



Continuum Games Platform
**Operator Menu
User Guide**



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Continuum Games Platform Operator Menu - User Guide



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Version	Author / Contributors	Date	Changes / Comments
1.0.0	Technical Documentation	4/5/18	Original version
1.1.0	Technical Documentation	9/5/19	
1.2.0	Technical Documentation	3/2/20	Options hidden in Operator Menu
1.3.0	Technical Documentation	1/8/21	To add & remove buttons
1.4.0	Shawn Lucci – Technical Writer Derrick Harden – Lead SQA Tester Brett Prank – Quality Assurance Frank Semeraro - Studio Director	7/16/24	Updated definitions, examples, screen captures and references. Added some game features, formulas and a glossary.
1.4.1	Shawn Lucci – Technical Writer Frank Semeraro - Studio Director	11/19/24	Updated RTP Table

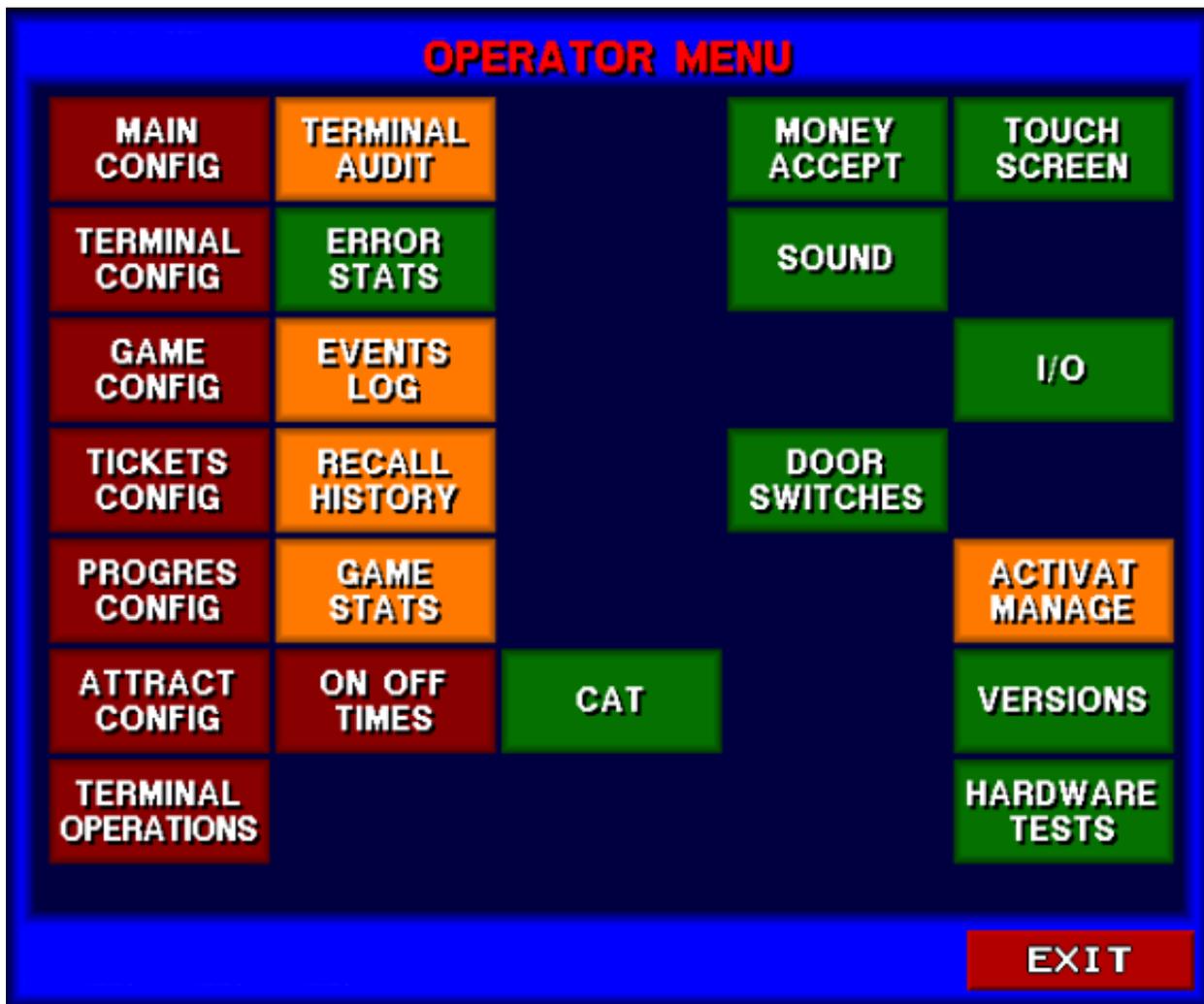




Introduction

This user guide presents an overview of the CFX / FOX / LCX / SED / MAX / ITA / RITA / MIGII Operator Menu for the Continuum Games Platform and its functions. This guide is meant for use by Operators to assist in the set up and altering of games and game play as well as acquiring logs, setting up peripheral components like Bill Acceptors and Printers and accounting systems.

This document was designed to be used in PDF format but may be printed if necessary. Referential links are in [blue font](#) to help the Operator jump to other sections for additional information.



Symbols Used in This Guide:



Indicates a note or tip that the Operator should be aware of or may be helpful during the set up.



Indicates a Warning in which the Operator should pay close attention as damage to the machine, software or injury to the Operator may occur.





Features and Functions

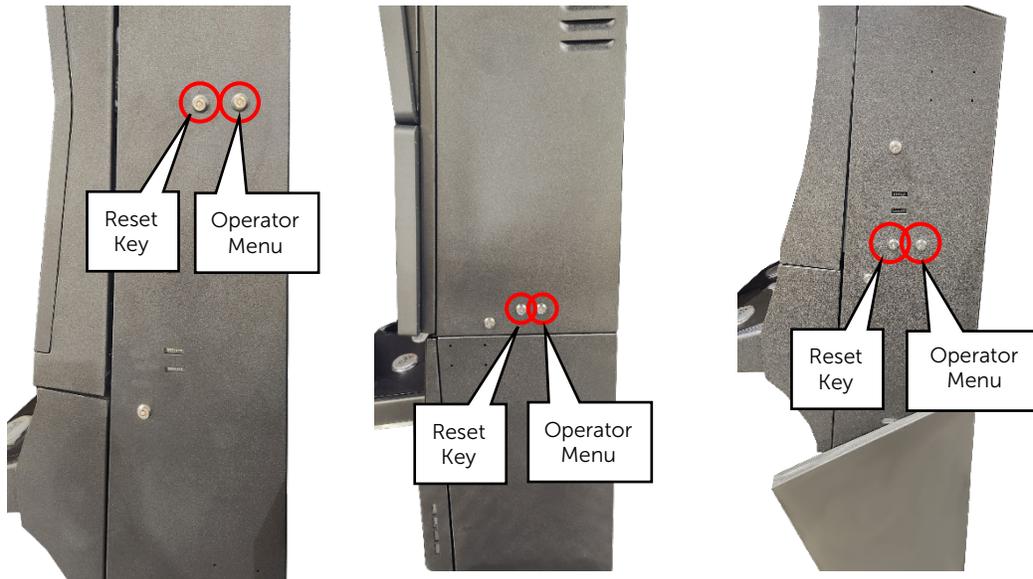
The Operator will need an **Operator Menu Key (#1247)** to access the various Menus and Features of the Operator Menu system.

This key is inserted into the Operator Menu or Reset Lock to open the Operator Menu or other features.

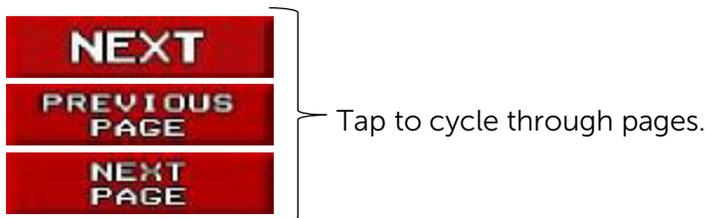


Lock Locations

The Lock locations may vary from cabinet to cabinet but are generally side by side.



Navigational Buttons



Warning: The Exit button must be Tapped, and the page exited for settings to save.





Button Colors

The Button Color in the Operator Menu indicates the function type.



Red Button = Crucial machine parameters, such as terminal and game configurations. The **Operator Menu Key (#1247)** must be inserted, turned, and held in the key switch while modifying these parameters.



Orange Button = View and print statistical reports, clear errors, or periodic statistics.



Green Button = Access hardware tests. Only useful to technicians monitoring the functionalities of the system.



Purple Button = Indicates the value cannot be changed by the Operator for one of the following reasons:

- The operator does not have the appropriate key.
- The setting is unavailable due to another selection.
- The setting is controlled by another service, such as the management system.
- The button displays information that cannot be altered by the Operator such as the electronic serial number of the board.



Blue Button = Allows the Operator to modify the numeric value of certain parameters.



Some buttons display the options available for selection.

Tap the Button to Toggle / Scroll through the selection until the desired setting is **highlighted in White**.

Yellow Characters = Parameter Name

White Characters = Current Setting

Gray Characters = Available Settings

Black Characters = Unavailable Settings



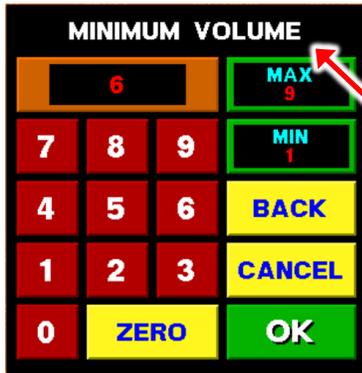
Some buttons display the current parameter value which may be changed using the Number Pad as shown below.





Number Pad

The Number Pad is used to set numeric values for some settings.



Parameter Name - displayed in white at the top of the keypad.



Displays the Maximum and Minimum value to which the parameter may be set.



Displays the current value for the parameter.



Tap to delete a digit from right to left on the numeric display.



To exit the Number Pad without changing any settings.



To set all digits on the numeric display to zero.



To confirm new settings.





Alphanumeric Keypad

The Alphanumeric Keypad is used to enter text and numbers for some settings such as Messages on Tickets and URLs for QR Codes.



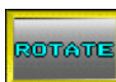
Use the Up, Down, Left and Right buttons to move the Cursor through the text if editing a specific part of the message.



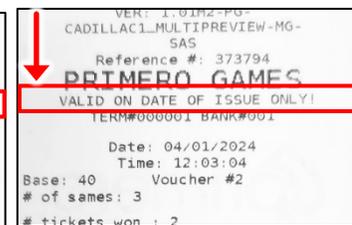
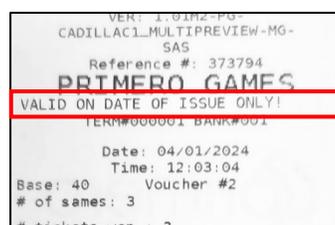
Tap Insert to change the Cursor behavior where the active character will be replaced with a new letter.

Tap Back to remove the character one space to the left of the cursor.

Tap Delete to remove the character that the cursor is currently under.



The Rotate button will bump the text on the ticket to the right so it can be properly centered if necessary.



Tap Home to move the Cursor to the Leftmost space and End to the Rightmost space in the line.

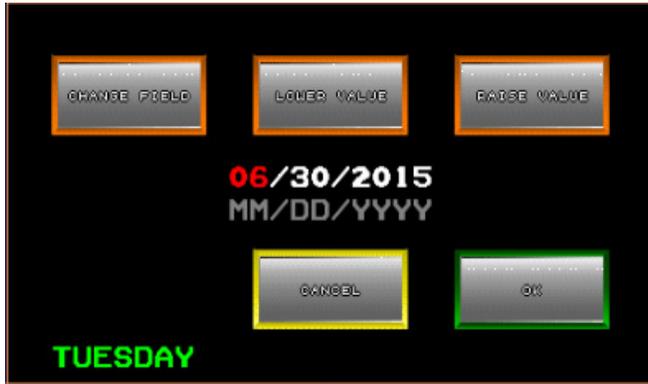


Tap Cancel to go back to the previous menu or OK when finished.





Date Configuration



The Date Configuration Pop Up will appear for some fields where the date may need to be altered or corrected.



Tap the Change Field button to toggle between the date fields with the current field highlighted in **Red**.

06/30/2015
MM/DD/YYYY

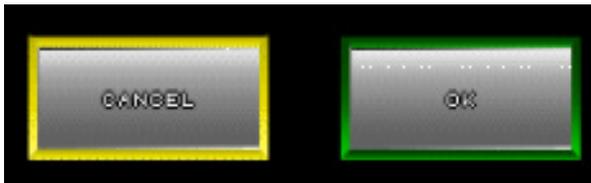
06/30/2015
MM/DD/YYYY



Tap the Lower Value or Raise Value buttons to change the highlighted field value.

06/30/2015
MM/DD/YYYY

06/31/2015
MM/DD/YYYY



When finished, Tap OK to Save the Value or Cancel to keep the original.



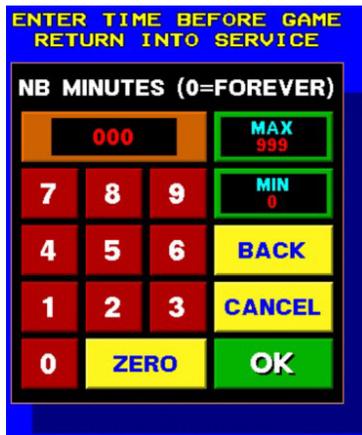


Security Features

Player Hold

The Operator may put the gaming machine on hold for a specified period.

To activate the Player Hold option:



1. Insert, Turn, and Hold the Operator Key (#1247) in the Reset Key switch.



Note: The Service Assistance screen will appear for a few seconds before the Player Hold screen appears.

2. Use the **Number Pad** to set the machine's hold time.
3. Remove the Operator Key.
4. Tap **OK** to confirm the settings.



Values are set in Minutes only.
 Maximum Value: 999 Minutes (16 hrs. 39 min.)
 Minimum Value: 0 = Forever (Sets the machine to hold indefinitely.)

The Player Hold screen appears when the Hold option has been activated.



The Player Hold Screen Displays:

Remaining Time: Indicates how much time remains until the end of the Player Hold period.

Elapsed Time: Indicates how long the machine has been on hold.



Note: The Elapsed Time will continue incrementing even after the end of the hold period and until the Operator deactivates the Player Hold option. This prevents the machine from exiting the Hold until the Operator releases it, but still lets the Player know when the machine should be ready for Game Play again.

To deactivate the Hold and return to Game Play:

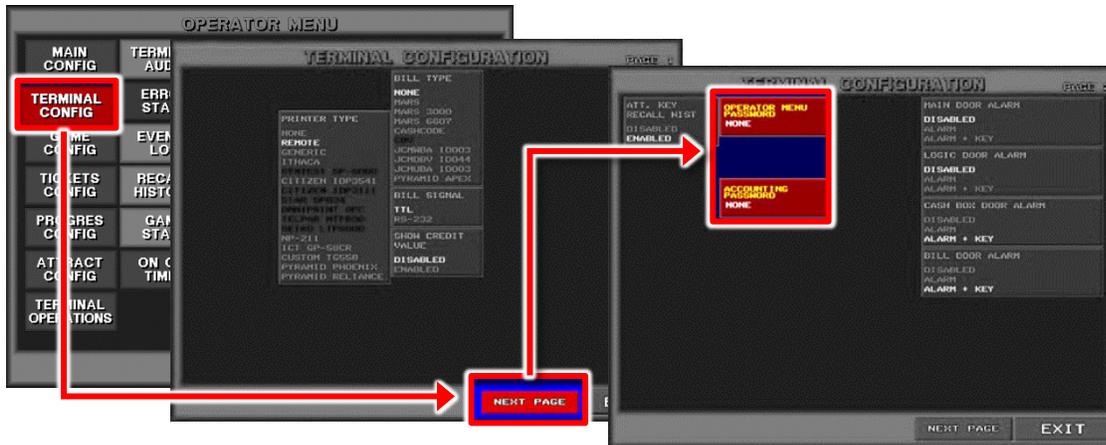
1. Insert and Turn the Operator Key in the Reset Key switch.
2. Tap **CANCEL** on the **Number Pad** to return to Game Play.





Access Codes

The operator may assign codes to control access to specific categories of the menu options.



Menu Access Codes - Define the menu options available to a particular user and include the *Accounting, Configuration, and Operator Menus*.

Print Access Codes - Determine the range of statistics a particular user may print or clear.

Service Menu Access Codes - Controls access to some of the Service Menu settings and information available to a particular user.

To Install or Clear an Access Code:

The installation and uninstallation procedures are essentially identical for all access codes.

The following example focuses on the Operator Menu access code.



To enter the code, press the corresponding access code button. Then enter at least three digits on the numeric keypad. The Operator may ABORT code installation, cancel the last character using BACK, or press ENTER to confirm code installation.



The BACK option appears only after the Operator has entered the second digit. The ENTER option appears only after the Operator has entered three digits. The code must contain from 3 to 8 digits.

Once the code has been entered, type it a second time in the confirmation screen.



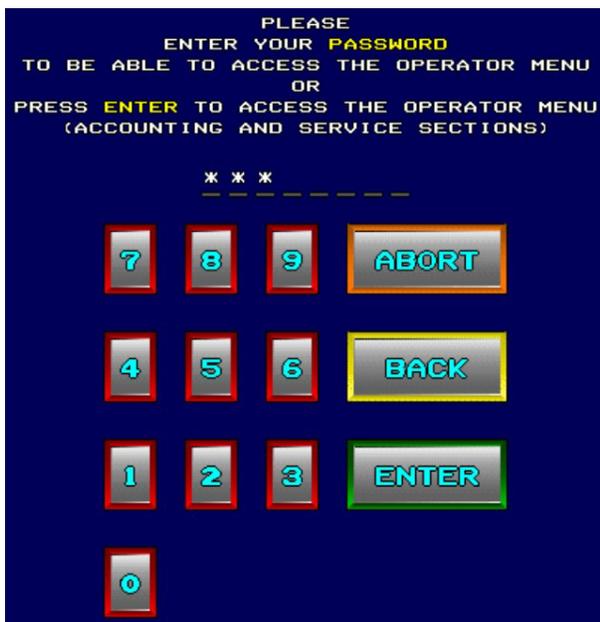


Once confirmed, the access code is installed, and a CLEAR ACCESS CODE button appears.

To clear the code, press the appropriate CLEAR ACCESS CODE button. Then enter the code. The Operator may ABORT code uninstallation, erase the last character using BACK, or press ENTER to confirm code uninstallation.

To Access Menu Options Protected by an Access Code

Once an access code is installed, the Operator is prompted to enter it before accessing protected options.





Service Assistance Menu

The Service Assistance Menu allows an Operator to quickly access a few menus related to the Recall History and Activation Management menus.

To access the Service Assistance Menu, **Insert and Turn the Operator Menu key** in the Reset Key switch.



The Service Assistance Menu allows access to the following menus:

Last Games = See [Games Played](#)

Money History = See [Money History](#)

Collect History = See [Collect History](#)

Activation Management = See [Activation Management](#)

Activation History = See [Activation History](#)



Continuum Games Platform Operator Menu - User Guide



Main | Terminal Config | Game Config | Tickets | Prog Config | Terminal Ops | Audit | Errors | Logs | Recall | Sound | Activation | Hardware | Glossary

Main Configuration Menu

The Main Configuration Menu is used to configure the primary settings for the system's main functions such as Time, SAS and Ticket Handling.

To access the Main Configuration Menu, Insert and Turn the Operator Menu key in the Operator Key switch.



Note: Some options available in the Main Configuration Menus take effect only if the gaming machine contains a specific peripheral component, such as a hopper, a bill acceptor, or a tower light. Otherwise, the setting is ignored.

The Main Configuration Menu has 3 Pages, [Page 1](#), [Page 2](#) including SAS, and [Page 3](#) including QR Codes.



Sending and Retrieving a Configuration in a Network:

Use these buttons to speed up and standardize the configuration process.



To transmit the Operator Menu configuration of a gaming machine to the network controller.



To copy the Operator Menu configuration from the network controller.



Continuum Games Platform Operator Menu - User Guide



Main Configuration - Page 1

MAIN CONFIGURATION						PAGE 1
SYSTEM MODE DEMO STDALON NETWORK	DISPLAY MONEY CREDIT POINTS	CREDIT VALUE \$0.01	MAXIMUM CASH IN \$100.00	MAXIMUM CREDIT \$10000.00	SPECIAL WIN \$1200.00	
PLAYER VOLUME			TERMINAL NUMBER 1	MINIMUM TICKET \$0.01	METER UNIT \$1.00	
MIN VOL 6			LIMIT WIN PER HAND DISABLED ENABLED	BANK NUMBER 1		
MAX VOL 10			MAX \$ PER TICKET \$0.00	LOSE REMAINING CREDITS DISABLED ENABLED		
PRICE SLOT 1 \$1.00	PRICE SLOT 2 \$1.00	PRICE SLOT 3 \$1.00	MACHINE SERIAL NUMBER 95465397	TICKET HAND VALUE \$5.00		
CHANGE TIMESSET FIELD	LOWER VALUE	RAISE VALUE				
MM DD YYYY 03/28/2024 16:26:43 THURSDAY						
				NEXT PAGE	EXIT	

The Main Configuration – Page 1 has the following buttons:

- System Mode
- Display
- Credit Value
- Maximum Cash In
- Maximum Credit
- Special Win
- Terminal Number
- Minimum Ticket
- Meter Unit
- Limited Win Per Hand
- Bank Number
- Max \$ Per Ticket
- Lose Remaining Credits
- Machine Serial Number
- Ticket Hand Value
- Player Volume
- Price Slot
- Change Timeset Field





System Mode



Set the Machine Mode to Demo, Standalone or Networked.

