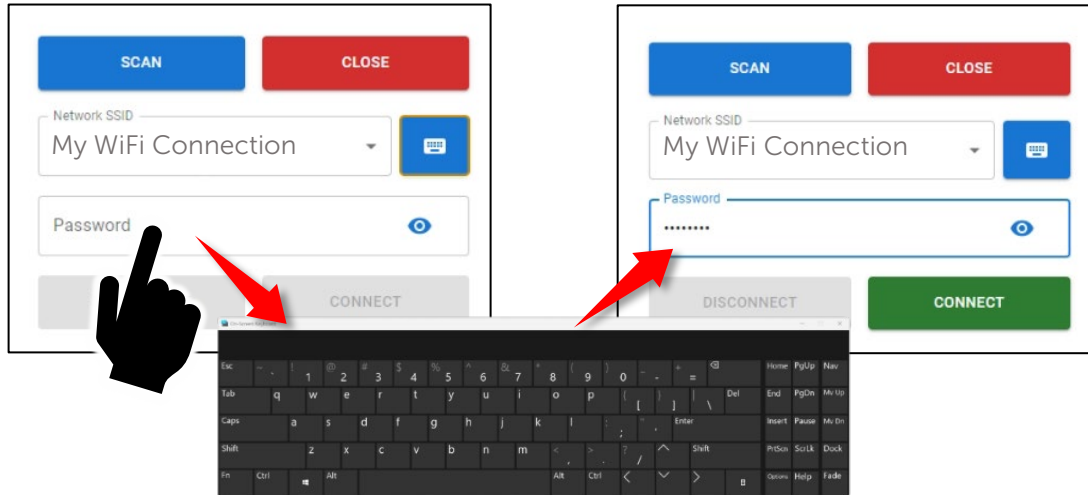


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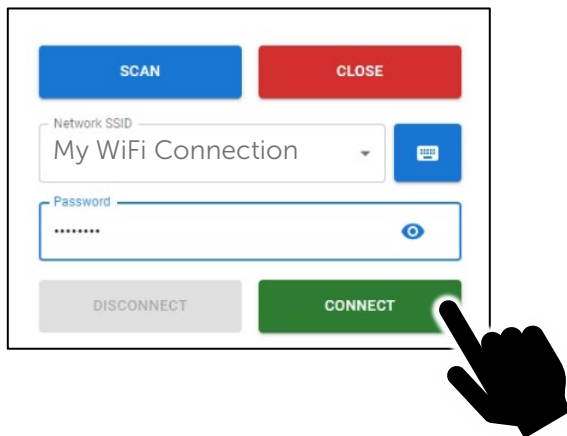


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4. Tap the Password Field and Use the Keyboard Enter the SSID Password.



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



Reboot



Tap to Reboot the Machine.

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

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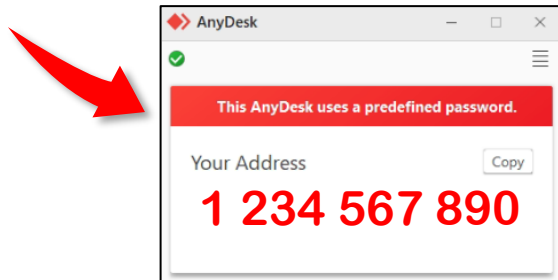
[Terminal Audit](#) | [Events](#) | [Bill Hist.](#) | [Rcpt Hist.](#) | [Game Stats](#) | [Game Rec.](#) | [Terminal Set.](#) | [Game Set.](#) | [SAS](#) | [Support](#) | [Recycler](#) | [AFT](#) | [Lic.](#)

AnyDesk



Tap to View the Remote Connection address.

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



Footer Information

The Footer of the Support Tools page displays some basic data about the machine including the Terminal ID, Location ID, Firmware Versions, Portal URL, AnyDesk Address and Dongle Serial Number.

Terminal ID: 1006125

Location ID: -1

Hurricane Version: 4.1698.0.0

Launcher version: 1.0.48

Portal Url: <https://api.trueroute.com>

AD: 1117225034

Dongle: 3451372682



Recycler Settings

The Recycler Settings page allows the Operator to view some recycler statistics and data, control some functions of the recycler, and perform Fills and Bleeds when necessary.

Recyclers are Optional on some Game Machines. If a Game Machine has a Recycler the system will automatically recognize the Recycler and allow access to the Recycler Settings from the [Main Menu](#). If not, the option will be grayed out.

primero

Recycler Settings

CLOSE X

| Denom | Stored | Target Level | Short | R |
|--------|-------------|--------------|------------|---|
| \$1 | 0 (\$0) | 0 (\$0) | 0 (\$0) | C |
| \$5 | 4 (\$20) | 10 (\$50) | 6 (\$30) | R |
| \$10 | 6 (\$60) | 20 (\$200) | 14 (\$140) | R |
| \$20 | 46 (\$920) | 50 (\$1000) | 4 (\$80) | R |
| \$50 | 0 (\$0) | 0 (\$0) | 0 (\$0) | C |
| \$100 | 0 (\$0) | 0 (\$0) | 0 (\$0) | C |
| TOTALS | 56 (\$1000) | 80 (\$1250) | 24 (\$250) | |

Summary

Targets

Refill Mode

Bleed

Logs

Settings

Help

Recycler Summary

Period Recycler Metrics

Cash to Recycler: \$5

Cash to Cashbox: \$0

Fills: \$35

Bleeds: \$70

Tickets In: \$0

Tickets Out: \$0

Recycler Cash Out: \$10

Recycler to Cashbox: \$70

Recycler Status

Connection: Connected

Disconnect

Started: Started

Stop

Status: OK

RESET RECYCLER

Last Updated: 12/01/2025 11:07:17

The Recycler Settings page has the following options:

- Recycler Stats
 - Recycler Summary
 - Target Bills
 - Refill Mode
- Bleed
 - Logs
 - Settings
 - Help

Recycler Settings

Recycler Present

Recycler Settings

No Recycler

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Recycler Stats

| Denom | Stored | Target Level | Short | R |
|---------------|--------------------|--------------------|-------------------|---|
| \$1 | 0 (\$0) | 0 (\$0) | 0 (\$0) | C |
| \$5 | 4 (\$20) | 10 (\$50) | 6 (\$30) | R |
| \$10 | 6 (\$60) | 20 (\$200) | 14 (\$140) | R |
| \$20 | 46 (\$920) | 50 (\$1000) | 4 (\$80) | R |
| \$50 | 0 (\$0) | 0 (\$0) | 0 (\$0) | C |
| \$100 | 0 (\$0) | 0 (\$0) | 0 (\$0) | C |
| TOTALS | 56 (\$1000) | 80 (\$1250) | 24 (\$250) | |

The Recycler page shows real time statistics for the various denominations stored in the recycler. The data is broken down into 5 columns for the Denomination, amount Stored in the Recycler, the Target Level for the denomination, the amount Short and if bills are held in the Recycler or Cashbox as well as the totals for each column below.

| Denom | Denom = Shows the Denomination of the bills. |
|-------|--|
| \$5 | |

| Stored | Stored = Shows the number of bills Stored in the Bill Acceptor and the Total dollar amount. |
|----------|---|
| 4 (\$20) | |

| Target Level | Target Level = Displays the target levels for each denomination as set on the Target Bills tab below. |
|--------------|---|
| 10 (\$50) | |

| Short | Short = Indicates the number of bills the Recycler is short to be at the Target Level. |
|----------|--|
| 6 (\$30) | |

| R | R = Shows if the bills are held in the Recycler. |
|---|--|
|---|--|

| C | C = Shows if the bills are held in the Cashbox. |
|---|---|
|---|---|



Recycler Summary

| Summary | Targets | Refill Mode | Bleed | Logs | Settings | Help | | | | | | | | | | | | | | | | |
|--|---------|-------------|-------|------|----------|------|-------------------|-----|------------------|-----|--------|------|---------|------|-------------|-----|--------------|-----|--------------------|------|----------------------|------|
| <h3>Recycler Summary</h3> <div> <div> <h4>Period Recycler Metrics</h4> <table> <tr><td>Cash to Recycler:</td><td>\$5</td></tr> <tr><td>Cash to Cashbox:</td><td>\$0</td></tr> <tr><td>Fills:</td><td>\$35</td></tr> <tr><td>Bleeds:</td><td>\$70</td></tr> <tr><td>Tickets In:</td><td>\$0</td></tr> <tr><td>Tickets Out:</td><td>\$0</td></tr> <tr><td>Recycler Cash Out:</td><td>\$10</td></tr> <tr><td>Recycler to Cashbox:</td><td>\$70</td></tr> </table> </div> <div> <h4>Recycler Status</h4> <p>Connection: Connected</p> <p>Disconnect</p> <p>Started: Started</p> <p>Stop</p> <p>Status: OK</p> <p>⚠ RESET RECYCLER ⚠</p> </div> </div> <p>Last Updated: 12/01/2025 11:07:17</p> | | | | | | | Cash to Recycler: | \$5 | Cash to Cashbox: | \$0 | Fills: | \$35 | Bleeds: | \$70 | Tickets In: | \$0 | Tickets Out: | \$0 | Recycler Cash Out: | \$10 | Recycler to Cashbox: | \$70 |
| Cash to Recycler: | \$5 | | | | | | | | | | | | | | | | | | | | | |
| Cash to Cashbox: | \$0 | | | | | | | | | | | | | | | | | | | | | |
| Fills: | \$35 | | | | | | | | | | | | | | | | | | | | | |
| Bleeds: | \$70 | | | | | | | | | | | | | | | | | | | | | |
| Tickets In: | \$0 | | | | | | | | | | | | | | | | | | | | | |
| Tickets Out: | \$0 | | | | | | | | | | | | | | | | | | | | | |
| Recycler Cash Out: | \$10 | | | | | | | | | | | | | | | | | | | | | |
| Recycler to Cashbox: | \$70 | | | | | | | | | | | | | | | | | | | | | |

The Summary tab shows some Metrics for the Bill Acceptor and allows the Operator to Reset and change the Status of the Recycler. Disconnecting, Stopping or Resetting the Recycle may be used to clear errors, bill jams or other minor issues.

