

Quixant 6000/7000 Motherboard and Software Dual Monitor Game OPERATIONS MANUAL



Power Player 3



Viva La Jackpot



Big Daddy Games LLC

733 Midway Road
Menasha, WI 54952

TEL: (920) 727-5508
bigdaddygames.net



(920) 850-7409

ELO Monitor Calibrating & Screen Settings

1. Press the Menu Switch (Gray Wire) **one time** to open up the Password screen.
2. Press the Menu Switch (Gray Wire) **4 times** to open up the Screen Resolution Setting.
3. In Screen Setting, press Operator Switch #2 (white wire) **4 times** for Screen Calibration.
4. After Calibration, set Screen Resolution 16x9. Press YES for text display on Bottom Monitor
5. Press APPLY for reboot.

PCAP Monitors DO NOT have MONITOR CALIBRATION option available and are SELF-AUTO CALIBRATED.

SOFTWARE SWAP NOTE

BEFORE installing the new software, follow the Save Data Reset Factory Reset prompts on the existing software to avoid having any potential save setting issues with the new software being installed.

Manuals

Available Online



Users and Passwords

Game setup is password-protected which varies from levels of User access and permissions. All setup features and options are available to the ADMIN only. The fewest options and most restrictive use are available to the ATTENDANT.

User Level	Password	Recommended Access
ADMIN	0 0 0 0 0	Operator Owner
OPERATOR	0 0 0 0	Operator Management / Staff
LOCATION	2 2 2 2	Location Owner / Management
ATTENDANT	1 1 1 1	Location Staff

PERMISION LEVELS		
ATTENDANT / LOCATION <i>(ATD / LOC)</i>	OPERATOR <i>(OP)</i>	ADMIN <i>(ADMIN)</i>
View Cabinet Info	<i>Plus ATD, LOC</i>	<i>Plus ATD, LOC, OP</i>
View Game Reel History	Edit Cabinet Info	Edit <i>OP</i> Password
View Game Jackpot History	Edit <i>ATD</i> Password	Edit <i>ADMIN</i> Password
Edit Game Reel Speeds	Edit <i>LOC</i> Password	Edit Books Meters
Edit Game Volume	Edit Game Difficulty Settings	Reset Master Books
Edit Attract Mode Setting	Edit Progressive Settings	Reset Game History
View/Print Books	Edit Jackpot Settings	
Re-Print Prize Tickets	Edit Printer Settings	
	Reset Period Books	
	Edit Display Settings (Dollars, Cents, Credits, etc.)	

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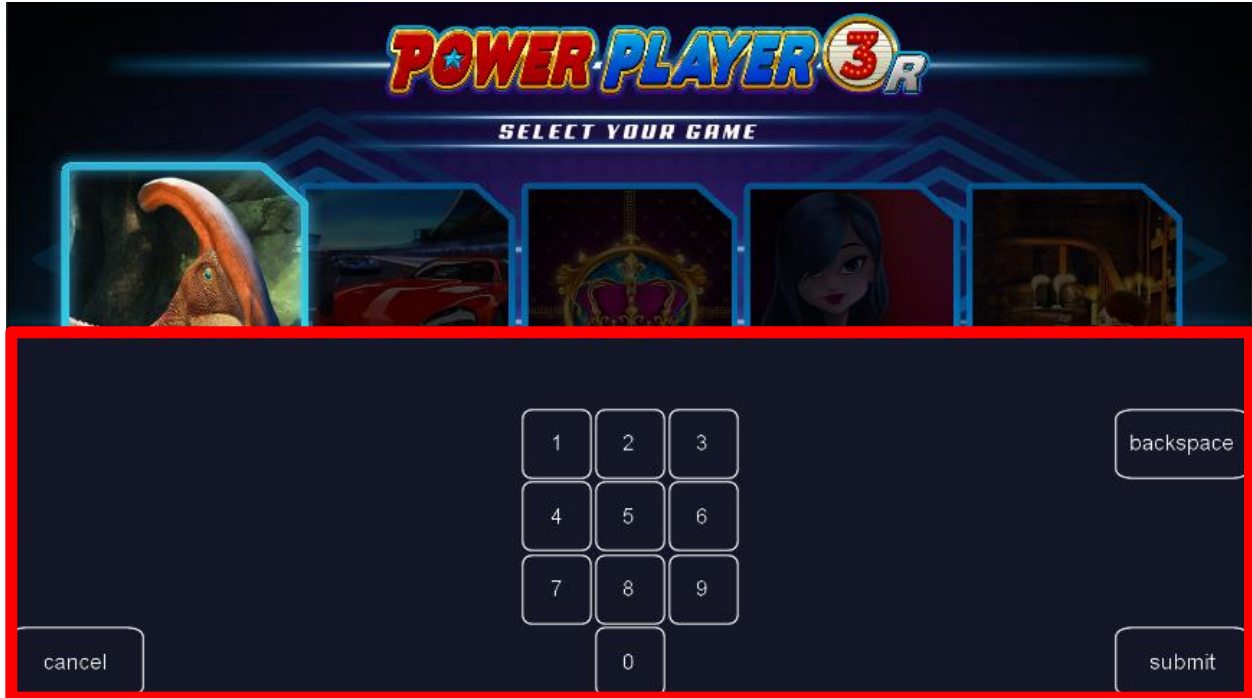
25-Liner Game Interface



Note that this game interface varies from other Software Title

- | | |
|--|---|
| 1. View Player Help Menu Rules | 7. Player Start/Spin Reel |
| 2. Current Player Credits | 8. Win; Spin Result |
| 3. Exit to Main Lobby Screen | 9. Current Random Jackpot Values |
| 4. Player Bet Amount (Can be adjusted with + or -) | 10. View Win Payout Lines |
| 5. Max Play Player Bet Amount (Can be restricted per Game Settings "Reveal" Settings) | 11. Mandatory Preview (Optional per Cabinet "Reveal Mode Enabled" Settings) |
| 6. Reveal the next Player's Spin (Optional per Cabinet "Reveal Mode Enabled" Settings) | |

User Login



Game setup is password-protected which varies from levels of User access and permissions. All setup features and options are available to the ADMIN only. The fewest options and most restrictive use are available to the ATTENDANT.

USER LOG-IN, hit the **Operator Switch** to pop-up the PIN Prompt.

