

# **POWER PLAYER 2**

## **POWER PLAYER 2 OPERATIONS MANUAL**



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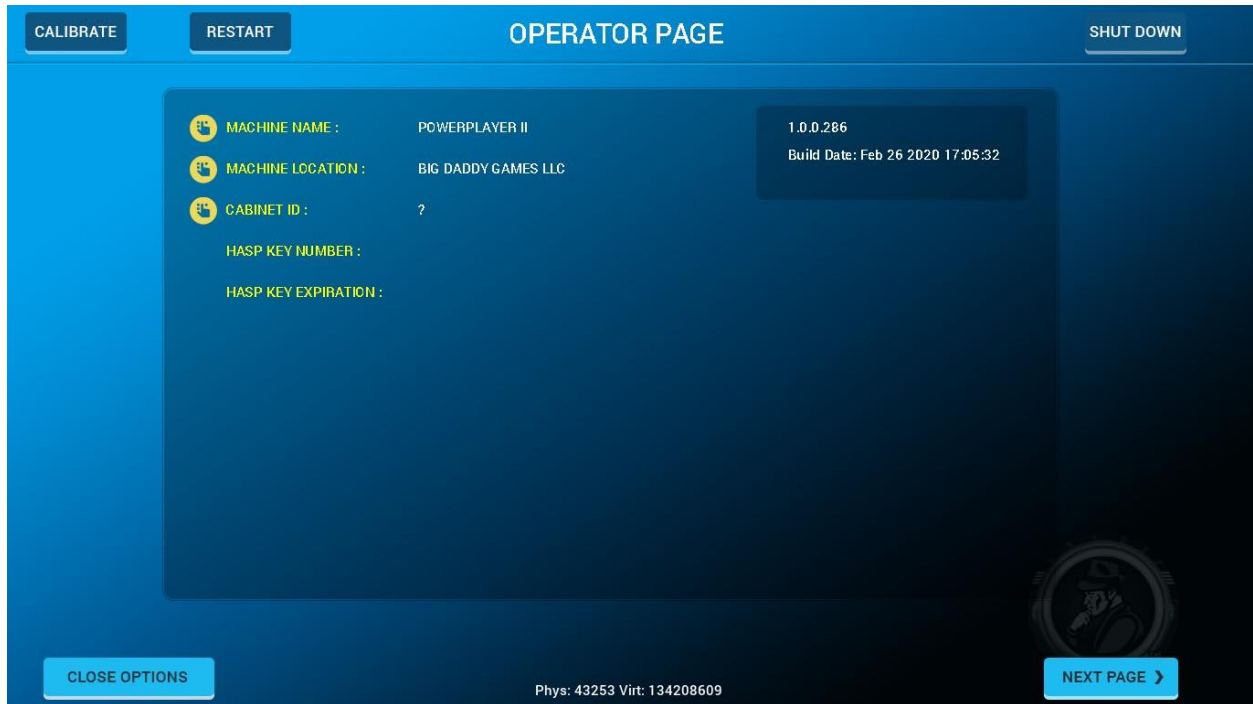
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# OPERATOR PAGE



## OPTIONS Home Page

**CALIBRATION OF TOUCHSCREEN** – Press *CALIBRATE* and follow on-screen instructions.

**RESTART** – Restart program which is the proper procedure necessary for the Operating System.

**SHUTDOWN** – Shutdown program which is the proper Shutdown procedure necessary for the Operating System.

**MACHINE NAME** – Settable Option with on-screen keyboard to set as needed.

**MACHINE LOCATION** - Settable Option with on-screen keyboard to set as needed.

**CABINET ID** - Settable Option with on-screen keyboard to set as needed. Enter the Cabinet Serial Number here.

**HASP KEY NUMBER** – Fixed Number derived from the License Security Key installed.

**HASP KEY EXPIRATION** – Fixed Field displaying the Expiration Date of the License Security Key.

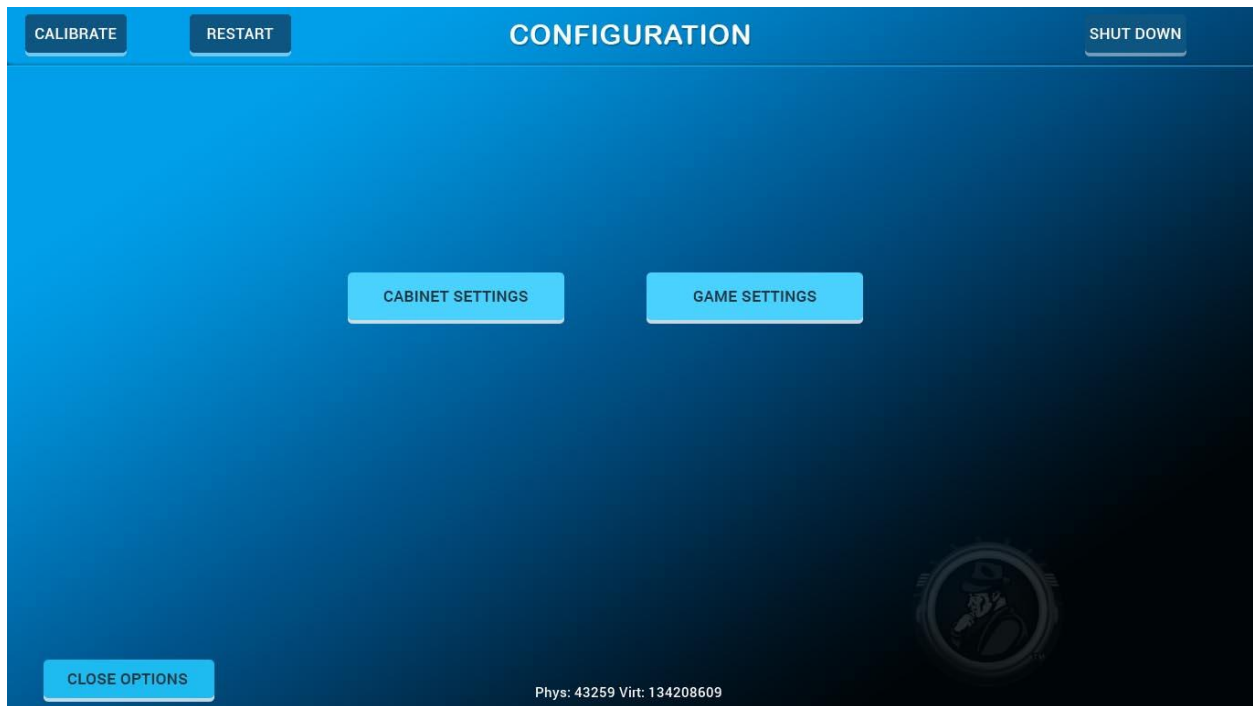
**VERSION and BUILD DATE** –The program’s *VERSION* and *BUILD* information.

