NEVADA GOLD III

ARROW INTERNATIONAL
CAPITOL BINGO

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CAPITAL GAME

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ELECTRICAL, ENVIRONMENTAL, SAFETY AND EMISSION INFORMATION

The Nevada Gold III Models have been tested to the following standards:

- **UL 60335-1 : 16 16th Ed. – Household and similar electrical appliances – Safety – Part 1: General Requirements**
- **CSA C22.2 NO. 60335-2-82 : 20/A1 : 21 – Household and similar electrical appliances – Safety – Part 2-82: Particular requirements for amusement machines and personal service machine**

WARNING:
This device must be grounded. Failure to properly ground this cabinet may result in personal injury and/or the destruction of electrical components.

WARNING:
Failure to properly support the cabinet during movement could result in serious injury to persons or equipment.

WARNING:
THIS MACHINE IS NOT SUITABLE FOR AN INSTALLATION AREA WHERE A WATER JET COULD BE USED.

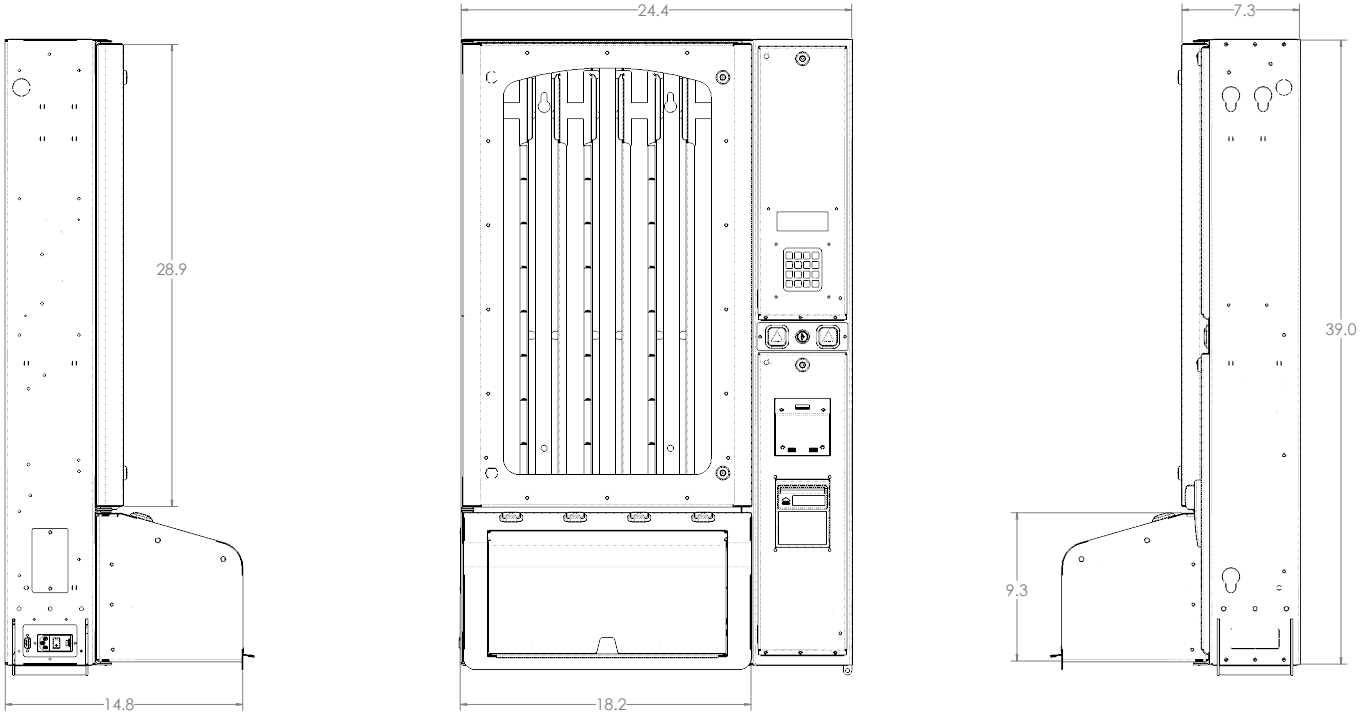
WARNING:
During service, it is possible to test the columns. A safe distance must be maintained for the moving parts at this time.

CAUTION!
Installation, service, and repair of this device must be performed by properly trained personnel. Service and or repairs by untrained persons may result in improper game operation or damage to electronic components. This appliance contains batteries that are only replaceable by skilled persons.

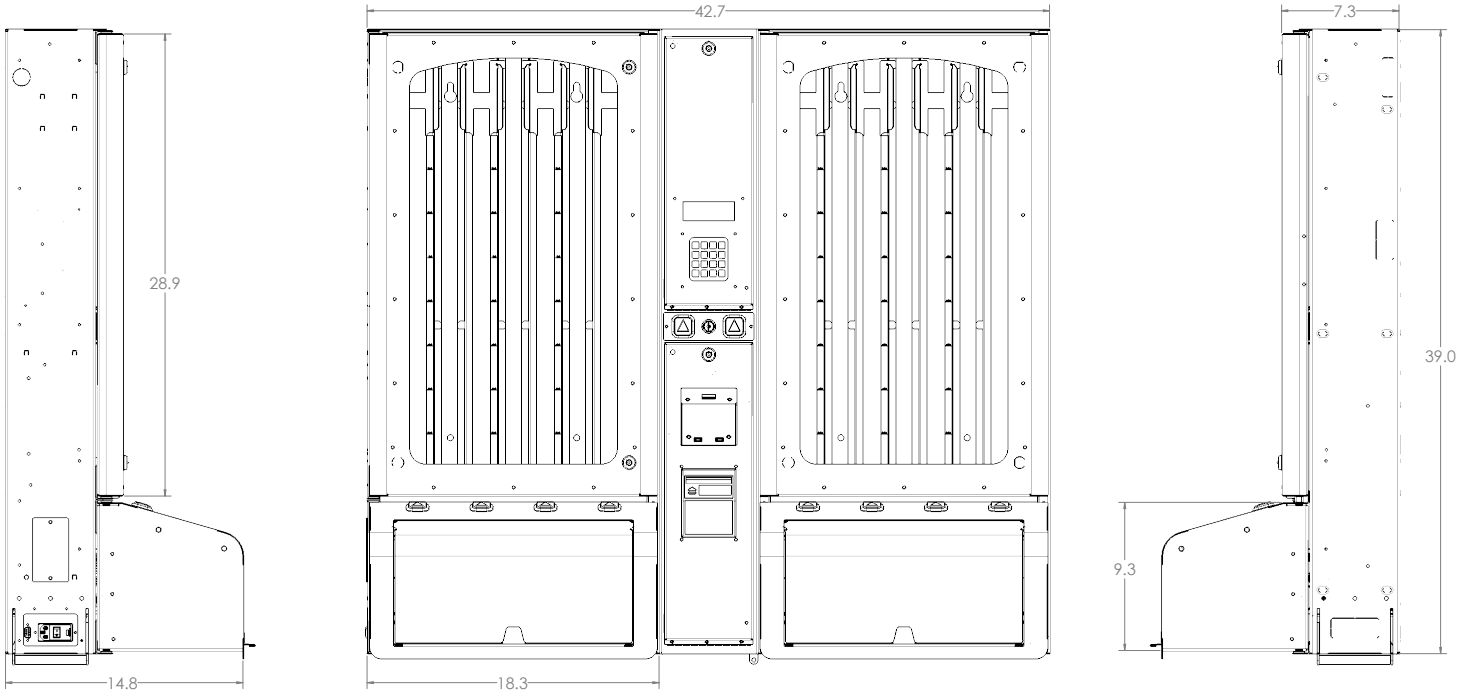
Electrical - Environmental Information

Voltage:	**120 Volts AC**
Current:	**1A**
Frequency:	**60 HZ**
Operating Environment:	**5°C (40°F) to 35°C (95°F) 10-90% Relative Humidity (Non-Condensing)**

NEVADA GOLD III- 4 COLUMN
GENERAL DESCRIPTION



NEVADA GOLD III- 8 COLUMN
GENERAL DESCRIPTION



INSTALLATION

Safety Warning

The 4 column model weighs approximately 145 pounds and the 8 column, 225 pounds. Integrated cabinet lifting handles are provided.

CAUTION! Use personal safety precautions, get additional assistance (2-3 people), and use proper handling equipment when unpacking and mounting the dispenser.

Inspection and Unpacking

Inspect if there is any physical damage to the shipping container or product as received. If so, refer to the DAMAGE ACTION section below.

Remove all cardboard packing and protective materials.
Verify the correct model with the proper options was shipped.

1. 4 and/or 8 column option
2. Column low ticket sensors option
3. Bill acceptor option

Verify the following items were included on all models:

1. Line power cord
2. Keys
   a. Duplicate set for the main door(s)
   b. Duplicate set common to the cash door and electronic door
   c. Duplicate set for the dispenser enable/disable key
3. One H shaped column retaining plate for each column in the dispenser
4. Leveling feet (quantity of 4 or 8 depending on the column option)

Open the main door and remove the tape on each adjustable column back (used for ticket length). If your model has a bill acceptor, remove the cardboard packing from the bill acceptor cash box and the cardboard in the bill pathway.

Damage Action

Thoroughly inspect the packaging and contents for damage before accepting product delivery. In case of severe damage, refuse the equipment from the carrier. If the damage appears to be acceptable, make a note of damage on the bill of lading before accepting product delivery. Also, take photos of the damage before and after unpacking the contents. Contact the carrier's agent for an inspection and retain a copy of the inspection report for your records.

THIS MACHINE IS NOT SUITABLE FOR AN INSTALLATION AREA WHERE A WATER JET COULD BE USED.

Mounting

The mounting location must be indoors, dry and have an electrical wall outlet within a few feet of the dispenser. Use the line power cord provided between the dispenser and the wall outlet. Avoid long extension cords.

The dispenser can be wall mounted providing the wall mount hardware and studs have *more than an adequate load bearing capability for the weight of the dispenser, plus 20/40 pounds of tickets (4col/8col), plus any external force to the dispenser that may be applied by players or operators.* Mounting holes provided in the back of the 4 column dispenser housing are sized for 5/16 inch bolts and are on 16 inch centers. The height of the dispenser from the floor should accommodate any local rules or considerations for disabled players.

The dispenser can be table top or cabinet top mounted, but must also be *adequately secured to the wall and/or table/cabinet to insure the dispenser cannot be tipped forward with any external force that may be applied by players or operators.* Level the dispenser with the provided feet.

Contact Arrow International Product Support Center for a hole stencil if needed. Bolt length should be 3/4" plus the thickness of the mounting surface. The bolts should be 5/16"- 18.

Power Source

The power provided by the wall outlet should be a three prong, earth grounded outlet and the power line wiring and circuit breaker should be rated in the 15A to 20A range.

DO NOT! Do not use three to two prong outlet adapters to accommodate two prong wall outlets. The third wire ground for the dispenser housing is a player safety and static discharge protection requirement.

The dispenser automatically adapts to a nominal 115/230VAC input. The dispenser draws less than 1A from the 115VAC power source when dispensing tickets. The dispenser has a 3A fuse on each side of the power line input. They are located in the AC input module and accessible from the outside of the cabinet.

Loading Tickets

It is highly recommended that only tickets manufactured by Arrow be used in this machine for proper factory support of dispensing issues and product warranty.

White metal sensor cover removed to view ticket location.

First, adjust the column backplane plate to the ticket length to be loaded as shown above.

Manual Load of First Ticket

Load a single ticket into the bottom of the empty column. Use your thumb on the top of the largest white gear on the right side of the column and rotate the gear towards you with your thumb. Rotate the gear until the leading edge of the ticket is advanced completely under the ticket sensor and the LED on the motor board turns green.

When the ticket is properly loaded, the ticket will be lying at an angle in the bottom of the column and not completely flat. Recheck the back plate position for ticket length if lying flat. To fill the column, grasp a manageable stack of tickets and insert those into the larger open area at the top of the column and slide them down the column to the bottom. Repeat until the column is full. To fill the large open loading area at the very top of the column, use the provided H rail to retain any tickets loaded in that area from falling out. Hold those tickets back into the large area with one hand and insert the H plate as shown above with the other hand.

When the main door is closed, the dispenser will check that a ticket is under the sensor in each column. A warning message will be displayed if any column does not have a ticket under the sensor.

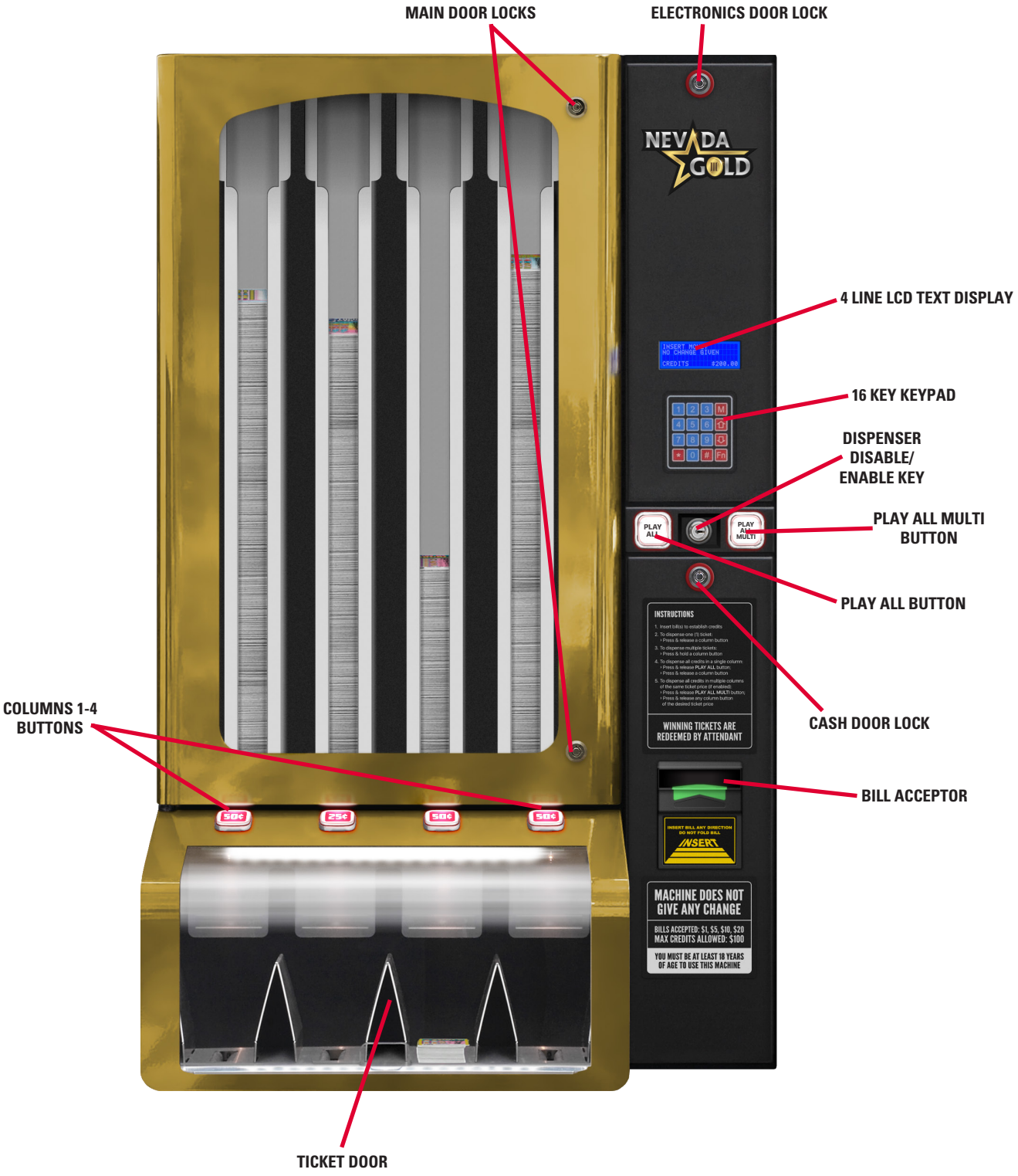
WARNING: A TICKET IS NOT UNDER THE COLUMN TICKET SENSOR

Important:
All tickets loaded in a single column must be of the same price for accurate financial reports.

