

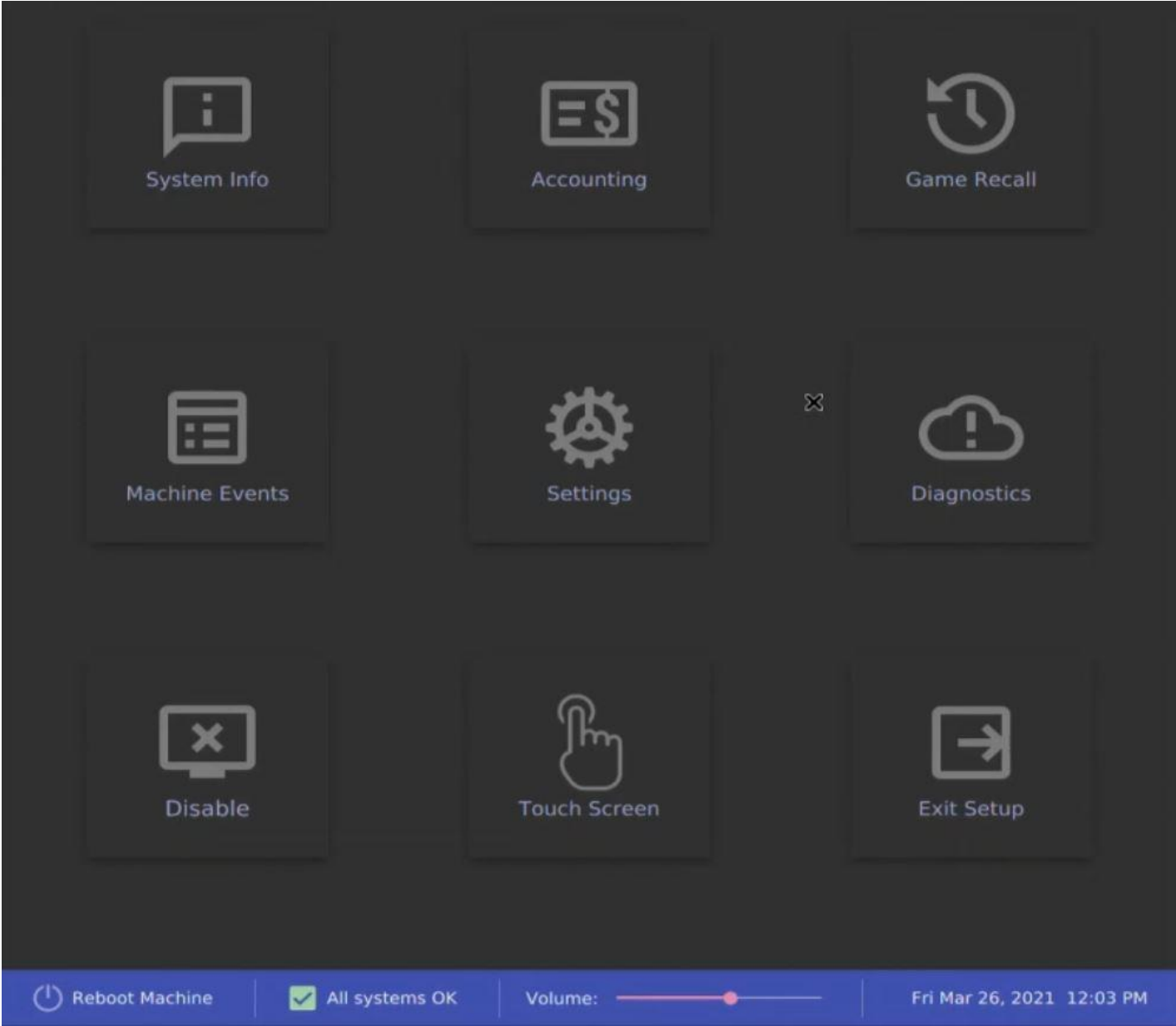


# Game Manual

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# Administration Menu



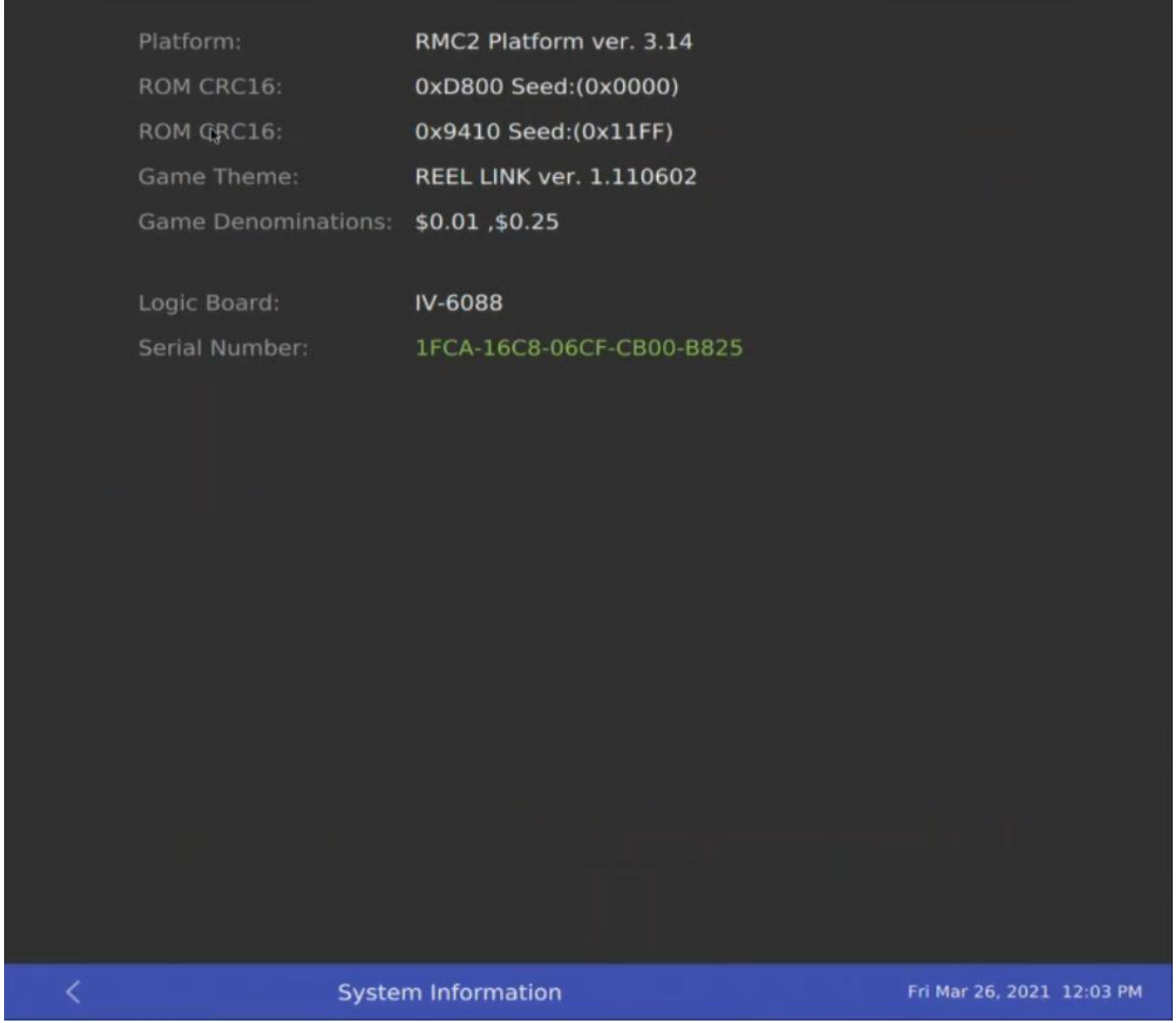
**Onscreen  
Reboot**

**System  
Check**

**Machine  
Volume**

**Time/Date  
Settings**

# System Info



Includes serial number, software version, & Gameboard Model.

# Accounting

Clear Menu

Money In/  
Money Out

	PERIOD METERS	LIFETIME METERS
Accounting Started:	11 November 2020 1:04 PM	11 November 2020 1:04 PM
Total Money In:	\$5,814.05	\$5,814.05
Total Money Out:	\$777.85	\$777.85
Total Net:	\$5,036.20	\$5,036.20
Total Drop:	\$5,814.05	\$5,814.05
Total Cancelled Credits:	\$777.85	\$777.85
Total Credits from Coins:	\$5,813.05	\$5,813.05
Total Credits from Bills:	\$5,814.05	\$5,814.05
Total Ticket Out:	\$777.85	\$777.85
\$1 Bills Count:	1	1
\$2 Bills Count:	0	0
\$5 Bills Count:	0	0
\$10 Bills Count:	0	0
\$20 Bills Count:	0	0
\$50 Bills Count:	0	0
\$100 Bills Count:	0	0

✕

< Machine Meters
Show Total Game Meters >>
Fri Mar 26, 2021 12:04 PM

Currently Viewing Machine Meters

Press Here to Show Game Meters

Clear Menu

Credits  
Played/  
Credits  
Won

	PERIOD METERS	LIFETIME METERS
Accounting Started:	11 November 2020 1:04 PM	11 November 2020 1:04 PM
Current Credits:	\$505.80	\$505.80
Coin In:	\$34,300.75	\$34,300.75
