

Storm Games

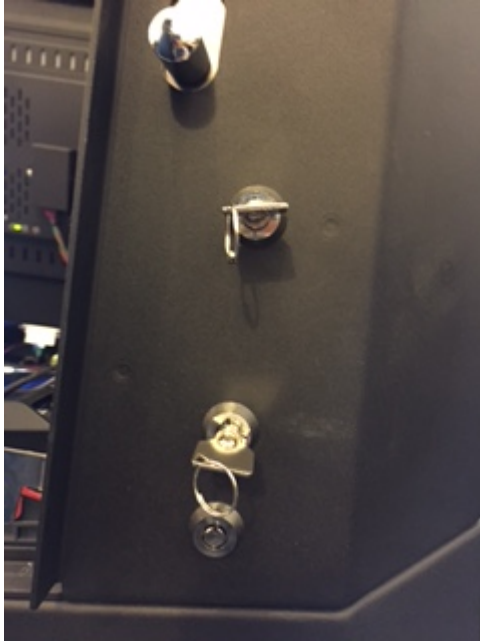
Street Casino 2016 C / B4 Tempest User Guide



The following pages provide detailed instructions of how to use either Storms Refill Menu or Back Office Systems.

Gaining Access to the Refill Menu

To gain access to the Refill Menu **ALL DOORS NEED TO BE CLOSED**, and then turn the middle Refill Switch.



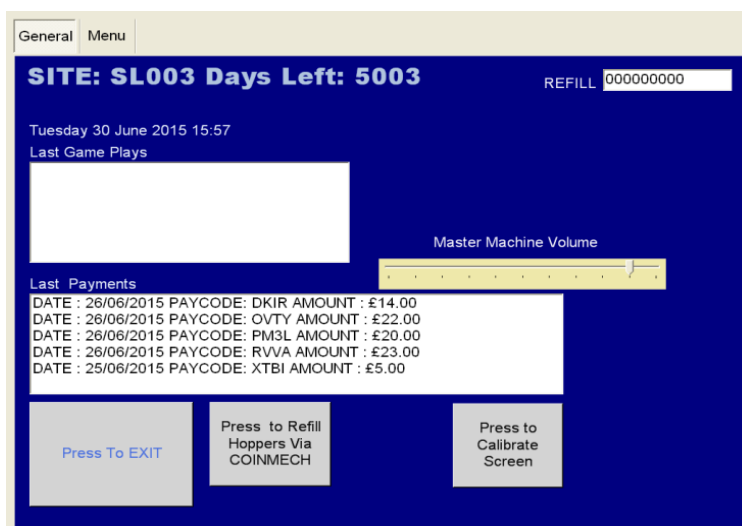
Top Door Locking Latch

Top Door Key (To realise the Latch)

Top Refill / Back Office Switch

Bottom Switch (Not Used)

When the Refill Key is turned the following page will be displayed.



General Menu

SITE: SL003 Days Left: 5003 REFILL 000000000

Tuesday 30 June 2015 15:57
Last Game Plays

Master Machine Volume

Last Payments

DATE : 26/06/2015	PAYCODE: DKIR	AMOUNT : £14.00
DATE : 26/06/2015	PAYCODE: OVTY	AMOUNT : £22.00
DATE : 26/06/2015	PAYCODE: PM3L	AMOUNT : £20.00
DATE : 26/06/2015	PAYCODE: RVVA	AMOUNT : £23.00
DATE : 25/06/2015	PAYCODE: XTBI	AMOUNT : £5.00

Press To EXIT

Press to Refill Hoppers Via COINMECH

Press to Calibrate Screen

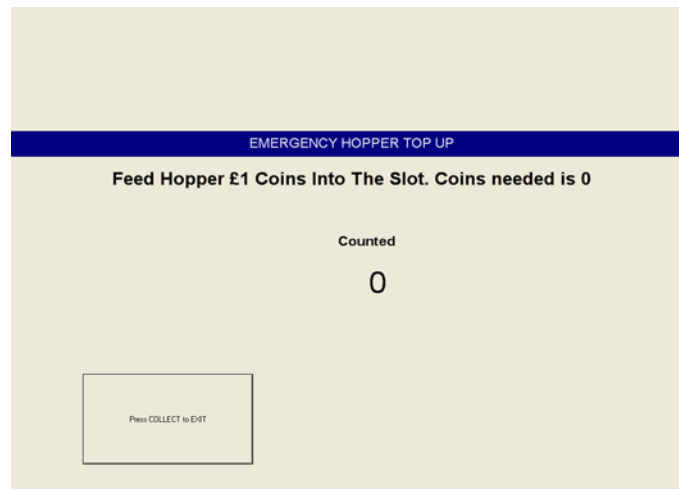
This screen allows the Site Manager or Engineer to view the Last Game Plays and also lower down the page it displays the last payments that have been.

