£100 Casino

Operating Manual R1
May 2020
CatC Menu 3.0

Contents

Game Overview / User Interface

The FatCat "£100 Casino" Video AWP compendium not only looks fantastic; it also places itself in a unique position in the market.

Taking all the benefits of a multi game Category C video AWP and combining it with exclusive SWP content.

Collector Mode

To enter Collector Mode, open the bottom door with the top door closed and turn the Refill Key.

The Collector Mode Screen will now be displayed. From this menu you can access and set various cabinet functions by pressing the relevant buttons from the menu.

The functions that can be accessed in Collector Mode are detailed below.

To return to the Collector Mode menu from any of the functions screens below press the Return Button in the bottom right hand corner.

To exit Collector Mode, remove the Refill Key and press Exit.

1. **Dump / Top-Up**

Press the Dump/Top-Up Button to access the Hopper Dump/Top-Up Menu.

Pressing the Top-Up button will set the current float level to the current target float level.

Pressing the Dispense 200 Items button will start the hopper dump procedure. In the event of a shortfall the current hopper level will be changed to the number of coins dumped. The machine

will assume that you have re-floated to this level. If you are making up the difference, insert the required number of coins and press the Top-Up Button.

NOTE: Only £200 coins are dumped at a time. Press the "Dispense 200" Button again to continue the hopper dump procedure.

If the Note Recycler is fitted & enabled, you can also transfer the contents of the note store into the note stacker (for collection) by pressing the Stack All Items button.

2. Set Target Float
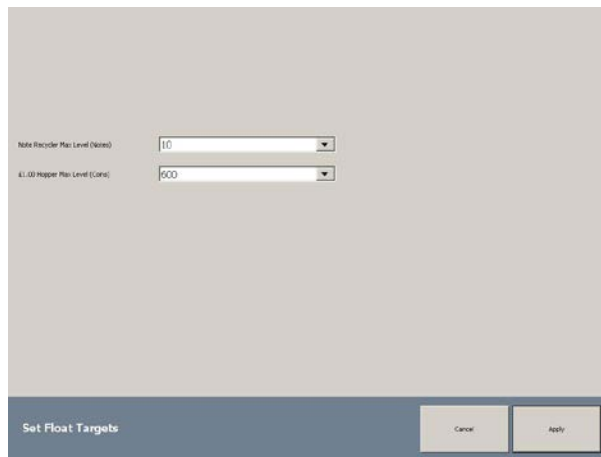
Press the Set Target Float Button to access the Set Target Float Menu.

This menu allows you to change or set the Hopper Float Level to the desired level by selecting the value from the drop-down list (press arrow to open list).

The machine can be supplied with a Note Recycler. When fitted & enabled, this menu allows you to set the number of notes stored in the recycler.

3. Export to USB
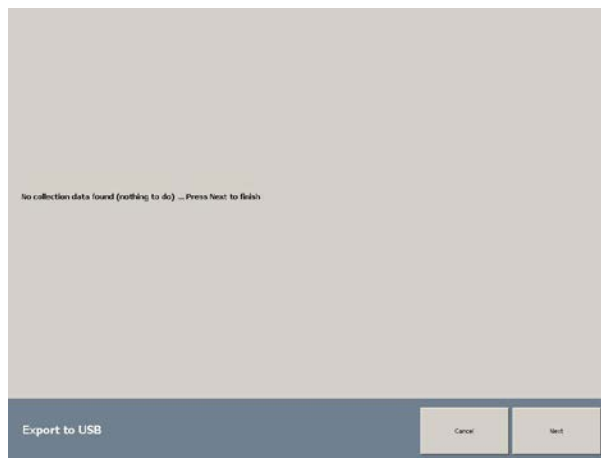
To export the collection data to a USB device, plug a USB device into a spare USB slot in the PC (the USB device MUST have a folder named "hotwirelive" on the root of the device). One the USB device is inserted, press next and follow export instructions.

