

GETTING STARTED

Power Requirement: 120 VAC

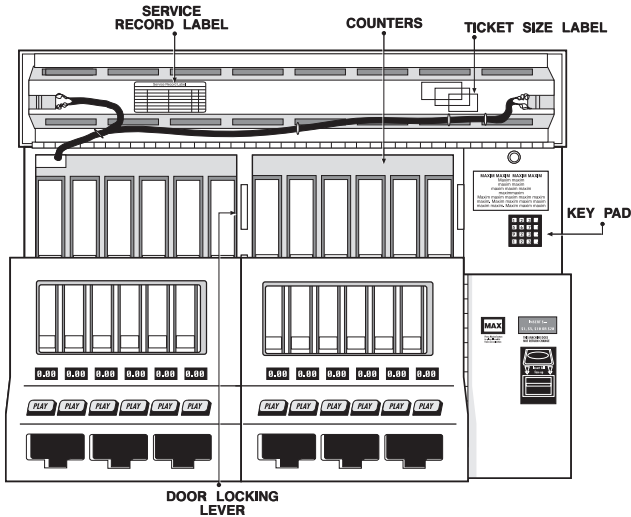


Figure 1

Opening Machine:

- Unlock each end of the display hood.
- Pivot the display hood up and over the top.
- Lift up the door locking lever and open doors.

Personal Identification Number (PIN)

- Enter manager PIN, which is factory-set to 111. (We recommend you set a new manager PIN as soon as possible.) This PIN accesses all machine functions.
- Manager may assign up to nine employee PINs, which have limited access. One employee PIN – 999 – is pre-set.
- To change, add or delete PIN information, enter the active manager PIN.
- Then press: B–Misc. Information; then, C–Settings Menu; then, B–PIN Number Menu to access the following display:

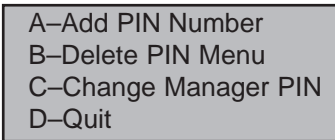


Figure 2

- Choose a function by pressing the corresponding key. Follow instructions on screen.

LOADING TICKETS

- With machine door(s) open, remove ticket retainer and weight.
- Adjust back plate for ticket size (short/medium/ long).
- Load approximately 10 tickets into bin, making sure tickets are behind gauge bar. Continue loading tickets until 1/4-1/2" from top of bin.
- Place weight on top of tickets.
- Replace ticket retainer, making sure the bottom of the retainer is behind the gauge bar.

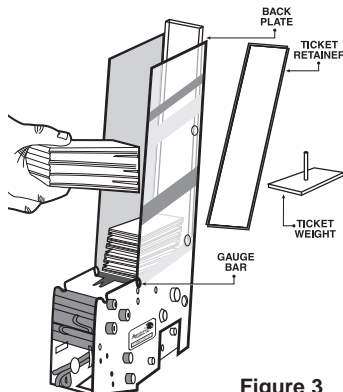


Figure 3

PROGRAMMING BINS

A. Loading a new game into empty bin:

1. With display hood open, enter PIN, then press A–Ticket Menu (Figure 4).
2. Press C–Zero Out Bin’s Inventory.
3. To zero out a bin’s inventory, press the corresponding bin button, then the # key. (Press # twice to return to menu.)
4. From the Ticket Menu, press A–Load Tickets.
5. Press the corresponding bin button. Press # to continue.
6. Enter new ticket cost in 25-cent increments, followed by the # key. Press A if correct. NOTE: Inventory must equal 0 before bin’s ticket cost can be changed.

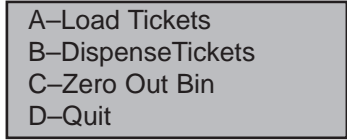


Figure 4

7. Enter the number of tickets put in bin followed by the # key. Press A if correct.
8. Select short, medium, or long ticket size. Determine size by laying ticket on label on inside of machine.

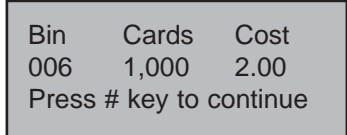


Figure 5

9. Check all entered information (Figure 5). Press # key.
10. Press B, then A to freely dispense 3-4 tickets and return tickets to bin. This ensures that tickets will vend properly. (Freely dispensed tickets do not affect inventory or reporting.) BIN IS NOW READY TO BEGIN PLAY.

B. Adding tickets to an existing game:

1. With top hood open, enter PIN, then press A–Ticket Menu (Figure 4).
2. Press A–Load Tickets.
3. Press the corresponding bin button. Press # to continue.
4. Enter number of tickets added to bin, followed by the # key. Press A if correct.
5. Did ticket size change? Press B for no.
6. Check all entered information (Figure 5). Press # key.
7. Press B, then A to freely dispense 3-4 tickets, and return tickets to bin. This ensures that tickets will vend properly. (Freely dispensed tickets do not affect inventory or reporting.) BIN IS NOW READY TO BEGIN PLAY.

BIN LOCKOUT

Price LED will go out if one of the following happens:

1. **Out of inventory:** If a bin has run out of inventory, open machine and add more tickets to that bin. Enter the amount of tickets added by following Step B, “Programming Bins”. Price LED should come back on.
2. **Ticket Jam:** Open machine, clear ticket jam, and free vend 3-4 tickets. Price LED should come back on.

Onscreen Reporting

When printer is offline, follow these instructions:

1. Open machine, enter your PIN and press D-Report Menu. You will be shown an instruction screen for scrolling onscreen reports (Figure 6). Press any key to continue.
2. Choose from Inventory, Sales, or Audit reports. (These reports are detailed below.) Using the A and B keys, scroll through report text four lines at a time.
3. When end of report is reached, press A to return to top of report or B to exit report.