The Summary Tab shows the following Metrics:

- Cash to Recycler
- Cash to Cash Box
- Fills
- Bleeds
- Tickets In
- Tickets Out
- Recycler Cash Out
- Recycler to Cashbox

Recycler Status

Connection: Disconnected

Connect

Started: Not Started

Status: Not OK

⚠ RESET RECYCLER ⚠

Tap Connect or Start to connect and start the Recycler.

Recycler Status

Connection: Connected

Disconnect

Started: Started

Status: OK

⚠ RESET RECYCLER ⚠

Tap the Reset Recycler button to cycle and reset the Recycler.

Resetting Recycler...

Please wait while the recycler is being reset.

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Target Bills

| Summary | Targets | Refill Mode | Bleed | Logs | Settings | Help | |
|----------------------|---------|-------------|-------|--------------|----------|------|---|
| Target bills 80/80 | | | | | | | |
| \$1 | ▼ | 0 | ▲ | \$5 | ▼ | 10 | ▲ |
| \$10 | ▼ | 20 | ▲ | \$20 | ▼ | 50 | ▲ |
| \$50 | ▼ | 0 | ▲ | \$100 | ▼ | 0 | ▲ |
| Apply Targets | | | | Reset | | | |

The Targets Tab allows the Operator to set the Target Levels for the various denominations held by the Recycler. Once a Target Level is met by the Recycler any new bills inserted will be moved to the Cashbox. If set to zero all the bills will go directly to the Cashbox.

To change the Target Levels for a Denomination:

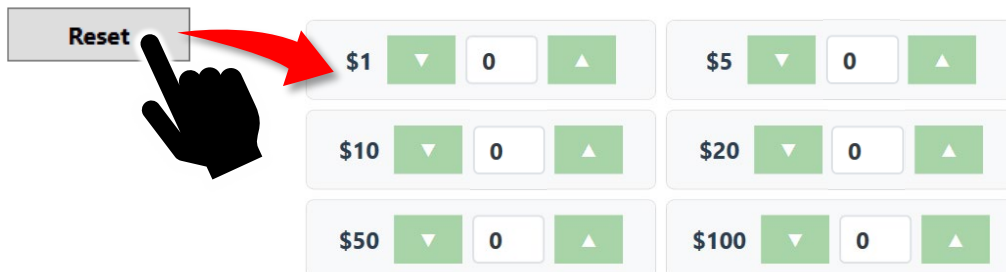
1. Tap the Arrows to increase or decrease the Target Amount.



2. Tap Apply Targets to save the Levels.



3. Tap Reset to revert the Target Levels back to Zero.

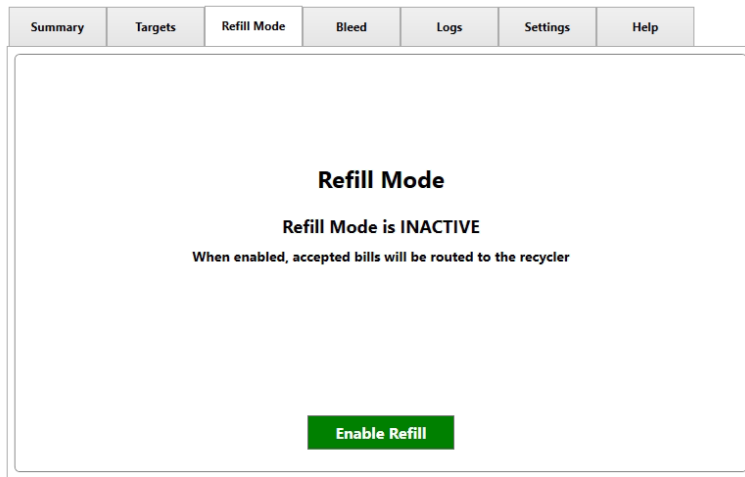


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Refill Mode



Refill Mode allows the Operator to perform a Fill to add funds to the Recycler when necessary.

To perform a Fill:

1. Tap Enable Refill.



2. The "Bills Needed to Fill" list will pop up.

This list is based on the [Target Bills](#) Settings and shows the Denomination, Number of Bills and Total Amount needed to reach the desired Targets.

Once a Target is reached, the line will disappear.

| | | |
|-------------------------------|--------------|-------|
| \$1 | Need 3 more | \$3 |
| \$5 | Need 2 more | \$10 |
| \$20 | Need 22 more | \$440 |
| \$50 | Need 5 more | \$250 |
| \$100 | Need 7 more | \$700 |
| Still need: 39 bills (\$1403) | | |
| Stop Fill Mode | | |

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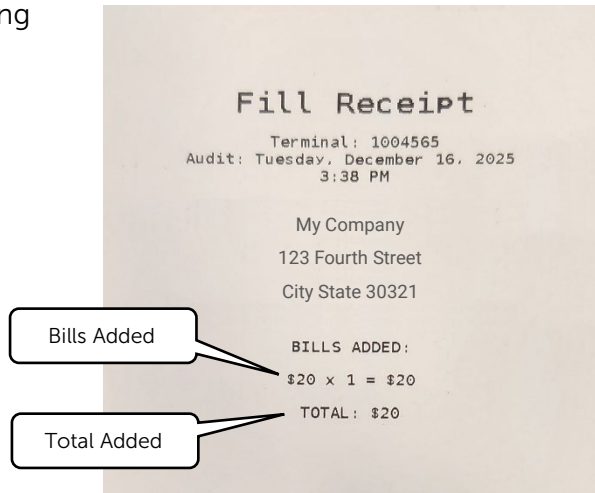
3. Insert the Bills into the Bill Acceptor.



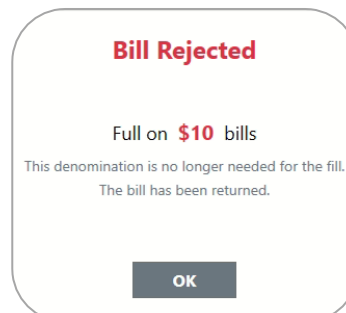
4. Tap Stop Fill Mode when complete.



The Game Machine will print a Fill Receipt showing the amounts added to the Recycler.



Note: If a Bill Target is reached a Bill Rejected warning will appear and the bill will be rejected by the Recycler.



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[Terminal Audit](#) | [Events](#) | [Bill Hist.](#) | [Rcpt Hist.](#) | [Game Stats](#) | [Game Rec.](#) | [Terminal Set.](#) | [Game Set.](#) | [SAS](#) | [Support](#) | [Recycler](#) | [AFT](#) | [Lic.](#)

Bleed

| Summary | Targets | Refill Mode | Bleed | Logs | Settings | Help |
|--|---------|-------------|-------|------|----------|------|
| <div><div><div>\$1 ▼ 0 ▲</div><div>\$5 ▼ 0 ▲</div><div>\$10 ▼ 0 ▲</div><div>\$20 ▼ 0 ▲</div><div>\$50 ▼ 0 ▲</div><div>\$100 ▼ 0 ▲</div></div><div><div>Start Bleed</div><div>All</div><div>Clear</div></div></div> | | | | | | |

Bleed allows the Operator to remove or Bleed bills from the Recycler to the Stacker or Cash Box when necessary.

To Perform a Bleed:

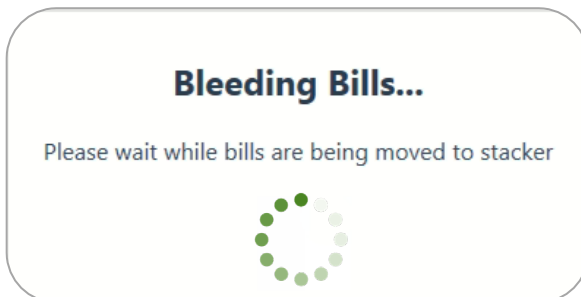
1. Use the Up and Down Arrows to select the number of bills for each denomination to be bled to the Stacker.



