



# **POWER PLAYER™**

## **OPERATIONS MANUAL**

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# Table of Contents

Introduction .....	1
SECTION 1: HARDWARE .....	2
Switches & Locations .....	2
Keyboard Shortcuts & Menu Setup .....	2
Yellow-Dot Motherboard .....	3
Board “Soft-Start” Start-up and BIOS Setup .....	4
SECTION 2: GAME INTERFACE.....	5
Help Menu .....	6
Paytable .....	7
Windows Shell Screen.....	8
SECTION 3: ACCOUNTING .....	9
Bookkeeping .....	9
SECTION 4: OPERATOR MENU .....	10
Operator Page.....	10
Machine Options Page 1 .....	11
Machine Options Page 2 .....	12
Machine Options Page 3 .....	13
Machine Options Page 4 .....	14
Machine Options Page for POW’R UP Games.....	15
Machine Options Page for SKILLPLUS Games .....	16
Serial BV Setup .....	17
Game Jackpot Settings .....	18
SECTION 5: MACHINE DIAGRAMS.....	19
Top 32 Wire & Harness Diagram.....	19
Top32 Board.....	19
Top 32 Wire & Harness for POW’R UP.....	20
POW’R UP Charge Board.....	20
I/O Board Wire & Harness .....	21
Relay Board & Printer Wire Diagram .....	22

SECTION 6: MACHINE MAINTENANCE .....	23
Proper Game Shutdown.....	24
SECTION 7: QUICK GUIDES.....	25
Calibrating Touch-Screen .....	25
Prize Link Progressive Server System.....	26
SECTION 8: MISCELLANIOUS.....	27
Customer Support.....	27
Web Support.....	27
Equipment Updates .....	27
Parts & Equipment.....	27
Warranty.....	27

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## **Introduction**

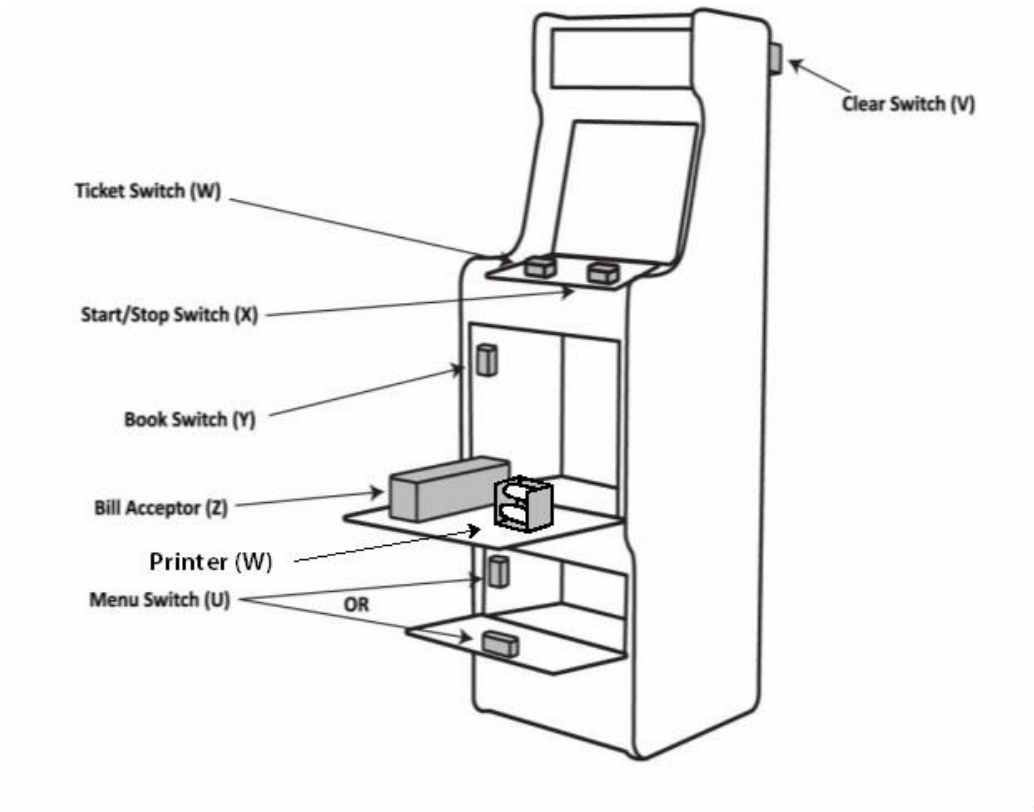
It's our goal at Big Daddy Games™ (BDG) to provide our game operators with the finest games available in the marketplace today. Our games are intended to provide *your* customers with hours of comfortable fun and excitement, while earning our operators the highest value possible. BDG games allow custom controls that are comprehensive and highly effective in maximizing long term revenue in your market. And your game will carry this value for many years to come.

*Your Games ... Our Business!*

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# SECTION 1: HARDWARE

## Switches & Locations



## Keyboard Shortcuts & Menu Setup

W = TICKET  
X = START/STOP  
Y = Books  
Z = Bill Pulse



*Use USB Standard Keyboard*

ESC = Exit Game  
H = Hide/Unhide Mouse Cursor  
U = Operator Menu  
V = Knockoff/Clear Credits

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

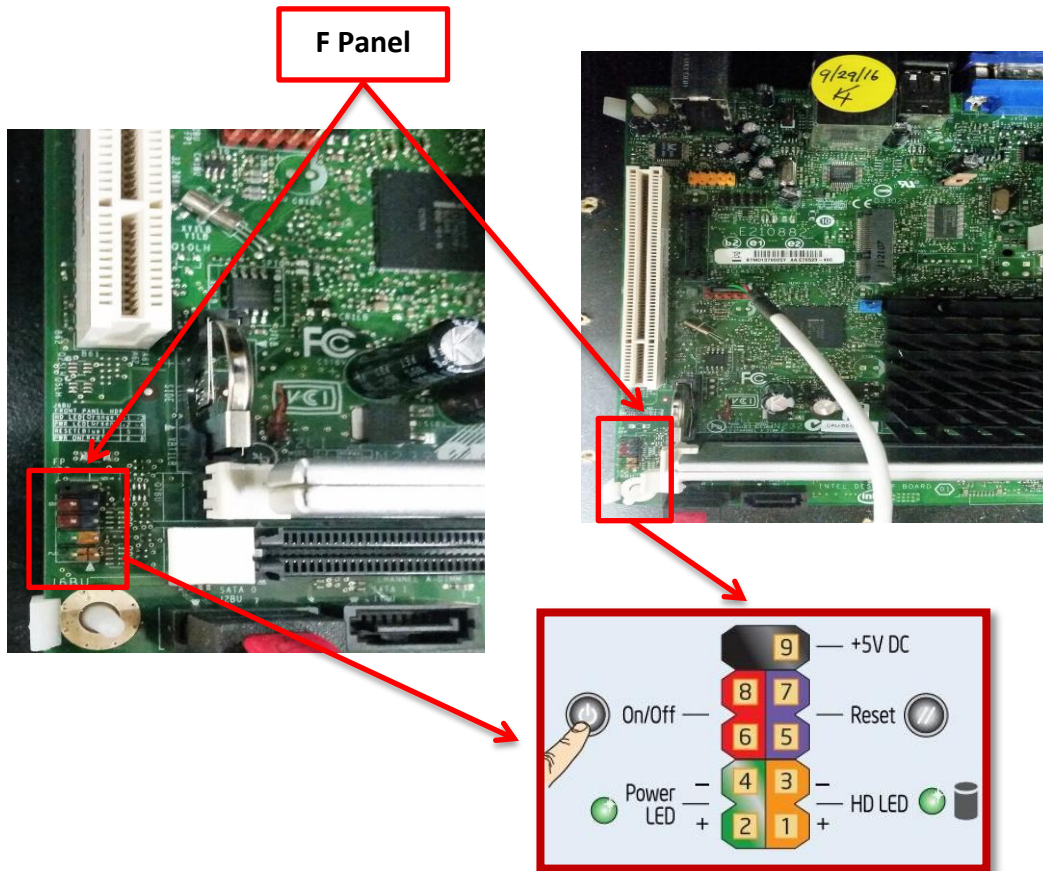
- UUX brings to Windows Shell Options for TS Calibration, Windows Settings etc.
- UUY brings to Serial Bill Validator Setup and I/O Board
- UUUU brings to Touch Screen Quick Calibration (ELO)



