



HOT GAMES OPERATIONS MANUAL



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First Initial Game Set Up

**Most Operator settings may be changed through the game's Manager Configuration.*

1. Insert the Compact Flash (CF) into the designated slot on the lower right corner of the motherboard and connect the solid-state drive (SSD) game drive (Figure 1).

NOTE: CF contains the license and all of the history, data, meters etc. SSD holds the game files. These two drives are paired up and cannot be interchange with another set.)

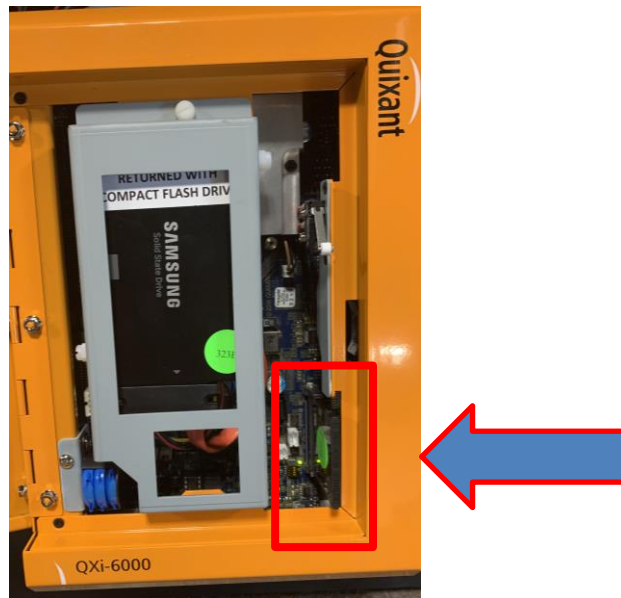


Figure 1. Compact Flash & SSD inserted into Quixant 6000 Motherboard

2. Turn game ON and it should bring you to a password page (Figure 2). Type in the default password **1 1 1 1** follow by ENTER.

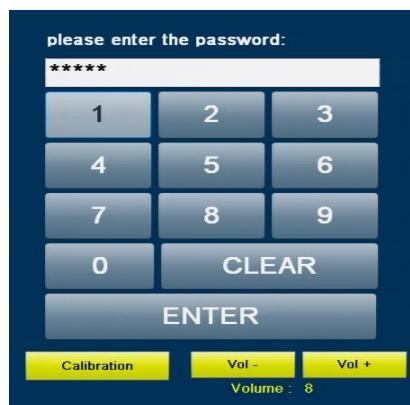


Figure 2. Password Screen

3. After password is entered, **Game Selection Menu** is the next screen (Figure 3). This screen is where you can change **Percentage** as well as **Game Class** selections.

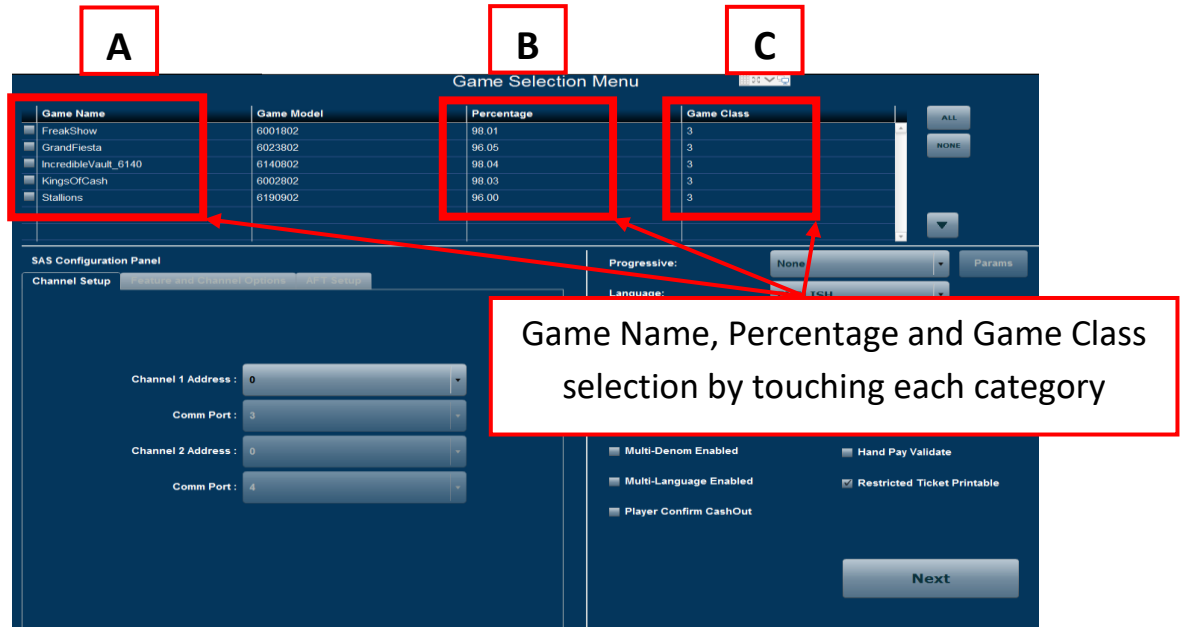


Figure 3. Game Name, Percentage & Game Class Settings

- A. **Game Name:** Selecting **ALL** in the top right-hand corner will select all of the 5 games available in the HOT GAMES.
- B. **Percentage** is noted as Return to Player (RTP) and are percentage of points won divided points played.