2. Tap Start Bleed.



3. The Bill Acceptor will move the Bills from the Recycler to the Stacker.



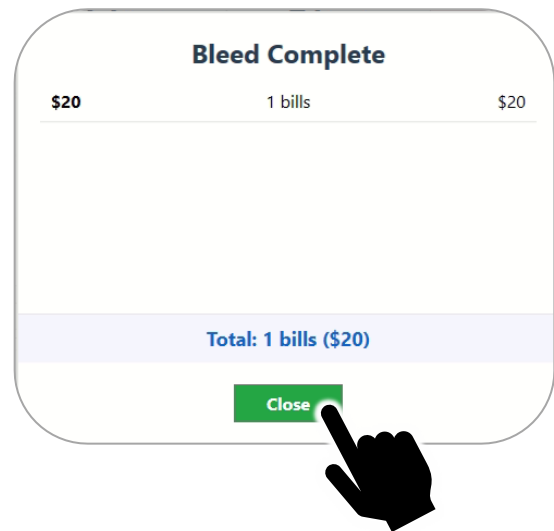
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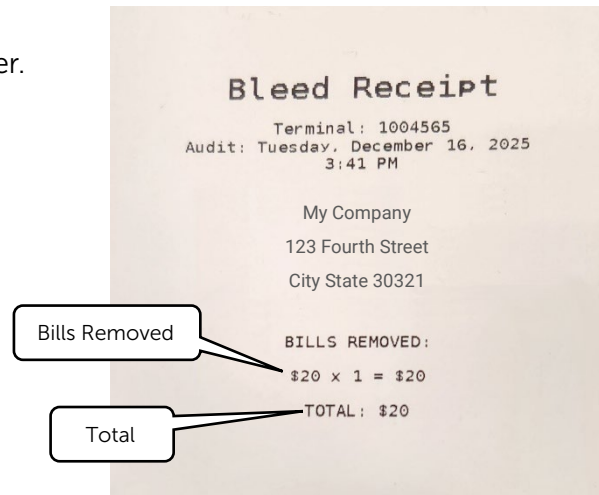
[Terminal Audit](#) | [Events](#) | [Bill Hist.](#) | [Rcpt Hist.](#) | [Game Stats](#) | [Game Rec.](#) | [Terminal Set.](#) | [Game Set.](#) | [SAS](#) | [Support](#) | [Recycler](#) | [AFT](#) | [Lic.](#)

4. Once complete a Bleed Complete message will appear.

Tap Close to finish the Bleed.



The Game Machine will print a Bleed Receipt showing the bills and total moved to the Stacker.



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Logs

Spectral Payout Logs Clear Logs

```
2025-12-01 10:45:52.963 [1] INFO Storm.IO.Spectral.SpectralPayout - Starting SpectralPayout
2025-12-01 10:45:52.975 [6] INFO Storm.IO.Spectral.SpectralPayout - Attempting initial connection
2025-12-01 10:45:52.977 [6] INFO Storm.IO.Spectral.SpectralPayout - Creating new device
2025-12-01 10:45:53.348 [6] INFO Storm.IO.Spectral.SpectralPayout - Device opened
2025-12-01 10:45:53.348 [6] INFO Storm.IO.Spectral.SpectralPayout - Exchanging keys
2025-12-01 10:45:54.105 [6] INFO Storm.IO.Spectral.SpectralPayout - Getting unit info
2025-12-01 10:45:54.918 [6] INFO Storm.IO.Spectral.SpectralPayout - Connecting
2025-12-01 10:45:54.937 [6] INFO Storm.IO.Spectral.SpectralPayout - DevStateChangedEventHandler: Device State Change Event : CONNECTING
2025-12-01 10:45:54.938 [6] INFO Storm.IO.Spectral.SpectralPayout - Waiting for CONNECTED state...
2025-12-01 10:45:55.844 [cashDeviceConnectionThread] INFO Storm.IO.Spectral.SpectralPayout - DevStateChangedEventHandler: Device State Change Event : CONNECTED
2025-12-01 10:45:55.845 [6] INFO Storm.IO.Spectral.SpectralPayout - Device CONNECTED state confirmed
2025-12-01 10:45:55.847 [6] INFO Storm.IO.Spectral.SpectralPayout - InternalConnect successful, starting Run()
2025-12-01 10:45:55.848 [6] INFO Storm.IO.Spectral.SpectralPayout - Starting run
2025-12-01 10:45:55.861 [6] INFO Storm.IO.Spectral.SpectralPayout - Device initialization successful, clearing any tilts
2025-12-01 10:45:55.862 [6] INFO Storm.IO.Spectral.SpectralPayout - Exiting initialization retry loop.
connected: true, m_keepRunning: true
2025-12-01 10:45:56.019 [cashDeviceSystemThread] INFO Storm.IO.Spectral.SpectralPayout - DevStateChangedEventHandler: Device State Change Event : STARTING
2025-12-01 10:45:56.420 [cashDeviceSystemThread] INFO Storm.IO.Spectral.SpectralPayout - DevStateChangedEventHandler: Device State Change Event : STARTED
```

Real-time logs from SpectralPayout device • 45 entries ☒ Auto-scroll

The Logs Tab displays a list of the Recycler events that have occurred with a highly accurate date and time stamp. These logs may help the Operator in determining the cause of issues or errors that may prevent the Recycler from functioning properly and the means of resolving the issue.

To clear the logs, Tap Clear Logs.

Clear Logs Spectral Payout Logs Clear Logs

Real-time logs from SpectralPayout device • 45 entries ☒ Auto-scroll

Check or Uncheck the Auto-scroll to allow the logs to scroll in real time.

☒ Auto-scroll

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Settings

The Settings Tab allows the Operator to set the Max Cashout for Tickets and a Timeout for Recycler Recovery in the event of a failure.

Max Cashout Before Ticket

Use the Keyboard to Enter a Dollar Amount.

Tap Save Settings when Complete.

The Operator can set an amount at which a Ticket is printer rather than cash being dispensed from the Recycler. This helps manage the cash in the dispenser and can act as a security feature to prevent large fraudulent transactions.





Dispenser Recovery

Dispenser Recovery

Enable recovery: ☒

Timeout (min):

When enabled, if a cashout fails, the system will automatically attempt to dispense the remaining amount when the recycler becomes available again (within the timeout period).

When enabled Dispenser Recovery allows the Operator to set a Timeout in Minutes at which the Recycler will attempt to dispense any remaining amount should a system or Bill Acceptor failure occur such as a power failure or service interruption during the cashout.

If unable to recover, the system will print a ticket with the remaining amount.

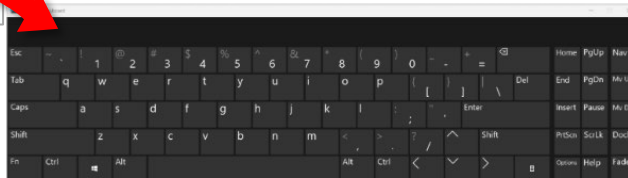
To set a Recovery Timeout:



Tap the Check Box to Enable



Use the Keyboard to Enter the Minutes before Timeout.



Tap Save Settings when complete.

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Help



The Help Tab displays a QR Code that will direct the Operator to a website with User Manuals and other documentation.

To Download Documents:

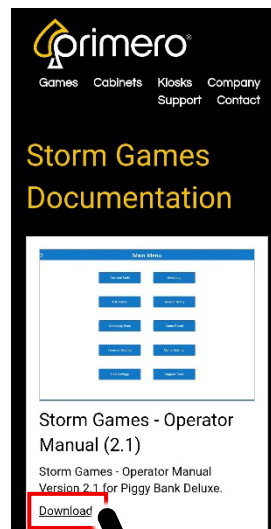
1. Scan the QR Code with a cell phone.

The QR Code URL is:

<https://info.primergames.com/storm-games-documentation>



2. Navigate to the appropriate document.



3. Tap Download.



AFT History

primero

AFT History

CLOSE

AFT In

AFT Out

11/26/2025 1:31:42 PM

12

Cashable: \$100.00

Restricted: \$0.00

Non-Restricted: \$0.00

Expires: 0 days

11/26/2025 11:44:04 AM

11

Cashable: \$100.00

Restricted: \$0.00

Non-Restricted: \$0.00

Expires: 0 days

11/26/2025 11:29:34 AM

10

Cashable: \$100.00

Restricted: \$0.00

Non-Restricted: \$0.00

Expires: 0 days

11/26/2025 10:34:24 AM

9

Cashable: \$100.00

Restricted: \$0.00

Non-Restricted: \$0.00

Expires: 0 days

11/26/2025 9:56:18 AM

8

Cashable: \$100.00

Restricted: \$0.00

Non-Restricted: \$0.00

Expires: 0 days

11/26/2025 9:37:31 AM

7

Cashable: \$100.00

Restricted: \$0.00

Non-Restricted: \$0.00

Expires: 0 days

11/26/2025 9:12:45 AM

6

Cashable: \$100.00

Restricted: \$0.00

Non-Restricted: \$0.00

Expires: 0 days

11/26/2025 9:08:38 AM

5

Cashable: \$100.00

Restricted: \$0.00

Non-Restricted: \$0.00

Expires: 0 days

Date and Time

Transaction Number

Cashable Amount

Restricted Amount

Non- Restricted Amount

Expiration

The Advanced Funds Transfer History shows a list of the AFT transactions including the date and time of the transaction, transaction number, cashable amounts, restricted amounts, non-restricted amounts and the expiration time.

The AFT Out feature is not currently supported.