There are a number of functions that can be used on this page.

Firstly, you can alter the volume level by sliding your finger up & down the **Master Machine Volume Slide**

Secondly, you can recalibrate the Touch Screen if the screen is slightly out by simply pressing the **Press to Calibrate Screen** Icon. Once this button is fired you are required to touch the four targets to complete the calibration routine.

Thirdly, you can **Press to Refill Hoppers via Coin Mech** Icon. This allows the Engineer or Collector to refill the hopper, if the hopper is low on coins or the hopper has run empty. Simply feed the coins through the Coin Mech and you will notice in the centre of the screen it will count how many coins you have put through and in the top right you will see how many coins you require to float the hopper level to the max.



If the machine runs out of money when paying out, the operator clear code screen will appear, simply tap in 1111 then the OK button.

Gaining Access to the Back Office Menu (Engineers Menu)

To gain access to the Back Office / Engineers Menu, **OPEN THE TOP DOOR AND ALLOW THE MACHINE TO ALARM**, then turn the middle Refill Switch.



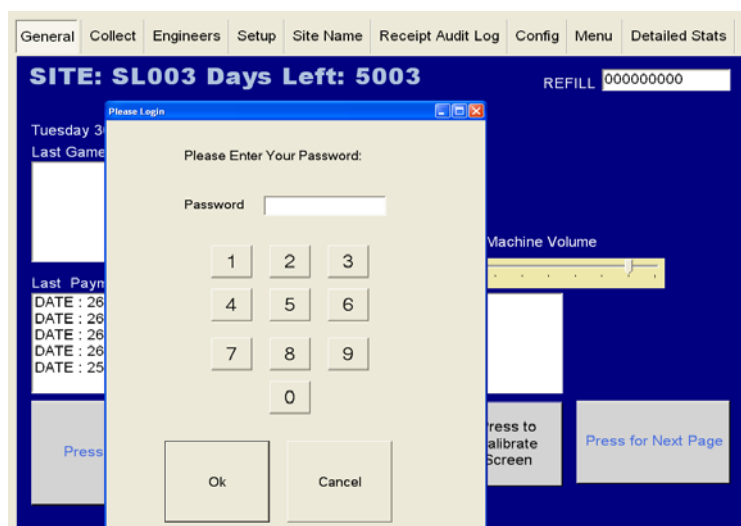
Top Door Locking Latch

Top Door Key (To realise the Latch)

Top Refill / Back Office Switch

Bottom Switch (Not Used)

Once the Top Refill is activated, the following page will be displayed



On the keyboard on the screen insert the following password to gain access to the full Engineers Menu. **000071 then Ok**

General Page



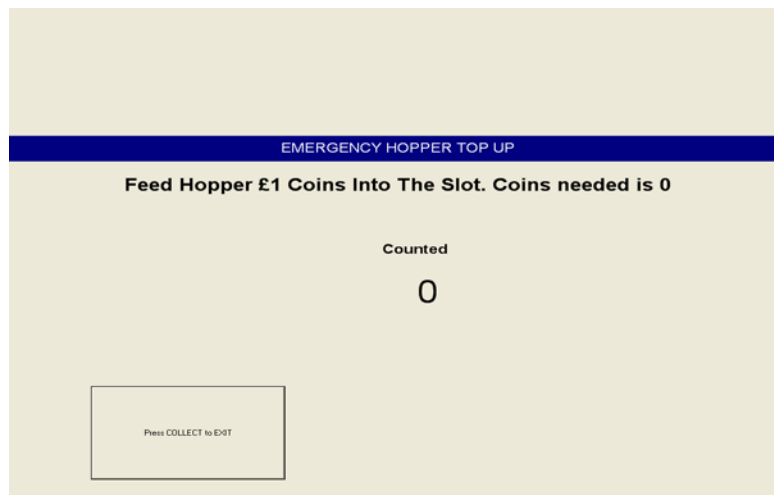
This screen allows the Site Manager or Engineer to view the Last Game Plays and also lower down the page it displays the last payments that have been.

There are three other functions that can be used on this page.

Firstly, you can alter the volume level by sliding your finger up & down the **Master Machine Volume Slide**

Secondly, you can recalibrate the Touch Screen if the screen is slightly out by simply pressing the **Press to Calibrate Screen** Icon. Once this button is fired you are required to touch the four targets to complete the calibration routine.

