Pirate's Booty Manual Version 1.01

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See our online Information Guides for more information at **http://www.Teamplayinc.com**

Cautions and Warnings:

Ensure that the installation and wiring comply with all applicable codes and other application requirements

For indoor use only. Do not place in wet or exposed areas.

Refer all service to qualified service personnel.

Place the cabinet in its final position, taking care to ensure that ventilation openings are not blocked and the cords and cables are not pinched.

Adjust the 4 cabinet leg levelers down such that the cabinet is level and does not move or rock. Ensure that the cabinet wheels are raised up from the floor and are not supporting the cabinet.

Topper and Marquee Installation

- First attach the BONUS sign and display to the Pirates Booty Marquee. In some cases, the metal bracket may have shipped rotated 180 degrees. If this is the case, you will need to detach it, and rotate it so that the bracket sticks out below the BONUS sign. There are two screws sticking out of the back/left of the marquee. The BONUS sign bracket will attach there with two nuts. The Pirate Skull topper may also have it's brackets rotated 180 degrees, and again you will need to rotate them around before installing.
- After attaching the bonus sign, you can mount the Pirates Booty Marquee on the top of the cabinet. There will be four screws that the marquee brackets slide down over. Attach all four nuts to keep it secure.
- Finally attach the Pirate Skeleton topper. Again there are four screws facing up that the brackets will fit over. Make sure to use all four nuts to keep the topper secure to the top of the cabinet.
- Connect the power and data wires though the space in the top of the cabinet. You will need to have the back panel off to connect the wires properly.
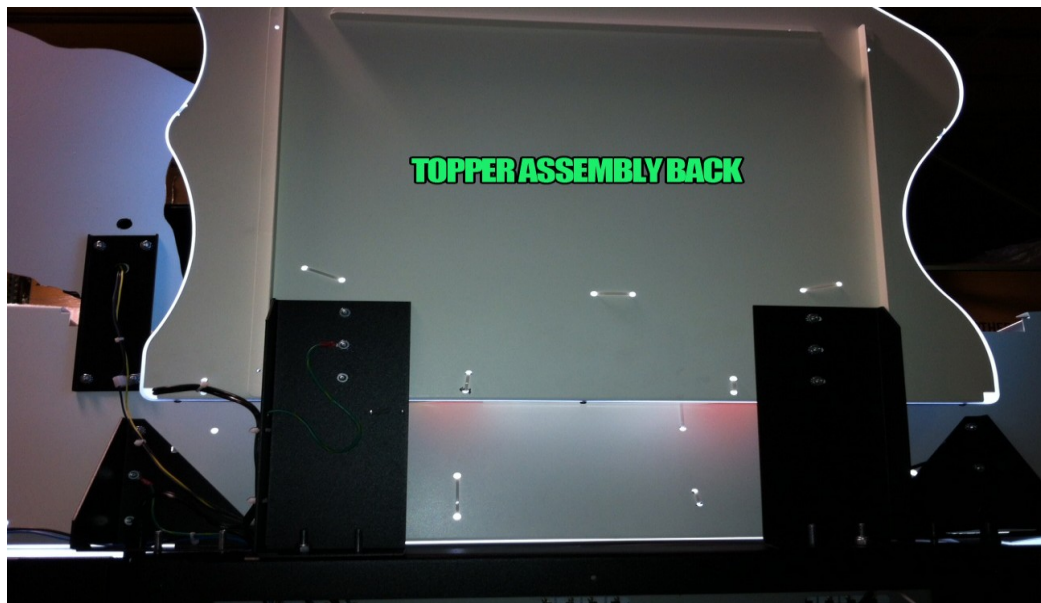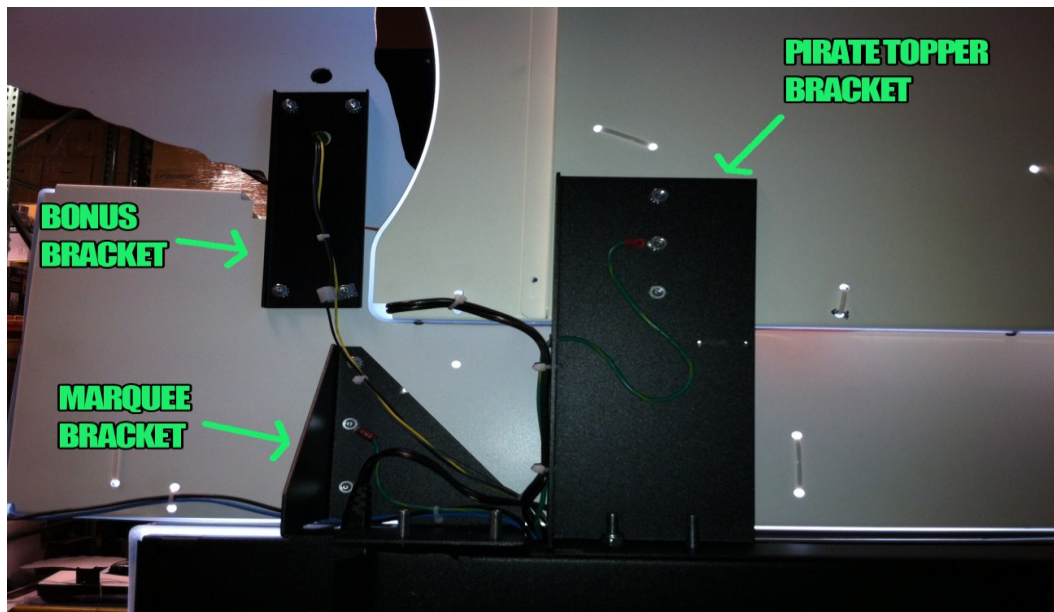
Service and Adjustable Menu

