SPIN-OUT

STANDARD OPERATING MANUAL

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(Software Version: 04-23-14)

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INTRODUCTION

Spin-Out is a skill based ticket redemption game where the player must try to stop the arrow on a number to win the jackpot. Stop the blue arrow on '100' and if the red arrow stops on '10x' you win the '1000' point jackpot!

Tickets are also won if the arrows stop on any other combination of numbers. The value of the blue arrow is multiplied by the value of the red arrow..

SPIN-OUT
OPTIONS & SETTINGS

To change settings, press the **ERROR RESET** button located inside the front door.
Spin Out must be in attract mode to access and change settings.

The **OPTION NUMBER** is displayed on the **CREDITS** display.

The **CURRENT VALUE** of the option is displayed on the **SCORE** display.

Press the **STOP BUTTON** to switch between **OPTION NUMBER** and **CURRENT VALUE.**
The setting you want to change will be highlighted.

Press **ERROR RESET** to increase the **OPTION NUMBER** or **CURRENT VALUE**

Press **ATTENDANT PAY** to decrease the **OPTION NUMBER** or **CURRENT VALUE**

Turn the game off and back on again to save the settings.

OPTIONS & SETTINGS

#	OPTION	RANGE (DEFAULT)	COMMENTS
1	CREDITS PER GAME START	1-20 (**4**)	SETS # OF CREDITS REQUIRED TO PLAY ONE GAME. ***NOTE: MUST BE SET TO "1" WHEN A CARD SWIPE SYSTEM IS INSTALLED.***
2	CREDITS PER COIN	1-10 (**1**)	SETS # OF CREDITS GIVEN PER COIN INSERTED (*OR CARD SWIPED*).
3	GAME TIME	5-60 (**30**)	SETS NUMBER OF SECONDS BEFORE ARROWS STOP AUTOMATICALLY.
4	POINT DIVISOR	1-5 (**1**)	NUMBER OF POINTS NEEDED FOR EACH TICKET TO BE DISPENSED. (*POINTS/POINT DIVISOR = # OF TICKETS DISPENSED*)
5	DEMO MODE	ON/OFF (**OFF**)	METERS AND COIN ERRORS DISABLED. 4 TICKETS PAID REGARDLESS OF OUTCOME. (*FOR DEMONSTRATION PURPOSES ONLY*).
6	ATTENDANT PAY	OFF, 50-9950 (**OFF**)	MAX. # OF TICKETS PAID DIRECTLY BY GAME. ALL TICKETS IN EXCESS OF SETRTING MUST BE PAID MANUALLY BY THE ATENDANT. SETTING INCREMENTS BY 50.
7	SOUND IN ATTRACT	ON/OFF (**ON**)	ELIMINATES SOUND WHEN GAME IS NOT BEING PLAYED. *SOUND STILL ACTIVE DURING GAME PLAY.*
8	"JACKPOT" PHRASE IN ATTRACT	ON/OFF (**ON**)	DETERMINES WHETHER OR NOT THE WORD "JACKPOT" WILL PLAY IN ATTRACT; *WORD STILL ACTIVE IN GAME PLAY*
9	SPIN HANDS IN ATTRACT	ON/OFF (**ON**)	CONTROLS THE HANDS SPINNING IN ATTRACT TO SIMULATE GAME PLAY
10	PRICE PER PLAY	25-500 [$0.25 to $5.00] (**$1.00**)	COST OF ONE PLAY (IN CENTS); INCREMENTS BY 5 CENTS. ***VALUE MUST BE SET FOR ACCURATE BOOKKEEPING STATISTICS.*** (*SEE BELOW*)
11	TICKET VALUE	40-500 [$0.004 to $0.05] (**$0.01**)	VALUE OF A TICKET (IN HUNDREDTHS OF A CENT) INCREMENTS BY 5 (HUNDREDTHS)
12	PERCENTAGE SETTING	20% - 50% (**40%**)	SELECT DESIRED PAYOUT PERCENTAGE. INCREMENTS BY 5. ***OPTIONS 10 & 11 MUST BE SET ACCURATELY FOR PERCENTAGE SETTING TO OPERATE PROPERLY.***

BOOKKEEPING
(*FOR INFORMATION ONLY*)

13	REGULAR WIN POINTS PER GAME	AVERAGE NUMBER OF NON-BONUS POINTS PAID PER GAME
14	BONUS POINTS PER GAME	AVERAGE NUMBER OF BONUS POINTS PAID PER GAME
15	TOTAL POINTS PER GAME	AVERAGE NUMBER OF TOTAL POINTS PAID PER GAME. (*OPTION 13 + OPTION 14*)
16	BONUS HIT FREQUENCY PERCENTAGE	BONUS GAMES WON DIVIDED BY NUMBER OF GAMES PLAYED.

NOTE: *To clear bookkeeping, hold the STOP BUTTON while option 13, 14, 15, or 16 is on the display and then press the ATTENDANT PAY button.*

To restore factory settings, cycle the AC power while holding both the ERROR RESET and ATTENDANT PAY buttons for at least 5 seconds.

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DIAGNOSTIC MODE

To enter Diagnostic Mode, hold **ATTENDANT PAY** button while powering up the game, and release after you hear a beep.

Test 1 – Lights & Switches: This first test will light the coin mech lamps, the stop button, the LEDs around the stop button, and the lights along the outside of the dial. You are now able to test all of the switches.

> Pressing the STOP BUTTON will display a 79 on the score display.

> Pressing ERROR RESET will display a 77 on the score display, dispense 3 tickets, and increment the ticket meter by 3.

> Engaging the coin switches will display a 75 for coin 1 (or 76 for coin 2) on the score display, increment the coin meter by 1, and play the coin input sound.

> Inserting a bill into the Bill Acceptor will display a 66 on the score display and show the bill value on the credit display. The bill will then be returned.

 Press **ATTENDANT PAY** to proceed to the next test.

Test 2 - Displays: This test allows you to check all of the digit displays.

First, the dial displays will be numbered from 1 to 14, starting with the display just to the right of the top '100'. The top '100' will be colored red, white, and blue from top to bottom. The lower '100' will be blue, white, and red from top to bottom.

> Pressing the stop button will cause the credits, score and dial displays to cycle through 0, 1111, 2222, etc… up to 9999. The '100' displays will cycle through red, green, and blue colors.

Press **ATTENDANT PAY** to proceed to the next test.

Test 3 – Numbers: The following test is used to check the dial lamps.

First, the lights along the outside of the dial will go out, starting with the one to the right of the top position, going clockwise.

Next, the inner numbers will light on and off starting with the upper right 1x display.

Press **ATTENDANT PAY** to proceed to the next test. The next test will not start until the lamps have gone through a complete cycle after pressing the **ATTENDANT PAY** button.

Test 4 – Motors & Sensors: The final test will check the arrow motors and sensors.

The arrows will rotate to top position and then the red arrow will start spinning clockwise.

The score display will show the sensor position reading of that arrow.

Pressing the stop button will stop the red arrow.

Pressing the stop button again will start the blue arrow and show the sensor position reading of that arrow.

Pressing the stop button will slowly stop the blue arrow.

IMPORTANT! DO NOT TURN OFF GAME WITH ARROWS RUNNING!