Coin Out:	\$29,770.35	\$29,770.35
Payback %:	85%	85%
Hold %:	15%	15%
Games Played:	24234	24234
Games Won:	10065	10065
Games Lost:	14169	14169
Hit Frequency:	41%	41%
Machine Paid Paytable Win:	\$26,802.10	\$26,802.10
Machine Paid Progressive Win:	\$2,968.25	\$2,968.25
Total Won:	\$29,770.35	\$29,770.35

< Total Game Meters
Show Buffalo Link Meters >
Fri Mar 26, 2021 12:04 PM

# Accounting

	PERIOD METERS	LIFETIME METERS
	11 November 2020 1:04 PM	11 November 2020 1:04 PM
	\$5,814.05	\$5,814.05
	\$777.85	\$777.85
	\$5,036.20	\$5,036.20
	\$5,814.05	\$5,814.05
	\$777.85	\$777.85
	\$5,813.05	\$5,813.05
	\$5,814.05	\$5,814.05
	\$777.85	\$777.85
	1	1
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0

Meters
>> Show Total Game Meters
Fri Mar 26, 2021 12:04 PM

Clear Period Accounting (period time based on user preference)

Clear Machine Lifetime Accounting

Close

Print Period

Print Lifetime

Clear Period

Clear Lifetime

# Game Recall



Buffalo Link Game Recall 1 of 100

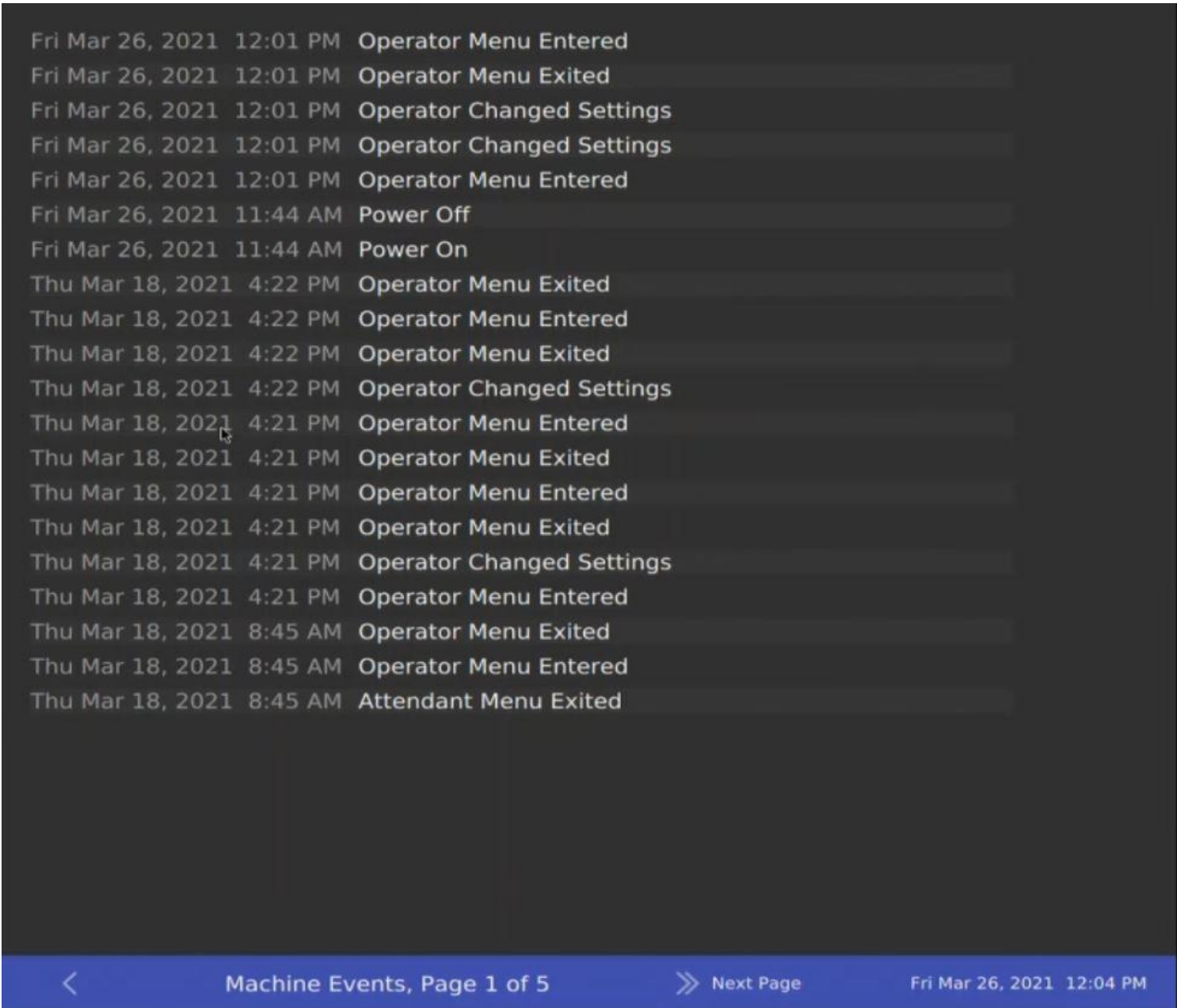
Game Started:	22 March 2021 4:21:34 PM	Game Ended:	22 March 2021 4:21:37 PM
Credits Before:	\$505.60	Credits After:	\$505.80
Total Bet:	\$1.00	Total Win:	\$0.20
Lines Played:	25	Base Game Win:	\$0.20
Bet Per Line:	4	Progressive Win:	\$0.00
Denomination:	\$0.01	Bonus Game Win:	\$0.00
Extra Bet:	\$0.00	Free Games Win:	\$0.00

