

# 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:

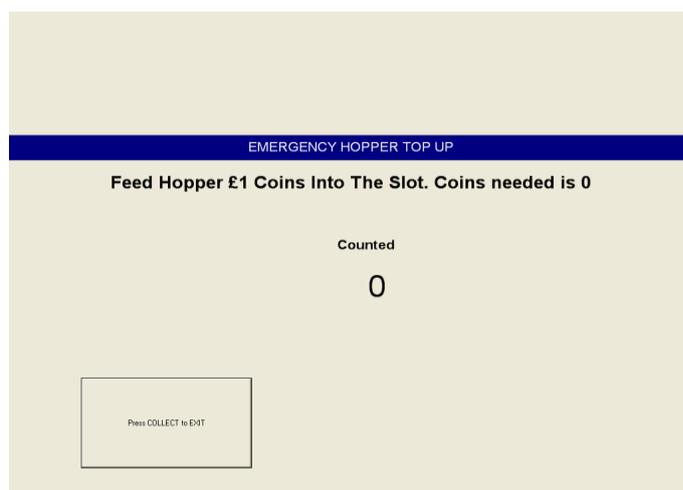


This screen allows the Site Manager or Engineer to view the Last Game Plays. Lower down the page, it displays the last payments.

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**.

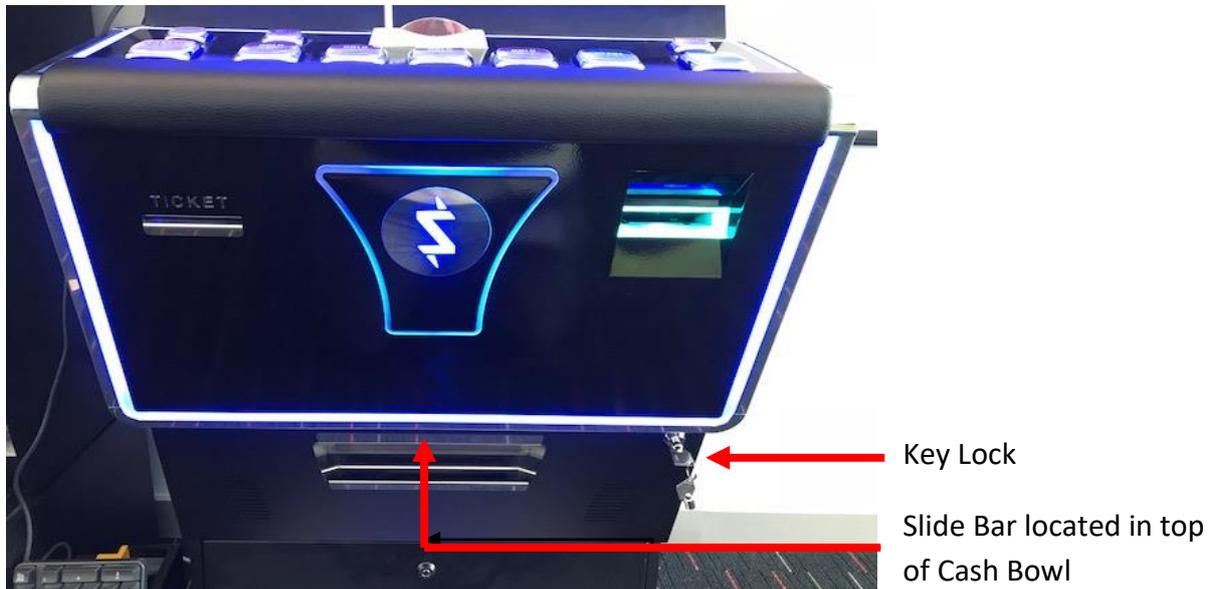
Secondly, you can **Press to Refill Hoppers via Coin Mech Icon**. This allows the Engineer or Collector to refill the hopper; if the hopper is low on coins or the hopper has run empty. Simply feed the coins through the Coin Mech and you will notice in the centre of the screen it will count how many coins 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.