**CLOSE OPTIONS** – Close Page and return to Main Lobby Screen.

**NEXT PAGE** – Advance to the Next Operator Page.

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# CONFIGURATION PAGE



## SELECTION SCREEN Page

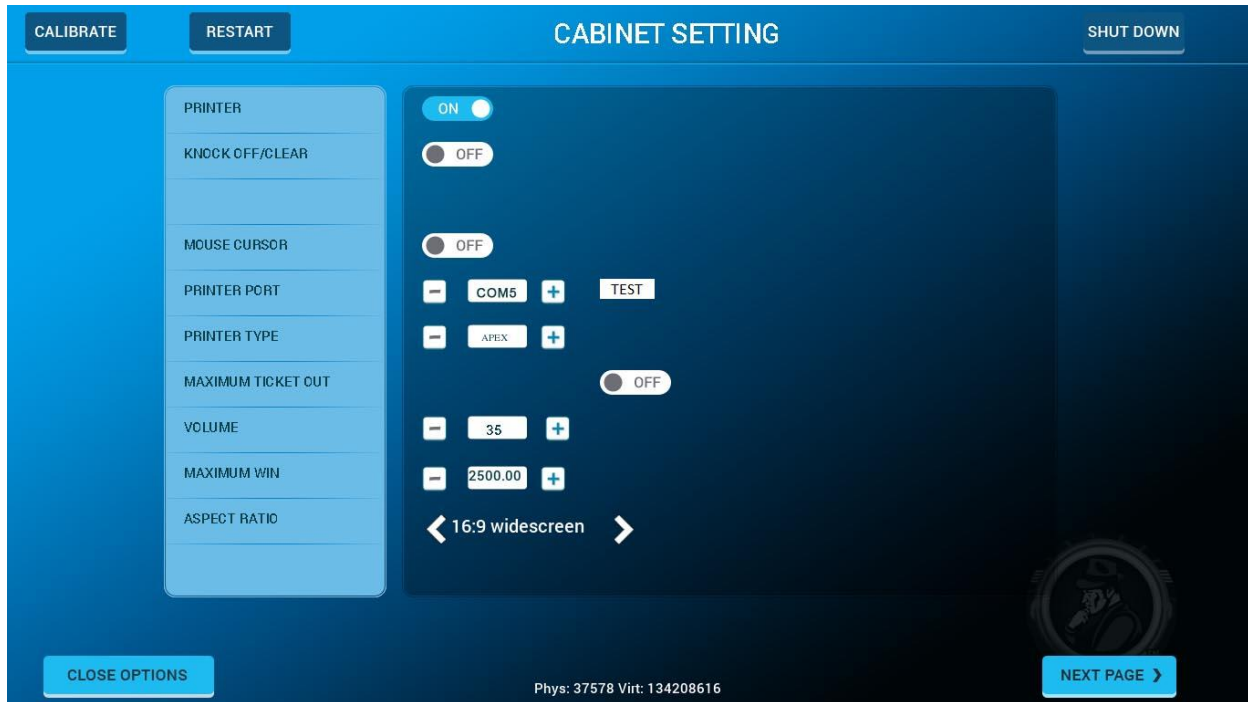
**CALIBRATE**, **RESTART**, and **SHUTDOWN** Options Remain on this and are subsequent screens.

**CABINET SETTINGS** – Press to advance into specific Cabinet Settings. *(Page 3 – 6)*

**GAME SETTINGS** – Press to advance into Setting up Individual Game Specific Options. *(Pages 7 – 8)*

**CLOSE OPTIONS** – Close Page and return to the Main Lobby Screen.

## CABINET SETTING (1 OF 3)



**PRINTER** – ON / OFF selection for Cabinet’s active Printer (If equipped). (*Default: OFF*)

**KNOCK OFF/CLEAR** – ON/OFF Selection of requiring a press for the Clear Switch to Clear Credits/Points. (*Check local regulations if permitted to operate in this mode.*) (*Default: OFF*)

**MOUSE CURSOR** – ON/OFF option to have a mouse pointer active to display touch area. (*Default: OFF*)

**PRINTER PORT** - Press + or – to match Cabinet’s active Printer Port. (*Default: COM 5*)

**PRINTER TYPE** – Press + or – to navigate thru the Printer Manufacturer and Model of Printers Supported directly by the software. (*Default: APEX*)

**MAXIMUM TICKET OUT** – Turning this option ON allows a settable range of MAXIMUM TICKET values. If enabled, Press + or – to set values and Credits/Points exceeding the MAXIMUM TICKET value set, the remaining Credits/Points will remain on the Cabinet. (*Default: OFF*)