< Game Recall 1 of 100 >> Next Page Fri Mar 26, 2021 12:04 PM

Game Recall Stores up to 100 previous spins

Press NEXT PAGE to view 2<sup>nd</sup> most previous spin, 3<sup>rd</sup> most previous spin, etc

# Machine Events



Fri Mar 26, 2021	12:01 PM	Operator Menu Entered
Fri Mar 26, 2021	12:01 PM	Operator Menu Exited
Fri Mar 26, 2021	12:01 PM	Operator Changed Settings
Fri Mar 26, 2021	12:01 PM	Operator Changed Settings
Fri Mar 26, 2021	12:01 PM	Operator Menu Entered
Fri Mar 26, 2021	11:44 AM	Power Off
Fri Mar 26, 2021	11:44 AM	Power On
Thu Mar 18, 2021	4:22 PM	Operator Menu Exited
Thu Mar 18, 2021	4:22 PM	Operator Menu Entered
Thu Mar 18, 2021	4:22 PM	Operator Menu Exited
Thu Mar 18, 2021	4:22 PM	Operator Changed Settings
Thu Mar 18, 2021	4:21 PM	Operator Menu Entered
Thu Mar 18, 2021	4:21 PM	Operator Menu Exited
Thu Mar 18, 2021	4:21 PM	Operator Menu Entered
Thu Mar 18, 2021	4:21 PM	Operator Menu Exited
Thu Mar 18, 2021	4:21 PM	Operator Changed Settings
Thu Mar 18, 2021	4:21 PM	Operator Menu Entered
Thu Mar 18, 2021	8:45 AM	Operator Menu Exited
Thu Mar 18, 2021	8:45 AM	Operator Menu Entered
Thu Mar 18, 2021	8:45 AM	Attendant Menu Exited

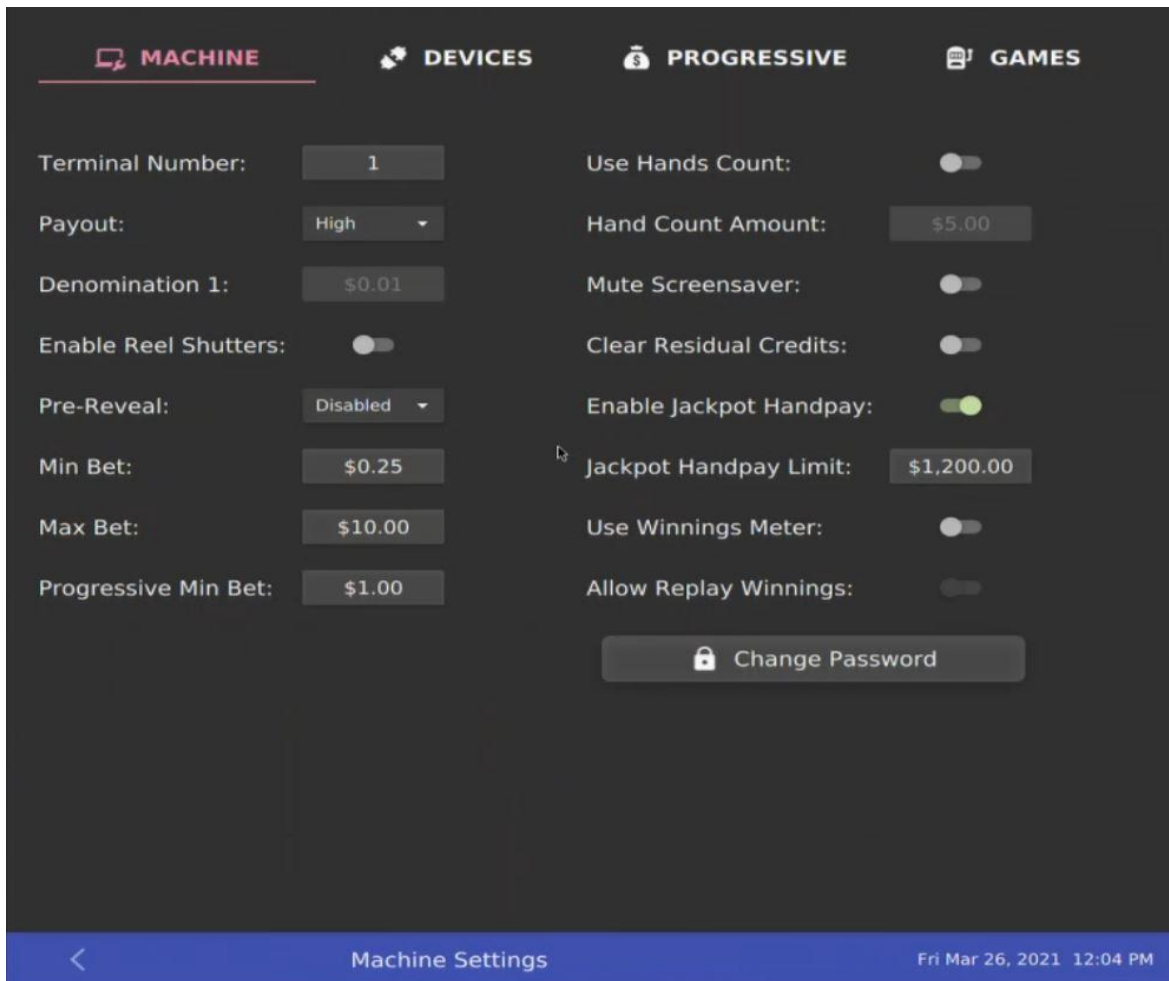
Navigation bar: < Machine Events, Page 1 of 5 >> Next Page Fri Mar 26, 2021 12:04 PM