The AFT In Tab shows the following:

- Date and Time
- Transaction Number
- Cashable Amount
- Restricted Amount
- Non-Restricted Amount
- Expiration Time

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License Management

License Management

CLOSE X

Scan QR Code to Add Profit License

1. Scan the QR code with your smartphone

2. Complete payment on the website

3. Enter the 24-character license code in the 3 boxes below

Machine ID: CSTUSA_428586588

Fill Capacity

\$300.00

Machine License Status

Net Profit

\$2389.87

Fill Usage

100.0%

License Remaining

0.0% remaining

Fill required immediately - capacity exceeded

Enter License Code

Part 1

Part 2

Part 3

1234567890

ABCDEFGHIJKLM

NOPQRSTUVWXYZ

VALIDATE CODE

CLEAR

VIEW LICENSE HISTORY

Coming Soon!



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.



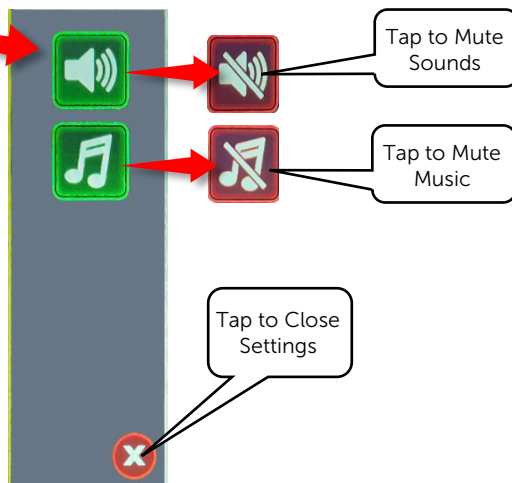
Play Amount – The Amount of credit or cash played for each spin of the reels. Tap  to Increase or Tap  to Decrease.



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



Player Settings – Tap to access available player settings.



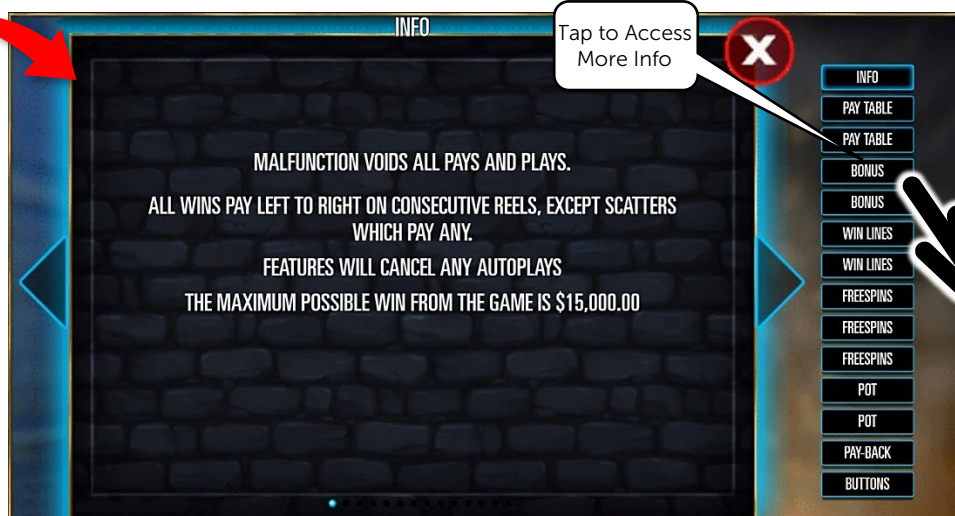
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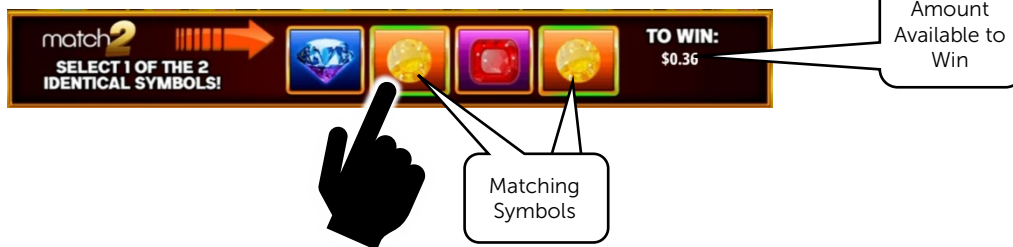
[Terminal Audit](#) | [Events](#) | [Bill Hist.](#) | [Rcpt Hist.](#) | [Game Stats](#) | [Game Rec.](#) | [Terminal Set.](#) | [Game Set.](#) | [SAS](#) | [Support](#) | [Recycler](#) | [AFT](#) | [Lic.](#)



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 Spark 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

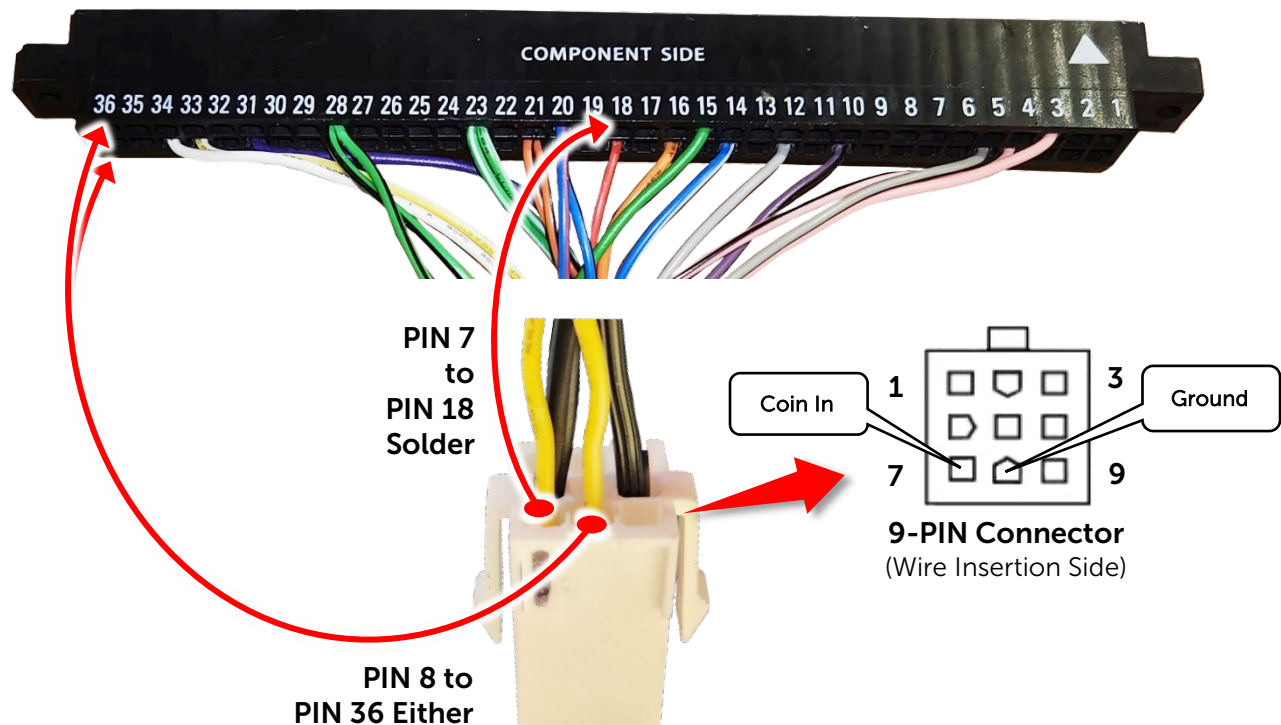
Transcend 256GB TS256GMTE712P-PRI

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.

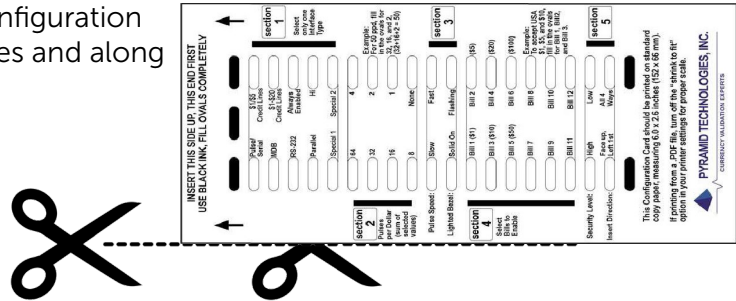
| PIN | Connector Function |
|-----|---|
| 1 | (No Connection) |
| 2 | (No Connection) |
| 3 | (No Connection) |
| 4 | 120 VAC Hot Power (Not used for +12 VDC Model) |
| 5 | (No Connection) |
| 6 | 120 VAC Neutral Power (24 VAC Neutral for +12 VDC Model) |
| 7 | Bill Acceptor Relay Contact – Coin In (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 |



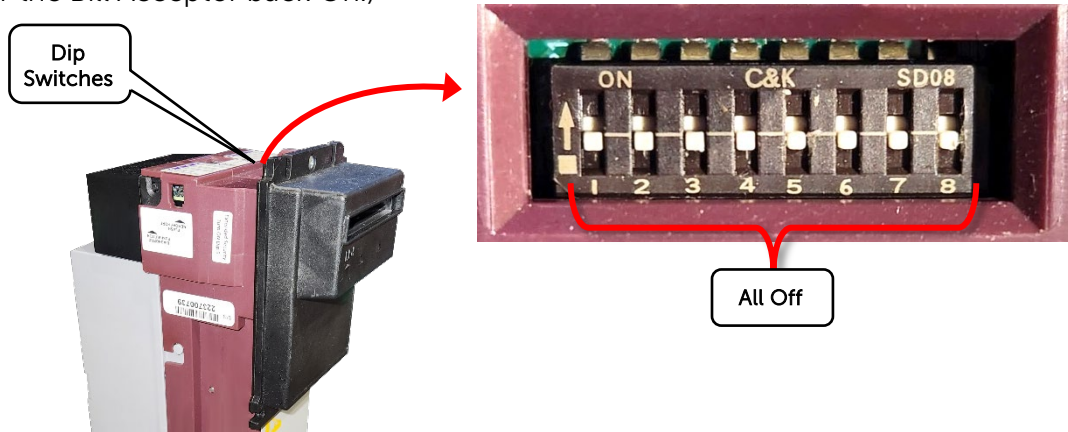
Note: Wire colors may differ depending on the cabinet or game machine.