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# Board “Soft-Start” Start-up and BIOS Setup

If the game *does not* power up initially, you will need to attach a keyboard to complete the following procedure:



1. Looking at the motherboard located in the bottom drawer, find the **F - Panel**. This is a set of (9) pins located in the lower left corner.
2. Upon locating the **F panel**, find the two **RED** pins (6 & 8) and use a jumper wire to short out the two pins quickly.
3. After the computer board starts, press **F2** on the keyboard to bring up the **Bios** menu.
4. Go to the **Power** section in the Bios menu and turn the **Power On in After Power Failure**. Hit **Enter**.
5. Press **F10** on the keyboard to save the changes. Hit **Y** for yes, then **Enter** and system will reboot.

*\*Following this procedure will allow the system to **Power Up**.*



## SECTION 2: GAME INTERFACE

All BDG 25-line games have an easy-to-use standard game interface and navigation system. This is a touchscreen game; make all selections by touching the screen.



- A. **CREDIT:** Current credits on game
- B. **BET:** Current bet amount
- C. **WIN:** Amount won
- D. **JACKPOTS:** Available jackpots and values
- E. **PAYTABLE:** Will open pay table screen
- F. **COLLECT:** Prints ticket - COLLECT enabled in menu options
- G. **HELP:** Open HELP screen
- H. **Play Lines:** see PAYLINES in HELP page for individual play line
- I. **Game Reels:** 3 rows, 5 columns, 12 symbols, and 25 pay lines
- J. **PLAY** buttons: Allow players to select how much to bet per line
- K. **LINE** buttons: Allow players to select how many lines to play
- L. **START** button: START and STOP game play

# Help Menu

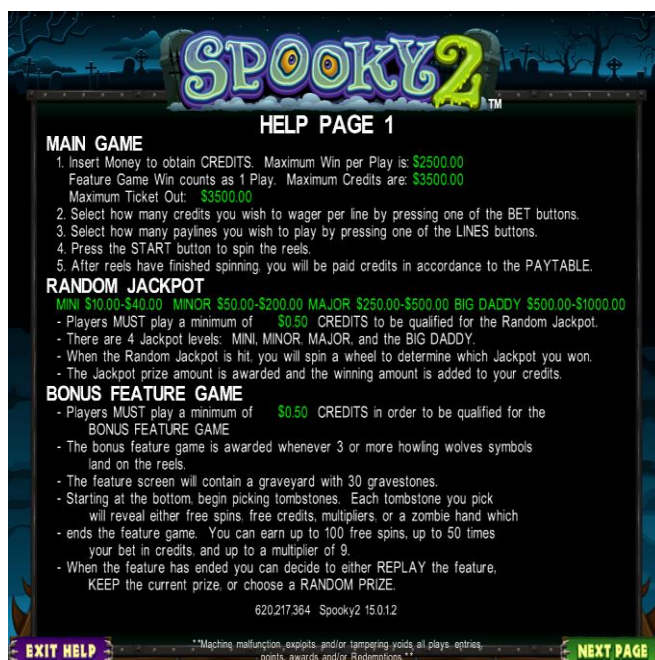
\*Make all selections by touching the screen.



Pressing this **HELP** button will open up the help screens.

There are three sections in the first **HELP** page:

- **MAIN GAME:** this section explains how to play the game. It also displays the allowable Maximum Win, Maximum Credits and Maximum Ticket Out.
- **RANDOM JACKPOT:** this shows the ranges for each available jackpot as well as the minimum credits required for jackpots to be activated.
- **BONUS FEATURE GAME:** this section shows the minimum bet required for bonus feature activation. It also explains how a bonus feature is played.

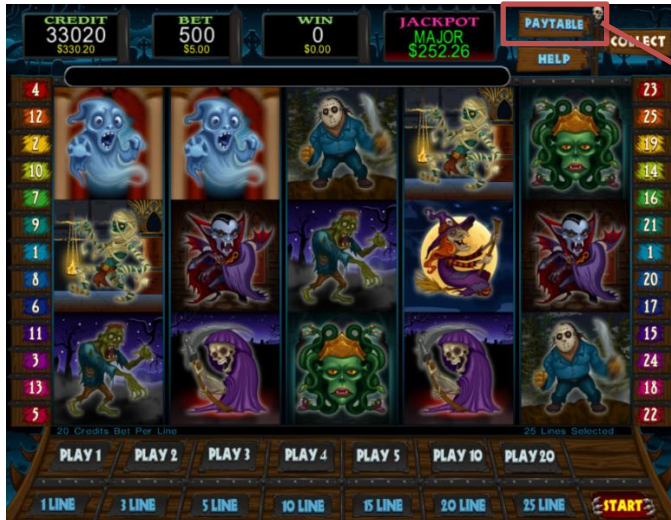


The **HELP** menu also contain a **PAYLINES** chart showing which lines the game will pay. See **PAYTABLES** for symbols and values.

**NOTE:** A minimum of three identical symbols landing continuously from left to right on a **PAYLINE** is required for a pay.

# Paytable

*\*Make all selections by touching the screen.*



Pressing this **PAYTABLE** button will open up the pay table screen.

## PAYTABLE

Displays all of the game's symbols and values. The game awards in accordance to the number of identical symbols landing on a **PAYLINE**. All winnings are multiplied by the amount played per line.



# Windows Shell Screen

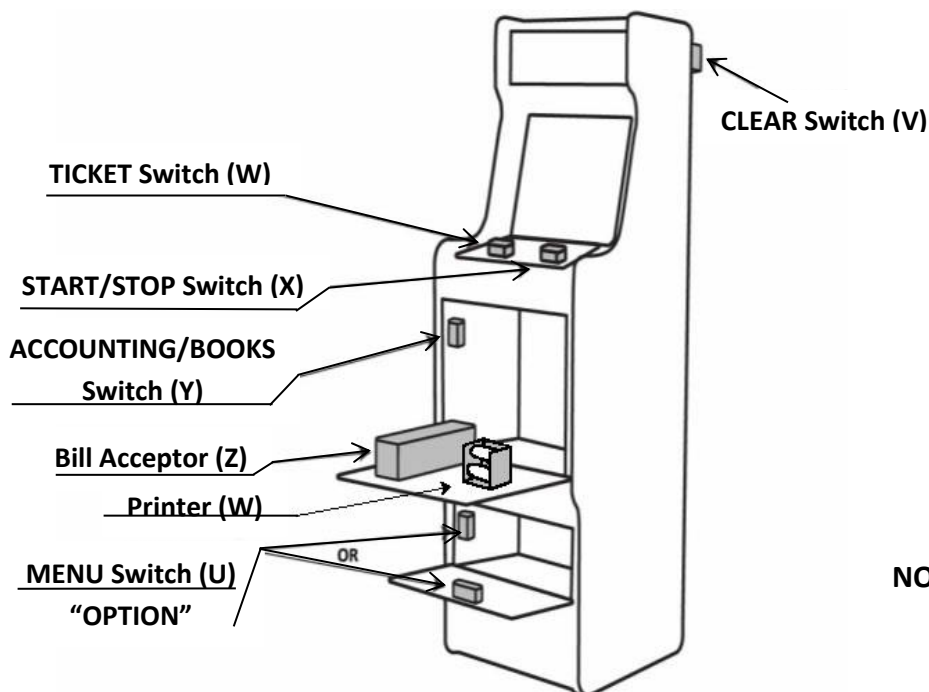


There are two methods to access the **Windows Shell** screen.