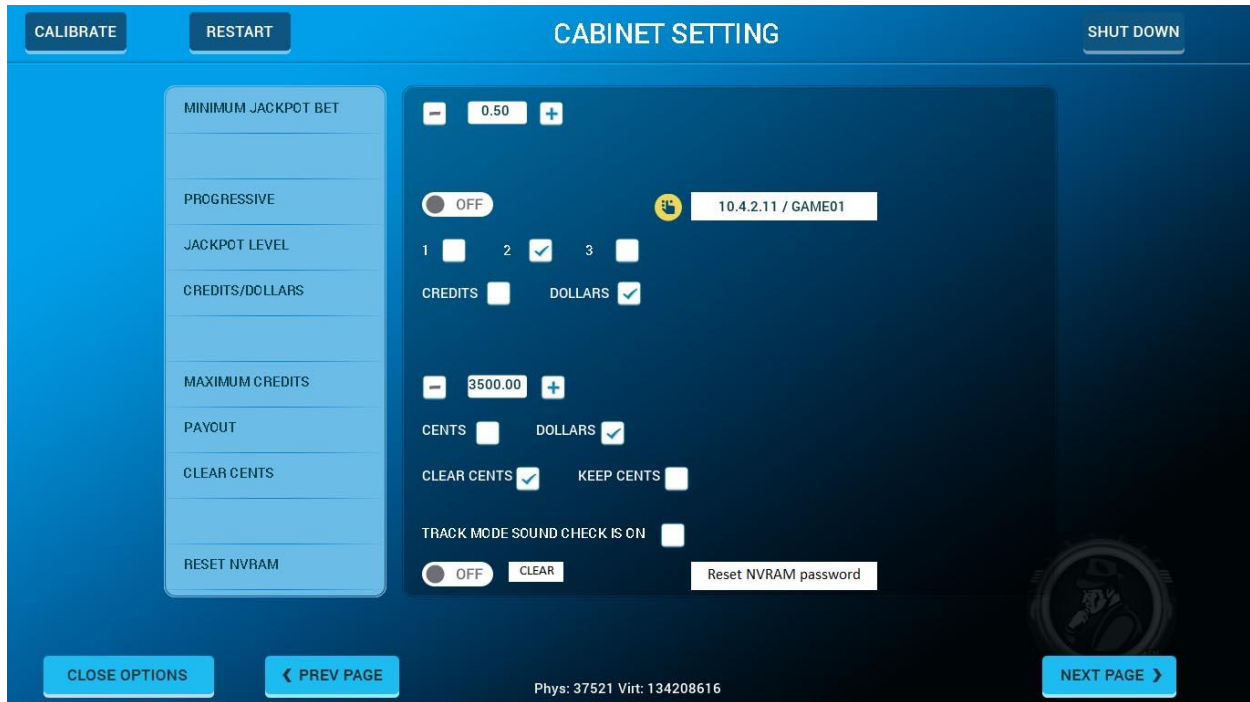
**VOLUME** – Press + or – to Preset Maximum Volume. On-screen Player Controlled Volume Controls in the game will only allow adjustment of sound level up to this Master Set VOLUME. (*Default: 35*)

**MAXIMUM WIN** – Press + or – to set an upper limit Value on the MAXIMUM WIN allowed in one single play. *\*Note: a feature is considered a single play, which includes any symbol win values prior to entering the Feature.* (*Default: 250000*)

**ASPECT RATIO** – Press < > to set Screen Ration. (*Default: 16:9 Widescreen*)



## CABINET SETTING (2 OF 3)



**MINIMUM JACKPOT BET** – Press + or – to set the number of Credits/Points needed to be eligible for Jackpot Wins. **(Default: 0.50)**

**PROGRESSIVE** – ON/OFF selection to turn Progressive ON or OFF. Press the IP address to set up IP address. The Progressive Turns OFF after the new IP address has been entered. Press ON to enable the Progressive. (ref page 14) **\*Note: RESTART is HIGHLY RECOMMENDED. (Default: OFF)**

**JACKPOT LEVEL** – Set JACKPOT Levels to Preset Start Values and Range. **(Default: LEVEL 2)**

	Low Level (1)	Middle Level (2)	High Level (3)
<b>Mini</b>	5 ~ 20	10 ~ 40	20 ~ 80
<b>Minor</b>	25 ~ 100	50 ~ 200	100 ~ 500
<b>Major</b>	125 ~ 250	250 ~ 500	500 ~ 1125
<b>Big Daddy</b>	250 ~ 500	500 ~ 1000	1000 ~ 2000

**\*Note: Numbers = start ~ upper limit**

*The jackpot will hit randomly as it approaches, but will never reach the upper limit.*

**CREDITS/DOLLARS** – Check the Box as desired to display values on-screen as Dollars or Points. **(Default: DOLLARS)**

**MAXIMUM CREDITS** - Settable Value to set an upper limit of CREDITS/POINTS permitted on the CABINET. This upper limit includes all CREDITS/POINTS derived from Bill In, Game Play, Jackpots, and Progressive *GRAND DADDY* Wins. **(Default: 3500.00)**

---

**PAYOUT** – Redemption includes CENTS (ENABLE CENTS) or as whole Dollars or multiples of 100 Point Values (ENABLE DOLLARS). *(Default: DOLLARS)*

**CLEAR CENTS** – If PAYOUT has DOLLARS ENABLED, CENTS or SINGLE POINT values are CLEARED from the Cabinet on PAYOUT. KEEP CENTS has the CENTS or SINGLE POINT values remain on the Cabinet. *(Default: CLEAR CENTS)*

**ATTRACT MODE SOUND** – Enable Sound in the ATTRACT MODE check box for ON. *(Default: OFF)*

**RESET NVRAM** – Turn ON and Press CLEAR to enable the NVRAM reset. **PASSWORD:** 11111.

**PLEASE NOTE**

**NVRAM CLEARS ALL PROGRAM DATA AND RESTORES DEFAULT SETTINGS.**

**PROGRAM WILL AUTOMATICALLY RESTART AFTER NVRAM CLEAR HAS BE PERFORMED.**

## CABINET SETTING (3 OF 3)

CALIBRATE    RESTART    CABINET SETTING    SHUT DOWN

JACKPOT VALUES FOR JACKPOT LEVEL 2		
	MIN	MAX
MINI	1000	4000
MINOR	5000	20000
MAJOR	25000	50000
BIG DADDY	50000	100000

Phys: 43263 Virt: 134208611

### JACKPOT VALUE SETTINGS ADJUSTMENT SCREEN

The Jackpot Values (Mini, Minor, Major and Big Daddy) can be manually adjusted to restore a Jackpot to a current value when a new hard drive is installed, or if NVRAM is cleared.