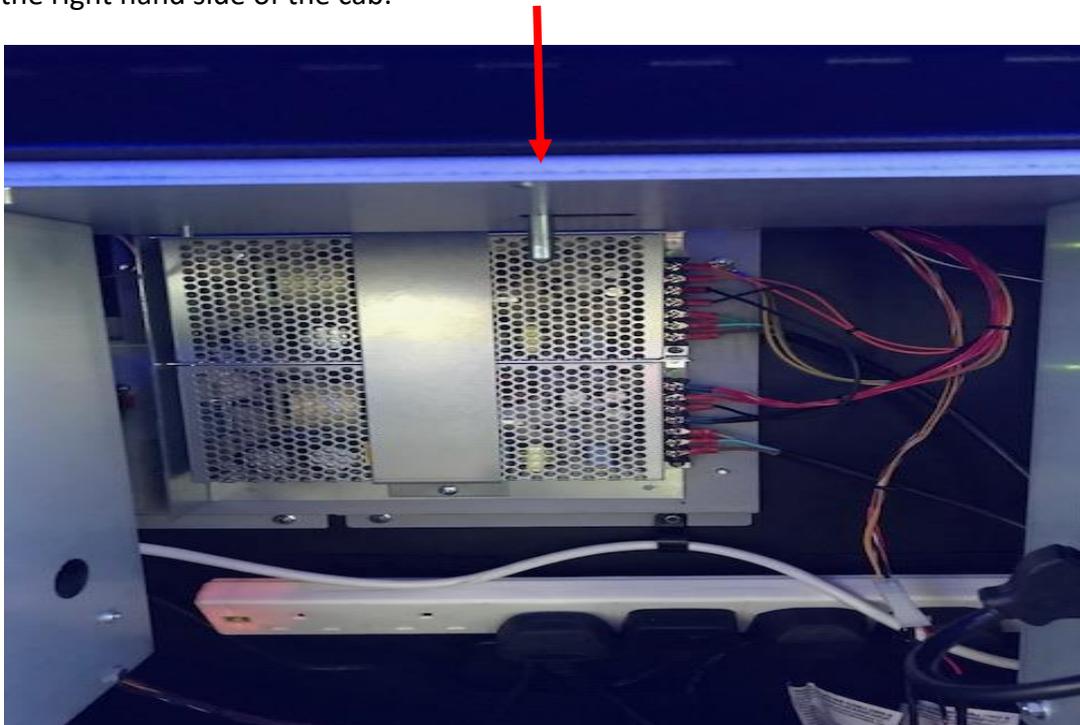
**If the machine runs out of money when paying out, the operator clear code screen will appear, simply tap in 1111 then the OK button.**

## 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.

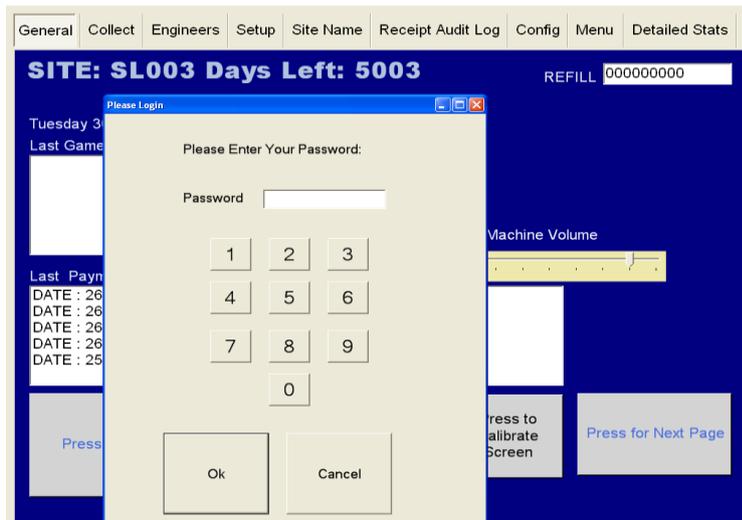


Once the bottom of the Button Panel door is lifted towards you, slide the locking bar located inside the cabinet. This will unlock the monitor door. Then turn the Refill Switch located on the right hand side of the cab.



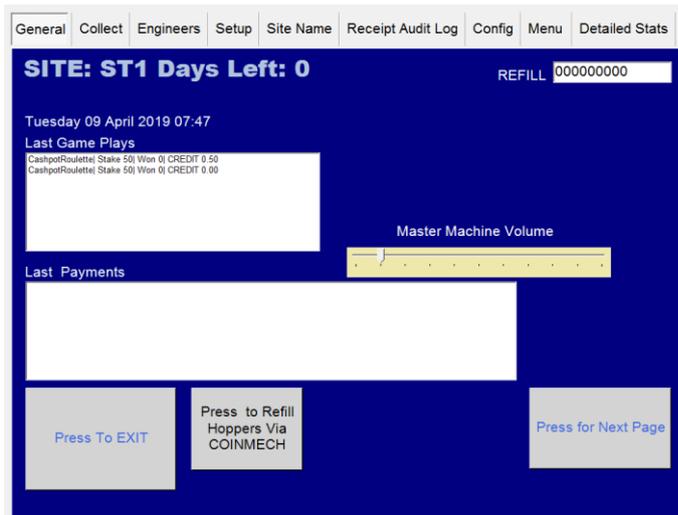
Then shut the Monitor Door and slide the locking bar back the locked position