User Level	Password	Recommended Access
ADMIN	000000	Operator Owner
OPERATOR	0000	Operator Management / Staff
LOCATION	2222	Location Owner / Management
ATTENDANT	1111	Location Staff

Main Cabinet Settings Menu

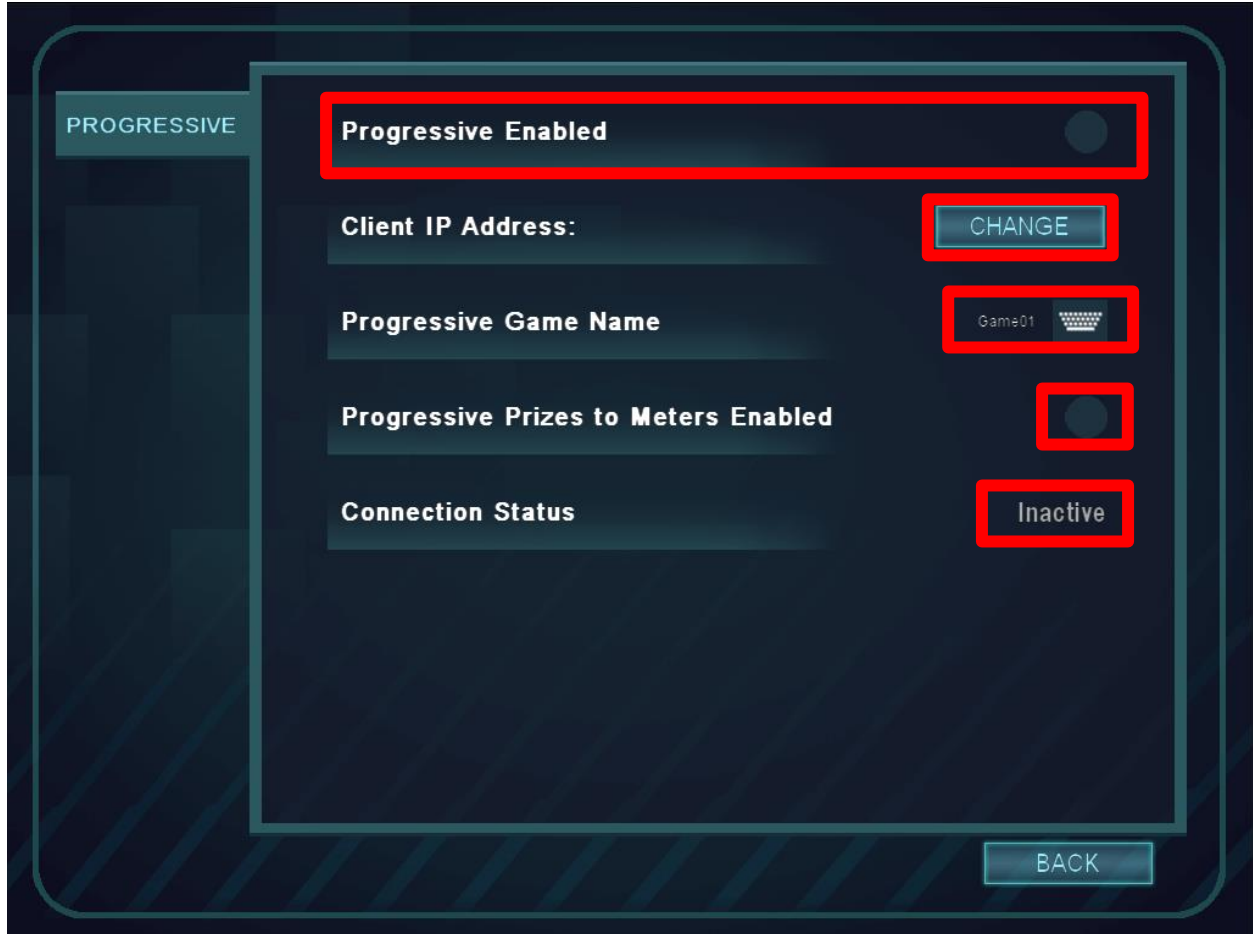
Options available for each Users (ADMIN shown, reference User Login for user access restrictions).



1. Reset Icon to restart the Game
2. Shut Down Icon to shut down the Game

PERMISSION LEVELS		
ATTENDANT / LOCATION <i>(ATD / LOC)</i>	OPERATOR <i>(OP)</i>	ADMIN <i>(ADMIN)</i>
View Cabinet Info	Plus ATD, LOC	Plus ATD, LOC, OP
View Game Reel History	Edit Cabinet Info	Edit <i>OP</i> Password
View Game Jackpot History	Edit <i>ATD</i> Password	Edit <i>ADMIN</i> Password
Edit Game Reel Speeds	Edit <i>LOC</i> Password	Edit Books Meters
Edit Game Volume	Edit Game Difficulty Settings	Reset Master Books
Edit Attract Mode Setting	Edit Progressive Settings	Reset Game History
View/Print Books	Edit Jackpot Settings	
Re-Print Prize Tickets	Edit Printer Settings	
	Reset Period Books	
	Edit Display Settings (Dollars, Cents, Credits, etc.)	

Network Settings



Progressive

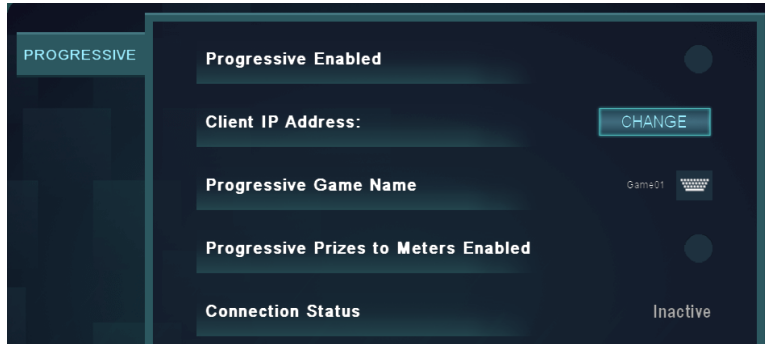
- **Progressive Enabled:** Enable/Disable Progressive
- **Game Number:** Edits last digits "X" of Progressive Server IP Address **10.4.2.X** (Needs to be between 11 and 255)
- **Progressive Game Name:** Edit Progressive Game Name Display
- **Progressive Prizes to Meters Enabled:** Enable/Disable Progressive Prizes to Meters. Tracks progressive prize ticket dollar value to be added to the hard meter out values
- **Connection Status:** Progressive Connection Status

Note that when REVEAL is TURNED ON, the PROGRESSIVE WILL TURN OFF. To keep PROGRESSIVE ON, REVEAL OPTION must be OFF!