4. Collect
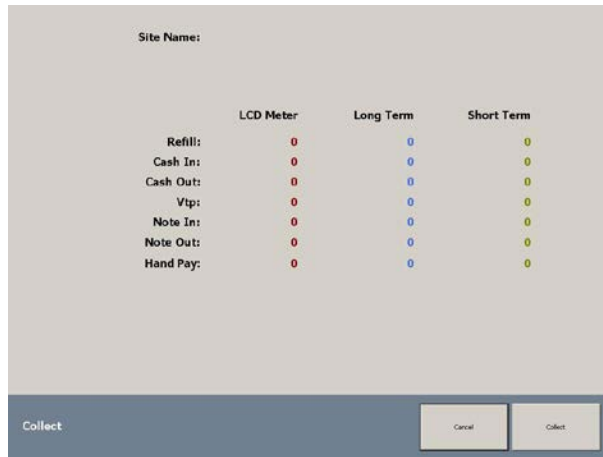
Once in the "Collect" menu you can view all the Long and short term meters. To perform a collection, press the "collect" button.

5. Volume
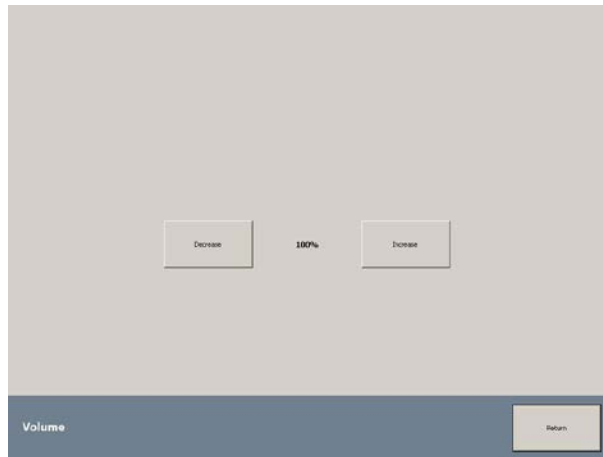
Press the Volume Button to enter the Volume Menu.

In this menu you can adjust the Volume of the machine by pressing the Increase or Decrease Buttons.

6. System
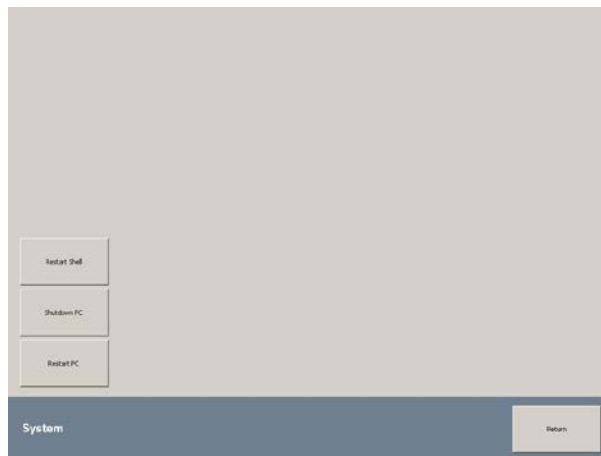
Press the System Button to access the System Menu.

From this menu you can safely shutdown or restart the Machine pressing the corresponding buttons.

Manager Mode

Manager Mode - Entry / Information

The Manager Mode Menu can be accessed by turning the Refill Key with both doors closed.

This menu enables authorised site personnel access to limited functions such as

Play History, Payout History, Refill Mode, Volume adjustment and Hand Pay.

This allows the machine to be checked if a player has a query, Topped-up in the event of a shortfall or the Volume adjusted without the need for an engineer site visit.

To exit Manager Mode, remove the Refill Key and press the Exit Button.

1. **Manager Mode - Play History**

Play history shows the last 17 games played on the machine - it displays the date & time that the game start button was pressed, the game name, the amount staked & any prize amount won from that particular game / reel spin.

