



Owner's Manual

Table of Contents

Specifications	1
Installation	2
Supply Requirements.....	2
Introduction	2
Setup Procedure	3
Administration Modes	5
Bartender Mode	5
Collector Mode	6
Test / Maintenance Mode.....	8
Configuration.....	8
Games	8
Smart Settings.....	9
Statistics	10
Information.....	10
System	11
Coin Handling.....	11
Verify Games.....	12
Touchscreen	12
LED.....	13
Touchscreen: Touchscreen Settings.....	14
Troubleshooting Guide	15
Prize Farm Limited Warranty.....	16
AMI Entertainment Network, Inc. Software License Agreement	17

Specifications

DIMENSIONS	Height:	Width:	Depth:	Weight:
Doors closed	73"	27	20"	220 lbs.
Doors open (Max)	77"	27"	30"	



Installation

- This machine has been designed for **indoor use only**.
- Do not fit wheels or castors.
- Locate the machine away from any direct heat source on a flat stable surface.

Supply Requirements

	<u>WARNING</u>	This machine must not be operated without a grounded connection. If in doubt, consult a suitably qualified person.
Voltage		120 Volts 60 Hz

Introduction

Welcome to the Prize Farm cabinet. This manual contains the basic instructions for installing and administering the Prize Farm.

Do not adjust settings, except as specified in this manual, without specific advice from your technical representative. Please note that some of the images have had customer-sensitive or transitory information blanked out.

Setup Procedure

IMPORTANT NOTE: There is a dongle located on the front of the PC assembly in the bottom cabinet of the game. This dongle must not be swapped with the dongle from any other game. If dongles are swapped it will cause problems with registration.

Before connecting the machine to a power source, first...

- Inspect the machine for any transit damage.
- Open the doors and ensure that all connectors, plugs & sockets are correctly mated.
- Inspect the power cord for damage to the insulation or cracked/defective plugs.
- Connect the power cord to the machine and to a standard AC outlet.
- Insert an Ethernet cable carrying a network connection into the Ethernet port on the rear of the game's cabinet.
- Ensure that both doors are closed and turn the unit "on". A "Verify GamePack" screen will appear as the system loads.

NOTE: After all the "load" bars on this screen are full, if the machine is still on this screen and the message "Machine Available In XXX" (where XXX is a number) is displayed, simply open and close the top door of the cabinet to override the countdown and continue with your installation.

- If you are shown the screen below, the machine is not receiving an Internet connection. Check that all cables are inserted correctly (both to the game and to the router), turn the machine off, wait 30 seconds, then turn the machine back on.



- After this, the machine will display the following:



When this screen is shown, call technical service at 1-800-275-3714 to obtain the Machine Authorization Code.

Enter the Authorization Code via the on-screen keypad, and then touch **OK**.



- If this is successful, the screen to the left will be displayed.
- When the screen to the left disappears, turn the game off, wait 5 seconds, and turn it back on.
- Unlock and open the upper door.
- Press the **Test** button inside the cabinet.
- Touch **Enable Smart Settings** and then touch **YES**.
- Touch the Smart Settings button (the light bulb icon). Touch **Site Changed**, and then touch **YES** when prompted.

Congratulations!

You have now completed the basic installation of your Prize Farm. With both doors closed, the machine will show the Zero Credit Screen. With both doors open, the machine will alternate between the screens shown below.

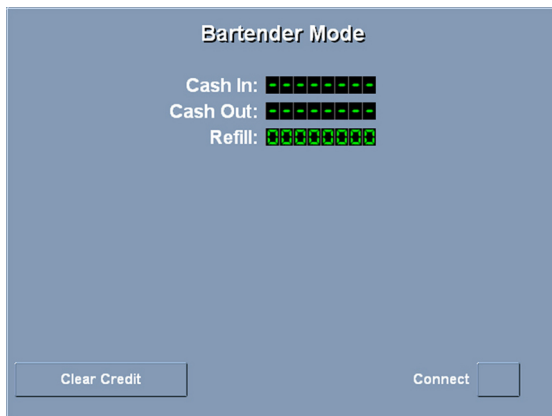


Administration Modes

There are three different ways of administering the Prize Farm. These are **BARTENDER MODE**, which allows basic maintenance without direct access to the interior of the cabinet; **COLLECTOR MODE**, which allows a wider range of adjustments as well as the ability to empty the hopper; and finally **TEST MODE**, which permits the full range of adjustments to be made.