ONSCREEN REPORTING
 A- to Scroll Up
 B- to Scroll Down
 *- to Exit Report

Figure 6

To print reports, follow these instructions:

1. Open machine, enter your PIN, and press D-Report Menu. (Figure 7)
2. Choose the report you wish to run.

A-Inventory Report
 B-Sales Report
 C-Audit Report
 D-Quit

Figure 7

A. INVENTORY REPORT

Shows current ticket inventory and value.

Press **A** to print.

```
Inventory Report
Fri Jun 8 98 04:37:58 PM
Machine ID: 001
Retail ID: 0
Bin Tickets Cost Dollars
1 0 0.25 0.00
2 50 0.50 25.00
3 50 0.50 25.00
4 466 0.25 116.50
5 489 0.25 122.25
6 50 1.00 50.00
Total Inventory Value: $338.75
Grand Total $37.75
Grand Total Cards: 81
Configuration Info
Site AG
Version 12 4
Column Configuration
1: 1 2: 2 3: 3
4: 4 5: 5 6: 6
Bin Timing Information
1:478 2:506 3:462
4:448 5:502 6:474
Auto Reporting is ON
Auto Calibration is ON
```

Includes:

- Bin numbers
- Ticket inventory
- Ticket cost
- Inventory value
- Grand total sales (non-resettable)
- Grand total cards (non-resettable)
- Configuration info. (lower half of report)
 - Software version in use
 - Column configuration
 - Bin timing

B. SALES REPORT

From Report Menu, press **B** for Sales Report Menu.

```
Shift Sales Report
Sequence Number: 0002
Shift Start:
Fri Jun 8 98 08:00:00 AM
Time: Sat Jun 9 98 12:27:00 AM
Machine ID: 001
Retail ID: 0
Bin Dollars Count
1 38.00 38
2 20.50 41
3 15.00 15
4 21.00 21
5 0.00 0
6 6.50 13
Total Money $ 101.00
Total Count 128
Grand Total $ 129.25
Grand Total Cards: 244
```

Shift Sales Report: Shows total dollar & ticket sales since shift sales report was last run. Press **A** to print.

Includes:

- Per-bin ticket counts
- Total shift money
- Grand total sales
- Per-bin dollar sales
- Total shift count
- Grand total cards
- Bin numbers

IMPORTANT: The shift sales report was designed to be run every time money is removed. It will reset amounts to zero each time it is run. A "shift" is defined as the period of time that starts when shift report is run and ends when it is next run. Total Money and Total Count reset to zero to begin the new "shift." NOTE: GRAND TOTALS DO NOT RESET.

C. AUDIT REPORTS

```
Fri Jun 8 98 02:03:28 PM
Test Vend Bin: 4 Count:1
Fri Jun 8 98 02:03:28 PM
Test Vend Bin: 5 Count:1
Fri Jun 8 98 02:03:28 PM
Test Vend Bin: 6 Count:1
Fri Jun 8 98 02:08:09 PM
Bin 2 was zeroed had 1024 tickets
Fri Jun 8 98 02:08:19 PM
Bin 2 was zeroed had 0 tickets
Fri Jun 8 98 02:09:55 PM
Price Change in Bin:2 to: 1.00
Fri Jun 8 98 02:10:42 PM
Added 1100 Card(s) to bin 2
Wed Jun 11 98 03:38:49 PM
Pin: MGR was Entered
Wed Jun 11 98 3:41:13 PM
Bin 12 was zeroed had 450 tickets
Wed Jun 11 98 03:41:18 PM
Bin 11 was zeroed had 695 tickets
Game ID for bin:12 changed to 12
Wed Jun 11 98 03:42:01 PM
Price Change in Bin:12 to: 0.50
Wed Jun 11 98 03:42:15 PM
Added 600 Card(s) to bin 12
```

Print By Count:

Shows up to the last 100 audited functions. Enter number of previous audited functions you wish to list. Press **#** to print.

Audited Functions Include:

- Date & time for each entry
- Price changes
- PIN used when Maxim™ is opened and closed
- Power failures
- Tickets added
- Bin lockouts
- Bins zeroed

```
Transaction Report
Dollars Input: 20
Total Input: 20.00
```

```
Bin 1 # 0
Bin 1 $ 0.00
Bin 2 # 17
Bin 2 $ 4.25
Bin 3 # 0
Bin 3 $ 0.00
Bin 4 # 21
Bin 4 $ 15.75
Bin 5 # 0
Bin 5 $ 0.00
Bin 6 # 0
Bin 6 $ 0.00
Total $ 20.00
```

Transaction Report:

Shows the last transaction and how it was played.

Includes:

- Total money input
- Dollars played
- Total tickets and money played, by bin number

This Week/Last Week/Monthly Reports:

(Available only with models equipped with printer.) These reports cover longer sales periods, which are defined as follows:

- 1) **This Week:** Sales since the most recent Sunday, starting at 12:00 A.M. (midnight).
- 2) **Last Week:** Sales over the last full week (Sunday - Sunday).
- 3) **Monthly:** Sales since the most recent Sunday, plus the last three full weeks.

Bin Totals Report:

Shows accumulative totals of tickets dispensed from each bin.

Hood Door/Cash Door Reports:

Shows up to the last 25 events when these compartments are accessed.

For more detailed instructions on the functions outlined in this guide, as well as special functions not found in this guide, please consult your Operator's Manual.