#### **PLEASE NOTE**

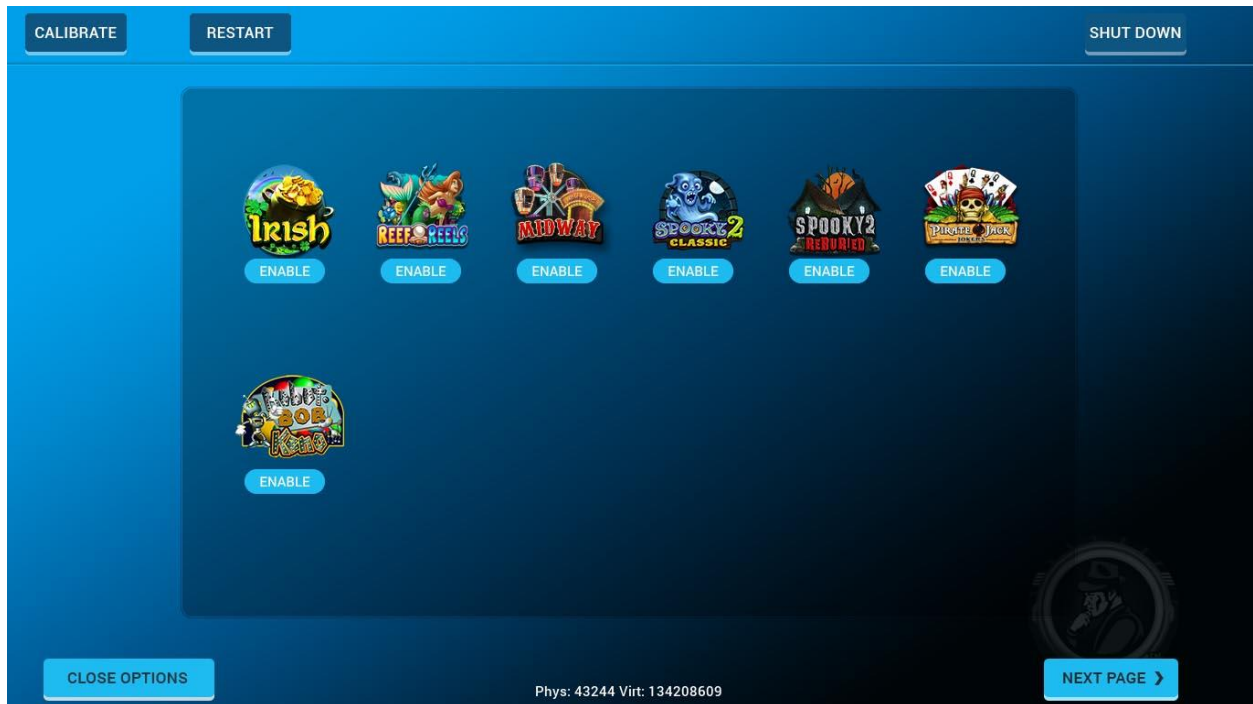
**CHANGES TO ANY OF THE JACKPOT VALUES WILL RESET THE PROGRAM'S CURRENT JACKPOT AMOUNT PLAYERS HAD ACCRUED.**

**CHANGES TO ANY OF THE JACKPOT VALUES WILL RESET TO THE CHANGED JACKPOT'S MINIMUM SET VALUE.**

**JACKPOT LEVELS** – Display of MIN and MAX of each JACKPOT at its Pre-set Level.

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## GAME SELECTION SETTINGS



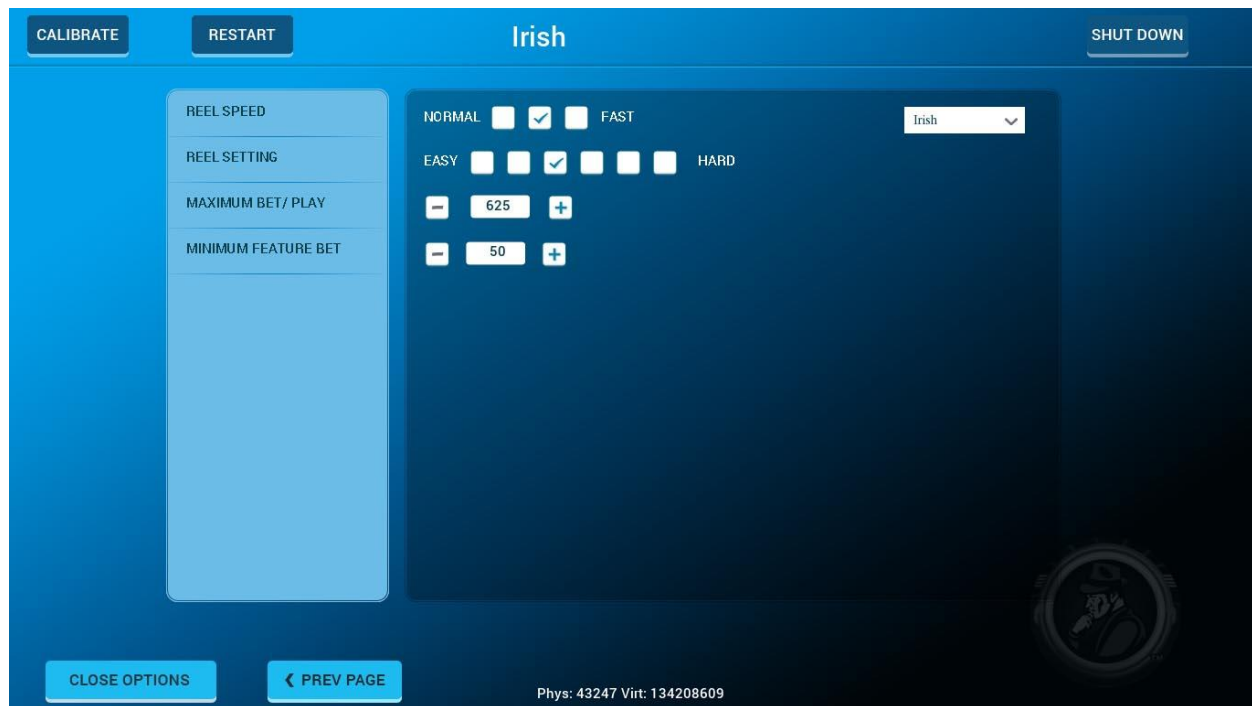
Press **ENABLE** to *REMOVE* the game from the Main Lobby Screen Operators/Locations does not wish to include.

Press **DISABLE** to *ENABLE* the game to the Main Lobby Screen Operators/Locations wish to include.