Any power events, settings changes, or access to menu is stored here in Machine Events

↑  
Press NEXT PAGE to view more events



# Machine Settings



**Terminal Number:** A value set to identify machine

**\*\*If using multiple Reel Links in Linking mode with Jackpot Server (purchased separately) Machines must all have a unique terminal number\*\***

**Payout:** Payout Settings are Very low, Low, Medium, & High

- Very low= 87%-88% (Highest hold)
- Low= 90%
- Medium= 92%-93% (Default Setting)
- High= 95%-96% (lowest hold)

**Denomination:** Cannot be changed

**Enable Reel Shutters:** Turns on the shutter animation and turns off the spinning animation of the reels

**Pre-Reveal:** Allows player to see next win amount

**Min Bet:** cannot be lower than \$0.25

**Max Bet:** cannot be higher than \$100

**Progressive Min Bet:** Minimum amount to be eligible for the Progressive Jackpots

**Use Hands Count:** Turns on the Hand Count Feature and Enables the **Hand Count Amount** option

**Hand Count Amount:** The amount that each hand count is valued at

**Mute Screensaver:** Mutes the demo video that plays during game inactivity

**Clear Residual Credits:** If enabled, this clears any credit amounts that cannot be redeemed due to **Cash Out Increment** value or due to hand count restrictions.

(ex: if enabled and the player redeems \$20.50, if **Cash Out Increment** value=\$1.00, the \$20 will be redeemed but the remaining \$0.50 will disappear...if disabled, the \$0.50 will remain on the machine to be played off)

**Enable Jackpot Handpay:** This alerts an attendant of a large win amount and requires attendant to toggle the menu switch to confirm the win

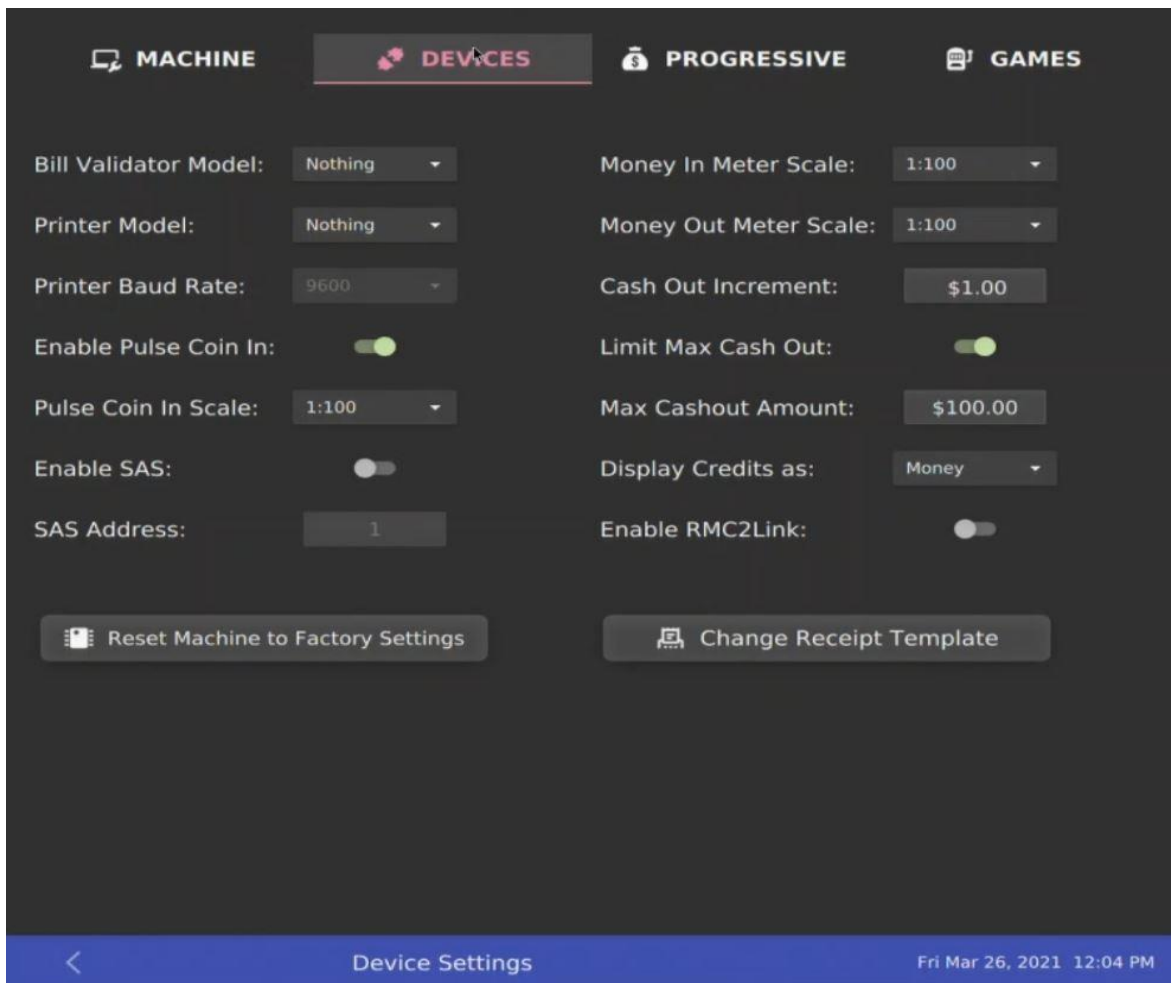
**Jackpot Handpay Limit:** Value at which the Handpay alert will be prompted

**Use Winnings Meter:** Enable/Disable Winnings Purse (Dual Purse, Credits and Winnings)

**Allow Replay Winnings:** If **Use Winnings Meter** is enabled, this allows players to play from their winnings purse if credits have been depleted.

**Change Password:** Allows operator to set a password that locks the settings menu

# Device Settings



**Bill Validator Model:** Compatible Serial Bill Acceptors, if using pulse, Select NOTHING

**Printer Model:** Compatible Serial Thermal Printers, if using pulse, Select NOTHING

**Printer Baud Rate:** Baud rate for Serial Thermal Printers

**Enable Pulse Coin in:** If enabled, the board will accept Pulse bill acceptors. Disable if using serial, and select compatible serial bill acceptor from **Bill Validator Model** dropdown.