Bartender Mode

With both doors closed, insert the Refill Key in the underside of the top cabinet and turn it clockwise. Once you've done this, the following screen will display.



Insert \$1 coins via the coin acceptor, coins will be directed to the hopper and counted on the bar which reads "Refill".

IMPORTANT: An easier way for the operator to fill the hopper is by doing so in Collection Mode. Please see that section for more details.

Access to this screen will also allow someone at the location to verify and pay out any player I.O.U. that occurs (i.e. a player wins money, but the hopper is empty). The amount of the last I.O.U. will appear on-screen.

NOTE: The money owed should be entered through the coin slot on the machine, as doing so will pay the player while the payout is being fully recorded on the system.

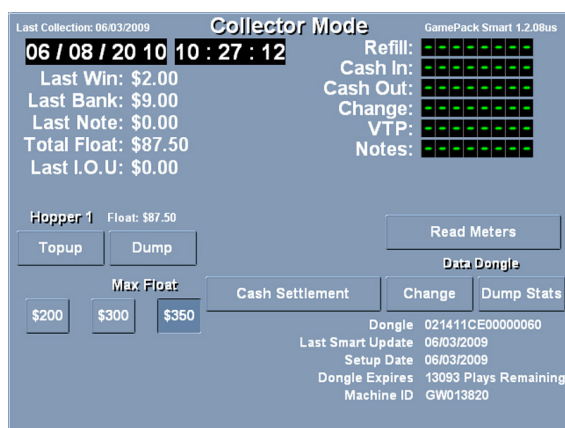
Turn & remove the Refill Key to exit.

Collector Mode



Unlock and open the upper door, then the lower door. The screen on the left will be displayed.

Insert the Refill Key in the underside of the top cabinet and turn it to enter Collector Mode.



Select your hopper float level at \$200, 300, or \$350. Place \$1 coins to this value in the hopper bowl and touch **Topup** to confirm the float level. (**Topup** puts the "Max Float" number into the "Total Float" field.)

To add coins without counting them first, touch **Dump**. The money in the hopper will then be emptied from the machine, and the total amount of what was in the hopper will appear on screen under "Total Float". Note that number, then put all coins into the hopper bowl (both the ones that were already in the system and the ones you wish to add). Touch **Dump** again, and, after the hopper empties for the second time, the number under "Total Float" will now be the total of both old and new monies. Subtract the original number from the new number and you'll have the dollar amount for the new money being put in the hopper. Put all coins back into the hopper when you're finished with this process.

Last Win: The last amount of money that a player won.

Last Bank: The value of the bank meter the last time it updated (i.e. after a win). This is used to validate claims of non-payout by players.

Last Note: The last bill that was inserted into the system.

Total Float: The amount the machine is expecting to be in the hopper.

Last I.O.U.: If the hopper is empty and a player is owed money, the amount owed will be shown here.

Refill: How much money has been inserted in the machine's hopper.

Cash In: How much money has been inserted by players into the machine.

Cash Out: How much money has been paid to players.

Change: How much change has been inserted into the machine.

VTP: Cash played plus any winnings that were used to play games.

Notes: How much in notes has been inserted into the machine.

To read the meters, touch the **Read Meters** button. If more than 6 days has elapsed since the last time the meters were read, this will cause a Smart Update to take place.

Touch **Dump Stats** to load your collection statistics to a USB pen (should be inserted into the USB port on the front of the CPU section inside the bottom door of the cabinet).

Touch **Cash Settlement** to view the Cash Settlement Summary.