- Using a Keyboard



- Using the switches onboard game cabinet



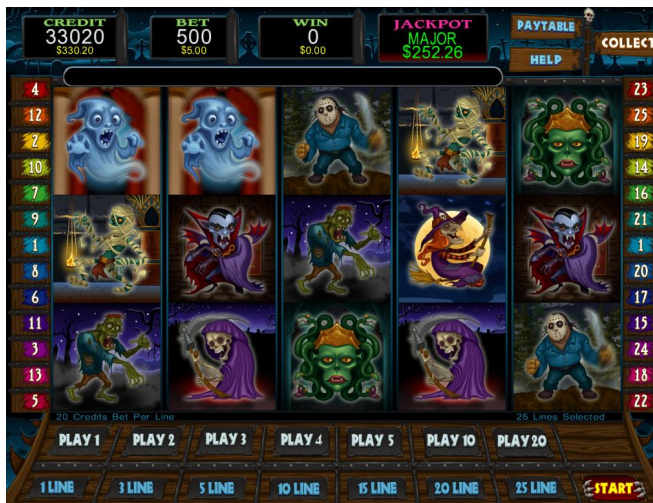
Although there are several options on the Windows shell screen, the only non-self-explanatory option is the TOUCH PANEL APPLICATION. This option will allow operators to turn off the *beep-sound* when touching the screen. To do so, touch this option and select "Sound" then de-select "Beep" and chose "Apply."

**NOTE:** Always *RESTART* after changes are made.

# SECTION 3: ACCOUNTING

## Bookkeeping

To enter the Accounting screen from the main game screen, hit the **Accounting / Books Switch** button inside the cabinet.



**NOTE:** The accounting screen can also be accessed by hitting the **Y** key on a connected keyboard.



- This screen will allow operators to check the accounting **MASTER** and **PERIOD** (since last reset) information such as: *Money In*, *Total Plays*, etc.
- Operators can also check the **Last Collects** and **Last Jackpots Won**. This will show the amount collected/won along with jackpot level and time of winning/collection.
- By touching the corresponding choices, operators can **Reset Period Values**, **Reset Jackpot Values**, and **Reset Last Collects** after initial game setup or after a collection has been made.

Print		TOTAL BOOKS		EXIT	
	MASTER	PERIOD			
Total # Of Bets	319	319			
Total Money Bet	\$421.75	\$421.75			
Average Bet	\$1.32	\$1.32			
Total Money Won	\$377.00	\$377.00			
Total Won/Lost	\$-44.75	\$-44.75			
Payout %	89.39	89.39			
Total Plays	331	331			
Plays Won	128	128			
Plays Lost	203	203			
% Plays Won	38.67	38.67			
% Plays Lost	61.33	61.33			
Money In	\$559.00	\$559.00			
Money Out	\$425.08	\$425.08			
\$ In / \$ Out %	76.04%	76.04%			

PRINT	Last Jackpots Won
1	Jackpot
	Amount
	Time
2	Jackpot
	Amount
	Time
3	Jackpot
	Amount
	Time
4	Jackpot
	Amount
	Time
5	Jackpot
	Amount
	Time

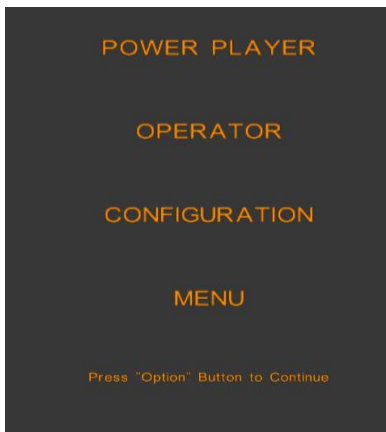
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# SECTION 4: OPERATOR MENU

## Operator Page

*\*Make all selections by touching the screen.*

Next is a comprehensive list of the available options and settings in the **POWER PLAYER CONFIGURATION MENU**. To enter the Operator screen from the main game screen, hit the **Menu Switch** button inside the cabinet.

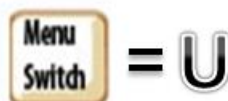
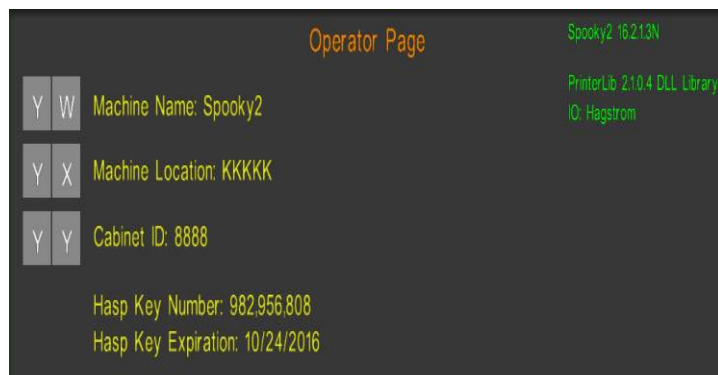


**NOTE:** The Operator screen can also be accessed by hitting the **U** key on a connected USB keyboard.



On this Operator Page and with a connected USB Keyboard, operators can enter the Machine Location (**YX**) and Cabinet ID (**YY**). Other information included on this page:

- Hasp key number and expiration date
- Game name and version in the upper right corner



**NOTE:**

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# Machine Options Page 1

*\*Make all selections by touching the screen.*

## Reel Speed

This controls how fast operators want the reels to spin and stop in a given turn (Normal, Medium or Fast). These options are available on the game interface for players to select on Crunch, Motley Crew, and Fruit Lootin' as the snail, tortoise or hare.

## BDG GAME Printer System

This will allow games to communicate with BDG's PrinSYS System. For more details see *PrinSYS Setup and User Guide*.

## Reel Stop Mode

This controls whether operators want the customer to stop the spinning reels (*Manual*) or would like the spinning reels to stop on its own (*Normal*). See also *All Stop Mode*.

## Reel Settings

This controls the RTP (Return to Player percent). There are seven optional percentages, *Easy* to *Hard*. *Easy* is most liberal with greater RTP.

## Jackpot Level

These three options change the Mini, Minor, Major, and Big Daddy jackpot ranges. See *Game Jackpot Settings* on page 18 for range values.

## Tamper Mode

This option controls whether or not operators would like the machine to alert of any unexpected tampering with the game. If there is an attempted tampering, this picture would appear and an alarm would go off.

## Printer

This turns the cabinet printer *ON* or *OFF*.

## KnockOff/Clear

This option turns on/off *Knockoff* button on back of cabinet when ticketing. *OFF* requires only ticket button to print ticket. *ON* requires both *TICKET* button and then *knockoff* button to activate printing.