**Pulse Coin In Scale:** Amount of credits the game coins up per pulse (default 1:100 pennies)

**Enable SAS:** Enables SAS for SAS Compliant Locations

**SAS Address:** Unique SAS Address for machine terminal

**Reset Machine to Factory Settings:** Erases all game settings, reports, and reverts back to factory settings

**Money In Meter Scale:** Amount of credits in to equal \$1 on machine reporting (default 1:100)

**Money Out Meter Scale:** Amount of credits out to equal \$1 on machine reporting (default 1:100)

**Cash Out Increment:** Increments in which player can redeem their credits. (default: \$1.00)

**\*\*ex:** if \$0.01, all credits including change amounts will be redeemed off. If \$1.00, only whole dollars will be redeemed off and remaining change amounts will stay on the machine.\*\*

**Limit Max Cash Out:** Enable/Disable a max cash out limit

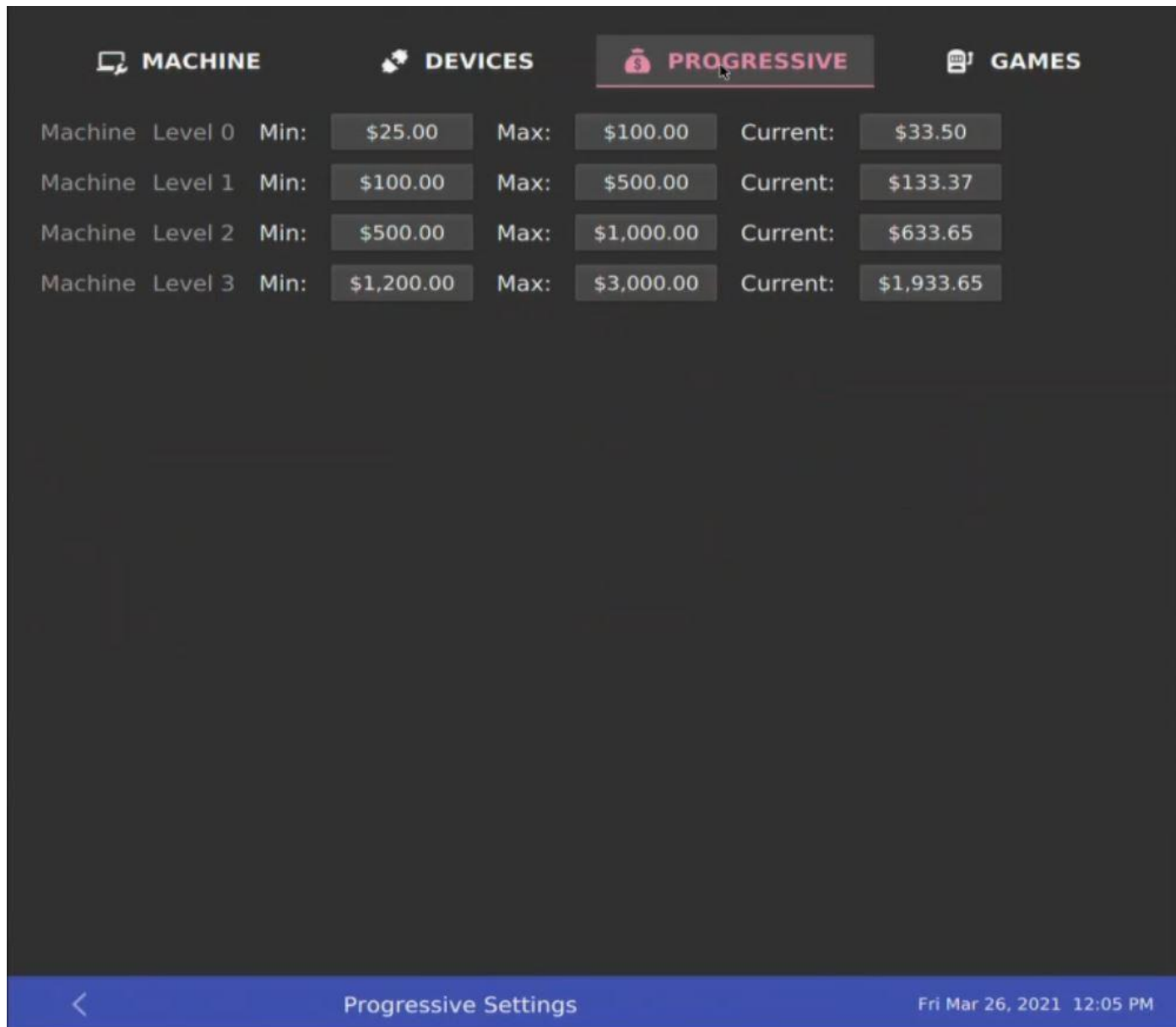
**Max Cashout Amount:** Max amount that player can redeem in one transaction

**Display Credits as:** Option to display as Money or Credits

**Enable RMC2Link:** enable this ONLY if using multiple Reel Link machines in a linking environment along with a Linking Jackpot Server (purchased separately)

**Change Receipt Template:** Allows for Custom text on Printer Redemption ticket only if using a serial printer)

# Progressive Settings



The screenshot displays a mobile application interface for Progressive Settings. At the top, there are four tabs: MACHINE, DEVICES, PROGRESSIVE (which is selected and highlighted in red), and GAMES. Below the tabs, there is a table with four rows representing different levels of progressive jackpots. Each row contains the level name, the minimum value (Min), the maximum value (Max), and the current value (Current). The values are displayed in grey input fields. At the bottom of the screen, there is a blue navigation bar with a back arrow on the left, the text 'Progressive Settings' in the center, and the date and time 'Fri Mar 26, 2021 12:05 PM' on the right.

Machine	Level	Min:	Max:	Current:
Machine	Level 0	\$25.00	\$100.00	\$33.50
Machine	Level 1	\$100.00	\$500.00	\$133.37
Machine	Level 2	\$500.00	\$1,000.00	\$633.65
Machine	Level 3	\$1,200.00	\$3,000.00	\$1,933.65