A ticket display rack is provided at the top of the main door to display what ticket is loaded into each column. Place a ticket from each column loaded into the display rack such that when the door is closed and the tickets are viewed through the main door window, the tickets align with the column they are loaded into.

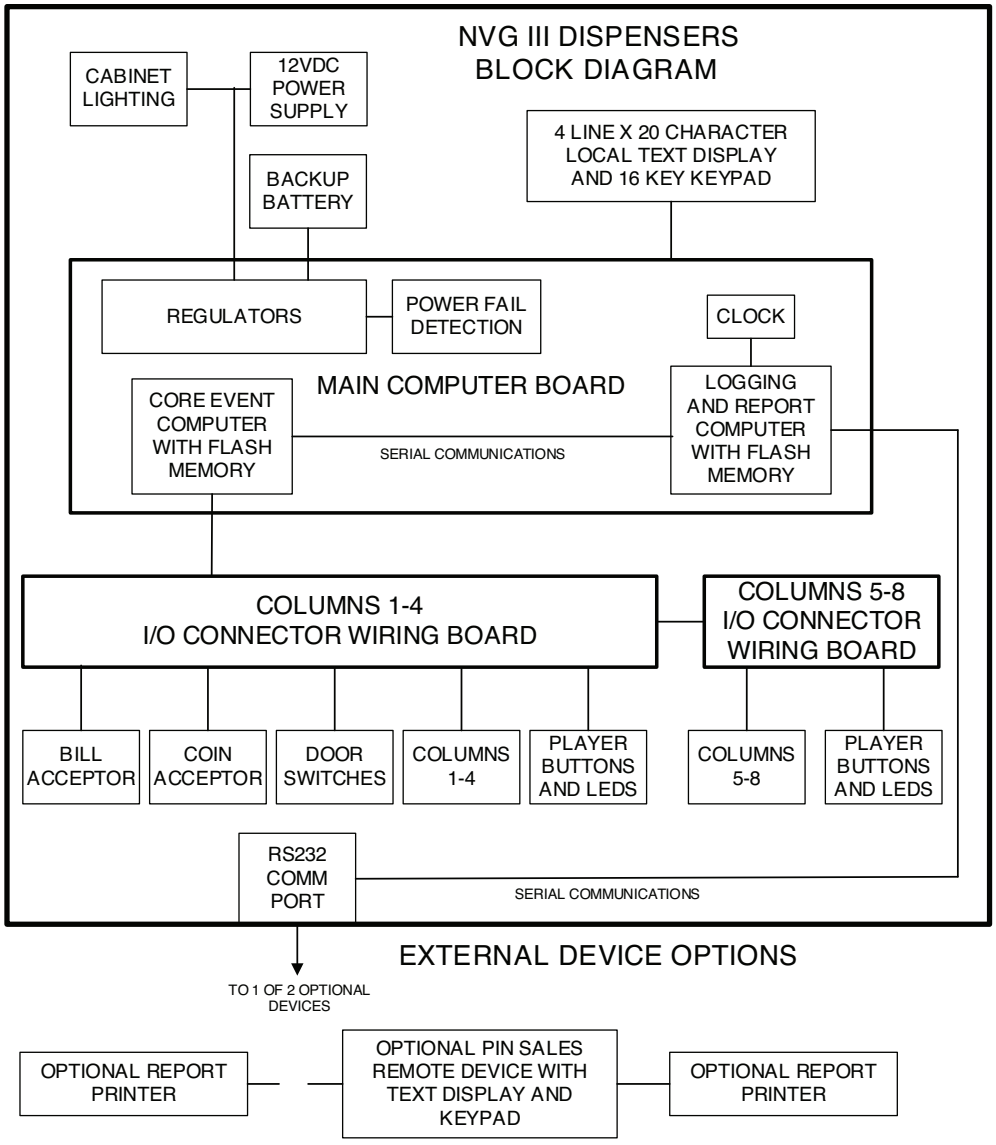
PLAYER INTERFACE

Location of Player and Operator Controls



SPECIFICATIONS AND PART NUMBERS

Block Diagram



The core event computer contains the configuration memory and current credits for the dispenser. It handles all real time control of all devices, monitors power conditions, generates player messages for dispensing, sends real time events to the logger computer, supports all Service mode and diagnostics functions, and maintains the password system.

The logger computer stores the events into its memory with a time stamp from its real time clock. It computes and stores all historical financial dispensing information and formats that information into displayable and printable reports. It also executes all Remote device functions, sends commands to the core event computer to execute the needed pin sales ticket dispense, drives the Remote device display and keypad, and drives the optional printer.

Dispenser Specifications (CAUTION: THIS PRODUCT IS FOR INDOOR USE ONLY)

Power Input:	115/230VAC nominal, 50-60 Hz Less than 1A line load when dispensing tickets	
Power line fuses:	3A, each side of the line, user replaceable	
On/Off switch:	Yes, double pole	
Internal Power Supply:	12VDC, 8.5A (adjusted to 13.5VDC), auto voltage/frequency adapting Output overcurrent and overvoltage protection UL60950-1 and TUV EN60950-1 Approved (UR:US/CSA, CE)	
Operation temperature:	40F to 95F (5C to 35C)	
Player ESD immunity:	8KV human discharge model, no dispenser miss-operation	
FCC emissions:	FCC Part 15, Class A	
Size and Weight:	4 column	8 column
Width	24.5 inches	42.6 inches
Height	40 inches	40 inches
Depth	15.8 inches	15.8 inches
Weight	120 pounds	212 pounds
+ 4,000 tickets	+20 pounds	+40 pounds
Column capacity:	1,000 Arrow tickets typical per column	
Ticket size:	Arrow tickets, 1, 3, 4, 5, 6 window varieties	
Dispense rate, typical:	4 window ticket: Play All: 10 /sec, Play All Multi: 5/sec, Multi: 3/sec	
Bill acceptance rate:	6 seconds/bill typical	
Bill capacity:	600 bills	
LCD text display:	4 lines x 20 characters/line, white LED characters on blue background	
Keypad:	Sealed membrane, 16 keys	
Player buttons:	1 inch square, LED backlit, red	
RS232 comm port:	Bulkhead mounted, 9 Pin D, male connector	
Pin 2	RXD input from Remote device	
Pin 3	TXD output to Remote device or a local Printer	
Pin 4	+5.25VDC power output to Remote device	
Pin 5	Ground	
Pin 7	TXD2 output to Remote device with remote Printer	
Battery Pack:	Lithium Ion, 12V, 9. 8AH, with UL safety approvals	
Optional local printers:	Epson TM88-V, RS232 serial, 3”wide x 200ft thermal paper roll	

Pin Sales Remote Device Specifications

LCD text display:	4 lines x 20 characters/line, white LED characters on blue background
Keypad:	Membrane, 16 keys
Comm port 1:	9 pin D, female, for dispenser, powered via cable
Comm port 2:	9 pin D, male, for printer
Dimensions:	8” x 5.7” x 3.2”
Optional remote printers:	Epson TM88-V, RS232 serial, 3”wide x 200ft thermal paper roll

Part Numbers and Accessories

Nevada Gold III	Model features
HH7200V5410	Bill acceptor only, 4 column
HH7200V5810	Bill acceptor only, 8 column
HH7200V5400	Pin Sales Dispenser, 4 column
HH7200V5800	Pin Sales Dispenser, 8 column
HH7201V5000	Expansion cabinet from 4 to 8 column
HH7200V5411RDM	Bill Acceptor only, 4 column, Random software with Low Ticket Columns
HH7200V5811RDM	Bill Acceptor only, 8 column, Random software with Low Ticket Columns
HH7201V5001	Expansion cabinet from 4 to 8 column with Low Ticket Columns

Common accessory part numbers for NVG III:

HH4546	Base cabinet, 4 column (NVG 4 column cabinet, 46710, may be revised)
HH4547	Base cabinet, 8 column (NVG 8 column cabinet, 46715, may be revised)
HH3900	Remote Pin Sales device with standard 6 foot, 9F/9M, RS232 cable
HH4108P025	Cable, heavy duty 25 foot, 9F/9M, RS232 for remote pin sales device
HH540V00S5	Report printer, stationary, Epson, 3” wide thermal, with 6 foot, 9F/25M RS232 cable
HH444V0100	Cable, 100ft, 9F/9M, RS232 for extending the Epson printer (Do not use remote device)
HH542	Thermal paper roll, 200 foot, for Epson printer
HH444V0002	Cable, 6 foot, 9F/9M, RS232
HH952V0010	Power Cord 3meter, 300V, 18AWG, SVT, VW-1 75C, NRTL approved
HH4199	Maintenance and service keys
61504	Retaining Plate, H shaped, for column
60616	Leveling foot

Common major replacement assembly part numbers for NVG III:

HH3980	Ticket column assembly, 1000 ticket capacity
HH3618PR	Computer assembly
HH3619PRLCL	Display/keypad assembly
HH3743V0001	Power supply, 13.6VDC, 8.5A
HH3980V0001	Ticket column assembly with Low Ticket Sensors, 1,000 ticket capacity
HH3618PRRAN	Computer Assembly, Programmed, Random
HH5940	US Bill acceptor assembly
HH5941V0350	US Bill acceptor assembly, cash box, 350 bill capacity

CARE AND MAINTENANCE

Cleaning

Important Safety Information:

Turn off the power to the dispenser before any internal cleaning.
Do not use any metal tools or metal attachments on your vacuum cleaner.

Do not use any abrasive material or solvents to clean the dispenser.
Use a soft damp cloth with a drop of liquid fabric softener to clean the glass on the dispenser.

Replacing the Computer

Important:
When replacing the computer board, you must first turn off the dispenser line power with the dispenser on/off switch, but *do not disconnect the line power cord to the wall outlet*. Next, you will disconnect the battery pack from the computer board. This will remove all power from the board before replacing it.

1. Turn off AC power
2. Turn off the switch on the battery pack
3. Remove 4 screws on the metal computer cover plate and remove the plate.
4. Remove the following cables from the computer board:

5. Remove 6 standoffs holding down the computer board and remove the board.
6. Use the reverse process to replace the board.
7. The dispenser configuration and column pricing may need to be adjusted from the factory defaults on the new board.

Servicing A Bill Acceptor

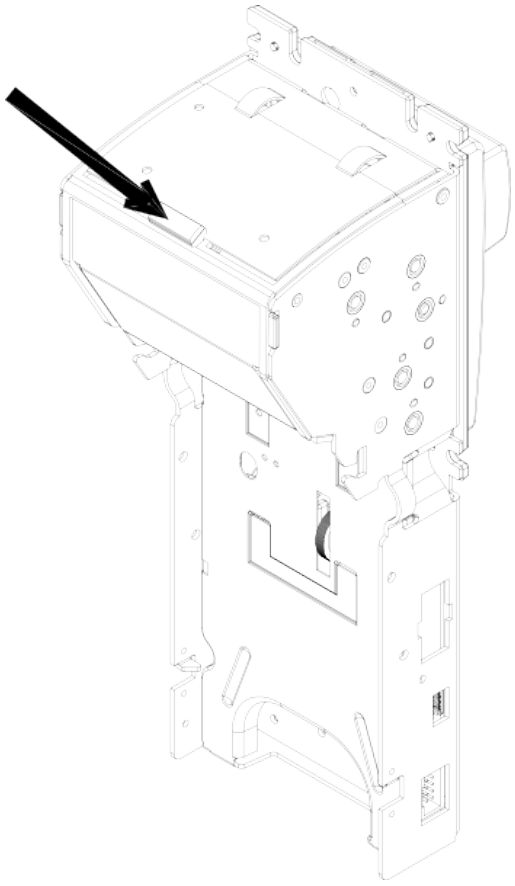
During normal operation dust and dirt accumulate on the optical sensors and the rollers. This could result in reduced acceptance rate. It is recommended to clean the bill path as explained below every 6 months or 60,000 bills whichever comes first.