2. **Manager Mode - Payout History**
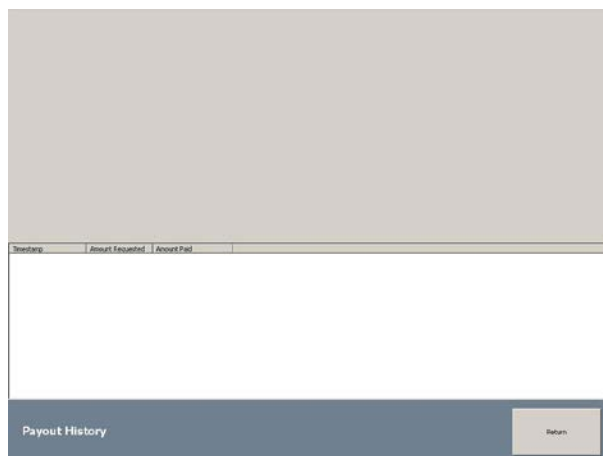
Pay history shows the payout attempt history of the machine.

It records the date & time that the Cashout button was pressed, as well as the amount requested to pay and the actual amount paid out from the hopper / note recycler (if fitted & enabled).

3. Manager Mode – Refill

In the event that the Hopper runs empty, authorised site personnel may top up the hopper by pressing the Refill Button to access the Refill Menu.

£1 coins can then be inserted into the machine through the Coin Mech to refill the hopper.

Any monies inserted in this way will be metered on the Refill Meter which can be found in the Accountancy Menu.

The machine will notify you when the Hopper is full.

To exit Refill Mode, press the Exit Button.

4. Manager Mode – Volume
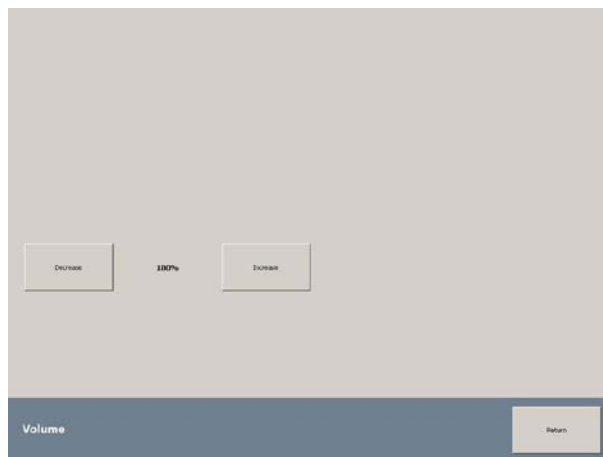
Press the Volume Button to enter the Volume Menu.

In this menu you can adjust the Volume of the machine by pressing the Increase or Decrease Buttons.

To exit Volume Mode, press the Exit Button.

5. Manager Mode – Hand Pay

When the "Hand Pay" has been set, once the player presses collect (with equal or more than the amount set in the "service Mode" (5.3 Change General Settings) option, the above screen will be displayed. This screen states "Handpay required – Please call an attendant to collect your winnings". The player can cancel the collect procedure at this time if required.

Once the above Hand Pay has been initiated and an attendant called, the attendant simply enters "Manager Mode" (Refill Key Only) and selects the "Hand Pay" option. The above screen will then be displayed. Once the attendant has paid the player, press the "Hand Pay" button to complete the Hand Pay procedure. This procedure clears the bank and adds the amount paid into the "Hand Pay" section in the collection stats.

Service Mode

To enter Service Mode, open the Top Door, toggle or hold the Test Button.

An on-screen OK Button will appear on screen.

Press the OK Button to enter Service Mode.

NOTE: Pressing anywhere outside of the OK Button will enter Touchscreen Calibration.

The machine will now enter Service Mode.

Detailed below are the functions of this menu. Press the corresponding buttons to access these functions.