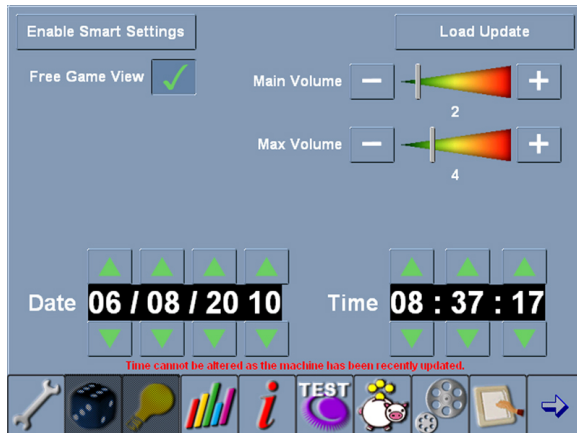
Collecting

To collect, compare the difference of the numbers recorded during the previous collection with the new numbers under "Cash In" and "Cash Out". Subtract the Cash Out from the Cash In number, and you'll have the amount of money made since the last collection (less any amount put in manually since the last collection; this number will appear under "Refill").

Close the doors and remove the Refill Key to exit Collector Mode.

Test / Maintenance Mode

Open the upper and lower doors. Press the **Test** button inside the cabinet to start the machine test / diagnostics routine. Touch any of the 10 icons on the bottom of the screen to select the appropriate test function. The icons are shown below next to the screen they activate.



Configuration

Touch **+** or **-** on the **Maximum Volume** slider to set the highest sound level the machine can output at any time. Touch **+** or **-** to set the **Main Volume** for normal game play.

Touch **Enable Smart Settings** to access the "Games" and "Smart Settings" tabs.

Check **Free Game View** to enable Attract Mode on the game.

Touch the arrow buttons to adjust the date and/or time.



Games

*NOTE: To access the Games screens, you'll need to touch **Enable Smart Settings** on the Configuration screen.*

Touch the icon for any game, and then touch **Always On** to enable or **Always Off** to disable.

The **Auto** setting is recommended. However, initially you should set the games recommended by your technical representative to **Always On**.



Smart Settings

*NOTE: To access the Smart Settings screens, you'll need to touch **Enable Smart Settings** on the Configuration screen.*

Turn on **Fast Boot** and **Extended Refill**, then set **Smart Cycle Mode** to "Standard".

The **Site Changed** button will set Menu Games to "All" or "Standard" (recommended) Smart Cycle Mode.

Touch **Cash Settlement Setup** to set up the Cash Settlement Breakdown.

Touch **Security PIN** to set a security PIN for an extra level of security when dumping the hopper. By entering a PIN, anyone attempting to dump the hopper will have to enter the security PIN first.

Factory Restore restores the machine's settings to brand new status.

IMPORTANT:

If you restore your machine to the factory settings, you will need to contact technical service to obtain another Machine Authorization Code.

Statistics					
Game Name	Profit	Cash In	Cash Out	Payout	Days
Magnificent 7	165	165	0	0%	0
ISpy	100	110	10	9%	9
Blockbuster	75	75	0	0%	0
Cops n Robbers	45	55	10	18%	9
Trail Blazer	30	110	80	72%	0
Youve Won Twenty	15	15	0	0%	9
Darts	10	10	0	0%	9
Pints Make Prizes	10	10	0	0%	9
Pieces of Eight	5	5	0	0%	9
Megatouch World	0	0	0	0%	9
Battleships	0	0	0	0%	9
Spot The Difference Ultimate	0	0	0	0%	0
Paired Up	0	20	20	100%	0
All Cued Up	0	0	0	0%	0
Unused					
Unused					
Unused					



Statistics

Games are ordered by profit.

Days refers to the number of days that the game has been in the menu.

Current means since the last Smart Update.

Last means between the last two collections.

All Time means since installation.

The **More** button will allow you to see statistics for more games.

Touch **Cash Settlement** to view the Cash Settlement Summary.

