

# Storm Games

## Vegas 20 20 GT6000 User Guide



## **SAFETY NOTICES**

The following safety instructions apply to all game operators and service personnel.

We recommend that you read the manual before preparing your Storm Games cabinet for operation.

The handles located on the rear of the machine are for helping with the moving of the machine, NOT for lifting.

The machine should not be moved when the door is open; failure to adhere to this may result in the machine falling over and causing a serious injury.

The machine should be standing on a level and stable floor.

## **ELECTRICAL SAFETY CAUTION RISK OF ELECTRIC SHOCK**

Between 220 Volts & 240 Volts are present within the machine. Only suitably qualified personnel should carry out servicing of the machine. Disconnect from the mains supply before removing any parts.

## **SAFE CONNECTION TO SUPPLY**

To ensure the safe operation of this machine it must be connected to the mains supply using an approved power cord; which meets the requirements of IEC227. This cord must have an IEC approved connector at one end and an approved 13-amp plug fitted with a 5-amp fuse at the other.

## **COMPONENT DISPOSAL**

### **Lithium batteries**

The lithium battery as used in SGT products must only be replaced with the same or an equivalent type as recommended by the manufacturer.

The Dell PC battery is a CR2032 button cell which is located underneath the Dell PC PSU assembly. To change the battery, undo the 3 fixings securing the Dell PSU and flip the battery cell out.

### **Disposal**

In accordance with the EU Batteries Directive, batteries must only be disposed of in a manner described by the battery manufacturer, or, returned to the manufacturer for safe disposal. The battery must not be disposed of in the domestic waste.

### **Recycling Information**

SGT advise that this product should not be disposed of with household waste. It should be deposited at an appropriate facility to enable recovery and recycling.

SGT also recommend that customers dispose of their used machines in an environmentally sound manner.



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

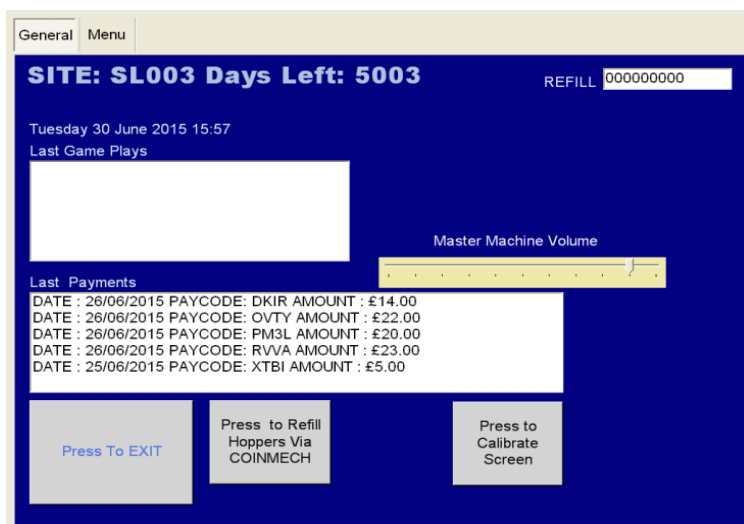
**Gaining Access to the Refill Menu**

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



Top Refill / Back Office Switch located  
on the right hand side of the cab

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

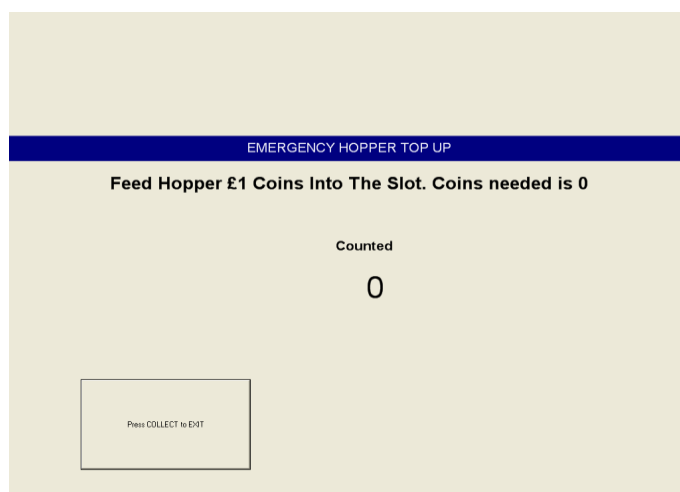


This screen allows the Site Manager or Engineer to view the Last Game Plays. Lower down the page, it displays the last payments.