To return to the Service Mode Menu from any of the following screens press the Return Button in the bottom right hand corner of the screen.

To exit Service Mode, press the Exit Button.

1. **System Information**

Press the System Info Button to display information regarding the software version and status of the machine, some information may not be applicable depending on the machine setup.

You can also clear any Credit or Bank values that are on the machine, by pressing the appropriate button.

2. Accountancy

To enter the Accountancy Menu, press the Accountancy Button.

This displays all of the machines metering information. The meters can be shown in cash values or in 10p units. The meters are explained below:

Refill   - Number of coins inserted in the Refill Menu.
Cash In   - Amount of cash in during normal operation.
Cash Out   - Amount of coins paid out of hopper during normal operation.
Notes In   - Amount of cash inserted in notes.
Notes Out   - Amount of notes paid out of recycler in normal operation (if fitted).
Ticket In   - Amount of cash inserted in via Tickets (if fitted).
Ticket Out   - Amount of cash paid out via Tickets (if fitted).
Handpay   - Amount hand paid in the event of an empty hopper or paid via Hand Pay setting.
VTP   - Value Total Plays.
Winnings   - Amount that has been won from the machine.
Plays   - Total Plays.

3. Game Meters

Press the Config Button to access the Game Meters Menu

This menu shows the performance of each individual game:

Plays   - Number of times the game has been played.
VTP   - Value of the total plays of the game.
VTW   - Value of Total Winnings from the game.
RTP   - Game Payout percentage.

4. Update Software
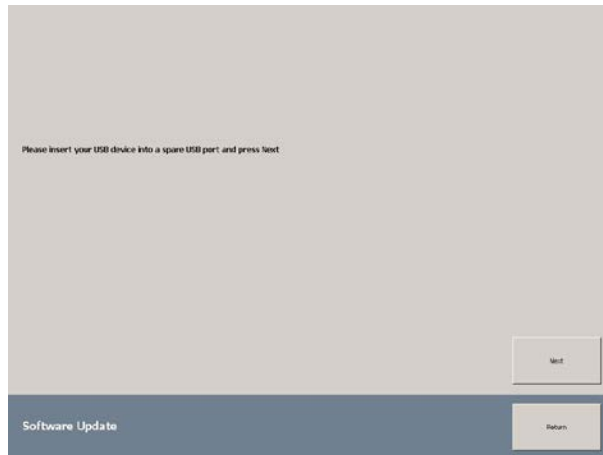
Insert the USB device with the Showtime update on then Press the "Next" Button and follow the instructions to update the software.

5. Config

Press the Config Button to access the Configuration Menu.

This menu allows you to select machine categories - currently this is limited to CAT C.

This menu also allows enabling / disabling the note recycler (when fitted), which notes are recycled & how many are retained in the note store.

You can also set Hopper Target level (see Collector Mode option 2 on).

There are settings for whether an advertising Top Box or 3G/Wi-Fi dongle are fitted.

Select the required options from the relevant drop-down menus.

You will need to reset the shell/machine to apply changes (see System menu,)

5.1 Configure Cabinet
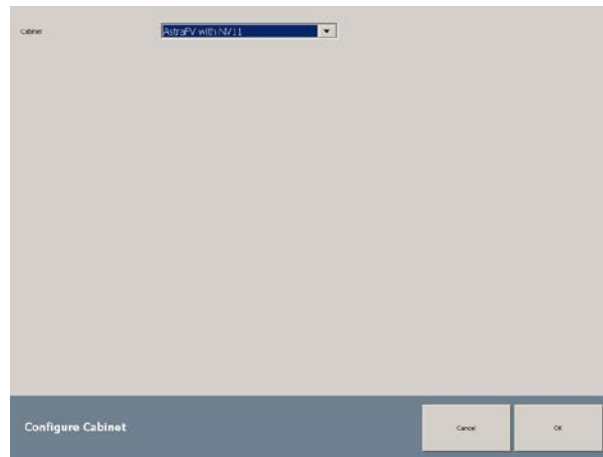
Use the Configure Cabinet to configure between different cabinets (and for machine with or without Note Recycler) Note. For all menus after Menu 2 Use the "Select Cabinet Type" (Page 23).