Setting up Progressive Server

ADMIN is the only user login who can setup Progressive

1. Logged in as ADMIN, press the **Network Settings**. Setup screen should appear as below.



2. **CHANGE** the **Client IP Address**. Netmask does not need to be edited (255.255.0.0).

- a. PLEASE WAIT **30 SECONDS** FOR THE IP ADDRESS TO BE ADDED



3. **Progressive Game Name** should match IP Address

- i. Game 1 = Game **01**
- ii. Game 2 = Game **02**
- iii. Game 3 = Game **03**

4. *Optional Progressive Prize Tickets* to enable Progressive Prizes to tick Hard Meter Out.
5. Press **Progressive Enabled** when **Client IP Address** and **Progressive Game Name** entries are completed.
6. Connection Status should update to **CONNECTED**.

Progressive Setup is **COMPLETED**.

7. If Connection Status **is not** CONNECTED, swap the CAT5 cable to the second LAN port and reboot. If necessary, repeat steps 1-6 again.

Global Settings



Audio

- Edit Audio Settings

Display

- Credit Display (**Default: Dollars**)
- Reel Difficulty settings (**Default: 3**)
- Attendant Clear (**Default: Off**)
- Maximum Single Spin Win Amount (**Default: 2500**)
- Maximum Machine Cabinet Credits (**Default: 3500**)
- Cents Redeemed Enabled / Disabled (**Default: Disabled**)
- Clear Cents Remaining Enabled / Disabled (**Default: Enabled**)
- Minimum Feature Bet Amount (**Default: 0.50**)
- Maximum Player Bet Amount (**Default: 5.00**)

Monitor

- Change Resolution Display

Printer

- Enable/Disable Printer (**Default: Disabled**)
- Printer Type Installed (**Default: Pyramid**)
- Printer Port (**Default: COM5**)
- Maximum Ticket Out Enabled / Disabled (**Default: Disabled**)
- Maximum Ticket Out Value (**Default: 2500**)
- Refund Ticket Enabled
 - Recommended for when REVEAL option is enabled. For markets that allow players to review REVEAL outcomes and print refund ticket without playing.

Bill Validator

- Serial BV Enabled
- Allow BV Pulses (**Default: Disabled**)
- Serial BV Type (**Default: ICT PA7**)
- Serial BV Port Number (**Default: COM6**)
- Status & Connect Button

Bet Levels

- \$0.25 to \$5.00 Bet Enabled (**Default: Enabled**)

Spooky Tall

Note that this setting is only available for the SPOOKY TALL software

- Spooky 2 Startup
- Spooky Cash Startup
- Spooky Platform Startup (**Default: Enabled**)
- Spooky 2 *Crow Bonus* Enabled

Power Player

Note that this setting is now only available for the *Big Daddy Bucks 2* software

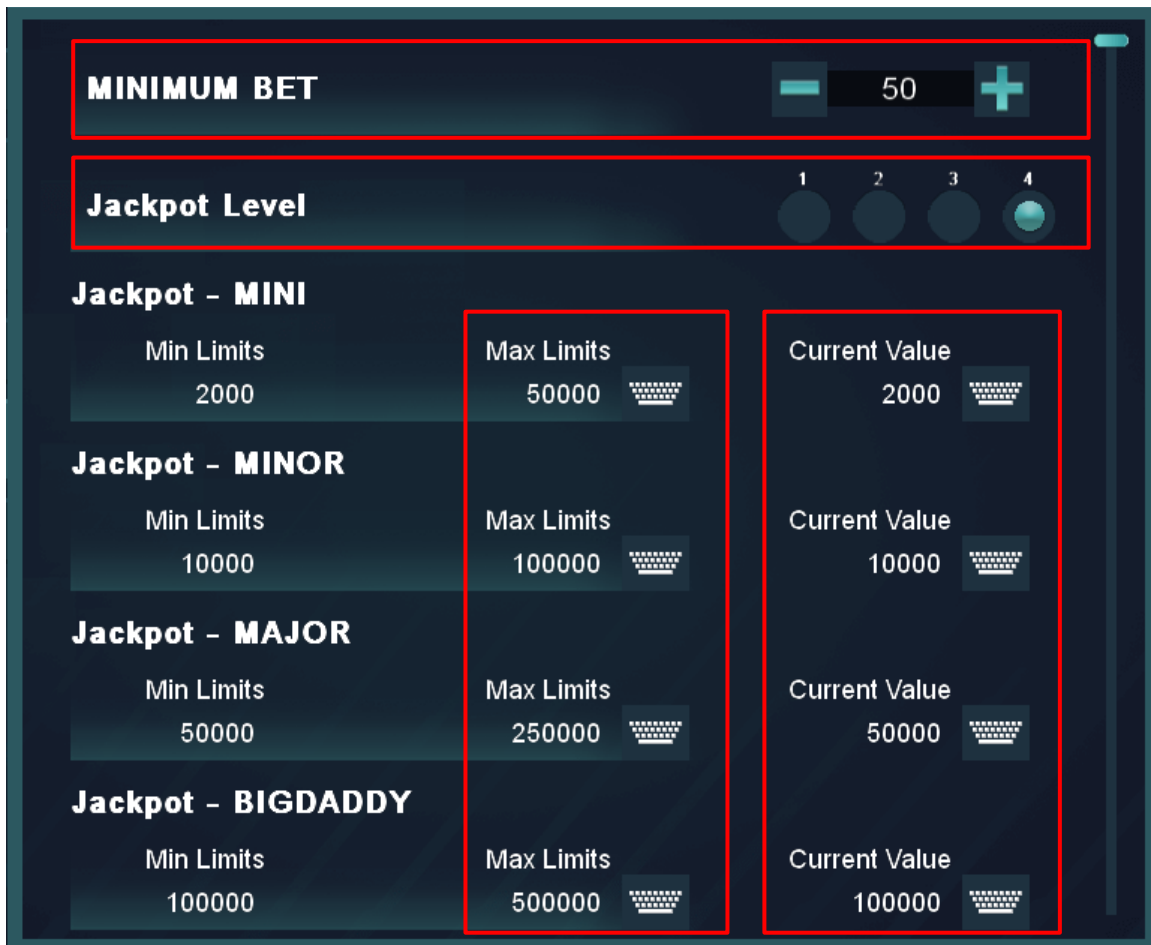
- Enables Buy-A-Feature where Players can choose their multiplier and instantly purchase either the Free Spins or Deluxe Feature
 - Reveal will be disabled after enabling this option