Pyramid Apex 7600 Serial on HD

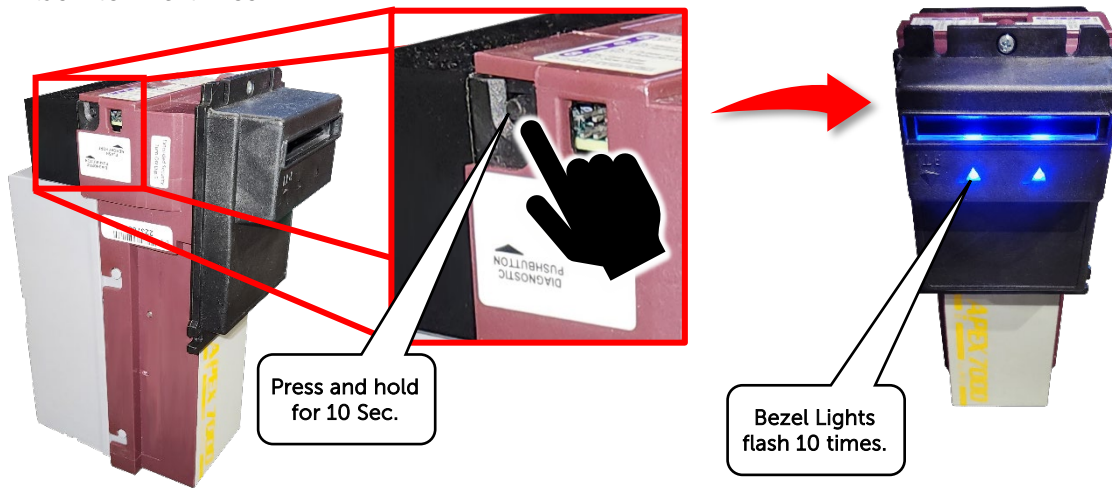
1. Print the Configuration Cards below.
2. Carefully Cut out the appropriate Configuration Card, being careful to cut straight lines and along the black frame of the card.



3. Make sure all Dip Switch positions are set to Off.
(If not, power off the Bill Acceptor and set all the Dip Switches to the Off position and Power the Bill Acceptor back On.)



4. Press and hold the Diagnostic Pushbutton located at the left rear of the Bill Acceptor for at least ten 10 seconds, then release. The bezel lighting on the front of the validator will flash ten 10 times.

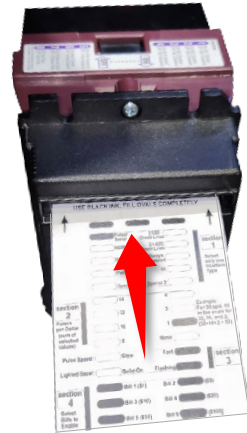


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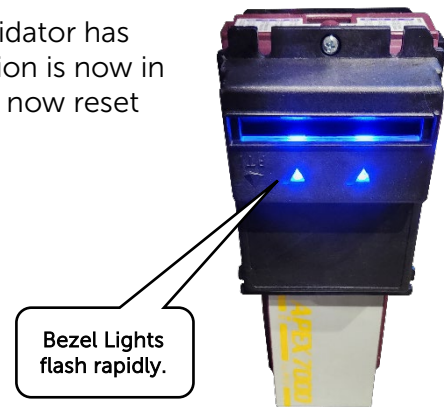


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5. Insert the appropriate Configuration Card into the validator, arrows first, printed side face up. The validator will hold the Configuration Card for a second or two and then feed it back out again.



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.



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.

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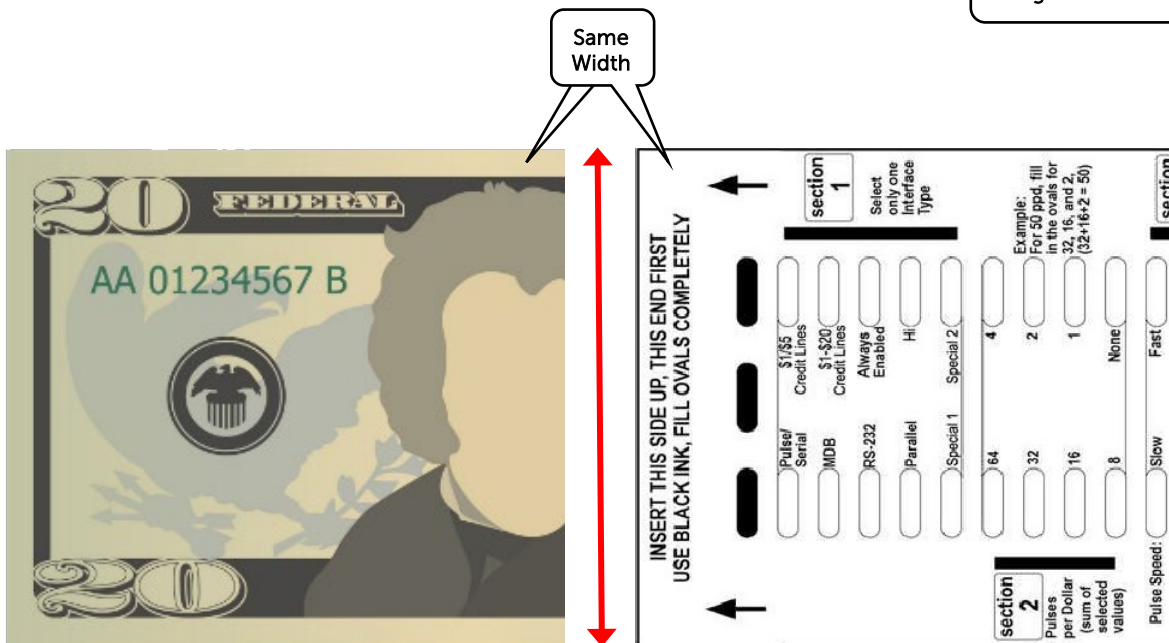
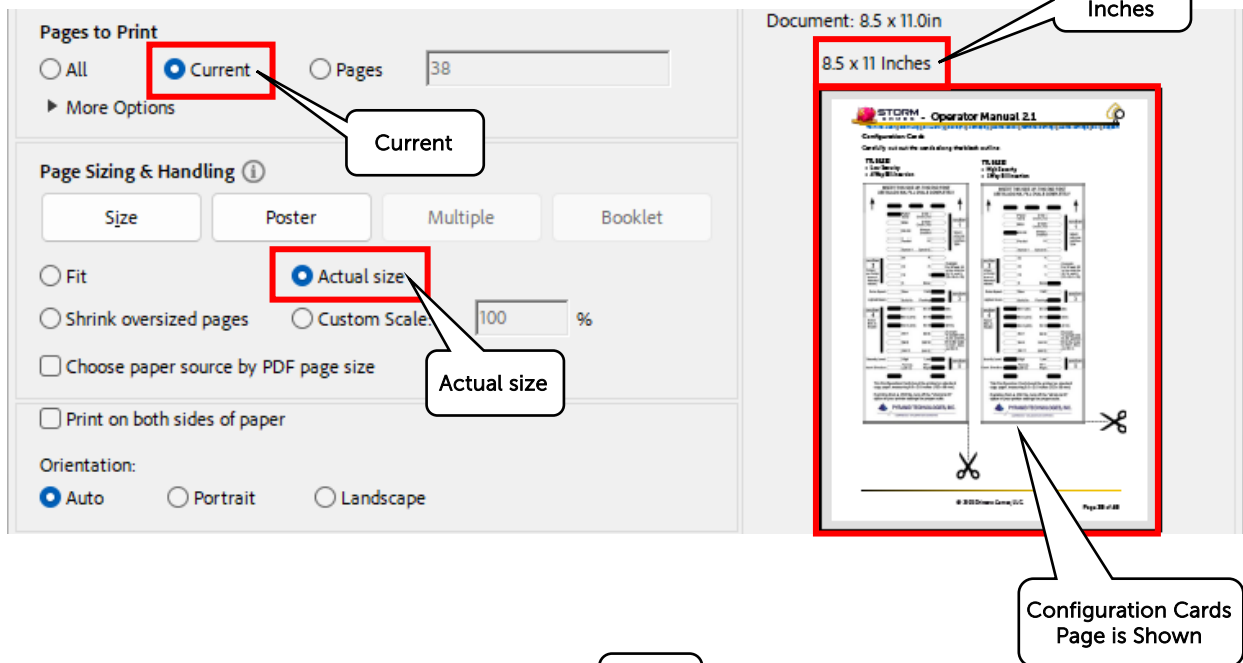
Print Instructions

It is critical that the Configuration Cards print in the correct size for the Bill Acceptor to read them precisely. Print on 8.5 x 11-inch paper. The Configuration Card should be the same width as a standard Bill. Be sure to print only the Configuration Cards page and set the Page Sizing and Handling to Actual size. Once printed, carefully cut out the appropriate card along the black outline. Cards may be printed in Black and White.