5.2 Game Configuration
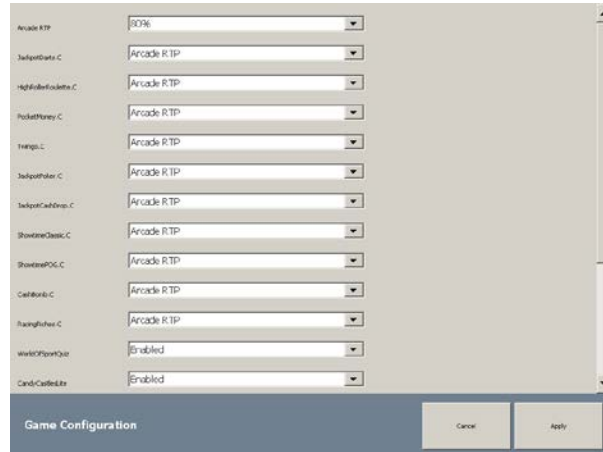
Use the Game Configuration screen to adjust the RTP of the AWP games.

- All Game RTP's are adjustable from 70% to 98% in 2% increments.
- The default setting is "Arcade RTP" set to 80%.
- All games are set to "Arcade RTP" by default.
- "Arcade RTP" sets all the game RTP's globally to the same RTP.
- You can also change any game individually to any RTP if required.

You can also use the Game Configuration screen to disable games.

5.3 Change General Settings

Use the Change General Settings screen to…

- Add Site Name.
- Change Machine Category (CatC with SWP, CatC No SWP, CatB4 with SWP, CatB4 No SWP). *(Please note that you will need a Category B4 licence card to run Category B4 content).*
- Set Note Acceptor BNV Key (Default 123456).
- Set Note Recycler note value £10. **(£100 Casino does NOT allow £5 or £20 notes to be recycled).**
- Set Note Recycler max note level.
- Set £1 Hopper level.
- Set Modem Name (If Fitted).
- Enable/Disable Dataport (If Fitted).
- Set Handpay and Handpay Limits.

5.4 Set Handpay and Handpay Limits

Use the "Set Handpay and Handpay Limits" to set Handpay from £25 to All wins.

5.5 Set Date & Time
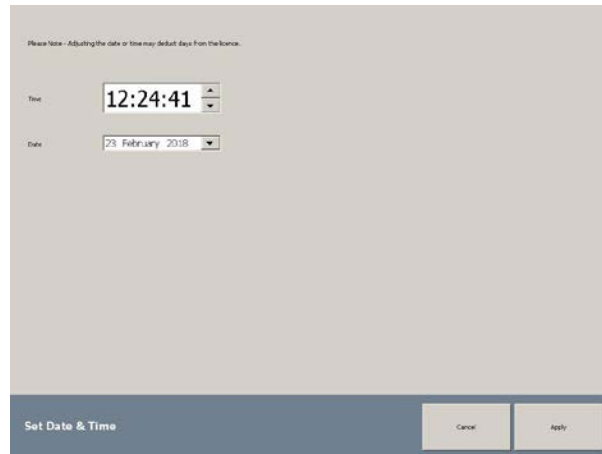
Use the set date and time screen to set the date and time if required.