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 **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.



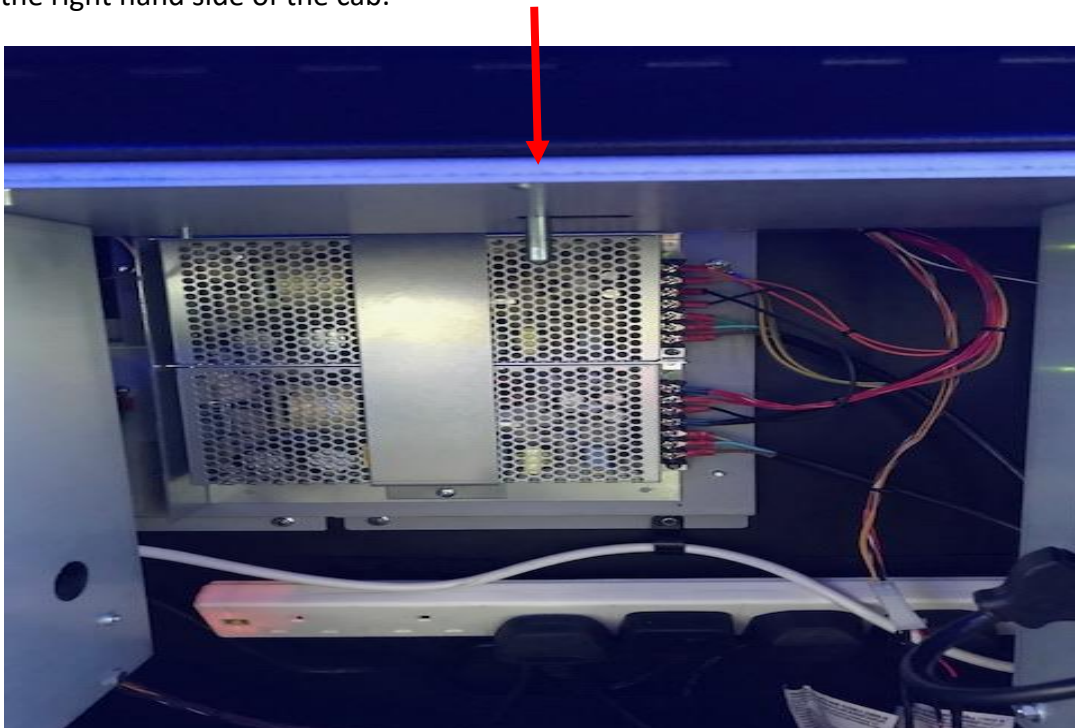
If the machine runs out of money when paying out, the operator clear code screen will appear, simply tap in 1111 then the OK button.

## Gaining Access to the Back Office Menu (Engineers Menu)

To gain access to the Back Office / Engineers Menu, unlock the key as pictured on the right-hand side of the image. Then, inside of the cash bowl, slide the locking bar to the opposite side and lift the button panel door towards the monitors.



Once the bottom of the Button Panel door is lifted towards you, slide the locking bar located inside the cabinet. This will unlock the monitor door. Then turn the Refill Switch located on the right hand side of the cab.



Then shut the Monitor Door and slide the locking bar back the locked position

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

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

**SITE: SL003 Days Left: 5003** REFILL 000000000

**Please Login**

Please Enter Your Password:

Password

1 2 3

4 5 6

7 8 9

0

Ok Cancel

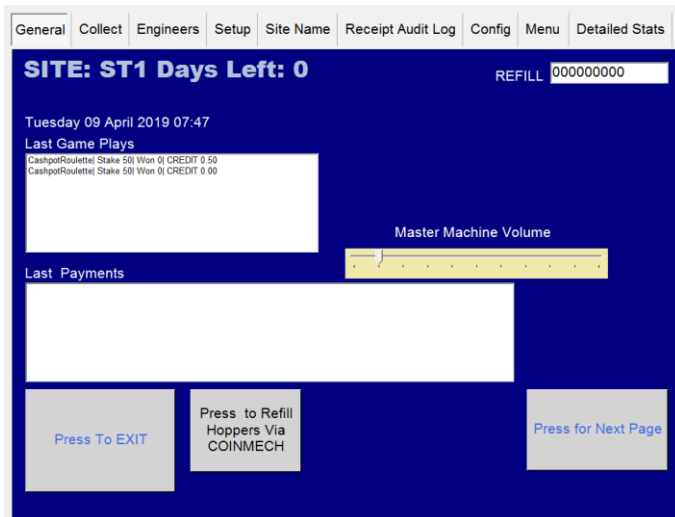
Machine Volume

Press to calibrate Screen

Press for Next Page

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

## General Page

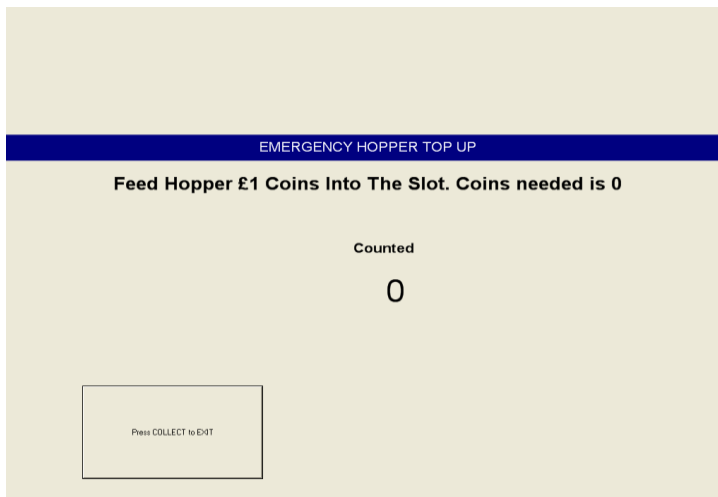


This screen allows the Site Manager or Engineer to view the Last Game Plays and lower down the page it displays the last payments.

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 **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 screenshot displays the 'Collect Page' interface, which is part of a 'Back Office' system for 'Cash Collection'. At the top, there is a navigation bar with tabs: General, Collect (selected), Engineers, Setup, Site Name, Receipt Audit Log, Config, Menu, and Detailed Stats. The main interface is divided into several sections:

- Meters:** A list of meters with their current values:
  - REFILL: 000000000
  - CASH In: 000000010
  - CASH Out: 000000000
  - Ticket IN: 000000000
  - CHANGE: 000000000
  - NOTES In: 000000000
  - NOTES Out: 000000000
  - VTP: 000000010
  - HANDPAY: 000000000
- Information:** A field for entering information.
- £1 Hopper Controls:** A section for managing the £1 hopper level.
  - Float Hopper £1 to Max:** A button to set the hopper level to the maximum.
  - Hopper £1 Level:** A display showing the current level (000001).
  - Hopper MAX Level:** A display showing the maximum level (350).
  - + 5:** A button to increase the hopper level by 5.
  - 5:** A button to decrease the hopper level by 5.
  - Dump 350 Coins:** A button to dump the hopper content up to £350.
  - Dump Balance:** A button to dump the balance of coins in the hopper.
- Note Recycler:** A section for managing the note recycler.
  - Send All Notes to Stacker:** A button to send all notes to the stacker.
  - Notes in Recycler:** A display showing the number of notes in the recycler (0).
  - Feed Notes into the Notereader to Top Up the Recycler:** A text instruction.
- Buttons:** Two large buttons at the bottom: 'Press To EXIT' and 'Press for Next 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 £350 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, Menu, and Detailed Stats. The main area is titled 'Back Office' and 'Engineers'. It contains several sections: 'Peripherals Attached' showing 'NOTEREADER OK', 'COINMECH OK', and 'HOPPER1 OK'; 'Hardware Events' with a 'NOTOURN' field and 'Enable/Disable' buttons for 'Note Reader', 'Coin Mech', and 'Coin Route'; 'Note Recycler' with a 'Send All Notes to Stacker' button and a 'Notes in Recycler' counter at 0; 'Network Available' section with fields for 'Mac1', 'Mac2', 'IP Address', 'Subnet', 'Gateway', and 'DNS', along with 'ENABLE DHCP' buttons and a 'using MARS' button; 'VENUE ASSET NUMBER' set to 2 with a 'SAVE' button; 'USE TITO', 'REGISTER MACHINE ON TITO NETWORK', 'CLEAR TITO Settings', and 'ZERO CREDIT on Machine' buttons; and 'Lamp Controls' with buttons for 'Lamp1' through 'Lamp10'. There are also buttons for '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.

