# Quick Installation Guide

Pirate's Booty - Deluxe

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.
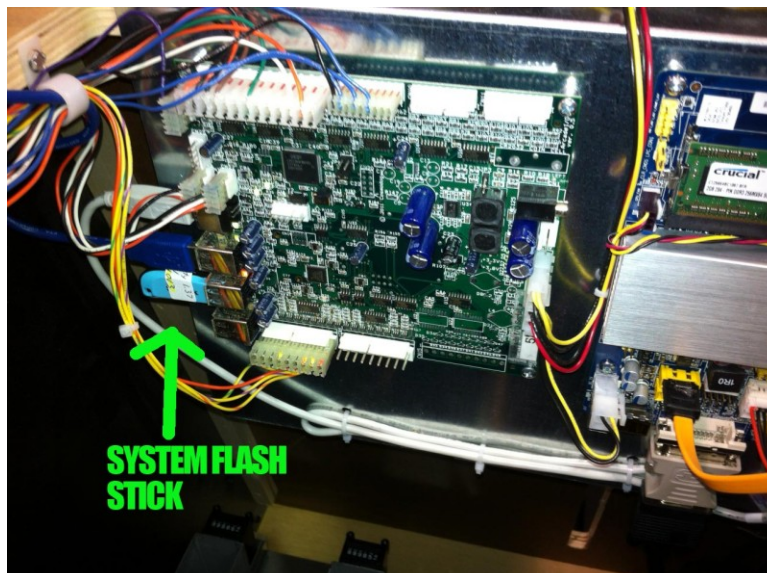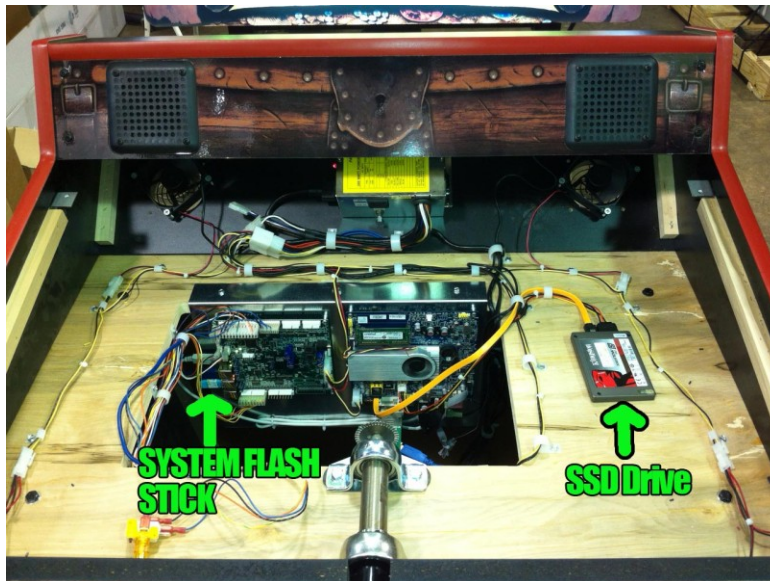
Configuration

- 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

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