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Jackpot

- Minimum Jackpot Bet
- Jackpot Level Settings 1-4 (**Default: 3**)

Level	1	2	3	4
<i>Mini</i>	5 – 20	10 – 40	20 – 80	20 – 1500
<i>Minor</i>	25 – 100	50 – 200	100 – 500	100 – 2000
<i>Major</i>	125 – 250	250 – 500	500 – 1125	500 – 3500
<i>Big Daddy</i>	250 – 500	500 – 1000	1000 – 2000	1000 – 4000



***Level 4 Jackpot has customizable set Max Limits**

Values shown in CENTS (No Decimal)

Skill Plus Game Feature Settings

Located in **Global Settings**. Big Daddy Games offers;

- Reveal / Best Play
- Mandatory Preview
- Skill Wheel
- Follow-Me
 - Not available on **Power Player 3**

Reveal / Best Play

Enables the REVEAL button to appear in the Game where Players may scroll through the bet denomination and press the REVEAL button to reveal the next spin outcome.



Mandatory Preview

Mandatory Preview displays a box in the top or bottom monitor **corner** screen on each game showing the NEXT PLAY. The NEXT PLAY shows the EXACT OUTCOME of the very NEXT SPIN for EACH PLAY LEVEL on each Game.





Skill Wheel

Players must start the Skill Wheel to begin the spin wheel for points accumulated during play. Player must dexterously touch the Skill Wheel to stop the wheel from spinning while also landing on the most desirable outcome. Player collects points where the Skill Wheel had landed. Multiple chances to spin the Skill Wheel to collect up to 100% points.

- Skill Wheel Enabled (**Default: Disabled**)

- Skill Wheel Maximum Spin Amount (**Default: \$50.00**)
 - Denom number of points Player can collect per spin.
 - i.e. If Player has 100 points to collect with \$50.00 setting, the spin count will be 2 which gives the player 2 chances to collect points won.

- Bonus Game Enabled (**Default: Disabled**)
 - Bonus game after the Skill Wheel is played. Will print a second Skill Report for Player to fill out and submit for current contest.

Follow Me

Follow-Me features game symbol images that will ENLARGE during the “My Turn” phase. During the “Your Turn” phase, in a TEST OF SKILL, the Player will attempt to repeat the same pattern by touching the images in SKILLFUL SUCESSION.



- Steps Count (**Default: 13**)
 - Number of Steps Players must complete win
- Pattern Speed (**Default: 10**)
 - Speed of the Pattern
- Pauses Enabled (**Default: OFF**)
 - Timed pauses will be set between rounds
- Pause Every N Steps (**Default: 3**)
 - Number of steps before pauses inserted
- Pause Length – Seconds (**Default: 8**)
 - Timer when Pause Every N Steps is enabled
- Timer Enabled (**Default: OFF**)
 - Enable / Disable timer of the Follow-Me featured
- Timer Length – Seconds (**Default: 10**)
 - Seconds set for Timer Enabled
- Exit Button Enabled (**Default: ON**)
 - Allows Player to exit the Follow-Me feature without completing
- Total Loss Only Enabled (**Default: ON**)
 - Follow-Me optional feature will only appear if Player’s spin results in a loss
- Win Percentage (**Default: 104%**) (**Range 100-200**)
 - Percentage of bet Player can receive back after completing the Follow-Me feature