*\*Note: Spooky 2 Classic WIDE will be settable in the INDIVIDUAL GAME SETTINGS Page.*

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## INDIVIDUAL GAME SETTINGS



**GAME SETTING SELECTION** – To set a different game’s option, press the drop-down box in the top right hand corner of the current game name. **\*Note:** *Spooky 2 Classic and Spooky 2 Classic WIDE can only be enabled at one given time.*

**REEL SPEED** – This controls how fast operators want the reels to spin and stop in a given turn (Normal, Medium or Fast). **(Default: Medium)**

**REEL SETTING** – This controls the RTP (Return to Player percent). There are six optional percentages, *Easy to Hard*. *Easy* is most liberal with greater RTP. **(Default: 3)**

**MAXIMUM BET / PLAY** - This sets the maximum bet allowable per play (25 - 625). **(Default: 6.25)**

**MINIMUM FEATURE BET** - This sets the minimum credits bet required for bonus free feature to be activated (25 - 625). **(Default: 50)**

# MASTER TOTAL BOOKS

PRINT		TOTALS		EXIT	
		MASTER	PERIOD	PRINT	LAST COLLECT AMOUNT
TOTAL NUMBER OF BETS:		0	0	1	
TOTAL MONEY BET:		\$0.00	\$0.00	2	
AVERAGE BET:		\$0.00	\$0.00	3	
TOTAL MONEY WON:		\$0.00	\$0.00	4	
TOTAL WIN / LOST:		\$0.00	\$0.00	5	
MACHINE PAYBACK %:		0.00	0.00	6	
TOTAL REGULAR WON		\$0.00	\$0.00	7	
TOTAL FEATURE WON		\$0.00	\$0.00	8	
TOTAL JACKPOT WON		\$0.00	\$0.00	9	
TOTAL GRAND WON		\$0.00	\$0.00	10	
TOTAL PRIZE WON	RECONCILE PRIZES	\$0.00	\$0.00		
Page 01					
CASH IN		\$0.00	\$0.00		
CASH OUT		\$0.00	\$0.00		
CASH IN/OUT DIFFERENCE:		\$0.00	\$0.00		
CASH IN/OUT%		0.00	0.00		
RESET PERIOD VALUES		RESET COLLECT VALUES		NEXT PAGE >	

TOTALS Page lists details for the Cabinet's TOTAL performance. Total Performance is tracked by **MASTER** and **PERIOD**.

<b>TOTAL NUMBER OF BETS</b>	<b>TOTAL MONEY BET</b>
<b>AVERAGE BET</b>	<b>TOTAL MONEY WON</b>
<b>TOTAL WIN / LOST</b>	<b>MACHINE PAYBACK %</b>
<b>TOTAL REGULAR WON</b>	<b>TOTAL FEATURE WON</b>
<b>TOTAL JACKPOT WON</b>	

Overall Gameplay Performance and Accounting.

**TOTAL GRAND WON** –TOTAL amount won on the BDG Progressive linked prize – *GRANDDADDY*.

**TOTAL PRIZE WON** –Accounting of BDG Progressive Prizes won.

**LAST COLLECT AMOUNT** – Total Player Redemptions with Date, Time, and Amount.

**CASH IN** – Total Credits from Bills the Cabinet has accepted.

**CASH OUT** – Total Credits Players have redeemed.

**CASH IN / OUT DIFFERENCE** – Total Credit Value difference between Cash In and Cash Out.

**CASH IN / OUT %** - Calculated percentage value between Cash In and Cash Out.

**REST PERIOD VALUE** – Resets gameplay performance and accounting PERIOD data.

**RESET COLLECT VALUES** – Resets Listing of Player Redemption.

**NEXT PAGE** – Advance to the Next Books Page to review Individual Gameplay Performances.

## INDIVIDUAL GAME BOOKS

PRINT
← Irish →
EXIT

	MASTER	PERIOD
TOTAL NUMBER OF BETS:	0	0
TOTAL MONEY BET:	\$0.00	\$0.00
AVERAGE BET:	\$0.00	\$0.00
TOTAL MONEY WON:	\$0.00	\$0.00
TOTAL WIN / LOST:	\$0.00	\$0.00
MACHINE PAYBACK %:	0.00	0.00
TOTAL SPINS	0	0
SPINS WON	0	0
SPINS LOST	0	0
% SPINS WON	0.00	0.00
% SPINS LOST	0.00	0.00
LONGEST WINNING STREAK	0	0
LONGEST LOSING STREAK	0	0
TOTAL REGULAR WON	\$0.00	\$0.00
TOTAL FEATURE WON	\$0.00	\$0.00
TOTAL JACKPOT WON	\$0.00	\$0.00

PRINT	LAST JACKPOT WON	
1	JACKPOT	
	AMOUNT	
	TIME	
2	JACKPOT	
	AMOUNT	
	TIME	
3	JACKPOT	
	AMOUNT	
	TIME	
4	JACKPOT	
	AMOUNT	
	TIME	
5	JACKPOT	
	AMOUNT	
	TIME	

Game History
Jackpot History

← Page 01 →

← PREV PAGE
RESET PERIOD VALUES
RESET JACKPOT VALUES
NEXT PAGE →

INDIVIDUAL GAME BOOKS page lists details for the INDIVIDUAL GAME BOOKS TOTAL performance. Total Performance is tracked by **MASTER** and **PERIOD**.

**RESET PERIOD VALUES** – Resets gameplay performance and accounting Period data for the individual game only.

**RESET JACKPOT VALUES** – Resets the individual game’s LAST JACKPOT WON accruing list.

**LAST JACKPOT WON** – Accounting of Jackpots, which includes the *MINI*, *MINOR*, *MAJOR*, and *BIG DADDY*. **\*Note:** *If linked on the BDG Progressive, the GRAND DADDY Jackpot won is only recorded in the MASTER TOTAL BOOKS page.*

**GAME HISTORY** – Viewable gameplay result screenshot history for up to 50 reels. *(Not available for Spooky 2 Classic, Spooky 2 Classic Wide, Pirate Jokers, and Robot Keno)*

**JACKPOT HISTORY** – Viewable Jackpots Won screenshot history for up to 50 reels. *(Not available for Spooky 2 Classic, Spooky 2 Classic Wide, Pirate Jokers, and Robot Keno)*


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# EVENT LOG

## Event Log

Event 2: Missing Asset - INITIAL\_SCREEN Setup failed on game index 3  
File: SOURCE\bdg\baselotgame.cpp  
Line: 2866  
Method: BaseSlotGame::LoadAllGameAssets  
Time: 02/27/2020 08:06:03

Event 1: EGM Boot - EGM Power On  
File: SOURCE\main.cpp  
Line: 138  
Method: SDL\_main  
Time: 02/27/2020 08:05:47



