



OPERATIONS MANUAL



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Game Setup (Top-32 Yellow Dot)

Individual Big Daddy Games (BDG) games being linked to the BDG Progressive System need to be set up in advance. The Progressive Server System uses a computer standard networking setup and therefore it follows standard network naming, address, and protocols.

A) Game Prep

1. Do not connect network cables (CAT5) to your cabinet at this point. Failure to do so may result in network collisions.
2. Place drive and insert game key.
3. Connect a keyboard to game cabinet.

B) Setting Up Game IP Address for Progressive System

1. Turn on game system. Go into setup menu (U on keyboard), turn Progressive on (**Figure 1**). Now launch Explorer (exit game and hit UUX on keyboard). Select My Computer and then C: drive. You should see **Figure 2**.



Figure 1

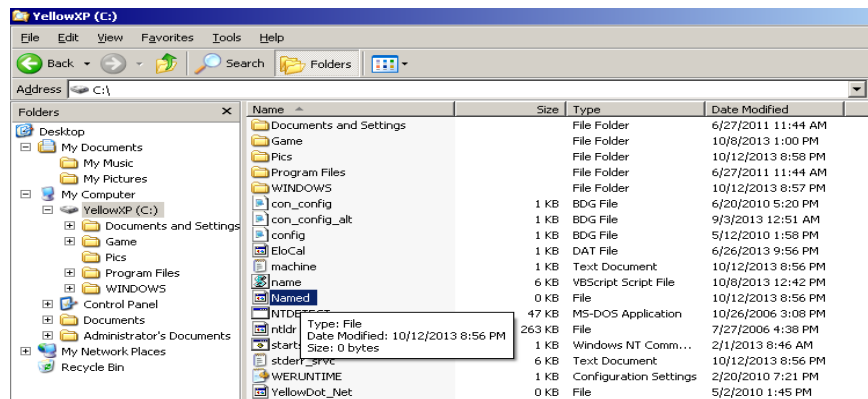


Figure 2

2. Select "Named" file and hit Delete on keyboard.
3. After Named file is deleted, reboot game by pressing "Ctrl + Esc" and select Shut Down then Restart.
4. Game should load back up to the IP GAME NAME SETUP UTILITY page (**Figure 3**). When naming, you should keep a record of these setup values for purposes of support if you need to call us.
5. Enter Game Name. When creating Game Name, do not use spaces. A standardized format is suggested (i.e. "GameXX" where XX is the game number such as 01, 02, etc.). After entering the Game Name press OK.

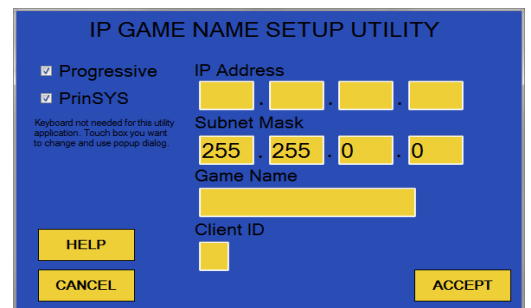


Figure 3

-
6. Enter IP address. Our systems are currently using network addresses in the following two subnets: 10.4.2.X and 10.4.3.X. In the IP Address box make sure you have all of your machines in the same subnet. The X number is a number between 1 and 254. For simplicity, if you named the game "Game01," then use 10.4.2.11 as your IP Address, keeping the numbers 10 and below open.
 7. Select ACCEPT and game should restart. Connect network cable (CAT5).

Progressive System Setup

Whether setting up a Progressive System from scratch or migrating from a previous existing Progressive System; all prizes, tickup rates, Messages, and the starting value of the Grand Daddy jackpot should be obtain in advance.

A) Progressive System Prep

1. All games must be off to proceed.
2. Connect Progressive Server hard drive, keyboard and insert SRM Prog. Key to Progressive Server motherboard; turn on Progressive Server and T.V. display. Once the server is up and running, the main progressive server screen should appear on the main progressive display (*Figure 4*).



Figure 4

3. Type in the default password “null.” The MAIN OPTIONS screen should appear (*Figure 5*). All setups and changes for the progressive system are made through the Main Options screen. To select a box, type the corresponding key of the letter/number displayed to the left. A box’s content can only be modified if a letter/number appears next to it.