Tap to Toggle the Selection

Demo = When the system is in DEMO mode, it does not cost anything to play. Players are granted a virtual sum. Consequently, in DEMO mode, players cannot collect any money: the hopper and the hard meters do not function, and the printer produces a void ticket.

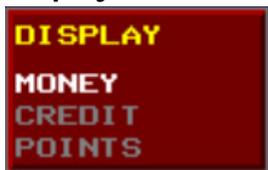
Standalone = In STAND-ALONE mode, machines function as independent devices. Players must pay money or credits, and a payout may be awarded, but there is no linked Progressive Jackpot shared.

Network = In NETWORK mode, machines function as in STAND-ALONE mode, but they are linked to a gaming machine network. The same game may be played on different machines that contribute to the progressive jackpot.

 **Note:** The System Mode cannot be changed once a Game has been Played on the Machine. The Machine will need to be [Hard Reset](#) to continue.



Display



Determines if the amount indicated on screen is displayed in monetary units, credits, or points.

Tap to Toggle the Selection.



Credit Value



Determines the monetary value of credits in statistics.

For example, if the Credit Value is set to \$0.25 and the player inserts \$1, the game will show 4 credits, ($\$0.25 \times 4 = \1)

Specific Game and SAS settings may override this value.

Use the [Number Pad](#) to enter the Value.





Maximum Cash In



Determines the amount of money needed for the gaming board to turn off the money acceptor.

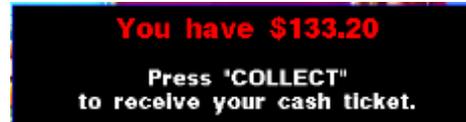
Use the [Number Pad](#) to enter the amount.

Maximum Credit



Sets the credit limit value which, once reached, triggers an onscreen message requesting players to collect their prize.

Use the [Number Pad](#) to enter the amount.



Special Win



To prevent awarding winnings that exceed a specific amount. If applicable, this limit must be set according to the laws in the jurisdiction to which the machine will be placed.

Use the [Number Pad](#) to enter the amount.

Terminal Number



Sets the number identifying the machine.

Use the [Number Pad](#) to enter the value.

Limit Win Per Hand



Tap to enable or disable the payment of wins in proportion to the number of hands accumulated. The player's hands are added up as the gaming session progresses. When this option is enabled, the player can only withdraw from the gaming machine a maximum amount equivalent to the number of hands multiplied by the ticket value.

For example, a player who has 10 hands and a [Ticket Hand Value](#) of \$0.25 can only withdraw \$2.50.

Bank Number



Sets the Number for the Bank to which the machine is located.

Use the [Number Pad](#) to enter the value.

Minimum Ticket



Sets the minimum amount required to print a ticket.

Use the [Number Pad](#) to enter the amount.





Meter Unit



Sets the value of the hard-meter unit. Setting this option to \$1.00, means that the meter increments by one each time a \$1 bill is recorded, whether the dollar is inserted, played, won, or collected.

Use the [Number Pad](#) to enter the amount.

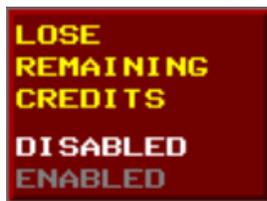
Max \$ Per Ticket



To determine the maximum amount that a player can collect with a single ticket. If the amount to be collected exceeds this limit, several tickets will be printed.

Use the [Number Pad](#) to enter the amount.

Lose Remaining Credits



Tap to enable or disable any amount to be collected that is lower than the [Ticket Hand Value](#) that is not paid to the player. For example, if the player has \$0.10 left in the gaming machine and the Ticket Value is set to \$0.25, they lose \$0.10.

Machine Serial Number



Displays the electronic serial number of the gaming board.

This value cannot be modified.

Serial Number

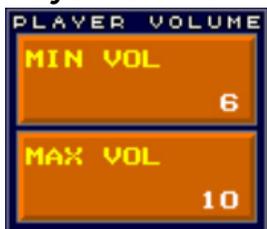
Ticket Hand Value



Determines the unitary value of a hand. See [Limit Win Per Hand](#).

Use the [Number Pad](#) to enter the value.

Player Volume



Sets the Sound Level during game play.

Use the [Number Pad](#) to enter the value.





Price Slot



Tap each of the three **Price Slot** buttons to configure the amount of money added to the player's credit when a specific slot receives a pulse signal. Set this option at \$0.00 for a slot that is not in use.

Use the [Number Pad](#) to enter the value.

 **Note:** If a Game has been played, the Collect Data must be cleared before this value can be changed.
See Terminal Audit – [Print Audit and Clear Period](#).



Change Timeset Field



Selected Value
in Red

Configures the date and time.

1. Tap **Change Timeset Field** to toggle through the desired fields.
2. Tap **Lower Value** or **Raise Value** to adjust the value of the selected field highlighted in Red.





Main Configuration – Page 2



The Main Configuration - Page 2 has the following buttons:

- Count Hands
- Collect Partial Hands
- Pay Back Timer
- Use Clear Unpayable Amount
- Time Out to Clear Unpayable Amount
- Pay Back on Wins
- Pay Back Style
- Pay Back Auto Leveling
- SAS Config – Opens the SAS Configuration Menu.





Count Hands



To determine how player's hands are accumulated. When set to Win Hands the hand value will only increment if a game rewards any amount of credits. When set to All Hands the hand value will increment for each game played.

Tap to Toggle the Selection.

Collect Partial Hands



Tap to enable or disable the ability of a player to use a hand to collect an amount that is not a multiple of the ticket value.

Use Clear Unplayable Amount



Tap to enable or disable the clearing any unplayable amount left on the machine.

Time Out to Clear Unplayable Amount



Sets the time limit (in seconds) after which an unplayable amount left in the gaming machine is lost.

An unplayable amount is defined as an amount lower than the minimum credit value for each of the games, including the system base value.

For example, if the smallest playable amount is \$0.25 and the gaming machine contains \$0.10, the player must insert money within the time limit or the \$0.10 is lost to the player and the gaming machine goes back to \$0.00.

Use the [Number Pad](#) to enter the value.

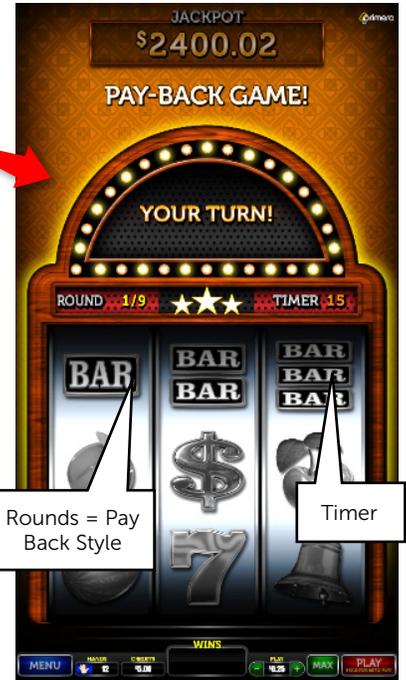


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Pay Back is a feature of some games that allows the player to win back some or all of a bet lost on a particular play by completing a skill or set of skills.



Pay Back Timer



Sets the Time Limit for the Player to make a selection during each round in the Pay Back Game. If available, setting the timer to Zero will disable the Pay Back feature.

Use the [Number Pad](#) to enter the value.



Pay Back on Wins

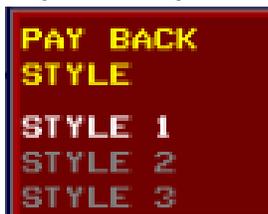


Tap to toggle whether the Pay Back feature is available for losses and wins or losses only.

Disabled = Pay Back available on Losses Only.
All Wins = Pay Back available on Wins and Losses

Wins <= Cost = Pay Back available on Losses and Wins that are equal to or less than the Play amount.

Pay Back Style



Sets the number of Rounds for the Pay Back game. Changing the style here will also change the [Pay Back Timer](#) to match.

Rounds may vary according to the game, however in general:

Style 1 = 9 Rounds



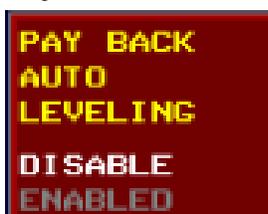
Style 2 = 18 Rounds



Style 3 = 27 Rounds



Pay Back Auto Leveling



When enabled, the Pay Back Auto Leveling feature increases or decreases the time, depending on the players skills in the game. If the player is skilled or fast, the time decreases and vice versa.

The time is adjusted in fractions of a second and the difference does not appear in the game timer and may not be noticeable to the player.

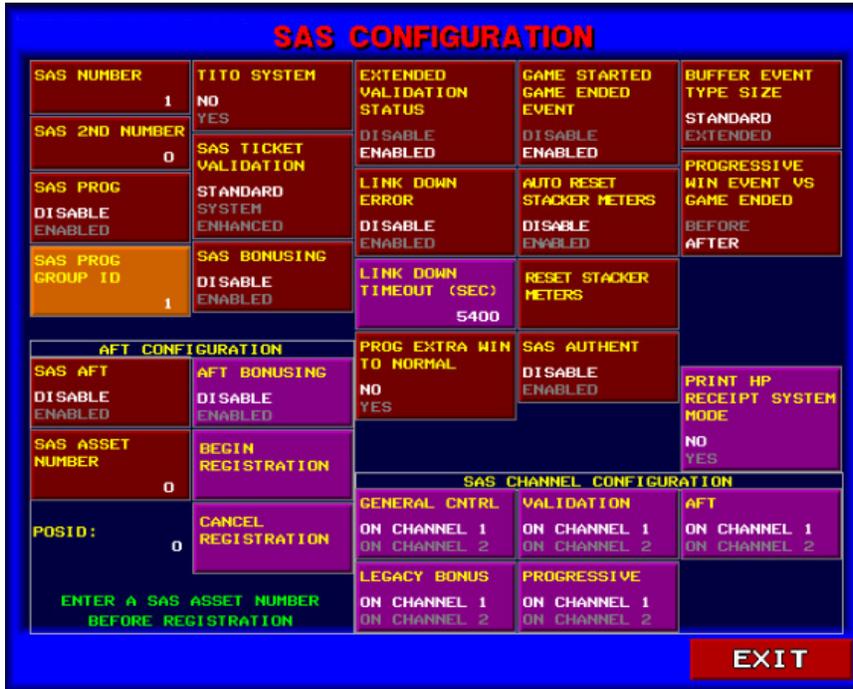




SAS Config



The SAS Config button opens the SAS Configuration Menu which is used to set up the SAS systems.



SAS = Slot Accounting System
A network protocol that sets a standard method for transmitting game related events, value transmissions, and remote management.

The SAS Configuration Menu has the following Buttons:

- SAS Number
- SAS 2nd Number
- SAS Prog
- SAS Prog Group ID
- TITO System
- SAS Ticket Validation
- SAS Bonusing
- Extended Validation Status
- Link Down Error
- Link Down Timeout (Sec)
- Prog Extra Win to Normal
- Game Started Game Ended Event
- Auto Reset Stacker Meters
- Reset Stacker Meters
- SAS Authentication
- Buffer Event Type Size
- Progressive Win Event vs Game Ended
- Print HP Receipt System Mode

AFT Configuration

- SAS AFT
- SAS Asset Number
- AFT Bonusing
- Begin Registration
- Cancel Registration
- POSID

SAS Channel Configuration

- General Control
- Legacy Bonus
- Validation
- Progressive
- AFT





SAS Number



Tap to specify the unique number identifying the gaming machine to the main SAS server. This number corresponds to the SAS Address number for the machine.

Use the [Number Pad](#) to enter the value.

SAS 2nd Number



Tap to specify a second number identifying the gaming machine to the secondary SAS server. This number generally corresponds to the alternate SAS address number for the machine.

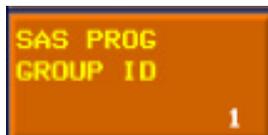
Use the [Number Pad](#) to enter the value.

SAS Prog



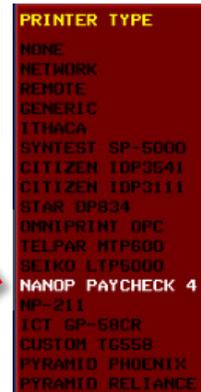
Tap to Enable or Disable SAS Progressives.

SAS Prog Group ID



Tap to set the SAS Progressives Group ID.

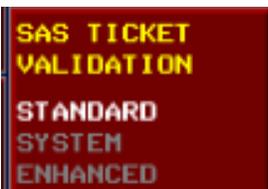
TITO System



Tap to allow a Ticket In Ticket Out system. This allows the funds or credits printed on a Ticket to be inserted and transferred to another machine if the Bill Acceptor is capable of reading the ticket.

The TITO System requires a Nanoptix PayCheck 4 printer be installed in the machine and if this is set to Yes, the [Printer Type](#) on page 1 of the [Terminal Configuration Menu](#) will automatically change to the Nanop PayCheck 4 setting.

SAS Ticket Validation



Tap to toggle and set the SAS Ticket Validation type.

Standard = Does not verify SAS is connected.

System = Game Machine Generates the Ticket Validation.

Enhanced = SAS Host Generates the Ticket Validation.



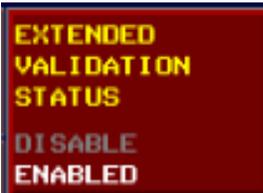


SAS Bonusing



Tap to enable or disable SAS Bonusing.

Extended Validation Status



Tap to enable or disable the Extended Validation Status in which the SAS Host sends the ticket information to the Game Machine.

Link Down Error



Tap to enable or disable the Link Down Error.

When enabled, a Tilt will display if the SAS Network Link is down for longer than the time set on the [Link Down Timeout](#) button.

Link Down Timeout (Sec)



Tap to set the Link Down Timeout period. Default = 5400 sec or 90 minutes. Only available if the [Link Down Error](#) is Enabled.

Use the [Number Pad](#) to enter the value.

Prog Extra Win to Normal



Tap to toggle the Progressive Extra Win to Normal.

Game Started Game Ended Event



Tap to enable or disable the Game Started and Game Ended Event.

When enabled, the SAS Logs will record when a game is started and ended.





Auto Reset Stacker Meters



Tap to enable or disable an Auto Reset of the Stacker Meters.

When enabled, the Stacker Meters will automatically clear any time the Stacker is removed from the machine.

Reset Stacker Meters



Tap to reset the Stacker Meters.

SAS Authentication



Tap to enable or disable SAS Authentication for [AFT](#).

Buffer Event Type Size



Tap to toggle the Buffer Event Type Size in the SAS Logs.



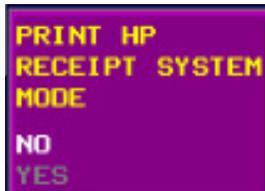
Warning: Once the Buffer Event Size is set to Extended, it is not possible to set it back to Standard. The Machine will need to be [Hard Reset](#) to make the change.

Progressive Win Event vs Game Ended



Tap to set the Progressive Win Event to appear before or after the Game End event in the SAS Logs.

Print HP Receipt System Mode



Tap to toggle the Print HP (Handpay) Receipt System Mode on or off.

Only available if the [SAS Ticket Validation](#) is set to System.





AFT Configuration

SAS AFT



Tap to enable or disable the SAS Advanced Funds Transfer.

Allows the Machine to accept monies from the POS as credits when SAS is enabled.

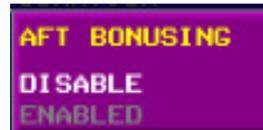
SAS Asset Number



Tap to set the SAS Assent Number. This number must match the Asset number assigned to the POS.

Use the [Number Pad](#) to enter the value.

AFT Bonusing



Tap to enable or disable AFT Bonusing.

Only available if [SAS AFT](#) is Enabled.

Begin Registration



Begins the Registration Process for the POS.

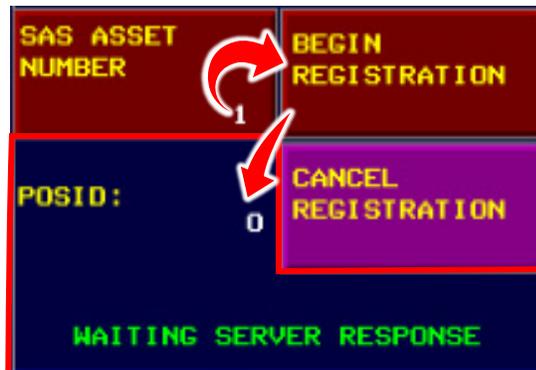
Only available if [SAS AFT](#) is enabled and a [SAS Asset Number](#) has been set.

Cancel Registration



Removes the Registration for the connected POS.

POSID



Enter a [SAS Asset Number](#) and Tap [Begin Registration](#) to connect a POS to the machine.

Displays the POS, (Point of Sale) ID number once registered.





SAS Channel Configuration

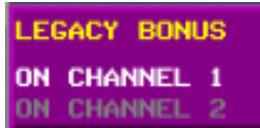
General Control



Tap to toggle the SAS General Control Channel.

Only available if a [SAS 2nd Number](#) is set, if not the default channel is 1.

Legacy Bonus



Tap to toggle the SAS Legacy Bonus Channel.

Only available if [SAS Bonusing](#) is enabled.

Validation



Tap to toggle the SAS Validation Channel.

Only available if a [SAS 2nd Number](#) is set, if not the default channel is 1.

Progressive



Tap to toggle the SAS Progressive Channel.

Only available if a [SAS 2nd Number](#) is set, if not the default channel is 1.

AFT



Tap to toggle the SAS AFT Channel.

Only available if [SAS AFT](#) is enabled and a [SAS 2nd Number](#) is set, if not the default channel is 1.





Main Configuration – Page 3



The Main Configuration – Page 3 has the following buttons:

- [Print Playable Only Ticket](#)
- [QR Code Config](#) – Opens the QR Code Configuration Menu
- [Master License Number](#)
- [License Expiration](#)
- [Machine Decal Number](#)
- [Location License Number](#)

Print Playable Only Ticket



Tap to Enable or Disable the printing of tickets with remaining restricted credits.





QR Code Config



Opens the QR Code Configuration menu which is used to Configure the URLs of various QR codes and whether QR codes will be printed on the tickets.



The QR Code Configuration page has the following buttons:

- [Activation/Refill QR Code URL](#)
- [Activation/Refill QR Code URL to Default](#)
- [End of Session QR Code](#)
- [End of Session QR Code Timeout](#)
- [End of Session QR Code URL](#)
- [End of Session QR Code URL to Default](#)





Activation/Refill QR Code URL



To enter the URL encoded in the ACTIVATION QR CODE or REFILL QR CODE accessible from buttons displayed on the ACTIVATION MANAGEMENT screen.

Use the [Alphanumeric Keypad](#) to Enter the URL.

Activation/Refill QR Code URL to Default



Tap to reset the ACTIVATION/REFILL QR CODE URL to its default value.

End of Session QR Code



Tap to enable or disable the END OF SESSION QR CODE.

End of Session QR Code Timeout



Tap to specify the period of time, in seconds, the END OF SESSION QR CODE will be displayed on screen.

Use the [Number Pad](#) to enter the value.

End of Session QR Code URL



Tap to enter the URL encoded in the END OF SESSION QR CODE.

Use the [Alphanumeric Keypad](#) to Enter the URL.

End of Session QR Code URL to Default

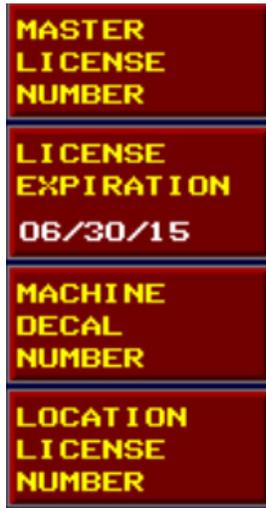


Tap to reset the END OF SESSION QR CODE URL to its default value.





Use the following buttons to set the parameters for the License Number QR Code displayed on the help page of the Player's Menu.



Master License Number

Tap and Enter the License Number on the Number Pad.

License Expiration

Tap to Change the Date on the [Date Configuration Popup Window](#).

Machine Decal Number

Tap and Enter the License Number on the Number Pad.

Location License Number

Tap and Enter the License Number on the Number Pad.



