

# Storm Games

## Vegas 20 20 Neon 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.**

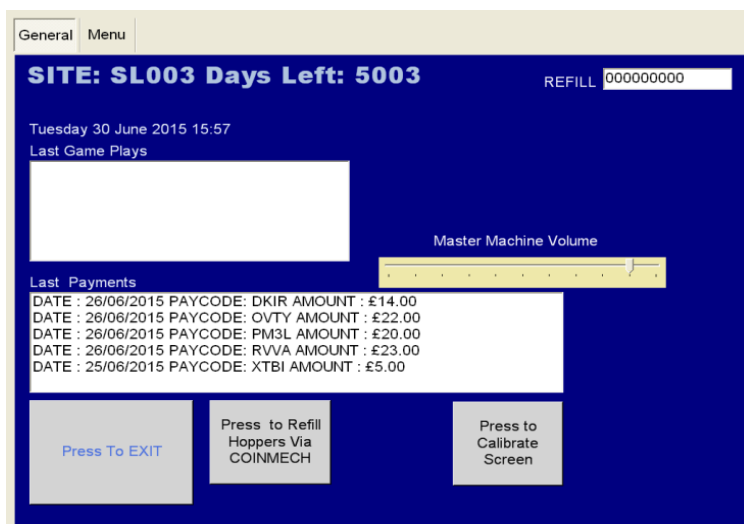
### **Gaining Access to the Refill Menu**

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:

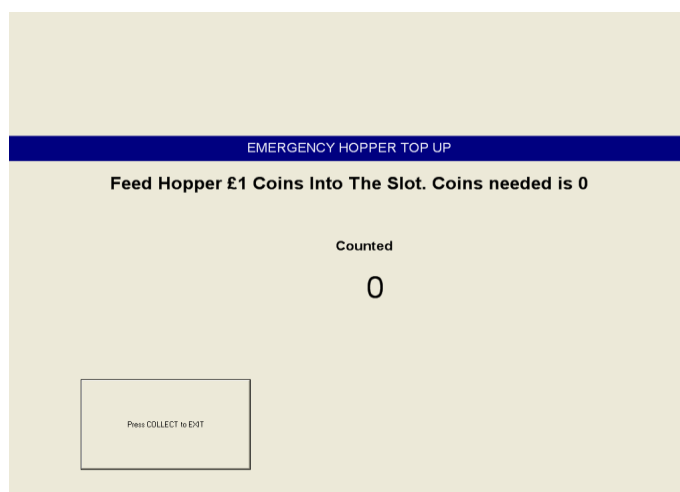


This screen allows the Site Manager or Engineer to view the Last Game Plays. Lower down the page, it displays the last payments.

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 top door, let the machine alarm and say Door Open then turn the Refill Key switch is situated on the right hand side of the machine.

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

The screenshot shows a web-based interface for a machine's back office menu. At the top, there is a navigation bar with tabs: General, Collect, Engineers, Setup, Site Name, Receipt Audit Log, Config, Menu, and Detailed Stats. The main header area displays "SITE: SL003 Days Left: 5003" and a "REFILL" field with the value "000000000". On the left side, there is a section for "Tuesday 3" and "Last Game" with a date list: "DATE : 26", "DATE : 26", "DATE : 26", "DATE : 26", "DATE : 25". Below this is a "Last Payn" section. The central part of the screen is a "Please Login" dialog box with the prompt "Please Enter Your Password:". It features a "Password" input field and a numeric keypad with buttons for digits 1 through 9 and 0. At the bottom of the dialog are "Ok" and "Cancel" buttons. On the right side of the main interface, there is a "Machine Volume" section with a yellow bar graph. Below the graph are two buttons: "Press to calibrate Screen" and "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

General	Collect	Engineers	Setup	Site Name	Receipt Audit Log	Config	Menu	Detailed Stats
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**SITE: ST1 Days Left: 0** REFILL 00000000

Tuesday 09 April 2019 07:47

Last Game Plays  
CashpotRoulette( Stake 50) Won 0 CREDIT 0.50  
CashpotRoulette( Stake 50) Won 0 CREDIT 0.00

Master Machine Volume

Last Payments

Press To EXIT

Press to Refill Hoppers Via COINMECH

Press for Next 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.

EMERGENCY HOPPER TOP UP

Feed Hopper £1 Coins Into The Slot. Coins needed is 0

Counted

0

Press COLLECT to EXIT

## Collect Page

The screenshot displays the 'Collect Page' interface, which is part of a larger system with tabs for General, Collect, Engineers, Setup, Site Name, Receipt Audit Log, Config, Menu, and Detailed Stats. The main area is divided into two sections: 'Back Office' and 'Cash Collection'.