Information			
Cpu Load %	0%		
Mem Load %	8% (188540K / 2471880K)		
Physical Memory	227016K / 458032K		
Virtual Memory	70796K / 2097024K		
Last On	06/08/2010 08:52:44		
Time On	0 Days - 00:01:11		
Operator ID	WOOFWOOFWOOF	Shell Build	5.0.3.13
Setup Date	06/03/2009	Machine ID	GW013820
	Off		
Smart Version	GamePack Smart 1.2.08us	View Error Log	
Dongle Expires	13093 Plays Remaining (Serial Number 021411CE00000060)		



Information

This screen displays basic information about the Prize Farm.

Test	Passed	Score
Processor	Not Tested	-
Memory	Not Tested	-
Graphics	Not Tested	-
Sound	Not Tested	-
CD-Rom Drive	Not Tested	-
Hard Drive	Not Tested	-
Run All	Loop All	Cancel
System Index:		-



System

This screen allows you to test individual hardware components by touching a component on the left. To run a test on all of the hardware, touch the **Run All** button. To run a continuous test loop, touch the **Loop All** button. To cancel, touch the **Cancel** button.



Coin Handling

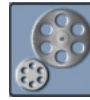
Insert coins and check that they are accepted – the digits above each coin shows the number accepted / paid.

Touch the **\$1>Hopper** button to ensure \$1 coins are routed to the hopper or **\$1> Cashbox** to route them to the Cashbox. All other coins go to the small cashbox.

Touch **Dump** to empty all coins from the hopper.

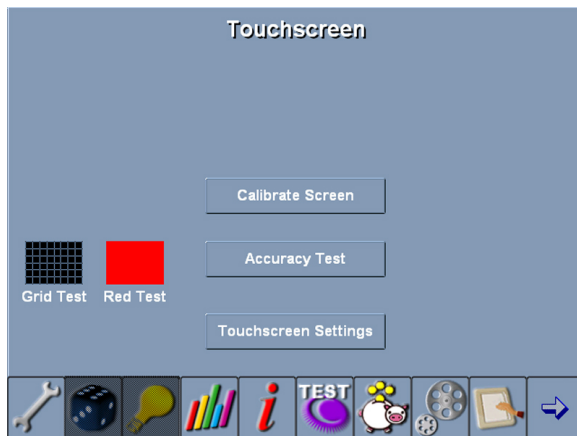
Check the box next to **Note Acceptor** to enable note acceptor.

Touch the **Key** button to go to the Note Acceptor Key Setup.



Verify Games

Touch the **Test All** button to test all of the loaded games.



Touchscreen

To calibrate the touchscreen, touch the **Calibrate Screen** button & follow the on-screen instructions.

Use **Accuracy Test** to test and check the calibration.

To change the touchscreen settings, touch **Touchscreen Settings**. There may be a black screen displayed for 10-15 seconds. Don't panic!

For more detailed information, please see the "Touchscreen: Touchscreen Settings" section of this manual.



LED

Touch the arrow button at the bottom of any setup screen to display the LED button. Touch the **LED** button to set up messages for the electronic marquee at the top of the unit.

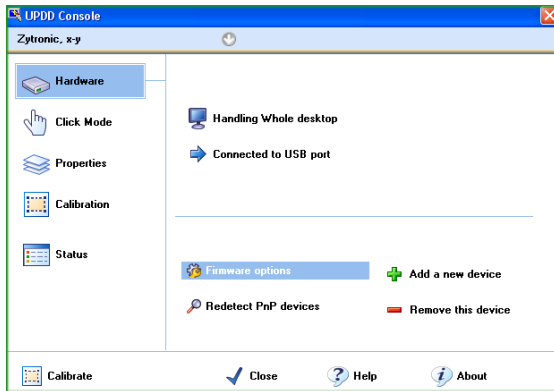
Up to five different messages can be created for each unit. Touch **Edit** then use the on-screen keyboard to create your new message.

After your message has been entered with the keyboard, use the arrows to select the transition effect you'd like your message to be displayed with.