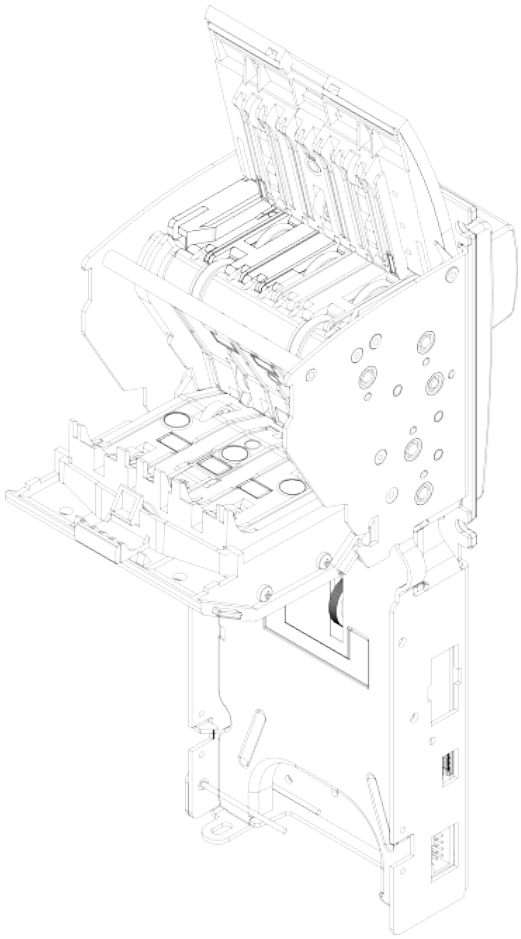
Remove the cassette.

Inspect the cassette chamber to see no bill fragments or paper residue is left behind.
This may be blown away with the use of compressed air.

Open the clamshell by pushing the button as shown below.
Ensure:
No scratches present on the guides and optical sensors.
No dirt or cracks present on the surface of the transport rollers
No dirt on the surface of the optical sensors.
The entire bill path is clean of paper debris or residue.
All dirt must be cleaned with soft moistened cloth. Isopropyl Alcohol is recommended for cleaning excessively dirty rollers.
DO NOT USE ACETONE OR PETROLEUM BASED PRODUCTS AS THEY COULD CAUSE DAMAGE TO PLASTIC PARTS.

Push the button then open the guides





Replacing A Column

1. Turn off power to the dispenser.
2. Unplug the ribbon cable on the motor control board.
3. Lift the sheet metal latch under the front of the column to release the column.
4. Pull the bottom of the column towards you while also lifting it up until the column is free of the column retainer at the top of the dispenser.
5. When replacing the column, hold the column at an angle to the dispenser and place the top of the column under the column retainer at the top of the dispenser, rotate the bottom of the dispenser towards the cabinet and push back until the latches click and secures the column in place.

NEVADA GOLD III™ MAINTENANCE CHECKLIST

Your model of the Nevada Gold pull tab dispenser has been manufactured to exceed mechanical and electronic standards. Keep your Nevada Gold in peak working condition by performing seasonal care and maintenance.

The following will assist you in the care and maintenance of your unit:

- ☑ **Wipe down the unit with a damp cloth and a drop of liquid fabric softener to keep it looking new. Do not use any abrasive cleaning materials or solvents to clean your model.**

- ☑ **Handle any removable parts gently and carefully. Dropping or mishandling parts can damage electronic components.**

- ☑ **Use plastic cleaning implements or a soft cloth to remove dust from inside the unit. Metal tools can damage electronic parts.**

- ☑ **Use light lubricants and precision oiling implements to lubricate the gears, shafts and the chute door.**

- ☑ **Use Compressed air duster to blow out any dust or lint.**

DIAGNOSTICS

Computer Reset

In the event the dispenser stops working, cycling the line power will not restart the dispenser computer because of the internal battery backup.

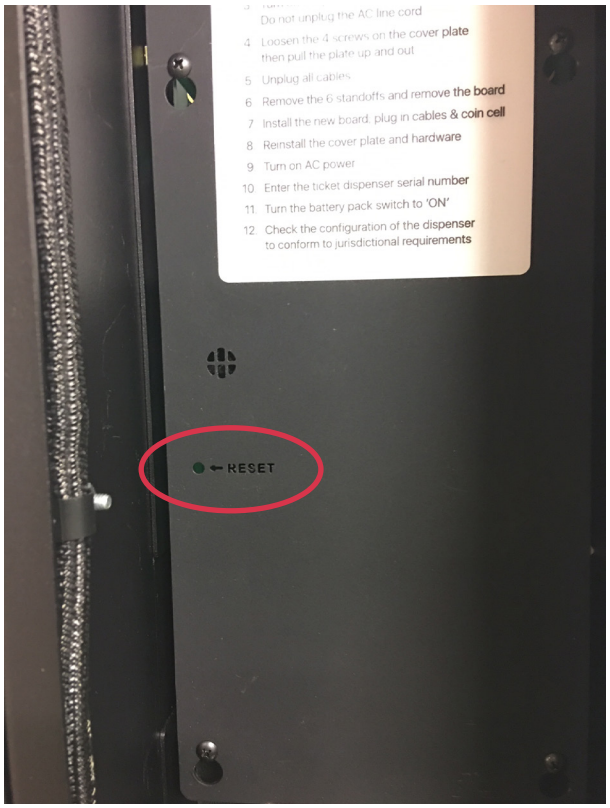
Hung dispenser recovery process:

If there are credits showing on the display

1. Write down the value of credits
2. Open the electronics door and see if the Password screen and Service menu appear
3. If it does, key in the password and close the electronics door. Operations should return and the credits should remain.
4. If it does not respond to the door opening, use a small paper clip or tool to momentarily press the computer RESET button through the access hole in the computer cover plate.
5. This will clear the credits and restart the computer.
6. Manually adjust credits with your customer.

If there are no credits showing on the display

1. Open the electronics door and use a small paper clip or tool to momentarily press the computer RESET button through the access hole in the computer cover plate.
2. This will clear the credits and restart the computer.



There are separate programming connectors for the core computer and the logger computer. These connectors are used for initial factory programming, field upgrades, and checksum verification for the test labs and regulators. **Only factory personnel, authorized distributors, and regulators are allowed to use these programming connectors in conjunction with specialized programming hardware and approved firmware.**

Troubleshooting The Dispenser

ISSUE	CAUSE	CHECK/FIX
No cabinet lights	No AC input power Blown AC line fuse Defective internal power supply	Main circuit breaker to wall outlet Power line cord to dispenser is plugged in On/off switch on side of dispenser Fuse(s) in the AC input module on the dispenser Power supply output should be approx. 13.5VDC
Pushbutton LEDs are on, text display is not lit	Disconnected display cable Display failure	Cable from display to computer board Run diagnostics, replace display/keypad assembly or computer board
Money acceptor LED is always red, there are no credits, all doors are closed, dispenser is enabled	Dispenser is specifically configured for pin sales Money acceptor issue	BA will be disabled for pin sales. Check the cable going to BA housing. Check for bill jams. Insert a bill and remove it. The red light on the acceptor may blink out an error code. Refer to error table below.
Money acceptor LED turned red and stopped accepting money	Max credits exceeded Ticket door is open Pin credits	Dispense some tickets until credits are below the max limit. Close ticket door Dispense some tickets and use all pin credits
Money acceptor LED is green, money not accepted and returned	Money incompatible/damaged	Proper currency and denomination must be used, use newer/better bill
Money accepted, but no or incorrect credits applied	Money acceptor error/jam	Remove jam, test, and/or replace money acceptor
Have credits, but ticket does not dispense from selected column	Out of tickets, jam Not enough credits Column needs mechanical service Defective column button	Load tickets, check for jam Add credits or select lower priced ticket Test column, replace or adjust column gate to specification Test button and column in service mode or use diagnostics
Play All did not dispense all credits or enough tickets	Terminates dispense at 100 tickets max Ticket price is more than remaining credits Ran out of tickets, jam	Use Play All again with remaining credits Select a different column or insert more money Select another column, service that column
Play All Multi does not dispense from multiple columns	Must have more than one column with the same ticket price Some columns may be in shutdown	Select a different column that has the same ticket price as other columns
Keypad does not work but the LCD display is OK	Dispenser must be in Service mode for keypad to work Keypad worn or defective	Verify keypad works in service mode Run diagnostics, replace keypad or entire display/keypad assembly
LCD display characters have missing elements	Display	Run diagnostics, replace entire display/keypad assembly
Dispenser stops working with AC line power failure	Internal battery	Must be plugged onto main computer board and switch ON May be fully or deeply discharged if dispenser not used for a long time. It will auto recharge. Run diagnostics, replace defective battery
Cabinet lights go out and alarm sounds for 3 sec	AC Line power failure	Alarm will silence and the dispenser will continue to function while on internal battery power until a shutdown warning message appears.

For additional problem isolation, refer to the BILL ACCEPTOR ERROR CODES, COMPUTER RESET, and the HARDWARE DIAGNOSTIC TEST sections of the manual.

Troubleshooting Pin Sales Remote Device

ISSUE	CAUSE	CHECK/FIX
No backlight on display	Dispenser power off RS232 cable not connected or defective Defective device Fuse blown on computer board	Turn dispenser power on Try a different RS232 cable between dispenser and the device Replace Remote device Pin 7 on the dispenser bulkhead 9 pin D connector should be at +5V. If not, fuse is blown so replace the computer board in the dispenser
Display is dim, remote not working properly	RS232 cable - Improper cable or cable too long	Use the proper heavy duty cable if greater than 25 feet. Do not exceed 100 feet total.
Display went blank and dark	Cash credits are on the dispenser Dispenser in Service mode Dispenser is Disabled Ticket door open	Use or clear cash credits in dispenser Service mode Exit Service mode Exit Disabled mode Close ticket door
Keypad entry not working but the display is OK	Keypad cable unplugged Keypad worn	Plug keypad cable securely on the computer board Replace keypad Replace Remote device
Display characters have missing elements	Display defective	Replace Remote device
Only partial dispense of tickets was achieved	Ran out of tickets or ticket jam	Load tickets, clear jam, or select a different column to dispense from
Cannot insert cash credits in the dispenser	Pin sales credits are on the dispenser	Use or refund pin sales credits using the Remote device.
Reports do not print	RS232 cable Power to printer Out of paper, jam Defective printer Defective remote device	Check cable connections between the device and printer Check power cable to printer and adapter power source. Replace paper roll, un-jam Replace printer Replace Remote device

FEATURE OVERVIEW

The Nevada Gold III (NVGIII) product is an enhanced version of the Nevada Gold (NVG) ticket dispenser.

NVG Features

All of the following NVG features are retained:

-4 or 8 column models
-Columns hold 1,000 tickets of 1, 3, 4, 5, 6 window varieties
-Ticket prices supported are $0.10, $0.25, $0.50, $1, $2, $3, $4, $5, $10
-Maximum credit limit can be defined
-Bills accepted are $1, $5, $10, $20, $50, $100 (holds up to 350 bills)
-Dispense one ticket at a time or use a Play All function (up to 100 tickets max)
-Separate keys for Main door (ticket access) and Cash box door
-Electronic memory indefinitely holds historical financial data without line power
-Player credits are saved and restored when power fails
-Reports can be displayed and/or printed
-Door openings are tracked
-Real time clock (NVG option)
-Support of remote pin sales function (NVG option)
-Support of Play All in multiple columns function (NVG option)
-Support of enable/disable key (NVG option)

NVGIII

Base models:

-Model 1: 4 column, with bill acceptor
-Model 2: 4 column, Pin Sales only (without a Pin Sales Remote device)

Options:

-A 4 column expansion assembly (used to upgrade to an 8 column unit on all of the above)
-Pin Sales Remote device with serial cable for Models 1 and 2
-Report printer (POS style) with serial cable for all models
-Base cabinets, 4 or 8 column for all models
-Random Build Configuration
-Integrated cabinet lifting handles are provided on all models

Player Interface

Display:
- -4 line x 20 characters with high contrast and bright backlight
- -Display of credits can be in $, or £, or €

-Bill Acceptor (accepts $100 bill in 1 second)
-Multiple ticket dispense mode
- -Holding down the column button allows multiple tickets to dispense
- -Easily dispense more than 1 ticket from a column without using Play All
- -Player can select Play All or Play All Multi function
- -Column button LEDs and both Play All buttons LEDs are software controlled

-Ergonomic ticket hopper door
-Nevada Gold III accepts money and dispenses tickets for 1 hour after loss of AC line power

Operator Interface

-Separate electronics door and cash door are mechanically independent of the main door
-Dispenser Enable/Disable key:
- -Included on all dispenser models
- -Used to inhibit ticket sales during restricted hours
- -Also used to prevent backup battery discharge with loss of AC line power

-16 key keypad:
- -Password keypad is a standard telephone key layout and on the outside of the dispenser
- -Improved menu navigation
- -Keypad is disabled from player use

-Communication port connector:
- -Mounted on the exterior of the dispenser housing
- -Optional serial printer can be connected for local reports
- -Optional Pin Sales Remote device can be connected with remote printer option

-The dispenser can be field configured for two types of dispense modes:
- -Cash dispense:
  - -Can be used for player cash only
  - -Can be used for operator Pin sales with a Pin Sales Remote device
  - -Automatically alternates between cash and pin sales modes
- -Pin Sales dispense
  - -Used specifically for Pin Sales mode without a Pin Sales Remote device

-Reports:
- -Single unified financial report
- -Detailed event log report
- -Legacy Nevada Gold report option

System Features

-Battery backup system
    -Small, lightweight lithium battery pack
    -Nevada Gold III accepts money and dispenses tickets for 1 hour after loss of AC line power
    -Use the disable key to preserve the battery charge before turning AC line power off
    -Power supply can simultaneously run the dispenser and recharge a dead battery
-Security password system
    -Pin positions have been expanded from 5 to 24 and are common for both cash and pin sales modes
    -Three levels of password security
        -System administrator
        -Manager
        -Operator
    -System administrator security function has been added to allow field re-configuration of dispenser modes and cash limits.
-System Administrator field configurations
    -Number of columns, 4 or 8
    -Dispense mode, cash or pin
    -Low ticket sensor option, enable/disable/shutdown
    -Audible alarm, disable/enable
    -Maximum credit limit value
    -Multi column dispense mode, disable/enable
    -Credit display format, US, UK, Euro
-Extensive time stamped logging of all dispenser events
    -Dispenser enabling/disabling
    -Door openings and closings
    -Amount of cash inserted
    -The push of each column button, Play All, and Play All Multi buttons
    -On each dispense:
        -Column number and quantity of tickets actually dispensed
        -Ticket price in that column
        -Remaining credits after dispense
        -Column status, normal, low, shutdown
    -State of audible alarm and occurrence of the password timeout alarm
    -Entered password on main, cash, and electronic door entry
    -Cleared credits
    -Power failure and restoration of power
-Column motor control
    -On a transaction, the column checks that a ticket is under the sensor, prior to starting the motor
-Easy to service columns, main computer board, and display board
    -Columns snap in and out of dispenser with no tools

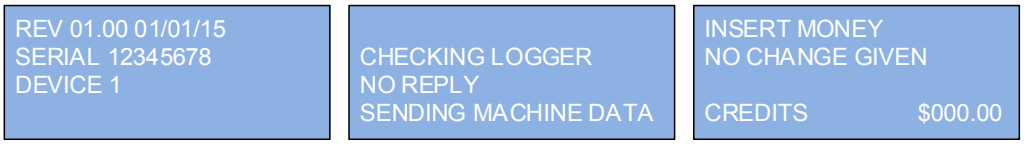
QUICK START GUIDE

Standard Dispenser

(Assumes dispenser is already properly configured for your jurisdictional rules)

1. Plug the dispenser line cord into the AC receptacle on the left side of the dispenser
2. Plug the other end of the cord into an earth grounded, three prong, AC outlet
3. Turn power on with the switch on the left side of the dispenser

When the dispenser powers on, the following screens will appear while it is booting. The first screen shows the firmware revision level and machine information. The second screen will appear momentarily while the two internal computers synchronize their information. With a successful boot, the dispenser will show the standard INSERT MONEY screen.