## All Stop Button

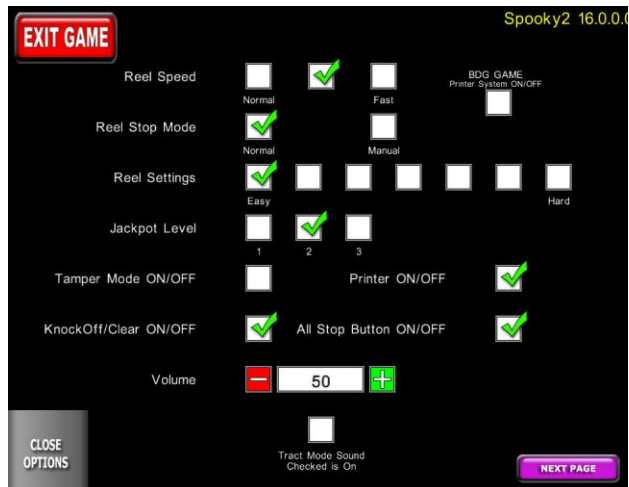
This controls whether operators want the players to stop the reels from spinning (*ON*) or would like the spin to stop by itself (*OFF*). See also *Reel Stop Mode*.

## Volume

Adjust loudness of sounds during game play (0 - 100).

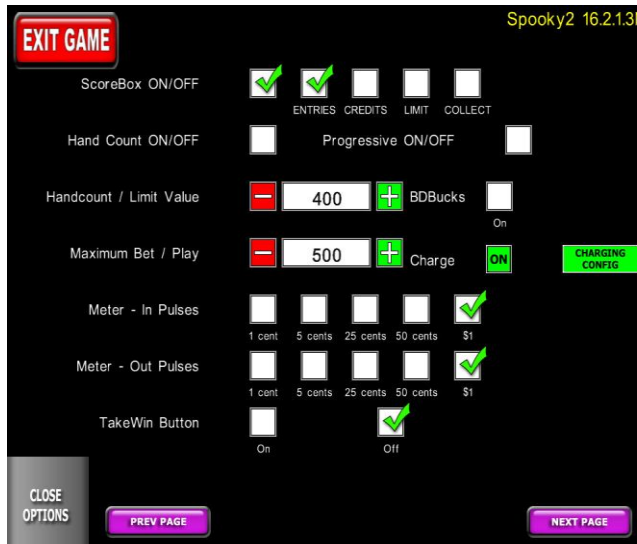
## Track Mode Sound

Enable or disable sounds during *Attract Mode* screen.



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# Machine Options Page 2



## ScoreBox

Enable/Disable SCORE box on game screen for credits won.

## COLLECT

Enable/Disable COLLECT button on game screen.

## Hand Count

Enable/Disable counting the number of hands played.

## Progressive

This option will turn *Progressive* feature on or off. It also enables BDG's Grand Daddy Jackpot. For more details see *Prize Link Progressive Server Manual*.

## Handcount / Limit Value

- This option sets the amount of winning (25 - 1000) that the game will place into the *SCORE* box when the *ScoreBox* is enabled and *LIMIT* is selected. If a win is more than this limit, the rest of the winnings will go into the non-redeemable (*ENTRIES* or *CREDITS*) box.
- When both *ScoreBox* and *Hand Count* are enabled, a printout will limit to this amount per play from the *SCORE* box.
- When *ScoreBox* is disabled and *Hand Count* is enabled, a printout will limit to this amount per play.

## BDBucks

This option will turn *Big Daddy Bucks* on or off. *Progressive* enabled. For more details see *Big Daddy Bucks Manual*.

## Maximum Bet / Play

This sets the maximum bet allowable per play (25 - 500).

## Meter – In / Out Pulses

These two options allow operators to set the input and output increments on your hard meters (\$0.01, \$0.05, \$0.50, and \$1.00).

## TakeWin Button

Enable/Disable the *TAKE WIN* button during a win.

## Charge

Enable charging system on *POW'R UP* games.



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# Machine Options Page 3

## Mouse Cursor

This option displays the mouse cursor (H key).

## Sweepstakes

This turns Sweepstakes ON/OFF – currently non-functional feature.

## Credits / Dollars

This option switches between *Dollar* (\$0.00) and *Credits* (0) mode.

## Maximum Win

This sets the *Maximum Win* allowable per spin (\$500 - \$3,000). Total feature wins are added to the win of the spin that triggered the feature.

## Maximum Credits

This sets the *Maximum Credits* allowable on machine (\$500 - \$4,000).

## PayOut

Select to have *PayOut* in whole dollars or dollars and cents.

## Clear Cents

Operators choose whether to Keep Cents or Clear Cents when game goes into attract mode. Applicable when *PayOut* is set to *Dollars*.

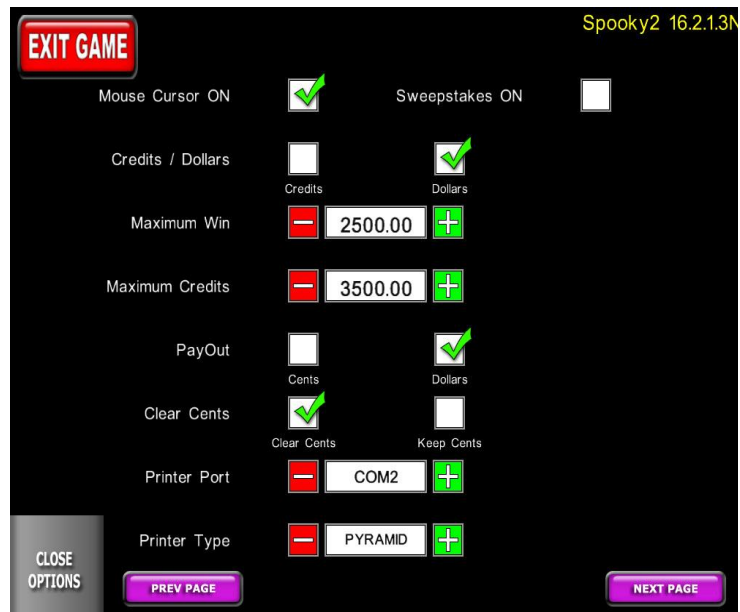
## Printer Port

Select system printer port (COM2).

## Printer Type

Select printer type: DEFAULT, NVR280, XPS, EPSON, CITIZEN, ICT, and APEX/PYRAMID.

**Note:** Pyramid Thermal Phoenix uses APEX (OLDICT).



# Machine Options Page 4



## Minimum Jackpot Bet

This sets the minimum credits bet required for Jackpot to be activated (\$0.20 – \$2.00).

## Minimum Feature Bet

This sets the minimum credits bet required for bonus free feature to be activated (\$0.05 - \$2.00).

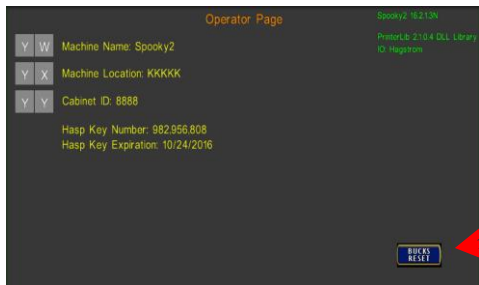
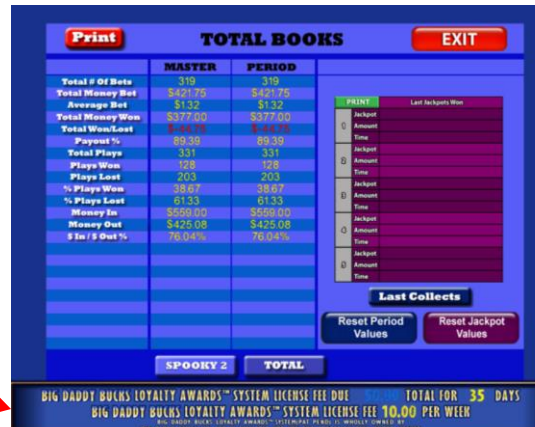
## Maximum Ticket Out

This sets the maximum amount of credits allowed per printout (\$0.25-\$599.00).