Note: NOT to be confused with Game Hold (or IN/OUT) %. Each game has its own percentage settings. Make sure to select desire percentage setting in each game. The suggested percentage setting is between 92-94%.

- C. **Game Class** is always set to **3**.

4. Next, skip the *Hard Meter Map*, *Hard Tilts*, *VPN Connection Disabled*, and *Sweep Server* screen.

5. Next, *Ticket Printer Enabled* and *BV Enabled* are physically connected to com ports 5 and 6 respectively.

A) Select the following settings for the **Ticket Printer**;

- i. *Serial Port: 5*
- ii. *Printer Type: ICT_BP-58 CR (Pyramid)*

B) Select the following settings for the **Bill Validator**;

- i. *Serial Port: 6*
- ii. *BV Type: BV50*

Note: For NV12 unit, printer and BV are set to port 11 and select NVSerialCombo for both Printer and BV Type (Figure 4).

C) Select the following settings for the **Pay Limit**;

- i. *Pay Limit: 300000 (\$3,000.00)*

Note: Voucher refers to **TICKETS IN - NOT USED** (Figure 4). These options can also be edited in the *Manager>Configuration>Limit Config & Hardware Config*.

The screenshot shows a configuration interface with the following sections and settings:

- Ticket Printer Enabled (A):** Serial Port: 5, Printer Type: ICT_BP-58 CR (Pyramid)
- BV Enabled (B):** BV Port: 6, BV Type: BV50
- Coin Acceptor Disabled:** Acceptor Type: SIGMA_ACCEPTOR, IO Type: 7230
- Coin Hopper Disabled:** Hopper Type: SIGMA_HOPPER, IO Type: 7230
- Card Disabled:** Card Port: 1, Card Type: Magtek_HalfCard
- Card Host Disabled:** Vendor ID, Machine ID, Serial Number, Server Type: DB_PDP_1
- Pay Limit (C):** Pay Limit: 300000 cents
- Voucher Limits:** Voucher In Limit: 50000000 cents, Voucher Out Limit: 50000000 cents
- Other Settings:** Minimum Wager: 0 cents, Min Line: 0, Min Cents Per Line: 0

Figure 4. Ticket Printer, Bill Validator, Pay Limit Settings

6. Next, will bring up the Location and Asset screen (Figure 5). Fill out the **Game Cabinet** information;

A) **Location:** Name of the Location

B) **Address 1:** Address of the Location

C) **Asset NO:** Cabinet Serial Number **Required to start game**

D) **Credit Limit In Cents:** Imposed credit limit the cabinet can have at any given time

The screenshot shows a dark blue interface with a form for entering cabinet information. The form fields are: Location (empty), Address 1 (ADDRESS1), Address 2 (ADDRESS2), Ticket Title (GAMING VOUCHER), Machine ID (G3), Asset NO (empty), and Credit Limit In Cents (99999999). A keyboard is visible below the form, and 'Back' and 'Game Start' buttons are at the bottom. Red boxes with letters A, B, C, and D are placed around the screen, with red arrows pointing to the Location, Address 1, Asset NO, and Credit Limit In Cents fields respectively.

Figure 5. Game Cabinet Information

Note: The Game Cabinet information may be edited through Manager > Configuration > Location Info.

7. *Game Start* will load to the Main Game Screen.

Accounting Bookkeeping

The **Bookkeeping Game Meter** may be accessed through the **MENU SWITCH > PERIOD METERS**.

- Book receipts may be printed by pressing the **PRINT REPORT** button.
- PERIOD Meters may reset by pressing the **RESET METERS** button.

The screenshot displays the 'Accounting Bookkeeping' interface. At the top right, a red-bordered button labeled 'RESET METER' is visible. Below this, the interface shows two tables of meter data. The first table, titled 'Resettable Meters', includes columns for 'Meter Name' and 'Meter Value', with data for Games Played (66999), Total Coin In Credits (7732625), Total Coin Out Credits (7304765), Total Credits From Bills Accepted (2351300), and Total Jurisdictional Canceled Credits (1917400). The second table, titled 'NonResettable Meters', has the same columns and data, but with a Total Credits From Bills Accepted value of 2351600. At the bottom center, a red-bordered button labeled 'PRINT REPORT' is present. The bottom of the screen features a navigation bar with buttons for 'Return To Menu', 'Calibration', 'Vol -', 'Vol +', and 'Exit To Game'. The 'Volume : 2' indicator is shown below the 'Vol -' and 'Vol +' buttons.