Figure 5

B) Main Options: White Boxes

1. PROGRESSIVE LOCATION: Pressing the “C” key will clear the white box allowing you to enter in a new location name for the machine. After entering location name, hit *Enter* to keep your change or *Esc* to cancel out.
2. Dollars On: The “D” key will turn the Dollars On function off or on. If it is checked, all display values will be in dollar format with two places after decimal point. If it is off, they are in credits format with no decimal point or dollar sign.
3. Time Delay for Jackpot Display: Select 1, 2, 4, or 6 seconds by pressing those keys.

C) Main Options: Blue Buttons

1. VARIABLE OPTIONS: The “V” key will open the Variable Options screen (Figure 6). From here, the Actual Jackpot Value (GRAND DADDY), Jackpot Level, and Jackpot Tickup Rate can be modified by pressing the corresponding letter next to each box. Currently, there are four different Jackpot Levels; 1, 2, 3, and 4 (for jackpot ranges see Tables, page 10.

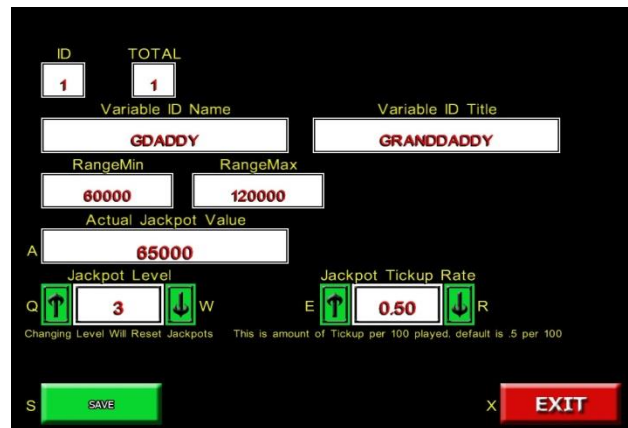


Figure 6

Warning: Changing the Jackpot Level will reset all jackpots to minimum levels.

2. FIXED OPTIONS: The “F” key will open the Fixed Options screen with a default Prize1 (Figure 7). This page is for adding or deleting fixed prizes.



Figure 7

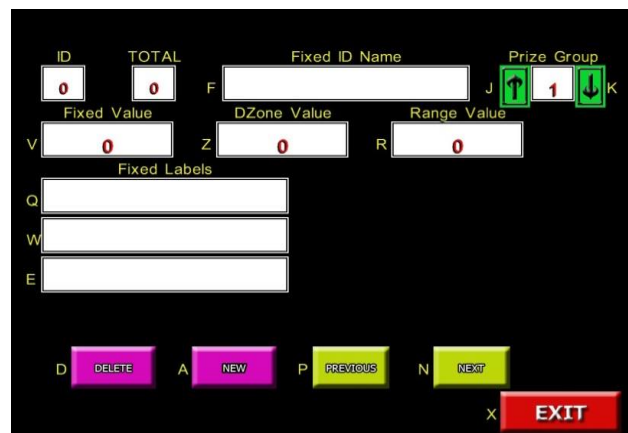


Figure 8

- a. To delete a previously entered prize type “N” (NEXT) or “P” (PREVIOUS) until the prize you want to delete is displayed on screen, then press the “D” (DELETE) key.

b. To add a new fixed prize press the “A” key to create a new Fixed ID Prize screen (**Figure 8**).

i. Fixed ID Name: Press the “F” key.

An “Enter Appropriate Data” window should pop up (**Figure 9**). This is where you enter a Fixed ID Name (9 characters or less), such as Prize1, Prize2, etc.

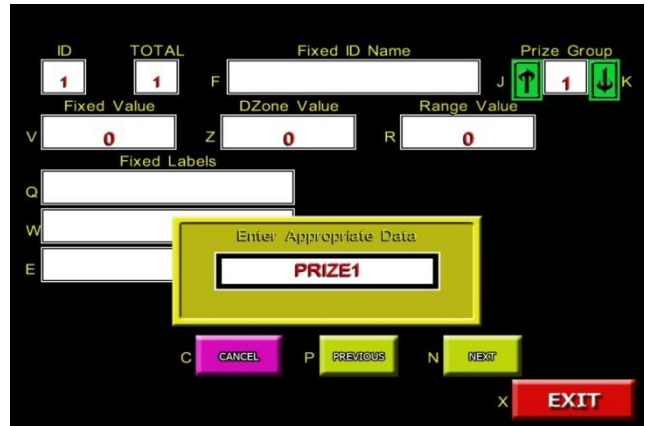


Figure 9

ii. Prize Group: This is for categorizing prizes into different groups (optional).