Press the service button located inside the coin door to enter into the service menu.

To navigate the menus, spin the wheel left and right to move up and down, use the start button to select a menu option.

Main Menu
        Coin Adjustments
        Coin Audits
        Prize Adjustments and Audits
        Development Adjustments
        Diagnostics
        Software Update
        Volume: 50
        Attract Sounds enable: On
        System Information
        Change Date and Time

Main Menu -> Coin Adjustments
Value of Coin 1: $0.25 – set this accordingly, but $0.25 is the default
Value of Coin 2: $0.25
Value of Dollar Bill Acceptor: $1.00 – One tick of the bill acceptor will equal $1.00
Price per Play: $1.00 – The cost of a actual game. This needs to be set correctly to allow for percentages and data tracking to work.
Currency per meter count $1.00 – Coin Meters will click once for each game bought.
Swipe card mode: off – When on, screens say 'Swipe Card To Play' instead of insert coins.

Set coin adjustments to defaults – resets everything to defaults.

If you are using a swipe card system and charging slightly more than a dollar, keep these settings at $1.00. The payouts will be easier to read and understand. If you are connecting the swipe card to the coin inputs, just set the value of the coin to $1.00.

Back – goes back to main menu

Main Menu -> Coin Audits
Lifetime coin 1: $0.00
Lifetime coin 2: $0.00
Lifetime dollar bill acceptor $0.00
Lifetime plays: 0

Lifetime numbers are the total amounts from the day the game was first turned on in the warehouse and tested.

Current Coin1: $0.00 – Amount of money taken in coins since last cleared.
Current Coin2: $0.00 - Amount of money taken in coins since last cleared.
Current Dollar Bill Acceptor: $0.00 Amount of money taken in bills since last cleared.
Current credit: $0.00 – Amount of current credits on the machine
Clear current Audits: Clears all current credits stored above. (Not lifetime). **NOTE:** This will also clear game audits to keep payouts in sync with the game.
Clear Current Credits: This will clear all current credits on the machine
Back – goes back to main menu

Main Menu -> Prize Adjustments and Audits
(Non Adjustables)
Current Plays: 0
Average Game Time (seconds): 0
Current Small Prizes Awarded: 0 – The times the bottom left hand prize was won
Current Medium Small Prizes Awarded: 0 – The times the middle right prize was won
Current Large Small Prizes Awarded: 0 – The times the large top left prize was won
Total prize award percentage: 0 – based on price of a ticket (normally $0.01)
Small prize pass: 0 – used only in button version
Medium Prize Pass: 0 – used only in button version
Repeat Play: Games that were played within 60 seconds of a previous game.
Multi-repeat plays: another game played within 60 seconds of a repeat game.
Highest repeat plays: most games played in a row (within 60 seconds of previous)
Skipped Move: number of players that skipped the ending movie
Current tickets Awarded: total amount of tickets paid out since last time cleared.

(Adjustables)
Automatic set Jackpots: ON – If on, the computer fills in the ideal jackpot settings based on operators desired payout percent and common path values. If OFF, it is up to the operator to fill in the desired prize awards.
Small, Medium and Large ticket jackpots are all progressive. You can set the minimum and maximum of each. When a player wins a jackpot, it resets to the minimum.