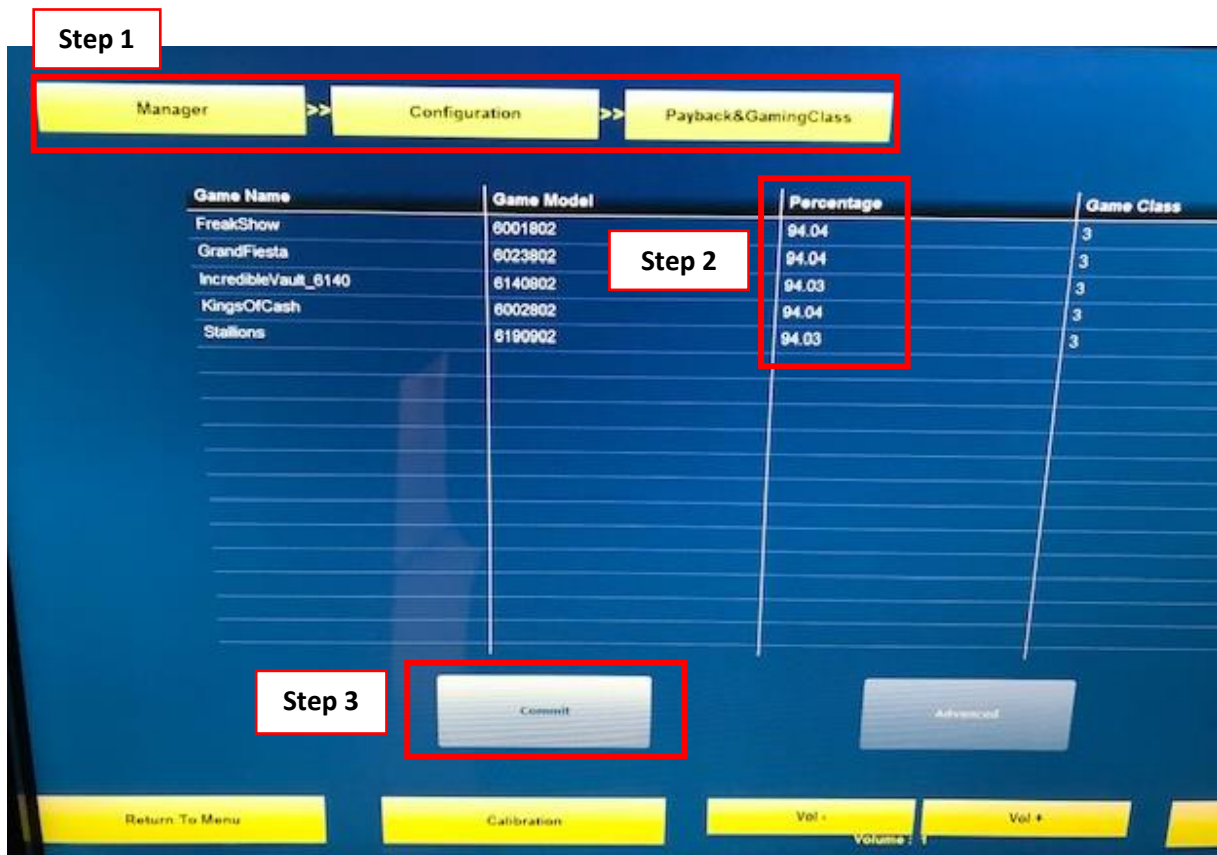
Meter Name	Meter Value
Games Played (Quantiv)	66999
Total Coin In Credits (Cents)	7732625
Total Coin Out Credits (Cents)	7304765
Total Credits From Bills Accepted (Cents)	2351300
Total Jurisdictional Canceled Credits (Cents)	1917400

Meter Name	Meter Value
Games Played (Quantiv)	66999
Total Coin In Credits (Cents)	7732625
Total Coin Out Credits (Cents)	7304765
Total Credits From Bills Accepted (Cents)	2351600
Total Jurisdictional Canceled Credits (Cents)	1917700

Changing Game Percentages (Payback & Gaming Class)