iii. Fixed Value: Objects can be given away that hold a fixed value. This fixed value will be registered in the game’s books and meter. Press the “V” key to enter a prize’s Fixed Value in cents (e.g., a \$5.00 value prize would be entered as 500). The fixed value must be an even dollar amount; please round up to the nearest whole dollar.

iv. DZone Value: Press the “Z” key to enter a number for the DZone Value. This is a “dead zone” number before the Range Value number is triggered.

v. Range Value: Press the “R” key to enter a Range Value. The Progressive Server randomly generates a number between zero and the Range Value and adds it to the Fixed Value and DZone Value to trigger the prize. For example: if the Range Value is 25, the machine will randomly select a number between zero and 25; if the Fixed Value is 200, the DZone Value is 100, and the randomly generated number is 23, the trigger will be 323.



Figure 10

vi. Fixed Labels: Description of the prize to display onscreen when a player wins. There are three lines (Q, W, E) for entering phrases. For example, as entered in **Figure 10**, when the winning number is triggered the display would show:

A FREE
JOHNNY’S BAR
T-SHIRT

- c. Once a prize is entered, press “S” to save your changes and the TOTAL box should reflect the number of prizes entered.
- d. After all prizes have been entered, press “X” to exit the FIXED OPTIONS page and enter the TICKUP CONFIG page (**Figure 11**). On this page, adjustments can be made for the Group Total tickup as well as the tickup ratio among the different group of prizes. If there is more than one group of prizes, adjust the percent increment among the groups so that the TOTAL PERCENTAGE USED equals 100. If not, the settings will not be saved.
- e. The other important adjustment here is the Group Total. This is the increment that the GRAND DADDY jackpot ticks up per 100 credit of play. The default setting is set at half of a credit (0.5) and can be adjust up to 4.5 credits per 100 credit of play.
- f. When all adjustments have been complete and SAVE, press “X” to exit back to the MAIN OPTIONS screen.

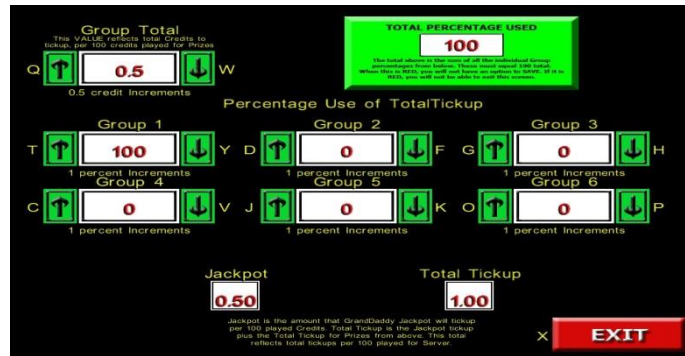


Figure 11

3. **BOOKS:** press the “B” key will enter into the books page. Currently, there are no books to display; it is here for future expansion.
4. **TICKUP CONFIG:** see description “d” above with **Figure 11**.
5. **MESSAGES:** press the “M” key will open the message screen (**Figure 12**). Once opened, press “M” again to get inside Message Value box to enter a message. Up to 10 messages can be enter to scroll across the bottom of the main progressive display during play.

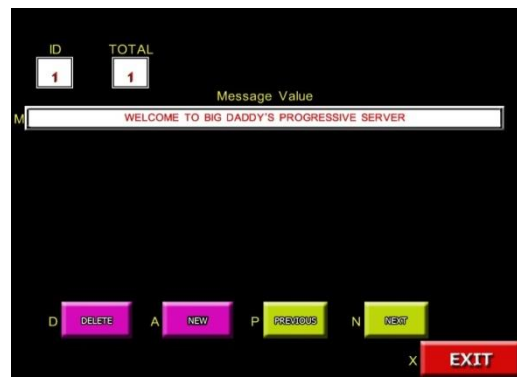


Figure 12

After all prizes have been entered, hit “X” to exit back to the main progressive display.

D) Changing Password (Optional)

Remember your password if you change it.

1. From the Main Options screen type “link” and another window should pop-up prompting for a new passcode (**Figure 13**).
2. Using only lowercase letters, type in your new password, no longer than eight characters and at least four. If a mistake is made, hit “Esc” to cancel. If “Enter” is hit and a mistake was made, you will not know your password and will need to bring back to BDG.