Thirdly, you can **Press to Refill Hoppers via Coin Mech** Icon. This allows the Engineer or Collector to refill the hopper, if the hopper is low on coins or the hopper has run empty. Simply feed the coins through the Coin Mech and you will notice in the centre of the screen it will count how many coins you have put through and in the top right you will see how many coins you require to float the hopper level to the max.



Collect Page

The Collect screen enables you to see the Short Term Cash In / Out meters so you can calculate how the machine is performing and this screen assists the collector to set the hopper level and also dump the hopper content.

This screen also has several other functions to assist the Engineer / Collector.

Hopper Max Level – The hopper level is normally set to £900 once its leaves our factory, but by using the **ADD 5** and the **DEDUCT 5 icons** you are able to change the hopper level to the required level.

Float Hopper to Max – By pressing this icon, this sets the actual hopper level to what has been set in the **Hopper Max Level**.

Dump 350 Coins – This dumps the hopper content up to £350

Dump Balance of Coins – This dumps any excess coins in the hopper.

Send All Notes to Stacker – This show the Engineer / Collector how many notes are currently in the Note Recycler unit and by pressing this icon it gives the facility to empty the content of the recycler unit into the note stacker below.

Engineers Page

The screenshot shows the 'Engineers' page of a machine's configuration interface. At the top, there is a navigation bar with tabs: General, Collect, Engineers (selected), Setup, Site Name, Receipt Audit Log, Config, and Detailed Stats. The main content area is divided into several sections:

- Back Office:** Includes 'Peripherals Attached' (NOTEREADER OK, COINMECH OK, HOPPER1 OK), 'Hardware Events' (BUTTONUP 7), and 'Note Recycler' (Send All Notes to Stacker, Notes to Recycle: 0).
- Network Available:** Shows MAC1 and MAC2 addresses, IP Address (127.0.0.1), Subnet, Gateway, and DNS settings. There are 'SET IP' buttons for each.
- VENUE ASSET NUMBER:** A field with the value '1' and a 'SAVE' button.
- Buttons:** USE TITO, REGISTER MACHINE ON TITO NETWORK, CLEAR TITO Settings, and ZERO CREDIT on Machine.
- Lamp Controls:** A grid of buttons for Lamp1 through Lamp8.
- Other Controls:** Press To EXIT, Onscreen KEYBOARD, and Press for Next Page.

The Engineers Page is to assist the engineers if there is a fault on the machine

Peripherals Attached – This allows the engineer to see if the CC Talk line is working ok and if the Coin Mech, Hopper & Note Acceptor is visible and working.

Zero Credit – Allows the engineer to reset the credits back to Zero

Send all Notes to Stacker – If the machine has a NV11 fitted, it normally will send one of the note denominations to the recycler unit. This allows you to empty the recycler unit into the stacker at the bottom of the Note Acceptor.

Lamp Controls – Lets the engineer fire each individual lamp on the buttons.

Hardware Events – Once a button is pressed or a coin or note inserted it will appear here.

Coin Route – Allows engineer to divert the £1 either into the hopper or cash box

Hopper – If fitted, the engineer can either pay 1 x £1 coin at a time or dump the hopper content.

Set Up Page

General Collect Engineers **Setup** Site Name Receipt Audit Log Config Detailed Stats

Back Office **Setup**

Machine Category

CAT C CAT B4

78% 84% 90%

Broadband and EDC

This Machine is NOT connected to broadband

BACTA EDC UNIT is DISABLED

SELECTED COM PORT

COM3

Receipt Printer

PRINTER is OFF

Use Receipt for payouts only (over 1000p)

0

INC DEC

Handpay And Note Recycler

1000 INC Denom £

DEC 10 Change ENABLED

Use Handpay Over £ Recycler NOTE Denomination

Press To EXIT

Press for Next Page

Category Of Machine – Enables the customer to change between what percentage settings they require & Machine Category. If you wish to change category, you require a password which is **STORM**

Printer – If a printer is fitted this allows you to turn the printer off/ on, but the Engineer will need to press the **Save Receipt Printer Setting icon** to confirm the printer is enabled or disabled and by pressing the **INC & DEC Icons** this allows you to choose what printer payout level the customer requires.

BACTA EDC Unit – Enable you to Enable or Disable the Data Retrieval Unit. **Data units must be connected to Serial Port Com 3 on the Quixant PC.**

Note Recycler Note Value – This gives the Engineer to choice in which note denomination they require for the NV11 to payout on site. By pressing the **Change Button**, it will scroll through the note values of £5, £10 & £20. The **Disabled Icon** allows you to turn of the note payout unit

Handpay - Allows the customer to set the hand pay level by pressing the **INC & DEC Icons**

Venue Name Page

General Collect Engineers Setup **Site Name** Receipt Audit Log Config Menu Detailed Stats

Back Office **Venue Name**

This is the name that will appear on all receipts

Venue Name

1 2 3 4 5 6 7 8 9 0
Q W E R T Y U I O P
A S D F G H J K L
Z X C V B N M
SPACE

DELETE

SAVE NAME

Press To EXIT

Press for Next Page

This allows the engineer to input the site name on ticket payout kiosks.