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



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

## General Page

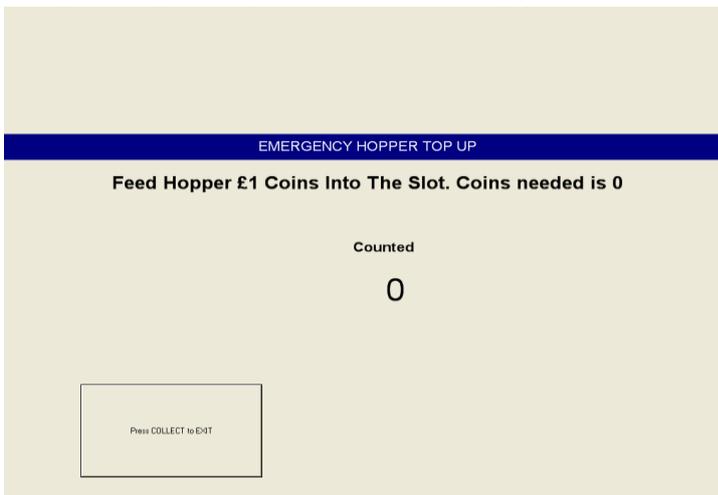


This screen allows the Site Manager or Engineer to view the Last Game Plays and lower down the page it displays the last payments.

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

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

### Back Office

### Cash Collection

Information

**Meters**

REFILL 000000000  
CASH In 000000010  
CASH Out 000000000  
Ticket IN 000000000  
CHANGE 000000000  
NOTES In 000000000  
NOTES Out 000000000  
VTP 000000010  
HANDPAY 000000000

**£1 Hopper Controls**

Float Hopper £1 to Max + 5  
Hopper £1 Level 000001 Hopper MAX Level 350  
Dump 350 Coins - 5  
Dump Balance

**Note Recycler**

Send All Notes to Stacker  
Notes in Recycler 0  
Press for Next Page

Press To EXIT

Feed Notes into the Notereader to Top Up the Recycler

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 within a 'Back Office' system. At the top, there are navigation tabs: General, Collect, Engineers (selected), Setup, Site Name, Receipt Audit Log, Config, Menu, and Detailed Stats. The main interface is divided into several sections:

- Peripherals Attached:** A box showing 'NOTEREADER OK', 'COINMECH OK', and 'HOPPER1 OK'.
- Hardware Events:** A 'NOTOURN' field and a 'Note Reader' section with 'Enable' and 'Disable' buttons.
- Coin Mech:** 'Enable' and 'Disable' buttons.
- Coin Route:** 'Cashbox' and 'Hopper' buttons.
- Hopper:** 'Pay £1' and 'DUMP' buttons.
- Note Recycler:** 'Send All Notes to Stacker' button and a 'Notes in Recycler' field with the value '0'.
- Network Available:** A section for MAC addresses (Mac1, Mac2) and IP addresses (IP1: 127.0.0.1, IP2). It includes 'ENABLE DHCP' buttons and a 'using MARS' button.
- VENUE ASSET NUMBER:** A field with the value '2' and a 'SAVE' button.
- Control Buttons:** 'USE TITO', 'REGISTER MACHINE ON TITO NETWORK', 'CLEAR TITO Settings', and 'ZERO CREDIT on Machine'.
- Lamp Controls:** A grid of buttons labeled 'Lamp1' through 'Lamp10'.
- Other:** 'Press To EXIT' button, 'Onscreen KEYBOARD' button, and 'Press for Next Page' button.

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

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 GOLDEN SLOTS

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

Press To EXIT Press for Next Page

SAVE NAME

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: O08L 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 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**