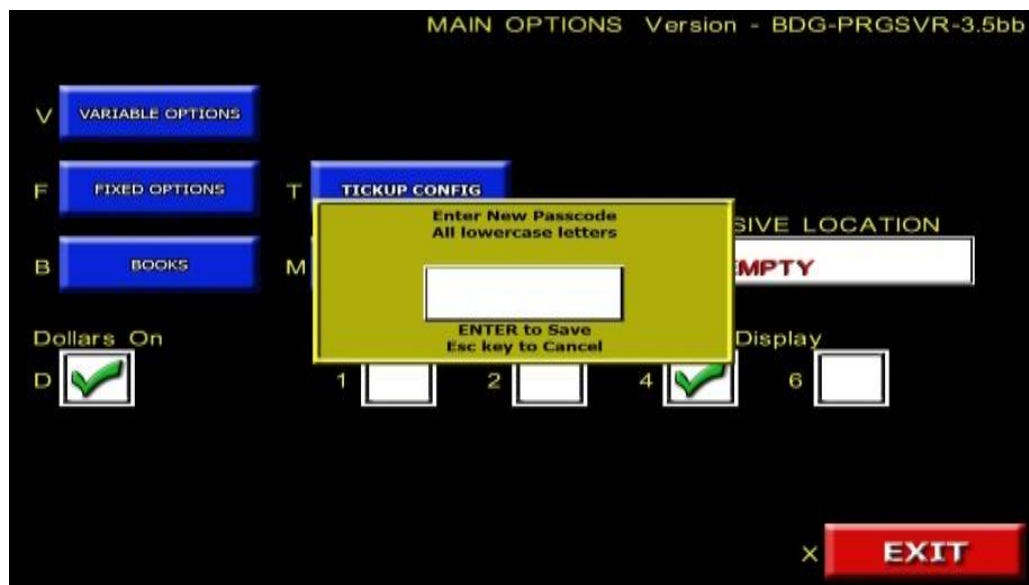


Figure 13

E) No Prize Setup

The prizes in BDG's Progressive Server System can be turn on or off. The following steps are for setting up a *no-prize* progressive system or to turn off previous setup prizes.

1. From the main progressive server screen (**Figure 4**), hit the "Esc" key follow by "Ctrl + Esc" and arrow to open My Computer.
2. Open C: drive then WINDOWS folder (**Figure 14**).
3. Right arrow until a file in WINDOWS folder is highlighted then press "Alt" key follow by the "down arrow" key to open File. Open a "New" "Text Document" (**Figure 15**).

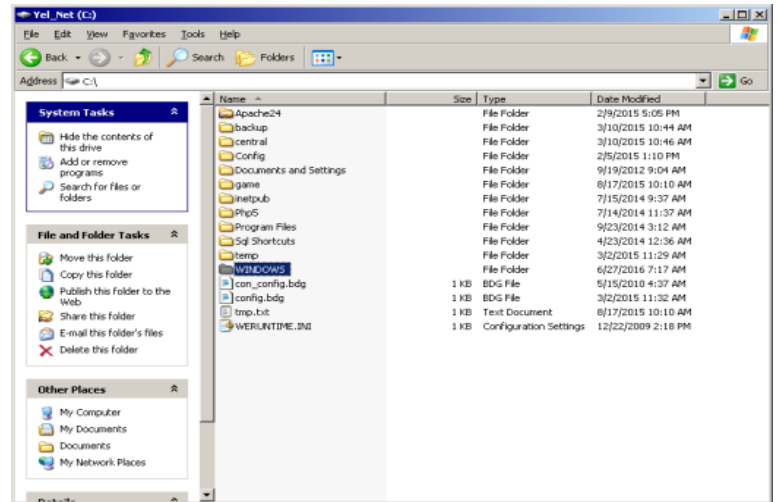


Figure 14



Figure 15

Note: To turn the progressive prize feature back on, simply delete the *noprize.bdg* file in the *WINDOWS* folder and restart the Progressive Server System.

4. Create a *noprize.bdg* file and select "Yes" on the "Rename" pop-up window (**Figure 16**).
5. "Alt F4" to exit back and restart your progressive server.