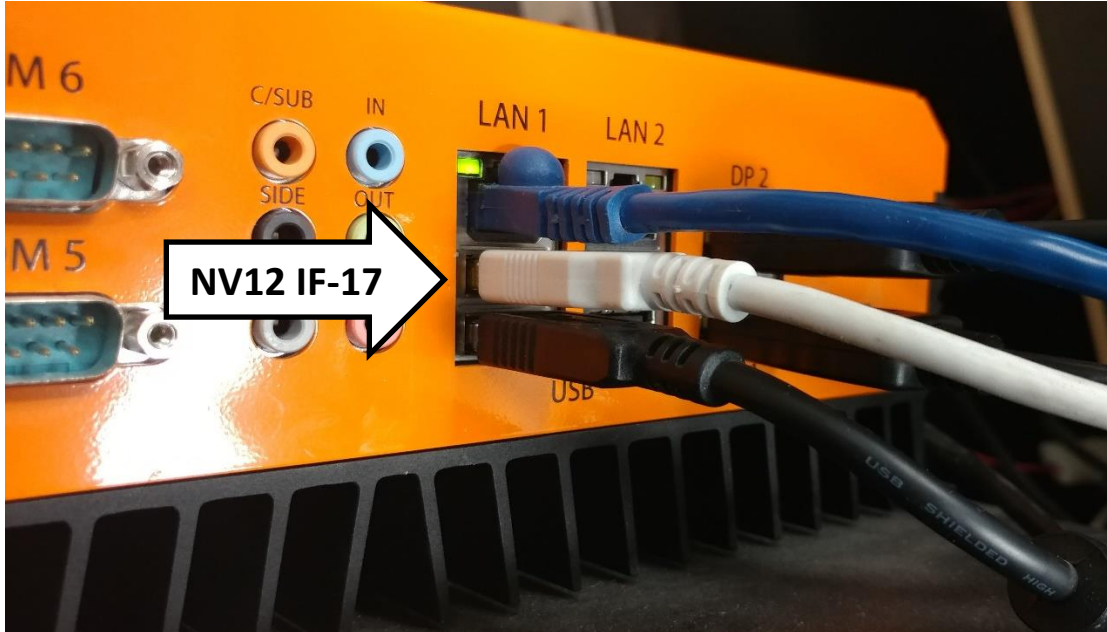
Operators may change each individual Game Percentages from the Manager Options.

1. Hit the Menu Switch Inside the cabinet and follow the Manager Options Diagram to get to the Payback & Gaming Class. (*MANAGER > CONFIGURATION > PAYBACK & GAMING CLASS*)
2. Tap the Percent of the game you would like to change.
3. Select **Commit** to save changes. The system will AUTO-RESTART to apply new changes.

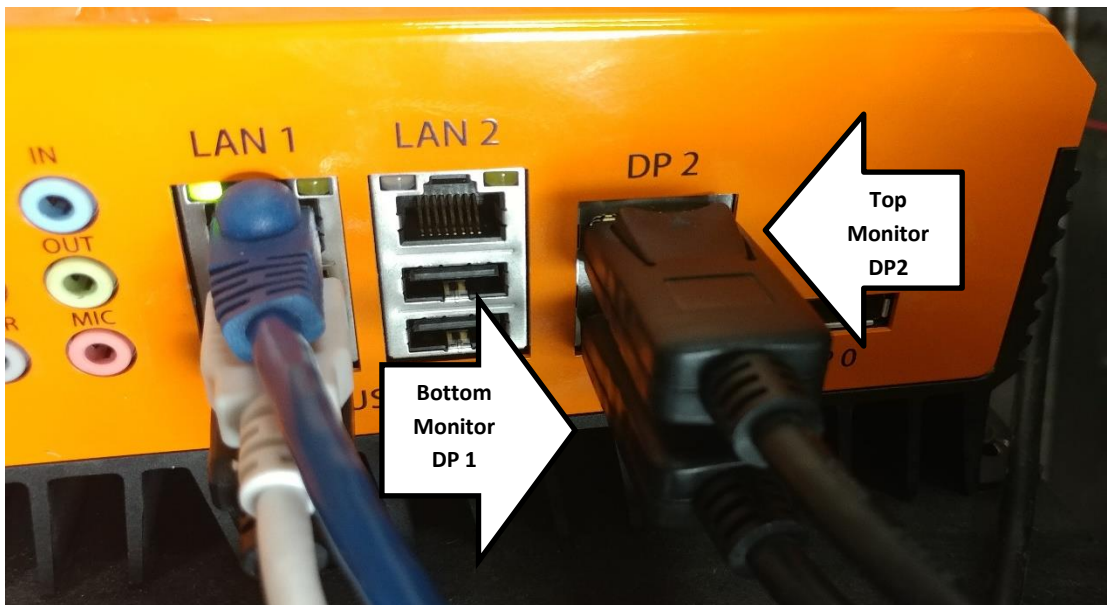


Connections on QXi-6000

- NV12 (Innovative Technologies BV/Printer Combo) must be plugged in the USB port directly under LAN 1 Port. The TOUCH SCREEN and SPEAKERS can be plugged into any other open USB ports.

