

GETTING STARTED

Power Requirement: 120 VAC

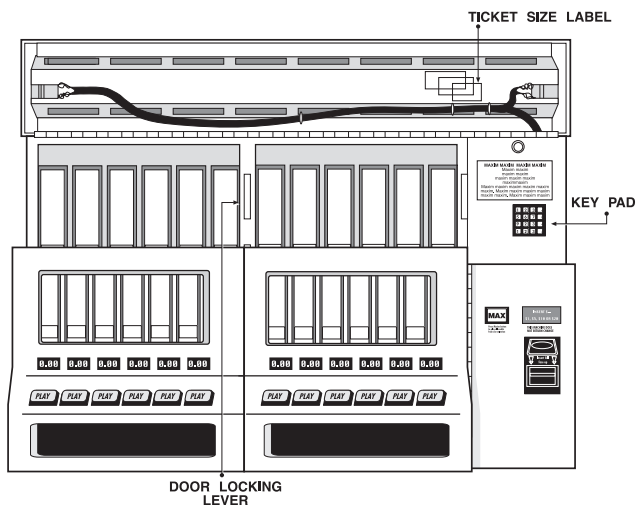


Figure 1

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. **NOTE: If Maxim™ is equipped with LITE software version, PIN remains 111.**
- 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:

A–Add PIN Number
B–Delete PIN Menu
C–Change Manager PIN
D–Quit

Figure 2

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

LOADING TICKETS

- With machine door(s) open, lift printer out of the way. Remove ticket retainer and weight.
- Adjust clear lexan 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. (Bin holds about 800 tickets.)
- Place weight on top of tickets.
- Replace ticket retainer, making sure the bottom of the retainer is behind the gauge bar.

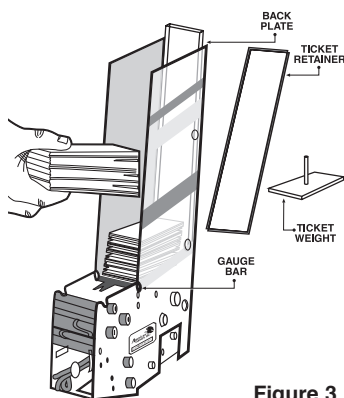


Figure 3

PROGRAMMING BINS

A. When loading a new game into empty bin:

NOTE: LITE software users follow steps marked with " * ".

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 cancel.)
- *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.
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 top hood.
- *9. Check all entered information (Figure 5). Press # key.
- *10. Press B 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.

A–Load Tickets
B–Freely Dispense
C–Zero Out Bin
D–Quit

Figure 4

Bin	Cards	Cost
006	1,000	2.00
Press # key to continue		

Figure 5

B. When 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 A for yes, B for no.
6. If yes, determine new ticket size (short, medium, or long) by laying ticket on label on inside of top hood.
7. Check all entered information (Figure 5). Press # key.
8. Press B to freely dispense 3-4 tickets to auto-calibrate, 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. Then enter amount of tickets added by using Add Inventory function from Ticket Menu. 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.

† Not applicable to LITE software users.

Onscreen Reporting

For models not equipped with a printer, 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

For models equipped with a printer, 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

```
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
1: 1 2: 2 3: 3
4: 4 5: 5 6: 6
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
```

A. INVENTORY REPORT

Shows current ticket inventory & value. Press **A** to print.

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

† Not applicable to LITE software users.

B. SALES REPORTS

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.**

```
Daily Sales Report
Sequence Number: 0001
Time: Fri Jun 8 98 04:38:21 PM
Machine ID: 001
Retail ID: 0
Bin Dollars Count
1 19.25 77
2 10.25 41
3 21.75 87
4 8.50 34
5 2.75 11
6 18.00 18
Total Money $ 80.50
Total Count 268
Grand Total $ 119.00
Grand Total Cards: 312
```

Daily Sales Report: Shows sales since beginning of business day. Press **B** to print.

Includes:

- Bin numbers
- Dollar sales per bin
- Count sold per bin
- Total day's sales dollars
- Total day's sales count
- Grand total sales
- Grand total cards

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 200 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
Quarters Input: 0
Dimes Input: 0
Nickels Input: 0
Total Input: 20.00
```

Transaction Report:

Shows the last transaction and how it was played.

Includes:

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

```
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
```

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.

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.