Continuum Games Platform Operator Menu - User Guide

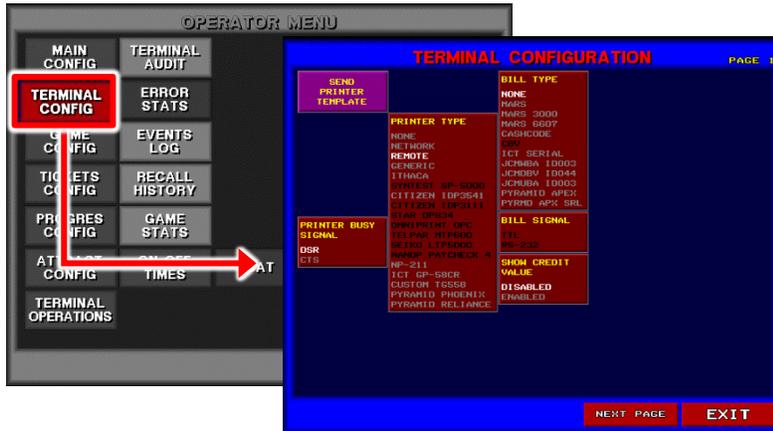


Main | Terminal Config | Game Config | Tickets | Prog Config | Terminal Ops | Audit | Errors | Logs | Recall | Sound | Activation | Hardware | Glossary

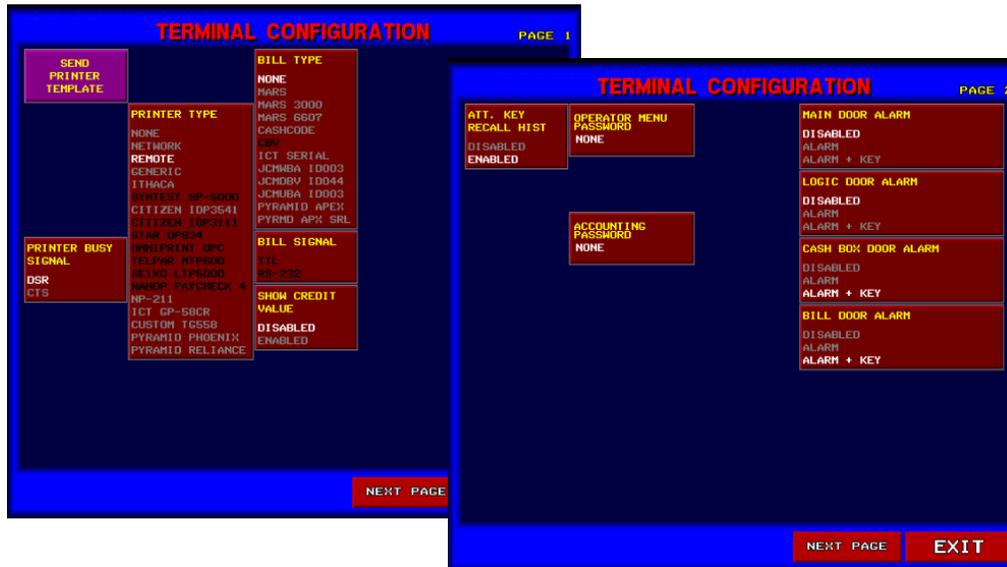
Terminal Configuration Menu

The Terminal Configuration Menu is used to configure hardware devices linked to the gaming board, such as the printer and the bill acceptor.

To access the Terminal Configuration Menu, Insert and Turn the Operator Menu key in the Operator Key switch.

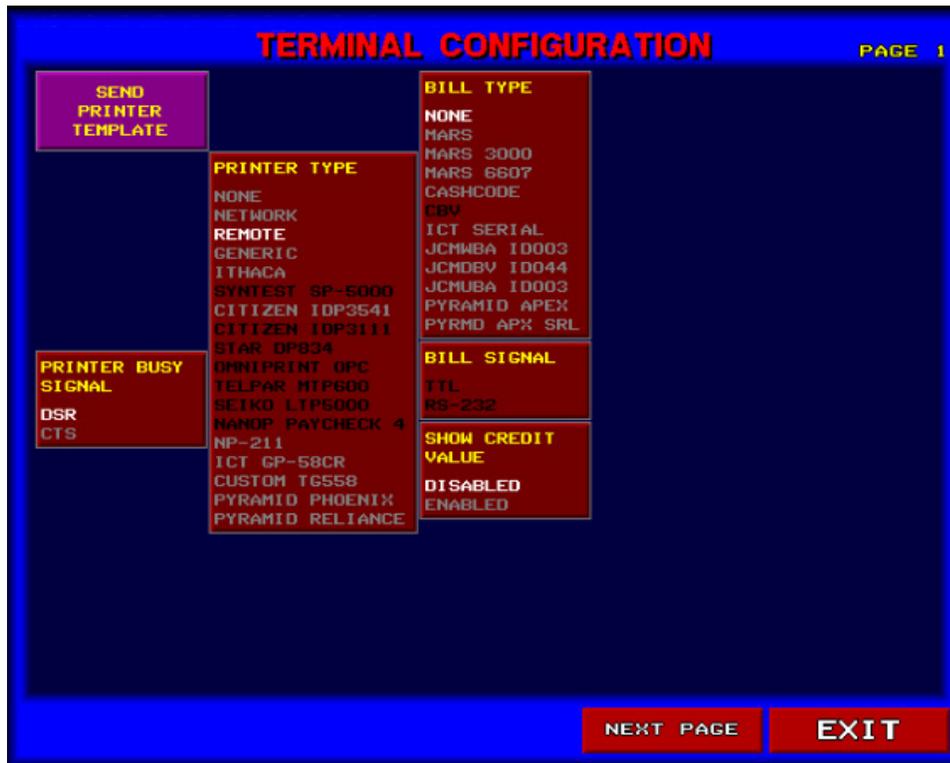


The Terminal Configuration Menu has 2 Pages, Page 1, and Page 2.





Terminal Configuration Menu – Page 1



The Terminal Configuration Menu has the following buttons:

- [Send Printer Template](#)
- [Printer Busy Signal](#)
- [Printer Type](#)
- [Bill Type](#)
- [Bill Signal](#)
- [Show Credit Value](#)

Send Printer Template



Tap to Print examples of the Headers for the various Tickets for TITO Printers only.

See [TITO System](#) under SAS Config.

Printer Busy Signal



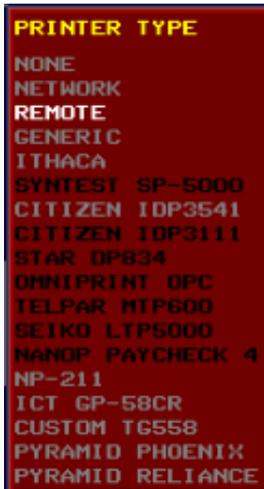
Tap to specify which serial port signal should be used by a busy printer.

DSR (Data Set Ready)
or
CTS (Clear to Send)





Printer Type



Tap to specify the brand and model of the printer connected to the gaming board. Selection is Highlighted in **White**.

- None
- Network
- Generic
- Ithaca
- Syntest SP-5000
- Citizen IDP3541
- Citizen IDP3111
- Star DP834
- Omniprint OPC
- Telpar MTP600
- Seiko LTP5000
- Nanop Paycheck 4
- NP-211
- ICT GP-58CR
- Custom TG558
- Pyramid Phoenix
- Pyramid Reliance

Bill Type



Tap to specify the brand and model of the bill acceptor connected to the gaming board. Selection is Highlighted in **White**.

- None
- Mars
- Mars 3000
- Mars 6607
- Cashcode
- CBV
- ICT Serial
- JCMWBA ID003
- JCMDBV ID044
- JCMUBA ID003
- Pyramid Apex
- Pyrmd Apx Srl

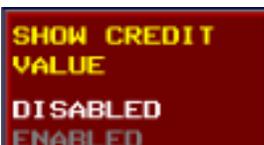
Bill Signal



Tap to select the communication protocol used by the bill acceptor.

TTL or RS-232

Show Credit Value



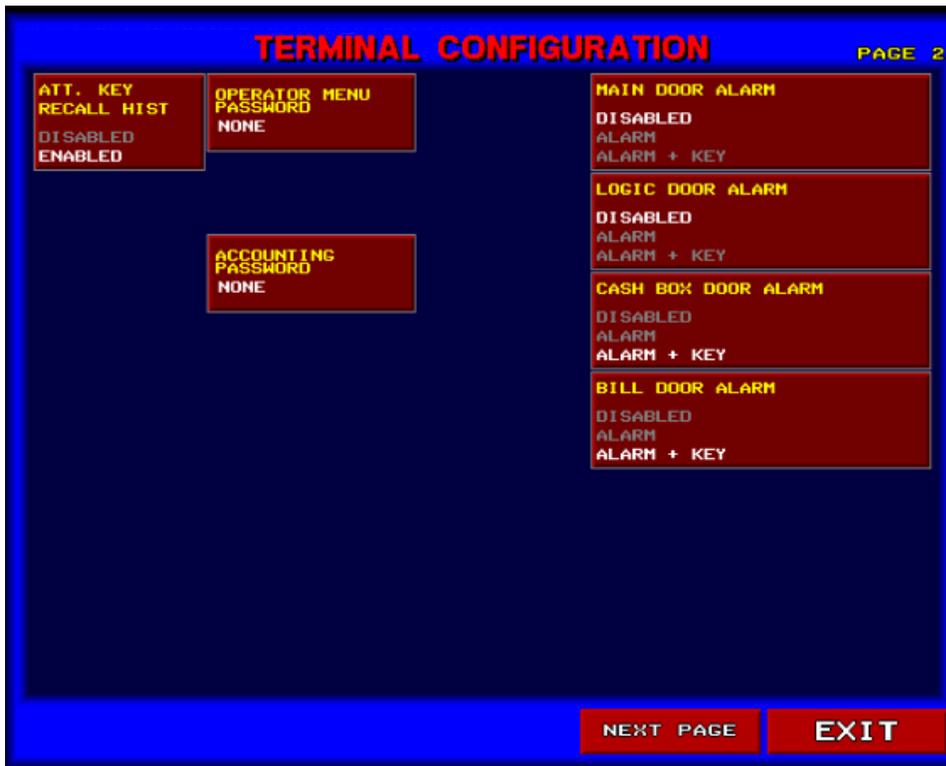
Determines whether the game credit value is displayed on screen in the game.

Tap to Enable or Disable.





Terminal Configuration Menu – Page 2



The Terminal Configuration Menu - Page 2 has the following buttons:

- Alt. Key Recall Hist
- Operator Menu Password
- Accounting Password
- Main Door Alarm
- Logic Door Alarm
- Cash Box Door Alarm
- Bill Door Alarm

Alt. Key Recall Hist



Sets access to the [Recall History](#) menu using the attendant key.

Tap to Enable or Disable.

Operator Menu Password



Tap to set an 8 digit numeric password for Operator Menu access.

Use the [Number Pad](#) to Enter.

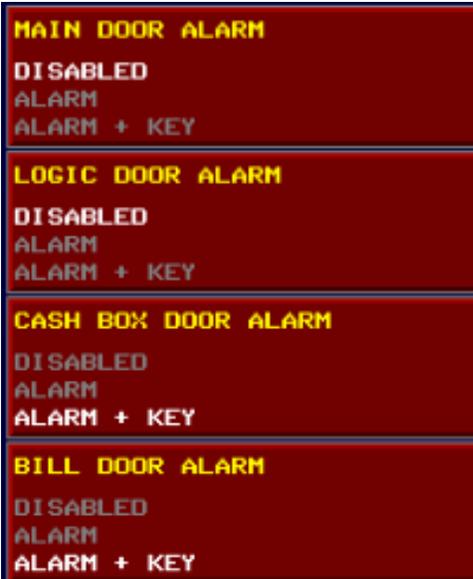
Accounting Password



Tap to set an 8 digit numeric password for Accounting access.

Use the [Number Pad](#) to Enter.





Main Door Alarm

Tap to Enable or Disable the Main Door Alarm.

Logic Door Alarm

Tap to Enable or Disable the Logic Door Alarm.

Cash Box Door Alarm

Tap to Enable or Disable the Cash Box Door Alarm.

Bill Door Alarm

Tap to Enable or Disable the Bill Door Alarm.

Door Alarm Settings

Disabled = No Alarm will sound, and no message displayed if the Door is opened.

Alarm = An Alarm will sound, and a Game Suspended message will appear indicating which door is open. The Alarm and Message will Clear once the door is shut.



Alarm + Key = An Alarm will sound, and a Please Wait for the Attendant message will appear indicating which door is open. The Alarm will not Clear until the door is closed, and the Attendant has inserted and turned the Operator Menu Key.



If only one occurs, the system will revert to the remaining message. For example, if the Attendant inserts and turns the Operator Menu Key but does not shut the door, the Game Suspended message will remain.



Continuum Games Platform Operator Menu - User Guide



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Game Configuration Menu

The Game Configuration Menu is used to set up and configure various Game parameters in a multigame environment with a sub-menu for each game in the game suite.

To access the Game Configuration Menu, Insert and Turn the Operator Menu key in the Operator Key switch.



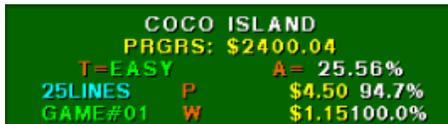
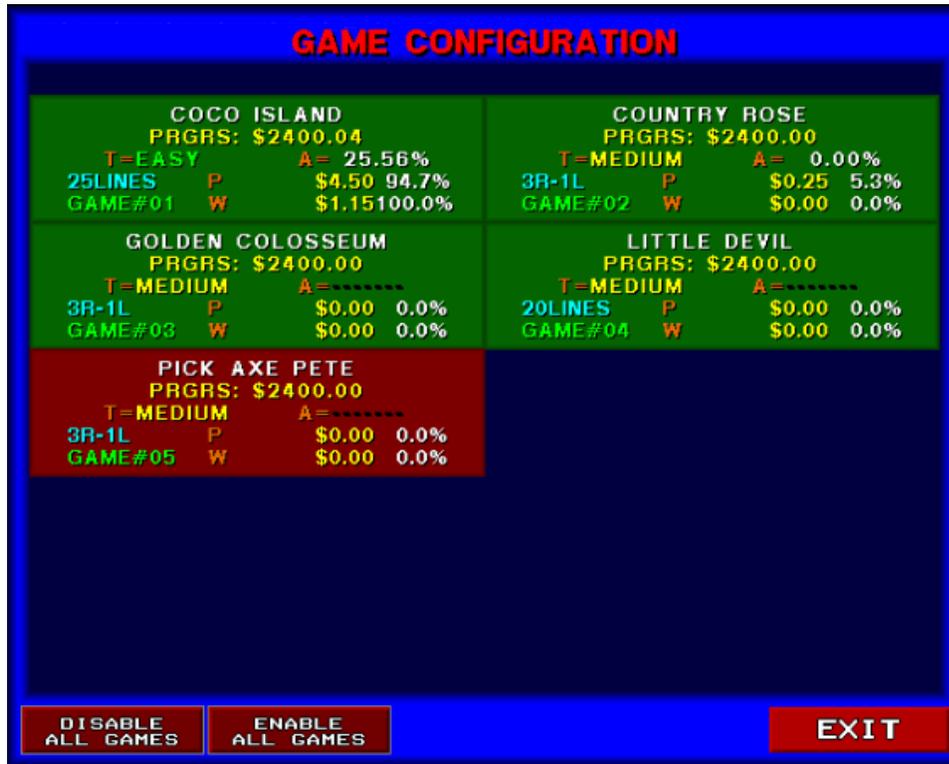
The Game Configuration Menu has a [Primary Page](#) and 2 Sub Pages for each game, [Page 1](#), and [Page 2](#).



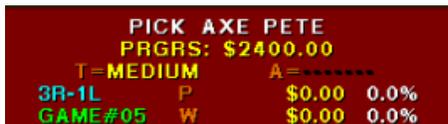


Game Configuration Menu – Primary Page

The Game Configuration Menu – Primary Page displays some basic information for each game in the game suite including if the game is Enabled or Disabled.



Green = Enabled Game



Red = Disabled Game

Tap to access
Game Parameters



Tap to Disable All Games.



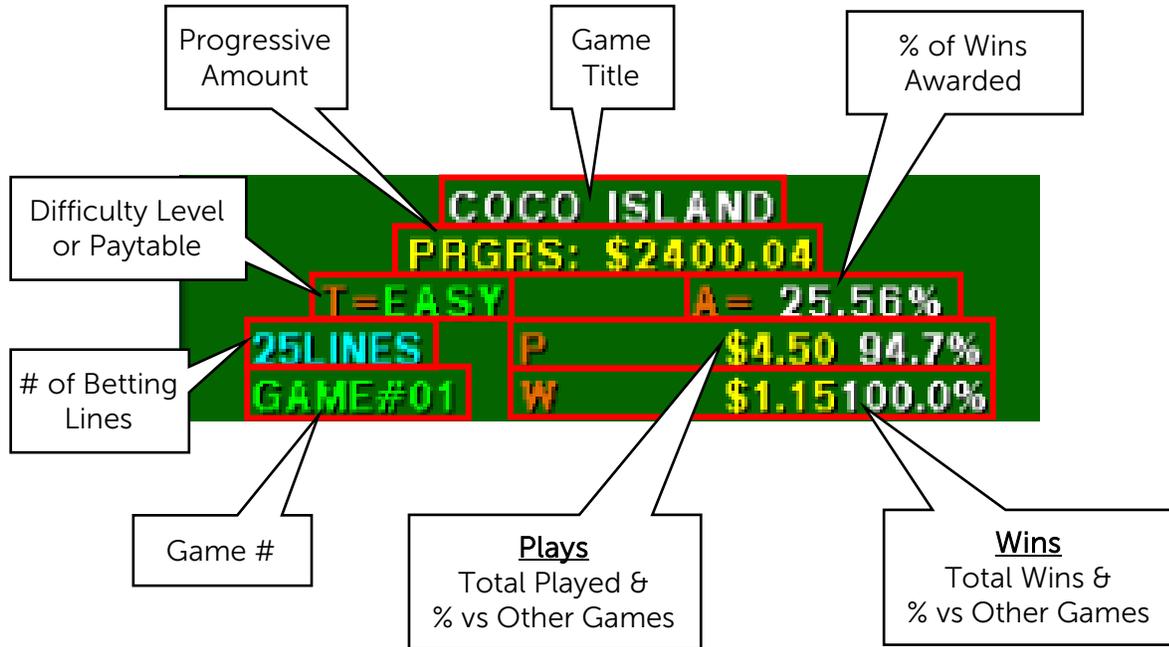
Tap to Enable All Games. Only appears if a game is disabled.



Continuum Games Platform Operator Menu - User Guide



Main | Terminal Config | Game Config | Tickets | Prog Config | Terminal Ops | Audit | Errors | Logs | Recall | Sound | Activation | Hardware | Glossary



Game Title = Title for the Game

PRGRS = Progressive Amount

T = Table – Displays the Paytable or Difficulty Level depending on the Game set up.

Betting Lines = Shows the number of betting lines.

Game Number = Indicates the Games number in relation to the other games.

A = Awards - Percent of wins awarded by the game.

P = Plays - Shows both the Amount played in the game and the percentage played compared to the other games.

W = Wins - Shows both the Total Amount of wins awarded in the game and the percentage of wins compared to the other games.





Game Configuration Menu – Page 1



The Game Configuration Menu – Page 1 has the following buttons:

- Game Information
- View Prev Level
- View Next Level
- Change Level
- Display Difficulty Level
- Game
- Progres
- Skill
- Spin Time
- Door
- Confirming Skill
- Credit Value
- Allstop
- JP Bet Base
- Min Play Per Line
- Max Play Per Line
- Skill on Lose
- Skill Timeout
- Preview
- Always Win
- Double Move %
- Button Skill Assistance
- Symbol Skill Assistance
- Match 2 Skill Assistance





Game Information

The Game information box displays some basic info about the current game and will reflect changes made in the Game Configuration Menu.

GAME :	COCO ISLAND
PRGRS VALUE :	\$2431.00
PRGRS BASE VALUE :	\$2400.00
PRGRS LIMIT :	NO LIMIT
DIFFICULTY LEVEL :	EASY

Game = Selected Game Title

Prgrs Value = Current Progressive Jackpot Value

Prgrs Base Value = Progressive Base Value

Prgrs Limit = Progressive Limit

Difficulty Level = Paytable or Difficulty Level

Paytable / Difficulty Level

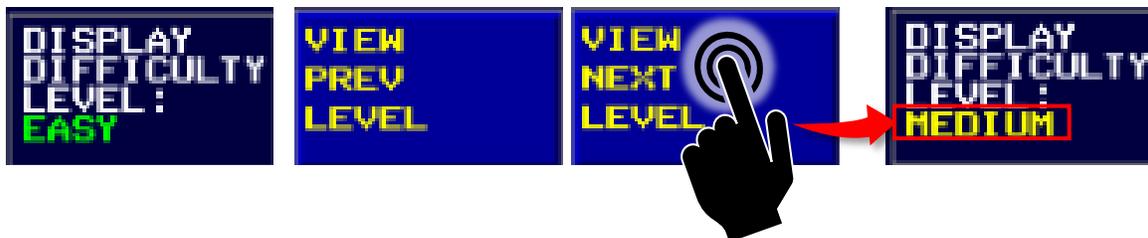
The Difficulty Level or Paytable set for a game reflects the Return to Player Percentage or RTP of a specific game. The higher the difficulty the lower the RTP.