4. Open the main door and key in 9000# for the PIN. The main Service menu will appear:

5. Open the electronics door to access the battery pack at the very top of the cabinet
6. Confirm the Battery Pack is connected to the Core Board and if present, switch to the ON position.
7. Close the electronics door
8. Load tickets
9. On the main Service menu, select 4 for Price followed with # key
10. Set the ticket prices for the columns and use M on the keypad to return to the main Service menu
    - If needed, more assistance to set prices is available in another section of this manual
11. On the main Service menu, select 5 for Time
12. Set the date/time and use # on the keypad to save the setting and return to the main Service menu
    - If needed, more assistance to set time is available in another section of this manual
13. Close the main door
14. The INSERT MONEY screen will appear
15. The dispenser is ready to accept money and dispense tickets

Before using the dispenser for actual customer play, please read other sections of this manual concerning use of the disable key, dispenser configuration options, password security, and clearing session logs and financials.

GENERAL SECURITY

Physical Security

The strength of the enclosure and access doors with key locks is such that any forced entry will result in readily visible damage to the enclosure and/or access door.

There are three sets of keys for the dispenser.

1. Main door(s) lock
   a. Open main door(s) to load tickets and perform other column service functions
2. Cash door and electronic door locks
   a. Access to only the cash box(s) or
   b. Access to only the main computer board and display/keypad electronics
3. Dispenser enable/disable key
   a. Switch dispenser to disabled for restricted hours of play
   b. Switch dispenser to disabled for nightly AC power shutdown

Password Security

The dispensing modes and cash limits are field configurable and stored in non-volatile flash memory. A flash configurable product can affect operational compliance to jurisdictional rules. *The system administrator is held accountable for a dispenser configuration that meets jurisdictional compliance*. The system administrator is also responsible for setting up the dispenser with new passwords for other operators. The security system supports 24 unique, 4 digit passwords.

Electronics Security

All functional dispensing control electronics are mounted within a compartment accessible from an electronics door with a key lock. All computer chips and memory storage chips are permanently soldered to the main computer board and cannot be removed or altered without specialized soldering equipment.

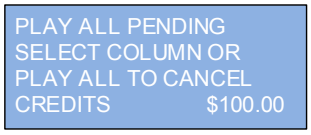
For regulatory and test lab purposes, the computer chip's firmware contains a checksum that can be verified by a third party device. The dispenser firmware and associated checksum cannot be changed without totally reprogramming the computer chips with a special third party external programmer that only authorized personnel have access to.

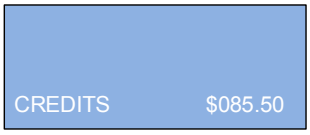
Refer to the PASSWORD SYSTEM section for additional security details.

PLAYER INSTRUCTIONS

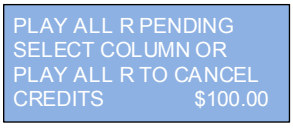
1. Insert money into the bill acceptor to establish credits. The largest bill denomination accepted is $100, which is also the default credit limit for the dispenser. These values may be different depending on jurisdictional requirements. The display shows the current credits in the last line of the display. When money is inserted, it momentarily shows the inserted money denomination directly above the existing credits and then adds it for the new credits.

2. To dispense one ticket, momentarily press any one of the column buttons.
3. To dispense multiple tickets, press and hold any one of the column buttons and release the button when the desired number of tickets has been dispensed. Tickets dispense at a rate of approximately 3 per second while the column button is held.
4. To quickly dispense many tickets, momentarily press the Play All button, then momentarily press the desired column button. All credits will be used or 100 tickets maximum will be dispensed from that column, whichever occurs first. Tickets dispense at a rate of approximately 10 per second. The Play All operation can be canceled if the Play All button is pressed a second time prior to pressing a column button. As tickets are dispensed, the display will show decrementing credits.

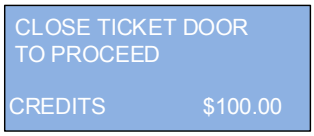




5. The Play All Multi button will dispense tickets from multiple columns that are of the same ticket price. Momentarily press the Play All Multi button then momentarily press any one of the column buttons that have the desired ticket price. Two tickets at a time are dispensed in multiple columns with that same ticket price until all credits are used or 100 tickets maximum are dispensed, whichever occurs first. Play All Multi can also be canceled with a second depression of the button.



6. To remove tickets from the hopper, open the hopper ticket door. Further accepting of bills and dispensing of tickets is disabled and a warning message appears until the ticket door is closed.

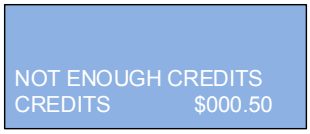


7. Depending on how many tickets of each ticket denomination were dispensed, a small amount of credit may exist at the end of play that is less than the smallest ticket denomination. The player should insert more money and play ticket prices that will use all credits, or the operator must assist the player in clearing and refunding the small remaining credits.

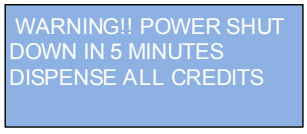
Player Error Conditions and Messages

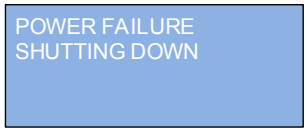
Out of tickets:
If a column runs out of tickets while dispensing, an out of ticket message is displayed and that column is shutdown from further use. Player must select another column.

Not enough credits:
If a column is selected that has a ticket price more than the available credits, a message will be displayed.



Line power failure:
If using the dispenser when a line power failure occurs, the cabinet lighting will turn off and a 3 second audible alarm will sound. Normal operations of accepting bills and dispensing tickets can continue while running on the dispenser internal battery for approximately one hour. After an hour, a 5 minute warning message appears on the display. After 5 minutes, the dispenser is automatically disabled from any further play and the dispenser will automatically go into a shutdown mode.





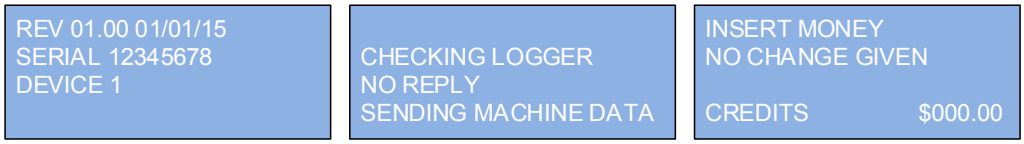
The dispenser will automatically reboot when line power is restored.

When the line power is stable, the dispenser will also restore any existing credits that were on the dispenser when the power fail occurred.

OPERATOR INSTRUCTIONS

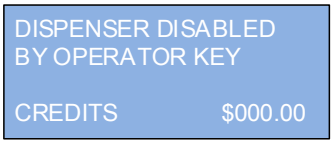
Power On

When the dispenser powers on, the following screens will appear while it is booting. The first screen shows the firmware revision level and machine information. The second screen will appear momentarily while the two internal computers synchronize their information. With a successful boot, the dispenser will show the standard INSERT MONEY screen. If there is a fault in the synchronization of the two computers, the second screen will remain, and the dispenser will require service. Refer to the DIAGNOSTIC section of the manual.



Disable/Enable Key

Use the key to disable the dispenser until ready for ticket sales. The player push button LEDs will turn off, the money acceptor will be disabled, and the player will see the following screen.



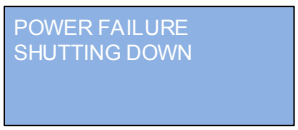
A second use of the disable key is for powering the dispenser off.

Power Off

If the dispenser is powered down on a nightly or daily basis, the following procedure is recommended to maximize the charge and life expectancy of the internal battery.

1. Disable the dispenser with the key
2. Turn line power off to the dispenser (use the dispenser on/off switch or external line power circuit breaker)

The benefit of this procedure is that the dispenser will go to a shutdown mode with the internal battery fully charged. A power fail message will appear just before the dispenser shuts down.



Shutdown Mode

If line power fails, the internal battery will allow the dispenser to run normally for an hour until the battery is at a reduced capacity, but still has reserve power. When the battery is really low, the dispenser will automatically go to shutdown mode. All lights on the dispenser are totally dark and all functions are disabled.

If line power turns off when in the key disabled mode, the dispenser will shut down and the battery will be fully discharged in approximately 7 days.

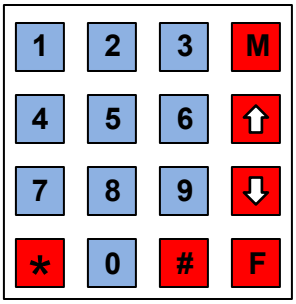
While in shutdown, the dispenser will monitor and log the following conditions while using the reserve power of the battery.

1. Main door open/close (password entry not supported)
2. Cash door open/close (password entry not supported)
3. Electronics door open/close (password entry not supported)
4. Return of line power (dispenser will auto reboot)

A separate coin battery maintains the value of the system date and time under all power fail conditions.

Service and Configuration Mode

Opening the main door, cash door, or electronics door will cause the dispenser to enter Service mode and enable the keypad for operator input. When in Service Mode, it is possible for the motor of a column to be activated and run while the doors are open.



"#" Enters the current data in the field of the display
"*" Clears the current data entry in the field of the display
"M" Aborts the function and goes back to the main Menu
"up" Back to the last item
"down" Advance to the next item
"F" A special function key that can have a different function for different menus

When any security door opens, a 4 digit password (PIN) must be entered on the keypad within 10 seconds or an alarm message will appear in the display and an audible alarm will sound. Note that the dispenser can be configured to omit the audible alarm if the jurisdictional rules allow it. The dispenser will not operate until a valid pin is entered.

The factory default administrator PIN is 9000#

SERVICE MODE	
ENTER PIN	XXXX#
CREDITS	$020.00

SERVICE MODE	
ENTER PIN	XXXX#
ALARM ACTIVATED	
CREDITS	$020.00

The dispenser will indefinitely stay on the Alarm Activated screen until a valid password is entered.

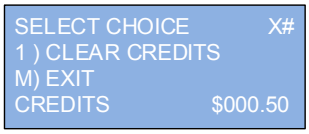
Entry of a valid password will result in the display of the main Service menu.

SELECT FUNCTION	X#
1 REPORT	4 PRICE 7 TEST
2 CREDIT	5 TIME 8
3 CONFIG	6 METER 9 PIN

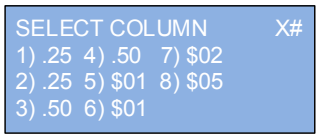
Each service function has a restrictive password security level assigned to it as noted below.

Report: (Security: Admin, Manager)
The display will show a sub menu to select the type of report. Refer to the REPORTS section for a description of each of the reports available.

Credit: (Security: Admin, Manager)
This function displays current credits and allows them to be cleared or exit without clearing them.

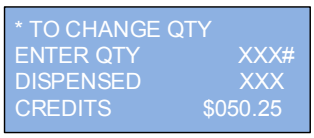


Price: (Security: Admin, Manager)
The function will display the current ticket price for each of the columns and then allow any column to be changed to a new price. The first screen displays current ticket prices and allows column selection. The second screen displays available ticket prices and allows price selection.



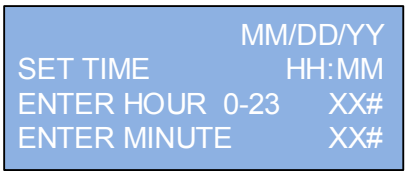
The selected column will be changed to the new price and the first screen is displayed again showing the new prices. The process can be quickly repeated for other columns. Use the M key when done to exit back to the main menu.

Test: (Security: Admin, Manager, Operator)
The function provides a means to test each column in the dispenser without changing current credits or any previous financial data. Only the fact that this test function was used is event logged, not the tested column or quantity of tickets dispensed.
Enter the quantity of tickets to dispense. Any column button that is depressed will dispense that quantity of tickets. The actual dispense count is shown on the display and should match what was entered. If a different quantity is desired, use the * key and enter a new quantity. To exit the test, use the M key. Current credits are shown to verify they are not changed.



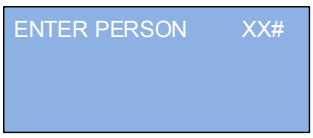
The last three service functions involve Admin security related issues such as changing passwords, setting time, and re-configuration of the dispenser.

Time: (Security: Admin)
This function sets the date and time used for time stamping dispensing event and financial reports. There are three screens- set date, set time, confirm the new setting. Hour format is military time 0-23 hours.

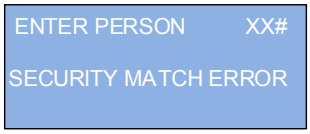


Pin: (Security: Admin, Manager, Operator)
When the dispenser is first received, the system administrator should change his default 9000 password and make a list of people using the product and assign passwords to each person. The administrator can quickly enter them into the dispenser using this function. Up to 24 persons can be assigned passwords. Refer to the Password Worksheet.

The display prompts for the person number. Enter your person number from 1 to 24 which must correspond to the assigned password that was used to log onto the dispenser and get into service mode. If they correspond, the display will prompt for a new password.



If the entered person number does not correspond to the log on password, a security error message will be displayed and the function will abort back to the main menu.



If the new password is not a duplicate in the system, the confirmation line will appear.

If the new password is a duplicate of any other password, the security match error message will be displayed and the function will abort back to the main menu.

NOTE: When you change your password, you can't change it again without exiting service first.

Note that a logged on system administrator can enter any person number and change that person's password.