VENUE ID 1

Terminal Number 2

1 2 3

4 5 6

7 8 9

0

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

## Menu Buttons

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

**Menu Buttons**

Click on buttons to cycle through games

Game List

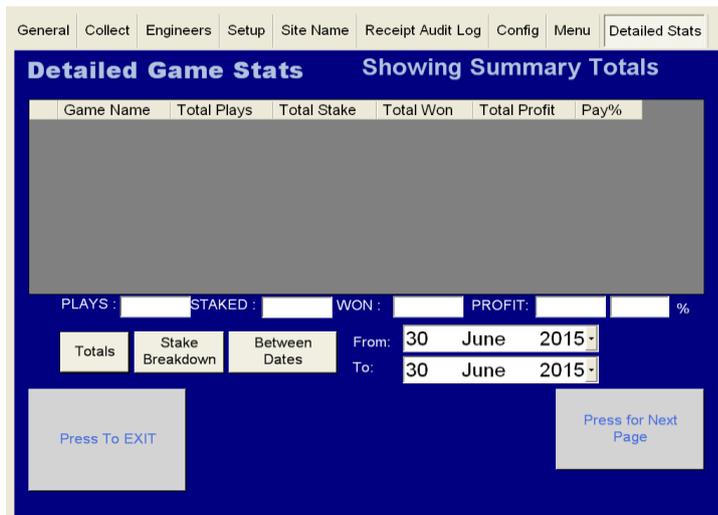
LottoKing  
LuckyLotto  
MagicMerlin  
MonkeyLotto  
BarStar  
DragonsGems  
LuckyMoney  
PVB  
RollingRed  
PharaohsWild  
Railroad  
MandarinOrchid  
CarryOnCamping  
SeanKelly  
TheChase  
TippingPoint  
CarryOnDoctor  
HotSlotBingo  
Thunderbirds  
RedHot6

page 1 page 2 page 3

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.

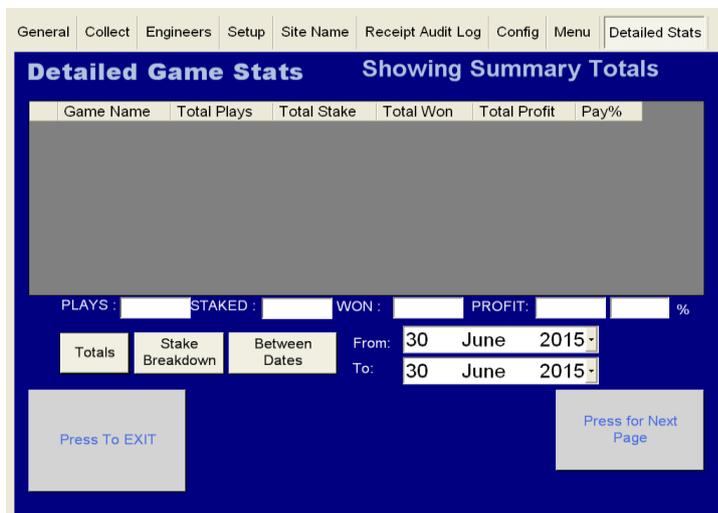
## Detailed Game Stats



The 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



**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

The screenshot shows a software interface with a menu bar at the top containing: General, Collect, Engineers, Setup, Site Name, Receipt Audit Log, Config, Menu, and Detailed Stats. The main window title is 'Detailed Game Stats' and it indicates 'Showing Summary Totals'. Below the title is a table with columns: Game Name, Total Plays, Total Stake, Total Won, Total Profit, and Pay%. The table area is currently empty. Below the table are input fields for 'PLAYS:', 'STAKED:', 'WON:', and 'PROFIT:', followed by a '%' sign. There are three buttons: 'Totals', 'Stake Breakdown', and 'Between Dates'. The 'Between Dates' button is highlighted in yellow. 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'.