Pages to Print = Current

Page Sizing & Handling = Actual size

Paper Size = 8.5 x 11 inches



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[Terminal Audit](#) | [Events](#) | [Bill Hist.](#) | [Rcpt Hist.](#) | [Game Stats](#) | [Game Rec.](#) | [Terminal Set.](#) | [Game Set.](#) | [SAS](#) | [Support](#) | [Recycler](#) | [AFT](#) | [Lic.](#)

Configuration Cards

Carefully cut out the cards along the black outline.

TTL RS232

- Low Security
- 4 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 ☐ 32 ☐ 16 ☐ 8 ☐ None ☐ 4 ☐ 2 ☐ 1 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

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 ☐ 32 ☐ 16 ☐ 8 ☐ None ☐ 4 ☐ 2 ☐ 1 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.

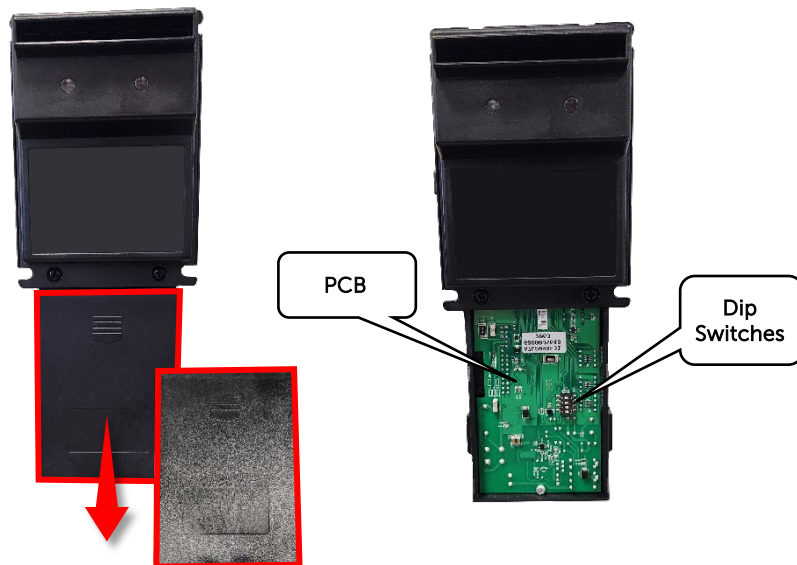


ICT PA7 Dipswitch and Menu Settings

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.

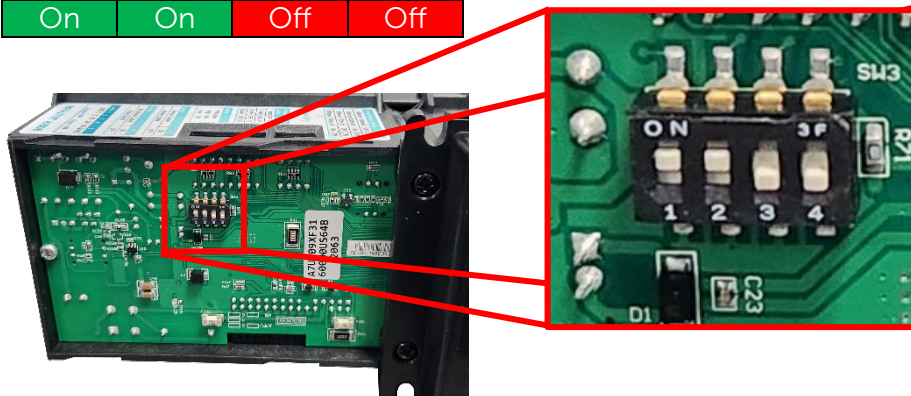
PA7 Internal / External Dip Switch Settings

1. Remove the PCB Cover.



2. Set the Dip Switches to the settings below.

| 1 | 2 | 3 | 4 |
|----|----|-----|-----|
| On | On | Off | Off |



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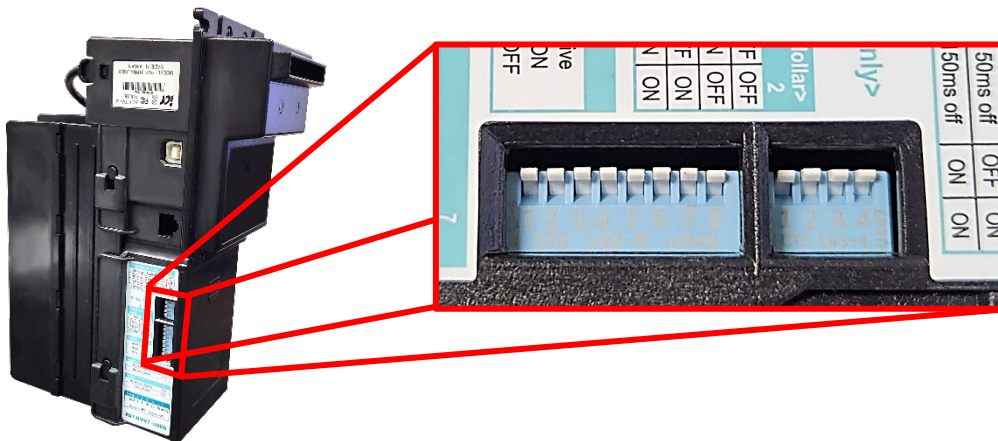


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3. Replace the PCB Cover.