Receipt Audit Log Page

General Collect Engineers Setup Site Name **Receipt Audit Log** Config Menu Detailed Stats

Back Office **Receipt Audit Log**

DATE : 16/06/2015 PAYCODE: Q08L AMOUNT : £64.00
DATE : 16/06/2015 PAYCODE: GRP1 AMOUNT : £100.00
DATE : 16/06/2015 PAYCODE: Y0SC AMOUNT : £60.00
DATE : 16/06/2015 PAYCODE: 34DN AMOUNT : £64.00
DATE : 16/06/2015 PAYCODE: 68W0 AMOUNT : £80.00
DATE : 17/06/2015 PAYCODE: 7UPX AMOUNT : £50.00
DATE : 17/06/2015 PAYCODE: 6KNK AMOUNT : £64.00
DATE : 17/06/2015 PAYCODE: GA1C AMOUNT : £80.00
DATE : 17/06/2015 PAYCODE: B8GM AMOUNT : £84.00
DATE : 22/06/2015 PAYCODE: QDTI AMOUNT : £47.00
DATE : 22/06/2015 PAYCODE: GJ7O AMOUNT : £1.00
DATE : 22/06/2015 PAYCODE: 3PJU AMOUNT : £6.00
DATE : 22/06/2015 PAYCODE: JU52 AMOUNT : £4.00
DATE : 22/06/2015 PAYCODE: 1J63 AMOUNT : £2.00

Clear Down Receipts

Print Off Receipt Audit

Press To EXIT

Press for Next Page

The Receipt Audit Log allows the collector or engineer to verify the tickets that have been paid out

Clear Down Receipts – Allows you to clear the tickets that have been paid out and verified.

Print Off Receipt Audit - This gives two copies of the cash out receipt and also a breakdown of each cash in / out of each lottery stake.

Kiosk ID Number

General Collect Engineers Setup Site Name Receipt Audit Log Config Menu Detailed Stats

Back Office **KIOSK ID NUMBER**

Kiosk ID: 003 [DELETE]

1 2 3
4 5 6
7 8 9
0

[SAVE IT]

[Press To EXIT] [Press for Next Page]

This enables the machine supplier to enter in the serial number of the kiosk, but rarely used.

Detailed Game Stats

General Collect Engineers Setup Site Name Receipt Audit Log Config Menu Detailed Stats

Detailed Game Stats **Showing Summary Totals**

Game Name	Total Plays	Total Stake	Total Won	Total Profit	Pay%
-----------	-------------	-------------	-----------	--------------	------

PLAYS: STAKED: WON: PROFIT: %

[Totals] [Stake Breakdown] [Between Dates]

From: 30 June 2015 To: 30 June 2015

[Press To EXIT] [Press for Next Page]

The Detailed Stats page gives an in depth view of the stats screen.

Total Button – Gives you a total overview of how the machine is performing. As pictured below, this screen provides a view of the games that have been played, total stake per game, the amount won and the total profit across all stakes.

Showing Stake Breakdown Button

General Collect Engineers Setup Site Name Receipt Audit Log Config Menu Detailed Stats

Detailed Game Stats Showing Summary Totals

Game Name	Total Plays	Total Stake	Total Won	Total Profit	Pay%
-----------	-------------	-------------	-----------	--------------	------

PLAYS : STAKED : WON : PROFIT: %

Totals Stake Breakdown Between Dates

From: 30 June 2015 To: 30 June 2015

Press To EXIT Press for Next Page

Stake Breakdown - This lists what game has been played on each of the different stakes and what the profit has been made on that stake per game.

Between Dates Button

General Collect Engineers Setup Site Name Receipt Audit Log Config Menu Detailed Stats

Detailed Game Stats Showing Summary Totals

Game Name	Total Plays	Total Stake	Total Won	Total Profit	Pay%
-----------	-------------	-------------	-----------	--------------	------

PLAYS : STAKED : WON : PROFIT: %

Totals Stake Breakdown Between Dates

From: 30 June 2015 To: 30 June 2015

Press To EXIT Press for Next Page

Between Two Dates – This allows the Engineer / Site to see how the machine has performed over a certain amount of time.

FOR ANY TECHNICAL QUERIES PLEASE CALL STORM GAMES ON 01902 374124