## Big Daddy Bucks Fee

This provides operators the option to set a weekly *Big Daddy Bucks Fee* charge to a location (\$0.00-\$75.00). *BDBucks* enabled.

When a *Big Daddy Bucks Fee* is set, in the *BOOKS* screen - there will be a graphic on the bottom stating the fees due, days since last *BUCKS RESET* and fees charged per week.



There will also be a *BUCKS RESET* graphic on the second menu page for operators to reset the FEE DUE and DAYS once they have made a *Big Daddy Bucks Fee* collection.

## Skill Prize Wheel ON

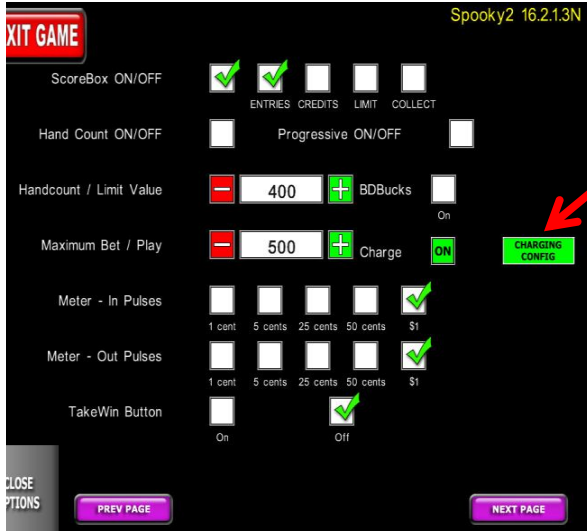
This option will turn on the Prize Wheel when collect. *Not applicable on all games and locations.*

## Skill Prize Wheel Bet

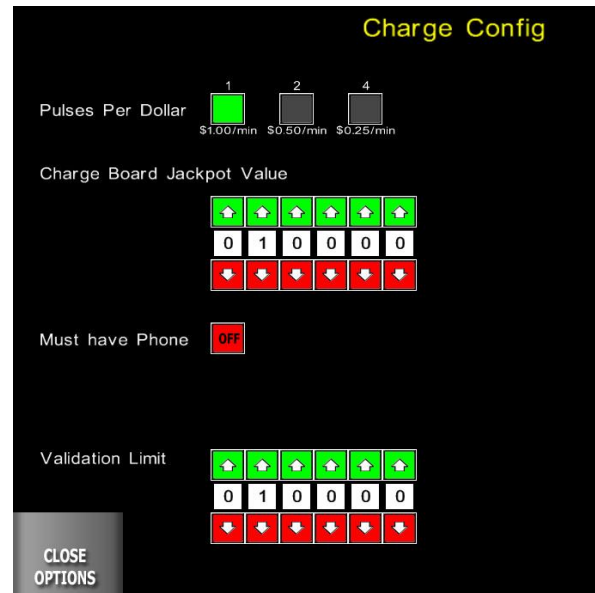
This will set the limit amount win per spin during the Prize Wheel. Skill Prize Wheel ON enabled. *Not applicable on all games and locations.*

# Machine Options Page for POW'R UP

## Games



Touch the **CHARGING CONFIG** option to open the **Charge Config** page – see below.



### Pulses Per Dollar

These three options let operators choose how many minutes of charging time to provide for each dollar of credits added. For example, the \$1.00/min option will provide one minute of charging time for every \$1.00 of credit added and the \$0.25/min will provide 4 minutes of charging time for every \$1.00 of credit added.

### Charge Board Jackpot Value

When a phone is connected, an additional *CHARGE* bonus (\$100.00 ~ \$200.00) is also available besides the MINI, MINOR, MAJOR, and BIG DADDY bonuses.

### Must have Phone

This option allows operators to choose whether a player must have a phone connected for game to load.

### Validation Limit

For printouts equal to or greater than this preset value (\$100.00), players are required to fill out a validation form.

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# Machine Options Page for SKILLPLUS

## Games



### Handcount

Enable/Disable counting the number of hands played.

### Maximum CashOut

This option will enable owners to set a MAX dollar amount players can cash out.

### Doors

This option will enable doors to close during a “reel spins” in place of the spinning reel.

### Minimum CashOut

This option will enable owners to set a MINIMUM dollar amount players must have to cash out.

### CashOut Increments

This option will enable owners to set a specific dollar increment amount when players cash out.

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### Printer Port

Select Printer Port “COMM 2”

### Printer Type

Select the applicable printer to connect to the cabinet’s printing system.

### Prize Wheel

This option will turn on the Prize Wheel when players collect.

### ScoreBox

Enable/Disable SCORE box on game screen for credits won.

### Always a Win

This option will always include a winning line after spin/door for players to nudge.

### Nudge Time

This option will set a limited amount of time for players to nudge a winning line.

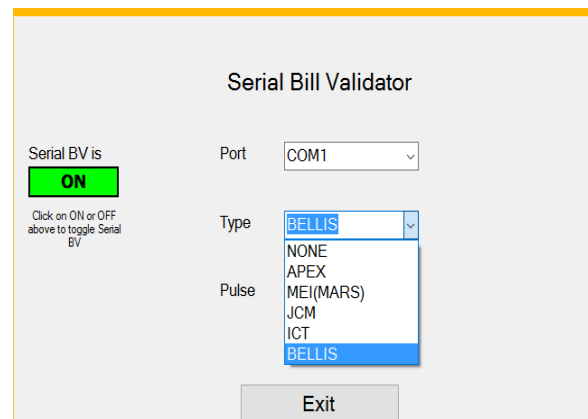
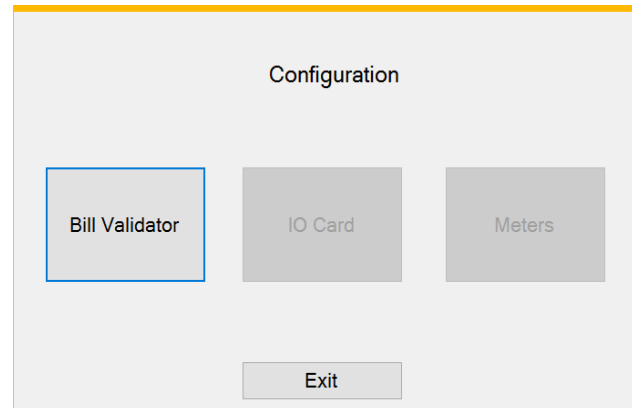


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# Serial BV Setup

For serial bill validator connection, please follow these steps:

1. **EXIT** the game screen.
2. From BDG's logo screen, hit **UUY** on a connected keyboard or press **Menu Switch** twice and **Book Switch** once to open **Configuration** screen.
3. Select **Bill Validator** to open the next screen and turn **serial BV** to ON.
4. Select your **Ports** (COM1).
5. Select BV **Type** (BELLIS).
6. Hit **Exit** and RESTART game.



**NOTE:** Bellis bill acceptor must also be programmed for *Serial* operation. This is done by pressing and holding the program button for 8 seconds, which will switch between *Pulse* and *Serial* modes. Serial mode is when the bill entry green LEDs are OFF in normal operation.