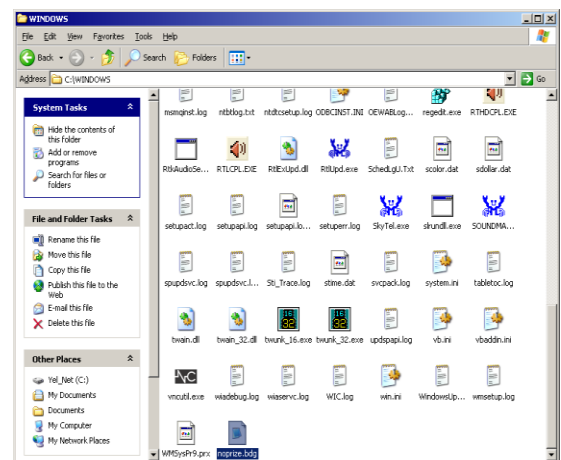


Figure 16

F) Starting Up Progressive System

1. All of your game cabinets should be off at this time.
2. Turn on the progressive server (wait until the word "NONE" appear in the middle of the T.V. display).
3. Turn on game cabinets one at a time (wait about one minute between each machine start up). All the games should connect and appear on progressive server's main screen.

Proper Shutdown

Shutting Down 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 shutdown the system.
- d. Once system is shutdown, turn the switch on the power supply off.

Shutting Down Game Cabinet with a USB Keyboard

- a. With a USB keyboard connected to the game motherboard, hit “Esc” to exit game to the BDG’s blue logo screen.
- b. Hit “UUX” to bring up the shell screen.
- c. Tap “SHUTDOWN” three times to properly shutdown game.
- d. Once game is shutdown, turn the switch on the power supply off.

Shutting Down Game Cabinet without a Keyboard

- a. Push the “Option’s” switch to go into the setup menu and select “EXIT GAME” to exit game to the BDG’s blue logo screen.
- b. Push “Option’s” button once and the “PLAY/STOP” button twice to bring up the shell screen.
- c. Tap “SHUTDOWN” three times to properly shutdown game.
- d. Once game is shutdown, turn the switch on the power supply off.

**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 in leaving the cabinets and progressive server running.*

Tables

There are five Variable Jackpots: Mini, Minor, Major, Big Daddy, and Grand Daddy. The first four are local jackpots in each game. The Grand Daddy jackpot is shared among games connected to the progressive server system.

Game Jackpot Settings

	<u>Level 1</u>	<u>Level 2</u>	<u>Level 3</u>
<i>Mini</i>	5 ~ 20	10 ~ 40	20 ~ 80
<i>Minor</i>	25 ~ 100	50 ~ 200	100 ~ 500
<i>Major</i>	125 ~ 250	250 ~ 500	500 ~ 1125
<i>Big Daddy</i>	250 ~ 500	500 ~ 1000	1000 ~ 2000

Progressive Grand Daddy Jackpot Settings

	<u>Level 1</u>	<u>Level 2</u>	<u>Level 3</u>	<u>Level 4</u>
<i>Grand Daddy</i>	100 ~ 300	200 ~ 500	600 ~ 1200	1000 ~ 2400

Numbers = start ~ upper limit

Note

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

**While players are playing the machines, the Grand Daddy Jackpot should be ticking up on the progressive display. After players stop spinning or playing the game, the display may still be showing it ticking up. While these numbers are in motion, even though a player has stopped spinning, their play may still be in the tick-up stack waiting to be processed. So they could win a prize after they have stopped spinning. This is normal if there are players fast playing at larger bet amounts.*

Progressive Settings Examples

Prize Number	Group	Value	Dead Zone	Range	Description	Prize Value
1	1	2500	1250	1200	Cash	\$25
2	1	5000	2500	2500	Cash	\$50
3	2	500	400	300	Soup Bowl	\$5
4	2	500	500	500	Chicken Wing	\$5
5	2	300	300	300	Soup Cup	\$3
6	2	900	900	600	Burger	\$9
7	2	500	500	500	Fries or Chips	\$5
8	3	1000	1000	1000	Juke Box	\$10
9	3	2000	2000	2000	Sweatshirt	\$20
10	4	600	400	300	T-Shirt	\$6
11	4	400	300	200	Hat	\$4
12	4	400	300	200	Pint Tap Beer	\$4
13	4	400	300	200	Bottle Beer	\$4
14						
15						
16						
17						
18						
19						

Group	%
Group 1	30
Group 2	20
Group 3	20
Group 4	30
Group 5	
Group 6	

Tick Rate	1.5
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Prize Link Progressive QUICK-GUIDE

To Setup IP Address on Games

1. From the Setup Menu *Exit Game*
2. Go to Windows Shell
3. Hit the following switches in order (MENU/MENU/START) OR hit "UUX" on the keyboard
4. Launch Explorer
5. Open My Computer
6. Open C: Drive
7. Select and delete **Named** file in the root of the C: Drive
8. 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

Enter SETUP OPTIONS in the Progressive Server (while server is running) by typing "null."

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