Config: (Security: Admin)

WARNING! Changing configuration may violate jurisdictional rules.

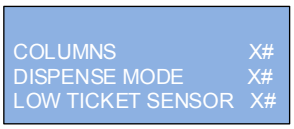
Therefore, only the system administrator level is allowed to change the configuration of the dispenser.
The administrator should be aware of jurisdictional rules concerning the setup and operation of the ticket dispenser and is accountable for entering the approved dispenser configuration that complies with all relevant rules.

The following items can be configured:

1. Number of columns in the dispenser
2. The communication mode of the dispenser
3. The absence or presence of column low ticket sensors
4. Enable or disable of the audible alarm on main, cash, or electronic door entry
5. Maximum credit limit
6. Enable or disable the shutdown of a column on low tickets
7. Enable or disable of Multi column dispense mode
8. Selection of displayed credit formats for $, £, or € € (Note that the money acceptor would need to be reprogrammed or replaced with a compatible currency model)

Note that any entry error will immediately abort the configuration function and not save any changes.

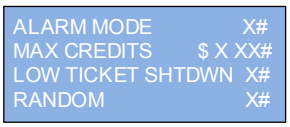
Entering configuration data:



Number of columns in the dispenser: (4=default)
Enter 4 or 8
Or bypass entry with down arrow to advance to the next item

Communication mode of the dispenser: (1=default)
Enter 1= standard dispenser, or 2= Pin sales only
Or bypass entry with down arrow to advance to the next item

Absence or presence of column low ticket sensors: (0=default)
Enter 0 = no sensors, or 1 = sensors installed
Or bypass entry with down arrow to advance to the next item



Enable or disable of the audible alarm on main or cash door entry: (0=default)
Enter 0= alarm is enabled, or 1= alarm is disabled
Or bypass entry with down arrow to advance to the next item

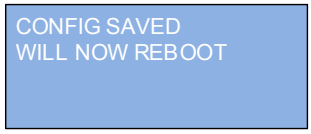
Maximum credit limit is $200, minimum allowed is $1
Enter up to a 3 digit number within the above limits
Or bypass entry with down arrow to advance to the next item

Enable or disable the shutdown of a column on low tickets: (0=default)
Enter 0= no shutdown, or 1=shutdown on low tickets
Or bypass entry with down arrow to advance to the next item

Enable or disable of Multi column dispense mode: (1=default)
Enter 0=no Multi dispense, or 1 = Multi dispense
Or bypass entry with down arrow to advance to the next item

Select display format of credits: (US=0=default)
Enter 0= $xxx.xx, or 1= £xxx,xx or 2= € xxx,xx
Or bypass entry with down arrow

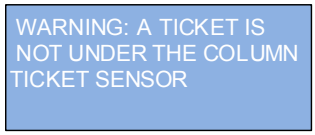
The last down arrow will save the new configuration or re-save the existing configuration if no changes were made. A saved confirmation message will appear in the display.



The dispenser will reboot and will detect that one of the security doors is open and require a password to get back into Service mode. Enter the password and close the door to complete the reboot.

Exiting Service Mode:

Close all security doors to exit Service mode. The machine will reboot into Play mode. Upon doing so, each column is checked for a ticket under its sensor. If any column does not have a ticket under the sensor a warning message will be displayed.



Also, when exiting Service mode, all previously shutdown columns are re-enabled for play.

Emptying the Cash Box:

If your dispenser has a bill acceptor, follow these steps:

1. Unlock the cash door
2. Enter your password
3. Remove the cash box cassette from the bill acceptor by lifting the white slider up on the bottom side of the cash box.
4. Pivot the cassette up and then out and away from the acceptor.
5. To open the cassette, press down on the plastic latch.
6. Remove bills and rotate the plastic knob back to secure the end of the cassette.
7. Re-install the cassette onto the acceptor making sure it latches securely into position.

REPORT SYSTEM

Report Menus

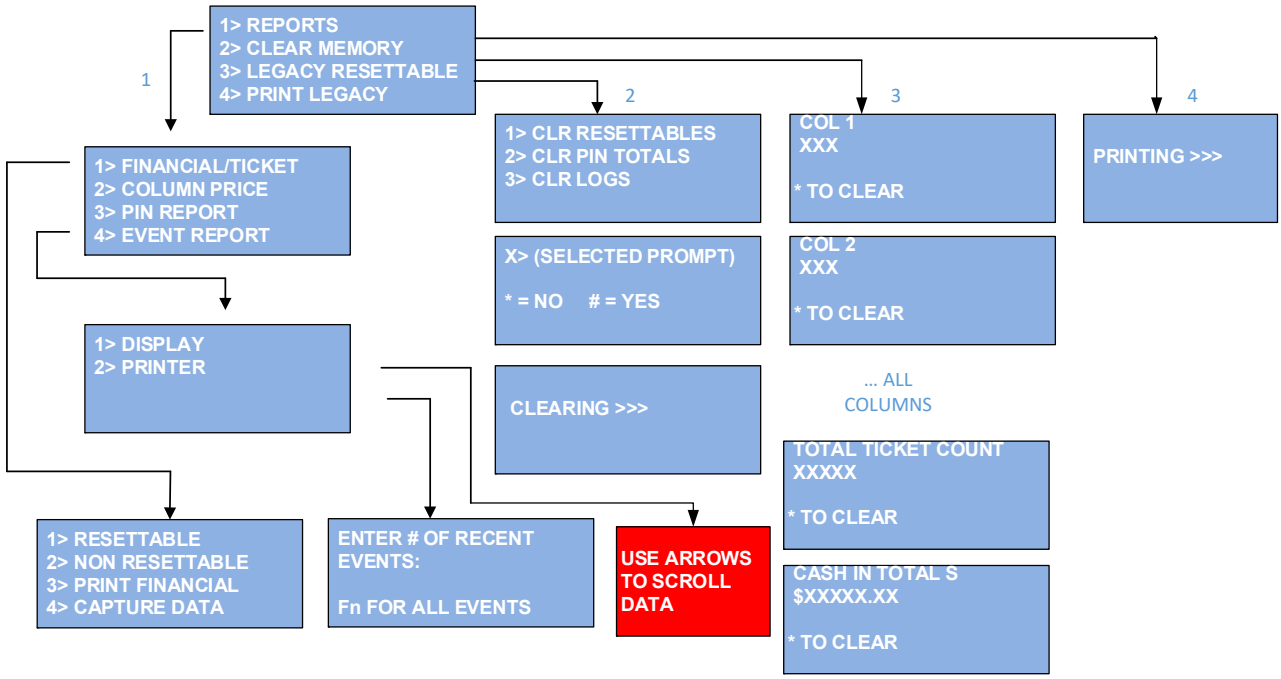
Certain reports can be displayed only, printed only, and some printed and displayed depending on the type of report. Reports can be accessed when the dispenser is in Service mode. If a Pins Sales Remote device is attached to the dispenser, the reports can also be accessed from the Pin Sales Remote device without the dispenser in Service mode.

Report data are stored in flash memory which is not affected by loss of power and has long term data retention in excess of 10 years.

There are five functions serviced within the Report menu:

1. Financial reports (Sales and ticket information)
2. Event reports (Time stamped events for tracking and resolving money, credit, and dispense issues)
3. Historical clearing of memory (clearing is also logged as an event)
4. Legacy Resettable (Resettable Column Specific Counts and Totals, as on the Nevada Gold, are displayed)
5. Print Legacy (A report with the legacy values is output to the printer.)

Each report is titled, includes a time stamp that shows the date it was created, the dispenser serial number, and the number of the person that was logged onto the system requesting the report.



Notes:
(1)CLR RESETTABLES clears the resettable financial data, and also the resettable pin sales total (2), and event log history(3).
The printed FINANCIAL/TICKET report(3), combines the Non Resettable(2), Resettable(1), Column price(2), and Pin Sales(3) reports into one large report. It also captures the value of the Non Resettables when the Resettables were reset for easy report reconciliation.

Printed Financial/Ticket Report Example

Financial Report: xxx (A unique report number is incremented each time)
Dispenser ID: xxxxxxxx (8 digit dispenser serial number)
Person ID: xx (Person logged on)

Non-Resettable Financial Report (Accumulative dispenser totals)
Date xx/xx/xx xx:xx:xx (Report creation date)
Ticket Count xxxxxxx
Ticket Sales $xxxxxxx.xx
Cash In Total $xxxxxxx.xx
Cleared Credits $xxxxxxx.xx

Reset Date xx/xx/xx xx:xx:xx (Date of the last reset of the resettables)
Ticket Count xxxxxxx (Non-Resettable data values at the time of last reset)
Ticket Sales $xxxxxxx.xx
Cash In Total $xxxxxxx.xx
Cleared Credits $xxxxxxx.xx

Non-Resettable – Reset Date (Difference in the above two sets of Non-Resettable data)
Ticket Count xxxxxxx (Difference values will equal resettable values)
Ticket Sales $xxxxxxx.xx
Cash In Total $xxxxxxx.xx
Cleared Credits $xxxxxxx.xx

Column 1
Ticket Count xxxxxxx
Ticket Sales $xxxxxxx.xx

Column 2
Ticket Count xxxxxxx
Ticket Sales $xxxxxxx.xx

Column 3
Ticket Count xxxxxxx
Ticket Sales $xxxxxxx.xx

Column 4
Ticket Count xxxxxxx
Ticket Sales $xxxxxxx.xx

(Columns 5 to 8 also listed here for an 8 column dispenser)

Resettable Financial Report (Accumulative Values from the last reset date)
Reset Date xx/xx/xx xx:xx:xx
Ticket Count xxxxxxx
Ticket Sales $xxxxxxx.xx
Cash In Total $xxxxxxx.xx
Cleared Credits $xxxxxxx.xx
Cash Credits Left $xxxxxxx.xx (Any Cash credits on the dispenser at time of the report)

Column 1
Ticket Count xxxxxxx
Ticket Sales $xxxxxxx.xx

Column 2
Ticket Count xxxxxxx
Ticket Sales $xxxxxxx.xx

Column 3
Ticket Count xxxxxxx
Ticket Sales $xxxxxxx.xx

Column 4
Ticket Count xxxxxxx
Ticket Sales $xxxxxxx.xx

(Columns 5 to 8 also listed here for an 8 column dispenser)

Column Price Report

Column 1 = $.10
Column 2 = $.25
Column 3 = $.50
Column 4 = $1.00
Column 5 = $.25
Column 6 = $.25
Column 7 = $.50
Column 8 = $.25

Pin Sales Report (Values will be zero if no Pin Sales device)

Pin Cleared Credits $xxxxxxx.xx (All Pin Sales data are reset with resettables)
Pin Credits Left $xxxxxxx.xx (Any Pin credits on the dispenser at time of the report)

Person ID: xx (All sales persons making sales will be listed individually)
Ticket Count xxxxxxx
Ticket Sales $xxxxxxx.xx

Printed Event Report Example

```
Event Log Report
Dispenser ID: xxxxxxxx          (8 digit dispenser serial number)
Person ID: xx                   (Person logged on)
Date   xx/xx/xx  xx:xx:xx       (Report creation date)

xx/xx/xx  xx:xx:xx              (Event time stamp)
Cash In                         (Event type, in this case, a bill was inserted)
0200002000                      (02000=$020.00 bill, 02000=$020.00 resulting current credits)
xx/xx/xx  xx:xx:xx
Cash In
0050002500                      (00500=$005.00 bill, 02500=$025.00 resulting current credits)
xx/xx/xx  xx:xx:xx
Column Button
30                              (Column 3, 0=button state active)
xx/xx/xx  xx:xx:xx
Dispense                        (Dispense event with the following results)
300100005002450                 (3=column, 001= 1 ticket dispensed, *0= OK column status, 00050= $.50 ticket,
                                 02450= $024.50 resulting current credits)
xx/xx/xx  xx:xx:xx
Play All
0                               (Play All pushed, 0=button state active)
xx/xx/xx  xx:xx:xx
Column Button
10                              (column 1, 0=button state active)
xx/xx/xx  xx:xx:xx
Dispense
110000001001450                 (1=column 1, 100= 100 tickets dispensed, *0= OK column status, 00010= $.10
                                 ticket, 01450= $014.50 resulting current credits)

xx/xx/xx  xx:xx:xx
Play All
0                               (Play All pushed, 0=button state active)
xx/xx/xx  xx:xx:xx
Column Button
20                              (column 2, 0=button state active)
xx/xx/xx  xx:xx:xx
Dispense
205800002500000                 (2=column 1, 058= 58 tickets dispensed, *0= OK column status, 00025= $.25 ticket,
                                 00000= $000.00 resulting current credits)
```

xx/xx/xx xx:xx:xx
Dispense Ack (Pin sales request to dispenser)
01000 (01000=$010.00 in pin credits)
xx/xx/xx xx:xx:xx
Dispense
3020000005000000 (3=column 1, 020= 20 tickets dispensed, *0= OK column status, 00050= $.50 ticket, 00000= $000.00 resulting current credits)
xx/xx/xx xx:xx:xx
Ticket Door (Customer removes tickets)
1 (Ticket door opened, 1=switch state open)
xx/xx/xx xx:xx:xx
Ticket Door
0 (Ticket door closed, 0=switch state closed)
xx/xx/xx xx:xx:xx
Enable Key (Operator disables the dispenser)
1 (Disabled, 1=switch state open)
xx/xx/xx xx:xx:xx
Enable Key (Operator enables the dispenser)
0 (Enabled, 0=switch state closed)
xx/xx/xx xx:xx:xx
Power (AC line power loss)
0 (**0=running on battery power)
xx/xx/xx xx:xx:xx
Alarm
1 (1=alarm on)
xx/xx/xx xx:xx:xx
Alarm
0 (0=alarm off after 3 seconds)
xx/xx/xx xx:xx:xx
Power (AC line power restored)
1 (**1=running on line power)
xx/xx/xx xx:xx:xx
Cash Door
1 (Door opened)
xx/xx/xx xx:xx:xx
Password
9000 (System admin logged on)
xx/xx/xx xx:xx:xx
Cash Door
0 (Door closed)

Event report notes:
*Column status byte for dispense event: 0=OK, 1=Low tickets, 2=Shutdown
**Power status byte: 0=battery, 1=line, 2=power failure (no line, no battery)

The last "N" events in the event log or ALL events in the log can be specified for the report. The event log history can be manually cleared or it will automatically detect that the event memory is full (approximately 1,000 events) and write over the oldest event.