Small Ticket Minimum: 30
Small Ticket Maximum: 40
Medium Ticket Minimum: 50
Medium Ticket Maximum: 60
Large Ticket Minimum: 500
Large Ticket Maximum: 600
Single Ticket Value: $0.01 – amount each ticket paid is worth.

Divide ticket payouts by: 1 – If your location has tickets worth 2 points each, set this to 2, and all payouts will be divided. So if a player wins 100 ticket jackpot, the game will pay out 50 tickets.

Common Path Values: This sets the amount of tickets paid out on the paths. You want to set this usually to the amount you charge per game. They are NOT tied together, and you need to set them separately. So if you are at $0.50 play per game, you should set this to the $0.50 paths.

Target Award Percent: When automatic jackpots are on, this will change all the min/max ticket amounts to get as close as possible to the desired percent. If SKILL PLAY is off, the game will do it's best to be as close to this number is possible. If SKILL PLAY is on, this is a number to help guild the payouts, but not guaranteed to hit.

Skill Play: Off – when off, the game may adjust play as needed to reach the desired payout percent. When ON the game is completely up to the skill of the player. If you choose to have skill play on, we recommend monitoring payouts closely to make sure players are not taking advantage of the game. Your state may have rules/laws requiring this to be set to ON. It is up to the operator to adjust accordingly.
Set Prize Adjustments to Defaults: This will reset all the settings back to their default values.
Clear Prize Audits: This will clear these audits AND the coin audits to keep the game in sync with payouts and plays.

Back -> goes back to main menu

Main Menu -> Development Adjustments

Skill Stop: Off – default is off. Turning this on allows players to slow down the icon/wheel spinning when they choose. Very skilled players may be able to take advantage of this. We do not recommend turning this on, especially if **Skill Play** is ON.

Skip Start Button: Off – if on, this will skip the 'Press Start' screen and go right into the game.

Increase Progressive By: 1 – default is 1. If set to 2, when a progressive jackpot increases, it will increase by this number. This can be used if you want to keep jackpots on even numbers as an example.

Show Debug: Off – this will show a few status texts during the game, such as velocity. It should not be turned on. Only used if needed to debug a wheel issue or similar.

Main Menu -> Diagnostics
Switches – Allows testing of switches
Coin Meter Tests – sends pulses to coin meters
Lights – can turn cabinet lights on or off
Ticket Dispenser Tests – turns on ticket dispensers
Reset Game – forces game to reset
Back – Back to main menu

Main Menu -> Software Update

If there is a software update needed, you can do the install from here if you have an update on a memory stick

Main Menu -> Volume: 50
If your volume seems low, there is a volume knob inside the cabinet that controls overall volume from the amp and subwoofer.

Main Menu -> Attract Sounds Enable: ON
When on, sounds occasionally play in the attract mode. If set to off, sounds will only play when a game is played.

Main Menu -> System Information
Contains build date, software versions and driver information.

Main Menu -> Change Date and Time
Allows you to set date and time.

Main Menu -> Exit Exits out of the test menu to the game.

Troubleshooting

Some of the most common issues are listed below. Please try these first before calling for support.

System does not seem to boot/power up but lights are on:
In the event of a power/voltage glitch, we have seen in rare instances, the motherboard become confused and would not boot automatically. On the motherboard, there are two pins that you can briefly short together using a small wire or metal object that will tell the motherboard to reset. This will cause it to reboot. After touching the pins for about 1 second, give the system several seconds to see if it starts before trying again.
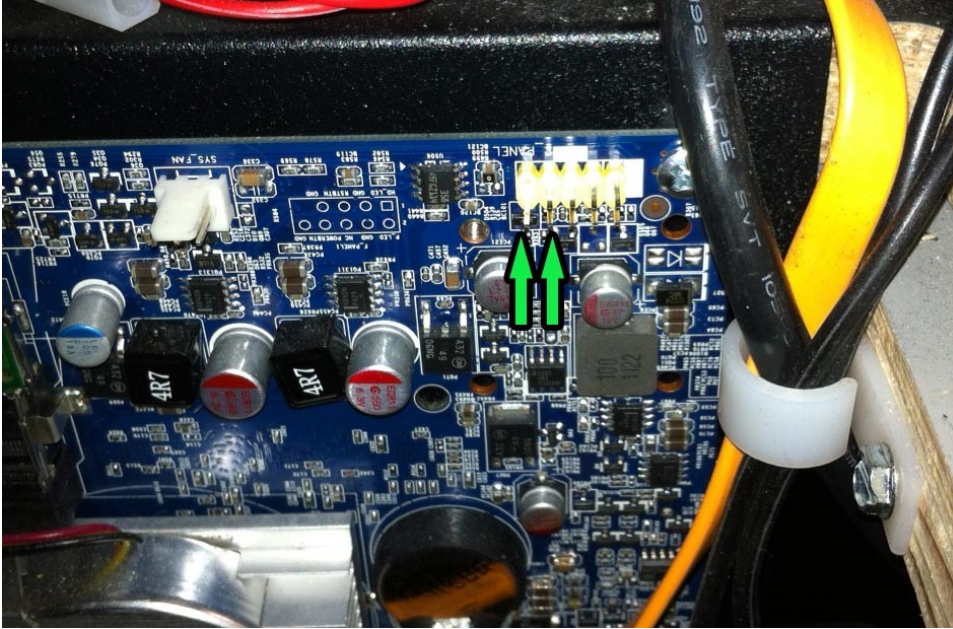
After resetting the motherboard, the game only booted once, and does not boot again:
There is a chance that either your motherboard battery is dead, or the boot sequence on the motherboard has defaulted to not automatically boot. Please check the battery to make sure it is indeed good. Plug a USB keyboard into an empty USB port, then manually boot the motherboard by shorting the pins as described above, and tap the DELETE key to go into the bios setup. Make sure the system is set to auto boot on power up.