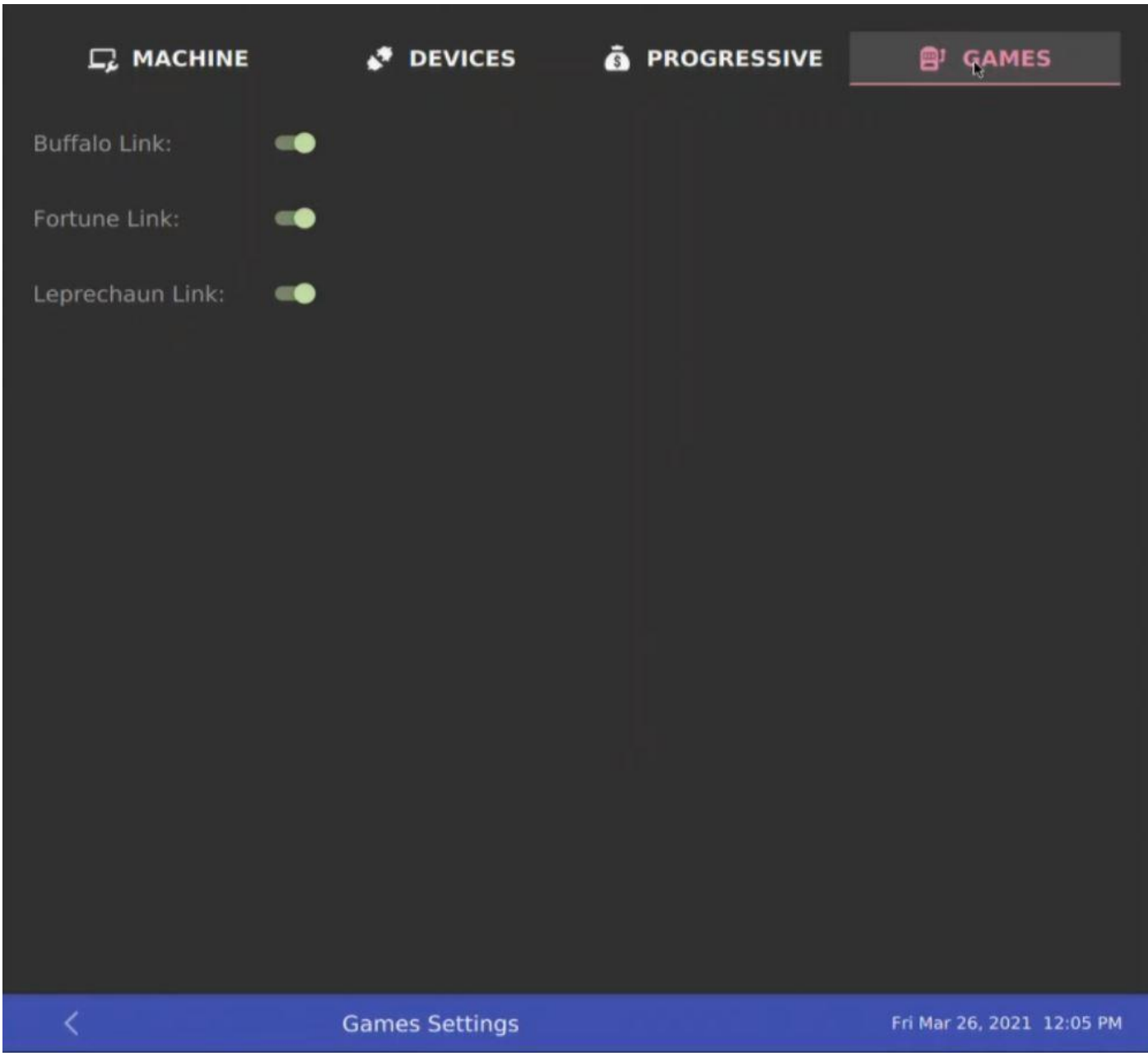
Here you can set each of the 4 Progressive Jackpot Values.