Style (5)*	Style (3)*	Difficulty	RTP
Style 1		Very Hard	88%
Style 2	Style 1	Hard	90%
Style 3	Style 2	Medium	92%
Style 4	Style 3	Easy	94%
Style 5		Very Easy	96%

*Styles apply to Sweepstakes Games

To change the Paytable or Difficulty Level:

1. Tap the **View Prev Level** or **View Next Level** buttons to select the Level for the Game. The Selected Level will appear on the Display Difficulty Level button.



2. Tap the **Change Level** button to set the selected Level to the Game. The new Game Level will appear in the Game Information Box.



Note: For Sweepstakes games, Tap the Pay Table button to Toggle between the Styles.





Game



Tap to Enable or Disable the specific game.

Progressive



Tap to enable or disable the progressive jackpot

Skill



Tap to enable or disable the Skill feature in which the Player is prompted to Nudge or move a Reel Symbol to a winning position.

Spin Time



Sets the number of seconds during which the reels are allowed to spin before displaying the outcome.

Use the [Number Pad](#) to Enter.

Door



Tap to enable or to disable the Door option. When this option is enabled, doors close over the reels at the beginning of a round and open only to reveal the result.



Confirming Skill



Tap to enable or disable the Confirming Skill which is a second skill the Player must perform in order for the Play to be a Win.



Continuum Games Platform Operator Menu - User Guide



[Main](#) | [Terminal Config](#) | [Game Config](#) | [Tickets](#) | [Prog Config](#) | [Terminal Ops](#) | [Audit](#) | [Errors](#) | [Logs](#) | [Recall](#) | [Sound](#) | [Activation](#) | [Hardware](#) | [Glossary](#)

Credit Value



Sets the monetary value of one credit as displayed onscreen.

Use the [Number Pad](#) to Enter.



Note: In a multigame environment, this option allows the Operator to set a different credit value for each game. However, these different credit values are converted to the standard credit value set in the MAIN CONFIG menu before being used in statistics.

Allstop



Tap to enable or to disable the option that makes all the reels stop at once. When this option is enabled, and if the Door option is set to Disabled, the PLAY button changes into a STOP ALL button while the reels spin. The player may still let the reels stop on their own or stop each reel one by one by pressing on them.



Jackpot Bet Base



Determines the minimum amount of credits required to win the jackpot

Use the [Number Pad](#) to Enter.

Min Play Per Line



Sets the minimum bet required to play the game.

Use the [Number Pad](#) to Enter.

Max Play Per Line



Sets the maximum amount the player is allowed to play per line.

Use the [Number Pad](#) to Enter.





Skill on Lose



Tap to enable or disable the Skill on Lose feature, which displays the RAISE and LOWER buttons to the player, even on losing games.

Skill Timeout



Set the time (in seconds) a game that hasn't been nudged by the previous player will stay on the screen.

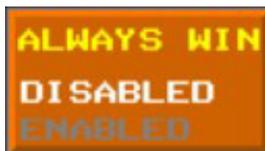
Use the [Number Pad](#) to Enter.

Preview



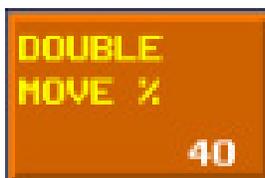
Tap to enable or disable the Potential Win Preview, which lets the player know in advance the next prize available to win.

Always Win



Tap to enable or disable the Always Win feature which allows for an Always Win Reel Symbol that the Player can Nudge on some losing plays to win a small award.

Double Move %



Sets the Double Move percentage.

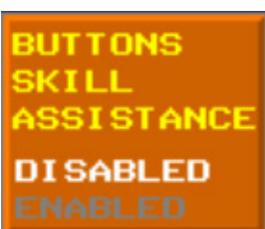
Use the [Number Pad](#) to Enter.

The Double Move feature requires 2 nudges for a winning play to complete. The percentage determines the frequency at which a win will require the double nudge.

100% = Always Double Nudge

0% = Always Single Nudge.

Button Skill Assistance



Tap to enable or disable the Buttons Skill Assistance feature, which alerts the player to the best combination to nudge in order to win a play, through the RAISE and LOWER buttons on the main screen (when applicable).





Symbol Skill Assistance



Tap to enable or disable the Symbol Skill Assistance feature, which highlights the winning symbols on the payable in order to alert the player to the best combination to nudge in order to win.

Match 2 Skill Assistance



Tap to enable or disable the Match 2 Skill Assistance Feature in which the Player must match 2 Symbols for the Play to be a win.





Game Configuration Menu – Page 2



The Game Configuration Menu – Page 2 has the following buttons:

- Game Information
 - View Prev Level
 - View Next Level
 - Change Level
 - Display Difficulty Level
- } Repeated from Page 1
- Sound Warning
 - Play Message
 - Play Message Text (English)
 - Play Message Text (Spanish)





Sound Warning



Tap to enable or disable the sound warning option. When this option is enabled, a sound warns the player if they perform an action that will lead them to lose the game; the game does not resume until the player chooses the winning nudge

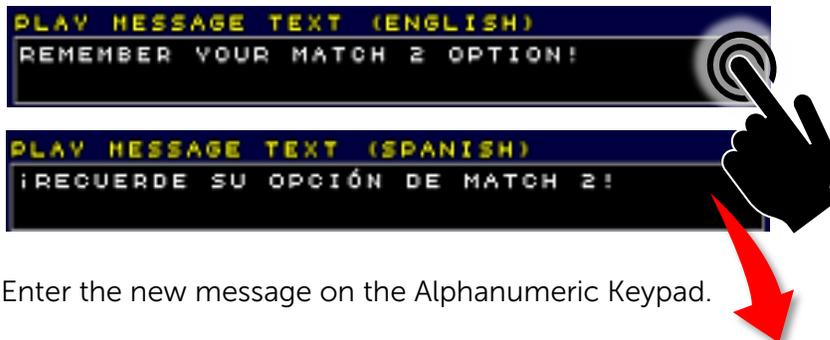
Play Message



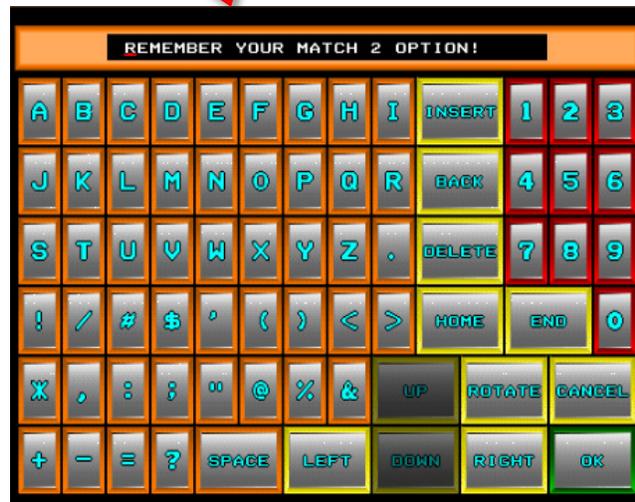
Tap to enable or disable the message option. When this option is enabled a message notifies the player when they perform an action that would lead them to lose a potentially winning game.

To change the Play Message:

1. Tap the Play Message Text Box. (English or Spanish)



2. Enter the new message on the Alphanumeric Keypad.
3. Tap OK when finished.





Tickets Configuration Menu

The Tickets Configuration Menus are used to set up the various Tickets printed by the machine during and after Game Play.

To access the Tickets Configuration Menu, Insert and Turn the Operator Menu key in the Operator Key switch.



The Tickets Configuration Menu has 2 Pages, [Page 1](#), and [Page 2](#).





Tickets Configuration Menu – Page 1

TICKETS CONFIGURATION PAGE 1

ON
OFF
OFF
OFF
ON

PRIMERO GAMES

COMPANY NAME

VALID ON DATE OF ISSUE ONLY!

BLANK LINES BEFORE TEXT 0

SIGNATURE
DISABLED
ENABLED

24 HOURS
DISABLED
ENABLED

DEFAULT HEADER

BLANK LINES AFTER TEXT 0

REDEMPTION
DISABLED
ENABLED

ADDRESS
DISABLED
ENABLED

PRINT QR CODE
DISABLED
ENABLED

DEFAULT LAW

LAW
DISABLED
ENABLED

D. C. C. A. 16-12-35 D. E. F.

ON : LINE PRINTED ON TICKETS

NEXT PAGE EXIT

The Tickets Configuration Menu – Page 1 has the following buttons and fields:

- Ticket Header Field
- Blank Lines Before Text
- Blank Lines After Text
- Default Law
- Signature
- Redemption
- 24 Hours
- Address
- Law
- Default Header
- Print QR Code
- Law Code Field



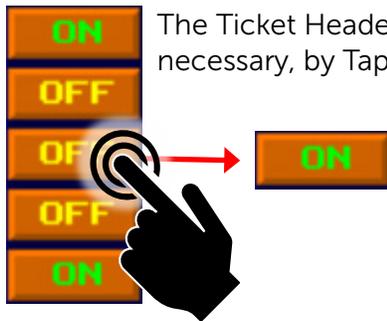


Ticket Header Field

The Ticket Header Field allows the Operator to change or enter the text that will appear at the top of the Ticket when printed.



The Ticket Header allows for 5 lines of text. Each line can be turned on or off, if necessary, by Tapping the **ON** / **OFF** buttons to the left of each line.



To change the Text appearing in the Header, Tap on the Header Box and Enter the Text using the [Alphanumeric Keypad](#).



Blank Lines Before Text / After Text



Tap to specify the number of blank lines preceding and following the text on tickets. These buttons can also be used to specify how much space is left between paper cuts and to center the text.

Use the [Number Pad](#) to Enter.

Default Law



Tap to restore the Law Code designation of the law applicable by default to the game and jurisdiction.

The default value is O.C.G.A. 16-12-35 D.E.F.





Signature



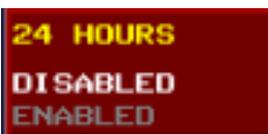
Some state laws and casino policies require that players sign their tickets. Set the SIGNATURE option to ENABLED to add a signature line to the ticket; set it to DISABLED if the signature is not required.

Redemption



Tap to enable or to disable the printing of the following message on the ticket: "of goods and services at this location only. Merchandise or this voucher cannot be exchanged for or in part for money of any kind. Only merchandise can be received. I certify with my signature below that no cash has been received from playing this machine."

24 Hours



Tap to indicate whether there is a limit on the amount that can be won over a 24-hour period. When this option is enabled, a message is displayed on the ticket stating that the player's wins do not exceed this limit, which is equal to the Max \$ Per Ticket value.

Address



Tap to enable or to disable the address fields on the collect ticket. When this option is enabled, the NAME, ADDR, CITY, STATE, ZIP and Driver's License # fields are displayed below the win amount on the printed ticket.

Law



Tap to enable or to disable the printing of the following message on the ticket: "The value of the goods and services is in accordance with the Default Law."

Default Header



Tap to restore the default header originally installed by the manufacturer.

Print QR Code



Tap to enable or to disable the printing of the QR Code.

Law Code Field



Tap to enter the appropriate Law Code for the machines Jurisdiction. Use the [Alphanumeric Keypad](#) to enter.





Tickets Configuration Menu – Page 2

Page 2 of the Tickets Configuration Menu allows the Operator to enter the Titles for the various Tickets to be printed.



The Tickets Configuration Menu – Page 2 has the following buttons:

- Cashout Ticket Title
- Restricted Ticket Title
- Demo Ticket Title
- Test Ticket Title
- Jackpot Receipt Title
- Hand Pay Receipt Title
- Ticket Titles Print Test
- Cashout Ticket Title To Default
- Restricted Ticket Title To Default
- Demo Ticket Title To Default
- Test Ticket Title To Default
- Jackpot Receipt Title To Default
- Hand Pay Receipt Title To Default

Use the [Alphanumeric Keypad](#) to enter the various Ticket Titles.





Cashout Ticket Title / Cashout Ticket Title To Default

CASHOUT TICKET
TITLE

CASHOUT TICKET
TITLE
TO DEFAULT

Sets the Title for the Cashout Ticket.
Default = Cashout Ticket

Restricted Ticket Title / Restricted Ticket Title To Default

RESTRICTED TICKET
TITLE

RESTRICTED TICKET
TITLE
TO DEFAULT

Sets the Title for Restricted Tickets.
Default = Playable Only

Demo Ticket Title / Demo Ticket Title To Default

DEMO TICKET
TITLE

DEMO TICKET
TITLE
TO DEFAULT

Sets the Title of the Demo Ticket.
Default = Demo Ticket

Test Ticket Title / Test Ticket Title To Default

TEST TICKET
TITLE

TEST TICKET
TITLE
TO DEFAULT

Sets the Title of the Test Ticket.
Default = Test Ticket

Jackpot Receipt Title / Jackpot Receipt Title To Default

JACKPOT RECEIPT
TITLE

JACKPOT RECEIPT
TITLE
TO DEFAULT

Sets the Title of the Jackpot Receipt.
Default = Jackpot Receipt

Hand Pay Receipt Title / Hand Pay Receipt Title To Default

HAND PAY RECEIPT
TITLE

HAND PAY RECEIPT
TITLE
TO DEFAULT

Sets the Title for the Hand Pay Receipt.
Default = Hand Pay Receipt

Ticket Titles Print Test

TICKET TITLES
PRINT TEST

Tap to Print an example of each ticket for TITO Printers only.
See [TITO System](#) under SAS Config.

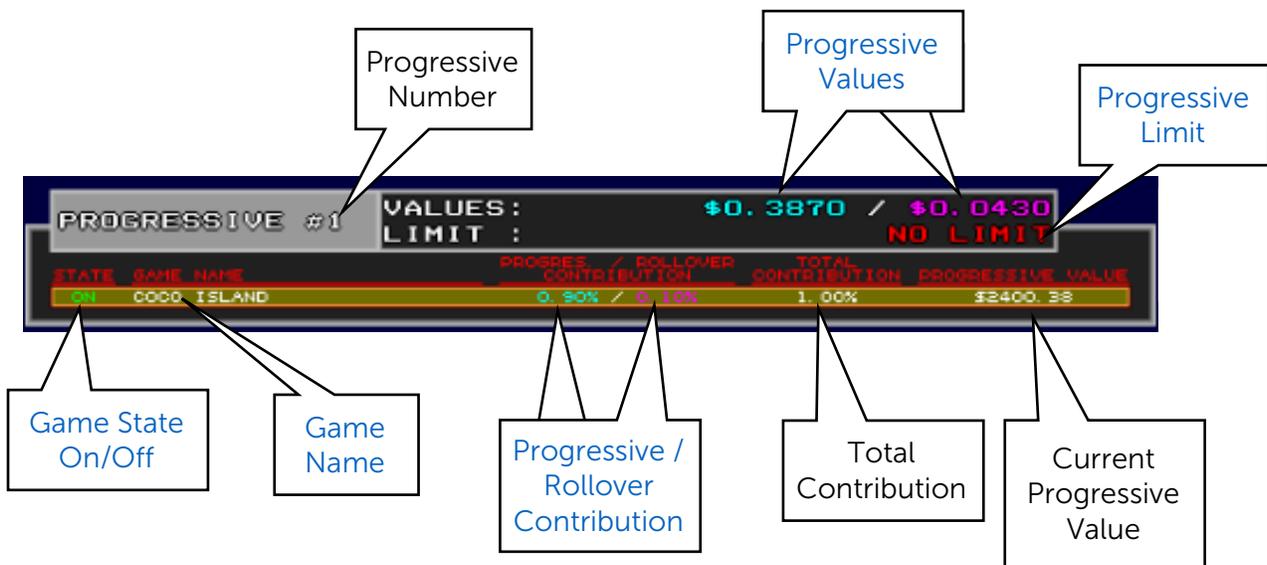
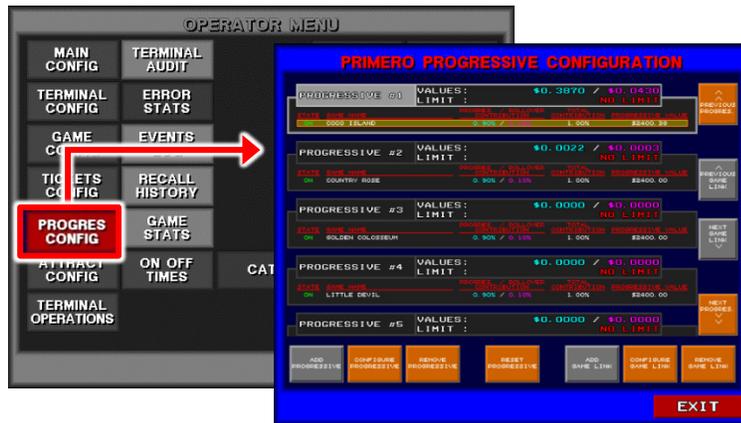




Progressive Configuration Menu

The Progressive Configuration Menu is used to set up the Progressives and Game Links.

To access the Progressive Configuration Menu, Insert and Turn the Operator Menu key in the Operator Key switch.

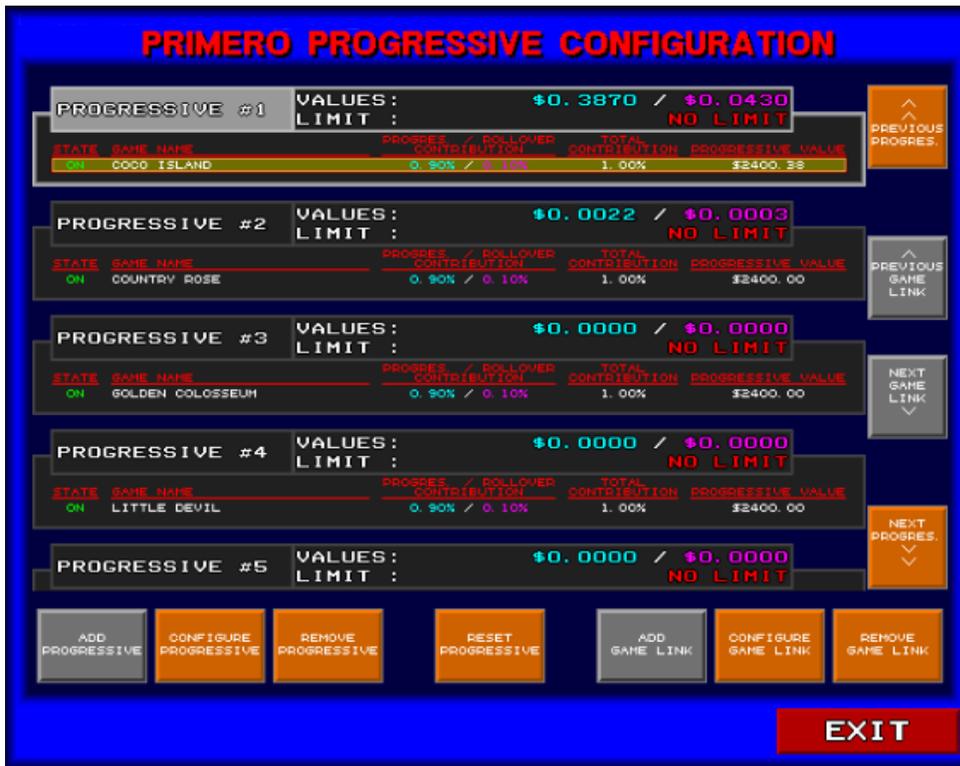


The Progressive Configuration Menu has the following buttons:

- Add Progressive
- Configure Progressive
- Remove Progressive
- Reset Progressive
- Add Game Link
- Configure Game Link
- Remove Game Link



Continuum Games Platform Operator Menu - User Guide



Tap to Navigate between and Select a Progressive.



Tap to Navigate between and Select a Game Link.
 Greyed out when no games are available to scroll through.





Add Progressive



Tap to add a new Progressive. This option is only available if there is a progressive slot open. Once all progressives have been added the button will grey out. The New Progressive will not be linked to a game(s). To Link the Progressive to a game(s) see [Add Game Link](#).



Configure Progressive



Tap to Configure the Selected Progressive. Tap the value to be configured and use the Number Pad to set the value.

Progressive Value = Sets the base or beginning value of the Progressive.

Progressive Limit = Sets the Limit to which a Progressive may increase.

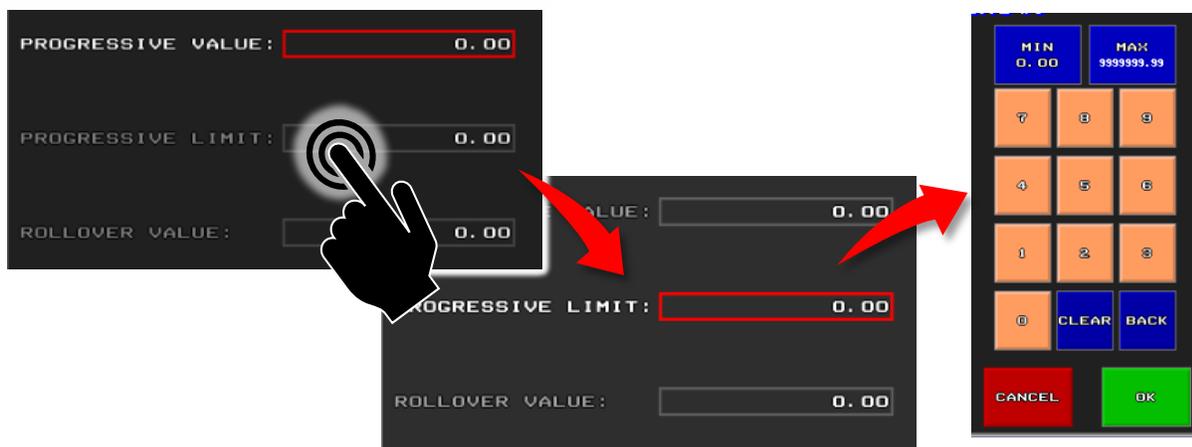
A value of 0 = No Limit.