**Using Mars / Future Logic** – By pressing this button this allows you to toggle between the Mars and Future Logic TITO systems.

**Use TITO / Disable TITO** – This enables and disables the TITO system.

## Set Up Page

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

**Back Office Setup**

**Machine Category**

CAT C CAT B4

78% 82% 86%

**Broadband and EDC**

This Machine IS connected to broadband

BACTA EDC UNIT is DISABLED

SELECTED COM PORT  
COM3

**Receipt Printer**

PRINTER is OFF

Use Receipt for payouts only OVER (pence)  
0

INC DEC

**Handpay And Note Recycler**

1000 INC Denom £ 10 Change ENABLED

DEC

Use Handpay Over £ Recycler NOTE Denomination

Press To EXIT

Press for Next Page

**Machine Category** - This button allows you to choose between Cat C (£100 Jackpot) or B4 (£400 Jackpot). To change you simply press the category that you require and when prompted type in **STORM** with a USB keyboard.

**Printer** – If a printer is fitted this allows you to turn the printer off/ on, also by pressing the **INC & DEC Icons** this allows you to choose the printer payout level the customer requires.

**BACTA EDC Unit** – Enables 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 the choice of 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

The screenshot shows the 'Venue Name' configuration page. At the top, a navigation bar includes 'General', 'Collect', 'Engineers', 'Setup', 'Site Name' (selected), 'Receipt Audit Log', 'Config', 'Menu', and 'Detailed Stats'. The main header reads 'Back Office' and 'Venue Name'. Below this, a message states: 'This is the name that will appear on all receipts'. A text input field labeled 'Venue Name' contains the text 'GOLDEN SLOTS'. Below the input field is a numeric keypad (0-9) and an alphanumeric keypad (Q-P, A-L, Z-M, SPACE). To the right of the keypads are buttons for 'DELETE' and 'SAVE NAME'. At the bottom left is a button labeled 'Press To EXIT', and at the bottom right is a button labeled 'Press for Next Page'.

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

## Receipt Audit Log Page

The screenshot shows the 'Receipt Audit Log' page. The navigation bar is the same as the previous page, with 'Receipt Audit Log' selected. The main header reads 'Back Office' and 'Receipt Audit Log'. The central area is a scrollable list of transaction records, each showing a date, paycode, and amount. Below the list are three buttons: 'Clear Down Receipts', 'Print Off Receipt Audit', and 'Press for Next Page'. At the bottom left is a button labeled 'Press To EXIT'.

DATE	PAYCODE	AMOUNT
16/06/2015	O08L	£64.00
16/06/2015	GRP1	£100.00
16/06/2015	Y0SC	£60.00
16/06/2015	34DN	£64.00
16/06/2015	68W0	£80.00
17/06/2015	7UPX	£50.00
17/06/2015	6KNK	£64.00
17/06/2015	GA1C	£80.00
17/06/2015	B8GM	£84.00
22/06/2015	QDTI	£47.00
22/06/2015	GJ7O	£1.00
22/06/2015	3PJU	£6.00
22/06/2015	JU52	£4.00
22/06/2015	1J63	£2.00

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 a breakdown of each cash in / out of each lottery stake.

## Kiosk ID Number

The screenshot shows the 'Back Office' interface with a navigation bar at the top containing tabs: General, Collect, Engineers, Setup, Site Name, Receipt Audit Log, Config (selected), Menu, and Detailed Stats. The main area is titled 'KIOSK ID NUMBER'. It features two input fields: 'VENUE ID' with the value '1' and a 'DELETE' button, and 'Terminal Number' with the value '2' and a 'DELETE' button. Below these is a numeric keypad with buttons for digits 1-9 and 0. To the right of the keypad is a 'SAVE IT' button. At the bottom left is a button labeled 'Press To EXIT', and at the bottom right is a button labeled 'Press for Next Page'.

This enables the machine operator to enter in the Venue ID along with the serial number of the kiosk.