# Game Jackpot Settings

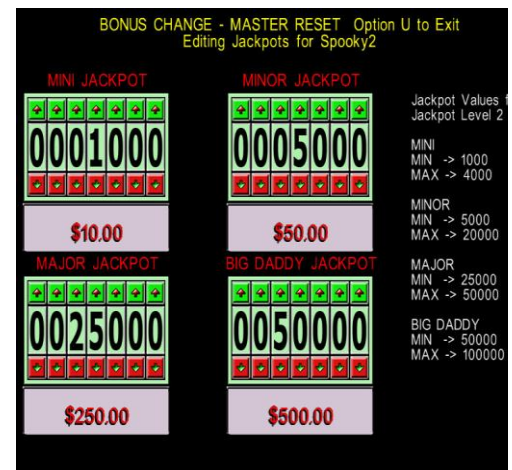
	Low Level (1)	Middle Level (2)	High Level (3)
Mini	5 ~ 20	10 ~ 40	20 ~ 80
Minor	25 ~ 100	50 ~ 200	100 ~ 500
Major	125 ~ 250	250 ~ 500	500 ~ 1125
Big Daddy	250 ~ 500	500 ~ 1000	1000 ~ 2000

\*Numbers = start ~ upper limit

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

The Jackpots (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.

- On ALL games, except *Power Player 365* and *POW'R UP*, go to any Operator Menu Setup screen with Setup option check boxes. Type in "play" to open the jackpot setup screen.
- On *Power Player 365*, go to page 2/4 Operator Menu Setup screen with Setup option check boxes. Type in "work" to open the jackpot screen.
- On *POW'R UP*, go to any Operator Menu Setup screen with Setup option check boxes. Type in "clay" to open the jackpot setup screen.
- Follow the on-screen instructions to make changes.

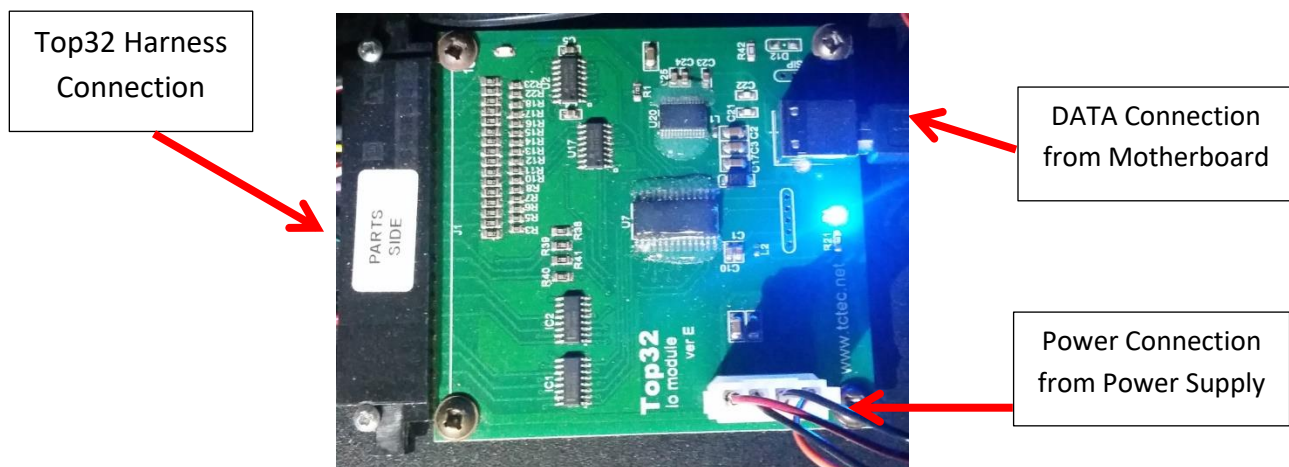


# SECTION 5: MACHINE DIAGRAMS

## Top 32 Wire & Harness Diagram

TOP 32 STANDARD BDG HARNESS YELLOW DOT BOARDS					
SOLDER SIDE			PARTS SIDE		
RED / WHITE	5 VDC	A	1	GROUND	BLACK
	NOT USED	B	2	NOT USED	
	NOT USED	C	3	NOT USED	
	NOT USED	D	4	BA RELAY	GREEN / WHITE
GREEN	TICKET SWITCH	E	5	CANCEL CREDIT	YELLOW / VIOLET
ORANGE / BLACK	MENU SWITCH	F	6	BOOKS SWITCH	WHITE
	NOT USED	H	7	PLAY / SPIN	VIOLET
	NOT USED	J	8	NOT USED	
	NOT USED	K	9	NOT USED	
	NOT USED	L	10	BA ENABLE	GREEN / BLACK
	NOT USED	M	11	NOT USED	
	NOT USED	N	12	NOT USED	
	NOT USED	P	13	NOT USED	
RED / WHITE	METER OUT	R	14	METER IN	RED / BLACK
	NOT USED	S	15	NOT USED	
	NOT USED	T	16	NOT USED	
	NOT USED	U	17	NOT USED	
BLACK & GRN / BLK	GROUND	V	18	12 VDC	ORANGE

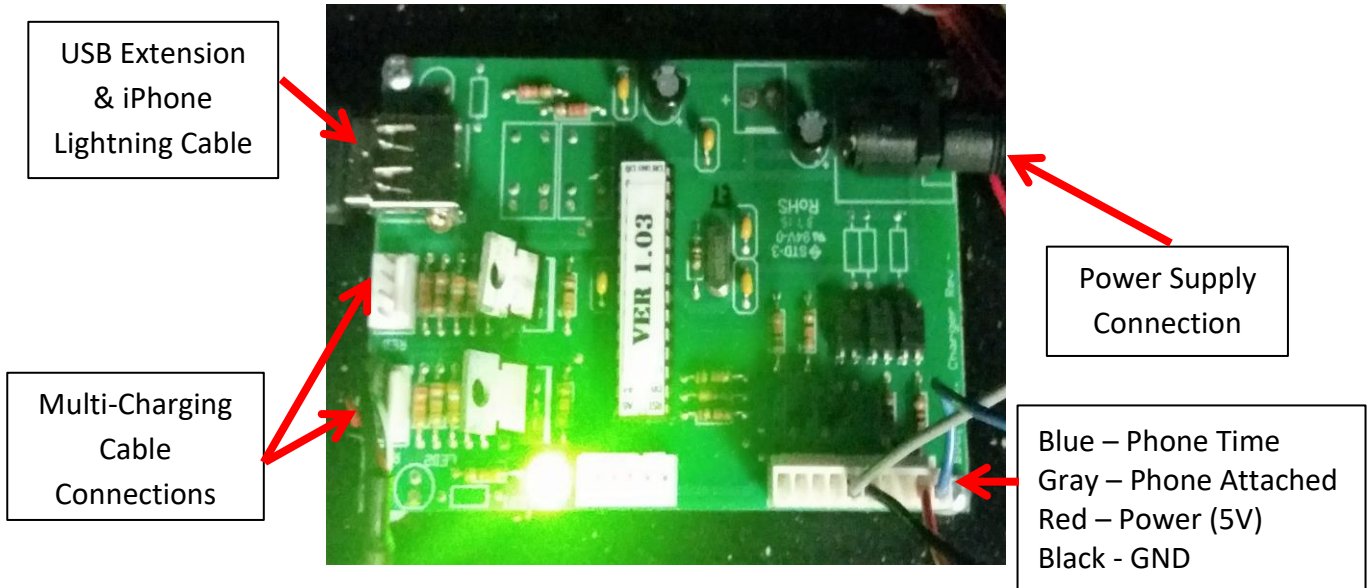
## Top32 Board



# Top 32 Wire & Harness for POW'R UP

TOP 32 POW'R UP BDG HARNESS					
YELLOW DOT BOARDS					
SOLDER SIDE			PARTS SIDE		
RED / WHITE	5 VDC	A	1	GROUND	BLACK
	NOT USED	B	2	NOT USED	
(GRAY) PHONE ATTACHED		C	3	NOT USED	
	NOT USED	D	4	BA RELAY	GREEN / WHITE
GREEN	TICKET SWITCH	E	5	CANCEL CREDIT	YELLOW / VIOLE
ORANGE / BLACK	MENU SWICH	F	6	BOOKS SWITCH	WHITE
	NOT USED	H	7	PLAY / SPIN	VIOLET
	NOT USED	J	8	NOT USED	
	NOT USED	K	9	NOT USED	
	NOT USED	L	10	BA ENABLE	GREEN / BLACK
	NOT USED	M	11	NOT USED	
	NOT USED	N	12	NOT USED	
	NOT USED	P	13	NOT USED	
RED / WHITE	METER OUT	R	14	METER IN	RED / BLACK
	NOT USED	S	15	PHONE TIME	(BLUE)
	NOT USED	T	16	NOT USED	
	NOT USED	U	17	NOT USED	
BLACK & GRN / BLK	GROUND	V	18	12 VDC	ORANGE