Cabinet Info

View Software Platform Version

- Platform Version is the Game's version number

Edit Cabinet ID

- Editable field that prints on Tickets and Books Cabinet info

Edit Cabinet Location Name

- Editable field that prints on Tickets and Books Location info

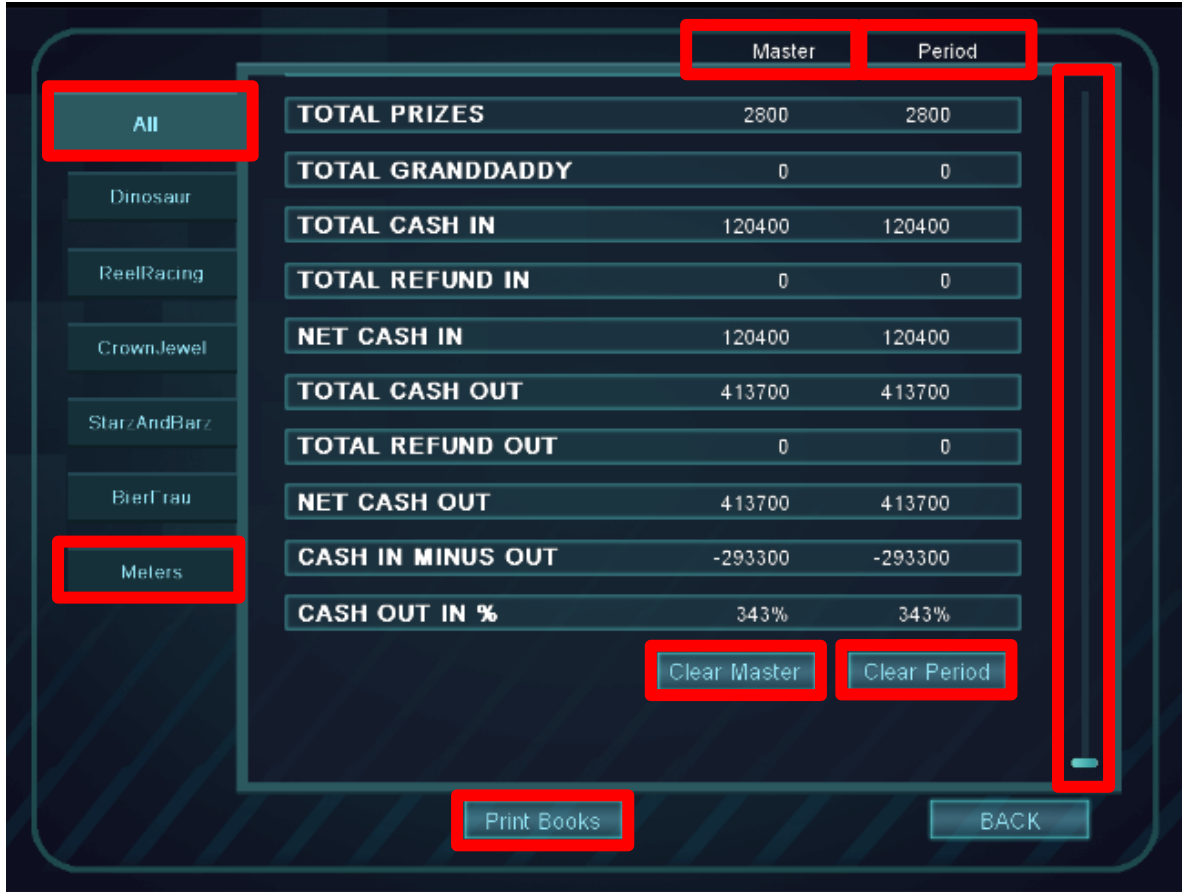
Edit Date / Time

- Editable field that prints on Tickets and Books Date/Time info

View License Key Installed

- Non-editable field that states current BDG License Key installed and prints on Tickets and Books Key info

Bookkeeping



View Master and Individual Game Books

CLEAR PERIOD / MASTER BOOKS

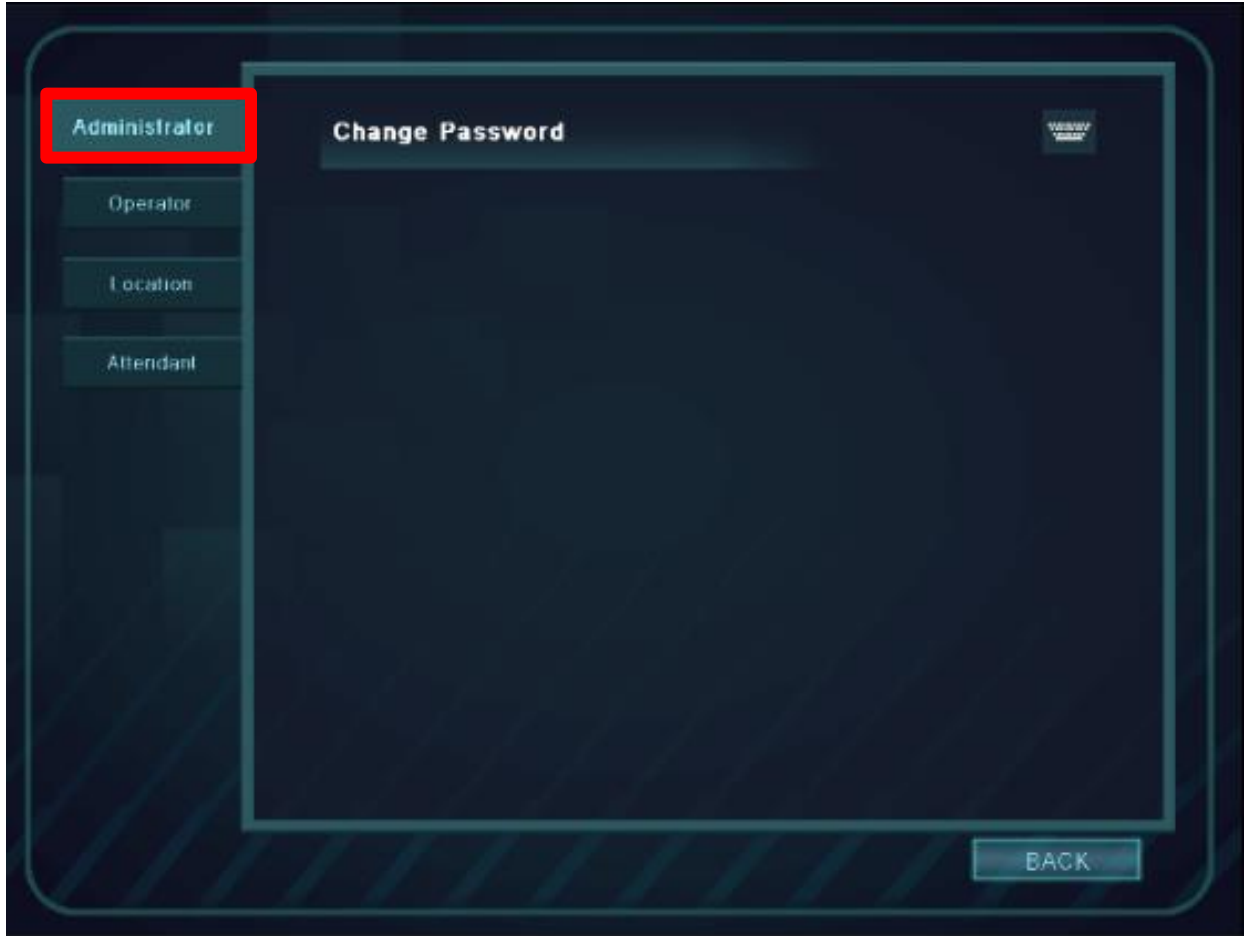
- In the **ALL** tab, you can use the scroll bar on the right to scroll down to Clear Books Period.
- Note that only ADMIN has access to Clear Master Books.

Meters

ADMIN ACCESS only

- Enter in starting Cabinet Hard Meters and reconcile with physical hard meters.

Role Manager



Change each User's passwords

Game Settings

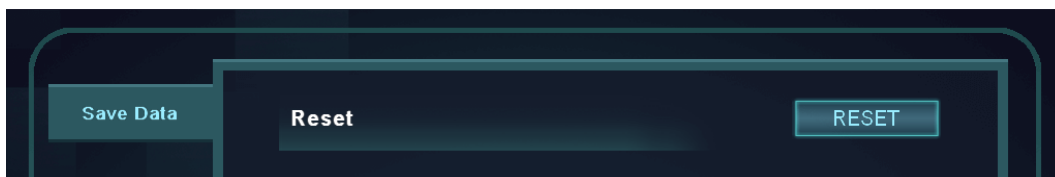


Enable / Disable Games

- Enable / Disable up to 10 out of the 18 Games available.
 - **Only applicable for Power Player 3**
 - Note that Spooky Tall Enable/Disable games are located in Global Settings SPOOKY TALL

Save Data (Factory Reset)

ADMIN ACCESS only



- Resets Software settings to DEFAULT **AND** ZEROES out ALL BOOKS, GAME HISTORY entirely.