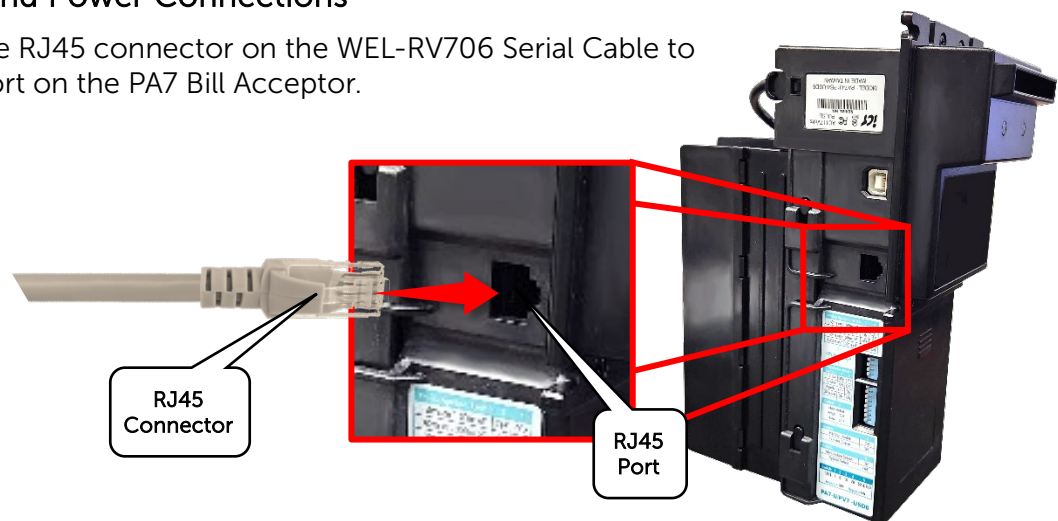


4. External Dip Switches should all be set to Off.



Serial Cable and Power Connections

5. Connect the RJ45 connector on the WEL-RV706 Serial Cable to the RJ45 Port on the PA7 Bill Acceptor.

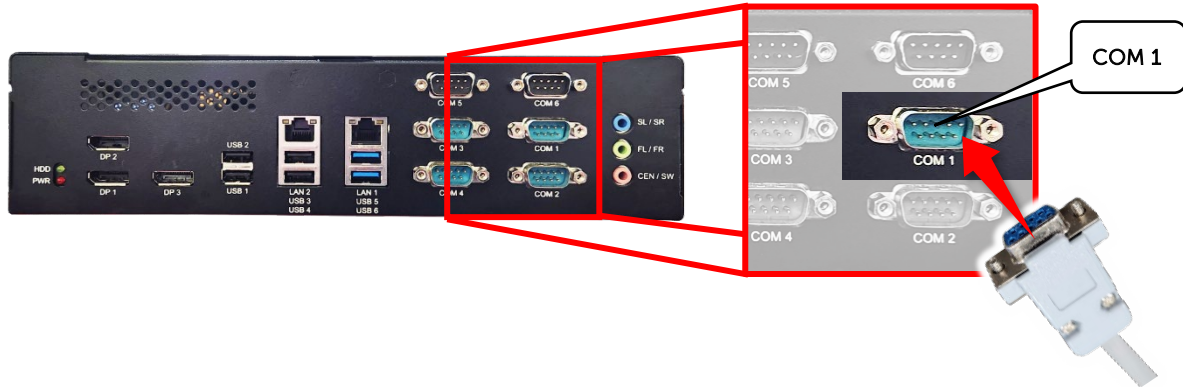


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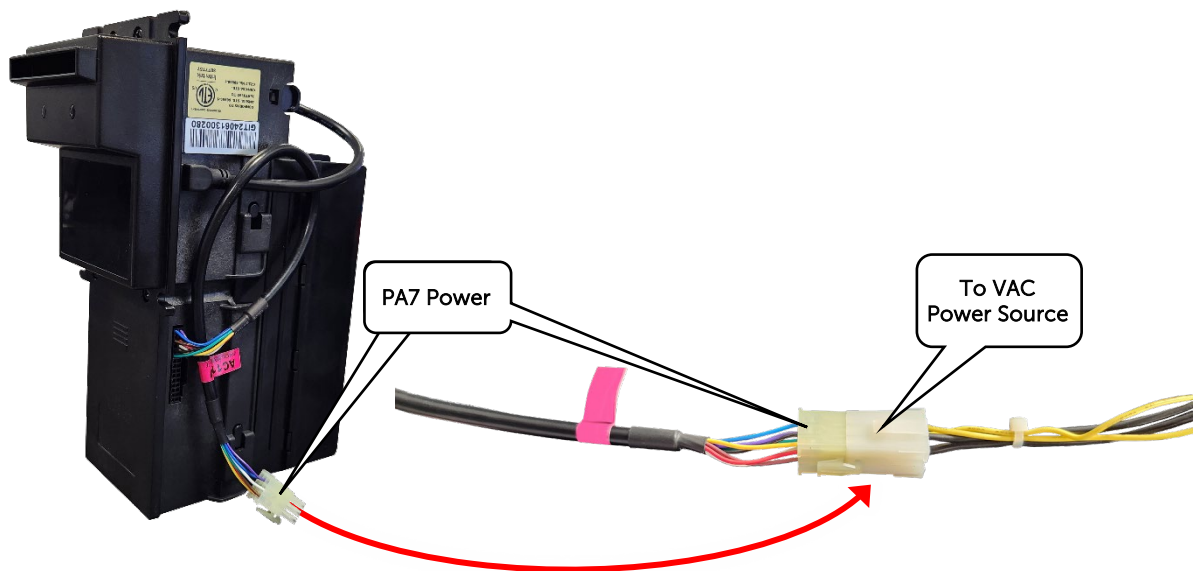


[Terminal Audit](#) | [Events](#) | [Bill Hist.](#) | [Rcpt Hist.](#) | [Game Stats](#) | [Game Rec.](#) | [Terminal Set.](#) | [Game Set.](#) | [SAS](#) | [Support](#) | [Recycler](#) | [AFT](#) | [Lic.](#)

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

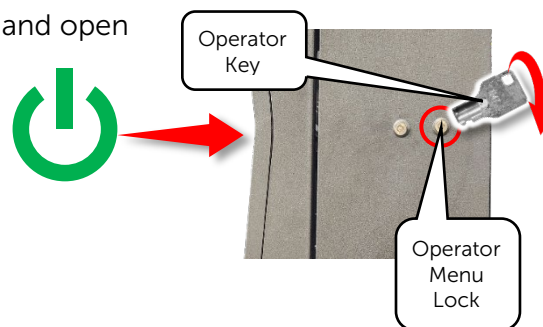


7. Connect the PA7 Power cable to the VAC Power Source inside the Cabinet or Game Machine.



PA7 Menu Settings

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

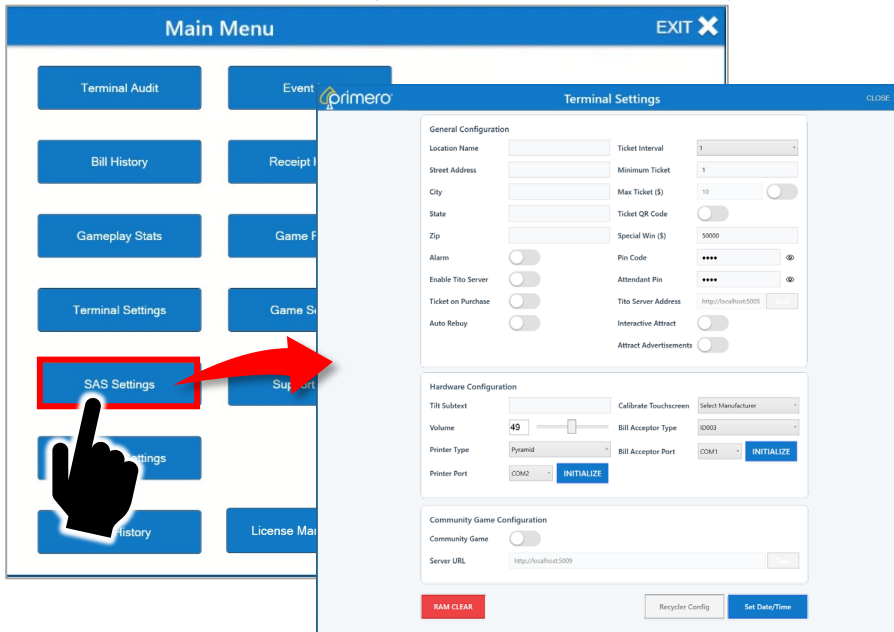


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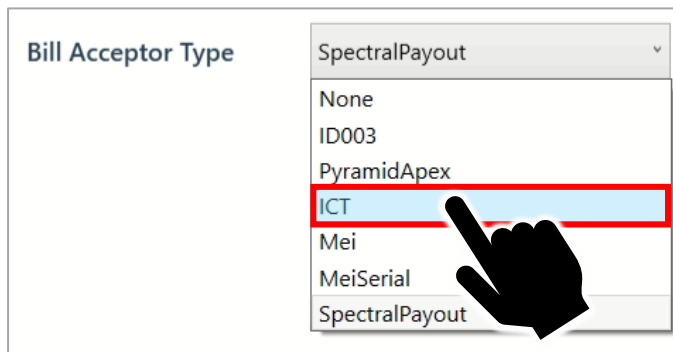


[Terminal Audit](#) | [Events](#) | [Bill Hist.](#) | [Rcpt Hist.](#) | [Game Stats](#) | [Game Rec.](#) | [Terminal Set.](#) | [Game Set.](#) | [SAS](#) | [Support](#) | [Recycler](#) | [AFT](#) | [Lic.](#)

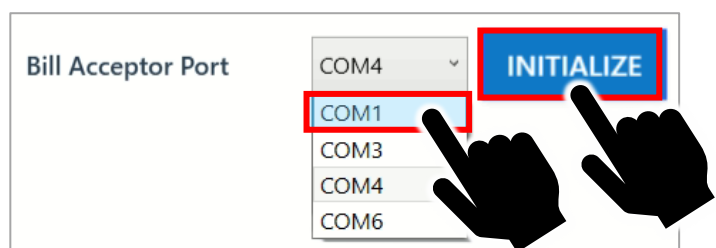
9. In the [Operator Menu](#), Navigate to the [Terminal Settings](#).



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.

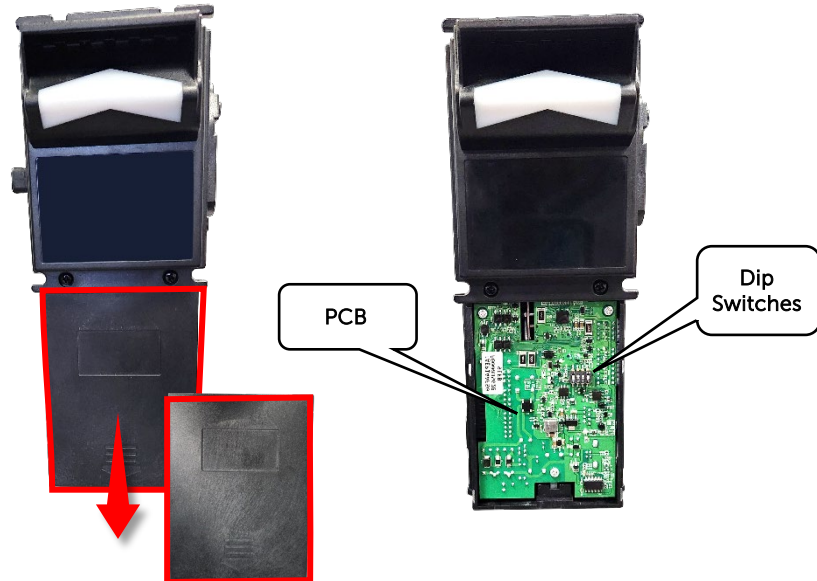


ICT TAO Dipswitch Settings

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.