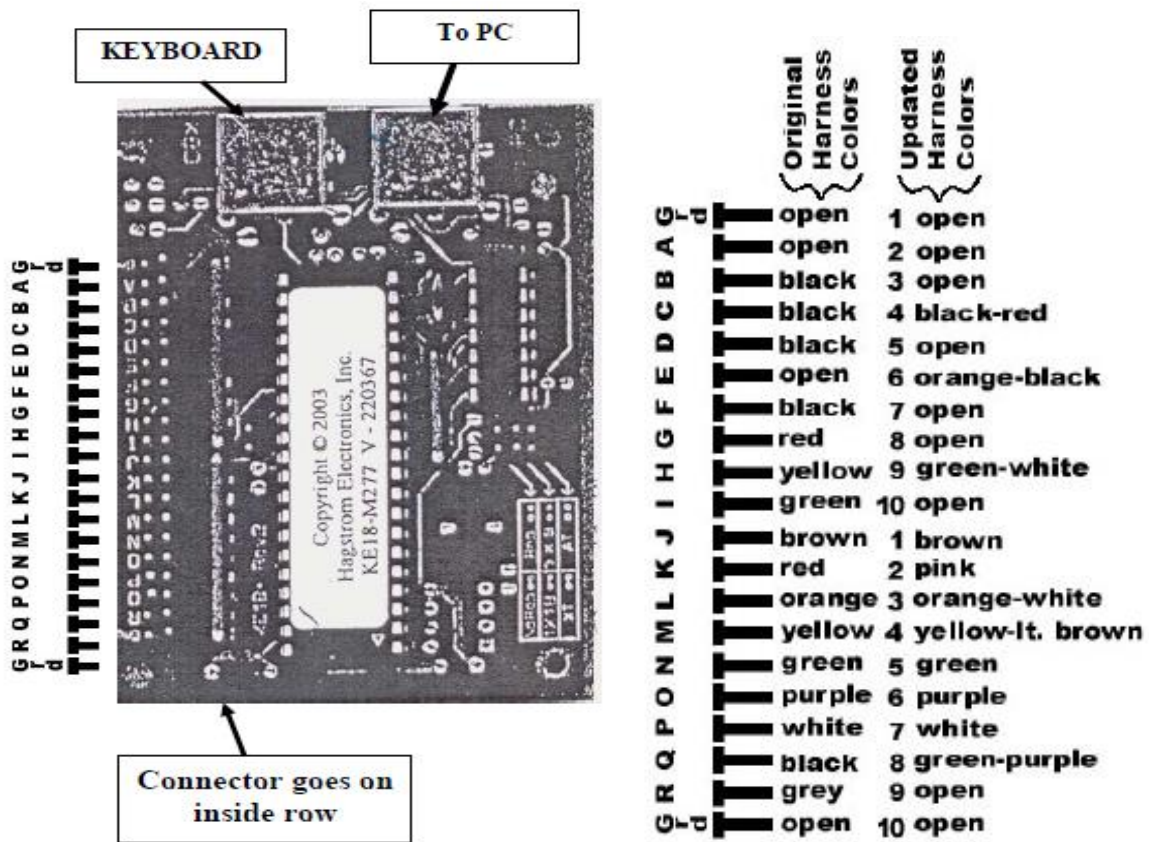
## POW'R UP Charge Board



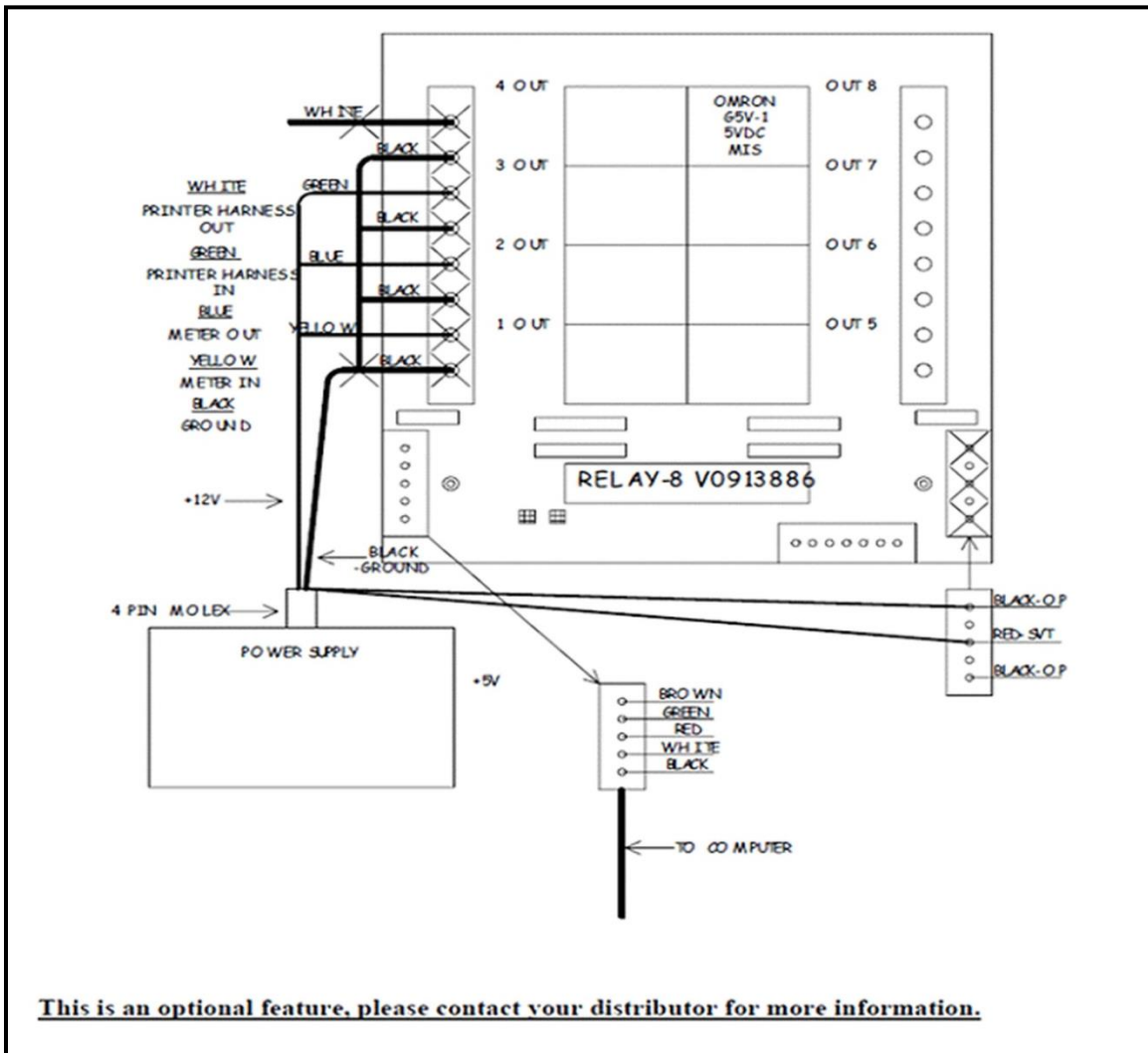
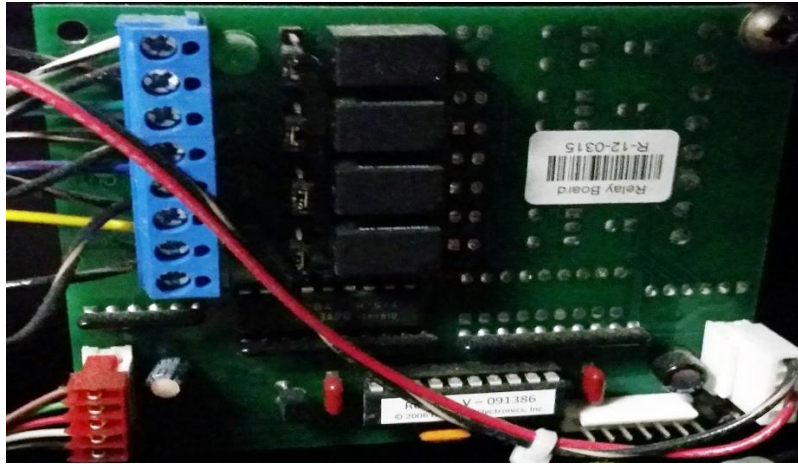