5.5 Volume
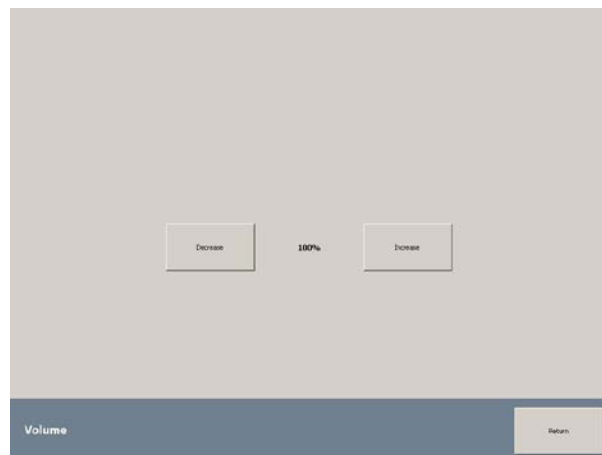
Use the Volume screen to increase or decrease the volume setting.

6. Error Log
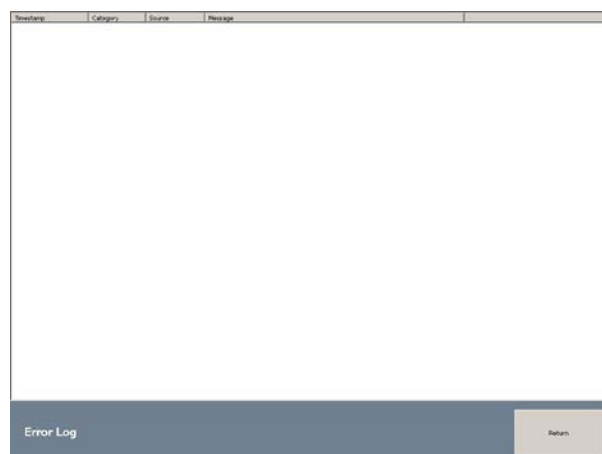
The Error Log screen allows you to view all errors recorded. This will help assist in any technical support queries.

N.B. ANY CHANGES MADE HERE WILL REQUIRE A SHELL RESTART (see SYSTEM OPTION).

7. Peripherals

Press the Peripherals Button to access the Peripherals Menu. This menu allows access to machine functions for test and are detailed below.

7.1 Coin Dispenser

Press the Coin Dispenser Button to access the Hopper Test Menu. This menu allows you to test the payout of the Hopper by paying out 1 x Coin or 20 x Coins, this is done by pressing the corresponding Dispense 1 or Dispense 20 Button.

7.2 Test Dataport

Dataport Name: Dataport
Port: COM1
Status: Ready -
Primary Machine Code: FCSN1190
Secondary Machine Code: Software Version: A06, Target Percentage: 000%, Category: B, Price Of Play: £0.00, Jackpot: £130.00
Messages Sent: 91
Messages Acked: 91
Messages NoAck: 0

Test Dataport   Return
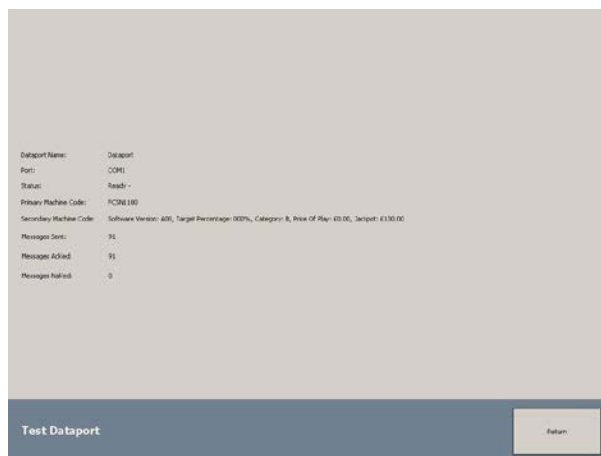
Press the Test Dataport Button to test and see information regarding the Dataport Unit if fitted.

Please note the Dataport is connected from the Serial Port. This may require a harness loom with a 12V supply which can be supplied by FatCat. Contact support on 07792 723113.