SOFTWARE SWAP NOTE

BEFORE installing the new software, follow the Save Data Reset Factory Reset prompts on the existing software to avoid having any potential save setting issues with the new software being installed.

Game History



Review Player History Spins

- History of up to 100 of the latest Player spin results

Review Player History Features Won

- History of up to 25 of the latest Feature dollar amount and Feature spin result won

Review Player History Jackpots Won

- History of up to 25 of the latest Random Jackpots Won

Review Player History Collect History

- History of up to 10 of the latest Ticket Redemption amounts

Review Player History Refunds History

- History of up to 10 of the latest Refunded tickets

Review Player History Progressive Prizes Won

- History of up to 10 of the latest Progressive Prize Tickets won

Review Bill Log Inserted

- History of up to 1,100 of the latest Bill denominations inserted into the BV

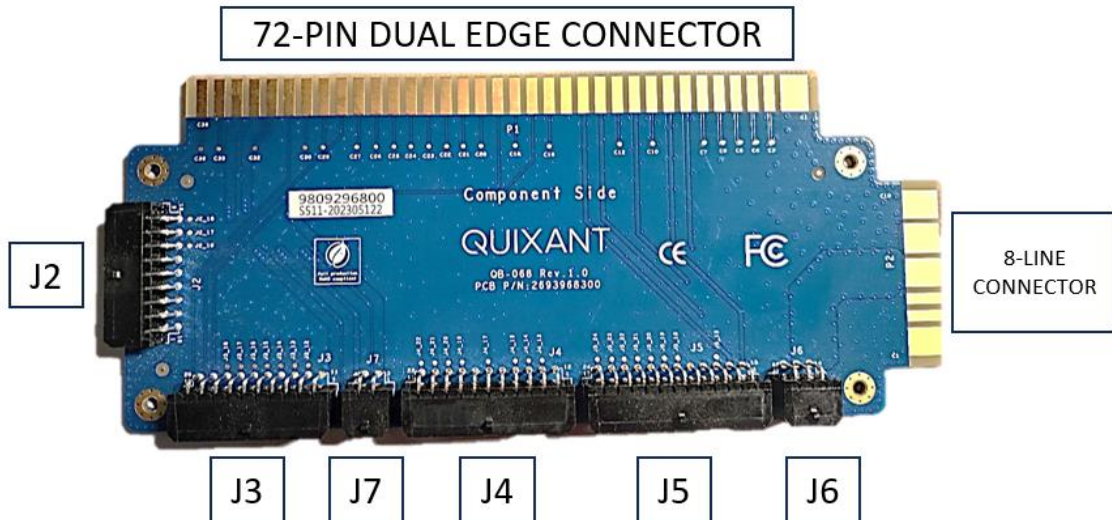
Quixant Software Operations Manual

EFCO 72-Pin Dual Edge Jamma Diagram

Component Side	Pin	Solder Side
	1	
	2	
Speaker Right (+)	3	Speaker Right (-)/GND
Speaker Left (+)	4	Speaker Left (-)/GND
	5	
Knockoff	6	
Ticket Out	7	
	8	
Start Switch	9	
Small	10	
Play	11	
Take	12	
Double	13	
	14	
	15	
Big	16	
	17	
Coin A / BV Pulse Switch	18	Key In
	19	Coin C
Record / Books Switch	20	Menu Switch
	21	Key Out / Ticket Switch
	22	
Coin A / Meter In	23	
Meter Credits Played	24	
	25	
Meter Credits Won	26	
	27	
Out Meter	28	
Lamp: Start	29	
Lamp: Small	30	
Lamp: Play	31	Lamp: Count
Lamp: Take	32	
Lamp: Double	33	
Lamp: Big	34	
	35	
GND	36	GND

Quixant Jamma Adapter Board

Included in all new BDG cabinet builds for convenience of swapping out Quixant 6000 to either EFCO motherboard or 8-Line board.



Port/Connector	Connect to Board	Purpose
J2	Quixant 6000/7000	<i>Not used, BUT PLUGGED IN FOR FUTURE DEVELOPMENT</i>
J3	Quixant 6000/7000	Cabinet Wiring; Play/Ticket Switch, Menu/Books Switch, Knockoff,, BA Pulse
J4	Quixant 6000/7000	BA Pulse
J5	Quixant 6000/7000	Cabinet Meter In/Out, Play/Ticket Lamp
J6	Quixant 6000/7000	Motherboard Power
J7	Quixant 6000/7000	Motherboard Speaker Power
72-Pin Dual Edge Connector	EFCO EGL6150	Connect to EFCO Dual Edge Jamma Harness
8-Line Connector	8-Line	Connect to 3 rd Party Board

Quixant 6000 External Ports



COM 3	NOT USED
COM 4	NOT USED
COM 5	PRINTER
COM 6	BV SERIAL
C/SUB	NOT USED
SIDE	NOT USED
REAR	NOT USED
IN	NOT USED
OUT	Cabinet Auxiliary Speaker
MIC	NOT USED
LAN 1	Progressive
LAN 2	NOT USED
USB 3.0 (Blue Port)	Cabinet Power USB Speaker and BDG USB Timed License Key
USB 2.0	Extra Ports
DP 1	Top Monitor
DP 2	Bottom Monitor
DP 0	NOT USED

QUIXANT 6000 Motherboard Wire Harness Diagram

J4 HARNESS

TOP				Bottom	
---	NOT USED	24	12	NOT USED	---
---	NOT USED	23	11	NOT USED	---
---	NOT USED	22	10	NOT USED	---
---	NOT USED	21	9	NOT USED	---
---	NOT USED	20	8	NOT USED	---
---	NOT USED	19	7	NOT USED	---
ORANGE	BA GROUND	18	6	NOT USED	---
---	NOT USED	17	5	NOT USED	---
WHITE	BA PULSE	16	4	NOT USED	---
---	NOT USED	15	3	NOT USED	---
---	NOT USED	14	2	NOT USED	---
---	NOT USED	13	1	NOT USED	---