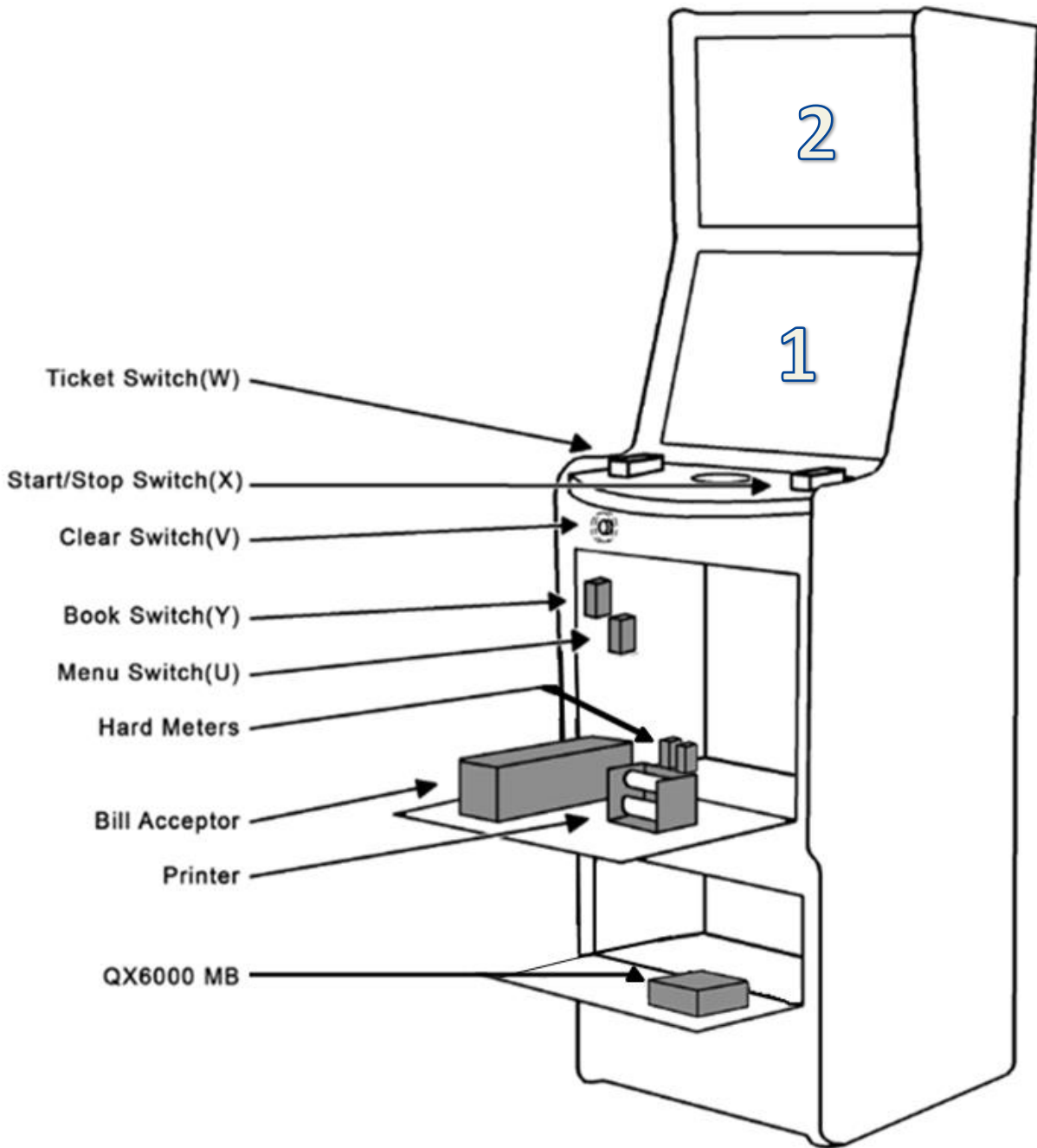
[< PREV PAGE](#) [NEXT PAGE >](#)

Information for Programming Diagnostics. This is **NOT USED** for Field Operation at this time.



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## CABINET SWITCHES & LOCATION DIAGRAM



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## KEYBOARD SHORTCUTS & MENU SETUP

<b>W</b>	TICKET
<b>X</b>	START/STOP
<b>Y</b>	BOOKS
<b>Z</b>	BILL PULSE



USB STANDARD KEYBOARD

<b>ESC</b>	EXIT GAME
<b>H</b>	HIDE/UNHIDE CURSOR
<b>U</b>	OPERATOR MENU
<b>V</b>	KNOCKOFF/CLEAR CREDITS

Touch Screen Calibration SHORTCUT from the Main Lobby Screen:

- From the keyboard, Press **U U U U U**

EXIT GAME (from Menu or use Esc) for Sub Menus and Shell Options:

- From the keyboard, Press **U** to bring up Windows Shell Options for Windows Settings, Touch Screen Calibrations, etc.