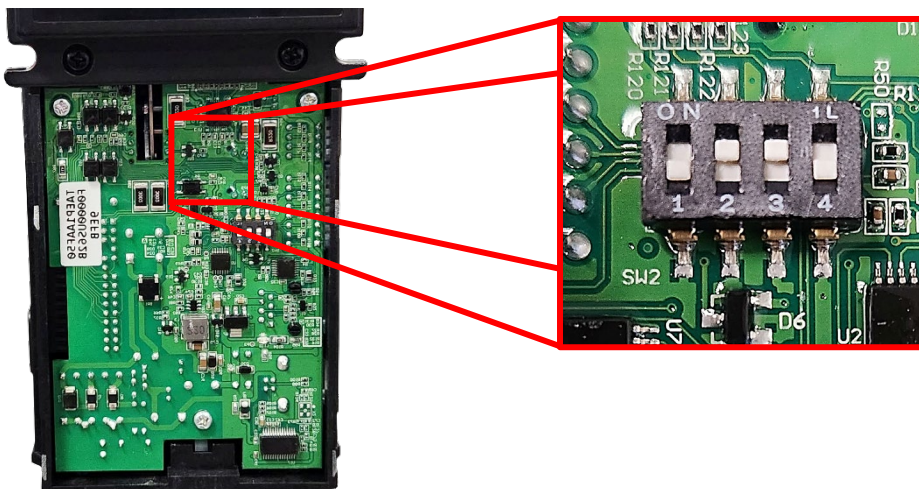
TAO Internal / External Dip Switch Settings

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 |



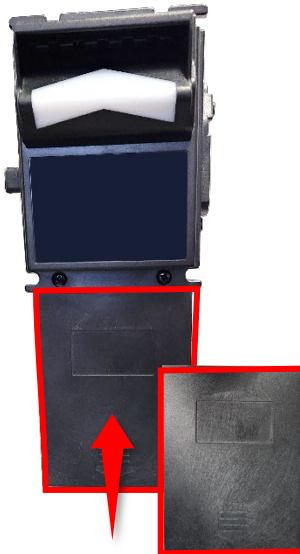
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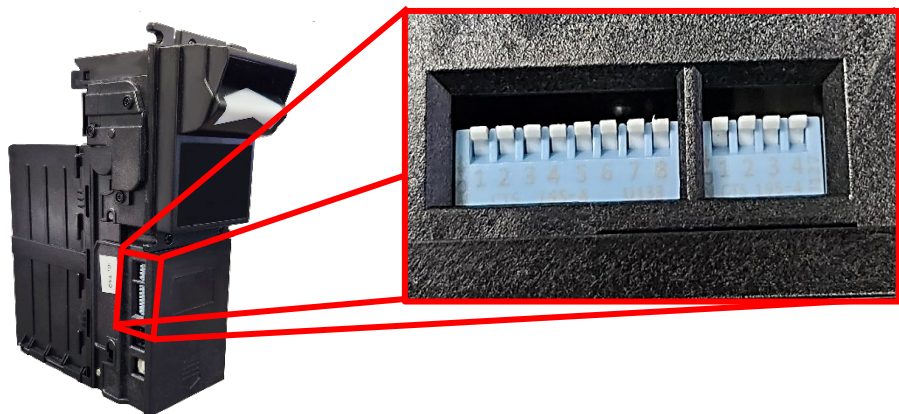
[Terminal Audit](#) | [Events](#) | [Bill Hist.](#) | [Rcpt Hist.](#) | [Game Stats](#) | [Game Rec.](#) | [Terminal Set.](#) | [Game Set.](#) | [SAS](#) | [Support](#) | [Recycler](#) | [AFT](#) | [Lic.](#)

| 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.



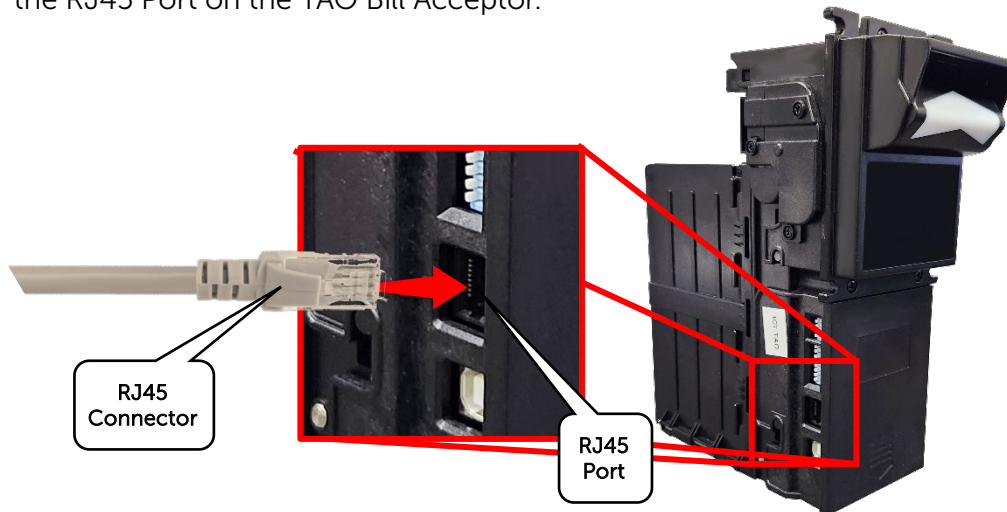
| Main 8 Bit Dip Switch Settings | | | | | | | | | |
|---|----------------------|-----|-----|-----|-----|-----|-----|-----|-----|
| Function | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| Settings Based on Location Requirements | Reject \$1 | On | | | | | | | |
| | Accept \$1 | Off | | | | | | | |
| | Reject \$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 | | |
| InterfaceTiming 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.

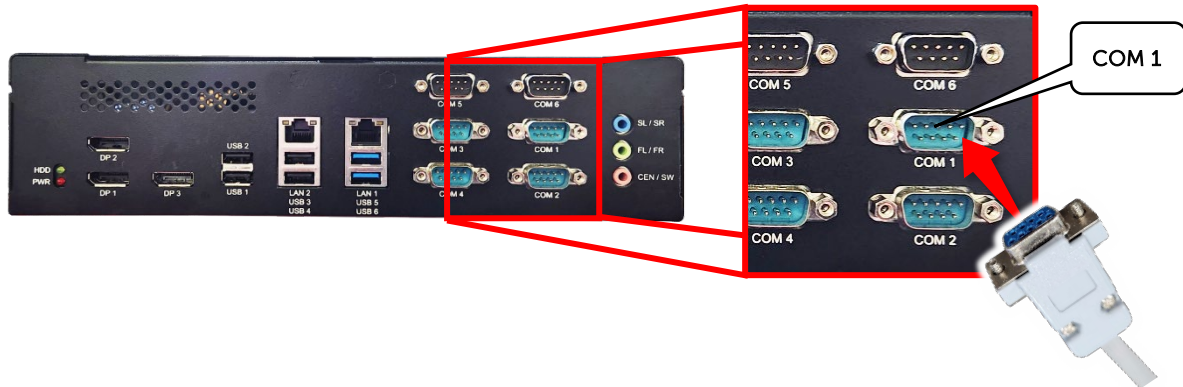


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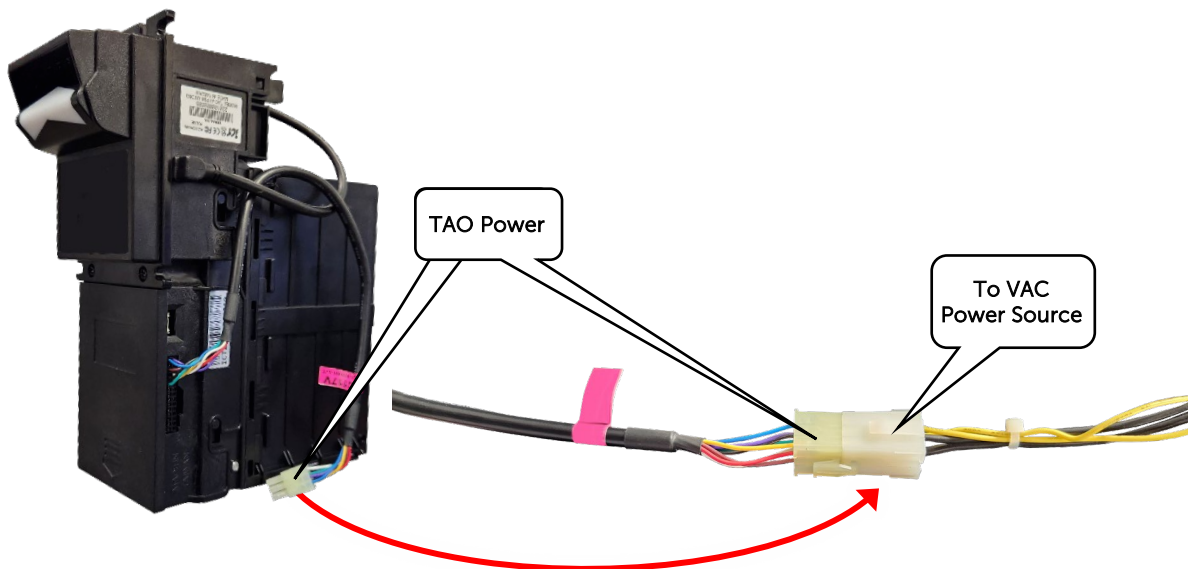


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6. Connect the DB9 on the WEL-RV706 Serial Cable to COM 1 on the Board.

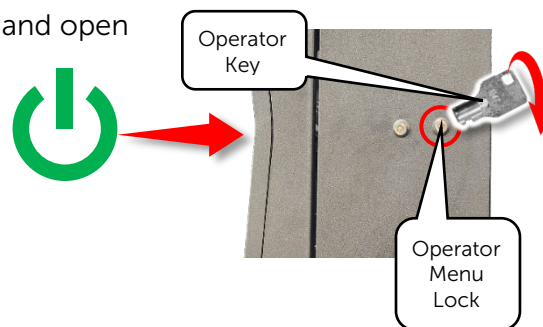


7. Connect the TAO Power cable to the VAC Power Source inside the Cabinet or Game Machine.



TAO Menu Settings

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



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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.