J5 HARNESS

TOP				Bottom	
---	NOT USED	24	12	NOT USED	---
---	NOT USED	23	11	NOT USED	---
---	NOT USED	22	10	NOT USED	---
---	NOT USED	21	9	NOT USED	---
GREEN W/ WHITE	NOT USED	20	8	DOUT22	RED W/ WHITE
BLACK W/ GRAY	DOUT21	19	7	DOUT20	GRAY W/ WHITE
---	NOT USED	18	6	NOT USED	---
WHITE	CREDITS WON	17	5	PLAY LAMP DOUT16	GRAY
PURPLE	CREDITS PLAYED	16	4	NOT USED	---
GREEN	NOT USED	15	3	NOT USED	---
ORANGE	METER IN DOUT11	14	2	TICKET LAMP DOUT10	RED
BROWN	METER OUT DOUT9	13	1	NOT USED	---

Quixant Software Operations Manual

J2 HARNESS

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

J3 HARNESS

TOP				BOTTOM	
WHITE	TICKETSWGRND	20	10	BA/KO GROUND	GREY W/ BLUE
PURPLE	BOOKS/RESET <small>DIN21</small>	19	9	MENU SWITCH <small>DIN20</small>	BLUE
ORANGE W/ BLUE	DIN19	18	8	DIN18	YELLOW W/ BLK
---	NOT USED	17	7	KNOCKOFF <small>DIN16</small>	RED W/ BLUE
BROWN	BA PULSE <small>DIN15</small>	16	6	PLAY SWITCH <small>DIN14</small>	BLACK
---	NOT USED	15	5	NOT USED	---
---	NOT USED	14	4	NOT USED	---
---	NOT USED	13	3	TICKET SWITCH <small>DIN8</small>	YELLOW
---	NOT USED	12	2	NOT USED	---
BROWN W/ BLACK	PLAYSWGRND	11	1	RESETMENUGRD	BLACK W/ BLUE

Bill Validator Instructions

Convert BV50 from PULSE to SERIAL Mode

1. On the BV50, open up the unit by pulling the silver latches on the sides
2. Locate the brown push button switch on the circuit board.
3. Press and hold for a fast 8 count then close the unit back up, you should hear the BV power cycle and there should be **NO LIGHTS** on the front when powered on and in SERIAL mode.

Convert ICT PA7 from PULSE to SERIAL Mode

1. Switch all dib switches on the side of the PA7 off (Up Position).
2. Open up the front panel and switch dib switches 3 and 4 off; and 1 and 2 on.
3. Power cycle ICT PA7.

Operator Menu – Serial Bill Validator

1. Connect the BV serial harness to **COM6** QUIXANT 6000 Motherboard
2. In the Operator Menu, go to the Global settings then press Bill Validator
3. Scroll down and enable Serial BV Enabled *ON*
4. Change Serial BV Type to BV Brand connected
5. Change Serial BV Port to **COM6**
6. **Status should read as Connected**
7. Exit settings and power cycle.

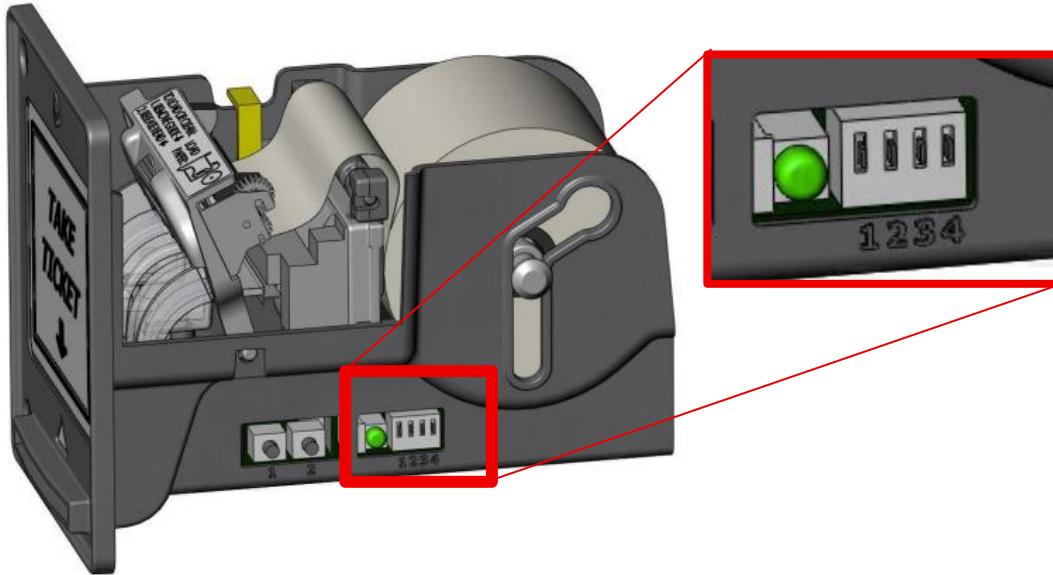


ICT PA7 Bill Validator shown in Global Settings Menu

Printer Instructions

Big Daddy Games is compatible with *Pyramid Technologies Phoenix* Thermal Printer.

For best security, it is highly recommended that the *Phoenix* Printer model *SEN-02* with firmware version is *1.15* in **SERIAL MODE**.



Setting Phoenix Printer to PULSE Mode

DIP Switch 1 must be **ON (DOWN)** and DIP Switch 3 and 4 must be set to **OFF (UP)**.

ON ↓	OFF ↑	OFF ↑	OFF ↑
DIP 1	DIP 2	DIP 3	DIP 4

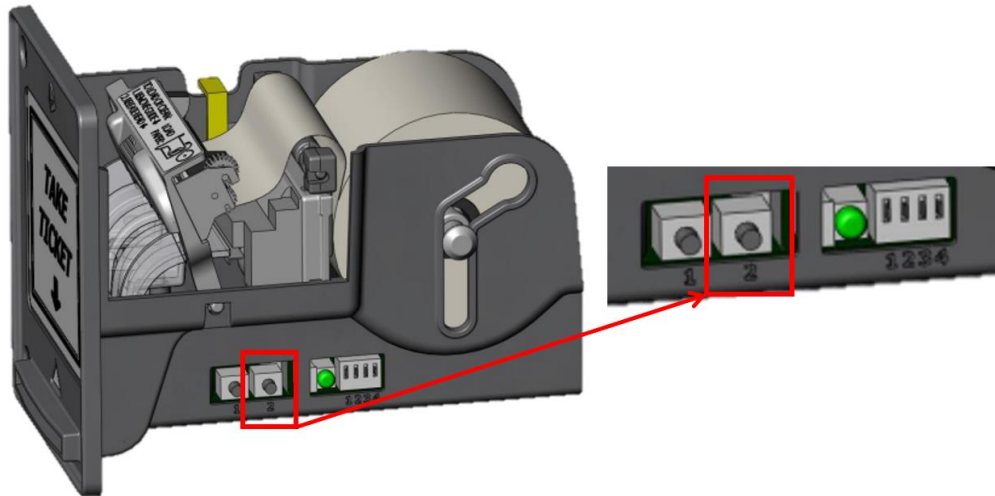
Setting Phoenix Printer to SERIAL Mode

DIP Switch 1 and 3 must be set to **ON (DOWN)**.