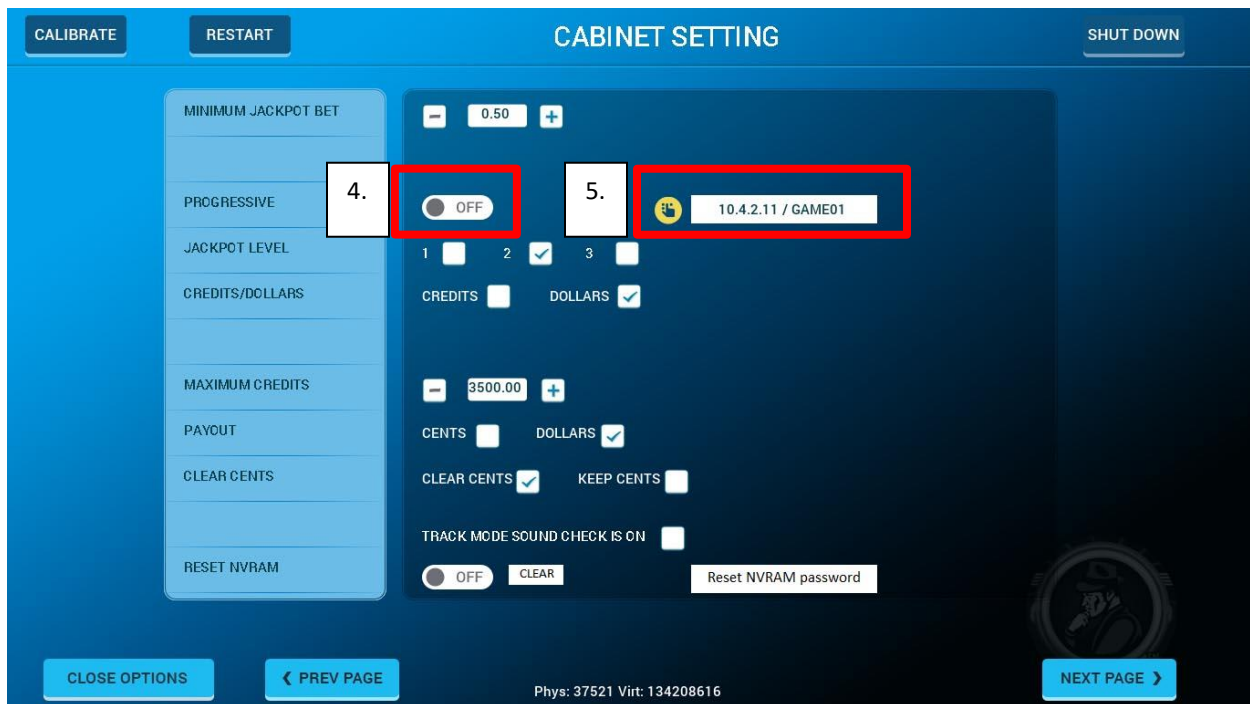


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## PROGRESSIVE SERVER SYSTEM SET UP

### To Set Up IP Address on Games:

1. Hit the **Menu Switch** or “**U**” on the USB Keyboard to go to the Main Menu.
2. From the Configuration Page, Press **Cabinet Settings**.
3. Advance to the next Cabinet Setting Page (*ref page 4*).
4. Press the **PROGRESSIVE** option to **ON**. (*See figure below*)
5. Press the **IP Address** to enter in the 2 last digits to assign the Progressive Game Number. (*See figure and IP Address below*)



Game 01 = 10.4.2.11

Game 04 = 10.4.2.14

Game 02 = 10.4.2.12

Game 05 = 10.4.2.15

Game 03 = 10.4.2.13

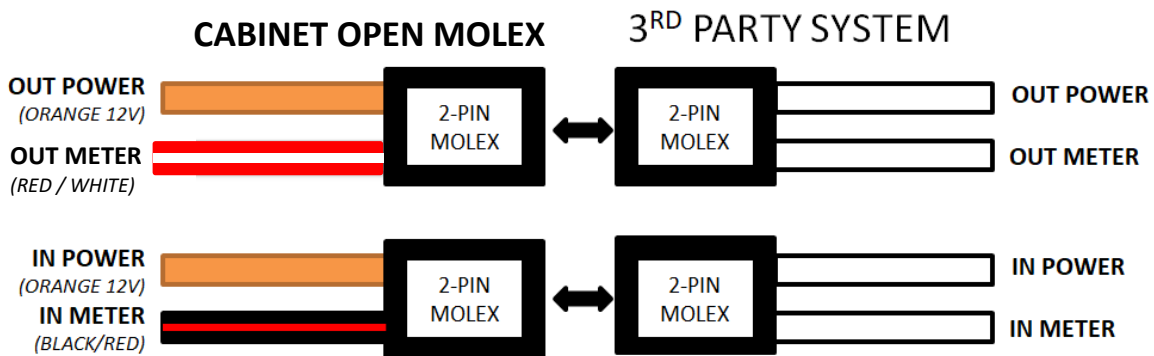
**\*Note:** The Power Player 2 will have successfully connected to the Progressive System when the game appears on the Progressive TV (PP2) **OR** when the Grand Daddy Prize appears on the Top Monitor of the PP2 Dual Screen.

---

## SET UP FOR BEHIND THE COUNTER PRINTER SYSTEM

For locations that have printers set up behind the counter follow these instructions:

1. The Printer must be **DISABLED** to prevent “double tickets”, one from the game and one from the system. (ref page 3)
2. **Meter IN** – Connect your printer adapter / wiring to the existing open Molex 2-pin ends as show below. The IN meter uses the **RED / BLACK** for the *Pulse IN* and the **ORANGE** for *+12VDC*.
3. **Meter OUT** - Connect your printer adapter / wiring to the existing open Molex 2-pin end as show below. The OUT meter uses the **RED / WHITE** for the *Pulse Total Out* and the **ORANGE** for *+12VDC*.



## PP2 QUIXANT 6000 WIRE HARNESS DIAGRAM

### J2 (EXTRA SWITCHES)

TOP				BOTTOM	
---	<i>NOT USED</i>	<b>18</b>	<b>9</b>	<i>NOT USED</i>	---
---	<i>NOT USED</i>	<b>17</b>	<b>8</b>	<i>NOT USED</i>	---
---	<i>NOT USED</i>	<b>16</b>	<b>7</b>	<i>NOT USED</i>	---
BROWN	INTLK GROUND	<b>15</b>	<b>6</b>	INTERLOCK 5	BLACK
WHITE	INTLK GROUND	<b>14</b>	<b>5</b>	INTERLOCK 4	GREY
PURPLE	INTLK GROUND	<b>13</b>	<b>4</b>	INTERLOCK 3	BLUE
GREEN	<i>NOT USED</i>	<b>12</b>	<b>3</b>	INTERLOCK 2	YELLOW
ORANGE	INTLK GROUND	<b>11</b>	<b>2</b>	<i>NOT USED</i>	---
---	<i>NOT USED</i>	<b>10</b>	<b>1</b>	<i>NOT USED</i>	---

### J3 (SWITCHES)

TOP				BOTTOM	
WHITE	TICKETSWGRND	<b>20</b>	<b>10</b>	BA/KO GROUND	GREY W/BLUE
PURPLE	BOOKS	<b>19</b>	<b>9</b>	MENU SWITCH	BLUE
ORANGE W/BLUE	DIN19	<b>18</b>	<b>8</b>	DIN18	YELLOW W/BLK
---	<i>NOT USED</i>	<b>17</b>	<b>7</b>	KNOCKOFF	RED W/BLUE
BROWN	BA PULSE	<b>16</b>	<b>6</b>	PLAY SWITCH	BLACK
---	<i>NOT USED</i>	<b>15</b>	<b>5</b>	<i>NOT USED</i>	---
---	<i>NOT USED</i>	<b>14</b>	<b>4</b>	<i>NOT USED</i>	---
---	<i>NOT USED</i>	<b>13</b>	<b>3</b>	TICKET SWITCH	YELLOW
---	<i>NOT USED</i>	<b>12</b>	<b>2</b>	<i>NOT USED</i>	---
BROWN W/BLACK	PLAYSWGRND	<b>11</b>	<b>1</b>	RESETMENUGRD	BLACK W/BLUE