Game is up and running, but no inputs seem to work:
Make sure the USB cable running from the IO board is connected to the motherboard. All input is driven by the IO board.

Volume is quiet or there is no sound, while volume adjust in the menu shows it's on:
Pirates Booty uses a separate amp and subwoofer that comes with its own power switch and volume control. Make sure that the amp is ON and the volume is adjusted correctly on the remote.

Game Boots, runs in attract then resets:
You system stick is not plugged into a USB port on the IO board, or the system stick id number does not match the id number on your SSD drive.

Quick Installation Guide Large Wheel Cabinet v1.1

- Ensure that the installation and wiring comply with all applicable codes and other application requirements.
- For indoor use only. Do not place in wet or exposed areas.
- Refer all service to qualified service personnel.

Installation

- Move the cabinet to its intended location.
- Install the female end of the A.C. mains line cord (provided in the parts box) with the IEC power connector located on the rear of the cabinet. Install the male end a properly grounded power outlet.
- Place the cabinet in its final position, taking care to ensure that ventilation openings are not blocked and the cords and cables are not pinched.
- Adjust the four cabinet leg levelers down such that the cabinet is level and does not move or rock. Ensure that the cabinet wheels are raised up from the floor and are not supporting the cabinet.
- Make sure your SSD Hard Drive and System stick have matching #'s. The system stick is installed on IO board. These are both located under the main control panel.
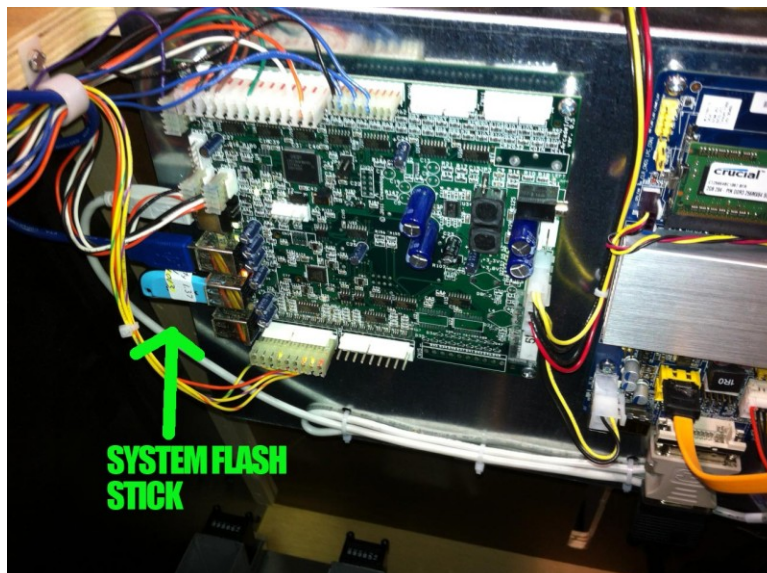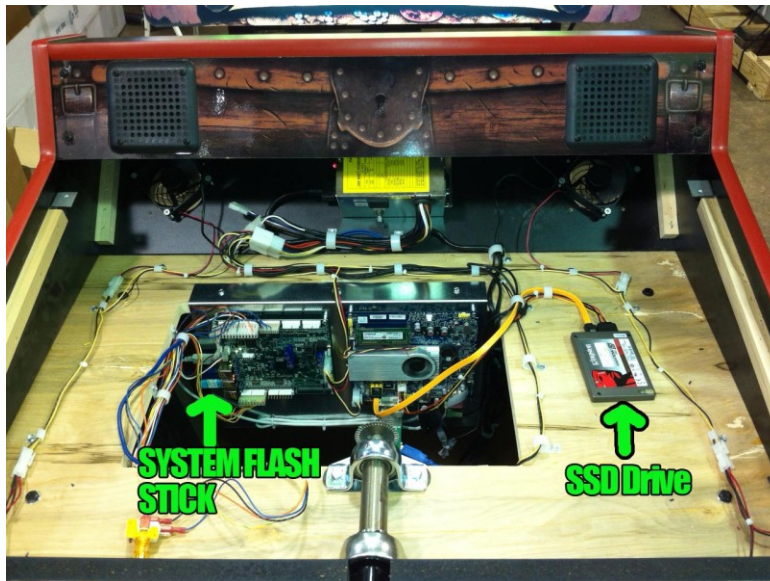
Configuration