**Meters:** A list of meters with their current values:

Meter	Value
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:** A section for managing the £1 hopper level. It includes a 'Float Hopper £1 to Max' button, a 'Hopper £1 Level' display showing 000001, a 'Hopper MAX Level' display showing 350, a '+ 5' button, a 'Dump 350 Coins' button, a '- 5' button, and a 'Dump Balance' button.

**Note Recycler:** A section for managing the note recycler. It includes a 'Send All Notes to Stacker' button, a 'Notes in Recycler' display showing 0, and a 'Press for Next Page' button.

**Buttons:** There are two large buttons at the bottom: 'Press To EXIT' on the left and 'Press for Next Page' on the right.

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 control interface. At the top 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 Engineers'. It contains several sections: 'Peripherals Attached' with status for 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; 'Hopper' with 'Pay £1' and 'DUMP' buttons; 'Network Available' with a checkbox and MAC address fields for Mac1 and Mac2, each with an 'ENABLE DHCP' button; IP configuration fields for IP1 (127.0.0.1), IP2, Subnet, Gateway, and DNS, each with a 'SET IP' button; a 'VENUE ASSET NUMBER' field set to 2 with a 'SAVE' button; a row of buttons: 'USE TITO', 'REGISTER MACHINE ON TITO NETWORK', 'CLEAR TITO Settings', and 'ZERO CREDIT on Machine'; 'Lamp Controls' with buttons for Lamp1 through Lamp10; and a 'Press for Next Page' button. A 'Press To EXIT' button is also visible on the left.

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

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: 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

The screenshot shows a web interface with a top navigation bar containing tabs: General, Collect, Engineers, Setup, Site Name, Receipt Audit Log, Config (selected), Menu, and Detailed Stats. The main content area has a blue background and is titled 'Back Office' and '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 a web interface with a top navigation bar containing tabs: General, Collect, Engineers, Setup, Site Name, Receipt Audit Log, Config, Menu (selected), and Detailed Stats. The main content area has a blue background and is titled 'Menu Buttons'. It includes the instruction 'Click on buttons to cycle through games'. The screen displays a grid of 12 game tiles: 'SEAN KELLY'S STORAGE AUCTIONS', 'CARRY ON MOTOR', 'HOT SLOT', 'BAR STAR', 'THE CHASE', 'THUNDERBIRDS', 'CARRY ON CAMPING', 'RED HOT 6', 'PHAROHS WILD', 'LUCKY MONEY', and 'AMONG GEMS'. 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

General	Collect	Engineers	Setup	Site Name	Receipt Audit Log	Config	Menu	Detailed Stats
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<b>Detailed Game Stats</b>		<b>Showing Summary Totals</b>			
Game Name	Total Plays	Total Stake	Total Won	Total Profit	Pay%
PLAYS :	STAKED :	WON :	PROFIT:		
Totals		Stake Breakdown	Between Dates	From:	To:
				30 June 2015	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
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<b>Detailed Game Stats</b>		<b>Showing Summary Totals</b>			
Game Name	Total Plays	Total Stake	Total Won	Total Profit	Pay%
PLAYS :	STAKED :	WON :	PROFIT:		
Totals		Stake Breakdown	Between Dates	From:	To:
				30 June 2015	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 profit has been made on that stake per game.

## Between Dates Button

The screenshot shows a software interface for 'Detailed Game Stats'. At the top, there is a navigation bar with tabs: General, Collect, Engineers, Setup, Site Name, Receipt Audit Log, Config, Menu, and Detailed Stats. The 'Detailed Stats' tab is active. Below the navigation bar, the title 'Detailed Game Stats' is displayed in white on a blue background, followed by 'Showing Summary Totals'. A table with columns 'Game Name', 'Total Plays', 'Total Stake', 'Total Won', 'Total Profit', and 'Pay%' is visible, but its content is obscured by a grey rectangle. Below the table, there are input fields for 'PLAYS:', 'STAKED:', 'WON:', and 'PROFIT:', followed by a percentage sign. To the left of these fields are three buttons: 'Totals', 'Stake Breakdown', and 'Between Dates'. The 'Between Dates' button is highlighted. To the right of these buttons are date pickers for 'From:' and 'To:', both set to '30 June 2015'. At the bottom left, there is a button labeled 'Press To EXIT'. At the bottom right, there 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





## Quixant Qxi 6000 PC Plug Locations