ON ↓	OFF ↑	ON ↓	OFF ↑
DIP 1	DIP 2	DIP 3	DIP 4

Setting Phoenix Printer to print QR Codes

Hold in the second button on the Phoenix Printer until a QR code is printed (5-10 seconds).
Label the QR code of what Game # the QR code printed from.



Operator Menu – Serial Printer

1. Connect the Printer to **COM5** QUIXANT 6000 Motherboard
2. In the Operator Menu, go to the Global settings then press Printer
3. Scroll down and enable Serial Printer Enabled *ON*
4. Change Serial Printer Type to Printer Brand connected
5. Change Serial Printer Port to **COM5**
6. Press **TEST** to print out test print ticket
7. Exit settings and power cycle.

Max Connect Sidecar Phoenix Printer Setup

The printer must be labeled as **PTD-U-REV3** for this to work (The label is underneath the printer.) You CANNOT use a game printer for the Sidecar. If you want to convert a game printer to a sidecar one you must load our configuration file ***PTD-U-REV3.phg*** to the printer using Phoenix Tools.

1. Install printer into the Sidecar
2. Switch dib switches 1,2,3 on (down position) and 4 off (up position)
3. Plug in USB from the printer to USB Hub
4. Plug in printer power

Pairing Phoenix Printer Sidecar Sentry to Genmega Kiosk

The printer must be labeled as **PTD-U-REV3** for this to work (The label is underneath the printer.) You CANNOT use a game printer for the Sidecar. If you want to convert a game printer to a sidecar one you must load our configuration file ***PTD-U-REV3.phg*** to the printer using Phoenix Tools.

1. Make sure printer is powered on and plugged in
2. Make sure the Sidecar is in Sentry mode under Config settings
3. Hold the button on the right side towards the back of the printer for around 10 seconds until a pairing code prints out (It should be right next to the Dib switches)
4. Use the pairing code on the kiosk (See kiosk manual for more information)

ON ↓	ON ↓	ON ↓	OFF ↑
DIP 1	DIP 2	DIP 3	DIP 4

Phoenix Pyramid Thermal Printer Flashing Codes

Flashing Code	Flash Meaning	Corrective Action
LED's always OFF	The printer has no power.	Check that power has been applied.
LED's always ON	No error exists – printer is OK.	None. Printer is operating normally.
1 Flash	Printer paper is low.	The printer paper roll is low. Refill before it runs out.
2 Flashes	Paper Out.	The printer has run out of paper. Replace the roll.
3 Flashes	Paper or Print Head Jam.	The printer is jammed. Clear paper Jam.
4 Flashes	Head Open	The “Platen” (front portion of the head) is not locked properly. Ensure the Platen is closed.
5 Flashes	Busy	The Printer is busy printing something or it is receiving a large amount of data from the host. Wait until the busy goes away or power cycle the printer.
6 Flashes	Programming Error	During a printer programming process (using the PC), something went wrong. Try the programming download again.

ELO Monitor Calibrating & Screen Settings

1. Press the Menu Switch (Gray Wire) **one time** to open up the Password screen.
2. Press the Menu Switch (Gray Wire) **4 times** to open up the Screen Resolution Setting.
3. In Screen Setting, press Operator Switch #2 (white wire) **4 times** for Screen Calibration.
4. After Calibration, set Screen Resolution 16x9. Press YES for text display on Bottom Monitor
5. Press APPLY for reboot.

PCAP Monitors DO NOT have **MONITOR CALIBRATION option available and are **SELF-AUTO CALIBRATED**.**

SOFTWARE SWAP NOTE

BEFORE installing the new software, follow the Save Data Reset Factory Reset prompts on the existing software to avoid having any potential save setting issues with the new software being installed.

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Available Online



Users and Passwords

Game setup is password-protected which varies from levels of User access and permissions. All setup features and options are available to the ADMIN only. The fewest options and most restrictive use are available to the ATTENDANT.

User Level	Password	Recommended Access
ADMIN	0 0 0 0 0	Operator Owner
OPERATOR	0 0 0 0	Operator Management / Staff
LOCATION	2 2 2 2	Location Owner / Management
ATTENDANT	1 1 1 1	Location Staff

PERMISION LEVELS		
ATTENDANT / LOCATION <i>(ATD / LOC)</i>	OPERATOR <i>(OP)</i>	ADMIN <i>(ADMIN)</i>
View Cabinet Info	<i>Plus ATD, LOC</i>	<i>Plus ATD, LOC, OP</i>
View Game Reel History	Edit Cabinet Info	Edit <i>OP</i> Password
View Game Jackpot History	Edit <i>ATD</i> Password	Edit <i>ADMIN</i> Password
Edit Game Reel Speeds	Edit <i>LOC</i> Password	Edit Books Meters
Edit Game Volume	Edit Game Difficulty Settings	Reset Master Books
Edit Attract Mode Setting	Edit Progressive Settings	Reset Game History
View/Print Books	Edit Jackpot Settings	
Re-Print Prize Tickets	Edit Printer Settings	
	Reset Period Books	
	Edit Display Settings (Dollars, Cents, Credits, etc.)	

Big Daddy Games LLC



Big Daddy Games LLC
733 Midway Road
Menasha, WI 54952

TEL: (920) 727-5508

bigdaddygames.net
sales@bigdaddygames.net

CALL FOR SERVICE NOW!

TECH DIRECT

(920) 850-7409

After Hours of Support Service Calls –

****Excluding Holidays****

Monday – Thursday	4:15 PM	-	8 PM
Friday	3 PM	-	8 PM
Saturday	10 AM	-	6 PM
Sunday	Noon	-	4 PM