- Open the coin door and press the "TEST" button.
- Use the WHEEL to move up and down. Use START button to select the appropriate option.
- Most of the menus are self explanatory, but the following will help you out.
- Set pricing under coin adjustments. This is also where you can turn on 'Swipe Card' mode.
- Default pricing is $1 a play. The coin meter clicks with every PLAY coined up.

Prize Adjustments and Audits

- **Automatic Set Jackpots**: ON – This function causes small, medium, and large ticket jackpots to be set automatically based on the **Common Path Value** and the **Target Prize Award Percent.** Turning this off will allow you to set the small, medium, and large min/max values to anything you like to tweak the numbers for your location.
- The 3 jackpot areas are all progressive. Every time a jackpot area is not hit, it increases till it reaches the maximum for that zone. The SMALL is near the bottom left on the map, the MEDIUM is the middle right, and the LARGE is at the top left. When a jackpot is hit, it will re-set to the minimum amount set on this menu.
- **Single Ticket Value** $0.01 – This will allow you to assign values to your tickets. We recommend keeping this at $0.01 and using the 'Divide Tickets Paid' if you use tickets that are valued at 2 or more points.
- **Divide Tickets Paid: 1** – This can be set to 1, 2 or 3. If you use 2 point tickets, setting this to 2 will most likely give the result you are looking for. For example, if someone wins a 500 Ticket bonus, and you are set to 2, 250 actual tickets will pay out.
- **Common Path Value**: This can be set from $0.25 to $2.00. The tickets amounts on the gameplay path are changed based on this amount. If you are charging $2.00 a play, the path payouts will be larger than if you were charging $0.50 a game. NOTE: This number does **NOT** change based on gameplay pricing. You will need to set this value accordingly. This allows you to fine tune and make payout adjustments based on your needs for your location. So if it's $1.00 a play, set this to $1.00 common path value.
- **Target Award Percent:** When you set this percentage and **Automatic Set Jackpots** is on, the Small/Medium/Large numbers will change to suggested numbers to reach your percentage goal.
- **Skill Play:** If **Skill Play** is OFF, the game tries to keep payouts as close to the **Target Award Percent** as possible. If **Skill Play** is ON, the game is completely skill based, and should be monitored to make sure your payouts are near what you want them to be, or if you need to adjust payout awards.
- When you are finished making adjustments, please **CLEAR PRIZE AUDITS.** This will clear the prize and coin audits, and allow the game to monitor payouts correctly as well as reset min/max numbers.

Development Adjustments

- **Skill Stop**: On/Off. Default is off. We do not recommend turning this option on, especially with skill on. It allows players to choose when to slow down the cursor. Very skilled players can take advantage of this.
- **Skip Start Button**: Default is off. This will skip the 'Press Start' screen and go right into the game once the credit is fully bought. You can turn this on to help speed up the game play.
- **Increase Progressive By**: Default is 1. If your location wants to keep progressive numbers odd or even, or build them faster, you can set this to 2 instead of 1.
- **Show Debug**: default off. This is just for testing purposes.

Diagnostics

- Switches: allows you to test all the switches on the machine
- Coin meter tests: will pulse the meters so you can make sure they are working
- Lights: allows you to test lighting and leds depending on your cabinet style
- Ticket dispenser test: will feed tickets, so you can make sure they are running properly.

Software Update:

- Used for future updates to the game software
  (See the full Pirates Booty Manual for Menu Navigation and Descriptions online at our webpage
  www.TeamplayInc.com

Contact Information