Rollover Value = Sets the value of the rollover pool. This value will be transferred to the "Progressive Value" when the progressive is awarded in one of the linked games.

If a Limit is set on the Progressive, any amount added to the progressive once the limit is reached will be held in a Rollover Pool and added back to the Progressive Base Value after the Progressive is awarded. The Rollover Value sets a limit on the amount held after the Progressive Limit is reached. A value of 0 disables this feature.

For example, if the Progressive Base is \$2000 and the Limit is \$5000, when the limit is reached by the player, but not awarded, any further contributions to the Progressive are held in reserve. If another \$100 is added to the Progressive, the \$5000 Limit would remain. When the Progressive is awarded, it will award only the \$5000 and the \$100 held in reserve would be added to the newly reset Base Progressive making it a \$2100 total.

Setting the Rollover value would cap the amount that would roll over after the Progressive is awarded. If the Rollover Value is set to \$50, in the above example, the newly reset Base Progressive would be \$2050 instead of \$2100. (Base = \$2000 + Rollover of \$50 = \$2050)



Continuum Games Platform Operator Menu - User Guide



Remove Progressive



Tap to remove the selected Progressive from the list.



Reset Progressive



Tap to Reset the selected Progressive back to the default settings.



Add Game Link



Tap to Link a Progressive to a specific Game. If available Multiple Games may be linked to a single Progressive.



Select the Game to be Linked. If only a single game is available, it will automatically be linked to the Progressive.

STATE	GAME NAME	PROGRES / ROLLOVER CONTRIBUTION	TOTAL CONTRIBUTION	PROGRESSIVE VALUE
ON	PICK AXE PETE	0.90% / 0.10%	1.00%	\$2400.00

Single Game Linked

STATE	GAME NAME	PROGRES / ROLLOVER CONTRIBUTION	TOTAL CONTRIBUTION	PROGRESSIVE VALUE
ON	COCO ISLAND	0.90% / 0.10%	1.00%	\$2400.00
ON	COUNTRY ROSE	0.90% / 0.10%	1.00%	\$2400.00
ON	GOLDEN COLOSSEUM	0.90% / 0.10%	1.00%	\$2400.00
ON	LITTLE DEVIL	0.90% / 0.10%	1.00%	\$2400.00
ON	PICK AXE PETE	0.90% / 0.10%	1.00%	\$2400.00

Multiple Games Linked



Continuum Games Platform Operator Menu - User Guide



Main | Terminal Config | Game Config | Tickets | Prog Config | Terminal Ops | Audit | Errors | Logs | Recall | Sound | Activation | Hardware | Glossary

Configure Game Link



Tap to configure the Progressive Contribution and Rollover Contribution for each game.

PROGRESSIVE #5	VALUES:	\$0.0000 / \$0.0000		
	LIMIT :	NO LIMIT		
STATE	GAME NAME	PROGRES / ROLLOVER CONTRIBUTION	TOTAL CONTRIBUTION	PROGRESSIVE VALUE
OH	PICK AXE PETE	0.90% / 0.10%	1.00%	\$2400.00

Tap the value to be configured and use the Number Pad to set the value.

PROGRESSIVE CONTRIBUTION: 0.90

ROLLOVER CONTRIBUTION: 0.10

CONTRIBUTION: 0.10

MIN 0.00 MAX 10.00

7 8 9

4 5 6

1 2 3

0 CLEAR BACK

CANCEL OK



If there is more than one game linked to a single progressive:
Tap to scroll through and select the game to be configured.

PROGRESSIVE #1	VALUES:	\$0.0000 / \$0.0000		
	LIMIT :	NO LIMIT		
STATE	GAME NAME	PROGRES / ROLLOVER CONTRIBUTION	TOTAL CONTRIBUTION	PROGRESSIVE VALUE
OH	GOOD ISLAND	0.90% / 0.10%	1.00%	\$2400.00
OH	COUNTRY BOSE	0.90% / 0.10%	1.00%	\$2400.00
OH	GOLDEN COLOSSEUM	0.90% / 0.10%	1.00%	\$2400.00
OH	LITTLE DEVIL	0.90% / 0.10%	1.00%	\$2400.00
OH	PICK AXE PETE	0.90% / 0.10%	1.00%	\$2400.00

Remove Game Link



Tap to remove a game linked to a Progressive.

CONFIRMATION

DO YOU REALLY WANT TO REMOVE THE SELECTED LINK?

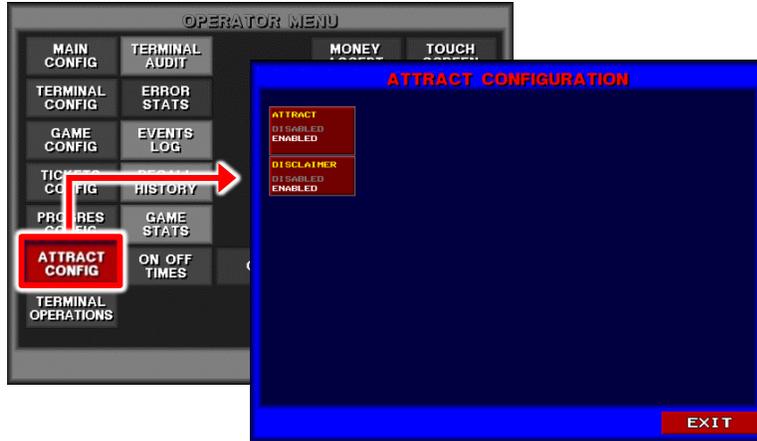
YES NO





Attract Configuration Menu

To access the Attract Configuration Menu, Insert and Turn the Operator Menu key in the Operator Key switch.



The Attract Configuration Menu has 2 buttons:

Attract



Tap to enable or disable the game's Attract features which are used to attract attention to the Game when not in play by showing a demo of spinning reels and winning plays.

Disclaimer



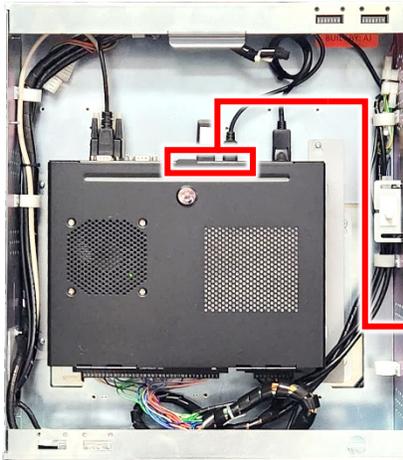
Tap to enable or disable the Disclaimer which displays the message "Must be 18 years old to play."



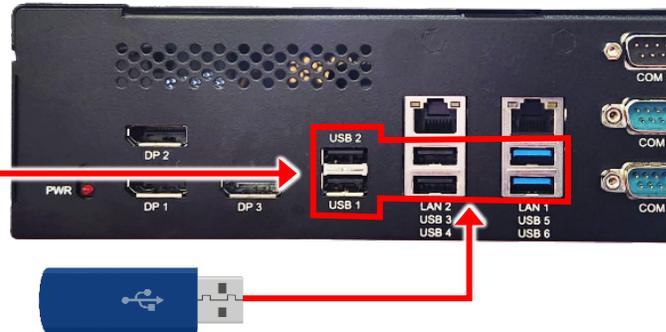


Terminal Operations Menu

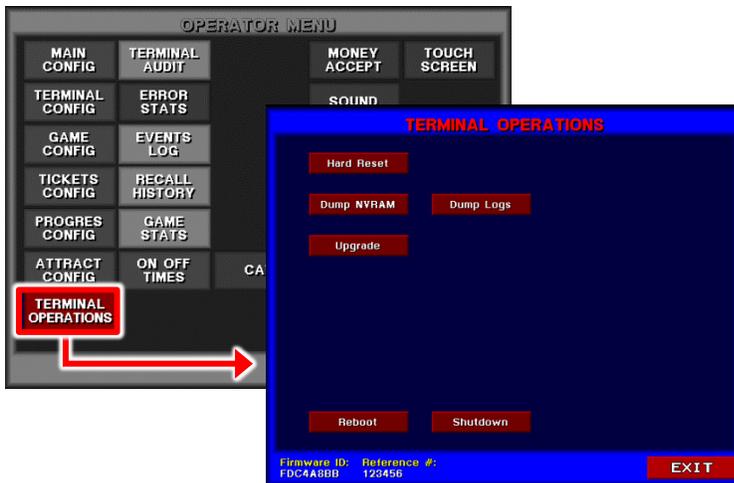
The Terminal Operations Menu is used to affect the operations of the Machine. Some of these functions require a blank USB or a USB with software to be inserted into the Game Board or an error will occur.



If a USB Drive is required for the operation, either to save information or to load software to the machine, insert the USB into any available USB Port on the Game Board inside the Logic Box.



To access the Terminal Operations Menu, Insert and Turn the Operator Menu key in the Operator Key switch.



The Terminal Operations Menu has the following buttons and information:

- Firmware ID
- Reference #
- Hard Reset
- Dump NVRAM
- Upgrade
- Dump Logs
- Reboot
- Shutdown





Firmware ID & Reference



The Terminal Operations menu displays the Firmware ID and Reference Number for the machine in the lower left of the page.

Hard Reset



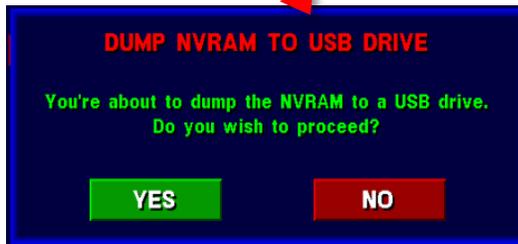
Tap to Reset the Machine back to the Factory Defaults.



Dump NVRAM



Tap to save the NVRAM to a USB.

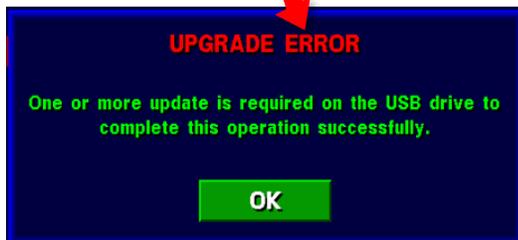


Upgrade



Tap to Upgrade the Game Version from a USB.

This feature is no longer in use.





Dump Logs

Dump Logs Tap to save the Logs to a USB.



Reboot

Reboot Tap to Reboot the Machine.



Shutdown

Shutdown Tap to Shut Down the Machine.

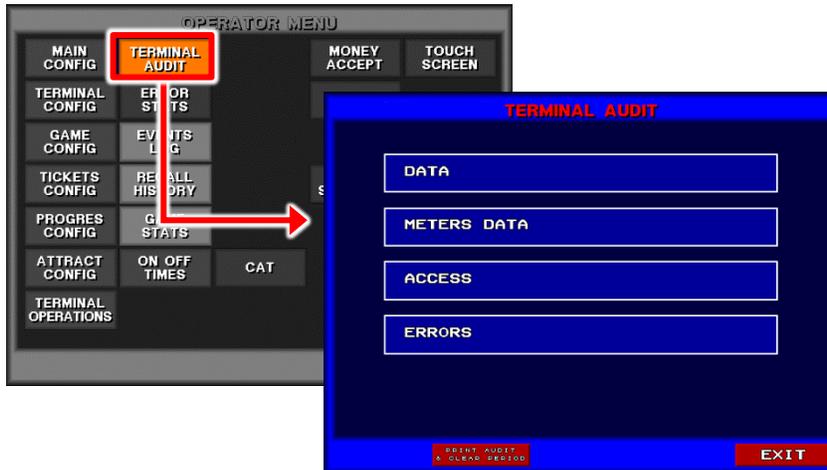




Terminal Audit

The Terminal Audit menu is used to view various data recorded by the machine including Financial Data, Meter Readings, Access Information and Recorded Errors. Some of the financial data may be viewed as Credit or Money depending on the data.

To access the Terminal Audit Menu, **Insert and Turn the Operator Menu key** in the Operator Key switch.



The Main Terminal Audit menu has the following buttons:

- [Print Audit & Clear Period](#)
- [Data](#)
- [Meters Data](#)
- [Access](#)
- [Errors](#)

Print Audit and Clear Period



Tap to Print the Audit Data and Clear the Data from the current Period.



Tap to Print the Audit Data and Clear all Data from the system.



Tap to Print the Audit Data Only.





Data



The Terminal Audit Data page displays information about the games financial data which can be displayed as Credit or Money. The information can be paired down to financials Collected In and Out for both standard and SAS set ups.

TERMINAL AUDIT		
DATA	TOTAL	PERIOD
TOTAL DROP - IN	19.00	19.00
CANCELLED CREDIT - PAID = (OUT DEV + OUT ATTEND)	0.00	0.00
HOLD %	% 100.00	% 100.00
NET = (IN - PAID)	19.00	19.00
OUT (DEVICE)	0.00	0.00
OUT (ATTEND)	0.00	0.00
TOTAL IN - PLAYED	43.25	43.25
TOTAL OUT - WON	29.00	29.00
WON (%)	% 67.05	% 67.05
GAMES PLAYED	74	74
GAMES WON	29	29
AVERAGE	0.58	0.58
SPINS PER MIN	0.00	0.00
LAST RESET	10:28:19 03/28/2024	10:28:19 03/28/2024
CREDIT BALANCE: \$4.75		
COLLECT IN	COLLECT OUT	SAS IN/OUT
		PUSH FOR CREDIT
EXIT		

The Data age displays the following information:

- Total Drop – In = Cash or credit inserted into the machine over the last period.
- Cancelled Credit – Paid = The amount of cash or credit paid out by both the machine and attendant.
- Hold % = Is Calculated by subtracting the “Cancelled Credit – Paid” divided by the “Total Drop – In” from 1 and then multiplied by 100.
- Net = The net amount of cash or credit retained by the machine after payouts.
- Out (Device) = The amount paid out directly by the machine or printed on a ticket.
- Out (Attend) = The amount paid out by the attendant.
- Total In – Played = The total amount of cash or credits played.
- Total Out – Won = The amount of cash or credits paid out to players as winnings.
- Average = Average Bet Value
- Spins Per Min = The Average Spins per Minute for the Session.
The Session is the period of time from player cash in to player cash out.
- Last Reset = The Time and Date of the last reset.
- Credit Balance = The Players current credit balance.

The Terminal Audit Data page has the following buttons:

- [Collect In](#)
- [Collect Out](#)
- [SAS In/Out](#)



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TERMINAL AUDIT

DATA	TOTAL	PERIOD
TOTAL DROP - IN	19.00	19.00
CANCELLED CREDIT - PAID (OUT DEV + OUT ATTEND)	0.00	0.00
HOLD %	% 100.00	% 100.00
NET = (IN - PAID)	19.00	19.00
OUT (DEVICE)	0.00	0.00
OUT (ATTEND)	0.00	0.00
TOTAL IN - PLAYED	43.25	43.25
TOTAL OUT - WON	29.00	29.00
WON (%)	% 67.05	% 67.05
GAMES PLAYED	74	74
GAMES WON	29	29
AVERAGE	0.58	0.58
SPINS PER MIN	0.00	0.00
LAST RESET	10:28:19 03/28/2024	10:28:19 03/28/2024

CREDIT BALANCE: \$4.75

Buttons: COLLECT IN, COLLECT OUT, SAS IN/OUT, **PUSH FOR CREDIT**, EXIT

TERMINAL AUDIT

TOTAL	PERIOD
1900	1900
0	0
% 100.00	% 100.00
1900	1900
0	0
0	0
4325	4325
2900	2900
% 67.05	% 67.05
74	74
29	29
58	58
0.00	0.00
10:28:19 03/28/2024	10:28:19 03/28/2024

Buttons: COLLECT IN, COLLECT OUT, SAS IN/OUT, **PUSH FOR MONEY**, EXIT



Tap To change the view from Credit to Money or back.

Collect In



Tap to view the cash and number of bills and coins inserted into the machine.

The Collect In Page displays the following information:

- \$1.00 Note
- \$2.00 Note
- \$5.00 Note
- \$10.00 Note
- \$20.00 Note
- \$50.00 Note
- \$100.00 Note
- Total Notes
- Coin Slot 1
- Coin Slot 2
- Coin Slot 3
- Total Coin
- Voucher
- Network
- Total
- Last Clear

COLLECT IN

	QUANTITY	AMOUNT
\$1.00 NOTE	0	\$0.00
\$2.00 NOTE	0	\$0.00
\$5.00 NOTE	0	\$0.00
\$10.00 NOTE	0	\$0.00
\$20.00 NOTE	0	\$0.00
\$50.00 NOTE	0	\$0.00
\$100.00 NOTE	0	\$0.00
TOTAL NOTES	0	\$0.00
COIN SLOT 1	9	\$9.00
COIN SLOT 2	6	\$6.00
COIN SLOT 3	4	\$4.00
TOTAL COIN	19	\$19.00
VOUCHER	0	\$0.00
NETWORK	0	\$0.00
TOTAL	19	\$19.00
LAST CLEAR	10:28:19 03/28/2024	

EXIT





Collect Out



Tap to view the quantity and amount of payments made directly from the machine or redeemed by the cashiers and attendants.

The Collect Out Page displays the following information:

- Ticket
- Voucher
- Handpay
- Special Win
- Bonus In
- Bonus Handpaid
- Last Clear

COLLECT OUT		
	QUANTITY	AMOUNT
TICKET	0	\$0.00
VOUCHER	0	\$0.00
HANDPAY	0	\$0.00
SPECIAL WIN	0	\$0.00
BONUS IN	0	\$0.00
BONUS HANDPAID	0	\$0.00
LAST CLEAR	10:28:19	
	03/28/2024	

EXIT

SAS In/Out



Tap to view the SAS In/Out financial data.

The SAS In/Out page displays the following information:

- Coupon Promo In
- Coupon Promo Out
- Noncashable Promo Played
- Promo Played
- Machine Paid External Bonus Payout
- Attendant Paid External Bonus Payout
- WAT In
- Noncashable Electronic Promo In
- Cashable Electronic Promotion In
- EFT In
- WAT In to Ticket
- Noncashable Promo In to Ticket
- Debit to Ticket
- Bonus In
- Bonus Promo In
- WAT Out
- Noncashable Electronic Promo Out
- Cashable Electronic Promotion Out

SAS In/Out		
	QUANTITY	CASH AMOUNT
COUPON PROMO IN		\$0.00
COUPON PROMO OUT		\$0.00
NONCASHABLE PROMO PLAYED		\$0.00
PROMO PLAYED		\$0.00
MACHINE PAID EXTERNAL BONUS PAYOUT	0	\$0.00
ATTENDANT PAID EXTERNAL BONUS PAYOUT	0	\$0.00
WAT IN	0	\$0.00
NONCASHABLE ELECTRONIC PROMO IN	0	\$0.00
CASHABLE ELECTRONIC PROMOTION IN	0	\$0.00
EFT IN	0	\$0.00
WAT IN TO TICKET	0	\$0.00
NONCASHABLE PROMO IN TO TICKET	0	\$0.00
DEBIT TO TICKET	0	\$0.00
BONUS IN	0	\$0.00
BONUS PROMO IN	0	\$0.00
WAT OUT	0	\$0.00
NONCASHABLE ELECTRONIC PROMO OUT	0	\$0.00
CASHABLE ELECTRONIC PROMOTION OUT	0	\$0.00

EXIT





Meters Data



The Terminal Audit Meters page displays the information collected by the physical meters and displays the Lifetime Total and Current Mechanical Reading.

Meters Data:

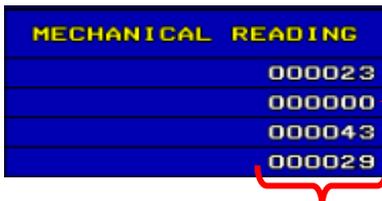
- In
- Paid
- Played
- Won



NB Digits



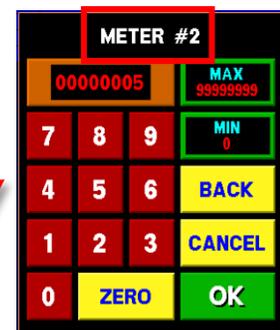
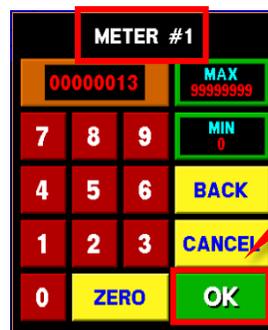
Tap to change the Number of Digits Displayed by the Mechanical Meter Readings (6 to 8).



Mechanical Meters Settings



Tap to set the Mechanical Meters when a game is first installed. Use the Number Pad to Enter. Tap **OK** to move to the next Meter.