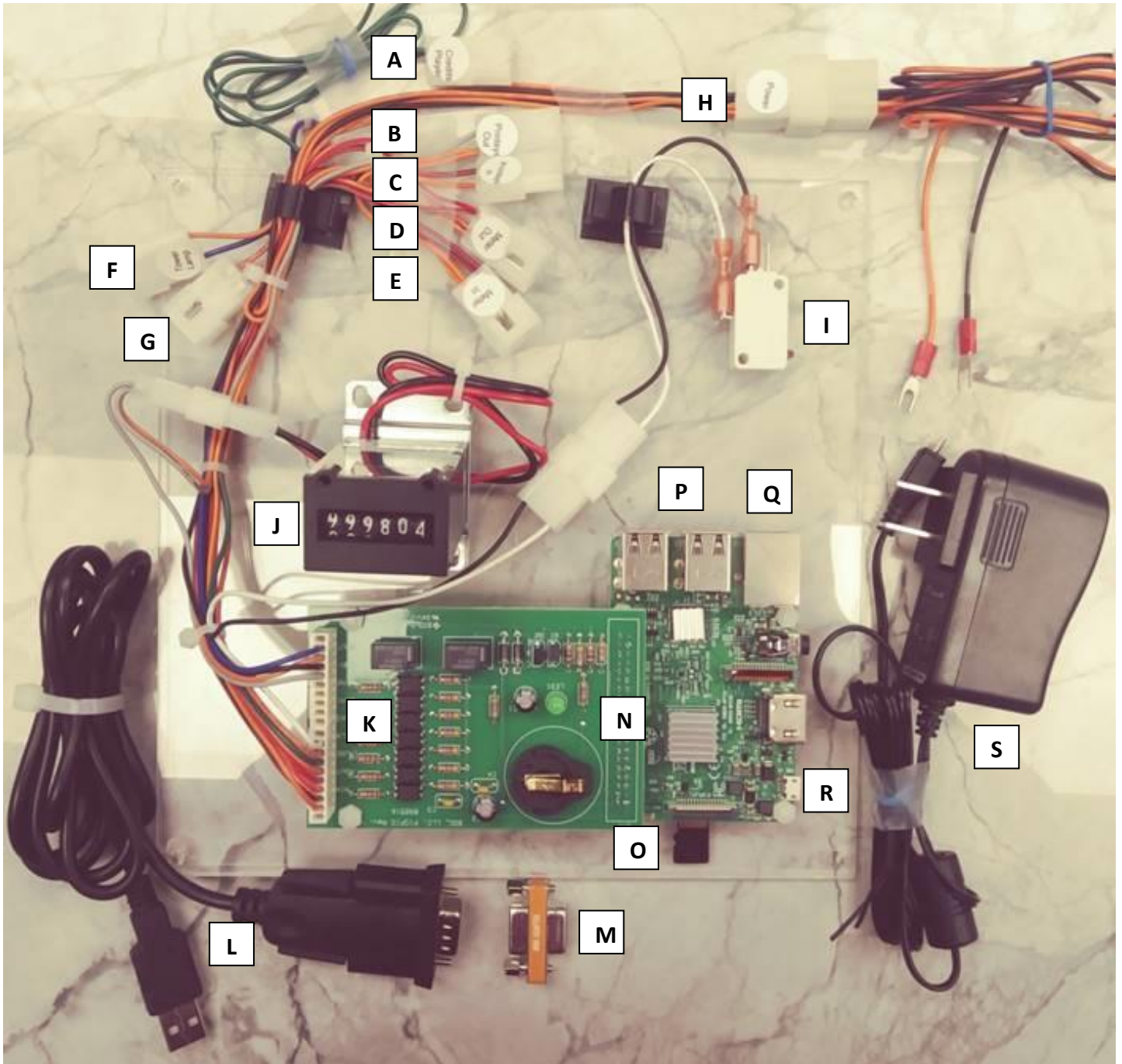


- Display 1 (BOTTOM MONITOR) must be plugged into the BOTTOM plug **DP 1**.
- Display 2 (TOP MONITOR) must be plugged into the TOP plug **DP 2**.
- Global Progressive must be plugged into the **SMIB**, not the Quixant 6000!



SMIB (System Machine Interface Board) Diagram

The System Machine Interface Board or SMIB is a custom designed board that is used by BIG DADDY's proprietary HOT GAMES units to interface with the new GLOBAL PROGRESSIVE SYSTEM and allow the function of the Security License Keys in use by BDG. The SMIB is a required board for all BIG DADDY's HOT GAMES units.