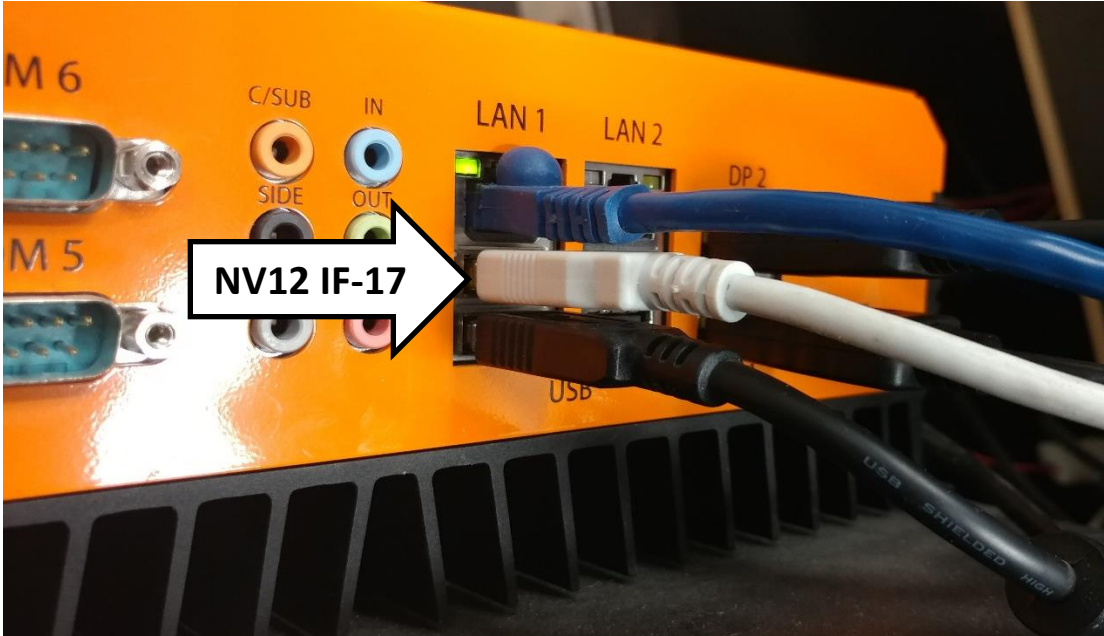
### J5 (LAMP)

TOP				Bottom	
---	<i>NOT USED</i>	<b>24</b>	<b>12</b>	<i>NOT USED</i>	---
---	<i>NOT USED</i>	<b>23</b>	<b>11</b>	<i>NOT USED</i>	---
---	<i>NOT USED</i>	<b>22</b>	<b>10</b>	<i>NOT USED</i>	---
---	<i>NOT USED</i>	<b>21</b>	<b>9</b>	<i>NOT USED</i>	---
---	<i>NOT USED</i>	<b>20</b>	<b>8</b>	DOUT22	RED W/WHITE
BLACK W/GREY	DOUT21	<b>19</b>	<b>7</b>	DOUT20	GREY W/WHITE
---	<i>NOT USED</i>	<b>18</b>	<b>6</b>	<i>NOT USED</i>	---
---	<i>NOT USED</i>	<b>17</b>	<b>5</b>	PLAY LAMP	GREY
---	<i>NOT USED</i>	<b>16</b>	<b>4</b>	<i>NOT USED</i>	---
---	<i>NOT USED</i>	<b>15</b>	<b>3</b>	<i>NOT USED</i>	---
ORANGE	METER IN	<b>14</b>	<b>2</b>	TICKET LAMP	RED
BROWN	METER OUT	<b>13</b>	<b>1</b>	<i>NOT USED</i>	---

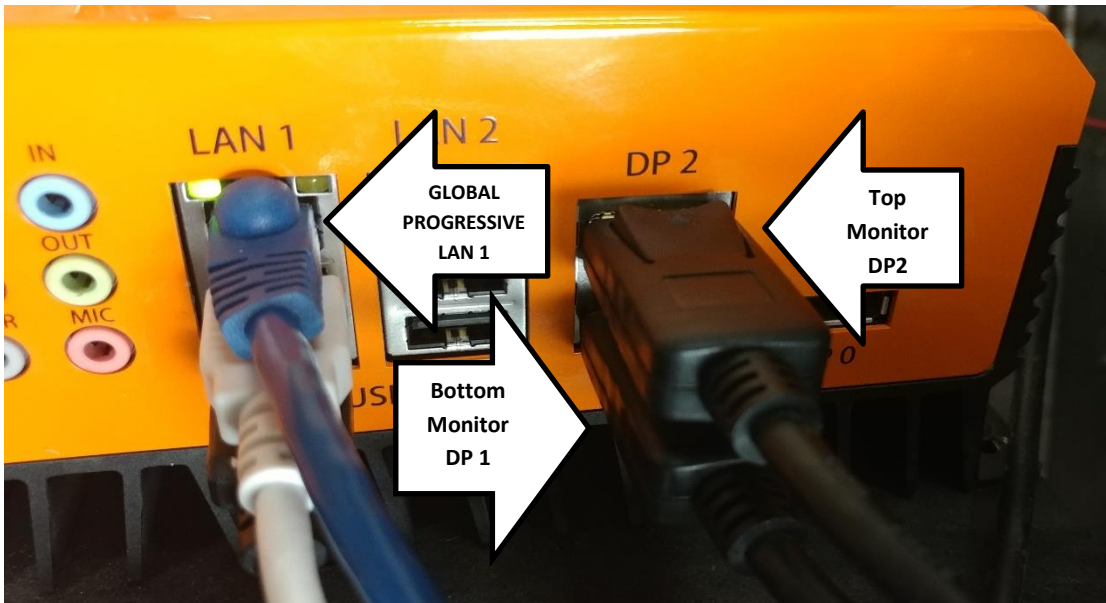
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## CONNECTIONS ON QXi-6000

- 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 LAN 1 port.



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