Legacy Report Print Out

DISP ID: 12345678
PERSON ID: 01

NON-RESETTABLE FINANCIAL REPORT
DATE 01/07/19 14:21:24
TICKET COUNT xxx
TICKET SALES $xxx.00
CASH IN TOTAL $xxx.xx
CLEARED CREDITS $xxx.xx

COLUMN 1
TICKET COUNT xxx
TICKET SALES $xx.xx

COLUMN 2
TICKET COUNT xxx
TICKET SALES $xx.xx

COLUMN 3
TICKET COUNT xxx
TICKET SALES $xx.xx

COLUMN 4
TICKET COUNT xxx
TICKET SALES $xx.xx

COLUMN 5
TICKET COUNT xxxx
TICKET SALES $xxx.xx

COLUMN 6
TICKET COUNT xxxx
TICKET SALES $xxx.xx

COLUMN 7
TICKET COUNT xxxx
TICKET SALES $xxx.xx

COLUMN 8
TICKET COUNT xxxx
TICKET SALES $xxx.xx

COLUMN PRICE REPORT

COLUMN 1 = $x.xx
COLUMN 2 = $x.xx
COLUMN 3 = $x.xx
COLUMN 4 = $x.xx
COLUMN 5 = $x.xx
COLUMN 6 = $x.xx
COLUMN 7 = $x.xx
COLUMN 8 = $x.xx

LEGACY RESETTABLES

COLUMN 1
TICKET COUNT xxx

COLUMN 2
TICKET COUNT xxx

COLUMN 3
TICKET COUNT xxx

COLUMN 4
TICKET COUNT xxx

COLUMN 5
TICKET COUNT xxx

COLUMN 6
TICKET COUNT xxx

COLUMN 7
TICKET COUNT xxx

COLUMN 8
TICKET COUNT xxx

TICKET COUNT TOTAL xxx

CASH IN TOTAL $xxx.xx

PIN/REMOTE SALES MODE

Pin Sales Methods

Pin sales can be achieved using two different methods:

1. Use a Pin Sales Remote device plugged into the side of a standard player cash dispenser.
2. Administrator configuration of a standard dispenser into a dedicated pin sales dispenser (no Pin Sales Remote device is needed)

Method 1:
With the Remote device, the standard dispenser will dispense tickets with player inserted cash as normal, or the sales person can dispense tickets with the Remote device.

Pin sales credits and player cash credits are mutually exclusive on the dispenser. Credits for one mode must be zero before switching to the other mode of operation. Pin Sales credits are indicated by the letter "P" in front of the credit value shown in the display.

Method 2:
A factory ordered, dedicated pin sales dispenser has no money acceptor. If a standard dispenser is field configured as a dedicated pin sales dispenser, the cash money acceptor is automatically disabled.

NOTE: For both methods, the pin sales menus and screens are functionally the same whether displayed on the remote device display or the dispenser local display.

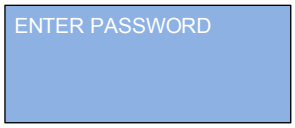
REMOTE DEVICE OPERATIONS:

It is recommended that the remote device be attached to the dispenser before the dispenser is powered on. If attached when the dispenser is already powered on, it is recommended that the dispenser have no credits and is sitting at the INSERT MONEY screen when the device is plugged into the dispenser, otherwise the device screen can come up blank. Use the M key if the display is blank.

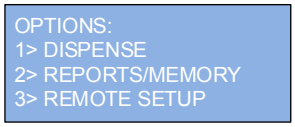
Connecting the device:
A standard RS232, 9M/9F, cable is used to connect the device to the dispenser if the cable length is 25 foot or less. The remote device is powered by the cable. Therefore, if more than 25 foot distance is required, a heavy wire gauge RS232 cable must be used. With the optional heavy duty 50 foot cable, a maximum total length of 100 foot is allowed. Refer to the APPENDIX for the heavy duty cable part number.

When the remote device is plugged into the dispenser, the log in screen will appear. To quickly get started, enter the default password of 9000# to log onto the remote. (Note the device uses the dispenser security password system, so the default password may have been changed on the dispenser).

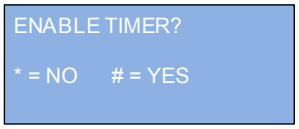
Power On:
The pin sales operator must log onto the device to make sales. Log on with a valid 4 digit pin provided by the system administrator or manager.



Main menu screen:
The main menu will appear. Select the Dispense function or Report function, or Remote setup function. On the first usage, you may want to use Remote setup first to establish a security timer.

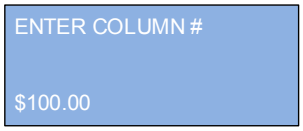


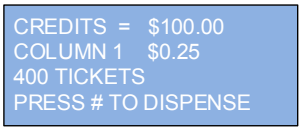
Remote setup:
The log out timer is used to exit whatever screen is active on the remote back to the security password screen after a time of inactivity on the remote. The time out automatically logs off the individual and puts the remote back into a secure screen. Enter the time out value and confirm with a # to start the timer.



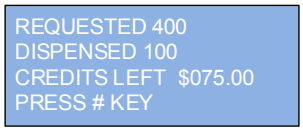
Dispense tickets:
To use the device in association with POS operations:

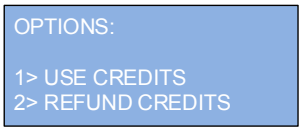
1. Log on, select Dispense
2. Enter the amount of cash credits received at the POS into the device
3. Enter the column number to dispense from
4. Depress # key





5. The tickets will be dispensed to a final credit of zero or 100 tickets maximum with left over credits. Left over credits can be used on the same or different column or refunded.



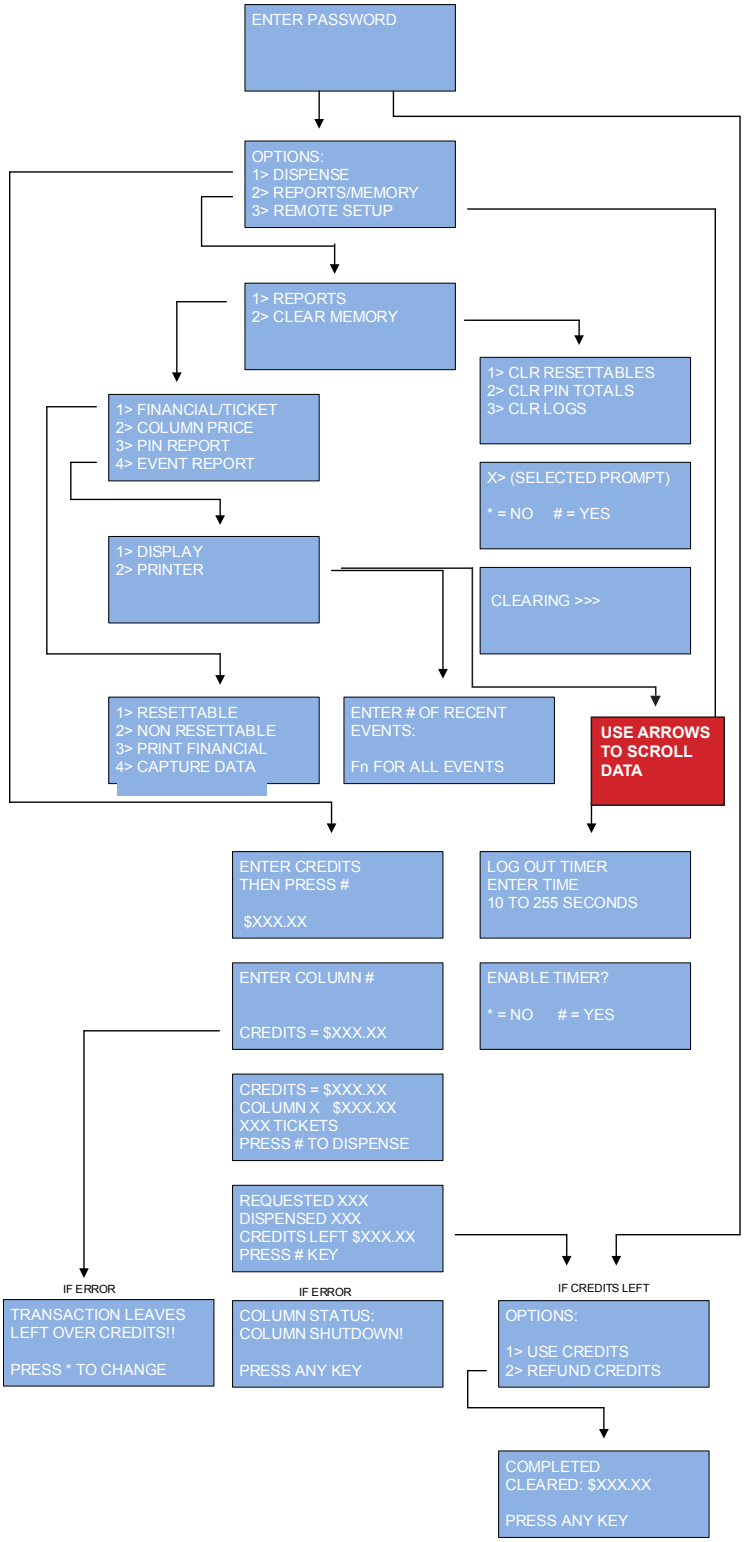


Error conditions:

1. If the ticket price of the selected column does not evenly divide into the credits, an error message will appear.
2. The dispenser may run out of tickets while dispensing and leave pin sales credits on the device display and the dispenser display. Pin sales credits must be cleared (refunded) on the remote device and cannot be cleared in Service mode on the dispenser.

Reports:
Report menu flow can be seen below.
Refer to the REPORTS section of this manual for more details.

Pin Sales Screen Flow



Password System

Definition of security levels:
The numerical range of password numbers is the security level. The range is sectioned into blocks of 1,000 passwords. The following table defines the security level by person, range of passwords, factory default settings, and allowed operations.

Level	Person	Range	Factory default	Operations
1	System admin	9000 to 9999	Person #1 = 9000	Change all passwords, configure the dispenser, set column prices, clear resettables, clear memory, clear credits, view reports, all other lower level operations.
2	Manager	5000 to 8999	Person #2 = 8000 Person #3 = 7000 Person #4 = 6000 Person #5 = 5000	Change your own password, set column prices, clear legacy resettables, clear credits, view reports, all other lower level operations.
3	Operator	1000 to 4999	Person #6 = 4000 Person #7 = 3000 Person #8 = 2000 Persons #9-24 = 1000-1015 in order	Change your own password, load columns, test columns, make remote sales

Rule Summary

1. Only the system administrator is allowed to configure the product
2. Only the system administrator should assign initial passwords
3. Managers and Operators can only change their own password. The new password must be in their assigned block of 1,000 passwords. They cannot demote or promote their level.
   Example: Old password= 2345, New password must start with a 2.
4. System will not allow duplicate passwords for any of the 24 persons.

Note: The dispenser main door and cash door have two different physical keys so there is additional physical security for personnel changing the cash box verses personnel loading tickets.

Password Worksheet

Factory Password	Person #	New Password	NAME	Organization/Charity
9000	1		System Administrator	
8000	2			
7000	3			
6000	4			
5000	5			
4000	6			
3000	7			
2000	8			
1000	9			
1001	10			
1002	11			
1003	12			
1004	13			
1005	14			
1006	15			
1007	16			
1008	17			
1009	18			
1010	19			
1011	20			
1012	21			
1013	22			
1014	23			
1015	24			

NEVADA GOLD SERVICE LOG

UNIT SERIAL NUMBER: _____

UNIT PART NUMBER: _____

INSTALLATION DATE: _____

If any circuit board is changed enter the serial number below

SERVICE DATE	TECHNICIAN NAME	COMPANY NAME	SERVICE PERFORMED	SERIAL #

Refer to the Nevada Gold Manual for recommended maintenance. Roller Cleaning and maintenance can be found at arrowinternational.com

SERVICE DATE	TECHNICIAN NAME	COMPANY NAME	SERVICE PERFORMED	SERIAL #

Refer to the Nevada Gold Manual for recommended maintenance. Roller Cleaning and maintenance can be found at arrowinternational.com

APPENDIX

Nevada Gold III Add – On Module HH7201V1000 Install

Overview:

Mechanical Installation
Electrical Installation
Configuration update

Mechanical Installation Details

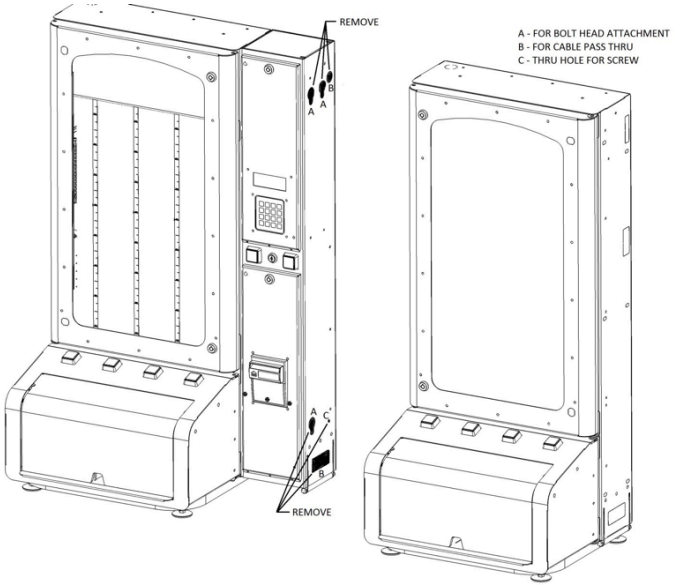
Remove knockouts as noted in example below.

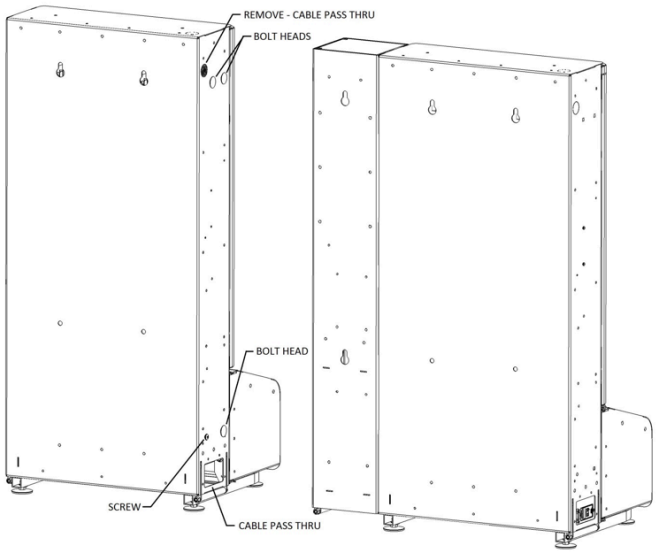
Remove screw from side of Add-On module.