**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**

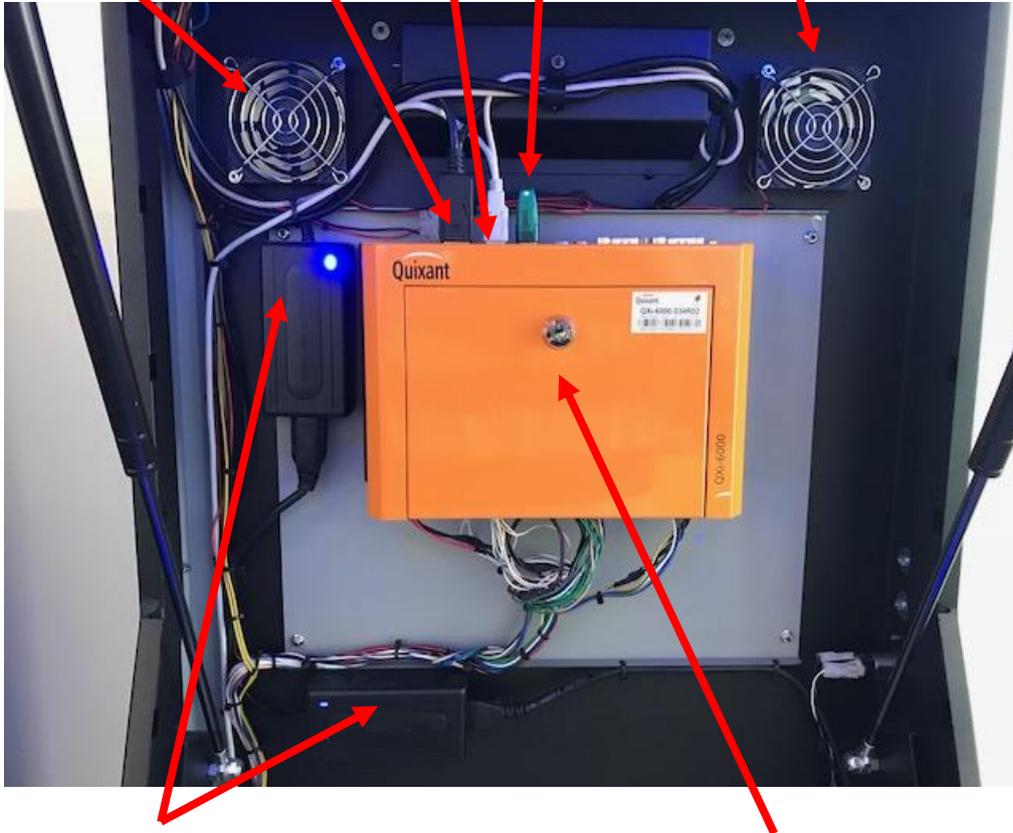
12v Fan

Touch Screen & Printer USB's

2 x Display Ports

Dongle

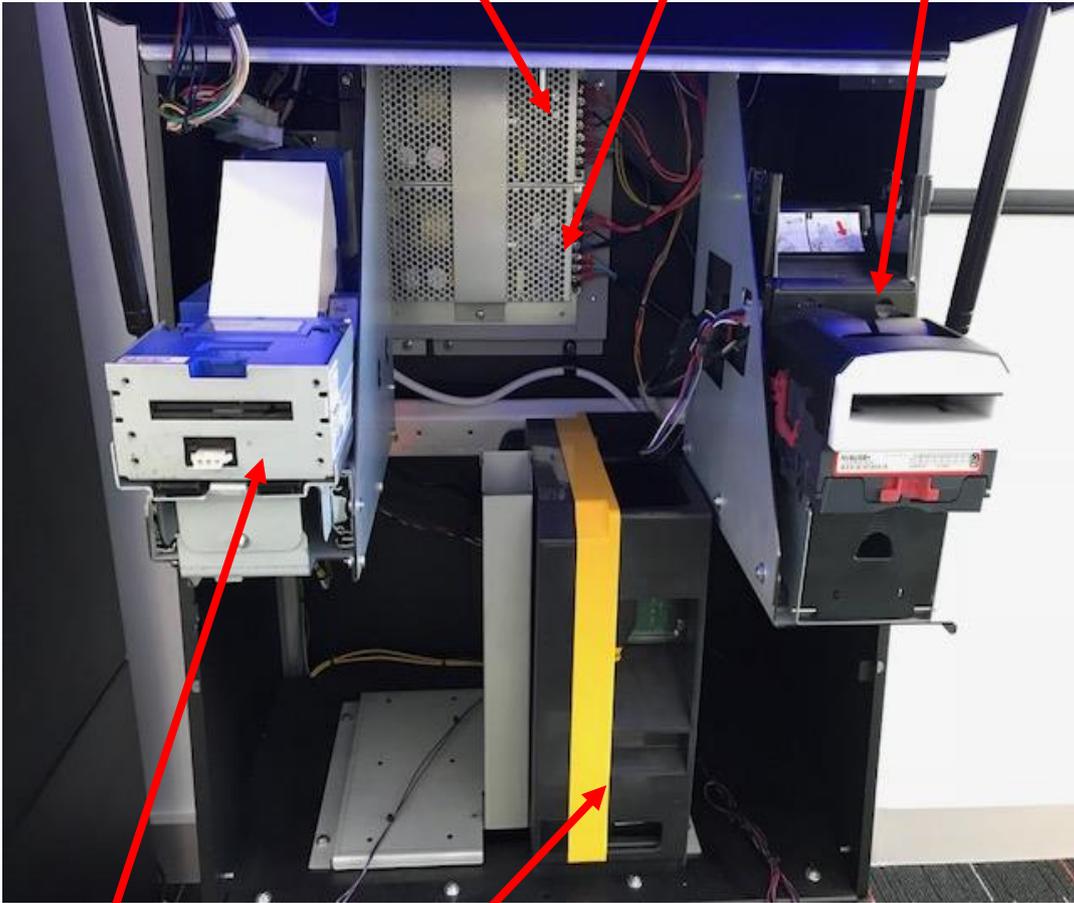
12v Fan



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