## Menu Buttons

The screenshot shows the 'Menu Buttons' configuration screen. The navigation bar at the top is the same as the previous screen, with the 'Menu' tab selected. The main area is titled 'Menu Buttons' with the instruction 'Click on buttons to cycle through games'. It displays a grid of 12 game tiles: 'NEW KELLY'S STORAGE AUCTIONS', 'CARRY ON DOCTOR', 'HOT SLOT', 'BAR STAR', 'THE CHASE', 'THUNDERBIRDS', 'CARRY ON CAMPING', 'RED HOT 6', 'PHARAOHS WILD', 'LUCKY MONEY', 'MONKEY LOTTO', and 'LOTTO KING'. To the right of the grid is a 'Game List' scrollable list containing the following games: LottoKing, LuckyLotto, MagicMerlin, MonkeyLotto, BarStar, DragonsGems, LuckyMoney, PyB, RollingRed, PharaohsWild, Railroad, MandarinOrchid, CarryOnCamping, SeanKelly, TheChase, TippingPoint, CarryOnDoctor, HotSlotBingo, Thunderbirds, and RedHot6. At the bottom of the screen are four buttons: 'page 1', 'page 2', 'page 3', and a yellow 'SAVE' button.

This allows the customer to select the games that they would like on each page of the menu.

To select a game that you want to change, keep tapping on the game tile position then tap the tile till you reach the required game and then press save.

## Detailed Game Stats

The screenshot shows a software interface for 'Detailed Game Stats'. At the top is a navigation bar with tabs: General, Collect, Engineers, Setup, Site Name, Receipt Audit Log, Config, Menu, and Detailed Stats (which is active). Below the navigation bar, the main header reads 'Detailed Game Stats' and 'Showing Summary Totals'. A table with the following headers is visible: Game Name, Total Plays, Total Stake, Total Won, Total Profit, and Pay%. The table area is currently empty. Below the table, there are input fields for 'PLAYS :', 'STAKED :', 'WON :', and 'PROFIT:'. To the right of these fields is a percentage sign. Below the input fields are three buttons: 'Totals', 'Stake Breakdown', and 'Between Dates'. To the right of these buttons are date pickers for 'From:' and 'To:', both set to '30 June 2015'. At the bottom left is a button labeled 'Press To EXIT', and at the bottom right is a button labeled '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

This screenshot is identical to the one above, showing the 'Detailed Game Stats' screen with the 'Showing Summary Totals' view. It includes the same navigation bar, table headers, input fields, buttons, and date pickers.

**Stake Breakdown** - This lists what game has been played on each of the different stakes and what 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%
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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 Ext 3**