Change the **Speed** to set how fast the transition to the message happens. The higher the number, the faster the transition.

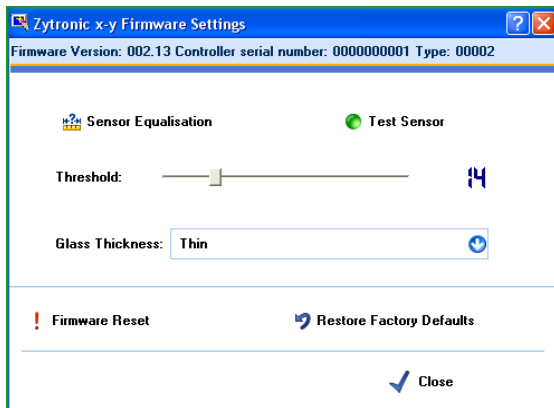
Change the **Staytime** for the message to set how long the message will be displayed on the marquee. The higher the number, the longer the message will be displayed.

When you are finished creating your message, touch **OK** to confirm and save your new message.



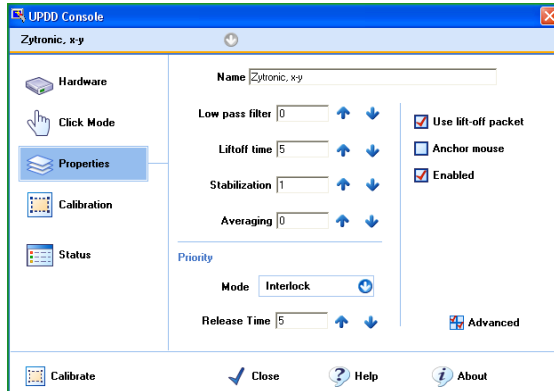
Touchscreen: Touchscreen Settings

Touch **Hardware** and then touch **Firmware options**.



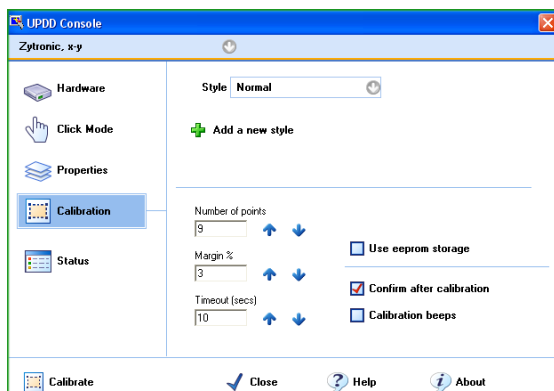
Set **Threshold** to 14 and **Glass Thickness** to Thin.

Touch **Close** to close the screen.



Touch **Properties**.

Set **Stabilization** to 1.



Select **Calibration**.

Set **Number of points** to 9.

Set **Margin %** to 3.

Set **Timeout** to 10.

Set **Confirm after calibration**.

Then touch **Close**.

Troubleshooting Guide

PROBLEM	CAUSE	SOLUTION
Machine doesn't power up	Faulty motherboard / processor / PC power supply	Change PC assembly
No picture or poor video	- Loose connections - Faulty monitor PSU - Faulty motherboard - Faulty monitor	- Check connections - Replace monitor PSU - Change PC assembly - Replace monitor
Picture shift	Monitor out of sync	Press and hold down the Auto button on rear of monitor
No sound	- Speaker disconnected - Volume too low - Faulty motherboard	- Check speaker and amp leads - Adjust volume in test mode - Replace PC assembly
Not responding to switches	- Loose wiring connections - Faulty switches - Faulty plug in PCI card	- Check connections - Replace switches - Change PC assembly
Not accepting coins or poor acceptance	- Coin mech dirty - Loose wiring connections - Faulty coin mech - Faulty plug in PCI card	- Clean coin mech - Check connections - Replace coin mech - Change PC assembly
Not paying out coins	- No coins in hopper - Coin jammed in hopper - Loose wiring connections - Faulty hopper - Faulty 24V PSU - Faulty plug in PCI card	- Add coins - Clear jam - Check connections - Replace hopper - Change PC PSU - Change PC assembly
Touchscreen not responding	- Incorrect calibration - Loose wiring connection - Faulty touchscreen	- Re-calibrate in test mode - Check connections - Replace touchscreen

Prize Farm Limited Warranty

AMI Entertainment Network, Inc. (AMI) warrants its video machines to be free from defects in material and workmanship for a period of one year from the date of purchase. The warranty covers all electrical components (except fuses and light bulbs).