Access

ACCESS

The Terminal Audit Access page shows any access to the machine as recorded by the intrusion switches from the various access points or doors. This page also displays two meter readings for the number of games played since the last Power Reset and Door Opening.

The Terminal Audit Access page displays the following information:

- Power On (Total, Time & Date)
 - Main Door
 - Cash Door
 - Logic Door
 - Bill Door
- Power Off (Total, Time & Date)
 - Main Door
 - Cash Door
 - Logic Door
 - Bill Door
- Games Since Power Reset
- Games Since Door Open

TERMINAL AUDIT			
ACCESS	TOTAL	TIME	DATE
POWER ON	18	09:04:56	04/03/2024
MAIN DOOR	61	09:06:51	04/03/2024
CASH DOOR	27	09:06:53	04/03/2024
LOGIC DOOR	25	09:06:52	04/03/2024
BILL DOOR	27	14:36:43	04/02/2024
POWER OFF	17	16:53:42	04/02/2024
MAIN DOOR			
CASH DOOR			
LOGIC DOOR			
BILL DOOR			
GAMES SINCE POWER RESET	00000055		
GAMES SINCE DOOR OPEN	00000049		

EXIT

Errors

ERRORS

The Terminal Audit Errors page displays the total errors that have occurred during the period including the Time and Date of the Errors.

The Terminal Audit Errors page displays the following information:

- Coins In (Total, Time & Date)
- RAM (Total, Time & Date)
- Communication (Total, Time & Date)
- Info 1 (Total, Time & Date)
- Info 2 (Total, Time & Date)
- Info 3 (Total, Time & Date)
- Traps
- Ext Traps

TERMINAL AUDIT			
ERRORS	TOTAL	TIME	DATE
COINS IN	12	09:06:59	04/04/2024
RAM			
COMMUNICATION			
INFO 1			
INFO 2			
INFO 3			
TRAPS	0	0	0
	0	0	0
	A	B	C
	D	E	F
	G	H	
EXT TRAPS	0	0	0
	1	0	0
	2	0	0

EXIT

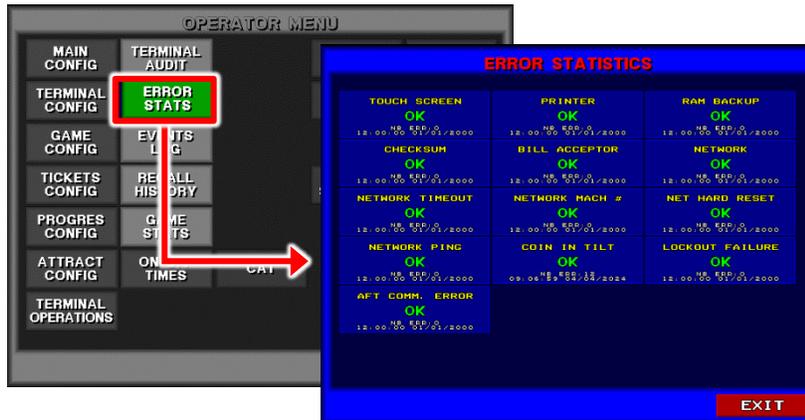




Error Statistics

The Error Statistics page shows any current Errors or Tilts occurring in the system, the number of those errors that have occurred and allows the Operator to clear the error once resolved.

To access the Error Statistics page, Insert and Turn the Operator Menu key in the Operator Key switch.



The Error Statistics page displays the following errors:

- Touch Screen
- Checksum
- Network Timeout
- Network Ping
- AFT Comm. Error
- Printer
- Bill Acceptor
- Network Mach #
- Coin In Tilt
- RAM Backup
- Network
- Net Hard Reset
- Lockout Failure

Tap the Error button to clear the error once it has been resolved.



Continuum Games Platform Operator Menu - User Guide

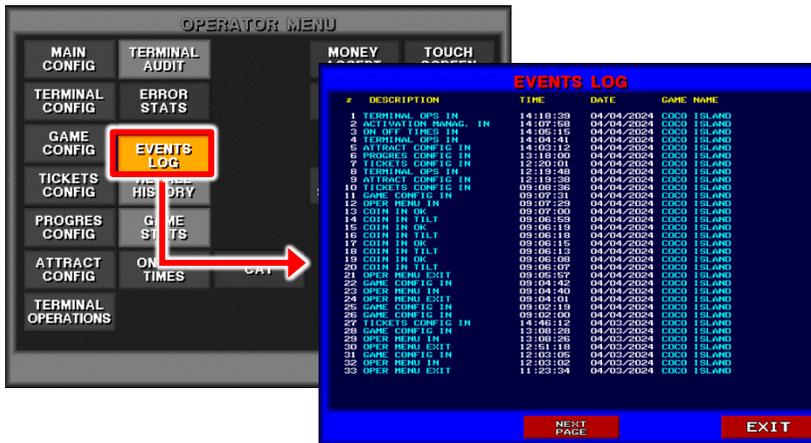


Main | Terminal Config | Game Config | Tickets | Prog Config | Terminal Ops | Audit | Errors | Logs | Recall | Sound | Activation | Hardware | Glossary

Events Log

The Events Log page displays the last 300 events recorded by the machine, beginning with the most recent, including the Time and Date of the event as well as the Game being played during the Event.

To access the Events Log page, Insert and Turn the Operator Menu key in the Operator Key switch.



The Events Log page displays the following information:

- Machine Powered On or Off
- Access Events for Doors or Intrusion Switches
- Opening or Exiting the Operator Menu and Sub-Menus
- Operator Actions such as RAM Clears, Audit Events and Cleared Errors or Tilts.
- Recorded Errors and Tilts from the various devices such as the Printer, Touch Screen or Bill Acceptor.

#	DESCRIPTION	TIME	DATE	GAME NAME
1	TERMINAL OPS IN	14:18:39	04/04/2024	COCO ISLAND
2	ACTIVATION MANAG. IN	14:07:58	04/04/2024	COCO ISLAND
3	ON OFF TIMES IN	14:05:15	04/04/2024	COCO ISLAND
4	TERMINAL OPS IN	14:04:41	04/04/2024	COCO ISLAND
5	ATTRACT CONFIG IN	14:03:12	04/04/2024	COCO ISLAND
6	PROGRES CONFIG IN	13:18:00	04/04/2024	COCO ISLAND
7	TICKETS CONFIG IN	12:20:01	04/04/2024	COCO ISLAND
8	TERMINAL OPS IN	12:19:48	04/04/2024	COCO ISLAND
9	ATTRACT CONFIG IN	12:19:38	04/04/2024	COCO ISLAND
10	TICKETS CONFIG IN	09:08:36	04/04/2024	COCO ISLAND
11	GAME CONFIG IN	09:07:31	04/04/2024	COCO ISLAND
12	OPER MENU IN	09:07:29	04/04/2024	COCO ISLAND
13	COIN IN OK	09:07:00	04/04/2024	COCO ISLAND
14	COIN IN TILT	09:06:59	04/04/2024	COCO ISLAND
15	COIN IN OK	09:06:19	04/04/2024	COCO ISLAND
16	COIN IN TILT	09:06:18	04/04/2024	COCO ISLAND
17	COIN IN OK	09:06:15	04/04/2024	COCO ISLAND
18	COIN IN TILT	09:06:13	04/04/2024	COCO ISLAND
19	COIN IN OK	09:06:08	04/04/2024	COCO ISLAND
20	COIN IN TILT	09:06:07	04/04/2024	COCO ISLAND
21	OPER MENU EXIT	09:05:57	04/04/2024	COCO ISLAND
22	GAME CONFIG IN	09:04:42	04/04/2024	COCO ISLAND
23	OPER MENU IN	09:04:40	04/04/2024	COCO ISLAND
24	OPER MENU EXIT	09:04:01	04/04/2024	COCO ISLAND
25	GAME CONFIG IN	09:02:19	04/04/2024	COCO ISLAND
26	GAME CONFIG IN	09:02:00	04/04/2024	COCO ISLAND
27	TICKETS CONFIG IN	14:46:12	04/03/2024	COCO ISLAND
28	GAME CONFIG IN	13:08:28	04/03/2024	COCO ISLAND
29	OPER MENU IN	12:51:26	04/03/2024	COCO ISLAND
30	OPER MENU EXIT	12:51:18	04/03/2024	COCO ISLAND
31	GAME CONFIG IN	12:03:05	04/03/2024	COCO ISLAND
32	OPER MENU IN	12:03:02	04/03/2024	COCO ISLAND
33	OPER MENU EXIT	11:23:34	04/03/2024	COCO ISLAND



Tap to scroll through the pages.



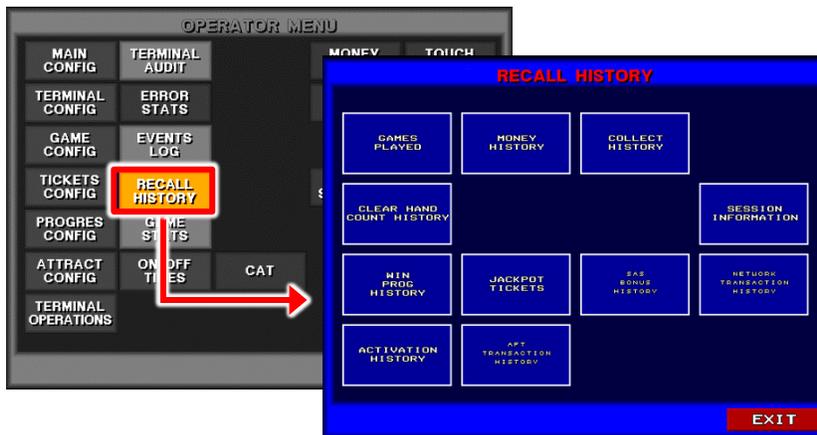


Recall History

The Recall History Menu allows the Operator to view statistics about the last games played, the amounts of money inserted into the machine or paid to the players, the last special wins, progressive jackpots awarded, as well as the refills and activations recorded.

To access the Recall History menu, **Insert and Turn the Operator Menu key** in the Operator Key switch.

To enable access to the Recall History menu via the Attendant Key, see [Alt. Key Recall Hist.](#)



The Recall History menu has the following buttons:

- Games Played
- Clear Hand Count History
- Win Prog History
- Activation History
- Money History
- Jackpot Tickets
- AFT Transaction History
- Collect History
- SAS Bonus History
- Session Information
- Network Transaction History





Games Played

Tap to access statistics on Game Play for the last 30 games played.



The screenshot shows the 'GAMES PLAYED' screen with the following data points highlighted by callouts:

- Game Number:** #1
- Game Name:** COCO ISLAND
- Player Start / End Balance:** START BAL: 325, END BAL: 475
- Game Mode:** STD
- Money / Credit Played & Won:** PLAYED: 125, WON: 275
- Time / Date Game Played:** 09:07:06, 04/04/2024
- Top / Mid / Bottom Symbols:** TOP: BANANAS, MID: JACK, BTH: QUEEN
- Skill Results:** MATCH 2: SUCCESSFUL
- Lines and Symbols:** LINE 4 (S): 3X BANANAS, LINE 23 (S): 3X QUEEN, LINE 20 (S): 3X QUEEN, LINE 9 (S): 3X QUEEN

Additional screen details include: NUMBER OF LINE(S): 25, and buttons at the bottom: NEXT PAGE, PUSH FOR MONEY, EXIT.



Tap To change the view from Credit to Money or back.



Tap to scroll through the pages.





Clear Hand Count History



Tap to view the history of Cleared Hand Counts by Attendants.

The Clear Hand Count page shows the following:

- Attendant ID
- Hand Count
- Amount
- Time
- Date



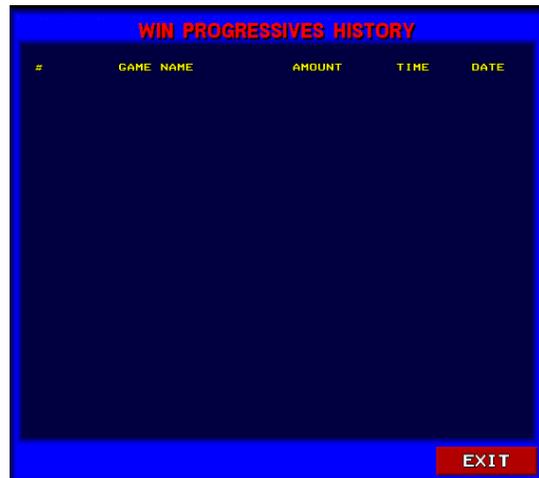
Win Prog History



Tap to view the History of the Progressive Wins.

The Win Prog History page shows the following:

- Number
- Game Name
- Amount
- Time
- Date



Activation History



Tap to display a list of all Refills and Activations that have occurred.

The Activation History page displays the following:

- Number
- Type
- Info
- Date
- Time



Continuum Games Platform Operator Menu - User Guide



Main | Terminal Config | Game Config | Tickets | Prog Config | Terminal Ops | Audit | Errors | Logs | Recall | Sound | Activation | Hardware | Glossary

Money History



Tap to display a list and sub-menu for the amounts inserted into the Bill Acceptor or Coin Slot.

The Money History page displays the following:

- Number
- Game Name
- Amount
- Insert Location (Abbreviated)
- Time
- Date

#	GAME NAME	AMOUNT	TIME	DATE
1	0000 ISLAND	1.00	(S1) 09 04 56	04/04/2024
2	0000 ISLAND	1.00	(S2) 09 06 54	04/04/2024
3	0000 ISLAND	1.00	(S2) 09 06 52	04/04/2024
4	0000 ISLAND	1.00	(S1) 09 06 18	04/03/2024
5	0000 ISLAND	1.00	(S1) 09 04 31	04/04/2024
6	0000 ISLAND	3.00	(S1) 09 15 16	04/03/2024
7	0000 ISLAND	1.00	(S1) 09 15 18	04/03/2024
8	0000 ISLAND	1.00	(S2) 09 15 04	04/03/2024
9	0000 ISLAND	1.00	(S2) 09 14 17	04/03/2024
10	0000 ISLAND	1.00	(S1) 09 14 11	04/03/2024
11	0000 ISLAND	1.00	(S2) 09 13 55	04/03/2024
12	0000 ISLAND	1.00	(S2) 09 09 36	04/03/2024
13	0000 ISLAND	1.00	(S1) 09 06 28	04/03/2024
14	0000 ISLAND	3.00	(S1) 09 06 23	04/03/2024
15	0000 ISLAND	1.00	(S3) 14 35 57	04/02/2024
16	0000 ISLAND	1.00	(S2) 14 35 57	04/02/2024
17	0000 ISLAND	1.00	(S1) 14 35 58	04/02/2024
18	0000 ISLAND	1.00	(S2) 14 34 43	04/02/2024
19	0000 ISLAND	1.00	(S3) 14 34 42	04/02/2024

Buttons: COIN ONLY, BILL ONLY, AFT ONLY, NETWORK ONLY, ALL, EXIT



Tap to view Coins Only.



Tap to view Bills Only



Tap to view AFT Transactions Only



Tap to view Network Transactions Only



Tap for All amounts inserted.

Jackpot Tickets



Tap to view the printed Jackpot Tickets.

The Jackpot Tickets History page displays the following:

- Number
- Game Name
- Amount
- Ticket Number
- Validation Number
- Time
- Date

#	GAME NAME	AMOUNT	TCKT#	VAL#	TIME	DATE
---	-----------	--------	-------	------	------	------

EXIT





AFT Transaction History



Tap to display a list of all communication messages exchanged between the gaming machine and the server for the SAS AFT feature.



Tap to Print a Ticket with the SAS AFT History.

Collect History



Tap to display a list of the last money collections.



The Collect History page displays the following:

- Number
- Game Name
- Amount
- Ticket Number
- Validation Number
- Time
- Date

SAS Bonus History



Tap to display a list of all SAS bonuses.



The SAS Bonus History page displays the following:

- Number
- Game Name
- Type
- Amount
- Time
- Date





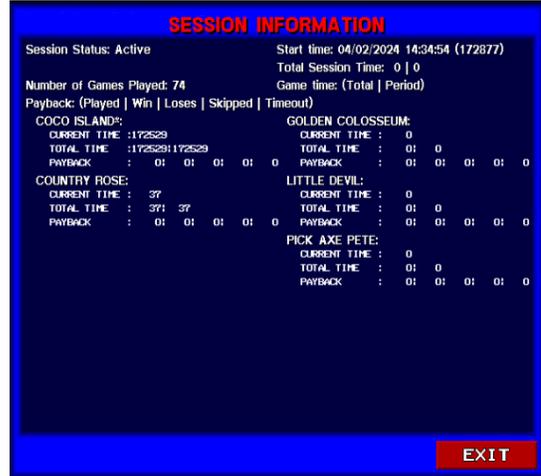
Session Information



Tap to display the Session Information for each game since the last Hard Reset of the machine.

The Session Information pages shows the following:

- Session Status
- Start Time
- Total Session Time
- Game Time
- Number of Games Played



For Each Game

- Current Time
- Total Time
- Payback (Played | Win | Loses | Skipped | Timeout)

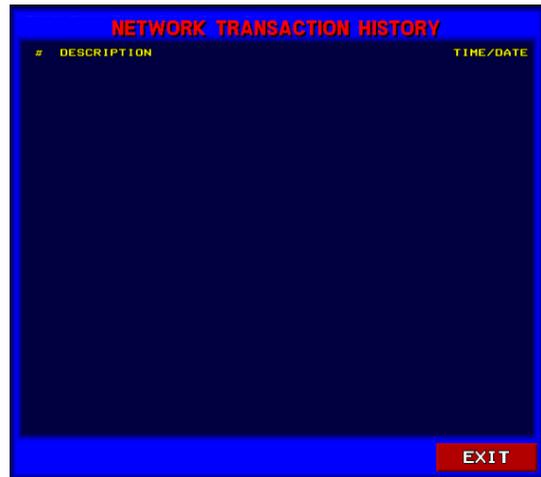
Network Transaction History



Tap to display a list of all the amounts that were transferred between the machine and the Network Controller when the machine is in Network System Mode

The Network Transaction History page displays the following:

- Number
- Description
- Time / Date

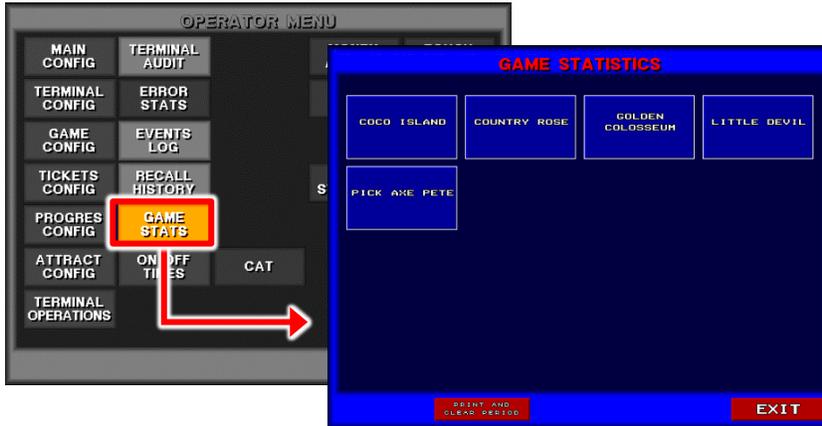




Game Stats

The Game Statistics Menu appears in multigame environments and allows the Operator to view information about each game individually.

To access the Game Statistics menu, **Insert** and **Turn** the **Operator Menu** key in the Operator Key switch.



Tap to Print Game Statistics for All Games and Clear the current period.



Tap the Game Title box to access a list of Total and Periodic game statistics for the selected game.

Each Game Statistics page shows the following information:

- Played
- Won
- Won Percent
- Games Played
- Games Won
- Progressive Amount Won
- Number of Progressives Won
- Last Reset (Time / Date)
- Payback
(Played | Win | Loses | Skipped | Timeout)

GAME STATISTICS		
COCO ISLAND	TOTAL	PERIOD
PLAYED	4300	4300
WON	2900	2900
WON %	% 67.44	% 67.44
GAMES PLAYED	73	73
GAMES WON	29	29
PRG WON	0	0
NB PRG WON	0	0
LAST RESET	10:28:19 03/29/2024	10:28:19 03/29/2024
PAYBACK**	0 0 0 0 0	0 0 0 0 0
<small>** PLAYED/WIN/LOSES/SKIPPED/TIMEOUT</small>		



Tap To change the view from Credit to Money or back.