Align (3) bolt heads on ticket dispenser with slots in electronics module and slide in place.

Replace screw and tighten.

Pass cables through openings between cabinets as follows in the next step.





Electrical Installation Overview

Step 1 Connect the Add On Module Door's Intrusion Switch into the circuit for the Main Ticket Door.

Step 2 Make the Power Connection at the bottom of the electrical column.

Step 3 Connect the Ground Wire (HH3709V003) on the Add-On Module to the stud at the bottom of the electronics

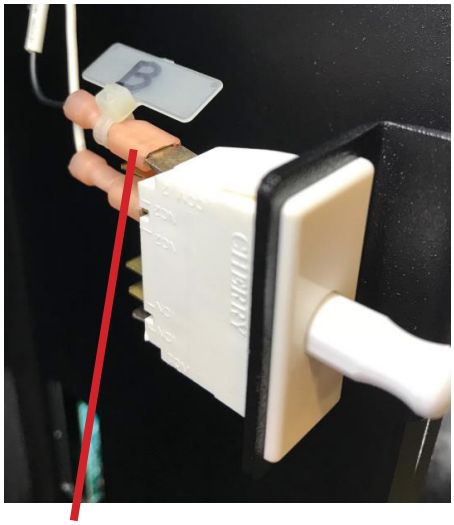
Step 4 Connect the 40 pin ribbon from the main unit to the connector under the columns of the Add On Module

Step 5 Flip the toggle switch from left (4) to right (8). This is for the Ticket Hopper Door circuit.

NOTE: Step 4 This does NOT take the place of configuring the CPU for 8 columns.

Step 1 Wiring of the Main Ticket Door Intrusion Switch for the Add On Module

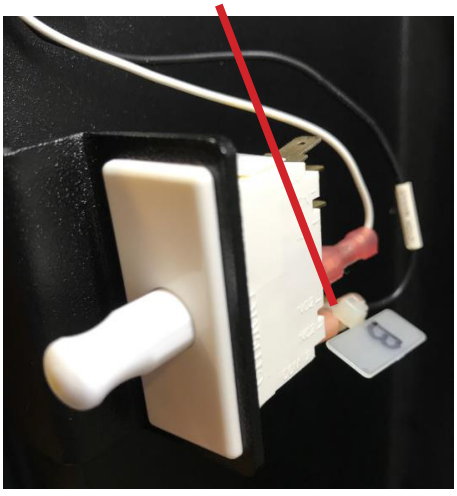
Intrusion Switch for Main Ticket Door
Left (A) side is Columns 1 – 4
Starting Position shown



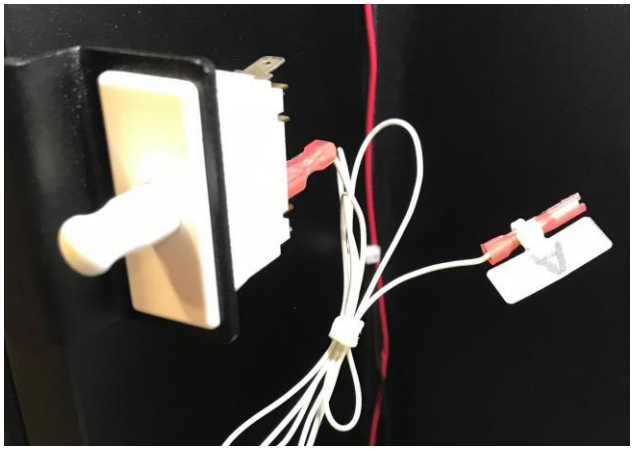
Remove the terminal with the B label.

Route the wire through the center column and into the Add-On Module.

Connect to the outer COM tab on the Add-On Module side.

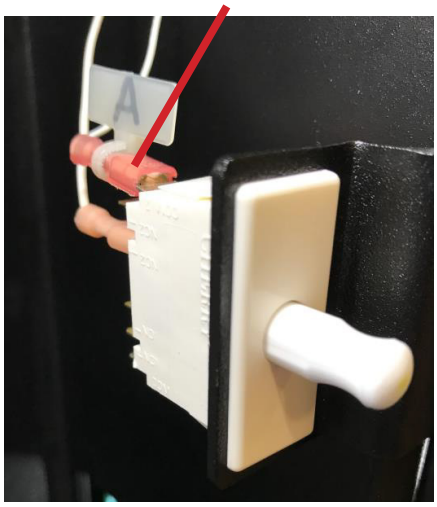


Intrusion Switch for Add-On Ticket Door
Right (B) side is Columns 5 – 8
Starting Position shown



Route the terminal with the A label through the center column and into the Main Module.

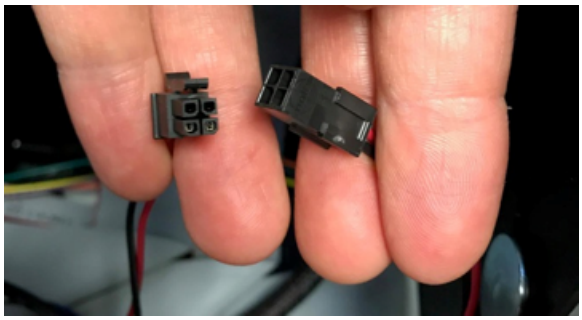
Connect to the outer COM tab on the Main Module side.



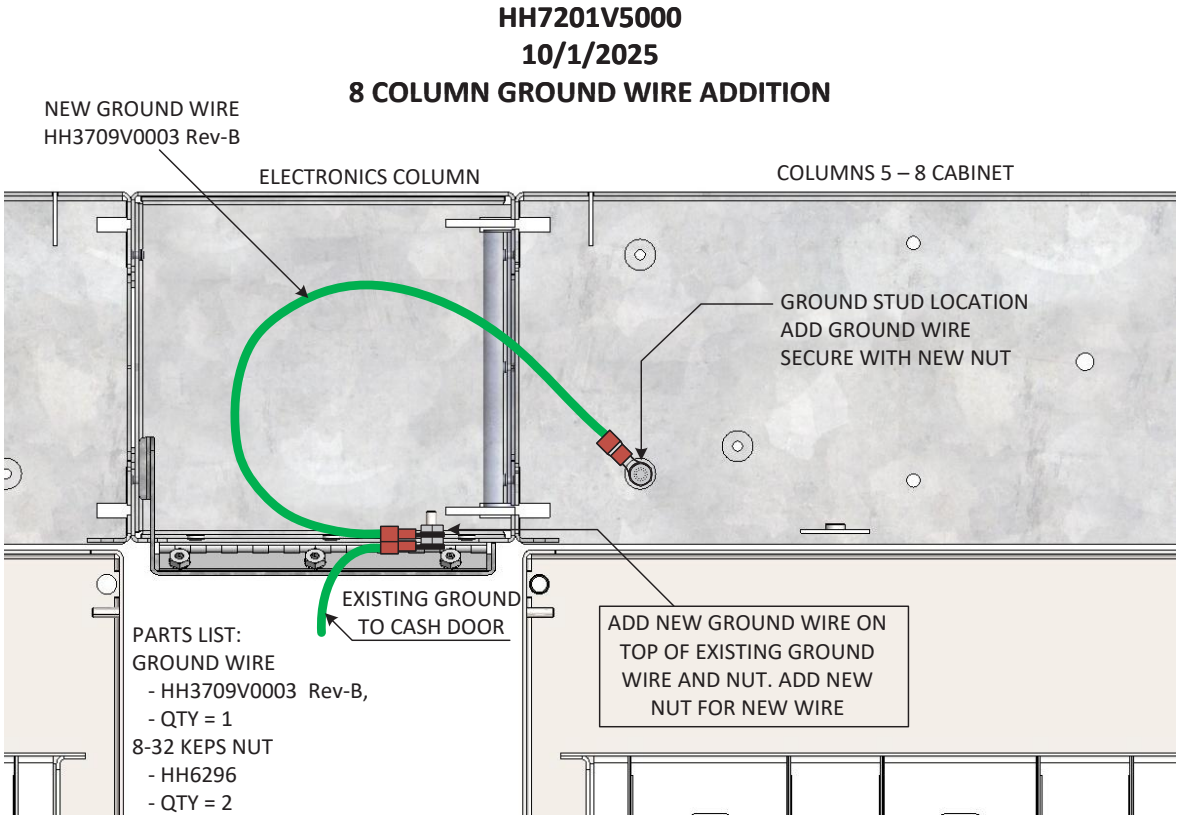
The Unit will now sense if either of the Main Ticket Doors are open.

Step 2 Make the Power Connection at the bottom of the electrical column.

Two connectors: 1 Red Wire, 1 Black Wire in each of the 2x2 connectors; mate together.



Step 3 Connect the Ground Wire (HH3709V003) on the Add-On Module to the stud at the bottom of the electronics column.



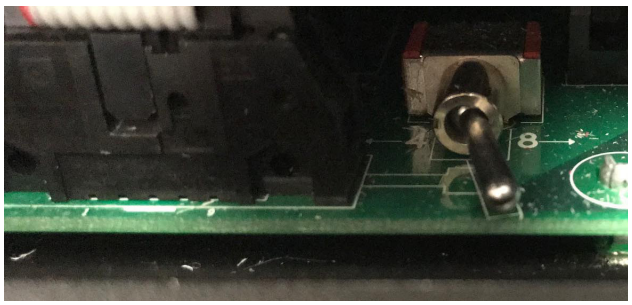
Step 4 Connect the 40 pin ribbon from the main unit to the connector under the columns of the Add On Module

Remove Columns 5 and 6 (leftmost two from the Add On Module). Feed the ribbon cable under the shelf, that supports the columns.

Connect to J2 on the Add On Module's Peripheral Board.

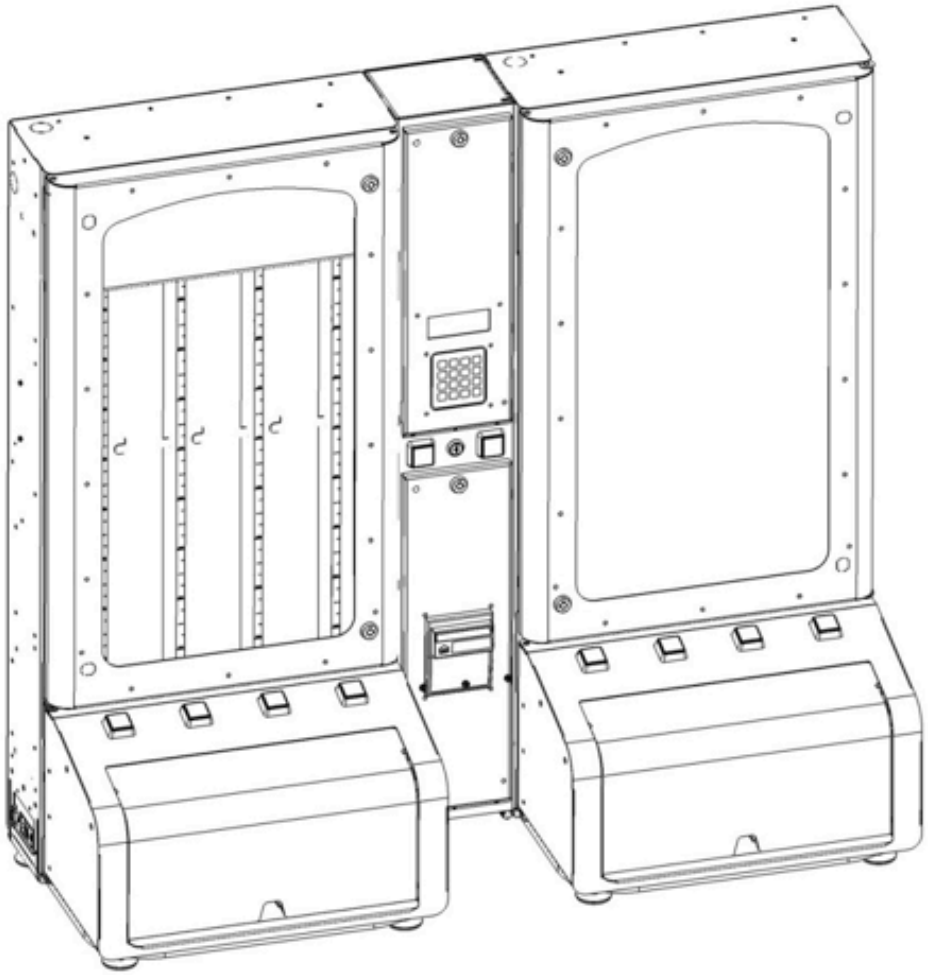
Step 5 On the Connector Board, under Column 3 in the main module, flip the toggle switch from left (4) to right (8).

This wires in the hopper door (open / close detection) of the Add On module to that of the Main module.



Configuration Update Steps

Login to the **Service Menu** with the administrator pin.
Enter 3 # for the Config Options
For the number of columns:
Enter 8 #
Use the Down Arrow until all options are accepted
The display will show the new setting has been saved.



NOTE: 2 Extra Locks – identically keyed to the Add On Module – are included in each shipment. The extra locks enable the customer to replace, if necessary, the Main (left side) unit's Ticket Window Locks to match the Add On Module. One key now opens the left and right side of the 8 Column machine.

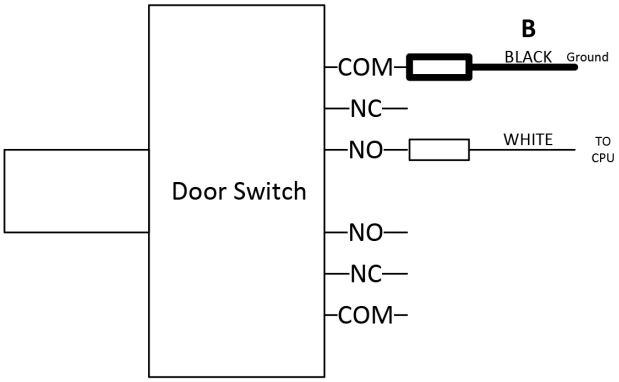
Quick Checks:

Intrusion Switch for the Add On Module's Main Ticket Door:
From Play Mode: Open the Main Door for Columns 5 to 8; the unit should enter service.
CPU Configuration:
From Play Mode: Dispense a ticket from one of the Add On Module Columns.
Door Switch for the Add On Module's Ticket Hopper:
From Play Mode: Lift the Ticket Hopper Door, the Display will warn that the door is open
Button LEDs will Flash.