Failure due to misuse, vandalism, excessive or intentional abuse, operation outside specified conditions (including, but not limited to, improper electrical power source), fire, water damage, acts of God, acts of war and civil unrest are specifically excluded.

AMI products are carefully inspected and thoroughly tested prior to packing and shipment. Any damage discovered upon receipt of goods, whether obvious or concealed, must be reported immediately to the delivering carrier and claims made directly to them. AMI assumes no responsibility for damages once the product has left its facilities and any disputes regarding transportation damage must be resolved with the shipping company(s).

AMI will repair or replace, at its option, any component, part or assembly that fails under warranty, provided that the failed item is returned, shipping charges prepaid, to AMI's repair facility and AMI is notified of the failure within the warranty period. AMI reserves the right to request the serial numbers of the item and/or game which has failed, and copies of sales invoices, bills of lading or other documents as required to determine the validity of the warranty coverage. AMI will return or replace warranty items, as specified above, shipping charges prepaid, by ground transportation.

AMI's obligation shall be limited to repair or replacement as stated above, and shall specifically exclude any liability for consequential damages or loss of earnings.

AMI may, at its discretion, provide replacement parts under warranty prior to receiving defective items, without incurring any ongoing obligation to extend such accommodations. The above terms and conditions constitute the sole obligation, written or implied, of AMI under its warranty coverage.

AMI Entertainment Network, Inc. Software License Agreement

AMI Entertainment Network, Inc. ("Licensor") is willing to license the enclosed software to you only if you accept all of the terms in this license agreement ("Agreement").

Ownership of the Software

1. The enclosed product, which may include but is not limited to the software program ("Software") and the accompanying written materials, are owned by Licensor and are protected by United States copyright laws, patent laws and other intellectual property laws, by laws of other nations, and by international treaties.

Restrictions on Use and Transfer

2. If this Software package contains multiple media types (such as CDs, flash cards, hard drives, etc), then you may use only the type of media appropriate for your Machine. You may not use the other media types on another Machine, or transfer, or assign them to another user except as part of the permanent transfer of the Software and all written materials (as provided for below in paragraph 4).
3. You may make one copy of the software for backup purposes only. You may not copy or make backup copies of any software security key or software security device under any circumstances.
4. You may permanently transfer the right to use the Software and accompanying written materials (including the most recent update and all prior versions) if you retain no copies and the transferee agrees in writing to be bound by the terms of this Agreement. Such a transfer of this license to another party immediately terminates your license. You may not otherwise transfer or assign the right to use the Software, except as stated in this paragraph.
5. You may not operate or allow the operation of the Software at locations where the operation of such Software does not comply with all local, state, and other governmental body laws and regulations. You agree to not use or permit the use of the Software in violation of any U.S. Federal, state, or local laws or regulations or any foreign law or regulation, including laws regarding gaming, gambling or intellectual property rights in or concerning the Software.
6. You may not modify, adapt, translate, reverse engineer, decompile, disassemble the Software or create derivative works from the Software or any component thereof; nor may you remove, modify or hide or otherwise make unreadable or non-viewable any notice, legend, advice, watermark or other designation contained on the Software, component thereof, or output therefrom.
7. You agree that the Software and the authorship, systems, ideas, inventions methods of operation, documentation and other information contained therein, and all versions, modifications and adaptations thereto are proprietary intellectual properties of Licensor and are protected by civil and criminal law, and by copyright, trade secret, trademark and the patent laws of the United States and other countries.