Continuum Games Platform Operator Menu - User Guide

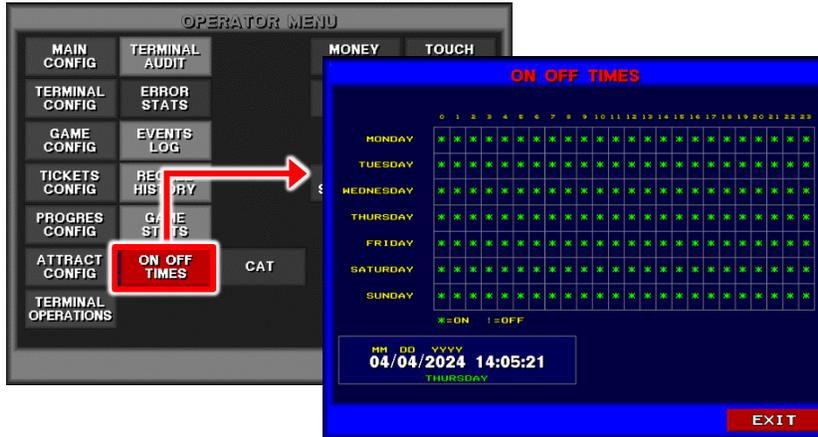


Main | Terminal Config | Game Config | Tickets | Prog Config | Terminal Ops | Audit | Errors | Logs | Recall | Sound | Activation | Hardware | Glossary

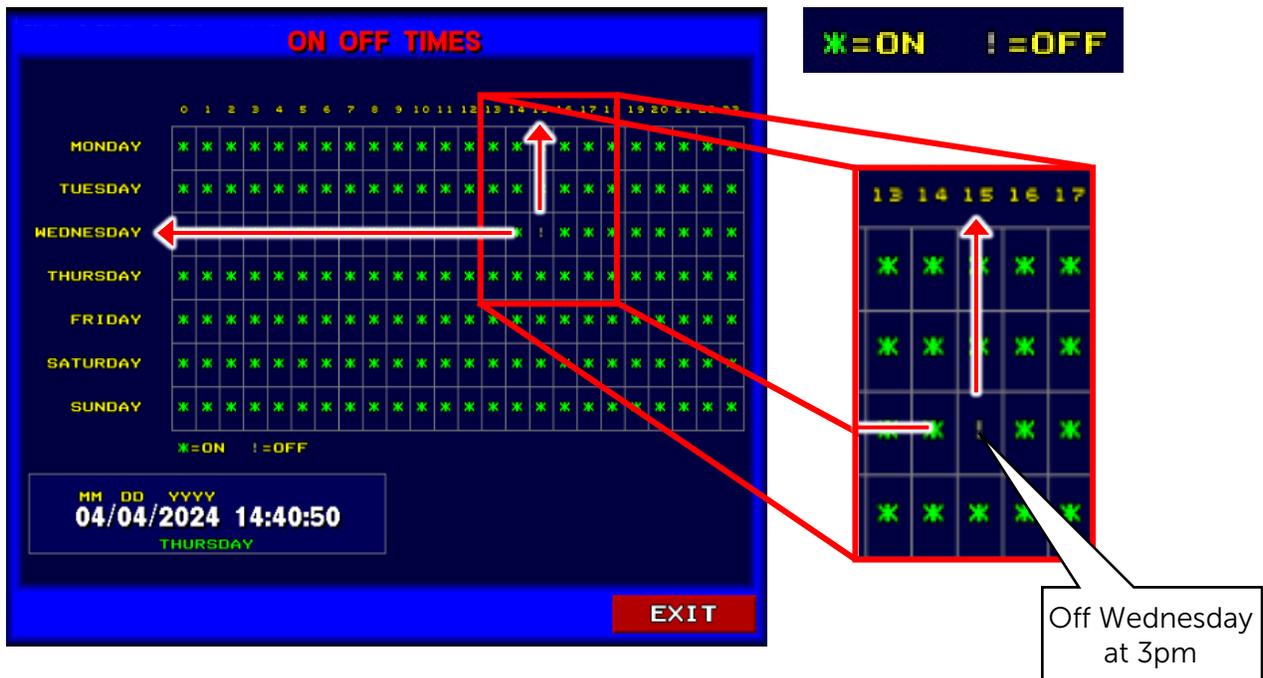
On Off Times

The On Off Times page is used to set the days and times (by the hour) the machine is available for game play in Redemption Game environments.

To access the On Off Times menu, **Insert and Turn the Operator Menu key** in the Operator Key switch.



To Activate or Deactivate a specific time, Tap the box that corresponds to the time and day.



Note: Times are listed as a 24 period. For example, 15 = 3pm.

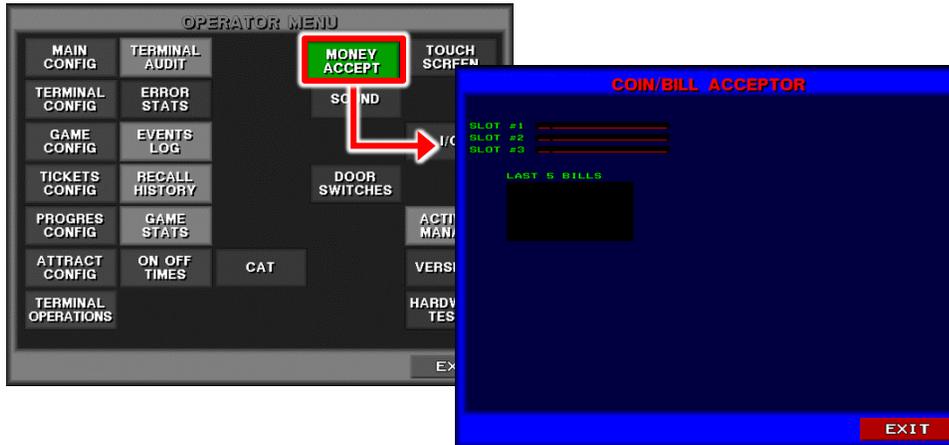




Money Accept

The Money Accept page allows the Operator to test the Bill Acceptor and, if applicable to the machine, to test the three Coin Slots for functionality.

To access the Money Accept page, **Insert and Turn the Operator Menu key** in the Operator Key switch.

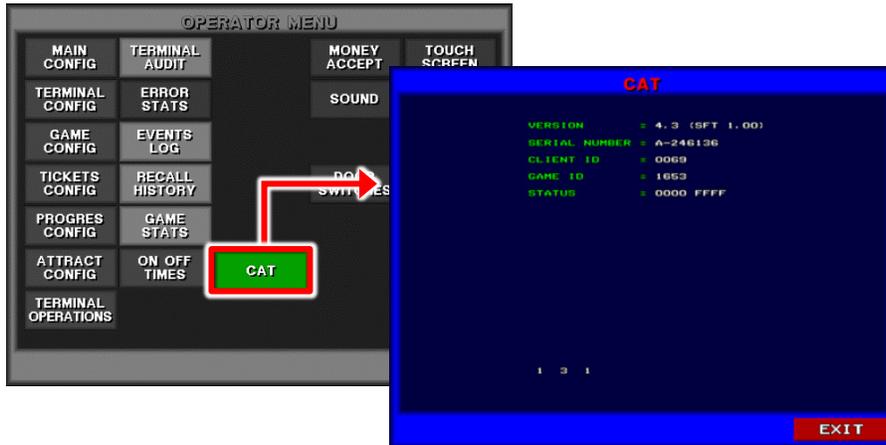




CAT

The CAT Pages allows the Operator to setup a CAT device which is used for Prepaid revenue sharing.

To access the CAT page, **Insert and Turn the Operator Menu key** in the Operator Key switch.



The CAT Device Activation Modes are:

- Cash
- Played
- Profits
- Time
- Item

If no CAT Device exists, the Page will display a Not Implemented message.

 **Note:** Some Machines may display SAM instead of CAT.
SAM = Secure Access Module

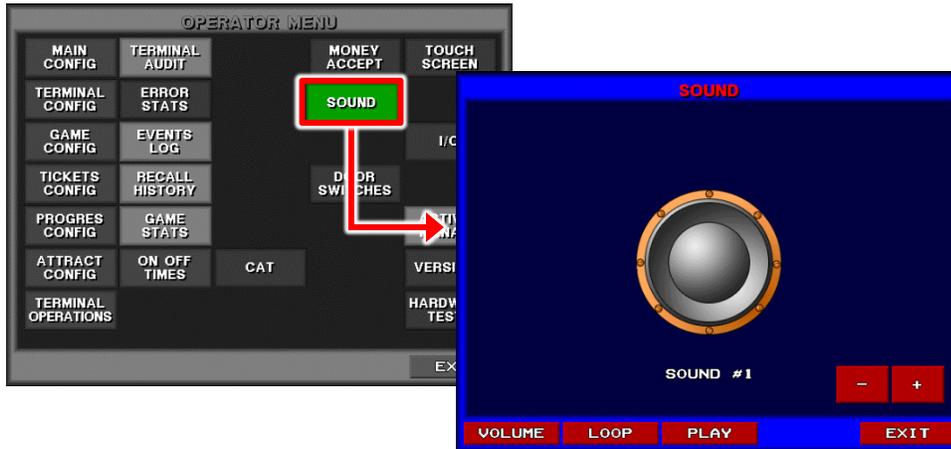




Sound

The Sound Menu is used to manage the Audio settings for the various sounds and music played by the Games.

To access the Sound Menu, **Insert** and **Turn** the **Operator Menu key** in the Operator Key switch.



Tap to scroll through the various sounds and music available.



Tap to play the selected sound once.



Tap to play the selected sound continually.



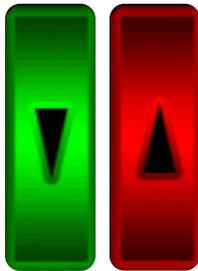
Continuum Games Platform Operator Menu - User Guide



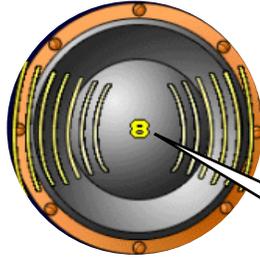
[Main](#) | [Terminal Config](#) | [Game Config](#) | [Tickets](#) | [Prog Config](#) | [Terminal Ops](#) | [Audit](#) | [Errors](#) | [Logs](#) | [Recall](#) | [Sound](#) | [Activation](#) | [Hardware](#) | [Glossary](#)

Volume

 Tap to open the Volume Menu.



Tap to Increase or Decrease the Volume



Sound Volume Level Indicator



Tap to adjust the Bass settings for the machine.

Use the [Number Pad](#) to Enter.



Tap to adjust the Treble settings for the machine.

Use the [Number Pad](#) to Enter.

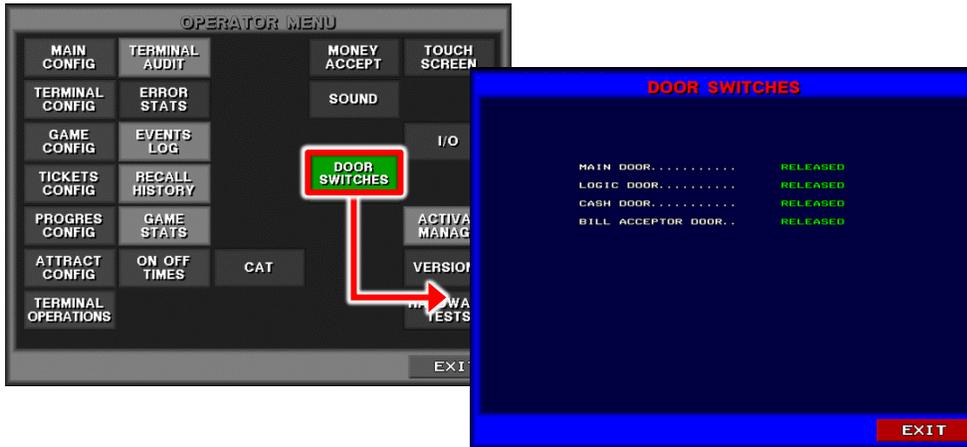




Door Switches

The Door Switches page displays the status of the various Door Intrusion Switches for testing by the Operator.

To access the Door Switches page, **Insert and Turn the Operator Menu key** in the Operator Key switch.



The Door Switch page displays the status of the following Switches:

- Main Door
- Logic Door
- Cash Door
- Bill Acceptor Door



Released = Door is closed, or the Intrusion Switch is deactivated.

Pressed = Door is open, or the Intrusion Switch has been activated

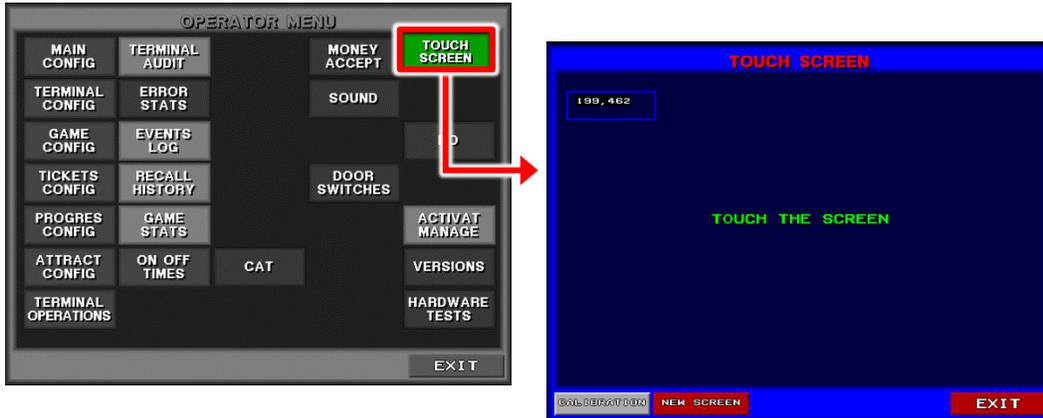




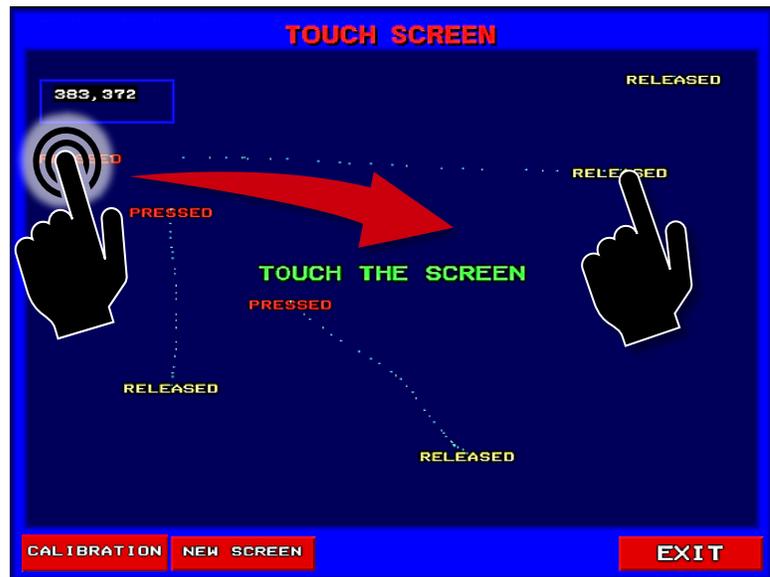
Touch Screen

The Touch Screen page allows the Operator to calibrate the Touch Screen.

To access the Touch Screen page, **Insert** and **Turn** the **Operator Menu** key in the Operator Key switch.



To check the Touch Screen Calibration, Tap and Draw lines on the monitor. The lines should correspond to the drawn trajectory and the screen will show where the Tap was **Pressed** and where it was **Released**.



CALIBRATION Tap to calibrate the correct range.

NEW SCREEN Tap to clear the screen.

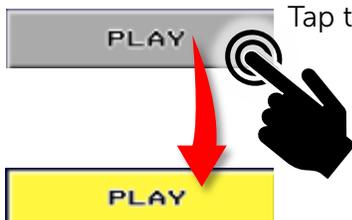
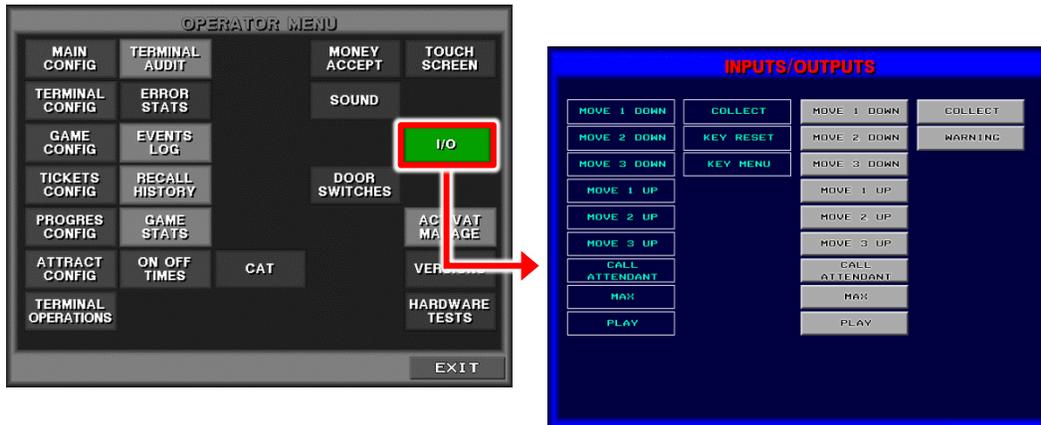




I/O - Inputs/Outputs

The I/O Menu is used to test the Input and Output components connected to the game board.

To access the Inputs/Outputs page, Insert and Turn the Operator Menu key in the Operator Key switch.



Tap the various buttons to test the working order of the components.

The Input / Output menu allows for testing the following:

- Move 1 Down
- Move 2 Down
- Move 3 Down
- Move 1 Up
- Move 2 Up
- Move 3 Up
- Call Attendant
- Max
- Play
- Collect
- Warning

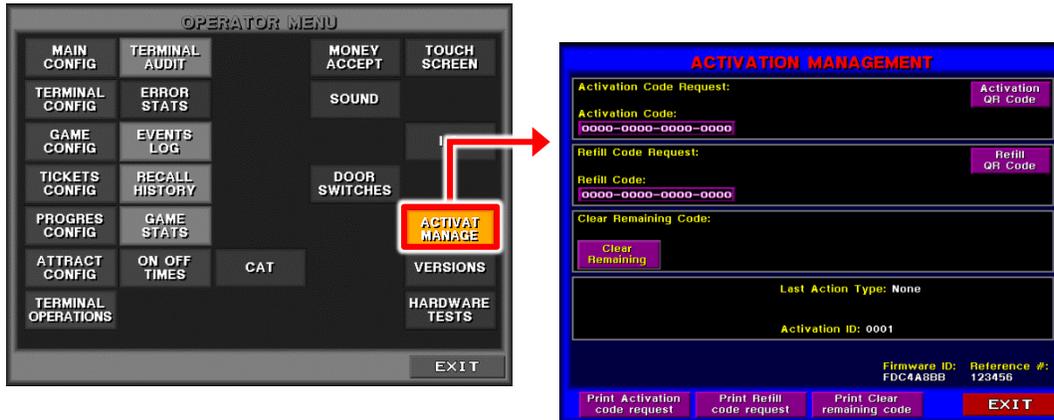




Activation Manage

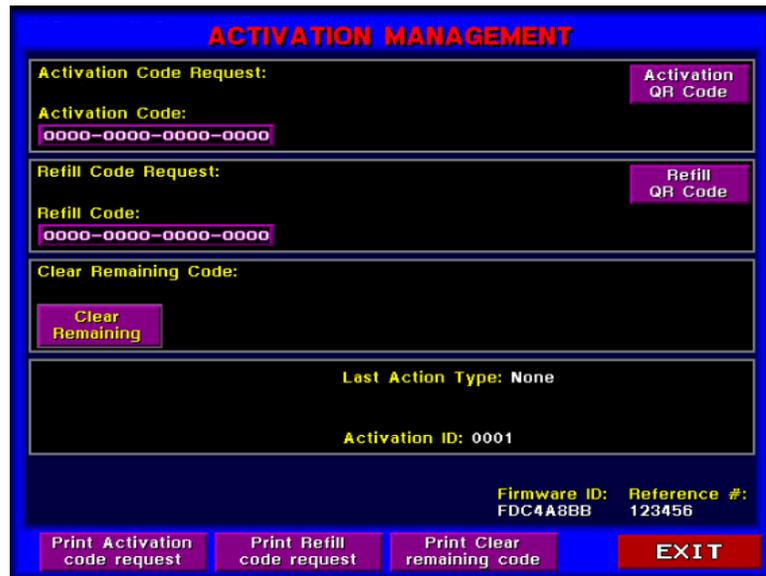
The Activat (Activation) Manage pages allows the Operator to obtain existing activation codes or enter activations codes to Activate or Refill the Machine.

To access the Activation Manage page, Insert and Turn the Operator Menu key in the Operator Key switch.

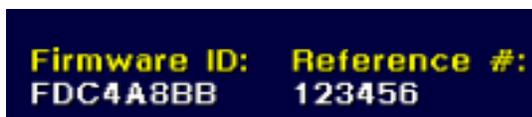


The Activation Management menu has the following buttons and other info:

- Activation Code Request
- Refill Code Request
- Clear Remaining
- Activation QR Code
- Refill QR Code
- Print Activation Code Request
- Print Refill Code Request
- Print Clear Remaining Code
- Last Action Type
- Activation ID
- Firmware ID
- Reference #



Displays the last Action Type taken by the Operator and the Activation ID.



Displays the Firmware ID and Reference Number for the Machine.





Activation Code Request



Tap to enter the activation code obtained from the website.

Use the [Alphanumeric Keypad](#) to Enter.

Refill Code Request



Tap to enter the refill code obtained from the website.

Use the [Alphanumeric Keypad](#) to Enter.

Clear Remaining



Tap to clear the items left on the machine and to generate a clear remaining code.

Activation QR Code



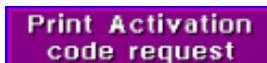
Tap to display the Activation QR Code.