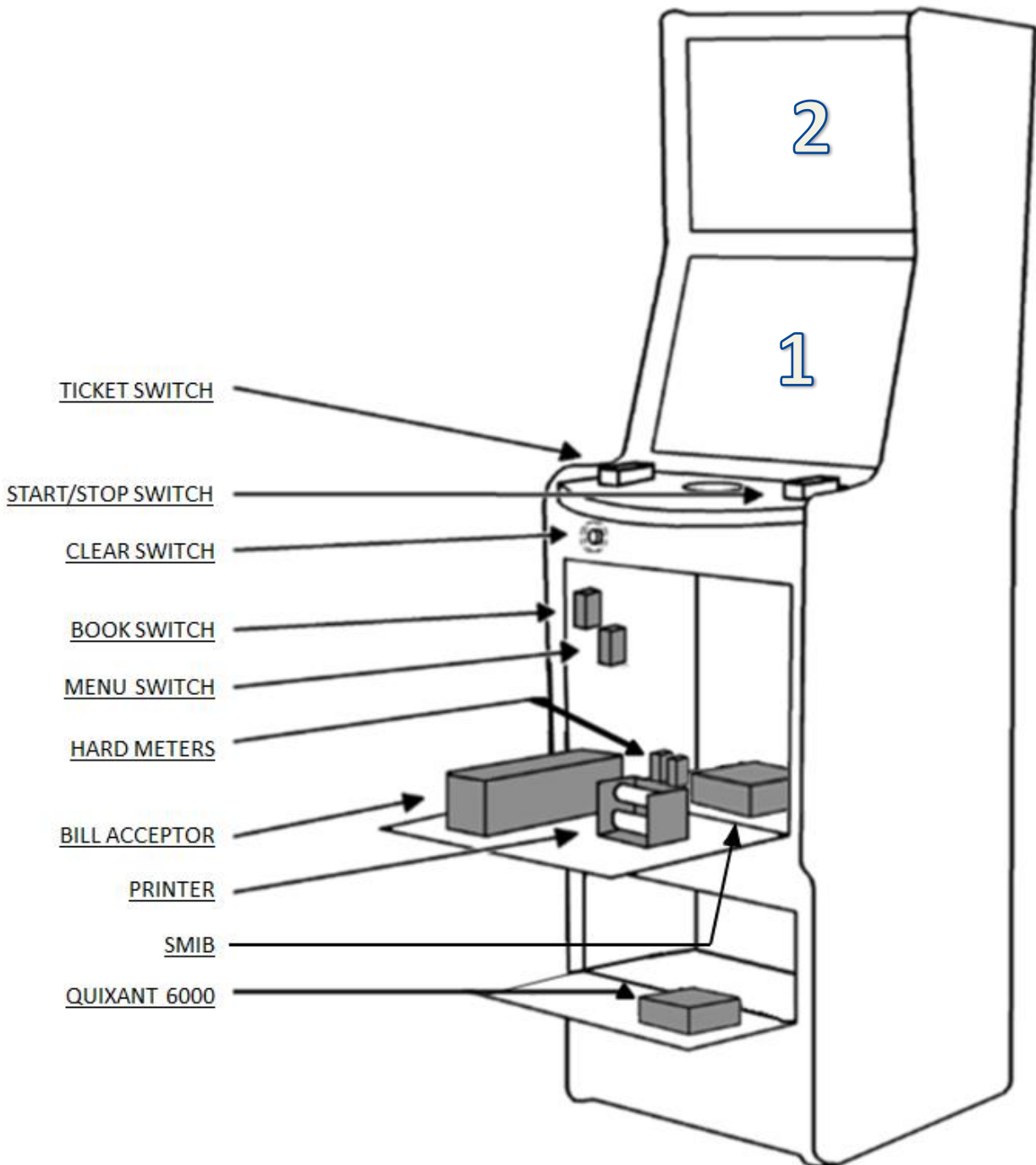
-
- A. **CREDITS PLAYED** (*Green*) – Required to run HOT GAMES with GLOBAL PROGRESSIVE SYSTEM.
 - B. **PRINSYS OUT** (*Gray – Orange – Orange*) - Used for behind the counter printer systems. (*ref page 13*)
 - C. **PRINSYS IN** (*Red/Black – Orange*) - Used for behind the counter printer systems. (*ref page 13*)
 - D. **METER OUT** (*Red/White – Orange/Red*) - Used to connect with the Cabinet’s Hard Meter OUT.
 - E. **METER IN** (*Red/Black – Orange/White*) - Used to connect with the Cabinet’s Hard Meter IN.
 - F. **TOWER LAMP** (*Blue – Orange*)
 - G. **NOT USED** (*Red/White – Orange/Red*)
 - H. **SMIB POWER** (*Black - Orange*) – Used to receive power from the Quixant 6000. Please note Black wire is Ground and the Orange wire is +12v. (*ref SMIB install video*)
 - I. **PROGRESSIVE KNOCKOFF SWITCH** (*Black – White*) – Knocks off PROGRESSIVE GRAND DADDY Won.
 - J. **PROGRESSIVE HARD METER COUNTER** (*Black – Red*) – Counter for TOTAL MONEY OUT of the HOT GAMES including *GRAND DADDY* Progressive won.
 - K. **SMIB BOARD POWER PINS** – Pre-installed HOT GAMES wire harness.
 - L. **CABLE USB TO SERIAL RS232** – Used to communicate between the SMIB & HOT GAMES Software.
 - M. **SERIAL RS232 CONVERTER ADAPTER** - Required for the RS232 cable to connect with the Quixant 6000 board.
 - N. **SMIB BOARD ASSEMBLY** - Pre-assembled and Installed Raspberry Pi and TPI board.
 - O. **SMIB BOARD MICRO SD PORT** - When installing the SMIB OS SD card, insert the card **FACE DOWN**.
 - P. **SMIB BOARD USB PORTS** - This where the License Security Key, RS232 Cable, and GLOBAL PROGRESSIVE IP ADDRESS USB (if running GLOBAL PROGRESSIVE) should be plugged in.
 - Q. **SMIB BOARD ETHERNET PORT** - This is where the GLOBAL PROGRESSIVE Ethernet cord should be plugged in if you wish to run the HOT GAMES with PROGRESSIVE.
 - R. **SMIB BOARD POWER PORT** – Open port where the SMIB Power Supply is plugged in.
 - S. **SMIB BOARD POWER SUPPLY** – Micro B Power Plug for the SMIB Board.