## Machine Parts Description

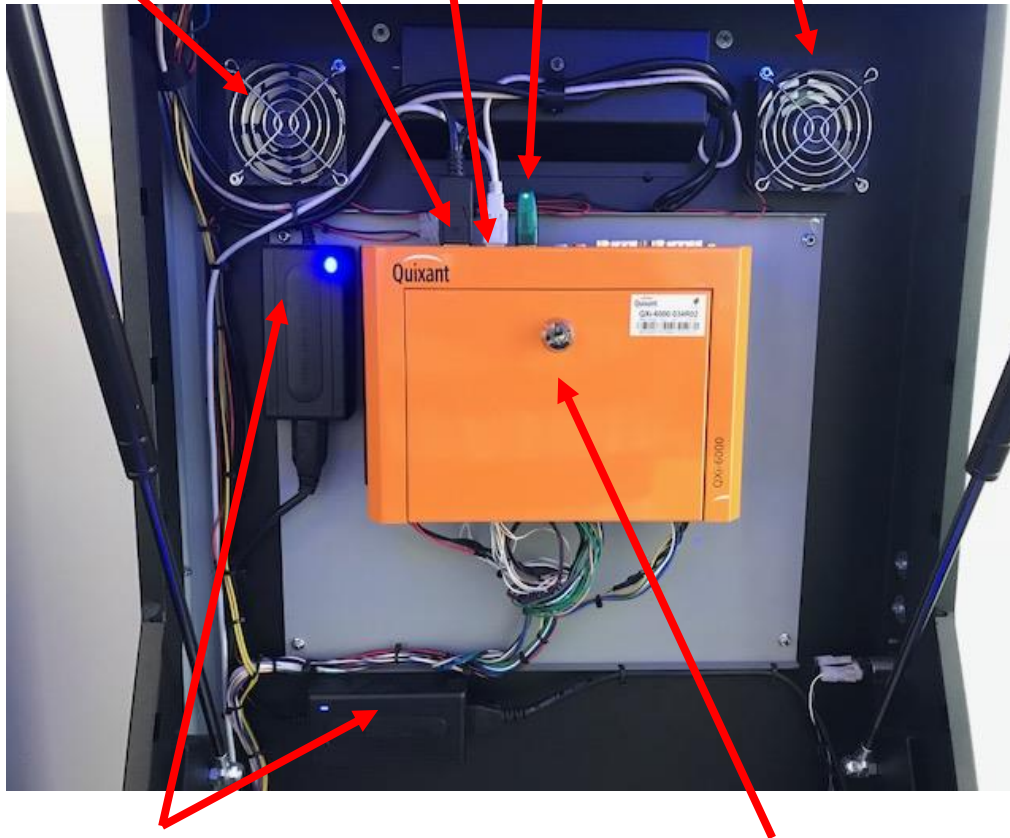
12v Fan

Touch Screen & Printer USB's

2 x Display Ports

Dongle

12v Fan



2 x Monitor Power Blocks

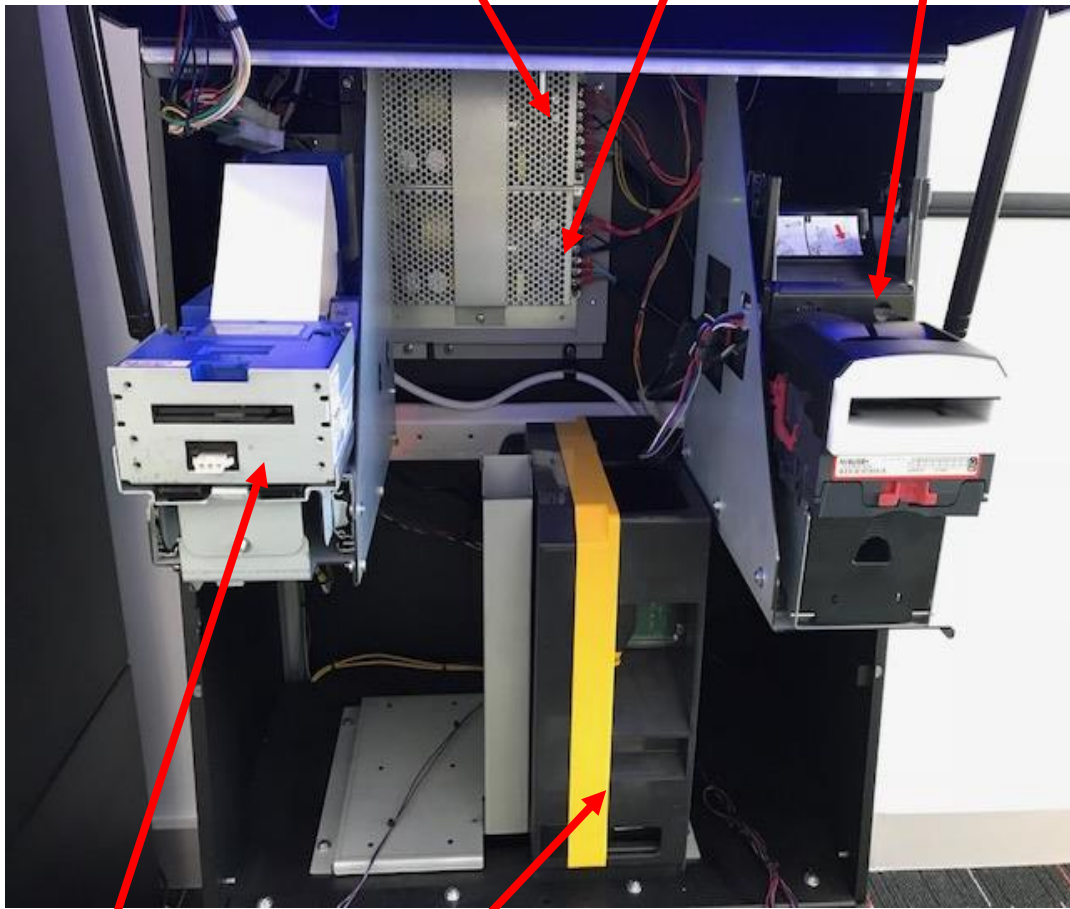
Quixant 6000 PC with SSD located inside



24v PSU (Top)

12v PSU (Bottom)

NV11 or NV12



Epic 950 Printer (If fitted)

Evolution Hopper