Refill QR Code



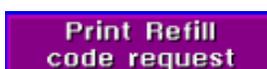
Tap to display the Refill QR Code.

Print Activation Code Request



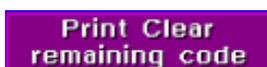
Tap to print the Activation Code Request displayed on the screen.

Print Refill Code Request



Tap to print the Refill Code Request displayed on the screen.

Print Clear Remaining Code



Tap to print the clear remaining code displayed onscreen.



Displays the number of Days left before a Fill must be performed. Once the number of days falls below the set number an Alert Message will appear at the bottom left of the screen.



Note: For Sweepstakes games, these will be displayed in number of Plays.



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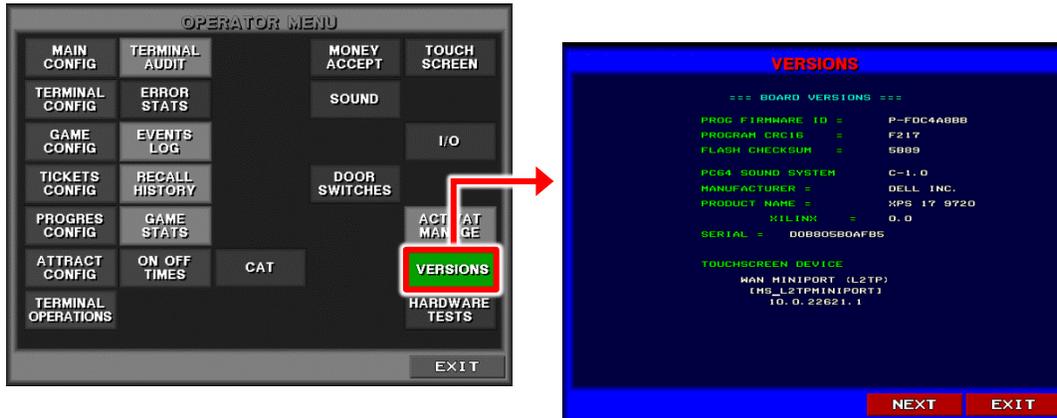


Main | Terminal Config | Game Config | Tickets | Prog Config | Terminal Ops | Audit | Errors | Logs | Recall | Sound | Activation | Hardware | Glossary

Versions

The Versions pages display the software versions, serial numbers and identification numbers for various systems and components in the machine.

To access the Versions page, Insert and Turn the Operator Menu key in the Operator Key switch.



Versions has three pages of information for the following:

- Board
- Software
- Open-Source Licenses



Tap to scroll through the pages.



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Board Versions

The Board Versions page shows the following:

- Program Firmware ID
- Program CRC16
- Flash Checksum
- MIG-II DSP
 - PIC16
 - FPGA
- Serial

```
VERSIONS
=== BOARD VERSIONS ===
PROC FIRMWARE ID = P-FDC4A8BB
PROGRAM CRC16 = F217
FLASH CHECKSUM = 5B89
PCB4 SOUND SYSTEM C-1.0
MANUFACTURER = DELL INC.
PRODUCT NAME = XPS 17 9720
XILINX = 0.0
SERIAL = DOB805B0AFB5
TOUCHSCREEN DEVICE
WAN MINIPOPT (L2TP)
[MS_L2TPMINIPOPT]
10.0.22621.1
NEXT EXIT
```

Software Versions

The Software Versions Page shows the following:

- System Name
- Version
- Build Number

```
VERSIONS
=== SOFTWARE VERSIONS ===
SYSTEM NAME = PC-PG-JOKER_PARTY_HD-MG
VERSION = 1.04
BUILD NUMBER = 0002
NEXT EXIT
```

Open-Source License Versions

The Open-Source License page displays the required Open-Source Licensing agreement for the software.

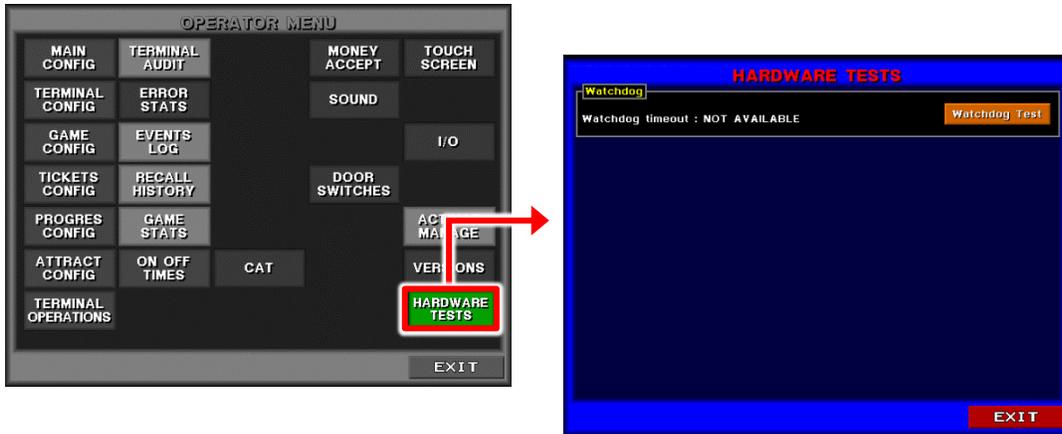
```
VERSIONS
=== OPEN SOURCE LICENSES ===
NOTICE FOR FILE: BASE91.C
/*
 * BASE91 ENCODING/DECODING ROUTINES
 *
 * COPYRIGHT (C) 2000-2005 JOACHIM HENKE
 * ALL RIGHTS RESERVED.
 *
 * REDISTRIBUTION AND USE IN SOURCE AND BINARY FORMS, WITH OR WITHOUT
 * MODIFICATION, ARE PERMITTED PROVIDED THAT THE FOLLOWING CONDITIONS ARE MET.
 *
 * - REDISTRIBUTIONS OF SOURCE CODE MUST RETAIN THE ABOVE COPYRIGHT NOTICE,
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 * ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE
 * LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR
 * CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF
 * SUBSTITUTE GOODS OR SERVICES, LOSS OF USE, DATA, OR PROFITS, OR BUSINESS
 * INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN
 * CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)
 * ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE
 * POSSIBILITY OF SUCH DAMAGE.
 */
NEXT EXIT
```





Hardware Tests

To access the Hardware Tests page, Insert and Turn the Operator Menu key in the Operator Key switch.



Watchdog Test

Tap to run a test to determine if the Watchdog system is functioning correctly.

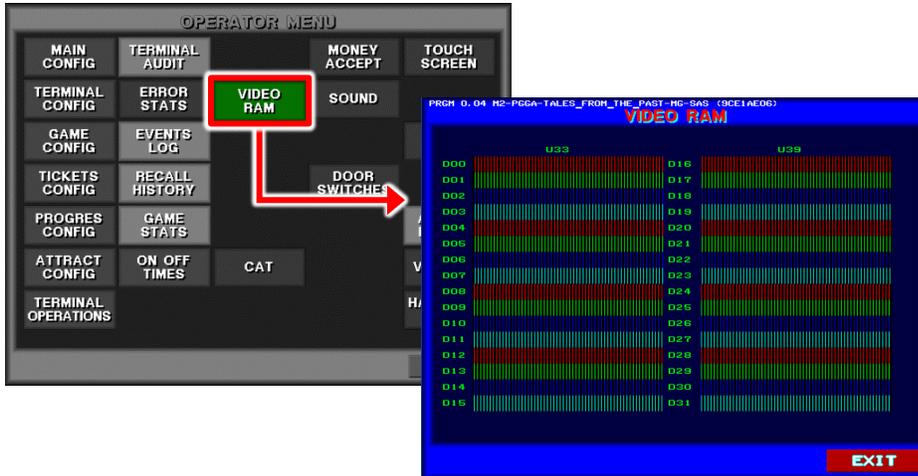
Watchdog = A device that monitors hardware for issues and reboots the machine if any issues are found.





Video RAM

To access the Video RAM page, Insert and Turn the Operator Menu key in the Operator Key switch.



Tap to view the condition of the Video RAM.

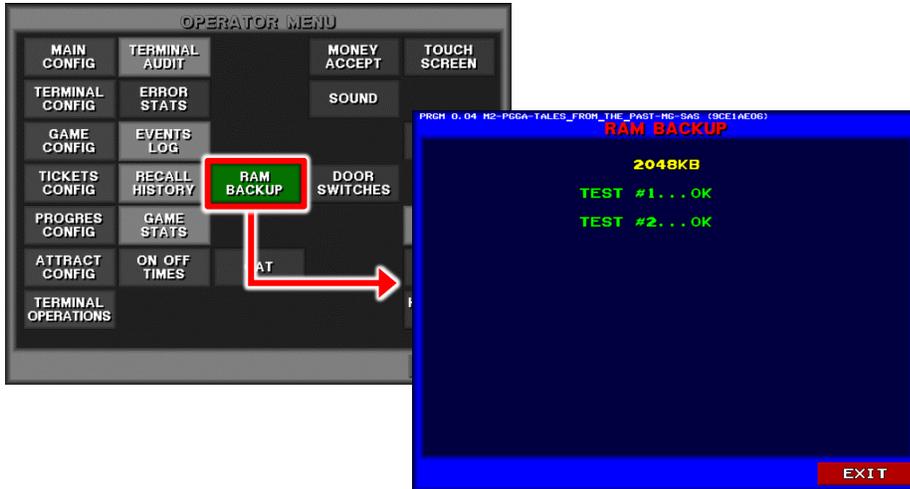
This page is displayed for Cabinets using some MIG-II Boards only and shows the status of each Pin (D00 – D31) for the 2 Video RAM Chips in sockets U33 and U39 on the board.





RAM Backup

To access the RAM Backup page, Insert and Turn the Operator Menu key in the Operator Key switch.

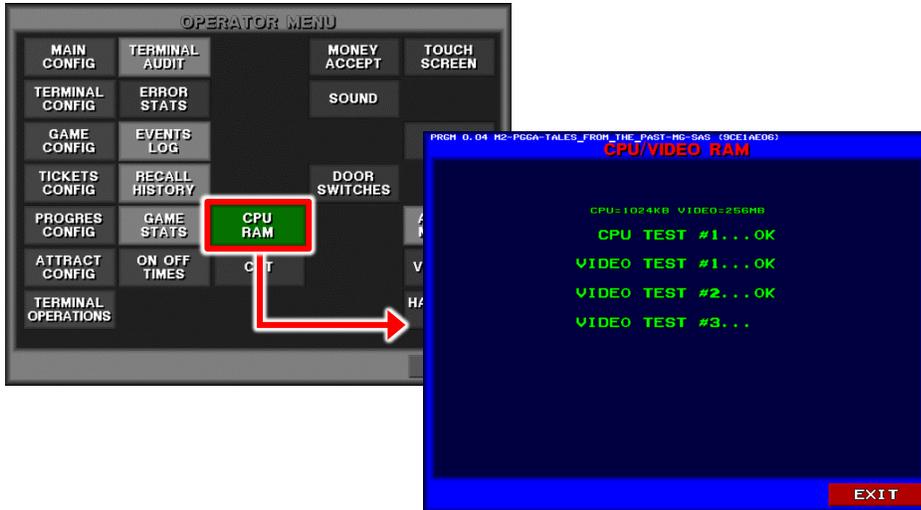


Tap to run a Test on the RAM used for securing backup statistics. This page is only displayed for Cabinets using some MIG-II Boards.



CPU RAM

To access the CPU RAM page, Insert and Turn the Operator Menu key in the Operator Key switch.

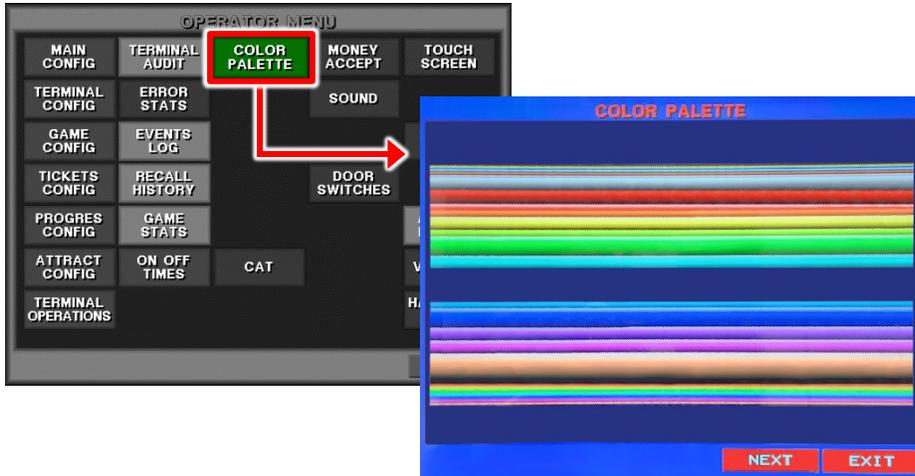


Tap to run a test on the CPU and Video RAM. This page is only displayed for Cabinets using some MIG-II Boards.



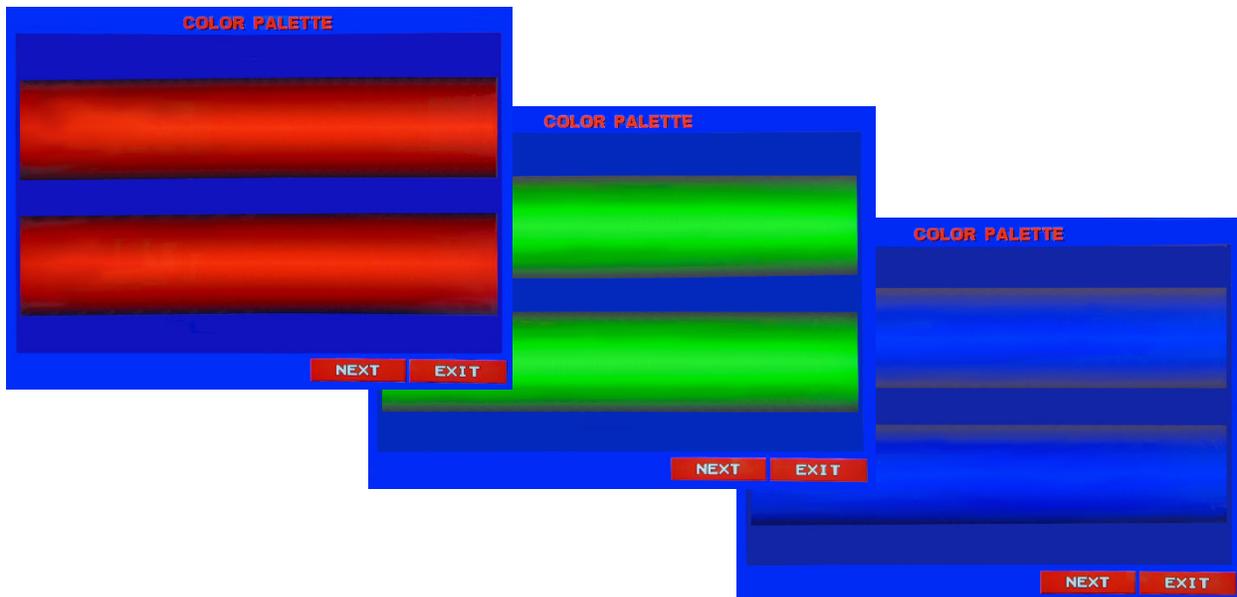
Color Palette

To access the CPU RAM page, Insert and Turn the Operator Menu key in the Operator Key switch.



Tap to verify that every hue programmed is displayed on the monitor. This page is only displayed for Cabinets using some MIG-II Boards.

Color Palette has 4 pages, All Color, Red, Green and Blue:





Appendix A: Glossary

Term	Definition
Activation Code	The initial licensing code used to activate the game.
AFT	Advanced Funds Transfer – A process of electronically moving funds between game machines via a SAS host server.
Attendant	A person who works for the venue and attends to the player by printing tickets, paying out winnings and clearing errors on the machine.
Bank	A group of slot machines or games in a particular location.
Betting Line	The amount played on each possible Hand resulting from a single play. One betting Line wins or loses on one possible combination of symbols while 2 betting lines may win or lose on 2 sets of symbols, but costs twice as much as a single betting line.
Bill Acceptor (BA)	A device or component of a slot machine in which the player inserts paper currency which is authenticated and stored in the cash box in exchange for play or credits to play the game. Also called a Bill Validator.
Cash In / Out	Deposited or Withdrawn funds from a machine.
CAT	Cash and Time – A security device in the form of a Module or USB used to track Game Play.
Checksum	A small-sized block of data derived from another block of digital data for the purpose of detecting errors that may have been introduced during its transmission or storage.
Credit	The converted coins or cash inserted into the slot machine.
Door	<ol style="list-style-type: none"> 1. Access point on a Slot Machine or Cabinet. 2. A graphical feature that conceals the spinning of the reels.
Firmware	A micro-program embedded into a hardware device for its operation.
Game Board	The Motherboard and other connected circuit boards that control the Cabinets Games and Components.
Hand	The resulting combination of symbols displayed by a single spin of the reels.
Handpay	A payout of winnings handled by the Attendant rather than directly from the Machine, Cabinet or Kiosk.
Hopper	Allows players to put the results of one or more reels on hold as they try to improve results by spinning the other reels.
I/O	Input Output
Jackpot	The top prize payable by a slot machine or game.
Logic Box	A box inside a Slot Machine, Cabinet or Game that contains the Motherboard, Hard Drives and other Circuit Boards used to control game play.
Machine	Another term for a Cabinet or Slot.
Meter	Small mechanical rotary indicators that are housed on a Slot Machine or Cabinet. Each cash in and cash out event is registered, to allow a simple method of tracking activity.
NVRAM	Non-Volatile Random Access Memory
Operator	A technician who performs maintenance and updates on slot machines, kiosks, and games on behalf of the venue or manufacturer.
Operator Key	A tubular key used to access the Operator Menu on a cabinet. Also called a 1247 Key.
Pay Back	A feature of some games that allows the player to win back some or all of a bet lost on a particular play by completing a skill or set of skills.
Paytable	Reflects the Return to Player Percentage or RTP of a specific game. The higher the difficulty the lower the RTP.
Ping	Packet Inter-Network Groper - A basic program that allows a user to test and verify if a particular destination IP address exists and can accept requests in computer network administration



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Term	Definition
Play	1. The action of engaging in a game as a whole. "To play the game." 2. A single spin of the reels on the game. "A winning play"
Player	The person playing a game or slot machine.
POS	Point of Sale - A system for executing payments for products or services.
Progressive	A jackpot pool, often linked to a number of games or machines, increases every time it isn't won. A portion of each play that the players make is contributed to this prize pool, so the more activity a game sees, the faster the pool grows.
Progressive Contribution	The amount or rate at which monies or credits are added to the Progressive Jackpot.
Progressive Value	The total current value of the Progressive Jackpot.
QR Code	Quick Response Code - A type of two-dimensional matrix barcode.
RAM	Random Access Memory - Provides fast, short-term memory for the Game systems.
Redemption	A game of skill that rewards the player proportionally to their score in the game. The reward most often comes in the form of tickets, with more tickets being awarded for higher scores. These tickets can then be redeemed (hence the name) at a central location for prizes.
Reel	Originating in classic slot machines, Reels were originally physical objects or disks that would spin and 'Index', demonstrating what, if any, award was won via visual symbols and patterns.
Reel Symbol	A symbol that appears on the Reel.
Refill Code	A code used for licensing renewal.
Reset Key	A key used by the Attendant to access some of the Cabinets menus in order to service the game or player.
Rollover Contribution	The amount added to the progressive rollover pool on a limited progressive jackpot.
SAS	Slot Accounting System - A network protocol and command set originally designed by IGT. This protocol gives a standard method for communicating game related events, value transmission, and remote management.
Session	The period of time from when a player begins play on a machine to the time that play ends and includes any action taken in between.
Skill	Refers to the player being required to perform an additional action to end the play. In classic slots you push the button and see the result. In a skill game you (for example) need to select a matching pair of symbols manually after the reels have come to rest. The play is not complete until the additional action has been completed.
Spin	A verb meaning the act of triggering a game event, even if there are no literal 'spins' involved in the game mechanic.
Stacker	A stacker is a part of a bill acceptor. When you insert a bill into a kiosk/vending machine/etc. the bill is verified by the validator (optically and magnetically) and then passed to the stacker for ingestion into the bill cassette (the box that holds the bills).
Terminal	Alternative Term for a Cabinet or Machine.
Ticket	A receipt printed from a slot machine that can be either redeemed with a cashier (or kiosk) or directly entered into another machine for additional play.
Tilt	Slang term from Pinball Machines in which tilting the machine to cheat and guide the ball would result in an error. In modern game machines like slot machines, tilt or tilt codes cover a variety of errors including software malfunctions, physical intrusions, and network errors.
TITO	Ticket In Ticket Out - A system designed to issue a ticket containing the winning amount each time a player cashes out from a slot.
Total Contribution	The total amount of monies or credits being added to the Progressive Jackpot including the Rollover Contribution if active.
Tower Light	A blinking light on the top of a slot machine used to signal or call an attendant to the machine for various tasks such as payout, errors, and other issues.