Limited Warranty

8. Licensor warrants, solely for your benefit, that the Software will function in material conformity, with its accompanying documentation for a period outlined in Licensor's standard product warranty period after your receipt of the Software.

Licensor's Obligations Under Warranty

9. Licensor's sole obligation under the aforesaid warranty shall be to utilize commercially reasonable efforts to correct or modify such portion of the Software as to make it materially conform with the applicable documentation.

Grant Of License

10. Licensor grants to you a limited, non-exclusive license to distribute and/or use one copy of the Software on a single Prize Farm unit ("Machine") accompanied by a single licensor factory authorized security key. Licensor reserves the right to update versions of the software and the content to the Machine as deemed appropriate by the Licensor. You are entrusted to maintain and protect your single licensor factory authorized security key, password, or other identification from being utilized by any third party, and you agree to be responsible for any use of the Software provided herein by a third party utilizing your identification. Licensor maintains the right to immediately terminate your License for reasons related to misuse or other non-conformity with the rules expressed herein. While Licensor does not routinely inspect Machines, Licensor also reserves the right to inspect or audit the Software from time to time in Licensor's sole discretion. To the extent that Licensor's access to the Software requires that Licensor also gain access to a Machine in which the Software is installed, you agree to promptly provide Licensor, when requested, with permission and aid in Licensor gaining access to the Machine.

Disclaimers

11. EXCEPT AS PROVIDED IN THE SECTION ENTITLED "LIMITED WARRANTY", LICENSOR MAKES NO OTHER PROMISES, REPRESENTATIONS OR WARRANTIES, WHETHER EXPRESSED OR IMPLIED, REGARDING OR RELATING TO THE SOFTWARE OR CONTENT THEREIN OR TO ANY OTHER MATERIAL FURNISHED OR PROVIDED TO YOU PURSUANT TO THIS AGREEMENT OR OTHERWISE AND LICENSOR SPECIFICALLY DISCLAIMS ALL IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE WITH RESPECT TO SAID MATERIALS OR THE USE THEREOF. TO THE MAXIMUM EXTENT ALLOWABLE BY LAW THE UNIFORM COMMERCIAL CODE OR OTHER UNIFORM LAWS SHALL NOT APPLY TO THIS AGREEMENT.

Limitation on Liability

12. IN NO EVENT SHALL LICENSOR BE LIABLE UNDER ANY CLAIM, DEMAND OR ACTION ARISING OUT OF OR RELATING TO THE SOFTWARE, ITS USE, INSTALLATION OR LICENSOR'S PERFORMANCE OR LACK THEREOF UNDER THIS AGREEMENT FOR ANY SPECIAL, INDIRECT, INCIDENTAL, EXEMPLARY OR CONSEQUENTIAL DAMAGES, WHETHER OR NOT LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH CLAIM, DEMAND OR ACTION. IN ADDITION, WITHOUT LIMITING THE FOREGOING, IN ALL EVENTS THE REMEDIES AVAILABLE TO YOU SHALL BE LIMITED TO THE AMOUNT PAID BY YOU TO LICENSOR FOR THE SOFTWARE.
13. IN NO EVENT WILL LICENSOR BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY LOSS OF PROFITS, LOST SAVINGS, OR OTHER INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF YOUR USE, MISUSE, BREACH OF THIS AGREEMENT OR INABILITY TO USE THE SOFTWARE.

General

14. The validity and construction of this Agreement and of the rights and obligations herein shall be determined and governed by the laws of the State of New York. By accepting the terms of this Agreement, you acknowledge and accept that the courts of New York, New York shall have exclusive jurisdiction and venue regarding any disputes arising with regard to this Agreement or arising out of activity or misuse of the Software.
15. AMI Entertainment Network, Inc. in its sole discretion, may assign this agreement or any of its rights and obligations hereunder.
16. If you have any questions concerning this Agreement or wish to contact Licensor for any reason, please write: AMI Entertainment Network, Inc., 155 Rittenhouse Circle, Bristol, PA 19007, USA.