7.3 Touchscreen

Advanced Calibration

Calibrate

Touchscreen   Return

Press the "Touchscreen" button to enter the Touchscreen or Advanced Touchscreen Calibration Programs. The Advanced Touchscreen program is only needed in the rare event the normal Touchscreen program doesn't work correctly

7.4 Switches

SDOR	9	Service Door	Closed
CDOR	8	Cash Door	Open
MKEY	10	Manager's Key	Open
TEST	11	Service Button	Open
TCAL	12	Calibration Button	Open
PB1	0	PB 1	Open
PB2	1	PB 2	Open
PB3	2	PB 3	Open
PB4	3	PB 4	Open
PB5	4	PB 5	Open
PB6	5	PB 6	Open
PB7	6	PB 7	Open
PB8	7	PB 8	Open

Switches   Return

Press the Switches Button to open the Switch Test Menu. Here you can test the cabinet/play panel switches to ensure they are functioning correctly by pressing the buttons, the screen will show open/closed when buttons are pressed.

7.5 Lamps

PL 1	0	OFF
PL 2	1	OFF
PL 3	2	OFF
PL 4	3	OFF
PL 5	4	OFF
PL 6	5	OFF
PL 7	6	OFF
PL 8	7	OFF

Flash All

Step

Test LEDS   Return

Press the Lamps Button to access the Lamp test.

This menu allows you to step through or flash any/all Lamps on the Cabinet including play panel buttons.

7.6 Note Dispenser

To test the Note Validator, press the Note Acceptor Button.

This menu allows you to test the Note mechanism, informs you of the operational status and allows you to set the BNV Code (See below).

Press the Set BNV Key Button to set the security code for the Note Validator.

Using the keypad enter the BNV Key then press the Set Button.

Once the machine has implemented the BNV Key the status of the Note Validator will be set to 'OK'. You can check this in the Note Acceptor Menu.

NOTE: In order for your Note Validator to function correctly the BNV Key set must match that of the Note Validator. This is usually labelled on the Note Acceptor but can also be the last 6 digits of the Note Acceptor Serial Number (dependant on model fitted).

7.7 Note Acceptor

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Using the keypad enter the BNV Key then press the Set Button.

Once the machine has implemented the BNV Key the status of the Note Validator will be set to 'OK'. You can check this in the Note Acceptor Menu.

NOTE: In order for your Note Validator to function correctly the BNV Key set must match that of the Note Validator. This is usually labelled on the Note Acceptor but can also be the last 6 digits of the Note Acceptor Serial Number (dependant on model fitted). The default setting is "123456".

Please note ALL versions of £100 Casino from 2019 onward now use DES mode for note payout. Please refer to the manufacturer's instructions to pair your note recycler.

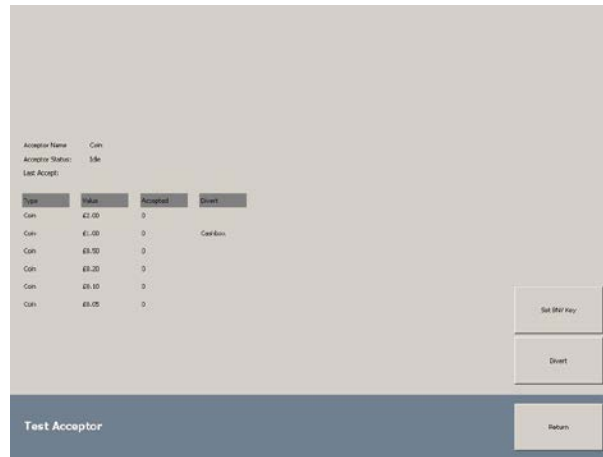**£100 Casino currently supports the following Acceptors & Recyclers;**
NV10
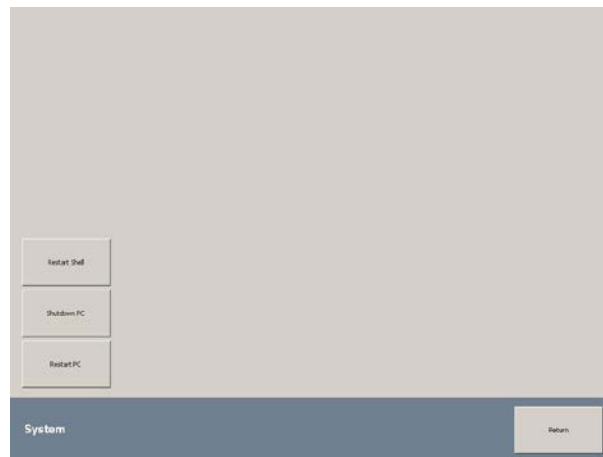NV11 (All models)
Spectral NV11
JMC Vega