**Min:** Jackpot Start Value

**Max:** Jackpot Max Value

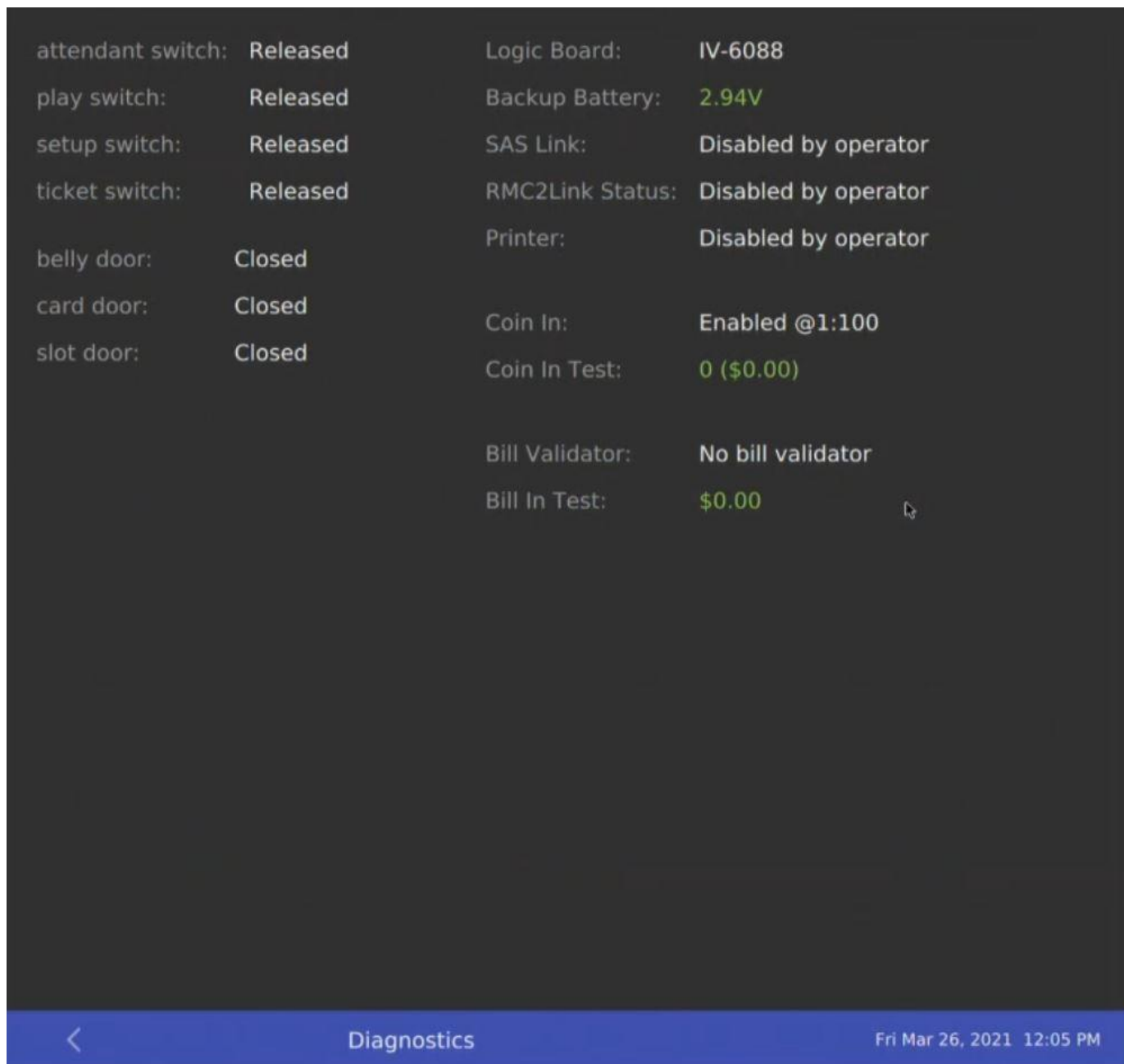
**Current:** Jackpot Current Value

# Games Settings



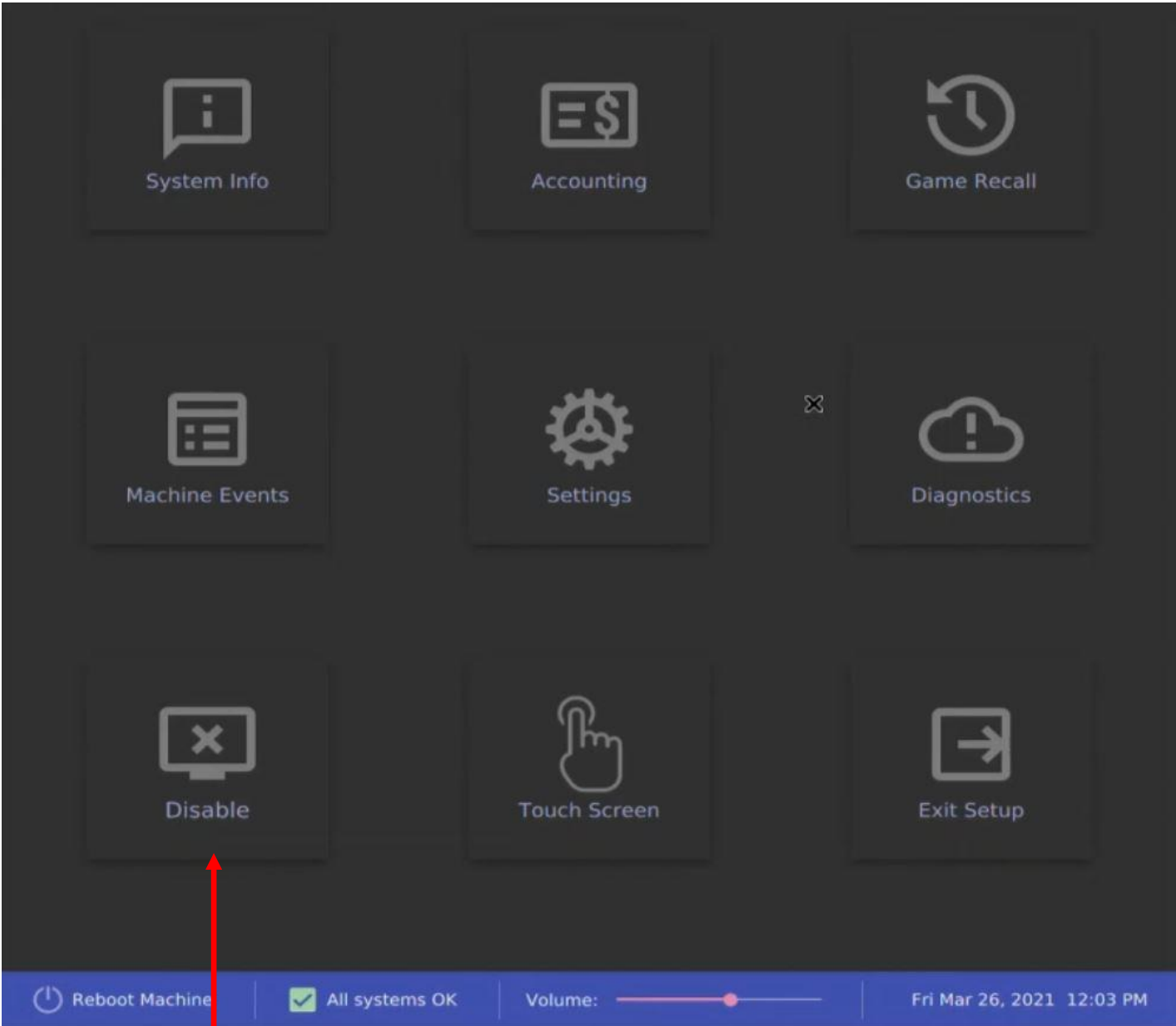
Here you can disable/enable specific game titles.

## Diagnostics



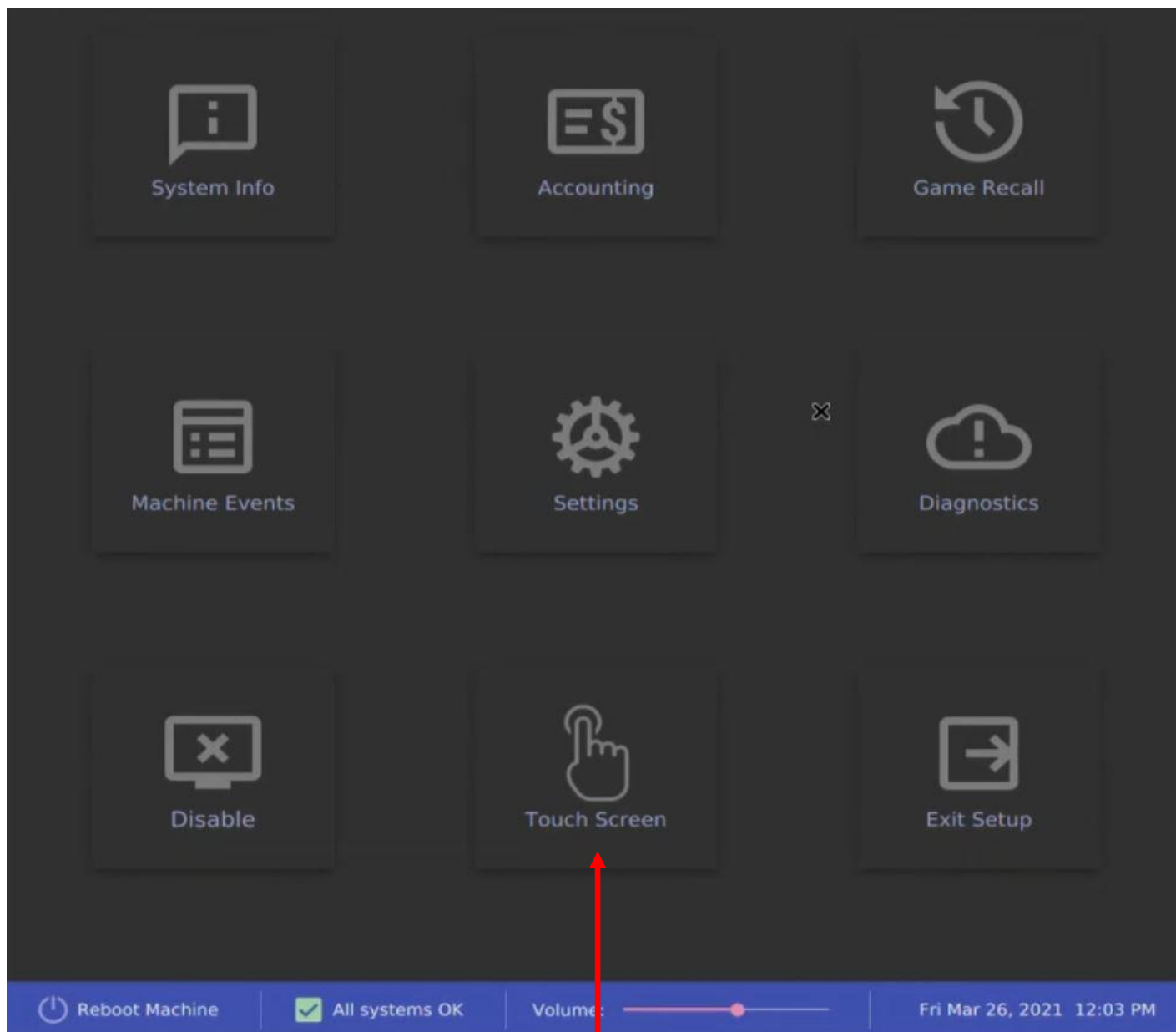
Diagnostics allows you to test game switches, view status of peripheral communications, as well as view the voltage of the on-board battery.