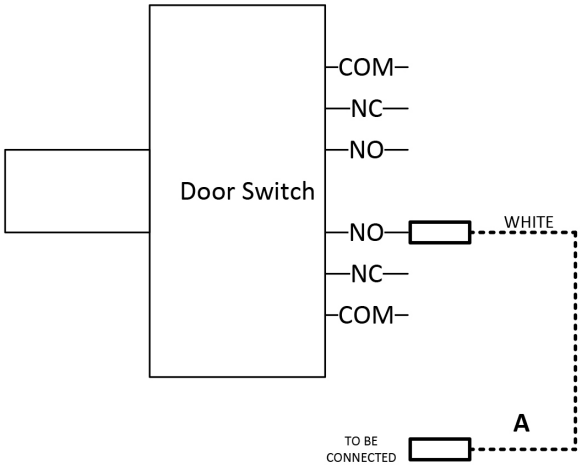
Reference: Door Switch Wiring Schematic for an Add – On Module Install

WIRE LOCATIONS TO START

LEFT SIDE: COLUMNS 1 - 4



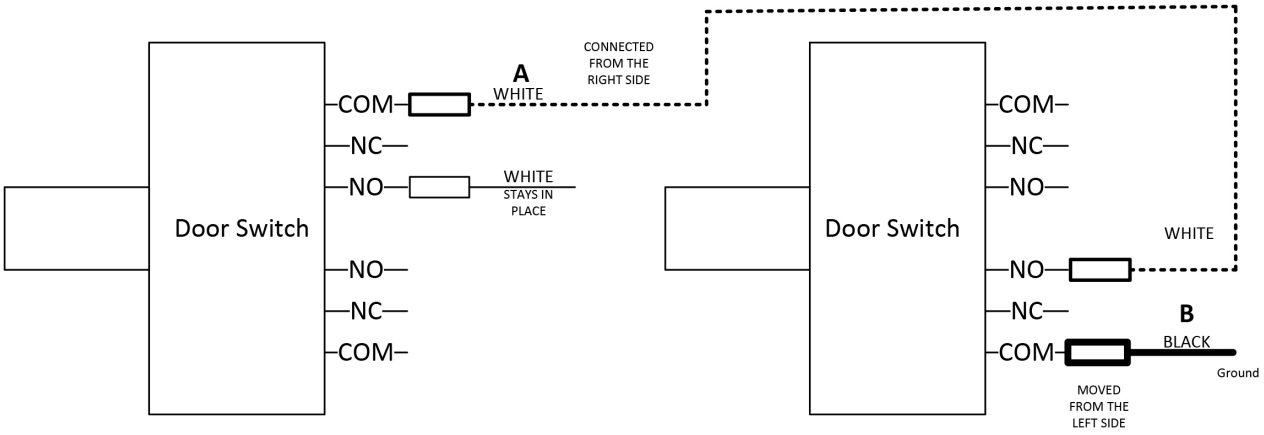
RIGHT SIDE: COLUMNS 5 - 8



WIRE LOCATIONS WHEN COMPLETE

LEFT SIDE: COLUMNS 1 - 4

RIGHT SIDE: COLUMNS 5 - 8



KEY: NC, NO and COM are connections on the Switches.
A and **B** are indicator tabs that have been added to specific wires.

Nevada Gold III Keypad Cover Option Install

The Keypad Cover is the same textured black as the center column. Each Nevada Gold III Door has the hole pattern for a Protective Keypad Assembly to be installed. The HH4475VASM Assembly is included with each dispenser. Installation is optional.

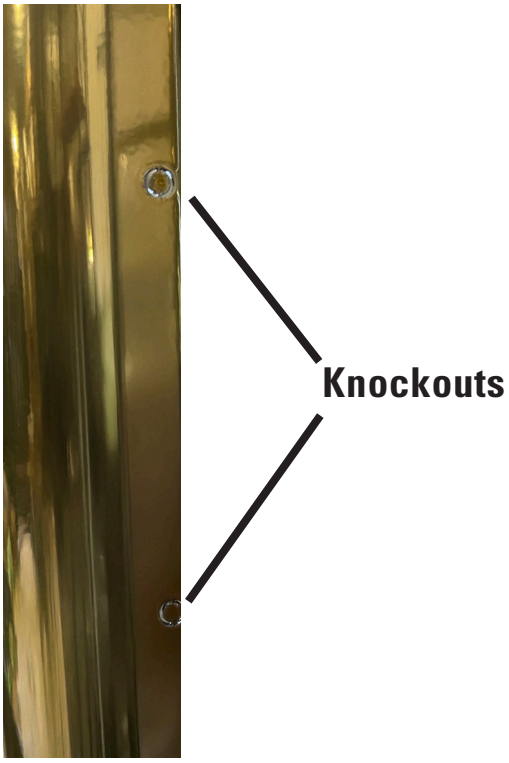
HH4475VASM Keypad Cover Assembly

If Installation is Chosen:

- Two small holes must be knocked out on the side of the main ticket door.
  The knockouts are located half way up the side of the main ticket door.

- Feed the screws through the door and attach the nyloc nuts on the inside.

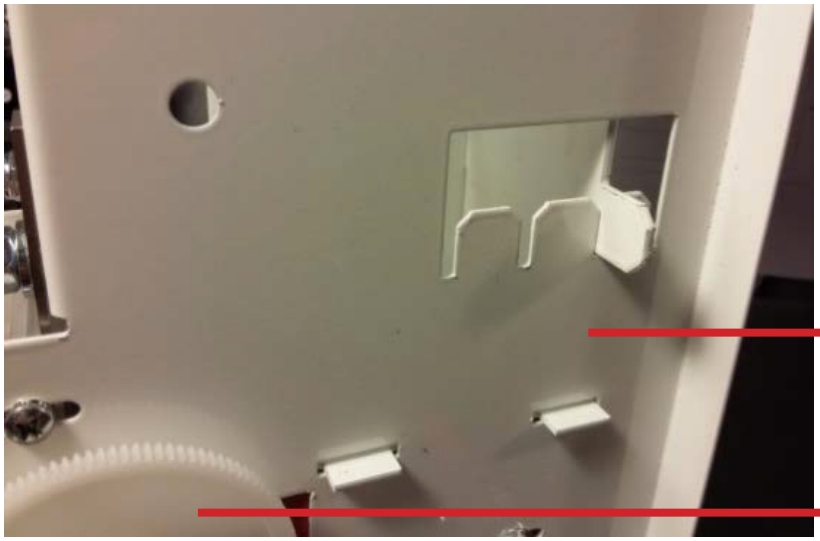
- Foam pads protect the Cover from scraping against the metal around the keypad.



Opening of the main door for service exposes the keypad, enabling password entry.

GATE ADJUSTMENT – NVG III DISPENSER

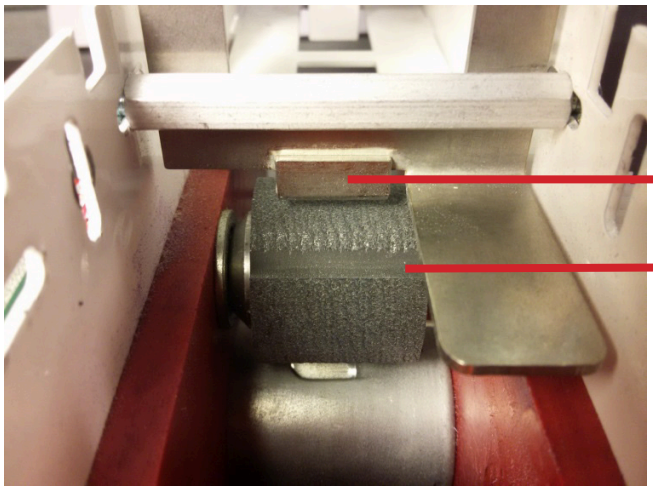
This Gate Adjustment procedure applies ONLY to the NVG III dispensers. The process provides an easy and consistent gate adjustment.



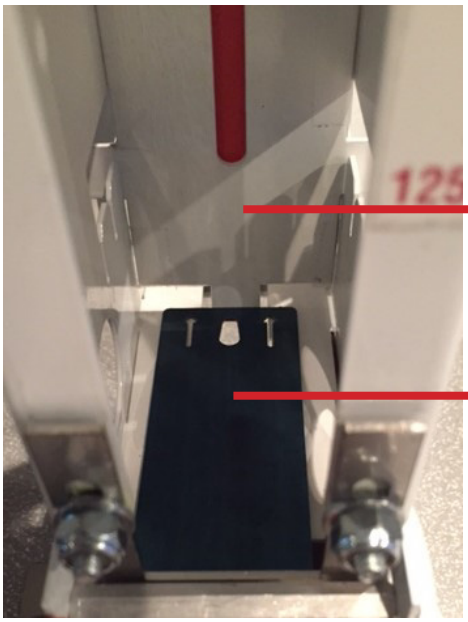
Place the Ticket Adjustment Plate in the 3-7/8" ticket length position as shown below.

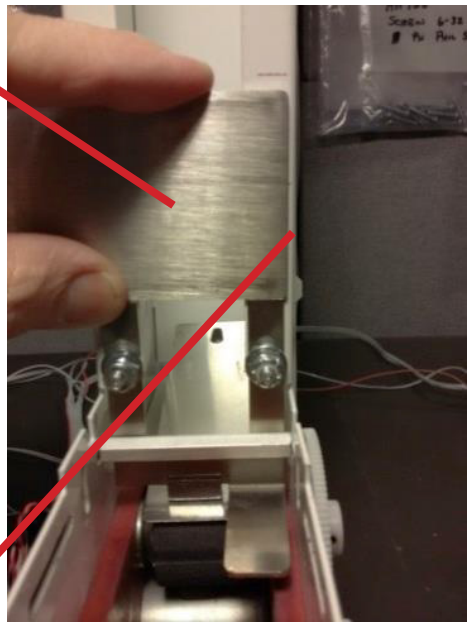
IMPORTANT: FEED ROLLER POSITION: You cannot have the groove on the Feed roller directly below the Gate Tab when adjusting the gate. The adjustment will be incorrect. The gate calibration gauge needs to be setting on the outer diameter of the feed roller and not over or in the groove.

-Turn the ticket feed roller gear (large gear on right side) so that the grooves in the roller are NOT under the Gate Tab. See image below for good roller groove position.



- Loosen the gate adjustment nuts one full turn allowing the Gate to move freely. Lift the Gate UP until it stops. Hold the Gate in place and snug one nut to hold the Gate in this position.
- Insert the gate calibration gauge (HH4204) in the ticket space with the arrows pointing toward the back of the column as shown. It will fall and locate under the Gate and over the feed roller.
- Position the gauge so that the back of the gauge is against Ticket Adjustment Plate and is centered over the ticket feed roller. See image below for the centered gate calibration gauge position.



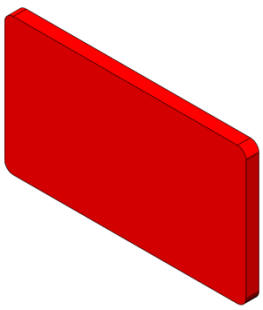


- Loosen the Gate adjustment nuts allowing the gate to move freely and rest on top of the gauge.
- Using any square edged device, at least 3/16" thick (GATE ADJUSTMENT TOOL). Place the device on top of the Gate and flat against the column as shown below.
    - While pressing the Gate flat against the column with your thumb, press down on top of the Gate using the square edged device as shown below.
    - This will cause the back of the gate calibration gauge to lift up. Once the back of the gauge reaches its highest point, stop pressing any further and continue to hold this pressure.
    - Verify the Gate Tab is flat (parallel) on the gauge surface, by using the edge of the square edged device as a guide. The right edge of the square edged device will be parallel with the edge of the column side plate as shown below.
    - While still pressing the Gate down on the gate calibration gauge, lightly tighten one of the Gate adjust nuts, then tighten the other nut. Then re-tighten the first nut. Remove the gate calibration gauge by using your finger thru the big hole in the LEFT side plate to lift it Up & Forward & Out the front of the column while rotating the Ticket Feed Roller Gear backwards. This is the end of the procedure.

Tools

HH4204 - Gate Calibration Gauge

Square Edge Device Gate Adjust Tool



Nevada Gold III Random Build Configuration

The NVG III outputs tickets randomly when the Column and *Play All Multi* buttons are selected. A Column button will output one ticket from any active column in the machine. A *Play All Multi* button will immediately start the dispense of up to 100 tickets, from active columns, across the machine.

There are two *Play All Multi* buttons on the electronics column of the machine. The buttons function identically. Player selection will initiate tickets being output across the machine in sets of two. A maximum of 100 tickets will be dispensed or until all credits have been depleted.

The Random Build has hardware and software differences from the standard configuration:

- All columns must have the same ticket price. The configuration menu receives the ticket price and applies it across all the columns.
- Individual columns are evaluated when credits have been depleted. The column will be shutdown when the tickets are below the sensor.
- If only one column, or zero, has tickets above the low ticket sensor, and there are no credits on the machine, the unit will no longer dispense tickets. An alert will sound, the column button lights will be turned off, the bill acceptor will be disabled and the display screen will show Status: Disabled (see below).
- The standard Play All button location is remapped and labeled as a second *Play All Multi.*
- Shutdown of a column on Low Tickets defaults to 1 (ON) in the Random Build Configuration. The standard setting is 0 (OFF). Refer to the Service and Configuration section.
- Low Ticket Sensors defaults to 1 (installed) in the Random Build Configuration. The standard setting is 0 (no sensors). Refer to the Service and Configuration section.
- The NVG III feature, of being able to hold down a column button and continue receiving tickets, is not supported in the random configuration.
- The NVG III Communication mode for Pin Sales (option 2) is not supported in the Random Build Configuration. Refer to the Service and Configuration section.
- The NVG III Remote Terminal hardware option is not supported in the Random Build Configuration.

The Random Software is indicated by Rx.xx.

All columns will have the same ticket price.

Credit Status is displayed when Low Ticket shutdown occurs.

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