All Acceptors & Recyclers must be programmed to CC4 BNV Key = 123456 (NOT DES encrypted).

7.8 Coin Acceptor

To test the Coin Validator, press the Coin Acceptor Button. This menu allows you to test the Coin mechanism, informs you of the operational status and allows you to test the Coin Divert pressing the Divert Button.

8.0 System

Press the System Button to access the System Menu.

From this menu you can safely shutdown or restart the Machine pressing the corresponding buttons.

Touchscreen Calibration

In order to calibrate the Touchscreen, follow the steps below:

1.   Open the Top Door.

2.   Press and hold the Test Button for 2 seconds.

3.   The Enter Test Confirmation Button will appear.

4.   Press anywhere outside of the Enter Test Button to enter Touchscreen Calibration.

5.   The Touchscreen Calibration Program will now load.

6.   Follow the on-screen prompts to Calibrate the touchscreen

Select Cabinet Type

If at any point the machine loses its Cabinet Type please follow the following steps to correct the problem.

1. Connect a Keyboard to the PC and press CTtrl+Alt+Delete to enter Task Manager.
2. Go to "Applications" and press "New Task".
3. From the dropdown list select "Explorer".
4. In Explorer, navigate to HW1 (D)
5. Double click on the "Hotwire.Unit.Setup.Kiosk.exe – Shortcut" and select the cabinet type, Note acceptor or recycler and monitor type.
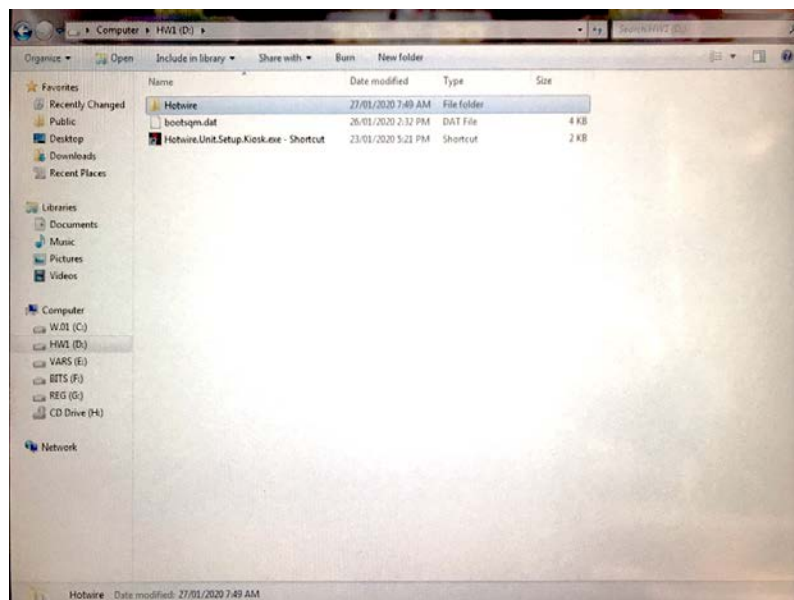
Technical Support

Should you require assistance with this product please contact:

FatCat SoftWorks Technical Support - 0845 4631939 or 07792 723113
Jabro Games Technical Support - 0845 0559651