# Disable Option



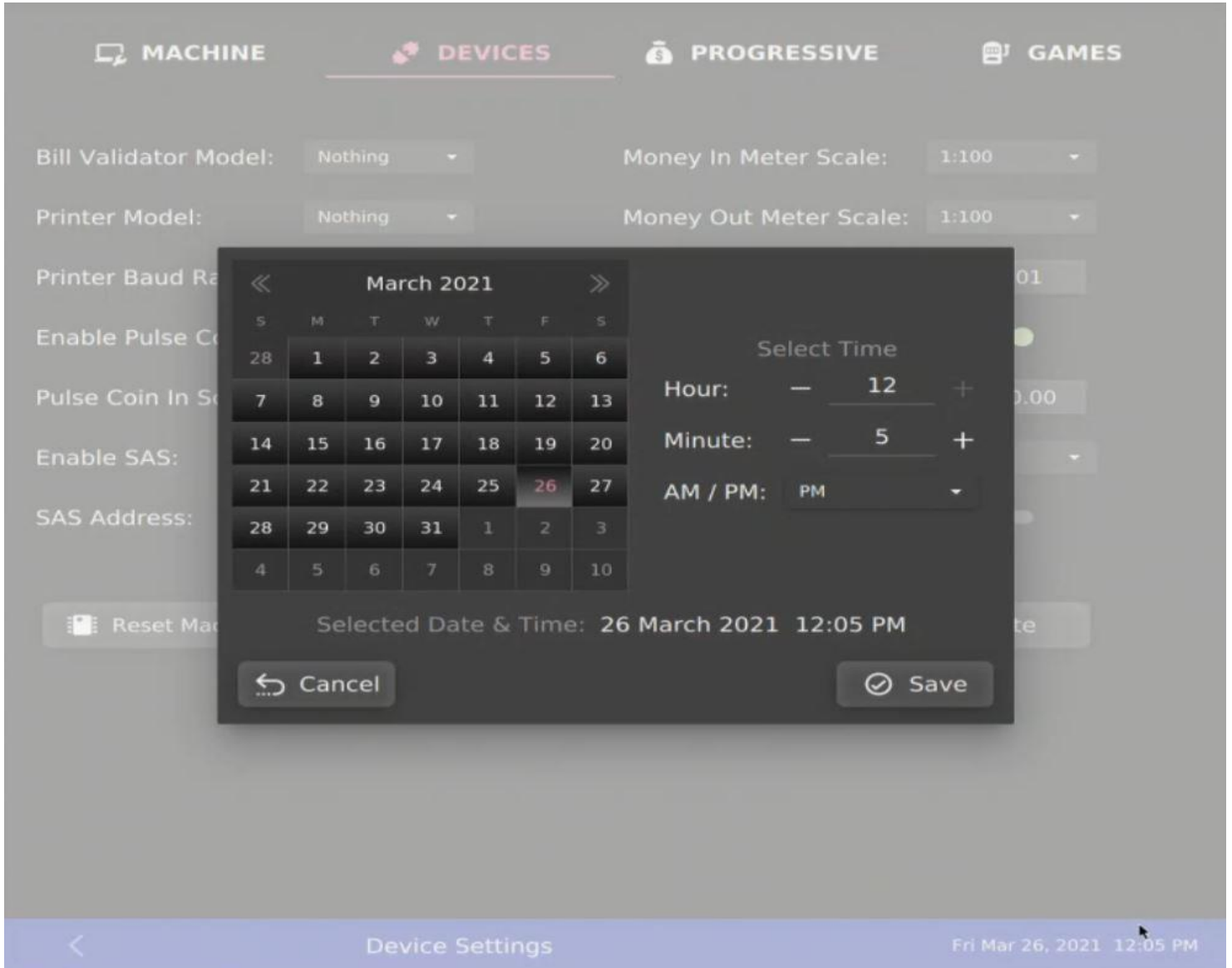
Disable option disables the machine from being played

## Touch Screen Calibration

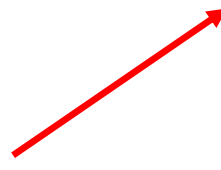


Touch Screen option allows you to calibrate the touchscreen by pressing the 4 circles that appear on screen.

# Date/Time



From any page in the menu, you can press the date/time in the bottom right corner. Set accordingly, press save when done.





# Pinout/Com Ports

36 Pin Connector (IV Board)			IV Game Board	
PART SIDE	#	SOLDER SIDE		
	1		USB/COM1	TOUCH SCREEN
	2		USB/COM2	BILL VALIDATOR
Speaker Right +	3	Speaker Right -	COM3	PRINTER
Speaker Left +	4	Speaker Left -	COM4	SAS
	5	Speaker Left -		
	6			
	7			
	8			
	9			
	10	PLAY Button		
	11			
	12	Speaker Left +		
	13			
	14	Logic Door Sw		
	15	Main Door Sw		
	16	TICKET Lamp		
	17			
Pulse Bill In	18			
	19			
CLERK Menu Sw	20	ADMIN Menu Sw		
	21	TICKET Button		
	22			
Meter Total In	23			
	24			
	25			
	26			
	27			
Meter Total Out	28			
	29			
	30			
	31	PLAY Lamp		
	32			
	33			
	34			
	35			
Speaker Right -	36			
10 Pin Connector (IV Board)				
PART SIDE		SOLDER SIDE		
GROUND	1	GROUND		
GROUND	2	GROUND		
+5 V	3	+5 V		
+5 V	4	+5 V		
+12 V	5	+12 V		
+12 V	6	+12 V		
	7			
	8			
GROUND	9	GROUND		
GROUND	10	GROUND		