# I/O Board Wire & Harness

Power Player as wired from the factory



# Relay Board & Printer Wire Diagram



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## SECTION 6: MACHINE MAINTENANCE



**\* Dirty filters can cause excessive heat build-up within the cabinet, resulting in unnecessary repairs and downtime.**

This dirty fan vent and filter illustrate what can happen without regular maintenance. The lack of proper periodic maintenance can result in:

1. Loss revenue
2. Excessive down time
3. Numerous service calls
4. Unnecessary parts replacement
5. Machine removal

During each collection, it is imperative to replace the filter with a clean one; the dirty filter should be washed and reused.

After each dirty filter is cleaned, spray both sides with Scotch Guard before reusing; this significantly improved the filter's longevity and effectiveness.

Please take a few minutes to regularly replace dirty filters with clean ones. This will save money on service calls and all associated expenses, plus generate more revenue.

To order more filters, please call Customer Service.

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# Proper Game Shutdown

## **1) Shutting Down Prize Link Progressive Server System**

- a. With a USB keyboard connected to the progressive server motherboard, hit ESC and CTRL + ESC again to open the START menu.
- b. Arrow to select "Shutdown" and hit ENTER.
- c. Arrow to select "Shutdown" and hit ENTER again to properly shut down the system.
- d. Once system is completely shut down, turn the power supply switch OFF.

## **2) Shutting Down Game Cabinet with a USB Keyboard**

- a. With a USB keyboard connected to the game motherboard and the screen not in ATTRACT Mode, hit ESC and EXIT GAME to the BDG logo screen.
- b. Hit "U" "U" "X" to bring up the shell screen.
- c. Tap "SHUTDOWN" three times to properly shut down game.
- d. Once game is shut down, turn the power supply switch OFF.

## **3) Shutting Down Game Cabinet without a Keyboard**

- a. Press the "Operator Menu" switch and go into the setup menu to select "EXIT GAME" to exit game to the BDG's blue logo screen.
- b. Press "Operator Menu" switch twice and the "START/STOP" button once to bring up the shell screen.
- c. Tap "SHUTDOWN" three times to properly shut down game.
- d. Once game is completely shut down, turn the power supply switch OFF.

**NOTE:** *No system containing a computer should be shut off by pulling the power cord. Having the power receptacle on a switch so the location can just simply turn them off is not acceptable either. Doing so can result in corrupt data and downtime. If such problems occur often at locations, instruct the owner to leave the cabinets and progressive server running.*

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## SECTION 7: QUICK GUIDES

### Calibrating Touch-Screen

#### **If You Have A USB Keyboard**

1. Let the game boot up completely.
2. Plug keyboard into an open USB port on the Yellow-Dot motherboard.
3. Hit ESC key on upper left on the keyboard.
4. Screen with Big Daddy logo should appear.
5. Press U key on the keyboard 4 times.
6. Proceed with touch-screen calibration.
7. Verify that the mouse cursor matches where screen is touched.
8. Hit checkmark to save calibration and go back to the shell screen.
9. Tap the Big Daddy logo to start game.

#### **If You Do Not Have A USB Keyboard**

1. Turn on game and watch screen carefully ...the first screen is the BIOS screen. Boot will proceed with a black screen with white text.
2. Screen will change to a Big Daddy logo with "Loading Devices Please Wait". Press off to one side of the screen (not on logo). This will stop the game program loading.
3. Press the Operator Menu switch 4 times. After a few seconds it will go into calibration.
4. Proceed with the Calibration.
5. Following calibration tap Big Daddy logo to start game.
6. Calibration saved, game is started.

---

# Prize Link Progressive Server System

## To Setup IP Address on Games:

1. From the Setup Menu *Exit Game*
2. Go to Windows Shell (menu/menu/start or UUX)
3. Launch Explorer
4. Open My Computer
5. Open C: Drive
6. Select and delete **Named** file in the root of the C: Drive
7. Reboot

## IP Address examples (no spaces used):

Game01 - 10.4.2.11

Game02 - 10.4.2.12

Game03 - 10.4.2.13

Game04 - 10.4.2.14

Game05 - 10.4.2.15

*\*Game is successfully linked to the Progressive when the assigned Game number appears on the Progressive Screen **OR** when a \$2.00 spin is performed in the game, the Grand Daddy ticks up by \$.01.*

**NOTE:** *Enter SETUP OPTIONS in the Progressive Server (while server is running) by typing “null” on the USB Keyboard plugged into the Progressive Motherboard.*

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## SECTION 8: MISCELLANIOUS

### **Customer Support**

Technical support will be handled through Big Daddy Games, LLC Customer Service Department. For technical assistance, please call (920) 727-5508 ext. 176 / 179 (Business Hours), or (920) 850-7409 (After Business Hours).

### **Web Support**

Web support is ALWAYS available for immediate access anytime and anywhere you can connect to the internet. Visit our web site, [www.bigdaddygames.net](http://www.bigdaddygames.net) and log into the Members area to view and download: Service manuals; Technical documents, Software updates and upgrades, service bulletins, and other info including Tech Tips from our Customer Service manager.

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### **Equipment Updates**

BDG's goal is for continuous improvement of all of our products - games, cabinets, systems hardware, and software. Updates and upgrades will be made available for your BDG game. Contact our Customer Support or visit and log into the Members area on the BDG website for a listing of game software with current versions listed.

### **Parts & Equipment**

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### **Warranty**

All hardware and software sold by BDG representatives or distributors carry limited warranties. For all warranty information, please contact Customer Service.

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**MONDAY - THURSDAY** Close of business **4:15PM - 8PM**

**FRIDAY** Close of business **3PM - 8PM**

**SATURDAY 10AM - 6PM**

**SUNDAY Noon - 4PM**

*\*Except Holidays\**

**Service Support during business hours**  
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