HOT GAMES Resolution Setup

Initial set-up and software changes may require the Windows monitor resolution to be re-adjusted. Please follow steps below to correct the screen resolution.

1. From GAME SELECTION SCREEN use a keyboard and press CTRL+SHIFT+ESC.
2. In the TASK MANAGER scroll down to EXCLUSIVE.EXE (or touch once).
3. With EXCLUSIVE.EXE highlighted touch END PROCESS.
4. Press ALT key then DOWN ARROW. Press ENTER on NEW TASK.
5. Type CONTROL PANEL in the window and press ENTER.
6. Touch DISPLAY. Then touch ADJUST RESOLUTION.
7. Change resolution of both monitors to 1440x900 then hit APPLY and accept changes.
8. Change the resolution of both monitors back to 1920x1080 then hit APPLY and accept changes.
9. Change the resolution of both monitors back to 1440x900 then hit APPLY and accept changes.
10. Close out all windows.
11. Turn Game off then back on.

Cabinet Switches & Location Diagram



HOT GAMES Wire Harness Diagram

TOP		J2		BOTTOM	
---	<i>NOT USED</i>	18	9	<i>NOT USED</i>	---
---	<i>NOT USED</i>	17	8	<i>NOT USED</i>	---
---	<i>NOT USED</i>	16	7	<i>NOT USED</i>	---
BROWN	INTLK GROUND	15	6	INTERLOCK 5	BLACK
WHITE	INTLK GROUND	14	5	INTERLOCK 4	GREY
PURPLE	INTLK GROUND	13	4	INTERLOCK 3	BLUE
---	<i>NOT USED</i>	12	3	INTERLOCK 2	YELLOW
ORANGE	INTLK GROUND	11	2	<i>NOT USED</i>	---
---	<i>NOT USED</i>	10	1	<i>NOT USED</i>	---
TOP		J3		BOTTOM	
WHITE	TICKET SWGRND	20	10	DIN GROUND	GREY W/ BLUE
PURPLE	RESET	19	9	MENU SWITCH	BLUE
ORANGE W/ BLUE	DIN19	18	8	DIN18	YELLOW
---	<i>NOT USED</i>	17	7	DIN16	RED W/ BLUE
BROWN W/ BLUE	BAP2	16	6	PLAY SWITCH	BLACK
---	<i>NOT USED</i>	15	5	<i>NOT USED</i>	---
---	<i>NOT USED</i>	14	4	<i>NOT USED</i>	---
---	<i>NOT USED</i>	13	3	TICKET SWITCH	YELLOW
---	<i>NOT USED</i>	12	2	<i>NOT USED</i>	---
BROWN W/ BLACK	PLAYSWGRND	11	1	RESETMENUGRD	BLACK W/ BLUE
TOP		J5		BOTTOM	
---	<i>NOT USED</i>	24	12	<i>NOT USED</i>	---
---	<i>NOT USED</i>	23	11	<i>NOT USED</i>	---
---	<i>NOT USED</i>	22	10	<i>NOT USED</i>	---
---	<i>NOT USED</i>	21	9	<i>NOT USED</i>	---
GREEN W/ WHITE	BAP1	20	8	DOUT22	RED W/ WHITE
BLACK W/ WHITE	DOUT21	19	7	DOUT20	GREY W/ WHITE
---	<i>NOT USED</i>	18	6	<i>NOT USED</i>	---
---	<i>NOT USED</i>	17	5	PLAY LAMP	GREY
---	<i>NOT USED</i>	16	4	<i>NOT USED</i>	---
GREEN	SAS/CRDTPLYD	15	3	<i>NOT USED</i>	---
ORANGE	METER IN	14	2	TICKET LAMP	RED
BROWN	METER OUT	13	1	<i>NOT USED</i>	---

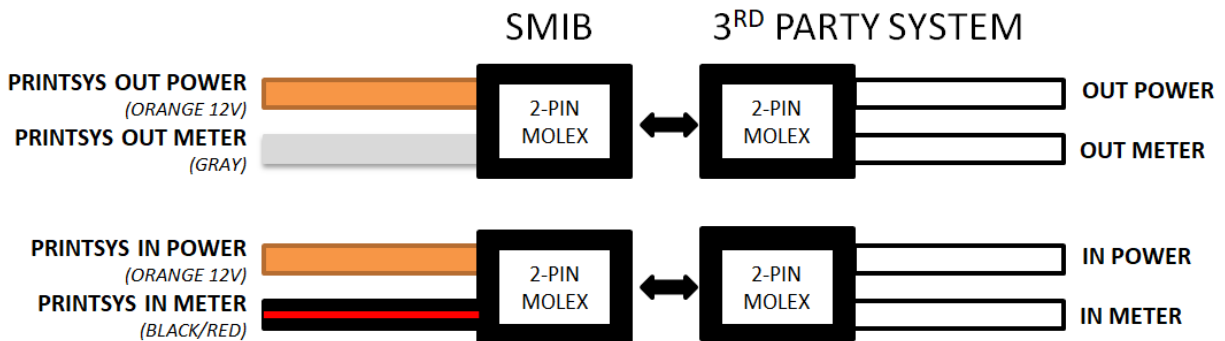
Set-Up For Behind the Bar Printer System

For locations that have printer set-up behind bars, follow these instructions:

- The **PRINTER MUST BE ENABLED** and make sure the **PAPER OUT TILT** is **unchecked**. You can remove the paper now or leave the paper on the spindle and do not feed paper into printer. Your game MUST have the printer enabled and the game is running with an active printer. Except do not add paper to the printer, and make sure the **PAPER OUT TILT** is **unchecked**.

Connect to the HOT GAMES Hard Meters:

- **PrintSYS IN** – Connect your printer adapter / wiring to open Molex 2-pin ends as shown in the diagram below. The IN meter uses the **RED / BLACK** for the Pulse IN and the **ORANGE** for +12VDC.
- **PrintSYS OUT / TOTAL OUT** - Connect your printer adapter / wiring to open Molex 2-pin ends as shown in the diagram below. The OUT meter uses the **GRAY** for the Pulse TOTAL OUT and the **ORANGE** for +12VDC.
 - **NOTE:** The TOTAL OUT Meter accumulates all redeemed / cleared credits and includes the GRAND DADDY OUT for games on the BDG Progressive System.



Set Up HOT GAMES for Global Progressive

1. Use the provided Global Progressive HOT GAMES USB stick to assign each game the desired game number.
 - 10.4.2.11 = Game 01
 - 10.4.2.12 = Game 02
 - 10.4.2.13 = Game 03
 - 10.4.2.14 = Game 04
 - 10.4.2.15 = Game 05

2. Insert the selected Global Progressive HOT GAMES USB stick into an open USB port in the SMIB motherboard.

3. Reboot the SMIB by un-plugging and re-plugging the power connector or if applicable, use the in-line switch.

4. When the SMIB reboots, it will be connected to the Global Progressive system.

NOTE: HOT GAMES **WILL NOT** generate on the Progressive TV. To ensure that the HOT GAMES cabinet had successfully connected to the Global Progressive, play \$2.00 in the game and watch the Grand Daddy on the TV to see if the Grand Daddy value has ticked up one cent.

CABINETS

BIG DADDY GAMES LLC



PERFORMANCE DRIVEN
LOCATION FAVORITES

PERFORMANCE DRIVEN

LOCATION FAVORITES



DUAL WIDESCREEN

TWO 24" LED ELO
Touch Monitors Hi-Res
Wide Screen Graphic
Display

65" High
23" Wide
20" Deep



24" WIDESCREEN

24" LED ELO
Touch Monitor Hi-Res
Wide Screen Graphic
Display

59" High
23" Wide
20" Deep



19" UPRIGHT

Most Popular! Slide-out
Drawer for Full PC and
Board Access with
Back Lit Marquee

60" High
20" Wide
21" Deep



COUNTERTOP

19" LED ELO
Touch Monitor
Custom Etched Top
LED marquee with
Button Control Panel

20" High
17" Wide
15" Deep



SIT DOWN

19" LED ELO
Touch Monitor
Chair Height for MOST
Comfortable Play

47" High
28" Wide
22" Deep



BLACKJACK

Social play at its best.
Stool Height for MOST
Comfortable Play

47" High
44" Wide
76" with 48" Flat
Panel Monitor
on Factory Brackets



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